
DEVIL'S
RUN
ROLEPLAYING GAME
COREBOOK
FOR
POST-APOCALYPTIC
VEHICULAR MAYHEM
SAVAGE
WORLDS
LICENSED PRODUCT

WHEN THE GANGS TEAR UP THE FREEWAY... CHOOSE A SIDE. FIGHT. SURVIVE.

TWO GREAT NATIONS THAT WERE DESTINED TO NEVER FIND PEACE DISAPPEARED OVERNIGHT. ONE IS NOW AN IRRADIATED HOT-ZONE WHERE NOTHING SURVIVES. THE OTHER A SPARESLY POPULATED WASTELAND THAT HAS PLUMMETED INTO ANARCHY AND CHAOS. WATER, GAS, AND FOOD ARE THE ONLY CURRENCIES THAT MATTER ON A CONTINENT RULED BY BULLETS, BALLS, AND BLOODSHED.

THE DEVIL'S RUN ROLEPLAYING GAME PUTS YOU IN THE DRIVING SEAT OF A POST-APOCALYPTIC FUTURE IN WHICH GANG WARFARE DOMINATES. THE RULES OF THE ROAD ARE NONE. ALL YOU NEED ASK YOURSELF IS WHAT WOULD YOU KILL FOR? WHAT WOULD YOU DIE FOR? HOW FAR ARE YOU WILLING TO FALL TO SURVIVE?

- High-octane action fuelled by rules for two turbo-driven systems. This corebook contains the full system for the 2d20 ruleset, plus mechanics to risk the Devil's Run using the Savage Worlds Adventure Edition system.
- A brief history detailing the collapse of civilisation as we know it, stretching from before the launch that started it all, to the current state of the world twenty years later.
- A detailed description of the former West Coast, including descriptions for several of the larger factions that battle to dominate its war-torn highways.
- Tips and tools designed to help GMs create interesting runs, plus a chapter dedicated to the various allies and enemies that might help or hinder a run. The rules of the road offer some structure to the post-apocalypse.
- An overview of the world at large and the few remaining superpowers that strive for dominance over rapidly dwindling resources.
- A complete toolkit of vehicles, weapons, and gear designed to get the characters ahead of the pack in the post-apocalyptic future of The Devil's Run.

RED SCAR

WFG WORD FORGE GAMES

MODIPHIUS ENTERTAINMENT

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RSP000101

San Francisco

Faction Territory Zones







Blown Bridges

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6

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8

Zombie Barricade

Brit Attack HQ


Arms of Justice:
Temporary bridge
Law HQ
Island of
Justice
AG
JETS
Justice HQ
Georgina III Hall
of Justice
Justice Expansion
Zone
LAW
JUSTICE
HA
BRIT ATTACK
Haul's Angels HQ
N
SEVEN FIRES



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SPECIAL DEDICATION
This book is dedicated to the memory of Phil Alexander, weaver of epic tales and force for good in the world.

SPECIAL THANKS
To Chris Birch, Mark Rapson, the Pinnacle Entertainment team, and all our backers for making this book a reality!
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WORD FORGE GAMES

RED SCAR

MODIPHIUS ENTERTAINMENT


DEVIL'S
RUN
ROLEPLAYING GAME



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FOREWORD BY MARK RAPSON

What seems like an age ago now, I was completing my twice weekly commute from Leamington Spa to Runcorn along the dreary M6 motorway (in the UK) to an equally dreary job doing something boring and undefinable for more money than it should have been. A long and dull 2-4 hour journey depending on the traffic, punctuated with traffic jams and 10 mile an hour crawls. My mind started to wander and I imagined what it would be like to bash the other cars out of my way and race at break neck speed towards my destination, beating the other cars and lorries there. This little thought of violence sparked an idea that just wouldn't go away and as I carried on with my monotonous journey, I thought back to all the car battle games of the 80s and 90s: Thunderoad, Carwars, Dark Future, all flashed across my mind's eye. I wanted to play a game like them again.



A few months later, and subsequent to the announcement of Fury Road, I had developed this road-based day dream into a fully functioning board game called Devil's Run. Each player runs a gang of 3-6 vehicles and they both are tasked with completing a given mission before their opponent is able to. My son was around 7 at the time and he and I, alongside my good friend Richard Howkins, developed and playtested to our heart's content. Richard and I had already set up Word Forge Games for a project that never really got off the ground. Alongside Dominik Kasprzycki, another friend and a talented artist, we three worked away on fleshing out the game towards what is now the look and feel of Devil's Run. We hit Kickstarter on the day Fury Road hit the cinemas, and our small idea grew with the backers to a fully fleshed out game, which included loads of factions and miniatures. We had hit the zeitgeist and Devil's Run had landed.

Marc Langworthy and I met at one of Word Forge's early conventions and we instantly hit it off. We both got excited about the idea and world we could create and it wasn't long before he was writing some truly amazing stuff for some of the factions that came out of the Kickstarter. Following on from the Justice, we filled out BritAttack from just a couple of models and art ideas into what is now probably my favourite faction. Other people beefed out the Skinners, Law Haulage Company and Hauls Angels, and then the Hunters coalesced. We were having a ride. Not long after that, Marc approached me in his capacity as owner of Red Scar, to develop the game into an RPG and I was happy to give him and Red Scar the licence and help springboard them into existence.

Since then, Devil's Run has seen 4 variant games, multiplayer versions, novellas, war rigs and more factions. Word Forge has grown to a multifaceted company that distributes for others and both publishes and distributes a myriad of different board, dice, card and roleplaying games. With Red Scar's portfolio also growing, things are looking rosy for their future too, and I am pleased that I soon will be able to play the Devil's Run RPG with my now 11-year-old son.

The future is post-apocalyptic, and that's awesome.

Bash, Crash, Smash, Shoot, Race... WIN!



FOREWORD BY MARC LANGWORTHY

Way back at the tender age of ten, my dad took it upon himself to hand me a battered copy of the first part of a certain trilogy by J.R.R Tolkien. I was hooked instantly and searched ever further afield, through many different genres, for more books to fuel my creative hunger.

My over-active imagination has always sought some form of release; prior to being introduced to Lord of the Rings, I had directed some fairly elaborate plots involving my Action Force figures (the British equivalent of G.I. Joe in my youth), Zoids (anyone remember them?), and certain robots in disguise. Having Tolkien thrust upon me at such a tender age allowed me to take this expressiveness to a whole new level, which meant you would usually find me charging around the woods behind our school with my best friend, scouring them of orcs and similar foul beasts.

Discovering tabletop roleplaying games was an almost natural progression for this creativity and expression. Despite the stigma associated with the game in those years, or perhaps partly due to it as I grew into my rebellious teens, I indulged in every opportunity I could to gather with my close friends so that we might weave our own fantastic stories. Our first forays were in the dominant system of the time: Mr Gygax's legendary fantasy game. As our appetites matured, however, we soon delved into other systems and settings.

Alongside roleplaying, I've always enjoyed painting and gaming with miniatures. While I both run and play plenty of roleplaying games without them, I find there's just something very cool about seeing your favourite character represented as part of a three-dimensional scene at the tabletop.

Fast-forward almost twenty years to a convention I was attending not long after making my first forays into RPG writing. Mark Rapson had just launched the initial Devil's Run Kickstarter and the zany craziness and visuals of the setting instantly grabbed me. We were buzzing at the convention and have continued bouncing ideas ever since. Not long after, the lore for the Justice faction came to fruition and that led to a whole new opportunity. I will always remember the call, which took place during my train commute to my job at the time. Mark had enjoyed the background for the Justice so much, he asked if I'd be interested in making an RPG for the Devil's Run. I have a healthy respect for all of the other factions of course, but the Justice will always be special to me because of this.

As the RPG progressed, I was also able to match up this crazy setting with the award-winning 2d20 ruleset thanks to Chris Birch and the fine folks at Modiphius. To borrow a classic quote, the circle was now complete.



This roleplaying game has not only been made possible through the hard work and generosity of Red Scar's publishing team, but also through the love and support of family, friends, and Kickstarter backers. It would also never have found its way to you without the continuing support of the Word Forge Games and Modiphius Entertainment families. Thank you all!

Strap yourselves in. Choose a side. Fight. Survive.



HAPPY BOOM-DAY, HONEY

DARREN W. PEARCE

The dust had barely settled on the rough surface as Rika brought the bike to a halt. The engine purred a little and she adjusted her eyes to squint against the rising sun. Old Ma's Taco Hell, what a shit-show. A bar outside of what remained of San Fran and full of the worst kind of folk you could imagine and then some.

Still, she needed answers and short of breaking the skulls of every single drifter from here to the end of the broken road, she might as well start in the bar. A couple of nervous-looking bikers, two guys minding their own business, scurried back indoors. They knew who she was, knew who she led. More importantly, they knew her rep for doing what was needed to get the job done. She could use that.

So she kicked her bike stand upright and sauntered over to the door, pushed it open with one hand and entered the dingy place.

It stank of people, booze, and desperation. Like most of the world, it was a place on the edge of a knife and you could sense the shift in conversation as the woman walked right in. Her dark eyes fixed on a small chubby guy and she pushed past two women who tried to block the way.

"Move, if you know what's good for you." She growled and made a beeline for the bar. One of the women, a Haul's Angels, muttered a racial insult under her breath and Rika stopped for a few seconds, making a show of noting who it was before continuing to the bar. "Hey Grimy," she slapped her leather gloved hand on the top of the old Formica counter. "I need info, and then I'll be gone."

"Oh shit, Rika," the man gulped. "What do you need? Always happy to help yer blessed self!"

Rika smiled while keeping a wary eye on the people at her back. "I'm looking for a woman, red hair, skin like the colour of coffee."

Grimy, one of the many tenders of the Taco Hell flinched a little. "Oh yeah, her. She looked tougher than boot-leather. She had the Devil in her eyes, honest."

"Go on?"

"She bought a whiskey and then left."

"No." Rika shook her head. "Your face says otherwise, what did she want?"

With a deep sigh, Grimy tapped a trembling finger at the side of his face, nervously. "She wanted info like you, and she broke Gav's arm until he gave it to her."

"Shame, but you're still not answering the question." Rika noted of the two women heading for the door.

"Touch my bike, baldy, and they'll bury what's left of you in a jar," Rika said to her and tapped the Sentencer pistol at her side. "Then they'll bury what's left of your friend right along with you." It would have been bravado from anyone else, but she had the true edge of steel and conviction to her tone. The Haul's Angel sat down in a chair and glowered.

The now trembling Grimy took a swig of a clear liquid to calm his nerves. "OK, OK. Just remember, Elroy told her, not me." It seemed to be for the benefit of everyone else in the bar. "She wanted the location of some Haul's Angels who're camped out nearby. Didn't say why, but she was determined to get it."

"Shit." Rika hated not knowing why. "Is she from Brazilia?"

"No idea."

"She have any crew, any high-end gear?"

"Naw. She looked like a drifter and drove an old beat up piece of shit car."

"Hey," Rika narrowed her eyes. "What kind?"

"No idea, snake on the front. Least that's what it looked like."

"Something to go on anyway." She sighed, tossed a couple of bits of scrap down and squared her shoulders. "Keep safe Grimy, have another drink."

"Yeah, yeah..."

Rika made for the door but the big woman with the bald head and a chip on her shoulder stopped her. The smaller woman didn't even stop to take a breath, she lashed out with a brutal punch that cracked the cheekbone of the bald woman and sent her reeling to the floor. Then, for good measure, she snapped out with her booted heel and broke her opponent's shin.

"My parents were American and Chinese," she hissed into the yowling Haul Angel's ear. She tore out the earring there and tossed it into the lap of the woman's companion, leaving ruined skin and blood in its wake. "Teach your friend some respect before I decide to come back and preach the Litany." Not a single person moved in the bar, they knew better than to cross the Justice.

Her bike, the three-wheeled Mortifex of the Executioners, sat untouched outside, the Justice relic, Penance, still sheathed in its scabbard on the side. Sliding onto the saddle, she looked down at the tracks before her. One of them stood out, just the kind of wheel-base for the car that Grimy described. Gunning the engine, she took off into the dawn light across the broken road. The hunt was on!

***

Four wheels tore up the road miles ahead of Rika. The old shell of a once-pristine Shelby Cobra rumbled down what was left of the highway and left a cloud of dust behind it. The dark skinned, red-haired driver with the Devil's eyes pushed her foot down further and the car sped up.

Nyx had red eyes. She wasn't sure why, but she loved the way they looked in a mirror. She adjusted the cracked mirror to see behind her. Road was clear. No Angels on this part of the highway. Pity, because that's just what she was after following her little scene at Taco Hell. She'd have to go back to first principles. Hunt down the assholes herself and deal with them in kind.

Six days ago, they'd rolled into a little settlement called Smokestack. A few Haul's Angels drinking and brawling. End of the night, Smokestack was renamed Fireball as blazed like it was the End of the World all over again. Only problem was, someone hired Nyx to make them pay. Someone who'd survived that night and earned himself a nickname: Barbeque Jack.

Nyx had come to Smokestack to meet up with someone who owed her money, so it was a double-whammy. Client was dead,



and Jack was the only one left, though with enough burns to pass for a piece of flame-grilled meat. She didn't ask how Jack had survived, or why he wasn't screaming in pain. He offered payment and a bottle of whiskey he'd saved from the fire. Good enough for her.

Truth is, Nyx didn't need much reward to do what she did. She wasn't noble or altruistic. just a less-shitty person in a world that was a cesspit. Laying her left arm outside the window, she rolled a makeshift cigarette with her other hand, the car barely drifting as she did so. It was hot already, and it was going to get hotter. Her black combats, short-sleeved t-shirt, and necklace made from coloured dice were just the thing for this weather when you had the wind blowing in your face and a clear road for miles. As the smoke from her cigarette sailed backwards in the wind her thoughts drifted to better times. Then she slammed the car to a halt with a screech of tyres. "Well now, look what we have here," she purred.

The tell-tale Haul's Angels logo sprawled across a van barely held together by spit and prayer had stopped her suddenly. If the beat-up van was here, Angels were about and she was going to be able to get the answers she'd failed to uncover at Taco Hell.

"Time to ask some questions eh, Matilda?" She reached over to the back seat and pulled out a scoped rifle. The lens was slightly cracked, but that didn't bother Nyx. She'd learnt to adapt the broken optic into her shooting, so she compensated for the slightly distorted visual. Shutting down the engine and snagging the keys, she hopped out of the car.

She checked the van first to see if anyone was still inside. No such luck. It didn't take the bounty hunter long to find the Haul's Angels tracks. Two of them, big boots, one hob-nailed and the other losing tread on their soles. They had a third, someone who was kicking their heels down, slamming their feet into the sandy floor in a desperate struggle.

"Job just got harder sweetheart," she said to the gun and smiled a little wryly. "I like a challenge, though. let's put the Eye of Retribution on the foolish."

She followed the tracks off-road for a little while. Typical of the Haul's Angels. Rather than do their dirty work on the highway they had to find a snake-hole to crawl into and butcher some poor bastard out of sight. It didn't take long to find them. Two big guys, brutal-looking and armed. One held a makeshift sledgehammer, the other a big knife with a serrated blade. Pretty sweet-looking weapon, she thought.

Nyx lay down, settled Matilda into a rock to gain a good line on them both, then squinted through the broken optic as she moved the scope from one target to the next. Also clocking the hostage, she saw a thin guy with a baseball cap and an "I Love Ham" t-shirt. No idea what the hell that was about, because

there was a picture of some kind of radio underneath it.

Her finger gently caressed the trigger. She took in a breath and held it for a few moments before letting go. She didn't fire at that point; it was a ritual she kept to. She watched through the lens as the first of the big men hefted his hammer high. "Roll the bones," Nyx whispered to the wind. One breath, one moment, in it went and out it came. She breathed out as she fired. The shot was perfect. She hit the wrist holding the hammer, ripping a yell of agony from the man and spinning him round. He obligingly thwacked his fellow Angel on the side of the head with the blunt end as he did so.

Angel two went down like a cheap whiskey. Her second shot, respecting the same ritual, took the second big man through the throat. He toppled backwards gasping for air as the back of his neck blossomed into blood and blown chunks of flesh.

The battle had taken two shots. Two loud thunder-cracks in the rocky desert of the wastelands around San Fran. Nyx stood up, reloaded her rifle with ammo from her belt, slipped the gun on her back, and slid carefully down the scree slope of the hill towards the Angel's hiding place. She gazed down at the thin guy curled up in the corner of a pit the assholes had thrown him in. "Hey, Ham Boy," she said to the guy in the hole. "Don't move, got questions for you, OK?"

"I…" He shook his head. "I'm going nowhere." He threw down the shovel that he'd been holding. "Bastards had me dig my own grave. You send them to hell, miss."

"I'll see. Hell might be too nice for 'em," Nyx chuckled. She whipped out a boot knife and syringe, both sharp relics of the Old World. "I've got questions for this one, don't mind me."

The dead man lay in the dust and his friend burbled quietly and deliriously. Nyx jabbed him effortlessly with the syringe, then sat back on her heels. Dropping the knife into the sand before her, she waited until the grumbling man's eyes lost focus then hauled him upright against a rock and grinned back at Ham Boy. "Unless you have a strong stomach, you might want to look away," she said cheerfully.

"Why would I want to look awa…." Ham Boy quickly wished he'd not asked, because he felt his stomach churn as Nyx began to saw off the thug's right foot. The Angel seemed oblivious as the serrated knife went to work, the blood didn't even seem a problem. He was in a happy place of drunken riots and people screaming as they blazed, though he was also dimly aware of the sound of something sawing.

"Hey honey, wake up." The voice of a goddess pulled him back to reality, but opened his eyes into the gaze of a demon. "Boo!" Nyx laughed and winked.

"What the hell! You crazy waster. You trying to give me a heart attack?"

Shaking her head, Nyx retrieved a blow-torch from the dead thug's belt and slowly began to cook the detached foot. All while smiling at the thug. Ham Boy retched again, this time at the smell.

"So, honey. Going to ask you some questions and I want you to be honest, OK?" Nyx said to the drugged thug. "Get them right, you get tasty meat, k?"

The Haul's Angel, whose name, ironically, was Cannibal, nodded dazedly.

"Good boy. All I need to know is where the camp of the rat-bag bastards who turned Smokestack into a funeral pyre is?"

"Oh, that's easy," the thug grinned. "I was there. Saw it all. It was wicked sick."

Nyx cut off a tiny piece of blackened flesh and waved it under Cannibal's nose. "Tasty right?"

"Oh yeah! It smells like chicken."

"Right! So where's the camp?" she asked, once again waving the meat.

The drugs dulled the pain in Cannibal's right leg, now short one foot, and also addled his sense. "Copper ridge, next to the old silo, you can't miss it. Want to party?"

"Oh yes," Nyx nodded enthusiastically and shoved the meat in the man's mouth. "We'll party big time, honey."

Ham Boy just remained quiet, really quiet, trying to pretend he really wasn't there.

Cannibal tasted it, savoured it, and opened his mouth. "More?"

"How's about this!" Having what she needed, she shoved the whole foot into the man's mouth and pushed hard until he started to choke. It didn't take long, and though he was pretty sure it was poetic justice, Ham Boy kept his eyes closed the entire time.

"Out of the pit, now." Nyx said to the cowering man. "That's unless you want to be covered in dead men?"

Ham Boy got out and ran a little way off to sit by another rock, then curled himself into a non-threatening ball and rocked a little. "Don't kill me, don't kill me…"

"Foolish Ham Boy," Nyx crooned as she dumped Cannibal into the pit. She left knife guy to bake in the sun. "I'm not going to kill you, but I'd to know why the Angels want such a scrawny wastelander?" she quizzed as she cleaned her knife and popped it into the sheath on her hip.

"I can make things. Good with tech. Not brilliant… now my dad was a God of tech." Ham Boy replied while waving his hands as though he was making things.

"They wanted me to make the Boom Box."

"Oh?"

"Yeah. It's a weapon. My dad made them and I learnt how."

"Boom Box, eh?"

"Pity they have my prototype in their van. Probably half way to their camp by now."

"Funny that." Nyx cocked her head and walked over to Ham Boy. "What do I call you, because I guess Ham Boy isn't your name?"

"Ronnie. And Ham is a thing my dad did with radios."

"Well, Ronnie, how about you and me take a ride away from here and you tell me more about the Boom Box, k?" Nyx offered him her hand and smiled once more. Ronnie nervously took it and the lithe woman hauled him to his feet. Gesturing for Ronnie to follow her, she made her way back to the car, her boots thumping against the rocky ground and kicking up little trails as she went. Ronnie didn't waste any time falling into step with the tall lithe woman.

"Road Gods must have been looking out for me today," he said to Nyx. "Who do I thank for saving me?"

"Call me Nyx." She shook her head regarding the Road Gods, but it did sound kind of neat.

"Cool name."

"Huh?"

"The name. It's an Old World name. Goddess of the Night." Ronnie burbled.

Nyx pursed her lips and tilted her head to the side. "Cool name. Yeah. You're not wrong there."

Ronnie took off at a run as they approached the van. "My bag, my bag's in there!" he grinned at the woman. "It's got my prototypes in and all my tech stuff!"

"Good. Grab what you need and hurry up." Nyx replied. "Give the van a quick once over, see if there's anything useful there k?"

"Sure thing!" Ronnie just felt happy to be alive, even if he had been saved by someone who'd fed a man his own foot before choking him to death with it. He scavenged the van for what he thought they might need, grabbed his bag, stuffed a shotgun in with some ammo, and brought it back to the car. Nyx was already there, the car's engine purring with the right door open. "Got everything? Good. Get in."

Ronnie slipped into the passenger seat and smiled as he spotted a picture of a dark-haired woman on the dashboard. "Thanks again."

"I help you, you help me. Boom," Nyx shrugged. "World works better that way. Anyone who doesn't help is an obstacle that needs removing." With a roar of the powerful engine, she sped off down the highway before the car door was fully shut.

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Rika caught up with the tracks left by the Cobra, stopped the bike, and surveyed the van. No one there. Turned over and ransacked. Haul's Angels being plundered didn't happen often. Grabbing her sword and dismounting, she started to look around the site. It didn't take long to find the tracks and follow them to the unmarked open grave. She took in the two dead men, one shot through the throat, the other choked to death on what seemed to be his own foot. "Shit, she cooked the foot before she fed it to him," she murmured to herself. "Ouch. This has got to be my girl."

After taking one last look around, she went back to her bike, saddled up and gunned the engine before shooting off after the Shelby Cobra. She was getting closer now.

***

Nyx and Ronnie had no idea they were being tracked. Ronnie, the wild-card in the whole thing, tapped his fingers on the edge of the passenger door. "Who is the picture of?"

"That's Matilda. She was my wife. Before the Angels took her from me."

"Oh shit," Ronnie sighed. "Sorry. My dad went the same way. He wasn't going to make shit for the Haul's Angels so they deep-sixed him."

"We both lost someone, and now we'll get justice. Man paid me some good booze to kill a bunch of bastards. Can't split it with you, but you in?"

"Yeah. Angels can die in a fire."

"That's the idea."

"I can make it happen." Ronnie grinned suddenly. "Hey. They wanted the Boom Box. I say we give them all the boxes."

"Oh?"

"Yeah. Then I give you the Happy Box and we send them to hell, right?"

Nyx offered the young man a fist bump, a gesture of respect she reserved only for those she had time for. "To hell and beyond!" she added.

"Right on." Ronnie bounced his knuckles against hers and grinned. "This is going to be big time special!"

It didn't take the bounty hunter long to follow Cannibal's directions. She found the camp and parked the car up a little way off. "Pity it's not night," she said as she turned off the engine.

"It would have been easier at night."

"OK, but its day, and we got a thing to do still. So here." Ronnie passed the bag to Nyx and rubbed his nose. "We got eight Boom Boxes. They just need primin'. Put 'em where they're going to cause damage, then press the sad red face until it turns a happy green."

"OK." Nyx liked the sound of this. "Easy, simple, lots of retribution in a small package, right?"

"Lots. Oh, and the big box with the yellow happy button and all the red stripes? Don't press that until you're out of the camp and away from the bang."

"OK. Look after Matilda and the car," Nyx said, fixing Ronnie with a cast-iron stare. "No funny stuff or we're going to fall out, k?"

"No funny stuff. Not ever. Never," replied Ronnie. "We fist-bumped. That's sacred."

"Cool. Back soon."

Nyx was no stranger to being sneaky. She'd escaped gang after gang when she was younger. Stole shit and did things she was proud of. So many throats cut in the night, so many gangers dead and ghosted. She moved from the car to the Haul's Angel's makeshift camp in the shadow of the silo like a panther. Quickly, quietly, and with barely a footfall she snuck in and strategically placed the little boxes. She applauded herself for reaching right under the long metal box that seemed to serve as the Haul's Angel's HQ in this camp. Then as quietly as she slipped in, she slipped back out. Reaching the car, she found that Ronnie had a new friend. A Chinese American woman, dark-haired, business-like, and tooled up with a big sword.

"We got a problem, Justice?" Nyx said as she looked the other woman over.

"Rika. You might have heard it before."

"Nope. Wicked name though. Powerful." Nyx had heard of her, but played it deadpan.

"Er, thanks. But not why I'm here. You're operating in a region we're keeping an eye on, making people nervous. So I'm just here to ask you a few questions."

The bounty hunter nodded as she fished out a last box a yellow button on it. "Ask away," she said as she toying with the box.

Rika narrowed her eyes and changed the question she'd been about to ask. "What's that?"

"Honey, this?" Nyx grinned cat-like and handed the box to the Executioner. Ronnie pulled himself lower into his seat.

Rika took it and looked at the button. "What the hell?"

"Press it honey. It's a Happy Boom Day button."

"Happy what day now?" She normally wouldn't entertain doing anything of the sort, but it seemed harmless enough, almost comical. So she pressed it.

There was a sound not unlike the laughter of gods booming in the heavens as eight massive explosions rocked the Haul's Angel's camp, throwing dust and debris in the air. Fuel cans went up, ammo cooked off, people went flying, and flames roared into the sky. Taking advantage of the commotion and dust that flooded the area, Nyx shot into her car, started it up and floored the pedal. She rocketed away before Rika could stop her.

"Happy Boom Day, right…" Rika squared her shoulders and tossed the box away as it started to spark. "Guess that answers that question." Unusually, she wasn't sure what to do next. Part of her wanted to get back on the trail of this woman and her sidekick, but another part just wanted to see what chaos they'd cause next.

You'll have to guess which part won, though, because we're done here. Hell of a Boom Day story, right?




WELCOME
TO HELL

CHAPTER I

Welcome to the **Devil's Run Roleplaying Game** (abbreviated to the **Devil's Run RPG** throughout this book). Check your oil levels, top off your fuel, strap on your favourite weapons, and release those nitro valves. Welcome to the post-apocalypse. Choose a side. Fight. Survive.

SETTING THE STAGE

In the **Devil's Run RPG**, the players become characters living in the post-apocalypse of a nuclear holocaust. The Day of the Apocalypse is a grim and distant memory for those who lived through it, and a terrifying fable for their direct descendants. Almost a full generation has passed since that darkest of days, yet the Earth still bears terrible scars and many face a daily struggle to scrape together the simple necessities required to keep themselves alive.

Most of the economies and powers of the world struggle on… most except three large superpowers that are now extinct in all but name. North America has become an exclusion zone, a wasteland ruled by strength and fear. The players take on the mantle of the bravos, hustlers, and pit bosses seeking to make their mark amongst the factions that have turned San Francisco into something of a haven in these desperate times. The players should beware, however, for a haven in the post-apocalypse is by no means somewhere safe to rest your head. While they may find themselves safe from the terrors of the wastelands, they may also be making themselves easy pickings for the gangsters and thugs above them on the status ladder of their chosen faction. To climb that ladder, the players will need to earn prestige and renown, and the only sure way to gain both is to take a ride on the most terrifying and exhilarating highway of them all: The Devil's Run.

WHAT YOU WILL NEED

To get the most out of these rules and begin your tearing up the freeways of the Devil's Run, it's strongly recommended that you assemble the following before beginning:

NEW TO ROLEPLAYING GAMES?

If you have had prior experience with roleplaying games, you can safely skip ahead a few pages. If this is your first experience with tabletop roleplaying games, by all means continue reading.

Ultimately, roleplaying games are about stretching the imagination to have fun, a framework within which the participants can imagine they are heroic adventurers in a bygone age of savage and exotic wonder. The rules present a system to help everyone agree on what happens, encouraging everyone's imagination to work together to make sure that the experience is as fair as it is exciting.



A GAMEMASTER

In the **Devil's Run RPG**, one player must be the gamemaster (GM). They are the host of the game; the one who gets to set the scenes, describe environments, present interesting puzzles and encounters, and portray characters not controlled by the other players. The same person does not always have to be the GM, but for longer or connected games it makes sense to avoid swapping the role from week-to-week.

PLAYERS

Every game needs players. In addition to the GM, one to six players will each take the roles of the player characters (PCs). The players work together to face the GM's challenges. Operating as a team, they explain how their PCs are acting or responding to their environment and collaborate to ensure everyone involved is having fun. It's possible to play with more than six people, but the more players, the less time each player gets to share the spotlight.

PLAYER CHARACTERS

Every player will need a player character. **Chapter 3: West Coast Factions**, **Chapter 4: Character Generation**, and **Chapter 5: Skills & Talents** present all of the information players need to create new characters. Additionally, you can download pre-generated, ready-to-play PCs from www.red-scar.com.

DICE

The **Devil's Run RPG** uses two common types of dice found in most hobby and game stores. These are twenty-sided dice (abbreviated as d20s), and six-sided dice (abbreviated as d6s). Ideally, the group will have at least two d20s per player and two or more for the GM. These d20s are used for several different tasks, such as performing skill tests, determining hit locations during combat, and determining results from tables, such as those found during character creation. The dice are used to help determine the magnitude of certain game effects, such as physical damage during combat, mental damage sustained from terrifying or traumatic events, and any other effects suffered by the characters. More d20s are helpful, as the players and GM can roll up to five d20s at a time depending on the circumstances.

Additionally, you will need a dozen or more d6s for the group. When these dice are used in the **Devil's Run RPG**, they are called Combat Dice (commonly abbreviated as CD or ✟). The group should have a large number of d6s (CD) to hand. The players will generally need three to six to determine damage, and the GM may need a dozen or more as a resource if beads or other tokens are not being used (see below).

If dice are scarce, they can be shared between the players and GM. Additionally, Red Scar make special Devil's Run dice, with certain numbers replaced with a Fallout symbol on the d6 and the '1' replaced with the Devil's Run highway symbol on the d20.

While useful, special Combat Dice and d20s are not required for play. 2d20 runs perfectly well with standard d6s and d20s.

PAPER AND PENCILS

These are used to draw maps, keep notes, and track various game effects. The players will want these to make note of temporary impairments affecting their characters, and to keep track of clues, important events, and characters they meet during their adventures. The GM may wish to use paper and pencil to track the status and health of other beings in the game, as well as to draw maps for encounters, or write notes to remember key details from the session. Sometimes, the GM can pass notes to players to avoid announcing them out loud. Tablets, smartphones, and laptop computers can help greatly, but electronic devices at the game table can be distracting and should only be used with the GM's consent.

THE SAVAGE APOCALYPSE

If you're using the Fast! Furious! Fun! ruleset, you will need a standard set of dice, which includes a d4, d6, d8, d10, d12, and d20. Savage Worlds also makes use of a standard deck of playing cards with the Jokers left in.

Although they're not required for play, an official Savage Worlds card deck utilising the artwork from Devil's Run is available from www.red-scar.com/

TOKENS, BEADS, OR CHIPS

To play the **Devil's Run RPG**, the group will need three types of these counters: at least five per player character to track Momentum points; at least three per player character for Salvage points; and a dozen or more for the GM's Fallout pool. Each of these resources is described later in the rules. The more players, the more of these counters of each type are needed. These can be all the same type of counter, but different colours are advised. These can be anything, ranging from poker chips, coins, glass beads such as found in hobby stores, special game counters, or other small chits or tokens.

While these different resource pools can be tracked on paper, using dice as counters, or even smartphone apps, tracking these resources with physical items, such as tokens, beads, poker chips, or even other dice, has a number of advantages. First, it is easier to track the resources by simply adding or removing tokens from each resource pool, and second, it makes it much easier for everyone to know how many of each of these resources remain for each of the other players and the GM. Finally, there is an exciting psychological element as the players watch the GM's Fallout pool increase, heightening the tension and a growing sense of unease, as Fallout is the resource used by the GM to make life more difficult for the PCs.

AN END TO ORDER

It was hardly a matter of how, but more a question of when the world as we know it would rocket past its tipping point. Armed manoeuvring and heated political statements had been exchanged with ever more frequency between the two great superpowers of the United States and Russia shortly before the end. A U.S.-led coalition of NATO forces stationed along Russia's eastern front led to border skirmishes between the two sets of militaries, until finally, fatefully, the leader of the western world launched a nuclear first-strike.

For the surviving nations and factions in the world of the Devil's Run, the Day of the Apocalypse is a grim and distant memory. Despite having occurred only some twenty or so years ago, that horror-filled night has become a tale from another world for most—a bedtime story of bloodshed and the wonders of a lost age to terrify or enchant unruly children with—for the coping mechanisms of contending with daily survival have made it seem to the survivors as though centuries have passed.

The descendants of the survivors living amongst the ruins of the West Coast of the former United States understand that life is all too often a question of what they would kill for, what they would die for, and how far they are willing to fall to survive.

POST-APOCALYPSE

A post-apocalypse deals with the aftermath of world-changing events that have caused the decimation and decline of entire civilisations. In a modern literature, this also often equates to a technological degeneration and collapse of civil order. In the Devil's Run setting, the entire world has been affected by a short but intense nuclear war that destroyed three superpowers and drove their survivors to the brink of extinction. Not every country is in terminal decline, however, as some have even managed to prosper in the days since the Earth stopped shaking.

POST-APOCALYPSE TECH

Technology in this post-apocalypse hasn't necessarily regressed or stopped working. For the survivors of the West Coast, it's often poorly understood and sometimes accorded a mystical or supernatural status. From the sonic and microwave weaponry of the Avant Guard, to the jet-packs and acidic weaponry of the Justice, technological "advances" have largely followed the historical pattern of creating innovations that deal death and destruction; a tendency that humanity seems to be unable to escape. Built from the scraps of the old order, these marvels of ingenuity have been dubbed Post-Apocalypse Tech, or PAT, by those nations outside of the Quarantine Zone that still concern themselves with the affairs of the survivors within.

Conceived through the platform of an exciting and fun rolling-road board game called Devil's Run: Route 666, the setting itself has grown beyond all expectations thanks to a second board game in the form of Devil's Run: Hell's Highway, a full range of 20mm miniatures, and several novellas.

Intended to provide fast-paced games of vehicular carnage and mayhem, the board games focus on desperate missions that can range from gathering supply drops to eliminating notable enemy characters. The rulebook for the initial board game established San Francisco as its backdrop, gave a brief introduction to the setting as seen through the eyes of 'Doc' Matters, an alleged survivor from the days before the apocalypse, and introduced seven of the zany factions that vie for domination of the streets and highways of the once-Golden City.

Many of our own popular influences can be seen within the **Devil's Run RPG**, though always with an extreme and wild twist or play. These themes and influences will still be found within the roleplaying game, though the sheer depth available to a pen-and-paper medium will allow players to explore the themes of desperate survival and resultant loss of humanity in more depth. It's also conceivable that it's not all doom and gloom within a post-apocalypse, however, which is another theme that can be explored thanks to the introduction of one or two key new factions.

TIMINGS

For a number of reasons, the actual date for the Day of the Apocalypse (DoA) has been left intentionally vague. First, our own time has already advanced one or two years since the initial board game's first production; leaving the date unset provides for a little flexibility where the ultimate timing for the apocalypse of the Devil's Run is concerned. Second, the key trigger event for the nuclear war has not been defined. A number of notable events have transpired on the world's political stage during recent years, any one of which could have escalated into global warfare on an apocalyptic scale where the history of the Devil's Run is concerned. GMs should bear this in mind when establishing a campaign and either define an event that led to the apocalypse, or assume that these facts have been lost to the chaos and trauma that followed.

The roleplaying game is currently set within the board game's timeframe, some twenty years or so after nuclear fires and a deadly virus wrought untold destruction. Future products will seek to explore other time frames, such as the days and years immediately following the apocalypse, or the possibilities that might have transpired in the decades and centuries to follow.

By a fair margin, the critical infrastructure, resources, and population centres of the northeast and southeast regions of the former United States received the heaviest retaliatory nuclear bombardment. Other regions also saw nuclear detonations, but



the atomic fires burned brightest along the eastern seabord. Those cities and states that did escape nuclear annihilation were not spared the horror of death, however, for their homes were instead subjected to the evils of the Revenant Virus.

All across the west coast, airbursts delivered their deadly chemical payloads and turned cities into mausoleums populated by the walking dead, for the Revenant Virus not only killed the living, it then reanimated them as rage-fuelled zombies whose only instinct was to tear the living apart and feast on their flesh.

THE REVENANT VIRUS

Popular fiction of our time often predicts that a zombie bite will transfer or stimulate the virus that turns the living into undead, but this isn't the case with the Revenant Virus. Although the virus itself is a virulent and terminal strain that will kill and reanimate, it also mutates as it does so. Once a corpse has risen, the only danger is the Revenant itself.

The Revenant Virus itself is a potent liquid strain somewhere between a bacterium and virus in classification. Under the right conditions, the Revenant Virus can also become airborne, which makes it a terrible danger to all human life. Unlike a virus, it can survive almost indefinitely outside of a host, but, unlike a bacterium, it doesn't multiply. The Revenants that were spawned in the wake of the first bombardments have long since turned to dust, but the virus still lurks in the dark corners and basements of the empty cities and streets along the West Coast, patiently waiting for its second coming.

Law, order, and civilisation collapsed into barbarism along the West Coast as the survivors of the deadly attacks there fought with all the ferocity and tenacity they could muster in order to merely stay alive. Almost as if carried by the wind, word seemed to spread of a single city that had been spared from destruction: San Francisco, the Golden City. Groups of survivors made their way there by any means they could, with some arriving years after the death of the United States. Few, if any, found the sanctuary they were looking for, however, as the streets and highways of the city were now firmly in the grip of a new Law.

Throughout the twenty-odd years since the Day of the Apocalypse, the streets and tenements of San Francisco have become hotly contested turf between two rival factions. The security offered by the so-called "safe zone" has also drawn the attention of several gangs from outside the city, while one or two other communities that have managed to survive and thrive tend to their own borders and steer clear of the rivalry.

WEST COAST RIVALRY

The current factions of note that operate in San Francisco or other areas of the West Coast are briefly explained below.



AVANT GUARD

Relative newcomers on the scene, the fierce Avant Guard appears to have trekked southwards from the frozen climates of Canada. They have had several run-ins with the Jets along the way, but their vehicular juggernaut seems hell-bent on steaming into San Francisco. Their strange mix of sonic and microwave weaponry might just carry them across the threshold.



BRITATTACK

The founding members of BritAttack originally hailed from Texas, though the faction now calls Pacifica its home. The First Governor of BritAttack, Miles PonsonbySmythe, has established intricate layers of gang-style honour—the Rules of Gent and Sundry—that apply to all members. The Gents, as they are sometimes called, control a number of sub-gangs that largely govern themselves so long as they adhere to the rules and answer the First Governor's call.



FREELANCERS

The Freelancers aren't truly a faction on their own, as they're less a unified society and more disparate groups of mercenaries and individuals that hire themselves out to the highest bidder. Despite the odds, the Freelancers manage to survive on their own in a dog-eat-dog world that grinds the weak into the dust and hammers relentlessly at the strong. Their skills are often highly sought-after for this very reason, although the strange practices of some Freelancers can sometimes mean that the employer ends up contending with more than they bargained for.



HAUL'S ANGELS

The fierce brothers and sisters of the Haul's Angels dominate the southern streets and buildings of San Francisco. Their intense rivalry with the Law is a blood feud that has been fuelled by a number of incidents, with neither side now willing to back down. The Haul's Angels operate as autonomous Chapters, but will never fail to answer a call from another Brother or Sister.



THE HUNTERS

More global TV phenomenon than faction, the Hunters spend their time chasing down criminals and dangerous notables for the state-owned Brazilia entertainment company, Rio de Janeiro Empresa de Radiodifusión. They are given the best equipment and vehicles that the superpower can supply in order to complete their missions, whilst live TV recordings of their brutal runs ensure they stay on top the world's ratings.

JETS



The vast complex known as the Boeing Everett Factory was a perfect place to ride out the raging storm of the apocalypse. Even the tide of Revenants that marched past their doors couldn't detect the presence of ripe, living flesh from within the environmentally sealed structure. The faction that grew out of these survivors has a penchant for jet turbines and Avgas that often leaves others choking on their dust.

JUSTICE



Though they chafe under the arrangement, the Justice has been a loose ally of the Law Haulage Co for over a decade thanks to a deal brokered between Richard Law and the then High Justice Miriam. Governed by a set of strictures called the Litany of Justice, this matriarchal society governs the island of Alameda and operate unique PAT such as their jetpacks and Sentencer handguns.

THE LAW HAULAGE CO.



The Law Haulage Co wasn't the first faction to arrive in San Francisco following the apocalypse; its members were already living there. Their leader, Richard Law, ruled the entirety of San Francisco with an iron fist for several years until the Haul's Angels arrived to challenge his dominance. The gang mostly controls the north of the city and relies on the Justice to protect their eastern flank. Separated into both districts and divisions that parody the jurisdictions and paraphernalia of the law enforcement agencies of old, the members of the Law are more extortionists, racketeers, and thugs held together by a vicious dictator than anything else.

LOS NIGROMANTES



The Los Nigromantes—The Necromancers—were an insidious death cult gaining increasing popularity prior to the Day of the Apocalypse. In its aftermath, they have become an institution and new religion. The priests of the Los Nigromantes use fear, intimidation, and superstition to administer their flock, whilst anyone who doesn't agree with their philosophies is ushered into the ranks of the Revenants that they unleash on their enemies.

SEVEN FIRES



The indigenous tribes that called the lands of North America home long before the United States was ever conceived had already been through one apocalypse that decimated their people and destroyed their heritage. Though they bear many scars from this second apocalypse, the numerous indigenous survivors have drawn together and established a multi-tribal community that is thriving both spiritually and economically. It may not be long before they reclaim much of the land that was once stolen from them.

SKINNERS



The savage faction known as the Skinners is a group of degenerates, psychopaths, and cannibals that have lost any shred of humanity in the years since the apocalypse—assuming that some of them had any before, of course. Their leader, Skulltaker, is a former Chapter Master of the Haul's Angels who failed at his attempt to become president. As a result, the entire Skinners faction consider the flesh of the Angels to be a delicacy.

THE TEAMS



Although they were just as unprepared as anyone else for the raging undead that the Revenant Virus unleashed, the Navy SEAL teams at the Naval Amphibious Base Coronado reacted with swift and decisive action to secure their own borders. Over the days, months, and years since that fateful day, the survivors and their descendants have grown into a close-knit family that order their daily lives according to strict military codes. The Teams live on and honour their lost and fallen.

THE VYKERS



Not everyone on the eastern side of the Pacific Coast and Sierra Nevada ranges has been lost to nuclear devastation or chemical attack, although those who did survive usually gave something of themselves in order to do so. The Vykers were founded by a close-knit group of friends that had spent far too long prior to the apocalypse lost in online games and television shows. At the cost of an oath to Odin the AllFather, the Viking-like society they established has saved many from Ragnarok.

NEW SUPERPOWERS

Three Superpowers annihilating each other overnight could have all too easily plunged the entire globe into an escalating spiral of utter annihilation, but luckily, cooler heads prevailed amongst the leaders of the world's other nations. As an immediate response to the shock and horror of the brutal nuclear exchange, the heads of many governments looked to their own borders and populations. Issuing an immediate declaration of global emergency, each country instituted its own internal plans in preparation for the resultant fallout. One or two countries were even able to provide assistance to other nations once their own plans were underway, which began to lay the foundations for the emergent Superpowers that hold sway now, twenty years after the apocalypse.

BRAZILIA

A few short months following the DoA, the combined nations of South America completed work on a hastily erected security zone called the Panama Defence Barricade (PDB), an impenetrable wall designed to keep out Revenants and survivors alike.

THE CONTINENTAL ALLIED QUARANTINE

In an effort to coordinate the delivery of relief and support to survivors in North America, Russia, and China, NATO established an emergency headquarters in London. It quickly became apparent, however, that the east coast of the United States and large swathes of Russia and China were unapproachable due to radioactivity. South American countries also pledged support, which empowered their combined efforts with the ability to establish relief zones and focus them in key areas of the United States.

With the Revenant Virus sweeping the North American continent, however, support to continue efforts on the ground disappeared rapidly. Perhaps to assuage their guilt over the establishment of the Panama Defence Barricade, the countries that had helped to establish the relief zones instead agreed to create a system of air-dropped supplies and committed to continue them indefinitely.

Spotting a wing of flying fortresses in the midst of dropping their pallets and crates of gas, food, medical supplies, and other commodities is enough to launch the gangs of North America into a frenzy of violent action as they race to become the first to claim the valuable stash.

In the years since then, the continent of South America has become a combined nation of two distinct social classes: the ruling aristocracy and their indentured citizens. Brazilia is separated into fiefdoms that answer to their president, which is a position that is traditionally held by the strongest of the ruling elite. The rest of the population either work to ensure that the opium trade remains productive, join the military, or seek escape from their virtual enslavement through incentives such The Hunters TV phenomenon.

DUAL KINGDOM

The Dual Kingdom was born out of a coalition that saw the nations of Australasia and the United Kingdom beat back the desperate forces of the Republic of China after the apocalypse. Having salvaged and mustered all of the forces they possibly could from their shattered homeland, the remaining military might of the Republic of China descended on Australasia with a grim determination to establish a new empire. Of the international powers left in the world, only the United Kingdom answered the call for assistance from their old allies.

Following a year of intense conflict and heroic actions from both opposing forces, the armies of the Republic withdrew to the shores of Taiwan. The war left the nations of Australasia leaderless and in turmoil, so the King of England offered to install his brother as steward of a temporary government that would oversee the rebuilding of the region. The king's brother became firmly established as Australasia's ruler and several other countries in the region have joined the alliance, securing the Dual Kingdom's continuity seem for the foreseeable future.

SUPER REPUBLIC OF INDIA

India's initial reaction to the nuclear conflict was to look to their own borders and ensure that they could protect as many of their own as possible from the resultant fallout and global economic crises. Their border with the Republic of China, which had suffered heavily under the initial first-strike, meant that they suffered an extended period of catastrophically altered environmental conditions and hazardous weather conditions. India's people persevered in the face of adversity, however, and turned the second-hand technologies so common within their country towards new incentives that would not only protect and defend them from an altered global stage, but would also allow them to flourish.

Recently, one visionary man who had established himself as the richest person in the world shared almost the entirety of his personal wealth with his fellow citizens in India and their neighbouring supporters, thereby giving rise to the Super Republic of India with one single instant of humility and generosity. The Refurbished Utopia, as some have come to call it, is a spiritually and economically enlightened place that has rapidly become one of the wonders of the reshaped world.

UNITED COUNTRIES OF EUROPE

The member states of the European Union were some of the few countries to look beyond their own borders following the initial devastation. In an attempt to spare as many lives as they could from the ensuing fallout and nuclear winter, they quickly agreed a mutual support system that would allow them to pool their resources. Working alongside South American countries, their humanitarian efforts even extended to establishing the Continental Allied Quarantine. Unfortunately, these incentives spread those very same resources too thinly and resulted in the deaths of millions. Five years after the apocalypse, the decimated populations of Europe that had survived those dark times came together and signed an alliance that bound them more deeply than ever before. In addition, they agreed to a system of governance from the strongest seat of power amongst them: France. The UK was the only nation that refused to sign the treaty.

Despite commanding superior technology, the United Countries of Europe (UCE) have never fully recovered from the decimation of their populations. They have also depleted their remaining resources to critical levels, which has recently caused the UCE to adopt a policy of aggressive reclamation.

ORDER TO CHAOS

The **Devil's Run RPG** roars to life through both the 2d20 and Savage Worlds systems, two independent rules systems that seek to keep the action focused on the players through unique and interesting features. You will find he following symbol where the Savage Worlds ruleset is referenced:



Head to www.peginc.com for options if you would like the full set of rules that will make your games Fast! Furious! and Fun!

AN INTRODUCTION TO 2D20

Unless otherwise referenced by the symbol indicated above, the following headings provide an overview of the basic rules that relate to the 2d20 system.

SKILL TESTS

Whenever a character attempts a task where the outcome is in doubt, a skill test will be required to determine whether the task succeeds or fails.

TARGET NUMBER

Determine the Target Number (TN) of the skill test by adding the character's relevant attribute to their Skill Expertise.

ATTRIBUTES

Each character is defined by a collection of seven attributes, all of which help to determine the TN of a particular task. These attributes indicate a character's inherent abilities and their physical and mental limitations. Attributes are covered in more detail in **Chapter 4: Character Creation**. For now, a summary is provided below:

- **AGILITY:** Physical and manual dexterity, sense of balance, body control, and reflexes.
- **AWARENESS:** Perceptions, sensory acuity, gut feelings, and instincts.
- **BRAWN:** Strength, toughness, endurance, and the ability to apply physical force.
- **COORDINATION:** Hand-eye coordination and spatial awareness.
- **INTELLIGENCE:** Wit, intellect, logic, and reason. Applying knowledge or interacting with technology.
- **PERSONALITY:** Charisma, comfort in social situations, and the ability to be threatening or charming as required.
- **WILLPOWER:** Grit, determination, and psychological resilience.

DIFFICULTY

A task's difficulty (a value from 1 to 5) is determined by the GM. The levels of difficulty, and some examples of the tasks that might fall into each level, are described on the table opposite. Factors affecting a task and advice on setting a difficulty can be found on p. 171 in **Chapter 7: Conflict & Drama**.

BASIC SKILL TEST

The player rolls 2d20. For each die with a result equal to or less than the test's TN, the character scores a success. A number of successes equal to or higher than the difficulty of the test means they succeed at their task. Each result that is a success and is also equal to or lower than the PC's Focus in that skill generates a bonus success, which is in addition to the standard success accrued for rolling equal to or less than the TN.

COMBAT DICE

For 2d20, Combat Dice (or) are a particular way of rolling d6 to determine damage and govern special effects. When rolling , ignore any results of 3 or 4. Any 1s or 2s are added together to determine the total damage, while a 5 or 6—referred to as an Effect (see p. 172)—can trigger certain special abilities in addition to contributing a point of damage.

COMBAT DIE

ROLL	VALUE
1	1
2	2
3–4	0
5–6	1, plus an Effect

SKILLS

Skills represent a character's specialised training within a certain field—knowledge, proficiency in tools or devices, conditioning, special techniques, and so forth. Each skill is associated with an attribute, representing the logical connection between that skill and the character's basic capabilities; Engineering and Wild Tech are skills based on Intelligence, for example. Both Expertise and Focus range in number from 0 to 5, with neither ever able to increase beyond 5.

Skill Expertise: A character's Expertise relates to their grasp of the subject. Expertise in a skill increases the chance of success.

Skill Focus: A character's Focus in a skill is achieved through constant practice, superior discipline, and deeper insight. Focus with a skill improves the quality of success.

SKILL LIST

AGILITY
Acrobatics, Melee, Stealth

AWARENESS
Insight, Observation, Thievery

BRAWN
Athletics, Resistance

COORDINATION
Drive, Firearms, Heavy Weapons, Pilot

INTELLIGENCE
Engineering, Lore, Medicine, Wild Tech

PERSONALITY
Animal Handling, Command, Counsel, Persuade, Traffic

WILLPOWER
Discipline, Gang Warfare, Survival

COMPLICATIONS

A Complication is an inconvenient change of circumstances introduced by the GM in response to certain die rolls. Examples include a new obstacle to overcome (an explosion that cuts off an escape route), a loss of resources (losing a Reload for a weapon), something that impairs the character (a tyre blowing out), or an embarrassing situation (a social blunder).

When making a skill test, a Complication occurs every time the natural result of a d20 roll falls within a certain range, known as the Complication Range. Normally the Complication Range is limited to a roll of a natural 20. Some circumstances may increase the range in which a Complication occurs, which is simply known as an increase to the Complication Range. Multiple Complications can be triggered by a single skill test.

The inconvenience of the Complication is independent of success or failure, meaning it is entirely possible to succeed at a skill test while simultaneously generating a Complication that will make things a little more interesting for the characters. The Complication should never turn a success into a failure, however. If a character's gun runs out of ammunition on a successful attack test, for example, it happens only after their last shot strikes the target.

FALLOUT AS COMPLICATIONS

If the GM has trouble thinking of a good Complication in the moment, they can instead add 2 Fallout to their pool. If an NPC suffers a Complication, the players can similarly choose to have the GM remove 2 Fallout from their pool. Fallout and its uses are described in more depth on p. 264.

MOMENTUM

When the number of successes scored on a skill test is greater than the difficulty, each excess success becomes a single point of a resource called Momentum. Momentum can be spent immediately to perform the task faster or more effectively, or it can be saved for the group and applied to subsequent actions.



Momentum can also represent cooperation, group dynamics, leadership, action coordination, assistance, and other forms of teamwork. Momentum is a powerful resource not only for individuals but for groups working in concert. Players are encouraged to be creative in their use of Momentum as they build success on top of success.

SPENDING MOMENTUM

Characters may freely spend any Momentum available to them, including any generated on a test at hand, on whatever benefits they wish. Unless a spend is noted as Repeatable, each Momentum spend may be used only once on any given task. So long as they have sufficient Momentum—and assuming the chosen spend does not have a cap—Repeatable Momentum spends can be used as often as the character desires.

EXAMPLES OF MOMENTUM SPENDS

- **CREATE OPPORTUNITY:** Spend Momentum to add bonus d20s on a skill test before rolling. Each bonus die costs 1 Momentum, which is Repeatable to a maximum of three bonus d20s at a total cost of 3 Momentum.
- **CREATE OBSTACLE:** Spend 1 Momentum to increase the difficulty of an enemy's skill test by 1 (Repeatable to a maximum of Epic [D5]).
- **BONUS DAMAGE:** Spend 1 Momentum to add 1 damage to an attack (Combat Momentum spend; Repeatable).
- **DISARM:** Spend 1 Momentum to disarm an opponent (Combat Momentum spend).

Additional Momentum spends are listed on p. 177 in **Chapter 7: Conflict & Drama**.

SAVING MOMENTUM

Players may place unspent Momentum into a group pool. Up to 6 Momentum may be saved in this way. Any player in the group can draw from the pool, spending it in addition to any Momentum generated on a skill test. A unique d6 or a pool of tokens are an easy way to track group Momentum.

MOMENTUM DEPLETION

The group loses 1 Momentum at the end of each scene, or the end of each round during an action scene.

MOMENTUM AS FALLOUT

The GM does not need to track saved Momentum for each individual NPC. Instead, NPCs with unspent Momentum at the end of their turn convert that remaining Momentum into Fallout.

OPPOSED TESTS

When two characters are in direct opposition to each other, each character involved in the task performs a skill test. The character who achieves the greatest quantity of Momentum succeeds, achieving their goal. In the case of a tie, the character with the higher Expertise in their skill wins.

If there are no other factors involved, the difficulty of an opposed test is usually Simple (D0), i.e., the winner of a straight race will simply be the character with the better skill test.

Opposed tests with higher difficulties represent situations in which it is possible for everyone participating in the task to fail. Adding rain and strong winds to a vehicle race, for example, might increase the difficulty of Drive tests for those involved.

If either side has some circumstance which would make the test more challenging for them than for their opponent, simply adjust the difficulty of that individual's test.

UNTRAINED SKILL TESTS

A character can make a skill test using a skill in which they possess no Expertise. Since they have no Expertise to add, the TN for the test is simply equal to the relevant Attribute. An untrained test, however, increases the Complication Range by 1.

IMPROVING THE ODDS

Skill tests of Daunting (D3) and above require more than two successes, which is obviously difficult for a character rolling only two dice. This is an inherent feature of the system, as more difficult tasks require some degree of effort above and beyond simply attempting the test. There are several ways to add d20s to a character's skill test, but regardless of the method used, a character cannot add more than three bonus d20s to a single test. This limits the dice pool to a maximum of 5d20 for tests.

MOMENTUM

As mentioned opposite, the Create Opportunity Momentum spend can be used to buy additional d20s prior to a skill test.

PAYING FALLOUT

If there is insufficient Momentum available to spend on Create Opportunity, then a player has the option of paying Fallout to cover the cost. The end result is the same: each point of Fallout the GM gains is a single bonus d20 towards their skill test. This is freely available, and can be done at any time, but comes with the price that the GM now has greater resources to empower non-player characters (NPCs), or can otherwise complicate the characters' adventures.

In the GM's case, they instead spend Fallout points to add bonus dice to an NPC's test. Fallout is detailed on p. 240.

SALVAGE POINTS

A character can spend a Salvage Point (see p. 174) before attempting a skill test in order to add a bonus d20 to the test.

DIFFICULTY ZERO TESTS

Circumstance, talents, items, and abilities can all serve to reduce the Difficulty of a skill test to something inconsequential. At other times, a test may be so easy and basic that it does not require a test in the first place. These are Simple (D0) tests. If a test is Simple (D0), it does not require a test: it is automatically successful with 0 successes, requires no effort whatsoever, and carries no risk of Complications (see below). However, because no test is made, it can't generate Momentum—even bonus Momentum from talents, gear, or particularly advantageous situations.

In circumstances where something significant is at stake, or during a dramatic sequence of events, the GM or player may request a skill test for a Simple (D0) task, representing a potentially unexpected outcome even when all seems predictable and safe. This test takes the normal amount of time and generates Momentum as normal (since 0 successes are required to pass the test, every success generated is Momentum). Such a test also comes with the risk of Complications.

The die is not rolled, but is simply set on the table with the '1' facing up and otherwise counted normally. This means it will automatically count as a success, and characters with any Skill Focus will immediately gain additional successes.

If the PC scores enough successes with just d20s bought with Salvage, the player may choose not to roll any dice and thereby avoid any potential Complications. Players can spend multiple points of Salvage on a single roll, but they must be spent before the rest of the dice are rolled. Dice bought with Salvage count as part of the d20 pool, so if one or more are spent, the maximum number of dice allowed in the roll is adjusted accordingly.

Salvage Points are powerful resources that each PC can also use to the following effect:

BONUS ACTION: Perform an additional Standard Action (p. 184) on your turn during an action scene. Each character may only gain one additional Standard Action each round in this way.

IGNORE PLIGHT: Ignore the effects of one type of Harm (p. 199), end a condition, or the ignore negative effects of a trait (p. 76) until the end of the scene.

STORY DECLARATION: Introduce a fact or add a detail to the current scene. (The GM may veto some story declarations, or require multiple Salvage Points for particularly large or significant inclusions.)

EXPENDING RESOURCES

Additionally, many characters carry around physical resources, such as ammunition loads, mechanical parts, and medical called Components. These resources are normally associated with a particular type of item or tool, which are in turn associated with a particular skill. Each use of a resource grants bonus d20s on skill tests that use the associated skill. Some resources may also grant a small additional benefit. This is an easy option, but a character is likely able to carry only a finite quantity of Components, and their limited use for particular skills makes them less flexible than Momentum, Fallout, or Salvage.

TEAMWORK

If the situation, time, and GM allow, several characters can work together as a team while attempting to perform a task.

One character is designated as the leader, and the other characters are designated as assistants. In order to assist with a skill test, each player must describe how their character is assisting and what skill they are using to do so. If the GM approves, each assistant rolls their nominated skill test using a single d20.

To benefit from assistance, the leader must score at least one success. If they do, then all successes generated by the assistants are added to the leader's total. If the leader fails, the successes of any assistants are lost.

Complications rolled by the leader and their assistants are all totalled and take effect regardless of the leader's outcome.

Assistants may not use any means to purchase additional dice, but the leader may buy additional dice using Momentum as normal. The maximum bonus of +3d20 to the leader's test still applies. Note that successes granted by assistants are bonus successes, not bonus dice.

VOLUNTARY FAILURE

There are situations where it might be better to fail rather than gain bonus dice through Momentum, Salvage, or Fallout. Examples include a skill test for a skill with which the character has no training, or a test with a Difficulty level so high that success is unlikely. In these cases, Complications are being risked when there is little-to-no chance of actual success.

So long as there are meaningful consequences for failure (such as being pursued, attempting to perform a complex task under pressure, avoiding an attack, etc.) and the gamemaster agrees to it, the player may choose to have their PC fail a skill test automatically. To fail voluntarily, the player pays the 1 Fallout, as opposed to the 2 or more Fallout potentially added by Complications. In exchange, the character immediately gains one point of Salvage (up to the normal maximum). A character may never choose voluntary failure for a Simple (D0) skill test.



A Post-Apocalyptic Timeline

DESCENT INTO MADNESS

THIRTY-TWO YEARS BEFORE THE APOCALYPSE (32YBA)

Richard Law is born.

30YBA

In small but slowly increasing numbers, the People of the Great Plains and Midwest tribes begin drifting towards Hualapai lands. Francis Whittle is born.

24YBA

Francisco Gomez (Head Hunter) is born.

17YBA

Chuck Angstein (Miles PonsonbySmythe) is born.

9YBA

As a financial crisis engulfs the globe, Jean-Paul Dumas leads his religious community from Baja California to Baja California Sur.

8YBA

The United States government attempts to disperse the People, prompting the tribes to unify under the Coalition of Sovereign Peoples (CSP). During the skirmishing, the CSP establishes a rudimentary structure that will eventually lead to the more formal Root, Trunk, Leaves structure of their society.

4YBA

An unnamed baby boy is presented to the staff of Saint Miranda's Home for Orphans.

MARKING TIME

As mentioned in **Chapter 1: Welcome to Hell**, the actual year that ended the world as we know it is left deliberately open to interpretation. Instead, the passage of years are referenced in relation to the Day of the Apocalypse (DOA), with those before denoted as Years Before the Apocalypse (YBA), and those coming after marked as Years After the Apocalypse (YAA).

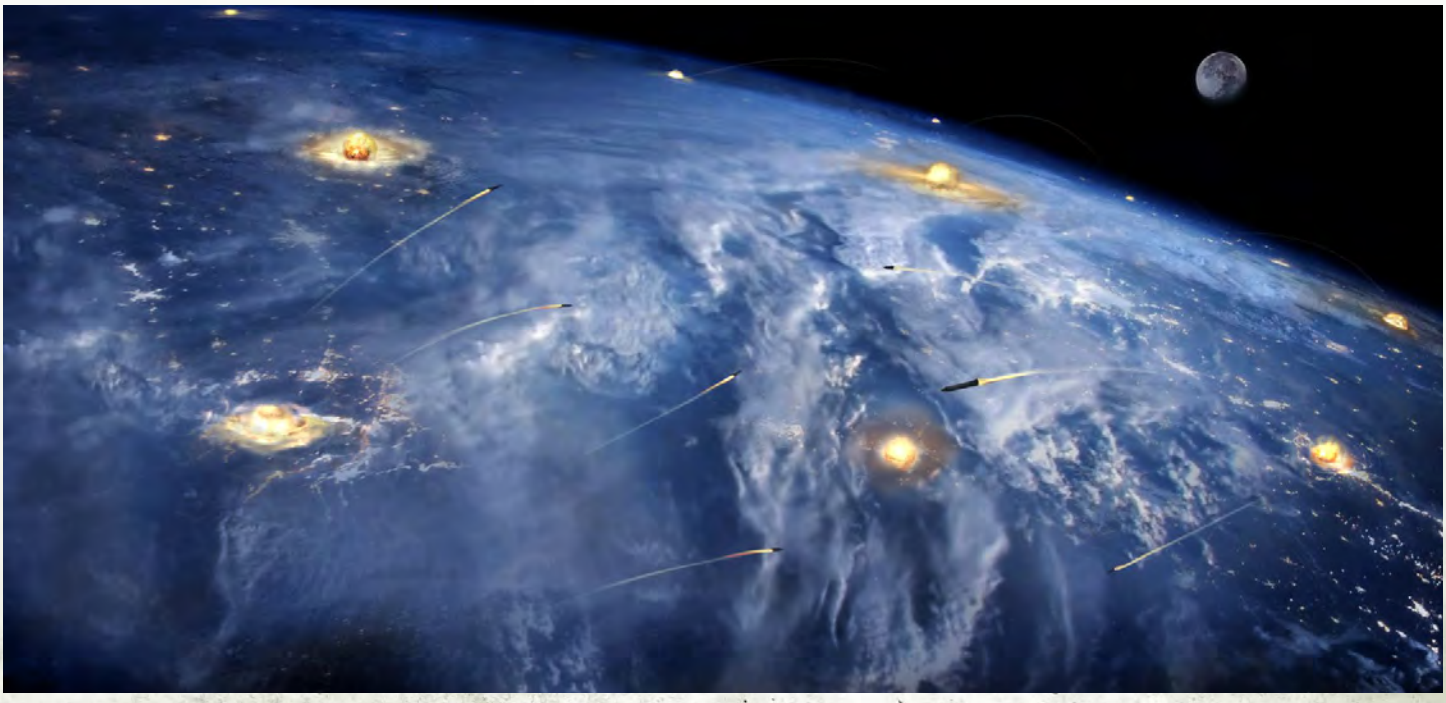
Expanded detail relating to each faction can be found in **Chapter 3: West Coast Factions**.

3YBA

Russia annexes Ukraine, prompting the United Nations to enforce US-led sanctions. The United Kingdom finally leaves the European Union. Denmark, Norway, Sweden, and Switzerland follow shortly afterwards. The man destined to become Skulltaker is born. Jean-Paul Dumas's message of integrated religious beliefs continues to grow thanks to webcasts, blogs and celebrity endorsement on the dark web.

2YBA

China and Brazil become dominant as the two largest import/export hubs for Russia, with both economies showing no reduction in growth. The Treaty of Sovereign Canyonland is signed and the People forever mark the day as Sovereign Existence Day.



1YBA

The Hundred Day War plunges the UK and Russia into a cold war state. The Zurich Fiasco forces many European leaders out of office, with most landing in jail. Relatively unscathed by the controversy around it, France seizes the opportunity to usurp Brussels and Berlin, placing it in firm control of the European Union. Switzerland's economy crashes, leaving the country no choice but to request membership.

THE DEATH OF REASON

YEAR OF THE APOCALYPSE (YOA)

FEB

Aged 32, Richard Law is found guilty of embezzlement.

MARCH 7

US intelligence services gather intel pointing to an imminent joint Russian/Chinese invasion. The United States activates "Operation: Freedom", which initiates pre-emptive strikes against Moscow and other key targets.

MARCH 8

Retaliatory strikes from Russia and China hit the United States. The combined payloads obliterate the country, leaving most of the Eastern Seaboard glowing, and every other major city decimated by airburst detonations. A top secret naval anti-missile system being tested at Alameda spares San Francisco.

MARCH 9

The Revenant Virus, which had been loaded into some of the Russian payloads, "zombifies" a portion of the population. The virus is further mutated by the presence of nuclear material from Chinese bombs.

MARCH 10

Miranda Selah receives a prophecy delivered unto her by the Archangel Michael. She can lead her people to salvation. Assembling her flock, she embarks on a crusade of deliverance. Enraptured by her divine calling, Miranda's followers take to calling her Mother Selah.

MARCH 11

NATO Emergency Headquarters in London declares North America a Continental Allied Quarantine (CAQ). To better coordinate relief efforts on the ground, major Relief Zone Clusters (RZCs) are established across the northern continent. In the United States, these are set up in San Francisco, Pittsburgh, Boston, Chicago, Seattle, Lincoln, Miami, Atlanta, New York, and Fort Worth.

APRIL

As residual radiation continues to make communication difficult and Revenant attacks multiply, contact with relief workers becomes strained. Dubbed the Zombie Barricade, a barrier designed to keep out the undead is rapidly completed in San Francisco. Admiral Kneeson institutes a desperate plan to save North Island and its personnel from being overrun by Revenants from mainland San Diego.

MAY

The Panama Defence Barricade (PDB) is completed, which effectively isolates all of North and Central America from the south.

JUNE

The Boston RZC stops signalling. Lacking any opportunity to confirm survivors, massive zombie attacks are publicly announced as the cause despite there being no basis in known fact. The Marshal Law gang overruns the San Francisco RZC. To validate their reign and ensure relief efforts continue, the city's new 'government' maintains radio contact with the UN

JULY

The El Mexicano TV series is released to massive critical acclaim and instant success in South America. Its protagonist, Francisco Gomez, becomes an overnight star.

AUGUST

The Fort Worth RZC stops signalling. In San Francisco, the Bay and Golden Gate Bridges are blown to protect the city from the tide of Revenants migrating from Oakland and the north. A sailboat leaves Miami heading into the Gulf of Mexico, but is soon wracked by tragedy and terrible storms.

SEPTEMBER

The Grand Council convene and establish the treaties that redefine the CSP as the Six Fires. In a prophetic vision, Jean-Paul Dumas comes face-to-face with Yahweh-Bondye and merges with the spirit. Proclaiming himself the New Messiah, Dumas-Bondye begins reorganising his cells and renames them as Los Nigromantes. Sirac, Bear, Bloodbeard, and Fennis disembark from a battered boat in Orange Beach, Alabama.

NOVEMBER

Fallout and catastrophic weather patterns combine to create a deadly winter. The Chicago RZC closes and a convoy signs off departing for the Pittsburgh RZC. It never arrives. Localised relief efforts are temporarily halted, though they ultimately never resume. Thousands of aid workers are stranded within the NQZ, prompting supplies to be air-dropped near major holdout locations across the United States. The United Nations pledges to continue its relief drops indefinitely.

RISE OF THE NEW ORDERS

ONE YEAR AFTER THE APOCALYPSE (1YAA)

JANUARY
Fallout begins to reach Europe, hampering further relief efforts as concerns rage over the "American Zombies" spreading into the European Union and United Kingdom.

JULY
Tentative exploratory efforts soon make it clear that Russia, much of China, and some countries bordering the European Union—including Finland—have become irradiated exclusion zones. Nothing has survived.

SEPTEMBER
Dumas-Bondye's trusted lieutenant, Deacon Calavera, unlocks the secrets of the Revenant Virus. Religious customs are attached to the twisted practices that he ordains the virus for, further cementing Dumas-Bondye's divinity in the eyes of his followers.

2YAA

MARCH
Columbia attacks Venezuela and the remnants of Panama, sparking the South American War.



THE SOUTH AMERICA WAR

Brief, bloody. and violent, the South America War wasn't won with standing armies and war materiel, but rather private militias and political bribes. Sensing an opportunity to place themselves on the seats at the top table, the South American cartels worked in tandem to end the war and seize control of their various governments. Creating Brazilia and eliminating traditional political borders not only allowed the flow of product to increase internally, but also allowed the fiefdoms to boost international export.

JUNE
A lack of water mixed with temperatures that soar over 135 degrees Fahrenheit decimates the Atlanta RZC.

JULY
Amala and Nigella PonsonbySmythe are born. To Miles's anguish, Nigella's mother dies in childbirth.

AUGUST
The Marshal Law gang is ravaged by the Law Haulage Company. The survivors are either absorbed by the Law Haulage Co. or thrown beyond the Zombie Barricade to never be seen again.

OCTOBER
The Hunters TV mini-series is launched and soon goes global. With a new series commissioned instantly, it draws millions of viewers a week within the first few episodes of its relaunch.

NOVEMBER
Increasing numbers of People arriving from the northern wastelands encourage the Grand Council to reconvene and invite the Lakota to the Fires. Six becomes Seven.

3 YAA

JANUARY
In the midst of a harsh winter, Yves Mahieu invents incredible microwave technology that allows his fellow townsfolk to breach the frozen surface of Lac Saint-Jean in Quebec, Canada.

MARCH
After several Leaves encounter heavy resistance in Las Vegas, the Grand Council of the Seven Fires declares the city a seclusion zone for the foreseeable future.

MAY
The Justice gang arrive in San Francisco and immediately clash with the Los Nigromantes cult on Alameda Island. After great sacrifice, the Justice claim victory and rename Alameda as the Island of Justice.

JULY
Barely two months after their triumph, the Justice run afoul of the Law Haulage Company and matters soon escalate. With the Law Haulage Co. distracted by the skirmishing, savages overrun Saint Miranda's Home for Orphans. Only two boys and a girl survive the attack. In San Diego, The Teams fully reclaim North Island.

AUGUST
Following a year of internecine warfare, the country of Brazilia is formally recognized by all global powers and the world's first new superpower is born. Unfortunately, it encompasses a corrupt continent fuelled by narcotics and led by a series of Dictators who are superseded as quickly as they are assassinated. The Baja California Peninsula is also formally recognised as a National Quarantine Zone.

4YAA

APRIL
Miriam becomes High Judge of the Justice. They form an alliance with the Law Haulage Company shortly after.

JULY
Several Leaves of the Seven Fires scouting the outskirts of Phoenix are mauled by a Los Nigromantes cell and their horde of Revenants.

DECEMBER
Miriam gives birth to Cadence. Running critically low on fuel reserves, scientists of the Seven Fires make a breakthrough with the miracle plant named Anishiinaa.

LAW & JUSTICE

A consummate long-term planner, Miriam arranged for Cadence to be raised amongst the Law Haulage Co. by surrogate parents. Though both Richard and Miriam kept tabs on their daughter from afar, neither took a direct hand in raising her or ever made her aware of her true parentage. With tensions on the rise between the Law and Justice, it's likely Richard is growning to rue his lack of involvement.

5YAA

APRIL
Raids on the San Francisco area by savage gangs that will eventually unite under the Skinner banner increase in frequency. Richard Law joins forces with his allies, the Justice, to cleanse the wasteland of their threat. The Reign of Law and Justice lasts for six months, eventually driving the remaining savages from the Bay area.

JUNE
Disgusted by Los Nigromantes and their abominable practices, the Seven Fires return to wage war against the cell residing in Phoenix.

JULY
The Viking Bikers leave Orange Beach behind them. They arrive in Mobile shortly after and establish a new basecamp.

OCTOBER
Despite being nearly decimated, the desperate and savage gangs of the wasteland beyond San Francisco congregate in a new location that allows them to launch a number of reckless, daring raids and opportunistic attacks. The continental countries of Europe sign the Wroclaw agreement, forging the United Countries of Europe (UCE) out of the ashes of the European Union. The United Kingdom declines an offer to join.

6YAA

MARCH
Thanks to guile, cunning, and sheer bloody-mindedness, the Haul's Angels have formed from the remnants of every biker gang still operating in southern and central California into a unified fighting force. They blaze a path of destruction through the savage gangs haunting San Francisco's outskirts before setting up in the remains of the city's airport. With supplies in San Diego proving slim pickings, The Teams direct their attention towards Tijuana but are almost overwhelmed by several mutated Revenants.

JULY
The Haul's Angels launch surgical strikes against the Law from their base in San Francisco's airport. They attempt to take the city but are fought to a standstill. A temporary truce between the Law Haulage Company and the Haul's Angels is broken within hours as the Haul's Angels take advantage of the ceasefire to claim the majority of a large district from the Law. Despite the battles raging across the city, the Bay Bridge is rebuilt with a quick destruction mechanism and is renamed the 'Arms of Justice'. Across the Atlantic, Denmark and Sweden agree to join the UCE.

7YAA

MAY
The San Jose Massacre occurs, which results in the deaths of many Law Haulage, Justice, and Haul's Angels members. The leader of the Haul's Angels is cut down in the crossfire. San Francisco is bisected into two territories in the wake of the Massacre, with the Law Haulage claiming the north-east of the city and the Haul's Angels the south-west.

JULY
The technological wizard Manish Gaur develops high-yield solar technology in India.

AUGUST
Facing the prospect of another cruel winter with meagre resources, Yves Mahieu relocates to Val-Jalbert with anyone who will follow. Not long after they settle, Yves's son, Jeremie, assumes leadership of the Avant Guard.

8YAA

MARCH
The BritAttack enter Las Vegas. Skirmishing constantly with both the locals and nearby Seven Fires, they abandon their plans to settle there and move further west. Under the guidance of Aitch, the Burning 8s go nomad.

JULY
Their ranks now swollen greatly and their settlement in danger of being overrun by Revenants, the Vykers quit Mobile in search of new lodgings.

9YAA

FEBRUARY
The BritAttack arrive in the Bay area and quickly settle in Pacifica. Their leader, Miles PonsonbySmythe, sets up alliances with both The Law Haulage Company and the Haul's Angels, who are both still nursing their wounds after the San Jose Massacre.

APRIL
The Teams broach the outskirts of the Los Angeles metropolitan area, where they encounter a large Los Nigromantes cult and their Revenant horrors.

JUNE
The remnants of the Republic of China invade Australasia. Only the United Kingdom answers their call for aid.

PANDORA'S CELL

Much like the hosts it reanimates, the Revenant Virus just never seems to die out. So long as the body it inhabits continues to feast on flesh, the virus is able to keep its host from decomposing further. Born out of self-preservation, Revenants have a burning need to feed, eventually even turning on each other to ensure their survival. Of course, whoever designed the virus did so under laboratory conditions. Once it met the outside world and began to mutate, Pandora's Box was well and truly open. Then the Revenant Virus fell into the hands of Los Nigromantes...

JULY
Having struggled across the haunted wastelands of the South Central states, the Vykers meet their first true test in Bellemont, Arizona. A furious war with the Seven Fires tribes forces the Vykers to continue moving further westwards.

10YAA

JANUARY
The Vykers arrive in Palm Springs. Word of their arrival reaches The Teams, who keep a wary eye on the fur-clad berserkers.

JULY
Miriam is ousted as High Judge and further censured from the Covenant of Magistrates.

SEPTEMBER
The Teams send an extended patrol to Phoenix, which returns with news of well-organised Native American scouts. For their part, the Seven Fires scouting party returns to the Great Council with news of an organised military force not seen since before the collapse of the United States.

11YAA

JULY
The Vykers depart Palm Springs. Enacting a hasty plan, The Teams plant a trail that leads the Vykers towards the outskirts of Los Angeles.

SEPTEMBER
A UK-led coalition force beats back the Chinese in Australasia. Following a sovereignty agreement signed in the aftermath, the King of England gifts stewardship of Australasia to his younger brother and names him King of Australasia. The Dual Kingdom is born.

12YAA

APRIL
Thanks to its solar technologies, India becomes the most financially powerful country in the world.

JULY
Having skirmished constantly with Los Nigromantes cells and the horrors they unleash, the Vykers plant their flag at the Griffith Observatory. Ultimately aiming for the heart of Los Angeles, they immediately being cleansing the hills and streets around them of Los Nigromantes taint.

AUGUST
After signing various support agreements with its neighbours, India swiftly annexes the remnants of China that escaped destruction.

14YAA
Rather than face absorption by an ever-expanding India, Malaysia, Thailand, and the Philippines seek an alliance with the Dual Kingdom. Other parts of South-East Asia follow suit within a year or two.

15YAA

MAY
Aya Decadencia becomes the first and only person to ever navigate the PDB, though many insist she did so in the wrong direction. She promptly joins the Hunters, rebrands herself as the Road Ronin, and goes on to become the second most popular character in the show.

AUGUST
The Queens of the Wastes begins a campaign of terror in the wastelands to the north of San Francisco. Although it never really ends, they are eventually absorbed into the Skinners when Skulltaker adds their leader's hide to his seat.

16YAA

MARCH
General de Gaulle leads the Quarantine Expeditionary Force (QEF) to the shores of Canada. They attempt to enter inside the Gulf of St. Lawrence, but the frozen bay forces them to dock at St. John's, Newfoundland.

JULY
Cadence invents the Jetpack. Massacre joins the Hunters.

17YAA

MARCH
Miriam's eldest daughter, Amala, gains the seat of High Judge. The Sky Student Justice Corps is formed.

APRIL
The Vampyr Incursion rocks the BritAttack, who send a small convoy to the east of Pacifica on a mission known as the NewJersey Job.

MAY
Now the richest man in the world, Manish Guar shares 99% of his personal wealth with India and its partners, giving rise to the Super Republic of India (SRI).

AUGUST
Financially strapped and low on natural resources, the UCE invade Africa. The African countries quickly pledge allegiance to the Dual Kingdom for protection.

TASTE FOR BLOOD

Vampyr's betrayal rocked the BritAttack to its core and caused a schism that it has never fully recovered from. Over time, the Clans could have probably overlooked Vampyr's attempted murder of the FirstGovernor and the death of one of his BeefEaters. The BritAttack's very setup promotes rulership through strength, after all. What is truly unforgiveable in the eyes of both Miles and the Gent and Sundry is the fact that Vampyr deserted his faction to take up with another. This was an unheard of act for the BritAttack, and they intend to ensure that it's never heard of again. The Clans have vowed to burn him, and see if his ashes turn green.

18YAA

JUNE
Miriam dies from the Revenant Virus. Vampyr joins the Hunters and various BritAttack Clans head south. They also establish the Questing Knights and dispatch them on a secret mission. Francis Whittle invents the Meteor.

JULY
Waning viewer numbers for the Hunters TV series are bolstered by introduction of new protagonists known as 'The Good Old Boys'. Nigella PonsonbySmythe falls for a young BritAttack cad named Neith Grimm. General de Gaulle and the QEF track Avant Guard scouts to Val-Jalbert.

19YAA

FEBRUARY
The Law Haulage Company discover a massive paint manufacturing plant in the San Pablo Bay area. They begin developing methods to refine the oil-based products for fuel. However, the San Pablo Run route garners significant interest from the savage gang known as the 'Purple Caussairs'.

APRIL
With more than eighty-percent of their convoys returning to San Francisco having been ambushed, the Law Haulage Company bolsters its Armoured Division and renames the route as Hell's Highway.

JUNE
Amala is maimed in a jetpack accident and Cadence replaces her as High Judge. Riot Grrl joins the Hunters. Neith Grimm is expelled from the BritAttack, leading him to take his brother Bjorn on a quest for retribution.

JULY
At the Griffith Observatory, Janice awakes from her coma. Declaring her a völva, the Vykers immediately begin preparations to follow up on the first words she utters.

SEPTEMBER
Nigella is lost in an attack by the Hunters, sparking a war between the Hunters and the BritAttack. The Hunters gain unexpected support from the East in the form of the Vykers, while the BritAttack are bolstered by a delegation from the Law Haulage Company led by Chief Hogson.

OCTOBER
The NewJersey Job is declared a failure and all team members MIA. Africa becomes the third realm of the Dual Kingdom and a principality of the Prince Regent. Having scouted through the summer, the Avant Guard and QEF lay siege to Seattle.

20 YAA

FEBRUARY
As his beaten rival, Skulltaker, skulks into the shadows, Slider assumes leadership of the Haul's Angels. In his first act as President, Slider orders reconstruction work to begin on Saint Miranda's Home for Orphans. Following an unknown agenda, the leader in waiting of the BritAttack, LordHood, takes the Misfits under his wing.

MAY
Skulltaker resurfaces and attacks the Haul's Angel's headquarters at the head of a savage gang. The few remaining Skinners who remained are either evicted from the Haul's Angels or killed. Skulltaker leaves the Haul's Angels to nurse their wounds and focusses on uniting the survivors of his old chapter and the savages into the new Skinners. Friction sparks between the Traditionalist and Expansionist tribes of the Seven Fires at a convening of the Grand Council.

JULY
The Burning 8s return with news of rich pickings North of the Bay Area and an alliance with a gang known as The Teams. Reports of Los Nigromantes once again becoming active in the outskirts of San Francisco are received by multiple factions.

NOVEMBER
Alsa quits the Justice, stealing away their holy relic, Absolution, as she does so. A second of the Justice's holy relics, the Aureflam, is stolen by Lillian during their hasty quest to track Alsa.

THE HERE & NOW

21YAA (PRESENT)

JANUARY
Spurred on by their failure to recover their holy relics, the Justice begin focussing their attention on expanding into Bay Farm Island.

APRIL
Having initially skirted San Francisco, the Jets gang appears from the east and immediately run afoul of the Justice's ire.

MAY
The SRI and Brazilia impose sanctions on the UCE for breaking international regulations established by the terms of the Continental Allied Quarantine.

JUNE
The remnants of the Questing Knights limp into Pacifica. The skirmishing between the Jets and Justice significantly decreases as the Jets are attacked from the north by the Avant Guard.

JULY
The Pillaging of Santa Cruz by the BritAttack, Haul's Angels, and Law Haulage Company.

THE EPICENTRE

Despite having survived a nuclear holocaust and subsequent Revenant tide, the future is not looking rosy for San Francisco. Only ever unsettled on the best of days, the violence between the Law Haulage Company and the Haul's Angels is escalating daily. Add to this the fact that the Justice are becoming restless under the Law Haulage's yolk, the Avant Guard are pressing in from the north, and the Vykers are becoming more aggressive in the south, and it's easy to see that San Francisco's future is uncertain indeed.

Of course, it would be relatively easy for a tightknit band of adrenaline addicts to make their mark in these turbulent times. Who knows, they could even end up at the head of the next faction to stake their claim on a peace of turf. The streets of San Francisco might once again be destined for a blood-soaked future, but someone needs to come out on top.


West Coast
FACTIONS



AVANT GUARD

The Avant Guard were conceived in Roberval, on the frosty shores of Lac Saint-Jean, Quebec, Canada. In a remote pocket of relatively untouched wilderness, a small community of survivors began to thrive under the leadership of Yves Mahieu, local engineer and radio technician. Given the constraints of available power in the region, Yves's attention turned to repurposing microwaves from abandoned homes into new technology capable of generating and directing extreme heat. Before long, he was able to melt the frozen crust atop Lac Saint-Jean and provide the community with access to a huge surplus of water.

Years later, in the face of a cruel winter, Yves relocated the community to the long-abandoned ghost town of Val-Jalbert. While the journey was arduous, reclaiming the settlement and its hydro-electric production allowed the community to once again thrive. Survivors from surrounding towns and villages began to join them, which prompted a leadership change to Yves' son, Jeremy, as the population grew. There was little objection, as Jeremy had already proved himself a respected leader of the community's frequent scavenging parties. Needing a formal name to unify the different groups now under him, he settled on Avant Guard to honour the creativity and inventorship of Yves that had allowed the community to survive against all odds.

Unfortunately, a dramatic growth in the Avant Guard's numbers over the subsequent years had a polar effect on Jeremy's interest in overall leadership. Being sequestered in Val-Jalbert and managing the affairs of others was not something that gave him motivation. He began to once again lead scouting parties, eventually pushing for longer and longer expeditions. Jeremy's sister, Eva, was appointed as steward in his absence. Whilst well loved in the community, Eva was uncomfortable when dealing with conflict. The more time Jeremy spent away, however, the more frequent internal squabbles became. Seeing little alternative, Eva formed the Avant Guard's police force, the Mounties, to keep the streets of Val-Jalbert free from strife. To her regret since, she also inadvertently placed herself in a long-term position of authority.

Though understanding the need for the Mounties, and despite being the one who had left her little choice, Jeremy grew to resent his sister's burgeoning influence. His outlook and approach became more violent, his reasons for sending out patrols became more bloodthirsty. Outsiders they encountered were now threats rather than potential allies. With patrols lasting longer and longer, there was also a need to rethink transportation methods. Yves and his students moved their attention to mechanical undertakings, which rapidly expanded the pool of available buggies and trucks. Jeremy had pushed the Avant Guard into becoming a motorised war party. All they were lacking was heavier firepower.

Enter General de Gaulle and the Quarantine Exploratory Force (QEF). The QEF are an advance scouting party tasked with finding areas rich in natural resources for the United Countries of Europe (UCE). Venturing forth from a clandestine base to the north-east, the well-armed and well-equipped QEF stumbled across the Avant Guard and left them with little choice but to co-operate. Well aware that the Avant Guard's microwave technology and other homebrew equipment would make surviving the harsh cold far easier, the QEF wasted no time in embracing their new allies. Employing the Avant Guard as guides to navigate the contaminated areas of Canada further sweetened the somewhat one-sided deal. For his part, Jeremy instinctively understood that the weaponry offered by the QEF provided boundless opportunities to slake the bloodthirst coursing his veins. The QEF eased their path to documenting areas brimming with natural resources, while the Avant Guard's transition into a fully motorised army was finally complete.

A far more vicious Jeremy now helmed the Avant Guard war machine, one who had seen much violence in the barren wastes, and who now longed to put his warband to the test. The Avant Guard vanguard and their CEF allies ventured west, eventually crossing the old border and reaching the limits of Seattle, which was now haunted by the cannibalistic Omega gang. The QEF waited in the wings and observed as Jeremy and his warriors roared forth into furious battle. The following days tested the Avant Guard's grit, tactics, and equipment to their limits, but the blood-soaked streets of Seattle were finally and Jeremy's thirst for blood momentarily slaked.

CURRENT AFFAIRS

Jeremy has firmly fixed his eyes on San Francisco. Growing larger and more savage after each encounter they resolve,



the Avant Guard steamroll southwards. Now holding a sacred standing amongst the troops as the man who encouraged the change from local scavengers to full militant force, General de Gaulle rides alongside the force in his personalised car, the Présidentielle. Knowing that the QEF can sit comfortably in the shadow of the Avant Guard shock troops, he fully endorses their bloodthirsty approach.

Jeremy's unhealthy fascination with San Francisco has stemmed from information gained during the battle of Seattle. The Avant Guard are of the understanding that San Francisco is home to multiple motorised warbands that are of similar stature their own. Whether fuelled by the need to further prove his worth in the field of war, the desire to expand the existing force, or his uncontrollable desire for violence, Jeremy is so fixated on San Francisco that little will stop the Avant Guard in eventually making it their next theatre of war.

Eva has recently left Val-Jalbert to join the motorised force. She is intent on soothing the unbound violence that grips her brother in the hope of steering the Avant Guard back to helping and liberating the stragglers they encounter. Her attempts to date have been unsuccessful however, and as each conflict passes, the lure of her brother's bloodlust weakens her resolve.

With the Mounties remaining in control of law and order in the absence of Eva and Jeremy, Val-Jalbert remains a growing and vibrant community. Older and weaker than ever, Yves has become a recluse, though his mind remains alive with the ideas that allow the community to flourish. His dedicated band of Ingénieurs working tirelessly on his inventions and advancements. Despite public opinion, Yves refuses to stand as a community leader during the absence of his children, instead trusting in his daughter's appointment of the Mounties over the community's affairs.

MEMBERSHIP

Members of the Avant Guard are almost all French-speaking Canadians. General de Gaulle and the QEF, who largely originate from France, enjoy the full respect of their counterparts. Non-French speaking members of the UCE are either tolerated, ignored, or viewed as obstacles.

During the journey through the Canadian provinces, any native groups encountered were invited to join the growing war band. Jeremy's 'join or die' approach to membership replaced any formal initiation. New recruits needed only to prove themselves in the next bloodthirsty engagement. Again, non-French speakers are viewed as outsiders, whilst anyone considered to be 'Gross Boudan'—from the wrong side of the U.S. border—is to be killed on sight.

The inception of the Mounties and subsequent rampage across Canada have both contributed to distinct roles being created within the Avant Guard. Even in the field, the Mounties still fulfil the role of gendarmerie, though they are the most brutal and unforgiving where the Gross Boudan are concerned. The scouts and roving marauders of the warband have recently taken to referring to themselves as Hellequin, a practice which everyone else seems happy to adopt. Finally, the Ingénieurs

operate as the technicians and engineers of the Avant Guard. Each is individually tutored by Yves, which has led to them worshipping him with an almost cult-like reverence. The Ingénieurs frequently make it clear that they are carrying out their patron's bidding; no-one ever asks what would happen if that mandate were to ever change.

Those fighters who prove themselves as particularly brutal in battle are appointed as 'Capitaine'. These men and women are entrusted by Jeremy to lead advance scouting parties or scavenging missions. Traditionally, Jeremy would have led all such activity, but the growth of the Avant Guard has led to an exponential requirement in the number of scavenging patrols to cater for repairs and food. Led by Capitaines, these small groups may find themselves separated from the main force for days at a time, though they rarely stray too far. Understanding the risks in dividing his forces, Jeremy is a stern believer in keeping his warband as large and imposing as possible.

TOOLS OF THE TRADE

The Avant Guard war machine is built around a solid core of heavily armed and armoured Patreon support vans and Defenseur armoured cars. Assault vehicles primarily consist of high-speed rough-terrain Bugheis (buggies) and Traînos (tracked bikes) that operate as a skirmishing force, roving ahead of the main party and reporting back via the advanced radio equipment that Yves and the Ingénieurs fit to the Patreon vans. They also take part in raiding and scavenging parties, proving themselves to be reliable all-round vehicles for the Avant Guard.

Yves's technical grounding has also made him an impressive weaponsmith. Beyond the regular munitions manufactured by the Ingénieurs, Yves's own sonic and microwave weaponry is now commonplace in the main war party, which ranges in size and scope from handheld, close-proximity Brûleurs, to the vehicle-mounted 'Générateur de Pulsion' that employs low frequency sonic pulses to flip vehicles that stray too close.

A number of Ingénieurs, hand-picked by Yves for their ingenuity, now ride alongside the Avant Guard and their skirmishing parties. Acting as mobile vehicle and weapon technicians, they enjoy implementing their updated designs and new ideas as they go. As such, it is not unusual to find a large array of highly experimental weaponry on the armoured cars of the Avant Guard's central force.

MAJOR PLAYERS

YVES MAHIEU: Considered to be the founder of the Avant Guard and the saviour of the community, Yves's passion for technology and design innovation enabled the survival of thousands of native Canadians on the banks of Lac Saint-Jean. Though all of the fieldwork is now conducted by his Ingénieurs, his designs and ingenuity enabled the Avant Guard war machine to launch their campaign of blood. Leaving the Mounties to police the community and his students to run his tasks and errands, Yves now rarely leaves his workshop in Val-Jalbert. He never comments on the actions and decisions of his children, though his dedication to enabling their activities is currently undeniable.

JEREMY MAHIEU: Yves's first son and the leader of the Avant Guard. Jeremy's place is now well-solidified as a blood thirsty warrior and keen tactician. Having left the confines of the Avant Guard's home community of Val-Jalbert, he seems determined to live on the road, driven only by his bloodlust and desire to kill those he considers responsible for the ruin of the earth.

EVA MAHIEU: Daughter to Yves and sister to Jeremy, Eva proved herself as the people's champion, establishing order and democracy in Val-Jalbert as her brother's absences grew. After the implementation of the community's gendarmerie, the Mounties, Eva became increasingly concerned over her brother's thirst for violence. She eventually joined Jeremy and the QEF on road, hoping her presence would calm his decision making. In reality, Jeremy's hidden resentment of her leadership capabilities has done nothing but worsen his anger and bloodthirstiness.

GABRIEL MAHIEU: The youngest son of Yves Mathieu and underappreciated sibling to Jeremy and Eva, Gabriel left Val-Jalbert with Jeremy and—like his brother—now considers the road to be his home. A skilled fighter and talented tracker, he coined the term 'Hellequins' in honour of the fast-moving scouting that he regularly leads. Whilst Jeremy does not give any true leadership responsibility to his younger brother, both he and Eva can see Gabriel's potential, and both accept his capability in battle.

ALLIES AND ENEMIES

Jeremy and the Avant Guard do not take prisoners or entertain grudges. Each confrontation is seen as a proving ground for the force and a release of the pent-up anger that Jeremy holds inside. The Avant Guard consider anyone who resides between the Mexican and Canadian borders to be a bitter enemy and fair game in their quest to vent their bloodlust.

General de Gaulle and the QEF are the only true allies of the Avant Guard. While considered by most to be one and the same, the Avant Guard and the QEF still remain separate, with the QEF quietly working to document and observe both the prowess of Jeremy's forces and the pockets of usable resources they encounter across the North American landscape. The QEF stand side-by-side with the Avant Guard in battle, though it has been noted that they focus more on self-preservation, are far more reserved than Jeremy's frenzied troops, and rarely place themselves in the line of fire.

SAVAGE AVANT GUARD

AVANT GUARD CULTURAL PACKAGE

- **FROM THE RIGHT SIDE:** The Avant Guard are dominated by French-speaking Canadians. Regardless, everyone is expected to learn the lore and language. They begin play with d4 Faction Lore (Avant Guard) and d4 Language (French).
- **INGENIOUS INGENUITY:** The Avant Guard's Ingénieurs are constantly innovating and creating tech, which they readily share with their peers. Avant Guard characters begin play with one Arcane Device from those presented in this book.
- **GROSS BOUDAN (ENEMY, MAJOR):** Anyone from the wrong side of the U.S/Canadian border is an enemy. No questions asked. This places the Avant Guard into conflict with anyone but their own.

AVANT GUARD INITIATE PACKAGE

- **LANCER:** Potential initiates who meet the Avant Guard's entrance criteria become a Lancer, where they then spend time proving themselves to their Capitaine.
- **ATTRIBUTE REQUIREMENTS:** Smarts d6+
- **SKILL REQUIREMENTS:** Language (French), Faction Lore (Avant Guard), Repair
- **BASIC GEAR:** Buggy, Croozer or Motorcycle (choose one), Casual Clothing, Tool Kit, Winter Gear.





BRITATTACK

A powerful collection of Clans able to hold their own against the other power-house factions of San Francisco, BritAttack were founded on dreams of brutal honour in barbaric times. Before he became Miles PonsonbySmythe, BritAttack's FirstGovernor began life in Austin, Texas, as Chuck Angstein. Fascinated by his family's heritage at a young age thanks to his grandfather's bedtime tales of their crime legacy and bygone power, Chuck investigated his family's brutal history and learned that the Angstein's distant Smythe ancestors had adopted the name 'Ponsonby' on their arrival to New York in the mid-19th century. The Ponsonbys became heavily involved in the New York bootlegger trade of the Prohibition era, which amassed them wealth, power, and reputation. In return for information that brought down serval prominent gang leaders, they ultimately secured a deal with the US Government which saw them relocate to Texas under diplomatic immunity and the new name of Angstein.

The passing of Chuck's grandfather led to him being sent to attend military school, where he rapidly began to gain a sense of doctrine, dedication, and teamwork. Though a deep-seated lust for power and prestige remained, his new-found honour and focus vanished instantly in the fires of the first viral airburst that detonated over Austin during his 10th grade summer trip home.

As one of the area's few survivors, Chuck joined a group heading west in search of shelter from the hordes of ravenous flesh eaters that now lined the streets. The group's numbers grew as they travelled, but so did their slide towards barbarism. Realising that their current path would lead to destruction at the hands of them-selves or the undead around them, Chuck decided it was time to take the reins of leadership himself.

In a number of violent and public battles, he systematically removed every member of the group that claimed any level of leadership and refused to follow his rule. The remaining members of the rabble were left in no doubt as to who was now in charge. To reduce infighting and promote familial bonds, Chuck split the whole into a number of sub-factions, gave each a number of predetermined locations at which they would all meet to share information, and set their ultimate destination as Fort Worth.

The Machiavellian plan worked, with each faction becoming self-sufficient yet happy to follow his direction. Arriving at Fort Worth, they found a landscape left untouched by nuclear devastation but decimated by the Revenant Virus. Chuck planned and executed the raid as a means to further solidify the bonds he had delicately fostered. In dedication to his ancestors, he emerged reborn as Miles PonsonbySmythe and rapidly set about reinventing his newly named Clans into his own twisted vision of glories past. BritAttack had survived their trial by fire that simultaneously baptised them in blood.

Reordered into the Gent and Sundry under new Rules of Conduct, the now well-equipped warband maintained their Clan set up and continued to meet at predetermined location. A new level of communication thanks to radio equipment salvaged from Fort Worth, however, meant they could also remain in constant contact. Enemies attempting to confront any one of the Clans would soon have the full force of BritAttack bearing down on them from all directions.

Carving its way toward San Francisco, the warband picked up new members who were introduced to the Gent and Sundry by way of a beating and a clear explanation of the Rules of Conduct. The Clans arrived at the outskirts of San Francisco during the ruthless turf war between the Law Haulage Co. and the Haul's Angels. Leaving the potential opposition pick to themselves apart, the BritAttack pooled their forces and set up a base of operations in the heart of Pacifica—since re-named Port Strangford in honour of the original Smythe, Sir Thomas Smythe, 1st Viscount Strangford. From this stronghold, the Gents hire out their talents to other San Francisco gangs who need muscle and wait for Miles to command their next moves.

CURRENT AFFAIRS

Miles has taken to referring to BritAttack as the Realm. With the warband holding a heavily fortified base at Port Strangford, and the Gents available for hire on the condition that they do not kill their own, his long-term plan for the BritAttack is becoming increasingly unclear. This fact is made more confusing by the unspoken but obvious physical and mental decline its FirstGovernor. Miles and his Lord Protector of The Realm, LordHood, seem to have closed ranks and remain quiet on his illness. Exactly what ails Miles is unknown, but the betrayal of one of his own—Vampyr—seems to have triggered the decline.



One of the founding members of BritAttack, Vampyr had sworn himself to Miles from the day he took his name. Always known as a nomad and loner, Vampyr rarely spoke unless required to at formal gatherings. His passion for pushing the boundaries of the Rules of Conduct, however, seemed to grow in tandem with his increasingly frequent roving, with many surprised at just how much insubordination Miles would tolerate from the ill-disciplined vagabond.

Settling at Port Strangford led to Vampyr becoming progressively more vocal at Realm meetings. Confinement within the city's walls led to an anger akin to a caged animal and his yearning for the warband's return to the open road despite Miles' clear instruction to remain in Port Stangford led to insubordinate tirades. Miles eventually snapped and ordered Vampyr's public flogging on grounds of his disregard for the Gent and Sundry's Rules of Conduct. Humiliated and further enraged, Vampyr sought murderous revenge on the FirstGovernor. The attempt was only just stopped by Miles' personal bodyguards, the BeefEaters, but at the cost of Taff's life. With Vampyr having taken leave of Port Strangford in Taff's Speedster, Miles has ordered his death; an undertaking that the remaining BeefEaters are all too happy to oblige.

Whispers connect Vampyr remaining at large to the constant decline in Miles's health. LordHood holds the wheel steady for now, rearranging appointments and ensuring Miles only appears in front of the Realm when he fit enough to hide the extent of his illness. Fear of revolt is very real and who will take over the role of FirstGovernor should Miles finally succumb is far from a clear-cut decision.

MEMBERSHIP

BritAttack members adopt a strange hybrid accent, somewhere between Texan and mock-British. They dress eccentrically, wearing traditional British headwear such as the Bowler or flat cap. Despite somewhat odd appearances, BritAttack are well trained and disciplined thanks to their Clan-like structure engenders mutual support on and off the battlefield. Each Clan has their own identity and leadership, though all answer to the FirstGovernor. Despite the individuality displayed across the faction, all abide by the expectations of the Gent and Sundry and the Rules of Conduct. Without fail, inter-clan feuds are set aside in the face of any true enemy.

While the original core of BritAttack are Texan, many new recruits were picked up along the trail to San Francisco and the ranks are open to all they encounter. New recruits are initiated as GutterRats for a pre-determined period of time and assigned to the Clan that the Gents think will best fit their personality. GutterRats are treated badly and gifted with the worst and most dangerous jobs. Making the cut leads to a GutterRat joining the ranks of the Sundry, the fighting core of BritAttack.

Each Clan is led by one or more Gents, most of whom have fought their way to the top in vicious battle against their peers. Some do occasionally come to governance by dint of leadership qualities or simple vote. The Order of BeefEaters, the personal bodyguard of the FirstGovernor, are the most trusted and first among the Gents. There are only ever four BeefEaters, with each adopting the titles of English, Irish, Scottish and Taff, though the latter role has remained vacant since Vampyr's betrayal.

Daily life in the Realm is surprisingly normal, if such a word can be used in these times. The Rules of Conduct dictate that respect for ancestry must be upheld, and as such the education of the young and wellbeing of the elderly are paramount. Beyond that, daily life consists of fulfilling contracts for other gangs, maintaining the vehicle pool and settling personal feuds.

TOOLS OF THE TRADE

While BritAttack is made up of multiple Clans, each with their own unique dress code and flair, the core of the Realm is founded on four of the largest. Each of these Clans use distinct vehicles to fulfil different requirements within the warband.

MUGGIES: Muggies use off-road vehicles and handle the scouting and recon role. The vehicle of choice replicates a British Mini heavily modified as a rough terrain buggy. The four founding members, Mick, Keith, Charlie and Ronnie, are still in action and operate as a four-piece to fulfill the role of Gent. Having adopted a Liverpudlian accept and styled themselves after the Beatles, the Muggies consider themselves gentlemen amongst rogues.

SCOOTERS: As the name would suggest, the Scooters are the light fast assault force of BritAttack. Riding Mod-inspired Scooters into battle, Clan members are expected to master the Birmingham accent and personalise their own crash helmet so that it reflects their personality.

CABCROOZERS: As heavy support and fire power, CabCroozers drive vehicles crafted after the classic London Hackney Cab that are modified with as much armour and weaponry as can possibly be mounted. Due to the final chassis weight, these vehicles are strictly on-road only. Led by Big Sigh, members are expected to wear flat caps and speak with a Cockney accent, complete with full rhyming slang repertoire.

CHALKIES: Led by the ruthless Ms H, Chalkies operate white vans to provide sup-port and supply functionality to BritAttack. These logistics experts are free to choose the weaponry load-out for their vans, nut must don the uniform of the clan: blue coveralls, a name badge, and an aviator hat.

In addition to the vehicles above, the 'Speedster' also exists as a clear status symbol. BritAttack had four such vehicles in their possession, one for each of the BeefEaters, though the one has since been stolen by Vampyr following Taff's murder.

MAJOR PLAYERS

MILES PONSONBYSMYTHE: FirstGovernor and founding member of the BritAttack. Though his health is increasingly in question, Miles is still both feared and respected. His passion for the ruthless gangs of more lawless eras can be seen by observing the poster-covered walls of his personal living quarters. Miles now rarely takes to the road, instead trusting in the hierarchy that he created in the Gent and Sundry to act as his muscle and future legacy.

LORDHOOD & MR FLOOD: LordHood holds the esteemed title of Lord Protector of the Realm. He holds the Gent and Sundry together in the FirstGovernor's absence, which has recently seen him garner considerable control over the Realm. LordHood styles himself after a Victorian Gentleman, complete with top hat, tails and a sword-cane. Mr Flood, a long-time trustee of Miles and Hood and former Warrant Officer Cadet at the same military academy they attended, serves the Lord Protector as a personal valet with an uncanny knack for knowing everyone's business.

MRS N: The only female in Miles's personal retinue, Mrs N is possibly the only person in BritAttack that knows more about events transpiring across the Realm than Mr Flood. She is both matchmaker and reputation breaker to the Gents, earning herself the title of the Gent Crusher.

ENGLISH: Upon his appointment to English, Eton Eddy took the name of Lord Edward Dewnam. Styled on an Old Etonian, he wears waistcoat, spectacles and ascot tie. Originally part of the Scooter clan, he took the role of English after personally returning the Bowler hat of its former occupant following his death during a conflict in the Nevada mountain range. English is a savage and cold-hearted warrior hidden behind boyish charm.

IRISH: Formerly Alex H, Irish—now Lord Alexander MacCraic—is the adopted son of Ms H of the Chalkie Clan. A close friend of English, he offers a lighter countenance to his companion's stern nature. Irish wears a pin-stripe suit and remains close shaven, giving him a young and innocent appearance that is at odds with his considerable experience on the battlefield.

SCOTCH: Lord Dougal Hamilton has been a BeefEater since the role was created. A tailored suit and designer shades provide the appearance of a suave business man. When Scotch speaks, people listen, as what he has to say is usually ex-tremely important and relevant. He considered Taff to be his oldest friend and has sworn to seek revenge on Vampyr above all else, the bitterness of which seems to consume him a little more each day.

ALLIES AND ENEMIES

BritAttack have made a sworn enemy of Vampyr and any other gang that associate themselves with him. The Beefeaters will stop at nothing to enact vengeance for the death of Taff, and Miles will condone any course of action taken to find and punish him. Vampyr's betrayal is a perfect example of what happens if you betray the Clans.

The various Clans of BritAttack have made allies of the other local gangs, all of whom have paid for their services at one time or another to help resolve turf wars and local conflicts. While they are perceived as thugs for hire by many, BritAttack view themselves as helpful rogues who are always willing to help so long as the pay is sufficient.

SAVAGE BRITATTACK

BRITATTACK CULTURAL PACKAGE

- **RULES OF THE GENT AND SUNDRY:** Members of BritAttack are expected to understand and adhere to the convoluted rules of the Gent and Sundry that govern the Clan and its sub-factions. They begin play with d6 Faction Lore (BritAttack).
- **LOOK AFTER YOUR OWN:** The BritAttack share the spoils of war amongst even the lowest of the Sundry. BritAttack characters gain 1 free Vehicle Modification, which is in addition to any Modifications their standard vehicle includes.
- **HONOUR THY FAMILY (VOW, MAJOR):** Regardless of their own internal allegiance, when the need is dire the Gent and Sundry are sworn to assist other members of the Clan in every way possible. Not doing so will carry severe repercussions with the entire Clan.

BRITATTACK INITIATE PACKAGE

- **GUTTERRAT:** Anyone who wishes to join the Gent and Sundry must serve time as a GutterRat, running errands and learning their place in the Clans.
- **ATTRIBUTE REQUIREMENTS:** Agility d6+.
- **SKILL REQUIREMENTS:** Driving, Faction Lore (BritAttack).
- **BASIC GEAR:** Clan-specific vehicle (choose from CabCroozer, Muggy, or Scooter), Casual Clothing, Armoured Clothing (Thick Coat), a Longsword or Warhammer (choose one).





FREELANCERS

Rebels, loners, and drifters. The dispossessed and the exiled. All fall under the umbrella of Freelancers. Though their reasons are many, all have chosen to seek fame or infamy outside of the dominant factions that tear through the streets of San Francisco and beyond.

Because of their sheer diversity and dispersion, a study of the history of the Freelancers would be an almost futile enterprise. Lacking the capacity to call themselves a unified faction due to the simple truth that they're actually small gangs or individuals that call themselves Freelancers, delving into the various accounts of each of them would need the patience of a saint and reams of paperwork, both of which have become virtually non-existent in the wastelands of North America since the world fell apart.

Dating the term Freelancer in relation to its use in post-apocalyptic San Francisco would likewise be virtually impossible. It appears to have become more regularly used during the first real turf war that took place between the Law Haulage Co. and the Haul's Angels. A few desperados and small groups had managed to avoid being press-ganged into the Law across the years that they'd had free reign. Rather than choose a side when the Haul's Angels threw down their gauntlet in challenge to the Law's dominance, the hidden few waited for each side to paint the streets red with blood and then sold their services to the highest bidder. Though relatively few of these mercenaries survived the brutal war between the two large factions, their unwillingness to align with either the Haul's Angels or the Law spawned the need to classify them as something else.

Many Freelancers have come and gone in the years since, though only a notable few have survived long enough to gain any sort of notoriety. Despite the harsh reality of their daily lives, there are plenty of valid reasons that the members of the large gangs choose to band together. On the other hand, life outside of a sizeable pack is often a knife-edge between death and subsistence but most Freelancers wouldn't have it any other way.

CURRENT AFFAIRS

With San Francisco drawing ever-increasing attention, the number of Freelancers roving the highways is on the rise. Driven north or south by the recent encroachment of new arrivals such as the Avant Guard, Jets, and Vykers, individuals and small bands are hiring their skills out to the highest bidder rather than swearing allegiance to any particular emblem. Even the big gangs like the Law Haulage Co. and Haul's Angels are finding themselves having to protect their respective territories on multiple fronts. Rather than overstretch their resources too drastically, they're becoming increasingly reliant on the services of Freelancers to bulk out their numbers in crucial areas. It's a seller's market for a mercenary on the streets of San Fran, and the Freelancers are cashing in.

Although they often hire their services out to other gangs, calling a member of the BritAttack or Vykers a Freelancer is an insult that none would hesitate to answer with violence. The fact that their factions have unique identities, large memberships, and their own territories under their control takes them beyond the realms of simple mercenaries. On the flip side, some Freelancers hire themselves out to factions on permanent contracts yet insist on not swearing allegiance. Such embedded characters and crews feel comfortable in the knowledge that they could pack up their belongings and drive towards the horizon at a moment's notice, though whether their former employee would allow this to happen is more than doubtful. They might consider themselves Freelancers, but their autonomy is often an illusion.

MEMBERSHIP

Freelancers generally work solo or in small groups. The former often refuse to take part in any form of membership or partnership, and the latter frequently have acceptance rites and criteria that range from highly stylised rituals to truly bizarre badges of honour.

TOOLS OF THE TRADE

The average Freelancer works with whatever tools, gear, or vehicle they can lay their hands upon. Until a Freelancer garners a decent reputation, their lives often consist of scavenging for spare parts and subsistence living as they travel from faction to faction in search of their next score.

Almost every Freelancer of note has a heavily modified vehicle that sets them apart from their peers. Each one began with a



base model and either traded their services directly or spent their hard-earned cash on new parts to upgrade their vehicle of choice.

MAJOR PLAYERS

BANE: Malcolm "Meter" Murcott had a good life: family, friends, and a job he loved. Some people called him a meter maid, but he didn't let it bother him. He got to spend the day in the sun and be a part of the city's daily life while keeping the streets of Redwood City clear. He rushed straight back to his family home as the bombs began to land, and Meter made good for a while a while at least. He tried hard to protect them, but their house was raided by a local gang. And though his wife fought hard, she probably shouldn't have. The scene Malcolm returned to broke him. The happy go-lucky traffic warden Meter was no more. He rampaged the city, killing any ganger he found. Running with his own gang, the Banes, for a while, their four repurposed Interceptors tore the asphalt from the highway and drove scum from the road. The Banes gradually fell, leaving just Malcolm; the last of the Banes in the last of the Interceptors.

LILLIAN, "THE FALLEN ANGEL": The first of the sorority to turn her back on her sisters and live to tell the tale, Lillian had held the position of Head Girl before her departure, which ranked her as second-in-command of the Sky Student Justice Corps (SSJC). She also stole one of the Justice's holy relics as she fled, prompting her former sisterhood to dub her "the Fallen Angel". The boundless sky is her home, and her jetpack the means by which she descends on her prey in a cold and unrelenting fury. She revels in using the twin jets of flame as an extension of her wrath; two columns of hellfire and brimstone that blacken and wither the purest of souls.

In addition to being the star Student of the SSJC, Lillian had been one of Chief Judge Cadence's strongest supporters, and none but these two know what has driven Lillian to seek her own council, or why she now stalks her one-time sisters. She now uses the Aureflam pistol to devastating effect as a follow-up to the Tears of an Angel, which are the very acid bombs used by the SSJC to shock and blind their foes. Some say that she always offers a choice before taking a life, though there are none alive to shed any light on what the options might be. It would seem that a deal with this she-devil is a step too far, even for the damned souls she chooses run against.

PSYCHO MEDIC: Already a little unhinged, Psycho Medic was a Brit trapped in San Francisco when the apocalypse hit. Being forsaken and stuck in a country he tolerated at best pushed him over the edge, then a clash with a dozen Revenants made him lose what was left of his sanity and he spent the next ten years or so murdering hundreds of people in the belief they were undead.

A car common in the United Kingdom but very rare in the United States sparked a sliver of sanity when he happened upon it in Redwood City. Recalling memories of his past as a paramedic, he stole the vehicle from the 'Revenants' he had just slaughtered and drove straight to the nearest hospital. Stocked up on supplies and medical equipment, and now self-sustaining, he plays out a disturbing parody of his former life.

SAVAGE FREELANCERS

FREELANCER CULTURAL PACKAGE

- **NO JOB TOO SMALL:** The average Freelancer is unlikely to turn down any kind of payday, which means they usually get to work for several factions. Freelancer characters never suffer the penalty associated with being unskilled when making a Faction Lore roll and begin play with d4 Faction Lore in one faction of their choice.
- **STASHED THE CASH:** Freelancers work harder than most for their coin, or else have learned to barter hard for the few comforts left in the post-apocalypse. They begin play with an extra $500 in starting funds.
- **ALWAYS LOOKING IN (OUTSIDER, MAJOR):** With few friends, Freelancers are almost always on the outside looking in. Unless they have an established a rapport, the character subtracts 2 from Persuasion rolls made to influence members of non-Freelancer gangs. The character begins play with 3 contacts drawn from any factions of their choosing that this Hindrance does not apply to. At the GM's discretion, following a major plot point, the character may sacrifice an advance to negate the effects of this Hindrance with one particular faction.

FREELANCER INITIATE PACKAGE

- **FREELANCER INITIATE PACKAGE:**
- **NOOB:** Seasoned Freelancers mockingly call anyone new to their way of life a "noob". How or when this title is lost is anyone's guess.
- **ATTRIBUTE REQUIREMENTS:** Spirit d6+.
- **SKILL REQUIREMENTS:** Common Knowledge, Driving d6+
- **BASIC GEAR:** Buggy, Croozer, or Motorcycle (choose one), Casual Clothing, Mace, Ruger, Tool Kit





HAUL'S ANGELS

At one time, Richard Law and the Law Haulage Company maintained a firm grip on San Francisco. They successfully mopped up the smaller gangs and gained a monopoly on supply routes, propelling them to a dominant position with the city's survivors. Success bred complacence and arrogance, however, which soon led to them being caught off guard and Richard seeing his great empire fall.

Enter Christopher 'Chip' Filmore and his small band of bikers, the Haul's Angels. While their true origin is known only by a select few, it's no secret that the original members were all special forces and had served together under Chip's command at one time or another. Trained tacticians and warriors all too used to being outnumbered and outgunned, Chip Filmore set about contacting the local gangs that had been beaten back by the Law when the Angels arrived in San Francisco, his charismatic charm rallying them one by one. With the support of the smaller fac-tions, the Angels soon declared war on The Law Haulage Company.

Caught off guard by the sudden uprising, the Law reeled and retreated, suffering heavy losses and losing their foothold on greater San Francisco. As they pulled back to the Northern areas of the city to consolidate and lick their wounds, the Angels took up a base of operations in San Francisco airport and the surrounding industrial complexes. The smaller gangs that had rallied to the cause were all too happy to follow Chip's leadership in the fight to regain their homes and territories. They pledged allegiance to the Angels, thereby creating numerous smaller Chapters scattered across the city. Each Chapter specialised in different tactics for striking at Law patrols as they returned from supply runs, enabling them to mow down the fighters and take the supplies for their own. In keeping with the Angel's calling card, anything left behind was burnt. Eventually, Richard Law had to finally acknowledge that his great reign had come to a fiery end at the hand of the winged skull.

Power once again shifted when Chip's son, Toby, fell into the hands of the Law. In possession of the perfect bartering tool, Richard made offered a devil's bargain: Chip was to head to San Jose alone, or Toby would die. But Filmore was born of warfare, he knew both his son's and his own fate if he were to follow this ruse. A plan was hatched that split the Chapters into three, with two flanking San Jose while the Law's eyes were fixated on Chip and his small entourage. The Originals took Route 101, while the others took Interstate 280 and 680, far from the view of Richard Law. Flying a white flag, Chip arrived and came face to face with the Law's head judge. Conversation was swift and the attack was signalled by a gunshot as Chip fired a bullet into the face of the Law's high judge. A sudden explo-sion of gunfire erupted from both sides, then quickly tapered off as the body count mounted for the two factions. The other Chapters swept in and the Law's fighters went down in a hailstorm of bullets and flame, burnt, battered and crushed by the might of the Angels' war rigs. When the dust settled, Richard Law had escaped with his life, but the Law's trikers and judges had all been slain. Chip Filmore and his son both lost their lives that day, along with Chip's most trusted companion, Mad Dog Morgan.

It took both gangs a long time to recover from the aftermath, and San Francisco's landscape would never be the same. For the Angels, it was a time to grieve but also a time for change as the Chapter Masters swiftly came together and elected a new President and a new voice for the future of the Haul's Angels.

CURRENT AFFAIRS

Chip's leadership was taken over by Bulldog, a large and powerful man who struck fear into those around him. His Presidency lasted a total of one run before being brought to a short end as he was knocked off his bike by a Law car and run over. The next round of elections was bloodier and led to Chapter Masters fighting to the death in bareknuckle fights. The next few presidents came and went just as quickly as Bulldog, until the 9th and bloodiest of all election fights that occurred between Slider and Skulltaker. Slider was eventually declared the winner after both men had taken such a beating that neither could continue to fight. Skulltaker felt wronged by the decision, however, and promptly deserted the Haul's Angels with his Chapter in tow. Desertion had never been known to the Haul's Angels until the Skinners took their leave.

Slider still holds the reigns of the Haul's Angels, the gang remain in control of the south of San Francisco, and the feud with the Law Haulage Co. continues unabated, but they must now also contend with the Skinners. Now greater in number and reinforced by some of the most brutally insane and unsavoury



characters ever to ride a bike, Skulltaker and his crew have recently begun to launch raids on roaming Chapters; the roadways crisscrossing the Bay are now frequently sundered by the roar of bike engines and chatter of gunfire.

Outside of the Run, the Angels love the wild life and each Chapter's clubhouse serves as a hotspot of activity. Drinking and fighting are the norm, with any that are unable to handle their booze and still be ready for action quickly ousted or relegated to menial work around the garage or kitchen.

Slider is very much in control of the gang and fully understands the knife edge the Angels are on. With Richard Law to the North and Skulltaker looking for vengeance at every opportunity, San Francisco is likely to be a rough ride over the years ahead.

MEMBERSHIP

The Haul's Angels remain true to the code laid down by Chip and the Originals. 'The Brotherhood of the Road' refers to both the original charter and the laws laid out for existing Chapters and members. Membership with the Angels means complete respect for every member and the willingness to fight and die for each and every brother or sister.

The Angels are made up of multiple Chapters, each with their own Chapter Master, officers and members. They each operate from their own club house and are responsible for their own equipment and vehicles. While all Chapters fight for a common goal, they are also allowed to act autonomously in order to better their position in San Francisco. The Chapter Masters gather regularly in a meeting of the High Council, which is chaired by the current President. This meeting is used to discuss current standings, ongoing strategies, and any changes in leadership that are needed to maintain the Angels' foothold.

New recruits are typically only considered by a Chapter if they can show the ability to hold their own on a bike. Even the strongest of warriors is usually excepted to serve his dues in a Chapter's garage alongside the other Prospects before joining others on a run. Final initiation often involves bareknuckle combat with another Prospect; fighting for the patch has long been symbolic of the Angels' real struggles on the road.

TOOLS OF THE TRADE

The Angels have always been about bikes. Chip and the Originals rode into San Francisco on two wheels and most Angels worth their weight want to ride out that way. Known for their hit and run tactics, the Angels favour great speed and manoeuvrability over brute power, though their vehicle pool also contains a couple of substantial war rigs, croozers, pickups, and vans. These vehicles are usually manned by those who can no longer ride bikes or the technicians and mechanics of the chapters to provide heavier support in head-to-head conflict.

The Angels have drastically increased the number of trikes in each chapter since Slider has taken the helm, as he identified the need to carry some heavier firepower against the increasingly resilient Law Haulage Co. While most of the old timers wouldn't be seen dead riding a trike, many eager Prospects are all too happy to ride alongside their peers and provide support.

The Angels are not precious about their weapons. Handguns and other small arms are used alongside knives, chains, and clubs. Members are free to fight as they please and in whatever manner gets the job done. Each Chapter's larger vehicles are mounted with machine guns and flame weapons to provide a punch when needed.

MAJOR PLAYERS

SLIDER: Slider is an orphan born of an upbringing that bestowed upon him the independence and self-determination of a true leader. As President, he rules with an iron fist and his leadership has never been challenged, which is possibly thanks to his love of Celtic weaponry and a penchat for using it to intimidate any who even consider it. His anger towards the Skinners desertion is great and all Chapters have been ordered to execute any Skinner on sight. Slider dreams of coming face-to-face with Skulltaker again to finish the fight that separated them years ago.

Riding a modified bike with a dragster engine, reinforced frame, oil-slick dispenser and his favourite toy, the Meat Hooks—a harpoon-like weapon that fires a grappling hook attached to chains, used to rip open vehicles so he can get at the driver with his sawn-off shotgun—Slider is as brutal on the run as he is in the council chamber.

THE GRINGO: The Sergeant-at-Arms, Gringo, is a mystery of a man who joined the faction after appearing from nowhere and saving a group of Angels bikers from a Law ambush. He rarely speaks, but when he does it's always in the third person; killing seems to be his thing, not communication. In a decision not understood by many at the time, The Gringo was promoted to Sergeant at Arms by Slid-er, though his unquestionable and ruthless nature have since made him the perfect hatchet man. It is rumoured that his is a former colleague of Richard Law's confidant, Chief Matthews, but the facts surrounding this allegation have never been confirmed by either party.

OILY JIM: The Haul's Angels' quartermaster is a larger than life character loved by most and a true inspiration to many members of the Haul's Angels, Jim drives a huge car called the Oakland Cruiser and is the man behind most of the vehicle modifications on the Angels' bikes. He developed the oil-slick dispensers that the Angels have become famous for, and has a great love for rocket launchers and flame weapons. Jim is the only member to have a close connection to Slider, on account of having saved his ass during Slider's first run as President. If Slider needs to talk, Jim listens. Maybe it's his crocodile boots or love of 1990's action movies, but there is something about Jim that makes people want to be him.

PAT HARDY: Pat 'Nails' Hardy is the gang's Master of Coin. A smart man who has risen through the ranks to earn his current position, Pat is tall, thin, and in his mid-fifties, with a round face is dominated by a thick drooping moustache and grey shoulder length hair. Rarely angry, he tries to laugh off any problems. He was a tough biker and well-respected before the Day of the Apocalypse, but many years in office have softened him and he now prefers to drive his old faded gasser than his souped up motorbike. He hasn't seen action or fired a weapon in a long time and relies on Petee 'Fingers' McForst to do most of the day to day bookkeeping tasks. He always chuckles when he refers to 'training' Fingers in the art of numbers. Secretly, Nails considers himself semi-retired but if anyone knew this, he would get his arse kicked. Everyone must pull their weight in the Haul's Angels.

PETEE MCFORST: The Minor of Coin and former nomad named Petee 'Fingers' McForst is the gang's long-suffering assistant to Pat Hardy. Although a bookworm, Petee has surprised many people with his marksmanship with a pistol, as he is an expert shot. He's also a terrible driver, however, and is never allowed to drive an Angels' vehicle.

ALLIES AND ENEMIES

Once an ally to every small gang and settlement in San Francisco, those same allies have since been patched over into Chapters of the Angels themselves. Chip saw himself as the people's champion, uniting smaller clusters of survivors and helping them take back the rule that Richard Law had stolen. Years later, few people try to live anywhere without being associated with one side or the other, and as such Slider has adopted a "join us or join them" approach. The streets of San Francisco are too many and too violent to police and the only way to make sure people are not against you is to make sure they are with you. The Angels don't regularly make allies of outsiders, but will hear out the words of any newcomers to the city before deciding which side of the line they sit on.

Richard Law is a sworn enemy of the Angels. Even though his rival, Chip, is long dead, he aches to take back the city that he once saw as his. The Law are not foolish though, and a waiting game has begun with fewer and fewer pitched battles taking place. They seem to be waiting for the right moment to make a big strike.

Skulltaker has a deep-rooted hatred for Slider. He feels that he should be the rightful President of the Angels and has worked to create his own charter from the Skinners. Not to overthrow Slider, but to kill him and everyone associated with the Angels. Skulltaker longs to sit on the throne of San Francisco, and his frenzied band of psychotic road warriors are all too happy to follow him to the brink.

SAVAGE HAUL'S ANGELS

HAUL'S ANGEL CULTURAL PACKAGE

- **CHAPTER HOUSE RULES:** Joining the Haul's Angels is a prolonged process that, amongst other things, involves learning a Chapter's nuances. Haul's Angels characters begin play with d6 Faction Lore (Haul's Angels).
- **A HOG'S LIFE:** Though the faction employs plenty of other vehicles, members of the Haul's Angels predominantly make use of motorcycles. The character gains +1 to their Drive rolls when riding a motorcycle.
- **BLOOD FEUD (ENEMY, MAJOR):** The Haul's Angels and Law Haulage Company harbour an intense hatred for each other. They will often go out of their way to cause their enemy faction harm.

HAUL'S ANGELS INITIATE PACKAGE

- **PROSPECT:** Every potential recruit spends time as a Prospect at a Chapter garage. Those who prove themselves are able to join in on runs.
- **ATTRIBUTE REQUIREMENTS:** Strength d6+.
- **SKILL REQUIREMENTS:** Faction Lore (Haul's Angels) d6+, Fighting.
- **BASIC GEAR:** Croozer, Motorcycle, or Trike (choose one), Leather Chaps, Leather Jacket, Motorcycle Helmet, a Heavy Club or Hand Axe (choose one).





JETS

As the world fell to pieces and devastation rained from the skies, a select few managed to seal themselves off in a desperate attempt to survive. They were a strange mix of hardy mechanics and technicians, as well as technical architects, mechanical engineers, and scientists. Trapped in a series of warehouses, they were constantly surrounded by both their own work and the marvels of those who came before them. Their only entertainment consisted of cartoons featuring strange vehicles in a never-ending race, and they regaled each other with a history of the Flying Circus to keep themselves entertained.

Fascinated by flight and obsessed with turbines, it wasn't long before they started to tinker. At first it was a way of passing the time, a fun experiment as to whether they could make cars as cool as those depicted in the cartoon. But as time passed and it became clearer that they were facing an apocalypse, friendly rivalry changed into passionate obsession. Rivet by rivet, they slowly morphed into a tribe that became known as the Jets.

Bright colours, dazzle camouflage, personal motifs and coats of arms were designed, and competitions held to see who could design the best concepts. Those that won were able to progress to the next stage and build their dreams. They became the Rubber Lancers, the elite of the Jets, ace members of the Rolling Circus.

CURRENT AFFAIRS

Their leader, a no-nonsense lady named Baroness Von Richthoffen, finally determined that the Jets were strong enough to venture forth, so she sent the best of her Rubber Lancers on a quest to find other survivors. They returned after a few short months, bringing with them other survivors and–more importantly–much-needed supplies.

Briefing after briefing followed. Design, strategy, and corporate vision meetings and memos flew around. Finally, after nearly a year of planning, the Rolling Circus took to the road on a campaign of conquest. Now, the Rubber Lancers engage in deadly one-on-one duels with the enemies of the Jet nation, whilst the rest of the Rolling Circus sweep all before them in huge mass battles.

The Jets are some of the luckiest survivors there are. Not only were they able to survive the war and its immediate aftermath, but they were fortunate enough to be able to take shelter in hermetically sealed hangars in a facility packed with supplies. In addition, their wide range of skills and a high level of education enabled them to not only cope with the mental shock of the events of the war, but to thrive.

They are growing stronger again now that they've taken the decision to expand their sphere of influence. Eccentric they might be, but once the scattered survivors they come across see past their outlandish vehicles it quickly becomes clear that the Jets offer an ordered and enlightened society, especially when compared to the other gangs roaming the shattered wastelands of North America.

MEMBERSHIP

The Jets are a closed society. Formed by employees of Boeing and their families, they were sufficient in number to not need to recruit from other survivor groups. As their numbers expand further, however, they have taken the decision to break their society into three distinct classes: Primaries, Secondaries and Tertiaries.

Primaries are the original members, those that lived in the close confines of the sealed factory. Their membership is inherited and accepted by all. Despite this, members aren't allowed to rest on their birthright laurels. All Primaries are expected to achieve at least a Bachelor of Arts or Science level of education–preferably in a field important to the Jets–and to always pursue new knowledge.

Secondaries are survivors from outside the factory that have skills and qualifications the Jets value. Whilst they can never be part of the core of the Rolling Circus, they are encouraged to act in a support role and often operate as wingmen for the Primaries. Secondaries are also expected to pursue knowledge and reach a level of education suitable to their roles.

Tertiaries are survivors with skills that are neither engineering or combat based, such as farming, or those with no skills whatsoever who are possibly best suited for manual labour. Although there is no official distinction between Tertiaries of different skill sets, the unskilled are often referred to as Peons and frequently find themselves performing the most menial of jobs or operating as vehicle-based infantry.



TOOLS OF THE TRADE

Jet-powered motorcycles with wings that deploy over a certain speed, cars made from Mustang fighters, and tanks built to look like Fokker triplanes; the only limits to the inventiveness of the Primaries are resources and the laws of physics.

Much of their technology is inspired by twentieth century technologies, but the Jets also have access to cutting-edge experimental weaponry. Baroness Von Richthofen's fearsome, red-painted, jet-powered Volkswagen triplane, Bloodbeast, is armed with three sets of twin-paired railguns, for example.

MAJOR PLAYERS

BARONESS VON RICHTHOFEN: Feared and respected by Jets and enemies alike, her tenacity and determination forged the Flying Circus and brought them through the dark times. Petite, with her jet-Black hair often hidden by her hijab, she uses her quick wits and dry humour to defuse tension, inspire her people, and keep projects to deadline. Her force of character instils fear in her enemies, while her razor-sharp focus and analytical skills make it seem as though she is anticipating every move an opponent makes before she takes them out with one volley from her guns. Only once has she ever fired twice, and that was her first kill. Fluent in over six languages and an expert quantum physicist, she has proven her academic prowess time and time again, which is something more impressive to her fellow Jets than her combat ability.

Leading from the front, she uses Bloodbeast to rattle her enemies and inspire her allies. Armed with experimental rail guns capable of punching through a foot of reinforced steel, Bloodbeast roars through enemy formations and scatters them like a hawk amongst pigeons. Burdened for now with a slow charging cycle, many enemies often think that she is afraid to engage as she circles a battle. She swoops in as soon as she gets the green light, however, driving through the bitterest fighting, her guns blowing enemy vehicles to flinders.

CRUISE: Second-in-command of the Jets, Cruise is a huge man with a big personality and an afro that has to be seen to be believed. His herculean physique ensures he makes an impression wherever he goes. Loyal to a tee, he often refers to himself in the third person, mostly while making self-deprecating remarks. His bravery in battle is unmatched and the Flying Circus know that he would never order them into a situation that he wouldn't enter himself. Cruise's name comes from his chosen mode of transport: a cruise missile adapted into a death-defying trike. No one knows his real name, and most think that he's probably forgotten it himself, but all agree it's the perfect moniker for a man who would make an eight-hundred pound gorilla think twice.

Cruise owns one of the fastest straight-line vehicles in the Jets' arsenal. He's part of the Chase Group as a result, which is a unit dedicated to intercepting enemy convoys. His dazzle camouflage painted trike is armed with three tri-barrel flechette guns, plus a dozen-shot missile launcher. There is much speculation around whether his ride still has an active warhead, and a nuclear one at that, but the man won't allow anyone near her.

THE DEACON: The Deacon is a man of legend amongst the Jets. No one knows quite how old he is, but all agree that he is well

beyond retirement age. Whilst his body might be frail, his mind is still sharp and his knowledge of the resources that the Jets have to hand eclipses that of anyone else in the Flying Circus. Not even the computers he so lovingly maintains have a complete record. Residing in the Library and surrounded by books, binders, folders, and humming computers, he directs his librarians to fetch records, manuals, blueprints, or whatever else is required by the Rubber Lancers to create their wondrous death machines. The Deacon is also the strongest advocate for freely providing the technologies that allow other settlements to eke out another year's worth of life.

Rarely called upon to leave the Library, the Deacon drives around in a solar-powered, tracked wheelchair. Capable of speeds up to fifty miles per hour, The Deacon can race from one end of the Jets' facilities to another in mere minutes. Whilst he normally eschews violence, he has been known to use the overhead arc-generator to fry enemies where they stand in times of desperation.

THE DIRECTOR: The Jets would cease to exist without the Director to ensure the smooth running of their facility. A manager of exceptional quality, he often appears before people realise that he's needed. Transferring his strategic and tactical acumen to the battlefield, the Director and the three men and women dubbed 'the Admin' that act as his wingmen can be found to the rear of the action waiting for the perfect moment to strike. Then, as soon as he judges it's arrived, the Director and the Admin swoop through the enemy's ranks, exploiting every weakness possible and opening them up to the weapons of the Rubber Lancers.

The Director drives a six-wheeled Warthog conversion. Its jet engines power him through his opponents while depleted uranium shells as large as milk bottles shredding flesh and metal with ease. The Admin follow in their faster Fighting Falcon conversions, swooping around their enemies with ease and finishing off anyone left standing.

EVELYN TENTIONS: Known only by the name she shares with her converted Westland Whirlwind—a now tracked and somewhat venerable World War Two veteran—Evelyn is a feared member of the Jets. Once a brilliant scientist working on promising prototypes, the loss of her entire family changed her irrevocably during the war. She is now dedicated to her own survival first, even before that of that her adopted family.

Evelyn came across her little-known heavy fighter whilst wandering the corridros of the facility. Working in secret, she mounted her new-found craft on a monster truck chassis so that the height could give the twin propellers the ground clearance they needed. She then armed it with four twenty-millimetre cannons in the nose, plus twin thirty-millimetre rocket launchers, and hull-mounted anti-personnel mines. Evelyn takes no prisoners, something she clearly demonstrated during the Battle of Five Corners when she single-handedly massacred over twenty enemy gang members who tried to surrender.

FRANCIS WHITTLE: A genius amongst geniuses, Francis Whittle has assumed the name of one of the most famous British RAF inventors in history. Frank Whittle almost singlehandedly invented the turbojet engine. Francis Whittle, on the other hand, has been sequestered in a workshop for most of his post-apocalyptic life. Aside from his claim that 'It's going to be a real game changer,' no one knows what he's working on or when it will be finished,

He can be found in his pride and joy, the Meteor, whenever he does leave the workshop. Built from highly-polished aluminium and armed with four forward-facing twenty-millimetre cannon, as a well as camera-operated rear-facing twin-mounted light machine guns, the Meteor streaks into combat with a trail of thick black smoke and flames bursting from its rear.

EMELDIA: As Whittle's protégé, Emeldia provides dedicated cover from the cockpit of her buggy, Comet, guarding his six o'clock and intercepting anyone attempting to get anywhere near her mentor. A light buggy, Comet moves quickly and allows her to deal stinging attacks with its twin light machine guns, letting her wear down and frustrating her target before Whittle blows them to smithereens.

BUZZ, VALENTINA & RICKY: The Valentines are a trio of Jets children who have been raised with a love of science, jet fuel, diesel, and fast motors. Not deemed old enough to craft their own cars, they scout ahead of the main formation on specially adapted motorcycles. Like any child told to stay out of trouble, the Valentines do everything they can to disobey their parents. Racing along in their jet-powered Trojans bikes, and armed with only concussion blasters, they can often been seen daring each other to take greater and greater risks whilst taunting their enemies with feats of derring-do.

ALLIES AND ENEMIES

The Jets are just making themselves known in the San Francisco area, but have already placed themselves close to the top of Los Nigromantes' hate list. As a cult based on the perversion of many different religions, they view the Jets' reliance upon technology and their encouragement of the acquisition and dissemination of knowledge as a direct challenge to their own twisted teachings.

For their part, the Jets have taken it upon themselves to ensure that each settlement or group of survivors they encounter is always left with the means to generate electricity, pump and clean water, and look after their sick and wounded, irrespective of whether they choose to join the Circus or not. These good deeds have not gone unrewarded. Their actions, and the goodwill they have generated amongst groups that might ultimately merge with them, means that they are surrounded by allies and groups willing to help them. Whether they realise it or not, the Jets are fast becoming a beacon of hope.

SAVAGE JETS

JETS CULTURAL PACKAGE

- **THE SPLENDIFEROUS ROLLING CIRCUS:** Although they have a tight inner circle, the Rolling Circus make sure to pass on the wisdom and teachings of their core. Jets characters begin play with d6 in Faction Lore (Jets).
- **I FEEL A NEED:** The Jets have a passion for engineering and are constantly tinkering. Jets characters gain 1 free Vehicle Modification, which is in addition to any Modifications their standard vehicle includes.
- **THE BARONESS'S HONOUR (CODE OF HONOUR):** The Jets consider themselves to be representatives of a bygone age. They have a deep and abiding code of honour that harkens back to more genteel times.

JETS INITIATE PACKAGE

- **SECONDARY:** Having started from outside the core Rolling Circus family, new recruits are inducted into the Jets as Secondaries.
- **ATTRIBUTE REQUIREMENTS:** Smarts d6+.
- **SKILL REQUIREMENTS:** Faction Lore (Jets), Science d6+.
- **BASIC GEAR:** Croozer, Motorcycle, or Trike (choose one), Kevlar Riding Jacket, Pilot Helmet (Bike Helmet).

NOTE: At the GM's discretion, characters who being play with both the Jets Cultural Package and Jets Initiate Package may be considered a Primary (and therefore part of the core Rolling Circus).





JUSTICE

The self-proclaimed prophetess and embodiment of the Archangel Michael's vengeance, Mother Selah, created the rules and laws that forged the Justice out of the fires of the apocalypse decimating Los Angeles County.

As the greater part of Los Angeles burned, her divine wrath became a rallying call to those who stumbled into her path. Focused on eliminating the Revenants filling the streets, she gave final judgement to thousands of undead as they feasted on the dying city's remains. Initially a roughly equal split of both sexes, many of her male followers fell to the seemingly unending hordes during the survivors' attempts to break free of the relentless fighting and the running battles that followed their departure from L.A. As more and more women boldly and unflinchingly took up arms, Mother Saleh declared that they were foretold to be the instrument of the Archangel's wrath. The fall of their male companions was simply a punishment for their sins and all that had befallen the world.

Dwindling numbers, lack of fuel and spare parts for larger vehicles, and the dire need to flee far from L.A. led to the majority of the survivors choosing motorcycles as their preferred mode of transport. Word of the San Francisco Safe Zone eventually reached their ears at the outskirts of the L.A. metropolitan area. Mother Selah called a meeting and presented a system of beliefs that she required everyone to adhere to, without exception. The Litany of Justice would affirm them as adherents of Michael's will, thereby holding them to a righteous path during the journey and beyond. The first High Judge was appointed to lead and the faction adopted Justice as its name. Certain that the Archangel's work would now continue, Mother Selah departed on a pilgrimage that Michael himself had delivered to her.

As Mother Selah vanished over the horizon, High Judge Helen led the pilgrimage towards San Francisco in search of security and retribution. The hard-fought road offered many encounters that tested both their capabilities and their vehicles. Following serious injury, the rank of Matriarch was created so that Helen could continue to offer council to those leading from the front. Hordes of Revenants began flocking to the roar of their bikes on the final approach to San Francisco. Desperate for an escape route, the Justice found that every bridge and subway tunnel they came across had either been barricaded or destroyed. With supplies and fuel running short, only divine inspiration kept them ahead of the walking dead trailing their route. They eventually crossed the Fruitvale Bridge and used its controls to disconnect it from the mainland. Taking stock, they realised they were free of the thousands upon thousands of empty vessels lining the shores and stumbling aimlessly into the Oakland Estuary, but now trapped on an island.

They quickly began exploring their self-imposed prison and rapidly established that the island was already home to a cannibalistic gang calling themselves Los Nigromantes. A campaign of retribution spanning weeks of violence followed. Many high-ranking members of the Justice were slain at the hands of Los Nigromantes before the gang's leader, the Necromancer, was cornered at the prophetically named Hall of Justice. Alameda Island was theirs. The Justice took up a base of operations there and retitled it to the Georgina II Hall of Justice in honour of the third High Judge, who had so recently fallen during the battles with Los Nigromantes. It has remained their spiritual home ever since.

Before long, the barricades on the Posey subway line were opened and the Justice began to venture onto the mainland once more, where they proved themselves to be righteous instruments of vengeance to those gangs already fighting for territory and supplies on the streets of San Francisco. In time, Justice scouting parties began making long-ranging runs in search of weapons, food and new recruits, but would always return to the safety of their sanctuary.

The fiery retribution offered by the Justice eventually brought them into direct conflict with the vastly superior numbers and firepower of Richard Law and his Law Haulage Company, who posed an immediate threat by launching a brutal war of attrition. As the Justice struggled to maintain the sanctity of Alameda Island, a calculated sacrifice by the freshly installed XXV High Judge, Miriam, led to long term autonomy and survival. The war with the Law Haulage Co. had cost the lives of an astounding number of High Judges and opened the path for her ascension. Driven by cold logic, she traded a single night of passion with Richard Law that not only brought an end to the war, but also brought about the birth of her second child, Cadence. It was agreed that Cadence would remain in the care of Richard until she came of age, with Miriam visiting



regularly and posing as a favoured aunt. The unstable alliance allowed the Justice to prosper for many years under Miriam, though she was eventually forced to step down to the role of Matriarch once her scheming became known. Her contingency plans, however, paved the way for her first daughter, Amala, to adopt the High Judge's seat.

CURRENT AFFAIRS

Cadence learned considerable technical prowess during her time with the Law. On her coming of age, however, she chose to join the Justice, whom she understood to be an allied faction fronted by her aunt. In the years that followed, Miriam was able to observe the development of her daughter, with Cadence still unaware that her mother and birth-sister were right before her eyes.

Cadence developed and quickly learned the art of the Jetpack. The new tool gave rise to the Sky Student Justice Corp (SSJC) and her presence in the sky was remarked as both a talisman and affirmation that the word of the Archangel was as true today as it was when Mother Selah began her journey. That same year, Miriam was struck down by the Revenant Virus. Her deepest secrets were shared with her daughters, including the truth of her relationship to Cadence. Apparently unphased by the revelation, Cadence gained strength and courage from the passing of her mother. Now very much a part of the Justice, her upbringing with the Law Haulage Co. was but a distant memory.

A horrendous Jetpack training exercise that left Amala critically injured and scarred led to the position of High Judge transitioning to Cadence. Not one member of the Justice contested her claim. The more peaceable laws added to the Litany of Justice by Miriam were quickly repealed and Cadence's most trusted warriors were appointed as Senior Judges. Cadence keeps Miriam's final words to herself, but those words seem to have ignited a crusader's fire inside her, with her stare now firmly fixed on the concrete jungle just a few short miles across the estuary.

Until recent months, Richard Law has thought little of the gentle alliance between himself and the Justice, but recent activity on the mainland and their renewed fervour in battle has brought with it the realisation that he may soon come to blows with his estranged daughter.

MEMBERSHIP

Compared to larger organisations like the Law Haulage Co., the Justice are relatively few in number, but the members they do have are zealous to the core thanks to their belief that they are furthering Michael's work.

Since the loss of the majority of the male members, the active membership has remained predominantly female. While the inclusion of male members is not forbidden, actively recruiting female members is of utmost priority; males can petition to join, while females are aggressively sought. The Litany does not prevent a man from reaching the position of High Judge, but this has never been attained by a male member to date. In fact, almost all males are assigned to manual or technical roles, either maintaining the sanctity of their sanctuary or enhancing

the Justice's military capabilities. Other males are welcomed so that they can contribute towards Law 12, which states that every female member of the Justice must bear one child by the age of twenty-four.

Daily life as a member ranges from community or vehicle maintenance, to running patrols for supplies, new recruits, and ever-dwindling medical provisions. Alameda Island's upkeep comes at a high cost in terms of farming and the constant repair of old generators and equipment, with the result that a large percentage of the Justice can be found on the island year-round.

TOOLS OF THE TRADE

In keeping with the vehicles used by Mother Selah and the blessed few who used them to escape L.A., bikes are the preferred vehicle of the Justice. Today, technicians and mechanics modify available vehicles to fit Cadence's requests. The core of their vehicle pool is made up of Ithacus bikes and Mortifex trikes, with Reprisor buggies offering support in a firefight. Seraph Jetpacks are now also a common sight, allowing the SSJC to strike hard and fast from the skies. Not for the faint-hearted, this technology is both temperamental and dangerous to those who are not trained in its ways.

Every member of the Justice is issued a Provider, a handgun modified to fire a chemical round that stuns the target with an electrical discharge on impact. If they survive the shot, the neural disruption often prevents the target from fighting back. Ithacus and Mortifex bikes are equipped with a set of scythe-like blades known as the Blades of Justice, which can be used to rend vehicles open when side-swiping. Certain vehicles are also equipped with a harpoon weapon called the Gatherer, which has been designed with the express purpose of ripping armour plating from heavily armoured targets.

Traditionally, certain ranks within the Justice have been expected to use specific vehicles. The High Judge will always lead the ride on an Ithacus bike, though Cadence has been known to bypass this expectation and use both Jetpack and trike. Most Senior Judges will choose to ride whatever vehicle the High Judge has chosen.

A Matriarch—usually appointed as such due to age or injury—will normally ride a Reprisor buggy or the newer Arthimcus bike, which was partly created for Amala after she first received her injuries. The Arthimcus sacrifices speed and manoeuvrability in favour of greater armour.

Many other weapons have been crafted by the hands of the Justice's own weapon-smiths, the Fabricators. These tools range from the Sentencer handguns used by the Executioners, to the acid bombs known as Tears of the Angel that are dropped from the heavens by the SSJC. By order of the High Judge, each of these weapons are made exclusively on Almeda Island.

MAJOR PLAYERS

HIGH JUDGE XXVII CADENCE: Daughter to the former High Judge Miriam and Richard Law, sister to Amala. Cadence is an extremely gifted warrior and technical genius, having designed the Seraph Jetpack and most of the current weaponry used by the Justice. Since assuming the role of High Judge, Cadence has set her eyes firmly on the mainland. Driven by the dying words of her mother, she has slowly stripped back and adjusted the Litany of Justice to suit the new age of retribution she intends to spearhead.

ASCENDANT AMALA: Fiirst daughter to Miriam and sister to High Judge Cadence. Amala stepped down from her role as High Judge following a Jetpack accident that left her unable to breath on her own. She remains active as a Matriarch and provides council to her sister, who she has placed on a pedestal and considers to be Mother Selah reborn. Now also an active Sky Student, Amala uses a modified flight helmet with built-in breathing apparatus that has enabled her to once again enact vengeance on the Justice's foes.

SENIOR JUDGE JUDY: Principle of the Sky Student Justice Corp and constant voice of reason to Cadence and Amala in the Chamber of Justice, Judy stands to honour Miriam's vision for the Justice by advocating restraint and self-preservation as better alternatives to Cadence's thirst for vengeance and retribution. Believing the current leadership are twisting the word of the Archangel Michael to promote personal agendas, Judy seeks to gently push back in the hope that Mother Selah's true message will be heard once more.

SENIOR JUDGE RICA: Childhood friend of Cadence and originally born into the Haul's Angels, she fled with Cadence during following a fated meeting in the no-man's land that separates northwest and northeast San Francisco. Their deep friendship resulted in commitment to the Justice following her parent's execution by a Skinner's raid into Haul's Angel territory. Now holding the post of Chief Executioner, she enacts with the Penitence blade in a role that has led to a tormented cycle of guilt and violence.

ALLIES AND ENEMIES

While a fragile alliance historically exists between the Justice and the Law Haulage Co. on account of Miriam and Richard bringing Cadence into the world, the connection between the two factions has deteriorated drastically in recent months. Both Richard and Cadence firmly understand that while peace currently exists between them, fire and brimstone between the two is only a few short skirmishes away.

Despite an open approach to enlisting new members and a deep-rooted faith that people can and should do good, the Justice have always had fewer allies than they have enemies. This is even more true now their direction has changed under the rule of High Judge Cadence. The Justice no longer simply hold grudges against specific factions or people, but once again actively seek retribution against all who oppose the teachings of the Archangel Michael.

SAVAGE JUSTICE

JUSTICE CULTURAL PACKAGE

- **IN SEARCH OF JUSTICE:** The Litany of Justice and strictures of the gang are sacrosanct. Learn them or pay the price. Justice characters begin play with d6 in Faction Lore (Justice).
- **ANGELIC TEARS:** The Justice have unique weaponry that often requires extensive training. Justice characters add +1 to the relevant Fighting or Shooting roll when using a unique Justice weapon (such as a Provider or Sentencer) and +1 to any resultant damage.
- **I AM THE LAW! (VOW, MAJOR):** Members of Justice swear a vow to uphold the Litany and live by the teachings of the Archangel Michael before all else, no matter the cost to themselves.

JUSTICE INITIATE PACKAGE

- **SKY STUDENT:** Every petitioner that wishes to become an oath-sister must serve an undefined term within the Sky Student Justice Corps (SSJC), where they are further indoctrinated into the beliefs and modus operandi of the Justice faction.
- **ATTRIBUTE REQUIREMENTS:** Agility d6+.
- **SKILL REQUIREMENTS:** Faction Lore (Justice), Shooting.
- **BASIC GEAR:** Seraph jetpack, Provider (pistol), Law Officer or Courtroom-inspired Uniform, SSJC Flight Helmet (Kevlar Helmet).





LAW HAULAGE COMPANY

Although dubbed the Law Haulage Company, the deeds and history of the faction are at counterpoint to their self-given title. The faction's leader, Richard Law, is a ruthless opportunist who seized on the chance to take power in a city overrun with chaos and anarchy. Amidst the rioting and slaughter staining San Francisco's rubble strewn streets following the Day of the Apocalypse, Richard claimed a large police station and all of its resources. He then gathered the most violent and hardened criminals to his banner and made them his officers, thereby ensuring their loyalty and obeisance. Masquerading as legitimate law enforcers, which often and ironically marked them out as targets for those looking to use the anarchy as an opportunity to overthrow the shackles of the past, Law's cronies eventually brought San Francisco under their dominance.

Ever an opportunist, Richard Law saw a chance to consolidate power through alliance when the Justice cleared Alameda Island of Revenants a few short years into his rule. Several clashes with them led to the Law bargaining from a superior position and the pact between the two served to draw smaller independent gangs to Richard's camp. Desperate times can lead to a blinkered view of the true cost of safety and protection. Those who joined chose to accept the Law's brutality in return for safety in numbers amongst a strong pack.

Until the Haul's Angels rode into the City, the Law were on top of their game. Richard Law was caught by surprise at the speed with which many of the smaller gangs and outcasts threw in with Chip Filmore and his biker gang. Some of those he believed broken or cowed were suddenly an enemy once more and Richard saw that his house of cards might tumble thanks to Filmore's meddling. He could not sit idle and brook such resistance. Richard Law and his Chiefs needed a plan and fast. Chance amidst the conflict that raged delivered the son of the Angel's President into Richard's hands. Using this as leverage to unfold a plan designed to bring the Angels to their knees and grind them into the dirt, Law set the boy as bait for a trap would draw his father to him. An invite that left no room for refusal was also sent to the Justice. Nothing would be left to chance.

Having a bad feeling about that day, Richard Law stayed at his headquarters and sent his right-hand man, Chief Jeremiah Quinn, to oversee the exchange, while the Justice sent High Executioner Mallorie, two Senior Judges, and several Jurors to aid in with Filmore's trial and execution. Lying in wait, the allied factions watched Fillmore and a small group of Angels ride up the highway to the rendezvous. Things started to heat up after a short verbal exchange, for the Law were itching for a fight. They opened fire first, but were soon caught in a counter-ambush; Chip Filmore was no fool and had not come to San Jose alone. Every Angel and ally within a hundred miles had covertly travelled to San Jose that day, including several of their biggest Warrigs. With all guns blazing, the full force of the Angels swooped on the Law and Justice like angels of death and soon had them surrounded.

There were many casualties on both sides after the dust settled. The Angel's President, Chip, and his son were among the dead that day, plus both Judges, Chief Quinn, and far too many Law trikers. The Warrigs of the Haul's Angels had proved to be nigh unstoppable. Both gangs limped back to their hideouts in the aftermath, the Law to the north and the Angels to the south. With new outfits sensing blood and taking the opportunity to probe for weaknesses, Richard Law vowed to drive the Haul's Angels out of the City and back into the wastes. Quick to learn from his mistakes, and swearing to never underestimate an opponent again, he ruthlessly stamped out the uprisings.

The situation escalated after the brutal exchange between the Law and Haul's Angels that came to be known as the San Jose Massacre. Despite leading to the death of the leader of the Angels, the event also came at a severe cost to both the Law and their Justice allies. Richard Law was forced to reorganise after the bloodshed against the disparate elements aligned under the Winged Skull. The cold reality was that they could no longer dominate the city and racketeer with little or no challenge. A restructuring of the Law Haulage Company introduced SWAT units and several other organisations that made the gang as a whole better able to sustain itself against new threats to their authority.

CURRENT AFFAIRS

The Law Haulage Company set to consolidating their power base in the years following the San Jose Massacre. They saw off lesser outfits trying to take advantage of a perceived weakness and hit back hard in response. Their dominance has once again risen to great heights as a result of their lack of compromise. If



people choose not to side with the Law then they are against them, and Richard Law has promoted only one response to that. Becoming the most savage of beasts ensures they will never be challenged again.

While the Haul's Angels have experienced an internal power conflict, the Law have been taking the time to consolidate and expand on their fleet of vehicles and their arsenal of weapons. The Law's martial might is now at its strongest ever as a result, all in preparation for the time they can eliminate their arch rivals for good. Many new vehicles are nearing completion and there has been an increase in recent arrivals from the wastelands, with the new recruits stating that supply drops in other areas have slowly reduced over the last few years. As a result, most are close to starving, desperate, and have had to overcome great adversity, so the Law Haulage Company seems to be a beacon of salvation to them; initially, at least. The newcomers have swelled the Law's numbers and conversely placed a strain on not only their food supplies, but also their weapon and vehicle reserves until the construction of the new fleet is completed. Their varied skill sets and experience of great adversity, however, means they work tirelessly to impress their new master and maintain their place in the ranks. At a recent Law Command meeting, Chief Matthews suggested that a decisive push into the Angel's territory in the south using the new blood as the vanguard would serve to reduce their enemy's strength and rid the Law of some of the extra mouths they were now feeding. None of the Chiefs objected to this strategy.

The spoke in the wheel has come in an unexpected form. The Skinners and their bloodthirsty leader, Skulltaker, have proven unpredictable, making the final decision as to the timing of an all-out gang war against the Angels difficult to judge. Although the Skinners hate the Angels, the Law Command is not convinced that they will stay out the conflict. In fact, experience dictates they will almost certainly get involved. No one wants to gamble on contending both rivals at the same time. The Law Command is currently negotiating with the Justice and a few of the other factions, though offering to not exterminate them once the Angels are dealt with has not proven the best diplomatic strategy to date. In the case of the Justice, at least, it is also very much a case of once bitten, twice shy. Nevertheless, the added numbers if successful will provide insurance should the Skinners decide to interfere in the Law's private war. With the Angels destroyed, the Law will be free to crush or absorb the smaller factions at their leisure and once again dominate San Francisco unchecked.

MEMBERSHIP

New members of the Law are likely to be Cadets. These new recruits, yet to prove themselves, are normally partnered with an Officer to learn the ropes. Cadets are not afforded any privileges and must earn their way by other means, which normally involves theft, debt collection, or worse. Cadets that survive and prove themselves are promoted to the rank of Officer.

Officers are the muscle of the Law. Their training allows them to drive a wide array of vehicles and use a variety of firearms.

Officers account for the majority of the Law's numbers and carry out most of their heavy lifting. Ordinarily, four to six Officers and one or two cadets fall under the command of a Sergeant, who in turn reports to a District Captain.

Law members might gain a promotion to one of the special units such as the Armoured Division, which automatically provides the rank of Corporal. This rank is not seen in the District hierarchy. Special Sergeants, who will always outrank District Sergeants, coordinate Corporals. For their part, Corporals will take orders from District Sergeants if required to, but prefer seek out leadership from within the Special organisation.

Some members apprentice as a Mechanic 2nd Class, which places them on a path to completing an apprenticeship to become a Mechanic. Working under the Sergeant Mechanic, they maintain and modify all of the Law's vehicles that operate out of a converted multi-storey car park dubbed the Motor Pool.

TOOLS OF THE TRADE

Largely utilising buggies and sedans, the Law will also call upon motorbikes, gyrocopters and Warrigs when operations require.

Extremely durable and available in one of two setups, buggies offer the Law a stable and mobile weapons platform. The more common design, a lightly armoured version called a Combat Buggy, provides a roof-mounted heavy machinegun that is sometimes twin-mounted for additional fire power. The Combat Buggy's big brother, the rarer Armoured Buggy, is a more heavily-armoured vehicle with solid rubber tyres but no vehicle-mounted ballistic weaponry to speak of. Even though slower than its smaller sibling, it is still a very capable all-terrain that can use its armoured bulk to ram its opponents from the road. The Armoured Buggy is used almost exclusively to transport valuables across the Bay area.

There are also two main types of sedan in service: Patrollers and Speedsters. Patrollers are compact, well-armoured sedans fitted with various types of weapons systems. Speedsters are pursuit vehicles that have all unnecessary items stripped out of the car to help reduce weight and boost speed.

Both types of vehicle often travel with a backup vehicle or two the situation warrants it. Light and manoeuvrable, Gyrocopters scout ahead of convoys and provide a rapid means of aerial support. Warrigs, on the other hand, are a unique amalgamation of various truck parts that bristle with firepower. Large and beastly to the point of dwarfing all other vehicles, no two Warrigs are the same.

MAJOR PLAYERS

RICHARD LAW: The leader of the Law Haulage Company with the title of Commandant, Richard Law is a lean, well-trimmed man in his sixties. Of late, he is increasingly paranoid that there will be violent recrimination for his numerous misdeeds and immediately disposes of anyone he thinks might challenge his rule.

CHIEF MATTHEWS: The second most powerful man in the Law, Chief Matthews is also in command of the Special Units. Matthews understands he holds the real reins of power even if Richard does not, and while others might plot to depose Law, the Chief takes care to quietly dispose of them. All while strictly controlling the flow of information reaching the Commandant. Matthews has no need to remove Richard Law; in his mind he already runs the company.

OFFICER WINISKI: Henry Winiski is quickly carving a legend for himself as one of the Law's top enforcers. Both Richard and Matthews see a lot of potential in Winiski, though he repeatedly refuses positions of command. Henry mistrusts Father James and is rightly concerned over his mission to convert everyone to his flock.

MASTER AGENT CHONG: An ex-Angel herself, Penny Chong has trained many special agents, the foremost of which have infiltrated her former gang.

SWAT CAPTAIN AR137: Like all SWAT Officers, the Captain is known only by his serial number. He wears the SWAT black uniform and mask, hiding his identity. He reports directly to Chief Matthews.

FATHER JAMES: Father James heads the fanatics of the Ministry. Driving a black Croozer covered in large red crosses, he preaches that all who ask for forgiveness will be accepted into the Law gang and from there, heaven. New converts are both baptised and given the rank of Law cadet. After a year of faithful service, the cadets are granted full membership in the new church and the Law. All sinners who oppose the Law and refuse to repent deserve to be punished, and Father James has personally executed many non-believers.

ALLIES AND ENEMIES

The Justice still provide nominal support from their island fortress on Alameda, despite a strained relationship over the years. Rumours suggest that Cadence is in fact Richard Law's daughter, though neither of them have given the gossip any credence to date.

The Haul's Angels remain the Law's arch rivals, with the blood feud set to continue until one side or the other is destroyed. Residing in the south of San Francisco, the Angels are a constant thorn in the side of the Law.

The Skinners and Skulltaker are also considered enemies, with Chief Matthews and Gringo having a personal dispute that goes back years to an unknown origin, though some say a woman was involved.

Los Nigromantes, who are quietly attempting to creep back into the area, are also considered enemies. Perhaps ironically, Richard Law considers the dangerous cult to be a menace to anyone still living in these arduous times.

SAVAGE LAW

LAW HAULAGE CO. CULTURAL PACKAGE

- **OFFICER CADET:** New members to the Law spend an interminable period as a cadet, where they're fully expected to learn the particulars of their district. Law characters begin play with d6 in Faction Lore (Law).
- **ILL-GOTTEN SPOILS:** The Law rare one of the richest factions in terms of both personnel and materiel. Law characters begin play with an extra $500 in starting funds.
- **BLOOD FEUD (ENEMY, MAJOR):** The Haul's Angels and Law Haulage Company harbour an intense hatred for each other. They will often go out of their way to cause their enemy faction harm.

LAW HAULAGE CO. INITIATE PACKAGE

- **CADET:** New recruits to the Law Haulage Co. join as Cadets, where they spend an interminable time under the tuition of an Officer.
- **ATTRIBUTE REQUIREMENTS:** Vigour d6+.
- **SKILL REQUIREMENTS:** Faction Lore (Law), Shooting.
- **BASIC GEAR:** Croozer, Gasser, or Motorcycle, Law Officer-inspired Uniform, M-16 or Glock and Pump Action Shotgun (Glock and Shotgun count as one choice).





SEVEN FIRES

The Seeker, Ishkay, watched as the Sun Father cried over the land. His tears were filled with his essence and everything was consumed. It was the way the Sun Father brought balance to the Land, as it was in the beginning. The People called it the Great Reckoning, the time when all past sins were reckoned or redeemed. They had told stories of the Reckoning Time when the world would fall into chaos and despair. They instructed their children and gave them seeds of wisdom and timely warnings.

So the Hualapai People prepared. Having already faced one apocalypse with the invasion of the Spanish in the 1500's, the People resolved to be ready the next time. Over the centuries, they stockpiled goods, adapted new technologies, dug underground, and waited. The Hualapai slowly withdrew as the global empires churned toward destruction, calling their people home until Day Zero struck and fire rained from the sky—as was foretold millennia before.

Of course, Indian Country (or what was once known as the United States) is small, and many of the other Native American tribes and sovereign nations heard of the wonders and preparation measures underway by the People of the Grand Canyon. Through their networks, families, and clan connections, the Midwest and Great Plains tribes began migrating and resettling in the newly created settlements of what would come to be known as the Seven Fires Territory.

As the decades slipped by, almost a hundred thousand people had migrated towards Central Arizona. With the population growing, the tribes recognized the need to centralize decision-making to provide for everyone's common welfare, defence, and general necessities. Elders and leaders both young and old met in their respective villages to discus and deliberate. No decision could be reached unless by consensus among all those involved. The disparate Peoples began to quarrel. As fights erupted and threatened to tear the entire enterprise apart, a curious thing happened: the U.S. Government intervened.

Having Noted the influx of population and the danger emerging from the possibility of a unified People, the US Government sent in Federal Agents to force the tribes to disperse and remain docile. The incursion only served to bring the tribes closer together, and so the Coalition of Sovereign Peoples (CSP) was formed. When the Federal Agents were able to engage, the CSP Mercenaries proved to be ferocious, organized and incredibly effective. Inflicting numerous casualties on several occasions, they forced the Federal Agents to mount a siege of the main village of Peach Springs. Little did the agents know, the Coalition was well provisioned, well-armed, and ready to outlast.

As the months and years dragged on, the pressure of numerous proxy wars and international conflicts stretched the government beyond any capacity to maintain their siege. In essence, the U.S. Government gave up and sought to save as much face as possible. The renewed Treaty of Sovereign Canyonland ceded the federal land into the care of the Coalition. They would serve as "stewards" of the land—a land they had already occupied for centuries. Though this was only a few years before the Great Reckoning, it cemented the reputation of the Coalition Peoples and established their initial boundaries. The People still celebrate Sovereign Existence Day as the day when they secured their land, at last, from the conquerors. Then came the Great Reckoning and the fulfilment of the Ancient Stories.

When the dust settled, the Coalition realized the world had been changed forever. The old ways were gone and a new, more dangerous existence would be the order of the day. They convened a Grand Council and renamed themselves the Six Fires. When the Lakota traversing the northern wastelands arrived more fully, they reformed as the Seven Fires. As an emblem, they chose a Phoenix—just as the bird rose from the ashes, so too did the People—to emerge as a bastion of light and hope in an otherwise burned and ashen world.

As violence and fallout continued unabated, the People of the Seven Fires expanded their territory, technology, defences, and society. Each of the Fires set building a centralized fortress to protect their individual villages and peoples. They created aqueducts and natural waterways that drew from deep springs hidden beneath the Grand Canyon. And they began a process to refine one of the most crucial elements to their success: Anishiinaa. They built a paradise in the high desert and dared anyone to come try and take it.



CURRENT AFFAIRS

Improvisation, adaptation, survival—The Seven Fires Refrain.

The current Seven Fires are made up of the People of various tribes and nations originally located throughout the western and northern plains of the United States. The Fires consist of the Hualapai, Lakota, Yaqui, Hopi, Dine, Apache, and Ute Peoples, but each of the Fires is referenced by their new names: the Hualapai as Home Fire, Ute as East Fire, Diné as West Fire, Lah-koh-tah as North Fire, Yaqui as South Fire, Hopi as Above Fire, and Apache as Below Fire. After the Great Reckoning, many more journeyed to the Seven Fires territory, both Native American and not, to seek respite. Some were invited and adopted into the various villages and kinships, many were turned away. Though some of these tribes were often ancient enemies, the old enmities melted away in the face of survival.

The Seven Fires territory now stretches from what was Southern Utah to Central Arizona, and from the California/Arizona border to Western New Mexico. Most importantly, the tribes control access to the Hoover Dam, the Colorado River, and passage across the Grand Canyon. Their access to water resources makes them a natural target for those seeking to control the area.

Peach Spring is the village at the centre of the Hualapai and the tribes, which is where all Fires business and coordination takes place. It's the proverbial tip of the iceberg, however, as many more wonders are far below the surface of the ground. Ishay's warning meant that building continued above and belowground across the centuries, which provided a natural advantage after the Great Reckoning. Geothermal heating, freshwater, hydroponic gardens, technological advances in miniaturization, sustainability, and efficiency are all tasks for the scientists and engineers in their various groups and Kins.

The greatest advantage for the Seven Fires is Anishiinaa, which directly translates as "grass fire" but really refers to the biofuel that powers their vehicles and equipment. Many of the Indigenous peoples worked in the mines and labs prior to the Great Reckoning, where they developed considerable knowledge of organic combustion and sustainable engineering. As the Home Fire began cultivating new crops, their scientists experimented with mass producing biofuel that could be used by individuals and communities in a controlled and safe way. The fuel they developed came from corn-based ethanol that was reverse engineered to recreate the original grasses that corn was cultivated from thousands of years prior. Grown close to the cliffs and constantly in season, the abundance of this material has served the People of the Seven Fires incredibly well, but the secrets of how to utilize this material is a closely guarded secret known to only a few of the top engineers and Leadership Society members. Despite its sustainability and availability providing an incredible advantage, Anishiinaa lives up to its name by also being potentially unstable. There is always a chance of a vehicle overloading under the stress of battle, which causes a chain reaction in the biofuel that rapidly burns it through and damages the engine (or worse).

MEMBERSHIP

Each fire burns bright, together they burn brightest—Eh-wah-mah-yo, or Karlos Widemar.

Each of the Fires maintains their own rolls and rites of passage. Men and women fight side-by-side and each has their own

responsibilities based on Kin Lines. Kin structures are most important, not least in determining responsibilities in society. Each person has two major Kin Lines and two minor Kin Lines. The major Kin Lines come from the mother's side and the minor Kin Lines from the father's side. These lines stretch throughout each of the Seven Fires and form familial relations that connect each of the Fires together over great distances.

Those who are not born into one of the Fires may be adopted into one based on their dedication and value to Fire and Kin. In the first years after the Great Reckoning, many flocked to the Seven Fires territories. The influx of people almost overwhelmed the Fires and their generosity. As a result, the Grand Council and the War Women devised an initiation process that would prove not only the worth of the individual, but also their spirit and commitment to Fire and Kin.

Individuals may also lose membership if their actions bring harm to their Kin or Fire. Known as The Four Fingers, these outcasts from the Seven Fires are called such because the ancient stories relate being human means you have five fingers on each hand. Once the Great Council decides that an individual is outcast, the War Women remove one finger from each hand to show that they are no longer 'human'because of their destructive behaviour, though exceptions are made for wounds, accidents, and body anomalies.

There have been some internal conflicts between the Traditionalists and the Expansionists lately. The Traditionalists believe that they should continue to focus on 'tending the Fires' by promoting internal development. The Expansionists are interested in accessing more territory and bringing the former U.S. back under Native American control, much as it was prior to European colonization. Though not yet a lasting issues, it has started to emerge as a possible rift among the Fires.

TOOLS OF THE TRADE

The vehicles of the Seven Fires are far more sophisticated than anything found outside of major city centres like San Francisco. Which makes them far more coveted. The Seven Fires work as a unit known as the Root, Trunk, Leaves Group (RTL). Each RTL learns together under the guidance of a Command Group of three veteran Drive Warriors known as the Fire Core. The Root members service and maintain the vehicles and provide logistical support in the field, while the Trunk members drive the heavy vehicles (the Fierce Bears, Mountain Goats, and Mega Turtles). The Leaves are made up of ten to fifteen single drive units divided among the Sparrows and the Bobcats.

The heavy machines are mostly used for transport or mobile command and are customizable depending on each situation. If heavier armour, a lookout perch, extra weapons, each of the heavy units is built around a base model to almost any situation.

The Sparrows are armoured all-terrain four-wheeled Segways that leave a driver's hands free for attacks. The Bobcats are armoured ATVs that are light, fast, and built to dodge and weave. All light units are camouflaged and easily able to blend and adapt, utilizing the element of surprise to overwhelm and stun enemies before the heavier units can finish the job.

MAJOR PLAYERS

TSALAGI ROBERT (ALSO CALLED UNCLE BOB): Uncle Bob was a successful writer and teacher before the Great Reckoning, but the collapse of society and the loss of his family in a tragic accident gave him a chance to reimagine his life. Now he's a wandering, hard drinking, hard fighting, and charismatic storyteller.

AWIAKTA (ALSO KNOWN AS BLESSED WOMAN): The Head Woman of the War Woman Society, she has been the bedrock of the defence of the Seven Fires for more than five decades. Although not born of the Fires, she was adopted in at ten years old after she was found wandering in from North Carolina.

KAYLA SUN DAGGER: Kayla is the Story Keeper for the Seven Fires. She knows all that came before and keeps many secrets of the People. She lives in Peach Spring and collects various artefacts in an immense warehouse that most call the Cave of Wonder.

UNCLE JACK: There are so many stories swirling around him that nobody really knows how he arrived. Legend states that he's one of the only people to successfully infiltrate the tribes' defences and almost make off with a sacred artefact from the central building of Peach Springs. Rather than punish their aboriginal cousin, the Council acknowledged his skill, adopted him into the Home Fire in a place of honour, and assigned him tasks befitting his unique talents.

WARREN, DUTA, AND KERMIT–THE LEDGER BOYS: These young men are the finest artists of all the People, not just the Home Fire they belong to. Their designs and art emblazon almost all the vehicles in service, as well as many of the buildings and fortresses throughout the Seven Fires territory. Some say their designs have special powers that keep the fighters safe from harm.

ALLIES & ENEMIES

Having learned from the long-ago time that they can only trust outsiders to break their word, the Seven Fires have no true allies. They do, however, maintain strong trade relations with some factions. Nonetheless, they are always aware that the terms could change on a moment's notice. From their dominant position, the Fires have no problem adapting to changing circumstances, both good and bad.

In the language of the Fires, Ji'w'ha means enemy. It is a harsh word filled with finality and aggression. The Seven Fires only have one sworn Ji'w'ha: Los Nigromantes. It is an enmity born of violence and bloodshed. Los Nigromantes are the only faction to cause constant strife and atrocities against the People. But the Seven Fires return the same force in kind. In a harsh age, there may be no end to harsh conditions.

SAVAGE SEVEN FIRES

SEVEN FIRES CULTURAL PACKAGE

- **ROOT, TREE, LEAVES:** The Seven Fires maintain excellent traditions for ensuring their members understand their wider connections. Seven Fires characters begin play with d6 in Faction Lore (Seven Fires).
- **HOT GRASS:** The Seven Fires scientists and engineers work in tandem to upgrade the Fires' vehicles. The character begins play with an Anishiinaa Modification on their vehicle.
- **BROKEN WORD (SUSPICIOUS, MAJOR):** The tribes of the Seven Fires learned long ago that they could rarely trust outsiders to keep their word. Support rolls to aid a member of Seven Fires by anyone outside of the Fires suffer a −2 penalty.

SEVEN FIRES INITIATE PACKAGE

- **KIN:** Whether born amongst the Fires or accepted in for commitment and spirit, each new member of the Root, Tree, Leaves is expected to perform their task.
- **ATTRIBUTE REQUIREMENTS:** Spirit d6+.
- **SKILL REQUIREMENTS:** Faction Lore (Seven Fires), Shooting.
- **BASIC GEAR:** Buggy, Croozer, or Motorcycle (choose one), Glock, Kevlar Vest.





THE TEAMS

The Revenant Virus inflicted untold horror and tragedy during the Day of the Apocalypse, turning almost every town and city on the West Coast into an open graveyard that seethed with hungry dead. Some were more prepared than others for coping with the deadly chemical attack. None were more prepared, or able to respond more swiftly and effectively, than the elite SEAL Teams of San Diego.

The Day of the Apocalypse brought nightmares to unlife and turned the popular post-apocalyptic TV shows of the time into a shocking and ghoulish reality. The brave men and women of Naval Amphibious Base Coronado were nearly overwhelmed, but eventually managed to use tactics, training, and equipment to contain the virus and deal with its deadly after-effects. San Diego had fallen to the dead, however, which left those inside the base trapped within a swarming ring of Revenants. Rescue missions were mounted to bring in survivors, who were then given a brief training package in anti-Revenant tactics. Over the days, months, and years since that fateful day, the survivors and their descendants have grown into a close-knit family that order their daily lives according to strict military codes. The Teams live on and continue to honour their lost and fallen.

The Teams are survivors of a different era when enemies were often more clearly defined and tended to live outside of the country's borders. Now, anyone who is an unknown to them both inside and outside of San Diego is a potential threat to them, and an enemy of the United States of America.

The Teams are the descendants and survivors of the remnants of the former US Navy's famed Special Forces, the SEAL s, and their attached support units and families. When the Fall came, it was Admiral Kneeson, a former SEAL himself, that led the defence of San Diego. The Admiral took the decision to pull all surviving elements out of the base and onto the ships stationed there. He also personally led missions designed to fortify Coronado Bridge and destroy Silver Sand Boulevard around the Tunupuna Lane area. That decision might have caused the loss of the base at that time, but it ensured that The Teams would continue, giving them a large piece of real estate surrounded on all sides by the sea whilst keeping the San Diego Naval Supply Centre under their control.

Following a quick and successful campaign, the base was recaptured and civilisation as defined by Kneeson and the members of The Teams returned to a small portion of San Diego. With that success under his belt and an elite force of dedicated warriors under his command, Kneeson has spent the time since setting his sights on reaching further afield. Ruling his forces with an iron fist from the re-purposed USS Midway, he has plans in motion that will secure the rest of the city and from there the entirety of the state of California.

CURRENT AFFAIRS

Unlike many other factions, The Teams are fully behind their leader. Admiral Kneeson not only represents everything that was good about America, but also everything that can be great again. His military doctrine and routines provide a stability and security in mental, spiritual, and physical terms.

The Mission—the overarching goal to reclaim the United States—has become all-consuming for every member of The Teams. Whether serving as boots on the ground or shovelling manure onto the vegetable gardens, each member understands that their contribution counts.

Being this united means that Kneeson can sleep easily in the knowledge that his throat won't be getting slit in the middle of the night. The lack of challenge to Kneeson's authority is not only because of ingrained military discipline, but also due to a belief that he is the only person with the particular set of skills see their task through to completion.

So far, encounters with other factions has always ended same way: the bodies of the other gang taken from the scene and spent cartridges policed up. All the faction will ever know is that their members went out and never came back. Not knowing whether their former companions are alive or dead or whether they decided to forge out on their own is one of many aspects of psy-ops that Kneeson employs.

The Teams have even sent one or two of their own to infiltrate other factions with the intent to foment mistrust and open hostility, forcing the gangs to expend personnel and materiel on internal battles that they can little afford. Colonel Ramsey, an Army Intelligence officer that was attached to the San Diego base prior to the end of civilisation, has been given free warrant by Kneeson to continue to wage psychological warfare on the



lawless factions outside their immediate borders. Operations include sabotaged ammunition caches, poisoned food and water stores, booby-trapped vehicles, and the liberation of captives from the other gangs with the intention to provide them with a safe place in San Diego.

A few larger factions are aware that there is a blackout zone within San Diego, but the defence that The Teams have in place means that none have so far been able to dispel the rumours of a supernatural presence within the city.

MEMBERSHIP

Being ordered as military personnel, The Teams are highly hierarchal. At the top of the chain are the operatives. Their officers are the leaders of the whole faction, but the rank and file operatives are still considered to be superior to anyone else in the faction, no matter what their rank. In terms of a feudal comparison, the operatives would be considered be the nobility. Membership can only be gained by being a Marine that has distinguished themselves above and beyond the exceedingly high standards already expected.

Below the actual teams are the Marines. These men and women act in a much-needed combat support role. Membership can only be attained by first serving in the sailors and support staff tier first. Applicants must then demonstrate their capability through a gruelling twelve-week selection course. With a pass rate of only fifteen percent, those applying need to truly believe that they are capable of achieving such a status.

Sailors are at the lowest tier of the military arm of the faction. Despite the SEALs and Marines having a naval influence, sailors remain at the bottom of the command structure no matter their rank. As a purely support role, they only engage in combat if absolutely necessary. Their duties include fleet maintenance, supply and logistics, and policing of the civilian population.

The civvies are at the very bottom of the organisation. There is a distinction however, between family members of the three top tiers and the average civilian. The family members are all accorded courtesies according to whether they are linked to an operative, a marine, or a sailor. Civilians are survivors and civilian support staff from before the fall and they exist purely to support the other tiers. It is they who do the important but menial tasks of rubbish collection, hunting and food preparation, building maintenance, and any other duty assigned to them by members of the other tiers. Every member of The Teams has a healthy respect for the civilians that they protect.

Anyone wanting to join The Teams, regardless as to their background, has to pass assessment. Every civilian is assessed for usefulness, with those possessing a skill deemed to be contributory given a higher ranking than those displaying skills not considered useful for survival. Artists, authors, poets and musicians tend to find themselves cleaning latrines and burning bodies, for example.

This doesn't mean that artistic expression isn't valued. On the contrary, Kneeson even expended valuable resources to save what he could from the San Diego Museum of Art, as well as

every gallery his people could locate. However, with the ideals of The Mission, no member of The Teams has time to dedicate towards producing such things.

TOOLS OF THE TRADE

The Teams are issued with pre-fall military weapons that they have kept well-maintained. Having a naval base containing ammunition and fabrication facilities has meant that they were able to remain self-sustaining for a considerable period. Unfortunately, continued expansion means dwindling supplies, so they have recently taken to foraging beyond San Diego.

In terms of vehicles, The Teams technically have access to a full range, from light speed boats to destroyers, and all-terrain buggies through to tanks. While they work hard to keep the entire fleet serviceable, fuel shortages prevent them from fielding anything but the smaller of those available to them. All have been adapted to contend with Revenants in addition to the other threats for which they were initially designed. Though small in number, The Teams are fully prepared to tackle the lawless gangs they are encountering during their wider-ranging forays. However, they have yet to meet a faction of any significant size. Airpower is also available, especially helicopters, and aircraft are often seen flying over San Diego.

There are even rumours that Kneeson has command and control of a small number of nuclear-capable cruise missiles, including a nuclear attack submarine patrolling somewhere off the West Coast. Whether this is true, or whether Kneeson would even condone unleashing yet more nuclear weapons on his beloved country remains firmly in the realms of speculation.

MAJOR PLAYERS

ADMIRAL KNEESON: Admiral Liam Kneeson is a hard-bitten former SEAL who has dedicated himself to restoring America its former glory. His vehicle of choice, a heavily modified M935 Expansible Trucker, serves as a mobile command centre when leading combat elements on operations. Though the ships are not currently capable of moving, he spends a lot of time hopping between the USS Midway and the USS Coronado, which are moored in the San Diego Bay and along the Pacific coast respectively.

MASTER CHIEF SUEMATSU: Master Chief Suematsu is a legend in his own time. He personally killed over fifty revenants in close combat using his entrenching tool and, when the spade part broke, a length of pipe. All without suffering serious injury and whilst rescuing a bother-in-arms who had lost both legs to an explosive device planted by other survivors. The event has left its mark, however, and Suematsu is prone to wandering off into the city on his own, though he always returns with another survivor or a piece of technology to bolster the base. He rides a matte black motorbike on these solo missions, with two suppressed M249s mounted on the handle bars. Not that this does much to reduce the noise.

CAPTAIN ROWAN: The best shot The Teams have, he has been known to consistently shoot a nickel at over fifteen-hundred metres with his Remington Defence bolt-action rifle. For close-in work, he switches between a supressed Mod, and a Barret M82B1-P.50 BMG Pistol. Rowan rarely bothers to ride in a vehicle, preferring to move on foot in order to get a feel for his surroundings. A ghost, he takes his target down before they even realise he's there.

COMMANDER DICKINSON: To Kneeson, Commander Sarah Dickinson is the ultimate SEAL. Graduating at the top of every class and course she has ever applied for, she has the highest number of confirmed kills over all ranges. One of the first female SEALs following the Day of the Apocalypse, she has blazed a path that many will find hard to follow, let alone beat. Her name is on every honours board and is used in awe by drill instructors. In her thirties, she keeps her afro tighter than regulations stipulate bar a thick centre section sits slightly longer and is dyed dark blue. She claims it's her respect for the Mandinka tradition as espoused by a once well-known actor with bad attitude. Especially good with explosives, she rides in a heavily modified Flyer Light Special Forces Vehicles manned either by other Operatives, or by Marines keen to prove themselves.

BLACKBALL: The pilot of a modified Osprey gunship, every operator that goes beyond the wall wants Blackball as their overwatch provider. Gregarious, fun to be with, witty, and beautiful, she is the belle of The Teams. Her gunship is armed with underwing missile and rocket launchers, while its belly miniguns on side and ramp mounts. This does mean that the crew is slightly larger than normal, dropping the personnel carrying capacity somewhat, but because of the small size of operational Teams, this hasn't ever proven to be a problem.

JUMPMASTER: Jumpmaster is an oddity, even amongst the operatives. No-one bar Kneeson even remembers her name, and he has not once shown any inclination to tell. An expert in airborne insertions, she leads a tight-knight crew of operatives, marines and pilots that often operate out of Blackball's Osprey. Her team have become known as the Pathfinders. Parachuting in a mile or so away, the Pathfinders carefully make their way to their objective, gather intelligence, and supposedly decide whether to abort or continue. So far, no mission has ever been aborted. Her favourite weapons are silenced pistols, twin machetes, and a sawn-off pump-action shotgun.

ALLIES AND ENEMIES

Beyond accepting recruits into their fold, The Teams have yet to make any allies. Although they assess each faction they encounter, Kneeson has yet to find one that he would be willing to diplomatically treat with.

As mentioned previously, however, they have yet to engage a faction of any significant size. What will happen when they eventually make contact with the factions that currently call San Francisco home remains to be seen.

SAVAGE THE TEAMS

THE TEAMS CULTURAL PACKAGE

- **KNOW YOUR ROLE:** As survivors and descendants of a tight knit, elite military organisation, every member of The Teams understands their function. Teams characters begin play with d6 in Faction Lore (The Teams).
- **STORES REQUISITION:** The Teams operate a base that contains plenty of surplus military equipment, which they use to train relentlessly. Teams characters gain +1 to their Shooting rolls when using firearms and rocket launchers, including vehicle-mounted variants.
- **FORGED BY ADVERSITY (OVERCONFIDENT):** The Teams have faced the crucible of the end times and survived. There is nothing they can't overcome. While not suicidal, they often tackle challenges that seem beyond the ken of mere mortals.

THE TEAMS INITIATE PACKAGE

- **THE TEAMS INITIATE PACKAGE:**
- **PETTY OFFICER (P.O.):** Recruits that have proven themselves ready for the combat arm of The Teams join as a Petty Officer.
- **ATTRIBUTE REQUIREMENTS:** Vigour d6+.
- **SKILL REQUIREMENTS:** Faction Lore (The Teams), Fighting, Shooting, Survival.
- **BASIC GEAR:** Buggy, Croozer, or Motorcycle, BDU-inspired Uniform, Kevlar Vest, H&K MP5 or Glock and Pump Action Shotgun (Glock and Shotgun count as one choice), Survival Knife.





THE VYKERS

Life in Miami before the apocalypse was sweet. Four good friends and one shared house on South Bayshore Lane, bought and paid for out of trust money. Nordic folk music, streamed TV, online gaming, tabletop RPG sessions and discussions around the Saga of Burnt Njal filled their evenings, while riding quadbikes, sailing, turning clock springs into chain mail for the Varangian Re-enactment Society, and belting each other with hand-forged iron swords occupied most days. Then fire rained from the sky and choked the road to Hel's dominion, the dead walked, and the world began to end.

Everything went from bad to worse, cities were ablaze, utilities failed, infrastructure collapsed, and society tore itself apart. Life became survival, and survival was a fight. Popular media doesn't paint gamer-geeks as survivalist types, but the four took that stereotype and blood-eagled it. They rescued John's sister, Janice, and survived amid the mayhem for five months. As the dead grew in number and the National Guard disappeared, they knew they had no choice but to leave. With Michael's family in Tampa, the choice between trekking through the Revenant-crowded streets or taking Sorin's Father's yacht was simple. The five stowed food, water, games, and their re-enactment gear: all the essentials. They were obsessed with Vikings and Jordan was an experienced sailor, what could go wrong?

As it turns out, everything could. A storm whipped up, the winds snapping the mainsheet and throwing the mainsail boom into Janice, leaving her in a coma. The boat was driven out to sea into rising swells. Days passed, terror set in, and the yacht seemed forever on the verge of capsizing. Grieving, terrified, lost, the four nearly gave up hope. They spent what daylight there was belowdecks, with John keeping his sanity intact by either reading the sagas or reciting them from memory if too dark. Surfacing from beneath the deck when the storm abated, the four found themselves surrounded by endless waters and lessening swells. They laughed aloud and thanked the gods. The god of mischief must have been listening, for the storm returned with renewed fury to batter the ship. No one cowered below decks now, however. The four held tight to the gunwales and laughed in the face of the storm. Madness and fury had gripped them and they revelled in it.

The four that carried Janice from the boat when it eventually washed ashore at Orange Beach, Alabama, were no longer Michael, John, Sorin and Peter. Born anew in the grief, terror, and mad delight of the storm, they strode ashore as Sirac, Bear, Bloodbeard, and Fennis.

In Orange Beach they found a small city that had been torn apart. Local neighbourhood watch groups had formed a militia to protect themselves, but they were too few in number and running low on ammunition. With sword and axe, hammer and shield, and full Viking armour, the four rampaged through the streets, slaughtered Revenants by the dozen. They stayed to train the locals in the use of hand weapons, galvanising what was left of the city. Dreaming of a new world order, the four patrolled the city on bikes and four-wheelers but never quite felt settled. However much they helped, the four were viewed by most as pagan warriors and oddities. Sensing a change on the wind, Fennis convinced the others and a handful of followers to leave. Five years after entering, the Viking Bikers roared out of Orange Beach.

With no real direction in mind, they drifted into Mobile. The Viking Bikers slowly morphed into the Vykers as they steadily prepared for a longer journey and salvaged what they could from the ruins of the city. Engines, parts, frames, fuel, weapons, ammo, and new members grew their ranks. Within the first year, Fennis had become leader to over seventy members, Bear related the sagas and developed the DaneLaws for them to live by, Sirac trained everyone in the shield wall, and Bloodbeard taught them all to shoot. Acceptance into the group now came at the cost of an oath to the All-Father and the selection of a new name.

Early recruits to the group included Helle Oakenshield, a talented mechanic who had previously owned a business building custom bikes, and Morten Ironside, a young prodigy with a degree in mechanical engineering. Joining the core of the Vykers, they developed plans for a large-scale vehicle that would help take the group wherever they wished to roam.

As their plans and construction efforts dragged on, the number of Revenants in the streets began to grow unmanageable. News also came in from travellers: from Miami to Maine, the apocalypse had devastated the East Coast of North America. Fennis settled on a direction: East. Packing as much as their vehicles could carry, the Vykers abandoned Mobile after three



years of preparation. With no specific destination beyond a desire to head west, their steady progress took them through the Central States. A rolling village clearing out stockpiles of fuel, food, and water from every small town they passed through, they experienced fewer Revenants whilst managing to swell their numbers to over three hundred. Scouting parties roamed ahead on four-wheelers, and the whole procession slowed further as their numbers grew.

The Vykers had been on the road for a year when they entered Arizona, where—despite all they had been through—they faced their toughest hurdle yet, for the old National Guard camp in Bellemont had been turned into a Seven Fires fortress. Heavy fighting on the roads and in the broken forests of the Coconino National Park lasted weeks and inflicted losses. Licking their wounds, the Vykers were forced to press further west.

Heading into California, they stayed in Palm Springs for over a year so they could repair their equipment and try to convince Bloodbeard not to rush back to Arizona seeking vengeance. When ready to move again, they followed a route that led them towards the coast. The City of Angels was dark and held tightly in the grip of vicious Los Nigromantes cells. Armed mostly with improvised weapons and hiding behind Revenants, these gangs were unprepared for a mighty shield wall of fur-clad warriors well-versed in butchering undead. Chanting 'Tyr!', the Vykers carved a bloody wake through Los Angeles and set up camp at the Griffiths Observatory. More civilians, survivors who had not fallen to Revenants or been butchered by the gangs, begged to take the oath and Trine swore them in.

They fought hard for five long years. Then Janice awoke during a Freysblot and spoke two mystical words. Naming her Gythja, the Vykers turned their backs on the bloodied streets of Los Angeles and drove towards San Francisco without hesitation.

CURRENT AFFAIRS

Having left Los Angeles, the Vykers took nearly a full month to arrive on the outskirts of San Francisco. Moving ahead of the main group, scouts identified territory in San Jose and the Vykers moved in to securing a base of operations at the dilapidated Centre for Performing Arts. They then pushed further afield to secure the Medical Centre and the ruins of the Westfield Shopping Centre.

Though their location in San Jose has put them in direct competition with BritAttack and they continue to clash with Los Nigromantes, the Vykers began to once again slowly build up their territory in the months after their arrival. They have also taken to hiring themselves out to any San Francisco faction that can pay the price. The most pressing discussion at the Althing currently surrounds whether expansion into San Francisco proper. The Vykers are doing their best to assess the territories, numbers, and weaknesses of the gangs holding sway in the area, which has led to a number of small clashes with both the Haul's Angels and the Law Haulage Company.

MEMBERSHIP

Acceptance into the group requires an act of loyalty, an oath to the AllFather, and a sacrifice, which is usually in the form

of a chicken, though rats, racoons and other animals are also acceptable. Vizon presides over all such ceremonies, though she has a number of Karls she is training to support her. Once the ritual has been completed, new members of the Vykers are marked with a scar or tattoo, choose a new name, and fashion an amulet to wear as a reminder of their oath and bond.

Social hierarchy in the Vykers is a bastardisation of the early Viking social structure. Holding the rank of Jarl, Fennis is the undisputed leader of the Vykers. Vizon (formerly Janice, sister of Bloodbeard) holds the rank of Gythja, somewhere between a judge and a priestess, she holds as much, if not more, social power than the Jarl. Sirac, Bloodbeard and Bear are war-chiefs. As leaders in battle, it is their responsibility to train the Vykers and lead them in battle. Beneath these five are the oldest or most talented and trusted members of the Vykers: the Húskarlar. Morten and Helle design and build much of the Vyker's bespoke equipment together, while Trine, Red and Katt often lead others in battle.

Next are the Karls, with every member sworn into the Vykers beginning at this rank. While their social structure includes the rank, the Vykers do not have anyone who serves as a Thrall... yet.

A body of laws variously referred to as the DaneLaws or Havamal governs Vyker society, all inspired by a mix of old American laws and Nordic sagas, or else concocted as the need arose. Vizon remains responsible for maintaining them, and while far from a codified set of laws and regulations, they are enough to allow the Vykers to live as a close-knit and amicable society.

One of the strongest binding factors in the Vykers is religion, while belief in the All-father and the old Nordic pantheon began as a symbolic gesture of social cohesion, the lines between pure symbolism and actual belief have blurred. Fennis and the other original three all believe fervently in the Norse gods.

Great meetings occur on a regular basis, usually on the first or second night of a full moon. Called the Althing, these meetings are where Vizon recites stories and sections of the DaneLaw, awards are received, and choices made. It is a surprisingly democratic process and has worked well so far.

Joining as Karls, members have the opportunity to move up to the rank of Húskarl given their service record and importance to the group. While from the outside it appears as if the Vykers are a band of warriors, this is a very superficial view. Every member of the Vykers is first taught to fight with hand weapons by Sirac, and then with guns by Bloodbeard, but every member is also expected to learn a trade. Some dedicate themselves purely to the warrior path, others learn the skills of smithing, mechanics, engineering, medicine and so on. The Vykers are a work in progress, with their growing number of experts in each of these fields slowly teaching new members their crafts.

TOOLS OF THE TRADE

The Vykers pride themselves on their prowess in close combat. Utilising a range of weapons inspired by the Viking era, their warriors are easily recognised. They bear swords, axes, and hammers, often with a round shield, and wearing chain or plate armour. The secrets of how to forge these weapons is closely guarded, and Vyker-made hand weapons are highly valued for their quality, strength, and durability.

Vykers also wield bespoke guns. Designed by Bloodbeard and Morten, and manufactured by the workshops of Fennis, the ferocious Makingevär is a powerful assault weapon, while the Annihilator pistol has an obscenely high rate of fire and serves as a good close quarters weapon.

For transport, the Vykers specialise in bikes and four-wheelers that are designed and made by Helle and Morten, as well as the gigantic Freasian, which has been modified specifically for battle since their great journey.

MAJOR PLAYERS

FENNIS: Jarl of the Vykers and undisputed leader, he is the visionary who inspires and fires the Vykers. While a powerful warrior, it is his intelligence and ability to think on his feet that have helped the Vykers become what they are today.

VIZON: Gythja of the Vykers, she is something of a mystic, a prophetess, priestess and judge. Aside from her duties as a völva, she helps keep the stories of the Vykers alive through tales of their exploits and travels mixed with a healthy dose of Norse mythology.

BEAR AND SIRAC: War chiefs of the Vykers, they train the young Karls into warriors that can make the Vykers proud. Both equally fearsome in battle, Bear is solemn and Sirac fairly jovial while at rest.

BLOODBEARD: A crack-shot and weapon master, Bloodbeard is a war chief who trains those Karls that seek to be the first-and-foremost warriors in the arts of ranged combat.

TRINE: This mechanical wizard now leads a sizeable workshop called the Forge of Alviss. Alongside Helle and Morten, she designs and builds the weapons and vehicles of the Vykers.

HELLE AND MORTEN: Engineers and designers, they work with Trine in the Forge of Alviss to create the Vykers' symbolic equipment.

ALLIES AND ENEMIES

As mercenaries in the San Francisco area, the Vykers are allies and enemies to all in equal measure. They regularly clash with the BritAttack and the Haul's Angels, both of whose territories are close by. They also frequently battle with their old enemy, Los Nigromantes.

The Vykers hold a special hatred for the Skinners and the Hunters. Fennis has issued a standing order to kill them on sight.

SAVAGE VYKERS

VYKERS CULTURAL PACKAGE

- **BLOOD AND HONOUR:** The Vykers are a tight-knit community that use strong oral traditions to pass on their lore and beliefs. Vyker characters begin play with d6 in Faction Lore (Vykers).
- **AXE AND BLADE:** Vykers have a penchant for melee combat, which is reinforced by intense weapon training. The character gains +1 to their Fighting rolls when using an axe or sword.
- **CHOSEN OF ASGARD (DELUSIONAL):** The Jets consider themselves to be representatives of a bygone age. They have a deep and abiding code of honour that harkens back to more genteel times.

VYKERS INITIATE PACKAGE

- **VYKERS INITIATE PACKAGE:**
- **KARL:** An oath to the All-Father, an act of loyalty, and a suitable sacrifice is enough to be welcomed into the Vykers as a Karl.
- **ATTRIBUTE REQUIREMENTS:** Strength d6+.
- **SKILL REQUIREMENTS:** Faction Lore (Vykers), Fighting d6+.
- **BASIC GEAR:** Buggy, Croozer, or Motorcycle (choose one), Viking-inspired Clothing, Thick Leather Armour (Jacket and Leggings), Longsword or Warhammer.




CHARACTER
CREATION

CHAPTER 4

Characters in the **Devil's Run RPG** are created using a four-step process dubbed FACE, (Faction, Archetype, Customisation, and Equipment), which represents the four essential steps of character creation. All players must make one choice from each of these categories when creating their character. Once the entire process has been completed, each character also gains a wildcard. The wildcard allows the character to repeat any one of the first four steps of the character creation process. Want to play a rich character? Repeat the Equipment step for your wildcard. Want to play one of your faction's elite? Choose Faction. Want to exemplify a specific role? Opt for Archetype. Have an idea for something wild? Pick Customisation.

STEP 1: FACTION

Each factions is detailed in **Chapter 3: West Coast Factions**. Before making any further choices, players should read these pages and choose a starting faction to hail from. Alternatively, the choice can be made randomly using the Random Faction Table below. Once a faction has been chosen, the player records the Attributes, Skills, and Gear granted by the Faction Basic Attribute and the Faction Basic Skills & Gear Tables.

When allocating skill points to Expertise and Focus, bear in mind that neither of these characteristics may ever be raised above 5.

RANDOM FACTION TABLE

ROLL	FACTION	ROLL	FACTION
1–2	Avant Guard	11–12	Justice
3–4	BritAttack	13–14	The Law
5–6	Freelancers	15–16	Seven Fires
7–8	Haul's Angels	17–18	The Teams
9–10	Jets	19–20	Vykers

ATTRIBUTES

Each character in the **Devil's Run RPG** is defined by seven attributes that embody a character's intrinsic physical and mental abilities and limitations.

Each attribute has a rating that determines its measure. Higher attribute numbers reflect greater ability. For humans, most attributes range from 6 to 12, with 8 representing an average rating. Human attribute ratings below 6 are possible, reflecting particularly inept, weak, or poor abilities. Additionally, humanity has been culled through the survival of the fittest, and attributes may have ratings above 12 to reflect this. Furthermore, non-humans—which includes animals, beasts, mutants, and Revenants—may have attributes that go below 6 and above 12.

Each attribute, the bonus they provide, and any skills they govern are listed opposite. Bonuses related to skills are discussed later in this chapter, while skills associated with each attribute are covered in **Chapter 5: Skills & Talents**.

- **AGILITY:** The measure of your physical and manual dexterity, sense of balance, and body control. Governs the Acrobatics, Melee, and Stealth skills.
- **AWARENESS:** Represents perception and sense acuity across all five of the key senses: vision, hearing, feeling, taste, and smell. Governs Insight, Observation, and Thievery, plus bonus damage with ranged weapons.
- **BRAWN:** A measure of might, endurance, toughness, and the physical force you can exert. Governs Athletics and Resistance, and determines your close combat damage bonus and the Vigour reserve—the amount of physical injury or stress that you can withstand.
- **COORDINATION:** The Coordination attribute describes hand-eye coordination, aim, and ability to navigate within one's surroundings, both physically and mentally. Coordination governs the Drive, Firearms, Heavy Weapons, and Pilot skills.
- **INTELLIGENCE:** IThe measure of your wit, intellect, and a combination of studies and cunning learned on the streets. Governs Engineering, Lore, Medicine and Wild Tech.
- **PERSONALITY:** A measure of your charisma, ease of social interaction, and ability to be charming or deceptive as needed. Governs skills such as Animal Handling, Command, Counsel, Persuade, and Traffic. Personality also determines bonus damage with attacks that affect Nerve.
- **WILLPOWER:** A person's force of will, and mental resolve, the Willpower attribute governs Discipline, Gang Warfare, and Survival. Equally as important, Willpower determines your Nerve capacity, which is the reserve of sanity that prevents mental trauma.

FACTION WILDCARD

Choosing Faction as your PC's wildcard grants an additional +1 Focus to all Faction skills. If this increase takes Focus above Expertise, then Expertise is also increased to match the new Focus value. Additionally, the PC gains a single talent from the same tree as their Starting Talent. When choosing a talent, a character must always meet a talent's prerequisites, but the choice is otherwise unrestricted.

FACTION BASIC ATTRIBUTE TABLE

FACTION	AGILITY	AWARENESS	BRAWN	COORDINATION	INTELLIGENCE	PERSONALITY	WILLPOWER
Avant Guard	8	7	8	8	9	7	9
BritAttack	9	8	9	8	7	7	8
Freelancers	8	8	9	9	7	7	8
Haul's Angels	9	8	8	7	7	8	9
Jets	9	8	7	8	9	8	7
Justice	9	7	8	9	8	7	8
The Law	8	9	8	7	8	7	9
Seven Fires	7	7	8	8	8	9	9
The Teams	8	8	8	9	7	7	9
Vykers	8	7	9	8	9	8	7

FACTION BASIC SKILLS TABLE

FACTION	+2 EXPERTISE +1 FOCUS	+1 EXPERTISE +1 FOCUS	+1 EXPERTISE	STARTING GEAR*	STARTING TALENT
Avant Guard	Engineering	Drive, Survival	Firearms	Survival Kit, Pistolet	Engineering
BritAttack	Resistance	Drive, Firearms	Melee	Clan-Specific Clothing, Shooter Pistol	Resistance
Freelancers	Traffic	Firearms, Stealth	Survival	1H Melee or Ranged Weapon, MedKit	Traffic
Haul's Angels	Drive	Firearms, Melee	Discipline	Crash Helmet, Leather Vest, Knife	Drive
Jets	Wild Tech	Discipline, Observation	Drive	Mechanics Toolkit, Flight Helmet	Wild Tech
Justice	Discipline	Drive, Pilot	Firearms	Litany of Justice, Provider Pistol	Discipline
The Law	Thievery	Observation, Stealth	Survival	Lockpick Kit, Standard Pistol	Thievery
Seven Fires	Lore	Melee, Survival	Animal handling	Pistol, Short Wave Radio	Lore
The Teams	Athletics	Discipline, Firearms	Stealth	Carb Rifle, Kevlar Vest	Athletics
Vykers	Melee	Resistance, Survival	Engineering	Chain Shirt, Hatchet	Melee

*At the GM's discretion, the starting gear may be swapped for another suitable faction item.



STEP 2: ARCHETYPE

If Faction defines who a character is acting for, Archetype describes how they go about doing it. There are six basic Archetypes; Bravo, Driver, Greaser, Hustler, Pit Boss, and Shooter. An Archetype can either be chosen or rolled randomly using the table below.

RANDOM ARCHETPYE TABLE

ROLL	FACTION	ROLL	FACTION
1-4	Bravo	12-14	Hustler
5-8	Driver	15-17	Pit boss
9-11	Greaser	18-20	Shooter

Each Archetype improves 1 attribute by 2 and another attribute by 1, grants 6 Expertise points, provides the character with a piece of useful gear, and grants one talent from the skill indicated in the Talent column (the character must still meet any prerequisites). Refer to the Archetype Improvements Table to determine where bonuses are applied and what gear is gained.

ARCHETYPE WILDCARD

If you choose your Archetype as your wildcard, you gain another +1 bonus to the attribute listed in the +1 Attribute column, plus another talent from the skill listed in the Talent column. (At character creation, attributes can never be raised above 12.)

The following brief descriptions provide an overview of each Archetype's role within the post-apocalyptic wasteland:

- **BRAVO:** The vast majority of road warriors are Bravos. These characters have little more than grit behind them and know it all too well. If they thrive at all it is because of a deep personal drive to succeed, because there are hundreds more where they came from.
- **DRIVER:** Drivers are likely the next most common archetype, and while often viewed as interchangeable, the partnership of a good driver and their wheels can make all the difference. Sadly, many drivers find themselves thrown on the scrap heap as soon as their wheels blow or get stolen.
- **GREASER:** A Greaser is often considered to be a faction

ARCHETYPE IMPROVEMENTS TABLE

ARCHETYPE	+2 ATTRIBUTE	+1 ATTRIBUTE	+1 EXPERTISE	GEAR*	TALENT
Bravo	Brawn	Agility	Acrobatics, Athletics, Firearms, Melee, Resistance, Stealth	1 Merch plus a Leather Jacket and Crowbar **or** a Chain Shirt	Resistance
Driver	Coordination	Agility	Animal Handing, Drive, Engineering, Observation, Survival, Thievery	3 Merch (at least 2 must be spent on a vehicle)	Drive
Greaser	Intelligence	Brawn	Discipline, Drive, Engineering, Observation, Survival, Wild Tech	1 Merch, Engineering Toolkit	Engineering
Hustler	Personality	Awareness	Counsel, Discipline, Drive, Insight, Persuade, Traffic, Thievery	1 Merch, Owed three debts of $250 each that can be called in during play	Traffic
Pit Boss	Personality	Willpower	Command, Counsel, Discipline, Firearms, Gang Warfare, Persuade	2 Merch, Gang Colours	Command
Shooter	Coordination	Awareness	Acrobatics, Discipline, Engineering, Firearms, Observation, Stealth,	3 Merch (at least 2 must be spent on a ranged weapon)	Firearms

*Unless a category is specified, Merch gained may be used anywhere.

treasure. Trouble is, they know it. Anyone can fix a car with the right parts, but it takes a real mechanic to make the parts from scavenged metal and melted rubber.

- **HUSTLER:** Even the post-apocalypse has a basic form of economy. And where money or goods are concerned, there are always those who seek to take advantage of them. Whether internal or inter-faction, trade and barter often equate to the lifeblood that keep a gang functioning. Those that excel at cutting a deal are often given plenty of leeway, so long as they don't get too greedy.
- **PIT BOSS:** Without leadership, the people of the wasteland are listless scavengers waiting to die. Pit Bosses give meaning to each daily struggle and provide the platforms for other Archetypes to interact and comingle. On the flip side, however, their struggles for dominance leave bodies and wreckage strewn across the highways.
- **SHOOTER:** Cousin to the Bravo, a Shooter is a killer more than a tough. Whether sighting down a scope or duelling in the street, a shooter can be the best of friends, but is twice as likely to be your worst nightmare.



STEP 3: CUSTOMISATION

Having chosen a Faction and Archetype, you can now take the opportunity to customise your character. To begin with, choose one of the following options for your character:

- **ATTRIBUTE:** Increase a single attribute that is less than 12 by 1

OR

- **TALENT:** Pick any one talent that you have the prereq-uisites for

OR

- **SKILLS:** Choose 3 different skills that have an Expertise of 3 or less and increase their Expertise by 1

CUSTOMISATION WILDCARD

If you choose Customisation for your wildcard, you can make a second Customisation option from the list above. (Including taking the same choice twice.)

Next, choose an upbringing for your character. If you're undecided or having difficulty choosing, a random upbringing based upon your character's Archetype can be rolled using the Random Upbringing Tables. Aside from an incentive for a backstory, upbringing will also determine a trait. Traits are an important descriptor used to determine when Salvage Points can be recovered.

BRAVO UPBRINGING TABLE

ROLL	UPBRINGING	TRAIT
1-7	Another's Charity	Indebted
8-13	Ill Reputation	Disreputable
14-20	Pigeonholed	Betrayed

ANOTHER'S CHARITY: Life in the post-apocalypse is hard for everyone, which is why many choose to use their fists to punch themselves above others. More often than not, this often leaves a lot of broken bones and sore egos in their wake. A powerful person took pity on you during a fight over scraps and stepped in to assist. What do you owe them in return? Did you end up owing them more?

ILL REPUTATION: You were a rising star in your faction, destined for some form of leadership. Something happened to tarnish your reputation, however, and now you are marked as though you harbour the Revenant Virus. What happened to sour your reputation? Are there any who still remember you with fondness?

PIGEONHOLED: You've started life amongst the lowest of the low and have always struggled to drag yourself free. Your one chance to pull yourself out of the faceless mob was snatched away thanks to a knife in the back. Who betrayed you? Has the betrayal led to bitter rivalry that can only result in one ending?

DRIVER UPBRINGING TABLE

ROLL	UPBRINGING	TRAIT
1-7	Devil on the Run	Adrenaline Addict
8-13	Night Terrors	Night Terrors
14-20	Total War	Vengeful

DEVIL ON THE RUN: You live for the run and little else. Colours seem dull and sounds muted when you're not tearing down the freeway in an adrenaline fuelled frenzy of rubber and carnage. You're either listless or restless when not in your vehicle, which often frays tempers. What made you like this? What is your road rage pushing you towards?

NIGHT TERRORS: Since time immemorial, the twilight has always preyed upon humanity's subconscious. Superstition and fervent imaginations gave birth to all sorts of horrendous nightmares. Then came the Day of the Apocalypse and the twilight hours really have been dark and full of terrors ever since. What happened on a night drive to plague your dreams? How else has it affected you?

TOTAL WAR: Road battles range anywhere between short skirmishes over supply drops to all-out wars over turf. You're one of the lucky ones who has managed to drive away from a brutal pitched battle, though doing so came at considerable cost. What was the price for your life? Who caused you to sacrifice almost everything you hold dear?

GREASER UPBRINGING TABLE

ROLL	UPBRINGING	TRAIT
1-7	Ancestral Recall	Overbearing Legacy
8-13	Devil in the Detail	Over Analysis
14-20	Spanner in the Works	Destructive

ANCESTRAL RECALL: Even before the apocalypse, your family held an illustrious background in engineering or manufacturing. You've always been looked at as a prodigy, which has also brought a fair amount of jealousy or favouritism. Something recently went disastrously wrong that caused others to question your abilities, however. What went wrong? Do you truly deserve your name?

DEVIL IN THE DETAIL: Planning and strategy. Two key parts to successful design and implementation. A notable person entrusted you with a critical task that held severe consequences for failure. Unfortunately, hasty implementation without proper planning and strategy led to disaster. Which prominent person did you fail? What will it take to redeem yourself?

SPANNER IN THE WORKS: Technologies of the Old World hold a certain charm and fascination for the survivors of the apocalypse and their descendants. Regrettably, not everyone seeks to preserve or repair the treasures they find—some seek to destroy it. What drives you to wreck things? Are there any baubles or trinkets that are sacrosanct?

HUSTLER UPBRINGING TABLE

ROLL	UPBRINGING	TRAIT
1-7	In the Family	Secrets
8-13	Road Pedlar	Well-travelled
14-20	The Devil's Levy	Contraband

IN THE FAMILY: In the post-apocalypse, almost everyone plays with their cards close to their chest. Your family, however, have survived and thrived on their ability to steal a look at the hands of both rivals and associates. They have powerful friends and dangerous enemies. What hazardous secret are you privy to? Who does it provide leverage and rivalry with?

ROAD PEDLAR: Staying on the road and not committing to faction often means a quick and painful end. Still, your family has managed to survive despite the dangers. Life on the road is all you've ever known, which has provided many experiences but few true allegiances. What happened in your family's past to stop them settling? What led them to leaving you behind?

THE DEVIL'S LEVY: Being able to fight often means a person can take what they want from others then defend their ill-gotten gains. You've learned from the best that hiding your goods and covertly moving it can be just as effective a means of getting ahead. Unfortunately, you recently came into possession of someone's prized equipment? Who are they? How did you acquire it?

PIT BOSS UPBRINGING TABLE

ROLL	UPBRINGING	TRAIT
1-7	Black Sheep	Dissident
8-13	Devil's Strife	Vendetta
14-20	Protégé	Arrogance

BLACK SHEEP: You understand that being part of something improves your chances of day-to-day survival, but that doesn't mean you have like the accompanying rules—or follow them even. As a result, you've become known as something of troublemaker, a rebel with a cause. Whose ire have you drawn? What is your ultimate goal?

DEVIL'S STRIFE: You or your kin have had a deep and intense rivalry with another player within the faction. They've ultimately been expelled from the gang, but tensions still simmer with their cronies and you know it's only a matter of time before you face an 'accident' out on the road. Who was the rival? How many of their allies remain?

PROTÉGÉ: You were taken under the wing of someone important and groomed for command from an early age. Some respect you, but just as many fear or envy you. The favouritism you've been shown has led to an intense rivalry with your benefactor's enemies. Who has been watching out for you? Who has this caused trouble with?

SHOOTER UPBRINGING TABLE

ROLL	UPBRINGING	TRAIT
1-7	Devil's Own Luck	Jammy
8-13	Overwhelmed	Survivor
14-20	Trophy Collector	Looter

DEVIL'S OWN LUCK: Whether down to fast reflexes or plain dumb luck, you seem to always be able to avoid lethal injury. You've survived some seriously bloody affairs, which has caused some to comment that you could apply to be the sixth member of the infamous Alpha Team. What is the most prominent confrontation you've survived? Whose corpse have you stood on whilst doing so?

OVERWHELMED: When factions go to war, they do so with frenzied determination and without mercy. Inevitably, body counts are high as a result, with survivors considered as either incredibly fortunate or cool and competent. You're one of the few on the losing side of falling into either category. Where did the battle take place? What scars do you bear?

TROPHY COLLECTOR: You've read stories of the Old World. It was dog eat dog with people always looking for ways to prove their superiority over others. It isn't much different now, except you can establish your dominance at gunpoint and you've replaced medals with grisly trophies. What is the biggest trophy in your collection? Who is coming to collect one from you?

CHOOSE A TRAIT

With an upbringing and loose background decided, a player can now choose a trait for their character. A trait is a single word or short phrase that describes an important attribute of the character's personality or upbringing. A flaw or characteristic that is at the core of who they are and what they believe.

When a trait is created, the player and GM should discuss what it specifically represents for the character and how it might influence or complicate their lives. It's important that both player and GM have a common understanding of what a trait means.

Adrenaline Addict, Vengeful, Disowned, Old World Purveyor, and Haunted by Revenants are all examples of character traits that might have sprung from the PC's upbringing.

Once a trait has been chosen, it can be called upon during play to help a PC recover a Salvage Point for the simple cost of 1 Momentum or Fallout. If this option is triggered, however, the character must play out their trait within the scene to the full, which normally involves them taking a dramatic, irrational or dangerous action as a result of their trait defining their motivations.

Conversely, a GM can also draw upon a character's trait as a means to bring the PC's flaws to the fore. If a GM creates a Complication that is directly related to or affects a character's trait, they can reduce the cost of the Complication by 1 Fallout. More information concerning traits as a means of recovering Salvage Points and in relation to Complications can be found on in **Chapter 9: Rules of the Road**, p. 242.

SALVAGE POINTS

As a final customisation step, note your Salvage Points. These are an in-game resource representing a positive twist of fate. They enable PCs to gain automatic successes towards skill rolls, automatically succeed at skill rolls, and accomplish a variety of other tasks. All PCs begin each game session with 3 Salvage Points, though they can earn more through the course of play (to a maximum of 5). A character's base amount of Salvage Points are replenished at the start of each session. **Chapter 7: Conflict & Drama** describes the use of these in more detail.

PERMANENT SALVATION

At the time of character creation, GMs may allow the players to permanently spend 1 Salvage Point to increase an attribute by +1 or increase a single skill's Expertise and Focus by +2. If this option is allowed and a player chooses to spend a Salvage Point, then no attribute can exceed 14 and no skill can have its bonus exceed +3. Points in excess of these totals are lost, or should be redistributed if possible. If this option is taken, the PC's new Salvage Point total is two. They will begin each session with only two Salvage Points available, but gain the advantage of a higher initial attribute or skill bonus.

STEP 4: EQUIPMENT

Finally, all characters gain 3 Merch, which is in addtition to any already gained during character creation. The final Merch total is used to select starting gear. (Though there may be some restrictions as to where Merch is spent based on Archetype.)

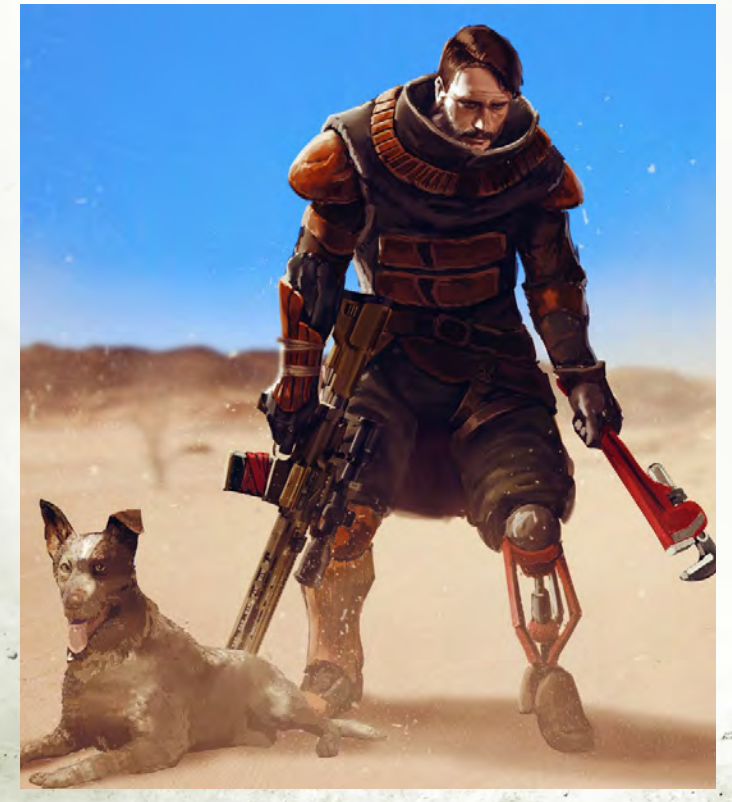
Unless this step is chosen as a wildcard, no character may gain more than 6 Merch at character creation. Any excess is simply lost. Some gear will gain a discount based on a character's faction, as that particular item is more commonly found within those ranks–see Faction Prevalence, p. 143.

All characters also begin play with $50 in their pocket, wallet, or wherever they'd like to store it. This represents the meagre savings they have scraped together–beyond the physical gear that has been collected–prior to their current undertakings.

Finally, the Merch cost of a motorcycle, buggy, car, or croozer is halved when purchasing a vehicle at this step (rounding down).

EQUIPMENT WILDCARD

If you choose Equipment for your wildcard, you gain 3 additional Merch worth of gear, to a maximum of 9. Characters that choose this option can often indulge in big ticket items such as a larger vehicle, a workshop, or even several smaller vehicles.



EXAMPLE OF CHARACTER CREATION

Cass sits down to create her character. Following the order established by the FACE acronym, she will start by choosing a faction then proceed through the other steps.

STEP 1: FACTION

Cass chooses to roll her faction at random and gets a 7. Her character grew up amongst the rowdy biker mob known as the Haul's Angels.

Checking the Faction Basic Attribute Table, she notes her attributes down as the following:

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
9	8	8	7	7	8	9

Next, she references her initial skills using the Faction Basic Skills & Gear Table, placing +2 Expertise and +1 Focus in Drive, +1 Expertise and +1 Focus in Firearms and Melee, and +1 Expertise in Discipline. Cass also notes that her character has picked up a talent in Drive. As this is the first talent her character has received in the skill, Cass must opt for the tier 1 talent–which is Canonballer in this case. Finally, she notes that her character has a sharp blade and a crash helmet.

SKILL	EXP	TN	FOC
Drive	2	9	1
Discipline	1	10	—

SKILL	EXP	TN	FOC
Firearms	1	8	1
Melee	1	10	1

MERCH:

TALENTS: **Drive:** Canonballer (reroll 1d20)

TRAITS:

WEAPONS

- **Sharp Blade:** Melee, 3, 1H, Hidden 1, Subtle 1, Thrown, Unforgiving 1

GEAR: Crash Helmet

STEP 2: ARCHETYPE

Having randomly rolled a faction, Cass decides to instead choose the Archetype for her character. Continuing with the driving theme established by her faction benefits, she decides to opt for Driver as the Archetype.

Checking the Archetype Improvements Table, she increases her character's Coordination by 2 and Agility by 1.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
10	8	8	9	7	8	9

She then adds +1 Expertise to the Animal Handing, Drive, Engineering, Observation, Survival, and Thievery skills and chooses a new talent from Drive. As this is the second talent from the skill, she can choose from the tier 2 talents and opts for Speed Freak.

Finally, she makes a note that her character will have 3 Merch, 2 of which must be put towards her vehicle choice and optional modifications.

SKILL	EXP	TN	FOC
Animal Hand.	1	9	—
Drive	3	12	1
Discipline	1	10	—
Engineering	1	8	—
Firearms	1	10	1

SKILL	EXP	TN	FOC
Melee	1	10	1
Observation	1	9	—
Survival	1	10	—
Thievery	1	9	—

MERCH: 3

TALENTS: **Drive:** Canonballer (reroll 1d20), Speed Freak (add 1 zone to vehicle's move)

TRAITS:

WEAPONS

- **Sharp Blade:** Melee, 3, 1H, Hidden 1, Subtle 1, Thrown, Unforgiving 1

GEAR: Crash Helmet

STEP 3: CUSTOMIZATION

Of the three choices available for attribute, skill, or talent customisation, Cass opts to gain a new talent. She'd like her character to be a better shot from their vehicle, so opts for a Firearms talent. As this is the first talent choice she has made in Firearms, Cass must select the tier 1 talent and notes down Marksman.

Next, she decides upon an upbringing. Rather than rolling here, Cass chooses Trophy Collector from the Shooter upbringings (though she could have chosen an upbringing from any table).

MERCH: 3

TALENTS: Drive: Canonballer (reroll 1d20), Speed Freak (add 1 zone to vehicle's move); Firearms: Marksman (reroll 1)

TRAITS: Trophy Collector

WEAPONS

- **Sharp Blade:** Melee, 3, 1H, Hidden 1, Subtle 1, Thrown, Unforgiving 1

GEAR: Crash Helmet

Finally, Cass opts for Big Game Stalker as her trait and records 3 starting Salvage Points for her character.

STEP 4: EQUIPMENT

Cass adds 3 Merch to those gained during Step 2: Archetype, which increases her total to 5 and concludes the four steps of FACE. She also adds $50 to her sheet.

MERCH: 6

WILDCARD & GEAR

With the main steps of character creation concluded, Cass can now decide upon her character's wildcard and gear. Opting for a faction wildcard, Cass increases the Focus of her Discipline, Drive, Firearms, and Melee skills by +1, then chooses Born to the Wheel as an additional talent (chosen from same talent tree as the starting talent chosen under Step 1: Faction).

As a final step, Cass delves into **Chapter 6: Gear and Merch** and **Chapter 8: Vehicular Mayhem** to spend her character's Merch. With her character having a background in the motorcycle-heavy Haul's Angels faction, she opts for a motorcycle. This would normally cost 9 Merch, but as she is purchasing this at character creation, the Merch cost is halved to 4. Thinking that she'll need something to better protect herself with, she purchases a Pistol with her remaining 2 Merch.

SKILL	EXP	TN	FOC
Animal Hand.	1	9	—
Drive	3	12	2
Discipline	1	10	1
Engineering	1	8	—
Firearms	1	10	2

SKILL	EXP	TN	FOC
Melee	1	9	2
Observation	1	9	—
Survival	1	10	—
Thievery	1	9	—

MERCH:

TALENTS: Drive: Canonballer (reroll 1d20), Speed Freak (add 1 zone to vehicle's move), Born to the Wheel (−1 diff to Drive tests [D0 min.]); Firearms: Marksman (reroll 1)

TRAITS: Trophy Hunter

WEAPONS

- **Sharp Blade:** Melee, 3, 1H, Hidden 1, Subtle 1, Thrown, Unforgiving 1
- **Pistol:** Range R/C, 4, Burst 1, 1H

GEAR: Crash Helmet, $50

VEHICLE: Motorcycle

NERVE & VIGOUR

- **NERVE:** Total Nerve is a sum of the PC's Willpower attribute plus Expertise in Discipline (10 in Cass's case [Brawn 9+1])
- **VIGOUR:** Vigour is a sum of the PC's Brawn attribute plus Expertise in Resistance (8 in Cass's case [Brawn 8+0])

HUMANISING THE POST-APOCALYPSE

Once you've created your character, there are a few key characterisitics that you should seek to define before the first session begins. Answering some basic questions about your PC will help you connect with the character you've built and focus your roleplaying efforts during play. While the list isn't exhaustive, some questions to answer include:

- What your character looks like and what they wear
- Their general demeanour and approach to life
- Age. Are they a grizzled survivor of the Old World or a child of the new?
- How do your character's attributes translate to others. I.e. if your PC has a high Brawn, are they a hulking brute or do they possess a wiry strength
- A brief history—your upbringing can help here—and how you came by your skills and talents

THE PRELUDE & FACTION SHIFTS

With a few questions answered, some GMs and players might like to run through a short prelude to really ground each character in the current campaign. A prelude is a short session that takes place before the very first game of a campaign or story arc begins. It can be as short or involved as required (particularly if both player and GM are enjoying the ride) but should be used as a means to flesh out some of the key defining moments of the PC's life to date. By shifting between key moments, the GM and player can skip through months and years in short order.

Key points to focus on definitely include any questions that might need answering from the character's upbringing (see **Step 3: Customisation,** p. 80). but could also cover their means of gaining any vehicles or gear they possess, any enemies or allies they have a history with and why, and any major encounters that have left their mark.

A prelude can also be used as a means to switch a PC's allegiance from one faction to another between character creation and the first session. Developing a backstory for this is a great way for GMs and players to further develop a PC's motivations and hooks. The characters Alsa (Los Nigromantes) and Pach Man (Freelancer) are both examples of PCs with initial factions that are different to the faction they call home at the start of play. In Alsa's case, it's clear she's made herself a wanted enemy of both Los Nigromantes and Justice. Pach Man's journey to becoming a BritAttack member, however, is less clear, which is certainly an area that would benefit from a prelude session.

OPTIONAL RULE: NOTORIETY

Road warriors thrive on reputation, often risking life and limb to increase their fame with octane-feulled feats that seem beyond the ken of lesser mortals. For some, reputation can be more important than the dollar in their pockets—fame will bring its own rewards, after all. A PC's renown doesn't necessarily need to be tracked. They'll either start making a name for themselves within their faction and the wider world or not. For GM and players who enjoy the use of a mechanic to track such a changeable asset as fame or infamy, Notoriety is the mechanical measure of this intangible goal: a vital resource, as those who know of a PC's exploits either respect or fear them.

If this optional rule is employed, a PC's Notoriety rating provides a way to reduce the cost of certain activities and acquisitions during the Trafficking Phase (see p. 247), and reflects the way others treat them in the world. Notoriety only increases with time and effort, and reaching the highest levels of Notoriety can be a costly proposition that will also ultimately garner unwanted attention. Under certain circumstances, in addition to the Adjust Notoriety Activity (p. 247) the GM may award an increase to Notoriety as a reward for a triumphant victory or significant accomplishment, as well as lowering it due to some misdeed or infamy.

The PCs naturally start with a Notoriety of 0 (Unknown), with the other levels of Notoriety detailed on the table under the Adjust Notoriety heading, p. 247. If the GM and players wish to take Notoriety one stage further, a few simple adjustments will allow the system to be expanded so that the PCs can record their Notoriety with individual factions.

Beyond the effects of reducing costs during the Trafficking Phase, a PC may call upon their Notoriety once during each game session. If they do so, they may immediately add their Notoriety level to any social test as an equivalent amount of Momentum. A character with a Notoriety of 2 (Familiar), for instance, may call upon their Notoriety to add 2 Momentum to a social test. Additionally, at any time when making a threaten attack (see p. 197), a PC may pay X Fallout to add X to the damage of the attack, where X is equal to the PC's Notoriety level.

If this optional rule is being used, the GM should make the PCs aware that whilst fame or infamy will certainly provide a measure or reward, it will also carry inherent dangers in the form of others seeking to establish their own name by eliminating the current top drivers. Worse yet, potential rivals and enemies will certainly appear from both within and without the PCs' faction, making the potential list of enemies a long one indeed.

EXPERIENCE & INVESTMENT

An exciting aspect of roleplaying games is experiencing the development and growth of a charcacter over the course of a campaign. The variety of options for customization after character creation relies on the accumulation of experience. As they move through different phases of their lives, each PC gains experience that allows them to reach unrivalled potential. Like the leaders of the established factions, the PCs can move from outlanders, petty mercenaries, and lowly grunts into kingpins and leaders—perhaps even establishing a faction of their own.

Experience points are a reflection of the difficulties each PC has overcome and provide a means for using those experiences to become more competent. In general, the GM awards experience points at the end of each session, or at the end of a significant story arc or campaign. If Salvage Points are immediate gratification, experience points are the end reward.

INVESTING EXPERIENCE POINTS

Experience points can be used to improve a character in a number of different ways. The three most common ways of investing experience points are described below. How GMs award experience is discussed in **Chapter 9: Rules of the Road**.

ATTRIBUTE IMPROVEMENT: Am attribute can be increased by 1 point by investing experience points equal to 100 times the new target characteristic. For example, raising Brawn from 7 to 8 costs 800 experience points. Attributes cannot be increased above 14. (The maximum for human beings.)

SKILL IMPROVEMENT: A player must decide whether to increase a skill's Expertise or Focus. Each must be increased separately, but each level of improvement costs the same amount of experience. Improving Expertise or Focus requires experience points equal to 200 times the target new skill rank.

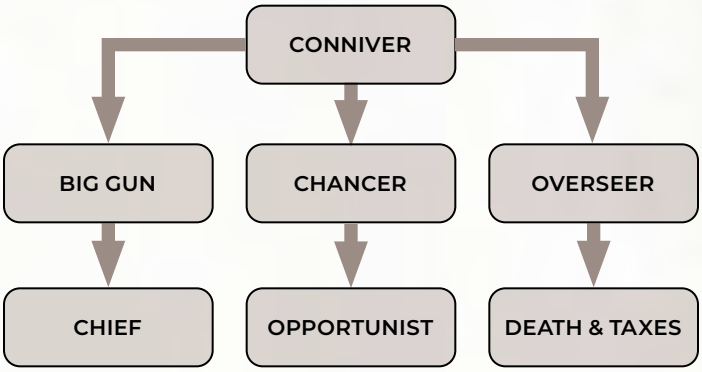
For example, improving a skill from Expertise +1 to Expertise +2 costs 400 experience points.

ACQUIRING TALENTS: Talents vary in cost based on where in the talent tree they reside. In general, talents further down the tree cost more than talents toward the top of the tree. Also, many talents have prerequisites, such as needing a certain level of Expertise or possessing other talents first.

The first talent in any tree costs 200 experience points to acquire. Other talents cost 200 experience points for each step away from the first talent. A step measures the talent's distance from the starting talent and is based on the number of arrows or spaces it takes to draw a path back to that first talent.

For example, in the Gang Warfare tree, Conniver is the first talent and costs 200 experience points. Chancer is one step away, so it also costs 200 experience points. Overseer is two steps from Conniver, so it costs 400 experience points.

GANG WARFARE TALENTS



SKILL FOCUS DISCOUNT: Training a skill's Focus represents a deep, specialized understanding of that skill. Such intense dedication makes it easier for the player character to improve further. The cost to acquire talents within a particular talent tree is reduced by 25 for each level of focus training a character has with the skills in that talent tree.

For example, Cass's character has Discipline Focus 1. Talents acquired from the Discipline talent tree will cost 25 fewer experience points.

EXPERTISE & FOCUS IMPROVEMENT TABLE

EXPERIENCE POINT COST	EXPERTISE IMPROVEMENT	FOCUS IMPROVEMENT
200	0 → 1	0 → 1
400	1 → 2	1 → 2
600	2 → 3	2 → 3
800	3 → 4	3 → 4
1000	4 → 5	4 → 5

GROUP BACKGROUNDS

This section seeks to provide some advice and guidance on how a Prelude (see p. 81) can be used to help strengthen and create a dynamic and interesting story around why a group of characters are touring the road together. GMs are free to use, expand upon, or ignore any aspects of this advice to suit their own groups and campaigns. This section aims to provide some steps through which a group of players can create an intertwined backstory whilst simultaneously setting some goals for their characters.

If the players are creating an interconnected background, it is recommended that the GM and Players pick between one and three options, each from different subheadings (When we first met, Remember when, Life Goals, and Needs). The GM and players may then decide whether to include Loyalties and Rivalries, and whether to follow the 'It's Not What You Know' rules. The Group Benefits section includes general group rules that may be applied to any group of characters.

DEFAULT FACTIONS

As a default, the Devil's Run RPG assumes that the PCs belong to the same faction, which includes any Freelancers that might be tagging along as part of the team. It's relatively rare to find a group of individuals belonging to multiple factions working together towards the same goal. In fact, some factions will never work with others regardless of the circumstances. With that said, alliances can and do happen, which is where the advice in this chapter can serve to bridge the gap.

Each faction often has one or more factions with whom they would rather be seen dead than working towards the same goal. The factions and their enmities are listed below.

ONE FOR ALL AND ALL FOR THEMSELVES

Two key questions that should be answered by every group of PCs are why they've banded together and what it is that keeps them together. As a default, the PCs all originate from the same faction but this may not always be the case. Even when this is the case, however, further embellishment should be provided for an interesting narrative reason as to why they're all currently on the same road together.

A GM might have designed their adventure or campaign around a core idea that serves to bind the PCs, but spending time answering some simple additional questions can be a fun way to add depth to the characters' relationships and histories with each other. The answers that these steps provide can also serve as useful fodder for the GM, as they can be used to introduce plot hooks, tension, and deeper connections to each PC within their adventures and campaigns.

There are a number of ways a group history can be generated. The GM and players should collaborate on which of the following headings they want to use, if any. This section builds upon the assumption that the characters have known each other for a little time. When We FIrst Met can be added to other choices.

The suggestions and options detailed throughout this section often describe the steps the players should take, but this doesn't preclude the GM from taking part. Although the players should take lead, the GM should also ensure they participate in the story creation and decision making taking place.

BOUND BY BLOOD

If the PCs are all of the same faction—including those who have opted to be a Freelancer allied with a larger faction—the GM and players should bring a collective goal to mind as they follow the group background creation steps outlined below. For instance, do they want become known as an elite team, gain some form of leadership themselves, build their collective notoriety, or perhaps make themselves wealthy or influential in a different way?

If the PCs are from different factions, there are some individual questions to consider that relate to the group working together. This includes how each character feels about group members from different factions, how the members of a character's own faction feel about them working with outsiders, whether a character is still an active member of their starting faction or an outcast, and whether a faction is likely to call upon a character to act against other members of their group.

It may also be the case that the PCs are interested in creating their own faction, which is something that entire campaigns could be centred around. If this is the case, the characters might want to predetermine where the faction will be based, how they intend to supply it, their likely relationships with other factions in the area, exactly what the characters intend their faction to represent (including any values, creed, and style or schtick), where they intend to recruit new members, and what the faction's ultimate aim or purpose will be.

WHEN WE FIRST MET

The PCs have met previously, though perhaps only recently.

FIRST QUESTION

Write each PC's name on a piece of paper, mix them up, and deal them out between the players. Each player then describes how their own PC established a connection with the PC whose name they have been dealt. The GM decides which PCs are connected are for players who have been dealt the name of their own PC.

SECOND QUESTION

The players provide a collective decision and description for how their group got together for the first time. What was it that drew them together? What is it that has kept them together?

REMEMBER WHEN

An event, location, or person ties certain individuals together.

OPTION ONE

Each player writes a location such as a bar, service station, desert, or notable stretch of highway on a small piece of paper. These are then mixed up and one is drawn at random. Something happened to the characters at this location. Something that was dangerous and nearly killed some or all of them. What was it and how did they manage to survive?

- When any of the PCs are in a location that is similar to the core description of the location that was drawn, anyone within the group may elect to roll 1. If the result is a number, that much Momentum is added to the group pool, although it may only be spent by PCs who are present at the location. The Momentum is lost as soon as the last PC leaves the location. If the produces an Effect, the players gain 1 Momentum and the GM adds 1 Fallout to their pool.

OPTION TWO

Each player rolls a die. Players who roll evens describe an action or event that their characters were involved in together. The players who roll odds do the same. Any player who gains a result that no-one else rolls describes how their character arrived at the last minute and saved the day for the others.

- If the PCs are ever in a situation that is similar to the one described, anyone within the group may elect to roll 1. A number results in that much Momentum added to the group pool, although it may only be spent by PCs who are present at the location. If the produces an Effect, the players gain 1 Momentum but also increase their Complication Range by 1 for the duration of the scene.

OPTION THREE

Each player writes two names down on separate pieces of paper. These can both be made up at random or include one of the other PCs (but only one). All names are then collected and mixed, with two drawn at random per PC (if two PC names are drawn, put the second back in and redraw until a non-PC name is drawn). One of these names was someone who nearly killed the PC, while the other relates to someone who saved their life that day. If any PC names are been drawn, it's highly recommended that they are the ones saving lives. What happened and how did it shake out? What happened to the two names and is there any unsettled business to worry about?



- If the characters find themselves in a similar life-or-death situation, they can reroll 1d20 when making any tests that directly support an endangered friendly character. This includes making attacks, taking Guard Response Actions, etc. Increase the Complication Range by 1 for any tests that make use of the reroll granted by this benefit.

LIFE GOALS

The PCs have a specific individual or group goal in mind.

OPTION ONE

Each player should define one goal or objective their character wants to achieve. This might be something simple, such as obtain a particular piece of gear or a better vehicle, or could be something potentially dangerous, like becoming a faction leader, killing a sworn enemy, or finding a cure for the Revenant Virus. It might even be something the PC has their heart set on, such as finding a safe place to live, to settling down to grow crops, or making a difference to the lives of others.

OPTION TWO

The players should collaborate to agree on a goal they are working towards together. This could be something like pushing out a dangerous gang boss, ridding the area of a rival faction, or building a base of operations. Alternatively, it could be as simple as earning enough Merch and $ to be able to afford the vehicles they want or as grandiose as starting their own faction.

- This goup mechanic relates to both Life Goal options. If a PC or group of PCs complete a task or action that makes a tangible step towards achieving their life goal—whether personal or group—they may immediately roll 1 and recover that much Nerve or Vigour. If an Effect is rolled, the GM also adds 1 Fallout to their pool.

NEEDS

OPTION ONE

Each player should define something that their character feels they need above all else. It may be something psychological, like the need to have somewhere they can feel safe and secure or a sense of worth to others, or it may be something physical, like a particular item, medicine, or lost family heirloom. It could even be information or the need to find something that is important to them, such as a lost child, parent, or pet.

FLIPPING IT OFF

There are some faux dollar coins available for the **Devil's Run RPG** that work well as either Bennies or Salvage Points. A coin toss works well as a replacement for a die roll. Just make sure to state what each face means before flipping.

OPTION TWO

The players should collectively describe one thing that their PCs all agree they need, such as a safe location, a reliable source of food or water, or a regular source of income.

- This goup mechanic relates to both Need options If the PCs complete an action or scene that gains them their stated need, they immediately gain 1 Salvage Point and must choose something new they need before the start of the next session. If something happens to place their need under threat—whether old or new need—the PC increases the Complication Range of all tests by 1 until the threat is no longer apparent.

HEALTHY COMPETITION

Both rivalries and particularly strong bonds of loyalty are commonplace when people group together. In the broken world of the post-apocalypse, where trust is short and life is cheap, there exists a double-edged sword that teeters precariously between the needs of the individual and the understanding that a group working together is more likely to survive than one person alone. This step is aimed at generating elements of the dynamic relationships that exist within any group. Loyalties can be used with a group of any size, whilst rivalries are best suited to groups with four or more PCs.

To establish an instance of rivalry or loyalty, each player should write their character's name on a small piece of paper. All names are then shuffled and dealt out at random. Once they have a name, each player rolls a die to determine whether their own PC has a rivalry or loyalty with the character named on the paper. Odds establishes a rivalry, evens a bond of loyalty. The GM decides the name of the character this relates to for any player who has been dealt the name of their own PC.

LOYALTIES

The character whose name is on a player's piece of paper earned a bond of loyalty. Did they save them? Protect them? Feed them? Lie for them? Something happened that led to this strong sense of loyalty. What was it?

- A PC may spend 1 of their Salvage Points when using teamwork to aid a skill test led by a character with whom they have a special loyalty.

RIVALRIES

The character whose name is on a player's piece of paper is someone with whom their own PC has some sort of rivalry, mistrust, or mild dislike. What happened to sour the relationship? Who was at fault?

- A PC using teamwork to aid a skill test led by a character with whom they have a rivalry increases the Complication Range of the test by 1.

IT'S NOT JUST WHAT YOU KNOW

Success in life is often as much a factor of what you know as much as who you know. Relationships are important, especially in the post-apocalypse. Friends can assist with shelter and safety or even step in to protect and defend when needed. On the other hand, enemies should be avoided or dealt with but should never be underestimated.

Each player should write a name on a piece of paper. The person named can be a member of the character's faction or a different faction. An Archetype and Upbringing should then be generated for that name using the tables in the **Chapter 4: Character Creation**.

Shuffle the papers together and divide them in half. One half (rounding up) are enemies the characters have made along the way. The other half (rounding down) are friends and allies. Each player should take a random name (either ally or enemy) and provide a short reason or description as to why that name is considered an ally or enemy.

The GM can use the names and backgrounds generated to help populate the game world. Allies may be people the PCs can turn to for aid, while enemies might recurringly threaten or harangue the characters.

GROUP BENEFITS

All of the following subsections may be applied to any group of PCs that are working and functioning together as a team. These additional benefits are considered optional and the GM is free to include or exclude the use of them in their game. The GM should be clear which rules are in use or not prior to the start of the game.

STAKES ARE HIGH

Pooling resources is a good way for a group of characters to equip themselves with items or vehicles that would otherwise be beyond any individual's purchasing power. Characters can chip in Merch and/or $ during to pool their resources and buy larger or more expensive items. Not only does pooling resources help increase the group's maximum purchase power, but a larger network of contacts and friends means that the characters can reduce the cost of the first item purchased through pooling by 1 Merch. If the purchase was made in $, the characters instead gain 1 Momentum which must be used to reduce the cost of the purchased item. Items purchased this way are considered to belong to the group.

MARKERS

Markers represent a safe place or person that the characters have secured or trust to look after any gear, merch, or $ they don't want to carry around with them. The rules for Markers can be found on p. 126.

When establishing or finding their first Marker, the characters may use teamwork. If they do, they also gain 1 Momentum to spend on the test. A Marker for a group works best when they are named and given a short background/relationship with the characters.

HOME IS WHERE THE AMMO IS

Do the characters have a place they call home? A faction they belong to, or territory they think of as their little slice of the world? Is it somewhere in a city, or more rural? Is it a settlement, outpost, cave, or ruin?

No matter where or what is, the PCs' starting base is dilapidated, run down, ramshackle, and poorly secured. All bases start having Shelter, which includes bedding and a rudimentary kitchen. For 1 Merch or $ the characters may choose to add one of the following boons. Players may not spend more Merch/$ than there are characters in the group in this way. This list is not exhaustive and is due to be expanded upon in future supplements.

ABLUTIONS: A working toilet or some sort and wash facilities. This adds 1 Momentum to Medicine tests made to heal Harms during the Upkeep step of the Trafficking Phase (see p. 247).

BASEMENT: Because you never know when one of these hidden spaces will come in handy.

GARAGE: A place large enough to stow all of the characters' vehicles out of inclement weather. Tools and gear are not included.

HOME COMFORTS: The base is somewhere the characters can chill out in some small level of comfort. It includes a variety of chairs, tables and soft furnishings, plus a deck of cards and perhaps some other tabletop games. Characters that use their Trafficking Phase for Resting Up here (see p. 249) regain 1 Harm of their choice.

LIGHT SECURITY: Simple locks and chains. This makes thievery difficult without crowbars and other tools. When purchased, Light Security is applied to the Garage, Storage, and Basement.

POWER: The base has access to power thanks to being jury-rigged into a network. Without a backup generator, however, this supply can be cut.

ROOM WITH A VIEW: The area around the base can be watched through windows or peep holes, meaning there are no blind approaches.

STORAGE: Cupboards, tubs, boxes and crates provide enough room to fit all the characters gear and a little more beside. The extra space provides 250 Stowage for storing goods.

WATER: Whether a well, rivulet, or rudimentary plumbing, the place has a supply of water. Water can be regularly replenished at the base if this option is taken.

SAVAGE ROAD WARRIORS

Bar a few minor differences, creating a character for the *Devil's Run* setting using **Savage Worlds** follows the same steps as those taken in the **Savage Worlds Adventure Edition Core Rules (SWADE)**. The process described here summarises character creation for a Savage road warrior. A copy of **SWADE** will be required for both reference and detail.

CONCEPT

Refer to the Archetype desciptions on p. 75 and associated upbringings. Of course, these are fairly broad concepts, so players should feel free to tinker as they see fit.

RACE

Every character in the Devil's Run must choose human.

FACTION

The factions of the *Devil's Run* setting have formed around iconic personalities and principles that were shaped by the Day of the Apocalypse and everything that came after. Each faction serves as a cultural template that offers unique features.

Beginning from p. 32, the players should study each faction and choose the one they prefer. Having decided, their character gains the cultural package that accompanies the faction.

If the GM has set the game within one particular faction, the players aren't necessarily restricted by choice; prisoners and deserters often seek out greener grass. Players should consult the GM before choosing a cultural package that's outside of the game's starting faction. Characters who begin play in a faction other than the one chosen for their cultural package may reduce the Faction Lore they gain to d4. If they do so, they gain d4 Faction Lore for the faction they are starting the game with.

ATTRIBUTES

Attributes are selected as normal. Players should keep a faction initiate package in mind, however, as it is these additional packages that provide the characters with their starting vehicles. Each initiate package has a minimum attribute requirement.

SKILLS

Like attributes, skills are also chosen as normal. Players should again bear an initiate package in mind.

NEW SKILL: FACTION LORE (SMARTS)

Faction Lore represents a character's understanding of the inner workings of a particular faction. From the convoluted dogma of the Justice's Litany of Justice to the militaristic structure of The Teams, each faction has developed their own traditions whilst living in virutal isolation from each other. If a character wants to know which handshake to use or who truly holds the power, this is the skill to have.

DERIVED STATISTICS

Derived statisitcs are determined as normal.

EDGES

Choose Edges as normal. As a post-apocalyptic setting that incorporates vehicular mayhem, however, the sidebar opposite has some new options for those who risk the *Devil's Run*.

Optional Rule: Each cultural package is essentially an Edge that steeps a character in the faction's histroy and dogma. If the GM allows, a character may select a cultural package as an Advance provided two criteria have been met:

- They have spent a significant amount of time within the faction for which the cultural package is being taken.
- They have advanced a rank whilst operating within the faction for which the cultural package is being taken.

DEVIL'S EDGES

BACKGROUND EDGE: ROAD WARRIOR

REQUIREMENTS: Novice, Agility d8+

Road warriors have a connection with their vehicle on an instinctual level that allows an instant response to the dynamics of high-octane death races. Add 5 MPH to the Top Speed of any vehicle the character drives. The character also gains +2 to their roll when using Change Position as a Free Action whilst driving a vehicle. Change Position can still only be used once per turn.

COMBAT EDGE: VEHICULAR VENGEANCE

REQUIREMENTS: Novice, Driving d8+

You are adept at causing maximum carnage with your vehicle. Roll an additional d4 when making a damage roll with your vehicle.

COMBAT EDGE: DEVASTATING IMPACT

REQUIREMENTS: Seasoned, Devastating Impact

When the driver gets a raise on the vehicle damage roll and inflicts a Vehicle Critical Hit, add +2 to the 2d6 roll on the Vehicle Critical Hits Table.

PROFESSIONAL EDGE: JET JOCKEY

REQUIREMENTS: Seasoned, Piloting d8+

Reduce the penalty to your attack rolls from taking the Evade action by 2 while piloting an airborne vehicle.

PROFESSIONAL EDGE: SHOESTRING & GUM

REQUIREMENTS: Seasoned, McGyver, Mr. Fix It

The mechanic can undertake repairs even without the correct components to hand. Some basic components must be available and the feasibility of the repair is up to the GM.

GEAR

Characters begin play with $1000. Refer to **Chapter 6: Gear & Merch** for gear prices.

EXPERIENCE & ADVANCEMENT

Advancement rules are contained within **SWADE**.

SAVAGE GROUP BACKGROUNDS

All of the group steps described on p. 83–86 relate equally to both **2d20** and **SWADE**, with some simple steps to take if **SWADE** is being used for Savage *Runs*:

- If a step requires a roll, roll 1d4 instead. 3 counts as zero. If a 4 is rolled, the GM gains a Bennie for their pool.
- Instead of the d4 generating Momentum, the group gain the die result as a number of raises. These raises may be spent by any PC within the group during the scenario that granted them. A test must be successful in order to gain the benefit of a bonus raise. Bonus raises are lost at the end of the scene that granted them.
- If a group mechanic allows the PCs to regain health in the form of Nerve or Vigour, they instead heal 1 Wound.
- If a group mechanic allows a player to gain a Salvage Point, they instead gain a Bennie.
- Group mechanics that allow a PC to spend Salvage Points on a teamwork test they aren't leading in **2d20** allow a Bennie to provide +2 to a group Trait roll in **SWADE**. This bonus can be applied after dice are rolled.

SAVAGE NOTORIETY

Notoriety is a measure of a PC's fame or infamy. It's a purely social mechanic (although it can lead to conflict) and is entirely optional. Savage Notoriety and its effects on Trafficking and Upkeep are covered on p. 247. This sidebar relates to uses of Notoriety for the PCs during play.

Once per game, a PC can call upon their Notoriety to help them when sourcing information or goods. If the NPCs are well-disposed to them, a PC can use their Notoriety when networking (**SWADE**). The PC gains a bonus to their Intimidation or Persuasion roll equal to half their Notoriety level (rounding up). If this optional rule is being used, the PC can either use Notoriety in place of throwing money around or busting heads. If they also decide to tackle the problem with money or fists, however, the GM can opt to allow the required amount of cash or violence to act as a raise on the relevant roll.

If the NPCs aren't receptive to the character—maybe due to personal grudges or inter-factional rivalry—the PC may still gain a bonus to Intimidation or Persuasion attempts, but the NPCs will also gain a similar bonus to attack the PC if they decide to chance their luck against such a notorious individual.

Additionally, at any time when a PC wins a round of social conflict against someone of lower Notoriety then themselves, they may spend a Benny to inflict a level of Fatigue on their opponent. This can only happen once per scene.





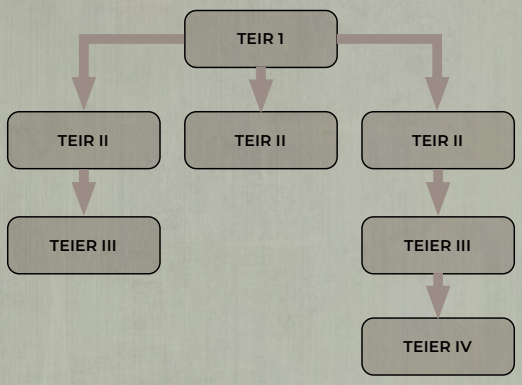
SKILLS & TALENTS

SKILL DESCRIPTION FORMAT

Each skill description is presented in the following format:

- **TITLE OF SKILL (ASSOCIATED ATTRIBUTE):** The skill is described here, including how it is used in play, what aspects of activity it governs, and how the associated attribute affects it.
- **COMMON USES:** A list of specific example uses.
- **DIFFICULTY:** Conditions or situations that might increase the Difficulty of the skill's use.
- **MOMENTUM SPENDS:** How to spend Momentum to improve the skill's chance of success, and how those Momentum spends affect the way it behaves.

SKILL TALENTS



As noted in the Lifepath chapter, talents are tiered from top to bottom. A character must acquire the talent from tier one (topmost) before progressing onto the next tier of talents, and cannot purchase a talent from tiers further down the tree until the talent immediately above has been purchased. Using Acrobatics as an example, *Graceful* must be purchased before any of the talents from the second tier–*Free Runner*, *Hard Target*, and *Long Jumper*–can be purchased, *Roll With It* cannot be purchased until *Catfall* is purchased, etc.

LIST OF SKILL TALENTS

- **NAME OF TALENT**
- **PREREQUISITE:** Talent or Skill requirement ("X" representing the minimum value required)
- **MAXIMUM RANKS:** X, where X is the maximum number of ranks allowable in that skill.
- **DESCRIPTION OF THE TALENT.**

Some talents confer benefits based on the total number of ranks in a skill. In these cases, the "basic" rank of the skill counts as 1 towards this total.

Skills and talents complement attributes to determine what a character can accomplish and how well they can do so. This chapter describes the individual skills that characters may be trained in, including a list of example uses, guidelines for Difficulties that might affect the use of that skill, the effects of Momentum spent, and the associated talent trees for each individual skill.

ACROBATICS (AGILITY)

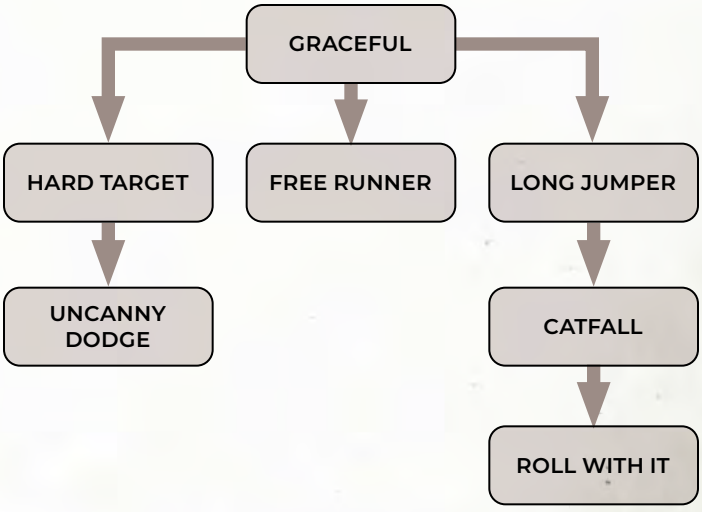
This skill is a measure of body control, covering whole-body movements such as jumping, tumbling, and diving. Attempts to dodge enemy attacks also fall under Acrobatics. This skill covers any use of reflexes, agility, and coordinated movement to overcome obstacles or avoid attacks.

COMMON USES: Evading ranged attacks, performing acrobatic tricks, landing safely after a fall.

DIFFICULTY: Armour, Difficult Terrain, Disruption or Distraction, Encumbrance, Poor Weather.

MOMENTUM SPENDS: Momentum is used to determine the overall look and style of the manoeuvre. Specific Momentum spends vary based on the circumstances of the test. An Acrobatics test made to dodge an attack can benefit from many of the combat-specific Momentum spends (see p. 196), while a test to reduce falling damage allows Momentum to be spent to reduce the damage suffered, even allowing your character to land upright.

ACROBATICS TALENTS



CATFALL

PREREQUISITE: Long Jumper, Acrobatics Expertise 2
MAXIMUM RANKS: 3

The character has learned to take advantage of surface conditions and body position when making a landing. For each rank

of Catfall, the character treats the distance fallen as being one zone shorter when calculating damage.

FREE RUNNER
PREREQUISITE: Graceful
MAXIMUM RANKS: 2

Free runners learn to recognize the environment and to move naturally in response to it, taking advantage of the terrain's effects. For each rank of Free Runner, the difficulty of any Acrobatics tests made to overcome obstacles, hindrances, hazards, and other forms of difficult terrain is reduced by 1.

GRACEFUL
PREREQUISITE: Acrobatics Expertise 1

You may reroll one d20 when attempting an Acrobatics test, but must accept the new result.

HARD TARGET
PREREQUISITE: Graceful
MAXIMUM RANKS: 3

During combat, the character is in a constant state of fluid motion, making it difficult to hit them with ranged attacks. When they take a combat Reaction against ranged attacks, each rank of Hard Target counts as an additional point of Acrobatics Focus. (This can increase the character's effective Acrobatics Focus above its normal limits. For example, their effective Focus may be higher than their Acrobatics Expertise.)

LONG JUMPER
PREREQUISITE: Graceful

The character is able to leap extraordinary distances. When making an Acrobatics test to jump, the character reduces the difficulty by 1, to a minimum of Simple (D0).

ROLL WITH IT
PREREQUISITE: Catfall

When the character fails a Reaction test against a melee attack or a ranged attack with the Area or Indiscriminate qualities, they gain additional Cover Soak equal to the character's Acrobatics Focus.

UNCANNY DODGE
PREREQUISITE: Hard Target, Acrobatics Expertise 2

The character has a natural sense for when their life might be endangered. They can make a combat Reaction against any ranged or melee attacks, including ones they might not have any immediately apparent reason to know about. (They must still pay the normal Fallout cost for taking a Reaction.)



ANIMAL HANDLING (PERSONALITY)

This skill governs your ability to care for, train, and associate with animals, including steeds, hunting beasts, and wild animals. The skill also provides an understanding of wild animals, and the knowledge about how to safely interact with them.

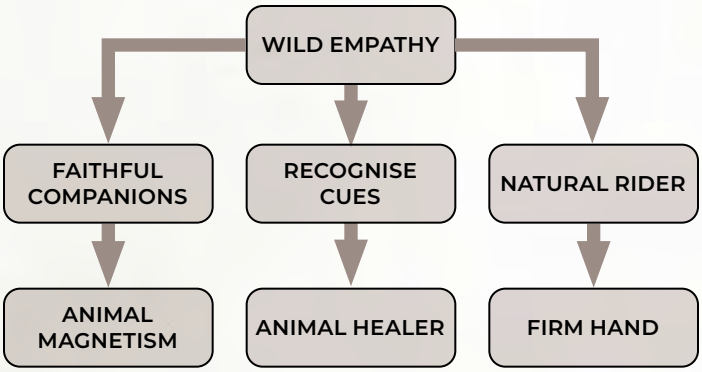
COMMON USES: Controlling animals that are scared, confused, or startled; understanding animal behaviours; riding animals; driving carts, chariots, wagons, and similar vehicles.

DIFFICULTY: Disruption or Distraction, Unfamiliarity or Complexity (more exotic or unusual animals increase the difficulty). The presence of a dominant animal of the same species, an animal the target creature preys upon, or a natural predator of the target animal all increase the difficulty by 1, as will dramatic conditions such as the scent of blood, loud noises, smoke, or fire.

Normally, a trained animal can be controlled in combat as a Free Action with a Simple (D0) test. Untrained animals cannot be controlled in combat, acting purely on instinct. Further rules for animal companions in action scenes can be found in **Chapter 7: Conflict & Drama**, p. 204. Outside of combat, a test to command an animal takes one minute, and will last for ten minutes, plus an additional ten minutes per Momentum spent.

Particularly wilful animals may attempt a Response action to resist, opposing the Animal Handling test with the creature's Discipline test.

ANIMAL HANDLING TALENTS



ANIMAL HEALER

PREREQUISITE: Recognise Cues, Animal Handling Expertise 2

Any time you are called upon to make a Medicine test upon an animal, you may instead substitute your Animal Handling skill. You may also substitute your Animal Handling skill for Medicine tests upon humans, but you must increase the difficulty of any such tests by 1.

ANIMAL MAGNETISM

PREREQUISITE: Faithful Companions

Whether due to potent pheromones or some other wild allure, you have a powerful and unsettling effect on other humans. When making social tests, you may substitute Animal Handling with Persuade or Command.

FAITHFUL COMPANIONS

PREREQUISITE: Wild Empathy
MAXIMUM RANKS: 3

You recognize the needs of your animal companions and are rewarded with devotion. When this talent is purchased, you must nominate a single animal you own. This becomes an animal companion. You generally control your companion, though the GM may guide its behaviour in some instances. Each additional rank allows you to nominate one additional animal companion. Whenever you succeed at a Survival test to find food, water, or shelter, you automatically find adequate food and shelter for your animal companion(s) as well, without needing to spend Momentum or increase the difficulty of the task. In addition, when in combat, if you have one or more animal companions within reach, you gain a bonus d20 on your Defend Reactions made against melee and threaten attacks.

FIRM HAND

PREREQUISITE: Natural Rider, Animal Handling Expertise 2

Wild or tamed matters not to you. All animals are kin and to be afforded due respect. Any time you attempt to direct an animal to take an action that goes against its instinct or training—including instances when the animal is in service of another—any Momentum spent or Fallout paid to add bonus d20s to the skill test add 2 d20s to the dice pool, instead of one (maximum of 3 bonus d20s still applies). In addition, any Momentum spent to obtain information using an Animal Handling test (based on interpreting an animal's behaviour) grants you one additional question. While this is not actual speech, the connection with the animal is uncanny.

NATURAL RIDER

PREREQUISITE: Wild Empathy

You're particularly adept at riding mounts, even those not used to combat. Reduce the difficulty by 1 when making a skill test to ride an animal. This may eliminate the need for a test.

RECOGNISE CUES

PREREQUISITE: Wild Empathy

You have come to recognize when animals are reacting to the environment. Any time you are in the company of animals and need to make an Observation test, you may substitute the Animal Handling skill instead, if desired.

WILD EMPATHY
PREREQUISITE: Animal Handling Expertise 1

Having spent a lifetime in the company of animals means you can recognize personality quirks and identify potential sources of distress. When making an Animal Handling test, you may reroll any dice that did not generate a success on the initial roll, but must accept the new results.

ATHLETICS (BRAWN)
While the Brawn attribute measures raw strength, the Athletics skill represents how well you are able to use that strength. This skill is a measure of how well you can apply overall body strength, using leverage, brute force, or a combination of both. A high Athletics skill does not necessarily mean your character is covered with muscles, but emphasizes how well the muscular strength is used.

COMMON USES: Any form of expressed strength is covered by Athletics. Lifting weights up to your encumbrance value is an **Average (D1) Athletics test**. Climbing, swimming, and running are activities covered by this skill. Athletics can also be used in opposed tests when two characters are pitting athletic prowess against one another: wrestling, races, kicking down a door being held shut by someone else.

DIFFICULTY: Difficult Terrain, Disruption or Distraction, Encumbrance, Poor Weather.

MOMENTUM SPENDS: Momentum from Athletics tests is commonly banked to help other (possibly less able) characters perform the same task. Alternatively, Momentum can be used to run, climb, or swim more quickly, or to continue a tiring Athletics task for longer.

BORN SWIMMER
PREREQUISITE: Strong Back
MAXIMUM RANKS: 3

You are as comfortable in water as you are on land. You can reduce the difficulty of any swimming test by 1 step per rank of Born Swimmer. This may eliminate the need for a test.

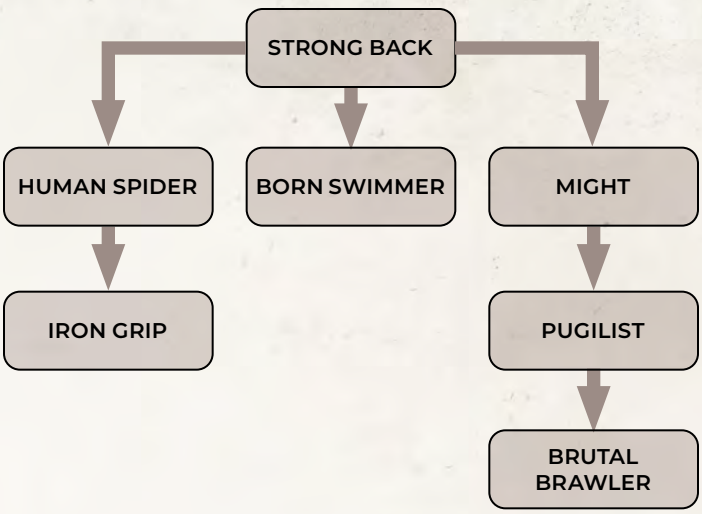
BRUTAL BRAWLER
PREREQUISITE: Pugilist, Athletics Expertise 2, Melee Focus 2

You can ignore the effects of the Improvised quality, and increase the damage of the basic Improvised Attack by 1.

HUMAN SPIDER
PREREQUISITE: Strong Back

Endless hours of climbing, often in the presence of sheer drops, have made vertical surfaces a natural environment. You never suffer from vertigo or fear of heights and never suffer a penalty for a lack of climbing equipment. Additionally, you may reduce the difficulty of any climbing test by 1, to a minimum of Simple (D0).

ATHLETICS TALENTS



IRON GRIP
PREREQUISITE: Human Spider

You never drop or surrender an object unless you wish it. You are immune to the Disarm Momentum spend, and cannot drop your weapon(s) as a result of Complications.

MIGHT
PREREQUISITE: Strong Back
MAXIMUM RANKS: 3

Due to a combination of training and expertise, you are able to perform feats of strength that seem at odds with your physique. On any test to lift or move an inanimate object, you may roll a number of bonus d20s equal to your ranks in Might (maximum of 3 bonus d20s still applies). Complications on the bonus dice may be ignored.

PUGILIST
PREREQUISITE: Might, Athletics Expertise 2

You may add the Knockdown quality (see **Chapter 6: Gear & Merch**, p. 244) to your melee attacks.

STRONG BACK
PREREQUISITE: Athletics Expertise 1
MAXIMUM RANKS: 3

You are a magnificent example of human physical prowess, all-too-frequently abused for this ability. For any Athletics test that generates at least one success, you generate one additional success for each rank of Strong Back. Further, your Encumbrance limit is increased by 1 for each rank of Strong Back.

COMMAND (PERSONALITY)

Command is the measure of your ability to manipulate groups of people, including, but not limited to, those expected to defer to you, such as those of a lower faction rank or social status.

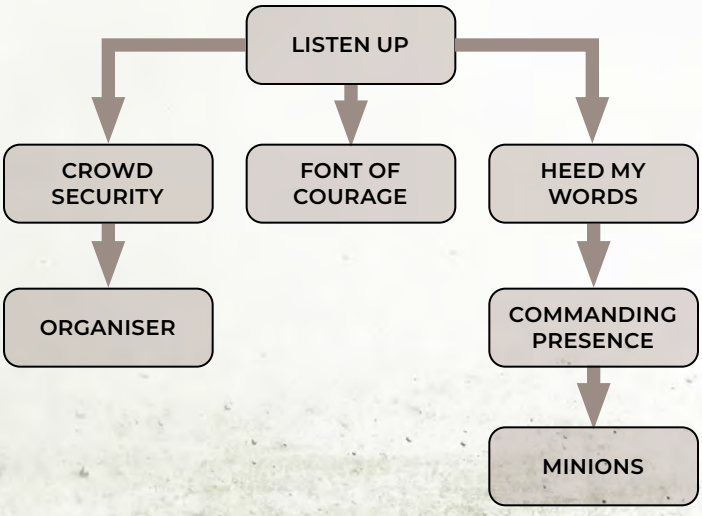
COMMON USES: Commanding a group of NPCs, bolstering subordinates in the face of horror or disaster, conveying orders and objectives clearly and with the correct emphasis. A simple use for Command is the Assist action being used to bolster another character's task through clear instruction and direction.

DIFFICULTY: Disruption or Distraction, Distance (distance to commanded allies), Foreign Language, Noise, Social Factors (normal chain of command, differences in faction, etc.), Unfamiliarity or Complexity (giving complex orders is more difficult).

Straightforward orders to direct followers that are within their normal expected duties are considered to be Simple (D0), and require no test unless some other factor increases the difficulty. Holding no official or recognized authority over the NPCs increases difficulty by 1. Orders that require significant risks to be taken increase the difficulty by 1, as do any orders that do not fall within the NPCs' normal expected duties. An order that is both dangerous and not an expected part of the NPCs' duties is 2 steps more difficult. Issuing an order in combat is a Standard Action.

MOMENTUM SPENDS: Momentum can be spent to communicate additional orders (1 Momentum, Repeatable), or to issue the order(s) as a Minor Action instead of a Standard (2 Momentum). It may also be added to the Momentum pool to help those subordinates carry out the orders given. You may spend 1 Momentum from a Command test to grant an ally Morale Soak against a Threaten attack (Repeatable, with each Momentum affecting another ally). The targeted ally gains Morale Soak equal to your Command Focus.

COMMAND TALENTS



COMMANDING PRESENCE

PREREQUISITE: Heed My Words, Command Expertise 2

You lead with an air of authority and charisma that convinces others to follow your orders. When making a Command test, Momentum spent to add dice to the skill test adds 2 d20s to the dice pool, instead of 1. (Maximum of 3 bonus d20s still applies.)

CROWD SECURITY

PREREQUISITE: Listen Up

You are very familiar with the way a crowd would normally act, and recognize actions that are unusual. When dealing with places full of people—even if the people are not organized—you may substitute your Command skill for any Observation or Insight tests that deal with the crowd or the area. You may also use Command to resist against Thievery tests in a crowded area.

FONT OF COURAGE

PREREQUISITE: Listen Up
MAXIMUM RANKS: 2

You are an inspiring or fearful presence to those who follow you. While they can see or hear you, anyone under your direct command gains 2 Morale Soak for each rank of Font of Courage.

HEED MY WORDS

PREREQUISITE: Listen Up

When attempting to draw the attention of a large group of people, you may pay 1 Fallout. In return, the targeted characters stop what they are doing and pay attention to your words for the duration of a brief monologue. If used during combat, you may attempt a Command test with a difficulty equal to the number of NPCs whose attention you are trying to draw. If the test succeeds, the targeted NPCs are distracted and may not attempt any actions against you until your next turn. Any other actions attempted by the NPCs that require a skill test have the difficulty increased by 1.

LISTEN UP

PREREQUISITE: Command Expertise 1

You have learned to issue orders in such a way that they are clear with little margin for misinterpretation. You may reroll 1d20 when making a Command test, but must accept the new result.

MINIONS

PREREQUISITE: Commanding Presence

Individuals under your authority become extremely loyal to you, perhaps even willing to sacrifice themselves. Any time you come under attack and have an NPC minion under your command within Reach, you may pay 1 Fallout and have that NPC immediately attempt a Guard Reaction.

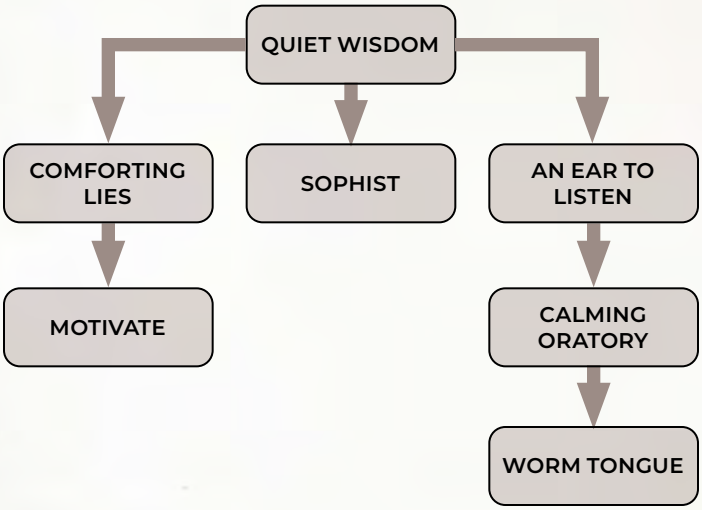
ORGANISER
PREREQUISITE: Crowd Security, Command Expertise 2

You have become proficient in making certain that the actions of a group are well-coordinated. Any time you are involved in a teamwork test—even if you are not the leader for the test—all characters involved may choose to reroll any die on the initial roll that results in a failure. They must accept the results of the reroll, even if they are worse than the initial roll.

COUNSEL (PERSONALITY)
This skill governs your ability to provide sound advice and reassurance, calming the fears and easing the minds of others. A skilled counsellor is a valuable asset in a harsh post-apocalyptic world, and can help allies weather the terrors of a harsh and brutal life.

COMMON USES: See Damage and Recovery (p. 197).

COUNSEL TALENTS



DIFFICULTY: Disruption or Distraction, Distance, Foreign Language, Noise, Social Factors, Time.

MOMENTUM SPENDS: See Damage and Recovery (p. 197).

AN EAR TO LISTEN
PREREQUISITE: Quiet Wisdom

You listen patiently to the problems of others, and few can dispute that hearing your voice steadies the nerves and stills doubts. When making a Counsel test to recover Nerve or treat Trauma for another character, every point of Momentum paid or point of Fallout generated to add dice to the Counsel test provides 2 d20s instead of 1. (Maximum of 3 bonus d20s still applies.)

CALMING ORATORY
PREREQUISITE: An Ear to Listen, Counsel Expertise 2

You can speak to people and calm any situation. When making Persuade tests to convince someone to engage in conversation or to avoid violence, you may substitute Counsel for Command, Discipline, or Persuade. If a Struggle emerges from this attempt, the opposing side gains no bonus Momentum for having greater numbers. Once violence has been prevented this talent does not help with further negotiation.

COMFORTING LIES
PREREQUISITE: Quiet Wisdom

You know that the greatest reassurance often comes from denial. While it isn't always the best way to give counsel, it can be valuable in dire times. When you successfully treat 1 or more Traumas another character has suffered, that character may pay 3 Fallout; the Traumas are healed instead of simply treated.

MOTIVATE
PREREQUISITE: Comforting Lies
MAXIMUM RANKS: 3

You have a way of hastening the recovery of your allies, quickly and effectively restoring their determination and morale. When treating another character to recover their Nerve, you gain 1 bonus Momentum per rank of Motivate, which must be used to recover additional Nerve.

QUIET WISDOM
PREREQUISITE: Counsel Expertise 1

You may reroll any dice that didn't generate a success on the initial roll for a Counsel test, but must accept the new result.

SOPHIST
PREREQUISITE: Quiet Wisdom

You have become known for your wisdom and council, and many are happy to hear you speak. You may substitute Counsel for Persuade or Traffic.

WORM TONGUE
PREREQUISITE: Calming Oratory, Counsel Expertise 3

Like a grim puppeteer pulling on strings, some people know how to whisper dark counsel that unleashes mayhem—all while staying safely hidden. You can substitute Counsel for Command or Persuade when attempting to convince NPCs to take actions that oppose their character traits or current intent (such as inciting an NPC to violence when they are seeking peaceful verbal resolution). Establishing yourself as the source of the altered intent requires an opposed Insight or Observation test.

DISCIPLINE (WILLPOWER)

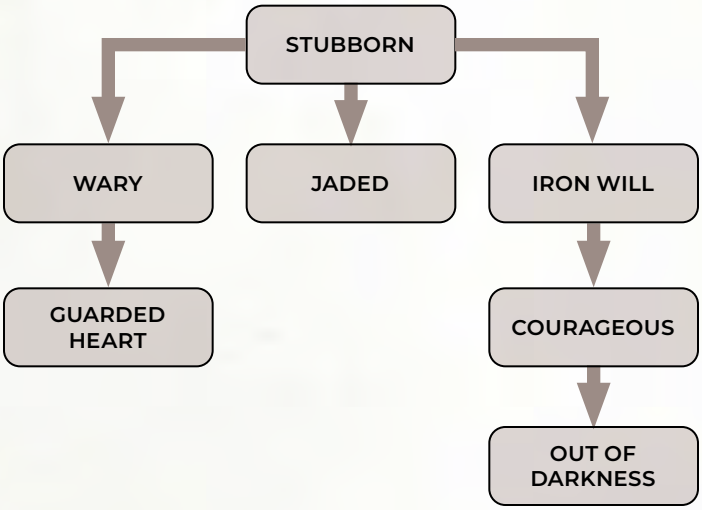
This skill provides you with the ability to withstand mental damage, as well as the self-discipline to avoid succumbing to interrogation, coercion, or fear.

COMMON USES: Resisting persuasion, resisting mind-influencing effects. See Damage and Recovery (p. 197).

DIFFICULTY: The difficulty of a Willpower test is set primarily by its circumstances: a test to avoid a mental assault is set at a particular value based on the severity of the assault. In addition, Lighting, Disruption, Distraction, or Poor Weather can all influence your resistance to coercion, influence, and terror: the uncertainty of darkness, an inability to concentrate fully, or the simple depressing nature of torrential rain and freezing winds easily can sap one's will.

MOMENTUM SPEND: Momentum on Discipline tests is typically stored for later use. The bolstered determination from overcoming a threat is often sufficient to boost your resolve and performance.

DISCIPLINE TALENTS



COURAGEOUS
PREREQUISITE: Iron Will
MAXIMUM RANKS: 3

You are simply more capable of enduring mental stress. Gain 1 Courage Soak for each rank of *Courageous* you possess.

GUARDED HEART
PREREQUISITE: Wary, Discipline Expertise 2

You are particularly resistant to attempts to manipulate your perceptions and beliefs. Characters using a Superhuman attribute in an attempt to influence your mind and outlook don't gain the automatic success usually associate with the ability. Further, each d20 you roll that results in a 1 against any attempt to mentally influence you causes a single Complication for the attacker.

CALLOUSNESS

The post-apocalyptic world is filled with horrors that will sap the will of even the hardiest soul—unless they become numb to it. The Discipline skill allows characters to endure the things that spread fear and doubt, but facing them regularly risks desensitisation and a loss of humanity.

These effects all work in a similar way—tracking Callousness. Characters can gain Callousness from Complications on some Discipline tests, and in other situations at the GM's discretion. Callousness affects a character's Nerve, but does not inflict damage. Instead, each point of Callousness reduces your maximum Nerve by 1, causing you to become deadened and passionless.

If your Callousness ever reduces your nerve to zero, you give up entirely and become both unwilling and unable to continue. Any further Callousness beyond that, and you risk your faction's ire over your dispassionate inhumanity and wanton acts of cruelty. Apparently, though, the Skinners are recruiting.

Recovering from Callousness does not take long. Once you have found something to revive your faith in humanity (good food, a good night's sleep, a warm hearth, a night's companionship, or something else that brings satisfaction and comfort), after eight hours of rest you may attempt an **Average (D1) Discipline test.** Success will remove 1 level of Callousness, plus 1 per Momentum spent (Repeatable). Any characters with the Counsel or Persuade skills may assist you with this Discipline test.

IRON WILL
PREREQUISITE: Stubborn

You have survived countless challenges and are prepared to face even more. You don't cry out when struck or startled, and you quickly rebound from Stress. Rather than having to choose a particular stress when you take a Recover Action, you recover both Vigour and Nerve, regaining the same amount of each (2 points, plus 2 two per Momentum spent). In addition to this you can pay 2 Fallout in order to perform the Recover Action as a Minor Action. If you use this option, you do not get to reroll Cover dice, as outlined in the Recover Action (see p. 192).

JADED
PREREQUISITE: Stubborn
MAXIMUM RANKS: 3

You have repeatedly observed and suffered cruelties, and have built up a tolerance to mental suffering. Increase your maximum Nerve by 1 for each rank of Jaded.

OUT OF DARKNESS
PREREQUISITE: Courageous
MAXIMUM RANKS: 2

Even when your psyche has taken a beating, your mental fortitude allows you to recover quickly. Whenever you make a Discipline test to recover from Trauma, the difficulty of the test is reduced by 1 for each rank of *Out of Darkness* you possess.

STUBBORN
PREREQUISITE: Discipline Expertise 1

You may rerolll 1d20 on any Discipline test, but must accept the new result. Gain a bonus to Morale Soak equal to your one-half your Discipline Focus, rounding up.

WARY
PREREQUISITE: Stubborn

You have seen countless attempts at manipulation, and no longer trust easily. Whenever you are the target of a Persuade or Command action by another character or NPC, any Momentum spent (or Fallout paid) to add bonus d20s to the Willpower test will add 2 dice instead of 1 (maximum of 3 bonus d20s still applies). Further, if you resist the manipulation attempt, any other characters who have been convinced now doubt their own confidence in the manipulator and may each spend 1 Momentum (Immediate) to reroll their Discipline test against the influence.

DRIVE (COORDINATION)
This skill covers the ability to drive and operate ground-based vehicles and small waterborne craft. In the post-apocalypse of North America, characters often need to literally drive to survive.

COMMON USES: See Vehicles.

DIFFICULTY: Lighting, Difficult Terrain, Poor Weather, Unfamiliarity or Complexity, Damage to a Vehicle.

MOMENTUM SPENDS: Momentum on Drive tests is normally used to improve the quality of a test, i.e. the manoeuvre is performed with greater efficiency or style. Specific manoeuvres may have their own unique Momentum spends. See **Chapter 8: Vehicular Mayhem**.

BORN TO THE WHEEL

PREREQUISITE: CANONBALLER
You are particularly adept at riding a vehicle on its limits. When making a Drive test, you can pay X+1 Fallout to reduce the difficulty of the test by X, to a minimum of Simple (D0).

CANONBALLER
PREREQUISITE: Drive Expertise 1

You may Reroll 1d20 on any Drive test, but must accept the new result.

DRIVE WITH YOUR KNEES
PREREQUISITE: Canonballer
MAXIMUM RANKS: 3

You gain an additional Standard Action when driving a vehicle, which can only be used for Drive tests. Characters using this talent are still considered to be splitting their focus (see p. 210), with the associated +1 difficulty applying to all tests in a round that this talent is used. If purchased a second time, the penalty to Drive tests with the bonus Standard Action are reduced to 0. Purchasing this talent a third time reduces the penalty for splitting focus to 0 for all tests. Momentum from the Drive test must be spent prior to the end of the character's turn or it is lost.

HORIZON CHASER
PREREQUISITE: Canonballer

With one eye on the horizon, you are used to maintaining a vehicle's performance for extended periods. When attempting to increase the speed or performance of a vehicle with a Drive test, each Momentum spent or Fallout paid will add 2 d20s to the dice pool instead of 1. (Maximum of 3 bonus d20s still applies.)

KEEP TRUCKING
PREREQUISITE: Born to the Wheel, Drive Expertise 2
MAXIMUM RANKS: 3

You can keep a vehicle running effectively even when seriously damaged. When performing a Drive test with a damaged vehicle, the damage modifies the difficulty of the test by 1 less than normal for each rank of *Keep Trucking* you possess.

RAMMING SPEED
PREREQUISITE: Keep Trucking

Vehicle's make exceptionally deadly weapons. You have made sure that you can maximise their lethality whenever you're behind the wheel. When using a Drive test to ram a target, each Momentum spent for additional damage adds 2 (instead of 1).

RUN ON FUMES
PREREQUISITE: Horizon Chaser, Drive Expertise 2
MAXIMUM RANKS: 2

You have mastered long distance driving to maximise fuel conservation. On long distance journeys, your rate of Consumption is reduced by 1 for each rank of *Run on Fumes* you possess.

SPEED FREAK
PREREQUISITE: Canonballer, Drive Expertise 2

You can squeeze a vehicle's acceleration for every inch of tarmac. Add 1 to the number when determining the number

of zones your vehicle moves in a given round. (Manoeuvre Actions may still only be used to move to another position within Close range.)

ENGINEERING (INTELLIGENCE)

This skill covers an understanding of the creation and maintenance of tools, machinery, and structures. It covers a wide range of fields of expertise, including the disciplines of blacksmithing, carpentry, vehicle modification, and engineering disciplines.

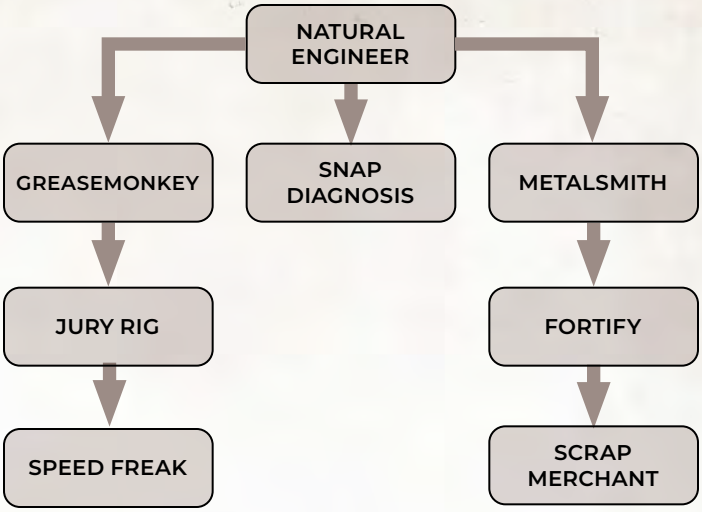
COMMON USES: This skill also covers identifying, building, repairing, maintaining, or disabling tools, structures, mechanical equipment, and other manufactured items. The Engineering skill may substitute for the Medicine skill when attempting to repair, or "heal," damage to inanimate objects, tools, and structures.

DIFFICULTY: Lighting, Disruption or Distraction, Distance (identifying only), Equipment (tools, workshops), Random Motion, Time, Unfamiliarity or Complexity.

Engineering is a broad skill encompassing a wide range of tasks and situations. The GM has a considerable amount to take into consideration when adjudicating its use, particularly to ensure that a test is not overly effective or a waste of effort.

MOMENTUM SPENDS: Momentum spent on Engineering tests generally reduces the time taken and improves the quality of success.

ENGINEERING TALENTS



METALSMITH

PREREQUISITE: Natural Engineer

You have a knack for repairing metal plate in the field, making do with whatever is available to make repairs when resources are scarce. When repairing metalwork away from proper tools and materials, you may pay 2 Fallout in order to attempt a repair on a single defensive attribute of a vehicle or structure.



FORTIFY
PREREQUISITE: Metalsmith

You have learnt to put up barricades or small structures quickly and efficiently. If you take a Standard Action to create a barricade, you can find or create light cover enough for one character. If given suitable time, you can find or create protections for an entire zone.

GREASEMONKEY
PREREQUISITE: Natural Engineer
MAXIMUM RANKS: 2

You are familiar with many different types of systems concerning construction and engineering, including their maintenance and care. When making an Engineering test, you gain bonus Momentum equal to your ranks in Greasemonkey.

NATURAL ENGINEER
PREREQUISITE: Engineering Expertise 1

You have an affinity for engineering. You may reroll a 1d20 when making an Engineering test, but must accept the new result.

JURY RIG
PREREQUISITE: Greasemonkey, Engineering Expertise 2

Replacement components are often scarce. Fortunately, you have a knack for keeping things running even when parts are missing. You can make an **Average (D1) Engineering** test to temporarily repair a device when replacement components are unavailable. On success, it functions normally for 1 hour. Each Momentum spent adds an additional hour of function.

SCRAP MERCHANT
PREREQUISITE: Fortify, Engineering Expertise 2

You are able to identify methods of mass-producing parts and resources from little more than scrap. Once the necessary components are obtained, the character can attempt an **Average (D1) Engineering test**, creating a single load of Parts or a single Reload on success. Each point of Momentum spent on this test can produce an additional load. All creations are subject to GM approval.

SNAP DIAGNOSIS
PREREQUISITE: Natural Engineer

You are able to identify the problem with any broken item or structure, or to recognize a vulnerability that could be used to cause such a break. You reduce the difficulty of any Engineering test by one, to a minimum of Simple (D0). When an Exploit Action is taken using the Engineering skill, Snap Diagnosis grants bonus Momentum equal to your Engineering Skill Focus.

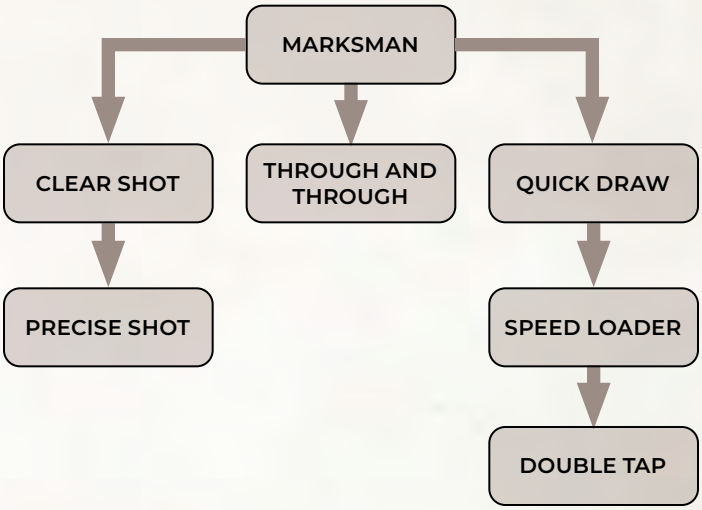
FIREARMS (COORDINATION)
This skill is used for firefights. It covers the use and maintenance of handheld firearms and other ranged weapons, as well as familiarity with the damage they inflict. This encompasses pistols, submachine guns, shotguns, assault rifles, sniper rifles, bows, crossbows, and both grenades and grenade launchers.

COMMON USES: See **Chapter 7: Conflict & Drama**. Identifying firearms and the injuries they cause, identifying weapon-based combat styles, proper upkeep of these weapons and their ammunition.

DIFFICULTY: See **Chapter 7: Conflict & Drama**. Non-combat uses are affected by Distance (distance to the weapon or injury being identified), or Unfamiliarity or Complexity (unusual weaponry).

MOMENTUM SPENDS: See **Chapter 7: Conflict & Drama**. Non-combat uses grant detailed or specific information with Momentum.

FIREARMS TALENTS



CLEAR SHOT
PREREQUISITE: Marksman

You reduce the penalty for firing at a range other than the weapon's optimal range by 1 (to a minimum of 0).

DOUBLE TAP
PREREQUISITE: Speed Loader
MAXIMUM RANKS: 2

If you succeed at a ranged attack with a ranged weapon and spend Momentum or a Salvage Point to make another attack with the same weapon against the same target, the difficulty of the attack is decreased by 1, to a minimum of Average (D1). *Double Tap* can only be used once per turn per rank in the talent.

MARKSMAN
PREREQUISITE: Firearms Expertise 1

When making a ranged attack, you may reroll a number of ☥ equal to the number of Firearms talents you possess. (Each die may only be rerolled once.)

PRECISE SHOT
PREREQUISITE: Clear Shot, Firearms Expertise 2
MAXIMUM RANKS: 2

The Called Shot Momentum spend only costs 1 Momentum (instead of 2) when using a ranged weapon for a ranged attack. Purchasing this talent a second time reduces the cost of the Target Passenger Vehicular Momentum spend (see p. 212) to 1.

QUICK DRAW
PREREQUISITE: Marksman

You are always prepared for a firefight. You can draw a weapon as a Free Action (instead of Minor) and don't need to have a weapon in your hand in order to respond to attacks. As long as you have a free hand and a weapon within Reach, you can always make a Firearms test as part of a Defence or Guard Reaction. This can only be done once per turn, although when the Quick Draw action is taken you can draw a different item into each hand (i.e. to dual wield pistols). This talent exists for both the Firearms and Melee skill, and it can be used as a prerequisite for talents in the other skill if it is purchased for either.

SPEED LOADER
PREREQUISITE: Quick Draw, Ballistics Expertise 2

You change magazines smoothly. During combat, you may use a Minor Action to increase your rate of fire, allowing you to count the weapon's Burst as 1 higher than its listed value. You can also swap ammo loads in any weapon as a Free Action. This talent can't be used with weapons which have the Munitions quality.

THROUGH AND THROUGH
PREREQUISITE: Marksman
MAXIMUM RANKS: 3

The Secondary Target Momentum spend costs 1 Momentum (instead of 2) when using a ranged weapon for a ranged attack. You can use this Momentum spend a number of times equal to your ranks of *Through and Through* on any given attack.

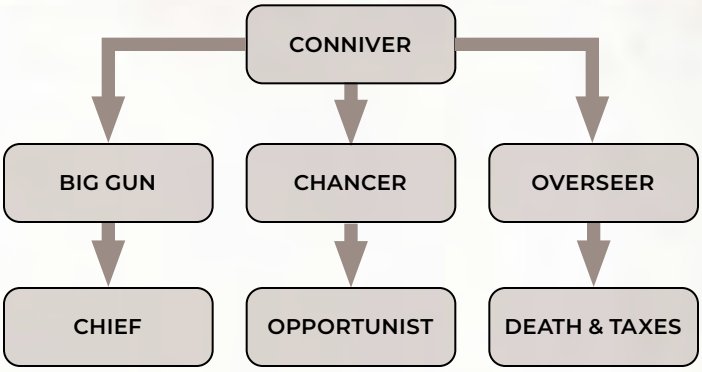
GANG WARFARE (WILLPOWER)
Whether to protect your own skin or in an effort to claw your way to the top, you take time to concern yourself with the organisation and politics of your faction. This skill encompasses your ability to gather trusted minions to your side, tend to the wider administrative needs of your faction, and occasionally push your own luck when it comes to staying on top of the pile.

COMMON USES: Gathering a faithful retinue, organising your faction and sub-factions, organising logistics to keep your faction on the road, riding your luck to enhance the outcome of a situation.

DIFFICULTY: Disruption or Distraction, Distance (distance to allies), Foreign Language, Noise, Social Factors (normal chain of command, differences in faction, etc.), Unfamiliarity (with faction members).

MOMENTUM SPEND: See **Chapter 7: Conflict & Drama**. Non-combat Momentum provides more accurate or detailed information.

GANG WARFARE TALENTS



BIG GUN
PREREQUISITE: Conniver
MAXIMUM RANKS: 3

You are particularly adept at coordinating the efforts of those allied to your cause. When leading other members of your faction, you can substitute Gang Warfare for Command, Counsel, or Persuade. In addition, you can create a retinue (warband, squad, etc.) of dedicated and highly-loyal followers of a size equal in number to your Gang Warfare Focus times your rank in this talent. *For example, if you have Big Gun 2 and Gang Warfare Focus 2, you can have up to four adherents in your retinue.* The members of your personal retinue must be chosen prior to combat, must be dedicated followers who have trained with you, and must be within earshot to gain any benefits. This benefit does not apply to other PCs, even if they are under your control. These are considered to be Elite Minions, whereas most faction members are likely to be Lackeys.

CHANCER
PREREQUISITE: Conniver, Gang Warfare Expertise 1

You have a knack for pushing your luck with regards to faction politics and always coming out smelling of roses. Whenever you spend a Salvage Point for the Bonus Die effect within a social situation related to your faction, you also gain a reroll that can be applied to any other d20 within the dice pool for the skill test. (Each die may still only be rerolled once.)

CHIEF
PREREQUISITE: Big Gun, Gang Warfare Expertise 2

With this talent, you have learned how to bring your retinue (generated with the *Big Gun* talent, opposite) to bear with explosive force; each member of your retinue adds a bonus d20 to all Firearms, Melee, Heavy Weapons, and Gang Warfare tests. Personnel in your retinue no longer need to be within earshot to gain the benefit of your leadership. As with the *Big Gun* talent, this benefit does not apply to other PCs, even if they are under your control.

CONNIVER
PREREQUISITE: Gang Warfare Expertise 1

You usually evaluate and appreciate the best course of action an individual can take, even if they don't. You may reroll 1d20 when making a Gang Warfare test, but must accept the new result.

DEATH & TAXES
PREREQUISITE: Overseer
MAXIMUM RANKS: 3

Your own skin always comes first and you're willing to spend every last morsel you can towards the cost of keeping it intact—including the resources of your friends and colleagues. If you roll an Effect when rolling for the expenditure of resources at the end of a session, you may instead pass the loss of resources to another character within your group. This may be done on a one-for-one basis up to the number of ranks you possess in this talent. *For instance, a character with Death & Taxes 2 rolls 2 at the end of a session to represent the number of Reloads expended, with both dice resulting in Effects. Normally, this would result in the loss of 2 or more Reloads for the character, but because of their Death & Taxes 2, the loss of 2 Reloads can instead be transferred to another character.* The targeted character must have at least one of the required resources available to lose, otherwise the loss must still be paid by the character using this talent. The character targeted with this talent may instead choose to negate the loss by paying a Salvage Point. If they choose to do so, however, they begin the next session with 1 less Salvage Point than they would normally be entitled to.

OPPORTUNIST
PREREQUISITE: Chancer, Gang Warfare Expertise 2

Life has taught you to grab an opportunity with both hands and squeeze the most you possibly can from it. Roll 1d20 whenever you spend a Salvage Point. If the result is equal to or less than your Gang Warfare Focus, you gain the benefit of the Salvage Point, but the Salvage Point itself is not spent and returns to you.

OVERSEER
PREREQUISITE: Conniver

You have a knack for administration and logistics that ensures the correct equipment is always where it needs to be and wasted resources are kept to a minimum. When forced to roll for the expenditure of resources—such as rolling for the loss of Reloads if the session involved a firefight—you may reroll any number of after the initial roll, but must accept the new results.

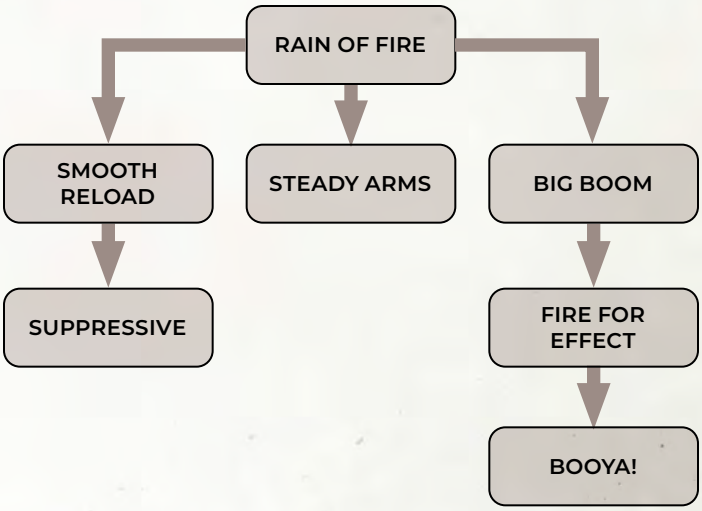
HEAVY WEAPONS (COORDINATION)
This skill encompasses a variety of heavy man-portable and vehicle-mounted weapons that typically require special equipment, stabilisation, bracing, or a bipod or tripod for use. Examples include rocket launchers, heavy flamethrowers, light and heavy machine guns, mortars, and turret-mounted weapons.

COMMON USES: See **Chapter 7: Conflict & Drama** for more information. Also, identification of heavy weaponry, plus the damage and injuries inflicted by them

DIFFICULTY: See **Chapter 7: Conflict & Drama**. Non-combat uses are affected by Distance (distance to the weapon or damage being identified), or Unfamiliarity or Complexity (obscure or unusual weapons).

MOMENTUM SPEND: See **Chapter 7: Conflict & Drama**. Non-combat uses provide more accurate or detailed information.

HEAVY WEAPONS TALENTS



BIG BOOM
PREREQUISITE: Rain of Fire
MAXIMUM RANKS: 3

When making a Heavy Weapons attack, the character's weapon gains the Spread quality with a rating equal to the number of

ranks of Big Boom. If the weapon already possesses Spread, the rating gained from this talent is added to the weapon's rating.

BOOYA!
PREREQUISITE: Fire for Effect, Heavy Weapons Expertise 2

You have learned to operate a specific class of heavy weapon to deadly effect. When selecting this talent, you must choose a specific class of heavy weapon: Light Machine Guns, Heavy Machine Guns, Rocket Launchers, Autocannons, Heavy Flamethrowers, or Turret Mounted Weapons. When firing a weapon in that class, you may choose to spend a Salvage Point before attacking with the weapon to prevent the target from taking a Dodge Reaction. In the case of weapons with the Blast or Torrent qualities, this may include multiple targets. The Secondary Target Momentum spend may not be employed during this attack. Booya! May be taken once per class of Heavy Weapon.

FIRE FOR EFFECT
PREREQUISITE: Big Boom

You are adept at using heavy weapons fire to unsettle foes. When wielding a heavy weapon, you may pay 1 Fallout to use this talent against an opponent or group of opponents within a single zone. Make an opposed test using your Heavy Weapons skill against the target's Discipline (use the highest Discipline of the group if attacking multiple targets). If successful, the attack deals no damage but applies the Hindered and Staggered conditions on the target(s) until the start of your next turn.

RAIN OF FIRE
PREREQUISITE: Heavy Weapons Expertise 1

When attacking with a heavy weapon, you may reroll a number of ☂ equal to the number of Heavy Weapons talents you possess. (Each die may only be rerolled once.)

SMOOTH RELOAD
PREREQUISITE: Rain of Fire

Your training with weapons has made their use intuitive. When wielding a heavy weapon, you may use a Minor Action to increase its Burst value by 1 for the next attack with that weapon. For example, a character with this talent using a.50 Cal can spend up to 3 Reloads, rather than the normal limit of 2.

STEADY ARMS
PREREQUISITE: Rain of Fire

You have learned to balance a specific weapon, and recoil is much less of a problem. Each time the you purchase *Steady Arms*, you must select a specific model of heavy weapon (the Bringer, for example). When firing a heavy weapon of the



selected type, all attacks count as being braced. This talent may be purchased once per model of heavy weapon.

SUPPRESSIVE
PREREQUISITE: Smooth Reload, Heavy Weapons Expertise 2

You are adept at maximising the effectiveness of suppressive fire with heavy weapons. When performing a Covering Fire Reaction using a heavy weapon, attacks made against the assisted character have their difficulty increased by 2 instead of 1.

INSIGHT (AWARENESS)

Insight represents your ability to recognize if someone is lying, or to discern someone's true intentions. It is also your ability to rapidly and intuitively parse information from your surroundings.

COMMON USES: Detect lies, discern motives, quickly analysing data, recognising patterns, code breaking.

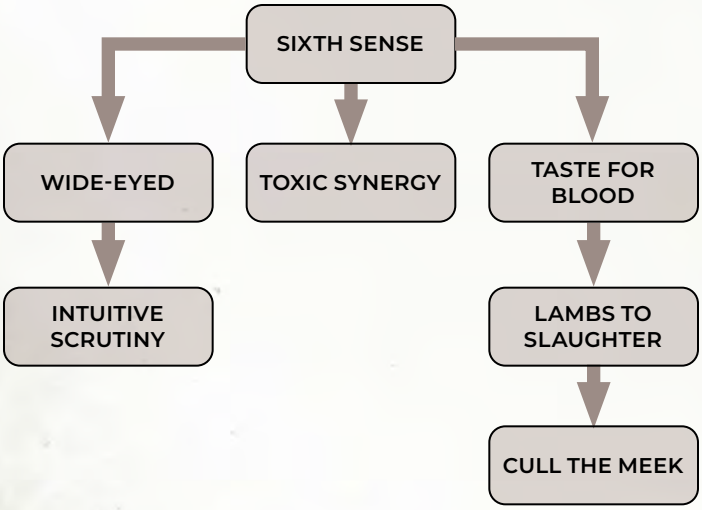
DIFFICULTY: Disruption or Distraction, Distance.

Insight is often an opposed test, taken to oppose a Persuade test made by another character attempting to lie.

MOMENTUM SPENDS: Revealing hidden intentions behind a lie,

CULL THE MEEK

INSIGHT TALENTS



PREREQUISITE: Lambs to Slaughter, Insight Expertise 2

In place of using *Taste for Blood* prior to combat, you can instead attempt a **Simple (D0) Insight test** to add extras to a scene (so long as it's feasible that some are available). Each Momentum spent introduces three Lackey NPCs to the scene. Unless 2 Fallout is spent for each attack, the GM must target these NPCs with attacks before targeting anyone or anything else.

INTUITIVE SCRUTINY
PREREQUISITE: Wide-eyed, Insight Expertise 2

During combat, you may attempt an **Average (D1) Insight test** as a Minor Action. On a success, you can identify one special power, hidden piece of equipment, technological advantage, or similar effect that an opponent has in use. Each Momentum spent allows you to recognise one additional effect.

LAMBS TO SLAUGHTER
PREREQUISITE: Taste for Blood

In place of using *Taste for Blood* prior to combat, you can instead attempt a **Daunting (D3) Insight test** to learn one particular enemy's patterns and weaknesses. If successful, for the remainder of the scene, you may reroll a single d20 on every melee or ranged attack made against that enemy. If the chosen enemy is felled during the scene, you may spend 2 Momentum (Immediate) or pay 2 Fallout to switch this ability to a new target.

SIXTH SENSE
PREREQUISITE: Insight Expertise 1

You may reroll 1d20 when making an Insight test, but must accept the new result. You gain 1 bonus Momentum when ambushed.

TASTE FOR BLOOD
PREREQUISITE: Sixth Sense
MAXIMUM RANKS: 3

Whether from a desire to save your skin or a thirst to inflict pain, you instinctively know when matters will escalate. Prior to any combat, you can attempt a **Dire (D4) Insight test** to gain an additional Standard Action. This Action takes place as if you had spent a Salvage Point. Each additional rank of this talent beyond the first reduces the difficulty of the Insight test by 1.

TOXIC SYNERGY
PREREQUISITE: Sixth Sense
MAXIMUM RANKS: 2

You have a knack for recognizing the subtle clues of biological and chemical threats. When in the presence of a biohazard—even if you are not aware of it—the GM should call for a **Challenging (D2) Insight test**. On success, you recognise the threat's presence and may spend Momentum to identify protective measures. Each Momentum spent increases EP by 1 against that hazard for the remainder of the scene. A second *Toxic Synergy* **rank** reduces test's difficulty to Average (D1).

WIDE-EYED
PREREQUISITE: Sixth Sense

You can substitute your Insight skill for Observation tests.

LORE (INTELLIGENCE)

This skill is a measure of your familiarity with lands beyond your personal experience, including knowledge gained from books, Old World tech, and tutors. It includes an understanding of history, politics, current events, geography, and languages.

COMMON USES: Researching general knowledge topics, recent history, and facts about the local area, using and understanding multiple languages.

DIFFICULTY: Equipment (records and histories), Foreign Language (learning of a culture is more difficult if you do not understand the language), Time, Unfamiliarity or Complexity (more complex subjects are more difficult to learn about). Distance from events or locations increases the difficulty. Researching events that occurred in another country increases the difficulty by 1. Events that occurred a decade ago increase the difficulty by 1, a century by 2, or a millennium or more by 3. Widely-known events such as major wars can reduce or eliminate these increases in difficulty. Similarly, obscure events that influenced only a small group of people increase the difficulty by 1, as does censorship of particular information. At the GM's discretion, availability or lack of a library or other archive may decrease or increase the difficulty of a given test. The Lore skill represents some general knowledge of the post-apocalyptic world and its inhabitants, and the GM is encouraged to provide the kind of information that ordinary people in the setting would know.

MOMENTUM SPENDS: When you succeed on a Lore test for a subject, each Momentum requires the GM to answer one question.

LANGUAGES

All PCs are fluent in one or more languages. However, they are not limited solely to those languages when communicating. Most people know a few common words and phrases from the languages of their neighbours, enough to convey basic meaning, and some languages are similar enough that their speakers can be mutually understood. Out of necessity, language as a whole has evolved to establish common words and phrases that are now interspersed throughout several national dialects.

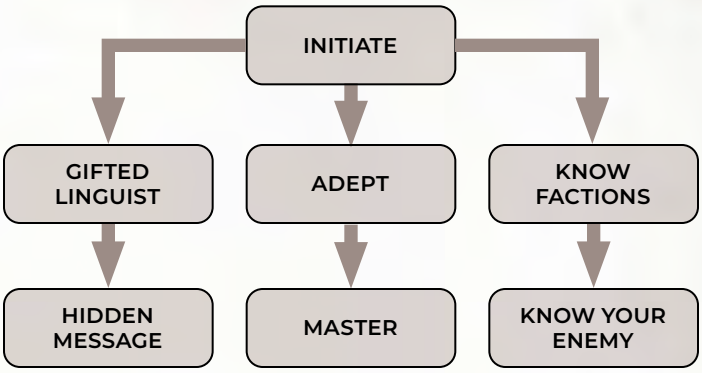
The main languages still in use in the post-apocalypse of the San Francisco Safe Zone include American English, Spanish, Chinese, and Tagalog, though several less prevalent tongues are kept alive by small minorities.

Lacking a common language does not prevent communication between two or more parties. However, it increases the difficulty of all skill tests that involve communication—typically Command, Counsel, and Persuade—by 1. This can be increased to 2 steps if the GM deems that the languages being used are especially different from one another.

Characters with expertise in Lore have a better grasp of how languages work, allowing them to attempt to decipher foreign or unfamiliar languages if given a little time and study.

All characters are assumed to know their faction's main language. Characters gain an additional language at Lore Focus 1, a second at Lore Focus 3, and a third at Lore Focus 5.

LORE TALENTS



ADEPT
PREREQUISITE: Initiate
MAXIMUM RANKS: 3

You possess an impressive amount of knowledge rarely seen since the fall of the Old World. When performing research on any topic covered by the Lore skill, reduce the difficulty by 1 for each rank of Adept you possess, to a minimum of Simple (D0).

GIFTED LINGUIST
PREREQUISITE: Initiate

You are familiar with the idioms and speech patterns of a broad range of different factions and societies. You know not just how to speak a language, but how to speak it in a fashion that sets a native speaker at ease. You can substitute Lore for Persuade.

HIDDEN MESSAGE
PREREQUISITE: Gifted Linguist, Lore Expertise 2

You have studied body language, psychology, and sign language, which has provided you with a means of transmitting a private message at the same time as a public one. You can take two Speak actions at the same time. The intended recipient must succeed at an **Average (D1) Lore test** to decipher the message, though others seeking to crack your code must succeed at a **Daunting (D3) Lore test**.

RESEARCH & INFORMATION

Many skills are geared towards allowing a character the opportunity to gain information on a given subject. Even skills that are primarily used for combat or other active tasks may be used for study and research purposes, as the physical proficiencies are typically accompanied by familiarity with and understanding of the lore and traditions associated with the skill. For example, a character skilled in Athletics will likely have a decent understanding of training regimes, nutrition, and other information that supports their physical activities, while a character with training in Firearms will understand how pistols and machine guns, as well as how to maintain and operate them.

For this reason, almost any skill can be used to obtain relevant information. This is a relatively simple matter—when using a skill to obtain information, a success means that you are allowed to ask the GM a single question about the subject, and an additional question on the subject for each Momentum spent (as per the Obtain Information Momentum spend). If you need assistance coming up with questions, other players are encouraged to assist, and the GM should be liberal in supporting players who find themselves at loose ends.

If the GM is feeling particularly ambitious and creative, and everyone at the table is amenable to the idea, they may even permit Momentum spends to define interesting facts on the subject, rather than merely posing questions. Allowing the players some measure of creative control over the details helps to immerse them more in the setting and relieves some of the GM's burden to provide an answer for everything, though it comes at the cost of having to figure out how all those crazy ideas fit together.

INITIATE

PREREQUISITE: Lore Expertise 1

Access to a small library of books or working tech has provided a fascination with learning and knowledge, particularly of the Old World. If you generate at least 1 success when attempting a Lore test, you may immediately roll an additional d20. Any success is added to the total, whilst a Complication is ignored.

KNOW FACTIONS

PREREQUISITE: Initiate

You are familiar with the philosophies, styles, motivations, and inner workings of several different factions. When interacting with an opponent, you may attempt a **Simple (D0) Lore test** as a Minor Action. One Momentum is enough to recognize the foe's significant political and personal affiliations, based upon their apparent mannerisms and actions. Additional Momentum provides more detailed information.

KNOW YOUR ENEMY

PREREQUISITE: Know Factions, Lore Expertise 2

When analysing an opponent's pattern of actions—including combat, social interactions, and rumours—you have learned to recognize your foe's overall strategy. Once you have assembled the available clues, you may spend 1 Fallout. The GM must then truthfully reveal your opponent's short-term goals.

MASTER

PREREQUISITE: Adept, Lore Expertise 2
MAXIMUM RANKS: 2

You are a knowledgeable expert in a great many fields, which pays dividends when performing Engineering tasks or utilising Wild Tech. Each rank of *Master* counts as an additional point of Engineering, Lore, and Wild Tech Focus. This can increase your effective Focus in those skills above their normal limits.

MEDICINE (INTELLIGENCE)

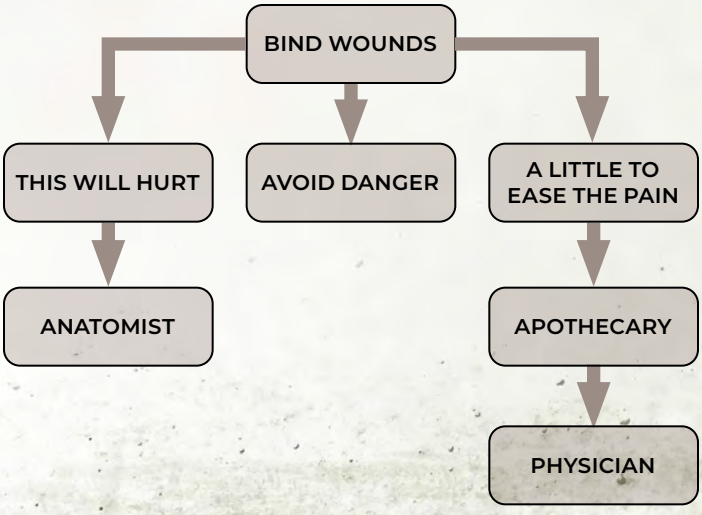
This skill provides the ability to give care to someone who has suffered injury or sickness, as well as all the knowledge that accompanies such skill.

COMMON USES: See Damage and Recovery (p. 197). Medicine may also be used to identify and treat sicknesses and poisons, and to determine the nature of injuries.

DIFFICULTY: Lighting, Disruption or Distraction, Equipment (MedKit, drugs), Random Motion, Time, Unfamiliarity or Complexity.

MOMENTUM SPENDS: See Damage and Recovery (p. 197). As a skill that involves lots of knowledge, the Obtain Information Momentum Spend is a particularly common choice when attempting to identify ailments or study advanced healing lore.

MEDICINE TALENTS



A LITTLE TO EASE THE PAIN
PREREQUISITE: Bind Wounds

You are accustomed to working with extremely limited resources and have learned to take full advantage of them when available. You gain 1 bonus Momentum on Medicine tests, even when you have no MedKit available. Additionally, you don't suffer the associated difficulty increase when using the MedKit to perform the Treat action on a patient not within Reach.

ANATOMIST
PREREQUISITE: This Will Hurt, Medicine Expertise 2

You know the human body like no other and can exploit this in many ways. When making a Medicine test to treat injuries, you reduce the difficulty of any test by 1, to a minimum of Average (D1). Additionally, you may add 1 and the Vicious 1 quality to any melee or threaten attack you make, as your knowledge of the body makes both your cuts and threats more specific.

APOTHECARY
PREREQUISITE: A Little to Ease the Pain

You are well-versed in treating poisons. You can attempt an **Average (D1) Medicine test** any time you encounter a poisoned or drugged patient. On success, you identify both the poison or drug and the antidote necessary treat it. You may spend Momentum to have the antidote at hand, though the amount required is subject to GM discretion based upon the rarity and toxicity of the poison or drug. You can use Medicine instead of Animal Handling or Lore when treating or procuring venoms.

AVOID DANGER
PREREQUISITE: Bind Wounds

You recognize various environmental risks and know how to mitigate them. You may substitute your Medicine skill for Survival for the purposes of avoiding hazards.

BIND WOUNDS
PREREQUISITE: Medicine Expertise 1

You may reroll 1d20 when using the Medicine skill, but must accept the new result.

PHYSICIAN
PREREQUISITE: Apothecary, Medicine Expertise 2

You have encountered a variety of sicknesses, plagues and injuries, and have learned many effective ways of treating these maladies. You can attempt an **Average (D1) Medicine test** to identify the best course of treatments for any patient you encounter. On a success, you are able to prescribe a suitable remedy. You may spend Momentum to have the necessary treatments on hand, though the cost in both money and time is subject to the GM's discretion. You are a figure of authority and can substitute Healer for the Command skill. If you command another



character to assist you or to act in your stead, that character can reroll a single d20 of their own Medicine test. Given suitable downtime, you can completely heal the injuries of others.

THIS WILL HURT
PREREQUISITE: Bind Wounds

You know that setting bones and tending to injuries will cause plenty of pain, and there's little good that comes from being gentle when trying to save a life. Better to suffer pain now and live to tell of it. When you attempt to treat a patient's injuries, you may choose to reduce the difficulty of the test by up to 3. If you do this, however, you also inflict 2 Nerve damage on that patient, plus an additional 1 for every step of difficulty reduced, as your swift and indelicate actions cause the patient intense pain.

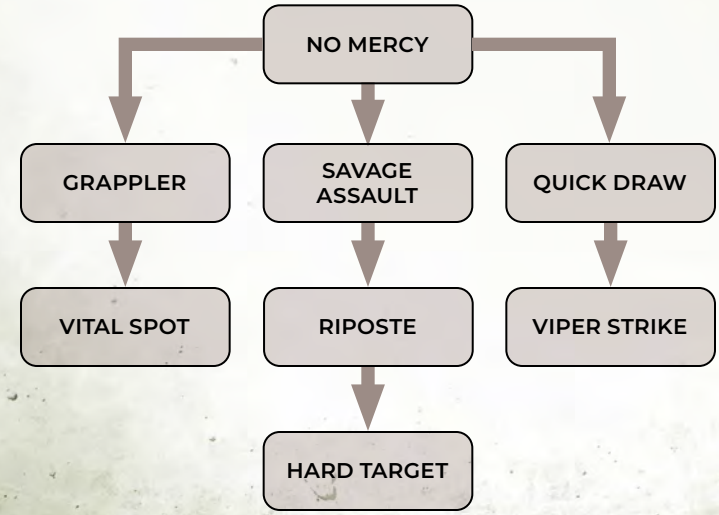
MELEE (AGILITY)
This skill governs the ability to attack in melee combat. It covers all melee attacks, from blows with a fist and improvised weapons, to the most finely-honed implements of combat.

COMMON USES: See **Chapter 7: Conflict & Drama** for more information. In addition, the skill can also be used to identify various types of hand-to-hand weaponry and the injuries they cause, recognizing weapon-based combat styles, proper maintenance of melee weapons, and other related topics.

DIFFICULTY: See **Chapter 7: Conflict & Drama** for more information. Non-combat uses are affected by Distance (distance to the weapon, or injury), Unfamiliarity or Complexity (obscure weaponry).

MOMENTUM SPENDS: See Chapter Five: Conflict & Drama for more information. Non-combat uses gain more detailed or more specific information with Momentum spent.

MELEE TALENTS



GRAPPLER
PREREQUISITE: No Mercy

You know that a mobile foe is a dangerous one, and the easiest way to stop someone moving is to grab hold of them. After making a successful melee attack, you may spend 1 Momentum to gain the Grappling quality on an unarmed attack.

HARD TARGET
PREREQUISITE: Riposte

You have become almost preternaturally attuned to the dangers of combat, which allows you to draw upon your melee prowess to avoid attacks. You may substitute your Melee skill for Acrobatics any time you attempt a Dodge Reaction.

NO MERCY
PREREQUISITE: Melee Expertise 1

When making a Melee attack, you may reroll a number of equal to the total number of Melee talents (and ranks in those talents) you have acquired. You must accept the result of any reroll.

QUICK DRAW
PREREQUISITE: No Mercy

You are always prepared for melee combat. You can draw a weapon as a Free Action (instead of a Minor) and do not need to have a weapon in your hand in order to respond to attacks. As long as you have a free hand and a weapon within Reach, you can always make a Melee test as part of a Defence or Guard Reaction. This can only be done once per turn, although when the Quick Draw action is taken you can draw a different item into each hand (i.e. to dual wield knives). This talent exists for both the Melee and Firearms skill, and it can be used as a prerequisite for talents in the other skill if it is purchased for either.

RIPOSTE
PREREQUISITE: Savage Assault, Melee Expertise 2

You have learned to strike rapidly after blocking an opponent's attack. Following a successful Parry Reaction, you can pay 1 Fallout to immediately respond with a standard melee attack at +1 difficulty against the foe you have just parried.

SAVAGE ASSAULT
PREREQUISITE: No Mercy

You wield a blade as if it were an extension of your arm. Momentum spent or Fallout paid when making a melee attack adds 2 dice instead of 1. (Maximum of 3 bonus d20s still applies.)

VIPER STRIKE
PREREQUISITE: Quick Draw, Melee Expertise 3

Your swift and deadly strikes and whirlwind assaults often leave a trail of corpses in your wake. When you inflict 1 or more Wounds, as a result of a Melee attack, you may spend 2 Momentum in order to immediately inflict an additional Wound. Against a Mob or a Squad, the additional Wound may be applied to another member of that Mob or Squad.

VITAL SPOT
PREREQUISITE: Grappler

You have studied anatomy or have a knack for knowing where to hit for maximum effect. Spending Momentum for a Called Shot benefit on a melee attack also grants the Stun quality (p. 159).

OBSERVATION (AWARENESS)
This skill governs your ability to notice details and discern subtle environmental cues. It also covers general perceptiveness and the ability to recognize when something is out of place, to search an area for clues, or to spot a potential ambush.

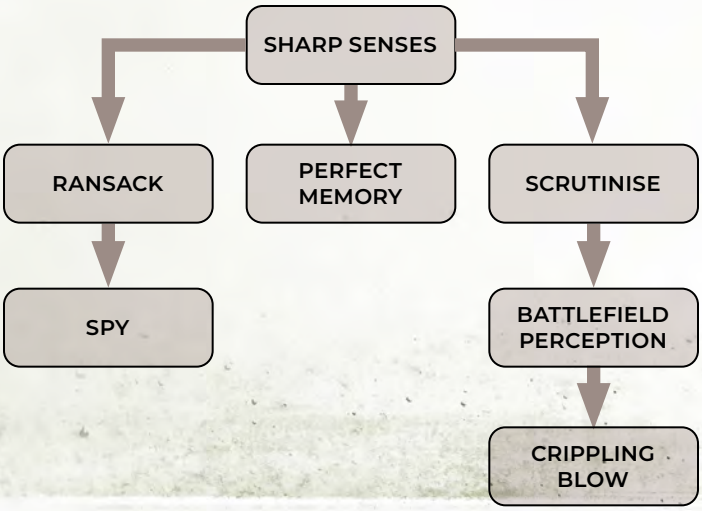
COMMON USES: Searching for physical clues, detecting ambushes and other threats, noticing small details.

DIFFICULTY: Lighting (sight-based Observation), Distance, Noise (hearing-based Observation), Poor Weather.

Observation tests are frequently used to oppose Stealth or Thievery tests. The difficulty of Observation tests can also be influenced by the size of the object or threat being spotted.

MOMENTUM SPENDS: Observation tests can use Momentum to perform tandem activities—such as alerting allies of threats or taking cover in response to an ambush—or to provide extra detail.

OBSERVATION TALENTS



BATTLEFIELD PERCEPTION
PREREQUISITE: Scrutinise, Observation Expertise 2

During combat, you may choose one enemy and make an **Average (D1) Observation** test as a Minor Action. If successful, you can determine how much of the target's Stress remains, and how many Harms the target is suffering from. For one Momentum (Repeatable), you may choose one additional foe.

CRIPPLING BLOW
PREREQUISITE: Battlefield Perception

You know how to place your blows to deal crippling harm. After making a successful attack, you may pay 1 Fallout in order to make the attack particularly effective. Add a number of additional damage dice to the attack equal to your Observation Focus. Each time this ability is used in a single scene, the cost of using the ability increases by 1, i.e. the first time requires 1 Fallout, the second requires 2, the third requires 3, etc.

PERFECT MEMORY
PREREQUISITE: Sharp Senses

You have a knack for recalling information, even if it was irrelevant at the time. You can make an Observation test to investigate any area you've been to, even if you are not in that location any more. You cannot change any of the physical features of the area, meaning that your memory is limited to what you actually experienced. For example, if you didn't look behind a wall or open a door, you have no idea what they conceal. However, if you also have the Ransack talent, it should be assumed that you opened/closed all doors and looked at the scene from multiple points of view.

RANSACK
PREREQUISITE: Sharp Senses

You are adept at thoroughly searching an area quickly. The search is obvious to any onlookers and any who examine the area searched, with a difficulty determined by the size of the area to be searched. Searching within Reach requires an **Average (D1) Observation test**, while searching within Close range becomes a **Challenging (D2) test**. With a successful Observation test, you identify all of the clues that you currently consider important in that area. Ransack takes a Standard Action and can be attempted multiple times.

SCRUTINISE
PREREQUISITE: Sharp Senses

You can survey a new environment quickly. The first time you attempt an Observation test when changing scene or entering a location, you gain 1 bonus Momentum. This Momentum can only be used on the Obtain Information Momentum spend.

SHARP SENSES
PREREQUISITE: Observation Expertise 1

You may reroll 1d20 when making an Observation test, but must accept the new result.

SPY
PREREQUISITE: Ransack, Observation Expertise 2

You can perform the Ransack talent without leaving tell-tale evidence of the search. To notice that a search has been undertaken in the space, an opponent must engage in an opposed test against your Observation. You gain bonus Momentum for the test equal to your Observation Focus.

PERSUADE (PERSONALITY)

This skill governs your ability to convince others, to make them believe what you wish, or even to assume one of your beliefs for a short while. It covers a wide range of interpersonal skills, such as the ability to charm, deceive, coerce, bribe, seduce, or haggle.

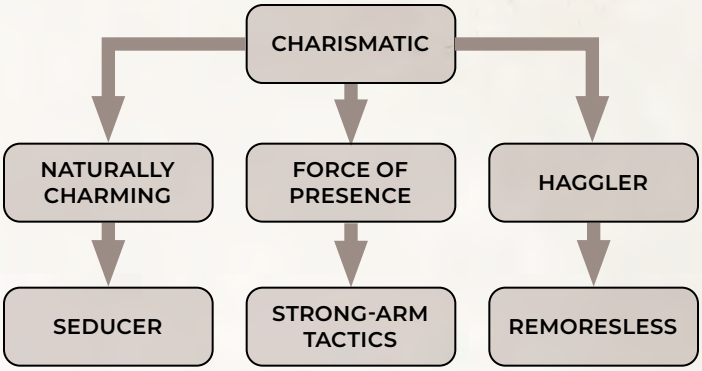
COMMON USES: Lying to, negotiating with, intimidating, seducing, or befriending others to gain assistance, access, or information.

DIFFICULTY: Distance, Foreign Language, Noise, Social Factors, Time, Unfamiliarity or Complexity (unfamiliar target or subject matter, complex lies).

Persuade is often opposed by a target's Discipline test. Whether through second thoughts, seeing through a lie, or overcoming a scare, NPCs will eventually shake off the effects of a Persuade test. The GM should set the duration of the effect and the time required for the test when setting the **difficulty**. A brief scare meant to distract for a minute should take little time to perform, but a complex lie meant to last for days or weeks is more difficult and takes longer to attempt. Generally, Persuade tests should take as long to attempt as you wish the effects to last.

MOMENTUM SPEND: Momentum is often used to reduce the time taken, or to make the effects of a Persuade test last longer.

PERSUADE TALENTS





CHARISMATIC
PREREQUISITE: Persuade Expertise 1

You may reroll 1d20 when making a Persuade test, but must accept the new result.

FORCE OF PRESENCE
PREREQUISITE: Charismatic

Your bonus damage on mental attacks is increased by 1.

HAGGLER
PREREQUISITE: Charismatic, Persuade Expertise 2

You are particularly proficient at obtaining goods or favours. Following a Traffic test to purchase an item, you may roll a **Simple (D0) Persuade test** to reduce the cost by 1 Merch for each 2 Momentum (Repeatable).

NATURALLY CHARMING
PREREQUISITE: Charismatic
MAXIMUM RANKS: 3

You have a disarming nature. A successful Persuade test yields 1 bonus Momentum per rank of Naturally Charming.

REMORSELESS
PREREQUISITE: Haggler
MAXIMUM RANKS: 3

You thrive on the fact that others are limited in the speed with which they can process information. You prey on individuals by dissembling, speaking quickly, and using obscure references or idioms. When fast-talking or lying, you gain 1 additional d20 to your Persuade or Command test per rank of Remorseless.

SEDUCER
PREREQUISITE: Naturally Charming

You are particularly adept at seducing others. When attempting a seduction, each Momentum or Fallout grants 2 d20s, instead of 1. (Maximum of 3 bonus d20s still applies.)

STRONG-ARM TACTICS
PREREQUISITE: Force of Presence, Persuade Expertise 2
MAXIMUM RANKS: 3

You recognize others' limitations and can easily exploit them. When attempting to intimidate an opponent, you are able to recognize the most effective strategies to use. You gain one additional d20 to any Persuade or Command test per rank of Strong-arm Tactics. Further, you gain Piercing X on your Threaten attacks, where X is equal to your ranks in Strong-arm Tactics.

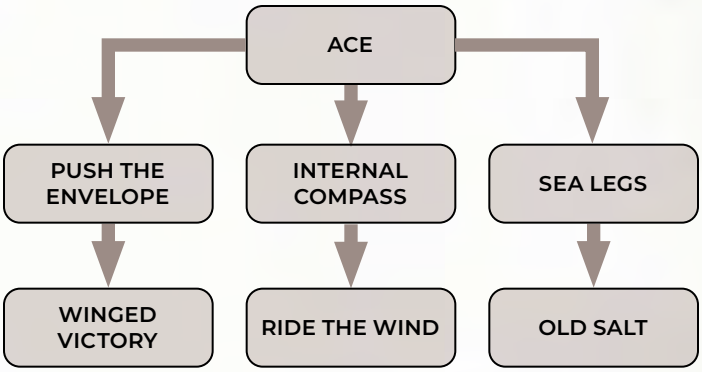
PILOT (COORDINATION)
This skill covers the ability to operate, maintain, and pilot a variety of flying vehicles and large waterborne craft. This covers gyrocopters, helicopters, planes, and jetpacks, plus boats and ships of many sizes and shapes, both oar-driven and sail-driven.

COMMON USES: See Chapter 8: Vehicular Mayhem.

DIFFICULTY: Difficult Terrain (rocks, reefs, strong currents), Poor Weather (rough water, strong winds, poor visibility), Unfamiliarity or Complexity. Damage to the craft may also impose additional difficulty increases.

MOMENTUM SPENDS: Momentum on Pilot tests is normally used to improve the quality of a test, allowing the manoeuvre to be performed with greater efficiency or style. Specific manoeuvres may have their own unique Momentum spends. See Aircraft in **Chapter 8: Vehicular Mayhem** for more information.

PILOT TALENTS



ACE
PREREQUISITE: Pilot Expertise 1

You may reroll 1d20 when making a Pilot test, but you must accept the new result.

INTERNAL COMPASS
PREREQUISITE: Ace

You have learned to navigate through the many hazards of the post-apocalyptic world. You may ignore any penalties to the difficulty of a Pilot test incurred by situational hazards, including harsh weather, geomagnetic storms, and similar dangers.

OLD SALT
PREREQUISITE: Sea Legs, Pilot Expertise 2

You've weathered storms, survived pirates, and struggled through the foulest misfortune. Through all of it, you've learned to trust your own skills and those of your shipmates, and learned to spot the wide range of expertise available on

a ship's crew. While onboard a ship with a reasonably-sized crew, you may pay 1 Fallout in order to substitute your Pilot skill for any other skill.

PUSH THE ENVELOPE
PREREQUISITE: Ace
MAXIMUM RANKS: 3

You are adept at making atmospheric craft perform beyond their design specifications. When making Pilot tests while airborne, you gain 1 bonus Momentum per rank of Push the Envelope.

RIDE THE WIND
PREREQUISITE: Internal Compass, Pilot Expertise 2
MAXIMUM RANKS: 3

You have a knack for guiding your craft safely through difficult and dangerous situations. Decrease the difficulty for any Pilot tests by 1 step per rank of Ride the Wind when you are piloting.

SEA LEGS
PREREQUISITE: Ace

You have been at sea for a long time, and are more-than-familiar with the swaying and shifting of the deck. You no longer suffer any penalties caused by the random motion of being aboard a ship when taking any test. Additionally, you may substitute Pilot for Acrobatics, Athletics, or Resistance while onboard a ship or when using a rope.

WINGED VICTORY
PREREQUISITE: Push the Envelope, Pilot Expertise 2

You are an expert in the use of single pilot flight craft. You may substitute the Pilot skill for Heavy Weapons when firing weapons mounted on an airborne vehicle you are piloting.

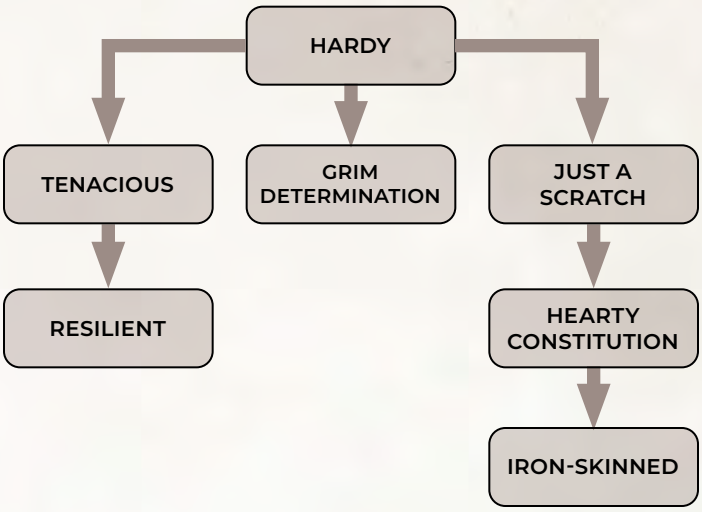
RESISTANCE (BRAWN)
Resistance covers both natural resilience and physical conditioning to better endure conditions, activities, and events that would otherwise impair a character. This might include sensory deprivation, extreme environments, poisons, diseases, physical deterioration, or extreme pain.

COMMON USES: See Damage and Recovery (p. 197). Primarily, the skill is used in resisting or recovering from physical status conditions, enduring physical hardships, or extremes of physical effort. Resistance is primarily used in response to threats or combat situations, or to recover from injury naturally.

DIFFICULTY: Armour, Poor Weather. The difficulty of Resistance tests is normally set by the situation or effect requiring the Resistance test in the first place. If confronted with an ongoing situation—such as extremes of environment or prolonged strenuous activity—the difficulty of the test starts at Average (D1), and increases by 1 with every successive test required. For example, enduring the extreme cold of a frozen winter may require a Resistance test each hour, inflicting Fatigue on a failed test. The first test is Average (D1), the second Challenging (D2), and so on to a maximum of Epic (D5).

MOMENTUM SPENDS: See Damage and Recovery (p. 197). Momentum from Resistance tests is often used to recover Stress or else banked for later. For ongoing situations, Momentum can be spent to delay the next test, with the first Momentum doubling the time before the next test, the second tripling it, and so forth.

RESISTANCE TALENTS



GRIM DETERMINATION
PREREQUISITE: Hardy, Resistance Expertise 1

You are tireless and able to press on when others would falter. Whenever you would suffer Fatigue, you may ignore it by paying Fallout equal to the Fatigue suffered.

HARDY
PREREQUISITE: Resistance Expertise 1

When making a Resistance test, you may reroll any dice that did not generate a success on the initial roll, but must accept the new results.

HEARTY CONSTITUTION
PREREQUISITE: Just a Scratch, Resistance Expertise 2
MAXIMUM RANKS: 3

Nothing lays you low and you recover quickly from wounds. When attempting to heal via natural healing, you can add 1d20 to the test per rank of Hearty Constitution.

IRON-SKINNED
PREREQUISITE: Hearty Constitution

You are so used to punishment that it takes an impressive amount of damage to actually hurt you. Increase your Armour Soak on all locations by 1. You benefit from this Armour Soak even when not wearing armour.

JUST A SCRATCH
PREREQUISITE: Hardy
MAXIMUM RANKS: 2

You have a knack for shrugging off injuries that would fell a lesser mortal. The amount of physical damage needed to inflict a Wound is increased by 1 per rank of Just a Scratch. For example, if you have Just a Scratch 1, you will suffer a Wound if 6 or more damage is suffered, rather than the normal 5 or more.

RESILIENT
PREREQUISITE: Hardy
MAXIMUM RANKS: 3

Your physique is particularly sturdy and resilient. Whenever you suffer a condition that may be avoided by paying Fallout, you can reduce the amount of Fallout you need to pay by your rank in Resilient, to a minimum of 0.

TENACIOUS
PREREQUISITE: Tenacious

You have gone through grievous injuries and survived truly epic cocktails of alcohol and narcotics. You have learned how to face down the seemingly insurmountable, and rely on your physical stamina to do so. When already suffering from an injury, you may substitute your Resistance skill for Discipline, if desired.

STEALTH (AGILITY)
The art of going unnoticed, such as staying hidden within shadows or moving silently. This skill also governs the creation and use of camouflage and disguises, and the ability to cover one's tracks.

COMMON USES: Moving quietly or silently, hiding from observers, setting up an ambush, creating camouflage, creating and employing disguises, concealing tracks.

DIFFICULTY: Stealth is commonly opposed by an Observation test. Other problems may include armour (heavier armour makes it harder to move quietly), Lighting (bright light hinders stealth), Difficult Terrain (impedes stealthy movement, may cause noise), Encumbrance (heavily-laden characters make more noise), Noise (loud noises aid stealth). Penalties should only be applied once to either the observer or the scout. Stealth tests to create camouflage



FATIGUE

Even the climate can present a challenge beyond combat, from intense desert heat that can sear unprotected skin, to a bleak cold that freezes everything. Being isolated for too long from shelter introduces the threat of thirst or starvation, while being forced to go without sleep or rest for long periods also induces suffering. Life is at risk for anyone exposed to one or several of these problematic conditions for too long.

The Resistance skill allows you to both endure and function within these dangerous climes and intense conditions. Exposure, starvation, dehydration, and exhaustion work in a similar fashion to affect a value called Fatigue. You gain levels of Fatigue for failing Resistance tests against environmental conditions and similar effects. Fatigue affects Vigour without inflicting damage. Instead, each level of Fatigue reduces your maximum Vigour by 1, causing you to tire faster in battle.

If your maximum Vigour is reduced to 0, then you are exhausted beyond any ability to continue and you fall unconscious immediately. Any further Fatigue once you have reached 0 Vigour causes you to die.

Recovering from Fatigue does not take long. Once removed from the source of the Fatigue (taking shelter from heat or cold, finding food or water, sleeping, etc.), you may attempt an **Average (D1) Resistance test** after eight hours of rest. This removes 1 level of Fatigue, plus 1 per Momentum spend (Repeatable). Someone with the Survival or Medicine skills may assist you in this Resistance test (and you may assist someone else with their Fatigue). If you have received Fatigue from more than one source—for example, heat and thirst from prolonged exposure while in a desert—you must remove yourself from all sources of Fatigue before recovery can begin.

COLD AND HEAT

As the years have passed since the Day of the Apocalypse, the extremes of temperature have been an ever-present threat to humanity, forcing survivors to search ever-wider for suitable refuge from intolerable climes. Extreme cold or heat poses a serious risk to the unwary, and those exposed for too long without proper protection (shelter, protective clothing, etc.) can be incapacitated or killed. Failure on any test related to extreme temperatures inflicts 1 level of Fatigue.

If unprotected in an extraordinarily cold or hot environment (temperatures below 0° Celsius/ 2°Fahrenheit or above 35°C/95°F), you must take an **Average (D1) Resistance test** after the first hour of exposure, plus an additional test for every full hour of exposure after that. These additional tests increase the Difficulty by one for each test: the second test is Challenging (D2), while the third is Daunting (D3), etc. Severe cold or heat (below −20°C/-4°F or above 45°C/113°F) requires a test every ten minutes instead. Extreme temperatures (below −30°C/-22°F or above 60°C/114°F) require a test every minute.

STARVATION AND THIRST

Lack of basic sustenance is a major concern in the post-apocalyptic wasteland, particularly if you are unskilled in survival techniques. Depending on your body mass and level of activity, you will require at least half a gallon of water a day (or its equivalent) to avoid suffering from the effects of thirst. Going without adequate water for a prolonged period (Brawn + 24 hours) requires an **Average (D1) Resistance test**, plus a further test after each additional four hours. Each additional test successively increases the Difficulty by 1. Failure on any test inflicts 1 level of Fatigue. This requirement is tripled in extremely hot environments, though natives to these areas have various means of alleviating this need. Furthermore, the GM may choose to adjust the Difficulty if a minor, but less-than-adequate, amount of water is consumed.

Starvation is a little more forgiving. After three days without food, you must attempt an **Average (D1) Resistance test**, and a further test after each additional day. These additional tests increase the Difficulty by one for each successive test. Failure on any test inflicts 1 level of Fatigue. An adult human requires at least one reasonable meal (or its equivalent) each day in order to avoid the risk of starvation.

FORCED MARCH

Pushing yourself to travel further or faster than normal on foot can overwhelm you with Fatigue. You can travel at a normal pace for a number of hours per day equal to your Brawn, or up to half your Brawn (rounded up) in hours at double pace. For each additional hour, you must attempt an **Average (D1) Resistance test**. These additional tests increase the Difficulty by one for each successive test. Failure on any test inflicts 1 level of Fatigue. You must rest for at least eight hours to recover from a forced march.

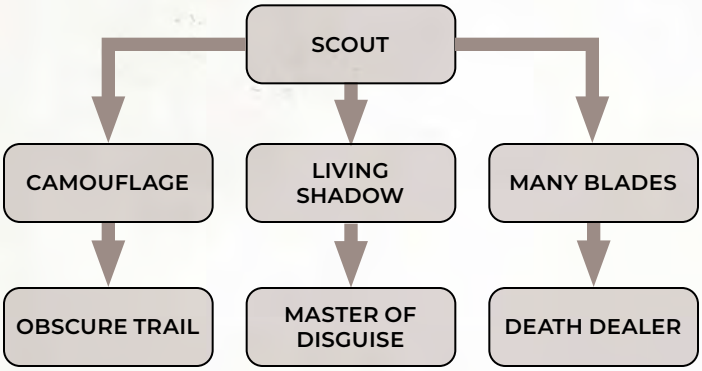
SLEEP DEPRIVATION

Lack of sleep is perhaps the easiest source of Fatigue to recover from, but it comes with its own risks. If you have been awake constantly for 48 hours, you must attempt an **Average (D1) Resistance test**, and a further test after every additional 8 hours of sleeplessness. These additional tests increase the difficulty by 1 step for each successive test. Failure on any test inflicts 1 level of Fatigue and 1 level of Callousness (see p. 96) on you, which represents your mind and body weakening. You will require 8 hours of sleep in order to begin recovering from sleep deprivation.

to hide a larger object, or to create a convincing disguise, take at least ten minutes. Stealth tests for moving unnoticed are different: you declare that you are moving stealthily, but no test is required until another character or being (a guard passes nearby, etc.) is present to oppose it with an Observation test. At this point the test takes no time whatsoever.

MOMENTUM SPENDS: Momentum on Stealth tests is typically carried forward onto other tests, the advantages of a stealthy approach allowing you to focus on your intended task without distraction.

STEALTH TALENTS



CAMOUFLAGE
PREREQUISITE: Scout, Stealth Expertise 2
MAXIMUM RANKS: 3

It is important for you to remain concealed, but at times it is also important that your allies and any equipment they may be using also go unseen. You can apply your Stealth skill result to a number of other creatures or large objects equal to your Stealth Focus plus your ranks in Camouflage.

DEATH DEALER
PREREQUISITE: Many Blades

You are a proficient killer, relying on trickery and misdirection. When armed with any weapon that has the Hidden quality, you may substitute Stealth for your Melee and Ranged Weapons skills, and increase the damage of the weapon by 1.

LIVING SHADOW
PREREQUISITE: Scout

You are adept at using terrain effects and social cues to remain unnoticed by observers. When attempting to remain unseen or unnoticed, you gain bonus Momentum equal to the total number of Stealth talents you possess. (Including their ranks.)

MANY BLADES
PREREQUISITE: Stealth

You always carry at least a dagger concealed somewhere. Even if you lose all your weaponry, you can pay 1 Fallout and produce a concealed dagger as a Minor Action.

MASTER OF DISGUISE
PREREQUISITE: Living Shadow

You know how to impersonate others, whether to blend into the background or to appear as a specific person. When you succeed at a Stealth test to create a disguise, you gain bonus Momentum equal to the amount of Momentum generated on that test (in essence, every point of Momentum generated by the test is doubled). In addition to this, if the disguise is to impersonate another, you may substitute your Stealth skill for Persuade or Command.

OBSCURE TRAIL
PREREQUISITE: Camouflage

You know a variety of tricks to make it substantially harder for someone to follow you. When you suspect (or fear) that you might be followed, you may make an **Average (D1) Stealth test**. The difficulty for any pursuer's test to follow you is increased by one step, plus an additional step for each Momentum spent (Repeatable) while on foot, or for every 2 Momentum spent whilst driving a vehicle. (At the GM's discretion, larger vehicles may require additional Momentum.)

SCOUT
PREREQUISITE: Stealth Expertise 1

You may reroll 1d20 when making a Stealth test, but must accept the new result.

SURVIVAL (WILLPOWER)

This skill covers the ability to find resources such as food and shelter in harsh environments, from hostile wilderness, crumbling suburbs, caverns underground, and the hostile depths of post-apocalyptic cities. It also governs the ability to find tracks and follow a target through such environments.

COMMON USES: Avoid environmental hazards, find daily sustenance, track movement through an area, setting traps, and determine likely weather forecasts for the next day.

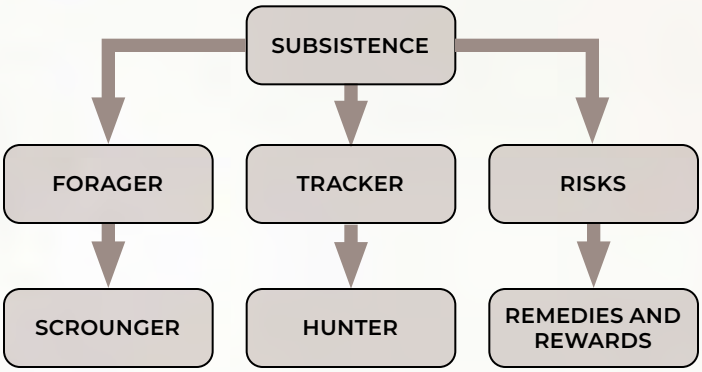
DIFFICULTY: Lighting, Difficult Terrain, Equipment (survival kits), Poor Weather, Time, Unfamiliarity or Complexity.

Most hazards and challenges involving the Survival skill are Average (D1) tests, but certain perils and situations can be more challenging, particularly if you are unfamiliar with the area or the conditions you're plunged into. With this skill, you

can avoid hazards by finding or creating shelter, locating food and water, and finding secure sites to rest, removing or reducing the need for Resistance tests against exposure, starvation, thirst, or sleep deprivation. You can use Survival to determine the likely locations of animals and other wild creatures, and influence your chances of encountering such creatures (reducing the chance of crossing a predator, or increasing it to find prey). Spotting and hiding from creatures are governed by Observation and Stealth, respectively.

MOMENTUM SPENDS: Each Momentum spent allows you to provide assistance for one additional character: finding food or shelter for four people is harder than finding it for one. Momentum can also be spent to ask the GM questions about the environment, obtaining information about other local hazards or threats, good places to shelter, or other interesting features in the area.

SURVIVAL TALENTS



FORAGER
PREREQUISITE: Subsistence

You are particularly capable of finding the necessities of life. When attempting a Survival test to find food, water, or shelter, each point of Momentum spent (Repeatable) provides these necessities for two other creatures (allies, tame animals, etc.), or for two additional days if on your own.

HUNTER
PREREQUISITE: Tracker
MAXIMUM RANKS: 2

You have learned to anticipate the movements of prey and have a natural affinity for geography. When making a Survival test to track a creature or group of creatures, you may spend 2 Momentum or pay 2 Fallout to find a shortcut or other way of intercepting the creatures being tracked. You may also substitute Survival for Stealth when attempting to ambush creatures being tracked. If purchased twice, the cost is reduced to 1 Momentum or 1 Fallout.

RISKS
PREREQUISITE: Subsistence
MAXIMUM RANKS: Special, see description

You are familiar with various environmental hazards presented by the wilderness. Choose one environment when this talent is purchased. Any time you travel within a particular kind of environment you may attempt an **Average (D1) Survival test**. On a success, you are able to avoid all implicit dangers, potentially avoiding dangerous encounters. Each point of Momentum may be spent to protect one of your allies from these same risks. Further ranks in this talent add new environment types. Possible environments are: Arctic, Coastal, Desert, Jungle, Mountain, Forest, Plains, Steppes, Subterranean, Urban, or another if permitted by the GM.

REMEDIES AND REWARDS
PREREQUISITE: Risks, Survival Expertise 2

You know various natural or traditional remedies for illness and sickness that can be found in the wild. When outside of the city, you may substitute your Survival skill for Medicine. Additionally, you may make a **Challenging (D2) Survival test** once per journey when travelling through the wilderness. Each point of Momentum achieved provides 1 poultice for use in treating wounds. See Chapter 6: Gear & Merch for more information.

SCROUNGER
PREREQUISITE: Forager, Survival Expertise 2
MAXIMUM RANKS: 2

Useful items and resources are often discarded or abandoned amongst the wreckage strewn across the Devil's Run. You are resourceful enough to recover them for your own purposes. You may reduce the Rarity of any item by 1 per rank of Scrounger, to a minimum of 1.

SUBSISTENCE
PREREQUISITE: Survival Expertise 1

You may reroll 1d20 when making a Survival test, but must accept the new result.

TRACKER
PREREQUISITE: Subsistence
MAXIMUM RANKS: 3

You can recognize all the signs of passage, from the subtle to the obvious, and have become particularly adept at following a target. When attempting a Survival test to track a creature or group of creatures, you may reduce the difficulty of the test by 1 for every rank of Tracker.

THIEVERY (AWARENESS)

Thievery allows you to engage in underhand activities with a reasonable expectation of success. Even the most lawless faction has certain boundaries, you're just exceptionally skilled at circumventing them. Of course, you don't just know how to steal or pick pockets, you also appreciate how others might try to pilfer your goods.

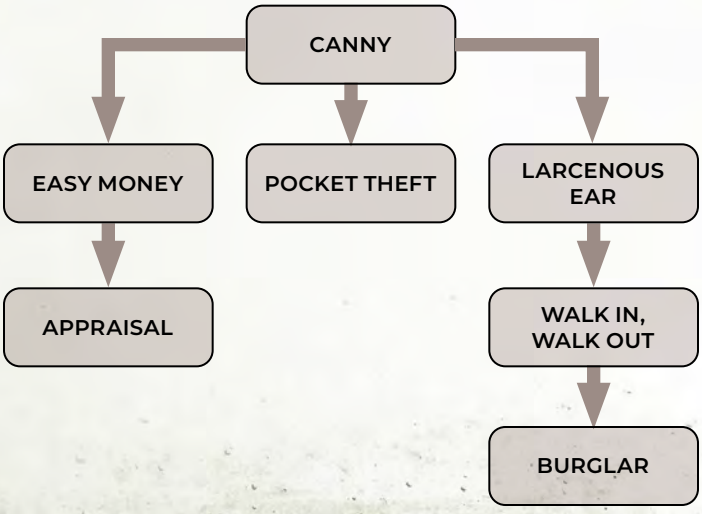
COMMON USES: Picking locks, picking pockets, bypassing traps and alarms, assessing a target of criminal activities, obtaining or selling items through illicit channels.

DIFFICULTY: Disruption or Distraction, Distance, Equipment (lock-picks, toolkit), Time, Unfamiliarity or Complexity.

Thievery tests performed upon (or in the vicinity of) a potential target are opposed by that target's Observation test; attempting to pick a pocket or unlock a door is trickier when there are others present to observe you. Other Thievery tests are taken against static difficulty values. The GM should set a basic difficulty for a given lock or trap. When assessing a potential target, the Thievery skill is treated similarly to the Survival skill, though in this case, the threats and hazards it identifies are guards, alarms, and similar impediments to crime, or the weaknesses in those wards that can be exploited.

MOMENTUM SPEND: Most Momentum spends for Thievery tests reduce the time taken—a faster thief is less vulnerable to being caught—or to hide the fact that something was stolen, making it harder to detect. For example, a pickpocket may spend Momentum to put a target's coin-purse back in his pouch after emptying it. When assessing a target, Momentum may be spent to ask the GM questions about threats or vulnerabilities that may be avoided or exploited, respectively.

THIEVERY TALENTS



APPRAISAL

PREREQUISITE: Easy Money

You have stolen from many people, and although value can be subjective in this post-apocalyptic world, you have gained an instinct for knowing the difference between real treasure and fake baubles. When looking over valuable items to determine their worth and provenance, you may substitute Thievery for Insight or Lore. Further, when using the *Easy Money* talent, gaining an additional Merch requires 1 Fallout, instead of 2, and you may use this benefit twice on any given criminal act.

BURGLAR

PREREQUISITE: Walk In, Walk Out; Thievery Focus 2

You have made a career of entering the secured buildings that have been left abandoned since the Day of the Apocalypse. You've experienced tall walls, cunning traps, and strange locks, and have developed a broad range of different techniques to overcome them all. Any time you attempt to enter or leave a property by bypassing its security methods, you may pay 1 Fallout in order to substitute Thievery for any other skill.

CANNY

PREREQUISITE: Thievery Expertise 1

You may reroll 1d20 when making a Thievery test, but must accept the new result.

EASY MONEY

PREREQUISITE: Canny

You are particularly astute at recognising profitable opportunities such as picking pockets, short cons, and other minor crimes. You may substitute your Thievery skill for Observation on any tests that are related to committing illicit gain. In addition, whenever you steal or otherwise obtain money by dishonest means, you may pay 2 Fallout in order to gain 1 additional Merch from that particular crime (and only one additional Merch).

LARCENOUS EAR

PREREQUISITE: Canny

You have listened to your elders and know many tales of amazing scores and terrible calamities. When considering a theft of any sort, you may spend 1 Momentum (Immediate) to know the fate of the last thief who attempted a similar act, and any precautions the target is likely to have taken since. Additionally, whenever studying the activities, traditions, taboos, and histories of a region's criminal underworld, you may substitute Thievery for Insight, Lore, or Observation.

POCKET THEFT
PREREQUISITE: Canny
MAXIMUM RANKS: 3

You have become particularly adept at picking pockets, short cons, and other minor dishonest acts. When committing such feats, an opponent's difficulty to detect the crime or scam is increased by 1 for each rank of *Pocket Theft*.

WALK IN, WALK OUT
PREREQUISITE: Larcenous Ear

You have a broad range of expertise when it comes to gaining entry to secured locations. You may reroll a number of d20s equal to your Thievery Expertise when attempting to pick a lock or overcome a security system, but must accept the new results.

TRAFFIC (PERSONALITY)
Traffic represents your access to social influence, status within post-apocalyptic cultures, and access to resources such as cash and goods, as well as the ability to wield those assets effectively to get what you want. As Survival helps you function in the wilderness, Traffic helps you survive and thrive within the high-octane circumstances of gang life.

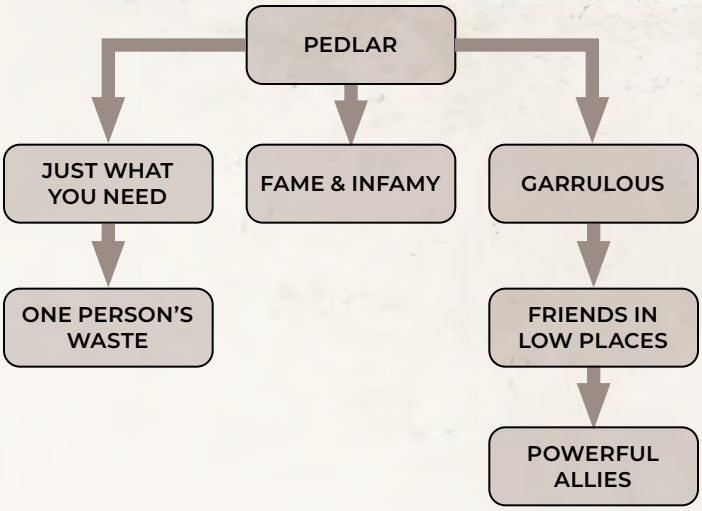
COMMON USES: Purchasing goods and services (see Acquiring Gear p. 124), garnering favours through bribery, avoiding social embarrassment, interpreting trade related or financial information.

DIFFICULTY: See **Chapter 7: Conflict & Drama** for more info. Other uses: Gear (access to funds and Markers [see, p. 126]), Social Factors, Time, Unfamiliarity or Complexity (social or financial systems).

Attempting to hold your own against someone with a social rank above your own requires an **Average (D1) Traffic test**, plus 1 difficulty for every level of Notoriety above or below your own. Notoriety is described on p. 88 of **Chapter 4: Character Creation**. If Notoriety isn't being used, the GM should establish your social status in comparison to your opponent. When attempting to avoid social embarrassment, a Traffic test with a difficulty determined by the GM (based on the scale of the gaffe) is required to smooth the situation, achieved by paying off witnesses and calling in favours. Most Traffic tests take much longer than one minute to perform: even simple financial or social activities on this scale take at least an hour of effort.

MOMENTUM SPENDS: See **Chapter 7: Conflict & Drama** for more information. For other uses, the main Momentum spend for Traffic tests is to reduce the time taken to attempt the test. Beyond that, Traffic tests to obtain or interpret information can provide greater clarity and detail with Momentum spent.

TRAFFIC TALENTS



FAME AND INFAMY
PREREQUISITE: Pedlar
MAXIMUM RANKS: 2

You have gained something of a reputation, and are often recognized by friends and foes alike. Each rank of *Fame & Infamy* permanently increases your Notoriety by 1 (see Notoriety, p. 88). A character with *Fame & Infamy 1, for instance, would never fall below Notoriety –1* as the single rank would always apply. If the Notoriety optional rule isn't being used, each rank of Fame and Infamy provides 1 Momentum on social tests when interacting with people who recognise you.

FRIENDS IN LOW PLACES
PREREQUISITE: Garrulous, Traffic Expertise 2

No matter the location, you have a flair for attracting hangers-on and informants. In any location where you have had downtime, you have at least one useful contact on tap. All skill tests made during downtime gain 1d20 so long as the skill test does not involve combat of any kind.

GARRULOUS
PREREQUISITE: Pedlar
MAXIMUM RANKS: 3

You have an ever-expanding range of transitory contacts. Any time you need assistance from other individuals, you may reduce the difficulty to find a contact by one step per rank of *Garrulous*.

JUST WHAT YOU NEED
PREREQUISITE: Pedlar

You have various goods and necessities squirrelled away and have a keen eye for any opportunity to add to your stash. When travelling in the wilderness or presented with an opportunity to steal an item, you may pay 1 Fallout to substitute the relevant Survival or Thievery skill with Traffic.

PEDLAR
PREREQUISITE: Traffic Expertise 1

You are almost constantly trading wares and are able to leverage old debts into sustaining you. If you generate at least 1 success when attempting a Traffic test, you may immediately roll an additional d20. Any success is added to the total, whilst a Complication is ignored. Additionally, you reduce your Maintenance by $25 (see Upkeep, p. 247), to a minimum of $15.

POWERFUL ALLIES
PREREQUISITE: Friends in Low Places

You know many powerful people in positions of significant authority. When selecting this talent, you gain a number of Powerful Friends equal to your current Society Focus. You must specify the type and allegiance of each influential contact, but must also obtain the gamemaster's approval for that selection. You may attempt a **Daunting (D3) Traffic test** to ask the selected contact for a favour. On a success, the contact responds with resources proportionate to their level of importance and the nature of the request. Any goods provided must be returned within a reasonable time limit: a period decided by the gamemaster but usually at the end of an adventure. You can attempt one such skill test during each period of downtime or in-play visit, taking a suitable amount of time to pleasantly broach the topic. Powerful Friends may be purchased multiple times, with each purchase establishing new contacts equal to your current Society Focus.

ONE PERSON'S WASTE
PREREQUISITE: Just What You Need, Traffic Expertise 2
MAXIMUM RANKS: 2

You seem able to turn a profit from items that most would view as little more than junk. When searching for food, water, or shelter, you can spend 1 Momentum for each rank of *One Person's Waste* you possess. You gain 1 Merch for each Momentum spent.

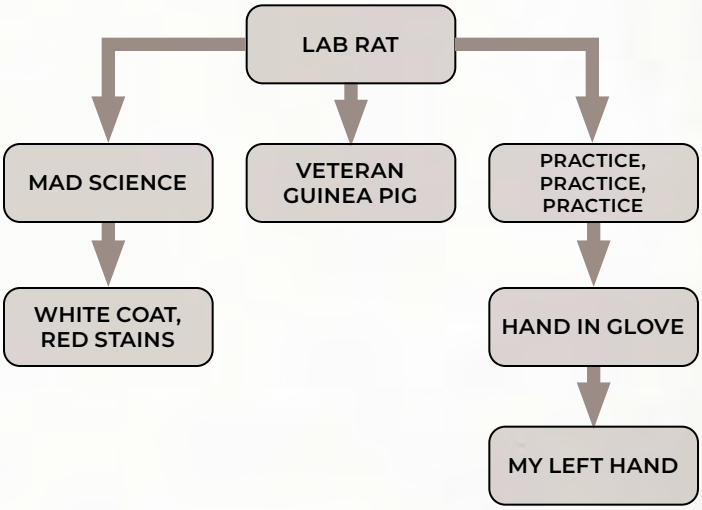
WILD TECH (INTELLIGENCE)
With the pressures of global capitalism all but destroyed for the survivors of the war's aftermath, innovative technologies all but undreamed of are now rising to the surface. The Wild Tech skill covers not only the basics of scientific discovery, but also the use of new innovations that are only now coming to the fore. With so much knowledge lost, however, the science behind such inventions is not necessarily always fully understood. The applications of Wild Tech are more fully described in **Chapter 6: Gear & Merch**, p. 150.

COMMON USES: Using and repairing technology of all sorts, manufacturing faction specific technologies, inventing new and often impractical devices.

DIFFICULTY: See **Chapter 6: Gear & Merch.** Wild Tech vehicles are subject to vehicle difficulty modifiers, weapons to Firearms modifiers, etc. When making repairs, the availability of tools and the nature of the environment where the repair is being attempted will all factor in.

MOMENTUM SPENDS: See **Chapter 6: Gear & Merch.** Momentum is commonly used to increase the amount of "Fuel" that the device has.

WILD TECH TALENTS



HAND IN GLOVE
PREREQUISITE: Practice, Practice, Practice

Choose a device in which you have the Practice, Practice, Practice talent. When it uses Fuel, you can roll 1 and reduce the fuel loss by 1 if an Effect is rolled (minimum of 0). If the roll is unsuccessful, you can still pay Fallout as per Practice, Practice, Practice.

LAB RAT
PREREQUISITE: Wild Tech Exp 1

You have been loaned a helmet, shown a soft place to land, and—above all—been given the time to work out how your faction's Wild Tech works. When using Wild Tech, you can use the

regular skill and talents associated with the device; Firearms for guns, Drive or Pilot for vehicles, etc. Characters without this talent must use their Wild Tech skill and spend 1 Momentum or pay 1 Fallout to use any feature associated with the device. (see **Chapter 6: Gear & Merch.**)

MAD SCIENCE
PREREQUISITE: Lab Rat, Wild Tech Exp 2

You have mastered the applications of your Wild Tech and are now more interested in customising and improving it. When repairing a device of your own creation, you can spend 1 Momentum (repeatable) to increase the amount of Fuel in the device by 2. In addition to this, invention tests are reduced by 1 difficulty to a minimum of Challenging (D2).

MY LEFT HAND
PREREQUISITE: Hand in Glove

Your adept at maintaining and repairing your chosen devices. Choose one device that you have also applied the Hand in Glove talent to. This device is always considered to have at least 1 Fuel and can only ever lose its last point of Fuel through voluntary player use or a GM's Complication. In addition to this, you can roll 1 additional d20 on all tests to repair, maintain, or use the device.

PRACTICE, PRACTICE, PRACTICE
PREREQUISITE: Lab Rat
MAX RANKS: 1 per device

Having dedicated a great deal of attention to it, you know a device inside and out. Select a new device each time you purchase this talent. When one of the chosen devices uses Fuel, you can reduce the amount of Fuel used by paying 1 Fallout per point you wish to retain.

VETERAN GUINEA PIG
PREREQUISITE: Lab Rat
MAX RANKS: 1 per faction.

You've had a shot at using Wild Tech normally associated with another faction. How this happened is between you as a player and the GM, but your character has worked out the fundamentals; don't hold devices close to your head, wear gloves and goggles, and listen for high pitched whines are usually top of the list. Each time you purchase this talent, choose a faction other than your own. When using the Wild Tech of a chosen faction, you can apply your Lab Rat talent to it.



WHITE COAT, RED STAINS
PREREQUISITE: Mad science
MAX RANKS: 2

Your faction recognises you as a leading light in science. At least, they would if they concerned themselves with such things. What they do understand is that you're one of their best techs and that they should probably listen to what you have to say. Characters with this talent can substitute Wild Tech for Command. In addition, so long as you have had a working version to look over, you can extend your Mad Science talent to cover any Wild Tech device of your faction's creation. If purchased twice, you can extend this talent to any Wild Tech you can access through the Veteran Guinea Pig talent.

SKILLS, ATTRIBUTES & THEIR USES

NAME	ATTRIBUTE	USES
Acrobatics	Agility	Rapidly navigating difficult terrain. Jumping. Avoiding falling damage. Dodging.
Animal Handling	Personality	Calming wild animals. Training and caring for domestic animals. Riding beasts of burden. Identifying different animals.
Athletics	Brawn	Forging through difficult terrain. Climbing. Swimming. Exerting physical strength.
Command	Personality	Issuing orders to subordinates. Coercion through force of will. Coordinating allies.
Counsel	Personality	Analysing behaviour and predicting motives. Treating lost Resolve and Trauma.
Discipline	Willpower	Resisting shock in battle. Resisting coercion or persuasion. Maintaining concentration. Recovering from lost Nerve and Trauma.
Drive	Coordination	Driving ground-based vehicles and small waterborne craft (jet-skis, small boats, etc).
Engineering	Intelligence	Creating, maintaining, and repairing structures, tools, and devices. Knowledge of blacksmithing, carpentry, masonry, vehicle modification, and various fields of engineering.
Firearms	Coordination	Making ranged attacks. Identifying ranged weaponry. Maintaining ranged weaponry.
Gang Warfare	Willpower	Running factions and gangs. Coordinating on a tactical level, establishing and influencing social protocols, logistics of resources on a large scale.
Heavy Weapons	Coordination	Making ranged attacks with heavy man-portable weapons and fixed armaments.
Insight	Awareness	Inspecting people, places, and information closely. Recognizing patterns. Discerning if someone is lying. Recognizing the presence of the unnatural or supernatural.
Lore	Intelligence	Basic knowledge useful for day-to-day life. Knowledge of history and current events, including researching historical events through Old World sources. Knowledge of Linguistics.
Medicine	Intelligence	Treating physical damage and Injuries. Diagnosing and treating disease and poison. Determining cause of death.
Melee	Agility	Making melee attacks. Identifying melee weapons and their qualities, and caring for them.
Observation	Awareness	Finding hidden things. Noticing things that are unusual or simply out of the ordinary.
Persuade	Personality	Convincing others to do as you wish, by charm or by intimidation.
Pilot	Coordination	Piloting airborne vehicles and equipment (including jetpacks and gyrocopters) and large waterborne craft.
Resistance	Brawn	Recovering naturally from loss to Vigour and Wounds. Resisting the effects of poison, disease, and environmental effects.
Stealth	Agility	Moving quietly. Hiding quickly. Hiding objects on one's person. Disguising oneself.
Survival	Willpower	Navigating an unfamiliar environment. Finding shelter. Avoiding environmental hazards. Tracking others.
Thievery	Awareness	Picking locks or disarming traps. Sleight of hand. Identifying strengths and weaknesses in security measures. Understanding crime and criminal activity. Interacting with criminals.
Traffic	Personality	Sourcing and supplying goods in the post-apocalyptic world. Skill at buying and selling items. Maximising assets to improve lifestyle.
Wild Tech	Intelligence	Understanding and applying the science of the Old World. Pushing boundaries to create unique and wondrous items.



GEAR & MERCH

CHAPTER 6

Survival in Devil's Run is not just about wits and a fast car. It's also about being equipped for everything the post-apocalyptic landscape might throw at you. Some fortunate few in the world still live in relative luxury. For most of those who struggle by in North America, however, life is hard, violent, and unforgiving. Being well-equipped can often mean the difference between life and death.

This chapter details a selection of the equipment available to characters in the post-apocalypse of the *Devil's Run*. The equipment listed here shouldn't be considered exhaustive. Keeping in mind that the world of the Devil's Run is a tragic parody of our own, GMs should encourage the option for PCs to search for and obtain almost anything available to ourselves.

Characters are able to carry a range of belongings designed to bring them comfort and a sliver of security. These tools of the trade also allow them to get the job done properly. A PC's faction may provide some basic equipment for a run, but most players will want to personalise their load-outs to suit their character's attitude towards the world. Maybe they are ex-military equipped with full combat gear and a pack full of survival equipment, or maybe they are more tech-savvy and opt to carry a supply of home-made batteries to keep torches, radios, and other gear running for as long as possible. The decision, of course, is entirely up to the character.

CURRENCY: DOLLAR VS. MERCH

It's been 20 years since the collapse of Capitalist rule over North America. Wall Street, Fort Knox, and many other previously recognisable financial institutions are not only in ruin but also almost entirely unknown to the current generation. Those who were alive before the Day of the Apocalypse, those who were a part of the Old World, remember all too well the corrupting lure of greed that money could bestow upon a man. Not much has changed.

The printing of any official currency halted altogether following the abandonment of the United States Mint and the Bureau of Engraving and Printing (BEP). Trillions of United States Dollars (USD or $) were destroyed in the fallout or lost in the flames and floods that followed. Instead of the official USD becoming a worthless scrap of paper, however, it has instead continued to remain an item of great value, increasing in worth thanks to fewer and fewer notes remaining in one piece.

While the shopping) malls are gone and the concept of "retail" is a forgotten activity, the value of money within a faction's own community is still given great consideration. A faction's leader will ensure that road warriors taking to the Devil's Run are equipped to the appropriate standards expected of their war parties, but that obviously doesn't stop them wanting bigger weapons, better vehicles, or more food of course. As they progress through their adventures, the PCs will often find that life in the post-apocalyptic wasteland places different demands on them. Obtaining equipment to contend with such trials beyond that gifted to them by their faction often means striking a deal with others, scavenging, or resorting to violence.

DOLLAR

The Devil's Run contains two measures of value that PCs can use to procure and trade items. The first, which relates to the remnants of North America's great wealth, is the dollar (USD or $). Within the confines of a faction, and often wider afield, a person with more $ is often considered as being more powerful. After all, they can afford better weapons, better vehicles and better protection. Dollars represent a tangible and trackable measure of each PC's wealth. An item can always be paid for in $.

Alongside those items gifted by the character creation process, each PC begins the game with a predetermined amount of $ that can be used to purchase additional items. Canny PCs, however, might wish to save some $ towards unforeseen costs on the road, such as bribes, bets, and repairs.

MERCH

The second measure of value is called 'Merch'. Merch represents the trade or barter of goods that are desirable to specific people or factions, particularly when there is little or no $ to hand. Of course, one particular item or piece of equipment might have intrinsically more or less value with one faction or person than it does for another. Rather than haggle over $ and percentages, Merch is intended to simplify this variable.

Merch is an alternative means for providing value and purchasing items, particularly when there isn't enough $ available. Not every piece of gear can be used as Merch. Likewise, not every item that has a Merch value can be used to initiate a Merch transaction. If Merch is being used to purchase or trade an item, it can be used to supplement the use of $ in that particular instance. As a rule of thumb, 1 Merch equates to $100 when used in a transaction made using both Merch and $, although GMs can adjust this based on the size, rarity, and usefulness of the item.

Merch is obtained in a number of ways, such as being found during a game session, obtained from scavenging actions between games (see **Chapter 9: Rules of the Road**), or garnered during character creation. Merch can be viewed as an abstract value attached to items—usually at the point of sale or trade—that has slightly differing effects when used in character creation as opposed to normal play.

CHARACTER CREATION: Assume that Merch values are as stated in the gear tables during character creation. PCs use their Merch to purchase equipment that might otherwise have wide-ranging values between factions. Following the completion of character

creation, unused Merch can be converted to $100 per point of Merch at any suitable point, or else be kept as Merch and used to leverage tests during play. Unused, unconverted character creation Merch simply becomes undefined Merch.

MERCH VALUES FOR ITEMS: Any item can potentially be used for its Merch value during play. An item's Merch value can be used by a PC for two things: reducing the difficulty of a Traffic test to find a new item, and lowering the cost of purchasing an item. Merch can be used for either or both options as part of a transaction.

When used to reduce the difficulty of a Traffic test to find an item, each point of Merch applied reduces the difficulty of the test by 1, to a minimum of Average (D1). Momentum generated on the test can be used to reduce the Merch value of the item being sought on an increasing basis, 1 Momentum reduces the value by 1, 3 Momentum reduces it by 2, and 6 Momentum by 3. Any Merch value remaining on the item being traded, once the difficulty has been reduced, can then be applied to reduce the Merch value of the item being purchased on a 1-for-1 basis. Surplus Merch that are applied after these effects are applied is simply wasted; ultimately, the person the PC is haggling with has grabbed themselves a bargain!

As previously stated, the Merch value of an item being sold or traded reduces the Merch value of the item being purchased on 1-for-1 basis. Providing the vendor has a use for any additional items offered, further items can be used to leverage the transaction and reduce the Merch value of the item being purchased if the value can't initially be met.

UNDEFINED MERCH: Rather than specify each item found during scavenging runs or downtime, the GM can opt to reward the PCs with Merch. Undefined Merch is simply listed on a character sheet as Merch. Undefined Merch can be used to reduce the difficulty of tests in exactly the same way as the Merch value of items, but only 2 Merch can be applied to a purchase activity in this way. In this instance, purchase activity includes the sourcing and purchasing of the item being sought.

While a list of weapons, gear and other useful items is included later in this rulebook, the following table shows some examples of the $ and Merch value applied to items:

SAMPLE $ & MERCH VALUES

ITEM	$ VALUE	MERCH VALUE
Toolbox	$250	2
Handgun	$250	2
Old World Artefact	$750	3+
Engine	$2000	12



FLUCTUATING MARKETS

One person's junk is another person's treasure. Meaning that one faction or person might place great value on a particular item, while another might consider said item to be common at best. For instance, the jetpack is a regular feature of the Justice ladies, while other factions will climb over the corpses of their former friends to get their hands on this unique piece of technology. When a Merch transaction is being undertaken, the GM should consider both the item being purchased and that being traded, then apply an increase or decrease to the Merch value of either item if necessary. Unless an item is particularly rare or valuable, an increase or decrease of no more than 2 should be applied to the item's Merch value.

WHEN A SPADE ISN'T A SPADE

The simplest way to view currency in *Devil's Run* is that $ represents the cold, hard cash used to purchase items and services, whereas Merch represents tradable items that can sweeten a deal, leverage a purchase, or replace a cash transaction altogether.

COST OF LIVING

Typically speaking, characters won't need to spend much $ on basic day-to-day living costs, as these things are part and parcel of being associated with a larger faction; food and water rations, a few clips of ammo, and enough fuel for a *Run* are provided at minimal cost. Replenishment of these items should happen during Upkeep (the time between gaming sessions, detailed in **Chapter 9: Rules of the Road**), although there may be times during the game where the PCs have a need for currency to pay their way through the adventure. As such, it is important to track the personal wealth of each PC in the group.

If a PC insists on living beyond their provided means—eating or drinking beyond basic rations and spending money on non-essential or lavish items—the GM may choose to impose a tax on them. This will most often occur in the form of a $ loss at mealtimes, stopovers, or during social encounters. Alternatively, the GM can call for a Traffic roll each session, with the difficulty determined by the lavishness of the lifestyle being afforded. A few extra cases of alcohol and ammunition might equate to Average (D1), whilst travelling with a generator, travel kitchen, and multiple cases of alcohol and ammunition would be at least Daunting (D3) or Dire (D4). Failure of the roll indicates that their lifestyle comes crashing down as the PCs are subjected to theft, sabotage, or worse. In game terms, this should equate to the loss of a significant amount of $ and possibly an encounter with jealous rivals or bandits.

ACQUIRING GEAR

The PCs may wish to acquire new weapons, equipment or other items during the gaming session beyond the essentials that are replenished during Upkeep (see **Chapter 9: Rules of the Road**). While the concept of the "high street" may no longer be the norm, the home turf of most of the San Francisco factions equate to large towns, each with their own form of commerce. During the course of the game, the PCs may travel to these settlements or encampments and encounter traders, quartermasters, mechanics, or other characters with which to trade or barter. It's important that the GM doesn't make it too easy for PCs to find the desirable items they're looking for. Being able to pop next door and buy the most powerful weapon around or the fastest vehicle on the road hardly builds the post-apocalyptic hardship PCs should come to expect from life in the *Devil's Run*.

Obtaining anything beyond the most common items should be dependent on a mixture of geography, timing, and a character's ability to navigate the twists and turns of trading. Items should be given a difficulty rating ranging from Average (D1) through to Epic (D5), with these being the absolute minimum and maximums. The PCs should expect to make a Traffic test in order to find what they are looking for. Depending on the community or situation that the characters find themselves in, however, it may be appropriate to substitute Traffic for Thievery (see "I Found it, Honest", below). This test should be offset by a number of difficulty modifiers as follows:

ACQUIRING EQUIPMENT SAMPLE MODIFIERS

SITUATION	MODIFIER
Character Under Duress	+1D
Foreign Language	+2D
Factional Rivalry	+3D
Seller Under Duress	−1D
Each Merch Value Applied	−1D
Common Item at Source	−1D

A successful test indicates that the character has either found someone willing to sell the required item, or in the case of those items more vital to the current story arc, someone with the information that will lead you to somewhere it can be purchased.

It may be appropriate to attach a $ or Merch value to information that leads to more desirable items, which represents the need to offer bribes or enticement. Not paying the cost for the information will increase the difficulty of the test, though the GM can offer a Momentum bonus or reduced difficulty for a payment that at least doubles the fee. A failure means that the item cannot be located and a similar search may not be made

for the remainder of the current session. A Complication on this roll should either restrict the character's ability to search for items during the Trafficking Phase (see p. 247) subsequent to the session, or prevent similar searches happening during the next gaming session. Multiple Complications may result in the characters being led into a trap, or being ripped off whilst under the belief that they have located what they are looking for.

Once an item is located, the PC should pay the cost to acquire the item. Choosing not to or otherwise reneging on the deal will almost certainly have consequences—timewasters aren't viewed too favourably in the post-apocalypse. As previously noted under Undefined Merch, Momentum may be spent to reduce the cost of an item. If the purchaser is paying in $, however, each Momentum instead reduces the cost of the item as defined in the Gear Momentum Reduction Table, below.

Finally, the PC can flex their Notoriety. Once per game, the PC can reduce the final asking price by 1 Merch for every 2 levels of Notoriety that the character has, rounding up, or an additional five percent if paying in $. If an item's cost is reduced to zero through this process, the character's reputation has preceded them and the trader is willing to gift the characters the item for nothing more than the bragging rights of having met them. A GM should keep note of any items obtained in this way and may wish to write this into the story arc if it happens too often—news travels fast when people are always on the take! Notoriety is covered on p. 88 in **Chapter 4: Character Creaton**.

GEAR MOMENTUM REDUCTION TABLE

MOMENTUM	PERCENTAGE REDUCTION
1	5%
2	10%
3+	15%

While a GM is free to increase or decrease the value of gear as they deem appropriate, an item's cost in $ or Merch should also be considered in relation to how critical the item is in terms of the continuation of the story, or even a PC's personal agenda. For instance, a character with a well-known lust for a sleek black muscle car might expect to pay a real premium upon finding one, possibly in excess of multiple items with two-digit Merch values, which is a combined value that would usually take many gaming sessions to stockpile.

I FOUND IT, HONEST

Life on the *Devil's Run* is a harsh reality. A world of violence filled with despicable characters, few morals, and underhand scheming. Just as settlements are pillaged and raided by gangs of marauders, the PCs may find that their own situation calls for a less honest approach.

Instead of purchasing items as described above, characters may choose to attempt to steal a located item from the trader or owner. A successful Thievery test is required, with the difficulty determined by the surroundings and modified according to both social and environmental factors in a similar manner to a Traffic test. A successful test allows the character to obtain the item without paying for it, though it may not be long before the owner comes looking for the guilty party. As such, following any successful theft, the PC and their group will incur a +1D increase on all social interactions and Stealth or Thievery-based tests in the same settlement or area, which represents the local community being on-guard against outsiders who may be responsible. A Complication on the test will mean the PCs are chased out of town, at the very least.

On a smaller scale, characters proficient in the Thievery skill may wish to attempt to pickpocket whilst in crowded settlements or camps in order to obtain more $. The usual difficulty for such a test should be Daunting (D3), with the difficulty rising where circumstances are less than ideal (scattered crowd, bright lights, etc). A success grants the character $100, with an additional $100 acquired for every 2 Momentum spent. A failure indicates that a PC has been unable to gather any funds. Any Complications that occur may represent other people spotting the act, or finding that your target is in fact someone very important who is well known for holding a bitter grudge, either of which usually results in unavoidable confrontation with the subject and their companions.

The sites of previous conflicts and abandoned battlegrounds may also lead to acquiring new goods. While dead bodies are commonplace in the post-apocalypse, people don't usually hang about to see what the rival Croozer driver was carrying as they fly past at one hundred and twenty miles per hour. Scuffles, raids, and fallout between runs, however, can often result in violent acts where only one side walks away. Following a fatality, a character may choose to search the body and take any equipment or $ as their own. Like theft, a body left in a settlement or encampment will raise certain suspicions. While a certain amount of gentle persuasion isn't unusual, people still look out for their own.

The rules above assume that characters are performing these acts within the confines of a settlement or camp, though the same difficulties apply out on the road. People rarely travel alone, and where a single scout or envoy is found, others will follow or else come looking for the missing comrade. GMs are encouraged to find suitable payback for PCs who prey upon lone individuals along the highways of the *Devil's Run*. Karma is a bitch.

SELLING & TRADING GEAR

Just as characters may wish to acquire new weapons or equipment, they will undoubtedly wish to sell their ill-gotten gains, particularly if they're seeking to reduce the amount of gear they are transporting or to raise much needed $ or Merch for other purchases.

Sales between characters should be negotiated in real-time, without the use of dice. A character wishing to sell one or more items in a marketplace or settlement may do so by matching the local going rate for items, which uses the item's base value and is then adjusted upwards or downwards by the GM. Traders and buyers will almost always try to haggle, so a Traffic test of at least Average (D1) will be needed, though more experienced or canny traders may stay with a higher base difficulty. The base difficulty should be adjusted upwards using the same difficulty increases from the Selling Equipment Table. A failed test means the market is saturated or the item is otherwise deemed worthless in this locale, preventing the character from being able to sell that item to anyone else in this area. Success allows the character to trade the item for the requested amount in $ or Merch.

Within the confines of the home base of the PCs' faction, items may not be sold for $. Any substantial equipment or vehicle that they come by are expected to be used, kept, or transferred into the ownership of the faction, although they can be traded for favours or other items of equipment. Additionally, selling items for Merch anywhere should be restricted to wholesale of multiple items, or individual sales of particularly large or valuable items. While the GM is free to allow the characters to try and negotiate the sale of vehicles and other substantial items during the game—providing it doesn't interfere with the progression of the story—most sales will occur through goods trafficking during the Trafficking Phase (see p. 247).

SELLING EQUIPMENT SAMPLE MODIFIERS

SITUATION	MODIFIER
Character Under Duress	+1D
Attempting to Sell Above GM Guide Price	+1D
Common Item at Source	+1D
Foreign Language	+2D
Factional Rivalry	+3D
Seller Under Duress	–1D

MARKERS

The PCs are unlikely to want to transport every single piece of gear each time they hit the road. In some cases, they might not even be able to due to the size of their vehicle in relation to the bulk of their equipment and goods. They might even purchase an item somewhere with the intent of returning for it later, or simply wish to stash some Merch in safekeeping until they can return to it later. In all of these instances—and any others that suit the same purpose—a PC can establish a Marker.

Though the formal North American banks are a distant memory, some settlements and individuals do offer security for goods and/or cash. In other instances, PCs can rely on NPCs that they trust to some degree. These individuals or services can be used as Markers; somewhere that gear, Merch or cash has been stashed for later retrieval. Depending on the circumstances, establishing a Marker requires a **Challenging (D2) Persuade**, **Thievery**, or **Traffic test**. Use Persuade or Traffic if the PC is attempting to convince an NPC to hold something for them, or Thievery if they're trying to hide it somewhere safe. Each 2 Momentum on the test can be used to provide extra security for the gear in the form of increasing the difficulty by 1 should anyone else go looking to retrieve the stashed goods.

A Marker should consist of at least a place name and a list of the cash or items that are stashed there, though extra details such as the name of the responsible individual and their business can also be included. The only limit to the number of Markers a PC can establish is the amount of gear, Merch or cash they own. Once a Marker is established, it will remain indefinitely, barring unfortunate events—such as the settlement being razed or cataclysmic natural disasters. Complications generated during the Trafficking phase can also serve to put Markers at risk, though they should never be used to supplant the secure location outright. Such Complications should be used to drive side plots or new scenarios, such as the PCs needing to rescue valuable Merch from a rival faction or shore up the defences of a settlement to ensure that their gear isn't stolen in the first place.

ENCUMBRANCE

Carrying equipment gets tiring. Walking, running, or even riding around whilst loaded up with weapons, tools, food, and water will take its toll on a person, causing them to become fatigued over time. For this reason, it is important to be aware of the amount and weight of equipment being carried by a character.

Every item in the **Devil's Run RPG** has a weight value stated in units. While some simple pocket-sized items are considered to have a weight of zero, carrying many of them will incur a weight value at the GMs discretion. Refer to the Item Weight Table for some examples.

ITEM WEIGHT TABLE

ITEM	WEIGHT VALUE (UNITS)
Pocket Item	0
Minor Item (Handgun, Knife, 1 Litre of Water, Bedroll, Several Pocket Items)	1- 3
Major Item (Rifle, Coil of Chain, Heavy Weapon)	4+

A PC can carry a number of weight units equal to twice their Brawn attribute. This amount of weight can be carried whilst walking or running without penalty. If a character wishes to carry more than twice their Brawn in weight units, they are considered to be encumbered and will suffer penalties as indicated in the Encumbrance Table.

A PC may never carry more than twice their Brawn attribute in weight units. An encumbered character carrying more than twice their Brawn attribute in weight units is considered immobile and may not move or stand. Any Agility-based tests while immobile due to encumbrance are made at Epic (D5) and increase the Complication Range by 2. GMs should advise characters against putting themselves into a situation where they become immobile due to encumbrance. No person would risk leaving themselves exposed because they're pinned beneath the weight of their possessions. The inclusion of these rules is to demonstrate a hard limit that cannot be passed and this condition should only be inflicted, not chosen.

The post-apocalyptic world is a harsh place to live, so the GM is free to remind the characters of the danger of carrying a weight close to their PC's limit for long periods. The inability to recover Fatigue effectively between sessions or inflicting physical damage to a PC are both appropriate repercussions to the prolonged exertions of carrying great weight.



ENCUMBRANCE TABLE

WEIGHT VALUE (UNITS)	PENALTY
Up to or equal to 2× a PC's Brawn	No penalty
Greater than 2× PC's Brawn	Character gains one additional Fatigue whenever one or more Fatigue is gained.
Greater than 3× PC's Brawn	Character gains two additional Fatigue whenever one or more Fatigue is gained. In addition, the difficulty of all Agility-based tests is increased by 1 step.
4x the PC's Brawn or greater	Character is immobile. In addition, the difficulty of all Agility-based tests in increased to D5 (Epic).

TRANSPORTATION OF GOODS

Vehicles are the essence of the *Devil's Run*. Road warriors and highway warlords are little more than thugs on foot without their vehicles. Bikes, trikes, buggies, cars, vans—the options are endless for the PCs and their fellow faction-mates. But vehicles are not only a weapon of war. They are also the primary mode of transportation and the method in which most characters will move equipment or other items around the former United States.

Vehicles, just like PCs, are able to carry a certain weight value of equipment, which is additional to the driver and a full tank of fuel. Unlike PCs, vehicles do not have a Brawn attribute but instead possess a Stowage rating. A vehicle may freely transport up to its Stowage rating in weight units, but suffers the penalty indicated in the Stowage Overload Table.

An immobile vehicle has been damaged by being overloaded and can no longer move. Simply unloading the vehicle to reduce weight may not be sufficient to get the vehicle working again. At least a **Challenging (D2) Engineering test** is required to do so. At the GM's discretion, this can increase in difficulty based on the vehicle's condition and structural integrity. Failure to remove the immobile status of a vehicle means that the vehicle may no longer be used until repaired by mechanics during Upkeep between sessions, providing it can be delivered to a suitable settlement.

JETPACKS AND GYROCOPTERS

Airborne equipment, such as jetpacks and gyrocopters, do not have Stowage ratings. Instead, these vehicles are considered capable of carrying an unencumbered pilot, which equates to a single person and up to their Brawn attribute in items. An airborne vehicle attempting to carry a number of weight units greater than the drivers Brawn attribute will be unable to take off or stay airborne.

SAMPLE STOWAGE TABLE

VEHICLE CLASS	DEFAULT STOWAGE	PASSENGERS*
Bike	40	1
Trike	70	1
Car	120	3
Croozer	150	4
Van	250	2+4
Truck	500	3+4
Behemoth	700	3+6
War Rig	1200	3+6 or more

*2+4 equates to 2 in the front cab plus 4 in other positions, such as the rear of a pickup.

The weight of fuel in the tank and the driver does not count towards the Stowage rating. However, the weight of any possessions of significant size carried by passengers is counted. Passengers are considered to contribute 5 units of Stowage. For example, a passenger who is carrying 12 units worth of equipment weight will contribute 17 units for the purposes of calculating Stowage.

Possessions of significant size are largely left to GM discretion. An extra shotgun wouldn't count towards Stowage, but a rocket launcher and base plate would definitely contribute 1 or 2 units. In addition to weight, the size and shape of equipment being carried must be compatible with the vehicle being used to carry it. It wouldn't be possible to carry the engine block from a behemoth-class vehicle on the back of a bike, for instance, even if the weight made it possible for the bike to transport it, as the sheer size of the item would make using the bike impossible. The GM should guide the characters, pointing out any suggested loads that could cause damage to a vehicle, and ensure that characters are suitably hindered if they choose to ignore such warnings.

STOWAGE OVERLOAD TABLE

WEIGHT VALUE (UNITS)	PENALTY
Up to or equal to the Stowage rating	No penalty
Greater than the Stowage rating, but less than double	Vehicle's speed and manoeuvrability are reduced by 2. In addition, the difficulty of all Drive tests and their Complication Range both increase by 1.
Twice the Stowage rating	Vehicle speed and manoeuvrability is reduced by 4. In addition, the difficulty of all Drive tests and their Complication Range increase by 3.
More than twice the Stowage rating	Vehicle is immobile and suffers 1 Structure damage.

GEAR

The following gear descriptions and their subsequent tables provide guidance on items that are commonly sought after on the deadly highways of the Devil's Run. This list is far from exhaustive and GMs are encouraged to create their own. Items with one or more faction logos beside their name have a reduced cost for a related faction–see Faction Prevalence, p. 143.

CLOTHING

The clothes that someone wears can say a lot about them. Style still has its place even in the harrowing reality of post-apocalyptic North America, and the most notorious road warriors know that an iconic outfit can win the battle before it's even begun. In game terms, clothing can be used to reflect a person's background, wealth, style and position within a community or faction. When purchasing clothing, characters should ensure they are dressed as appropriate for the faction they belong to–a number of the Hunters would rarely be dressed in scavenged clothing, just as a Skinner or Hauls Angel without leathers would likely be thrown out.

BASIC CLOTHING

Clothing that is either well-maintained or recovered from a department store that has avoided being fully ransacked. Characters wearing basic clothing will appear more fortunate than most, and perhaps considered representative of a thriving faction or community. This clothing will last longer and generally keep a character warmer.

LEATHERS

The standard for every biker and petrol head worth their weight. Leathers are a status symbol, a birth right, a calling, and a minimum requirement for many factions. Leathers are hard-wearing and offer a limited level of protection in a brawl (see Armour, p. 141).

QUALITY/DESIGNER CLOTHING

Even on the Devil's Run, making a statement has its place. Clothing taken from a high-end store, drawn from an opulent personal collection, or of a specific fashion falls into this category. Characters dressed like this will stand out in the crowd and make a strong impression. Whether this is a good thing or not remains to be seen!

SCAVENGED CLOTHING

Typically clothing found lying around in abandoned homes, pulled from someone's body or otherwise dirty, tattered, and well-used. The majority of clothing in Devil's Run falls into this category, and most run-of-the-mill characters encountered will be dressed in whatever they have managed to get their hands on.

SUNGLASSES

A trusty pair of shades has often set the standard for cool. Sunglasses are as much about style as they are practicality, with some of the more notorious road warriors having never been seen without their signature pair. While designer labels once demanded a high price tag, any pair of shades is now likely to be considered a coveted item. Sunglasses reduce any difficulty increase related to low sun or glare by 1 but increase the Complication Range of Perception tests by 1 if worn at night.

BATTERIES

Batteries are one of the most valuable and useful assets to be found. A number of items listed here would usually require power in the form of bespoke batteries or other power sources. While both are in exceptionally short supply, most items have been jury-rigged to run from homebrew batteries. PCs must be conscious of this and should carry a reserve of batteries for any items that require them. Batteries that are rechargeable to some degree–such as the lead-acid batteries that might simply require new Components–are provided with a Maintenance cost in the Gear & Equipment Summary Table, p. 155.



Any item that requires batteries will have a run time stated as Batteries–X hours, where X is the number of hours that the batteries will be able to provide power. Batteries are always purchased singularly. PCs must think carefully about such equipment, otherwise they could be suitably set back when a battery-powered item stops working out in the wastes.

Characters should never feel the need to track each item and its battery usage. So long as they aren't using an item excessively, the GM can provide a simple warning when they deem the batteries in an item are running low, such as consistent loss of signal or excessively poor reception on a personal radio, or light beginning to dim on a torch. The PC can continue to use the item without replacing the batteries, but doing so requires a successful Average (D1) Engineering or Wild Tech test, which increases by +1 difficulty for each test after the first. Failing the test means the batteries are totally depleted. The GM can pay 1 Fallout to increase the difficulty of the test (Repeatable to a maximum of Epic [D5]).

COMMUNICATION

Although North America is a quieter place since the Day of the Apocalypse, there are still a few ways for the survivors and their descendants to stay in touch with each other. The vast mobile phone networks are a thing of the past, their towers and base stations rendered useless due to electromagnetic bursts and crumbling due to age. Characters with a means of communicating at a distance should beware, for every item of equipment able to facilitate conversations at longer distances is highly coveted.

HAND CRANK & SOLAR GENERATORS

In some cases, batteries can be replaced by small hand crank generators or solar energy collection devices. A Simple (D0) Engineering test will provide 5 minutes of power to an item using such a power source, plus 5 minutes for each Momentum.

PERSONAL RADIOS

Close-range walkie-talkies and other personal radios allow outrider groups to stay in touch with not only their individual members, but also the main body of a war party if they're travelling with one. Depending on their quality, personal radios have a working range of two to ten miles, with the longer-range ones costing more and depleting batteries faster. Most are hand-held, although others are built into vehicles (see Chapter 8: Vehicular Mayhem). Radio range is also affected by dense terrain, such as mountains or woodlands. Using a personal radio is fairly straightforward and doesn't usually require a test. Complications on a test can range from the receiver hopping channels to intervening terrain garbling a transmission.

Batteries–1 week. A radio mounted to a vehicle runs from the vehicle's battery.

SATELLITE PHONE

While North America's phone networks died long ago, a small amount of global communication satellites still exist under the control of powers in other parts of the world. Satellite Phones are an extremely rare and virtually forgotten piece of tech. Even when one is found, there is no guarantee that it's still connected to an active network. Those that are still able to connect allow direct calling via satellite connection to most other phones anywhere in the world. Although they can be used to make calls from remote locations, intervening terrain can severely hamper their use. GMs are advised to use their very limited scope as a means to introduce unique plot elements or lifesaving twists–such as inadvertently contacting subversive or charitable elements that knowingly respond to a call. Making use of a satellite phone and establishing a connection that provides a minute of coverage requires a Daunting (D3) Engineering or Wild Tech test. The difficulty of the test will increase for poor locations and intervening features such as steep hills and intervening forest. Each point of Momentum spent on the test will provide an additional minute of coverage. Following this, the GM can spend 2 Fallout during each subsequent minute to prompt another Daunting (D3) Engineering or Wild Tech test. Success–and Momentum–will provide coverage as before, though failure means the connection drops.

Batteries–1 hour.



FOOD & WATER

Human beings need food and water to survive. Farming does exist, though on a much smaller scale than pre-apocalypse. Water treatment plants that survived the fallout have been bought back on line in some areas. But neither of these are for the good of a nation. They aren't resources to be shared in order to help mankind prosper. Food and water are now important commodities to those factions lucky and capable enough to control a source of clean water and a sustainable food source. Surrounding settlements either pay or go without.

ALCOHOL

One thread of knowledge that survived the apocalypse alongside how to drive a car is the process of brewing and distilling alcohol. Bars and watering holes can be found in every corner of every pocket of civilisation. Some road warriors see drinking as a birth right, with the ability to drink being as much a sign of prowess as surviving the Devil's Run. Alcohol enjoys a sturdy economy for many reasons. Alcohol consumption has three stages. The first stage provides 1 Momentum to all Personality tests made whilst not under duress, but also increases the Complication of all tests by 1. The second stage increases the difficulty and Complication Range of all tests by 2. At the third stage, the character passes out. Following a short rest (approx. four to eight hours after consumption), the character suffers +1 difficulty to all Brawn and Awareness tests for the next twelve hours. The GM can spend 2 Fallout to increase this to +2 difficulty (the character drank a bad batch). The GM and character should agree on limits and transitions between stages for a PC, though progressively worsening Resistance tests can be called for if the PC is trying to avoid getting drunk.

ENERGY DRINK

Once a multimillion-dollar market, energy drinks are now home-brewed, taste foul, and look awful but provide a mighty kick. An energy drink is a single use item that provides 1 Momentum for use in any Resistance test against sleep deprivation.



ROAD RATIONS

Basic food and water supplies, some of which are air-dropped in accordance with the old UN aid agreement. Road rations represent the foodstuffs that most people use for daily nourishment. Consisting mainly of dried foods and a few mostly fresh items farmed or grown in a settlement that has the resources, the PCs are considered to have enough rations to get them from place to place during each session. They're normally replenished in Upkeep—see **Chapter 9: Rules of the Road**—but particularly remote locations may prevent this from happening. Additional rations can be purchased when available, which caters for emergency situations and bartering power. A little food can be a valuable thing out in the wastes.

INDUSTRIAL EQUIPMENT & TOOLS

Good quality tools in the hands of experts and tradepersons will keep wheels greased and engines turning. While many people rely on the mechanics and technicians of their faction for repairs to their vehicles and gear, being skilled enough to use your own set of tools can be a lifesaver on the road and opens up many opportunities, particularly in terms of a source of income. Characters can use tools to repair and build equipment out on the road, but some specialist tools are heavy and bulky, meaning they need to be carried in a vehicle or kept in a workshop. On the other hand, earning how to operate and repair the specialised equipment that allows for the detection and avoidance of the many hazards of the post-apocalyptic world can also make a character invaluable to the team.

BOLT CUTTER

Cumbersome and heavy, bolt cutters are the go-to solution for breaking chains. Effectively giant scissors, they're designed for sheering through basic locks and heavy-duty chain. Awkward to carry around by hand for any length of time, they are the perfect tool for breaking and entering into compounds and off-limit locations when slung in the back of a car. Bolt cutters reduce the difficulty of any test made to break chains, locks, or cables by 3, to a minimum of Average (D1).

CHEMICAL DETECTION KIT

This kit contains a small selection of chemicals, powders, or treated papers that, when mixed with water, change colour to indicate the presence and concentration of certain harmful chemicals. It takes one minute to use a chemical detection kit to determine the presence or absence of harmful chemicals.

CROWBAR

An iconic tool for motorway mayhem and a favoured melee weapon of petty criminals and road warriors alike, crowbars are heavy steel poles used for wrenching open doors or other entryways. They are cheap, bomb proof, and very reliable. While the use of a crowbar is a less than delicate affair—it's also called a wrecking bar for good reason—they are highly effective tools usable by just about anyone. Using a crowbar provides 1 Momentum on any Brawn-related tests associated with breaking open a door or vehicle trunk. In addition, the crowbar may be used as a weapon (see p. 149).

ENGINEERING TOOL KIT

An engineering tool kit contains more specialised tools and equipment that enables the repair and maintenance of not only the most seriously damaged vehicles, but also electronic devices and firearms. Certain items, such as soldering equipment and test meters, may require power, so batteries are often a necessity. An engineering tool kit can also include welding and cutting torch handles, both of which require a gas bottle (see p. 132) for operation. An engineering tool kit can be used to attempt Engineering and Wild Tech tests in relation to complex repairs on vehicles, or for repairs to electronic equipment. They contain 3 Components for use towards repairs.

Batteries (certain items only)—2 hours.

COMPONENTS

Whether in terms of doses or nuts and bolts, MedKits, Tool Boxes, and other perishable items all have limited uses. Keeping track of the amount of uses remaining in a resource is covered by common term of Component, with the description for each item of gear that requires Components listing how many uses are provided in a full kit. At the GM's discretion, Components of a similar type can be used to enable a test with a similar item, though this should be approached on a case-by-case basis. For instance, using a Component from a MedKit to empower a test with surgical tools would be feasible, but the same couldn't be said if the medical supplies where used to supplement a toolbox in an attempt to repair a blown transaxle. (Unless the characters are part of the Alpha Team, of course.)

FIRE EXTINGUISHER

Although uncommon in the post-apocalypse, most road warriors recognise their value. This has meant that the art of refilling and re-pressurising them has been held onto in one or two locations, with more than a fair share of four-wheeled vehicles having some means of suppressing fires on board. Gas and foam extinguishers are Old World relics, leaving dry powder and water as the remaining two options. While water extinguishers are easily refillable, the devastation they cause on electrical systems makes using them very risky. Dry powder, on the other hand, puts out the majority of fires and will allow an engine to be more easily restarted if the fire damage isn't too serious. A character using a fire extinguisher gains 2 Momentum for any test in relation to putting out a fire.

GAS BOTTLE

Oxygen, propane and oxy-acetylene gas bottles are used for a range of things, from respiratory equipment to welding and cutting torches. A gas bottle of the correct type is needed to use any relevant equipment. While compact enough to be carried by one person, gas bottles are cumbersome and heavy. A single bottle is considered a Component for its associated equipment. At the end of a scene involving intense use, or following three hours of moderate use, the character using the equipment must make a Daunting (D3) test with a skill relevant to the equipment being used (Survival for oxygen related to respiratory equipment, or Engineering for oxygen, propane, and oxy-acetylene in repair or construction work). Failure means that a Component is expended. If there are no oxygen loads remaining for respiratory equipment, the character wearing it will begin to suffocate.

GEIGER COUNTER

A hand-held device used for detecting and reading levels of radiation in surrounding areas. The latest Geiger Counters produced approximately thirty years ago are state of the art and capable of detecting minute traces of radioactive particles in surrounding areas. Both compact and robust, these units can unfortunately burn through batteries at a serious rate. A character with a Geiger Counter can automatically detect radiation in their own zone. At the GM's discretion, higher doses of radiation may be detected at longer range.

Batteries–1 hour.



LOCKPICK KIT

Simple lockpick tools are used to pick most generic locks. Most kits come with a range of instruments and often roll up in a pouch, keeping them pocket-sized and lightweight. While a lockpick kit won't crack a safe or vault door, it will allow for the opening of standard doors and the hot wiring of vehicle ignitions. A lockpick kit is considered the basic tools required to perform a Thievery test for unlocking a standard lock.

MECHANIC'S TOOL KIT

The most common tool kit in use and a must-have for long road trips, a mechanic's tool kit is used in the maintenance and repair of most vehicles, machinery, and plant equipment. Fairly common as tool kits go, the quality of the tools can sometimes be questionable as the higher-quality tools are often requisitioned for maintenance teams of each faction's vehicle pool. A mechanic's tool kit is considered to cover the basic tools required for any Engineering tests in relation to straightforward repairs on vehicles and mechanical equipment. They also contain a single Component for use towards a repair.

MULTITOOL

Compact multitools include simple screwdrivers, scissors, files and small blades. They are useful in a range of scenarios, from making simple repairs to survival situations. While a multitool does not provide any mechanical bonuses, they can be used to perform simple Engineering tests that would otherwise be more difficult without one.



PORTABLE GENERATOR

Since the national grid went down, power has been provided by smaller generators that are maintained by the lucky settlements and factions that possess them. Many areas remain almost entirely without power. The need for batteries continues to grow, but as a dwindling resource that is increasingly less efficient, their costs increase is in line with their rarity

but at a proportional rate to their decrease in functionality. Portable generators are compact power units that largely operate on vehicle fuel. They allow for the powering of equipment that would otherwise need batteries. Compact, but heavy, portable generators require more than one person on hand to transport them any distance without difficulty. They are also noisy and unsuited to activities that require any degree of silence. Portable generators allow the use of battery powered items without the need for batteries over prolonged periods of time. A full tank of fuel will allow a battery-operated item to run for approximately three normal working days.

POWER TOOLS

Drills, angle grinders and power saws are all essential for the outrageous modifications that many drivers install on their rides. Access to these tools enables the construction of unique and powerful vehicles. Power is an essential requirement, however, so faction base camps maintain generators to make their use possible. Either a small portable generator or a substantial supply of batteries is required to get any use from them while on the road. Power tools can be used to supplement Engineering tests made in relation to the modification of vehicles, weapons, or other equipment/machinery. Using powers tools provides 1 Momentum to the test when used for these purposes.

Batteries (certain items only)–1 hour.

SCIENTIFIC SAMPLE KIT

While entire labs are rare, many settlements have access to limited scientific equipment, used to cook medicines, drugs or moonshine. Small amounts of equipment can be pulled together, fitting in a brief case or similar size kit-bag. A scientific sample kit allows for the collection of samples and access to basic analysis of those samples, or storage of them for later inspection. A character using a scientific sample kit to inspect or analyse substances reduces the difficulty of related Science tests by 1.

TOXIC GAS DETECTOR

Small devices similar in size to a personal radio, gas detectors act as early warning systems for harmful gases. Able to analyse the threat a gas poses to human life, they are useful pieces of kit in a post-apocalyptic world obscured by any number of strange drifting vapours. A character operating a gas detector reduces the difficulty by one step for all Science tests in relation to detecting and analysing airborne contaminants and gases. Gas detectors are found in two variants: common and military. The common form will detect natural toxins that are lethal to life, such as carbon monoxide, hydrogen sulphide, and flammable gases. Military detectors will also detect the presence of man-made gases designed for warfare, such as mustard gas, sarin, and even the Revenant Virus if it ever becomes a vapour.

Batteries–1 Day.

MEDICAL

Medical supplies are extremely valuable resources. Following the war, both civilian and military medical services were depleted of available medicines and equipment at an alarming rate. When the zombie infestation took hold and manufacturing enterprises ceased, the supply of any new medical equipment ran dry, making abandoned hospitals and clinics priority targets for scavenging. Heated battles for control of these locations followed, until eventually, all but the occasional forgotten cache was claimed.

While most factions and settlements have a doctor, medicines and supplies are now painfully rare. Although the correct equipment and medication will undoubtedly save your life in the right circumstances, possession of these highly coveted and valuable items can also put it at risk.

MEDKIT

Equivalent to medical packs issued to the emergency services or military of the Old World, MedKits items such as coagulant powder, chest seals, splints, and additional medicines. They can be used for basic first aid, but also offer a trained medic a better chance of success in medical emergencies.



MedKits contain 3 Components. A single Component can be used when making a Medicine test to provide 1 Momentum. A PC with a MedKit and a Medicine Expertise of 2 or more may attempt to remove a Wound from themselves or another character. They must succeed at a Daunting (D3) Medicine test to do so and only 1 Wound may be healed per day in this way, plus a single additional Wound if 2 Momentum is spent.

SURGICAL TOOLS

Life-threatening conditions and injuries require specialist treatment. Lacking the once-familiar presence of the emergency services, treating major trauma, bullet wounds, and the results of a vehicle collision have become much more challenging and dangerous. A character with the Medicine skill, the right training, and a set of surgical tools can attempt advanced medical procedures such as removing bullets, setting bones, and stitching serious wounds.

The character selects a Wound to treat and the GM determines the difficulty based on the type of Wound. As a rough guideline, setting a broken bone should require at least a Challenging

(D2) Medicine test and removing a bullet fragment Dire (D3) or greater, though the GM is free to adjust the difficulty of any Medicine tests based on the procedure involved and the experience of the character. Treating more than 1 Wound in a single roll should increase the difficulty of the test by at least 2 steps. An element of caution should be issued, however, as failure could result in deterioration and any Complications could potentially be fatal. Surgical Tools contain 3 Components.

DRUGS

In terms of the Devil's Run RPG, drugs are a general term that covers both medicines and narcotics. Although they clearly have different uses, the rules that govern them share common factors. In fact, the sidebar concerning Drug Terminology also incorporates poisons. The term drug is a catch-all term that covers all contagions and medicines. Most drugs require a successful resistance test to avoid or mitigate their effects, though some may be listed as requiring Discipline. Other characters can assist with a drug test by using an appropriate skill such as Medicine or Counsel.

The equivalent of a single Component is provided each time a drug is purchased. A Component for this purpose is equivalent to enough of the drug to treat a condition or receive a high. This likely equates to a week's worth of medication for antibiotics or painkillers, or a single use of a narcotic.

ANTIBIOTICS (MEDICINE)

Ingested, Instant 0

Although rare, the manufacture of antibiotics is still taking place in North America. Most medicines are used to treat very specific illnesses, with antibiotics reserved for deadly bacterial infections. All medicine carries a premium in this post-apocalyptic world, with antibiotics high on the list of sought-after drugs. Normally containing 3 Components, each use provides 1 Momentum in a single Resistance test made to combat disease or illness.

PAINKILLERS (MEDICINE)

Ingested, Instant 1, Hour, Addiction 1 (3 doses), **Compulsion 1, Withdrawal 1** (2🌪 Vigour)

Painkillers are common items found in most settlement's stores. While the big brands of the civilised world are long gone, painkillers are fairly straightforward to manufacture and the knowledge and skill for producing them has survived in some places. Still used for the treatment of everything from a headache to muscle pains, painkillers are big business as they're considered an essential piece of kit on the run. A dose allows the PC to recover 2🌪 Vigour. Only 1 dose in any 24-hour period will provide this effect.

PHARMACEUTICALS (MEDICINE)

Ingested, Instant 1, Hour, Addiction 1 (3 doses), **Compulsion 3, Withdrawal 2** (2🌪 Vigour)

Medical pharmaceuticals are used to treat ongoing serious illness' that a PC or other character may have contracted. While the pharmaceutical industry is no more, there are some surplus medicines for less common illness, and many self-proclaimed doctors have spent years concocting their own homebrewed mixtures for the treatment of those illnesses that have become more common in the post apocalypse. A daily dose allows a character to function as normal. Every two days without a dose requires the character to make a Resistance test at Dire (D4) or increase the difficultly of all further tests by 1 until a dose is received. Every week without medication results in 1 Wound and 1 Trauma. The GM is free to set a time scale on how long a character can survive without medication before they succumb to their illness.

NARCOTICS

Anyone under the influence of narcotics has 2 additional Momentum to spend on any applicable test. For instance, a narcotic which is a stimulant will apply to tests surrounding alertness or strength, whereas a narcotic which is a relaxant would apply to tests regarding recovery. The GM is free to decide how and where the characters can benefit from the use of Narcotics, if at all. Following each dose, the GM gains one point of Fallout and the character must pass a Resistance test with a difficulty equal to the narcotic's Compulsion rating or become addicted. An addicted character must take a single dose each day or suffer some form of damage and a difficulty increase to all tests until they get a dose. The long-term effects of using narcotics are well documented and the GM should use their judgement on how to apply these in-game.

NITRO (NARCOTIC)

Ingested or Inhaled, Instant 4, Minute, Addiction 3 (1 dose), **Compulsion 3, Withdrawal 3** (2🌪 Nerve), **Harm Effect:** User cannot sleep without medical or pharmaceutical assistance.

Now that Brazilia encompasses South America, the drug cartels have spent a great deal of time and energy on making sure their own population is totally dedicated to their vice. Despite having the Panama Defence Barricade to contend with, they're now turning their greedy eyes northwards in search of new markets. They are using their highly addictive cocaine-based stimulant, Nitro, to lead the way. As a stimulant, Nitro keeps the user awake for an eight-hour period and provides 1 Momentum on Observation tests related to sight. The character does not need to make tests against sleep deprivation during the eight-hour period, but quickly falls into a deep sleep for an equivalent amount of time once the stimulant wears off. Continued use of Nitro to avoid the effects of sleep deprivation will not only guarantee addiction but will also result in severe mental and physical trauma that ultimately leads to death.

DRUG & DISEASE TERMINOLOGY

The terminology for narcotics, medicines, and poisons are broken down as follows:

TYPE X (Y MOMENTUM)

A drug's type briefly describes its nature (medicine, disease, narcotic, etc.), classifies the length of time it continues to have an effect, determines the difficulty (X) of tests made to avoid its effects, and establishes the amount of Momentum (Y) required to recover from it (which might be zero).

- **INSTANT:** A one-time effect. Whether the test to resist succeeds or fails, the contagion's effect ends.
- **COMPLEX:** Requires time to recover from, resulting in a number of tests. Each test that results in a failure inflicts the contagion's damage or Effect. Tests must then continue to be made according to the contagion's term (see below) until the complex skill test succeeds, at which point the contagion's effects end.
- **PROGRESSIVE:** Resolved in a similar vein to Complex, progressive tests inflict +1 difficulty for each failed test. Such contagions are particularly dangerous.
- **CHRONIC:** A variation of Instant, Complex, or Progressive; a Chronic Complex drug or a Chronic Progressive disease, for example. They are resolved normally, but remain in a state of dormancy or remission after. The character can be re-exposed if the GM spends Fallout equal to X.

TERM

The Term of a drug is how frequently contagion tests must be made to avoid its effects. This will be listed as Round, Minute, Hour, Day, Week, or Month, with the test being made once per term (once per day, and so forth).

VECTOR

A disease's vector is the method by which a character can become exposed to it. (Airborne, ingested, contact, injury, and drugs are common methods.) Exposing a character to the drug requires either a Harm Effect, or a Fallout/Momentum spend equal to X (equal to 1 If no value is given).

A character who has been exposed must immediately succeed on a drug test against the drug's normal difficulty or become infected. (This test does not inflict the damage or special effect of the contagion unless it is of the Instant type. It merely determines whether or not the character is infected by the contagion.)

DAMAGE

A drug's damage lists the amount and type of damage it inflicts on a failed drug test.

HARM/SPECIAL EFFECT

Most drugs inflict a special Harm Effect triggered through the accumulation of the damage it inflicts. Others may have a Special Effect, which occurs automatically upon exposure unless stated otherwise. Diseases often trigger on a failed contagion test.

ADDICTED TO PAIN

Medicines and Narcotics use the normal rules for drugs but many can be addictive and require additional qualities.

ADDICTION X (Y DOSES)

A drug's Addiction rating determines the number of doses that must inflict the Harm Effect or Special Effect of the drug before the user risks addiction—known as the Addiction Threshold. Once a user reaches the Addiction Threshold, they must make a Resistance test (with a difficulty of X) or become addicted. This test must be repeated each time a Harm Effect or Special Effect is suffered whilst remaining at or above the Addiction Threshold.

If a user goes one day without using the drug, reduce the current tally of doses counting towards addiction by 1, to a minimum of 0.

COMPULSION X

If a character addicted to a drug has the opportunity to take it, they must make a Discipline test with a difficulty equally to the Compulsion rating of the drug (X). If the test fails, they must take the drug. If the character is currently suffering from withdrawal, the test is made at +1 difficulty. If the character is currently affected by the drug, the test is made at –1 difficulty per dose currently affecting them.

WITHDRAWAL X

If a character becomes addicted to a drug, they want to stay buzzed. When the drug's effect comes to an end, withdrawal begins. Withdrawal takes place over a term of days. Once per day, the character must make a Discipline test or suffer the withdrawal damage of the drug.

OVERDOSE

Even healthy substances are toxic in large concentrations, and characters who rely on drugs can suffer for it. A character who takes a dose of a drug before recovering from a previous dose must pass a Resistance test with a difficulty equal to the number of doses still active in their system. or overdose. Overdosed characters suffer a Wound, with a Wound Effect which renders them Dazed and suffering 2 physical damage per hour until treated. This damage can inflict the same Wound Effect again, in which case the damage increases to 5 and the character is Staggered. If the Wound Effect is suffered again, the damage increases to 8 and the character is Helpless.

EXAMPLE POISON & DISEASE

FOOD POISONING

Ingested, Complex 1 (1 Momentum), **Hour, 2 physical damage**

Special Effect: On failed Resistance test, victim suffers from vomiting. For 1 Heat, the GM can inflict the Staggered condition.

GREY WASTE

Ingested, Progressive 1 (4 Momentum), **Day, 4 physical damage**

Harm Effect: Blinded. If the character suffers this special Harm Effect a second time while suffering from the Blinded condition the eyes are permanently damaged. Victims of Grey Waste suffer from distinctive milk-white sores and ashen skin. The disease is contracted through drinking contaminated water.

PERSONAL PROTECTIVE EQUIPMENT

Science and industry created the Revenant Virus, the bombs that contained it, and the means to deliver it. While these specialised areas of knowledge represent everything that humanity learned along its journey of mutual self-destruction, they also created the equipment and supplies that can offer those left behind a chance of protecting themselves from the harsh environments of the wasteland. Industrial equipment includes specialised gear that can make a huge difference to a road warrior's chances of survival. Such items are highly sought after, valuable, and often misunderstood by the new generation or North America.



BIOHAZARD SUIT

The Revenant Virus ravaged North America, bringing hordes of zombies flocking across the country. Weaponised contaminants can still be found in certain areas, along with the fallout of defunct chemical plants and power stations. Extremely rare, biohazard suits provide protection from contaminants by creating a sealed environment for the wearer.

Biohazard suits are fairly tough, but provide no damage protection against attacks. Additionally, any damage to the wearer from a firearm attack or a weapon with the Piercing quality will cause the seal to be broken, rendering the suit useless until repaired. While intact, a biohazard suit contains three Components of oxygen, and additionally protects the wearer entirely from exposure to all toxic gases, contaminants and contagions. The bulk of the suit increases the difficulty of actions involving movement and fine manipulation by 1. Wearing armour with a pressure suit increases this to 2. All biohazard suits are supplied with a sealant gel and repair patches, to perform emergency suit repairs.

REBREATHER

A sealed face mask connected to an oxygen supply, rebreathers are designed to additionally recycle exhaled air in order to prolong the supply's duration. Larger rebreathers contain three Components worth of oxygen but can take up to two minutes to don a rebreather as the bulky and complex equipment requires some effort to fit properly. Smaller rebreathers can be fitted within tens of seconds but contain only a single Component of oxygen.

RESPIRATOR

The most basic respirator uses a cartridge that filters air drawn through it by the wearer as they breathe. A respirator reduces the difficulty by 3, to a minimum of 1, on all Resistance tests against airborne hazards. It can be donned as an action by any character or as a Response Action by characters with at least Survival Expertise 1.

SURVEILLANCE

Whether used to get the drop on a rival faction or provide advance warning of dangers ahead, surveillance equipment is still very much a practical component of survival and warfare.

BINOCULARS

Compact binoculars provide seven to eight times magnification. Most pairs come with a storage pouch and are relatively light weight. A character using a telescope or binoculars ignores any increase in difficulty that comes from observing a target at long range. However, using binoculars or a telescope increases the difficulty of noticing something in the same zone, as it impedes peripheral vision. Binoculars may not be used at night unless viewing illuminated locations.

CAMERA

Rare, highly-valued, and often irreplaceable, a camera allows a character to take a picture as and when needed—often without lengthy prep or bulky peripheral equipment. Compact designs are easy to conceal, while instant polaroid types require only a few seconds to create a useful image. Even rarer, advanced digital cameras offer better quality pictures and are also capable of recording short videos. Unless a character is part of the Hunters crew, video cameras are also now an extremely rare and much sought after item in North America.

Repairing a standard camera and developing a film requires an Engineering test. Repairing an advanced or video camera requires a Wild Tech test, as does the manufacture of new film rolls for standard cameras. The maintenance cost listed with a camera reflects the need to purchase new film and should be paid during Upkeep once ten photos or an hour of video footage has been taken.

Batteries–6 hours.



NIGHT VISION EQUIPMENT

A character using night vision equipment ignores any increases to difficulty caused by darkness. However, sudden bright lights can blind the character. This costs the GM 2 or more Fallout (4 maximum), and prompts the character to succeed at a Challenging (D2) Acrobatics or Resistance test or suffer the Blind status effect for 1 round plus 1 per Fallout spent. Some versions also serve as binoculars, while other variants appear in the form of goggles that connect to a helmet attachment or head harness. The capability to produce or repair these items is now considered an arcane art, placing their manufacture or maintenance into the realms of Wild Tech tests.

Batteries–2 hours.

SURVIVAL GEAR

Survival is a subjective term. For most, simply still being alive is pure testament to human spirit. Many things have led to human survival beyond the simple necessities of food, water, and shelter, but sometimes something as simple as a flare or a radio can mean the difference between life and death. Survival Gear is a mixed bag of items ranging from items vital to navigating the wilderness, to useful trinkets that were once part and parcel of everyday life.

BACKPACK

Top of any road warrior's must-have list, backpacks come in almost any shape and colour imaginable. A backpack allows a character to carry possessions that they would otherwise be unable to due to lack of pockets or hands. In reality, the backpack enables the character to ride a bike, fire a gun, pick a lock, or perform many other manual tasks without needing to drop all of their worldly possessions on the floor every two minutes.

CLIMBING GEAR

Rappelling equipment, including climbing rope, carabiners, clamps and a harness is the only safe way to climb or descend some of the runs' most treacherous landscapes. Use of this equipment reduces the difficulty by 1 step for any Athletics test made in relation to climbing.



COMPASS

The trusted compass is still a sure-fire way to determine direction. While cheaper models were rendered unusable by the magnetic after-effects of the fallout following the war, high-end compasses continue to hold strong and form a solid basis for navigation. A compass reduces the difficulty by 1 step for any Survival tests in relation to direction and navigation.

HALOGEN LANTERN

Large, high-powered torches used for illuminating exceptionally dark areas or large expanses of darkness. Providing around five times the brightness of a regular torch, halogen lamps are commonly resorted to at faction base camps when the sun goes down. They are bulkier and heavier than a regular torch, but just as reliable and still easily a one-handed item. A halogen lantern removes the difficulty modifiers due to darkness for perception related test at Close and Medium range.

Batteries–8 hours.

ROAD MAP

The big book. Trusty companion of long-distance truckers and the new generation of road warriors alike. While many of the dirt tracks and side paths of North America are not listed, every major road, freeway and interstate is detailed, along with major landmarks. While a Road Map does not contain the details of a Topographic map, it does cover all 50 states and both Federal Districts. Due to all road maps having been written before the bombs were dropped, some aspects of the landscape have changed, bridges are gone and entire highways have become unusable, so most maps obtained today are covered in notes, scribbles and custom amendments.

A character with a road map may reduce the Time Rating of the goods trafficking activity by 1. As with a topographic map, Momentum on a test involving a road map can be used to obtain specific landmarks which could be key to the current story arc.

SIGNAL FLARE

Signal Flares are lightweight, hand-held items that emit an exceptionally bright flame which burns for approximately 15 minutes when it. Considered an emergency item, they are one shot and disposable. LED Signal Flares also exist, with a burn time of 250 hours and no actual flame, though these are now very rare. Signal Flares can be used to draw attention to an area, mark a target, or even ignite flammables. They generally light the zone they are in and burn brightly for up to half an hour before extinguishing.



SURVIVAL KIT

Basic survival and bush craft equipment, consisting of a metallic rod and striker, matches and various kindling, a blade sharpening tool, a survival blanket, a tent or tarpaulin, a signal flare, and 3 Components of vitamin supplements.

A survival kit can be used to create a functional shelter and reduces the difficulty by 1 step for any Survival or Resistance tests in relation to outdoor weather conditions or cold. Using a Component of vitamin supplements (1 per day max.) allows a character to remove one Fatigue or ignore a Complication rolled during a Resistance test against exhaustion or malnutrition.

TORCH

Simple pocket-sized torches provide a basic light source with a long-lasting battery life. Given how little lighting is available outside of established settlements, torches are commonplace in almost every glove box. A character using a torch negates the difficulty modifiers due to darkness for perception related test at Close range.

Batteries–24 hours.

TOPOGRAPHIC MAPS (PER STATE)

These compact paper maps are available in a folding or small booklet format. They offer detailed information about an entire state, including both urban and rural areas, distances, elevation, road and river networks.

A character in possession of the Topographic map of the state they are in gains 1 Momentum for use in any Survival or Trafficking tests in relation to navigation. Momentum can be used to obtain specific landmarks which could be key to the current story arc.

WATER FILTER

A reusable device that removes the need for a supply of water purification tablets. While they come in many shapes and sizes, the vast majority are effectively a bottle with a screw-on filter and a straw. Drinking liquid through the straw forces it through the filter, cleansing it of common harmful bacteria almost as effectively as a water purification tablet.

The effects of using a water filter are the same as water purification tablets, though the filter provides approximately a thousand litres of clean water before it needs replacing.

WATER PURIFICATION TABLETS

A quick and easy solution to drinking dirty water. Water purification tablets dissolve quickly in a cup or bottle of water, killing ninety-five percent of common harmful bacterial. Once considered virtually fool proof, the introduction of designer viruses and the evolving nature of bacteria means that results are less certain in the post-apocalyptic world.

Use of water purification tablets gives a character 1 Momentum for use during any Resistance test in relation to drinking dirty or contaminated water. Most tablets are available in batches containing 4 to 6 Components.

TACTICAL

Despite being well-armed, well-prepared, and in possession of cutting-edge military technology, the unexpected impact of the Revenant Virus devastated the defences of the U.S. military and tore through their chain of command–just as it did every other walk of life. Weapons, ammunition, and armour were scooped up quickly by raiders and anyone else who could lay their hands on it. Some specialist items, particularly those requiring specific military training, were often left in stores and depots and subsequently mopped up by traders and wanderers across the decades. The value of some of these items has risen over the years, but all are still available through the community marketplaces of various settlements.

RESTRAINTS

Immobilising an opponent and their vehicle is often a better prospect than torching them. A captured vehicle equate to spare parts and Merch, while the interrogation and ransom of its owner can provide critical information and timely $.

HANDCUFFS

Birth right of the Law Haulage Company. The trusty police issue handcuff has long been the symbol of detention and authority around the world. Produced in mass quantities, and with the abolishment of the traditional law enforcement structure, handcuffs became very common items, used by gangs and raiders to detain prisoners… or strap them to the bonnet while they take them for a ride. Standard issue for the Law and Justice, handcuffs are commonly used by most factions.

A restrained person may be handcuffed without a test, though an unwilling subject putting up a fight may only be handcuffed following a successful Melee test with a difficulty determined

by the GM. Handcuffs cannot be broken by human strength alone, though items such as boltcutters will make easy work of them.

PLASTICUFFS

Extra-long plastic cable ties with a thicker body for additional strength. Plasticuffs can be used in the same way as handcuffs but are disposable, single use items. Obtainable as pack of 10.

STINGER

A Stinger, originally known as a Spike Trap, is piece of former law enforcement tech, that consists of an extendable network of metal arms covered in spikes. The Stinger is stretched out over the road, causing the wheels of any vehicle passing over it to be punctured. With quality tyres in short supply, the Stinger is the thorn every road warrior's side,

Deploying a stinger is easier, though spotting them is not. Any deployed stinger requires an Observation test at difficulty D3 (Daunting), increasing to D4 (Dire) at night or at exceptionally high speeds. Hitting a Stinger involves the tyres being punctured and the vehicle become hard to control. Stingers can be collected and reused, but the maintenance cost must be paid after each use to keep the Stinger operational.

TACTICAL GARB

Military garb is very popular for its tactical practicality. While many road warriors favour the dress codes of their faction, or else use any opportunity to make a statement, others choose to wear practical attire that gets the job done. Tactical garb may be worn in place of or complimentary to other clothing, and can enhance certain aspects of a character's combat performance. Like weapon attachments, some of these items come at a price, which characters must be prepared to pay.

BALLISTIC GLASSES/GOGGLES

Standard issue soldiers kit which is now common road warrior garb. Usually worn in place of sunglasses, ballistics glasses and goggles provide solid protection from small projectiles. While they won't stop a bullet, they will deflect shrapnel and dust that would otherwise render somebody without sight. Usually tinged to provide a similar protection to bright light as an average pair of sunglasses.

CAMOUFLAGE CLOTHING

Available in a range of styles to suit almost every terrain, camouflage clothing copies the standard issue clothing of the Old World's military forces. Most old military bases were raided for supplies long ago, making this type of clothing fairly easy to obtain. While some people wear either the trousers or jacket in a favoured pattern, camouflage is only really effective when worn as a full outfit in the environment that it's designed to emulate. Most pre-apocalypse suits are made slightly larger than required to allow the wearing of other clothing beneath them.

A character wearing camouflage that matches their current surroundings gains 1 Momentum on Stealth tests to remain hidden.

HOLSTER (SECURITY OR SPEED)

Holsters come in a variety of forms—chest, thigh, waist, and modular systems—though each serves one of two primary functions: increasing the security of a weapon or making it easier to draw.

Increase the difficulty Thievery tests by 1 for any character attempting to steal a weapon from a security holster. A character using a speed holster for a ranged weapon may draw that weapon as a Restricted Action, instead of a Standard Action.

HUNTER'S CAMO CAPE

Used by hunters and outdoor enthusiasts prior to the apocalypse, the Camo Cape features a pattern far different to common military configurations, and one much closer to environment it is designed to emulate. Most are only available in woodland patterns, though there are a few wasteland/scrub types that are always considered prized possessions. The capes are all knee-length, wraparound style with a hood, allowing a crouching person to conceal themselves in surroundings that match the design of the cloak.



Wearing a Hunters Camo Cape provides 1 Momentum for Stealth tests made in terrain that closely matches the style of the cape. Additionally, it they increase the Complication Range by 1 for characters making opposed tests to spot the character wearing the cape in its intended terrain.

MILSPEC BACKPACK

Like the common backpack, a MilSpec backpack enables the carrying of items that would otherwise be impractical. MilSpec gear is military issue hard-wearing equipment that always features extra functionality, such as quick release straps or modular webbing that allows additional pouches (and therefore gear) to be carried.

In addition to acting as a backpack, a MilSpec Pack reduces the amount of Fatigue gained by 1 for any character gaining additional Fatigue in relation to encumbrance, to a minimum of 1.

WEAPON ATTACHMENTS

Characters may add these items to their weapons in order to gain a range of bonuses. Due to the nature of such items, a level of knowledge is sometimes required to make effective use of them. In game terms, the GM can impose an increase in the Complication Range if they are used by a character that does not possess knowledge of their operation. GMs should also consider the possibility of malfunction if an item is not suitably maintained by its owner (again through the increase of the Complication Range).

BIPOD/TRIPOD

Bipods are mounted beneath the barrel of a rifle, where they can then be deployed to add stability to the weapon when prone or in a position where it can be laid on a solid surface. Tripods provide the same function but are used for larger support weapons that require additional bracing.

A two-handed ranged weapon equipped with a bipod can be set up as a Restricted Action and gains Unforgiving 1 (or adds 1 to any existing Unforgiving rating). Unwieldy weapons equipped with a tripod may be Braced as a Restricted Action instead of a Standard Action. The weapon loses this benefit when it is moved.

LASER SIGHT

Laser sights are fitted to the body of a weapon and emit a thin laser bean, running from the sight in the direction that the weapon is pointed. Most have an effective range equal to most SMGs or short barrelled Assault Rifles. A laser sight allows the weapon's user to more accurately highlight their target.

A weapon equipped with a laser sight may add or subtract 2 from the number rolled for Hit Location, or shift the face of the die by 1 if using a hit location die.

Batteries–8 hours.

MAGLINKS OR EXTENDED CLIPS

Connective clamps or simple duct tape attach two rifle magazines together, maglinks drastically reduce reload times for the weapon they're used with. Extended clips are simply that, weapon clips that have an ammunition capacity beyond those normally provided with the weapon.

To represent the efficiency provided by maglinks and extended clips, a character gains an additional for the associated Reload when spent to gain bonuses during combat (providing 1 bonus d20 and 2, instead of the usual 1d20 and 1). Reloads with either should be noted separately. Replacing a maglink or extended clip requires the equivalent of 2 Reloads.

NIGHT VISION SCOPE

A Night vision scope provides the same functionality as regular magnified scopes, with the addition of the same technology used in night vision goggles. A night vision scope is considered to be a magnified scope in all ways but can also be used at night.

Batteries–8 hours.

SILENCER

Also known as suppressors, silencers are firearm attachments that are designed to drastically reduce the sounds of gunfire. A ranged weapon fitted with a silencer gains the Subtle 1 trait (or increases its Subtle rating by 1). Silencers have two different Rarity and Cost values; the higher ones are for weapons with a base damage lower than 5. Thus, a pistol (3 damage) uses the lower values, while a sniper rifle (6 damage) uses the higher ones.

TELESCOPIC SIGHT (SCOPE)

These sights, broadly referred to as 'scopes', are designed for acquiring targets at long ranges. When using a weapon fitted with a telescopic sight, a character may spend a Restricted Action before attacking in order to aim with the scope. This allows the character to increase the Range rating of the weapon by one step–from Close to Medium, from Medium to Long, or even from Long to Extreme.



However, while aiming in this way, the character increases the difficulty of any Observation tests made to notice threats within Close range. A telescopic sight can also be used as a telescope. A scope may only be used under normal lighting conditions or when aiming at an illuminated target.

ARMOUR

Set within a harsh and unforgiving post-apocalypse as it is, combat in games of the **Devil's Run RPG** will often be equally violent and lethal. Bullets, blades and vehicular collisions lead to serious injury or death on an almost daily basis, resulting in most road warriors choosing to use at least a token level of personal protection to guard against these dangers.

In game terms, armour provides a character with Soak, which is a factor that can reduce the chances of being seriously wounded during combat. The Armour Summary Table, p. 156, shows the protection armour provides to different areas of the body. Some armours also provide additional benefits, which are detailed under the relevant description, beginning below. Most armour can be worn in addition to other clothing. Armour with one or more faction logos beside its name has a reduced cost for a related faction–see Faction Prevalence p. 143.

ARMOURED VEST

Manufactured for military applications, armoured vests provide substantial protection to the wearer's centre of mass whilst allowing them to carry additional items such as ammunition, holstered weapons, hydration bladders, and other equipment. Intended to allow a wearer to remain self-sufficient and mobile in a combat zone, armoured vests remain a popular choice for road warriors that can lay their hands on them.

An armoured vest provides 2 Soak to the torso. Additionally, the vest can accommodate up to 3 Reloads for most firearms.

CHAIN SHIRT

Once reserved for historical re-enactments, live action role-playing, and film sets, chain shirts have grown in popularity once again thanks to the protection they afford from Revenant bites and melee weapons alike.

A chain shirt provides 2 Soak to the torso and 1 Soak to each arm.



SOAK

As shown on the Damage Table (see p. 197), certain forms of protection–referred to as Soak–can shield against damage from each type of attack. Soak operates as both Persistent (static values) and Conditional (random values). Regardless of where it comes from, all Soak reduces damage on a 1-for-1 basis, to a minimum of 0.

Armour provides Persistent Soak against physical damage. In cases where multiple types of armour are worn, use the highest Soak value of the armour covering a location.

LEATHERS

The standard attire for any biker or petrol head, leathers are often a status symbol, a birth right, a calling and even a minimum requirement. Hard wearing, leathers offer a limited level of protection to the torso, arms and legs. Many bikers prefer a full set, although jacket and trousers can be worn separately.

The iconic leather jacket remains a favourite amongst many factions. Favoured for their resilience, warmth, and ability to offer a reasonable amount of protection from damage, these jackets can be worn as a part of a full outfit. Though most carry a personal value to the wearer, the actual cost of a leather jacket is relatively small compared to most other armour thanks to relatively straightforward means to replace or repair them. Leather trousers also remain the standard leg wear for any biker that wants to keep their skin on their bones.

A full set provides 1 Soak to all locations bar the head. A jacket grants 1 Soak to the torso and arms, trousers 1 Soak to the legs.

LEATHER VEST

Before the Day of the Apocalypse, leather vests, or cut-offs, were a common means for biker gangs to proudly display their faction's motif. Most were typically supplemented with other sewn-on patches that detailed the wearer's rank and lesser affiliations. Still a traditional sign of membership and pride amongst factions such as the Hauls Angels, cut-offs are only ever gifted to Prospects and members and, as such, cannot be purchased amongst these factions. Taking someone's cut-off is viewed as the ultimate insult and they're often worth more in terms of ransom than the unfortunate member that was wearing it.

A leather vest provides 1 Soak to the torso only.

MILITARY HELMET

In addition to offering high levels of protection, Military spec helmets are lightweight and often compatible with a range of equipment. These helmets are also low profile and do not obscure vision or hearing in any way. Some are also fitted with mounts that accommodate night vision goggles.

Military helmets provide 2 Soak to the head.

MOTORCYCLE HELMET

Often worn as a fashion accessory or as part of a uniform, motorcycle helmets provide essential protection against trauma to the head. It's still rare to see bike and trike riders without one, though road warriors often wear them as a sign of rank regardless of the vehicle they are driving. Some motorcycle helmets are fitted with a flip-down visor, which provides the same function as sunglasses and/or ballistics glasses while wearing the helmet.

A motorcycle helmet provides 2 Soak to the head.

PLATE CARRIER

Plate carriers work in a similar fashion to armoured vests but offer additional protection and enhanced quick-release features. A plate carrier contains a solid armoured plate installed on the front and rear of the vest, offering excellent protection against ballistics at a cost of considerable weight. They also have fast release buckles on both sides of the torso and on the shoulder straps, allowing the vest to be ditched almost instantly if required. Most plate carriers include fastenings for magazine pouches and other essential gear.

A plate carrier provides 3 Soak to the torso. Additionally, the vest can accommodate up to 3 Reloads of ammunition for most handheld firearms.

RIOT ARMOUR

Consisting of a base layer of reinforced polymer which is protected by a hard outer shell that's designed to deflect blows and light projectiles, this style of armour was originally made for use in urban pacification, prison riots, and other situations where law enforcement officers or the military were drastically outnumbered by civilian populations. Heavy and hot to wear, the armour provides all-over protection including additional reinforcement of areas such as the knees and elbows. Riot armour is usually supplemented with a riot shield.

Riot Armour provides 2 Soak to all locations. If a character undertakes strenuous activity or engages in melee during scene, they must succeed at an **Average (D1) Resistance test** at the end of the scene or suffer 1 level of Fatigue.

RIOT SHIELD

Riot shields are huge polycarbonate sheets that are capable of covering a person from head to knee. While heavy, they are considered one-handed items, allowing the user to wield a weapon or perform other tasks with their spare hand. Riot shields traditionally complemented riot armour prior to the Day of the Apocalypse, though they have since found common use without the bulky armour. The polycarbonate material of the shield is typically transparent or partially-transparent, allowing the shield to be used without obscuring the vision of the user or those behind them.

SHIELDS

Shields are extremely effective at affording protection from a range of different attacks. A shield counts as having the Parry X Quality (see p. 158) and allows the wielder to use the Melee skill to make Defend Reactions against ranged attacks in addition to Melee attacks. Additionally, a shield grants the wielder X Cover Soak against Melee and Ranged attacks.



A riot shield has the Knockdown and Parry 2 qualities but cannot be used for Defend or Parry Reactions from attacks made with firearms or heavy weapons.

STAB VEST

Originally created as an over-clothing utility vest for use by law enforcement during street patrols, stab vests are particularly good at preventing close-range penetration whilst remaining fairly light weight. They offer a basic level of protection to the torso which is further supplemented by an additional layer of a puncture-resistant polymer.

In addition to providing 1 Soak to the torso, a stab vest will reduce the Piercing quality of any melee weapon that strikes it by 1.

SACRIFICING ARMOUR

The post-apocalypse of the *Devil's Run* is a lethal place filled with many dangers that can often lead to death. A character needs every advantage they can get. During a scene, in lieu of suffering a Wound, a character can choose to sacrifice a piece of armour on a location that has been damaged. The full rules for sacrificing armour can be found in **Chapter 7: Conflict & Drama**, p. 199.

WEAPONS

As if the Revenant Virus and other dangers of the wasteland aren't enough of a threat, there are still plenty of tools and weapons available for anyone seeking to risk their skin on the *Devil's Run*. The following descriptions provide a brief overview of some of the weapons available to characters.

The qualities associated with weapons and the corresponding tables for the weapons described here begin on p. 157.

FACTION PREVALENCE

Some items are either unique to, or more readily available within, specific factions. Items that are more commonplace or exclusive to a fation will have one or more faction logos next to their title.

If an item's title is provided with one or more accompanying faction logos, reduce the Rarity and Merch value of the item by 1 for members of the designated faction or factions, to a minimum of 1, and the Cost by one-quarter.

- Avant Guard
- BritAttack
- Freelancers
- Haul's Angels
- Jets
- Justice
- Law
- Seven Fires
- The Teams
- Vykers

HANDGUNS

There was a lot of hardware left lying around following the Day of the Apocalypse. Gun stores, supermarkets, law enforcement buildings, and military bases became virtual treasure troves for every firearm imaginable. That's if they weren't overrun by Revenants, of course.

While many of the more powerful classes of firearm have grown increasingly uncommon due to lack of spares, handguns have remained widely available due to the relative simplicity of manufacturing replacement parts and the ease of modification. They're also a lot easier to shoot when tearing along the highway with one hand on the wheel.

.44 MAGNUM

Even in the face of the apocalypse, with the dead walking the Earth, some things have managed to remain constant. The sun continues to rise in the morning, capitalism lives on to a fashion, and bigger bullets still mean better stopping power.



ANTIQUE REVOLVER

Taken from museums or personal collections, classic revolvers can often be seen as something of a status symbol amongst the factions. They're also reliable, robust and fairly easy to repair, making them a trusty companion on the battle-scarred roads.

DUELLING PISTOL

Duelling pistols are a definite sign of rank amongst the Gent & Sundry of BritAttack. Not every member has one, but those who do take great pride in them. Claiming the duelling pistol of a fallen foe is seen as a mark of respect for an opponent.

PISTOL

Handguns of various calibres were relatively easy to horde in the post-apocalypse, ensuring that most factions have a healthy number of replacements safely stored away. Pistol is a catch-all term for semi-automatic pistols of various designs.

PISTOLET

An innovation of the Ingénieurs, the pistolet is a favoured sidearm of the Avant Guard. The compact pistol was designed to tackle the serious lack of standard firearms they were experiencing prior to de Gaulle's arrival.



PROVIDER

The Justice seem to have a knack at making up for their small numbers with highly advanced tech, and this pistol epitomises that. Something of a technological marvel, this standard issue firearm fires chemical rounds designed to stun a target with an electrical discharge. A Provider is classed as Wild Tech.



SENTENCER

Conceived by the genius of the Justice ladies and produced by their Fabricators, the Sentencer is another stunning example of their technological wizardry. Along with the Effector blades, members of the Justice as issued one of these on attaining the rank of Executioner. A Sentencer is classed as Wild Tech.



SHOOTER

Widespread amongst the BritAttack, the Shooter is an easily produced close range weapon that suits their penchant for personal duels. Something of a hybrid between a sewn off and a pistol, the Shooter is a brutal weapon that is designed to be easily replaceable. Although BritAttack make heavy use of this weapon, variants of it can be found amongst other factions.



SMGS

Filling the gap between handguns and rifles, the submachine gun (SMG) combines a high rate of fire with a relatively short range to produce a lethal hailstorm of bullets. In comparison to the larger assault rifle, most are compact and fairly lightweight, making it another popular option for brassing up an enemy during a high-speed encounter.

FIVE-SEVEN

Seen in high numbers amongst the Jets, this SMG remains fairly uncommon with the other factions. A slightly smaller cousin to the Carb assault rifle, the five-seven is a reliable and accurate weapon that is a little heavier than its counterparts.

HUMP

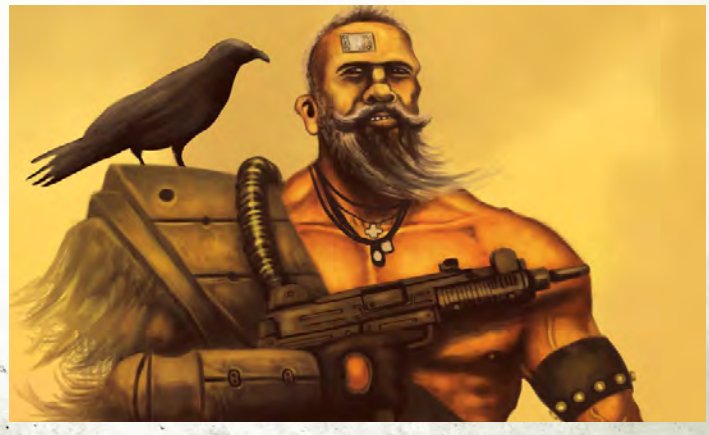
The former customs and border protection offices of the United States became ripe picking grounds for weapons and armour following the Day of the Apocalypse, leading to a good number of these SMGs making their way into the hands of the various factions. The decades and various repairs have not only transformed each example of this gun into a custom model, they have also led to the former manufacturer and the model name being mangled into a catch-all term for the variants that now circulate.

TOMMY

Fairly rare amongst all of the factions, these unique looking weapons are something of a status symbol for anyone that owns a working example. Stories still circulate of a hellish time when liquor was banned, with some even pointing to Old World manuscripts that back up the story. Most pass them off as fables, but all agree that the dapper suits all sporting Tommys must have been legends of their time.

STUZI

Stuzi is a popular catch-all term for the customised submachine guns that have sprouted in the years since the Day of the Apocalypse. For any number of reasons from lack of original spares to a stubborn intent to try and improve a classic design, Stuzis have become increasingly more prevalent amongst many factions.



RIFLES & ASSAULT RIFLES

The old federal laws are something that few now remember. They are also something that no one adheres to. Thanks to a plentiful supply of military assets, there are a high number of fully automatic assault rifles are in circulation amongst the various factions. Though bulkier and not easily used whilst driving, they are highly prized for their stopping power and ability to accommodate tactical attachments, including grenade launchers and night vision scopes.

The term rifle, on the other hand, tends to cover single-shot bolt-action rifles and semi-automatic variants. A rifle is the preferred choice for anyone seeking accuracy over rate of fire, which can be the difference between life and death when cruising the highways whilst running low on ammunition.

CARB

A classic design that could be considered timeless, most judge the carb (carbine) to be the perfect all-rounder where assault rifles are concerned. Lightweight in comparison to others of this class, simple to maintain, and relatively easy to repair, the carb remains a popular choice for road warriors.



KLASH

Making use of higher calibre ammunition, the Klash is a gruesome assault rifle that is also highly effective against armoured vehicles. Examples of this weapon are few and far between, however, making them treasured possessions to those who own them.

MOUSER

A lightweight, single-shot bolt-action rifle, the mouser is the perfect tool to take on a hunting trip for additional supplies. These weapons are frequently used to protect from rabid vermin on both urban and rural trips, hence its name.



PARTISAN

A slightly heavier example of a bolt-action rifle, the partisan often sports a bipod and is usually preferred when stalking prey of the two-legged variety.

SHOTGUNS

Excellent weapons against unarmoured foes at close range, shotguns fire a spread of pellets or a solid, heavy slug in place of bullets. Low muzzle velocity compared to other firearms means that a shotgun lacks range, but the impact of multiple pellets at short range is often fatal. Shotgun ammunition is also a little easier to manufacture than some other types of firearm, further increasing their popularity.

ROTARY SHOTGUN

A drum-fed beast that looks impressive and is devastating in short bursts, a rotary shotgun also has a tendency to run out of ammunition quickly and is notoriously slow to reload. If a Complication is rolled when attacking with a rotary shotgun, the GM can spend 2 Fallout to force the character to expend 2 Reloads, instead of 1.

RAMINGTON

A pump-action shotgun which holds it shells in a tubular magazine that sits below the barrel. After the Shooter, the Ramington is the second most popular weapon amongst BritAttack. Purely by dint of the fact that weapons such as these were standard issue for law enforcement, the Law faction also have large stockpiles of these weapons.



SAWN OFF

The classic double-barrel shotgun with its barrels shorn down to increase the spread of the attack. A sawn off is even more devastating than its counterparts when up close and personal, but far less so at longer ranges. Reduce the sawn off's base damage to 3 and increase the difficulty of the test by 1 when attacking a target at Medium range. A sawn off cannot be used to attack targets at Long range.

SNIPER RIFLES

Designed for long range and high penetration, sniper rifles outstrip other weapons in terms of precision and deadliness but tend to be bulkier and more awkward to use at short range. They also require a fair amount of training and additional specialist equipment in the form of telescopic sights to be truly effective, making them specialised weapons that few have mastered. Owning a sniper rifle and knowing how to use it often garners healthy respect within a faction.

BIG SHOT

Bulkier than any other sniper rifle but also far deadlier, the Big Shot is a terrifying weapon that has the capacity to punch through heavy armour and reinforced concrete. Able to stop most vehicles in their tracks, this gun is designed purely to obliterate a target at range. All Big Shot's are fitted with a bipod at no additional cost.

PIONEER

Pioneer is a loose term for the renovated and modified sniper rifles were once used exclusively by the military, but have since become popular on the *Devil's Run*. Although they feature a longer barrel, Pioneers tend to be on a par with assault rifles in terms of size. Their ammunition has less destructive power than their larger cousin but is equally as deadly to exposed targets.



LIGHT MACHINE GUNS

Once known as a squad support weapon, the light machine gun (LMG) is essentially an upgraded assault rifle designed for sustained fire and suppressive bursts. They can be belt fed, box fed, or fitted with magazines. Bulky and often requiring a bipod, LMGs are prime candidates for retrofitting to vehicles.

PEA SHOOTER

Pea Shooter is the colloquial term for the circular LMGS often mounted on BritAttack vehicles. Although bulkier than other LMGs, they are easy to repair and maintain.



SAW

Another weapon salvaged from military outposts and bases, the Saw is often adapted to be pintle-mounted. Capable of firing in semi-auto, burst and fully-auto modes, these versatile weapons are also easily operated by one person. Lack of spares means that they remain fairly uncommon but much prized.

HEAVY MACHINE GUNS

Highly sought after by virtually every road warrior on four wheels—and even some on two—heavy machine guns (HMGs) are some of the most powerful portable weapons in existence. Some fire huge calibre ammunition at rapid rates, whilst other sport multiple barrels in the classic 'Gatling' style. No matter their construction, these fully automatic beasts are destruction personified. Without fail, every HMG either requires a team to operate or else needs mounting on a vehicle.

HMGs use the Heavy Weapons skill, rather than Firearms.

.50 CAL

A truly terrifying weapon, this HMG fires massive cartridges at rapid rates with devastating results; a burst from a .50 Cal can tear through both armour and structures with ease. Although it can be mounted on a tripod, most specimens of this powerful weapon are vehicle-mounted in some fashion.

MINIGUN

Most versions of this HMG sport six barrels, though some have been modified to accommodate more by more resourceful road warriors. Unless they are mounted in a fixed position, a minigun will need to be vehicle-mounted in some fashion. Almost every minigun requires a source of power for its rotary action, although hand crank variants can once again be found where spares are lacking.



FLAMERS

Flamers—sometimes also known as flamethrowers—have become a popular tool for both dealing with Revenants and carving armour from enemy vehicles. Although flamers can vary according to each faction, including which fuel type is used, the end result is invariably the same.

All flamers utilise a pilot light situated at the end of a barrel to ignite a pressurised flammable chemical. The resultant jet of burning flame can then be brandished across a wide area to bathe multiple targets. These weapons are not for the faint-hearted, as malfunctions and well-placed shots can have deadly results for the wielder.

Flamers use the Heavy Weapons skill, rather than Firearms.

LIGHT FLAMER

The light flamer covers the handheld versions that are popular with factions such as the Justice and Law Haulage Co. Light flamers make use of chemicals drawn from some form of cannister, which is most often carried in a back-mounted frame. Recent innovations in fuel amongst the Justice have led to smaller cannisters that are mounted on the weapon itself.



HEAVY FLAMER

These vehicle-mounted versions of the flamer are too heavy for personal use. Heavy flamers are popular with the Hauls Angels, who put the super-heated jets to good use in carving the armour from rival vehicles.



ROCKETS & RPGS

Designed for maximum destruction and/or armour penetration, rocket propelled grenades (RPGs) and rocket launchers have been a popular method for dealing with armoured targets and reinforced structures for decades. Not much has change in the post-apocalypse.

Unless noted otherwise, the rocket launchers and RPGs use the Heavy Weapons skill.

BRINGER

The Sky Student Justice Corps are a well-trained, highly mobile force that often use swarm tactics to down their targets. Technological innovations have gifted these jetpack-powered ladies with the Bringer as a means to deal with armoured targets. Much like the Provider, the Bringer is designed to shock foes into submission using a chemical discharge. A Bringer is considered to be Wild Tech.



LAST WORD

A portable, single-use anti-armour weapon, the Last Word is a popular choice with road warriors when combatting heavily-armoured enemies. As it's fired from the shoulder and requires a great deal of accuracy, these weapons are most often employed from an ambush position.

FRAG LAUNCHER

Another catch-all term used by most factions, frag launcher relates to a grenade launcher that can be used independently or attached to a weapon in some fashion. Little more than short tubes designed to launch grenades across the battlefield, frag launchers are single-shot weapons that require reloading between each use.

REAPER

Another innovation of the Justice faction and also used almost exclusively by the SSJC, the Reaper is a single-use wrist-mounted rocket designed to be shot whilst operating a jetpack. Although they have a relatively short range, Reapers pack a serious punch that can knock out lightly armoured vehicles and seriously damage heavily armoured ones. A Reaper features in the Justice artwork on p. 116.

EXPLOSIVES & GRENADES

Unsurprisingly, a fair amount has changed since the Day of the Apocalypse. The television networks and media channels are a thing of the past, and smart phones serve as little more than calculators—if the operator can even figure out how to use it that is. On the other hand, some things never change. There are still plenty of ways to make something explode.

DROPPER

Droppers, Frags, and HEs (High Explosives) all amount to the same thing: a handheld explosive on a fused timer that can be thrown short distances. Though military specimens can still be found, there are plenty of homebrewed grenades in circulation.



DYNAMITE

The good old classic never fails to impress. Dynamite is used to collapse unsafe buildings, blast bridges, and ambush unsuspecting enemies. Characters just need to make sure the stick isn't sweaty when they pick it up!

MOLOTOV COCKTAIL

Only really useful during confrontations on foot or as a tool to create a diversion, these homemade grenades are little more than bottled alcohol with a rag for a fuse.

POTATO MASHER

Despite there being a preponderance of military hardware since the Day of the Apocalypse, plenty of grenades have either been thrown or since deemed unsafe for use. Though less effective than Droppers, wooden-handled potato mashers have become popular alternatives to military spec grenades.

SHREDDER

Shredders are nasty devices that are designed to spring from the earth and attack anyone treading on them. These anti-personnel mines are buried beneath the ground, leaving only a pressure-activated sensor exposed. Once activated, the mine launches a time-delayed explosive into the air that explodes at waist height to a normal human. These devices grew in popularity as a means to contend with Revenants. They are even more deadly against living beings, of course, ensuring that they will see continued use for the foreseeable future. Spotting and disarming a Shredder both require an opposed Observation test against the 1 plus the successes garnered by the Heavy Weapons test used to place the mine.

SMOKE

A canister-type grenade that produces a billowing smoke cloud. Useful for signalling or screening movement,

STICK BOMB

Stick bombs are magnetic charges that can be attached to vehicles and structures with devastating effect. The explosion is designed to punch inwards, shredding both armour and occupants. Placing a charge on something that can defend itself is a melee attack that does not directly inflict damage. Multiple charges triggered simultaneously on the same target combine their qualities, Effects, and damage into a single roll.

TEARS OF THE ANGEL

Another tool of the well-equipped SSJC, these acid bombs are designed to strip armour from a target before the bigger guns of the Justice follow up with a knockout punch.



MISSILE WEAPONS

Despite most factions owning stockpiles of ammunition or being capable of fashioning their own, supply can still be an issue. Ranged weapons that have zero reliance on gunpowder offer a great means of conserving precious ammo.

The Piercing quality of missile weapons is halved against vehicles and structures, rounding down to a minimum of 0. Momentum spent for Targer Passenger Momentum spend (p. 212) against vehicles and structures represents a missile weapon being used to target a window or similar opening.

BOLT THROWER

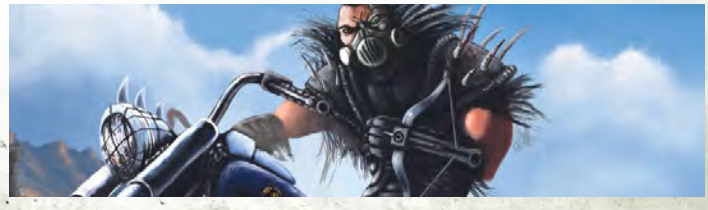
The classic crossbow is available in various shapes and sizes. Beyond a basic understanding of how to reload for the next shot, bolt throwers require little training to operate. The bolts that these weapons fire are also extremely easy to manufacture.

HUNTING BOW

With the need for ammunition conservation a constant threat when out on the road, the art of manufacturing bows has slowly been on the rise again. A bow made by a renowned bowyer is a status symbol that can garner a lot of Merch.

HAND HARPOON

Vicious weapons that throw barbed bolts across short distances. Although they pack a heftier punch than bolt throwers, their pneumatic components also make them harder to maintain.



MELEE WEAPONS

Not every combat on the *Devil's Run* takes between the drivers and passengers of vehicles. Plenty of clashes between factions devolve into brutal fights as the combatants seek a more up close and personal victory over their rivals. Although there is a wide range of melee weapons available to a character, some of the more common items listed here.

BAT

Some of the Old World sports are still practiced at a low level within the factions. Most faction leaders appreciate the value in creating diversions from the daily struggle for existence. Baseball is one of the more widespread team games to still be played. Any shaped piece of wood will do, of course, but Old World sluggers can be worth a fair amount of $, particularly if it's also racked up a high body count out on the *Run*.

BATTLE AXE

Popular among the Vykers but uncommon with other factions, the battle axe is a deadly weapon in the hands of those trained in its use. The soft skin of an unarmoured vehicle offers little protection against one of these when in the hands of a strong opponent. Although they are most often seen with a single broad head, two-headed variants do exist



CROWBAR

Useful for many things such as breaking and entering, popping hoods, and helping with a tyre change, the trusty old crowbar also makes a potent weapon in desperate situations. The non-combat rules for a crowbar can be found on p. 131.

KNIFE

This term relates to the large hunting, survival and combat knives that remain popular amongst road warriors. Anything smaller will most likely be considered an improvised weapon.

MACE

A blunt instrument with a long handle and broad, heavy head. Not a subtle weapon, a mace is used to bludgeon opponents.

MAUL

Essentially a huge hammer, a maul is a long, two-handed shaft topped with a large hammer head.

SWORD

Although there are shorter and even two-handed blades available, most swords fall under the classic variety that wouldn't look out of place in the hands of a medieval knight.

THROWING AXE

A well-balanced axe designed for throwing short distances, They are a popular tool for use against exposed passengers.

GREAT WEAPONS

Some weapons, such as swords and axes, are also available as much larger versions of themselves. Axes in particular have become popularised thanks to Gomez and his escapades. All great weapons follow a few basic rules:

- Weapons that are 1H or Unbalanced become 2H. A weapon that is already 2H becomes Unwieldy.
- The weapon inflicts an additioal 2 of damage.
- Blunt great weapons gain the Knockdown quality if they don't already have it.
- Bladed great weapons gain the Vicious 1 quality (or increase their Vicious rating by 1 if already listed).
- The weapon must be an obvious choice for becoming a great weapon. A knife or short sword gaining in size simply becomes a sword, for example.

The maul is an example of a sledgehammer-type weapon that has been supersized to a great weapon. At the GMs discretion, a great weapon might also gain other qualities.

IMPROVISED WEAPONS

Improvised weaponry covers the tools and pieces of scenery that are often snatched up from whatever is nearby. The basic Improvised Attack inflicts 2 damage and has the 1H, Improvised, Stun, and Thrown Qualities (the latter representing small objects picked up and hurled).

With the GM's permission, a PC may pay 1 or more points of Fallout in order to establish a different improvised weapon. A weapon with the Qualities listed above costs 0 Fallout; each additional of damage or additional Quality (or rank of a Quality) added increases the cost by 1 Fallout. Removing Qualities or making the weapon 2H instead of 1H reduces the cost by 1 each, to a minimum of 0. The Improvised Quality cannot be removed.

For example, a broken bottle may replace the Stun Quality with Vicious 1, requiring 0 Fallout (adding one Quality, removing another). A metal stool may increase the damage to 4 but become 2H, costing 1 Fallout. The GM has final say as to what can be used as an improvised weapon.

WILD TECH

From chaos comes opportunity. As the world burned away the shackles of civilisation and consumer culture, the nuclear ash they left behind took humanity into the depths of desperation, innovation, and perspiration. Inventive souls who might otherwise never have had the time, inspiration, or madness to bring their zany visions to reality started to utilise their long hidden gifts to present new technologies to the world. These technologies are known as Wild Tech.

THE NATURE OF WILD TECH

Wild Tech relates to technologies that have been developed by the various factions of the wasteland. Often surprising in scope and achievement, Wild Tech is more advanced than commonly available technologies in the Old World. Indeed, the remaining powers often seize such technologies so that they can refine them into playthings for their elites.

USING WILD TECH

Wild Tech is often difficult, unusual and unsettling to use. Characters must use the Wild Tech skill for any device categorised as Wild Tech, even if it might look like another skill would apply, and must spend 1 Momentum or pay 1 Fallout to use any feature associated with the device. This payment is in addition to any use of Fuel required by the device. It must also be paid every time the device is employed, as stipulated in the device's description.

Characters attempting to use Wild Tech from outside of their faction or utilising something new for the first time will suffer a difficulty increase of 1 or more steps.

Characters wishing to use Wild Tech frequently should consider the Wild Tech talent, Lab Rat (see p. 118).

BUILDING WILD TECH

STEP ONE: PROTOYPE AND CALIBRATION

Characters with a Wild tech Expertise of 2 or higher can attempt to develop their own prototypes. The difficulty of manufacturing an item depends on the Exoticism of the device. Exoticism is a consideration of how many features a piece of Wild Tech has, how rare this technology is, and how small a frame these are constructed onto.

Exoticism informs the basic difficulty of building a prototype device and is equal to 1 the Rarity of similar Wild Tech. Should a character seek to develop a piece of Wild Tech that does not yet exist, its Exoticism is equal to 1 plus the Rarity of an item that performs a similar task through different means. The GM may increase this difficulty should the character think up truly madcap designs, or even veto truly crazy ideas if they so choose—faster-than-light travel was still far out of humanity's reach prior to the Day of the Apocalypse, so it should definitely remain so following the collapse of civilisation.

As an example, a gear head is inspired to attempt the construction of a laser pistol after witnessing a sonic pistol in use. Other than its source of dealing damage, It it is almost identical to the stats used for the sonic pistol. To attempt the development of the laser pistol, the character would roll against a difficulty of 5 (pistol's Rarity+1). If they're successful, the PC has built a working prototype.

A prototype will need proper testing and calibration once developed. When a prototype is first constructed,all skill tests using the device suffer +2 difficulty and experience a Complication Range of 15-20. The PC building the device can spend 1 or 2 Momentum when constructing it to decreases this by 1 or 2 steps. The character can, after employing the device in the field engage in refinement.

The prototype will not be intuitive to use until it has passed its first refinement (see below). Until the device has been refined, it will impose +2 difficulty when used by any character. Once the prototype has been refined, the device will be at +1 difficulty for all users until it's been perfected. These penalties are in addition to any a character might suffer due to utilising technology not normally associated with their faction.

STEP TWO: REFINING TECHNOLOGY

A PC that has used the device in the field for a number of weeks equal to its Complication Range can attempt to refine it. This requires a test at the same difficulty as building the prototype. If the test is successful, the device's Complication Range decreases by 1 step. If the character generates enough Momentum to equal the difficulty of the test, they can decrease the Complication Range by 2 steps. Refinement can never decrease a device's Complication Range below 19-20.

STEP THREE: PERFECTING TECHNOLOGY

Once a prototype has been refined to a Complication Range of 19-20, the character can spend an additional week finishing the device. At the end of this week, the character can attempt one last test at a difficulty equal to that needed to construct the prototype. If successful, the device has been perfected.

Make a clone of the device requires two weeks of manufacturing followed by a single test equal to that used to perfect the prototype. A single device is made if this test is successful, plus an additional device for every 3 Momentum.

Note: Equipment gained through character creation is considered perfected already, though not by the player.

FIRST WORLD VARIANTS

While characters will likely never come across Old World variants of Wild Tech, any item not developed using the rules for their construction will likely have a refined variant somewhere in the ruins of civilisation. These variants use all the usual Wild Tech rules but, unlike the rusted metal and seared plastic of legitimate Wild Tech, will be clean and refined copies of items recovered from the wastelands.

Old World variants have a Complication Range 1 less than that of a regular item and a value in Merch 3 times normal value. They are, however, a lot more fragile will likely cease to function altogether following a Complication.

JETPACK

A backpack that uses unqiue fuel to allow short bursts of flight, allowing the character to move as a vehicle. The Backlash damage from a jetpack also has the Grievous quality.

JET ENGINE

An externally mounted jet engine that allows for rapid bursts of acceleration. Alternatively, it can also be used to burn enemies to a crisp. Each round, a jet engine can be switched between use as either a nitro system (p. 224) or a heavy flamer (p. 147). Switching between uses is a Free Action.

RESONATOR

A sonic device that uses sound waves to devastating effect. Although extremely rare, handheld versions do exist amongst the Avant Guard.

WILD TECH SUMMARY TABLE

NAME	QUALITIES	WEIGHT	RARITY	MAINT.	COST	MERCH
Jetpack	Vehicle: Scale 0, Speed 3, Handling 2, Impact 5 (Knockdown, Backlash 2), Structure 4, EP 0, Armour 1, Max. Fuel 2	6	4	$25	$6000	10[1]
Jet Engine	External Vehicle Upgrade: Can be used as either a nitro system or heavy flamer. User decides which each round. 3 Components	20	4	$25	$2500	10[1]
Resonator	Ranged Weapon: Range C, 4, Burst 1, Mounted, Radiation 2	3	4	–	$1250	4[1]

[1] This item has Faction Prevalence (see p. 143). Refer to its description for details.



GEAR QUALITIES SUMMARY

The following table provides a quick reference to the cost, rarity, upkeep and durability of the items of gear listed previously.

The stats listed here are broken down as follows:

- **WEIGHT:** The number of weight units needed to carry the item.
- **RESISTANCE:** The amount of Soak that the item has when it suffers damage. This typically provides Persistent Soak for the item, not the person carrying it.
- **RARITY:** How hard it is to find the item. This number is rated from 1 to 5 and is used to determine the difficulty when testing to find items with local traders.
- **MAINTENANCE:** Some items have an ongoing cost to maintain them. The sum of Maintenance shouldn't be enforced if the characters spend their Trafficking Phase in their own faction base camp. Out on the road, the GM can enforce all, none, or some of the value shown here as a tax to keep the item working between gaming sessions. The effects of not meeting Maintenance costs are detailed in the Trafficking Phase, p. 247.
- **COST:** To purchase the item. Usually stated in $ and Merch. Items without a Merch rating have no barter value.

STRUCTURE

Every object has a Structure rating for how much physical damage it can take, which is roughly dictated by its Size and composition. Losing Structure is mostly superficial, but if an object suffers 5 or more physical damage from an attack or its Structure has been reduced to 0 or less after an attack, it will suffer a Fault. The following are rough guidelines—as always, the GM has final discretion.

- Even the most fragile items have at least 1 Structure.
- An item that can be easily carried or held in one hand will have 2–4 Structure.
- An item that needs to be carried in both hands will have 4–6 Structure.
- An item which is too large to carry, but which is smaller than a person normally has 6-8 Structure.
- Person-sized or larger objects typically have 8+ Structure.
- Vehicles are listed with their own Structure ratings.

RESISTANCE

Resistance is a measure of an item's ability to resist damage. Particularly delicate objects (including those with the Fragile quality) will have half to three-quarters as much Structure as other items of that size. They will usually have no Resistance. Particularly tough or hardy items may have 1 or more Resistance.

Items designed for rugged or military use (including weapons), will usually have 1.5–2 times as much Structure as other items of that size, as well as having 2–3 Resistance.

Buildings and other large constructions can vary widely depending on construction materials, and should be split into distinct parts—doors, windows, bulkheads, etc. Use the above guidelines to judge the Structure of those sections. Load-bearing sections should have more Structure, and their destruction can be catastrophic.

FAULT EFFECTS

The following effects can be used for Faults suffered by an object. Objects are disabled and cannot be used if they suffer four Faults. If they suffer five Faults, they are permanently destroyed. (Rebuilding something from the resulting scrap is essentially equivalent to building a new item from scratch.)

COMPROMISED: Although not fully disabled, the functionality of some objects may be compromised with a Fault Effect. For example, a locked door might be kicked open or a gun turret damaged so that it can no longer rotate (limiting its field of fire). In the case of particularly robust objects, the GM may require multiple Fault Effects to be inflicted before the object is fully compromised.

DAMAGED: Characters using the item suffer +1 difficulty on associated skill tests. (Since this can increase the difficulty of Simple (D0) tests to an Average (D1) test, it may also require characters to make skill tests that they normally wouldn't need to, such as controlling a car after its tires have been shot out.)

DISABLE FUNCTION: For objects with multiple functions, it may be possible to disable one of them with a Fault Effect while leaving the others intact.

INJURY: In some cases, inflicting a Fault on an object may inflict damage on its user. As an example, a damaged ladder may cause someone to fall and suffer damage. The GM should determine these effects as logically and consistently as possible, but defaulting to 2 damage is a good rule of thumb.

REPAIRING ITEMS

Objects can't use the Recover action. They also cannot Rest or Recuperate. Characters can make treat tests for items normally (using the Treat action during action scenes or performing Minor or Serious Treatment repairs between action scenes). In addition, a successful Simple (D0) treat test between scenes can be used to recover all Structure the item has lost. Treat tests for objects use the Engineering or Wild Tech skill.

SIZE

An item's Size rates how easy or difficult it is to wield. Items without a Size can generally be assumed to require one hand

if they are being physically manipulated. As they're most pertinent to weapons, the different size categories and their mechanical effects are covered in the Weapon Qualities Summary on p. 157.

GEAR QUALITIES

Just as with their Size descriptor, many items have other common features. Item qualities are used to describe these features and collect each under a single, convenient label. Notes on the conventional structure and sub-categories of all qualities precede the general qualities listed below.

ABBREVIATIONS

Some qualities will be listed in stat blocks using an abbreviation. These abbreviations are listed below in [square brackets] after the name of the quality. For example, the "Electromagnetic [E/M]" quality appears as "E/M" in stat blocks.

QUALITY RATINGS

An X in a quality's name indicates that the quality is available at several different ratings (usually 1–3). Unlike other qualities, if an item would add the same rated quality as another item, and both items have the quality, the ratings stack (unless otherwise noted).

SUBTYPES

Some qualities have subtypes or are variations on a theme. The different subtypes are listed in (parentheses) after the name of the quality. For example, the Area (Close/Medium/Long) quality is actually three separate qualities—Area (Close), Area (Medium), and Area (Long).

TRIGGERED EFFECTS

Some qualities (usually only attack qualities) only take effect when triggered. As noted in their description, these qualities are activated when one or more Effects are rolled on a combat dice roll (usually a damage roll). As long as at least one Effect is rolled, all of the qualities on the associated equipment will be triggered.

GENERAL QUALITIES

ARMOURED X: The item has Armour Soak equal to this rating, making it more difficult to destroy.

CONCEALED X: The item is easy to hide or is designed to be disguised as something else. Observation tests made to discover the item when it has been hidden or concealed are made at +X difficulty. A character can spend 1 Momentum when using the item to stow it away immediately after use.

DISPOSABLE: A disposable item is designed to be used only once and is destroyed or lost after use.

FRAGILE: A Fragile item is disabled after suffering one Fault and is destroyed after suffering two Faults.

IMPROVISED X: The item is not designed for the described use, giving it a +X complication range.

SUBTLE X: This item is particularly quiet and draws little attention. Any Observation test to notice the use of the item increases by +X difficulty. In addition, noisy actions using the item are reduced to sneaky actions; and sneaky actions are reduced to silent actions.

UNSUBTLE X: This item is unusually overt, drawing undue attention each time the item is used. Any Observation tests made to detect the use of the item are made at –X difficulty (minimum 0). In addition, silent actions using the item are increased to sneaky actions; and sneaky actions are increased to noisy actions.



GEAR & EQUIPMENT SUMMARY TABLE

CATEGORY/NAME	WEIGHT	RESISTANCE	RARITY	MAINTENANCE	COST	MERCH
Battery	–	–	1	–	$10	–
Battery (Rechargeable)	–	–	2	$5	$20	1
CLOTHING						
Scavenged	–	1	0	–	$10	–
Basic	–	1	1	$5	$50	1
Quality/Designer	–	1	3	$25	$500	2
Sunglasses	–	–	2	–	$50	1
COMMUNICATION						
Personal Radios	2	1	4	$10	$100	1
Satellite Phone	2	1	5	$25	$1000	4
FOOD & WATER						
Alcohol (1 Litre)	1	–	1	–	$20	1
Energy Drink	1	–	2	–	$10	1
Road Rations (1 Day)	–	–	1	–	$10	1
MEDICAL						
Antibiotics	–	–	4	–	$500	3
MedKit	2	1	3	$10	$200	2
Nitro	–	–	3	–	$100	1
Painkillers	–	–	3	–	$50	1
Pharmaceuticals	–	–	4	–	$50	1
Surgical Tools	2	1	3	$25	$500	3
INDUSTRIAL						
Boltcutters	4	2	1	–	$100	1
Chemical Detection Kit	1	1	3	$20	$250	3
Crowbar	1	3	2	–	$50	1
Engineering Toolkit	6	2	3	$50	$500	3
Fire Extinguisher	3	1	2	$5	$150	1
Gas Bottle	4	1	2	$10	$300	3
Geiger Counter	2	1	4	$5	$500	3
Lockpick Kit	1	1	2	$5	$150	2
Mechanic's Toolkit	4	2	2	$10	$250	2
Multitool	1	1	1	–	$50	1
Portable Generator	16	2	4	$50	$750	5[1]
Power Tools	6	2	3	$25	$500	3
Scientific Sample Kit	4	1	3	$10	$100	1
Toxic Gas Detector	1	1	4	$10	$250	2

GEAR & EQUIPMENT SUMMARY TABLE

CATEGORY/NAME	WEIGHT	RESISTANCE	RARITY	MAINTENANCE	COST	MERCH
PPE						
Biohazard Suit	4	1	4	$25	$500	3[1]
Rebreather	2	1	3	$10	$200	2
Respirator	2	1	2	$5	$75	1
SURVEILLANCE						
Binoculars	1	1	1	–	$150	2
Camera	1	1	3	$10	$500	3
Night Vision Equipment	1	1	3	$50	$750	5
SURVIVAL						
Backpack	1	1	1	$5	$50	1
Climbing Gear	4	1	3	$10	$150	1
Compass	–	–	2	–	$100	1
Halogen Lantern	–	1	2	$5	$50	1
Road Map	2	–	2	–	$25	1
Signal Flare	1	1	1	–	$25	1
Survival Kit	–	–	2	$10	$200	2
Torch	–	1	2	$5	$50	1
Topographic Map	–	–	3	–	$50	1
Water Filter	1	–	3	$50	$250	2
Water Purification Tab. (5)	–	–	2	$5	$50	1
TACTICAL						
Bipod/Tripod	3	2	2	–	$150	2
Ballistic Glasses/Goggles	–	1	2	–	$200	2
Camouflage Clothing	2	1	2	$5	$250	2
Handcuffs	1	2	2	–	$100	1[1]
Holster	–	1	1	–	$150	1
Hunter's Camo Cape	1	–	3	$5	$200	2
Laser Sight	1	1	4	$10	$500	3[1]
Maglinks	–	–	2	$5	$100	1
MilSpec Backpack	2	1	3	$5	$200	2
Night vision Scope	2	1	4	$25	$750	3
Plasticuffs (10)	–	1	2	$5	$50	1
Silencer	1	2	3/4	–	$250/$500	2/3
Stinger	5	3	3	$5	$150	1
Telescopic Sight	1	1	2	$25	$500	3

[1] This item has Faction Prevalence (see p. 143). Refer to its description for details.

ARMOUR SUMMARY TABLE

ARMOUR	SOAK				WEIGHT	MAINT.	RARITY	COST	MERCH
	HEAD	TORSO	ARMS	LEGS					
Armoured Vest	–	2	–	–	3	$5	3	$250	2
Chain Shirt	–	2	1	–	4	$5	2	$300	3[1]
Leathers	–	1	1	1	2	$10	1	$150	2
Leather Jacket	–	1	1	–	1	$5	1	$100	1
Leather Trousers	–	–	–	1	1	$5	1	$75	1
Leather Vest	–	1	–	–	1	$5	1	$50	2[1]
Military Helmet	2	–	–	–	1	$5	3	$250	3[1]
Motorcycle Helmet	2	–	–	–	1	–	2	$200	2
Plate Carrier	–	3	–	–	5	$5	4	$500	3[1]
Riot Armour	2	2	2	2	4	$5	3	$500	4[1]
Riot Shield	*	*	*	*	3	$5	3	$150	2
Stab Vest	–	1*	–	–	1	$5	2	$250	3

[1] This item has Faction Prevalence (see p. 143). Refer to its description for details.



WEAPON QUALITIES SUMMARY

A weapon appears in both text and tables using the following format: "Antique Pistol: 1H, R/C, 4, Burst 1."

The name of the weapon is followed by text indicating the size of the weapon and how it's wielded. The next entry indicates the weapon's range in abbreviations that correspond to the range categories. Damage is listed next, followed by all of the weapon's qualities. The abbreviations and qualities related to each entry are further described below.

SIZE

A weapon's size determines its Resistance and ease of handling. 1H and Unwieldy weapons generally have 1 Resistance, whilst 2H, Unbalanced and Mounted typically have 3 or more.

ONE-HANDED (1H): The item can be used in one or two hands without penalty.

TWO-HANDED (2H): The item can be used in two hands without penalty. If used one-handed, any test made is at +2 difficulty.

UNBALANCED: The item is heavy and difficult to wield for any but the strongest of people. If the wielder has a Brawn of 9 or higher, the item is considered to be one-handed. If the wielder has a Brawn of 8 or lower, then the item is instead two-handed.

UNWIELDY: The item is extremely bulky and cumbersome, and not particularly portable. Any use of an Unwieldy item is at +2 difficulty and increases the Complication Range by 2. These penalties can be removed by taking the Brace action. Unwieldy items can't be used one-handed.

MOUNTED: The item is fixed in position, vehicle-mounted, or otherwise immobile. Physical access to the item is required.

RANGE

All ranged weapons are provided with a range category. The range listed relates to the optimal range at which the weapon is designed to be most effective. Attacks against a target within the range category (or categories) are unaffected. Otherwise, add 1 to the difficulty of the attack for each range category different from the listed range.

DAMAGE

Listed as a number of , this is the base amount of dice that are rolled for a successful attack. Melee attacks gain additional based on Brawn, while ranged attacks gain additional based on Awareness. See p. 198, Bonus Damage Table.

Reloads, Momentum spends, Superhuman attributes, weapon qualities, and other features can also grant damage bonuses.

BURST

A weapon's Burst determines the maximum number of Reloads that can be spent when attacking with it.

RELOADS

Rather than track each bullet, shell, or rocket, the system uses an abstraction known as Reloads for tracking ammunition. With so much of the action taking place at full throttle, it's best to maintain a focus on the action and minimise bookkeeping. Whether they represent cassettes, drums, belts, or bandoliers is of no consequence, as all Reloads ultimately provide the same mechanical benefits.

Each Reload is specific to the weapon it is listed for, meaning that Reloads are not interchangeable in most cases. At their discretion, the GM can allow some Reloads to be used with another weapon of the same class (swapping Reloads between two pistols, for example). With a little time—and again with the GM's discretion—some Reloads might even be transferred between categories (emptying magazines from a pistol to fill magazines for a rifle of the similar calibre, for instance).

Unless otherwise stated, most Reloads have a Weight of 1. A weapon's Maintenance cost represents the amount required to purchase new Reloads for that particular weapon. Replacement Reloads may be purchased during the Trafficking Phase (see p. 247), though the GM is entitled to request specific tests or otherwise place limits on Reloads for unusual or unique weapons.

Reloads use the following rules:

- Reloads are not expended through the normal use of a ranged weapon, but characters can spend a Reload to gain 1 bonus d20 on the weapon's attack test and +1 to the damage roll.
- The number of Reloads a character can spend on a specific attack is limited by the Burst value of the weapon being used.
- Running out of Reloads means the weapon is completely out of ammunition and is unable to be used for attacks until additional Reloads are gained.
- If a player rolls one or more Complications when making an attack with a ranged weapon, they automatically expend 1 Reload for the weapon.
- If a weapon that requires Reloads is used during a scene, 1 Reload is automatically expended at the end of the scene regardless of Complications or other factors. Ignore this rule if the weapon is already out of ammunition.
- The scarcer nature of ammo means that 1 Reload might be lost because of a firefight even though none were used for beneficial mechanical gain. See the Trafficking Phase, p. 247.

WEAPON QUALITIES & EFFECTS

A weapon appears in text using the following format: "Antique Pistol: 1H, R/C, 4, Burst 1." The name of the weapon is followed by "1H" or "2H," indicating how many hands are required to wield the weapon; the next entry indicates the weapon's range in abbreviations that correspond to the range categories. Damage is listed next, followed by all of that weapon's qualities.

The weapon qualities that follow can trigger as the result of a rolling an Effect on a Combat Die, while others provide special rules or abilities for the associated weapon. Each Effect rolled triggers every quality associated with the weapon.

ANTI-MATERIEL X: The attack is designed to damage structures, vehicles, and other sources of cover. Attacks against targets in cover destroy X points of cover for each Effect rolled and attacks against vehicles or armoured structures permanently reduce the target's Soak in that location by X for each Effect rolled.

If a piece of cover loses all of its cover dice, it is destroyed and no longer provides any protection. If the vehicle or structure's Soak is already at 0, each Effect rolled deals 1 damage instead.

AREA (CLOSE/MEDIUM/LONG): The attack affects a wide area and multiple targets. Each Momentum spent causes the attack to strike an additional target within the blast's range, starting with the character closest to the target of the attack. A Complication may mean an ally is struck instead. Characters targeted by the attack may attempt separate Defence Reactions against a fixed difficulty of Challenging (D2).

BACKLASH X: Attacks with the Backlash quality are dangerous for the user as well as the enemy, and inflict X damage to the wielder for each Effect rolled. This damage ignores Soak and, if it is physical damage, affects a random hit location.

BIOTECH: The weapon relies on biological, chemical, or technological means that bypass conventional armour. Biotech damage can only be defended against by specialised armour or clothing.

BLINDING: The attack emits focused beams of light, sound, or data to blind the target or jam their sensors. If an Effect is rolled, the target must succeed on a **Daunting (D3) Resistance test** or suffer the Blinded condition for one round per Effect rolled.

DEAFENING: The attack releases a wave of sound that overloads the auditory systems. If an Effect is rolled on a Deafening attack, the target must succeed on a **Difficult (D3) Resistance test** or suffer the Deafened condition. This lasts for 1 round per Effect rolled.

FRANGIBLE: These attacks become less effective over time. For each Effect rolled, reduce the number of in the attack's damage rating by 1. If this would reduce the number of to 0, the attack cannot be used again until it has been replaced or replenished.

GRAPPLING: In addition to dealing damage, if one or more Effects are rolled the weapon may grapple the target. A grappled target is unable to move or take action except to attempt an Acrobatics, Athletics, or Drive test with a Difficulty equal to the number of Effects rolled. An Exploit Action against the target has its difficulty reduced by 1. If the Grappling weapon is a melee weapon, the weapon's wielder may anyone else while a target remains grappled. The attacker may not move away from the target without releasing that target, which requires a Free Action.

GRIEVOUS: These attacks are designed to inflict massive harm and incapacitate targets swiftly. If a Grievous attack inflicts one or more Harms, it inflicts one additional Harm of the same type as well.

HIDDEN X: The item is easy to hide or designed to be disguised as something else. When concealed, any search of the character requires a D(X) Observation test to locate the hidden item. You can spend Momentum gained on a test using the item to stow it immediately after use: this costs 2 Momentum for items with Hidden 1 or 2, and 1 Momentum for any item with Hidden 3 or more.

IMMOBILISING: If one or more Effects are rolled on the damage roll from an Immobilising attack, the target must make an Athletics test with a difficulty equal to the number of Effects rolled or become Hindered. If the target was already Hindered or if the attacker spends 1 Momentum, the target instead becomes Stuck.

IMPROVISED: Unless it is also Vicious, no additional damage is scored with this weapon when an Effect is rolled.

INCENDIARY X: The target is set alight and gains the Burning X condition for a number of rounds equal to the number of Effects rolled.

INDISCRIMINATE (CLOSE/MEDIUM/LONG): An Indiscriminate attack affects one or more zones. Each target within the affected zones—every character, vehicle, and damageable object—suffers the attack's damage, regardless of whether they are friend, foe, or neutral (or even if the attacker wasn't aware of their presence). Each character targeted by an Indiscriminate attack may attempt separate Defence Reactions against it, resolving them separately against a fixed difficulty of Challenging (D2).

KNOCKDOWN: If one or more Effects are rolled, the target is knocked prone unless they succeed at an Athletics or Acrobatics test with a difficulty equal to the number of Effects rolled.

MUNITION: The weapon expends a single Reload when fired. The Reload provides none of its usual benefits.

NONLETHAL: The attack is designed to incapacitate rather than inflict lasting harm. Any Harms inflicted by a Nonlethal attack are temporary; they are removed entirely when treated or after the next scene, whichever comes first.

PARRY X: The weapon is exceptionally good at turning aside incoming attacks. A Parry weapon grants the wielder X additional Cover Soak against melee attacks. A character wielding two Parry weapons adds their ratings together.

PIERCING X: Ignore X points of Soak for each Effect rolled.

RADIATION X: Damage with the Radiation quality ignores all Soak except EP and is treated as Terrifying X and Vicious X. If a Wound is suffered from radiation, it possesses a special Wound Effect that inflicts a +1 difficulty on all Agility-, Brawn-, or Coordination-based actions. In addition, neither the Wound nor the Wound Effect can be removed without Serious Treatment (or a specialised item).

REACH: A character with a Reach weapon can use Withdraw as a Free Action if no enemy combatants have a reach weapon. The first melee attack made against a character with a Reach weapon has its difficulty increased by 1. See p. 187 for Reach in combat.

SALVO X (QUALITY): The attack is particularly effective when large quantities of ammunition are unleashed. This quality grants another quality whenever the attack uses X Reloads (not counting Reloads used because of the Munition quality). If no X value is given, the Salvo quality can be triggered with 1 Reload.

SPREAD X: This weapon is designed to affect a larger area. For each Effect generated on the damage roll, the attack inflicts an additional hit, inflicting half the damage of the first hit. Each of these hits is reduced by Soak separately. If the target has multiple hit locations, roll a separate location for each additional hit.

SMOKE X: Attacks with Smoke create a cloud of gas or other substance that interferes with enemy lines of sight within a target zone. For each Momentum spent when attacking with a Smoke weapon, the attack affects an additional adjacent zone. Observation tests or attacks within, into, or out of affected zones are made at +X difficulty. This penalty decreases by 1 every 1d6 rounds. If the penalty is reduced to 0, the Smoke has been completely dissipated.

SPECULATIVE FIRE: The ranged attack can be arced over obstacles or otherwise used in an indirect manner to attack hard-to-reach foes. A Speculative Fire attack suffers no difficulty increase for attacks against targets that are detected, but for which there is no direct line of fire. Further, the attacker can take a penalty of +1 difficulty to ignore the target's Cover Soak entirely.

SPREAD X: This attack can strike the target across multiple areas. For each Effect generated on the damage roll, the attack inflicts X additional hits at half the first hit's damage, each separately reduced by Soak. If the attack inflicts physical damage, roll separate hit locations for each additional hit. The weapon is also particularly effective at blasting holes in cover; add up all the damage inflicted from all hits to determine if cover is degraded.

STUN: The weapon inflicts the Staggered condition on the target, which lasts for 1 round for each Effect rolled.

SUBTLE X: The item is particularly quiet and draws little attention. Observation tests to hear the item's use increase by X difficulty.

TERRIFYING X: Each Effect rolled also inflicts X damage to Nerve.

THROWN: Thrown weapons can be used to make ranged attacks, using Athletics as the attack skill in place of anything else. Thrown weapons have a range of Close unless specified otherwise. If the Thrown weapon can also be used for melee attacks, those attacks are still resolved normally using the Melee skill.

TORRENT: The weapon fires a stream of deadly liquid, flame, or some other substance that can be swept back and forth across an area to affect a group and overcome cover. Torrent weapons cannot affect targets beyond Medium range and they ignore all Cover Soak. A Torrent weapon is otherwise treated as an Area attack.

TOXIC X: The attack has a lingering, deleterious effect. If the attack inflicts one or more Harms, then the target suffers this alternative Harm instead: the target suffers 1+X ☣, Vicious 1 damage at the end of each of its turns. This extra damage can be of any type, determined by the type of attack that caused it.

UNFORGIVING X: This weapon is either exceptionally precise or capable of inflicting much greater harm on a direct hit. When making an attack that has gained the benefit of the Exploit action, the attack gains Grievous and Vicious X.

UNSUBTLE X: Observations tests to detect the use of the weapon are made at −X difficulty. A wielder's stealth level is worsened by 1.

UNWIELDY: The item is extremely bulky and cumbersome, and not particularly portable. Any test using an Unwieldy item has both its difficulty and its Complication Range increased by 2. These penalties can be removed by taking the Brace action. Unwieldy items cannot be wielded in one hand.

VICIOUS X: Inflict X additional damage for each Effect generated.




HELD

MELEE WEAPON SUMMARY TABLE

CATEGORY/NAME	DAMAGE	SIZE	QUALITIES	WEIGHT	RARITY	MAINT.	COST	MERCH
Bat	3	1H	Stun	1	1	–	$25	–
Battle Axe	5	Unbalanced	Grievous, Vicious 1	2	3	–	$250	2[1]
Crowbar	3	1H	Stun	1	2	–	$50	1
Knife	3	1H	Hidden 1, Piercing 1, Subtle 1,	–	1	–	$10	–
Mace	4	Unbalanced	Piercing 1, Stun	2	2	–	$100	2
Maul	5	2H	Knockdown, Stun	3	2	–	$250	2
Spear	4	Unbalanced	Piercing 1, Reach, Thrown	2	1	–	$50	1
Sword	5	1H	Parry 1	2	2	–	$150	2
Throwing Axe	3	1H	Thrown, Vicious 1	1	1	–	$50	1

RANGED WEAPON SUMMARY TABLE

CATEGORY/NAME	RANGE	DAMAGE	BURST	SIZE	QUALITIES	WEIGHT	RARITY	MAINT.	COST	MERCH
HANDGUN										
.44 Magnum	C	5	1	1H	Vicious 1	2	3	$25	$500	3[1]
Antique Revolver	C	4	1	1H		1	1	$10	$150	1
Duelling Pistol	R/C	3	2	1H	Hidden 1, Munition	1	3	$10	$250	3[1]
Pistol	C	4	1	1H		1	2	$10	$250	3
Pistolet	R/C	3	1	1H	Hidden 1, Vicious 1	1	3	$25	$750	3[1]
Provider	R/C	4	2	1H	Stun	2	3	$15	$250	2[1]
Sentencer	C	5	1	1H	Backlash 1, Grievous	2	4	$25	$500	2[1]
Shooter	C	5	1	1H		2	3	$10	$250	2[1]
SMGS										
Five-Seven	C	4	3	Unbalanced		1	3	$15	$750	4[1]
Hump	C	5	2	Unbalanced		2	3	$15	$750	4
Tommy	C	5	2	Unbalanced	Spread 1	2	3	$15	$750	4
Stuzi	C	5	2	Unbalanced	Vicious 1	2	3	$25	$1000	4
RIFLES										
Carb	M	5	2	2H		2	2	$15	$500	3[1]
Klash	M	5	2	2H	Vicious 1	3	4	$50	$1000	4
Mouser	M	4	1	2H	Unforgiving 1	2	2	$15	$500	3
Partisan	M	5	1	2H	Unforgiving 1	3	3	$25	$750	4
SHOTGUNS										
Ramington	C	5	1	2H	Knockdown, Spread 1	2	3	$15	$500	3[1]
Rotary Shotgun	M	6	2	2H	Knockdown, Spread 1	2	4	$50	$1250	4
Sawn Off	R/C	4	1	Unbalanced	Knockdown, Spread 2	1	3	$15	$750	3

RANGED WEAPON SUMMARY TABLE

CATEGORY/NAME	RANGE	DAMAGE	BURST	SIZE	QUALITIES	WEIGHT	RARITY	MAINT.	COST	MERCH
SNIPER RIFLES										
Big Shot	L	7	1	Unwieldy	Grievous, Salvo 1 (Anti-Materiel 1, Terrifying 1), Unforgiving 1, Vicious 1	3	4	$50	$1500	5
Pioneer	L	6	1	2H	Unforgiving 1, Vicious 1	2	3	$25	$1250	4
LMGS										
Pea Shooter	M	6	2	Unwieldy	Spread 1	3	4	$25	$2000	5[1]
Saw	M	5	2	Unwieldy	Spread 1	3	3	$25	$1500	4
HMGS										
.50 Cal	L	7	2	Unwieldy	Grievous, Salvo 1 (Anti-Materiel 1, Terrifying 1), Spread 1, Unsubtle 1, Vicious 1	5	4	$75	$2000	8
Minigun	L	7	3	Mounted	Area (Close), Salvo (Terrifying 1), Spread 2, Unsubtle 1, Vicious 1	5	4	$75	$2000	8
FLAMERS										
Light Flamer	C	5	1	2H	Incendiary 2, Munition, Terrifying 1, Torrent	3	4	$25	$750	4[1]
Heavy Flamer	C	7	1	Mounted	Incendiary 3, Munition, Terrifying 1, Torrent	5	4	$75	$1000	8[1]
ROCKETS & RPGS										
Bringer	L	6	1	Unwieldy	Area (Close), Munition, Piercing 1, Spread 1, Stun	3	4	$50	$750	5[1]
Last Word	M	7	1	Unwieldy	Area (Close), Munition, Piercing 2, Spread 1, Unsubtle, Vicious 1	2	3	$25	$500	3
Mike Launcher	M	–	1	Unbalanced	(Refer to the grenade type being used)	2	1	$20	$200	2
Reaper	M	5	1	Unbalanced	Munition, Piercing 1, Spread 1, Vicious 1	2	4	$25	$750	3[1]
MISSILE WEAPONS										
Bolt Thrower	C	3	1	Unbalanced	Piercing 1, Unforgiving 1, Subtle 1	2	2	$10	$1000	3
Hand Harpoon	C	4	1	2H	Piercing 1, Salvo 1 (Anti-Materiel)	2	3	$25	$1000	3
Hunting Bow	M	3	1	2H	Piercing 1, Salvo 1 (Vicious), Subtle 1	2	2	$10	$750	3

[1] This item has Faction Prevalence (see p. 143). Refer to its description for details.

EXPLOSIVES & GRENADES SUMMARY TABLE

CATEGORY/NAME	CAT.	DAMAGE	SIZE	QUALITIES	WEIGHT	RARITY	MAINT.	COST	MERCH
Dropper	Grenade	5	1H	Disposable, Indiscriminate (Close), Speculative Fire, Spread 1, Thrown, Unsubtle 2, Vicious 1	1	3	–	$250	1
Dynamite	Explosive	7	1H	Disposable, Indiscriminate (Close), Spread 1, Unsubtle 2, Vicious 1	1	3	–	$250	2
Molotov Cocktail	Grenade	2	1H	Area (Close) Disposable, Incendiary 1, Speculative Fire, Thrown, Unsubtle 1	1	1	–	$25	–
Potato Masher	Grenade	4	1H	Disposable, Indiscriminate (Close), Speculative Fire, Spread 1, Thrown, Unsubtle 2, Vicious 1	1	2	–	$250	1
Shredder	Mine	6	2H	Disposable, Indiscriminate (Close), Spread 1, Unsubtle 2, Vicious 1	1	4	–	$500	3
Smoke	Grenade	–	1H	Disposable, Indiscriminate (Close), Nonlethal, Speculative Fire, Smoke 2, Thrown	1	2	–	$100	1
Stick Bomb	Charge	7	1H	Anti-Materiel 2, Disposable, Piercing 2, Spread 1, Unsubtle 2, Vicious 2	1	4	–	$500	3
Tears of the Angel	Grenade	4	1H	Disposable, Incendiary 1, Indiscriminate (Close), Speculative Fire, Spread 1, Thrown, Unsubtle 1, Vicious 1	1	4	–	$250	2[1]

[1] This item has Faction Prevalence (see p. 143). Refer to its description for details.
[2] Bonus Damage from attributes doesn't get added to damage from explosive devices.



SAVAGE GEAR

There is a healthy list of gear available within the **SWADE Core Rules**. Not all of it may be obtainable in this post-apocalyptic setting, however. Computers, for instance, are barely remembered. Perhaps there is a bunker somewhere with working components piggybacked together into something resembling a computer, but it's likely beyond the reach of the PCs. Players should always check with the GM when purchasing gear.

The gear list here also presents some new items, or else a post-apocalyptic variant of something found within **SWADE**. In the latter case, either version of the item is potentially available, as there are still fairly pristine or well-maintained examples of many items found in **SWADE**. Players wishing to purchase the original version rather than the post-apocalyptic one should check with the GM on availability. They should also take note of the price variance mentioned in the boxout below.

Weapons and gear follow the normal **SWADE** rules.

BUYING GEAR THE SAVAGE RUN WAY

The economics of the *Devil's Run* setting have largely been established by the factions and their leaders. Prices are mostly set to keep their underlings toiling for more, and the mighty dollar has been retained to help maintain the charade. For many reasons, this corebook is aligned closely with the prices established for the *Devil's Run* board game, which are certainly more exorbitant than those presented in **SWADE**.

Players purchasing gear for their characters using **SWADE** should first check the prices presented in the tables staring on p. 155 of this book, as these take precedence. If a particular item isn't listed, the player should look for a similar item in the closest category—at a quick glance, most SMGs cost $750, for instance. Should a price still not be readily apparent, the player should consult the GM for a price.

For their part, GMs should keep in mind that the economy is completely skewed. While hammers and candles might still be ten-a-penny, decent soap and a functional lighter might be worth considerably more than their list price in the **SWADE Core Rules**—especially if the item is considered Old World memorabilia. The price lists in both this corebook and **SWADE** plus an appreciation for the setting should help when making judgement calls on gear prices.

SAVAGE DESCRIPTIONS

The gear descriptions from p. 129 onwards in this corebook serve equally as well for the **SWADE** ruleset. In fact, a fair few items of gear in this book are a repeat of items listed in **SWADE** but now masquerading under a different name.

The gear listed in either book largely serve to enable skill tests. Need to open a lock? Lockpicks (lockpick kit in this book) are exactly what's required. Looking to mount some new armour plating on your vehicle? A tool kit (engineering or mechanics toolkit in this book) will help get the job done.

In mechanical terms, most items of gear facilitate the skill test but don't generally add to the chance of success. Attempting a skill test without the item is a different story, of course, with the chance of success often drastically reduced or non-existent.

SAVAGE MOMENTUM

Some gear descriptions within this book provide a mechanical boost called Momentum on a successful test. While this a term from the **2d20** ruleset, it can also be used to factor in bonuses for **SWADE**. After all, Momentum gained from an item often relates to it being particularly well-crafted, or else especially suited for the task at hand. **If an item's description states that it provides Momentum for 2d20, Savage GMs can allow the item to provide a +1 bonus to the related test for SWADE.**

RELATED ITEMS

Armour and weapons from the tables in this corebook are mostly already listed in **SWADE**, they're just hiding behind a different name. The following lists clarify which *Devil's Run* moniker relates to which **SWADE** listing. Other than $ cost, which has already been covered, use the tables in **SWADE** to determine the item's statistics. **SWADE** statistics for items that have no equivalent between the systems can be found in the Savage Weapon Summary Table on the next page.

GEAR EQUIVALENTS TABLE

COREBOOK NAME	SWADE NAME
Antique Revolver	Ruger (.22)
Pistol	Glock (9mm)
Hump	H&K MP5
Stuzi	Uzi
Ramington	Pump-Action
Rotary Shotgun	Streetsweeper
Carb	M-16
Klash	AK-47
Mouser	M1 Garand
Partisan	Hunting Rifle
Big Shot	Barret (.50)

GEAR EQUIVALENTS TABLE CONT.

COREBOOK NAME	SWADE NAME
Pea Shooter	Med. Machine Gun (Vehicular Weapons)
Saw	SAW
.50 Cal	M2 Browning (.50 Cal)
Light Flamer	Flamethrower
Heavy Flamer	Heavy Flamethrower (Vehicular Weapon)

GEAR EQUIVALENTS TABLE CONT.

COREBOOK NAME	SWADE NAME
Last Word	M72 Law
Mike Launcher	M203-40MM
Bolt Thrower	Heavy Crossbow
Dropper	Mk67 (Modern)
Shredder	Anti-Personnel Mine
Stick Bomb	Anti-Tank Mine

SAVAGE WEAPONS SUMMARY TABLE—FIREARMS

CATEGORY/NAME	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR	WEIGHT	COST
HANDGUN								
.44 Magnum	12/24/48	2d8	2	1	6	d4	6	$500[1]
Duelling Pistol	5/10/20	2d4+1	–	3	3	d4	2	$250[1]
Notes: –2 to be noticed if hidden								
Pistolet	5/10/20	2d6	1	1	8	d4	2	$750[1]
Notes: –2 to be noticed if hidden								
Provider	12/24/48	2d6	1	1	12	d4	6	$250[1]
Sentencer	10/20/40	2d8	1	1	15	d4	8	$500[1]
Shooter	10/20/40	2d6+1	1	1	7	d4	4	$250[1]
SMGS								
Five-Seven	15/30/60	2d6	1	3	50	d4	9	$750[1]
SNIPER RIFLES								
Pioneer	24/48/94	2d8	2	3	20	d6	15	$1250
MISSILE WEAPONS								
Hand Harpoon	5/10/20	2d4	2	1	1	d6	3	$1000

SAVAGE WEAPONS SUMMARY TABLE—RPGS & GRENADES

CATEGORY/NAME	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
ROCKETS & RPGS							
Bringer	24/48/96	2d10	16	1	MBT	6	$750[1]
Reaper	5/10/20	2d6+1	2	1	MBT	8	$750[1]
GRENADE							
Dynamite	3/6/12	3d6-2	–	–	MBT	1	$250
Molotov Cocktail	3/6/12	d4	–	–	MBT	1	$25
Notes: Flammable targets may catch fire (see **SWADE**)							
Tears of the Angel	4/8/12	3d6-2	2	–	MBT	1	$250[1]

[1] This item has Faction Prevalence (see p. 143). Refer to its description for details.

SAVAGE SCIENCE

Outlandish devices created for individual use on the *Devil's Run* can largely be covered by the rules for Arcane Devices (**SWADE**) the Artificer and Gadgeteer Edges, the Weird Science skill, and the Weird Science Arcane Background (**SWADE**).

However, as a post-apocalyptic setting that is largely grounded in our reality, the GM should carefully consider which powers are available to the zany scientists that are testing their madcap devices out on the *Run*. For instance, as there are no otherworldly entities, powers like *Banish* and *Divination* are unsuitable for this setting.

SAVAGE WILD TECH

Anything designated as Wild Tech is a setting-specific device that is powered by some other means than Power Points. The jetpacks, jet engines, and sonic weaponry available to some of the factions are useable by anyone with suitable training. They still require the Weird Science skill and Artificer Edge to initially craft them, however.

CRAFTING WILD TECH

A PC with the Artificer skill can make a Trait roll to create a permanent piece of Wild Tech. This is undertaken in exactly the same manner as creating an Arcane Device and requires the expenditure of Power Points as normal. Due to the components involved, each $2000 or fraction thereof in the item's base price applies a –1 modifier to the roll. If the roll is a straightforward success, the character has created an Arcane Device as normal. If the character scores at least one raise, however, they have created a permanent piece of Wild Tech that can be fuelled or powered by other means. A character may recover their Power Points as normal once a piece of Wild Tech is crafted—they are no longer stored in the device until used, as the Wild Tech now uses other fuel to power its abilities.

SUPERNATURAL, OR NOT?

Although the supernatural is often hinted at within the setting, much of this relates to the dogma particular to individual factions and the general collapse of scientific theories and practices in favour of belief systems used to explain the unknown.

With that said, GMs are free to have an element of the supernatural creep into their own settings if they so choose. Maybe the völva of the Vykers and mystics of Los Nigromantes do receive visions from otherworldly powers via *Divination*, rather than just interpret their own mad visions. The choice is each GM's to make.

Only items that are specified as Wild Tech for the setting can be turned into permanent use items. A jetpack, for instance, is classified as Wild Tech within the *Devil's Run* setting and is widely used by the Justice faction. A freeze ray that paralyses targets with cold is not setting specific (if the GM even allows it), and would therefore only classify as an Arcane Device.

SAMPLE WILD TECH

JETPACK

Every member of the Sky Student Justice Corps is equipped with one of these. A jetpack allows the user to manoeuvre as a vehicle with the following statistics: Size 0, Handling +1, Top Speed 120, Toughness 7, Crew 1, Cost $6000. On the tabletop, the user gains a Pace of 18 and may still run. Crafting this item requires the *Fly* and *Speed* powers.

JET ENGINE

A jet engine that can be attached to a vehicle as a Modification (see Savage Vehicular Mods, p. 232). Each round, the jet engine can be used as either a Booster (**Science Fiction Companion**) or a heavy flamethrower (**SWADE**). Only one use may be employed each round. Switching between each use is a free action. Crafting this item requires the *Burst* and *Speed* powers.

PROVIDER PISTOL

The iconic weapon of the Justice faction fires ammunition that punishes the target with an electrical discharge. In addition to the damage it inflicts, a target hit by a Provider must make a Vigour roll or be Stunned (**SWADE**). Crafting this item of Wild Tech requires the *Blast* and *Stun* powers.

SENTENCER PISTOL

The sidearm issued to Executioners of the Justice faction. A Critical Failure when firing this weapon causes the user Fatigue. A raise when firing the weapon inflicts Fatigue on the target. Crafting this item requires the *Blast* power with additional Power Points applied to increase the damage and add the Fatigue Power Modifier.

RESONATOR

Manufactured by the Ingénieurs of the Avant Guard, these sonic weapons bypass most forms of protection. A resonator is a vehicular weapon with the following profile: Range 15/30/60, 2d6, ROF 1, Cost $1250. Resonators ignore both armour and Cover and inflict Fatigue on the target. Crafting this item requires the *Bolt*, *Sound*, and *Stun* powers, with additional Power Points applied to add the Fatigue Power Modifier.


CONFLICT
& DRAMA

CHAPTER 7

The **Devil's Run RPG** is a game where the characters drive huge steel behemoths against their foes, seeking to battle it out in contests of nerves and to settle blood-soaked feuds. With a nitro-fuelled post-apocalypse at centre stage, conflict is an inevitable factor. This chapter defines the mechanics that govern the actions of characters when using the **2d20** system. For **Savage Worlds**, the Rules and Adventure Tool Kit chapters of the **SWADE Core Book** cover the basics.

FOUNDATIONS

Each participant of the **Devil's Run RPG** takes on a certain role. The majority are players, the actual people sitting around the table, in a living room, or even online together. Each player controls a single character who is normally referred to as a player character (PC), to distinguish those characters from the many non-player characters (NPCs) that populate the game world. Players make the decisions that influence and direct their characters, deciding what a character does in a given situation and how the character reacts to a threat.

The gamemaster (GM) is responsible for everything else. The GM controls the NPCs, making decisions for them and determining their actions and responses. They are also responsible for setting scenes, establishing environments, and determining unfolding events. The GM must interpret how the rules apply to a given situation, which includes ruling on the Difficulty of tasks and adjudicating on the outcomes when unusual situations or disagreements arise.

The GM is not an adversary to the players. Playing a roleplaying game is a much greater experience for everyone if the GM is an enthusiastic supporter of the PCs and their exploits, with everyone involved working together to create a story that is as dramatic, exciting, and challenging as possible.

While most of the rules within this chapter have already been introduced or briefly discussed elsewhere, this chapter serves to bring them all together, expands upon their concepts, and provides examples for greater clarity.

CHARACTER, OR PLAYER CHARACTER?

The text within this book will frequently refer to both characters and player characters. Where a character is referenced, the description relates to both PCs *and* NPCs. If the text uses the term PC, then the description specifically relates to PCs only. There are some things that are the preserve of the player characters only—they are the (anti-)heroes, after all!

DICE

Two types of dice are used to resolve the actions any character (PC or NPC) may attempt and the situations they may face.

TWENTY-SIDED DIE (D20)

Most d20 rolls are used to resolve skill tests or determine results on certain tables. Multiple d20s are often required and are noted as Xd20, where X is the number of dice to be rolled. The most common roll is the 2d20 roll. Specially-made Devil's Run RPG dice display the iconic highway sign on the 1 face, indicating a roll that will often provide a boost.

The Hit Location die is another type of d20 used. This can be a regular d20 rolled and compared to a table, or a specially-marked d20 with the locations labelled in place of numbers.

COMBAT DIE ()

The Combat Die, or , is a six-sided die (d6) rolled to determine damage and other special effects. When rolling a , ignore any results of 3 or 4. Results of 1 and 2 have their normal values. Results of 5 or 6 are referred to as Effects. Specially-made Devil's Run RPG Combat Dice replace the 1 and 2 sides with success icons, and the Fallout icon for the 5 and 6 faces, with the 3 and 4 faces left blank. An Effect adds 1 to the total, and also triggers certain Effects such as weapon Qualities and other special conditions.

Most of the time, more than one is rolled together and the results totalled. Multiple Combat Dice are noted as X , where X is the number of Combat Dice rolled. For example, 4 indicates that four Combat Dice should be rolled.

In most circumstances, more than once die of any given type are all rolled at once. These dice collectively are referred to as the dice pool (or the pool).

ROUNDING NUMBERS

Unless stated otherwise, whenever there's a need to divide the result of a dice roll, a value in the game, or some other number, the players and GM alike should always round up.

COMBAT DIE

ROLL	VALUE
1	1
2	2
3–4	0
5–6	1, plus an Effect

Raizar successfully blasts a Haul's Angel thug with his Ramington shotgun. The weapon has a damage rating of 5[CD], plus Raizar adds 1 for a high Awareness attribute. Raizar's player rolls six d6s and generates results of 1, 2, 4, 6, and 3. The 1 and the 2 add together for a total of 3. The 3 and 4 are ignored, and the 6 adds 1 to the total and indicates an Effect.

Adding this all together, Raizar's attack inflicts 4 damage and triggers any weapon qualities that relate to Effects—in this case, both Knockdown and Spread 1 are triggered by the roll of an Effect (see Ramington Shotgun stats, p. 161).

REROLLING DICE

Many circumstances allow a player or GM to reroll one or more dice. When a talent, ability, item, or circumstance grants a reroll, the player or GM chooses which die to reroll, and rolls it (or another die of the same kind) a second time. This replaces the original result entirely. The new results stand, even if they're the same as, or worse, than the original results.

Some situations allow for a specific number of dice to be rerolled, while others allow all dice in a pool to be rerolled. In either case, the player or GM chooses how many dice to reroll (up to the number of dice listed). Typically, rerolling is optional. There is no need to reroll if the original result is acceptable.

ATTRIBUTES

A collection of seven attributes defines each character: Agility, Awareness, Brawn, Coordination, Intelligence, Personality, and Willpower. These attributes indicate a character's inherent abilities and their physical and mental limitations. Most attributes for PCs have values from 6 to 12, with 8 representing the human average. The higher the attribute, the greater the ability. These are described in detail in **Chapter 4: Character Creation**, p. 72.

SKILLS: EXPERTISE & FOCUS

Skills represent a character's specialized training within a particular field—knowledge, proficiency in weapons, conditioning, special techniques, and so forth. Each skill is tied to a particular attribute, representing the most common association between that skill and the character's basic capabilities. For example, the Lore skill is based on Intelligence, and Stealth is based on Agility. Everyone has things for which they are innately suited (the basic attribute), but training and practice can make up for some lack of that natural inclination.

Skills are represented by two values: Expertise and Focus. Each of these values is ranked from 0 to 5, though characters seldom rank above 3 in many skills. Expertise ranks represent a broad understanding of a skill. Focus ranks represent depth of learning and the ability to apply the skill more effectively.

Skills are discussed at length in **Chapter Five: Skills & Talents**, p. 89, while a PC's starting skills, Expertise, and Focus are determined during character creation, detailed in **Chapter Four: Character Creation**.

SKILL TESTS

A skill test is required whenever a PC attempts a task and the outcome is in doubt, where there are consequences for failure, or when the character is distracted or threatened. Outside of these circumstances, it's easier to assume that the character simply succeeds. The PCs are generally assumed to be competent and capable individuals after all, so are unlikely to fail at routine tasks.

The skill's Target Number (TN) is equal to the attribute for that skill plus the Expertise the character possesses for that skill. When asked to perform a skill test, the player should roll 2d20. Each die that rolls equal to or less than that skill's TN scores a single success. The greater the number of successes scored, across the entire dice pool, the better the test's result.

A character's Focus in a skill creates the possibility to score extra successes. Each d20 result equal to or less than the character's Focus for that skill scores 2 successes instead of 1.



Pachman has a Willpower of 10. He attempts to keep himself and his companion, Blue, fed, watered and on a safe path during an expedition through the wastelands. The GM calls for Pachman's player to attempt a Survival roll. Pachman has a Survival Skill Expertise of 3 and a Skill Focus of 2, which means that his Target Number for this attempt is 13 (Willpower 10 + Survival = TN 13).

A roll of 2d20 results in a 2 and a 9. Both succeed, as they are under Pachman's Target Number of 13. The 2 is also under his Survival Focus of 3, so he gains an additional success on this test, for a total of 3 successes.

Skill tests are assigned a difficulty rating, a value ranging from Simple (Difficulty 0, or [D0]) to Epic (D5), which determines the minimum number of successes required to succeed at the task. Most of the time, tests are Average (D1). The different difficulty ratings are shown on the Test Difficulty Table on p. 171.

Difficulty ratings are often modified by increments. A test can become more challenging, such as an Average (D1) test becoming a Challenging (D2) test, or it can become easier, such as Daunting (D3) being reduced to Challenging (D2). Many factors can cause the difficulty to increase or decrease by 1 or more steps, such as environmental or situational conditions, character abilities (talents), and other modifiers.

The more d20s rolled during a test, the higher its chances of success. There are a variety of ways by which both the PCs and the GM may obtain additional d20s to roll during a skill test, which were touched upon in Chapter 1: Welcome to Hell but are revisited in more detail later in this section. However, under no circumstances is a character allowed to use more than three bonus d20s on a skill test.

Successes scored above the minimum difficulty required become Momentum (see p. 175), which can be spent to gain additional benefits and bonuses.

From the example above, the GM determined that Pachman needed 2 successes on his test, thus making it a Challenging (D2) test. Pachman scored a total of 3 successes, which was 1 success above the minimum needed. Pachman therefore gains 1 Momentum which he (or another PC) may spend later.

COMPLICATIONS

Even when a plan succeeds, not everything goes smoothly. Despite almost everything going to plan, the PCs are likely to face new challenges and unexpected complications. Described in brief on p. 20, Complications are given more depth here.

Whenever a result of a 20 is rolled on any d20 in a skill test, the GM immediately creates an impediment or problem—called a Complication—related to the situation or action that required the roll. A Complication is created for each 20 rolled.

Complications are an inconvenient change of circumstances. A Complication can present an obstacle to progress that forces a new approach (like a route of escape being blocked), a loss of personal resources (such as using up Reload or medical supplies), or something that hinders the PC temporarily (a dropped weapon, a social faux pas, or a stuck door). It rarely represents an injury to the PC, and is often merely a temporary setback.

The important thing to remember is that a Complication is an inconvenience. Complications are independent of success or failure, and it is entirely possible to succeed at a skill test while simultaneously generating a Complication. The Complication should only take effect immediately after the skill test's results have been applied. A PC may become vulnerable when fighting but, if the skill test succeeded, the attack still connects before they suffer the Complication.

If multiple 20s are rolled, a PC can suffer multiple Complications. These may be resolved separately, or the GM can choose to group them together into a bigger problem. If the TN for an action is 20 or greater, any roll of 20 is considered both a success and a Complication.

FALLOUT AS A COMPLICATION

If a suitable Complication isn't easy to determine, the GM can choose to add 2 points of Fallout to their pool instead. Fallout is a GM resource, discussed in more detail on p. 240 of **Chapter 9: Rules of the Road**. If an NPC suffers a Complication, the players may choose to have the GM remove 2 points of Fallout from the pool. If multiple Complications are generated, the effects are resolved at the GM's discretion, allowing for some to be turned into Fallout and others to have an immediate effect. The players and GM should work together to determine what works best for them.

Pachman's companion, Nerubian, is crossing the wasteland with him. Nerubian's player rolls for a similar Survival test, getting two successes but also one result of a 20. Nerubian still succeeds in her Survival test, but the GM determines that she will also suffer a Complication. The GM decides that Nerubian twists her ankle trying to cross a dry creek bed. It doesn't do any damage, but it's awkward and causes her to walk more tenderly. She keeps herself fed and watered during the trek, but has ended up with a nagging ache and a slight limp (the 20 caused a Complication).

The GM announces to Nerubian's player that any physical actions she attempts while suffering from the limp will be at an additional step of difficulty.

Players may request that the GM add to the Fallout pool instead of applying a Complication, essentially buying off a Complication. Similarly, the GM may make the same request in relation to NPCs.

UNTRAINED SKILL TESTS

It's possible to attempt a skill test using a skill with which the character has no ranks in Expertise or Focus. These skill tests are referred to as untrained tests. These tests are resolved exactly like any other skill test, except that the skill attempt derives its TN solely from the associated attribute. The character also generates a Complication for each 19 or 20 rolled on any d20 in an untrained test, as opposed to only on a roll of 20 as normal.

TEST DIFFICULTY

As already noted, the difficulty of a skill test is a value from Simple (D0) to Epic (D5). This value is the minimum number of successes necessary to succeed at the task attempted. A Simple (D0) test requires no successes, and is the default difficulty for any task that a character can simply succeed at without any particular effort. A test with a difficulty of Epic (D5) is a virtually impossible task that only the most skilled and driven character can overcome.

DIFFICULTY ZERO TESTS

Certain circumstances—as well as particular talents, items, and abilities—can reduce the difficulty of a skill test to Simple (D0). These types of simple test are covered on p. 22.

SETTING THE DIFFICULTY

The GM determines the difficulty level of a given task, with base difficulties applied by consulting the difficulty Table. Skill tests in combat often have specific difficulty ratings, but these are baseline difficulties, and the GM should feel free to alter the difficulty based on the situation at hand.

The GM may often assume a skill test starts at a difficulty of Average (D1). This represents fairly typical conditions for a task that isn't a guaranteed success, but is still quite straightforward to accomplish. If there are no other factors influencing this particular task, the GM should leave the task at Average (D1).

However, a number of factors can make a skill test more or less difficult. The GM should consider whether a given factor influences a particular skill test. For example, trying to patch up a severe wound might be a Challenging (D2) test normally, but trying to do it in the back of a van across rough terrain at full speed might increase the difficulty to Daunting (D3).

The differences between the difficulty levels can be quite significant, and the highest difficulties can be extremely challenging, or even impossible. The GM should keep this in mind when determining the difficulty of tasks.

The Difficulty Modifier Table summarizes a number of common sources of difficulty modifiers. Note that not all of these are likely to influence a given skill test: some are more applicable than others.

TEST DIFFICULTY TABLE

NAME	SUCCESSES REQUIRED	EXAMPLES
Simple (D0)	**0**	Opening a slightly stuck door. Researching a widely known subject. Cruising languidly along the freeway.
Average (D1)	**1**	Overcoming a simple lock. Researching a specialized subject. Shooting an enemy at optimal range.
Challenging (D2)	**2**	Overcoming a complex lock. Researching obscure information. Shooting an enemy at optimal range in poor light.
Daunting (D3)	**3**	Overcoming a complex lock in a hurry. Researching obscure pre-apocalypse information. Shooting an enemy at long range in poor light.
Dire (D4)	**4**	Overcoming a complex lock in a hurry, without the proper tools. Performing a bootleg at speed in wet conditions. Shooting an enemy at long range in poor light and heavy rain.
Epic (D5)	**5**	Overcoming a complex lock in a hurry, without the proper tools, and in the middle of a firefight. Performing a bootleg at speed in wet conditions with only three tyres intact whilst under fire. Shooting an enemy at extreme range in poor light and heavy rain.

DIFFICULTY MODIFIERS TABLE

CONDITION	EFFECT
Combinations	If there are multiple elements that individually are not enough to warrant a penalty, the combination of conditions can collectively increase the difficulty by 1.
Lighting	Increasingly dark conditions impose progressively higher difficulties to Observation tests and other tests reliant on sight. A bright, moonlit night may increase difficulty by 1, a cloudy night by 2, and complete darkness by 3 steps. Conversely, extremely bright light, or moving from an area of darkness into bright light (or vice versa) can impose increased difficulties. Bright light can impose similar difficulty increases to Stealth tests.
Difficult Terrain	Slippery floors, sheer surfaces, deep snow, dense foliage, heaps of refuse, or even dense crowds all make movement-related tests more difficult. At the GM's discretion, difficult terrain conditions can increase the difficulty of movement-related tests, or even require a test where none would normally be required.
Disruption or Distraction	The interference of hostile creatures or characters may impose an increased difficulty, depending on the severity of the interference.
Distance	If a skill is usable at a distance, every range category beyond Close increases the difficulty by 1.
Equipment	A character performing a task without the proper tools increases the difficulty by 1. In some cases, performing a skill test outside of a proper environment (a workshop, laboratory, archive, etc.) may increase the difficulty by 1 as well, but, if failed, the test can be retried within that environment later on.
Foreign Language	Any social test in which the character does not speak the language fluently has the difficulty increased by 1.
Noise	Loud noises can hinder a character's attempts to be heard or to hear other noises. Moderate noise (such as a crowd) increases difficulty 1. Loud noise (an angry mob, a battle) increases difficulty by 2.
Poor Weather	A character exposed to severe weather (wind, rain, snow, fog, etc.) increases the difficulty of tests by 1.
Random Motion	Strong winds, rear cabs of vehicles and the like are often enough to hinder a test. Skills relying on concentration or a controlled environment increase difficulty by 1 when used in an environment of random motion, such as a van charging along the freeway.
Social Factors	Social tests when interacting with a character that does not trust you, who is of a rival faction, or who thinks you have committed some slight or social faux pas, increase in difficulty by 1 or more steps, at the GM's discretion.
Unfamiliarity or Complexity	Performing complex or specialized tasks, or tasks in which the character has little experience, increases the difficulty. This is subject to GM discretion and varies by situation and conditions. For example, a Justice Executioner will have little experience with Old World medicines, while a Seven Fires herbalist will struggle when confronted with the nuances of the Litany of Justice.

OPPOSED TESTS

Not every challenge or difficulty is imposed by a circumstance or situation. A PC may instead be forced to try and best an opponent either directly (such as trying to strike a defensive foe) or indirectly (multiple characters attempting to reach an object all at once). These situations are called Opposed Tests.

When two characters are in direct opposition to one another, each character involved in the task performs a skill test related to that action. The character achieving the greatest quantity of Momentum succeeds and achieves their goal, though the final amount of Momentum is reduced by 1 point for each point of Momentum scored by the loser. In other words, the losing opponent's level of success is subtracted from the winner's. In the case of a tie, a PC always wins unless the GM spends 1 point of Fallout. If two PCs or two NPCs are tied, the GM should randomly determine what breaks the tie, perhaps by comparing the related attributes or simply rolling a die.

If there are no other factors involved, the difficulty of the opposed test is Simple (D0), or Average (D1) if making an attack or defending against an attack. However, some situations may mean that it is possible for one or both sides to simply fail without offering any opposition. These situations apply a difficulty to the tests attempted by the characters involved.

If a character fails the test, the opposed test is automatically lost. If both characters fail, then neither achieves anything.

If any one side has factors that would influence their test but would not necessarily affect their opponent, then increase that one side's difficulty normal. As noted above, if one side fails the test outright and the other does not, then the failing character loses the opposed test.

Characters may spend Momentum or Salvage Points (see Salvage Points, opposite and p. 21), pay into the Fallout pool (see Fallout on p. 240), or use any other means of gaining successes or extra Momentum to boost their chances on this test.

The Misfit Raizar is in hot pursuit of a Haul's Angels scout through the twisting back alleys on the outskirts of the biker's territory. This sort of sustained race is an Opposed Test. Raizar's Brawn is 12 and his Athletics 3 (Expertise 3 and Focus 2), giving him a TN 15. The GM determines that the scout's Brawn is 9 and their Athletics is 2. The dilapidated nature of this part of San Francisco, limited light due to night, and Raizar's relative unfamiliarity with this particular area result in a Challenging (D2) test (the GM combines the smaller complications into 1 difficulty step). The scout would normally have an easier time of it, but since they're constantly looking backwards to see where Raizar's at whilst also contending with an injured leg from an earlier Complication, the difficulty they face is also Challenging (D2).

Each of them rolls. Through a combination of spent Momentum and other talents, Raizar rolls 4d20, and gets results of 17, 1, 12, and 12. To add a bit of suspense, the GM throws the Haul's Angel scout 2 points of Fallout to add 2d20 to his roll, so they roll 4d20 and net a 12, 20, 8, and 6.

Raizar gets a total of 4 successes (1 from each of the 12s, and 2 from the 1). The scout is less fortunate, gaining only 2 successes (from the 8 and 6) and another Complication. Both of them achieve their goal—meaning they avoid getting lost—but Raizar is the clear winner of the Opposed Test. Better yet, the scout's 2 successes were only enough to meet the difficulty of the test and did not generate Momentum, meaning there is nothing to subtract from Raizar's successes. Raizar therefore has 2 Momentum to use as he pleases.

The GM determines that the Complication results in the scout turning down an alley to find that some walls have recently collapsed and blocked the route. The GM asks Raizar's player what he's going to do and is told that Raizar grins wickedly and begins bouncing his steel pipe on his off-hand as he stalks forward.

VOLUNTARY FAILURE

It might be more prudent to admit defeat in some situations, rather than spend resources such as Momentum or Salvage Points, or potentially increasing the Fallout pool. This includes tests for which a character has no training, or one where the difficulty level is so high that success is unlikely. The risk of one or more Complications is not worth gambling against the low odds of success.

With the GM's consent, and so long as there are meaningful consequences for failure (such as attempting an escape, performing a complex task under pressure, or avoiding an attack), the player may choose to have the character fail a skill test automatically. To fail a skill test voluntarily, the player pays the GM 1 Fallout (as opposed to the 2 or more Fallout potentially added by Complications). In exchange, the character immediately gains 1 Salvage Point, up to their normal maximum. A character may never choose voluntary failure for a Simple (D0) skill test.

Other methods of gaining Salvage Points are discussed in **Chapter Nine: Rules of the Road**, p. 246.

SUCCESS AT COST

There might be occasions when a failed skill test risks causing an interesting scene to grind to a halt, or the consequences of failure may not be particularly noteworthy. To keep the story flowing, the GM can allow a character to succeed in spite of a failed skill test, though there will be a small cost involved.

Such situations represent someone succeeding at the task being attempted, but failing to prevent additional problems from arising as well. The character immediately suffers between one and three Complications. The GM is the final adjudicator of the cost, but a recommended guideline is 1 Complication for most tests, and 2 Complications for tests above Daunting (D3). These Complications are in addition to any generated by the test itself. For example, if the character rolls a 20 on a failed Average (D1) test, and the GM permits the character to succeed despite the failure, then the roll counts as generating 2 Complications, one for the roll of 20 and one for being allowed to succeed at cost. The GM normally determines the specific effect of the Complication, including adding to Fallout if appropriate, but where success at cost is concerned, there is no harm in asking the player for input on how they see the character's action developing additional problems.

Any success at cost is gained without Momentum, including bonus Momentum and Momentum taken from the group's pool. The character only gains the most basic level of success.

IMPROVING THE ODDS

While succeeding at most common tasks is fairly straightforward, even the most skilled character cannot succeed at the most difficult tasks without effort, opportunity, or assistance. Skill Focus allows a character to reach higher difficulties some of the time, but to truly triumph a character needs to find some other way of improving the odds.

There are a number of ways to succeed at difficulties beyond those granted by the default 2d20 roll: most provide additional d20s to roll on a skill test. Extra dice allow a character to score more successes, and thus succeed at higher difficulties, or even simply generate more Momentum. However, these extra dice always come with some sort of cost. The option a character chooses depends entirely upon what costs the player is willing and able to pay.

Broadly, there are five different ways to improve the odds of success. These were briefly covered on p. 21 but are described in more detail below. Any of these options for improving the odds can be combined as desired. Regardless of the methods used, a character can never roll more than 3 additional d20s on any skill test, limiting the total number of dice rolled to 5d20.

CREATE OPPORTUNITY

The Create Opportunity Momentum spend (see p. 21 and p. 174) is a straightforward and effective way of obtaining additional dice. Each point of Momentum spent adds a single bonus d20 to a skill test. This is simple and easy, but it naturally requires that the group have Momentum to spend prior to the test.

PAYING FALLOUT

If there is insufficient Momentum available to spend on Create Opportunity, then a player has the option of adding to Fallout to cover the cost. The end result is the same: each point of Fallout the GM is paid grants a single bonus d20 to a skill test. This is freely available, and can be done at any time, but comes with the price that the GM now has greater resources to empower NPCs, or can otherwise complicate the PC' adventures.

In the GM's case, when buying bonus d20s for NPCs, these latter two options are identical. The GM spends points of Fallout to add bonus dice to an NPC's skill test.

USING SALVAGE

Salvage Points are a PC's saving grace. Each PC has a limited supply that can be spent in a variety of advantageous ways (see p. 21), including the addition of bonus dice. A single Salvage Point adds 1 bonus d20 to a skill test. Unlike other bonus d20s, this one is "pre-rolled". That is, bonus d20s bought using Salvage Points are automatically assumed to have rolled a result of 1. The player spending Salvage places a d20 with a 1 displayed. For Average (D1) tests this is usually enough to succeed. If the character has 1 or more ranks of Focus with the skill being attempted, the 1 result usually indicates 2 successes.

If a character scores enough successes using d20s bought with Salvage Points, they may choose not to roll any other dice and thereby avoid potential Complications. Multiple Salvage Points can be spent on a single roll, but this must be done before any dice are rolled. Dice bought with Salvage count as part of the d20 pool and count towards the maximum of 5d20 per roll. (Bonus successes from Focus don't count towards the maximum—they're bonus successes, not bonus dice.)

GAINING SALVAGE

Salvage Points can be gained through Voluntary Failure (p. 173), triggering traits (p. 78), or GM award for good role-playing, clever plans, reaching milestones, and heroic action.

EXPENDING RESOURCES

Almost every PC will be carrying around resources such as ammunition (Reloads, see p. 157) or supplies for mechanical or medical tasks (Components, see p. 131. These resources are normally associated with a particular type of item or set of tools, which are in turn related to a specific skill. Each use of a resource grants bonus d20s on tests that use the associated skill. Depending on the resource's type, it may also grant a small additional benefit alongside the bonus d20. This is an easy option, but a PC likely only possesses a finite quantity of these resources, and their limited use for particular skills makes them less flexible than Momentum, Fallout, or Salvage Points.

TEAMWORK AND ASSISTANCE

Assistance differs a little from other ways of improving the odds. Rather than add bonus dice directly, it allows other characters to contribute a little of their effort and skill to a task.

A number of tasks can benefit from the assistance of others. If the situation, time, and GM allow, several characters can work together as a team when attempting a task. When more than one character is involved in the attempt, one character is designated as the leader and the other characters as assistants. The GM may decide that only a certain number of characters may assist—confined space may limit the number of people able to work together, for example, or can apply other limitations.

In order to assist with a skill test, the player must describe how their character is assisting the test's leader. If the GM approves, each participating assistant rolls 1d20 and uses their own character's attribute and skill ranks to determine if any successes are scored, with additional successes from Fortune or other talents applied. The leader makes their skill test as normal. Assistants may not use any means to roll

additional dice, though the leader may use Momentum, Fallout, Resources, Fortune, or other methods of gaining extra d20s. Because other characters roll the assisting dice, they do not count towards the limit of three bonus d20s applied to a single task. Because providing assistance takes time, concentration, and effort, however, any character providing assistance cannot do anything else whilst assisting.

If the leader scores at least 1 success on the roll, any successes generated by the assistants are added to the leader's total. If the leader does not generate any successes, then any successes scored by the assistants are lost and the effort fails utterly due to poor leadership and coordination.

Characters providing assistance don't necessarily need to use the same skill as the character they're assisting. Assistance can sometimes be gained with the contribution of outside knowledge and different training. The GM is the ultimate arbiter of whether a particular skill can be used to assist another, which may require a player to explain how the assistance would work.

MOMENTUM

As already mentioned, when the number of successes scored on a skill test is greater than the task's difficulty rating, the excess successes become Momentum. Momentum can be spent immediately to enhance the outcome of the test, or it can be saved as a group resource that can be used on later tests.

Beyond serving as a reward for characters that succeed spectacularly well, Momentum can represent the benefits of cooperation, group dynamics, leadership, coordinated actions, and other forms of teamwork. Momentum is of benefit to the entire group, not merely the PC that generated it, and it can be an extremely powerful tool if used skilfully.

Players are encouraged to be creative in their uses of Momentum, particularly if they are using past successes to build upon the current task. If necessary, the GM should assist the players with describing how they take advantage of Momentum taken from the group pool, helping to relate it to the teamwork dynamics mentioned previously.

GENERATING MOMENTUM

Each success scored above the minimum difficulty of a test becomes a single point of Momentum, which can then be used for a number of beneficial effects, such as greater effects,

MOMENTUM & NARRATIVE

Momentum empowers the high-octane, pulse-pounding, deadly encounters that take place on the Devil's Run. Road warriors often find that one success leads to another, building their Momentum in tandem with their vehicle's and allowing them to achieve incredible, sometimes next-to-impossible feats of achievement. Drivers also run into reversals of fortune, however, as they often push their luck too far in the wake of successive victories; an indicator that Fallout is ever-present, a force challenging them to ride on the edge of their seat as they strive for success.



obtaining useful bonuses, or making future actions easier. Momentum is never generated with a failed test, only when there are successes above those required by the difficulty.

Players should take note of the amount of Momentum generated as those points can then be used while the character resolves the current task, or saved for later use as described later. Importantly, the player does not have to determine what the Momentum will be used for at this point: a player determines what Momentum is being used for only when it is spent.

Some talents, items, and circumstances grant bonus Momentum, which is added to the total Momentum generated by a successful skill test. The bonus Momentum doesn't come into existence until after the test is successful.

Momentum is easily tracked using a standard d6, tokens, a notepad, or even the excess d20s themselves. So long as it is clear, players should use their preferred method.

SPENDING MOMENTUM

Character will frequently spend some or all of the Momentum generated to benefit the task currently being attempted. For example, a character attacking an opponent may spend Momentum to increase the amount of damage inflicted.

Players should always keep in mind that they don't have to declare what Momentum is being used for until the time it's spent, and won't need to spend Momentum in advance to obtain effects later. Continuing from the prior example, the attacking character can spend Momentum to increase the amount of damage inflicted after the damage roll, as there is no need to declare it before. Momentum spends can be made as soon as the need for them becomes apparent. Momentum is always useful. There is no chance of wasting Momentum by spending it on a benefit that isn't needed.

Most Momentum spends can only be used once on any given skill test or effect. In action scenes (covered from p. 196 onwards), a character can only use Momentum once in any round. However, some Momentum spends are described as Repeatable. This means they can be used as frequently as the character has the desire and Momentum to spend.

Any unspent Momentum is lost once the character's task is resolved unless the scene is an action scene, in which case it disappears at the end of the turn. Fortunately, PCs have the option to save Momentum for later use if they wish.

SAVING MOMENTUM

As noted above, players have the option of saving Momentum rather than letting unspent Momentum go to waste. This saved Momentum goes into a group pool, which can be added to or drawn from by any character in the group. This pool represents the benefits of the group's collective successes.

Nerubian and Stardust are chasing down a Los Nigromantes Passeur in their own vehicles. Nerubian is still closing but Stardust has managed to pull his buggy alongside the larger Croozer. Impatient to bring the Croozer to a halt, Stardust risks a sideswipe at the larger Passeur. He passes the drive test and generates 2 Momentum. Rolling his damage against the Passeur's Soak, Stardust barely manages to scratch its paintwork. Stardust could use the Momentum on options such as boosting or even rerolling the damage but opts to put it towards group Momentum instead.

Nerubian smiles wickedly and tells her gunner, Tera, to open up with the .50 Cal. Tera does so and uses the Momentum for a damage reroll and boost on her own attack for a hideously effective burst against the enemy Croozer. Stardust's sideswipe attempt clearly caused the driver of the Passeur to momentarily present a good portion of the Croozer to the trailing Misfit Croozer that allowed them to tear strip from the larger target.

No more than 6 Momentum may be saved in the pool at any time. Any excess Momentum in the group pool are simply discarded. (If the options exist, it's often prudent to spend excess Momentum from a test to avoid it going to waste.)

During any successful skill test, the acting character may draw as many points from the group Momentum pool as desired, adding them to any points generated on their skill test. The player may then spend the Momentum as though it had been generated from their character's skill test.

Momentum is only spent as needed, meaning a character doesn't have to choose how much Momentum to draw from the group pool until it's actually needed, and it doesn't need to be all drawn at once.

At the end of each scene, or each full round in an action scene, the shared Momentum pool decreases by 1 Momentum, which represents the cooling of tempers, the waning of enthusiasm, loss of energy, and adrenaline beginning to ebb.

IMMEDIATE MOMENTUM SPENDS

Some Momentum spends are not tied to a specific test and can be used freely as soon as they are required, spending points directly from the group's Momentum pool rather than waiting for a successful skill test. These spends are referred to as Immediate. Immediate Momentum spends typically have some other restrictions on how and when they can be used, but those restrictions are specific to the individual spends.

Immediate Momentum spends can also be paid for with Fallout, which is covered on p. 174. A single point of Fallout paid to the GM provides the same benefits as a single point

of Momentum spent. If the player desires, the cost can be split between both Momentum and Fallout when paying for an Immediate Momentum spend.

NPCS AND MOMENTUM

Unlike the PCs, NPCs don't have the option of saving Momentum into a group pool. Instead, any NPC that concludes a task with Momentum leftover can add a single point to the GM's Fallout pool for each point of Momentum unspent.

NPCs can spend from the Fallout pool just as PCs draw from the group Momentum pool. The Fallout pool is described in more depth in **Chapter 9: Rules of the Road**, p. 240.

COMMON USES FOR MOMENTUM

The most common uses for Momentum are listed below. However, both players and GMs are encouraged to be creative with devising opportunities new Momentum uses. An exceptional success should spur the table to think outside of the box in terms of how that superb performance can be reflected. This can either relate to the result of the immediate task, or in how the outcome of that task can impact what happens next.

Regardless of how it is used, the benefits from Momentum spends must make sense from the perspective of the characters, which means the GM may veto Momentum spends that do not support or reflect events as they are occurring in the course of play. Players also shouldn't use Momentum spends to take advantage of information their characters wouldn't know, nor should Momentum be used to engineer events or circumstances that are disruptive to the game. For their part, GMs should avoid arbitrarily shutting down creative resolutions for Momentum, instead offering alternative resolutions or modified outcomes.

Immediate spends can be made the moment they're required. Repeatable spends can be made as often as desired—so long as the Momentum is available. Often Repeatable spends are based on the circumstances and are subject to the GM's discretion; they're Repeatable in some situations but possibly not in others.

GM DISCRETION

Most published scenarios will provide ample options for Momentum spends beyond those listed within this book. These will cater directly to 'GM discretion', though GMs are of course encouraged to develop their own on the fly, or include new options beforehand. Momentum is a powerful tool that enhances the game in many aspects, enabling its use through unique Momentum spends really helps to drive a collaborative narrative.

CREATE OPPORTUNITY (IMMEDIATE, REPEATABLE)

One of the most straightforward uses of Momentum is to add an additional d20 to a future skill test. Each point of Momentum spent grants a single bonus d20. The decision to purchase these bonus dice must be made before any dice are rolled on that test, remembering that no more than 3 bonus d20s may be used on a single skill test.

CREATE OBSTACLE (IMMEDIATE, REPEATABLE)

A character can choose to make things more difficult for a rival, adversary, or opponent by creating problems, distractions, or presenting more direct opposition. This increases the difficulty of a single skill test by 1 or more steps for that rival. Individual steps of difficulty increase must be purchased separately. It costs 1 Momentum to increase the difficulty of a test by 1 step, 2 Momentum for 2 steps, and 3 Momentum for 3 steps, no matter how many different characters spend that Momentum. No individual test can have its difficulty increased by more than 3 in this way. The increase lasts only for a single test, regardless of whether or not the test was passed or failed. The decision to increase a test's difficulty must be made before any dice are rolled on that test.

OBTAIN INFORMATION (REPEATABLE)

Momentum allows a character to learn more about a situation. Each point of Momentum spent can be used to ask the GM a single question about the current situation, item, object, structure, creature, or character present in (or relevant to) the scene at hand. The GM must answer this question truthfully, but doesn't necessarily have to give complete information each time. A partial or brief answer that leaves room for further questions is entirely reasonable. The information provided must be relevant to the skill test attempted, and it must be the kind of information that a character using that skill would be able to determine. A character could use Observation to discern general details about a scene, Medicine to diagnose an illness, or Firearms to identify a particular form of gun or ammunition. The more specific or specialized the skill, the more in-depth information that skill provides about that particular field. The specialization comes at the cost of general application of this knowledge in other fields.

IMPROVE QUALITY OF SUCCESS (OFTEN REPEATABLE)

Momentum allows a character to succeed stylishly and to immediately capitalize upon or follow up on a success. The effects of this are broadly left to the GM's discretion, as is the cost, but specific examples are described later in the rules, with the most common effects relating to action scene Momentum spends (see p. 196). Some uses of this type of Momentum spend may be Repeatable, such as inflicting more damage or helping a patient recover from serious injuries.

INCREASE SCOPE OF SUCCESS (OFTEN REPEATABLE)
Momentum can be used to affect additional targets, increase the area affected by a successful task, or otherwise enlarge the extent of an accomplishment. The precise effects and cost are left to GM's discretion. This may be Repeatable in some circumstances, such as affecting additional people within a group.

REDUCE TIME REQUIRED
The GM reduces the amount of time that a task requires to complete. For example, a task that might take a whole day, or several hours may now only take a single hour. The precise effects of this, and the cost, are left to the GM's discretion.



EXAMPLE OF PLAY

Alsa, Nerubian, and Pach Man are escaping from a bloody encounter with some Los Nigromantes Caballeros after looting an old bomb-shelter. Following a running gun-battle, Alsa and her friends have managed to reach Nerubian's Custom CabCroozer and ram their way through a blockade. They now find themselves on a winding road through abandoned and broken-down housing.

Nerubian has taken the role of driver. Knowing they'll be pursued, she has spent her turn performing a Vehicular Movement Action and is driving her Cab Croozer with the Pedal to the Metal. The GM describes the roads as winding and in bad condition, which will result in a +1 to the difficulty of her roll. Using Pedal to the Metal means the test will be made at an additional +1 difficulty.

Nerubian makes a Daunting (D3) Drive test. Unwilling to give the Los Nigromantes any ground, she decides to pay the GM 1 Fallout for the Create Opportunity Momentum spend and add 1d20 to the test. As she has the Horizon Chaser talent, doingt so allows her to add 2d20. She rolls and gets a 1, 8, 10 and 16. Nerubian is a capable driver with a Coordination of 10, an Expertise of 4, and a Focus of 2. Her Target Number is 14 (Coo + Exp), meaning she has scored 1 success each for the 8 and 10. As the 1 is below her Focus, she adds 2 additional successes, for a grand total of 4 successes. She has succeeds and generates 1 Momentum. The Cab Croozer has a Speed of 2. Pedal to the Metal allows Nerubian to spend the Momentum she has earned to move an additional zone, which she elects to do. The party speed 3 zones along the highway.

Alsa, who climbed into the rear cab, asks whether she can take the Exploit Action to carefully brace herself and ready the pintle mounted .50 Cal, which the GM agrees to. With the vehicle moving quickly this turn, all tests made by the driver and passengers are at +1 difficulty, and so Alsa will need to make a Challenging (D2) Observation test. She will be testing against her Awareness of 9 plus Observation Expertise of 2, for a total Target Number of 11. To increase her chances, she also decides to pay the GM 2 Fallout for Create Opportunity and rolls 4d20, getting a 2, 4, 4, and 11. She has passed the test and earned 1 Momentum, which is added to the group pool. Additionally, her attack will gain the Piercing 2 quality.

Pach Man, who climbed into the rear cab and took a Brace position, declares he is going to take the Ready Action with his sniper rifle. He states he will attack the minute a Los Nigromantes vehicle comes into sight.

Continued on next page...

With Nerubian, Alsa, and Pach Man having declared and executed their actions, the GM takes the turn of their pursuers. 3 Fallout has been gained so far this turn, which has been added to the 4 Fallout remaining from previous scenes. The GM describes the roaring approach of two Cerdos bikes and an enemy Croozer.

Each bike has a single rider, which means the NPC riders must split their focus if they want to attack and move in the same turn. Doing so, however, will increase the difficulty of both their Drive and attack tests by 1 this turn.

The first bike is using a Pedal to the Metal Movement action. Normally an Average (D1) test, this is made 2 steps more difficult by both the condition of the road and the NPC's split focus, resulting in a Daunting (D3) test; the Caballero de la Muerte can make both a Movement action and attack thanks to the Drive with Your Knees talent, which grants a second Standard Action for Drive tests. With a Coordination of 9, plus a Movement Field of Expertise of Expertise 2 and Focus 1, the Los Nigromantes Caballero is no slouch on the road. As they're an Elite who normally rolls 2d20 for a test, the GM spends 1 Fallout on Create Opportunity and the Caballero rolls 3d20, resulting in 3, 3, and 6. The 3 Successes mean that the Caballero has passed the test. With their bike's speed of 3, this allows the Caballero to close on Nerubian's CabCroozer. Pach Man reminds the GM, however, that he is readied and would like to take his shot.

Pach Man leans forward, carefully sights along the barrel of his Pioneer Sniper Rifle, and gently squeezes the trigger before the enemy bike gets too close. Given that Pach Man was ready to interrupt, the GM agrees that he waited until the enemy Caballero was at a perfect range before opening fire. Not knowing what's about to hit them, the Caballero makes no Defence Reaction. As the bike has the Exposed trait, Pach Man can declare the Caballero as his target. Desperate to make as big a difference as he can, Pach Man decides to spend 1 Salvage Point to place a d20 on the table with a '1' showing. Pach Man rolls his 2d20, getting a 3 and a 20. With a Coordination of 10, plus an Expertise of 3 and a Focus of 3 in Firearms, Pach Man has managed 4 successes—2 from the Salvage Point, plus 2 from the 3 he rolled as it's equal to his Focus.

Normally, an attack at the right range and with the enemy performing no Defensive Reaction would be made at Average (D1) difficulty, but since Nerubian is pushing her CabCroozer to the limit with Pedal to the Metal, Pach Man is being bounced and thrown with the speed of the vehicle, increasing the difficulty by 1. With 4 Successes he has hit and gains 2 Momentum. His sniper rifle inflicts 6, plus 2 for his high Awareness. Pach Man will roll 8, an unlucky day for the Caballero! Pach Man rolls 5 damage, and 3 Effects. The total damage result is 11 (5 for the damage rolled, +1 for each Effect rolled adding 1 damage, +3 for the Vicious quality of the Pioneer triggered by the Effects). Pach Man decides to save the Momentum earned; 11 Damage should easily be enough to deal with a lowly Caballero! He rolls a 9 for hit location, bang in the torso! The Caballero leathers provide a Soak of 1, but he still suffers 10 Vigour Damage. This reduces the Caballero to 0 Vigour and inflicts 2 Harms. The GM wastes no time in stating that the Caballero is punched backwards from the shot. The bike flips and tumble sideways until it explodes as the fuel tank ruptures.

Remembering the 20 Pach Man rolled, the GM decides to add a Complication (rather than taking Fallout). The GM states that the road sweeps around to the right, but the way ahead is currently blocked by a crowd of refugees! Nerubian must pass a Challenging (D2) Drive test (+1 difficulty from her Movement action) to avoid ploughing through them and damaging her CabCroozer. She succeeds with a 7 and 12.

Meanwhile, the second biker comes steaming towards Nerubian's CabCroozer through the fading explosion of the first Cerdos bike. The driver has also opted to use Pedal to the Metal. The Caballero rolls 2d20, scoring a 1 and 10 for 3 successes, meaning they reach Close range (3 successes to move Speed). They catch the CabCroozer and take a shot. The pistol's range of Close would normally mean an Average (D1) difficulty, but the Pedal to the Metal and Drive with Your Knees talent increase this to Daunting (D3). The GM rolls 2d20, scoring 1 and 11. A Coordination of 9 plus Firearms Expertise of 2 and Focus of 1 result in a hit. As the rear of the CabCroozer is Exposed, they choose to target Alsa. Wielding a .44 Magnum, the Caballero rolls 5 and scores 2 damage plus 2 Effects. Each Effect inflicts 1 additional damage and also activates the weapon's Vicious 1 quality, adding another 2 points of damage for a total of 6. The hit location result is a 4, meaning Alsa is hit in the right arm. Her 1 Soak from a leather jacket reduces the damage to 5, which is enough to cause a Wound. The GM tells Alsa she is Bleeding, resulting in 3 damage, ignoring Soak, at the start of each of her turns.

The enemy Croozer acts last for the turn. Realising the Misfits are getting away, they try and make ground with Pedal to the Metal. This is a Challenging (D2) test, but the GM spends 2 Fallout to Create Opportunity (leaving them with 4 Fallout remaining). Rolling 4d20, the GM gets a 3, 15, 16, and 20. Only the 3 beats the TN of 11, which is not enough successes to pass the test. The GM declares that the Complication from the 20 plus the Complication from failing the test result in a refugee throwing a brick through the Croozer's windscreen.

Continued on next page...

The GM follows up with a Daunting (D3) Drive test for the driver to stay in control of the vehicle, which is also promptly failed. The GM states the Croozer veers suddenly to the left, ploughs over the curb, trashes a fence, and smashes through the front of a derelict house.

Having managed to wreck one bike, suffered a dangerous injury from the rider of the second, and watched the Croozer crash out of the chase, the Misfits end their turn.

Moving to a new round, the players discuss the order in which their character's should act. They agree that Nerubian should go first, since the effects of last round's Pedal to the Metal action will apply until she acts. With Alsa injured in the back, only one pursuer at the moment, and the open road ahead, she opts to make a Pedestrian Driving Movement Action. This will slow the vehicle down, but driving carefully will allow the other Misfits a better chance to succeed later at their actions. Slowing the CabCroozer, she mounts the curb and heads down a brush and rubbish littered embankment into an overgrown park. The GM states that the rough terrain will require a Challenging (D2) Drive test.

Trusting to her experience and skill and not wanting to give the GM any Fallout, Nerubian rolls her 2d20. She scores a 6 and a 19, not enough! Her Canonballer talent, however, allows her to reroll 1d20. She rerolls the 19 to a 4 and succeeds; the CabCroozer slips and slithers its way into the park.

Alsa plans to open fire on the biker with the .50 Cal, but since she is Bleeding and has already lost a lot of her Vigour, Pach Man declares he will go next. Dropping his Pioneer as a Free Action, he opts for a Standard Action to Treat Alsa. This is an Average (D1) Medicine test. However, the GM states that the Complication Range will be increased by 1, to 19–20, while they are bumping around in the back of the Cab Croozer. Pach Man has no Expertise in Medicine, so the Complication Range is increased by 1 again, resulting in a Complication on a roll of 18-20. Pach Man rolls his 2d20 and scores an 8 and a 12. Enough to get the 1 success required and no Complication. He wipes the sweat from his brow and used a Minor Action to grab his rifle so he can make a Defence Reaction if required.

Alsa pulls herself up behind the pintle-mounted .50 Cal and swings the muzzle around to face the bike, which is shadowing them at Close range. The .50 Cal has an optimal range of Long, firing it at a Close adds 2 to the difficulty for the difference in zones between Close and Long, making the test Daunting (D3). Alsa decides enough is enough. She held on to her Exploit action through gritted teeth and she wants the biker to pay! She spends a Salvage Point to place a d20 on the table with the '1' showing. She also decides to use a Reload to gain an extra d20 and +1. Alsa rolls 4d20 against a TN of 13 using Heavy Weapons, getting a 2, 11, 12, and 17 for a total of 6 Successes (2 from Salvage and 4 from her dice roll). She has hit and earned 3 Momentum. Focusing on getting down the embankment without going over the handlebars, the Caballero chooses to not make a Defensive Reaction. Alsa rolls a mighty 10 for damage; 7 for the .50 Cal, plus 1 for the Reload, 1 for Exploit and 1 for a high Awareness. She rolls 5 damage and 3 Effects, for a total of 8 Damage. A .50 Cal has numerous qualities that are all activated by her Effects. Grievous means that if a Harm is inflicted, 1 additional Harm is inflicted. Salvo 1 is activated since Also used a Reload, which gives the attack the Anti-Materiel 1 quality. This will permanently reduce the bike's Armour by 3 after any damage os dealt (1 for each Effect). The Biker will also suffer 3 Nerve damage due to Terrifying 1, while the Vicious 1 quality increases the damage of the attack to 11. Finally, because the .50 Cal has Spread 1, Alsa's attack will inflict 3 additional hits of 5 damage (half the damage of the main attack). The bike has an Armour Soak of 2, resulting in 9 damage for the main attack (11 minus 2 Soak), plus 9 damage from each of the Spread hits (3 hits of 5 damage minus 2 Soak each). It also only has 6 Structure.

Alsa shouts as the GM describes the bike lighting up under her withering fire. As the first strike shreds the bike's armour and inflicts 9 damage, there seems little need to follow each Effect through. Both the bike and Caballero disappear in a fireball, putting an end to the immediate threat. After threading their way through the park, the Misfits make their way onto the freeway and head for home.



ACTION SCENES

Vehicular combat and tense encounters provide the most dangerous and engaging aspect of testing a character's metal on the Devil's Run. To best be able to make important decisions about what they'll attempt amidst the din and chaos of combat, it's vitally important that both the players and GM clearly understand exactly what is happening, where it's taking place, who it's happening to, and who gets to act in what order. These dramatic encounters are called action scenes, and this section covers how best to handle them by introducing the use of zones for movement and range purposes, the structure of turns and actions, the actions characters can undertake, and the ways characters are harmed or recover from harm.

This section relates to characters and the actions they perform, although much of it can also be applied to characters operating their vehicles. Chapter 8: Vehicular Mayhem builds upon and expands this chapter for mechanics that relates specifically to vehicular combat.

TURN SEQUENCE

The passage of time during an action scene is compressed, structured and broken down into individual rounds and turns. During a round, any character present in the scene has an opportunity to act. This opportunity is known as the character's turn. Each round encompasses the turn of every character involved. Once all characters have taken a turn, the round concludes and a new round begins.

Rounds have no specific or fixed duration. Rather than represent a fixed length, they embody a snapshot of the intense activity occurring over a relatable period of time. A furious clash between small groups of foot soldiers may equate to each round representing no more than a few seconds. A battle across an oil refinery may require rounds comprising a minute or more, as the combatants jockey for position within the environment. A battle between Warrigs on the 280 might track several minutes of time between rounds as the behemoths bring their weapons to bear and rein each other in.

Regardless of how much time a round may represent, each character takes a single turn during each round. Characters have a number of options they're able to perform in the form of various actions. A character can perform the following each turn: a single Standard Action, a Minor Action, and any number of Free Actions.

The character may exchange a Standard Action for a Minor Action and/or a Minor Action for any number of Free Actions. Other than Response Actions in response to the actions of others, no other actions are allowed outside of the character's turn. A character cannot perform the same type of action more than once in each turn.

TURN ORDER

The order that characters take their turn during a round is incredibly important as actions can and will change based on what has transpired previously, creating new opportunities for action and forcing re-evaluation of plans based on the outcome of prior actions.

The PCs normally act first each round. The players can negotiate among themselves exactly who will act next, but once a PC begins their turn, that character must resolve all of the actions they wish to take before another character can act. Once all the PCs have taken their turns, all of the NPCs take their turns (in whatever order the GM wishes).

A round is over once all PCs and NPCs have taken their actions. 1 Momentum is removed from the group Momentum pool (if any) and a new round begins.

SEIZING INITIATIVE

Before any action has been taken at the start of the round, or at any time immediately after a PC has finished acting (and before another PC has begun to act this turn), the GM can spend 1 Fallout to interrupt the PC' turns and allow an NPC to immediately take a turn. The NPC's actions are resolved normally. Unless the GM spends additional Fallout to allow other NPCs to take their actions, turn order passes back to the PCs. Any NPC acting out of order like this does not get to act again later that round.

INDECISION

If the players spend too much time deliberating and discussing their choices during an action scene rather than taking action, the GM can add 1 Fallout to the pool as a warning that they are ceding the initiative to their opponents. If the players' deliberation continues, the GM can take additional Fallout points, warning the players periodically until they act, or until the GM chooses to spend the Fallout, allowing any NPC to act first.

SURPRISE AND AMBUSHES

Sometimes, one group of combatants may try to surprise or ambush another group. If one group has sufficient time to hide, set up an ambush, or otherwise prepare themselves to attack an unwitting foe, then they may attempt an opposed test (see p. 172) to gain an advantage. Each side nominates a leader to attempt the skill test—which skill is used can vary, see below. Other members of the group may assist this test as normal, as they either contribute to preparations or simply provide extra eyes and ears.

Under most circumstances, the ambushing side attempts a Stealth test which the ambushed side resists by attempting

an Observation test. However, the players and GM are free to suggest alternative ways to secure surprise. Perhaps a sudden attack during a negotiation could be handled by Persuade, resisted by Insight. The feasibility of these plans is left to GM discretion.

If the group attempting surprise succeeds at the opposed test, every character on that side gains the benefits of an Exploit Action for free (see p. 184) and acts immediately at the start of combat. (NPCs don't need to spend Fallout to gain this, nor should the GM spend Fallout to override this.)

If the group attempting surprise fails at the opposed test, the group being surprised may choose to pay 2 Fallout or spend 1 Salvage Point (for the whole group) to gain the benefits of surprise instead.

ACTIONS

There are four forms of actions in use during an action scene: Free Actions, Minor Actions, Standard Actions, and Reactions. As part of a normal turn, a character can perform a single Standard Action, a Minor Action, and a Free Action. The character may exchange a Standard Action for a Minor Action and/or a Minor Action for any number of Free Actions.

Outside of the turn, the character cannot take any actions, but can attempt Reactions in response to the actions of others. Actions can be taken in any order, but all actions must be declared before each is resolved, and the GM has the final decision as to whether any combination of actions is possible.

Some actions are noted as being Movement actions. Characters can only perform a single Movement action during each Round.

FREE ACTIONS

A Free Action is a simple action that can be performed either instantaneously or within a split second. It requires almost no thought or coordination to accomplish. A Free Action can never include a skill test where dice are rolled. If an action requires a skill test, it is not a Free Action. One or more of the following Free Actions can be taken each turn without reservation, but each specific Free Action can only be performed once per turn.

ADJUST
The character can make a small change of position. This can be to any point within Close range, including into or out of Reach, unless the movement would require a skill test of Average (D1) or higher. This is a Movement action (see Movement, p. 184).

DROP ITEM
The character drops a single item held in one or both hands. The item falls to the character's feet, within Reach, unless it is otherwise unfeasible—such as when climbing up a rope, hanging onto a ledge, etc.

DROP PRONE
The character immediately drops to the ground, presenting a smaller target to foes. While prone, a character gains 2 Soak for each Effect rolled on Cover dice and increases the difficulty of all ranged attacks against the character from Medium range or further by 1. However, melee attacks within Reach and ranged attacks at Close range gain 2 bonus Momentum against the character. Additionally, the Sprint action becomes impossible. A character may not stand up and drop prone in the same turn.

SIMPLE TASK
The character may perform any other task that requires a Simple (D0) skill test or no skill test as a Free Action. If the character wishes to roll the dice for a Simple (D0) skill test, then the Skill Test action (p. 185) must be taken instead.

SPEAK
The character may talk to allies, bellow a war cry, shout an order, threaten a rival, or otherwise converse with a few sentences or phrases. This action cannot be used to attempt a Command or Persuade test, or to perform any other skill test that involves speech. For such actions, the Use Skill action should be used instead.

MINOR ACTIONS

Usually only requiring a small amount of energy or concentration, Minor Actions support a character's Standard Action. Characters gain one Minor Action each turn, though a Standard Action can be exchanged for an additional Minor Action. A Minor Action can be exchanged for any number of Free Actions.

AIM
The character may reroll a single d20 during one attack made before the start of their next turn.

ALLEVIATE
The character can attempt a skill test to clear an unwanted status effect or problem themselves, an animal the character is handling, or a carried piece of equipment. The difficulty of the test is normally Challenging (D2) or the rating of the status effect (if any), whichever is higher. The skill used varies based on the condition affecting the character (Resistance for physical effects, Discipline for mental ones), or an object the character is using (normally Engineering or Wild Tech). Tending to a mount's conditions uses the Animal Handling skill.

DRAW ITEM
Using a free hand, the character may pick up an item within Reach, or draw a weapon or other item carried on their person/stowed in their gear. Items that don't require a skill test to operate can be used immediately upon taking this action, allowing a character to draw and use the item with only one Minor Action.

ACTION SUMMARY TABLE

ACTION	EFFECT
FREE ACTIONS	
Adjust	Moving within Close range or in and out of Reach.
Drop Item	Dropping an item held in one or two hands.
Drop Prone	Dropping prone to the ground.
Simple Task	Any small task requiring no skill test or a Simple (D0) test.
Speak	Speaking without using a communication skill.
MINOR ACTIONS	
Aim	Reroll 1d20 on an attack.
Alleviate	Ridding self or an item from an ongoing condition.
Draw Item	Drawing an item or weapon.
Interact	Interact with an object in the environment.
Movement	Moving within Medium range.
Stand	Standing from prone position.
STANDARD ACTIONS	
Assist	Granting an ally an advantage.
Attack	Attacking a foe.
Brace	Steadying an Unwieldy weapon for an attack.
Exploit	Observing foe to discover a weakness, to exploit immediately.
Pass	Doing nothing.
Ready	Holding another Action to perform later.
Recover	Attempting to recover lost Vigour or Nerve.
Skill Test	Attempting a skill test.
Sprint	Moving to any point in Long range.
Treat	Treating an ally within Reach to recover Vigour or Nerve.
Withdraw	Withdrawing to Close range to avoid a Retaliate Action.
REACTIONS	
Covering Fire	Using a Reload to assist an ally, making attacks against them more difficult.
Defend	Parrying, blocking, or otherwise avoiding an attack.
Protect	Defending an ally from an attack.
Retaliate	Attacking a nearby foe when an opportunity is presented.
Return Fire	Immediately return fire after being declared the target of a ranged attack.

INTERACT
The character interacts with an object in the environment. Particularly complex actions may require a major action instead.

MOVEMENT
A character can move to any point within Medium range as a Minor Action. This is a Movement Action (see Movement, p. 187).

STAND
If prone, the character may take this action to stand, losing all the benefits and disadvantages of being prone.

STANDARD ACTIONS

As the focus of action scenes, Standard Actions take up most of a character's attention and effort. Most Standard Actions require a skill test. A character can normally perform one Standard Action per turn, but there are a number of ways a character can perform an additional Standard Action. Regardless of the method used, however, a character cannot take more than two Standard Actions each round.

The following list describes the various ways characters can gain an extra Standard Action per turn:

- **SALVAGE POINTS:** A player may spend a Salvage Point to allow the character to perform an additional Standard Action
- **SWIFT ACTION MOMENTUM SPEND:** By spending 2 points of Momentum from a prior skill test (even one from a Reaction), the character immediately gains an additional Standard Action. The Difficulty of any test associated with that extra Standard Action increases by 1.
- **TALENT OR ABILITY:** Some special talents and abilities allow a character to perform an additional Standard Action without spending Momentum or paying Fortune points. These are described in the individual talent or ability's descriptions.

ASSIST
The character performs some activity that grants an ally an advantage. The player nominates a single ally the character can communicate with and declares how aid will be provided, including the skill to be used. As per the rules for assisting on a skill test, p. 174, the character then provides assistance with the chosen skill during the nominated ally's action.

ATTACK
There are multiple methods of attacking an enemy: melee, ranged, and threaten being the normal ways. The type of attack determines the skill used and the tools or techniques available to inflict harm. See Attacks on p. 195 for more information.

BRACE
Weapons with a size category of Unwieldy (described on p. 159) are particularly cumbersome and awkward to wield. An attack with an Unwieldy weapon increases the difficulty of the attack test by 2 and the Complication Range by 1.

When a character performs the Brace action, these penalties are removed from future attacks made with the braced weapon. Once a character performs the Brace action, the weapon remains Braced until it is moved. If the character moves the weapon, then the benefits of being Braced are removed.

EXPLOIT
The character takes additional time and concentration readying the next attack, seeking to find vulnerabilities in a single target's defences. The player nominates a target the character is able to perceive, and attempts an Average (D1) Observation test (modified for Observation tests by distance, lighting, etc.). If this succeeds, the character's first attack before the end of the next turn gains the Piercing 2 Quality. If desired, the character may spend one Momentum from this test to add 1 bonus d20 to the attack's skill test, and +1 to the attack's damage. This is Repeatable, but these bonus d20s count towards the normal limit of 3 bonus d20s on any skill test. The benefits of this action are only gained once per round.

This action can also represent attempts to ambush, feint, or attack with some other significant advantage. GMs may allow characters to use skills other than Observation to attempt an Exploit action, and the GM may modify the Difficulty to represent more-or less-vulnerable targets. Stealth is the most likely skill to test, but Persuade (representing a trick or deception) or Acrobatics (representing some grand feat of agility) are also viable options. The GM is encouraged to let players have fun with this option. In situations where the skill test's Difficulty is Simple (D0), Exploit may be used as a Free Action.

PASS
A character may choose to spend their Standard Action doing nothing. This still uses their Standard Action for that turn.



READY
The player may declare that the character is waiting for a certain situation or event to occur before performing a Standard Action, which must be chosen when the triggering condition is determined. When this triggering situation occurs, the character with the readied action temporarily interrupts the acting character's turn to resolve the readied action. Once the readied action is resolved, the acting character continues their turn as normal. If the triggering situation does not occur before the character's next turn, the readied action is lost.

Because Ready is a Standard Action, a character wanting to attack or perform a second Standard Action must pay for it with Momentum, Fortune, additional Difficulty steps, or other methods described in Standard Actions on p. 182. Characters who perform a Readied Action can still take Minor and Free Actions during their turn as normal.

RECOVER
The character hunkers down and fights through the pain. They choose a single type of damage (physical or mental) and attempt an Average (D1) skill test, using Resistance for physical and Discipline for mental tests. On a successful test, the character regains 2 Vigour (physical) or 2 Nerve (mental) plus 2 points more of either for each Momentum spent (Repeatable).

Because the character is focussing heavily on recovery, they may reroll any Cover Soak dice when taking the Recover Action. This remains in effect until the start of the next turn.

SKILL TEST
The character attempts a skill test not covered by any other Action. The GM's discretion applies as to what activities and tasks are permitted as Standard Actions, keeping in mind that they are being attempted in the middle of an action scene.

SPRINT
The character may move to any point in Long range. Sprinting takes up a lot of the character's attention and prevents concentration on other matters, increasing the Difficulty of all skill tests attempted until the start of the next turn, with the exception of tests made for the Defence Reaction. This is a Movement Action (see Movement, p. 187).

TREAT
The character tries to aid an ally. They nominate a character within Reach, choose a single type of damage (physical or mental), and attempt a skill test, using Medicine for physical damage and Counsel for mental damage. The difficulty of the test is equal to the number of Harms of that type the ally is suffering from, or Average (D1). If successful, the character regains 3 points of Vigour (physical) or 3 points of Resolve (mental) plus 3 points more for each Momentum spent (Repeatable).

Recovering mental damage can be done at distances greater than Reach, but with increasing Difficulty. Recovering the Resolve of an ally at range increases the Difficulty by one step at Close range, and one step more for each range category beyond Close.

WITHDRAW
Using the Retaliate reaction, an enemy may attack a character attempting to leave their Reach. Use of the Withdraw Action prevents this. A character choosing to Withdraw moves to any point within Close range which is not within Reach of an enemy and cannot be the target of a Retaliate Reaction that turn. This is a Movement Action.

If the character and allies within Reach outnumber the enemies within Reach, then the character may Withdraw as a Free Action instead of a Standard Action.

REACTIONS

In order to resist, oppose, or challenge the actions of others, a character may attempt as many Reactions as desired during each round. Each Reaction can only be used in response to a specific set of circumstances, and the character must be aware of those circumstances. If the character is not aware of the action, no Reaction is allowed. Most Reactions take place in the form of one of two Defence Reactions (Defend or Protect) or an Attack Reaction (Retaliate).

Attempting a Reaction comes at a price, irrespective of whether it succeeds or not. PCs add Fallout to the GM's pool to take Reactions, while NPCs spend Fallout from the pool. The first Reaction a character attempts in a round costs 1 Fallout, the second Reaction costs 2 Fallout, the third costs 3 Fallout, etc. This cost resets to 1 when the character begins a new turn.

COVERING FIRE
As a Reaction at any time, a character can provide covering fire to an ally by expending a single Reload from their ranged weapon. To provide covering fire, a character must be able to see either the ally they are supporting or the enemy they are trying to suppress. Until the beginning of the character's next turn, all attacks made against the assisted ally are made at +1 difficulty. If multiple characters provide covering fire to support a single ally, the effects stack.

DEFEND
The character attempts to defend against an attack. This Reaction may be used when an enemy attack is attempted and the character has been declared as the target of that attack. This turns the attacker's skill test into an opposed test. The skill used by the defender is determined by the type of attack, as described in Attacks, p. 195.

PROTECT

The character attempts to defend an ally from an attack. This Reaction may be used when an enemy attack is attempted, and an ally declared as the target of that attack is within Reach of the character. This turns the attacker's skill test into an opposed test, with the character testing against a difficulty of Challenging (D2). If the skill test is failed outright, the attack hits its original target. If the skill test is successful, the character using Protect becomes the new target, with any Momentum scored used to determine the results of the opposed test. The skill used for this Reaction is the same as that required for a Defend reaction against an attack of that type.

RETALIATE

The character lashes out at a nearby foe. This Reaction may be used when an enemy attempts a non-attack skill test within Reach of the character, or when an enemy seeks to move out of Reach of the character without using the Withdraw action. The character may immediately attempt a melee attack.

The Retaliate Reaction should be resolved before the action that triggered it. If the character's melee attack is successful, then the character may spend Momentum to increase the difficulty of the skill test being interrupted (as per the Create Obstacle Momentum spend described on p. 177).

RETURN FIRE

After being declared the target of a ranged attack, a character can Return Fire as a Reaction so long as they have a suitable weapon equipped. The character returning fire makes an immediate ranged attack against the triggering enemy, though they cannot spend more than 1 Reload on this attack. Both attacks are resolved simultaneously—that is, damage (and other effects from either attack) is applied after both attacks have been made, so that neither attacker suffers any penalty on the attacks they're making from damage taken from those attacks.





MOVEMENT, RANGE & ZONES

Knowing where everyone is situated is of vital importance during a battle. Determining both absolute position (where a character or vehicle is on the battlefield) and relative position (how far a character or vehicle is from a given friend or foe) determines many factors. Rather than track everything in precise distances, however, 2d20 handles this using abstract zones.

An environment represents the battlefield as a whole. This may be a building, a city street, an area of wilderness, or something of that sort. An environment is divided into a number of zones based on the terrain features present in the area. For example, a building may treat individual rooms as distinct zones, using the internal walls as natural divisions for range and movement. A city street may focus zones around features like shop stalls, the fronts of buildings, alleyways, and so forth.

Zones are often defined in three dimensions, so the GM may choose to map multiple floors of a building connected by stairs, ramps, or ladders. A relatively simple battlefield may consist of three to five significant zones, while complex environments may have more. Though it requires more planning on the GM's part, more zones are often better than fewer as they provide a greater variety of movement options and tactical opportunities.

Because zones are of no fixed size, they can be varied to accommodate the GM's preferences for a given scene, and to represent certain other factors. For example, a battle in an old park that is now overgrown may be divided into many small zones amongst the trees, and a couple of larger zones representing clearings. The larger size of the zone helps convey quicker movement and easier target acquisition in open areas.

However, zones shouldn't be overly complicated to the point that they dominate the narrative. For most situations, a few seconds should be all that's needed to describe zones and their relative positions, or to sketch out a rough map on a piece of spare paper. This doesn't prevent GMs from designing elaborate environments if there's a requirement; locations that will be used frequently, or those especially important to key moments in an adventure or a campaign, might require additional time to map and more complexity.

Individual zones can, and often should, have terrain effects defined when the GM creates them. This may be as simple as providing cover or imposing difficult terrain, but the GM is welcome to devise other terrain items such as interactive objects, hazards to overcome, or even terrain that changes under particular circumstances. Some zones may be defined more by the absence of terrain than its presence, and a few empty zones between obstacles enhance some environments.

GMs that desire concrete values rather than abstract ranges are encouraged to set specific sizes and shapes for individual zones, essentially using them as a large grid.

CHARACTERS AND ZONES

Keeping track of which zone characters are in at any given moment is not only an important step to managing action scenes effectively, but also helps players visualize their characters' places in an encounter. This should be relatively easy in most cases. As zones are defined by the terrain and surroundings, tracking a character can be a matter of simple description. An enemy might be 'behind the bar' or 'standing in front of their vehicle'. This has the advantage of relying on natural language and intuitive concepts, rather than specific game terms. It likewise avoids the need to track specific distances without miniatures when there are a lot of characters present.

Larger or particularly complex scenes can still be tricky to track purely by memory, so the GM may wish to use something extra to help remind everyone of which character is where. If you're already using a sketched map, then marking character positions in pencil is a simple approach, as is using tokens or miniatures, and moving them around as required.

MINIATURES

As a traditional pen-and-paper system, the **Devil's Run RPG** doesn't require the use of miniatures but neither does it discourage their use. The GM may often employ sketch maps or even pre-made map tiles in order to depict an area and its different zones. In these cases, counters or markers representing each character can be a useful reminder of where everyone is. Miniatures are, in essence, a more elaborate form of counters or markers for this purpose.

There is an extensive range of tiles and vehicle miniatures available for the Devil's Run board game. Appendix 2: Indirect Conversion Rules on p. 304 provides some information relating to scales being used.

DISTANCES

Movement and ranged attacks need some sense of distance to make them meaningful. In combat, the relative placement of zones determines this distance. To keep things simple and fluid, range is measured with four categories and one state.

REACH: An object or character is in a state of Reach when it's within arm's length of the character. Characters enter Reach to interact with objects manually, to attack in close combat, and to perform any other actions where they may need to touch the target or subject of their action. Reach isn't a specific range, but rather is something that the player can declare when the character is moving. That is, when a character moves into or within a zone, the player may freely declare that the character is moving into or out of Reach of a particular object or character. Moving out of Reach of an enemy may be risky, as it leaves a character open to attack unless they take the Withdraw action.

CLOSE: Close range is defined as the zone the character occupies at that time. Moving within Close range is a trivial affair that counts merely as a Free Action. Close range is, in essence, a distance of zero zones.

MEDIUM: Medium range is defined as any zone adjacent to the character's current zone. A character can use a Minor Action to move to a point within Medium range. Medium range is a distance of one zone.

LONG: Long range is defined as objects and creatures two zones away from a character's current zone. A character can use a Standard Action to move to a point within Long range. Long range is a distance of two zones.

EXTREME: Extreme range is defined as anything beyond Long range. A character cannot move to Extreme range in a single turn. Extreme range is a distance of three or more zones.

DISTANCE AND COMMUNICATION

Whether it's a call for help, battle cry, derisive slur, or some other dialogue, characters often want to communicate during an action scene. Communication in a scene lends to tactics and adds flavour. In most cases, characters can converse normally within Close range. They're considered near enough to one another to be heard and to make themselves understood without raising their voices.



A character can communicate with someone at Medium range but only at a raised volume, i.e. shouting, rather than talking. At Long and Extreme range, a character can shout to draw attention, but conveying any depth of meaning or understanding beyond basic instructions or information is unlikely.

DISTANCE AND PERCEPTION

The further away something is, the harder it is to notice. In game terms, this means that characters and objects in distant zones are harder to observe or identify than those nearby. A character increases the difficulty of Observation tests by 1 when trying to notice creatures and objects at Medium range, by 2 when dealing with creatures and objects at Long range, and by 3 when trying to discern things at Extreme range.

A creature that isn't trying to avoid notice requires a Simple (D0) Observation test under normal circumstances. A creature attempting a Stealth test makes the opposing test more challenging, because the opposition becomes a Struggle. Stealth is covered in more detail on p. 191. Characters, creatures or objects that are particularly noticeable—firing an RPG, roars or shouting, or a fast-moving or brightly-coloured vehicles—may reduce the difficulty further.

OBSERVATION DIFFICULTY TABLE

RANGE	DIFFICULTY INCREASE
Close	0
Medium	1
Long	2
Extreme	3

OTHER SENSES

Broadly speaking, sight and hearing define the majority of human perception and are the senses dealt with most frequently here. However, at times other senses come into play. A character's sense of touch is naturally limited to Reach. The sense of smell is most effective for humans within Reach, and Observation tests made to smell something outside of Reach increase in difficulty by 1, plus 1 for each range category beyond Close.

Non-human characters and creatures may have different limits and capabilities when using their senses. For example, a dog is able to discern details by scent that a human cannot, but its eyesight is somewhat less acute by comparison. A creature with a particularly keen sense may reduce the difficulty of all Observation and Insight tests related to that sense. Dull senses would increase the difficulty of those tests.

MOVEMENT & TERRAIN

Under normal circumstances, moving around requires no skill test. Moving to anywhere within Close range takes only a Free Action. Moving to anywhere within Medium range takes a Minor Action. Moving to anywhere within Long range takes a Standard Action but also increases the difficulty of all other tests by 1 until the start of the character's next turn. (Including tests to traverse difficult terrain.)

However, some movement may require a terrain test because of the circumstances involved. This skill test typically uses Acrobatics or Athletics for characters and creatures, and Drive for vehicles, though unusual terrain may require a different test. A situation may allow a choice of skills to be used depending on how the character attempts to traverse the terrain. If movement requires a skill test with a difficulty of Average (D1) or higher, then it cannot be performed as a Free Action even if the movement is only within Close range. Under no circumstances can a skill test be attempted as a Free Action.

Circumstances that require a terrain test are one of three types: obstacles, hindrances, and hazards.

OBSTACLES

Obstacles exist at the points where two zones meet, impairing efforts to pass between those zones. Not every zone intersection need to include an obstacle. Climbable walls and fences, ladders, and similar barriers can all serve as obstacles. Attempting to bypass an obstacle typically requires an Average (D1) terrain test. Larger obstacles may increase this, while straightforward obstructions might reduce it to Simple (D0).

Failing the test to circumvent the obstacle prevents the character from moving across it. Some obstacles may only require a terrain test in a single direction, or may require different difficulties in different directions. For example, a slope that is more difficult to ascend than to descend would have differing difficulties based on the character's position. Some obstacles are impassable, preventing any movement between the zones the obstacle exists between. The internal walls of a building are a good example, as they cannot be climbed over. There should normally be a way around the obstacle, such as a doorway, or even a weak point where sufficient force could break through.

HINDRANCES

Hindrances affect entire zones, slowing movement within them. A character moving within a hindrance for any portion of this movement requires either giving up a portion of that movement (moving one fewer zone than normal with that action) or attempting a terrain test, with failure meaning that the character stops moving within the hindering terrain. The terrain test is normally Average (D1), but some terrain may require a more difficult test. Less-troublesome hindrances may only require a Simple (D0) test, becoming more challenging when other factors intervene. Areas of deep water, thick snow, or broken ground might be considered hindrances.

HAZARDS

Hazards function in the same way as obstacles or hindrances, but with one significant difference: they cause harm upon a failed terrain test. A typical hazard inflicts 3 Vigour damage with the Stun Quality. Different hazards may vary in quantity of damage, qualities applied, or even the type of damage.

FALLING

A common form of hazard is falling. The distance a character falls determines falling damage. Refer to the Damage from Falling Table for the amount of damage and associated qualities. A falling character can attempt an **Average (D1) Acrobatics test** to reduce the damage, gaining 1 bonus Armour Soak against the damage, plus 1 Soak for each 1 Momentum (Repeatable).

DAMAGE FROM FALLING

DISTANCE FALLEN	DAMAGE & QUALITIES
Close	2, Stun
Medium	4, Stun
Long	6, Stun, Vicious 1
Extreme	8, Stun, Vicious 1

OTHER FORMS OF MOVEMENT

In general, different forms of movement are treated the same. Each is a means of crossing particular types of hindering terrain.

CLIMBING

Climbing is any movement where a character traverses a steep slope or sheer vertical surface. These are normally obstacles such as walls, cliffs, and similar barriers, but some situations may have whole zones where climbing is the only way to move around. Climbing requires a terrain test using the Athletics skill.

The more challenging the climb, the higher the difficulty. A rough cliff face with plentiful handholds or a moderately steep slope that requires some effort is Challenging (D2). Attempting to climb a vertical surface without climbing gear increases the difficulty by 1. Attempting to climb upside down underneath a horizontal surface increases the difficulty by 2.

CLIMBING DIFFICULTY

CIRCUMSTANCE	DIFFICULTY
Moderately Steep Slope	Challenging (D2)
No Climbing Gear	Increase by 1
Upside Down Horizontal	Increase by 2

FLIGHT

In the **Devil's Run RPG**, flight is a function of a vehicle or item of equipment. This form of movement is therefore covered in more detail in **Chapter 8: Vehicular Mayhem**.

JUMPING

Jumping is any movement across a gap or space, controlled movement down to a space below, or movement in an attempt to reach something above. Jumping uses the Acrobatics skill, and it can be used in a variety of ways.

Jumping across a small gap or over a small barrier counting as an obstacle is an **Average (D1) Acrobatics test**. Jumping down from a short height uses the same rules as falling but reduces the difficulty of the Acrobatics test by 1 to Simple (D0). Jumping up to grasp something within the character's normal reach requires an **Average (D1) Acrobatics test**, increasing in difficulty as the upward distance increases.

JUMPING DIFFICULTY

CIRCUMSTANCE	DIFFICULTY
Jumping Down Short Height	Simple (D0)
Small Barrier or Gap	Average (D1)
Upwards to Character Height	Average (D1)

SWIMMING

Swimming is movement through a body of water, typically defined as one or more zones of Hindering terrain (creating the Hindered condition on the character, see p. 202).

Characters can traverse zones filled with water using the Athletics skill for terrain tests. Calm water requires an **Average (D1) Athletics test** to cross quickly, with rougher water increasing the difficulty. Treading water is a **Simple (D0) Athletics test**.

OTHER KINDS OF TERRAIN

There are effects other than terrain that might be present in a zone. Cover is one of the most common terrain effects, representing objects that interfere with a character's ability to see or attack a target clearly. This can take the form of fixed terrain (whether physical or mental), or the environment can contain objects that the characters can interact with. In game terms, a zone either provides universal protection (granting the benefits of that cover to any creature in the zone), or the GM denotes particular features within the zone that grant cover (requiring that the character be within Reach of that feature to benefit).

SWIMMING DIFFICULTY

CIRCUMSTANCE	DIFFICULTY
Treading Water	Simple (D0)
Calm Water	Average (D1)
Rough Water	Increase by at least 1

COVER

Normally divided into Light (2 Soak) and Heavy (4 Soak), Cover provides additional Soak against physical attacks (described in Inflicting Damage on p. 198). Light Cover represents lightweight objects that provide little protection but obscure the target's form and position, while Heavy Cover relates to solid objects that protect directly from attacks.

MORALE

Zones may sometimes provide additional Morale Soak against mental attacks, normally shown as minor (2 Soak) or major (4 Soak). Faction colours to rally around, a fortified position, or something that desperately needs protection can all provide Morale. Mental Damage, p. 200, covers Morale in more detail.

INTERACTIVE OBJECTS

Interactive objects are any object or terrain feature that a character could conceivably interact with. Doors and windows are a common example, as are light sources, traps, and the like. Interacting with these objects may take little time or effort under normal circumstances (a Free Action).

DROWNING & SUFFOCATION

Being deprived of air for more than a few moments (such as failing a swimming test) means a PC must attempt a Resistance test each turn, with a difficulty equal to 1 plus the number of turns since they were last able to breathe freely. The Born Swimmer talent applies to this test. Success prevents any ill effects and grants a moment's reprieve.

Failure inflicts Fatigue equal to the difficulty of the test. A successful swimming test resets the difficulty to Average (D1). Falling unconscious while suffocating inflicts 1 Wound each turn until removed from the water and revived through a successful **Challenging (D2) Medicine test**.

STEALTH

Some of the tensest conflicts can revolve around avoiding the enemy, rather than confronting them. Stealth scenes revolve around a character's ability to avoid notice and escape detection, and upon their opponent's ability to detect and locate intruders.

Key to this is making stealth and observation less all-or-nothing than they might be otherwise. In these circumstances, a character who fails a skill test to be stealthy doesn't automatically risk discovery. Instead, they may have drawn attention to themselves and made things more difficult, forcing them to make a different choice on how to proceed.

If a scene consists only of attempts to move stealthily, the GM may choose to use an escalating scale of enemy awareness, with each step providing additional reinforcements or Fallout spends. However, if the scene is likely to include a mixture of stealth and other forms of conflict, such as combat, then the method described here may be more appropriate.

STEALTH STATES

Stealth is not purely a matter of remaining hidden or being quiet, but of managing the attention of those who are nearby. A skilled infiltrator learns to move unnoticed at will, rather than relying purely on shadows and silence, while an inexperienced sneak assumes that any amount of noise or light can foil them.

There are three states of stealth that characters can switch between as they attempt to move unnoticed, with each state both influencing and impacted by their actions. A sneaking character will be in one of the following states:

STEALTHY PERSPECTIVE

There might not always be one single way to succeed with stealth, which means that characters seeking to avoid notice can be flexible in how they are able to do so. GMs can consider one of the following alternative options for any characters attempting to remain unseen or escape from enemy attention once detected:

- **COORDINATION + STEALTH:** Used when moving precisely and carefully is most important.
- **AWARENESS + STEALTH:** Used when a character tries to be observant about opponents and alarms or traps.
- **INTUITION + STEALTH:** Used when movement relies on methodical planning and careful timing.

Any of these combinations may be appropriate where the stealth rules call for a test, although the GM has the final say as to which is the most fitting.

REVEALED: The character's presence and location are known to the opposition. This might be because stealth has already failed, or because the character hasn't even attempted to move unnoticed. A character may even be trying to draw attention to themselves to distract opponents and give an opportunity for allies.

Unless noted otherwise by the GM, characters who aren't attempting to sneak will be in the Revealed state.

DETECTED: A character's presence is known to opponents, but their precise location remains unknown. The opponents may know a detected character's rough location, or even their last know position, but they don't know where the character is right now.

HIDDEN: The enemy is completely unaware of the character's location. They may even be unaware of the character's presence entirely, if the character has not yet been detected.

CHANGING STEALTH STATE

A character's stealth state is liable to change periodically during a scene, either reducing to a worse state can be reduce or increasing to a better one.

A **hidden** character whose stealth state is reduced will normally become detected. Their opponents become aware of their presence and have an idea as to the sneaking character's location. A hidden character's stealth state can't be increased.

A **detected** character whose stealth state is reduced will become revealed. Their opponents have discovered the character's actual location. A detected character cannot become revealed if no enemy is able to see the character; no amount of observation can see through a solid wall. A detected character whose stealth state is increased will become hidden, meaning their opponents have lost track of the character's location.

A **revealed** character's stealth state can't be reduced. A revealed character whose stealth state is increased becomes detected. Their opponents know that an enemy is nearby but can't accurately determine where.

CHANGES TO STEALTH

CURRENT STATE	REDUCED STATE	INCREASED STATE
Revealed	N/A	Detected
Detected	Revealed	Hidden
Hidden	Detected	N/A

There are a variety of circumstances described in the following sections that can cause a character's stealth state to be reduced. A character's stealth state can be increased in only a few ways, however.

STEALTH CATEGORIES

ACTION TYPE	STEALTH CATEGORY
FREE ACTIONS	
Adjust	Silent
Drop Item	Silent
Drop Prone	Silent
Simple Task	GM's Discretion
Speak[1]	Noisy
MINOR ACTIONS	
Alleviate	Silent (self)/Noisy (Ally)
Aim	Silent
Disengage	Noisy
Draw Item	Silent
Drop Prone/Stand	Silent
Interact	GM's discretion
Movement	Silent
STANDARD ACTIONS	
Assist	As Action Assisted
Attack[1]	Noisy
Brace	Sneaky
Exploit	Sneaky
Pass	Silent
Ready	Silent
Recover	Silent
Skill Test[1]	GM's Discretion
REACTIONS	
Defend	Silent (self)/Noisy (Ally)
All Other Reactions	Noisy

[1]This action has extra considerations for stealth. Refer to its description for details.

As a Standard Action, a character may attempt a stealth test when they're in a zone that fulfils the following criteria:

- There cannot be any opponents within the zone
- Opponents must not be unable to see clearly into the zone
- The zone must not be the place where the character last entered the detected state, i.e. they must move somewhere away from both their opponents **and** the place their opponents consider as the character's last known position.

Alternatively, if a character is detected in a scene and no opponents remain (because they're dead, unconscious, or have left the area), they may automatically choose to become either hidden or revealed should new, or returning, opponents arrive.

STEALTH STATES & ACTIONS

Whenever a sneaking character takes an action, the character's stealth state needs to be considered in how the action is undertaken, and how the action affects the character's stealth state.

Actions come in three broad categories, each of which determines the way they interact with a character's stealth state.

SILENT ACTIONS: These actions don't particularly generate noise or draw attention, which means they won't change the stealth state of a character performing them.

SNEAKY ACTIONS: These actions can generate noise or draw attention, but skill and cunning can minimise the amount of disturbance they cause. When a character attempts a Sneaky action, they may choose to increase the difficulty of any associated skill test by 1 to try and perform the action silently. However, this also increases the Complication Range by 1. Choosing not to take the difficulty increase, or taking the difficulty increase but rolling a Complication, means the character reduces their stealth state at the end of the action.

NOISY ACTIONS: These actions always generate noise or draw attention, and no amount of skill or cunning can change that. When a character attempts a Noisy action, their stealth state is reduced at the end of the action. Reactions are always Noisy; such is the cost of such rapid, desperate responses.

Which action falls into which is category is detailed on the Stealth Categories Table. Some actions are marked as having additional considerations, each of which is described later in this section.

In all cases, the GM may overrule the category provided on the table if the circumstances dictate. For example, while dropping an item is listed as silent, if the item being dropped would make a significant noise—such as a bag of coins being dropped onto a hard floor—the GM is free to change the action to a noisy one.

ACTIONS WITH ADDITIONAL CONSIDERATIONS

ATTACK

As a tool for assassination or subdual, attacking from stealth is one of the definitive actions that requires extra consideration:

- If the attacker is hidden, the defender may not attempt a reaction against that attack; further, the defender, and is considered exposed and vulnerable.
- If the attacker is detected, the defender increases the Difficulty of reactions against the attack by two.
- Melee attacks, and mental attacks made with melee weapons, are Sneaky instead; however, if the target of the attack is not Defeated, then they will automatically become aware of the attacker, and the attacker will become revealed immediately.

SKILL TEST

Individual skill tests not covered by other actions should be categorised as Noisy, Sneaky, or Silent by the GM on a case-by-case basis, though the GM should aim to be consistent in this.

SPEAK

Speaking is normally a noisy action. If the character is speaking with someone within Reach, however, they may choose to whisper instead, which makes the Speak action Silent instead.

SPRINT

The Sprint action increases the difficulty of skill tests attempted until the start of the character's next turn, which includes stealth test to avoid reducing the character's stealth state—sprinting is difficult to do without drawing attention.

HIDE AND SEEK

These rules assume that a scene involving stealth will have one side sneaking and the other trying to observe them for much of the time. This might be PCs searching for hidden foes or trying to sneak past sentries or guards. No matter the case, each side has clear roles.

That doesn't have to be the case. Two hidden groups, both seeking the other while remaining unseen themselves, can be an interesting way to approach these rules. In such a situation, characters need to consider both sides of the process—spending actions both moving around stealthily, as well as to search for their opponents.

This creates an extra degree of tension and uncertainty, as the situation calls for as many as twice as many skill tests, and thus far more opportunity for successes, failures, and complications. It can also be more complex for the GM to run, so this possibility should be used sparingly.

OBSERVATION TESTS

Just as there isn't one way to succeed with stealth, being observant and watchful can be defined by more than one combination. Characters observe the world and interpret that information differently, and those different approaches can all be valuable. Characters attempting to locate a hidden enemy may be called upon to use one of the following combinations:

- **AWARENESS + FIREARMS OR MELEE:** Used when watching for or searching for ambushers or attackers.
- **AWARENESS + ENGINEERING OR WILD TECH:** Use this combination to survey an area by technological means.
- **AWARENESS + INSIGHT:** Use this combination to rely on instincts and gut feeling to anticipate a threat or hazard.
- **INTELLIGENCE + OBSERVATION OR SURVIVAL:** Used to study an area thoroughly or search it methodically.

Where the Stealth rules call for an Observation test, any of these combinations may be appropriate, though the GM has the final say as to which is the most fitting.

OBSERVERS

Stealth is rarely a one-sided matter. Moving unnoticed through an area where nobody else is present is straightforward. However, opponents provide direct opposition to sneaking characters by actively searching for them and turning normal tests into opposed tests.

Whenever a sneaking character attempts a stealth test to increase their stealth state or avoid reducing it, one opponent may use a Reaction to turn it into an opposed test. This will normally be the closest opponent to the character, or the one best positioned to detect their location. This is a normal Reaction that requires Fallout. If the Fallout pool is large, this means that NPC adversaries may be alert and vigilant, while a diminished pool makes for dull-witted and inattentive NPCS.

During their own turn, a character may spend a Standard Action to search. The observing character nominates a single zone that they can perceive. If there is a sneaking character in that zone, they then attempt a Simple (D0) test, modified as normal by distance and environmental factors. If successful, the sneaking character's stealth state is immediately reduced. However, the sneaking character can use a Reaction to turn this into an opposed test with a difficulty of Average (D1), modified as normal by environmental factors. This represents a last-ditch chance to hide or otherwise avoid notice.

In either case, an observing character can spend 2 Momentum from a successful Observation test made to locate a sneaking

TRACKING

If there isn't a sneaking character in the target zone when an observing character searches, there is still a chance of noticing the traces they've left. This only applies if the observing character is using sight or smell to locate the character—you can't hear sounds after the fact.

The Difficulty of the test is one higher than it would normally be, though this can be reduced if the target has left tracks or other traces left behind, such as by suffering a MishapComplication on a previous Skill Testskill test. Success on this test provides proof that the sneaking character was nearby recently, and spending one Momentum can determine the direction the sneaking character went. This doesn't affect the sneaking character's stealth state, and it cannot be resisted directly with a Reaction, but it does give the observers a better idea of where to look next.

This only covers the most basic form of tracking; spotting a sign and getting a direction from it. Gaining any more meaningful information, or tracking over longer distances, is a more involved prospect, normally requiring a Reason + Survive Test, and using the Obtain Information Momentum option to learn more about their target.



character to reduce that character's stealth state an additional step. Similarly, a character who wins an opposed test against a search may spend 2 Momentum to increase their stealth state, evading detection so deftly that their very presence is in doubt.

SENSES AND ENVIRONMENTAL FACTORS

Sight and hearing are the predominant ways of perceiving surroundings for most people. Although remaining unseen and unheard are the typical ways of avoiding detection, they're not the only senses that matter. Dogs and other animals rely as much on scent as they do upon sight and hearing, making them capable of tracking by smells too faint for a human nose.

Each sense incorporates distinct factors. Skilled sneaks know how best to capitalise on the factors that benefit them, while trackers, hunters, and guards appreciate their own training. These factors affect the difficulty of Stealth and Observation tests that characters and creatures attempt.

Whenever a character attempts a Stealth or Observation test, they should declare which sense they are primarily relying upon. After all, a sneaking character takes different actions to remain unheard than those undertaken to remain unseen. This choice applies to the character's test, the factors that determine the difficulty of the test. and any test made to oppose it.

Distance is a factor that applies regardless of the sense. Inattentive characters increase the difficulty of Observation tests by 1 or more depending on how much focus they're paying to their surroundings. These are summarised below.

SIGHT

Sight is most dependent upon light and other factors that impact visibility.

Traits that represent lighting or darkness will most often affect the difficulty of the observers' tests. A sudden change of lighting—going from darkness to light, or vice versa—has an increased effect, adding +1 difficulty to the observers' test as their eyes struggle to adjust. Mist and fog are like darkness, but they cannot be countered by light and have little effect over shorter distances.

Traits that represent the presence of things that will conceal a character, however, will affect the difficulty of Stealth tests; objects to hide behind or crowds to move through are good examples of traitsthat will make Stealth easier, while an area devoid of objects or people, a distinctive appearance, an area being closely scrutinised, or moving in a disruptive manner (disrupting surroundings, moving against a crowd, drawing attention) can make Stealth more difficult. As with any trait, stacking extra copies of these traits can represent greater effects.

STEALTH OBSERVATION FACTORS

FACTOR	EFFECT
DISTANCE	
Target within Reach	–1
Target within Close range	–
Target within Medium range	+1
Target within Long range	+2
Target beyond Long range	+3
ATENTTION	
Focussed and attentive	–1
Not distracted	–
Slightly distracted or bored	+1
Lazy, distracted, or uncaring	+2
Drunk or otherwise paying little attention	+3
Unconscious, asleep, or completely oblivious.	+4

SOUND

Awareness of sound is important both when moving stealthily and keeping watch. Sounds alert to things outside of the field of vision, which can be crucial. Background noise can make Observation tests more difficult; Roaring engines, a noisy crowd, or calamitous battlefield can all drown out other sounds. The noisier the environment, the more the difficulty increases.

Conversely, environments that create noise when moved through (hard floors, dry leaves, shallow water, gravel, breaking glass, and so forth) make stealth more difficult. Each motion creates noises that can draw attention to a sneaking character's presence. Such effects can make a path virtually impossible to cross silently, or else require time or effort to circumvent.

SMELL

While not a significant concern for people, who typically only detect odours that are very close, pungent, or both, many animals rely on their noses to find prey as much as other senses.

For PCs and other people, a scent can't be detected unless it's especially strong or distinctive. This scent can often be masked by other strong smells nearby. For animals like dogs, however, scent is a key component of the way they perceive their environment. Their ability to detect smells allows them to detect and track others in ways that people cannot.

ATTACKS

There are three main methods of attacking a target: melee, ranged, and threaten. Regardless of the method used, the process for attacking remains the same:

- The attacker chooses a type of attack to make and nominates a single target within range.
- If the target is aware of the attack, the target may declare a Defend Reaction.
- The attacker attempts a skill test determined by the type of attack. Unless the target has declared a Defend Reaction, this is an Average (D1) skill test.
- If the target has declared a Reaction, the attack becomes an opposed test, with the target's skill determined by the type of attack. The target is hit if the attacker wins. The attack misses if the target wins.
- If the attack hits, then the attack inflicts damage as described in Damage and Recovery, p. 197. If the attack misses, then nothing happens.

The specific details for each type of attack—melee, ranged, and threaten, are as follows:

- A melee attack is an attack using the Melee skill against an enemy within Reach. It inflicts physical damage. The target's Defence Reaction uses either the Acrobatics or Melee skill (target's choice). Melee weapons with the Reach quality can be to assist with the Withraw action, as noted on p. 159.
- A ranged attack is an attack with a ranged weapon the Firearms or Heavy Weapons skill against a single enemy the attacker is able to see. It inflicts physical damage. The target's Defence Reaction uses the Acrobatics skill. The distance to the target may increase the difficulty of the attack, subject to the optimal range of the weapon: each range category different from the weapon's optimal range (nearer or farther) increases the difficulty of the attacker's skill test by 1. If the attacker has an enemy within Reach, then the difficulty of the Ranged Weapons test increases by 1 and the attacker may be subject to the Retaliate Reaction.
- A threaten attack uses a Display (see Displays, on p. 203) and the Gang Warfare or Persuade skill against an enemy or enemies the attacker is able to see. It inflicts mental damage. The target's Defence Reaction uses the Discipline skill. Each range category beyond Close range adds 1 to the difficulty of the attacker's skill test.

ACTION SCENE MOMENTUM SPENDS

Momentum is a key tactical resource during Action Scenes. Numerous options open up to a character who generates Momentum in an action scene, enabling them to rapidly overcome enemies, empower allies, and bolster the effectiveness of actions.

The Combat Momentum Table provides a number of additional options for characters that have 1 or more Momentum available in combat. These are in addition to the normal uses of Momentum and any others that players or GM create themselves.

Many of these options are primarily focused upon boosting skill tests made when attacking. However, many can be used creatively for all manner of combat skill tests, especially Reactions.

In the Cost column, a Momentum spend noted with an 'R' is Repeatable. A Momentum spend noted with an 'I' is Immediate. If neither note is present, the Momentum spend may only be used once per round, at most.

DUAL WIELDING

Dual Wielding. When using the Swift Action Momentum spend, and both of the character's Standard Actions that round are different types of attack (melee and ranged, melee and threaten, ranged and threaten) or use different tools (such as two different weapons), the cost of the Momentum spend is reduced to 1.

COMBAT MOMENTUM TABLE

MOMENTUM SPEND	COST	EFFECT
Bonus Damage	1 R	A character can increase the physical or mental damage inflicted by an attack. Each Momentum spent adds 1 damage.
Called Shot	2	The character can choose the hit location struck by a physical attack.
Change Stance	1	The character goes prone or stands up.
Confidence	1 R	The character gains 1 Morale Soak per Momentum spent (maximum 3) until the start of their next turn.
Defend	1	The character designates a target within Reach (including themself). The difficulty of the next attack against that target before the start of their subsequent turn increases by 1.
Disarm	2–3	One weapon held by the target is knocked away and falls to the ground within Reach. This costs 2 Momentum if the target is holding the weapon in one hand or 3 Momentum if the weapon is braced or held in two hands.
Penetration	1 R	The damage inflicted by the current attack ignores an amount of Soak equal to twice the Momentum spent.
Reroll Damage	1	The player may reroll any number of damage dice from the current attack.
Second Wind	1 I, R	The character chooses a type of damage and recovers 1 point for each Momentum spent in the associated capability for each Momentum spent.
Secondary Target	2	A second target within Reach of the primary target is also affected by the attack and suffers half the attack's damage (rounded down).
Subdue	1	The attack gains the Nonlethal quality.
Swift Action	2	The character gains an additional Standard Action, adding 1 difficulty to any subsequent skill test required. This can be done only once per round, but it can be done in addition to spending a Salvage Point to gain a Standard Action.
Withdraw	1	The character leaves the Reach of an enemy without triggering any Retaliate Reactions.

ATTACK TABLE

ATTACK	SKILL	RANGE	DAMAGE TYPE	DEFENCE REACTION
Melee	Melee	Reach	Physical	Melee or Acrobatics
Ranged	Firearms or Heavy Weapons	Per weapon, +1 difficulty for each additional range category outside of effective range.	Physical	Acrobatics
Threaten	Persuade	Close range, +1 difficulty for each additional range category.	Mental	Discipline

DAMAGE TABLE

DAMAGE TYPE	PERSISTENT SOAK	CONDITIONAL SOAK	STRESS	HARM	RECOVERY	TREATMENT
Mental	Courage	Morale	Nerve (Will + Discipline)	Trauma (Awareness, Intelligence, Personality, Willpower)	Discipline	Counsel
Physical (Creature)	Armour	Cover	Vigour (Brawn + Resistance)	Wound (Agility, Brawn, Coordination)	Resistance	Medicine
Physical (Object)	Armour	Cover	Structure	Fault (tests involving object)	–	Engineering

DAMAGE & RECOVERY

The following section describes the two forms of damage that characters can both inflict and suffer. These are defined as physical damage, which is normally inflicted by weapons, and mental damage, which is normally inflicted by fear, doubt, and threat.

When a character is successfully hit by an attack during combat, the attack inflicts a certain amount of damage. Some environmental effects can also inflict damage, such as falling from a great height, being set on fire, or encountering something terrifying.

Soak is the mechanic that protects against damage, which serves to reduce the damage inflicted. Each type of damage has its own type of Soak, with each point of Soak reducing incoming damage of the relevant type by 1 point. Any damage not absorbed by Soak reduces a particular form of Stress (Vigour, Nerve, or Structure). Large amounts of Stress that isn't Soaked can inflict Harm (termed Wound, Trauma, and Fault).

Regardless of the type inflicted, all damage is resolved in fundamentally the same way. Each weapon and technique determines damage based on several factors:

DAMAGE RATING: Each source of damage has its own damage rating. This is normally defined as a number of . For example, a sword has a damage rating of 4, so 4 are rolled and added together.

BONUS DAMAGE: A character with above-average attributes may inflict bonus damage. A character with a high Brawn will inflict additional damage on melee attacks, and a character with a high Awareness will inflict additional damage on ranged attacks. A character with a high Personality will inflict additional damage on threaten attacks. Refer to the Bonus Damage table.

MOMENTUM: A player can spend Momentum when making an attack to add more damage to that attack. Each Momentum spent adds 1 point (not) to the damage (Repeatable).

ACTIONS: The Exploit action has a Momentum spend (Repeatable) to add bonus d20s to the skill test and bonus to the damage of the attack that follows it.

RESOURCES: Ranged weapons can often spend Reloads. Each Reload spent adds a d20 to the skill test and +1 to the damage of the attack that follows it.

Once these factors have all been accounted for, the player making the attack should roll all the indicated, and add that total to any fixed bonuses from the damage rating or Momentum spent. This is called the damage roll, and the final total is the amount of damage inflicted.

To determine the bonus damage for a given type of attack, compare the associated attribute for that type of attack to the table above.

STRESS AND HARM

A character can only withstand so much damage of any one type before being unable to fight further. Each damage type has a Stress value, each based on a combination of one of the character's attributes and an associated skill.

Stress represents a character's ability to avoid, mitigate, or resist threats and dangers. Suffering damage reduces the character's available Stress, but reduced Stress alone doesn't penalize the character in any way. It may represent a character becoming weary and fatigued or shrugging off minor maladies and flesh wounds. Stress can be recovered quickly, requiring only a little rest under normal circumstances. If a large amount of Stress is lost at once, however, or Stress runs out altogether, a character suffers Harm.

Harm represents long-term effects of damage, which can accrue to become extremely problematic. A character can suffer Harm multiple times, with each instance imposing a cumulative penalty on certain skill tests. Each Harm to a certain Stress increases the difficulty of the related skill tests indicated in the Damage Table by 1. For instance, 1 Wound will increase the difficulty of Agility, Brawn, and Coordination-based tests by 1, whilst 2 Trauma will increase the difficulty of Awareness, Intelligence, Personality, and Willpower-based tests by 2.

A character suffering 4 Harms of the same type is incapacitated and unable to take any Actions or Reactions without first spending a Salvage Point. A character suffering 5 or more Harms of the same type is permanently incapacitated, unable to take any action at all, and is no longer a viable character. If this is due to physical damage, the character simply dies. If this relates to Trauma, however, it might be irreparable psychological harm. Harm is more difficult to recover from than Stress.

NPCs are typically less able to withstand Harm and are incapacitated far more quickly than PCs.

HARM EFFECTS

Each Harm suffered also inflicts an additional negative effect on the character. This effect is generally determined by the character inflicting the Harm (subject to GM approval) and will vary depending on the type of attack, the target of the attack, and the attacker's goal. (For example, a character inflicting a Fault with a physical attack could decide to disable one of the target's weapons.) The effects of multiple Harms stack.

Sample Harm Effects are given for each type of action scene, but players are also encouraged to create their own effects. When coupled with Momentum, Harm Effects give players a great deal of flexibility in using their attacks to accomplish tactical goals beyond simply inflicting damage on their opponents

ALTERNATE HARM

Under some circumstances—such as an unusual form of attack, a Momentum spend, or a talent—an attack may inflict an Alternate Harm. Alternate Harms don't count towards the number of Harms that a character may suffer of each type, meaning they don't impose the normal difficulty increase, and can't cause a character to become incapacitated. Alternate Harms inflict different penalties that are often more severe in the short-term but are more easily recovered from.

INFLICTING DAMAGE

The amount of damage inflicted with a particular attack is determined using the damage rating of the attack plus other factors described above. To resist the damage, the target totals up any Soak that is relevant to that particular type of attack, refer to the Damage Types Table.

Soak is divided into two categories for all types of damage: Persistent and Conditional. Persistent Soak is always a static value and is derived from things that are a constant for the character, such as the armour they wear or innate nerve they possess. Conditional Soak is always a number of that are derived from things that change frequently or are tied to the environment, such as the benefits of Cover or Morale. Unlike Persistent Soak, Conditional Soak provides a quantity of Soak equal to the total rolled on the it provides.

The total Soak from both Persistent and Conditional sources is subtracted from the damage inflicted. If this would reduce the damage to 0, then the attack is ineffective and the target remains unharmed. If any damage remains, however, each remaining point reduces the target's Stress by 1.

TYPE OF DAMAGE BONUS

ATTRIBUTE	BONUS
Melee	Brawn
Ranged	Awareness
Threaten	Personality

BONUS DAMAGE TABLE

ATTRIBUTE	BONUS
8 or less	None
9	+1
10 or 11	+2
12 or 13	+3
14 or 15	+4
16 or more	+5

The target suffers a single Harm if 5 or more damage remains after Soak has been subtracted. If the target's Stress is reduced to 0 by the attack, then a single Harm is inflicted on the target. If the target's Stress was at 0 before the damage roll was made, then the target suffers a single Harm. If multiple instances of these conditions apply—such as 5 or more damage remaining after Soak and reducing the target to 0 Stress—then each condition inflicts a single Harm.

DAMAGE TYPES

There are two types of damage: physical and mental, described on the tables on p, 193 Note that there are different terms used for physical damage, depending on whether the target is a living creature or an inanimate object.

PHYSICAL DAMAGE

Damage inflicted upon the body is physical damage. Blades, bullets, blunt force trauma, fire, or exposure to dangerous substances (such as acids) might cause damage. Ongoing effects such as bleeding or poisons are also of serious concern.

The Stress associated with physical damage is Vigour, which represents a character's endurance, stamina, and ability to ignore minor injuries such as cuts, scratches, bruises, and abrasions. It also represents the ability to avoid serious injuries. A character with low Vigour is tired and unable to avoid serious injury.

Armour provides Persistent Soak (as it provides a consistent amount of protection across the wearer's body at all times) against physical damage, while Cover provides Conditional Soak (as it is dependent upon where a character sits upon the battlefield).

If a sufficient amount of physical damage is inflicted to Vigour, the associated Harms are called Wounds. As noted, Wounds increase the difficulty of skill tests using physical attributes: Agility, Brawn, and Coordination. Characters suffering 4 Wounds are so badly injured that they are barely capable of moving. A character that has taken 5 Wounds is dead.

When attempting to recover their own Vigour during battle or treat their Wounds naturally, characters generally use the Resistance skill. Characters attempting to recover Vigour or treat Wounds in relation to an ally should use the Medicine skill.

The above assumes that the target is a living creature, with damage being dealt to flesh and bone. Objects—including the vehicles that characters drive—can also suffer physical damage. Inanimate objects are affected by physical damage in much the same way as are creatures, but the terminology is different. Some sources of injury are more damaging to objects than to creatures, or vice versa.

For objects, Stress is called Structure, while Harms are called Faults. If the object is animate—such as a motorised vehicle—then Faults are just as destructive to the object as they would be to characters. If the object is inanimate, Faults increase the difficulty of any skill test made to use or interact with the object. Some objects may have specific Fault effects, which will be included with their description. Structure and Faults can be recovered or treated using the Engineering or Wild Tech skill.

HIT LOCATIONS

Physical damage inflicted on the target can affect one of several locations on the body. Each location can have a different Soak value depending on the construction of the character's armour, with some armours only covering specific locations. For instance, a helmet only provides protection to the head.

HIT LOCATION TABLE

D20	LOCATION
1–2	Head
3–5	Right Arm
6–8	Left Arm
9–14	Torso
15–17	Right Leg
18–20	Left Leg

Whenever a physical attack hits, the GM should roll a d20 on the Hit Location Table to determine which hit location is struck. Some creatures with different body types have different hit locations, which are presented with their descriptions in Chapter 10: Allies & Adversaries. The attacker may spend 2 Momentum on the attack in order to choose which hit location is struck instead.

The effects of damage don't vary by hit location, though the GM and players are encouraged to use hit location to guide their description of events.

If desired, the GM and players can use hit location dice, special d20s marked with the different hit locations, with results distributed along the same probabilities presented in the chart above.

SACRIFICIAL ARMOUR

The system caters for the fact that protection provided by armour isn't always reliable, or that a character will often want their armour to take the hit in preference to their own hide. Once per scene, whenever a character suffers a Wound, a character may choose to sacrifice either the Armour Soak from the

location struck—or a shield if one is being used—in order to ignore the Wound. The damage breaks the armour or shield instead of inflicting the Wound. If the character has multiple sources of protection that might apply, such as armour and a shield, then the character may choose which is sacrificed. If armour sacrifice is employed, the player should note that the armour protection on the particular hit location has been destroyed and will not provide any Armour Soak against further hits to that location.

OPTIONAL RULE: VARIANT HIT LOCATIONS

GMs and players may wish to resolve hit location for physical attacks in different ways, or to ignore hit locations entirely. Following are two suggested alternate methods of dealing with hit locations:

- **NO HIT LOCATION:** If the GM and players wish to ignore hit locations entirely, Armour Soak should be treated as a single value instead of a number of values connected to specific hit locations. All hits should instead be handled as if they had struck the target's torso. If this variant is used, then the Sacrificial Armour system can only be used to sacrifice shields, not armour.
- **DEFENDER'S HIT LOCATION:** Rather than rolling a d20 to determine the location an attack strikes, the defender may choose freely which location is struck. This method should be used with the Sacrificial Armor system, though it'll likely will serve to draw out combats considerably longer.

MENTAL DAMAGE

Damage inflicted upon the mind is mental damage. It might be caused by fear, doubt, panic, despair, sudden shocks, or some manner of mystical or psychic assault.

The Stress associated with mental damage is Nerve, which represents a character's determination, ability to handle stress, control emotions, and resist the stresses of life. Characters whose current Nerve is low are weary, uncertain, and less able to cope with challenging situations.

Courage serves as the character's basic mental durability and provides Persistent Soak, while Morale depends upon a character's actions and those of allies to provide Conditional Soak. Morale Soak gained during a scene is lost at the end of that scene. It is a transitory, fleeting thing.

The *Courageous* Discipline talent (p. 96) grants Courage Soak, while Morale Soak can be gained from *Stubborn* (p. 96).

If a sufficient amount of mental damage is inflicted, the Harms inflicted are called Trauma. Traumas increase the difficulty of skill tests using mental attributes: Awareness, Intelligence, Personality, and Willpower. A character suffering 4 Traumas is barely coherent, scarcely capable of rational thought or deed. A character suffering 5 Traumas is either comatose or has suffered irreparable psychological harm.

Characters attempting to recover their own Resolve during battle or treat their Traumas naturally use the Discipline skill. Characters attempting to recover the Resolve or treat the Traumas of an ally use the Counsel skill.

RECOVERING FROM DAMAGE

Recovering from damage is as important as being able to inflict it. A character recovers all lost Stress—both Vigour and Resolve—at the end of an action scene. This is automatic, requiring only a brief rest. The only time this shouldn't happen is if the next scene is set immediately after the prior, with the characters having no time to recuperate.

Stress is recovered at a slower rate within an action scene, though it never reaches a higher value than the character's normal maximum. Spending 1 Momentum (Immediate, Repeatable) allows a character to recover 1 point of any Stress. Alternatively, characters can spend actions to try to recover their own or an ally's Stress during an action scene. These treatment actions are described in the Medicine and Counsel skill descriptions (p. 105 and p. 95 respectively).

Recovering from Harm is a trickier proposition that requires two stages: treatment and healing. Aside from the most extraordinary of measures or conditions, the restoration of lost Harm can't take place during an action scene.

To heal Harm, the treating character must choose what kind of Harm is being healed and attempt an Average (D1) skill test using a skill determined by the type of damage. If successful, this test removes 1 Harm, plus 1 additional Harm for each Momentum spent (Repeatable). A treated Harm no longer imposes any difficulty increase, nor does it count towards the character's maximum, but it is not yet completely healed. Until a treated Harm has been completely healed, the character is still vulnerable and the Harm is latent but still present. If a character suffers a new Harm of the same type, any treated Harms immediately reopen under the strain and return as Wounds or Trauma.

Completely healing from Harm takes time, proper medical attention, or a combination of both. The pace of healing is at the GM's discretion, and normally occurs at points in an adventure where the characters stop and rest or in the downtime between adventures. Healing completely removes all Harms the character suffers from, treated or otherwise. Most healing comes during downtime, which is described in **Chapter 9: Rules of the Road**.

FORMS OF ATTACK

Inflicting damage requires a particular method of attack, with physical attacks typically using a weapon, while mental attacks sow fear, panic, and doubt. If other types of damage are being used, they too will be accompanied by a particular way to inflict that damage. Regardless of the type of damage inflicted, these forms of attack share a number of similarities.

RANGE

Different types of attack are effective at different ranges. Attacks that require physical contact or which are only usable against foes within arm's length are considered to have a range of Reach. Reach isn't strictly a range, but functions as such for these purposes. Melee attacks are a common form of attack usable only within Reach.

Most attacks list a particular range category, with Close range the most common of these ranges. If the target is within the attack's range category, then the difficulty of the attack's skill test is unchanged. If the target is in a different range category—closer or further away—the attack's difficulty increases by 1 for each range category different from the listed range. If the attack has a listed range of Medium, then attacks on targets in Close or Long range increase the difficulty by 1. These attacks have no maximum range, but they are far less likely to be effective at ranges beyond their optimal. For example, if an attack has a listed range of Close, then any use against a target at Medium range increases the difficulty by 1, while an attack against a target at Long range increases the difficulty by 2.

RANGED WEAPONS

Under normal circumstances, most ranged weapons can be used in a scene without fear of running low on ammunition. The abstract system of Reloads (see p. 157) ensures that characters will likely only run out of ammo if they become excessively trigger happy during an action scene. Of course, Complications and downtime can still be a factor in Reload attrition.

Some melee weapons can be thrown as ranged weapons. 1H and Unbalanced may be thrown as if they have a range of Close. However, as they are ill-balanced for such use, the Firearms test increases in difficulty by 1 for 1H weapons and 2 for Unbalanced weapons. Each melee weapon counts as a single shot. Once a sword has been thrown, it is no longer available for use until it has been recovered.

DAMAGE

All attacks have a Damage rating, indicated as the base number of  rolled when that attack successfully strikes or affects an opponent. These are noted as X , with X being the number of Combat Dice rolled. For example, the battle axe is a favoured weapon of the Vykers. A formidable weapon in the hands of a skilled user, it inflicts a base of 5 upon a successful strike.

WEAPONS WITH REACH

The ebb and flow of melee combat can be particularly important during an action scene, but especially so where a weapon with the Reach quality is concerned. Designed to keep an opponent at distance, a weapon with the Reach quality gains certain benefits against those that don't have the quality:

- A character using a weapon with the Reach quality can use Withdraw as a Free Action (normally a Standard Action) if no other combatants are using a weapon with Reach—they simply use the weapon to keep their opponents at bay as they step away.
- The first melee attack made using a weapon without Reach against a character wielding a weapon that does have Reach has its difficulty increased by 1. The attacking character needs to step inside the Reach of the weapon, whilst the defending character is using the weapon to keep them at bay.
- Characters using weapons with the Reach quality can attack over intervening terrain such as low walls, crates and other intervening cover without penalty.
- A weapon with the Reach quality can be used to make an attack against an opponent without the need to move into Reach. The attacker will still need to be fairly close in terms of positioning within the zone, but doesn't need to be within arm's length

This damage rating, as also noted above, is supplemented by various other factors such as the attacker's attributes. Importantly, Effects rolled on the trigger various qualities (described on pages 155-156 of **Chapter 6: Gear & Merch**) that the attack possesses and influence the amount of damage.

BASIC ATTACKS

Even without weapons at hand, all characters have a basic means of attacking that can be used to inflict each damage type.

UNARMED/IMPROVISED STRIKE

This is a basic strike with any body part, or whatever object comes to hand. An Unarmed/Improvised Strike is the basic attack for a melee or ranged attack. It has a range of Reach, and inflicts 2 damage with the Improvised, Stun, and Thrown Qualities. As it literally represents whatever the character can bring to hand, there is no limit to the amount of ammunition the character has when making a ranged attack—the character is assumed to grab a rock or other small, hard object as part of the attack. This ammunition can't be used as a Reload, however. The GM may eventually determine that no further ammunition is available for ranged attacks in certain environments.

THREATEN

This is a basic attempt to scare or demoralize foes, using a mixture of spoken threats and body language. Threaten is the basic form of mental attack. It has a range of Close and inflicts 2 damage with the Stun Quality. Additional types of threaten attacks, called Displays, are described in Displays, following.

CONDITIONS

There are a number of detrimental conditions that can afflict a character during action scenes. The most common of these are described below.

BLEEDING: The character suffers 3 physical damage, ignoring all Soak, at the beginning of each of their turns.

BLIND: The character's vision is severely damaged. The character suffers 3 mental damage, and any skill test reliant on vision increases in difficulty by 2.

BURNING X: The target is set on fire. This condition lasts for a number of rounds equal to the number of Effects rolled on the attack that inflicted it. If no were rolled, the cause of the burning effect will list a duration. At the end of the target's turn, the target suffers X physical and mental damage (roll once and apply it to both), ignoring Armour Soak. Any physical damage caused by Burning X has the Incendiary attack Quality, and Effects rolled increase the number of rounds that the character remains aflame. A character may attempt a Clear Minor Action to remove this effect, while a prone character can spend a Standard Action rolling around, extinguishing the flames. The latter works as a Clear Action but reduces the Difficulty by two steps. If the character is hit by another Burning attack or effect while already ablaze, the existing status is extended by a number of rounds equal to the number of Effects rolled.

DAZED: All skill tests performed by a Dazed character increase in difficulty by 1 step until the Dazed condition ends.

DEAF: The character's hearing has been severely damaged. Upon being deafened, a character suffers 3 mental damage, and any skill test reliant on hearing (normally Observation, Insight, Command, Persuade, etc.) increases in difficulty by 2.

HINDERED: The character's movement is hindered, slowing them. The character cannot attempt any movement as a Free Action. Further, the character may only move to within Close range as a Minor Action move, and only to within Medium range as a Standard Action move. Finally, the difficulty of all terrain tests is increased by 1 step for the character.

POISONED: The character's body suffers the effects of some form of vile toxin. While each poison has a specific effect, the general effect is to grant the character the Staggered condition.

STAGGERED: A Staggered character can only perform a Standard Action in a turn if the player is willing to pay 1 point of Fallout. A Staggered character cannot perform a Reaction unless spending 1 Fortune point in addition to the reaction's normal Fallout cost.



DISPLAYS

A Display is a method of intimidation, a technique that makes a character more effective at scaring enemies and breaking their morale. Each Display has a number of different requirements for use and may have different effects against different types of foes.

REQUIREMENTS

Unlike many traditional means of attack, a Display has a particular narrative requirement that must be fulfilled before it can be used. Each Display's requirements must be newly accomplished each time they're intended to be used within a scene. They are often very circumstantial; in some cases, particular actions or items may be needed in order to meet a Display's requirement. Deeds speak louder than words, and some of the most powerful Displays come from specific actions.

Once a character has used a given Display in a scene, that particular Display may not be attempted in that scene until the character meets the requirements again. At the GM's discretion, the requirements used for one Display can generally not be re-used as requirements for another Display, as the initial shock of the first condition will have already subsided. In other words, the character must tackle the requirements afresh each time. For example, a character can't use the Stain the Soil Red Display by killing a number of foes in one round and then use Dead Man's Stare with the head of one of those slain foes.

RANGE

Each Display is effective within limited range. Some require that the character be face-to-face with the intended target(s), while others can dissuade a foe from venturing that close. This functions the same way as do range categories used in ranged attacks.

SKILL

Instead of the usual Persuade skill, Displays may sometimes use a different skill test in order to inflict their damage. This change of skill is optional, and most Displays can use Persuade as a default, at the GM's discretion.

DAMAGE

This is the Display's normal damage, before any modifiers for the Presence Damage Bonus, any prior actions taken, or the bonuses from spent Momentum. This basic damage is expressed as a number of .

QUALITIES

As with weapons, Displays may have a number of special Qualities that help distinguish them and make them useful in different situations. These work identically to the Qualities used by weapons and other forms of attack.

DISPLAYS OF MIGHT AND POWER

These are a number of common Displays that a character may wish to use against a foe, or may be the target of, during a scene. Other Displays are available to NPCs, such as particularly terrifying beasts, while certain talents may grant characters potent new Display options.

The effects of each Display are summarized in the Displays of Might and Power table above, and have descriptions and requirements in the entries below.

A MIGHTY NAME

The character's reputation alone is enough to make enemies hesitate.

REQUIREMENT: The character must have a Notoriety of at least 3. Unlike normal requirements, this is persistent. The character is either notorious enough for this to work, or isn't.

Note: Does X , where X is equal to the character's Renown.

FLAMING BRAND

Against man or beast, the threat of fire is something that inspires a primal dread.

REQUIREMENT: The character must hold an object bearing a large, open flame, such as a flaming brand, a lit torch, or something similarly ablaze. A candle or lantern is not sufficient for this Display. Unlike most requirements, this requirement is continuous; a character brandishing a torch or brand may use this Display at any time.

IMPOSSIBLE FEAT OF MIGHT

The character pulls out all the stops and overturns a massive statue or stone, sending it crashing to the ground.

REQUIREMENT: The character must perform a grand feat of strength immediately prior to this action, or as part of this action.

KNIFE TO THE THROAT

A particularly intimate form of intimidation, holding a foe at the point or edge of a blade can cause them to swiftly capitulate.

REQUIREMENT: A sharp weapon held against a previously unaware foe.

LIMB BRANDISH

The character brandishes the severed limb of an enemy at arm's length, raising the grim trophy high for all to see. This violent action, drenched in gore, deters all but the most hardened foes. For extra emphasis, the limb can be dropped dramatically, cast away as if refuse, or tossed into the hands of a hapless target.

REQUIREMENT: The limb (arm, leg, or head) of an Elite or Nemesis enemy killed during that scene. It takes a Minor Action to sever the limb and brandish it in this fashion.

WILD PHENOMENON
The character's strange and seemingly arcane devices produce an overwhelming display of power.

REQUIREMENT: The character must have used a piece of Wild Tech during the current scene, and must have been seen to do so. Subtle or undetectable effects are no good here. The item of Wild Tech must produce a clear and visible result. Each use of Wild Tech allows the character to attempt this Display once.

STAIN THE SOIL RED
Having downed several foes and shed copious amounts of blood, the character lets out a savage, primordial cry.

REQUIREMENT: The character must have personally slain no fewer than three enemies during this scene. Once this Display has been used, the character must slay at least three new enemies to attempt it again.

Note: Inflicts X , where X is the number of enemies slain.

STEELY GLARE
The character stares down the enemy, seeming to unnerve them through force of personality and raw determination.

REQUIREMENT: None. Steely Glare may always be used and is the default Display.

Note: Inflicts 2.

ANIMAL COMPANIONS

Humanity has long harnessed the use of animals to make their endeavours easier. Large, strong beasts such as horses and oxen can be employed to move people and cargo more easily, dogs can provide security, and cats can ward against vermin. With resources often scarce in the wake of the apocalypse and the wastelands between communities prowled by all manner of dangerous beasts, people often rely on their animal companions more than they do their compatriots.

MOVEMENT

Animal companions are considered to have the same rate of movement as their handler. Larger companions often hold to their handler's speed, while the smallest of companions will likely be carried by some means for longer journeys.

Outside of combat, animals that can act as a mount only provide a smaller increase in speed compared to that which a character can manage on foot. While horses and similar beasts are faster than humans over relatively short distances, their endurance doesn't compare to that of an average human adult across long ranges. This is made worse if the beast is also pulling a cart, wagon, or some other vehicle. For routine purposes, a mount's utility is more in carrying the weight of a rider and allowing travel at a reasonable pace without undue exertion. If fuel is available, vehicles remain superior to beasts of burden in terms of speed and carrying capacity over long distance.

A rider may need to change horses regularly when crossing long distances. Riding at full pace for part of a journey is possible, but pushing a mount beyond that risks killing it from overexertion. In terms of Fatigue over long distances (see p. 113), a rider may make an Animal Handling test assisted by the mount's Resistance skill in place of the rider's own Resistance test. Failure applies Fatigue to the mount, rather than to the rider. A long ride tires the steed far more than the rider.

ANIMAL COMPANIONS IN COMBAT

A trained animal companion typically acts as any NPC would (see the rules for NPCs in Chapter 10: Allies & Adversaries). Animal Companions can use Actions (and Reactions if they're at least of Elite status) exactly as any other character can. A handler can normally command an animal companion in any trait it's trained for as a Free Action using a **Simple (D0) Animal Handling test**. The difficulty is increased by 1 if the animal has suffered any Vigour or Nerve damage. Commanding an animal that has suffered both Vigour and Nerve damage requires a Standard Action and increases the difficulty by 2. Attempting to get an animal to use a trait it isn't trained in requires a **Dire (D4) Animal Handling test**, modified as above for damage etc.

Animal companions are able to perform a number of tasks inside and outside of combat. A handler may attempt to command almost any animal, which includes those that they haven't previously established a rapport with. Full rules for animals, the traits they can be taught, and the dangers of training wild specimens can be found in the Training Animals sidebar, p. 206.

If an animal companion is being ridden, both mount and rider follow the rules for mounted combat.

MOUNTED COMBAT

Though they stand little chance against vehicles, mounted characters are particularly capable and extremely dangerous in combat against unmounted characters. Mounts are typically Lackeys, which is a type of NPC described more fully on p. 256. Among other things, this means that mounts can attempt skill tests using only 1d20 rather than 2d20. Consequently, guidance and direction from a rider is invaluable. Whenever a mounted character would be required to make an Acrobatics or Athletics test, they may attempt an Animal Handling test instead, with the mount rolling to assist using its Acrobatics or Athletics skill so long as it can feasibly move in the required way—a horse cannot climb sheer cliffs, for example. Similarly, the mounted character may gain assistance from his mount on any Melee or Observation tests attempted—the mount's bulk is an advantage in the former case, and its height gives advantage in the latter.

ATTACKING A MOUNTED CHARACTER

An attacker must declare either the mount or mounted character as the intended target when attacking. If their mount is being attacked, the mounted character can attempt a Protect Reaction to block the attack as normal, or they may attempt a Defend Reaction and replace Acrobatics with Animal Handling in order to avoid the attack. Damage is resolved normally against either mount or rider.

Attempts to use a threaten attack against a mounted character automatically target the mount unless the attacker specifies otherwise (animals are more easily spooked, and thus more vulnerable to being scared). The rider may assist the mount's Discipline test with the Animal Handling skill, as controlling a startled or scared mount is a core part of mounted combat.

If a mount is knocked prone, staggered, or otherwise incapacitated, the rider falls from the saddle and suffers 3 damage with the Stun Quality. The rider may attempt an **Average (D1) Acrobatics test** to mitigate this damage as if it were falling damage (gaining 1 Soak, plus 1 additional Soak per Momentum [Repeatable]). Regardless, the character is no longer mounted and is knocked Prone within Reach of the mount unless a further 2 Momentum is spent from the Acrobatics test towards remaining on their feet. At the GM's discretion, a panicked mount might even inadvertently step on the Prone character.

ATTACKS BY MOUNTED CHARACTERS

To free up both hands for attacking or defending, a character can guide a mount in combat using their knees. Doing so is a Simple (D0) Animal Handling test that requires a Free Action. Note that any of the actions described below replace the need to guide a mount using the character's knees.

Making a melee attack against an unmounted target whilst mounted provides 1 Momentum to the attack. However, this bonus Momentum may only be spent on the Bonus Damage or Reroll Damage Momentum spends.

ACTIONS IN COMBAT

A mounted character has a number of different Actions available while in combat. Normal movement represents the character's mobility on foot, which can't be used until the character dismounts. A steed doesn't take its own Actions or Reactions; its ability to act is subsumed into its rider's Actions. A mounted character may only take one of the Actions listed below on any given turn (excluding the Reactions, which have their own limitations).

MINOR ACTIONS

MOUNT/DISMOUNT

The character climbs, leaps, or otherwise gets into or out of the mount's saddle, or onto its back if there is no saddle.

TROT

The character guides the mount to move at a steady pace. The character may ride the mount to anywhere within Medium range, including into Reach of an enemy. Increase the difficulty by 1 for any ranged attacks made by the mounted character.

CANTER

The character urges the mount to move swiftly, moving to any zone within Long range. The character is harder to hit also but suffers a broader penalty in return. Attacks directed at a cantering mount (including those targeting the character riding it) increase their difficulty by 1. Additionally, any tests that the mounted character performs that round also increase their difficulty by 1.

STANDARD ACTIONS

CHARGE

This action may only be used by characters mounted on war-trained steeds. The character guides the steed to move at full speed towards an enemy, intending to use the steed's speed and mass to overcome any targeted foes. The character chooses an enemy within Medium range as the target. This requires an **Average (D1) Animal Handling test**, with the difficulty increasing by 1 if the target is using a melee weapon with the Reach quality and the attacker's weapon doesn't possess the same quality. If this test is successful, the character and the mount move into Reach of the target and the character may immediately attempt a melee attack with a single weapon of choice, assuming it can be wielded effectively while mounted. If the test is failed, the character moves into the target's zone but does not enter Reach.

For each Momentum spent (Repeatable) on the Animal Handling test, the character may add a bonus d20 to the Melee attack and +1 to the attack's damage. For 1 Momentum, the character may add the Knockdown quality to the attack. For 1 Momentum, the character may also make a single additional attack using one of the mount's attacks. These Momentum spends are not dependent on one another and can be spent individually or in combination.

Because they're wholly focussed on charging an using the mount's mass and momentum, a character using a mount to perform a Charge Action pays double the cost of Momentum for the Swift Action Momentum Spend (normally 4, instead of 2).

GALLOP

The rider spurs the mount to full speed. This requires an **Average (D1) Animal Handling test**; if successful, the character and the mount move to any point within Medium range, and then move one additional zone per Momentum spent (Repeatable). However, all other tests made by a character on a galloping mount are increased in difficulty by 2.

REACTIONS

A character on horseback can use most Reactions normally, with some small exceptions. If attempting a Reaction using Acrobatics (such as if thrown from the saddle and wanting to land without injury), the character has a choice—make an Animal Handling test with the mount assisting with its own Acrobatics, or use the character's own Acrobatics skill combined with a rapid dismount. In the latter instance, the character suffers 3 falling damage from the rough landing. Momentum from the Acrobatics test made to dodge can be spent to reduce this falling damage, as normal.

Reactions can also be taken in order to prevent a mount from suffering damage due to being targeted by an attacker. Refer to Attacking a Mounted Character on the previous page.



TRAINING ANIMALS

Given time and dedication, most animals can be taught to repeat specific patterns of behaviour. The best and brightest animals, however, can learn to override instinct and react to commands.

Animals with an Intelligence attribute of 3 or more can be taught up to up to 6 traits from the following list, or 1 package of traits (plus a subsequent number of traits to bring the total number of traits to 6). Generally, training a single trait takes approximately 2 weeks. The time required to train a package plus the traits it teaches are listed with its description. Training a domesticated animal in most traits or packages requires a successful Challenging (D2) Animal Handling test. Higher difficulties are listed in their own category. Momentum from the test can be used to reduce the training time by 1 day per Momentum. Training a wild animal increases the difficulty by at least 1, as does attempting to train an animal that's wounded. The GM has final veto on which animal can be trained over what length of time.

TRAITS

CHALLENGING (D2)

Come, Down, Fetch, Heel, Observe, Perform, Stay, Toil

DAUNTING (D3)

Attack, Defend, Guard, Track

PACKAGES

CHALLENGING (D2)

Entertainment (5 weeks, Come, Fetch, Hell, Perform, and Stay), Labour (2 weeks, Come and Toil), Riding (3 weeks, Come, Heel, and Stay)

DAUNTING (D3)

Combat (3 weeks, Attack, Come, Defend, Down, Guard, Heel), Hunting (6 weeks, Attack, Down, Fetch, Heel, Observe, Track), Protection (4 weeks, Attack, Down, Defend, Guard)

WILD COMPLICATIONS

Rearing a wild animal or attempting to domesticate a grown specimen carries inherent dangers. A handler can raise or attempt to domesticate a number of wild animals equal to their Animal Handling Focus. Rearing a wild animal so that it can be taught traits and packages is a Challenging (D2) Animal Handling test, while domesticating a grown specimen for the same purpose is at least 1 step more difficult. Complications on the test can mean that the animal escapes captivity or rounds on its handler and attempts to attack.


VEHICULAR
MAYHEM

CHAPTER 8

It goes without saying that the Devil's Run setting wouldn't be as full of carnage and mayhem without vehicles to tussle with. The **Devil's Run RPG Quickstart**—available as a free download from https://red-scar.com—offers enough mechanics to satisfy simple scenarios and the basics for most vehicles. This chapter reintroduces those basics but offers additional depth and optional rules.

These rules apply to vehicles, but in most cases, characters operating a vehicle take actions and interact with Conflict scenes in the same way as any other character. Vehicles generally draw on the physical elements of Conflict, although psychological elements, such as playing chicken with an opposing driver, can still have a big impact.

VEHICLE TYPES

Vehicles come in a range of different types, from sleek and nimble motorcycles, to rugged trucks, and everywhere in between. A vehicle's Type describes how it and its passengers interact with terrain and other characters. A vehicle will always have at least one Type, but may have several.

A vehicle can only move across terrain types allowed by its Type. (For example, a Ground vehicle like a car attempting to drive across a lake will usually just sink. Conversely, a boat will obviously run aground if it tries to leave the water.)

AIRCRAFT: The vehicle is designed to operate at high altitudes. Basic rules for operating aircraft can be found on p. 214.

CUMBERSOME: The vehicle is bulky, unresponsive, and clumsy to manoeuvre. The vehicle increases the difficulty of Evasive Action and terrain tests by 1.

ENCLOSED: The vehicle is completely enclosed, protecting crew and passengers within. Crew and passengers cannot be targeted by attacks from outside the vehicle, but also cannot use their own personal weaponry.

EXPOSED: The passenger and crew of an Exposed vehicle can be targeted by attacks from outside the vehicle and may attack with their own personal weapons. Some Exposed vehicles may still offer cover to their occupants (indicated in parentheses as X CS).

GROUND: The vehicle is designed to move across land.

HIGH-PERFORMANCE: The vehicle is powerful and finely-tuned for the best performance. The vehicle's operator may increase the Speed of the vehicle by 1 after a successful Drive or Pilot test by spending 2 Momentum (not repeatable). Any test to repair the vehicle, however, suffers +1 difficulty due to its finely-tuned nature.

HOVER: The vehicle floats above terrain and obstacles but cannot truly fly. Hover vehicles ignore all zone effects caused by surface conditions (e.g. slippery ice or choppy water) and obstacles shorter than an average human.

IMPOSING: Designed to look ominous or threatening, or possessed of a deadly reputation, the vehicle conveys a sense of dread and potential peril to those nearby. A character attempting to intimidate others with an Imposing vehicle adds the Piercing 1 quality to the damage roll of a resultant threaten attack. The character must be within Touch or Close range of the vehicle to gain this benefit.

IMPRESSIVE: Obviously expensive or the height of fashionable excess, the vehicle is especially impressive in its luxury or performance. A character attempting to charm or persuade others while within Touch or Close range of an Impressive vehicle may add 1 to the damage of a resultant Display. This increases to 2 with a direct demonstration of the vehicle's luxury or performance (such as inviting someone else along for a drive in a sports car or yacht).

LINKED: The vehicle is interconnected to several other vehicles, often relying on a single vehicle for propulsion and control. One end of each vehicle must remain connected to at least one other linked vehicle, and each end can only be connected to one other vehicle—in essence, this produces a chain of carriages connected to a single lead vehicle, which provides propulsion and control.

NEED FOR SPEED

The **Devil's Run RPG** is a tabletop game inspired by the high-octane antics of the desperados that live in the world in which it's set. The mechanics for vehicles and the action scenes that involve them are designed to inspire modifications and instinctual encounters respectively. That said, they are rules and are therefore prone to becoming a hindrance, rather than an empowerment, to the fast-paced action that the setting and system seeks to engender.

GMs and players should seek to live in the moment where the rules for vehicle chases are concerned (though the GM always has final veto, of course). Rather than slow the action down by flipping through this rulebook to determine which action or modifier is required, GMs should live dangerously and call it in the moment, then reflect on the decision in the post-credit scenes (read: between games) as any veteran who has survived a run would.

Instant decisions can be mitigated somewhat by keeping a cheat sheet of commonly used rules close at hand, but doing so shouldn't be a reason to avoid making split-second decisions that keep the pace of the scene swift and responsive. GMs should aspire to Indy 500 rather than sedate Sunday motorcade, which is something that the minutiae of the rules can all too easily get in the way. If a player wants to pull a cool stunt that might seem to bend the rules a little, assign a simple difficulty modifier or increase the Complication Range and move on rather than spend time checking notes. Quick, fun, and cool are the order of the day for maximum vehicular mayhem!

NIMBLE: Especially agile and manoeuvrable, the vehicle can respond to demands extremely quickly. Count the vehicle 1 Scale less than normal for the purposes of Evasive Action and terrain tests.

RAIL: The vehicle is designed to operate on, or near to, a rail, and cannot effectively operate anywhere else. The vehicle's Speed is reduced to 0 when it is no longer within Reach of the rail. The vehicle may not deliberately move out of Reach of the rail—it can only occur because of failed terrain tests and similar loss of control.

ROUGH TERRAIN: The vehicle is designed to remain mobile and effective even in rough terrain. When attempting a terrain test, the vehicle provides the driver with 1 Momentum.

RUGGED: Engineering tests to repair Rugged vehicles are reduced by 1 difficulty.

SINGLE-SEAT: Single-seat vehicles are specifically designed to be fully operated by a single character. A pilot operating one can simultaneously assume the role of a gunner without the normal penalty.

SUBMERSIBLE: The vehicle can operate entirely submerged below the surface of the water.

TRACKED: The vehicle moves on bands of linked plates or rubber pads that distribute its weight more evenly than wheels and provide good traction in soft ground that could mire or trap other vehicles. When attempting a terrain test, a tracked vehicle may reduce its Speed by 1 to reduce the difficulty of the terrain test by 2.

WATERCRAFT: The vehicle is designed to travel across water.

WHEELED: The vehicle travels on wheels and is swift across open ground. A Wheeled vehicle may count its Speed as 1 higher if there is no difficult terrain in any zone it enters, leaves, or moves through during its movement.

VEHICLE PROFILE

In addition to its Type, a vehicle has the following statistics:

SCALE: A vehicle's Scale is a representation of its size. Scale 0 refers to any vehicle which is approximately the same size as a human, Scale 1 covers vehicles around twice this size, and each additional increase in Scale approximately doubles the size again.

SPEED: The number of zones a vehicle can move with a movement action. This can be adjusted by type of movement action taken.

BRAWN: A vehicle uses Brawn when shifting heavy loads or employing brute force. It's also used to calculate bonus damage for the vehicle's melee attacks. Some vehicles have the Superhuman Brawn X special rule, with X equal to the vehicle's Scale.

HANDLING: A measure of the vehicle's manoeuvrability. This rating provides equivalent bonus d20s to Drive or Pilot tests.

ARMOUR: Armour Soak that protects against physical damage to the vehicle.

MAX PASSENGERS: The number of passengers a vehicle may carry in addition to the driver.

IMPACT: A vehicle's Impact is a damage rating measuring its weight and the force it can bring to bear against those nearby.

STRUCTURE: The amount of Stress a vehicle can receive.

ENVIRONMENTAL PROTECTION: The amount of protection, if any, the vehicle provides against certain environmental effects and weapons with the Biotech quality. Environmental Protection provides Persistent Soak against such attacks.

MAX. FUEL: The amount of fuel a vehicle's tank can hold. See the Fuel & Consumption sidebar, opposite, for specifics relating to Fuel.

VEHICLE SCALE & LARGE VEHICLES

Much like characters, scale 0 and 1 vehicles usually form a feature within a zone. Scale 2 vehicles can often be considered a zone in and of themselves. Any vehicle with a Scale above 3 may take up multiple zones and may have its internal space divided into several zones. For example, a yacht may have different cabins and decks, and may exist across several zones on the environment map (the fore, the aft, etc.). The specifics of this are left to the GM's discretion.

OPERATING A VEHICLE

Characters inside a vehicle are referred to as passengers. Some passengers can take on specific roles within the vehicle; these passengers are referred to as crew.

ROLES

Each role in a vehicle can take specific actions related to the vehicle. Assuming a role requires a Minor Action (i.e., getting into the driver's seat or operating the .50 cal).

DRIVER: A vehicle can have only a single driver or pilot. Although driver is the commonly used term, Aircraft, Hover, and Watercraft vehicles require Pilot tests. The driver uses their action and employs an equivalent Vehicular Movement to move the vehicle (see p. 211). Whenever the vehicle needs to make an action test related to physical actions, the driver will make the test (generally with the Drive or Pilot skill, unless specified otherwise). A vehicle without a driver automatically fails all terrain tests.

GUNNER: A gunner operates weaponry mounted on the vehicle itself (see Vehicular Attacks). A vehicle with multiple weapons can have multiple gunners, but any single weapon may only be operated by one of the gunners each round.

If a vehicle includes other equipment or functions beyond moving and attacking, other passengers may operate that equipment or those functions themselves, though this does not count as taking on one of the other roles.

FUEL & CONSUMPTION

It's a given that vehicles need fuel to operate. Unless there are some Wild Tech wizards on hand, electric hybrids are a thing of the past, making internal combustion engines the top dog on the road once again. On the Devil's Run, fuel is a precious commodity that is fought over fiercely. Most communities are able to produce limited amounts of biofuel. Some extremely rare sites are still able to harvest and refine crude oil to a limited degree—a complicated chain of interlinked specialist groups that makes those involved very rich indeed. Otherwise, most factions rely on the air-dropped supplies of the countries maintaining the Continental Allied Quarantine for their superior fuels, which is exactly why the sight of a military cargo plane in the skies often leads to a veritable bloodbath out on the freeways.

Rather than provide each individual vehicle with a varied rate of fuel consumption related to its engine size, performance, and driver's capabilities, the mechanics of the Devil's Run RPG make some broad assumptions with a view to keeping the process simple. GMs are of course free to introduce more complicated mechanics if they wish to provide more realism for the performance difference between vehicles.

As an approximate value, each unit of Fuel for a vehicle equates to 50 miles of travel under normal driving conditions (driving considerately, no faults troubling the vehicle, clear road conditions). Each 50 miles therefore consumes 1 unit of Fuel, rounding to the nearest unit of 50. GMs and players can either use real-world distances to plan journeys accordingly—a 120-mile round trip from Pacifica to Santa Cruz consumes 2 Fuel—or simply plan journeys using an abstract approximation—travelling to and from a meeting with another faction in a hidden location will consume 1 Fuel.

Much like Reloads, Fuel is a critical resource in the post-apocalypse and as such uses the following mechanics within action scenes:

- Any vehicle used within an action scene is automatically assumed to consume 1 Fuel. This consumption is in addition to Fuel lost due to Complications generated on a Drive test.
- In place of gaining Fallout or deciding on a mishap, a Complication generated on a Drive test related to moving a vehicle can result in the loss of 1 Fuel.
- Unless the vehicle has a Fault related to the fuel system, a vehicle can only lose 1 Fuel each round due to Complications during an action scene, to a maximum of 3 Fuel during the entire scene.
- Running out of Fuel means that a vehicle cruises to a stop. At the GM's discretion, a character may coax additional unpowered movement from the vehicle. This should normally be no more than 1 or 2 zones, though steep downhill gradients may allow for more.
- Certain events and actions during the Trafficking Phase can also lead to Fuel consumption. See the Trafficking Phase, p. 247.

SPLITTING FOCUS

A single character can attempt to simultaneously assume the roles of both driver and gunner, but their attack rolls and Drive tests are made at +1 difficulty.

VEHICULAR ATTACKS

If the vehicle is Exposed, then passengers may normally make attacks with their personal weapons. In addition, a vehicle's gunners may make attacks in the same way as any character does using the vehicle's mounted weapons. Vehicles can be fitted with any weapon (including those with the Mounted type).

RAMMING

The driver of a vehicle which moves during its turn can attempt a melee attack against a target within reach using the Drive skill. If the attack is successful, it deals the vehicle's Impact rating as damage (this action includes ramming, sideswiping, and other uses of the vehicle's bulk). When a vehicle makes any type of ramming attack, its Impact damage gains the Backlash X quality, where X is the target's Scale (or 1, whichever is higher).

In the **Devil's Run RPG**, there are various different types of ram action available, many of which are dependant upon the attack vector a vehicle uses when striking its target. The type of target struck can also have an effect on the outcome, as characters are clearly more squishy than other vehicles.

If a vehicle is being used to attack another vehicle, the player and GM should establish the direction and vector of the strike to determine which type of attack is being used:

RAM: The attacking vehicle drives into the rear of a target vehicle. The target vehicle suffers normal damage, as does the attacking vehicle if any Effects generate Backlash.

RAM ON THE BRAKES: The attacking vehicle brakes and relies on a pursuing vehicle's momentum to inflict damage on itself. The target vehicle suffers normal damage, as does the attacking vehicle if any Effects generate Backlash.

SIDESWIPE: The attacking vehicle pulls alongside and veers into the side of the target vehicle. The attacking vehicle's base Impact are halved for any resultant damage (rounding up) but it does not generate any Backlash unless a Complication is rolled.

TARGETING A VEHICLE

Vehicles can be targeted for an attack like any other combatant. Being objects, they suffer physical stress as Structure and physical harms as Faults. The full details for damaging objects, as well as repairing them, are discussed on p. 152.

ATTACKING PASSENGERS

The Target Passenger Momentum spend, opposite, can be used to target passengers in Exposed vehicles.

BUMPS AND BRUISES

When a vehicle suffers damage, there is a possibility that the passengers will also be hurt. If a vehicle suffers 1 or more Faults, each passenger within suffers 5 damage with the Spread 1, Stun, and Terrifying 1 qualities.

NPC VEHICLES

Vehicles operated by NPCs can be treated in a similar way to their crews, with different target categories able to withstand different amounts of damage. This should reflect how significant that vehicle is within the scene: a motorcycle ridden by a Lackey NPC or two can count as a Lackey itself, disabled and out of the scene after a single Fault. A vehicle carrying multiple NPCs should be an equal or higher target category than the NPCs within: a car full of Lackeys should probably be an Elite vehicle, disabled after 2 Faults, while a car with Elite passengers is treated as a Kingpin, able to withstand the full 5 Faults.

If a vehicle is destroyed (normally 5 Faults), each passenger suffers 8 damage with the Knockdown, Spread 1, Stun, Terrifying 3, and Vicious 1 qualities. (See Fault Effects: Injury, p. 152.)

VEHICULAR MOVEMENT

The following movement actions are available to the driver of a vehicle. These movement actions are distinct from the movement actions a character can attempt, but, like a character, a vehicle may only take a single movement action every turn.

MANOEUVRE (FREE)

The vehicle moves to anywhere within Close range.

PEDESTRIAN DRIVING (MINOR)

The vehicle moves a number of zones equal to half its Speed (rounding down, minimum of 1) and is able to make a gentle turn.

RECKLESS DRIVING (MINOR)

The vehicle moves a number of zones equal to its Speed. Skill tests made by crew or passengers—including terrain tests—are at +1 difficulty until the start of the driver's next turn. The vehicle can make a sharp turn or a gentle turn across multiple zones.

DEFENSIVE DRIVING (STANDARD)

Following a successful **Average (D1) Drive test**, the vehicle moves its Speed and all attacks made by or against the vehicle are increased by 1 difficulty until the start of the driver's next turn, plus 1 per Momentum spent (maximum of 2 Momentum). On failure, the vehicle may still make its normal movement but also suffers a Complication. Momentum may be spent on additional movement in the same manner as the Pedal to the Metal action, see below, but the driver may not make use of Combat Momentum spends (as they are wholly focussed on avoiding danger). Turning whilst using this action increases the difficulty of the Drive test by 1.

PEDAL TO THE METAL (STANDARD)

Pedal to the Metal cannot be used unless a vehicle was moved with a Reckless Driving or Pedal to the Metal movement action in the previous turn. The driver attempts an **Average (D1) Drive** or **Pilot test**. On a success, the vehicle moves a number of zones equal to its Speed plus an additional zone for each Momentum spent. On failure, the vehicle still moves its Speed but also suffers a Complication (see Complications, p. 242 and Out of Control! p. 213). Regardless of success or failure, all skill tests made by crew or passengers—including terrain tests—are made at +1 difficulty until the driver's next turn. The vehicle is able to make the simplest turns requiring multiple zones.

SPECIAL MANOEUVRES

By default, vehicular combat on road and trail assumes that vehicles are being using for forward momentum. Most vehicles can move diagonally forward when moving zones, but cannot move sideways or backwards unless a special manoeuvre is performed, or a turn is made as part of its movement.

HANDBRAKE TURN

As part of a Reckless Driving or Pedal to the Metal move, the driver can attempt to use a vehicle's handbrake to spin the vehicle between 90 and 180 degrees. Reckless Driving becomes a Standard Action if used during that movement mode. Attempting a handbrake turn requires a terrain test at +1 difficulty, which is in addition to any other difficulty affecting the test. Success results in the vehicle reducing its Speed to zero but facing in the new direction. Failing the test automatically results in an Out of Control Complication (see p. 213), or possibly worse if the dice also generate Complications.

REVERSE

As part of a Reckless Driving or Pedal to the Metal move, the vehicle moves backwards a number of zones equal to half its Speed (rounding down, minimum of 1 zone). A vehicle must already be moving in reverse or starting from a Speed of zero to move in reverse. Driving backwards increases the difficulty of all terrain tests by 1.

VEHICULAR COMBAT MOMENTUM TABLE

MOMENTUM SPEND	COST	EFFECT
Quick Entry/Exit	1 NR	Character may enter or exit a vehicle, or assume a role in a vehicle, as a Free Action.
Ram Through	2	After failing a terrain test when piloting a vehicle, continue moving forward as if the terrain test was not failed. However, the vehicle suffers damage (due to a collision, overtaxed motive systems, and so on) with the amount determined by the GM.
Target Passenger	2	The character can target a passenger inside of an Exposed vehicle.

VEHICULAR REACTIONS

The following Reaction is available to the driver of a vehicle.

EVASIVE ACTION

As a Reaction to a melee or ranged attack against the vehicle, its crew, or its passengers, the vehicle's driver can attempt an Evasive Action. The attack becomes an opposed test against the driver's Drive skill. The difficulty of this test is increased by a number of steps equal to the vehicle's Scale (it's harder to evade with larger vehicles). If the vehicle also performed the Defensive Driving action this turn, the difficulty increase from Defensive Driving serves as Momentum for the opposed test.

If the Evasive Action fails and the attack was targeting a passenger or crew member other than the driver, the original target can attempt a Defence Reaction normally.

VEHICULAR ZONES

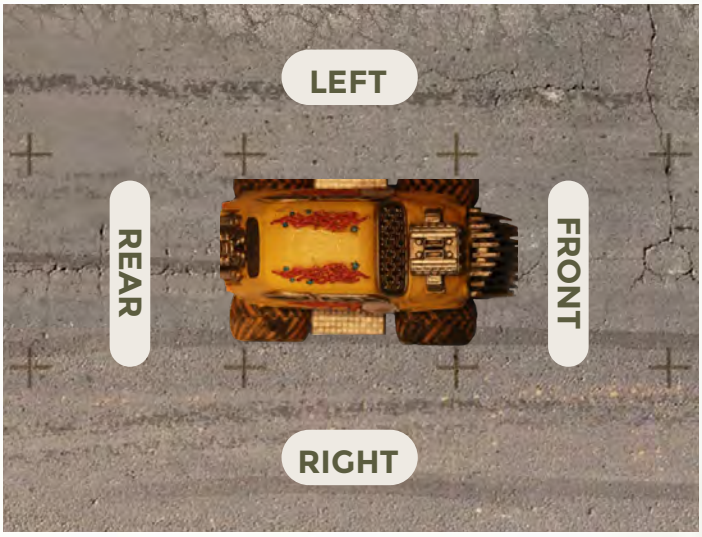
Vehicles take action in combat zones and are generally affected by those zones like any other combatant in a conflict scene. Vehicles, however, do not always manoeuvre like characters do, and at the GM's discretion, some zone effects may be conditional, only influencing some vehicles, as follows:

- The terrain only affects vehicles of a specific Scale or higher, representing terrain easily navigable by smaller vehicles.
- The terrain only affects vehicles of a specific Scale or lower, representing obstacles that large vehicles can just power through or over unhindered.
- The terrain only affects vehicles of a specific type, such as wheeled vehicles or aircraft.
- The terrain's difficulty is 0, and thus only affects vehicles with an increased difficulty on terrain tests (such as those travelling quickly). This is ideal for tight corners.

VEHICLE TERRAIN TEST: When operating a vehicle, drivers make terrain tests using their Drive or Pilot skill. If the difficulty of the terrain test would be 1 or higher, then the difficulty is increased by the vehicle's Scale (as larger vehicles can't manoeuvre as easily through rough terrain). If the difficulty would be 0 before the vehicle's Scale is added—i.e., there would not a be a test required without some other modifier—then don't apply the vehicle's Scale in this way.

FACING

In addition to tracking Speed, it's valuable to keep track of which direction each vehicle is facing as they move. Even agile vehicles are limited in how quickly they can turn or how fast they can move backwards. Each vehicle has a front end that faces a single edge of its current zone. For that vehicle, "forwards" is in whichever direction it is currently facing.



CHARACTER ACTIONS

ASSUME ROLE (MINOR)

Characters can assume a role operating the vehicle as part of its crew (e.g. pilot or gunner) as a Minor Action.

ENTER/LEAVE VEHICLE (MINOR/STANDARD)

Entering or leaving an Exposed vehicle is a Minor Action. Entering or leaving an Enclosed vehicle is a Standard Action. Characters may assume a role as part of the crew when entering a vehicle with this action.

OUT OF CONTROL!

It can be particularly dangerous for a driver to lose control of their vehicle, as an uncontrolled vehicle is large, heavy, and can cause a lot of damage in collisions. These are necessary considerations whenever the driver of a vehicle fails a terrain test, as a failed terrain test naturally represents some failure to control the vehicle.

The most common Complications of a failed vehicle terrain test are listed below, and the GM determines which applies in each case. Not all the results below will be applicable for all types of vehicle or all types of terrain. Some of the results cause the vehicle to stop. This means that the vehicle immediately loses any remaining movement it had from that action and comes to a halt in that zone.

- **JARRING STOP:** The vehicle comes to an immediate halt at the point where the terrain test was required, losing the rest of its movement from that action. Each character in the vehicle immediately suffers 3 physical damage with the Stun quality.
- **SKID OR SLIP:** The vehicle does not move as directed from the point where the terrain test was required. Instead, its remaining zones of movement take the vehicle in a random direction. (Roll 1d6: 1-2, the vehicle skids left, 3-4, the vehicle skids ahead, 5-6, the vehicle skids right. These are based on the vehicle's direction of travel when the terrain test was failed.) If the vehicle would reach an impassable obstacle going in that direction, it collides with that obstacle. A collision inflicts 1+X physical damage with the Vicious 1 quality to the vehicle, where X is the number of zones the vehicle would have moved for that action.
- **SPIN:** The vehicle loses the rest of its movement from the action and is turned to face a different direction. Due to a need to reorient the vehicle, the next vehicle movement action the Pilot is required to take increases in Difficulty by +1 or requires an **Average (D1) Drive test** if none would normally be required.
- **STUCK:** The vehicle loses the rest of its movement from the action and is held in place by the terrain. The vehicle gains the Hindered condition until it leaves its current zone.

If a vehicle performed a minor or standard action move during the previous Round and was not stopped (either deliberately by the pilot or by a terrain effect), then it must perform a movement action during the subsequent round, even if that is only a free action Manoeuvre. If the driver is unable to take action, or there is no driver in the vehicle, then the vehicle is considered to be Out of Control, and will automatically repeat whatever previous minor or standard action move, in a straight line directly forwards, and will automatically fail any Pilot tests required, including further terrain tests.

VEHICULAR HARM EFFECTS

Vehicles suffer Faults like other objects, i.e. a vehicle receives a Fault when it suffers physical damage equal to 5 + its Scale (larger vehicles are harder to seriously damage), or when its Structure has been reduced to 0.

Typical Fault Effects for vehicles include Damaged, Disable Function, and Injury.

DAMAGED: The most common fault effect applied to vehicles, though others can be applied at the GM's discretion. This literally is a damaged vehicle or components on the vehicle.

DISABLE FUNCTION: This may disable individual weapons or equipment on a vehicle.

INJURY: The Injury function could represent a vehicle being jolted or shaken in a way that damages one or more of the passengers.

MOVING ON VEHICLES

Action scenes involving vehicles don't just confine actions to the drivers' seats and gunner stations. Characters may find that they need to move around within, on top of, and between vehicles during a scene, often while the vehicles are in motion. This can be highly dangerous, however—falling off the top of a high-speed car or train can be deadly.

JUMPING BETWEEN VEHICLES

Jumping to or from a moving vehicle requires an Acrobatics test, with a Difficulty determined by the distance between the vehicles, their relative speeds, and a few other factors.

If both vehicles are in the same zone, the basic difficulty of the Acrobatics test is Average (D1). If the vehicles are in adjacent zones and the GM rules that they are still close enough to jump between, then the base difficulty increases to Challenging (D2).

If the vehicles travelled in the same direction during their last turns and both vehicles moved the same number of zones, there is no change to the difficulty. If the vehicles moved in the same direction but a different number of zones, the difficulty increases by 1 for each zone of difference between their most recent movements—if a vehicle moved 3 zones and another 4, that is 1 zone difference, meaning +1 Difficulty. If the vehicles travelled in different directions, increase the difficulty by the total number of zones that both vehicles travelled.

Compare the Scale of the vehicles. If the vehicle being jumped to is larger than the one being jumped from, reduce the difficulty by an amount equal to the Scale difference.

If either or both vehicles made Evasive Action reactions in the last round, add 1 to the difficulty.

A character may choose to reduce the difficulty by 1, 2, or 3, by increasing the Complication Range by the same factor. This represents a character taking bigger risks to make the jump.

A difficulty above Epic (D5) means a jump isn't possible.

Success means the character makes the jump successfully but falls prone in the process. The character may spend 1 Momentum to land on their feet or immediately stand up. Failure means that the character did not manage to cross the distance and suffers falling damage.

FALLING OFF A VEHICLE

Falling from a fast-moving vehicle is extremely dangerous. Whenever a character falls off a vehicle, increase the falling damage suffered by 1 for each zone the vehicle moved during its previous turn.

COMBAT ON A VEHICLE

Moving and fighting on top of a moving vehicle can be dangerous. The top of most vehicles are uneven, smooth surfaces, hardly ideal for maintaining a stable footing, and this only gets worse with jostling, unpredictable movement, and high winds.

The top of a moving vehicle is hazardous terrain, requiring an Acrobatics test to remain standing. If the character is already prone, they slip off and suffer falling damage instead. Further, the unstable conditions mean that the difficulty of attacks and other physical activities is increased by +1, and Complications may see the character lose their balance and fall prone.

The difficulty of the terrain test is equal to half the number of zones the vehicle moved during its previous turn, rounding down (to a minimum of 0).

SHAKING OFF INTRUDERS

If a character is driving a vehicle, they may want to shake off any enemies who are standing or climbing on the vehicle. This requires a normal movement minor or standard action and an Average (D1) Drive or Pilot test, which counts as a melee attack. On a success, any enemies on the vehicle immediately fall off.

Those enemies may attempt to hang on as a Reaction, turning it into an opposed test instead. The enemies attempt an Average (D1) Acrobatics test to resist falling. If they succeed, they fall prone, but do not fall off the vehicle or suffer damage.

AIRCRAFT

Aircraft are an uncommon sight in the skies above North America since the Day of the Apocalypse. With less and less frequency, military planes from the countries that operate the Continental Allied Quarantine regularly drop in aid and supplies—lifesaving materials that form the basis for many clashes out on the Run. The Teams move stealthily via helicopter, making sure to keep their profile low for the time being. Currently, only the crazy contraptions known as gyrocopters and the high-tech jetpacks of the Justice are seen criss-crossing the skies with any regularity.

This section deals with how Aircraft differ from other vehicles, and the additional considerations that need to be made for aerial action, whether it involves only other aircraft or mixes both action in the skies and on the ground.

AIRCRAFT TYPE

Vehicles with the Aircraft Type are capable of self-propelled flight at a variety of altitudes. This distinguishes them from Hover vehicles, which push off from a nearby surface and can only hover a short distance from the ground, water, or other surfaces.

In terms of the Devil's Run RPG, most aircraft in use are capable of vertical take-off and landings, and a considerable degree of lateral movement; jetpacks, gyrocopters, and helicopters are the order of the day. However, they cannot manage this at their top straight-line speeds. Thus, Aircraft operate in two distinct modes, Vector and Thrust, and two Speed values (presented as "X/X"). The first of these two Speeds is used in Vector mode, the latter in Thrust mode.

Some Aircraft are limited to one mode or other, which will be noted in parentheses after its Type. For example, an Aircraft that operates only in Vector mode will state "Aircraft (Vector)."

Finally, Aircraft as standard can travel short distances on the ground for the purposes of take-off and landing. However, an Aircraft with the Watercraft type can also take-off, land on, and travel a short distance across the surface of water. Aircraft on the ground or water in this manner have a Speed of 2.

AIRCRAFT AND OTHER TYPES

For the most part, how the Aircraft Type interacts with other vehicle Types is obvious. However, there are a few that require additional consideration.

EXPOSED: An Aircraft with the Exposed type will normally require occupants to wear respiratory gear, pressure suits, or other environmental equipment to operate effectively at high altitudes.

A vehicle with the Hover, Submersible, Tracked, and/or Wheeled types do not apply those while the vehicle is airborne: those Types apply only when the aircraft has landed.

AIRCRAFT MOVEMENT

Due to altitude and zones, facing, and movement modes, moving an Aircraft is slightly different to moving other vehicles.

ALTITUDE & ZONES

While, in theory, any physical environment can expand indefinitely upwards, with layer after layer of empty zones above the ground, this is rarely a practical concern in most action scenes. Few creatures and characters can move through those empty zones freely or easily, and normally only in specific circumstances.

Aircraft, however, exist almost entirely within that three-dimensional space above the ground, often so far up that the ground isn't even a concern. Most of the zones an Aircraft is likely to move amongst are also empty, devoid of any terrain features except possibly clouds, which can count as zones of Light Cover, due to their obscuring effect. Breaking up an area into zones can't rely on terrain features, and for most airborne action scenes, a grid or hex map (dividing the area into regular spaces) serves as an environment for an open sky. This pattern of regular zones can be continued indefinitely in every direction if desired, but the GM may wish to note if there are interesting or important terrain features below.

The GM should then document the "zero altitude" for this environment. This doesn't need to be a precise altitude, but the GM should have a rough idea of how far above the ground the scene is taking place. Then, for each vehicle in the environment, the GM should note a relative altitude, a positive or negative number, denoting how far above or below the "zero altitude" that vehicle is. This allows aircraft to fight at different altitudes with minimum tracking. The GM may record what altitude is ground level, defaulting to –10. Aircraft that reach ground level may crash if not properly controlled.

When an aircraft moves, it has the options to climb and dive in addition to remaining level:

- An Aircraft which climbs may increase its altitude by one for every zone of movement it uses.
- An Aircraft which dives may decrease its altitude by two for every zone of movement it uses.

AIRCRAFT OUT OF CONTROL

If an Aircraft goes out of control (it has no pilot, or the pilot is unable to take action), then the Aircraft's movement has additional restrictions. An out of control Aircraft may not change modes, and its zones of movement must be spent alternating between moving forwards and diving.

FACING

This is tracked in the same manner as ground vehicles, see p. 212.



MOVEMENT MODES

Aircraft move in one of two modes: Vector or Thrust. These modes represent different ways that Aircraft can manoeuvre around the skies by adjusting and directing their engine output. A pilot may use a Free Action to change between the modes.

In Vector mode, an Aircraft may move freely in any direction, including climbing and diving, and may turn to face any direction at the end of their movement. Further, they are not required to move at all. They are able to hover in place if desired. Aircraft in Vector mode use the first, and smaller, of the Aircraft's two Speed values.

In Thrust mode, an Aircraft uses the second, and higher, of the Aircraft's two Speed values. However, it is far more restricted in how it moves. The Aircraft's pilot must spend at least a Minor Action on moving the Aircraft, move the maximum distance allowed by that movement action, and perform a movement action before any attacks are made. Further, the Aircraft's movement must be divided between moving forwards and moving in other directions. The Aircraft may not move backwards. This movement alternates between moving forwards and moving left or right (or climbing or diving), starting with forward movement for the first zone. At the end of the Aircraft's movement, the pilot may choose the Aircraft's facing between forwards or the most recent non-forwards direction it moved.

A pilot moving an Aircraft in Thrust mode has a few additional Momentum Spends that often negate some of these restrictions, which represent the advantages of being a skilled aviator.

TAKE-OFF AND LANDING

If an Aircraft's movement reaches ground level—which is whatever altitude the GM defines ground level to be—the pilot may attempt an Average (D1) Pilot test to land safely. This is considered a vehicle terrain test, though it does not increase in difficulty based on the Scale of the Aircraft. However, it does increase in difficulty by 1 for every point of altitude the Aircraft was above ground level at the start of its move.

If this is successful, the Aircraft safely touches down and stops. Failure can be problematic, as fast-moving Aircraft colliding with the ground can suffer a lot of damage.

Taking off requires no test under normal circumstances, though strong winds and other adverse conditions can force a terrain test. The vehicle simply performs a move action and climbs to an altitude above ground level.

Thrust mode requires additional considerations. Even when taking-off or landing, a vehicle in this mode must use all the movement distance provided by the action it performed, and movement in directions other than directly forwards are limited.

AIRCRAFT MOMENTUM TABLE

MOMENTUM SPEND	COST	EFFECT
Air Brakes	1	The Aircraft's Speed is decreased by 1, to a minimum of half its normal Speed.
Fast Turn	2 NR	Immediately after climbing or diving, the Aircraft's facing is changed to the opposite of its previous facing, so that it is now facing the direction that was previously behind it. This change of direction is performed during the movement and determines a new "forwards" for the remainder of that movement.
Jink	1	The Aircraft may sacrifice Speed to become a harder target. Each point of Momentum reduces the Aircraft's Speed by 1, but also grants the Aircraft 1[CD] Cover Soak until the start of its next Turn. The Aircraft's Speed may be reduced to a minimum of half its normal Speed.
Offensive Swoop	1	The Aircraft reduces the Difficulty of the next attack it makes by 1, to a minimum of 1. This spend may be used once for each time the Aircraft dives during its movement.
Rapid Dive	1	The Aircraft's Speed increases by 1. This spend may be used once for each time the Aircraft dives during its movement.
Tight Turn	1 NR	The Aircraft may change its facing immediately after moving left or right during the move. It must change to face whichever direction it has just moved. This change of direction is performed during the movement and determines a new "forwards" for the remainder of that movement.
Tighter Manoeuvre	1	The Aircraft may move a single zone left or right, or climb or dive, without moving forwards first.

During a take-off or landing, an Aircraft in Thrust mode must spend a number of zones equal to the Aircraft's Scale moving along the runway for the take-off or landing to be attempted. For example, a Scale 4 Aircraft would need to reach ground level and then roll along the runway for four zones before stopping, or it would need to spend four zones moving along the runway before climbing during a take-off. For this reason, most aircraft will switch to Vector mode for take-off and landing when possible.

AIRCRAFT ATTACKS

Attacks made by Aircraft are little different to those made by other vehicles and consist of gunners using mounted weaponry to attack other aircraft or nearby ground targets. Due to the distances involved, and the speed and manoeuvrability of Aircraft, attacks are most likely to be made at Long or Extreme range, and reliably scoring hits is often a matter of manoeuvre, position, and precision flying.

Altitude is the additional consideration here. When an Aircraft makes an attack, determine the range to the target normally: count the number of zones between the attacker and the target. However, each point of difference between the altitudes of the attacker and the defender also counts as one additional zone between them. If the attacker has a higher altitude than the target, then the attacker may reduce the Difficulty of their attack by 1, to a minimum of 1. In addition, if the target is currently in Thrust mode, the attacker must increase the Difficulty of their attack by 1.

Further, if the aircraft has weapons which specifically face forwards, those weapons may only target enemies in any zones along a straight line forwards from the aircraft and any zones adjacent to that line of zones, whose altitude is no more than 1 higher or lower than the attacking aircraft.

VEHICLE PURSUITS

The speed allowed by many vehicles often results in a need for high-speed pursuits, particularly as factions hustle along the freeways to be the first to claim critical supplies.

Pursuits can be resolved in a couple of different ways in the **Devil's Run RPG**, which can equally be applied to pursuits on foot or those involving aircraft.

USING ZONES AND ENVIRONMENTS

The most direct approach is to simply use the existing rules for zones and environments. While this can be satisfying, it does require a degree of planning on the part of the GM. An environment well-suited to a pursuit is long and narrow—perhaps fifteen or so zones long and two to three zones wide—and represents a route or several routes to an important destination. The goal, then, is simple. If the pursued party reaches the destination first, they succeed. If they are stopped before they can reach their destination, they have failed.

Populating that environment, however, is the important part. Most zones should contain one or more obstacles or hazards that make the pursuit difficult at full speed, at which point the skills of both the pursuer and the pursued become key.

It is important not to make the route too linear. Twists and turns are good, as are alternate-but-parallel routes, such as being on two different sections of road headed the same way. The GM may wish to include shortcuts, or zones that allow for faster travel or a bypass. These should only be accessible by overcoming a more difficult or dangerous obstacle, granting swift progress in exchange for a greater risk. This might be a tight alleyway that allows a motorcycle to pass but not a car, for example, or an impromptu ramp onto a nearby rooftop, the act of driving over the side of an overpass to get onto the road below, or something similarly impactful.

Similarly, the GM may wish to include extra interactive elements that characters on either side can influence to change the situation, such as hacking the traffic control system to cause traffic to collide, or similar activities to add or remove obstacles from the route.

Unless they are key characters or features, non-essential elements like bystanders and traffic should be abstracted into obstacles and terrain features, rather than treated as individual vehicles and characters. This allows the GM to be more cinematic in their descriptions as well as keep the important part of the scene, the pursuit itself, in central focus.

Note that as this uses the normal rules for environments, that characters can still attempt all the things they'd normally be able to do during an action scene, such as attacking. This can make for exciting running battles, mixing gunfire with high-speed, high-risk driving.



THE PURSUIT TRACK

A more abstract way to handle pursuits is the Pursuit Track, which borrows concepts from the Stress and Harm mechanics and repurposes them to represent how the pursuer and the pursued gain and lose distance. This doesn't require as much forward planning and requires no mapping, simply a few numbers that will adjust in response to skill tests.

This is designed for a single driver pursuing a single driver. If there are additional vehicles on either side, choose a 'lead' for each side, and then have the others assist.

A Pursuit Track is composed of several components:

- **PACE:** The Pace score for a Pursuit Track is akin to the Vigour and Resolve for a character, or the Structure of an object. As Pace changes, the advantage shifts between the pursuer and the pursued. The Pursuer benefits when Pace increases, while the Pursued benefits when Pace decreases. A Pursuit Track normally has a maximum Pace of between 8 and 20, and the starting Pace will be half that, rounded as the GM sees fit.
- **DISTANCE:** The Pursuit Track has several points of Distance, representing the space between the Pursuer and the Pursued. The Pursuer will attempt to reduce Distance, while the Pursued will attempt to increase it. If the Distance reaches 0, then the Pursuer has caught the Pursued. If the Distance exceeds the maximum (normally 5), then the Pursued has managed to escape. The starting Distance should be about half of the maximum.
- **OBSTACLE SOAK:** The Pursuit Track will have Soak, representing the obstacles along the route that could slow down and impede movement. A clear path has 0 Obstacle Soak, while higher Soak represents increasingly difficult terrain and other impediments.

When the GM lays out the Pursuit Track, they must define the maximum and starting Pace, the maximum and starting Distance, and the Obstacle Soak.

THE PURSUIT TRACK AND NON-VEHICLES

The Pursuit Track can be used for chases that don't involve vehicles. In these situations, some slight adjustments need to be made to the rules.

PEDESTRIANS VERSUS VEHICLES: If a character on foot is attempting to pursue or evade a vehicle, a character is considered to have a Scale of 0, a Speed of 1, and the Nimble type (in this case, increase the Scale reduction for Nimble to 2 less). Characters use their choice of Acrobatics or Athletics skill instead of the Drive skill. Naturally, characters on foot excel when pursuing or escaping vehicles through dense terrain, where obstacles (and thus Obstacle Soak) reduce a vehicle's ability to move quickly.

PEDESTRIANS VERSUS PEDESTRIANS: If both pursued and pursuer are on foot, then ignore Scale and Speed. Instead, a pursuit roll is 2, with additional equal to the character's Acrobatics or Athletics Expertise. Characters may ignore X Obstacle Soak per Effect rolled, where X is their Acrobatics or Athletics Focus, and score +1 on their pursuit roll per Effect rolled if they have two or more talents from the Acrobatics or Athletics talent trees. In all cases, a character uses only one of Athletics or Acrobatics for their pursuit rolls, chosen when the pursuit begins.

RESOLVING THE PURSUIT

The Pursuit Track is resolved as a series of face-to-face tests between the Pursuer and the Pursued, with both rolling Simple (D0) Drive or Pilot Tests.

Whichever character wins the face-to-face test then makes a pursuit roll. In the case of a draw, neither side makes any progress. A pursuit roll is 2, with additional equal to the vehicle's Speed. The total of the pursuit roll is then reduced by 1 for each point of Obstacle Soak. This final total is then applied to the Pace on the Pursuit Track.

Check the bullet points on the next page to determine what happens if either the Pursuer or Pursued wins the test.

PURSUIT ROLL MOMENTUM TABLE

MOMENTUM SPEND	COST	EFFECT
Bonus Pace	1	A character can increase the total from the pursuit roll. Each Momentum spent increases the total of the pursuit roll by +1.
Evasion	1	The Obstacle Soak against this pursuit roll is reduced by 2 per Momentum spent.
Reroll Pursuit	1	The player may reroll any number of [CD] from the current pursuit roll.
Create Hindrance	1	Increase the Obstacle Soak of the Pursuit Track by +1 per Momentum Spent. This only affects the opponent's next pursuit roll and lasts only for that roll.

- If the Pursuer wins, then increase the Pace by 1 for each point of the final total. If the final total was 5 or more, if the Pace increases to the maximum, or if the Pace was already at the maximum before the pursuit roll was made, then reduce the Distance by 1. If multiple of those conditions occur, reduce the Distance by 1 for each.
- If the Pursued was the winner, then reduce the Pace by 1 for each point of the final total. If the final total was 5 or more, if the Pace reduces to 0, or if the Pace was already at 0 before the pursuit roll was made, then increase the Distance by 1. If multiple of those conditions occur, increase the Distance by 1 for each.

If the Distance increases beyond the maximum, then the Pursued escapes and the pursuit is over. If the Distance is reduced to 0, then the Pursuer catches up to the Pursued, and the pursuit is over.

VARIATIONS AND EFFECTS

Naturally, variations in vehicles make some better at pursuits than others. These variations affect the pursuit roll for the vehicle, such as adding to the roll itself or providing benefits for Effects rolled.

RELATIVE SIZE: Smaller vehicles can more easily manoeuvre between and around obstacles. If a vehicle is smaller than its opponent, it ignores X Obstacle Soak for each Effect rolled on the pursuit roll, where X is the difference in Scale between the larger and smaller vehicles.

AIRCRAFT TYPE: If a vehicle has the Aircraft type, it gains +2 to its pursuit roll for each Effect rolled.

CUMBERSOME TYPE: If a vehicle has the Cumbersome type, reduce its pursuit roll by 1.

HOVER TYPE: If a vehicle has the Hover type, it can move more freely than most vehicles and gains +1 to its pursuit roll for each Effect rolled.

NIMBLE TYPE: If a vehicle has the Nimble type, it counts its Scale as one less than normal during a Pursuit.

ROUGH TERRAIN TYPE: If a vehicle has the Rough Terrain type, it ignores 1 Obstacle Soak for each Effect rolled on the pursuit roll.

TRACKED TYPE: If a vehicle has the Tracked type, it ignores 1 Obstacle Soak for each Effect rolled on the pursuit roll.

WHEELED TYPE: If a vehicle has the Wheeled type, it gains +1 to its pursuit roll for each Effect rolled.



VEHICLE UPGRADES

As large, often complex machines, vehicles contain a large amount of sophisticated technology, which can—in the hands of a skilled technician—be altered, modified, and augmented to suit a variety of needs and tastes.

Vehicles in Infinity can be customised in several different ways, defined and limited by their hardpoints. Each hardpoint represents the space and capacity to replace, refine, change, or upgrade a specific aspect of the vehicle's function. Different hardpoints accept different types of upgrades, and different vehicles have different types and quantities of hardpoints.

HARDPOINTS

As noted above, a vehicle's hardpoints represent an overall capacity to accept upgrades and alterations, and different types of hardpoints can accept different types of upgrades.

Each vehicle has one or more hardpoints, and each hardpoint a vehicle possesses will be listed as one of the following types:

- Chassis hardpoints alter the vehicle's superstructure, construction, and outer surface.
- External hardpoints add extra components to the outside of the vehicle.
- Internal hardpoints add extra components to the inside of the vehicle, accessible to characters in the pilot and passenger sections.
- Motive hardpoints alter the way the vehicle is propelled and manoeuvres.
- Weapons hardpoints add weapons to the vehicle. If the vehicle has the Hands type, then weapons carried and wielded in the vehicle's hands are separate from those mounted on Weapons hardpoints.

DEFAULT UPGRADES

Some vehicles are listed with upgrades already included in their profiles. As they're already installed, these upgrades don't take up any of the available hardpoints. The listed number and types of hardpoints is specifically a listing of those available for use.

UPGRADE CATEGORIES

This section lists a range of different upgrades within each hardpoint category, plus any additional considerations that apply.

CHASSIS

These modifications alter a vehicle's underlying structure, its construction, and/or its outer surface, and can have a variety of different effects, from altering the vehicle's mass, weight distribution, and handling, to making the vehicle more durable and resistant to mishap or damage.

Some Chassis upgrades will increase a vehicle's Structure score. This will often be by some value related to the vehicle's Brawn as vehicles with more power can support heavier upgrades. In all cases, once this value has been worked out, add the vehicle's Superhuman Brawn rating to the total.

This section also refers to "Part-Enclosed" vehicles, which refers to any vehicle with the Exposed type that provides 2 or more of Cover Soak, such as vehicles with retractable windows.

BALLAST

Vehicles with the Watercraft type can include ballast tanks that allow vehicles to submerge underwater and return to the surface on command. The vehicle gains the Submersible type. If the vehicle does not have internal life support (or is Exposed), then it may take this type, but the crew and passengers must provide their own breathing apparatus.

CONVERTIBLE

Enclosed and Part-Enclosed vehicles can have a retractable roof, allowing passengers to see out of and move around the vehicle easily. This reduces the vehicle's Structure to three-quarters of its normal value (rounding up) but allows the driver to spend a Minor Action to change the vehicle from Exposed to Enclosed. This may only take place once per round.

ENCLOSED

Exposed vehicles can be upgraded so that the interior sections are sealed within a protective shell, though this also limits the ability of those inside to interact with things outside the vehicle. This may be as simple as replacing fragile windows with sturdy panels made from the same material as the rest of the vehicle, or as extensive as building an entirely new structure around each section. The vehicle loses the Exposed type and gains the Enclosed type instead. In addition, the vehicle's Structure is increased by a quarter of the vehicle's Brawn (rounding down).

ENVIRONMENTAL CONDITIONING

Enclosed or Part-Enclosed vehicles can be modified so that the interior is carefully climate-controlled, adjusting internal temperature and humidity to something comfortable for the passengers, independent of the outside environment. While the vehicle remains powered and the doors remain closed, the interior is a safe and comfortable environment protected from environmental extremes. Air conditioning and atmosphere control systems also increase EP by 1.

ENVIRONMENTAL PROTECTION X

Enclosed vehicles or Part-Enclosed vehicles only can have additional protective measures that help preserve the lives of the crew and passengers, shielding them from biological and chemical threats. The vehicle's EP increases by X.

HEAVY CONSTRUCTION

The vehicle is built from denser, sturdier materials that can withstand greater punishment before failing. Increase the vehicle's Structure by one-half its Brawn, rounding down. However, the additional weight imposes one of two penalties, chosen when this upgrade is installed: the vehicle gains the Cumbersome type, or the vehicle's Speed is reduced by 1 (to a minimum of 1). Heavy construction costs an amount in $ equal to one-half the vehicle's original base cost.



LIFE SUPPORT

Enclosed or Part-Enclosed vehicles can be upgraded so that the vehicle's interior has a self-contained life support system with atmosphere recycling and can be given an air- and water-tight seal on command. The vehicle contains oxygen Components equal to its Scale multiplied by 5, though it must use up 1 oxygen Component per passenger each hour or scene, rather than only 1. However, due to the recycling system, roll 1 when an oxygen Component would be expended; on an Effect, that Component is recycled rather than expended.



PASSENGER PROTECTION

Part-Enclosed vehicles can be upgraded with internal ballistic protection and window reinforcement, which provides added protection to the passengers and crew within. In addition to this, the vehicle's structure is strengthened to better absorb rolls and crashes, and improved passenger restraints have been installed. The vehicle grants +2 Cover Soak to passengers and crew, and the vehicle's Cover Soak now applies to any damage suffered by passengers and crew due to a collision, mishap, or loss of control, in addition to ranged attacks.



REBALANCED MASS

The vehicle's mass distribution has been carefully adjusted and balanced to improve its handling during extreme situations. When attempting a terrain test for the vehicle, a character gains 2 bonus d20s to their test per Momentum spent (instead of the normal 1). The normal limit of 3 bonus d20s still applies.

REDUCED WEIGHT

The vehicle's weight is significantly reduced by replacing materials and components with lighter-weight equivalents, allowing it to use its power more efficiently. However, this can compromise the integrity of the vehicle, making it less resistant to harm. The vehicle's Speed increases by 1, but its Structure is reduced by 2 and its Armour Soak is reduced by 1.

VEHICLE ARMOUR X

The vehicle's outer layer has materials and coatings designed to resist and deflect gunfire, shrapnel, and other impacts. The vehicle gains X additional Armour Soak. If the additional Armour Soak exceeds the vehicle's Scale, then it must reduce its Speed by 1 or gain the Cumbersome type.



EXTERNAL

This category covers hardware mounted on a vehicle's exterior.

ADDITIONAL WEAPON MOUNT

The vehicle can mount one additional weapon. This transforms a Chassis or External hardpoint into a Weapon hardpoint.

BATTERING RAMS X

The vehicle's bumpers have been reinforced or replaced with weightier protrusions that act as battering rams. Battering Rams add Vicious X to the vehicle's impact damage, where X is equal to the upgrade's rating.



BLADES OF JUSTICE

The iconic razor-edged array attached to almost every bike of the Justice faction. These deadly blades are design to slice through armour and penetrate the soft skin beneath. Any vehicle fitted with these gains Piercing 1 when sideswiping another vehicle. Attacks made against characters outside of vehicles also gain Vicious 1.



BLINDERS

Headlights, parking lights, running lights, fog lights, spot beams and utility lights all add up to one certainty: dazzling radiance. A vehicle fitted with blinders can switch them on to eliminate any difficulty increase for driving at night. When using them in this manner, however, Observation tests to spot the vehicle are reduced by 2 difficulty and ranged attacks against the vehicle don't suffer any penalty for darkness.

Any character within Close range of the front end of a vehicle fitted with blinders that are switched on—including those in vehicles themselves—must attempt an **Average (D1) Observation** or **Resistance test**. On failure, the character suffers the Dazed condition until the end of the subsequent round.



GANG COLOURS X

Some drivers paint their vehicles with the iconography of their faction, others trail flags from banner poles and masts. Either way, they're almost always used to strike fear into an enemy and inspire courage in companions. Gang Colours add X ⯪ to the resultant damage for any Display in which they're used. Additionally, they add X Momentum the Discipline tests of all faction members associated with the colours when within Close range of the emblem. These effects are negated if the gang colours are ever captured by a rival gang or faction. (Until the colours are recovered and honour is avenged, at least.)



OIL SLICK X

The vehicle has been fitted with a system that allows it to produce one or more patches of oil that hinder the efforts of other drivers. An oil slick system has X Components before being depleted and needing replenishing. As a Minor Action, the oil slick can be dispensed within any zone that the vehicle occupies during its turn (which can include the zone it starts in). The oil slick occupies the entire zone. The driver of any other vehicle entering or beginning its movement within the zone containing the oil slick must immediately attempt a Daunting (D3) Drive test. If successful, they avoid the oil and there is no effect. On a failed test, the driver of the vehicle increases the difficulty of all further Drive test by 1 for a round, plus they are unable to attempt Reactions with their vehicle for 2⯪ rounds.



RUNNING BOARDS

Scale 1 or larger vehicles can be fitted with additional rails and boards for hanging on to the outside. Any additional passengers can't take on a crew role and count as being on an Exposed vehicle even if the vehicle is Enclosed. However, they also don't count towards the vehicle's normal passenger limit, can enter or exit the vehicle as a Free Action. Further, they reduce the difficulty of Acrobatics tests to jump on or off the vehicle by 1, (minimum of 0). So long as one hand is used to hold on to the rails, they also allow characters to ignore the difficulty increase for physical actions on the outside of a moving vehicle.

Running boards on a Scale 1 vehicle can carry 2 additional passengers. Double this for each Scale above 1.

SMOKE SCREEN X

A torrid, acidic smoke screen designed to damage trailing vehicles and their drivers as much as obscure sight, modern smokescreens are rare and deadly concoctions that see limited use. A smoke screen system has X Components before being depleted and needing replenishing. As a Minor Action, the smoke screen can be dispensed within any zone that the vehicle occupies during its turn (which can include the zone it starts in). The smoke screen occupies the entire zone and blocks line of sight through it. The driver of any other vehicle entering or beginning its movement within the zone containing the smoke screen must immediately attempt a **Daunting (D3) Drive test**. If successful, they avoid the smoke screen and there is no effect. On failure, the vehicle and occupants suffer 2 damage with the Anti-Materiel 1 and Biotech qualities.

VEHICLE DOCK

Scale 1 and larger vehicles only can be modified to accommodate other, smaller, vehicles. A vehicle being transported in this way may move into or out of the vehicle dock with the Enter/Exit Vehicle action and a successful **Average (D1) Drive test**. Players should agree with the GM as to whether this can be attempted whilst the vehicle with the dock is in motion itself (such as using ramps or driving a bike from the compartment). If so, increase the difficulty of the Drive test to Challenging (D2), or perhaps higher for faster speeds and harsh conditions. Failing the test means that the vehicle attempting to enter or exit doesn't find a suitable moment to do so. Generating a Complication means that one or both vehicles suffer damage. By driving carefully and checking alignment, the vehicle with the dock may use their Standard Action for the round to assist the test.

The number and type of vehicle carried varies based on Stowage (see p. 128). Scale 1 and 2 vehicles can carry a single vehicle whose Stowage rating is equal to or less than half its own Stowage rating. Scale 3 or higher vehicles can carry 2 or more vehicles whose combined Stowage ratings are equal to or less than half of its own Stowage rating.

The vehicle dock can Exposed or Enclosed, which is determined at the time of purchase. The dock's type is independent of the vehicle's own type.



INTERNAL

This category covers hardware mounted inside the vehicle, designed to be accessible to, or able to interact with, the passengers within. Many of these options also take up passenger space within the vehicle, on top of the Hardpoint they use. An option cannot be taken if it would reduce the number of passenger spaces in a vehicle below 1.

ENGINEERING WORKSTATION

Takes up 3 passenger spaces. The workstation allows for repairs and other technical works in any location. It functions as an Engineering Tool Kit (see p. 131).

MEDICAL WORKSTATION

Taking 3 passenger spaces, the surgical bed and medical equipment allow for the treatment of a passenger on the bed (who may not take any other role). It functions as a MedKit and Surgical Tools (see p. 133).



KIT LOCKER

Taking up a single passenger space, this upgrade contains a quick-access locker that can contain up to 10 units of Stowage, although the equipment stored within must feasibly be able to fit. The locker is usually locked with a padlock and key.

IMPACT PROTECTION

The vehicle contains impact cushions, reinforced safety harnesses, and structural supports designed to reduce the risk of damage to the vehicle's passengers. Whenever the vehicle's passengers would suffer damage because of the vehicle suffering a Fault, the impact protection grants the passengers 3 additional Armour Soak. This does not apply against damage caused when the vehicle is destroyed.

NITRO SYSTEM

The vehicle is fitted with a nitrous oxide system designed to provide a hefty, but temporary, burst of speed and acceleration. Activating and disengaging a nitro system is a Free Action. Once engaged, the vehicle can move 1 extra zone during its movement and Pedal to the Metal can be used without the need to have first made a Reckless Driving or Pedal to the Metal movement action in the previous round. Nitro systems contain 3 Components, with each round of use depleting 1 Component.



RADIO SUITE

The vehicle is fitted with a radio system that can serve as a base station for several other personal radios (see Communication, p. 130). As it draws power from the vehicle's electrical system, the radio suite doesn't require batteries. (Although backup batteries can be added at additional cost to provide power in the event of vehicle failure.)

WEAPON LOCKER

The vehicle contains storage for one or more weapons. A single weapon locker contains 2 1H or Unbalanced weapons, or a single 2H weapon. It can also store up to 3 Reloads.

A large weapon locker can carry more or heavier weaponry but takes up 1 passenger space. A large weapon locker can contain up to 4 1H weapons, up to 3 Unbalanced weapons, up to 2 2H weapons, or a single Unwieldy weapon. It can also store up to 6 Reloads.

MOTIVE

This category covers the vehicle's engine, power plant, traction, and propulsion systems, or whatever combination of devices make the vehicle move.

HAULAGE

The engine and powertrain of the vehicle are designed to produce power and torque, but its weight and handling prevent it from moving especially quickly. It is, however, ideal for shifting heavy cargo and exerting brute force. The vehicle's Brawn increases by 2 but Speed and Handling decrease by 1. (Minimum Speed of 1.)

HIGH-PERFORMANCE

The vehicle's engine has been tuned and adjusted for top performance. The vehicle gains the High-Performance type.



TERRAIN ADAPTATION
The vehicle has been adapted to move most effectively through rough terrain, though this comes at the cost of some of its straight-line maximum speed. The vehicle gains the Rough Terrain type but reduces its Speed by 1. If its Speed is already 1, it gains the Cumbersome type instead.

TRACKED
A Wheeled type vehicle can replace its wheels with tracks. The vehicle loses the Wheeled type and gains the Tracked type.



TURBO-CHARGED
The vehicle's engine or power-plant has been overhauled or replaced with something more powerful. The vehicle's Speed increases by 1. This may be selected multiple times.

WHEELED
Tracked type vehicles can have their tracks replaced with wheels. The vehicle loses the Tracked type and gains Wheeled.

WEAPONS

This category covers any armaments fitted directly to the vehicle. This covers both weapons which are controlled from within the vehicle, as well as those which are simply affixed to the vehicle. Weapons mounted on a vehicle are always considered to be braced. Use the following chart to determine the size of weapon that can be mounted according to a vehicle's Scale.

VEHICLE WEAPONS & SCALE

VEHICLE SCALE	WEAPON SIZE
0	2H or less
1	Unwieldy or less
2+	Massive or less

When a weapon is mounted onto a vehicle, the owner must choose how that weapon is operated.

- If the weapon is controlled from within the vehicle, it can be operated by remote trigger by any character within the vehicle. A Disable Function, p. 152, can target the weapon. A jury-rigged trigger is required If removed from the vehicle, as they have no manual triggers.
- Weapons simply affixed on the vehicle must be operated manually, requiring that the character physically place themselves at the weapon's location and operate it normally. If the weapon is removed from its mounting (Standard Action, **Average (D1) Engineering** or **Daunting (D3) Athletics test**, though the latter breaks the mounting), it may be used as a normal weapon of that type, though it is no longer considered braced once removed.

Weapons controlled from within the vehicle have a built-in ammunition supply, containing up to the vehicle's Scale +1 in Reloads. If the weapon can accept multiple types of ammunition, the Reloads may be divided between those types as the seen fit, but Reloads cannot be added to or removed from this supply easily. While this can be done freely out of combat, it takes a Standard Action and an Average (D1) Engineering test to access the ammunition supply and add or remove Reloads during an action scene. Additional ammunition can be added using another weapon hardpoint, which stores another 3+ Scale Reloads that may be divided between the vehicle's weapons.



OPTIONAL RULE: EXPERIENCE & UPGRADES

Drivers often learn the fine nuances of their vehicle, learning how far they can push the limits or discovering an additional tweak that will provide more performance. They might also find items of Merch that can be retrofitted to serve another purpose. At the GM's discretion, a PC can expend an amount of experience equal to 100 times the Merch value of an upgrade an immediately apply it to their vehicle. This replaces needing to pay the $ or Merch cost for a vehicle. If this option is used, the player must check with the player on which upgrades can be obtained. High Performance is feasible, changing to Tracked probably not.

BUGGY

EXPOSED (2 CS), GROUND, RUGGED, WHEELED

Along with capturing their relic, Absolution, Alsa also seized one of the Justice's motorcycles.

ATTRIBUTES

SCALE	SPEED	BRAWN	HANDLING
1	2	10	1

DETAILS

Max. Passengers	Impact
3	5 (Knockdown)

HARDPOINTS

Chassis 2, External 1, Motive 2, Weapons 1

DEFENCES

Structure	6	EP	0
Armour	2	Max. Fuel	3

CAR

EXPOSED (2 CS), GROUND, WHEELED

A standard car in Old World terms, though modified in the decades since the Day of the Apocalypse to the owner's taste.

ATTRIBUTES

SCALE	SPEED	BRAWN	HANDLING
1	2	10	1

DETAILS

Max. Passengers	Impact
5	6 (Knockdown)

HARDPOINTS

Chassis 2, External 1, Internal 1, Motive 2, Weapons 2

DEFENCES

Structure	12	EP	1
Armour	3	Max. Fuel	10





CROOZER

EXPOSED, (3 CS), GROUND, WHEELED

The larger cousin to the standard car, Croozers are often cumbersome but sturdier and able to contain more mods.

ATTRIBUTES

SCALE	SPEED	BRAWN	HANDLING
1	2	12	0

DETAILS

Max. Passengers	Impact
5	7 (Knockdown)

HARDPOINTS

Chassis 2, External 2, Internal 1, Motive 2, Weapons 2

DEFENCES

Structure	14	EP	1
Armour	3	Max. Fuel	12

GYROCOPTER

AIRCRAFT, EXPOSED (1 CS), SINGLE-SEAT

With so few able to master the skills required to pilot these fragile machines, gyrocopters are a rare sight in the skies above a Run. They are a deadly menace when one does appear.

ATTRIBUTES

SCALE	SPEED	BRAWN	HANDLING
0	3	6	2

DETAILS

Max. Passengers	Impact
—	4 (Knockdown)

HARDPOINTS

Chassis 1, External 1, Internal 1, Motive 1, Weapons 1

DEFENCES

Structure	6	EP	0
Armour	2	Max. Fuel	3





MOTORCYCLE

EXPOSED, GROUND, SINGLE-SEAT, WHEELED

A popular means of transport on the Devils' Run, motorcycles are rugged and nippy machines. Each faction tends to have its own variant that is considered the norm amongst their own.

ATTRIBUTES

SCALE	SPEED	BRAWN	HANDLING
0	3	6	2

DETAILS

Max. Passengers	Impact
—	4 (Knockdown)

HARDPOINTS

Chassis 1, External 1, Motive 2, Weapons 1

DEFENCES

Structure	6	EP	0
Armour	2	Max. Fuel	3

TRIKE

CUMBERSOME, EXPOSED, GROUND, WHEELED

A three-wheeled version of the motorcycle, trikes can prove hard to master but often allow for the addition of extra weaponry.

ATTRIBUTES

SCALE	SPEED	BRAWN	HANDLING
0	3	8	1

DETAILS

Max. Passengers	Impact
2	5 (Knockdown)

HARDPOINTS

Chassis 1, External 1, Motive 2, Weapons 2

DEFENCES

Structure	8	EP	0
Armour	2	Max. Fuel	4





TRUCK

EXPOSED (2 CS), GROUND, RUGGED, WHEELED

A tough, rugged vehicle designed for trekking cargo over land. Whatever these chiselled haulers lack in grace, they make up for with their solid construction and expansive capacity.

ATTRIBUTES

SCALE	SPEED	BRAWN	HANDLING
2	2	14	0

DETAILS

Max. Passengers	Impact
6	8 (Knockdown)

HARDPOINTS

Chassis 3, External 1, Internal 3, Motive 1, Weapons 2

DEFENCES

Structure	20	EP	1
Armour	3	Max. Fuel	15

VAN

EXPOSED (2 CS), GROUND, RUGGED, WHEELED

Along with capturing their relic, Absolution, Alsa also seized one of the Justice's motorcycles.

ATTRIBUTES

SCALE	SPEED	BRAWN	HANDLING
2	2	14	0

DETAILS

Max. Passengers	Impact
6	8 (Knockdown)

HARDPOINTS

Chassis 2, External 1, Internal 2, Motive 2, Weapons 2

DEFENCES

Structure	18	EP	1
Armour	3	Max. Fuel	12





THE CHOP SHOP

UPGRADE	CATEGORY	RARITY	MAINTENANCE	COST	MERCH
Ballast	Chassis	1	–	$500	3
Convertible	Chassis	3	$25	$1000	4
Enclosed	Chassis	2	–	$2500	6
Environmental Conditioning	Chassis	3	$25	$1250	4
Environmental Protection 1	Chassis	2	$25	$1000	4
Environmental Protection 2	Chassis	3	$50	$1500	5
Environmental Protection 3	Chassis	4	$50	$2000	6
Heavy Construction	Chassis	3	–	[1]	–
Life Support	Chassis	4	$50	$2000	6
Passenger Protection	Chassis	2	$25	$1000	4
Rebalanced Mass	Chassis	3	–	$750	3
Reduced Weight	Chassis	3	–	$1250	4
Vehicle Armour 1	Chassis	2	–	$750	3
Vehicle Armour 2	Chassis	2	–	$1250	4
Vehicle Armour 3	Chassis	3	–	$2000	6
Additional Weapon Mount	External	2	–	$1000	4
Battering Rams 1	External	2	–	$750	3
Battering Rams 2	External	3	–	$2000	6
Blades of Justice	External	3	$10	$250	2
Blinders	External	4	–	$250	2
Gang Colours 1	External	2	–	$500	2
Gang Colours 2	External	3	–	$1250	4
Oil Slick	External	3	$25	$500	3
Running Boards	External	2	–	$250	2
Smoke Screen	External	3	$25	$500	3
Vehicle Dock, Exposed	External	2	–	$1250	4
Vehicle Dock, Enclosed	External	2	–	$2000	6

[1] This item's cost is based on another factor, which is listed with its description.

THE CHOP SHOP

UPGRADE	CATEGORY	RARITY	MAINTENANCE	COST	MERCH
Engineering Workstation	Internal	3	$25	$500	3
Medical Workstation	Internal	4	$50	$1000	4
Kit Locker	Internal	1	–	£250	2
Impact Protection	Internal	2	–	$750	3
Nitro System	Internal	1	$50	$250	2
Radio Suite	Internal	3	–	$1000	4
Weapon Locker	Internal	1	–	$50	1
Weapon Locker, Large	Internal	2	–	$250	2
Haulage	Motive	3	–	$1250	4
High-Performance	Motive	3	$25	$1000	4
Terrain Adaptation	Motive	3	–	$750	3
Tracked	Motive	4	$50	$1500	5
Turbo-Charged	Motive	3	–	$750	3
Wheeled	Motive	1	–	$500	2
Additional Ammo	Weapon	2	$25	$250	2
Weapon Mount (Manual)	Weapon	2	–	$250	2
Weapon Mount (Remote)	Weapon	3	–	$500	3

THE GARAGE

VEHICLE	SCALE	RARITY	MAINTENANCE	COST	MERCH
Buggy	1	2	$100	$7000	10[1]
Car	1	2	$100	$9000	12[1]
Croozer	1	3	$125	$10000	14[1]
Gyrocopter	0	4	$500	$7250	15
Motorcycle	0	1	$50	$6500	9[1]
Trike	0	3	$100	$9000	12
Truck	2	3	$125	$12000	16
Van	2	3	$125	$11000	15

[1] This vehicle's Merch cost is halved when purchased during character creation. (See Step4: Equipment, p. 79.)

SAVAGE VEHICULAR MODS

Refer to **SWADE** for vehicle frames, although the excellent Vehicle Guide provides expanded scope. The **Savage Worlds Science Fiction Companion** contains the rules for customising vehicles when using the *Devil's Run* setting with the **SWADE** system. There are some additions presented below.

Note: The players should all receive a vehicle via their chosen initiate package. If a PC hasn't obtained one at the start of play for any reason, the GM should aim to provide that character with a vehicle either before or during the first session.

COST

Use the fixed costs for vehicles and mods listed here in place of those listed in **SWADE** and the **Science Fiction Companion**.

ENVIRONMENTAL PROTECTION (EP)

Environmental Protection is a measure of the protection a vehicle offers against environmental effects and hazards. EP is measured in a scale of 0 to 3, with exposed vehicles such as motorcycles providing 0 and enclosed tanks providing 3.

MODS

Most of the mods presented here and in the **Science Fiction Companion** are direct equivalents to each other. A nitro system in this book, for instance, equates to a booster in the **Science Fiction Companion**. Use the table below to gauge equivalent mods and the descriptions that follow for anything else.

MOD EQUIVALENTS TABLE

COREBOOK NAME	COMPANION NAME
Heavy Construction	Reinforced Chassis
Rebalanced Mass	Handling
Terrain Adaptation	Four Wheel Drive
Turbo-Charged	Speed
Vehicle Armour 1	Armour +2
Vehicle Armour 3	Armour +4 (Heavy Armour)

BALLAST (1) **MODS:** 2
A watercraft can now also submerge.

BATTERING RAMS (!) **MODS:** 1 or 2
The rating provides an equivalent number of raises during a Ram.

BLADES OF JUSTICE **MODS:** 1
Sideswipe manoeuvres gain AP 1. Attacks against targets on foot inflict +1d6 damage.

BLINDERS **MODS:** 1
Notice tests to spot the vehicle at night with these turned on are at +2. The driver of a vehicle in front of one fitted with blinders must make a Smarts roll at the start of each round. If they fail, all of their tests are made at −1 for the round.

CONVERTIBLE (1) **MODS:** 2
The driver of the vehicle can use an action to add or remove the Exposed Crew mod to the vehicle.

ENVIRONMENTAL CONDITIONING (1) **MODS:** 1
Protects from extremes of temperature and increases the vehicle's EP by 1.

ENVIRONMENTAL PROTECTION (1) **MODS:** 1 or 2
Increases the vehicle's EP by the listed amount.

HAULAGE (1) **MODS:** 2
Increase the vehicle's Toughness by one-fifth. Decrease it's Top Speed by one-fifth and Handling by 1. (Rounding up.)

LIFE SUPPORT (1) **MODS:** Half Size
The vehicle's interior provides complete protection against chemical and biological hazards.

OIL SLICK **MODS:** 1
Deploying the slick is a free action. The driver of a vehicle immediately behind the one deploying the slick must make a Driving roll to avoid it during their movement. If they fail, all other Driving rolls are at −1 for the round.

RUNNING BOARDS **MODS:** 1
Size 3 or larger vehicles can be fitted with Running Boards. Passengers on them don't count towards the Crew limit unless they enter the vehicle (which is a free action). Athletics rolls to jump from a vehicle fitted with these to another are at +1.

SMOKE SCREEN **MODS:** 1
Deploying the smoke screen is a free action. The vehicle gains Heavy Cover against other vehicles between it and the smoke screen. The driver of a vehicle immediately behind the one deploying the smoke screen must make a Driving roll to avoid it during their movement. Any vehicle driving through the smoke screen immediately loses 1 from its armour.

SAVAGE VEHICULAR MAYHEM

Unless using miniatures—and perhaps the Indirect Conversion rules in the Appendix—it is highly recommended that GMs use the chase rules presented in **SWADE**. Not only are they Fast. Furious. Fun. But they also fully cater for vehicular combat.

NEW MANOEUVRE:

- **SIDESWIPE (ACTION):** An alternative to Ram, an attacker can choose to Sideswipe a defender if they're on the same Chase Card. This requires an opposed Driving roll. If successful, calculate the damage exactly as for a Ram, but do not add bonus damage for Speed. Additionally, the attacker can Bump the defender if they win, with two raises counting as a Critical Failure on a manoeuvring roll for the defender.


RULES
OF THE ROAD

CHAPTER 9

The stage is set. The PCs are heading out onto the road, hoping to return from their first ever Run as proven warriors. The scenes that follow will almost definitely include danger, adrenaline, mayhem and hard-earned reward. In every game of the Devil's Run RPG—whether a one-shot, multi-part adventure, or entire campaign—one player must take on the role of the GM, responsible for bringing the ruins of civilisation to life for the players, portraying NPCs, describing locations and events, and interpreting the rules by which the players interact with the setting. This chapter provides a detailed explanation of what it means to be the GM, with advice and an assortment of tools to help take on the role.

GMs should keep in mind that they ultimately decide what can or cannot happen in the course of the game, allowing the players the ability to move through the world, sometimes in surprising and unexpected ways. And while the players traverse the world of the GM's design, the players' actions should remain their own and their choices during play being theirs to make, with the GM staying outside of those choices to serve as the inexorable instrument of fate.

PART OF THE RUN

This book and the rest of the **Devil's Run RPG** line assumes that the players and GM want to have adrenaline fuelled death races across the weed-choked highways of the West Coast of North America. The players should want to be larger-than-life road warriors with a penchant for searching the ruins of the Old World, vying with other factions for resources, and perhaps providing a small island of sanity amongst the chaos around them. The game rules, character creation system, and setting and source material have all been crafted towards the goal of helping the GM evoke this post-apocalyptic world in both tone and in detail, with the aim of bringing it to the gaming table for the enjoyment of all.

THREE STEPS TO GAMEMASTERY

The role of the GM is equal parts narrator, supporting cast member, and referee. They are still a player in most regards and should always be having as much fun as everyone else, but this role also includes a number of significant responsibilities. The Devil's Run is a collaborative game, and the GM is the one responsible for framing scenes, adjudicating the rules, and trying to ensure that each PC gets a chance to shine.

These responsibilities take numerous forms, and the GM is consequently both the most attentive and most passive player at the table. Most attentive, remaining aware of everything going on and responding to everything that the players do, but conversely, the most passive because it is the players' decisions that most often drive the outcome of each encounter and story juncture.

Given the importance of the GM's role, it is good practice to prepare for the game accordingly. In many ways, the GM is seeking to make the post-apocalyptic world feel "real" and consistent with the expectations of the players and the moods and themes of this high-octane genre. Given these responsibilities, there are a few important points for a GM to keep in mind:

- **KNOW THE RULES:** The GM should endeavour to be as familiar as possible with the rules for any situations that might come up in play, or know them well enough to make decisions when the rules don't cover a particular situation. To speed up instances where a specific rule must be consulted, it helps to be familiar with this rulebook itself. Nothing breaks momentum more quickly than searching through a book for a specific rule. Similarly, the GM should be familiar enough with the rules that players are not encouraged to second-guess the GM's calls, or argue about an interpretation. The GM is the final arbiter of all rules-related issues, and thus should have the knowledge to back this assumption.
- **KNOW THE PLOT:** The PCs are often confronted with the machinations of rival factions, brutal warlords, and sycophants from within their own ranks. In order to give the players something for their characters to confront, it is essential that the GM seeds these plots and schemes. The GM must develop broad settings and specific locales, characters to serve as allies, rivals, enemies, and bystanders, along with dangerous agendas and perilous plots for the PCs to encounter and thwart. The Devil's Run RPG is a group effort, with the players having the tools at their disposal, creatively and mechanically, to influence both the scene and overall story. The GM must therefore have a strong sense of the intended plot of the session (and campaign) that can adapt and change based on the actions of the PCs.
- **BE PREPARED:** In many groups, the GM is responsible for making the game run smoothly. This may include providing pencils and paper, dice, tokens, or other useful gaming aids—though some players may want to provide their own. Some GMs may prefer to hold onto characters sheets between sessions, ensuring that they are all in one place. Keeping track of the little details such as these helps keep the game moving from one session to the next.

GAMEMASTER RESPONSIBILITIES

All of the above advice is good for players and GMs alike, but being the gamemaster requires a different approach than being a player, best summed up by the list of these responsibilities:

PRESENTING PROBLEMS

Drama comes from conflict, and conflict comes from overcoming problems, whether internal or external. In the Devil's Run RPG, most of these "problems" are external, situations

enforced by the outside world. Road warriors are often people of action rather than introspection. This doesn't limit what a player may do with their character, or the GM with an NPC, but it's important to remember the tendencies of the genre and how the struggles of the post-apocalypse are portrayed.

For the most part, though, these sorts of conflicts are best evoked as background elements, or suggested by the players themselves, leaving the GM responsible for the portrayal of the world, its perils, and any direct challenges for the PCs to encounter and hopefully overcome. Problems can manifest in a wide range of way—some can be as overt as a battle, or as subtle as a conspiracy—and can range in size from the incidental to the monumental—an alert guard dog can complicate an apparently simple burglary, while a nefarious cell of a so-called cult of necromancers can encompass dozens of challenges, a persistent source of danger and trouble for years or even decades. How the players react to these external obstacles fleshes out their characters; it's through action, not introspection, that characters are able to find and establish themselves.

The Fallout pool (p. 240) and the rules for Complications (p. 242) are amongst the GM's foremost tools in presenting problems. These systems allow a GM to bring immediate challenges and difficulties into play, turning apparently straightforward scenes into something more dynamic and complex. Something as simple as a character barrelling into an unexpected ramp on the highway will quickly alter an encounter, and even they aim to bounce through unharmed, the arrival of a new enemy vehicle or a fundamental shift in the situation can add drama to any scenario.

LET THE PLAYERS BE EXTRAORDINARY

The character creation system emphasizes highly competent, skilled individuals with a range of capabilities and few weaknesses. The players should have ample opportunities for their characters to shine. It's important to remember that, while the GM may be responsible for setting up the threats, challenges, and monsters the PCs will face, the GM is not the players' adversary. Their role is essentially that of one player amongst many with a slightly different role to play. The GM cannot "win" the game by beating the players. The goal is to tell a great, thrilling, collaborative story, not to force players into any certain mould or mode.

Every problem presented to the players should be an opportunity for their characters to demonstrate some aspect of themselves—their strengths, their flaws, their preferences. A bar brawl is a chance for the bravo to crack some skulls. An uncooperative guard or hustler is a great opportunity for wealthy or persuasive characters to show off their guile and charm. It is important for the GM to listen to the players and understand the outcome they seek when their characters react to a problem. The deck is stacked against the players, so the GM must be especially attentive to determine if the players don't understand something, if they are missing valuable clues, or if they are feeling frustrated.

Good GMing is the art of accommodating player expectations and desires, and shaping the experience of play to create a path that feels challenging yet rewarding. If the players are trying to capture an NPC to understand the plot, ruling that all the NPCs were killed or escaped rather than wounded or knocked out is only going to frustrate the players. Problems should not stop the characters, only cause them to see another course of action, perhaps one fraught with additional danger! Obstacles should give the PCs something to do at that moment that could lead to something else, most likely another obstacle. Interesting complications in a character's life are conducive to an ongoing game and give the players additional ways to interact with the world.

FRAMING SCENES

Framing a scene—laying out the basic context of what is happening, who is involved, and where and when it is happening—encompasses the GM's role as cinematographer and screenwriter. The elements of the scene that are described and emphasized are the things that the players will consider important. Doing this well gives those players a good starting point for describing their own actions, whatever those actions may be. While the GM is responsible for initially framing the scene, the resultant narratives can be guided by the players, who then decide how to interact, where to go and what to do. Framing a scene quickly with a sentence or three is normally enough. Descriptions should be evocative and quick, with

MAINTAINING THE PACE

Crumbling freeways, enemy vehicles bristling with weaponry, and Revenants drawn from nightmare provide plenty of fuel to challenge the players. Along with Fallout, in-game threats can serve to speed the PCs along, emphasizing the danger of hesitating or becoming paralyzed with indecision. Road warriors don't dither. If a group of players gets stuck and can't move forward, the GM should throw something at them that requires an immediate reaction, whether in the form of a group of enemies or a dramatic change of circumstance.

Chapter Ten: Allies & Adversaries has a wide range of ready-to-use opponents. When introducing a new threat in this fashion, the GM might wish to look and determine what would be most suitable, coming up with a reasonable explanation for why the foe has appeared, or what has brought about the change to circumstances. The PCs don't need to know immediately why something is happening, but it should make sense in retrospect.

enough details suggested to allow the players to fill in the blanks. Ideally, the GM should address more than one sense, providing something other than sight to focus on. Sounds, smell, temperatures, and environmental effects are all helpful at evoking a mood and a sense of place.

The easiest part of framing a scene is determining time and place. These don't have to be exact—general or relative terms are good here—but it is necessary to have some vague idea of the where and when of a scene taking place. Being able to define the time of a scene is useful for "skipping to the good bits". The parts of an adventure that contain nothing interesting can be waved past—there is no point in describing a quiet night of restful sleep, for instance. Instead, scenes should focus on the moment when the night grows preternaturally quiet, awakening the PCs to the dangers of the wastelands on the darkest of nights.

Basic narrative structure asks what elements are important to a scene. The answers are who, what, why, when, and where. Answering each of these isn't an exact requirement, but the GM should give the players a sense of them. What time of day is it? What time of year? Who is present in this scene and why are they there? Every significant character needs a motivation at each step, and the GM is the one who motivates the NPCs and provides hooks to spark motive in the PCs.

Finally, the GM should determine what is happening in the scene. This may have nothing to do with what the PCs are doing, or it may be directly linked, as the situation demands.



Having the PCs arrive at Old Ma's Taco Hell while a heated argument is in progress is very different from them arriving to find a gang they have a friendly rivalry with celebrating a successful heist. The post-apocalyptic world is a quieter place than it used to be, so there doesn't always need to be something happening. A bandit can appear from nowhere and tear past at breakneck speed, however, meaning that although the immediate surrounds may be quiet, there is always the potential for something to happen at a moment's notice.

SCENE FRAMING TRICKS

There are a few tried-and-true methods the GM can use to vary a scene's framing, producing different effects and feelings. Using them separately, or in conjunction with one another, can provide a wider range of ways to present new scenes.

Asking the player to answer the question of "Why Are You Here?" is a direct and powerful means of getting the player's attention, embedding them into the scene. Sometimes a scene begins without a clear idea of why a particular character is there, or how the character fits into the scene. The players are thrust into the action and explain their presence as they settle in.

While this is an evocative tactic to open a Run with, it becomes too much work to use with later scenes. PCs will have made decisions by this point in the adventure, so the GM should not, for example, announce that the characters are captured and are now chained to a rival's bumper. Similarly, when PCs leave one scene, it is usually with the understanding that they will arrive in the next without significant hardship or difficulty. If there's a change of plans or a sudden reversal of fortune, it should be depicted during play, not between scenes.

Instead, the simple technique of asking the player why the character is there (wherever "there" happens to be), helps both inform the situation and provides ideas and context that the GM may never have thought of. It also allows the player to stay in control over their own motivation, rather than having it dictated. Acting as GM also means being ready to use a player's idea to take the story in directions other than those planned. Just as the starting scene is a thesis and the player's response to it provides the antithesis, the resulting collaboration is a synthesis in the best sense.

Furthermore, the GM does not need to frame each and every scene with the PCs walking in the front door, driving into town, or being alerted to something unusual, all of which can get boring fast. A lot of the time, what the PCs want to achieve is already known when the scene is established, so it's sometimes useful to skip past the "empty space" of the scene. Instead of describing the PCs arriving, the GM can describe them already there (they arrived a while ago, and are in the middle of their business) or leaving (they have done what they wanted to do, and are on their way out).

SKILL TESTS

The following are a few guidelines to assist the GM when using skill tests to push the edge and make the rules count. After all, nothing is going to happen to the players if they fail a test, but their character's life could end or change forever. The GM can certainly overrule any die roll, or add some narrative elements to soften every blow, but the heart of the game beats with uncertainty, and to take that away from the game is to weaken it.

CALLING FOR TESTS

Almost everything a PC can do in game can be resolved by a skill test. This is the single most prevalent mechanic in the entire game, and every other mechanic in Devil's Run hinges on a skill test of some sort. However, not every action needs a skill test to determine the outcome. In some cases, the test slows things down, gets in the way of useful progress, or simply generates a chance of failure at a task that should have succeeded.

Ideally, the GM should only call for a skill test under the following circumstances:

- When the results are interesting regardless of success or failure.
- When the risk of failure is meaningful.

There is little point in calling for skill tests to resolve mundane tasks, just as there is little point in thoroughly describing them. The GM should not ask the players to roll to see if their characters sleep well, or are able to find their way across a town they know well. When something is on the line, when the outcome could plunge a PC to their death or cause them to ascend to their greatest zenith—or when the same is on the line for a non-player character—that's when to make a skill test.

JUST SAY "YES"

It's easy to get in to the habit of asking for a skill test. It seems like a good idea a lot of the time, and it recognizes the effort that players put in to their characters by using the skills that they've picked. Spending points on skills and picking specific talents is a form of investment, deciding what a PC should succeed at, and how they don't spend their points also indicates what they're not interested in. With that in mind, the GM should have an idea of what the players themselves find interesting and what they find boring, and as such, their characters will find interesting and boring.

As a result, in a lot of situations, it is actually more useful for the GM to simply say "Yes" to a player's request or idea, and move on if it needs no further discussion. The GM should assume that the PCs are confident, competent individuals, and should allow them, without the need for a skill test, to know and do things that would be trivial for them. The GM should only ask for tests if the task is actually difficult, or if the character is currently under pressure or struggling with some other negative influence. Of course, if the player really wants to attempt a test when none is required, the GM has the option of declaring that it a Simple (D0) test and just allowing the PC to see how much Momentum (and how many Complications, if any) the character generates.

Bear in mind, too, that a test to obtain information—Engineering, Lore, Traffic, or Wild Tech, for example—is also something to say "Yes" to more often than not. The character's knowledge is not the player's knowledge, and it benefits the game overall to assume that the PCs know things about the world that the players do not. Unless they are delving into obscure Old World tech or seeking other rare and precious information, there is little point in making a PC roll to find the local chop shop, or to identify languages by hearing them.

To be clear, however, engaging in combat is almost always an example of being under pressure, so any task attempted in combat should almost always require a skill test. The threat of grievous bodily harm or death has a way of making everything in the moment seem extremely important, and the cost for failure is significant enough that it should not be determined by fiat.

NPC RESPONSE AND INTERACTION

Once everything else is in place, the GM needs to make choices for the NPCs present in the scene. This varies considerably based on the NPCs present and what they are doing or what their goals are. The GM should know the NPCs and always keep in mind what it is that they want. Even a simple motive—wealth or survival—can be enough of a goal to guide their decisions. Complex motives are wonderful for more developed NPCs, so long as they have a chance to communicate that complexity.

Adding depth to each and every NPC, though, can be confusing for the players, who might naturally think that each and every NPC they encounter has some important role to play. The less important a role an NPC has to the plot, the less important it is that they have an interesting motivation. The GM should always remember that to the players, every piece of information is there for a reason, so it's best to avoid providing too much.

USE THE RULES

Knowing when to bring the rules in for resolution is the art of an experienced and practiced GM. A lot of the time, this will be obvious—once guns are drawn, the combat rules are necessary—but there are occasions when the narrative alone can suffice. The game rules exist as a guide and a framework to provide the GM and the group the means to resolve risky or difficult actions—but they are not the always the answer to everything.

Sometimes, a strange situation may occur that does not quite fit to any of the rules as written. Perhaps a PC will obviously

succeed at a given task and the GM might decide there's no need for a test even though the rules state otherwise. Or there may be situations where the PC tries something that just isn't covered at all in the rules. Whatever the situation, it is far more preferable to improvise something on the spot and keep the game moving than to bring everything to a halt while the GM searches the rulebook for an answer. Conan moves quickly, and encourages rapid resolutions of encounters and conflict. The game's pace (and everyone's enjoyment) should never take a back seat to the rules.

PLAYING FAIR

The GM has the upper hand in many ways, from knowledge that the players do not possess, to control over the Fallout pool. However, the GM should not be the one who tricks the players—any deceit should come from NPCs or situations encountered in the game, via natural outgrowths of existing situations, with clear motives. The object of the game is to have fun, not to deceive the players by withholding information unfairly, or to mislead the players into making mistakes that can be exploited. When the PCs find themselves driving into the proverbial wall, there should be some way out of the predicament, whether spending Salvage, using Fallout, or through creative use of skills and talents. The GM should strive to play fair with the group, so that everyone has more fun.

FAILING FORWARD

Players may think that their characters are expected to succeed, but even failure can move a story forward. Conflict and drama are about change, about responding to situations that cannot be overcome immediately. If there is no chance of failure, there is no tension, and if there is no failure at all, there is no feeling of drama. The rules emphasize that failing a test does not always have to mean complete and utter failure at the task. A failure might be a temporary setback, indicating that the character doesn't succeed immediately. In this case, the only thing stopping them from trying again is time. But rolling again and again for the same thing can be monotonous and de-emphasizes the drama of conflict.

"Failing forward" is the concept that a PC's failures and struggles can still produce progress. This may not be the kind of progress that the players or their characters want, but it is still a form of progress nonetheless. Essentially, failing forward means that the character fails at a goal or a task, but another less direct opportunity opens or becomes apparent, requiring additional work, more peril, less desirable results, a diminished chance at success, or some combination of these outcomes.

It may be that a failed test reveals something problematic about the task, forcing the characters to approach it in a different way. For example, a failed Thievery test to unlock a door could reveal that it is barred, rather than locked. This kind of revelation need not be determined in advance—the GM



is often integrating these outcomes into the environment or situation at that moment the dice are rolled and the outcome is known—but a failure forward should never be something insurmountable. The problem that appears should always be something that can be overcome or circumvented somehow, even if the original approach was unsuccessful. Similarly, the GM should remember when designing a Run or creating an encounter that there should be some form of resolution or outcome no matter how the dice come out.

Any situation that can only be resolved successfully through a single, specific dice roll is a poorly-designed situation and should be avoided.

If the only way forward is finding a particular clue, or a successful social interaction with a specific NPC, then a few alternative options should be listed for the PCs to explore. Sometimes, what is apparent to the GM is not so obvious to players. Other times, no matter how easy a chance of success, the dice will determine otherwise. The GM can't compel the players to spend Salvage, so success even through that means is not guaranteed. If forward progress is blocked, the stalemate should serve only encourage the PCs to pursue other options.

Alternatively, failing forward might be that the character's activities were left incomplete by some distraction or disturbance, such as a failed Observation test to find a hidden route into a refinery interrupted by a patrol of guards. These kinds of disturbances and distractions should be relatively easy to include for some tests—they are the same kinds of distractions and pressures that make a routine task into a test in the first place. It is, however, a good idea for the GM to foreshadow a couple of potential distractions when this technique might be used.

Failure might even present some piece of evidence or information that is helpful in overcoming the problem: a failed Engineering or Wild Tech test may not yield the desired information, but reminds the character of an old friend, colleague, or mentor that might know more. A failed Persuade test could reveal what the particular NPC wants or fears. This method is useful because it gives the GM an alternative route forward when the results of the skill test would otherwise grind the game to a halt.

Another option is allowing the test to succeed, but at a cost. A failure does not mean the character failed the task, but rather that they failed to stop some other Complications from cropping up. If desired, the gamemaster can offer this option to players after a test is failed—the cost of failure should typically be equivalent to a Complication, resulting in either a Complication or adding 2 points to the Fallout pool. Any success gained at a cost is by definition a success without Momentum—to gain any Momentum, a roll needs to be successful.

MOMENTUM

Momentum keeps things in motion. Whenever a character succeeds on a test, there is a good chance that they will generate one or more points of Momentum. This is a valuable resource for the group as a whole, and helps ensure that one player's success is a boon for everyone else. Success engenders more success, and the group Momentum pool helps bind both players and player characters together.

Momentum means a character may succeed faster or better on a test. It means that the nimble climber or stealthy assassin guides a less-adept group through disaster, by generating enough Momentum to boost their skill tests. A full Momentum pool for a group means that things are going well, and allows them to augment their successes and mitigate their failures. Momentum is good.

A lot of the options and actions listed elsewhere in the rulebook provide a range of uses for Momentum on a test, but these are far from the only choices available. At any point, any player (or even the GM) can suggest a potential Momentum spend for a test. The GM should decide whether a particular Momentum spend is applicable or not, and declare it as such before the player rolls. A player may ask to spend Momentum on a particular outcome after rolling, and where the rules allow, this should be permitted.

The GM should encourage unique and creative Momentum spends by the characters. Sometimes, the options already presented in these rules will be sufficient, but a particular circumstance may offer new options outside any anticipated scope. It is worth remembering that a Momentum spend does not have to be directly linked to the test that generated that Momentum—it may instead allow the character to gain a secondary effect or benefit, having succeeded so significantly on something else that the character can now do something else on top of what the original skill test achieved.

However, Momentum should seldom be necessary to achieve the task in the first place. If a character cannot succeed without spending Momentum, the test is probably not a case of needing a Momentum spend, but rather too much of an increase in difficulty, and should be adjusted accordingly.



FALLOUT

Fallout is undoubtedly the GMs largest direct influence on game play. It can be considered the GMs yin to the players' yang, the cause and effect mechanism of the players' actions, the karma that returns to bite their posterior. Throughout the course of a game, the Fallout pool will naturally shrink and grow as the PCs add to it from their actions and the GM brings it back into play against them. The use of Fallout can be a fine art to master. A large pool adds tension to the game for the players as they begin to wonder what terrors the GM is keeping in store for them, although holding on to Fallout too long risks seeing the session end and the entire pool wasted.

THE METAGAME

Using a rough depiction, metagaming is a player making a decision for their character based on their own knowledge, rather than that of their character. A player going out of their way to purchase a Multispectral Visor because they're aware the GM bought some new Shasvastii models specifically for the game, for instance, would be a clear-cut example of metagaming.

The act of metagaming can sometimes be a tough deed to call. Fast-flowing scenes can sometimes lead to players making calls for their characters that might be reflective of their own personalities, as opposed to the PCs. To keep the action flowing, it is recommended that GMs give their players some leeway in such cases. A low-key discussion at the end of the session around any such decisions will hopefully help them to reflect before any future occurrences.

With a little thought, even blatant metagaming can sometimes be viewed from the PC's perspective, rather than the player's. To bring the experience back to the game, the character, and the setting, GMs should take a little time to talk such occurrences through with the player. If it can be agreed that the intended action or conclusion is something that the PC would eventually reach for of their own accord, then play has been successfully reconnected to the game. Otherwise, the player should be gently reminded that their character is acting on knowledge that they do not possess within the game.

A player who has a hot-headed, low intelligence melee master for a character, for instance, should generally be seeking to charge first and ask questions later. If they suddenly start reaching for a very specific item to bargain with an opponent they have never met because the player knows it will increase their chances of successfully striking a deal, then it will likely be a good time to pause the game and discuss the PC's response. If the PC's intended actions can be explained through game knowledge, then let the character crack on with it, but if the player can only justify the response through their own knowledge or mechanics, they likely need to be considering an alternative course of action for their character.

FALLOUT MANIPULATION

It's worth mentioning here that Fallout can act as a metagame focus, with players manipulating the pool using their own personal tactics from outside of the game. If this occurs regularly, it should be discussed outside of the session so it can be avoided in the future. The Fallout pool is a game mechanic that the PCs are obviously completely unaware of. Players having their characters avoiding taking risks or pushing their luck to prevent the Fallout pool from growing are acting outside of the spirit of the game and ultimately stifling their own enjoyment as the sessions devolve into bland affairs that lack excitement.

Conversely, GMs should avoid pooling Fallout towards critical encounters to decimate the PCs with powerful combinations. The Devil's Run RPG isn't designed with the intention to pit the GM against the players, but rather to help a group of people tell tales adrenaline-fuelled mayhem in the post-apocalyptic world. Fallout should be viewed as a medium to build excitement and danger into the game, not as a platform to conduct overwhelming assaults against the PCs. If a GM reaches a critical encounter with little or no Fallout to hand because the pool has been used to provide excitement and danger along the way, they should still take heart, as even the most prepared of villains can sometimes be caught flat-footed.

The GM collects Fallout. The players observe the action and understand that continuing to push their luck will eventually result in severe reprisal, or perhaps several smaller calamities. The GM should encourage and assist the players as they ride those peaks and troughs, thereby invigorating the game by aiding them in channelling those highs and lows through the reactions of their player characters.

MECHANICAL TENSION

The Fallout pool will inevitably grow as a result of the PCs' actions; either paying for additional d20s to bolster their chances of success, paying to take Reactions that improve their odds of survival, or rolling complications that are banked to inflict payback later. Conversely, Fallout shrinks when the GM employs similar actions through NPCs or introduces hazardous effects in other ways. In this way, the amount of additional influence the PCs apply to a situation provides the GM with an opposing force that can and will punch back. Otherwise mundane scenarios can therefore become unexpectedly challenging, whilst adversaries are furnished with the means to adjust to the PCs' actions. In an abstract fashion, the economy of Fallout is a series of transactions between the GM and players that provides the fuel for heroic actions and reactions from the PCs.

Fallout can be used to trigger sudden changes in the environment, bring in reinforcements on the fly, create or exacerbate complications, or explode other problems. Runs and campaigns often revolve around an escalating series of obstacles. Resolving one problem leads to another, which then leads to several more. Situations evolve and rapidly resolve into new challenges, rarely do plans go the way they are intended, and unforeseen difficulties are the order of the day. When viewed from the abstract perspective, the Fallout mechanic provides a way of keeping the players on their toes and reminding them that a story where everything is easy and goes their way soon becomes monotonous and predictable.

INTERACTIVE FALLOUT

Although the Fallout pool may only be drawn upon by the GM, the ebb and flow of points due to the exploits of both the GM and players makes it a focal system interaction. Not only does it act as a counterpart to Momentum, Salvage Points, and resources such as Reloads, it also serves as a distinct interface between the PC's missteps and risks and the successes of NPCs.

Within the setting, the Fallout mechanic represents the ever-present dangers of the wastelands and the post-apocalyptic world. Fallout is every mishap that could happen and every problem that could arise. In the lost cities that harbour Revenant horrors, Fallout is an almost palpable presence of menace and terror. Due to the unseen dangers that are not yet evident and the new problems that can rapidly crop up, an abundance of Fallout makes a situation a potentially calamitous one irrespective of the visible perils. Tension and Fallout are inextricably intertwined for player, character, and GM alike.

A PEEK BEHIND FALLOUT

NPCs use Fallout to access many of the expendable resources available to the PCs, such as Salvage Points, Reloads, and other types of disposable equipment. Tracking such resources for each NPC would be needlessly difficult for the GM, particularly as many of them only appear for a single turn in a single scene. Abstracting such resources into the Fallout pool therefore reduces the amount of bookkeeping required across scenes, mission, and campaigns. After all, Fallout is meant to make things more fun for everyone.

ADVERSARIAL FALLOUT

NPCs use Fallout in the same way PCs use banked Momentum. It is used to purchase additional d20s for a skill test, increase the difficulty of tests against them, reduce the amount of time required for a task, and more. Similarly, the GM may spend Fallout from the pool to activate any NPC ability or action that spends Fallout such as Reactions. Unfortunately for the NPCs, however, suffering a complication will cause the Fallout pool to shrink rather than grow, as would be the case with a PC experiencing a complication. The one exception to all of these opposing features is voluntary failure; NPCs can't gain Salvage Points, so there's no point in them using the voluntary failure rule. (Kingpins can gain *equivalent* effects through Fallout, but don't actually use Salvage Points. See p. 259.)

RPG, NOT PVP

Although mentioned before, it can't be reiterated enough: Fallout is a tool of the game designed to inject drama, fun, and hijinks into the game. It is not a stockpile to be saved up and employed as a doomsday device in a devastating attack that the PCs could never hope to survive. The **Devil's Run RPG** is a cooperative game of survival for the enjoyment of all, not a winner-takes-all contest between the GM and PCs. Fallout shouldn't be considered as a device that enables the GM to attack the PCs with the system's mechanics, but rather as tool to fuel their actions.

SOURCES OF FALLOUT

Fallout can be derived from multiple sources:

- **ALTERNATIVE MOMENTUM:** A PC might want the benefit of Momentum—such as buying bonus d20s or creating obstacles—but not have any available Momentum to spend. They can, however, choose to use Fallout to generate the effect instead.
- **COMPLICATION:** If a PC suffers a complication, the GM may add 2 Fallout to the pool for later use in place of introducing an immediate negative consequence.
- **REACTIONS:** The PC pays Fallout to take Reactions; 1 for the first, 2 for the second, and so on.
- **VOLUNTARY FAILURE:** If the GM agrees, a PC can voluntarily fail a skill test. If this occurs, the GM gains 1 Fallout, and the PC 1 Infinity Point.
- **THREATENING CIRCUMSTANCES:** The environment or circumstances of a new scene may be threatening enough to warrant adding 1or 2 Fallout initially, or it might continue to add Fallout to the pool whilst the PCs remain there (see next section). Similarly, some NPCs may generate Fallout just for turning up or when taking certain actions.
- **NPC MOMENTUM:** Lacking a group Momentum pool, NPCs cannot bank Momentum like the PCs can. Instead, NPCs can add 1 Fallout to the pool for each Momentum unspent.

ENVIRONMENTAL FALLOUT

A particular scene, environment, NPC, or combination of the three might be considered as so inherently threatening that they add Fallout to the pool just by their mere existence. Certain strange or dangerous environments might naturally generate 1 or 2 Fallout, for example, thereby representing the innate peril of the location. Some environments are so inherently deadly that they generate Fallout continuously during each round that the PCs tarry there. The harrowing depths of a Los Nigromantes lab researching the Revenant Virus might automatically generate 2 or 3 Fallout each round as the dangers there are so inherently great.

Additionally, certain foes may bring Fallout with them in the form of the Apocalyptic and Dread Vitality common special rules, representing the deadly threats that such foes represent. The effects of Fallout-generating creatures can also be combined with the dangerous environments described previously. A deadly creature in a menacing setting might warrant both an immediate and continual Fallout gain. Once the creature is dead or otherwise removed as a threat, Fallout is no longer added to the pool as one part of the combined effect has been neutralised. GMs should beware, however, as carefully planned Fallout boons will not only serve to increase tension but also affect the encounter difficulty.

Such deadly environments should also be used sparingly, as the players themselves—through direct action or the results of their dice rolls—should always remain the main source of Fallout.

SPENDING FALLOUT

Much of this chapter has so far covered the use of Fallout as a tool to make scenarios more interesting or balance encounters, so an examination of how this is best achieved is certainly in order.

COMPLICATIONS

A Complication means that something unfortunate has happened to make a character's life more difficult. Acting independently of the skill test's success, Complications introduce an irritating, sometimes dangerous, obstacle to trouble the PCs. Part of the nearby roof collapsing during a rooftop chase (requiring suitable tests to avoid tumbling through the hole), a weapon snagging mid-firefight (prompting a Firearms test to avoid it jamming), or a contact becoming offended at their treatment from a PC (necessitating some smooth-talking to avoid losing their future services), are all examples of standard complications. Generally, a Complication is something that offers a potential impairment in the short term.

COMPLICATED ASSOCIATIONS

Paying attention to the actions that generate Fallout during play can provide useful fuel to serve as inspiration for triggering later Complications. As an abstract mechanic, Fallout doesn't require this kind of direct connection, but that doesn't mean it can't be a useful seed for improvisation. Associating Fallout to relatable to the story and PCs will provide additional depth and meaning, making Complications seem smooth and relatable.



There are three broad types of Fallout spend for Complications:

MINOR COMPLICATION
1 Fallout will create a minor Complication, which generally requires a Minor Action to address. A nuisance, rather than a serious threat; a momentary distraction that draws attention, a dip in performance that bleeds a little speed, or a runner arriving to interrupt a negotiation. A PC draws on their iron Discipline (D1) to ignore the distraction and take the shot, barely registers the dip thanks to their Drive (D1) skills or uses their Traffic (D1) skill to avoid the intrusion affecting the talks.

STANDARD COMPLICATION
The expenditure of 2 Fallout or a PC rolling in the Complication Range when making a skill test will trigger a standard Complication. These significant distractions will require more focussed attention or the outlay of resources to overcome. If resources aren't required, a Standard Action will normally be needed. An unavoidable tremor (D2) requires fine balance to keep the weapon on target, the glitch is a problem that will require a new part (1 Component), and the runner's information severely distracts from negotiation (allowing their opposite number to attempt something unseen).

SERIOUS COMPLICATION
Spending 4 or more Fallout or combining the results of multiple instances of d20s rolling Complications on a single skill test will create a serious Complication. Serious Complications create severe issues or persistent effects, either of which will require the PCs to expend great effort to overcome or work around. In an action scene, several actions will be needed to overcome a serious Complication. The tremor is an earthquake that affects balance and movement throughout the entire scene (perhaps spawning additional Fallout spends to avoid damage from rubble), the performance issue is an atmospheric phenomenon affecting all vehicles in a wide area, and the negotiator's opposite number strides from the room in anger but leaves their bodyguards behind to intimidate the character's Nerve.

DRAMATIC ENVIRONMENTS

Dramatic scenes often play out in exciting environments. Full-throttle vehicular carnage along debris-strewn highways, windswept jetpack landings atop crumbling skyscrapers, the turbulent shallows of a river crossing, a rocky cliff while waves thunder against the jagged shore, or even more outrageous locations. When defining or designing important encounters, the GM should try to use dramatic or interesting locations wherever possible. Encounters largely happen at a time and place designated by the GM, so there is no reason to use bland or uninteresting places. A particularly useful means of choosing a setting is to determine the stakes, then use the chosen environment to either emphasize or offer a dramatic counterpoint.

DIVIDING THE GROUP

Although it shouldn't be used regularly—due to introducing complications at the table, particularly in terms of metagaming—few circumstances complicate the PCs' plans like suddenly finding themselves divided. Coincidentally, this is also a great opportunity for the GM to spend Fallout to increase the level of challenges the group faces. Many things can cause a divide, such a section of floor collapsing beneath one or more of the PCs or a tunnel collapsing between vehicles. Regardless of the means, some circumstances contrive to separate the PCs temporarily. When implemented, the group is divided into two (or more), with the GM deciding which PCs end up in each part of the group. The GM then pays a number of Fallout equal to the number of PCs in the larger of the two parts of the group.

The two parts of the group can't directly interact with one another until they find some means to reunite. Reuniting immediately may take some effort, determined by whatever split the group in the first place, but the separation only lasts until the start of the next scene, by which point the PCs have managed to find another way to regroup. Depending on how separated they are, the GM may even have the Momentum pool split into two or more, representing the lack of gestalt that comes with being separated.

The GM should endeavour to not to split the group unfairly, as doing so will have already wrecked any cohesive strategy the PCs had been relying on at the time of the separation.

Furthermore, the GM should frequently attempt to use Fallout to tie a thrilling description to actual game play, by putting the environment into motion in some fashion, or by taking obvious elements from its description and quantifying them in terms of Fallout spends. This can be tricky, as the effects of the environment are associated to normal environmental effects, meaning they might normally arise or worsen due to complications. Additionally, environmental effects affect often affect the group rather than a single PC. As mentioned previously, dramatic environments that are doubling as a source of Fallout generation are doubly exacting on the PCs, so care should be taken to more finely balance the encounter.

Dramatic environments produce effects in four distinct levels:

MINOR EFFECTS
These cost 1 Fallout and appear in game play as things such as flickering lights, unstable floors, and thick smoke. They require an Average (D1) skill test where one normally wouldn't be necessary. This effect applies to a single character for each 1 Fallout spent. The skill test affected should be determined when the Momentum is spent based on the effect it is tied to; lighting and concealment issues might affect Observation tests

HAZARD TABLE

EFFECT (DAMAGE OR QUALITY)	FALLOUT COST	EXAMPLES
2 damage	2	Standing on a sharpened spike or hostility from a small mob.
3 damage	3	A homemade booby trap or standard anti-burglary countermeasure.
4 damage	4	An explosive booby trap or small rockslide.
5 damage	5	An explosion containing large solid objects.
6 damage	6	A large and deadly trap or large rockslide.
Area	2	A large vehicle exploding.
Grievous	2	A massive boulder; a sharpened man-trap.
Incendiary X	Equal to half X, rounding up	A fire spreads around the PC or the roof catches fire and starts to cave.
Knockdown	1	A log swung at shoulder height.
Nonlethal	Reduce overall Fallout cost by 2	A sand dune collapsing on the player character or a fall onto soft ground.
Piercing X	Equal to half X, rounding up	Sharpened stakes or needle-like objects.
Stun	1	A gas that immobilizes characters, or objects dropped from height.
Spread X	Equal to half X, rounding up	An explosion or corrosive substance.
Vicious X	Equal to X	Particularly virulent explosions or deadly instruments.

or ranged attacks, while unstable floors could affect movement-related tests. Alternatively, if an effect is persistent but minor, it might increase the Complication Range of a particular skill test by 1 (causing a Complication on a 19 or 20 for the test).

SIGNIFICANT EFFECTS

More significant effects are somewhat more varied and cost at least 2 Fallout. An environmental effect like this can come in almost any form, including effects such as darkness deepening to pitch black, clouds of insects acting as an irritating impediment, horrific smells that cause retching, thick or slick mud; something that is not impassable, but will take time to bypass or contend with. A more detrimental menace than minor effects, they should increase the difficulty of any related tasks by 1 for the scene's duration, affecting everyone within range.

IMPEDIMENTS

Lingering impediments typically cost 2 Fallout and increase the difficulty of all tests related to a single skill for the duration of the scene. Additional skills may be picked by spending 1 Fallout per skill. This affects all characters in the area or zone and often represent a significant change in the environment. Part of a building collapsing doesn't cause immediate injury, for instance, but does make progress much more difficult.

HAZARDS

Hazards inflict damage on the affected character. Physical damage can come from factors like fire, collapsing structures, and other perils. Mental damage might represent horrific or demoralizing visual triggers or scares. The amount of Fallout spent determines how much damage is inflicted, plus any applicable qualities. This equates to X damage, where X is the amount of Fallout spent (less any Fallout spent to include additional qualities). The amount of damage and the qualities chosen should make sense for the hazard represented. A chemical explosion could logically have the Incendiary quality, while being sprayed with poison or other corrosive substance makes the Biotech and/or Toxic effects quite fitting.

A hazard's effects are automatic. Apply the damage immediately to the chosen character. To add an element of uncertainty, the GM may choose to allow a skill test of a type determined when the Fallout is spent and appropriate for the hazard being avoided. The test's difficulty may either increase the amount of damage that inflicted or reduce the Fallout cost of the hazard. The harder the hazard is to avoid, the more damage it inflicts or the more Fallout it costs. Average (D1) reduces the Fallout cost by 3, Challenging (D2) doubles the number of or reduces the Fallout cost by 1, and Daunting (D3) triples the number of .

HAZARD DIFFICULTIES TABLE

TEST DIFFICULTY	FALLOUT COST	EXAMPLES
No skill test required	—	Instant effects.
Average (D1)	**Reduce Fallout cost by 3**	A river bank with an obvious ford, a small explosion with plenty of cover available, stumbling across a gruesome murder scene.
Challenging (D2)	**Reduce Fallout cost by 1 or double number of**	A river bank with no ford, a large explosion with some cover available, watching a friend murdered in cold blood.
Daunting (D3) or greater	**Triple number of**	A whitewater rapid, a large explosion containing shrapnel with no cover available, watching a friend become a Revenant.

OTHER USES OF FALLOUT

Beyond complications, the GM can use Fallout to intensify challenges and improve the effectiveness of enemies. These are summarised here and in Chapter 10: Allies & Adversaries.

- **NPC MOMENTUM:** The GM may spend Fallout in the same way that players use Momentum. As NPCs also pay unspent Momentum into the Fallout pool, this basically means that the Fallout pool is in all ways the GM's equivalent to the PCs' Momentum pool. This includes Momentum spends such as Create Opportunity for bonus d20s or Create Obstacle to increase test difficulties. GMs should strive to provide such spends with a narrative justification—each spend ought to make sense within the context of the situation.
- **NPC COMPLICATIONS:** When an NPC rolls within the Complication Range on a test, a GM can choose to spend 2 Fallout instead of introducing a Complication. As with Complications suffered by PCs, each die that lands within the complication range is a separate Complication, which can then be resolved separately or grouped together into more severe categories.
- **NPC REACTIONS:** Elite and Kingpin adversaries can attempt Reactions in the same manner as PCs, though points are spent from the Fallout pool rather than paid to it. As with PCs additional Reactions increase in cost—1 Fallout for the first, 2 for the second, 3 for the third, etc.
- **NPC RESOURCES:** Reloads, Components and other expendable resources aren't tracked individually for NPCs. Instead, an NPC receives the benefit of a single unit of a resource by paying 1 Fallout. The normal limits for the use of these resources still apply.
- **NPC SPECIAL ABILITIES:** Powerful or significant NPCs may have access to potent abilities or superior equipment. As noted in their descriptions, these abilities require the GM to spend 1 or more Fallout to activate.
- **SEIZE THE INITIATIVE:** In action scenes, the GM may spend 1 Fallout to interrupt the normal action order with an NPC, rather than taking action once the PCs have finished their actions. The GM pays 1 Fallout, chooses a single NPC or group, and has them act immediately.
- **SUMMON REINFORCEMENTS:** The PCs can sometimes plough through enemies. At other times, the GM may wish to slowly increase tension or add additional complexity to a key scene. Spending Fallout to summon reinforcements is one way to accomplish this. Reinforcements arrive at the end of the current round and must arrive in a logical fashion related to the situation and the environment. They cannot act in the round they arrive. Troopers cost 1 Fallout to summon, Elites 2.



SALVAGE POINTS

The PCs have access to a special type of resource called Salvage Points, which are used to reflect the fact that the characters have ambition and determination above and beyond most people—such individuals shape their own fortune by strength of will alone. In play, Salvage Points are used to enable PCs to do incredible things, above and beyond the ken of normal folks.

Salvage Points and their uses are covered on p. 21, with further expansion in **Chapter 7: Conflict & Drama**, p. 174.

Each PC usually begins each session with 3 Salvage Points. No PC can have more than 5 Salvage Points at any time. Any excess points are immediately discarded, rather than being spent.

EYE FOR SALVAGE

It's generally useful for the GM to ask the players to keep their Salvage Points visible—such as through the use of some tokens—especially as a means to judge how plentiful they are amongst the characters. If they are being handed out too often and the players are always at maximum, the GM can either hand them out less often or increase the challenges the PCs face to encourage their use. If the players are frequently low or exhausted of Salvage Points, then it's a good time to evaluate if the encounters are too challenging, if the players are not accomplishing meaningful goals within the course of play, or even having a good time. Adjustments can then be made to improve that situation. As good rule of thumb each player should have, on average, about half of their Salvage Points at any given time.

REGAINING SALVAGE POINTS

Beyond refreshing Salvage Points at the start of each session, there are a number of ways for PCs to gain Salvage Points during the course of play.

As a general guideline, the GM should award players with 1 to 3 Salvage Points per hour of game play, depending on the course of play and the rate they are being spent.

- **REWARDS:** First and foremost, Salvage Points can be given for good roleplaying, clever plans, successfully overcoming difficult challenges, using teamwork, or otherwise making the game more fun for all. Players may have other opportunities to gain them by achieving certain goals within an encounter, reaching a milestone in the story, or choosing to be the one to suffer the Complications of some dire event. As a general guideline, there should be several opportunities for players to gain Salvage Points per hour of play. In each of these cases, the GM should determine whether the point is warranted, and award a single point per instance.
- **VOLUNTARY FAILURE:** As described on p. 173, characters may choose to voluntarily fail skill tests, allowed at the GM's discretion. This should only be invoked when the PC has something to gain or to lose when the skill test is being made—generally, it's not that useful to have players roll when nothing is at stake. Voluntarily failing a skill test provides the GM with 1 point of Fallout, and the PC immediately gains 1 Salvage Point in return.
- **TRAITS:** Finally, PCs have one or more personality traits or personal agendas that can complicate their lives. Each PC has a trait associated with their background, as determined in Step 3: Customisation during character creation (p. 76). The player chooses when to have this trait or agenda come into play, creating an immediate Complication for their character and earning 1 Salvage Point, which may be spent as desired. The GM may suggest instances where these traits and agendas can easily come into play, but the final decision of when a trait is invoked always comes down to the player. If group backgrounds are being used (p. 83), some of the group traits here also provide methods to regain Salvage Points.

REWARDING EXPERIENCE

There are no hard-and-fast tables, values, or formulas for awarding experience. Instead, the **Devil's Run RPG** looks at experience points (summarized as XP) as part and parcel of the overall narrative. A PC gets better by killing things, succeeding at skill tests, and the like, but these individual successes are not itemised. Instead, it is the breadth of an entire exploit, the acts of daring and the results of bold action that are later recounted over a mug of rocket fuel. The whole course of an *Run* is the basis for the XP rewarded.

For a four-hour game session, each PC should receive around 100–300 experience points, based on the amount of progress, the level of teamwork, goals accomplished, and how well the players roleplayed their characters.

The GM should start by assigning the same amount of XP to each player, based on the lowest amount of effort expended. Then, based on individual accomplishments or achievements, the GM should award a smaller amount of bonus experience to the players who distinguished themselves, or were remarkably successful and entertaining. No one should be left out, but those who make the game better for everyone deserve a bigger reward.

Regardless, the gamemaster should limit bonus experience to around 50 points per player maximum per session. This helps keep all characters relatively in line with each other in terms of development and abilities, as well as helping alleviate feelings of favouritism or preferential treatment.

TRAFFICKING PHASE

The PCs can't be expected to spend every second in high-velocity tussles with rival gangs at unrelenting speed. Even the most stalwart road warrior will need time to recover after an arduous death race, with most also eager to spend their hard-won profits on food, revelry, and upgrades.

The Trafficking Phase represents the downtime activities of the PCs between sessions or *Runs*. They are able to relax, rest, heal, search for items, or, as the title would suggest, traffic goods between settlements and factions in the hope of securing some valuable Merch or other goods. This phase should have a portion of time dedicated to it at the end of any gaming session that does not end in the middle of the action or in a conflict, effectively rounding off each leg of the story before progressing into the next part of the campaign. The GM is the ultimate arbiter of the Trafficking Phase, though the narrative should be driven by the players wishes and ideas.

Trafficking usually represents a period of a few days to a week—enough time to rest up, treat wounds or transit goods across the highways and interstates of North America. In order to let them rest longer or achieve bigger goals, the GM may agree with the players to allow for a longer Trafficking Phase, although doing so can come with additional costs and/or risks.

KEEPING IT TOGETHER

In most situations, it makes perfect sense for PCs to stay, rest and work together during the Trafficking Phase. Where possible, the GM should keep to this ideal. Some circumstances, however, will call for splitting up the PCs. For instance, if one of more players can't attend the next gaming session, they can be temporarily "written out" with a side story at this point. The players might also be in strong disagreement about the actions that should be taken whilst Trafficking. If the PCs are separated during the Trafficking Phase, then both groups should be given the opportunity to follow the processes described here.

CHOOSING A DESTINATION

An important part of the Trafficking Phase is the ability to use this downtime to move from A to B, either to transport cargo or travel to the site of the next scenario. While it may seem sensible to direct their movement, GMs will find it more useful to allow the PCs to choose their destination, allowing encounters or incidents en-route to guide them in the final direction of the existing story arc.

Note that direction of storyline and destination of journey are two separate things that can both be gently adjusted to ultimately coincide. The GM should never force the players onto a story arc, as doing so will quickly disillusion the players over the agency of their character's destiny. The PCs will have their own goals in and around a narrative, after all.

UPKEEP

Upkeep is one of the most important parts of the Trafficking Phase. This process takes place immediately after the players and GM decide where the PCs will be heading for the next gaming session. Upkeep is an intuitive step of the Trafficking Phase that allows the PCs to take care of their immediate concerns before attending to more involved matters.

Upkeep allows the PCs to recover from Fatigue and Callousness and replenish basic supplies such as rations and ammo before the next session begins. Life on the *Run* isn't free, however, which equates to a basic cost that must be paid to survive. Each PC works through the following steps during Upkeep:

- Heal Wounds and Trauma
- Pay Maintenance
- Recover Fatigue and Callousness
- Repair Vehicles
- Spend Experience
- Adjust Notoriety (if used)

HEAL WOUNDS AND TRAUMA

In addition to resting, PCs may also take this time to seek medical attention, heal physical damage and recover from the stressful experiences of life on the *Devil's Run*. There are three ways in which a PC may heal their injuries:

- Wounds and Trauma may be healed at a cost of $50 per Harm healed, representing the cost of hiring someone with the right knowledge, paying for medicine to allow the healing to happen, or drinking themselves into a stupor until the pain has passed.
- PCs may tend to their own wounds or the wounds of their colleagues by attempting a relevant skill test determined by the type of Harm. Full rules for recovering from Harm between action scenes can be found on p. 200. As Upkeep allows for slightly elongated healing times, a successful test during Upkeep using the aforementioned rules will allow a PC to remove all Wounds or all Trauma—the player must choose which—for a single flat cost of $100 or 2 Merch, which pays for the treatment and/or supplies. Additionally, failure will result in no healing at all, and no ability to recover in any other way before the next gaming session. If this last instance occurs, a GM may allow a PC a second attempt, but this comes at the cost of the GM starting with 2 additional Fallout in their pool at the start of the next session.
- Finally, rather than taking advantage of other activities available to them, a PC can opt to use Time Points from the Trafficking Phase to rest up (see Resting Up, p. 251).

PAY MAINTENANCE

If they are outside of their faction's home base, each PC is expected to pay the sum of the Maintenance cost of their gear for the replenishment of supplies. A flat fee of $25 is added to the total Maintenance to represent the basic cost of living. For a Trafficking Phase that represents a period longer than a week, players must pay the same again for each week or part-thereof over the first. PCs at their home base simply pay a flat $25 instead of the sum of their mainenance. This represents the fact that the faction provides, but everyone must contribute.

If the Notoriety optional rule is being employed (see p. 88) and the PCs are starting the Trafficking Phase in a populated settlement where they can cash in on their status, a PC's Maintenance cost is decreased by $10 per level of Notoriety ($25 minimum). which represents people offering goods and favours to noted individuals in the hope of currying favour.

Any PC that is unable to pay the cost of Maintenance must pay as much as they are able to and may still recover basic supplies, but will not be fully rested for the next session (see below). Additionally, if the Notoriety optional rule is being used, a PC that cannot pay their Maintenance costs must succeed at a **Daunting (D3) Gang Warfare** or **Traffic test** or lose 1 rank of Notoriety. Regardless of whether this test is passed or failed, that PC will not be eligible to gain Notoriety at any point during this Trafficking Phase.

RECOVER FATIGUE AND CALLOUSNESS

Upkeep is a time to begin the resting process and take a breather before the next leg of a journey. Along with replenishing supplies, players remove all Fatigue and Callousness. If a player was unable to pay their Maintenance costs, they instead remove half of their Fatigue and Callousness (round down).

ADJUST NOTORIETY (OPTIONAL)

A character's exploits can spread between factions, their name becoming legend along the battered tarmac of the freeways. The Notoriety optional rule (p. 88) can be used to represent this in a mechanical sense. If it is being employed, the Upkeep step offers an opportunity for a PC's Notoriety to increase or decrease based on their exploits.

During any session in which a PC earned an amount of Merch that exceeds their Notoriety rating, that PC may expend an amount of Merch for an opportunity to increase their Notoriety by 1. The amount of Merch spent doesn't simply need to be marked as lost but can instead actually be used to purchase vehicle upgrades or better equipment—memorable road warriors are almost as notorious as the vehicles they drive and weapons they employ, after all. Frivolous PCs can simply assume the Merch is spent on having a good time if they so wish.

To make an attempt at increasing their Notoriety, a PC must expend an amount of Merch equal to their current Notoriety plus 4; being named amongst the notables requires notable acquisitions. Once the Merch has been paid—and the item sourced if the Merch is being used for this purpose—the PC rolls an amount of 🏆 equal to the amount of Merch spent. If the total of the roll equals or exceeds twice their current Notoriety, they increase their Notoriety by 1. There is no adjustment to make if the total is less than the PC's current Notoriety. If 1 or more Effects are generated when attempting to increase Notoriety, the PC has garnered some potentially severe negative attention. A PC may spend more Merch than necessary as a means to gain more 🏆 for the roll.

NOTORIETY TABLE

NOTORIETY	DESCRIPTION	EFFECT
–2	**Shunned**	All but the lowest of the low regard the PC as beneath their consideration. Few will ever consider speaking to or dealing with them.
–1	**Distrusted**	The PC has a poor reputation. People are likely to avoid them on the street and only deal with them when absolutely necessary.
0	**Unknown**	The PC has yet to make a name for themselves, or else had a mix of positive and negative attention that has cancelled itself out.
1	**Recognized**	A few may recognise the PC's name or deeds and offer a small measure of respect.
2	**Acknowledged**	The PC's fame has spread. They are recognised on the street fairly frequently.
3	**Respected**	Strangers will approach the PC to seeking assistance or make a name for themselves.
4	**Well-Known**	The PC's name and deeds are recognised more often than not. Traffickers may offer wares for preferential treatment.
5	**Famous**	The PC is offered gifts and tributes other notables. Many will seek the PC for aid or an opportunity to make their own name.

REPAIR VEHICLES

Vehicles on the *Run* get put to the test time and time again. While some end up lining the highway as crumpled wrecks after one or two clashes, there are many more that are worth saving.

If the PCs are in a settlement, any Faults their vehicles are suffering from can be repaired at a cost of $100 or 1 Merch per Fault. This represents the cost of getting the vehicle back to its standard roadworthy condition. Optionally, the GM may allow the players to pay a partial cost for partial repairs.

Instead of paying for repairs, a PC may attempt to repair their own vehicle by making a **Daunting (D3) Engineering** or **Wild Tech test**, increasing in difficulty for very severe damage. Success means the vehicle is repaired, while failure indicates that the vehicle couldn't be repaired during this Upkeep. Depending on the severity of damage, Complications during this roll can represent any number of deep-rooted mechanical issues with the car or a requirement for rare Components to complete the repair.

SPEND EXPERIENCE

As players finish sections of the campaign they learn from their exploits and develop, both as road warriors and as people in general. Even the most seasoned veteran was once a green-faced newbie staring down the Devil's Run for the first time. PCs are free to spend the Experience Points they have earned up to this point in the campaign, or save them for future games. Experience point expenditure is explained in detail on p. 82.

THE COST OF UPKEEP

Upkeep is designed to be a fun activity that allows the players to let loose a little away from the *Run*. It can also be a springboard for new adventures and missions. Bookkeeping isn't for everyone, however, the constant cycle of maintenance can be a drain on resources (in fact, it's intended to be). GMs are free to discard the Trafficking Phase altogether and just hand wave the downtime between sessions, alter and adjust to suit their group, or design an entirely new system. Likewise, if the PCs are struggling with $, build in some free downtime somehow.

TRAFFICKING ACTIVITIES

The PCs are free to move onto Trafficking Activities following Upkeep, which defines their actions between gaming sessions.

PCs can spend the downtime in a range of different ways, allowing them to gain some form of bonus with which to take forwards to the next session. They should be warned, however, that many Activities come with risks. The following Activities are all possible during the Trafficking Phase:

- Gambling
- Information Gathering
- Meeting a Contact
- Resting up
- Scavenging
- Trading, Buying and Selling

Each of these activities also have a Time Rating, with represents the amount of time a player must allocate to it. A regular week-long Trafficking Phase gives each player 4 Time Points to allocate to these Activities. Additional Time Points may be awarded by the GM for extended Trafficking Phases. To keep bookkeeping and time away the action to a minimum between sessions, it is recommended that each Activity only be performed once by each PC during the Trafficking Phase, with multiple requirements for a particular activity requiring the PCs to coordinate to achieve a goal. The use of Time Points, however, means that the Trafficking Phase can be extended as required, with the GM allowing each Activity to be repeated as many times by each PC as they see fit.

GAMBLING

Bet high and win huge. That's the motto that was ringing in gamblers ears long before the bombs were dropped, and it's still true today. Almost every settlement and many road-side camps see gambling as a normal way of life. For many, gambling is the primary source of income and the best way to pay for food and water. For others, it's a good excuse for a brawl.

A player may spend some time gambling at a local settlement by making a Traffic or Thievery test with a variable difficulty. Both the difficulty and potential winnings are based on the amount of $ gambled—refer to the Winnings Table.

WINNINGS TABLE

AMOUNT GAMBLED	DIFFICULTY	WINNINGS
$100	**D2**	Amount gambled + $10 per Momentum
$250	**D3**	Amount gambled + $75 per Momentum
$500	**D4**	Amount gambled + $250 per Momentum
$1000	**D5**	Double amount gambled

A successful roll allows the PC to take away the winnings indicated on the Winnings Table, below. A failure on the test indicates the player losing all the money they gambled with. A Complication results in the player losing the money they gambled with, plus either an additional amount of $ to pay or the player making a long-term enemy or rival. This Complication is tailored by the GM to better suit the ongoing story arc. The Time Rating for this Activity is 1, or 2 if the player loses (to represent more time spent trying to recover their losses). A PC must have at least 2 Time Points left to attempt this Activity.

INFORMATION GATHERING

Knowledge has often translated to power. This remains equally true in the post-apocalypse. Knowing your rival's next move or when a big shipment of ammunition is ripe for hijacking are worth a pretty prize. To represent this fact, PCs spending their Trafficking Phase in a settlement or populated area may allocate some time to information gathering.

The amount of time dedicated to gathering information will determine the amount and quality of the information received. This Trafficking Activity should be largely narrative driven and the GM should be prepared to give away information of potential hijackings or valuable payloads that could be rolled into the existing story. The information gathered here may cause the PCs to adjust their route for the next gaming session or pick a small side-job that can be run alongside the main story for promise of payment or favours. It is suggested that this action remains a social one, though if the GM wishes to include a test, the player can make a Persuade or Traffic test which starts at Dire (D4) and reduces by 1 step for every Time Point over the first spent on gathering information. Depending on the players Notoriety (if used), the GM may decide to move the difficulty rating 1 step in either direction to represent the impact that a recognisable face can make on obtaining certain information. Success provides solid information, whereas a failure provides nothing of use. A Complication gives the GM 2 additional points of Fallout with which to start the next adventure and a piece of misinformation. The Time Rating for this Activity is between 1 and 4, with more time being needed to find better information.

MEETING A CONTACT

It's often not just a case of what you know, but also who you know. Knowing the person at the top of the ladder can be as useful as knowing those at the bottom. The PCs will gather a network of contacts as they carve their way across North America, some of whom may be well positioned to shed light on specific subjects, lend a hand in upcoming troubles, or help settle ongoing scores that are causing reoccurring issues.

Like information gathering, this Trafficking Activity is largely social with little need for dice (unless the GM wishes to use them). Unlike information gathering, meeting a contact allows players to tackle a specific issue, gain a favour, cash in on some hired help, or perhaps even establish a Marker (see p. 126). As with Markers, both players and the GM should keep note of any people the PCs meet that can be considered a reliable contact, including their approximate location.

The PCs may choose to meet up with these contacts during the Trafficking phase in order to ask a favour or trade in a favour owed. Some examples of a contact's use include:

- Accompany the PCs during the next gaming session as an extra hand.
- Settle local trouble or deflecting an enemy's attention.
- Provide specific information on the contact's sphere of operations or the faction they belong to.
- Provide a loan of money, weapons, vehicles or other supplies that the PCs can't afford to buy (these must be repaid within the time scale specified by the GM, with interest, or the contact will become and enemy).
- Secure a goods trafficking job (see below).
- Any other use that the GM deems suitable.

The results of meeting a contact should be beneficial to the PCs, but must be in keeping with the current story. If a PC elects to meet a contact to ask for help with something irrelevant to the campaign, the GM can have that contact say no. The GM's should steer the PCs towards the correct role for each contact.



If the GM wishes to include a test, a **Daunting (D4) Persuade** or **Traffic test** should be made, which can be reduced by 1 step for every $500 or 3 Merch gifted to the contact. As with gathering information, a player's Notoriety may affect the outcome and the GM may decide to move the difficulty rating 1 step in either direction to represent the impact that a recognisable face can make on obtaining certain information. Success provides the outcome requested, whereas a failure provides nothing of use. A Complication gives the GM 2 additional points of Fallout with which to start the next adventure and that contact may not be used again. The Time Rating for this Activity is dependent upon the contact's location: 1 for a contact in the same area, 2 for a contact elsewhere in the same State, 3 for a contact in a neighbouring State, or 4 for a contact up to three States away. Contacts further afield may not be utilised this phase.

RESTING UP

It's sometimes a good call to do nothing. Badly wounded or PCs may find themselves heavily disadvantaged going into the next gaming session, with the cost to heal such wounds is inhibitive.

A player may elect to rest up during the Trafficking Phase, foregoing all other activities. During this time, a player is still able to accompany their party if the Trafficking Phase is to be spent traveling to a new destination, including accompanying them on any goods trafficking runs (see above), though they may not have input to any social events or activities that occur along the way. The Time Rating for this Activity is equal to the number of Time Points that a player starts the Trafficking Phase with, effectively taking all of their Time Points, even if the GM awards more for an extended period of time.

SCAVENGING

With few resources readily available in the world, searching the remains of urban ruins, scrap yards, and even the wastes can reveal lost caches, piles of weapons, abandoned vehicles and a range of other useful items.

A PC may opt to spend their downtime scavenging the surrounding areas in order to find usable goods to sell. A PC who spends their time scavenging must pass a Thievery test at a difficulty of Average (D1). Failure prevents them continuing with this Activity. Success allows them to roll once on the Scavenging Table for every 2 Time Points dedicated to this task.

TRADING, BUYING AND SELLING

PCs may buy and sell equipment, weapons or other items at settlements along their journey to the next destination. If the route taken avoids civilisation, then this option should not be available. To keep in-game bookkeeping to a minimum, the Trafficking Phase is the preferred time to traffic in goods by selling items for Merch or $, or trading them for other high

SCAVENGING TABLE

D20 RESULT	ITEM	DESCRIPTION
1–3	**Cash**	$100
4–6	**Usable Weapons**	2 Rarity 1 weapons, or a single Rarity 2 weapon, plus a Reload if applicable.
7–8	**Rations**	Food and water for several people. They can be considered 2 Merch, or kept to allow the player to skip the Upkeep cost at the end of the next session.
9–10	**Badly Damaged Car**	The vehicle is badly damaged but can be salvaged for parts, which can be used for the player's own repairs, or considered Merch
11–12	**Damaged Bike**	While the vehicle is not currently running, it could be repaired given the time and resource, or considered Merch.
13–14	**Abandoned Trike**	While the vehicle is not currently running, it could be repaired given the time and resource, or considered Merch.
15–16	**Old World Artefact**	An item of value such as a work of art or piece of lost technology. While the player has no direct use for it, it is valuable enough to have a worth of 3 Merch to the right buyer. The GM may choose to use this as a story arc in future sessions.
17–18	**Weapons Cache**	This equates to 1 Unbalanced or 2H firearm with a basic supply of ammunition. Specific weapons and condition to be chosen by the GM.
19	**Nothing**	The player finds nothing.
20	**Nothing**	The player finds nothing. In addition, the GM starts with 1 bonus Fallout at the beginning of the next adventure.

value items that can't be purchased with the cash in a PC's pocket. Typically, vehicles, heavy vehicle-mounted weaponry, large surpluses, a particular resource, or extremely valuable information can only be bought with Merch. It's not even all that unusual for a road warrior to trade information for something that brings them one step closer to the target they are hunting or the Old World treasure they seek.

The rules for acquiring gear (p. 124) and selling and trading gear (p. 126) should be adhered to during this Activity. The Time Rating of this Activity is equal to the goods of the Merch being bought or sold, to a maximum of 4.

TRAFFICKING EVENTS

The PCs are able to perform a range of activities during the Trafficking Phase. To ensure the process isn't rigid and is more reflective of the chaotic life of the post-apocalypse, each PC will potentially run into a random Trafficking Event. These events can range from stumbling over supplies that may benefit their group to… less fortunate encounters.

Once they have used their Time Points, each PC should roll 2d20 and consult the Trafficking Event Table. Each PC need only make the roll once. The GM has final veto over whether a result is applied or not. If the result would have a severe negative impact to the following session, for instance, the GM is free to allow the PC a reroll, ignore the roll altogether during this Trafficking Phase, or else offer a more suitable event.

ENDING THE TRAFFICKING PHASE

The gaming session comes to a close once all Trafficking Events have been resolved. The GM should use this opportunity to determine how, where, and why the players are ending the session. Have they made it to their intended destination? Are they still en-route or temporarily resting in a settlement?

Players should be encouraged to talk amongst themselves as to how they felt the session went, what they might have done differently, and what plans and agendas they have for next session. They should also be allowed to suggest the next actions for their PCs and the group. Taking notes of these decisions will allow them to be worked into the next session if appropriate.

At this point, the GM should also consider all the results of Trafficking Activities and Events to see if any of them suggest any major story arcs for the next session—new allies, enemies, debts or juicy information may all play a part. The **Devil's Run RPG** is designed to be a very fluid experience, and while an ongoing story narrative is a good thing to have, some of the best games come out of the unexpected events that occur through player choice and action. A GM should not be afraid to change their plans and embrace the natural flow of the road.

TRAFFICKING EVENTS TABLE

D20 RESULT	EVENT	DESCRIPTION
2	**Jackpot**	The PC takes part in some extra curricular gambling and wins big. They gain $100.
3	**Won the Big Bet!**	The PC gambled big, betting their vehicle against another gambler's ride… and won! The PC gains an additional vehicle—which may be a bike, trike or car from a local faction—as determined by the GM. The PC may only take possession of this vehicle if there is someone to ride or drive it (such as an NPC joining the party), or if the PC decides to sell their own vehicle for the measly sum of $2000.
4	**A Seriously Good Deal!**	Someone REALLY likes one of the PC's weapons and offers them a deal of their lifetime: they'll trade their weapon for the PC's. The weapon on offer should be a suitable upgrade from the PC's current weapon, as specified by the GM.
5	**Given a Gift**	Some old crazy dude gifts the PC a strange item wrapped in rags. It appears to be a piece of technology or a trinket from a bygone age. This may be used by the GM for the ongoing story arc, or sold to the right collector for a profit of 2 Merch.
6	**Nothing**	No significant event.
7	**Befriend a Doctor**	The PC meets a local doctor who gives them medical supplies and drugs. During Upkeep after the next gaming session, this PC automatically recovers all of their Wounds and Trauma.
8	**Everything's Going Right**	The player is on a roll. They will start the next session with 1 Salvage Point.

TRAFFICKING EVENTS TABLE

D20 RESULT	EVENT	DESCRIPTION
9	**Efficiency**	The PC gains real momentum. They gain 1 Additional Time Point to spend on Activities during the Trafficking Phase of the next gaming session.
10	**Scavenge**	The PC gets lucky whilst scavenging nearby. They may make one roll on the Scavenging Table, p. 251.
11–14	**Nothing**	No significant event.
15	**Bumped into an Old Friend**	The PC encounters an old friend. This NPC is considered a new contact in the area who can be used in future gaming sessions. The player and GM should define who this person is and how they know each other.
16	**Extra Training**	The PC puts in a lttle extra time to hone their skills and immediately gains 50 Experience Points. These may not be spent until after the next session.
17	**Juicy Gossip**	The PC comes across some information. The GM should provide them with some basic information as though they have succeeded in the information gathering Activity. This information does not need to be pivotal to the upcoming adventure, but should provide insight to some part of the current story arc.
18	**Recognised**	The PC is recognised by someone who calls them out. The player should make a **Challenging (D2) Persuade** or **Traffic test**. A success earns them a new contact in the area, a failure creates a new enemy. The player and GM should define who this person is and how they know each other.
19	**Found a Buyer**	The PC has found someone willing to buy rare and valuable artefacts. If they own any such items, the PC may immediately trade them at a rate of 1 Merch for $250. If no such items are in the PC's possession, they may consider this NPC a contact for future goods trafficking runs that contain such items.
20	**Walked into a Trap**	The PC stumbles into a trap Thankfully It wasn't well concealed. The PC must roll 1d20. On a result of 17 or more, the player suffers a Wound. On any other result, the trap does no damage and the PC may take the trap to use themselves if they wish. The details of the trap are specified by the GM.
21–24	**Nothing**	No significant event.
25	**Bad Luck**	Nothing seems to be going your way! The GM gains 1 additional Fallout at the start of the next session.
26	**Rumours**	The PC's name has been slandered in the local area. The players Notoriety is immediately reduced by 1 (if used).
27	**Poor Sleep**	The PC has had one too many restless nights and starts the next session with 1 Fatigue.
28	**Exhaustion**	The Activities undertaken by the PC have taken their toll. They will start the next session with 2 Fatigue.
29	**Debt Collection**	The PC owes a debt to a local gang leader, who has come to collect. The player must immediately pay $150 or take 1 Wound.
30	**Accused of a Crime**	The PC and their group are accused of a crime in the current/nearby settlement. They will not be welcome in that settlement and should expect conflict while in the near area. The GM should use this for additional story angles.
31–34	**Nothing**	No significant event.
35	**Accident**	The PC is subject to an accident on the road, which inflicts 1 Wound. The player may immediately pay $75 to remove it before the next session.
36	**Hustled**	The PC is hustled out of their earnings. If they took part in the gambling Activity during the Trafficking Phase, they immediately lose all additional winnings. If they did not perform the gambling Activity, they instead lose $100.

TRAFFICKING EVENTS TABLE

D20 RESULT	EVENT	DESCRIPTION
37	**Illness**	The PC contracts an illness and must start the next game with 2 Fatigue. The GM also begins the next adventure with 2 additional Fallout. The player may pay $250 for medical care to avoid the illness.
38	**Bitter Rival**	The PC REALLY upsets a local gang boss or rival faction member. They are considered to have an enemy in this area and the difficulty of all Traffic, Persuade and Thievery tests in this area are forever increased by 1.
39	**Drunken Scuffle**	The PC gets into a drunken brawl, resulting in a Wound. The player will start the next session with 1 Wound.
40	**Posted Bounty**	The PC has had a bounty posted on their head. The GM is free to choose by whom, or leave it a mystery, only informing the player that rumour has it people are hunting them. Expect trouble in a future session.

SAVAGE UPKEEP

The Trafficking Phase of this chapter works equally well within **SWADE**. As a cautionary note, however, Upkeep and Activities add a requisite amount of bookkeeping to the before and after of each session, which may not be in keeping with some GMs ideology of Fast. Furious. Fun. On the other hand, the Trafficking Phase can also springboard many great subplots and provides the PCs with a chance to both rest and spend their hard-earned dollars. GMs should give these downtime steps careful consideration before including them in their games, and perhaps even discuss this with their players.

Much like the alterations for Group Backgrounds (p. 83), the Trafficking Phase requires the following simple amendments:

- If a step requires a roll, roll 1d4 instead. A 3 counts as zero. If a 4 is rolled, the negative impact of rolling an Effect in 2d20 occur (or the GM gains a Bennie for the general pool at the start of the game following this Trafficking Phase).
- Any test that provides a Momentum option instead provides a raise. These raises can be stored and spent at any time during the Trafficking Phase. A test must be successful in order to gain the benefit of a stored raise. Bonus raises are lost at the end of the Trafficking Phase.
- If a mechanic allows a PC to regain health in the form of Nerve or Vigour, they instead heal 1 Wound.
- If a mechanic requires a player to spend or gain a Salvage Point, they instead spend or gain a Bennie.
- Complications that provide Fallout for the GM instead provide Bennies for the general pool at the start of the next game.
- If a Traffic or Gang Warfare test is called for, then it's often a function of networking within **SWADE**.
- Characters earn experience as Advances in **SWADE**. The Spend Experience step of Upkeep allows a character to spend an Advance. (Assuming they have one.)

A NOTE ON NOTORIETY

If Notoriety is being used, the **SWADE** mechanics for this are covered on p. 88 of this rulebook. Adjusting Notoriety requires a big expenditure or notable act on the part of a PC. The GM has final say over what qualifies as either. As a further option, Notoriety can also be tied into a PC's Rank. For example, Seasoned PCs can only rise to Acknowledged and only Heroic PCs can gain Famous.





ALLIES & ADVERSARIES

The world was already full of threats before the Day of the Apocalypse, from dangerous predators trapped in the few wild spaces left for them to inhabit, to crime-ridden streets that understaffed law enforcement agencies were struggling to keep safe. Those dangers and many more have only been amplified in the decades since. Feral animals have reclaimed the unpopulated spaces between settlements, Revenants lurk amongst the shadows of abandoned towns, and rival gangs blast each other to pieces on the lawless freeways. Unless they're part of a war party, only the foolish or the brave choose to camp outside in the wild at night.

NPC CATEGORIES

The many adversaries, allies, and creatures that characters are likely to encounter come in various shapes and sizes. Where some are individuals that can stand alone against many foes, others function in coordinated groups, or even teeming hordes that swarm their prey. All creatures in this section are defined by one of these categories, which apply to all beings unless contradicted in the specific description. These categories are presented after the name of the NPC or creature, such as "The Gentleman (Kingpin)." Some creatures fall into more than one category, either as variants, such as "Dog (Lackey or Elite)," or with the properties of each of the specified categories.

LACKEYS

The most frequently encountered type of adversaries, Lackeys flesh out the ranks of factions and raiding parties. Lackeys act and fight using the normal rules, but do not have hit locations. Lackeys roll only 1d20 on tests instead of the normal 2d20 (though they can gain bonus dice as normal). A Lackey has Stress equal to half the associated Attribute, rounding up, and is taken out of action after suffering a single Harm. Lackeys cannot attempt Reactions, and they cannot sacrifice armour or shields to ignore Wounds.

New Lackeys can be brought into a scene by spending 1 Fallout per Lackey, so long as there is a logical and plausible reason for reinforcements to turn up.

ELITE

Elite foes represent a serious threat, but are generally fewer in number. Dangerous individually and even more so in numbers, Elite foes bring specialist expertise and unusual tactics to bear, while others are simply more skilled and better-equipped than their more common allies.

Some creatures can be either Elite or used as Lackeys, representing exceptional individuals within otherwise humble ranks. These will be specified within the individual creature's description, along with an explanation about how to modify the creature's attributes and abilities to suit its Elite status.

Elite creatures act and fight using the same rules as do player characters. An Elite creature has Stress values equal to the associated attribute, and is taken out of action after suffering 2 Harms of any single type. Elite creatures do not have different hit locations (unless the gamemaster wishes to indicate so, for flavour or for specific effects), and they cannot sacrifice armour to ignore Wounds (though they may still sacrifice shields).

So long as there is a logical and plausible reason for reinforcements to turn up, additional Elite NPCs can be brought into a scene by spending 2 Fallout per Elite adversary.

KINGPIN

The mightiest of foes—called a Kingpin—is terrifying to face, possessed of a wide range of skills and abilities, and the intelligence to wield those capabilities with ruthless efficiency. Often found leading multiple groups of other foes, a Kingpin is frequently a skilled leader and deadly combatant.

A Kingpin acts and fights using the same rules as PCs, and has the normal range of hit locations. A Kingpin can withstand multiple Harms exactly as player characters do. When creating a Kingpin, the gamemaster should determine Stress using the associated attribute and skill expertise, exactly as for a PC.

In play, a Kingpin may spend 3 Fallout in order to gain a single Salvage Point, which can be used in exactly the same manner as for PCs.

GROUPS

Many adversaries work effectively in groups, achieving more as a collective than they can as individuals. Referred to as Mobs and Gangs, the two terms reflect a number of common differences between otherwise-similar groupings.

A Mob consists of up to five identical Lackeys acting as a rough, unruly, and poorly-disciplined group. There is no distinct leader, and while the Mob is more effective in battle than the individuals that comprise it, it is still a poor force and often falters against a more disciplined foe. Groups of natural animals often form Mobs, especially when there is no distinct pack leader.

A Gang consists of a single Elite creature—referred to as a Boss—leading up to four identical Lackeys. The Lackeys' abilities are put into direct support of the Elite creature's actions, making it more effective and more resilient in battle. In some situations, a Kingpin or even a player character can be a Gang's Boss, following exactly the same rules.

TAKING ACTION

Mobs and Gangs both take action as single entities, regardless of the number of creatures that comprise a given group. Each group gets a single turn each combat round, during which they must all take the same action.

When a group takes an action requiring a test, nominate a single creature within the group—in the case of a Gang, this will always be the Leader—to lead the action. This creature is the one taking the action, for all intents and purposes. Each creature in the group not leading the action contributes a single d20 to the test, using their own attributes and skills, effectively assisting the nominated creature's actions. In the case of a Mob, all the creatures' attributes and skills for a given test should be the same, regardless of which creature is leading the action.

The dice gained from being part of a Mob or a Gang are, as already noted, a form of assistance (multiple characters contributing towards a single task), and thus do not count towards the normal limit of three bonus d20s. Consequently, Mobs and Gangs can still benefit from bonus d20s in the normal ways—spending Fallout, spending resources, etc.

ATTACKING GROUPS

When attacking a Mob or Gang, a single creature within the group is nominated as the primary target. It is to this creature that damage and effects are caused. If the damage is enough to inflict one or more Harms, then that will take out a single Lackey (as normal—Lackeys are taken out of action by a single Harm), then any remaining damage is applied to the next creature in the Gang. If this too was enough damage to inflict a Harm, then that creature is taken out as well, and any remaining damage is applied to the next creature. This should be continued until either no damage remains, or until all the creatures in the Mob or Gang have been taken out of action.

Some damage may inflict 2 Harms simultaneously—Lackeys normally have 5 in a particular Stress value—so any hit that reduces them to 0 Stress will also inflict 5 damage. This takes only a single creature out of action, as Harms inflicted on one creature do not carry over to the next, only the total amount of damage.

In the case of a Gang, the Leader will always be the last to suffer damage under normal circumstances, with the Lackeys in the Gang being taken out of action first. Attackers may spend two Momentum on an attack in order to pick the Leader out from within a Gang—this is a called shot, no different to picking a specific hit location. A Gang whose Leader has been slain immediately becomes a Mob.

Being composed of Lackeys, Mobs cannot attempt Reactions. Even though Gangs are led by Elite creatures, a Gang cannot attempt a Reaction either.

A status effect can be applied to the entire group equally (a hindrance upon one member of a group will impair them all), or the gamemaster can decide to narrow the effect's focus by inflicting one Harm upon a single creature in the Mob or Gang (the creature is abandoned, left behind to keep it from slowing down the group), depending on the circumstances.

A Mob or Gang has a number of additional ways to spend Fallout.

- **INTERPOSE:** If an allied creature within Reach is targeted by an attack, the Mob or Gang may spend 1 Fallout in order to have the attack targeted against itself instead.
- **SPECIAL WEAPONRY:** Some groups include special weapons or attacks employed only by a single creature within the group. Using these special weapons or attacks costs 2 Fallout and allows a single member to make a separate attack instead of assisting during the rest of the group's attack. This attack may be directed at the same target as the rest of the group, or a different one, as desired.

FIELDS OF EXPERTISE

The proficiencies and capabilities of characters and creatures are a complex matter. For NPCs, listing all the same skills a PC is likely to possess provides an unnecessary degree of detail. In their place, NPCs are listed with six Fields of Expertise, representing their skill in these broad areas as a single number. Whenever an NPC would be required to take a skill test, it uses the numbers listed in the appropriate Field of Expertise to determine its Expertise and Focus from. For example, a character with an Agility 9, Movement Expertise of 2, and Movement Focus of 1 attempting an Acrobatics test would have a Target Number of 11, and a Focus of 1 for that test.

The six Fields of Expertise, and the skills they encompass, are as follows:

- **MOVEMENT:** This relates to a character's movement around a scene, both personally and using vehicles. It covers Acrobatics, Athletics, Drive, Pilot, and Stealth.
- **COMBAT:** This covers the various tools and techniques for bringing death and destruction. It encompasses Firearms, Heavy Weapons, and Melee.
- **FORTITUDE:** This covers the means by which a character can survive in a hostile universe. It encompasses the Discipline, Resistance, and Survival.
- **KNOWLEDGE:** This covers skills reliant on considerable intellect and knowledge. It encompasses the Animal Handling, Engineering, Gang Warfare, Lore, Medicine, and Wild Tech.
- **SOCIAL:** This covers the character's ability to influence other creatures with ways other than force. It encompasses Command, Counsel, Persuade, and Traffic.
- **SENSES:** This covers the character's ability to perceive the world's details. It encompasses Insight, Observation, and Thievery.

SPECIAL ABILITIES

The following are a number of common rules and abilities possessed by creatures. These abilities will be referred to by name only in entries, and require the gamemaster to refer here for the specifics of each rule.

APOCALYPTIC X

The NPC is dangerous, heralding a greater challenge for those who confront it. When an NPC or creature with this rule enters a scene, the GM should immediately add X Fallout to the pool.

DREAD VITALITY (X)

The NPC is powerful and dangerous, with a vitality and drive that allows it to triumph where others might fail. It begins each scene with a number of Fallout equal to X—Fallout that may only be used to benefit itself, and is not drawn from the general Fallout pool.

FAST RECOVERY (VIGOUR OR NERVE X)

The NPC quickly springs back from stress and damage. This ability specifies a type of Stress and a value in the place of X, for example "Fast Recovery (Nerve 2)." At the start of each of its turns, the creature regains a quantity of that damage capacity equal to that value—so a creature with Fast Recovery (Vigour 3) regains 3 points of Vigour at the start of each turn. A creature with Fast Recovery may also spend Fallout to remove Harms associated with that damage capacity (for example, Wounds for Vigour, or Trauma for Fallout); the amount of Fallout required to remove one Harm is equal to the number of Harms the creature is currently suffering from.

FEAR (X)

The creature's form, nature, or raw presence is deeply unsettling to mortal minds, and few can bear witness to it and remain strong. When a character sees a creature with Fear X, the character must immediately attempt a Discipline test or suffer the damage of the creature's normal threaten attack. A character must attempt this test only once for each Fear-causing creature in a scene. In addition, a creature with Fear X increases the damage of all threaten attacks by +X.

FEED UPON FEAR

The adversary gorges itself on the fear of others, gaining in strength as the minds of others crumble and falter. The GM adds 1 Fallout every time a character suffers mental damage within Medium range of the NPC, no matter the source.

FLIGHT

Whether due to a jetpack—in the case of human adversaries—or wings, the NPC soars through the air and can move through "empty" zones above the ground. A flying creature must spend at least 1 Action moving each turn. If knocked prone, it will immediately fall straight to the ground, suffering falling damage as a result. If the creature wishes to carry someone or something while flying, the GM should determine the difficulty of such a test based on size, convenience, and portability, as well as the creature's means of carrying the desired object.

GRASPING

On a successful melee attack, the NPC can grab its target by spending 1 or more Momentum. A grasped target can't move or take any action except to attempt an Acrobatics or Athletics test to escape with a difficulty equal to the amount of Momentum spent. A grasping character attack other foes while it has a target grasped, but does reduce the difficulty of an Exploit action taken against the grasped target by 1 step.

INURED TO X

The creature is unperturbed by conditions and effects caused by one of a number of sources of hardship or hindrance, such as vacuum, extremes of temperature, poison, disease, etc. The most common sources of conditions are described below:

- **COLD:** The creature is unaffected by effects derived from extreme cold, including damage.
- **DISEASE:** The creature is immune to the effects of disease, and will never suffer the symptoms of any disease. If the creature is exposed to a disease it will become a carrier—able to spread the disease if it is contagious.
- **FEAR:** The creature is incapable of feeling fear, continuing undeterred in spite of the greatest terror. The creature cannot be dazed or staggered by mental attacks, and does not suffer any penalty from Traumas (though it can still be taken out of action as normal).
- **HEAT:** The creature is unaffected by effects derived from extreme heat, including damage from fire.
- **PAIN:** The creature is incapable of feeling pain, continuing undeterred in spite of the most horrific agony. The creature cannot be dazed or staggered by physical attacks, and does not suffer any penalty from Wounds (though it is still taken out of action as normal).
- **POISON:** The creature is unaffected by all forms of poison, venom, and toxin.

KEEN SENSES (SENSE TYPE)

One of the creature's senses is particularly keen. Choose one from sight, hearing, or scent. The creature reduces the difficulty of all Observation or Insight tests using that sense by 2.

MINDLESS

The NPC is an unintelligent being, driven purely by instinct. It will mindlessly move towards and attack the nearest living

creature with any weapons it possesses. If it cannot see or hear a living creature, it will move towards the nearest source of bright light or loud noise, or otherwise move around randomly if no such source exists. A Mindless creature cannot attempt Reactions. The creature is immune to any mind-influencing effect, and cannot suffer mental damage.

MONSTROUS
The considerable bulk and mass of this creature makes it less agile and graceful than smaller creatures and hinders it moving through confined spaces. It receives the following benefits and penalties:

- +1 difficulty to tests where great size or weight would be problematic.
- Suffer a Wound following seven or more Vigour damage (instead of five).
- Not required to brace Unwieldy weapons.
- Use 2H weapons in one hand without penalty.
- Spend 1 Momentum before attacking to add
- Knockdown to its melee attacks for the current turn.

MOUNT X
This animal has the strength and frame to support X riders without inconvenience. An animal with Mount can support additional riders above the value of X, but any Animal Handling tests increase in Difficulty by one step for each extra passenger. If the animal bears a cart or similar transport instead of a rider, it can transport an additional passenger without hardship.

NIGHT VISION
The creature's senses are keen, or use different wavelengths that allow it to pierce the deepest darkness with ease. The creature doesn't suffer any increase in difficulty due to darkness.

SUPERHUMAN (ATTRIBUTE) (X)
One or more of the creature's attributes are beyond human capabilities. This is indicated by a number, which is added as automatic successes on tests using the relevant characteristic. For example, a creature with Inhuman Brawn 1 gains one success on all Brawn tests, in addition to any generated by rolling. In addition to being under special abilities, Superhuman Attributes will be noted in parentheses next to the attribute.

- Each rank of Inhuman Awareness a creature possesses adds +1 to the damage of all ranged attacks.
- Each rank of Inhuman Brawn a creature possesses adds +1 to the damage of all melee attacks.
- Each rank of Inhuman Personality a creature possesses adds +1 to the damage of all mental attacks.
- For each rank of Inhuman Brawn, increase the creature's Vigour by 1.
- For each rank of Inhuman Willpower, increase the creature's Nerve by 1.

UNLIVING
Whether a reanimated corpse or a construct, the creature is made up of non-living materials such as stone, metal, or dead flesh. It is highly resistant to all environmental conditions, reducing the Difficulty of Fortitude tests against extremes of heat and cold by 2 steps, and it is immune to the effects of suffocation, starvation, and thirst. Unliving creatures sometimes suffer physical damage as objects (with Structure and Faults, instead of Vigour and Wounds).

CREATING ADVERSARIES

Creating new adversaries for the player characters to confront is as much an art as a science, and there are no hard-and-fast rules. However, GMs may find the following guidelines useful for creating Troopers, Elites, and Nemeses.

LACKEYS

Lackeys are the weakest category of adversary. Use this category for designing minions, mooks, and cannon fodder.

- Attributes should average 8. (Scores above 10 are rare.)
- Assign 6 ranks of training in Fields of Expertise, with no more than 2 ranks in the Expertise or Focus of any single Field.
- Lackeys have stress equal to half the associated attribute, rounding up,
- Lackeys should rarely have special rules.
- Lackeys will generally have simple, straightforward gear.

ELITES

The default type of NPC. Although not as durable or driven as a PC, they can still provide a decent challenge.

- Attributes should average 9.
- Assign 12 ranks of training in Fields of Expertise, with no more than 3 ranks in the Expertise or Focus of any single Field.
- Elites have stress equal to the associated attribute,
- Some Elites may have one or two special rules and/or unique Fallout spends.

KINGPINS

Unique and potent characters, Kingpins are an equal match for a single PC. They should be used as major rivals.

- Attributes should average 10. (Particularly powerful Kingpins may exceed this limit.)
- Assign 20 ranks of training in Fields of Expertise. A single Field of Expertise may have ratings of 4 or 5.
- Kingpins have Stress equal to the associated attribute plus the Expertise rating of their Fortitude Field of Expertise.
- Kingpins should have a number of interesting special rules and/or unique Fallout spends. The GM is encouraged to make them interact in fun and interesting ways.

ENCOUNTER STRUCTURE

Broadly speaking, an average combat encounter that challenges a group of PCs should consist of a number of Elite NPCs between one-and-a-half to two times the number of PCs, rounding up. This isn't to say that more NPCs can't be added to a fight to make it more challenging, but GMs should keep these baselines in mind to understand whether a battle will be too easy or too dangerous.

If there are 4 PCs, for example, an average combat encounter should consist of between 6 to 8 Elite NPCs.



However, this basic approach to structuring an encounter is not the only option, and Elite NPCs are clearly not the only type of adversary available. Choosing other categories or levels of foes still requires a degree of judgment on the part of the GM—individual NPCs and monsters can vary in power beyond the rough target categories, and the degree of a desired challenge is of primary concern.

ACTION ECONOMY

An important element of structuring an encounter is the number of available Actions. If the NPCs have fewer available Actions than the PCs, then they are much less likely to present a challenge. Because PCs act before NPCs (in most cases), a degree of redundancy is useful, so having a few more NPC Actions than there are player Actions (at least initially) allows the NPC side to take a casualty or two without severely impacting the challenge of the encounter before they act.

Lackey NPCs are individually less resilient and less proficient than Elites—half the damage capacities, only able to withstand a single Harm, no Reactions, and only rolling 1d20 for skill tests. Individual Elite NPCs can be exchanged for two Lackeys. Lackeys may be placed in groups or individually: Lackeys operating individually get more Actions and must be targeted separately, while Lackeys operating in groups are more likely to succeed at individual tasks.

Kingpin NPCs are broadly more powerful, resilient, and typically possess more complex or more potent combinations of special rules than Elites. Typically, two Elite creatures can be replaced by a single Kingpin. No more than a single adversarial Kingpin should be present in most scenes, though an occasional scene with multiple Kingpins can be a useful change of pace.

ENVIRONMENTAL FALLOUT

Two other factors can be relevant when determining how easy or difficult an encounter will be: environment and Fallout.

Environmental factors can easily shift the balance in battle. A preponderance of cover or short lines of sight can favour melee and short-ranged missile fire over longer-ranged weapons, while large open spaces and uneven terrain favour long-range missile fire. Terrain can be deliberately set up to favour one side over another, particularly if one side is defending an objective.

Fallout can shift the balance in battle as well, allowing the GM considerable leeway when designing encounters, based on events prior to the encounter, the overall condition of the PCs' group, and the relative flow of gameplay. Spending Fallout can amplify the potency of NPCs, or add new NPCs to the fight. By comparison, spending little or no Fallout on NPCs during a scene can make them less effective, which can turn a challenging battle into a simple one. This can be used by the GM to scale encounters to the PCs' successes and failure—successful PCs

can be met by stronger resistance–and to make later battles in an adventure more difficult.

BEASTS

The fallout of a nuclear war and hordes of hungry Revenants caused death and destruction on untold levels to both humans and beasts. While humanity picked over the bones of its own civilization in the harsh years that followed the war, many of the wild animals of North America rode out the storm and sprang back quickly. With the gangs around San Francisco much more interested in claiming concrete turf and fighting over gasoline, the uninhabited areas of the West Coast are now the domain of various wild animals and predatory beasts.

FORCE OF NATURE

All creatures in this section share a single ability in common: when attempting threaten attacks, they may attempt Discipline tests (using their Willpower attribute plus their Fortitude Field of Expertise) instead of the normal Persuade tests. Though many wild animals have complex social structures, they seldom have social skills recognizable by humans. However, they are still capable of threatening and intimidating others, whether human or other wild animals.

VARIANT HIT LOCATIONS

Aside from Kingpins, hit locations are not typically used for NPCs. However, the GM and players might find it useful to know where an enemy has been struck. This is easy enough with human adversaries, as they have the same range of hit locations as human PCs, but this is not always true for animals. The following guidelines are fairly simple and straightforward, intended more for ease of use than for accurate representation of the relative distribution of limbs and body types.

A quadrupedal animal, such as a horse or wolf, is simple enough to alter in practice. The GM can use the normal hit locations, but assume that any result that would hit an arm instead hits a foreleg, and any result that would hit a leg specifically hits a hind leg. Similarly, birds and bats use the normal tables, but wings replace arm results. For snakes and serpents, assume that any result that is not a head is the torso. For insects and arachnids–specifically giant examples of these creatures–the GM should treat all arm and leg results as "legs", possibly with an extra roll to determine which leg in particular, if that level of detail is required.

ALLIGATOR (ELITE)

Although rare, some hardy species of alligator have fled the poisoned waters of the irradiated east for the comparatively cleaner lakes and rivers of the West Coast. Deadly freshwater predators that are capable of startling speed underwater, alligators seem heavy and slow on land. They lay in wait beneath the surface of lakes and rivers, waiting for their prey to approach–whether to drink or to cross–before striking with terrifying swiftness.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
10	9	10	3	4	5	8

FIELDS OF EXPERTISE

Combat	+1	1	Movement	+1	—	Social	—	—
Fortitude	+1	1	Senses	—	—	Technical	—	—

STRESS AND SOAK

Vigour	10	Nerve	8
Armour Soak	2	Morale Soak	1

ATTACK

- **SNAPPING JAW:** Melee, 4, Grappling, Unforgiving 2

SPECIAL ABILITIES

- **AQUATIC:** An alligator can hold its breath for up to 15 minutes before requiring a Fortitude test.
- **AMBUSH PREDATOR:** An alligator gains 2 bonus Momentum on Movement tests when in water. Further, it reduces the cost of the Interrupt Fallout spend to zero when it begins its turn hidden and submerged beneath a body of water.
- **DROWNING:** If an alligator successfully grabs its prey when in water, the grabbed creature will begin to drown. See page XX for details on drowning. This is in addition to any damage the alligator inflicts on the grabbed enemy.
- **SLUGGISH GAIT:** An alligator cannot take the Sprint Action unless it is in water.

BEAR (ELITE)

The initial stats here represent the most common species, the black bear. Bears are solitary and highly territorial, but tend not to attack unless provoked or maddened by some outside force.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
9	9	12	6	4	6	9

FIELDS OF EXPERTISE

Combat	+1	1	Movement	+1	—	Social	—	—
Fortitude	+1	1	Senses	+1	1	Technical	—	—

STRESS AND SOAK

Vigour	12	Nerve	9
Armour Soak	1	Morale Soak	1

ATTACKS

- **BITE:** Melee, 6, Piercing 1, Unforgiving 2
- **TWO CLAWS:** Melee, 5, Knockdown
- **GROWL:** Threaten, Range C, 3 mental, Vicious 1

SPECIAL ABILITIES

- **SAVAGE:** So long as it uses a different attack for each Action, the bear may use the Swift Strike Momentum spend for 1 Momentum. It may also use Swift Strike up to twice each turn, rather than once.
- **KEEN SENSES (SCENT)**

NOTES

BROWN BEARS: Generally larger than black bears, brown (or grizzly) bears also tend to be more aggressive. Mostly active at dusk, night, and at dawn, they range across wide areas and will drive off other predators after a kill. For a brown bear, use the black bear description with the following changes:

- Agility 9, Brawn 12, Coordination 5, Vigour 12, Courage 2
- +1 to the Combat Field of Expertise
- +1 to all attacks
- **FEAR 1**

POLAR BEARS: These large carnivorous bears are adapted for arctic climes, and are as equally capable of hunting on land as under water. Remarkably stealthy for their size, they are powerful swimmers, fast runners, and are extremely strong. For a polar bear, use the black bear description with the following changes:

- Willpower 10, Brawn 13 (1), Coordination 5, Vigour 14, Nerve 10
- +1 to the Combat and Movement Fields of Expertise
- +2 to Bite and Claw damage, +1 mental to Growl damage
- **CAMOUFLAGED:** A polar bear is almost impossible to see against a backdrop of ice and snow. In arctic or snowy conditions, a polar bear gains 2 bonus Momentum on Movement tests to move unseen.
- **FEAR 1**
- **INURED TO COLD**
- **MONSTROUS**



COUGAR (ELITE)

Large, solitary predators, these big cats are most commonly recognized by their plain, tawny coats that range from silver-grey to reddish in colour. They are excellent climbers and deadly hunters, and while humans are not their preferred prey, they will not hesitate to lash out if threatened or startled, or when defending their territory.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
10	9	10	4	4	7	9

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+3	1	Social	—	—
Fortitude	+1	1	Senses	+1	1	Technical	—	—

STRESS AND SOAK

Vigour	10	Nerve	9
Armour Soak	1	Morale Soak	1

ATTACKS

- **VICIOUS BITE:** Melee, Reach 1, 4, Unforgiving 2
- **CLAWS:** Melee, 5, Vicious 1
- **SAVAGE GROWL:** Threaten, Range M, 4 mental, Vicious 1

SPECIAL ABILITIES

- **KEEN SENSES (SCENT)**
- **POUNCE:** A cougar making the Movement Minor Action before attempting a close combat attack may add the Knockdown quality to its Claws attack. If the target is knocked prone, then the cougar may spend 1 Momentum to make a Bite attack against the same target.

DOG (LACKEY OR ELITE)

Dogs are encountered wherever people are (or were). Most dogs are bred for work, whether in war or hunting, but are also used as guards. Feral packs of mongrels are also a real danger.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
9	9	8	5	5	6	7

FIELDS OF EXPERTISE

Combat	+1	—	Movement	+1	—	Social	+1	—
Fortitude	+1	—	Senses	+2	1	Technical	—	—

STRESS AND SOAK (LACKEY)

Vigour	5	Nerve	4
Armour Soak	—	Morale Soak	—

STRESS AND SOAK (ELITE)

Vigour	8	Nerve	7
Armour Soak	—	Morale Soak	1

ATTACKS

- **BITE:** Melee, 3, Grappling
- **SNARLING:** Threaten, Range C, 2 mental, Stun

SPECIAL ABILITIES

- **DOMESTICATED:** Dogs are keen assistants. With the GMs agreement, they can willingly perform teamwork actions in a task they can feasibly assist with.
- **KEEN SENSES (SCENT)**

EAGLE (ELITE)

Spectacular birds of prey that make swift and precise attacks from high above, they rarely attack humans unless protecting their nest.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
10	14	6	6	4	6	9

FIELDS OF EXPERTISE

Combat	+1	—	Movement	+2	1	Social	—	—
Fortitude	—	—	Senses	+2	1	Technical	—	—

STRESS AND SOAK

Vigour	6	Nerve	9
Armour Soak	—	Morale Soak	—

ATTACK

- **TALONS:** Melee, 2, Vicious 1

SPECIAL ABILITIES

- **FLIGHT**
- **KEEN SENSES (SIGHT)**

HOG (LACKEY)

Not originally native to North America, hogs (or boars) are descended from domesticated or captive stock that escaped into the wild. Fierce and dangerous creatures, hogs can be quite hazardous when disturbed or hunted.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
8	7	9	4	4	5	7

FIELDS OF EXPERTISE

Combat	+1	—	Movement	+1	—	Social	—	—
Fortitude	+2	1	Senses	+1	—	Technical	—	—

STRESS AND SOAK

Vigour	5	Nerve	4
Armour Soak	1	Morale Soak	1

ATTACK

- **GORING TUSKS:** Melee, 3, Vicious 1

SPECIAL ABILITY

- **CHARGE:** If the boar makes a Movement Minor Action and uses its Standard Action to make a close combat attack, add Knockdown and Vicious 1 to its Goring Tusks (increasing the Vicious quality to 2 for this attack). It may also reroll any rolled for damage.

HORSE, RIDING (LACKEY)

Typically lighter and smaller than a draft horse, a good riding horse is more suited to carrying a single rider than to hauling a vehicle. Their lighter frames allow them to run—and be ridden—more swiftly than a larger horse can. Draft horses are slightly slower than riding horses, but have otherwise identical statistics. Any additional special abilities are listed below.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
8	9	10	4	4	6	8

FIELDS OF EXPERTISE

Combat	—	—	Movement	+1	1	Social	—	—
Fortitude	+1	1	Senses	+1	—	Technical	—	—

STRESS AND SOAK

Vigour	5	Nerve	4
Armour Soak	—	Morale Soak	—

ATTACK

- **HOOVES:** Melee, 4, Stun

SPECIAL ABILITIES FOR RIDING HORSES

- **MOUNT 2**
- **RIDING ANIMAL:** Riding horses can be trained and ridden, see Animal Companions on p. 204.

SPECIAL ABILITY FOR DRAFT HORSES

- **BEAST OF BURDEN:** Reduce a draft horse's Agility to 8 but add Superhuman Brawn 1 for the purposes of carrying and shifting burdens.

JAGUAR (ELITE)

Although extremely rare, particularly as far along the coast as San Francisco, jaguars seem to be slinking across the Mexican border in increasing numbers for unknown reasons. A large cat that is only surpassed in size by lions and tigers, jaguars have tawny coloured coats that are stippled with black spots.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
10	10	9	5	4	6	9

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+2	1	Social	—	—
Fortitude	—	—	Senses	+1	—	Technical	—	—

STRESS AND SOAK

Vigour	9	Nerve	9
Armour Soak	—	Morale Soak	—

ATTACKS

- **POWERFUL BITE:** Melee, 4, Unforgiving 2
- **CLAWS:** Melee, 4, Vicious 1
- **SAVAGE GROWL:** Threaten, Range M, 3 mental, Vicious 1

SPECIAL ABILITIES

- **POUNCE:** If a jaguar makes the Movement Minor Action before attempting a close combat attack, it may add the Knockdown quality to its Claws attack. If the target is knocked prone, the jaguar may spend 1 Momentum to make a Bite attack against the same target.
- **KEEN SENSES (SCENT)**

RAT SWARM (LACKEY)

Commonplace in the dank and crumbling ruins of cities, swarms of starving, pestilential rats are a peril greater than their size might suggest. A single rat's bite may be inconsequential—if a little painful—a swarming carpet of rats can pull down and overwhelm larger prey through sheer numbers. Though barely able to withstand a concerted attack, a rat swarm inspires such dread that it is best avoided.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
8	6	7	5	4	4	6

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+2	1	Social	—	—
Fortitude	—	—	Senses	+1	—	Technical	—	—

STRESS AND SOAK

Vigour	4	Nerve	3
Armour Soak	2	Morale Soak	—

ATTACK

- **MANY TINY BITES:** Melee, 4, Piercing 1, Persistent 2
- **SINISTER SQUEAL:** Threaten, Range M, 2 mental, Stun

SPECIAL ABILITIES

- **COUNTLESS BODIES:** The rat swarm is made of so many rats that attacks against individuals are fairly inconsequential. Its Armour Soak provides Cover Soak, with Effects counting as a '2'.
- **INURED TO DISEASE**
- **KEEN SENSES (SCENT)**
- **SWARM:** The swarm can take the Disengage Action as a Free Action.

FALLOUT SPENDS

- **SWARM ATTACKS (1–3 FALLOUT):** For each Fallout spent, the swarm may make an additional attack when it makes a Standard Action close combat attack. Each attack must be targeted at a different enemy.
- **UNENDING SWARM (1–3 FALLOUT):** For each Fallout spent on reinforcements, two additional rat swarms arrive as reinforcements at the end of the turn. These may join any existing Mob or Gang, each of which would be made up of multiple rat swarms.

SNAKE, VENOMOUS (LACKEY)

These sleek serpents are dangerous in spite of their size, owing to their stealth and venomous bite. This venom can be dangerous to creatures far larger than the snake's normal prey, and they use their bite as much to defend themselves from larger creatures as to kill their food. Of course, they can also be harvested for venom for coating weapons.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
12	8	7	3	3	4	6

FIELDS OF EXPERTISE

Combat	+1	—	Movement	+2	1	Social	—	—
Fortitude	—	—	Senses	+1	—	Technical	—	—

STRESS AND SOAK

Vigour	4	Nerve	3
Armour Soak	—	Morale Soak	—

ATTACKS

- **BITE:** Melee, 3, Persistent 4, Unforgiving 1
- **HISSING DISPLAY:** Threaten, Range C, 3 mental, Vicious 1

SPECIAL ABILITIES

- **AMBUSH:** A venomous snake is adapted to hide from its prey until the moment of its attack. It gains two bonus Momentum on Movement tests.

- **FEAR 1**
- **INURED TO POISON**

VULTURE (LACKEY)

These baleful scavengers haunt the wastes and deserts, feasting on any carrion they find. As such, their presence often heralds a sense of despair, reminding onlookers of their own mortality. Ill-tempered and cantankerous birds, they sometimes form a kettle to attack larger prey.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
5	7	6	4	5	3	10

FIELDS OF EXPERTISE

Combat	—	—	Movement	+1	—	Social	—	—
Fortitude	—	—	Senses	+1	1	Technical	—	—

STRESS AND SOAK

Vigour	3	Nerve	5
Armour Soak	—	Morale Soak	—

ATTACK

- **TALONS AND BEAK:** Melee, 3, Vicious 1

SPECIAL ABILITIES

- **FLIGHT**
- **INURED TO DISEASE**

FALLOUT SPEND

- **CIRCLING ABOVE (2 FALLOUT):** There is little more unnerving than seeing vultures circle overhead, with the mere presence of them often causing deep despair. In a scene where vultures circle overhead, the GM can spend 2 Fallout for their presence to cause X Nerve damage, with X equal to half the number of vultures, rounding up. This damage can be avoided with a successful Challenging (D2) Discipline test.



WOLF (LACKEY OR ELITE)

These lean hunters roam in packs of about half a dozen to a dozen adults, and these groups are highly territorial. As hunters, they approach by stealth, then try and run down their prey, isolating individuals where possible. Packs of wolves are normally led by a pair of larger, more dangerous adults—a breeding pair—that do most of the hunting, dominating the rest of the pack. Though similar to dogs, wolves are difficult to tame and train. Coyotes are the slightly smaller cousins of wolves, though the statistics presented here can serve equally well for both.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
10	9	9	5	5	6	8

FIELDS OF EXPERTISE

Combat	+1	1	Movement	+1	1	Social	+1	—
Fortitude	—	—	Senses	+2	1	Technical	—	—

STRESS AND SOAK (LACKEY)

Vigour	5	Nerve	4
Armour Soak	—	Morale Soak	—

STRESS AND SOAK (ELITE)

Vigour	9	Nerve	8
Armour Soak	—	Morale Soak	1

ATTACKS

- **BITE:** Melee, Reach 1, 3, Grappling, Unforgiving 1
- **SNARLING:** Threaten, Range C, 3 mental, Stun

SPECIAL ABILITIES

- **PACK HUNTER:** Wolves are fearsome pack hunters; a wolf gains 1 bonus Momentum on any attack roll against a foe already attacked by an ally this round, and on Movement tests where the enemy can see any of the wolf's allies.
- **KEEN SENSES (SCENT)**

FALLOUT SPEND

- **HOWL OF THE WOLF (2 FALLOUT, ELITE WOLF ONLY):** An alpha (Elite) wolf may spend 2 Fallout to grant all wolves in its pack the Fear 1 special ability.

HUMAN FOES

Humans are the primary type of adversary the PCs should encounter. The Devil's Run setting revolves around tales of motorised mayhem on the old highways of the West Coast of North America, with faction pitted against faction for the rights to claim turf and scarce resources. While a foray through the wilderness can serve to change things up occasionally, other people should be the greatest unknown—and therefore potentially the greatest threat—that the PCs regularly meet. This section lists a variety of stock human foes and potential allies the PCs may encounter in darkened back-alleys, fringe settlements, and unaligned communities.

These particular examples are fairly generic in presentation by design. The sections that follow these nonspecific offerings introduce the members of some of the more vicious factions that plague San Francisco and its surrounds.



BANDIT (LACKEY)

In this setting, the term bandit refers to the unaligned desperados of the wastelands who prey on the weak for survival, which includes any unfortunate faction members who find themselves lost and alone. They aren't Freelancers selling their services to warbands for cash or gas, but rather they are vicious opportunists who rely on surprise, fear, and brutality to eke a living outside of the main factions. Whether they have deserted, been exiled, or simply refused entrance in the first place, each bandit has chosen to live an existence away from the major communities of the West Coast. They are relatively weak individually, preferring to face foes in groups and using elements of surprise and terrain to their advantage. Depending on where and when they are encountered, bandits may be on foot or else making use of ramshackle vehicles.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
9	8	9	9	8	8	8

FIELDS OF EXPERTISE

Combat	+1	—	Movement	+1	—	Social	—	—
Fortitude	—	—	Senses	+1	—	Technical	—	—

STRESS AND SOAK

Vigour	5	Nerve	4
Armour Soak	1	Morale Soak	—

GEAR: Antique Revolver (3 Reloads), Leather Vest, Melee Weapon

ATTACKS

- **KNIFE:** Melee, 4, Burst 1, 1H, Hidden 1, Piercing 1, Subtle 1
- **ANTIQUE REVOLVER:** Range C, 4, 1H, Burst 1
- **STEELY GLARE:** Threaten, Range C, 2 mental, Stun

SPECIAL ABILITY

- **AMBUSH TACTICS:** Bandits are seldom inclined to fight fair, relying on sneak attacks and opportunism to triumph. Their familiarity with such tactics grants them 1 bonus Momentum on all Movement tests to gain surprise at the start of a combat.

BERSERKER (ELITE)

Although they seem to have a preponderance of warriors who succumb to battle frenzy, it isn't just the Vykers who boast berserkers amongst their ranks. The post-apocalyptic world is a hate-filled, dangerous place. All too often, the only answer to a situation is to face it with a furious roar and adrenaline-fuelled fury. The statistics presented here represent a typical bloodthirsty and battle-hardened warrior that can often be found amongst the ranks of every faction.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
9	7	11	9	7	9	8

FIELDS OF EXPERTISE

Combat	+2	2	Movement	+1	1	Social	—	—
Fortitude	+1	1	Senses	+1	—	Technical	—	—

STRESS AND SOAK

Vigour	11	Nerve	8
Armour Soak	2	Morale Soak	2

GEAR: Chain Shirt, Melee Weapon

ATTACKS

- **MACE:** Melee, 6, Unbalanced, Piercing 1, Stun
- **BERSERK FURY:** Threaten, Range C, 3 mental, Vicious 1

SPECIAL ABILITY

- **RECKLESS ASSAULT:** Berserkers hurl themselves into battle without regard for their own safety. When making a close combat attack, they may choose to gain between 1 to 3 bonus Momentum on the attack. Until the start of their next turn, all enemies gain the same amount of bonus Momentum on their attacks against the berserker.



BODYGUARD (ELITE)

With so many opportunists lining up and ready to take their place at the first sign of weakness, all good leaders keep a bodyguard close to protect their skin. It's often a huge step for someone to give their complete loyalty in the post-apocalyptic world, so would-be leaders need to choose wisely when selecting someone that will undoubtedly be asked to lay their life on the line for them. Luckily, there is often a large selection of sycophants to choose from.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
9	10	10	9	7	8	8

FIELDS OF EXPERTISE

Combat	+3	2	Movement	+2	1	Social	+1	—
Fortitude	+2	2	Senses	+1	1	Technical	—	—

STRESS AND SOAK

Vigour	10	Nerve	8
Armour Soak	2	Morale Soak	2

GEAR: Armoured Vest, HUMP (3 Reloads), Melee Weapon

ATTACKS

Each bodyguard has a personal weapon or weapons of choice that should be tailored to the bodyguard's personality and role. Following is a common set of weapons:

- **SWORD:** Melee, 7, 1H, Parry 1
- **HUMP:** Range C, 7, Unbalanced, Burst 2
- **DEADLY REPUTATION:** Threaten, Range C, 3 mental, Stun

SPECIAL ABILITY

- **BODYSHIELD:** A Bodyguard can designate an NPC (or PC in some circumstances) to protect. The Bodyguard may take the Guard Reaction without the need to spend 1 Heat, though only in response to their designated charge being declared as the target of an attack.

FALLOUT SPENDS

- **COUNTER-AMBUSH (3 FALLOUT):** Whenever attacked in melee by an ambushing party, the bodyguard can spend 3 Fallout to negate any bonus the ambush may have granted.

CULTIST (LACKEY)

The Day of the Apocalypse and rising of the dead were hailed as the prophesied End of Days by many. Judgement had been made and humanity had been found wanting. Some prayed to the heavens above or their own equivalent for deliverance, while a few others turned to older, more primal gods for salvation. A small number chose to establish their own teachings that were much more suited to these darker times. With so many seeking answers to the horrors that they faced daily, it didn't take much for the odd nefarious cult to take root in scattered communities of survivors. Having had a few decades to flourish, most of these fanatical sects are deadly to non-believers. Some whisper that the highly ritualised lives of the Justice borders on cult-like mania, though never within earshot.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
9	8	8	8	7	9	7

FIELDS OF EXPERTISE

Combat	+1	—	Movement	—	—	Social	+1	—
Fortitude	+1	—	Senses	—	—	Technical	+1	—

STRESS AND SOAK

Vigour	4	Nerve	4
Armour Soak	—	Morale Soak	3

GEAR: Melee Weapon

ATTACKS

- **KNIFE:** Melee, 3, 1H, Hidden 1, Piercing 1, Subtle 1
- **CRAZED GLARE:** Threaten, Range C, 3 mental, Stun

SPECIAL ABILITY

- **FANATICAL:** Cultists may reroll 1d20 on Fortitude tests.



CULT LEADER (KINGPIN)

Servants of their chosen religion and often leaders within their cults, these men and women are accustomed to fanatical loyalty from the faithful that surround them. Theirs is the duty to offer religious sermons and lead the believers during sacred rituals, no matter how horrible or sublime. Whether priest or priestess, the cult leader is a charismatic and powerful force that has the total devotion of their faithful.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
9	8	8	8	10	11	10

FIELDS OF EXPERTISE

Combat	+1	—	Movement	—	—	Social	+3	2
Fortitude	+1	—	Senses	+1	1	Technical	+2	1

STRESS AND SOAK

Vigour	9	Nerve	11
Armour Soak	1	Morale Soak	3

GEAR: Armoured Clothing, Melee Weapon

ATTACKS

- **MACE:** Melee, 4, Unbalanced, Piercing 1, Stun
- **DEVOUT ORATORY:** Threaten, Range C, 4 mental, Stun

SPECIAL ABILITIES

- **BELOVED:** Any cult member within reach will attempt to prevent the cult leader coming to harm.
- **DELIVERANCE:** No matter how nefarious or benign their religion, cult leaders often seem to lead a charmed existence. They need only spend 2 Fallout to gain the use of a Salvage Point, instead of the usual 3.
- **FANATICAL:** A cult leader may reroll a single d20 on any Fortitude test.
- **TOKEN OF FAVOUR:** A cult leader may have some talisman or relic sacred to their religion, and revered by the faithful. Once per scene, the cult leader may brandish this item to receive an additional d20 (max. 5d20) to inspire cult members with the Social Field of Expertise. The token's nature and precise attributes should be determined by the GM.

FERAL (LACKEY OR ELITE)

In order to survive, a few tragic survivors of the Day of the Apocalypse have had no alternative but to totally succumb to their base instincts. Whether due to distance or hordes or Revenants, they have been cut off from contact with other communities and much-needed supplies, which has led to a stripping back of the façade of civilisation until only a wild-eyed, feral human remains. They have little need for speech, for sound attracts the undead. Many ferals are now second or third generation, which also means they have little knowledge of the tools that lie unused around them.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
9	9	10	9	5	9	9

FIELDS OF EXPERTISE

Combat	+2	—	Movement	+2	1	Social	—	—
Fortitude	+3	1	Senses	+1	1	Technical	—	—

STRESS AND SOAK (LACKEY)

Vigour	5	Nerve	5
Armour Soak	—	Morale Soak	1

STRESS AND SOAK (ELITE)

Vigour	10	Nerve	9
Armour Soak	—	Morale Soak	2

GEAR: Melee Weapon

ATTACKS

- **KNIFE:** Melee, 5, 1H, Hidden 1, Piercing 1, Subtle 1
- **SPEAR:** Melee, 6, Unbalanced, Piercing 1, Reach, Thrown
- **WILD HOWL:** Threaten, Range C, 2 mental

SPECIAL ABILITIES

- **WILD ABANDON:** If a group of ferals knock an enemy prone, they may immediately make an additional attack against the prone enemy with a melee weapon they are holding, increasing the difficulty by 1 exactly as if they had used the Swift Attack Momentum Spend.
- **SCENT (OPTIONAL):** Ferals may use their Senses Area of Expertise to track prey or threats, and may reroll 1d20 on all Senses tests made to detect a target by scent.

FERAL CHIEF (KINGPIN)

Some ferals possess a cunning intellect that sets them apart from the rest of their tribe. Most feral chiefs are survivors of the Day of the Apocalypse that have descended into savagery alongside the other members of their tribe. They often recall rudimentary means to operate the discarded equipment that lies abandoned in the empty sbuildings of their domains, which elevates them to god-like status amongst their peers.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
10	10	11	9	8	9	9

FIELDS OF EXPERTISE

Combat	+2	2	Movement	+2	1	Social	+2	—
Fortitude	+3	2	Senses	+1	1	Technical	—	—

STRESS AND SOAK

Vigour	14	Nerve	12
Armour Soak	1	Morale Soak	2

GEAR: Leather Vest, Melee Weapon

ATTACK

- **MACE:** Melee, 6, Unbalanced, Piercing 1, Stun
- **WILD HOWL:** Threaten, Range C, 2 mental

SPECIAL ABILITIES

- **SCENT:** A feral chief may use its Senses Area of Expertise to track prey or threats, and may reroll 1d20 on all Senses tests made to detect a target by scent.
- **WILD ABANDON:** If a group of ferals knock an enemy prone, they may immediately make an additional attack against the prone enemy with a melee weapon they are holding, increasing the difficulty by 1 exactly as if they had used the Swift Attack Momentum Spend.

Additionally, a feral chief has one of the two following abilities:

- **CUNNING AND TRICKERY:** Feral chiefs know their terrain intimately. If able to set an ambush, they gain 2 bonus Momentum on the test. GMs are encouraged to use Fallout spends to simulate the traps and tricks of this cunning foe (see p. 245 for more information on traps).
- **OLD WORLD RECALL (X+1 FALLOUT):** Feral chiefs can sometimes recall the benefits of using the discarded items that lie around their domains. The GM can spend X+1 Fallout for the chief to produce an item of equipment or weapon for use, where X is equal to the Rarity of the item being produced. No more than 4 Fallout may be spent on this ability during a round (effectively limiting the Rarity of items that can be produced to 3).

GUARD (LACKEY OR ELITE)

No community that has survived the two decades since the apocalypse would dream of leaving its walls or borders unguarded. Faction heads and their subordinates also tend to set their own personal guard to watch over their personal wealth, which includes their magnificent wheels. A typical guard ranges from lacklustre and poorly trained to professional and highly motivated. Being entrusted with their community's sanctity means that they must also face the consequences when they fail at their duty, so most at least appear to take their responsibility seriously.

The guards listed here can also be used to represent average trained personnel from any faction, with only basic armour and weapons to change depending on their faction's preferences.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
9	8	9	8	7	8	7

FIELDS OF EXPERTISE

Combat	+1	1	Movement	—	—	Social	+1	—
Fortitude	+1	—	Senses	+1	1	Technical	—	—

STRESS AND SOAK (LACKEY)

Vigour	5	Nerve	4
Armour Soak	2	Morale Soak	—

STRESS AND SOAK (ELITE)

Vigour	9	Nerve	7
Armour Soak	2	Morale Soak	1

GEAR: Armoured Vest, Carb (3 Reloads), Melee Weapon

ATTACKS

- **THROWING AXE:** Melee, 4, 1H, Thrown, Vicious 1
- **CARB:** Range M, 5, Burst 2, 2H
- **SCRUTINISING GLARE:** Threaten, Range C, 2 mental, Stun

FALLOUT SPEND

- **HALT! (1 FALLOUT):** A guard boss may spend 1 Fallout in order to make a threaten attack. This attack uses the Social Field of Expertise, with a range of M and inflicts 3 mental damage, with the Area and Stun qualities.

PIRATE (LACKEY OR ELITE)

Not every threat to land-based communities and their resources stems from other land-dwelling groups. The Teams still sweep the coast around San Diego as much as they can, but that doesn't stop pirates from foraying onto land in other areas of the West Coast. Of the few ships plying the waters of the West Coast, most are crewed by desperate reavers and pirates seeking to claim much-needed supplies. Los Nigromantes have also been known to line their decks with Revenants, giving rise to new legends of ships crewed by the dead.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
9	9	9	8	7	7	7

FIELDS OF EXPERTISE

Combat	+1	1	Movement	+1	1	Social	—	—
Fortitude	+1	—	Senses	+1	—	Technical	+1	—

STRESS AND SOAK (LACKEY)

Vigour	5	Nerve	4
Armour Soak	1	Morale Soak	1

STRESS AND SOAK (ELITE)

Vigour	9	Nerve	7
Armour Soak	1	Morale Soak	1

GEAR: Leather Jacket, Melee Weapon, Pistol (2 Reloads)

ATTACKS

- **BAT:** Melee, 4, 1H, Stun
- **KNIFE:** Melee, 4, 1H, Hidden 1, Piercing 1, Subtle 1
- **PISTOL:** Range C, 5, Burst 1, 1H
- **SALTY GRIMACE:** Threaten, Range C, 2 mental

SPECIAL ABILITIES

- **SALTY DOG:** Pirates are used to combat aboard ship. They no longer suffer penalties caused by the random motion of a ship when making tests.
- **BOARDING ACTION:** Experts at boarding unfriendly craft, pirates know all the best places to seek cover. When boarding, pirates gain 2 Cover Soak against ranged attacks.

PIRATE CAPTAIN (KINGPIN)

Possessed of steely nerves, nefarious charisma, timely resourcefulness, vicious ruthlessness, and masterful skill with weaponry, pirate captains are virtually a force of nature on the high seas. By means of offering a potential rivalry to one or more of the PCs or their faction, these devilish rogues should be used as interesting and compelling villains. Becoming a pirate captain and holding on to the title requires a rare strength of personality, and such anti-heros should stand out in any rogue's gallery.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
9	9	9	9	9	10	9

FIELDS OF EXPERTISE

Combat	+2	2	Movement	+2	1	Social	+2	1
Fortitude	+2	1	Senses	+1	1	Technical	+1	—

STRESS AND SOAK

Vigour	11	Nerve	11
Armour Soak	1	Morale Soak	2

GEAR: Leather Jacket, Melee Weapon, HUMP (3 Reloads)

ATTACKS

- **SWORD:** Melee, 6, 1H, Parry 1
- **HUMP:** Range C, 6, Burst 2, Unbalanced
- **SILVER-TOOTHED GRIN:** Threaten, Range C, 4 mental, Stun

SPECIAL ABILITIES

- **SALTY DOG:** Pirates are used to combat aboard ship. They no longer suffer penalties caused by the random motion of a ship when making tests.
- **SEA FORTRESS:** On their own vessel, a pirate captain always has Light Cover (+2 Cover Soak) against ranged attacks.

FALLOUT SPEND

- **FEARSOME REPUTATION (1 FALLOUT):** A pirate captain can spend 1 Fallout (Repeatable) for +1 mental damage to a Silver-Toothed Grin attack.



ROAD WARRIOR (ELITE)

The crumbling freeways of the former United States are the constant battlegrounds of the post-apocalypse. It requires a special kind of warrior to step up to the foot plate and join the ride, and another entirely to survive beyond their first skirmish on the Devil's Run; successful road warriors need a chrome-plated heart, an unshakeable nerve, and reliable wheels. Triumph brings wealth and renown, which in turn brings better equipment and upgrades. Of course, every seasoned road warrior knows that there is another young upstart ready and willing to take their place.

A road warrior will always have some type of vehicle (see p. 231).

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
9	8	10	10	8	10	10

FIELDS OF EXPERTISE

Combat	+2	2	Movement	+1	—	Social	+2	1
Fortitude	+1	—	Senses	+1	—	Technical	+1	1

STRESS AND SOAK

Vigour	10	Nerve	10
Armour Soak	2	Morale Soak	2

GEAR: Chain Shirt, Pistol, Melee Weapon, Vehicle

ATTACKS

- **CROWBAR:** Melee, 5, 1H, Stun
- **PISTOL:** Range C, 4, Burst 1, 1H
- **STEEL NERVE:** Threaten, Range C, 4 mental, Stun

FALLOUT SPEND

- **VEHICULAR MAYHEM (1–2 FALLOUT):** Coordination and opportunity are key. For each Fallout spent, the road warrior or a chosen ally gains 2 towards Impact damage for the remainder of the round.

THUG (LACKEY)

Lurking in dark alleys and dominating the rougher parts of already dilapidated communities, thugs typically work for more cunning or influential bosses, serving as muscle or as reconnaissance, sometimes out of fear and sometimes due to the opportunities for violence and greed. Thugs are essentially brutes, using force and fear to coerce others into compliance, and are most commonly encountered in Mobs or Gangs, led by a more experienced, if not smarter, leader.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
9	8	10	8	7	7	7

FIELDS OF EXPERTISE

Combat	+1	—	Movement	—	—	Social	—	—
Fortitude	—	—	Senses	+1	—	Technical	—	—

STRESS AND SOAK

Vigour	5	Nerve	4
Armour Soak	1	Morale Soak	1

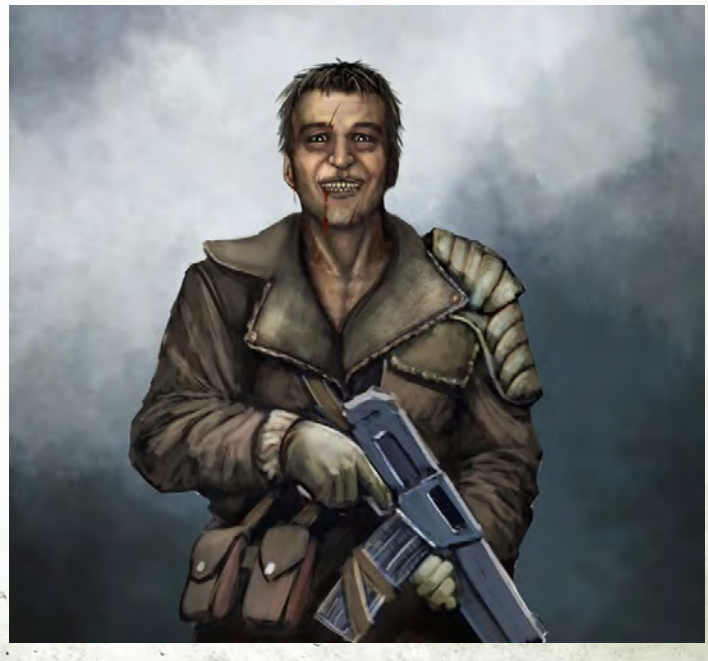
GEAR: Leather Jacket, Melee Weapon

ATTACKS

- **CLUB:** Melee, 5, 1H, Improvised, Knockdown, Stun
- **STEELY GLARE:** Threaten, Range C, 2 mental, Stun

SPECIAL ABILITY

- **STRENGTH IN NUMBERS:** A thug's attack inflicts an additional +2 damage against any creature that has already been attacked this round.



REVENANTS

Wild beasts and the dangers of the *Run* aen't the only threat a road warrior will face when away from their basecamp. The living dead—the undead Revenants—stalk streets that are empty of the living. In the years since the Day of the Apocalypse, only the desperate or foolhardy venture deep into any urban settlement that is outside of San Francisco and its immediate surrounds.

The Revenant Virus was a parting gift from Russia. The widespread devastation that decimated North America meant that there were none left alive in any position of authority to examine the virus and determine its properties or counter its effects. If any of the countries that are part of the Continental Allied Quarantine have managed to create an antidote or even study its long-term effects, they certainly aren't saying.

Still, a few common facts continually resurface amongst all of the embellished tales that the uneducated pass on to each other. First, the virus is potent. It has lain in pools, recesses, and containers for two decades and will still turn the living into the undead at the slightest contact. Second, unlike the old zombie apocalyse movies, it doesn't transfer by bite. The only way to become a Revenant is to be infected by the virus from a liquid contaminent. Third, the virus seems to be mutating. Or at least, different strains of Revenant have definitely been encountered. Whether this is something that's being engineered is anyone's guess, but the fact of the matter only adds to the terror.



GHOUL (ELITE)

Driven by a never-ending need to eat human flesh, ghouls are one of the more dangerous Revenant mutations to have appeared in recent times. Iron-skinned and consumed by pain, they retain a base intelligence despite their undead state. Enough to know what they once were and what they've become. Almost continuously screeching to herd their lesser cousins, these hunters work together to drive their panicked prey into cunning traps. Some ghouls even use improvised weapons.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
8	8	9	8	3	8	11

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+2	1	Social	+2	—
Fortitude	+2	2	Senses	+2	1	Technical	—	—

STRESS AND SOAK

Vigour	9	Nerve	11
Armour Soak	1	Morale Soak	5

GEAR: None

ATTACKS

- **CLAWS:** Melee, 6, 1H
- **DEATH SCREECH:** Threaten, Range C, 4, Stun

SPECIAL ABILITIES

- **APOCALYPTIC 2**
- **DEAD INSIDE:** Ghouls are immune to threaten attacks.
- **FEAR**
- **UNLIVING**



SHAMBLER (LACKEY)

The lowest form of Revenant. Shamblers are filled with rage, their teeth constantly bared in a savage grimace. They are walking nightmares that were once humans with lives as diverse as anyone else. Now they wander the shattered world as slaves to their most base needs. The unfeeling Shamblers soak up punishment, requiring their victims to hack them to pieces even as they feed. Attracted by noise and the presence of other Revenants, they shuffle around in droves, destroying every living thing in their path like a swarm of bloodthirsty locusts.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
6	6	9	6	1	6	11

FIELDS OF EXPERTISE

Combat	+1	—	Movement	+1	—	Social	—	—
Fortitude	+2	—	Senses	—	—	Technical	—	—

STRESS AND SOAK

Vigour	5	Nerve	6
Armour Soak	—	Morale Soak	5

GEAR: None

ATTACKS

- **FISTS AND TEETH:** Melee, 5, 1H
- **DEATH RATTLE:** Threaten, Range M, 4

NOTE: Shamblers must be in Mob or Gang that contains 4 or more of them to use Death Rattle.

SPECIAL ABILITIES

- **DEAD INSIDE:** Shamblers have no concept of fear. They are immune to threaten attacks.
- **FEAR 1**
- **GRASPING**
- **MINDLESS**
- **UNLIVING**

TROLL (ELITE)

Tales from myth and legend depict trolls lurking under bridges, ready to snatch unwary travellers and feast on their limbs whilst their unfortunate meal still lives. With the advent of Revenants, trolls are nightmare become reality.

Standing more than two metres tall, with skin covered in lesions that exudes a caustic slime trolls are fearsome opponents. Their arms reach the ground, giving them the appearance of zombie-like gorillas. Which is only reinforced by the ape-like charge they make when attacking, often finishing with a leap into the air, massive fists raised above their head and ready to smash down in a powerful blow.

Rarely encountered, trolls are the strongest of Revenant, death personified. A troll's roar can be heard from miles away, instilling terror in even the hardiest road warrior.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
10	5	14 (2)	8	2	6	10

FIELDS OF EXPERTISE

Combat	+3	2	Movement	+1	1	Social	—	—
Fortitude	+3	2	Senses	+1	1	Technical	—	—

STRESS AND SOAK

Vigour	16	Nerve	10
Armour Soak	2	Morale Soak	5

GEAR: None

ATTACKS

- **PUMMELLING BLOWS:** Melee, 1H, 11, Knockdown, Stun
- **DEATH ROAR:** Threaten, Range L, 4, Stun

SPECIAL ABILITIES

- **APOCALYPTIC 3**
- **DEAD INSIDE:** Trolls have no concept of fear. They are immune to threaten attacks.
- **FEAR**
- **SUPERHUMAN STRENGTH 2**
- **UNLIVING**

FALLOUT SPEND

- **TERRIFYING ROAR (1 FALLOUT):** A troll's roar is enough to freeze the blood. For 1 Fallout, every character within Medium range of a troll's Death Roar attack must attempt a **Challenging (D2) Discipline test** or suffer the Dazed condition.



THE HUNTERS

'El Gran Hey' Sanchez is a talented producer. His pilot series, El Mexicana, ran ratings into previously unknown heights following the devastation of North America. Following Francisco Gomez, a Mexican survivor coming to terms with the loss of family and home, the expert cinematography and brutal realism of the reality tv series gripped viewers the world over as they experienced firsthand the aftermath of the Revenant Virus that had ravaged the United States.

Shortly after El Mexicana took to the air, South America imploded. One by one, South American countries went to war and the drug barons' exports were crip-pled. As the only country with an organised military still at their disposal, one which was soon bolstered by the private armies of the desperate drug cartels, Brazil stepped in and quickly swept aside any resistance. Almost the entirety of South America became Brazilia, and a new superpower was born. The govern-ment of Brazilia still had access to a network of television satellites capable of broadcasting around the world to anyone still able to watch tv, and thus was born Brazilia's hottest export.

The state-owned Brazilia television company, Rio de Janeiro Empresa de Radi-odifusión (RJER), picked up Sanchez as a producer following episode three of El Mexicana, which had captured one Frank Gomez taking a shot at forging a new life and reputation by chasing a fugitive from the Law Haulage Company. Viewers were entranced by the inaugural steps of someone who was to become one of the most notorious bounty hunters north of the Panama Canal; a man who was clearly living on the edge. Episode three was a masterclass in live editing. Cam-era cuts from both inside and outside the vehicle, recaps of emotional character-building shots from episode two, and a close-up multi-angle view as the fugitive's Law Cruiser side-swiped the show's protagonist. Frank Gomez's vehicle flipped and barrel rolled, leaving him staring into the face of death and trapped in twisted wreckage as the fugitive he had been pursuing bore down on him with an axe. It was epic television that had millions upon millions of viewers both horrified and on the edge of their seats at the prospect of seeing an end to the man they had quickly grown to cherish.

It was not the end of course, but rather the beginning. The fugitive's axe came down hard on the chassis of Gomez's battered vehicle, wrenching open the door and pulling its occupant free. Though he had been tagged as "Bane" by the Law, the Australian fugitive introduced himself as Redensky. Gomez gritted his teeth against his injuries. He wasn't interested in sizing up his failed bounty as either ally or enemy. He was only concerned with the fun he could have with the Police Interceptor his quarry had been driving.

And so Head Hunter was born. Sanchez received all the resources he would need to follow and televise Frank Gomez as he built a crew of Hunters and led them on near-impossible missions to bring down dangerous fugitives—or that's how the network portrays the Hunter's quarry at least.

People tune in to not only watch the action week after week, but also to hang on the friendships and relationships that have formed following the introduction of characters like Ned Raggar, Riot Grrl and Aya Decadencia, the latter of whom has gone on to become the love of Gomez's life. Despite the brutality and violence, this unlikely bunch of well-funded road warriors are touted as showing the world that a tiny sprinkling of humanity still exists in the Revenant-infested wastes of North America. Life on the road isn't cheap, however, and while Frank and the regular stars are treated well off-camera, it is vital for ratings that they regularly go through the mill on-screen. This often means facing dangerous runs with a sup-ply of eager young meat shields surrounding the pack. Thankfully, there are plen-ty of people lining up to be the next big star on The Hunters.

CURRENT AFFAIRS

The Hunters follow the bounty. Day after day. Week after week. They are directed by Sanchez, who has taken to calling himself the saviour of RJER. While acting as the man who calls the shots makes him feel like he's the top of the food chain, it is actually Head Hunter who leads the pack, and Sanchez knows it.

The Hunters rarely run to a personal agenda. Their daily affairs are decided for them by the network, which in turn are dictated to by ratings and consumer panels (many of whom are under the influence of Brazilia's barons in one way or another). The internal politics of the gang have grown very little beyond the off-screen relationships that exist between members, which is largely down to the facts that Frank Gomez runs a tight ship

and striving to remain a star on a full-time, non-stop reality tv show just doesn't leave time for personal agendas. Everyone had troubles, loss, hardship and fear before becoming a star attraction of The Hunters; a few episodes in, however, and their old life was but a distant memory. The show is an all-consuming lifestyle choice for some and a calling for others.

While other gangs in spend their downtime performing repairs or fortifying their encampments, The Hunters can kick-back and leave those tasks to the small army of network-funded mechanics, techs, weaponsmiths and costume artists that do the work for them. While South America is the official home of the founding members, The Hunters very much live on the road, never returning from the CQZ and moving from state to state as directed. Any time not spent recovering from the last show is dedicated towards prepping for the next. Rehearsing the scripted sections, action shots, and kill scenes that the network wants to see, re-searching the targets and their capabilities, testing camera dynamics, and gener-ally ensuring that each show will attract bigger ratings than the last. Even when everything goes to crap, ratings still make the world go round.

MEMBERSHIP

Joining The Hunters happens in one of two ways: either an encounter with Head Hunter that results in an offer of employment, or via the RJER's recruitment pro-cess. Typically speaking, those who are found in the field by Gomez go on to be stars and those selected by the station invariably end up as roadkill. Regardless, everyone plays their part.

Rio de Janeiro Empresa de Radiodifusión's selection process involves inviting promising applicants to a training event. Once there, they are tested in wide a range of physical and mental activities. Those that pass are given the choice of signing a waiver or returning home. Signees are subjected to an intense chemical barrage and training package intended to turn the average potato farmer into a muscle-bound tv star with a very short life span. The raw recruit is then air-dropped into The Hunters current position with a vehicle of some sort, where they swiftly end up at the head of the pack. Lasting beyond a few shows is a rarity for new recruits, though any who do so always end up having a career with the gang.

The members who join through Frank's recommendation are road warriors en-countered during the shows. He's a discerning judge of whether someone will be an instant hit and, despite initial friction, the network have grown to trust his judgement. There is little risk personal risk for Frank, as his inner circle and the station protect him like a king. Anyone who lasts a season on The Hunters will likely be around for more thanks to the new recruits suffering the bulk of the attri-tion, which leaves the stars to dazzle the viewers with multi-angle, high-definition mayhem.

TOOLS OF THE TRADE

Other than all of their vehicles being rigged with a range of live broadcast equip-ment and cameras, The Hunters are a band of unique individuals who are free to use the equipment they're provided as they please. This gives The Hunters an eclectic style, with no two members riding the same vehicle or using the same weapon.

Head Hunter and his co-pilot, Raggar, ride their customised muscle car, the Aco-sador. As much a star of the show as Gomez himself, the vehicle is constantly be-ing tweaked with new gadgets and weapons. People tune in week after week just to see what new trinkets and toys will be brought to the show. Frank's signature move involves him standing atop the Acosador, mounted in place with magnetic boots and wielding the huge axe, "Guillotine", which is the same axe that Bane used to break him free of the wreckage in episode three of El Mexicana. Once close enough, he is able to launch himself onto other vehicles with the intent of beheading the driver, Head Hunter style!

The Road Ronin prefers to wield the iconic weapons of her namesake, expertly slicing opponents from her motorcycle with her Japanese blades. Riot Grrl's in-stantly recognisable hybrid of muscle car and battle tank, however, not only pro-vides an enormous wow factor, but also packs serious explosive firepower far be-yond the ballistic capabilities of most other vehicles on the run.

Due to the nature of The Hunters' existence, all members and vehicles have ad-vanced radio equipment that enables them to stay in touch and receive direction during the action. These systems are often covert so as to make the show seem as real as possible to the average viewer.

ALLIES AND ENEMIES

The Hunters have associated with a large number of characters and factions throughout the show's history. They have also made a few enemies along the way. The network and producers of the show largely steer any alliances, allow them to direct inter-faction relationships based on viewer expectations.

Frank Gomez has a soft spot for the man who saved his life. Though he has cho-sen to remain a freelancer, Gomez has been known to bring Bane into the fold occasionally, particularly if he needs Redensky's instinct and passion for doing the right thing.

Vampyr riding with the crew has placed The Hunters in the crosshairs of the Bri-tAttack's upper echelon. Particularly with the remaining BeefEaters, English, Irish, and Scotch, who are hell-bent on tracking Vampyr down and putting him in the ground, or worse.

HEAD HUNTER (KINGPIN)

Seemingly charmed, Gomez is both well-kept and protected. Though he wants for very little off-screen, it could never be argued that he hides himself behind others. Frank is undoubtedly one of the greatest road warriors in North America, with fifteen years of combat experience from across the CQZ.

The life he has led since meeting 'El Gran Hey' Sanchez has seen him embark on a journey of self-discovery and growth, all televised for the viewers' pleasure. Off-screen, his romance with Aya Decadencia is very real, as are the friendships he holds with other long-standing members of The Hunters. Frank understands the importance of the show. He's the biggest star in the world but knows that this could change in an instant.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
12	10	10	12	9	10	10

FIELDS OF EXPERTISE

Combat	+3	3	Movement	+3	2	Social	+2	1
Fortitude	+2	2	Senses	+2	1	Technical	+1	1

STRESS AND SOAK

Vigour	12	Nerve	12
Armour Soak	1	Morale Soak	5



GEAR: Leathers, Guillotine, Pistol (3 Reloads), Cazador

ATTACKS

- **PISTOL:** Range C, 6, Burst 1, 1H
- **GUILLOTINE:** Melee, 2H, 9, Grievous, Vicious 2
- **DEATH GLARE:** Threaten, Range C, 5, Stun

SPECIAL ABILITIES

- **FIRST HUNTER:** Gomez's prowess is very real. He can reroll 1d20 when making Acrobatics, Athletics, Drive, or Melee tests, or up to 3 when making a melee attack. Additionally, each Momentum spent or Fallout paid when making Drive tests nets 2 d20s, instead of 1. Further, he reduces the difficulty of test by 1 when jumping and treats the distance fallen as 1 zone shorter when falling.
- **SHOWMAN:** Gomez is well-practiced at fighting on fast-moving vehicles. He treats the top of a moving vehicle as difficult terrain (rather than hazardous) and doesn't suffer the +1 asspciated difficulty increase.

FALLOUT SPEND

- **THE MONEY SHOT (X FALLOUT):** When leaping at a target with Guillotine, he can spend 1-3 Fallout to add Piercing X to the attack (X equals the Fallout spent).

CAZADOR

EXPOSED (2 CS), GROUND, WHEELED

The iconic and instantly recognisable vehicle driven by Head Hunter. He relies on a crew member to drive when leaping between vehicles to claim his prize.

ATTRIBUTES

SCALE	SPEED	BRAWN	HANDLING
1	2	12	1

DETAILS

Max. Passengers	Impact
2	6 (Knockdown, Vicious 2)

HARDPOINTS

Chassis 3, External 1, Internal 3, Motive 1, Weapons 2

DEFENCES

Structure	20	EP	1
Armour	3	Max. Fuel	15

VEHICLE UPGRADES/ABILITIES:

- **BATTERING RAMS 2**
- **SPONSORED:** Cazador's may reroll an additional d20 each turn when making a Drive test.

ROAD RONIN (KINGPIN)

A street rat turned gang leader, Aya Decadencia survived on the alleyways of Rio de Janeiro by being smart rather than violent. That all changed after her companions were brutally slaughtered by a cartel for getting in the way. As the only survivor, Aya went underground where she learned the way of the katana and brewed her revenge.

A spate of assassinations made the news shortly after Brazilia formed, all high-profile business men, politicians, and cartel officers, all decapitated with the number forty-two scored into their foreheads. The man who had ordered the death of the forty-two members of Aya's street gang new what this meant. The man who was also now the third president of Brazilia. He was also soon dead, but this time his body was left with forty-two stab wounds and the head was never recovered. Shortly after, Aya became the first person and only person to successfully penetrate the Panama Defence Barricade (PDB). 'El Gran Hay' Sanchez stepped in to protect her from recrimination and secure the rights to the follow up series for El Mexicana.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
11	10	9	11	9	9	11

FIELDS OF EXPERTISE

Combat	+3	3	Movement	+2	1	Social	+1	1
Fortitude	+2	1	Senses	+2	1	Technical	+2	—

STRESS AND SOAK

Vigour	11	Nerve	13
Armour Soak	1	Morale Soak	5

GEAR: Leathers, Sword, Pistol (3 Reloads), Motorcycle

ATTACKS

- **PISTOL:** Range C, 6, Burst 1, 1H
- **BLADE OF THE RONIN:** Melee, Unbalanced, 6, Parry 1, Piercing 1
- **GGG:** Grenade, 4, 1H, Disposable, Incendiary 1, Indiscriminate (Close), Speculative Fire, Spread 1, Thrown, Unsubtle 1, Vicious 1
- **DEATH GLARE:** Threaten, Range C, 5, Stun

SPECIAL ABILITIES

- **EXPERT RIDER:** Aya is an accomplished Hunter. She can reroll 1d20 when making Acrobatics, Athletics, Drive, or Melee tests, or up to 3 when making a melee attack. Additionally, each Momentum spent or Fallout paid when making Drive tests nets 2 d20s, instead of 1. Further, she gains an additional Standard Action when riding a bike and reduces the penalty for splitting her focus when doing so to 0.
- **LEADER:** Aya's presence inspires her fellow hunters. Anyone under her command within Close range gains 2 Morale Soak.

FALLOUT SPEND

- **ACID RAIN (1 FALLOUT):** Aya begins a scene with 3 GGG grenades. Once these are used, she may spend 1 Fallout to immediately gain aonther one.





LOS NIGROMANTES

When the world financial crisis started Jean-Paul Dumas, a charismatic evangelist preacher and his wife Alexandra who founded the community that became Los Nigromantes, gathered their followers and headed south to Baja California, entering Mexico and finally coming to rest in a small town with a cactus sanctuary. More and more of their people travelled to join them, growing their settlement. Many weren't Christian, but rather than insist that the new members assume their religion, Dumas welcomed them with open arms. Gradually they had a thriving community that had even taken over the local church. The various communities making up this group placed a high value upon community, and its members always happy to help those who weren't part of their group just as happily as they would help those that were.

Their influence spread as more and more members continued to make their way to Baja, so much so that they started to send newcomers to the other towns on the peninsular. Dumas's charismatic leadership and carfeul blend of various religions won over even the most hardcore believers, creating one anew.

Webcasts, video calls, and social media sessions saw Jean-Paul and Alexandra become low-key religious celebrities, especially amongst those of their own people. As society started to degrade, their message was heard by increasing numbers, a beacon of light for those that felt they were lost in the darkness.

America at the time was full of preppers, people who were sure that the government, or aliens, or the commies, even the ever-present "them", were going to come and take their weapons, land, and loved ones. Dumas saw that whilst the more enthusiastic of the preppers were three or four cans short of a six-pack, the rest of them, those that read the signs and looked between the lines, were calmly preparing, forming close-knit communities, and hoarding supplies all agreed were necessary. Joining their forums, he gradually learned their ways and started to encourage his people to do the same.

The routes to Baja were well-known, and many of the disparate groups discussed the roads they would take on their trips. As they continued to travel towards Baja, they started to leave items at key points along the way, such as water towers, radio stations, and water works. Anything far enough away from larger settlements and on higher ground was made into one of these waypoints.

Many people were still trying to reach Baja when the war began. Trapped in hostile territory, they made their way to the waypoints and hunkered down. As time progressed, the waypoints grew, their strong sense of community meaning that others saw how strong they were in their faith and love for one another. Using basic radios they had, some on shortwave, others on longwave, they slowly got back in contact, first with Baja, then with each other, creating a network of groups with a similar but not identical ideologies.

The horror of the world and the zombiefication of many of the survivors gradually took its toll. Becoming more and more inward looking, Los Nigromantes began to slowly morph. Use of narcotics following the discovery of several drugs factories only served to fuel the growing paranoia. It became so widespread that the drugs started to be incorporated into their rituals. The enhanced visions that Dumas experienced convinced him that he was the living embodiment of a new Messiah, Yahweh-Bondye—a mix of Christianity and Voudou—manufacturing miracles to convince others of the truth. Gradually, he changed from being a charismatic evangelical to what could only be termed as an anti-priest, a necromancer, twisting both Christianity and Voudou to his own purposes.

Food shortages also played a part as starvation settled in, forcing Los Nigromantes to look to other humans as food and protein. Those that didn't meet the increasingly stringent membership requirements were labelled as cattle, placed into pens, and eaten when required. Los Nigromantes rapidly morphed into an evil perversion of two once benign religions.

Stealing La Catarina, the embodiment of death from the Day of the Dead, he created a macabre lieutenant and used her to lead twisted rituals. Taking advantage of the chaos after the war, Yahweh-Bondye sent out followers willing to spread the new teachings.

Beautiful women, all claiming to be virgins, set out alone into the world, heading for the last-known locations of other Los Nigromantes groups. Equipped with mind-altering drugs, these Solitaires, as he called them, quickly insinuated themselves into the splinter groups. Using the drugs and their claims

to be clairvoyant, they started to alter the groups subtly until they became as true to the word of Yahweh-Bondye as they could be, ready to accept other members of the Loa as their leaders. Now, Los Nigromantes is spread throughout the former United States and continues to expand.

CURRENT AFFAIRS

Yahweh-Bondye cannot, and will not, settle for a peaceful life. With his statement that all humanity bar those of Los Nigromantes serve as a threat, the congregation face only one choice: to sally forth and destroy all who face them.

Yahweh-Bondye faces no challenge to his leadership. His commanders are totally united behind his banner. Each of them owes their lives and those of their loved ones to his spiritual leadership, and each of them knows that without him, Los Nigromantes would fall before waves of their enemies.

Not everything runs smoothly. Eating one's fellow humans has its side-effects. No matter how hard the Slicers try, they can't guarantee that all cattle are disease free. without proper care and preparation, people ran the risk of contracting any blood borne disease like Hepatitis or Ebola from the infected person. There is also another, nastier side effect. Prions. Versions of normal protein that have altered in shape, prions lose their function to becoming infectious, causing a chain reaction and creating disease. Prion disease creates holes in the brain, giving it a spongiform appearance, and results in death.

As more and more examples of the disease become apparent, its sufferers are labelled as non-believers, their illness a punishment for their lack of faith. Treated with the Revenant Virus and labelled as Cursed Ones, they are often the first into combat.

Los Nigromantes also seem to have cracked the secret of the Revenant Virus, or at least gained some control over its effects. True to their name, they appear to have control over large numbers of Revenants, and even seem to have created some new strains of their own. Their tinkering with the virus and use of its victims is, without doubt, terrifying to consider.

MEMBERSHIP

Those people living within their domain who don't meet their membership requirements–unquestioning believe in Yahweh-Bondye–are viewed as sevites (servants), suitable only for serving the true Los Nigromantes in both life and death. Some, the unlucky ones, aren't viewed worthy enough to be reduced to the status of slave, and so are reduced to cattle status, served up on the platters of their masters.

Los Nigromantes have a strong code centred on avoiding the vices of dishonour and greed, plus the willingness and ability to protect the family. The support of one's own family is key to Los Nigromantes. Take without reciprocating and the community will cease to exist. As will the taker.

Los Nigromantes view all other groups as threats to their society and therefore humanity. Always taking and never giving. Anyone who is not part of the Los Nigromantes is viewed as fair game, with prisoners often being used to swell the numbers of their zombie army.

TOOLS OF THE TRADE

Like most of the factions populating the United States, Los Nigromantes uses vehicles and weapons found commonly in the United States with one exception–they've weaponised the Zombie virus.

Recognising early on that the world was different, and that they would have to change in order to survive, Jean-Paul Dumas looked at the Catholic festival, the Day of the Dead and how they were venerated.

Choosing several particularly nasty criminals, he injected them with various amounts of the virus, trying to find the smallest dosage required. Now, he has an army of former enemies that have been turned into zombies, his specialists and their assistants turning themselves into macabre parodies of La Catarina as the toll of their misdeeds broke their minds.

Gaily decorated in the way of the Day of the Dead, and referred to as the gros bon ange, the zombies strike terror into the hearts of the enemies of Los Nigromantes.

MEAT WAGONS: Driven by slicers, the butchers of Los Nigromantes, these vehicles drive terror into the hearts of their enemies. Dead or alive it matters not, the slicers gather all before them and place them in the cages on the back of these huge trucks.

NOVA 9000: Well-armoured cars, often equipped with medium machine guns, grenade launchers, and even the odd flamethrower, the Nova 9000 are small but tough targets that provide mobile firepower. They work in close accord with the Soul Wagons to keep the enemy suppressed so that the foot soldiers of Los Nigromantes can get into action safely and quickly.

SOUL WAGONS: Matte-black hearses with enlarged rears and raised roofs, the Soul Wagons race towards the enemy, driving through any and all attempts to stop them before screeching to a halt, their modified sides dropping down to disgorge revenants in the very centre of their enemy's position.

ALLIES AND ENEMIES

Los Nigromantes have no allies. They will hire Freelancers to carry out missions or tasks that they feel are below them but allow none to call themselves ally. All others, including former Freelancers, are viewed as enemies. You are either Los Nigromantes, or you are a threat to their survival.

APOSTLE (KINGPIN)

A chosen few, are deemed to be closest of all to Yahweh-Bondye. Often described as the living manifestations of his will, these Apostles—or Loa—are viewed with a reverence that is surpassed only by the Supreme Creator or his wife, Alexandra. An Apostle's word is law amongst Los Nigromantes, for they are deemed to be in direct connection with Yahweh-Bondye. They hold frequent council with Mother Alexandra by any means available, and it is these divine consultations that often lead to new plans for the future and amendments to canon. As fearsome in battle as they are in spirit, Apostles are more than capable of facing down the mightiest of road warriors. And that's even not considering the horde of Revenants and living congregation that they always have in tow.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
10	9	10	9	9	12	11

FIELDS OF EXPERTISE

Combat	+3	3	Movement	+2	—	Social	+3	3
Fortitude	+3	2	Senses	+2	1	Technical	+2	1

STRESS AND SOAK

Vigour	13	Nerve	14
Armour Soak	1	Morale Soak	5



GEAR: Armoured Clothing, HUMP (3 Reloads), Melee Weapon, Revenant Virus Applicator (normally doubles as melee weapon)

ATTACKS

- **HUMP:** Ranged C, 6, Burst 2, Unbalanced
- **REVENANT STAFF:** Melee, 8, 2H, Knockdown, Stun

SPECIAL ABILITIES

- **INDOCTRINATED:** Apostles and immune to the fear effects produced by Revenants.
- **DIVINE WILL:** As the chosen of Yahweh-Bondye, Apostles are fearsome opponents. They can reroll 1d20 when making Drive, Gang Warfare, Melee or Persuade tests, or up to 3 when making a melee attack. They enjoy the benefits of the Big Gun and Chief talents under Gang Warfare (see p. 100).

FALLOUT SPEND

- **SHEPHERD (1 OR 2 FALLOUT):** There are always plenty of bodies on hand to protect an Apostle. When an Apostle is in a scene, reinforcements gained via Fallout provide twice the amount of adversaries.
- **JOIN THE FLOCK (2 FALLOUT):** Apostles use the Revenant Virus to create new monsters for their shambling hordes. If an Apostle makes a successful melee attack, they can pay 2 Fallout to add the Grievous quality to their attack. Anyone killed with this ability rises as a shambler (p. 274).

COBILLIARD

CUMBERSOME, EXPOSED (2 CS), GROUND, WHEELED

Decked out in the livery of death, these cars are also powerful icons for other Los Nigromantes road warriors.

ATTRIBUTES

SCALE	SPEED	BRAWN	HANDLING
1	2	12	0

DETAILS

Max. Passengers	Impact
5	7 (Knockdown)

HARDPOINTS

Chassis 2, External 2, Internal 3, Motive 1, Weapons 2

DEFENCES

Structure	15	EP	1
Armour	3	Max. Fuel	12

VEHICLE UPGRADES/ABILITIES:

- **MINIGUN:** Range L, 7, Burst 3, Mounted, Area (Close), Salvo (Terrifying 1), Spread 2, Unsubtle 1, Vicious 1

HOST (ELITE)

The Hosts are the captains and elite warriors who lead their congregations into battle. Working themselves into a religious fervour, they snarl and spout in tongues before falling into fits and exulting Yahweh-Bondye whilst cutting themselves with their bladed weapons. Drenched in their own blood and screaming gibberish, they rise once again as Yahweh-Bondye's wrath incarnate. Although their driving is often erratic, fuelled as they are by fervour and divine might, a Host's vehicle often seems to survive collisions that would wreck most others.

Outside of battle, they are paragons of chastisement. Attentive to their congregation, they ensure their followers adhere to the teachings of Yahweh-Bondye, addressing any issues they might have with their actions and reaffirming the understanding that family is all.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
11	8	9	9	8	9	9

FIELDS OF EXPERTISE

Combat	+3	2	Movement	+1	—	Social	+2	2
Fortitude	+2	1	Senses	+1	1	Technical	+1	—

STRESS AND SOAK

Vigour	9	Nerve	9
Armour Soak	1	Morale Soak	2

GEAR: Armoured Clothing, Melee Weapon, Pistol (3 Reloads)

ATTACKS

- **PISTOL:** Range C, 4, Burst 1, 1H
- **BATTLE AXE:** Melee, Unbalanced, 6, Grievous 1, Vicious 1

SPECIAL ABILITIES

- **INDOCTRINATED:** Members of Los Nigromantes are constantly exposed to Revenants and are immune to the fear effects they produce.
- **RIGHTEOUS FURY:** A Host must inflict 1 Vigour damage on themselves to activate this ability. Righteous Fury increases their Combat Field of Expertise by 1 and adds 2 damage to melee weapon wielded while activated. A Host may not undertake any action that involves the Social or Technical Fields of Expertise while using this ability. Unless they spend 1 Fallout to end it early, Righteous Fury remains in effect until the end of the scene.

MESSANJERO (ELITE)

Every religion has it messengers. Los Nigromantes reserve a special role for theirs. Also known as the "burning ones", Messanjeros are covered head-to-toe in bright, flame retardant suits. Using jet packs, they swoop down on Yahweh-Bondye's enemies, raining fire in the form of flamethrowers and incendiary grenades as they do so. As their enemies burn, Messanjeros land amongst them, striking them down with melee weapons, and distracting any survivors long enough for the congregation to charge into their ranks.

To become a Messanjero, a Necromancer must first prove that their dedication to Yahweh-Bondye goes beyond anything expected. This means that they are few and far between, and are considered amongst Yahweh-Bondye's most loyal servants.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
9	8	9	9	8	8	9

FIELDS OF EXPERTISE

Combat	+2	2	Movement	+2	2	Social	+1	—
Fortitude	+2	—	Senses	+1	—	Technical	+2	—

STRESS AND SOAK

Vigour	9	Nerve	9
Armour Soak	2	Morale Soak	2

GEAR: Flamethrower (3 Reloads), Flame Retardant Suit, Jetpack

ATTACKS

- **FLAMETHROWER:** Ranged R/C, 6, Burst 1, 2H, Incendiary, Munition, Spread 2, Terrifying 2, Torrent, Unsubtle 2
- **SWORD:** Melee, 5, Unbalanced, Parry 1

SPECIAL ABILITIES

- **INDOCTRINATED:** Members of Los Nigromantes are constantly exposed to Revenants and are immune to the fear effects they produce.

FALLOUT SPEND

- **THE LORD'S WORK (1 FALLOUT):** A Messanjero may spend 1 Fallout to ignore one of the following conditions: Blind, Dazed, or Staggered. The Lord's Work is a Repeatable Fallout spend.



THE SKINNERS

America died ine one day, body and soul. Civilisation was reduced to ash and rubble, cities collapsed, the country burned, and millions died in seconds. The klaxons fell silent, the world went dark, and the survivors cowered in holes in the ground, waiting for a death that would only come slowly, if at all. Fear and hunger were the only companions in those dark days, and many people turned to selfishness and savagery in order to survive. No one dared to ask what the future would hold, for there was no future further ahead than the next meal.

Some people tried desperately to cling to the old ways. Most were families who learned the hard way that might now meant right, whilst compassion and sentiment often meant death or worse. A whole generation of children saw humanity at its darkest and most depraved, learning not from books but bloodshed. None could predict the monsters they would become.

For a short period of time there was relative peace in the wastelands. People had gathered into tribes, each cautious of losing the influence and unofficial hunting territories they had. With leadership established, scavenging became the order of the day. Entire hunting grounds were scoured for anything salvageable: weapons, vehicles, food, narcotics, and anything else that could be put to use to improve the strength of the tribe.

The membership of the tribes swelled during this period, as the remaining survivors lost in the wastes faced the choice of death alone or strength in numbers. Many of the tribes also used this time to hone their skills against the abominations that now stalked the wastes. Some tribes chose to avoid them entirely, setting up ramshackle towns in the skeletal remains of the old civilisation. Others took to hunting the monsters as prey, perfecting hit and run tactics, long range bombardment, hidden trapping, and a number of other methods.

When the first aid packages fell, many believed them to be a trap. Russian bombs had been the last things to fall on American soil, so the nation's mistrust was high as the planes began dropping parcels. When rumours started circulating that the packages contained valuable supplies, the tribal leaders were hesitant at first. Sending small squads of their least favoured members to investigate, they began to mobilise their forces when the rumours proved to have substance. Control of the drop zones became number one priority and heralded bloodshed unlike anything the wastes had ever seen. The number of active tribes in the wastelands effectively halved overnight.

Those that remained each held sway over a single drop zone, with ambition to take over more. Thus began the start of the wasteland wars; years of unceasing raids between the tribes, a never-ending power struggle that would end only with the emergence of the fearful Skulltaker.

For many years, the wastelands of North America were impossible to navigate without running into one of the wild tribes. Venturing out in large numbers was the only way to ensure relative safety, although this could not be guaranteed.

Then Skulltaker arrived, and the Skinners took control. A mad, brutal, and selfish psychopath, Skulltaker takes delight in murdering and dismembering his victims. No one ever knew his real name and he kills anyone foolish enough to ask. He is simply the Skulltaker—a title earned after reaping dozens of skulls all for the sake of quenching his bloodlust.

A former chapter master of the Haul's Angels, Skulltaker first started as more vigilante than villain. His crew were populated mostly by the youngest members of the Angels, the youths that had grown up in a violent and terrifying world and who saw their monstrous Master as a man who embraced both the fear and violence and used it. As a show of faith in their leader, the officers of Skulltaker's chapter began to mirror their crazed master. High ranking officers would often mutilate their enemies and bedeck their rides with grim trophies torn from the bodies of the slain, and soon the whole chapter began following these macabre practices. With every venture into the wilds to hunt down wildmen and infected abominations, every raid on the Justice and Law gangs, Skulltaker's gang became closer and closer to the monsters they were fighting.

And then came the desertion.

The president of the Haul's Angels died and the "elections" for the next President took the form of gladiatorial combat. Skulltaker took to the arena and slew everyone in his path. His death matches were swift and brutal, and he quickly ascended the ladder, until he found himself with only a single opponent left: his older brother. Slider had watched his brother devolve into madness for years and hated him the way only a brother

could. After a definitive battle, Slider placed his foot on his wounded brother's neck and declared himself the winner. The crowd roared their approval, Slider offered his brother his hand, and what was left of Skulltaker's sanity shattered. Defeated, bested in the arena, and then offered mercy; the humiliation was too much to bear. Fury and madness revitalising his broken body, Skulltaker rose to his feet and stormed from the arena. He left the Angels and took his whole Chapter with him.

Skulltaker and the rest of the Skinners spent the next year roaming the wastes butchering anything they came across. Skulltaker was mad with hate and craved vengeance against those that had humiliated him. Each roaming tribe he came across he offered a simple choice: fall in with him and help rid the wastes of the Angels, or face annihilation. A new age of terror descended on the wilds, for Skulltaker was not as erratic and selfish as the former warlords. His time in the Angels taught him the importance of strategy and planning, making the tribes more coordinated and dangerous than ever.

CURRENT AFFAIRS

Two years have passed since the Skinners deserted the Haul's Angels, and Skulltaker now reigns as the unofficial king of the wastelands. The tribes of the wastes are still too numerous to count, but most of them pay a tithe of gasoline, food, and weapons whenever the tallymen come calling. For the most part, Skulltaker allows those tribes that follow him autonomy to raid and slaughter to their hearts' content. Every few months though, Skulltaker will call upon several tribes to unite and join him on the Devil's Run, the death-race to one of the supply drop zones. Only the fiercest and most deadly of his followers survive. Fortunately, Skulltaker has a seemingly limitless supply of bloodthirsty fanatics, and he joyfully allows these men and women to throw themselves on the swords of his enemies whilst he escapes with the prize.

Each successful Run is little more than a small part a plan that brings Skulltaker closer to finally launching his strike against the Angels. He thirsts for vengeance against the Haul's Angels and his brother, Slider, above all else.

MEMBERSHIP

Survival in the Skinners is as much about adhering to the unwritten social rules and customs of the tribe as it is about strength and skill. Breaking any of these social rules can lead to anything from a savage beating to exile or even death.

Regardless of their age or past experience, the newest members of the tribe start their careers as Gunners. Assignment as a Gunner is a gruelling and demeaning task, and they are treated as little more than slaves by the Runner they are assigned to. Any day in which a Gunner escapes with only one beating is considered a good day. Most Gunners spend endless days practicing with whatever weapons they can scavenge, honing their skills to ensure a clean kill on a rider, without harming the ride. The looting of a kill is a privilege reserved for the killer, and it's one of the biggest taboos in Skinner culture to loot the corpse of another Runner.

A Gunner is only permitted their own ride after their first kill, and only if that kill is confirmed by their Runner. Once a kill has been confirmed, the Gunner is permitted to loot the ride of their first kill, or any future kill should the rider and vehicle be destroyed during the kill. Over time Runners will customise their rides with trophies torn from the dead, or the living for some of the more morbid tribes, loot new vehicles and weapons as per the needs and desires of the mobs and take on their own Gunners.

The Skinners follow a simple organisational tenant—survival of the strongest. Skulltaker reigns as Supreme King of the Wastes by virtue of his strength, speed, skill and guile. He openly accepts challengers and destroys most potential usurpers who dare try. His most serious challenger, Arabella Fury, and several others have been spared execution and instead offered positions of power within either the Skinners or the wider tribal network that feeds Skulltaker's Empire.

Skulltaker's inner circle is constantly in flux in number and composition and is filled with the strongest and most murderous road warriors found within the wasteland. The specifics of the inner circle matter little to Skulltaker, as long as they come to heel when called like the dogs they are. Skulltaker acts as beacon for all the most depraved and maddened individuals and the number of smaller tribes flocking to his banner is always increasing.

Beyond this limited leadership, the Skinners have no formal organisational structure. Each tribe has its own unique composition based upon the whims and desires of their leader, who occasionally report directly to one of the Skinners, Skulltaker's original gang, or Skulltaker himself. Most tribes are made up of a series of smaller mobs who in turn report to the tribal leader, but the landscape of these mobs and tribes is ever changing. This organisational disorder makes the tribes particularly dangerous to take down, as their size, consistency, direction and base of operations changes like the wind.

TOOLS OF THE TRADE

The Skinners use every kind of ride or rig they can get their hands on. From bikes and buggies, all the way up to 18 wheelers and war rigs, the Skinners aren't picky when it comes to their wheels. Some of the clans and tribes tend to specialise in one form of vehicle or the other. The Desert Hounds, for example, use primarily bikes and trikes for rapid ambush tactics, whilst The Forsaken tend to favour trucks and war rigs, trading speed for survivability. The larger tribes tend to have a more diverse collection of vehicles and whatever they need they simply take from the smaller tribes beneath them.

Skulltaker, of course, has access to all of these tools and will call of different specialists depending on the nature of the run. The original Skinners, those that left the Haul's Angels with Skulltaker, tend to favour Bikes and Trikes, much like their former comrades.

Whilst the colours and banners used by the tribes differs greatly, the easiest way to identify a Skinner, or one of their lackeys, is by the trophies from their kills; chains, spikes, skulls, bones, and blades cover their rides. Functional decorations, they are used as weapons during a run by driving close to an enemy and slashing at tyres or hooking drivers from their ride.

The Skinners, like Skulltaker himself, take pride in the artful flensing of their enemies. These skins are the notable difference between the Skinners and the tribesmen and are used for banners, sun-covers, cloaks and all manner of coverings and consider any imitation to be an insult of their honour. Many tribesmen have tried to pay homage to the Skinners by skinning their prey, only to find themselves as the next trophy spread across the hood of a Skinners Truck.

ALLIES AND ENEMIES

Other than the tribes that pay homage to them, the Skinners have no allies. You either join them if they offer it, or end up as a new adornment on one of their vehicles.



RUNNER (ELITE)

With a kill and a looted ride to their name, a Gunner becomes a Runner. Dependent upon renown and temperament, the new Runner is picked up by one of the various smaller mobs within the Skinners and gains their own Gunner. Riding in the face of their older peers, new Runners occasionally band together and form their own mobs, with some eventually evolving into new tribes.

Only the bravest and strongest rise above the rest. Years of experience, a little luck, and the occasional murder of someone higher up the ladder can take a Runner to head of their mob or tribe, until eventually a daring and successful Runner can reach the inner circle of Skulltaker himself.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
8	9	9	9	8	7	8

FIELDS OF EXPERTISE

Combat	+2	2	Movement	+1	1	Social	—	—
Fortitude	+2	1	Senses	—	—	Technical	+1	—

STRESS AND SOAK

Vigour	9	Nerve	8
Armour Soak	1	Morale Soak	5

GEAR: Leathers, plus either a Bike, Buggy, or Croozer

ATTACKS

- **SAWN OFF:** Range R/C, 6, Burst 1, Unbalanced, Knockdown, Spread 2
- **KNIFE:** Melee, 4, 1H, Hidden 1, Piercing 1, Subtle

SPECIAL ABILITIES

- **LACKIES:** A Runner is always accompanied by a Gunner (use the Thug statistics, p. 272). Additionally, the GM may spend 1 Fallout to introduce a second Gunner to the scene.
- **WHEELS:** The GM may spend 1 Fallout to reroll any number of d20s when making a Drive test.

ARABELLA FURY (ALEESHA)

If Skulltaker is king of the wastes, then Arabella Fury is undoubtedly its queen. Fiercely ambitious, cunning, and ruthless, she proved to be a thorn in his side from the moment he rode into the wastelands. At the head of the Queens of the Wastes, she led a furious rear-guard action against the Skinner's relentless advance. The former Haul's Angels drove hard into the wastes, subduing and absorbing everyone in their path. Everyone, that is, except Arabella and her sisterhood. The Queens struck furiously, forcing Skulltaker to lay a deadly trap that captured a number of the Queens in a single brutal ambush.

Arabella and her cohort found the skins of the captured Queens a few days later, with a message from Skulltaker inviting her to personal combat. Maddened, she rode alone to meet him. Skulltaker also arrived alone and offered his terms: best him and live ro rule the wastes, or die in the attempt.

Arabella launched herself at Skulltaker, earning first blood, but he eventually bested her. Intrigued by the wicked grin on her bloodsoaked face, he held the killing stroke. Arabella explained that the Queens of the Wastes would never follow a man. Her death would only lead to more war, so she welcomed his blow.

Arabella rarely strays far from Skulltaker and enjoys a modicum of responsibility that allows her to direct the lesser tribes. The peace is wary on both sides, each watching for signs of betrayal yet understanding the necessity of their alliance. She knows she will never let herself fully believe Skulltaker's offer of controlling the wastes once San Francisco is theirs.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
10	9	10	10	10	10	11

FIELDS OF EXPERTISE

Combat	+3	3	Movement	+2	1	Social	+3	3
Fortitude	+2	2	Senses	+2	2	Technical	+1	—

STRESS AND SOAK

Vigour	12	Nerve	13
Armour Soak	—	Morale Soak	3

GEAR: Knife, Sewn Off, Shestopyor

ATTACKS

- **SAWN OFF:** Range R/C, 5, Burst 1, Unbalanced, Knockdown, Spread 2
- **KNIFE:** Melee, 5, 1H, Hidden 1, Piercing 1, Subtle 1

SPECIAL ABILITIES

- **QUEEN OF THE WASTES:** A fearsome warrior, Arabella can reroll 1d20 when making Acrobatics, Athletics, Drive, Gang Warfare or Melee tests, or up to 3 when making a melee attack. Additionally, each Momentum spent or Fallout paid when making Drive tests nets 2 d20s, instead of 1. She is also considered to have the Big Gun and Chief talents under Gang Warfare (see p. 100).

FALLOUT SPEND

- **FURY (1 FALLOUT):** Arabella can spend 1 Fallout each round to add the Vicious 1 quality to her melee attacks.

SHESTOPYOR (QUAD)

EXPOSED, GROUND, RUGGED, WHEELED

A tough, rugged vehicle designed for fast and agile movement over difficult terrain.

ATTRIBUTES

SCALE	SPEED	BRAWN	HANDLING
0	2	6	2

DETAILS

Max. Passengers	Impact
1	4 (Knockdown)

HARDPOINTS

Chassis 1, External 1, Motive 1, Weapons 2

DEFENCES

Structure	8	EP	0
Armour	2	Max. Fuel	5

VEHICLE UPGRADES/ABILITIES:

- **MIKE LAUNCHER:** Range M, 6, Burst 1, Mounted, Disposable, Indiscriminate (Close), Spread 1, Unsubtle 2, Vicious 1



LIVING LEGENDS

Not everyone out on the *Run* is seeking to claim resources over the mangled bodies of their enemies. There are a few personalities who seek to leave a little goodness in their wake.

THE GENTLEMAN (KINGPIN)

The origins of the Gentleman are virtually unknown, but all know he follows a code of conduct from a bygone era known as "the Gentleman's Code". The code acts as his moral compass and he staunchly lives by it no matter how harsh the wastelands have proven to be. His devout adherence to the code is only eclipsed by his love of music, and his love for music is only overshadowed by the love for his daughter, Amber, and his love, Terry. His haunting melodies can sometimes be heard late at night as he forces his guitar to scream out the riffs of his aching heart, bending the steel strings until they cut into his fingertips and release the pain rising from deep within his body and soul. He was among the first of the few to be named Freelancer and has managed survive his peers to become the most successful. His vehicle is perhaps as much an enigma as the man himself. An old european design, his ride is far from any ordinary Croozer as he drives a rare vehicle known as the Round Door Rolls-Royce Phantom (I) Jonckhneere Coupe.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
9	10	8	11	10	12	10

FIELDS OF EXPERTISE

Combat	+3	2	Movement	+3	1	Social	+2	1
Fortitude	+2	1	Senses	+2	1	Technical	+2	—

STRESS AND SOAK

Vigour	10	Nerve	12
Armour Soak	1	Morale Soak	5

ATTACKS

- **.44 MAGNUM:** Range C, 6, Burst 1, 1H, Vicious 1.
- **KNIFE:** Melee, 3, 1H, Hidden 1, Piercing 1, Subtle 1

SPECIAL ABILITIES

- **GENTLEMAN'S CODE:** The Gentleman inspires others to better themselves. Attempting to manipulate, cheat, or otherwise be dishonest with him suffer +2 difficulty.
- **WILY COYOTE:** The Gentleman can reroll 1d20 when making Acrobatics, Drive, or Firearms tests, or up to 3 when making a ranged attack.

ULYSSES

EXPOSED (3 CS), GROUND, WHEELED

One of the rarest cars ever produced, now upgraded.

ATTRIBUTES

SCALE	SPEED	BRAWN	HANDLING
1	2	14	1

DETAILS

Max. Passengers	Impact
3	8 (Knockdown)

HARDPOINTS

Chassis 2, External 1, Internal 2, Motive 1, Weapons 2

DEFENCES

Structure	20	EP	1
Armour	3	Max. Fuel	10

VEHICLE UPGRADES/ABILITIES:

- **PEA SHOOTERS:** Range M, 8, Burst 2, Mounted, Spread 1



KING CHROME-AN (KINGPIN)

At 48 Years of age, King Chrome-an is the esteemed leader of the Rods, based in the town of Yuma. King Chrome-an was a mechanic In the Old World. Will Ardea ran a business custom-building bespoke hot-rods for high-paying clients. He managed to survive when Phoenix burned, pulling together a rag-tag group of companions and foraging for food, water, fuel, and supplies across Arizona, New Mexico, Utah, Nevada, and California. His love of chrome and big engines never died, and his band of followers, all skilled with their hands, managed to weld together a small fleet of vehicles that helped tackle any gang they encountered, or leave them in the dust if outgunned.

The Rods grew until surviving by foraging alone was no longer an option. Redubbed King Chrome-an by the Rods, Will settled his group down in the remnants of Yuma. Since then they have been industrious, rebuilding a portion of the old city along the Colorado River. They manage to maintain a delicate peace with the surrounding gangs, in part because of their reputation as dangerous fighters, but also because they make some of the finest vehicles to grace the wasteland, and in part because they run a healthy trade in car parts, dies, and presses, that are impossible to get elsewhere. These parts are made in a series of workshops in the rebuilt sections of Yuma and then shipped out along the Colorado River in fast boats. Having agreements with a number of powerful gangs, their parts are shipped as far north as San Francisco and south into Mexico.



Although not a large group, the Rods are tight-knit and hard-working. A smart and fair-minded leader, King Chrome-an heads a council called the Edina who make decisions and pass laws for the Rods. Happy to delegate responsibility, and in the face of his position as figurehead of the Rods, King Chrome-an still maintains a key role in the design and construction of the cars, boats, and machinery that maintain the Rod's protection and success. Occasionally, and much to the chagrin of the other members of the Edina, he takes part in trade runs that ship car parts to their allies. Able to fix nearly anything that, he is also skilled with a gun and nigh untouchable behind the wheel.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
8	9	9	10	12	10	10

FIELDS OF EXPERTISE

Combat	+3	2	Movement	+2	1	Social	+3	1
Fortitude	+2	2	Senses	+1	—	Technical	+4	2

STRESS AND SOAK

Vigour	11	Nerve	12
Armour Soak	2	Morale Soak	3

ATTACKS

- **PISTOL:** Range R/C, 6, Burst 1, 1H
- **RAMINGTON SHOTGUN:** Range: C, 6, Burst 1, 2H, Knockdown, Spread 1.

GEAR: Engineering Toolkit, Leathers, Vehicle (Any)

SPECIAL ABILITIES

- **LIFE BEHIND THE WHEEL:** King Chrome-an reduces the difficulty of Drive tests by 1.
- **PEDAL TO THE METAL:** King Chrome-an treats the Speed of any vehicle he drives as 1 higher than its listed attribute.
- **SECURE:** King Chrome-an has a Morale Soak of 3.
- **SOME TLC:** King Chrome-an may make an **Average (D1) Engineering test** to get a piece of machinery or equipment operational again. If successful, the equipment will function normally for 2 hours before it breaks down and requires proper parts. The GM may spend Fallout to extend this time by 1 hour for every Fallout spent.

RAHOUL WHITEHAIR (KINGPIN)

Though seemingly few and far between, there are those who aspire to bring some light to the darkness that has gripped the world since the Day of the Apocalypse. They are driven by much more than the basest desire to simply live no matter the cost, including the belief that a life should be led in such a way as to leave the world a better place than it was before. A person's actions and interactions create ripples, which can be either positive or negative. Though the world has entered the shadow of a terrible night, there will be a sunrise again. Until then, it is the duty of those who are left to spread a hint of its former light and warmth. Rahoul Whitehair is such a man.

Quiet and calm in demeanour, Rahoul is never one for rash anger or thoughtless reaction. Wise in counsel and thoughtful in response, he is a peaceful man of great spiritual and personal strength. He remembers the Old World and watching it shatter. Since then he has made it his mission to stoop to pick up the pieces and repair them in any small way he can. This is his duty, his drive, and his message: let every action and every word, no matter how small or seemingly insignificant, lead toward salvation from the long, dark night.

An eternal wanderer, many often mistake Rahoul for a vagabond. His white hair, pale skin, and red eyes are intimidating at first, but his reserved nature and seemingly endlessly patience soon put people at ease. While most of his time is spent alone, he will often stay a while in a settlement or outpost, entertaining folks with his quiet dry wit and endless repertoire of stories, helping where he can with repairs and a kindly ear. A great lover of learning, Rahoul devours books when he can get them and has gained a wide range of useful skills that he uses to help others, such as engineering, farming, medicine, and the like.



The world is a dangerous place, however, and even those with the purest intentions can be challenged and denigrated, hunted and ambushed. Rahoul has not survived so long by dint of his personality alone. A fearsome martial artist, he is more than capable of defending himself and others from those who seek to inflict harm. He carries a pistol that is rarely drawn, and a long staff tipped with an incredibly hard, unknown metal. Often called Whitehair, or the Wanderer, he himself would be shocked to learn how far his reputation has spread.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
11	10	9	8	10	11	12

FIELDS OF EXPERTISE

Combat	+3	2	Movement	+1	—	Social	+3	1
Fortitude	+2	1	Senses	+2	—	Technical	+4	1

STRESS AND SOAK

Vigour	11	Nerve	14
Armour Soak	2	Morale Soak	5

ATTACKS:

- **PISTOL:** R/C, 6, Burst 1, 1H
- **METAL-TIPPED STAFF:** Melee, 7, 2H, Knockdown, Parry 1, Stun

GEAR: Armoured Coat, Pistol, Staff, Backpack, Survival Gear

SPECIAL ABILITIES:

- **CLEAR MIND:** Rahoul is a man of conviction and great spiritual strength. He has a Morale Soak of 5.
- **PROTECTED:** Whether due to his reputation or some other force at work, Rahoul has an Armour Soak of 1.
- **DEFT HANDS, SWIFT MIND:** Rahoul Whitehair is fast in body and mind. He can reroll 1d20 and up to 3 when making a melee attack, but must accept the new results. Additionally, Rahoul gains 2 Momentum on any test made using the Technical Field of Expertise.
- **METAL-TIPPED STAFF (1 FALLOUT):** Once per round, the GM may spend 1 Fallout to give Rahoul's Metal-Tipped Staff the 'Unforgiving 2' Quality until his next turn.
- **RAY OF LIGHT (2 FALLOUT):** Rahoul's presence is a chink of light in a darkened world. There is something about him that exudes a sense of calm. When any character targets him with an attack, Rahoul may spend 2 Fallout to force the attacker to make a **Challenging (D2) Discipline test**. If they succeed, they may attack as normal. If they fail, any attack against Rahoul will be treated as if the attacker is suffering from the Dazed Condition.

SAVAGE ALLIES & ADVERSARIES

BANDIT

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d4, Driving d4, Fighting d6, Notice d4, Intimidation d6, Shooting d6, Stealth d4, Survival d6, Taunt d6
Pace: 6; **Parry:** 5; **Toughness:** 7 (1)
Hindrances:–
Edges:–
Gear: Antique Pistol (Range 12/24/48, Damage 2d6+1, AP 1, RoF 1) Leathers (1)

BERSERKER

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10
Skills: Athletics d6, Fighting d10, Intimidation d10, Notice d4
Pace: 6; **Parry:** 7; **Toughness:** 8 (1)
Hindrances: Vengeful
Edges: Berserk, Brute
Gear: Great Sword (Str+d10), Leathers (1).
Special Abilities:
- **Resilient**

A NOTE ON CONVENTIONS

While the majority of this book uses British English, Savage Worlds employs US English. All of **Devil's Run SWADE** stat blocks will be presented using US English as standard.

BODYGUARD

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d10
Skills: Athletics d6, Driving d6, Fighting d8, Notice d8, Intimidation d6, Shooting d10, Repair d4, Taunt d6
Pace: 6; **Parry:** 6; **Toughness:** 9 (2)
Hindrances:–
Edges: Alertness, Combat Reflexes, Extraction, Level Headed
Gear: Armored Vest (2), H&K MP5 (Range 12/24/48, Damage 2d6, AP 1, RoF 3), Long Sword (Str+d8)

CULTIST

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d6, Vigor d4
Skills: Driving d4, Notice d4, Occult d4, Shooting d4, Taunt d4
Pace: 6; **Parry:** 4; **Toughness:** 4
Hindrances: Driven (Major)
Edges:–
Gear: Knife (Str+d4)



CULT LEADER

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8
Skills: Academics d6, Common Knowledge d6, Driving d4, Fighting d6, Notice d8, Intimidation d8, Persuasion d8, Shooting d6, Taunt d8
Pace: 6; **Parry:** 5; **Toughness:** 7 (1)
Hindrances: Driven (Major)
Edges: Charismatic, Inspire, Rabble-Rouser, Retort
Gear: Mace (Str+d6), Thick Coat (1)
Special Abilities:

- **Rousing Oratory:** A Cult Leader can use Persuasion in place of Battle when using the Inspire Edge.

FERAL

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d4, Fighting d6, Notice d6, Stealth d4, Survival d6
Pace: 6; **Parry:** 5; **Toughness:** 7
Hindrances: Illiterate, Tongue-Tied
Edges:–
Gear: Knife (Str+d4), Spear (Range 3/6/12, Damage Str+d6, RoF 1)

FE'RAL CHIEF

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10
Skills: Athletics d4, Fighting d8, Notice d6, Intimidation d6, Stealth d6, Survival d6
Pace: 6; **Parry:** 6; **Toughness:** 8 (1)
Hindrances:–
Edges: Brawler, Calculating, Free Runner
Gear: Leathers (1), Mace (Str+d6)
Special Abilities:

- **Fists:** Str+d4.

PIRATE

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Athletics d4, Fighting d6, Gambling d4, Pilot d6, Shooting d6, Thievery d4
Pace: 6; **Parry:** 5; **Toughness:** 7 (1)
Hindrances: Mean
Edges: Steady Hands
Gear: Glock (Range 12/24/48, Damage 2d6, AP 1, RoF 1), Leathers (1), Knife (Str+d4)

PIRATE CAPTAIN

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d10
Skills: Athletics d4, Fighting d8, Gambling d6, Notice d6, Intimidation d6, Shooting d8, Thievery d6, Taunt d8
Pace: 6; **Parry:** 6; **Toughness:** 8 (1)
Hindrances: Vengeful
Edges: Menacing, Nerves of Steel, Steady Hands, Strong Willed
Gear: H&K MP5 (Range 12/24/48, Damage 2d6, AP 1, RoF 3),. Leathers (1), Long Sword (Str+d8)

ROAD WARRIOR

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d8
Skills: Driving d8, Fighting d6, Gambling d4, Intimidation d6, Notice d8, Repair d6, Shooting d8
Pace: 6; **Parry:** 5; **Toughness:** 9 (3)
Hindrances:–
Edges: Ace, Road Warrior, Steady Hands, Vehicular Vengeance
Gear: Chain Shirt (3), Crowbar (Str+d6), Glock (Range 12/24/48, Damage 2d6, AP 1, RoF 1), Vehicle
Special Abilities:

- **Part of a Crew:** If a Road Warrior is part of a named faction, the GM can include that faction's Cultural and Initiate Packages in the Road Warrior's Edges (see p. 35–70 for faction Packages).
- **Resilient**

THUG

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Driving d4, Fighting d4, Notice d4, Intimidation d4, Shooting d4
Pace: 6; **Parry:** 4; **Toughness:** 6 (1)
Hindrances: Mean
Edges:–
Gear: Light Club (Str+d4), Leathers (1)

REVENANTS

GHOUL

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10
Skills: Fighting d6, Notice d4, Intimidation d6, Notice d8, Stealth d8, Survival d8
Pace: 6; **Parry:** 5; **Toughness:** 9
Hindrances:–
Edges: Alertness
Special Abilities:

- **Fear:** Anyone seeing a ghoul must make a fear check.
- **Claws:** Str+d4.
- **Fearless:** Ghouls are immune to Fear and Intimidation.
- **Low Light Vision.**
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poisons; ignore 1 point of wound penalties.
- **Resilient.**

SHAMBLER

Use the stats for a zombie, **SWADE**.

TROLL

Attributes: Agility d6, Smarts d4, Spirit d12, Strength d12+3, Vigor d12
Skills: Fighting d10, Intimidation d10, Notice d4
Pace: 6; **Parry:** 8; **Toughness:** 14 (1)
Hindrances: Ugly
Edges: Brawler, Bruiser, Frenzy, Hard to Kill, Sweep
Special Abilities:

- **Armor +1:** Thick Hide
- **Fear:** Anyone seeing the Gorm must make a fear check.
- **Fist:** Str+d6, Reach 1.
- **Size 2:** Gorm stands a little over 7 feet in height.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poisons; ignore 1 point of wound penalties.
- **Very Resilient.**

HUNTERS

HEAD HUNTER

Attributes: Agility d12, Smarts d8, Spirit d10, Strength d10, Vigor d10
Skills: Athletics d10, Common Knowledge d8, Driving d8, Fighting d12, Notice d10, Intimidation d8, Performance d8, Repair d4, Repair d4, Shooting d8, Survival d10
Pace: 6; **Parry:** 8; **Toughness:** 8 (1)
Hindrances: Impulsive
Edges: Ace, Free Runner, Fame, Hard to Kill, Imrpoved Nerves of Steel, Mighty Blow, Road Warrior, Trademark Weapon
Gear: Glock (Range 12/24/48, Damage 2d6, AP 1, RoF 1), Great Axe (Str+d10), Leathers (1), Sports Car (Mod: Battering Ram 2 [see p. 230])
Special Abiiities:

- **Steady Feet:** When fighting on top of a vehicle, Gomez can apply the Free Runner feet to all Athletics Tests and never suffers any penalties to Fighting Tests due to a vehicle's movement.

ROAD RONIN

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d10
Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d10, Performance d8, Repair d4, Shooting d10, Survival d8, Thievery d6
Pace: 6; **Parry:** 7; **Toughness:** 8 (1)
Hindrances: Ruthless
Edges: Ace, Counterattack, Dodge, Fame, First Strike, Hold the Line, Natural Leader, Road Warrior, Trademark Weapon
Gear: Acid Grenades (Range 4/8/12, Damage 3d6–2, AP 2, MBT), Glock (Range 12/24/48, Damage 2d6, AP 1, RoF 1), Katana (Str+d6+1), Leathers (1), Street Bike

LOS NIGROMANTES

APOSTLE

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d10
Skills: Academics d8, Athletics d6, Common Knowledge d6, Driving d10, Fighting d10, Notice d10, Intimidation d12, Occult d10, Research d8, Science d10, Shooting d8, Taunt d6
Pace: 6; **Parry:** 7; **Toughness:** 8 (1)
Hindrances: Vow (Major)
Edges: Combat Reflexes, Command, Command Presence, Fervor, Harder to Kill, Nerves of Steel
Gear: H&K MP5 (Range 12/24/48, Damage 2d6, AP 1, RoF 3), Leathers (1), Mid-Sized Car (Mod: Twin Mini Guns [Fixed, Linked]), Staff (Str+d4).
Special Abiiities:

- **Indoctrinated:** Immune to the fear caused by Revenants.
- **Revenant Injector:** Those slain by an Apostle rise as a shambler within 1d6 rounds.
- **Shuffling Minions:** If a Host or Revenant is next to an Apostle when the latter is hit, the minion takes the blow.

HOST

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8
Skills: Driving d4, Fighting d8, Intimidation d6, Notice d4, Occult d4, Shooting d6, Taunt d6
Pace: 6; **Parry:** 6; **Toughness:** 7 (1)
Hindrances: Vow (Major)
Edges: Berserk, Brawler

Gear: Battle Axe (Str+d8), Leathers (1).
Special Abiiities:
- **Indoctrinated:** Immune to the fear caused by Revenants.
- **Resilient.**
- **Righteous Rage:** A Host can cause themelves to become Shaken as a free action, which then immediately triggers Berserk.

MESSANJERO

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d8, Vigor d8
Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d4, Pilot d8, Repair d6, Shooting d8, Survival d6
Pace: 6; **Parry:** 6; **Toughness:** 8 (2)
Hindrances: Vow (Major)
Edges: Ace, Trademark Weapon
Gear: Flamethrower (Cone, 3d6, ROF 1), Flame Retardant Suit (2), Jetpack, Short Sword (Str+d6).
Special Abilities:
- **Indoctrinated:** Immune to the fear caused by Revenants.
- **Resilient**

SKINNERS

ARABELLA FURY

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d8, Vigor d10
Skills: Athletics d8, Battle d8, Driving d10, Fighting d10, Intimidation d8, Notice d8, Persuasion d6, Repair d6, Shooting d8, Survival d10
Pace: 6; **Parry:** 7; **Toughness:** 8
Hindrances: Driven
Edges: Ace, Brawler, Dodge, Fervor, Fleet-Footed, Hard to Kill, Nerves of Steel, No Mercy, Road Warrior
Gear: Knife (Str+d4), Quad Bike (Size 2, Handling –1, Top Speed 40, Toughness 7, EP 0, Crew 1+1, 4WD), Sawed-Off (5/10/20, 1-3d6, ROF 1).

RUNNER

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Driving d8, Fighting d6, Notice d6, Intimidation d4, Shooting d6, Repair d4, Stealth d4, Taunt d6
Pace: 6; **Parry:** 5; **Toughness:** 7 (1)
Hindrances:–
Edges: Ace
Gear: Knife (Str+d4), Sawed-Off (Range 5/10/20, Damage 1-3d6, RoF 1), Vehicle (Compact Car [4WD], Mid-Sized Car or Dirt Bike).

LIVING LEGENDS

THE GENTLEMAN

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d10, Vigor d10
Skills: Athletics d6, Common Knowledge d8, Driving d12, Fighting d8, Intimidation d10, Notice d10, Performance d10, Repair d8, Shooting d10, Survival d8
Pace: 6; **Parry:** 7; **Toughness:** 8 (1)
Hindrances: Code of Honor
Edges: Ace, Combat Reflexes, Dead Shot, Fame, Hard to Kill, Hardeer to Kill, Marksman, Road Warrior, Strong Willed, Trademark Weapon, Vehicular Vengeance
Gear: .44 Magnum (Range 12/24/48, Damage 2d8, AP 2, RoF 1), Knife (Str+d4), Leathers (1), Ulysses (Mid-Sized Car with Minigun).

KING CHROME-AN

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8
Skills: Academics d4, Battle d6, Electronics d8, Fighting d8, Intimidation d6, Notice d10, Repair d12, Science d8, Shooting d8
Pace: 6; **Parry:** 6; **Toughness:** 7 (1)
Hindrances:–
Edges: Ace, Dodge, Feint, Natural Leader, Inspire, Mr. Fix It
Gear: Glock (Range 12/24/48, Damage 2d6, AP 1, RoF 1), Leathers (1), Ramington Shotgun (Range 12/24/48, Damage 1-3d6, RoF 1)
Special Abilities:
- **King of Repairs:** King Chrome-an automatically gains a raise on any Repair roll he makes.
- **Pedal to the Metal:** King Chrome-an increases the Top Speed of any vehicle he drives by 10 mph.

RAHOUL WHITEHAIR

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d8, Vigor d10
Skills: Athletics d8, Common Knowledge d8, Fighting d12, Intimidation d10, Notice d4
Pace: 6; **Parry:** 9; **Toughness:** 9 (1)
Hindrances: Code of Honour
Edges: Alertness, Brave, Brawler, Hard to Kill, Harder to Kill, Martial Artist, Nerves of Steel, Scholar, Sweep
Gear: Armored Coat (1), Glock (Range 12/24/48, Damage 2d6, AP 1, RoF 1), Staff (Str+d4)
Special Abilities:
- **Armor +1:** Charmed Life.
- **Fists:** Str+d6
- **Ray of Light:** Rahoul can spend a Bennie to force anyone attacking him to attempt a Spirit roll at –2. They can attack as normal on success. Failure results in the opponent becoming Distracted.



INDEX & APPENDICES

CHANGING IT UP

The rules contained in this document allow for a rough translation of the characters from the Devil's Run RPG into the Devil's Run Board Game. It should be noted that no conversion system is perfect. The differences between a detailed and expansive ruleset like those required for a roleplaying game and the more specific set of statistics required of a board game mean that a many of character's roleplaying game statistics are lost in translation. This section has been labelled as a direct conversion as it relates to fully converting characters and their equipment for use within the board game. If a system for using the board game tiles and miniatures as a tactical element for the either the **Savage Worlds Adventure Edition** (**SWADE**) or **2d20** systems is needed, then the indirect conversion rules on p. 304 should be consulted.

It would be difficult to provide a perfectly balanced set of conversion rules. The rules offered here, however, do allow a character from the roleplaying game to be converted into a set of statistics that will feel equally matched against an opponent of thematically similar power levels within the board game. They are not designed to be used in competitive play, but as a way for lovers of both the roleplaying game and the board game to bring these experiences together. For example, some aspects of a game or campaign can be played using one of the roleplaying systems, whilst larger-scale vehicle engagements can be played through using the board game and miniatures.

While we have done our best to ensure that characters converted into the board game are not overpowered, it should be understood that player characters in a roleplaying game are special. This conversion system is a method by which PCs from the roleplaying game might have an impact and influence on a scenario or battle using the board game rules.

STATISTICS

In the Devil's Run board game, base statistics are always represented on a vehicle card, which Named characters then modify with their own additional statistics. A vehicle card contains base stats for Minimum Movement (**MM**), Chassis Points (**CP**), Evade (**E**), Ballistic Skill 1 (**BS1**), and Ballistic Skill 2 (**BS2**). More than a few vehicles also have Special Rules. Note as well that some vehicles may not be capable of carrying a passenger, and therefore may not have a **BS2** listed.

A character in the board game is defined by two statistics that serve to modify the features of the vehicle they are driving, plus a number of Special Rules. When converting a character from either the **SWADE** or **2d20** systems into the board game, a player first determines their base Ballistic Skill and then chooses two roleplaying game statistics that reflect their character's additional statistics within the board game.



Example Vehicle Stat Card for the board game

FIRST STEPS

A player first determines the base Ballistic Skill (**BS**) of their character within the board game. This is a relatively simple step for both **2d20** and **SWADE**. For either system, the player first determines whether their character will be a Driver or a Passenger for the board game. Drivers gain a **BS1** statistic, while passengers gain a **BS2**.

Note that in the board game, the base **BS** of a Driver or Passenger is always listed on a vehicle's stat card, not on a character's stat card. The base **BS** determined in this step replaces the corresponding base **BS** on a vehicle's stat card if one is being used. For example, a Haul's Angel Bike has a base **BS1** rating of 7. If a character is determined to have a base **BS1** rating of 6 as a result of this step, the character's base **BS** rating replaces that listed on the card when riding the vehicle.

DRIVERS

SWADE: Use the PC's Driving or Shooting skill.

2D20: Use the PC's Drive or Firearms Expertise.

For either system, use the lower of the two skills to determine the Driver's **BS1**. The Driver's attention is split between attacking and driving, reflecting the lower score being used.



Example Vehicle Stat Card for the board game

PASSENGERS

SWADE: Use the PC's Shooting skill.

2D20: Use the PC's Firearms Expertise. If the vehicle has a weapon that isn't a part of a vehicle's integral mods—such as a pintle-mounted machine gun, heavy flamer, or missile launcher—the Passenger can instead elect to use Heavy Weapons.

For either system, use the higher of the two skills to determine the Passenger's **BS2**. The character can wholly dedicate their attention to attacking, reflecting the higher score being used.

Having elected their PC's status as a Driver or Passenger and chosen a relevant skill, the player should then consult the Ballistic Skill Conversion Chart and cross-reference the skill's value with the **BS1** or **BS2** column.

UNTRAINED SKILLS

On rare occasions, a character may only be able to designate an untrained skill as an option for determining their BS1 or 2. If this is the case, they gain a BS of 5 in the chosen statistic and it may not be improved through any steps taken later.

BALLISTIC SKILL CONVERSION TABLE

TN OF RELEVANT 2D20 SKILL	DIE TYPE OF RELEVANT SWADE SKILL	BS1 OR BS2
8-10	d4 or d6	6
11-13	d8 or d10	7
14+	d12	8

[1] If the character is the Driver, then the PC gains a BS1. If the character is a Passenger, then the PC gains a BS2.

ADDITIONAL STATISTICS

In the **Devil's Run board game**, named characters have one or two additional statistics that can adjust attributes associated with a vehicle's card. This step determines the additional statistics that can be assigned when converting a character from the RPG to the board game.

Named characters in the board game can modify a vehicle's Armour, Ballistic Skill, Chassis Points or Evade. Most named characters also have at least one Special Abilities assigned to them. Special Rules are granted by Edges (**SWADE**) or Talents (**2d20**) and are dealt with in the next step.

The player chooses two skills from those listed below. For 2d20 characters, a Focus of 1 or more is required in the skill in the skill in order for it to qualify as a choice. For **SWADE** characters, both skill and the attribute associated with the skill must have a die type of at least d6.

- Driving (**SWADE**) or Drive (**2d20**) can modify **E** or **BS1**.
- Repair (**SWADE**) or Engineering (**2d20**) can modify **A** and/or **CP**.
- Shooting (**SWADE**) or Firearms (**2d20**) can modify **BS1** (if Driver) or **BS2** (if Passenger)
- Shooting (**SWADE**) or Heavy Weapons (**2d20**) can modify **BS2** (if Passenger)
- Weird Science (**SWADE**) or Wild Tech (**2d20**) can Modify **A** and/or **CP**

A character might only possess one skill that qualifies, in which case they only gain one additional statistic. Characters without any skill that qualifies wouldn't usually gain any additional statistics, though the GM may choose to allow loosely-related skills as qualifiers in this instance—such as Athletics (**SWADE**) or Acrobatics (**2d20**) qualifying for Evade, or Science (**SWADE**) or Lore (**2d20**) qualifying for Chassis Points. Only one additional statistic can be gained in this instance and the GM always has final veto.

Once a character has assigned their roleplaying skills to an additional statistic, they should consult the Additional Statistic Conversion Chart to determine the bonus gained.

ADDITIONAL STATISTIC CONVERSION CHART

FOCUS OF 2D20 SKILL	DIE TYPE OF SWADE SKILL	BONUS TO A, BS, CP, E
1-3	d6 or d8	+1
4-5	d10 or d12	+2

MAXIMUM RATINGS

Both the board game and RPG have upper limits to their systems, which essentially reflects the chance that there is always some small opportunity of something going wrong during a task.

No statistic on a vehicle may ever be greater than 9. Further, a character's additional statistics can never provide a bonus greater than +2. If one or both occurs, the character or vehicle will instead gain a single different benefit.

ARMOUR

A vehicle's **A** rating is determined by its card or converted score (see Vehicle Stat Conversion, p. 301). If a character would gain an **A** modifier greater than +2 or their modifier would take the vehicle's A beyond 9, the vehicle instead reduces the Rate of Fire (**RoF**) of the first attack made against it during a game by 1, to a minimum of 0, but only the first attack. Unless reduced by other means, subsequent attacks use normal **RoF**.

BALLISTIC SKILL

If a character would gain a **BS** modifier greater than +2 or their modifier would take the vehicle's base **BS** beyond 9, the character can instead choose a Special Rule related to a Ballistic Skill from the Edge and talent conversions that begin on p. 296.

CHASSIS POINTS

Chassis points are determined by a vehicle's card or converted score (see Vehicle Stat Conversion, p. 301). Characters gaining a bonus to CP cannot take a vehicle's CP above its maximum Chassis Point rating (see Vehicle Stat Conversion Table, p. 301). If this would be the case, the vehicle instead gains a reroll to the first **A** test it has to make during a game, but only the first.

EVADE

A vehicle's **E** is determined by its card or converted score (see Vehicle Stat Conversion, p. 301). If a character would gain an **E** modifier greater than +2 or their modifier would take the vehicle's **E** beyond 9, they can instead choose a Special Rule related to Evade from the Character Special Rules Conversion Table.

2D20 CONVERSION EXAMPLE

A player opts to designate their RPG character, Bobby Boy, as a Driver for the board game. They choose to use Bobby Boy's Drive as the skill to determine his base BS, as this has the highest TN between Drive (TN 14 [Coordination 10 and Drive Expertise 4]) and Firearms (TN 13 [Coordination 10 and Firearms 3]). Using the Ballistic Skill Conversion Chart, Bobby Boy's TN 14 in Drive equates to a BS1 of 8.

For the next step, the player can assign two skills towards additional statistics. Bobby Boy has Focus 1 in Engineering and Firearms, and Focus 4 in Drive. When Converting Bobby Boy for use in the board game, his player can choose to assign two of these three skills to additional statistics.

Since he has a Focus in three relevant skills (Firearms, Drive, and Engineering), Bobby Boy's player may choose between +1 A (for Engineering), +1 BS (Firearms) or +2 E (for Drive). Bobby Boy's player may only select two to apply during the board game. The player selects the +1 BS and +2 E, netting Bobby Boy a final BS of 9 and a significant boost to the vehicle's E.

Finally, the player will need to check the Vehicle Stat Conversion Table to ensure that the vehicle's final E value isn't above the vehicle's maximum E for its class. If the boost to E would take it above the maximum, the player instead caps E at the indicated maximum and chooses an Evade-related Special Rule from the Special Rules Conversion Table opposite.

SWADE CONVERSION EXAMPLE

*Bobby Boy is instead converted as a Driver from **SWADE**. The player chooses to use Bobby Boy's Drive as the skill to determine his base BS, as this has the highest die type between Drive (d12) and Shooting (d8). Using the Ballistic Skill Conversion Chart, Bobby Boy's d12 in Drive equates to a BS1 of 8.*

For the next step, the player can assign two skills towards additional statistics. Bobby Boy has d12 Driving, d8 Repair, and d8 Shooting skills, plus the associated attributes (Agility and Smarts) at d6 or higher. When Converting Bobby Boy for the board game, his player can choose to assign two of these three skills to additional statistics.

Since he has d6 or higher in three relevant skills (Driving, Repair, and Shooting), Bobby Boy's player may choose between +1 A (for Repair), +1 BS (Shooting) or +2 E (for Driving). Bobby Boy's player may only select two to apply during the board game. The player selects the +1 BS and +2 E, netting Bobby Boy a final BS of 9 and a significant boost to the vehicle's E.

Finally, the player will need to check the Vehicle Stat Conversion Table to ensure that the vehicle's final E value isn't above the vehicle's maximum E for its class. If the boost to E would take it above the maximum, the player instead caps E at the indicated maximum and chooses an Evade-related Special Rule from the Special Rules Conversion Table opposite.

APPENDIX I

SPECIAL RULES

In addition to their two Statistics, a character may select up to two Special Rules to use in the board game. These Special Rules are linked to talents within the **2d20** ruleset, or Edges for **SWADE**.

In order to select a Special Rule, a character must possess the corresponding talent or Edge shown in the table below. A 1 in superscript ([1]) beside and Edge denotes a new Edge from within this book (see Devil's Edges, p. 87). All other Edges can be found within the **SWADE Core Rules**.

SPECIAL IMPLEMENT OPTION

Once during a game, a character may use a Special Implement Action in order to replace a Special Rule they have selected for any other Special Rule that they are qualified to use. The character gains full use of the newly selected Special Rule but may no longer use the original.

CHARACTER SPECIAL RULES CONVERSION TABLE

SPECIAL RULE	2D20 TALENT	SWADE EDGE
A character can Jump to a Range of 3.	Long Jumper (Acrobatics)	Acrobat
The character is not wiped-out on a failed Jump action.	Catfall (Acrobatics), Just a Scratch (Resistance)	Combat Acrobat, Hard to Kill
The modifier for a vehicle using a Take Them Out! Action against the character increases to –3.	Free Runner (Acrobatics)	Free Runner, Luck
Any vehicle in front of the character at the beginning of its activation must instantly move diagonally as part of its Basic Move Action. After the diagonal move it may move as normal.	Heed My Words (Command), Strong-Arm Tactics (Persuade)	Command Presence, Menacing
A friendly vehicle within 3 squares of the character may reroll 1D10 or 1D3 during their action.	Font of Courage (Command), Force of Presence (Persuade)	Bolster, Command, Inspire, Natural Leader
Use a Basic Implement Action to change an unnamed Gunner from one Gunner weapon to another on the same vehicle. This can only be taken if the weapon being moved to has lost its Gunner.	Commanding Presence (Command)	Tactician
If the vehicle the character is in is hit by an Offensive Special Move action, it may always complete an Evade move reaction for free (even if it is not the target).	Cannonballer (Drive), Uncanny Dodge (Acrobatics), Sixth Sense (Insight)	Extraction, Great Luck, Improved Dodge
Ignore the Hard to Steer special rule. May reroll an E test once per turn.	Born to the Wheel (Drive), Hard Target (Acrobatics)	Ace, Quick
May not be targeted by the Take Them Out! Action if the vehicle is equipped with other named characters.	Minions (Command), Big Gun (Gang Warfare)	Fervour, Followers
The character may reroll the D3 for extra movement when using Pedal to the Metal, but must take the second result.	Horizon Chaser (Drive), Speed Freak (Drive)	Fleet-Footed, Road Warrior[1]
Gain a +2 modifier to the result of successful Ram actions.	Brutal Brawler (Athletics), Ramming Speed (Drive)	Vehicular Vengeance[1]
The character gains the Mechanic skill. They may reroll the first failed A test in a turn.	Keep Trucking (Drive), Natural Engineer (Engineering), Lab Rat (Wild Tech)	Artificer, Jack-of-all-Trades, Mr. Fix It
Roll 4D6 when attempting to repair a Wreck.	Greasemonkey	McGyver, Mr. Fix It

[1] Denotes a new Edge: see Devil's Edges, p. 87.

CHARACTER SPECIAL RULES CONVERSION TABLE

SPECIAL RULE	2D20 TALENT	SWADE EDGE
Once per round, reroll the Mechanic Push the Button action or repair 1 CP as a Push the Button action. Only 1 option may be used in a round.	Jury Rig (Engineering)	Artificer, Mr. Fix It
Instead of moving, the character's vehicle may spend 2 Action Points to attempt a Patch Up. On a successful A test, 3 CP are regained.	Fortify (Engineering) Practice, Practice, Practice (Wild Tech)	McGyver, Mr. Fix It
Once per turn, reroll 1D10 when taking a Shooting action.	Marksman (Firearms), Rain of Fire (Heavy Weapons), Sharp Sense (Observation), Anatomist (Medicine)	Alertness, Dead Shot, Double Tap, No Mercy, Rapid Fire, Steady Hands
Nominate one of the character's weapons. Increase the weapon's Range by 1.	Clear Shot (Firearms), Scrutinise (Observation)	Killer Instinct, Marksman
Nominate a Hull Mounted Weapon on the character's vehicle. The weapon gains +1 Power. If the character takes a Cover Us! action to move to another position, the new position gains +1 Power.	Smooth Reload (Heavy Weapons)	Improved Rapid Fire, Rock and Roll!
Once per turn, the character may reroll any dice roll caused by an Environmental Effect that would affect their vehicle.	Wide-Eyed (Insight), Battlefield Perception (Observation)	Alertness, Danger Sense
The character may reroll their D10 when part of an Attack or Fight action.	No Mercy (Melee), Hardy (Resistance)	Berserk, Feint, Frenzy, Weapon Master
The character gains +2 to Attack or Fight rolls.	Might (Athletics), Savage Assault (Melee)	Bruiser, Mighty Blow
Opposing characters in Attack or Fight actions with this character do no gain the benefits of any Hand Weapons.	Grappler (Melee)	Martial Warrior
The character gains the Medic skill.	Bind Wounds (Medicine)	Healer, Jack-of-all-Trades
Any vehicle that loses CP to a BS test by the character additionally receives a −3 modifier to BS1/BS2 (the character decides) during its next activation, plus E and MM are reduced by 1.	Apothecary (Medicine)	Assassin
The character gains the Pilot skill. Once per turn, the character may reroll a failed E test for their Flyer.	Ace (Pilot)	Ace
When piloting a Flyer, the character may roll 1D6 for the Pedal to the Metal Move action, instead of 1D3.	Push the Envelope (Pilot)	Jet Jockey[1]
Roll 1D10 if the character is Wiped-Out. On a 1 or 2, they instead remain in play.	Iron-Skinned (Resistance), Out of Darkness (Discipline)	Harder to Kill, Tougher than Nails
The character may reroll a failed Evade test when rolling to Pick up the Stash.	Canny (Thievery)	Thief

[1] Denotes a new Edge: see Devil's Edges, p. 87.

RANGE & DISTANCE

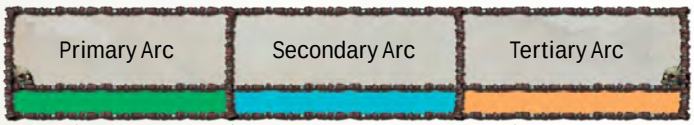
Range and distance in a roleplaying game is necessarily different from how it is measured in the board game. Range and distance are handled by a measurement that uses squares on the board game tiles, which not only takes into account the fact that the vehicles are tearing along the freeway at high speed whilst avoiding debris and other vehicles, but also relates to the fact that the board game is played within tightly defined limits that necessitate the balancing of weaponry and speeds to account for this.

In comparison, SWADE makes use of inches to measure distance, whilst **2d20** uses an abstract method of zones. As roleplaying games that can use large-scale maps and the theatre of the mind to describe situations, ranges are more readily relatable to the real world over those defined by the structure of a finely delineated space in a board game.

The range charts provided with the board game should be used to determine modifiers to **BS** when shooting. See the Weapon Conversion section of these direct conversion rules, p.298, for specifics on converting weapon ranges.

CAR

-3								-3
-3	-2						-2	-3
-3	-2	-1				-1	-2	-3
-3	-2	-1	0		0	-1	-2	-3
-3	-2	-1	0		0	-1	-2	-3
-3	-2	-1	0		0	-1	-2	-3
-3	-2	-1	0	0	0	-1	-2	-3
-3	-2	-1	-1	-1	-1	-1	-2	-3
-3	-2	-2	-2	-2	-2	-2	-2	-3
-3	-3	-3	-3	-3	-3	-3	-3	-3



All vehicles have a primary weapon. Some vehicles have or can be equipped with Passengers or Gunners which will give the vehicle a secondary or tertiary arc of fire. The numerical value in each square is the BS modifier to shoot to this distance.

HULL-MOUNTED WEAPON

			-6	-4	-6			
			-5	-3	-5			
			-4	-2	-4			
			-3	-1	-3			
				0				

BIKE

-3	-3	-3	-3	-3	-3	-3	-3	-3
-3	-2	-2	-2	-2	-2	-2	-2	-3
-3	-2	-1	-1	-1	-1	-1	-2	-3
-3	-2	-1	0	0	0	-1	-2	-3
-3	-2	-1	0		0	-1	-2	-3
-5	-4	-3	-2		-2	-3	-4	-5
-5	-4	-3				-3	-4	-5
-5	-4						-4	-5
-5								-5

BUGGY

-2	-2	-2	-2	-2	-2	-2	-2	-2
-2	-1	-1	-1	-1	-1	-1	-1	-2
-2	-1	0	0	0	0	0	-1	-2
-2	-1	0				0	-1	-2
-2	-1	0				0	-1	-2
-4	-3	-2				-2	-3	-4
-4	-3	-2	-2	-2	-2	-2	-3	-4
-4	-3	-3	-3	-3	-3	-3	-3	-4
-4	-4	-4	-4	-4	-4	-4	-4	-4

VEHICLE STAT CONVERSIONS

Much of the time, any vehicle conversions between the role-playing game and the board game will simply involve taking the appropriate vehicle card for the board game. A character has a CabCroozer in the RPG? Grab the CabCroozer card and no further conversion is required.

If you don't possess the appropriate card or the vehicle is outside of the usual types found in either the RPG or board game, the following guide can be used. As with all of the rules in this appendix, this is not an exact conversion and variations between the board game and roleplaying game stats will occur. These conversion rules are only intended to be used when the appropriate vehicle card can't be used or doesn't exist.

The following board game statistics for vehicles are listed with their equivalent statistics from both rulesets used within this book. Some of the statistics are based on a vehicle's class. In the board game, these are defined as bike, buggy, car, van, and behemoth. A vehicle within the RPG will easily translate to a class within the board game most of the time. The GM should adjudicate any ambiguous cases.

MINIMUM MOVEMENT

As a board game with a rolling road that promotes forward movement, each vehicle possesses a Minimum Movement statistic. This is the absolute minimum number of squares that a vehicle must move with an action.

Most movement is also accompanied by the roll of 1D3. A vehicle's class can provide associated special rules that affect movement (see Chassis Points, below).

SWADE: Vehicle's Top Speed divided by 50, round up.

2D20: Vehicle's **MM** is equal to Speed.

CHASSIS POINTS

Chassis Points are based on a vehicle's class. Use the following table to determine a vehicle's **CP** when converting from either **SWADE** or **2d20**. A vehicle may never have a higher **CP** than the maximum listed for its class. If a vehicle would end up with higher **CP**, it is capped at the maximum for its class and instead gains a reroll to the first **A** test it is required to make during a game, but only the first.

SPECIAL RULES BY CLASS & CP

A vehicle's class and converted **CP** provide associated Special Rules. If a vehicle qualifies for multiple Special Rules, the player chooses one and ignores the rest unless stated otherwise.

Note that not every criterion listed below is strictly adhered to within the board game. The designers sometimes include or remove rules for vehicle cards based on balance, playtesting, or fluff—cars can be supersized to behemoths, for instance. If a player feels that a vehicle should gain or lose a particular special rule, then the matter can be discussed with the GM. As always, the GM has final veto.

BIKES

A bike with 5 or less **CP** or 3 or less **A** can gain the Manoeuvrable Vehicle Special Rule.

A bike with an MM of 2 can gain the Nippy Vehicle Special Rule.

BUGGY

All buggies gain the Rough Rider Vehicle Special Rule.

A buggy with no Hull Mounted Weapons can gain the Slam on the Anchors Vehicle Special Rule. All BritAttack Muggies gain the Slam on the Anchors Vehicle Special Rule regardless.

A buggy with the Armoured keyword gains the Hard to Steer and Wreckage Rider Vehicle Special Rules (the player must accept both). Wreckage Rider replaces Rough Rider. When converting from **SWADE**, a buggy with Heavy Armour is considered Armoured for the board game. When converting from **2d20**, a buggy is considered Armoured for the board game if it has gained the Cumbersome quality due to its armour being greater than its Scale (see Vehicle Armour upgrade, p. 221).

CHASSIS POINTS CONVERSION TABLE

VEHICLE CLASS	2D20 CONVERSION	SWADE CONVERSION	PENALTY
Bike	Structure –1	Toughness divided by 2, rounding down	7
Buggy	Structure –2	Toughness –3	10
Car	Structure –4	Toughness –4	12
Van	Structure –5	Structure –5	15
Behemoth	Structure	Toughness	60[1]

[1] A vehicle with more than 30 **CPs** should be separated into two equivalent board game cards, such as cab (15) and trailer (20).

CAR
A car with 11 or more **CP** gains the Croozer keyword and the Hard to Steer Vehicle Special Rule.

Additionally, a car converted from **SWADE** that has with Heavy Armour or a car converted from **2d20** that has gained the Cumbersome quality due to its armour being greater than its Scale (see Vehicle Armour upgrade, p. 221) gains Hard to Steer.

VAN
A van with 14 or more **CP** gains the Hard to Steer special rule.

Additionally, a van converted from **SWADE** that has Heavy Armour or a van converted from **2d20** that has gained the Cumbersome quality due to its armour being greater than its Scale (see Vehicle Armour upgrade, p. 221) gains Hard to Steer.

BEHEMOTH
All Behemoths have the Hard to Steer and Massive Vehicle Special Rules.

COMMON VEHICLE SPECIAL RULES

HARD TO STEER: Moving diagonally forward costs 3 Movement.

MANOEUVRABLE: Roll 2D3 and discard one when determining Movement.

MASSIVE VEHICLE: Vehicle receives an additional +3 modifier to the damage caused in Offensive Move actions.

NIPPY: Moving Diagonally forward costs 1 Movement.

ROUGH RIDER: Ignores Scrub and Debris terrain rules and receives a −2 modifier to damage caused by entering a Wreck.

SLAM ON THE ANCHORS: This vehicle may move backwards or diagonally forward for 1 Movement as part of a Basic Move action.

EVADE

A vehicle's base Evade is determined by its class using the following table. Unless it's immobile, a vehicle can never have an Evade lower than 1.

EVADE CONVERSION TABLE

VEHICLE CLASS	2D20	SWADE
Bike	5 plus (Handling-1)	5 plus Handling
Buggy	4 plus (Handling-1)	4 plus Handling
Car	3 plus (Handling-1)	3 plus Handling
Van	3 plus (Handling1)	3 plus Handling
Behemoth	2 plus (Handling-1)	2 plus Handling

WEAPON CONVERSIONS

Where possible, it's recommended that players take the weapon cards that match their character's equipment. If a character has a .44 magnum in the roleplaying game, take the .44 magnum card from the board game and use those stats. Equally, if there is no direct translation available, a weapon card for a similar category of weapon can suffice.

If a more direct translation for a weapon is preferred, however, then the guidelines that follow can be used.

RATE OF FIRE (ROF)

Direct conversion for a weapon's **RoF** within the board game is a fairly straightforward affair for both systems.

SWADE: Except for shotguns and flamethrower, use the weapon's **RoF** within **SWADE** as a direct translation.

2D20: Directly translating **RoF** from **2d20** is also a fairly straightforward affair. Other than shotguns and flamers, the Burst rating of a weapon can be directly used as **RoF**.

For both systems, all shotguns converted to the board game have a minimum **RoF** of 4. In game terms, this is because they pepper their target with a spread of shot. At the GM's discretion, this may be increased by 1 or 2 for more powerful or automatic shotguns.

A standard flamethrower (**SWADE**) or light flamethrower (**2d20**) has an **RoF** of 2, a vehicular flamethrower (**SWADE**) or heavy flamer (**2d20**) has an **RoF** of 3.

RANGE (R)

Because of the disparities mentioned under range and distance, p. 300, the weapons from each roleplaying game system require a little conversion work when using them within the board game. For example, a standard pistol in the board game has a maximum Range (**R**) of 4. Checking a basic pistol from the **2d20** ruleset indicates it has an effective range of Close. Some conversion work from word to numbers is clearly required.

As with vehicle conversions, this can be alleviated by using the correct board game card for a particular weapon. Of course, not everyone will have the exact cards for each weapon. The following table provides a rough guideline for weapon range conversion from either roleplaying game system into the board game. A character cannot use a weapon to shoot beyond the maximum range in squares indicated in the Board Game Range column.



WEAPON RANGE CONVERSION TABLE

2D20 RANGE/ QUALITY	SWADE SHORT RANGE	BOARD GAME RANGE
Reach	Melee	0 Squares (1 for Reach weapons)
Thrown Quality	5 or less	1-2 Squares
Close	12	1-4 Squares
Medium	24	5-8 Squares
Long	30	9-12 Squares
Extreme	50	13+ Squares

POWER (P)

A weapon's Power in the board game is determined by the type of dice rolled in **SWADE**, or the amount of dice rolled in **2d20**. When converting from either system, do not factor in any associated bonuses, such as the plus modifier attached to a weapon's base damage in **SWADE** and extra damage from high attributes in **2d20**. Use the Weapon Power Conversion Table for the conversion.

POWER CONVERSION TABLE

2D20	SWADE DICE	BOARD GAME P
3-4	2d4- 2d6	1
5	2d8	2
6-7	2d10	3

WEAPON SPECIAL RULES

Allocating special rules from the board game is a little trickier, so GM advice should definitely be sought. There are a few basic conditions that can be applied:

- All submachine guns gain the Scattergun Weapon Special Rule.
- All shotguns gain the Close Range Weapon Special Rule.
- Weapons with an Armour Piercing rating of 4 in **SWADE** or a weapon with two out of three of the Piercing, Unforgiving, and Vicious qualities in **2d20** gains the Armourbane Weapon Special Rule.
- Snap Fire weapons in **SWADE** and Unwieldy weapons with the Unforgiving quality in **2d20** gain the Targeted Weapon Special Rule.
- Rocket and grenade launchers gain the Slow to Reload Weapon Special Rule.



As with other aspects, the conversion rules above are not a hard and fast science that can be applied to every weapon. It may be apparent that a weapon should qualify for a particular special rule and not another. Discuss the pros and cons of adding or removing special rules with your GM.

COMMON WEAPON SPECIAL RULES

ARMOURBANE: Any unsaved damage from this weapon removes both **CP** and **A** from the target.

CLOSE RANGE WEAPON: RoF is decreased by 2 per intervening square between firer and target.

SCATTERGUN: BS tests for this weapon receive a +2 modifier.

SLOW TO RELOAD: May not be used on the turn directly after it was used.

TARGETED: **BS** rolls of 1-3 are critical.

APPENDIX 2

THEATRE TO GRID

The **Devil's Run RPG** is fuelled by both the **2d20** and **SWADE** systems—two fast-paced rulesets that are designed to keep the action and drama focussed and free-flowing. Both have their own unique method of handling movement in an action scene: SWADE with inches on a map, 2d20 with abstract zones. The Devil's Run setting was initially conceived through the medium of a tabletop board game, which includes map tiles and a wide range of miniatures. The purpose of this crossover is to bridge the gap between the RPG and board game mediums so that players of either can use one or the other as the fuel for a full-throttle ride across the deadly highways of this post-apocalyptic future.

COMMON GROUND

The systems that power both rulesets are clearly much different to the one that supports the board game, but there are foundations between all three that allow conversion elements to be explored. For the purposes of these indirect conversion rules, this has largely been approached with a view to meshing the mechanics of the rulesets with the tactical environment of the board game, thereby creating a hybrid of the two. There are several factors related to the introduction of the board game tiles into the roleplaying environment that must be dealt with in order to facilitate their use, such as movement, line of sight (or LOS), and range. It is worth bearing in mind here that these are indirect conversion rules, which equate to a meshing of roleplaying mechanics with board game environment. **Appendix 1: Direct Conversion** deals with the mechanics for fully converting roleplaying game statistics for use completely within the board game environment.

Note: No ruleset is perfect. Rules that offer ways to bridge the mechanics between systems and mechanical environments even less so. While the aim is to provide guidance on using either SWADE or 2d20 on the Devil's Run board game tiles, the game should also be fun and make sense. If something feels clunky or doesn't work well, use the rule of cool, make a judgement call, and move on.

SCALING SWADE

The mechanics behind SWADE operate to a scale that assumes 28mm miniatures are being used. In fact, Reaper Minis make some fantastic miniatures for use within SWADE games. If this scale is being employed in place of the standard Devil's Run scale, then no conversion work is required. The Devil's Run board game, however, has been produced to a 20mm scale. If a Devil's Run SWADE game is using this smaller scale, the conversion work within these crossover rules can be utilised.

TACTICAL MOVEMENT

There are certainly differences between how movement of individuals is dealt with between both roleplaying games and the board game system. First, the board game makes use of tokens or miniatures, which is not a strict requirement for any roleplaying game. Second, the board game presents a grid square system that strictly defines range and movement.

ROUNDING NOTE

A number of the following crossover rules and suggestions will require some division and rounding. Unless, otherwise stated, characters and GMs should always round down.

TOKENS & FIGURES

The Devil's Run board game makes use of an amazing array of table top miniatures for taking part in vehicular mayhem, all of which have been scaled to fit within the grid system printed on the board tiles. This means that some form of representative marker will be required to indicate each individual figure's position when using the board tiles and crossover rules as part of a roleplaying game session. Though the board game itself is already packed with a large number of miniatures and tiles that are perfectly designed for combat using a grid system, there are a number of alternative options that involve much less expense, such as representative illustrations printed onto free-standing upright or flat circular cardboard tokens; even simple counters with handwritten notations can suffice if nothing else is to hand.

SQUARING INCHES & ZONES

With tokens or miniatures to hand and tiles placed, the next stage to consider is movement. As previously mentioned, this is handled within **2d20** by depicting or describing loose zones that allow a player to describe the relative position, action, and movement of their character relative to the zone, or by exact positioning and movement taken in inches for **SWADE**. The board game assumes that most creatures and characters can take 1 square of movement as standard, with vehicles clearly able to move more. In real-world terms, a square on the board game grid is approximately 2 metres by 2 metres.

ZONING THE 2D20 RUN

For 2d20, there is nothing wrong with GMs simply using the tiles to define zones, thereby ignoring the grid system completely. Most vehicles can represent a single zone on their own, or more for larger vehicles. Buildings and other points of interest can also be allocated as zones, with their size restricted by the physical size of their space on the tile.

For the purposes of this crossover, there will need to be some conversion work undertaken to establish exactly how many squares each model may move when taking their movement within a round. Unless otherwise stated, the rules within both the **SWADE** and **2d20** rulesets take precedence.

When converting characters or creatures for use within the grid environment, combine their Agility and Physique attributes (**2d20**) or consult their Pace (**SWADE**) and refer to the following Tactical Movement Table.

TACTICAL MOVEMENT TABLE

2D20[1] (AGILITY + BRAWN)	SWADE (PACE)	MOVEMENT IN SQUARES
2-9	2-4	2
10-14	5-8	3
15+	9-12	4

[1]Any creature or character in possession of a Supernatural rating in either Agility or Physique, or a combination of both, adds 1 square of movement to their total for every 2 complete points of relevant Supernatural rating they possess. For instance, a creature with Supernatural Agility (1) and Supernatural Physique (1) will add 1 square movement to their calculated total from the table above.

MOVEMENT AND ENCUMBRANCE

In addition to the normal penalties for encumbrance (p. 126 of this rulebook), characters who are encumbered suffer from reduced movement. The effects of encumbrance in terms of **2d20** are further explained under in the Encumbrance Table, p. 127. For **SWADE**, simply apply the relevant penalty to Pace and consult the Tactical Movement Table once again.

THE ACTION OF MOVEMENT

A character may move orthogonally or diagonally as part of their movement, which includes cutting across corners of doorways and walls (though exceptions to this are listed below). Changing facing does not require any movement and may be performed freely at any time. Opening a door requires the equivalent of 1 square of movement.

Unless they are dead, unconscious, hampered by critical injury, or have their legs restrained, characters may always take 1 square of movement.

Each square of difficult terrain requires 2 squares of a character's movement. Note that for 2d20, this means the Adjust Stance Free Action may not be used to enter or move within difficult terrain, although a Salvage Point may be used to overcome this restriction. A character that either begins play in hazardous terrain or enters it as part of their movement must attempt an Acrobatics or Athletics test at Average (D1) for the Movement action or Challenging (D2) for Sprint (**2d20**), or an Athletics roll (**SWADE**). They may continue their full movement on success, otherwise they enter the square and stop or only perform 1 square of movement out of the square.

At the start of a round, a character may declare that they are spending their entire round moving through difficult terrain, which effectively allows the character to move their normal amount of squares. For example, a character that benefits from 3 squares of movement declares that they will be moving through difficult terrain for their turn. The character would only have been able to complete 2 squares of movement without this declaration: 3 squares of movement, but each square of difficult terrain requires 2 squares, meaning the remaining 1 square would be lost. Declaring the use of the turn to move through difficult terrain allows the character to effectively move 3 full squares in that round.

MODELS PER SQUARE

Up to 2 human-sized model or 1 large may occupy a single square.

MOVING THROUGH AND BETWEEN OCCUPIED SQUARES

Characters or creatures may move through squares occupied by another friendly character or creature, but must end their movement once they enter a square occupied by an enemy or else suffer a Retaliate Response Action (**2d20**) or free attack (**SWADE**). Cutting across the corner of a square occupied by any character or creature is allowed, whether friendly or not. In the case of diagonal movement past an enemy, however, a test is required to avoid inviting a Retaliate Response Action (**2d20**) or free attack (**SWADE**) from the character or creature that is being moved past.

For 2d20, make an opposed test if the movement is not part of a Withdraw or Adjust Stance action—see Movement Actions, opposite. The moving character may use either Acrobatics, Athletics or Melee for the purposes of this test, but will always be opposed by the enemy's Melee skill.

For **SWADE**, make an Athletics roll. If the roll is failed, the character is considered to be Withdrawing from Melee (**SWADE**) when crossing the diagonal past the enemy.

ENGAGED MODELS

A character is considered engaged if they share a square with an enemy. A character will also become engaged if they attack an enemy in an adjacent square, or vice versa. If there is enough room accommodate both models in a square once engaged, the character who initiated the engagement must move to occupy the same square as the enemy they are attacking. This will not provoke a free attack or Retaliate.

OPTIONAL RULE—MOVING DIAGONALLY

The following optional rule is a potential means to provide more open movement across condensed battlefields. Movement on a diagonal between two occupied square is handled slightly differently depending on whether either model is friendly or not.

In the case of a diagonal between two friendly models, a **Challenging (D2) Acrobatics** or **Athletics test (2d20)** or **Athletics roll (SWADE)** will allow the moving character or creature to slip or shoulder their way between the models. If one of the models is friendly and one an enemy, then a test is required against the enemy model exactly as described in the previous paragraph, though the enemy model gains 1 bonus Momentum for the opposed test (**2d20**) or the character applies –1 to their roll (**SWADE**). If both models are enemies, they gain 3 bonus Momentum to their opposed test (**2d20**) or the character applies –2 to their roll (**SWADE**). Note that in this final case, the GM should nominate a model as the primary antagonist for the test, with the other model providing a supporting role—i.e. adding 1d20 to the opposed test (**2d20**). If the moving player succeeds at the test, they complete their movement into the square unhindered. If they fail the test, this ends their current movement action and provides any enemy model with the opportunity to perform a Retaliate Response Action (**2d20**) or free attack (**SWADE**).

GMs may increase the difficulty of a test to dodge between friendly models, or increase the bonus Momentum gained towards an opposed test in the case of enemies, depending on the size of a creature or character, or the type of armour that is being worn. Ducking between characters wearing bulky body armour or two hulking trolls, for instance, will be more difficult than attempting the move between two characters in skin-tight body suits or two shamblers.

2d20 Example: Raizar is facing a horde of shamblers and Los Nigromantes that are using their bodies to shield a weakened Apostle. Spotting an opening in their lines that will allow him to get closer to the Apostle, his player attempts to make a diagonal movement that will take Raizar between an Elite Host and a shambler Lackey. The player elects to use Raizar's Athletics skill in opposition to the Host's Melee skill and pays 3 Fallout for the test. Raizar's player then rolls all 5 dice, which result in a 1, 6, 8, 16, and 18. Thanks to her Athletics Focus (2) and Strong Back (2) talent, they net 6 successes in total. The GM opposes this with the Elite Host's Melee skill—the stronger of the adeversaries—but adds 1 d20 for the shambler. The GM elects to pay 2 Fallout for bonus d20s to the roll, which also results in them rolling 5d20s for the test. The dice result in a 3, 8, 15, 16, and 18, netting 2 successes from the roll, plus the 3 bonus Momentum they gain because of the diagonal movement Raizar is taking, for a total of 5 successes. Having taken them by surprise, Raizar has managed to shoulder his way between his foes into an unoccupied square before they can react. The way is now clear to the Apostle, but he had better hope that the ret of the Misfits have his back!

SWADE Example: Using the above example, the GM elects to allow Raizar's Brawny Edge to qualify for the movement between the adversaries.Raizar's dice result in a total of 10, while the Host's result in a total of 6. Raizar has beaten the total with a raise, which allows hims to shoulder his way between the Host and shambler to open a clear path to the Apostle. As Raizar also scored a raise, the GM opts to allow Raizar's player this as an opening for him to charge directly into combat with the Apostle if he so chooses. After boucning a steel pipe in their hand for a moment, Raizar's player charges into the Apostle with a war cry that reaches the ears of the nearby Gent and Sundry.

2D20 MOVEMENT ACTIONS

Having already discussed the types of actions available within the roleplaying game, the following suggestions are made for each category in terms of how they relate to movement in the tactical sense:

ADJUST STANCE FREE ACTION: In tactical terms, this represents 1 square of movement. Like all Free Actions, this action may still only be performed once per round. Additionally, it may not be performed in the same round that a character takes a Movement Restricted or Sprint Standard Action. This action may be used to safely take short steps within a melee engagement and does not provoke the Retaliate Response Action.

Regardless of their level of encumbrance, characters or creatures who are encumbered may always make use of this action.

MOVEMENT RESTRICTED ACTION: This action will allow a character to take their full movement in squares as calculated by referring to the Tactical Movement Table, above. A character or creature may not perform an Adjust Stance Free Action or Sprint Standard Action in the same round that they use this type of movement. They may, however, choose to downgrade a Standard Action to perform a second Movement Restricted Action—in effect taking a double move without sprinting. Characters can crawl or climb at half their normal movement (round down) with this action, to a minimum of 1 square.

Characters or creatures who are encumbered reduce their movement by 1 square if carrying more than their limit, by 2 squares if more than twice their limit, by three squares if more than three times their limit, and so forth. Regardless of their level of encumbrance, however, they may always take at least 1 square of movement.

SPRINT STANDARD ACTION: A character can run up to four times their usual number of squares with this type of movement. An Adjust Stance or Movement action may not be taken in the same round that a character takes a Sprint action. During combat, a character can run for a number of rounds equal to their Physique attribute without hindrance. During each round following this, the character must succeed at an **Average (D1) Resistance test** or suffer one Fatigue. Each successive Resistance test taken without rest adds one to the difficulty of the test for each point of Fatigue that has been suffered due to the prolonged run. A character must rest for a number of rounds equal to half the amount of rounds that they spent running (round down) before being able to run again without requirement for further Resistance tests, although any Fatigue remains and must be removed as normal (see **Chapter 9: Rules of the Road** Upkeep, p. 247).

Characters who are Encumbered may only move at three times their movement with this action. Characters who are carrying more than twice their limit may only move at twice their movement rate with this action, or at their normal movement rate if carrying more than three times their limit. It is impossible to use Sprint if carrying four or more times their encumbrance limit.

Characters may usually only Sprint in a straight line, although GMs may allow a course alteration following a successful Acrobatics or Athletics tests taken as part of the movement.

Outside of combat—where adrenaline is not a factor—characters may instead run for a number of minutes equal to their Brawn attribute before needing to test for Fatigue. This represents a pace of approximately 19-20 kph; GMs may allow characters running at a slower pace to test less frequently.

WITHDRAW STANDARD ACTION: **This unique a**ction allows a character to move up to 1 square away from opponents in order to disengage from melee combat. This action may not be performed if 1 square of movement will not allow the character to disengage safely from all enemies within the current melee engagement, though they are free to use other types of movement.

Regardless of their level of encumbrance, characters who are encumbered may only move 1 square with a Withdraw action.

Just as with the standard **2d20** rules, if a character attempts to leave a melee engagement with a Movement or Sprint action, they must make an opposed Melee test against the most skilled enemy amongst the combatants. They may move freely on success, otherwise each enemy combatant in the melee engagement may perform a Retaliate Response Action to strike at the character.

2D20 MOMENTOUS MOVEMENT

Introducing combat and movement into a tactical environment also allows for the use of unique Momentum options to be included. Any time that a character benefits from Momentum gained due to a skill test that involves some form of movement, 1 Momentum from the test may be spent to gain 1 additional square of movement for the current movement action, to a maximum of 2 Momentum and 2 additional squares.

In a strict sense, this rule only relates to skill tests that specifically require movement on the character's part and therefore can only be triggered by either Acrobatics, Athletics, Stealth, or Thievery tests that are taken as part of a requirement to accomplish an action, including the Dodge Response Actions.

Momentous Momentum may be used in addition to—and as part of—any Swift Strike movement action.

SAVAGE RUNNING

In combat situations, characters can choose to run as normal to gain increased Pace for their turn. Running is a free action that normally adds 1d6 movement at the cost of a penalty to all other actions taken that turn.

Performing a free action to run and the 1d6 roll for additional movement must be declared before any movement is performed or actions undertaken.

At the GM's discretion, characters who are running downhill may gain a +1 bonus to the Running die. Conversely, characters who are running up a serious camber may suffer a −1 penalty to the Running die.

BONUS MOVEMENT FROM MOMENTUM, TALENTS, POWERS, OR ABILITIES

If enough Momentum is generated, the Swift Strike Combat Momentum spend provides for an additional Standard Action each round. Additionally, some characters or creatures may be able to access unique abilities or use Salvage Points that enable them to take extra Standard Actions. Should they choose to take a bonus movement action as a result of either Momentum or an ability's effect during combat, it is recommended that the character is limited to only being able to employ a Movement Restricted Action. This will provide a character with more than enough movement during a combat round and account for the fact that they will need to remain aware of the tactical situation around them. Generous GMs who allow the use of a second Sprint action should ask for Insight or Observation tests in order for the character to remain aware of their surroundings at such dizzying speeds, with failure resulting in a one level difficulty increase to all movement, perception, and combat related skill tests during that round.

FLYING CREATURES

Flying creatures are another consideration for tactical movement. Most flying creatures should be able to fly at least as many squares as they are capable of walking. Not all flying creatures will move at the same speed of course, so GMs should make their players aware of any variations to this rule whenever a model with flight is introduced.

A creature's altitude should also be tracked, as this will affect their range from an attacker. Either note their height in squares down, or use a die to track it–just remember to avoid using the altitude die for anything else! Imagine a flying creature to occupy a cube, instead of a square. Counting the number of cubes away from an attacker is equivalent to counting the number of squares.

Creatures that use wings or require continuous momentum for flight are bound by some applications of physics in order to remain aloft. They must fly a number of squares in a round equal to half their movement or risk stalling. They can also only make diagonal movement as part of any movement action (not sideways). Once movement has begun, the creature must maintain forward or diagonal movement, i.e. it cannot move sideways or backwards as part of the movement once it has taken a square of movement to begin its action (it must continue forwards or diagonally from this line). Note that a creature may begin its flight movement by moving a square in any direction, but is bound by the preceding rules once it has moved.

Creatures can also rise at a rate of 1 square (or cube) for every 2 squares of forward movement, or may descend 1 square for each square moved. A creature that chooses to fly straight up can ascend a number of squares equal to half their flight speed as a Movement Restricted Action (**2d20**) or standard Pace (**SWADE**), or up to twice that amount as a Sprint Standard Action (**2d20**) or as part of running (**SWADE**).

A creature can attempt to remain aloft and move at less than half speed, hover, or move sideways as part of its movement, but must succeed at a Challenging (D2) Acrobatics or Athletics test to do so. This is increased to a Dire (D3) test if the creature moves backwards. Any of these tests can result in Momentous Movement. Creatures that fail the test have become unstable and end their movement. At the start of their next turn, they drop a number of squares equal to half their movement unless they succeed at Challenging (D2) Acrobatics or Athletics test made as a Standard Action.



LINE OF SIGHT (LOS)

In order to make a ranged attack, a character must have LOS to their target. The attacker traces a line from their character to the target. If this line intersects a wall or creature, LOS is obscured. Obscured LOS may provide varying Cover as normal.

Regardless of clear LOS, making a ranged attack against an enemy engaged in melee with a friendly character will increase the difficulty of the test by 1 (**2d20**) or trigger the Innocent Bystander rule (**SWADE**). Friendly characters and creatures are classed as engaged in melee if they are adjacent to an enemy. This penalty can be negated at the GMs discretion if the enemy is larger in size than the engaged friend—a Monstrous creature engaged with a human-sized friendly, for instance.

In the case of enemies attacking a PC, the player always chooses which corner of their square to use for line of sight purposes.

RANGE

Range between combatants is counted in squares. Each square is approximately 2 metres or 2 yards in length and width.

TACTICAL COMBAT

The actual basics of combat remain largely unaffected for both **2d20** and **SWADE**. Unless the GM interrupts through Fallout (**2d20**), initiative remains with the players. The following points and alterations to actions need to be considered.

SURPRISE

In addition to being ambushed—which is normally pre-planned and premeditated—characters or creatures can also be surprised by the events of the game. For example, guards on a routine patrol might be momentarily struck immobile at discovering the characters mid-heist, whilst the characters themselves may have been so focussed on their actions that they failed to hear the guard's approach. In this instance, either group could suffer the effects of surprise.

Ambush tactics allow for an opposed Stealth roll against the target's Observation, but in situations such as the example given above, Observations tests for one or both groups would be more effective. These are not opposed tests. They are straightforward skill tests at a difficulty determined by the GM. Momentum from the tests can be carried forward into any subsequent combat round that ensues. If all tests fail, or all tests succeed, then there is no need for surprise—other than perhaps as a story narrative.

A combat that begins with some of the combatants unaware of their opponents opens with a surprise round. If they are aware of any enemies, the PCs still act first in the surprise round. Any character or creature that is aware of any opponents during the surprise round may take Free Actions and a Standard Action.

Those combatants who begin the surprise round unaware of their opponents don't get to act in the surprise round. The only exceptions to this are the PCs and Kingpin NPCs, who may still take Response Actions, but at double the required Fallout cost. Trooper and Elite NPCs may not act at all in the surprise round.

DISRUPTING

Two characters that are in close combat, attacking the same enemy, and in separate squares are Disrupting the enemy's focus, i.e. the enemy is forced to split its attention between both characters in order to defend itself. Characters that qualify as Disrupting benefit from 1 bonus Momentum on successful melee attacks against the enemy they are attacking (**2d20**). For **SWADE**, the enemy is considered Distracted

2D20 TACTICAL ACTIONS

Movement actions have already been covered, but the following alterations apply to the listed actions:

FREE ACTIONS

FALL PRONE: Requires 1 square of movement. As previously stated, characters can crawl at half their normal movement (round down) with this action, to a minimum of 1 square.

STAND UP: Standing up from prone requires 2 squares of movement. If this action is taken while engaged or with an enemy occupying the same square, an opposed Acrobatics, Athletics, or Melee test is required to avoid a potential Retaliate Response Action.

RESPONSE ACTIONS

DODGE: Characters that use Acrobatics to perform the Dodge Response Action may make use of Momentous Movement, although this may initiate Retaliate Response Actions from nearby enemies. In order to be successful, any enemy choosing to perform a Retaliate action must exceed the number of successes achieved on the character's Dodge.

PROTECT: When protecting against ranged attacks, the character attempting to perform the Protect Response Action must be within or adjacent to a square that allows the reacting character to draw a clear LOS to the attacker without the model they are protecting blocking their view, i.e. they cannot defend against attacks made from the opposite side of the model they are protecting.

When protecting against melee attacks, the attack that the reacting character is attempting to block must be coming from within or adjacent to their own square.

In either of the above cases, a character wishing to perform a Protect Response Action may attempt to provide protection against an attack from outside of the limits described. To so do, the character must pay the required Fallout and attempt an Acrobatics or Close Combat test as normal. They must generate

enough Momentum to allow them to make the required movement into the danger zone (2 points of Momentum to gain 1 additional square of movement, to a maximum of 4 Momentum and 2 additional squares). The character must be able to make the required movement unhindered—i.e. their path or the square they are moving to cannot be blocked by another character or creature—and the actual movement still invites possible Retaliate actions. Any Retaliate actions that the character is subjected to occur simultaneously, so it will still be possible to complete the Protect action. If the Acrobatics or Close Combat test doesn't generate enough Momentum for the movement, the Response Action fails.

SWADE TACTICAL ACTIONS

EVASION: A raise on the roll to evade allows the character to also move 1 square (and only 1). This movement may trigger free attacks as normal).

PRONE: The character can crawl 1 square. Standing up uses 1 square of movement.

PUSH: The opponent is pushed 1 square in any direction, or 2 with a raise.



VEHICLES

It is recommended that the more abstract vehicle rules presented within this book and the chase rules within **SWADE** are used for fast-moving vehicular action. To maintain the intensity and drama of such high-octane scenes, the action and dynamics can be tracked more quickly and will flow much better using narrative descriptions and abstract mechanics than they will if they are played out on a tactical grid.

But what of key battles that involve vehicles, yet by necessity move at a slower pace? The rules presented here offer the opportunity to integrate smaller scale vehicles into the **Devil's Run RPG** within the boundaries of the tactical grid.

SPACE CONSIDERATIONS

Presented in a length times width format (l × w), the Vehicle Tactical Scale Table offers guidelines to establish the effective size for some vehicles within the tactical environment.

MOVEMENT

Unlike models or tokens on foot, it is necessary to establish a vehicle's facing. Almost all vehicles are designed with forward movement as their primary focus, with limited backwards momentum a secondary consideration. In most cases, the model or token will provide a clear indication of its forward—or leading—edge, though GMs should clearly define this for every vehicle when establishing an action scene. **Chapter 8: Vehicular Mayhem**, p. 209 has a visual representation for this.

Vehicles also have a base speed for the purposes of the tactical environment—refer to the Vehicle Tactical Movement Table for converting both **SWADE** and **2d20** speeds. This speed is not proportional or representative of a vehicle's top speed or cruising speed, it is simply a suggested movement allowance designed to keep a vehicle's speed within the realms of the tactical environment.

VEHICLE TACTICAL MOVEMENT TABLE

SWADE	2D20
Top Speed ÷ 20	Speed × 2

2D20: Driving or piloting a vehicle across a battlefield normally requires an Average (D1) Pilot test as part of the vehicle's action (see Tactical Actions and Crew Roles below), though difficult terrain and/or making a manoeuvre will increase the difficulty.
Vehicles can move using forward or diagonal movement. Each square of diagonal movement requires 2 squares of movement. For vehicles with the Nimble Type, each diagonal movement only requires 1 square of movement.

A vehicle cannot make forwards and backwards within the same round. Unless the driver succeeds at an **Average (D1) Drive test**, a vehicle must also remain at a stand for one round following forwards movement before being able to begin backwards movement. If a driver succeeds at the Drive test to move backwards, they may use the vehicle to move backwards as normal. A vehicle moves backwards at half its normal speed, rounding fractions up. Driving backwards increases the difficulty of all Pilot tests by 1.

SWADE: Driving or piloting across a battlefield is a manoeuvre roll that is performed as a free action. Success allows the vehicle to move a number of squares equal to the vehicle's converted Top Speed. Each square of diagonal movement requires 2 squares of movement. For vehicles with a Handling of +2 or more, each diagonal movement only requires 1 square of movement.

A vehicle cannot make forwards and backwards within the same round. Unless the driver succeeds at a Driving test, a vehicle must also remain at a stand for one round following forwards movement before being able to begin backwards movement. If a driver succeeds at the Driving test to move backwards, they may use the vehicle to move backwards as normal. A vehicle moves backwards at half its normal speed, round up. Driving backwards applies a –1 modifier to Driving tests.

DESIGN NOTE: VEHICLE SPEEDS

Not every vehicle moves at the same speed of course. Neither do these tactical rules take into consideration other factors such as acceleration. The rules presented here will suffice to incorporate smaller vehicles into a tactical environment in and around characters without overly focussing on the minutiae of real world physics. GMs are free to amend or expand the rules as they see fit. Later sourcebooks or alternate rules compendiums may further expand upon the rules presented here.

2D20 TACTICAL DRIVING ACTIONS

Drive tests taken during a combat scene are likely to generate Momentum. Drivers may use Momentum for Combat Momentum Spends as normal. The Swift Strike Momentum spend may not be used for additional movement actions, although it may be used to make melee or ranged attacks at the same time as driving or piloting if the driver or pilot doesn't have access to the *Drive With Your Knees* talent (p. 97). Characters who do so are still considered to be splitting their focus (p. 210).

The vehicle actions presented on p. 211 of this rulebook are amended as follows:

DEFENSIVE DRIVING (STANDARD): Following a successful **Average (D1) Drive test**, the vehicle moves its standard number of squares and all attacks made by or against the vehicle are increased by 1 difficulty, plus 1 per Momentum spent (maximum of 2). On failure, the vehicle may still make its normal movement. Bonus vehicular movement may be taken, but the driver may not make use of Combat Momentum (as they are wholly focussed on avoiding danger). Turning whilst using this action increases the difficulty of the Drive test by 1.

EVASIVE ACTION (RESPONSE): Momentous Vehicular Movement may be generated by the opposed test, which may be taken in a forward, backward, or diagonal movement. Any diagonal movement requires only 1 square of movement for all vehicles. Note this is the only time a vehicle may move backwards in the same turn that it has moved forwards, as it represents a pilot applying the brakes to avoid danger.

MANOEUVRE/RECKLESS DRIVING (FREE/MINOR): The vehicle moves a single square. No skill test is required unless turning.

HANDBRAKE TURN (STANDARD): Following a Drive test at +1 difficulty, the vehicle may move up to twice its standard movement and then turn either 90 or 180 degrees—if 180 degrees is chosen, place the inside edge in the reverse direction along the same line it had been travelling. Unlike standard turning, there is no minimum movement required for this action—so long as the vehicle undertook movement in the previous turn (i.e. it cannot be made from standing still). A vehicle may not move any further once the turn is complete, which also prevents bonus vehicular movement (see opposite). Additionally, the driver may only perform a Manoeuvre action at half standard movement on the subsequent round. Failure on the test to complete the action or any Complications will result in an Out of Control! result (p. 213).

PEDAL TO THE METAL: Following an **Average (D1) Drive test**, the vehicle moves up to its standard number of squares. If this test is failed, the vehicle may still take Pedestrian Driving movement. Momentum may be used for bonus vehicular movement (see p. 312, opposite). Attacks made by the vehicle have their difficulty increased by 1. Attempting to turn whilst using Pedestrian Driving increases the difficulty of the test by 1, though terrain and conditions may also affect this. Failure on the roll to complete a turn at this speed will result in the vehicle continuing forward movement, whilst a Complication will result one of the mishaps from the Out of Control! sidebar, p. 213.

PEDESTRIAN DRIVING (STANDARD): Following an **Average (D1) Drive test**, the vehicle moves up to its standard number of squares. If this test is failed, the vehicle may still take a Manoeuvre movement. Attacks made by the vehicle have their difficulty increased by 1. Attempting to turn whilst using Pedestrian Driving increases the difficulty of the test by 1, though terrain and conditions may also affect this. Failure on the roll to complete a turn at this speed will result in the vehicle continuing forward movement, whilst a Complication will result one of the mishaps from the Out of Control! sidebar, p. 213.

SWADE TACTICAL DRIVING ACTIONS

CHANGE POSITION: As discussed on p. 310, this is normally performed as a free action. Using a full action allows the driver to perform bonus vehicular movement (see next page). Critical Failure results in a roll on the Out of Control Table (**SWADE**).

EVADE: As with change position, performing this as a free action allows the driver to move the vehicle up to its converted speed. Using a full action allows the driver to perform bonus vehicular movement (see opposite). Critical Failure results in a roll on the Out of Control Table (**SWADE**).

FORCE: The driver can move the vehicle up to its converted speed. Bonus vehicular movement is still possible (see opposite).

HOLD STEADY: The driver can move the vehicle up to its converted speed. Bonus vehicular movement isn't possible (see opposite).

RAM: The driver can move the vehicle up to its converted speed. Bonus vehicular movement is still possible (see below).

TURNING

In both **2d20** and **SWADE**, a vehicle may make a 90-degree turn as part of a movement action. In order to so, the driver must succeed at the relevant check or roll, and the vehicle must move at least a number of squares of forward movement equal to its length in squares. For example, a car that is 1 square in length must move forward 1 square before executing a 90-degree turn, a car that is 2 squares in length must move 2 squares, and so on.

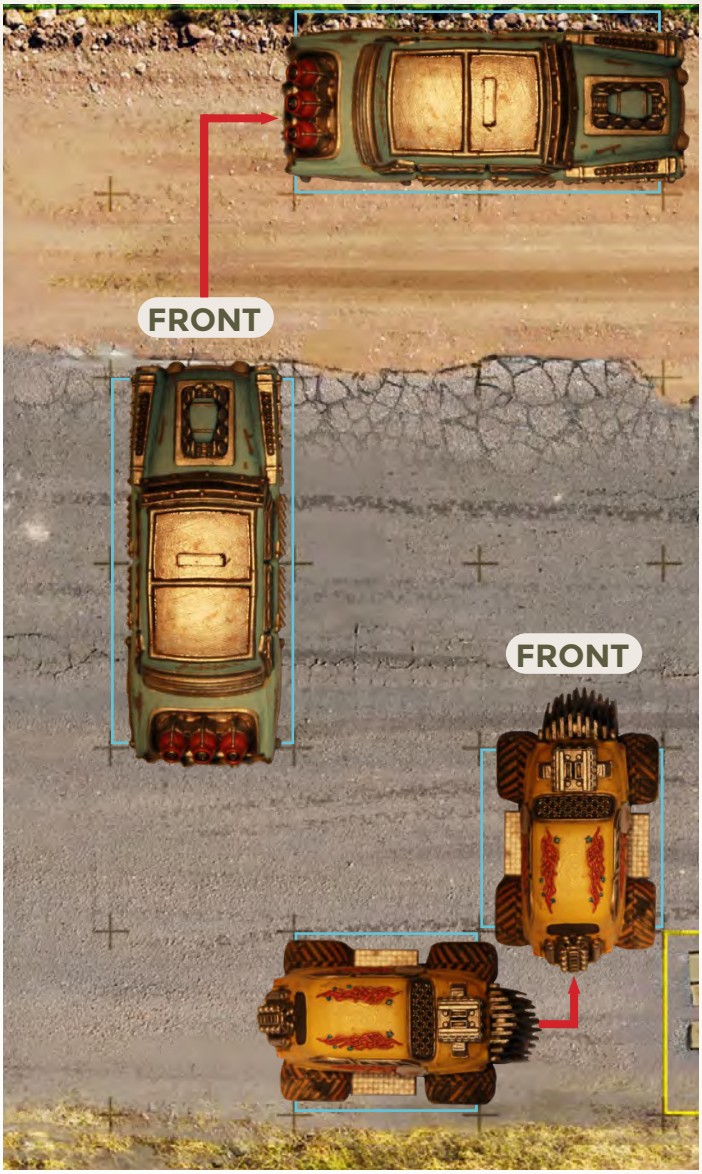
Tracking from a vehicle's rear edge, the vehicle is moved forward the required number of minimum squares and then turned 90 degrees in the direction of the pilot's choice. To complete the turn and the action, the vehicle's rear edge is then placed to sit atop the line of the inside edge's position prior to the movement. The vehicle may then complete any movement it has remaining.

In the example diagram below, both the car (2×1 squares) and the buggy (2×2 squares) have executed a turn. The additional square of movement gained from the turn represents the fact that most vehicles don't turn on the spot (unless they're slow moving tracked vehicles).

Failure on the test or roll to turn the vehicle means that only forward or diagonal movement may be taken, whilst a Complication (2d20) or Critical Failure (SWADE) will result in a Complication from the Out of Control! sidebar on p. 213 of this book (**2d20**) or the Out of Control table (**SWADE**) respectively.

RUNAWAY VEHICLES

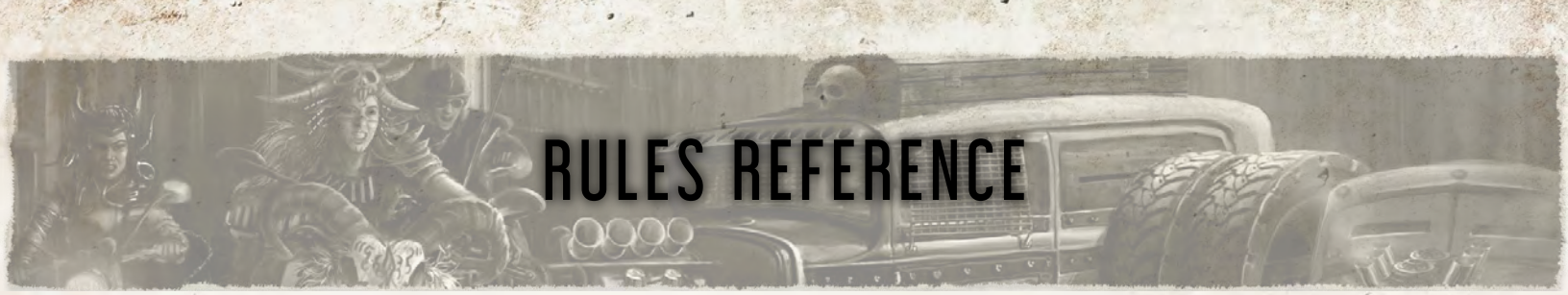
Pilots and drivers that perform manoeuvres at high speeds risk losing control of their vehicles. The Out of Control! sidebar on p. 213 of this book will cover these situations for **2d20**. GMs using SWADE should refer to the Out of Control Table .



BONUS VEHICULAR MOVEMENT

2D20: Momentum generated by a Drive test involving a vehicle's movement may be used for the vehicular equivalent of Momentous Movement (see p. 307). If a Manoeuvre action is being performed, a maximum of 1 Momentum may be spent to gain 1 additional square. This is increased to 3 Momentum and 3 squares for the Pedal to the Metal action.

SWADE: If the driver or pilot opts to perform their vehicle's movement as an action (instead of free action), each raise provides 1 additional square of movement. Multi-Actions are still possible in this instance.



RULES REFERENCE

SKILLS, ATTRIBUTES, AND THEIR USES

ACTION	EFFECT
FREE ACTIONS	
Adjust	Moving within Close range or in and out of Reach.
Drop Item	Dropping an item held in one or two hands.
Drop Prone	Dropping prone to the ground.
Simple Task	Any small task requiring no skill test or a Simple (D0) test.
Speak	Speaking without using a communication skill.
MINOR ACTIONS	
Aim	Reroll 1d20 on an attack.
Alleviate	Ridding self or an item from an ongoing condition.
Draw Item	Drawing an item or weapon.
Interact	Interact with an object in the environment.
Movement	Moving within Medium range.
Stand	Standing from prone position.
STANDARD ACTIONS	
Assist	Granting an ally an advantage.
Attack	Attacking a foe.
Brace	Steadying an Unwieldy weapon for an attack.
Exploit	Observing foe to discover a weakness, to exploit immediately.
Pass	Doing nothing.
Ready	Holding another Action to perform later.
Recover	Attempting to recover lost Vigour or Nerve.
Skill Test	Attempting a skill test.
Sprint	Moving to any point in Long range.
Treat	Treating an ally within Reach to recover Vigour or Nerve.
Withdraw	Withdrawing to Close range to avoid a Retaliate Action.
REACTIONS	
Covering Fire	Use a Reload to assist an ally.Attacks against them are more difficult.
Defend	Parrying, blocking, or otherwise avoiding an attack.
Protect	Defending an ally from an attack.
Retaliate	Attacking a nearby foe when an opportunity is presented.
Return Fire	Immediately return fire when declared the target of a ranged attack.

DAMAGE BONUS

ATTRIBUTE	BONUS
Melee	Brawn
Ranged	Awareness
Threaten	Personal

HIT LOCATION

D20	LOCATION
1- 2	Head
3- 5	Right Arm
6- 8	Left Arm
9- 14	Torso
15- 17	Right Leg
18- 20	Left Leg

OBSERVATION (D)

RANGE	INCREASE
Close	0
Medium	1
Long	2
Extreme	3

COMBAT DIE

ROLL	VALUE
1	1
2	2
3-4	0
5-6	1, plus an Effect

ATTACK TABLE

ATTACK	SKILL	RANGE	DAMAGE TYPE	DEFENCE REACTION
Melee	Melee	Reach	Physical	Melee or Acrobatics
Ranged	Firearms or Heavy Weapons	Per weapon, +1 difficulty for each additional range category outside of effective range.	Physical	Acrobatics
Threaten	Persuade	Close range, +1 difficulty for each additional range category.	Mental	Discipline

DAMAGE TABLE

DAMAGE TYPE	PERSISTENT SOAK	CONDITIONAL SOAK	STRESS	HARM	RECOVERY	TREATMENT
Mental	Courage	Morale	Nerve (Will + Discipline)	Trauma (Awareness, Intelligence, Personality, Willpower)	Discipline	Counsel
Physical (Creature)	Armour	Cover	Vigour (Brawn + Resistance)	Wound (Agility, Brawn, Coordination)	Resistance	Medicine
Physical (Object)	Armour	Cover	Structure	Fault (tests involving object)	–	Engineering

COMBAT MOMENTUM TABLE

MOMENTUM SPEND	COST	EFFECT
Bonus Damage	**1 R**	A character can increase the physical or mental damage inflicted by an attack. Each Momentum spent adds 1 damage.
Called Shot	**2**	The character can choose the hit location struck by a physical attack.
Change Stance	**1**	The character goes prone or stands up.
Confidence	**1 R**	The character gains 1 Morale Soak per Momentum spent (maximum 3) until the start of their next turn.
Defend	**1**	The character designates a target within Reach (including themself). The difficulty of the next attack against that target before the start of their subsequent turn increases by 1.
Disarm	**2–3**	One weapon held by the target is knocked away and falls to the ground within Reach. This costs 2 Momentum if the target is holding the weapon in one hand or 3 Momentum if the weapon is braced or held in two hands.
Penetration	**1 R**	The damage inflicted by the current attack ignores an amount of Soak equal to twice the Momentum spent.
Reroll Damage	**1**	The player may reroll any number of damage dice from the current attack.
Second Wind	**1 I, R**	The character chooses a type of damage and recovers 1 point for each Momentum spent in the associated capability for each Momentum spent.
Secondary Target	**2**	A second target within Reach of the primary target is also affected by the attack and suffers half the attack's damage (rounded down).
Subdue	**1**	The attack gains the Nonlethal quality.
Swift Action	**2**	The character gains an additional Standard Action, adding 1 difficulty to any subsequent skill test required. This can be done only once per round, but it can be done in addition to spending a Salvage Point to gain a Standard Action.
Withdraw	**1**	The character leaves the Reach of an enemy without triggering Retaliate Reactions.

VEHICULAR MOMENTUM SPENDS

MOMENTUM SPEND	COST	EFFECT
Quick Entry/Exit	**1 NR**	Character may enter or exit a vehicle, or assume a role in a vehicle, as a Free Action.
Ram Through	**2**	After failing a terrain test when piloting a vehicle, continue moving forward as if the terrain test was not failed. However, the vehicle suffers damage (due to a collision, overtaxed motive systems, and so on) with the amount determined by the GM.
Target Passenger	**2**	The character can target a passenger inside of an Exposed vehicle.

PURSUIT ROLL MOMENTUM TABLE

MOMENTUM SPEND	COST	EFFECT
Bonus Pace	**1**	A character can increase the total from the pursuit roll. Each Momentum spent increases the total of the pursuit roll by +1.
Evasion	**1**	The Obstacle Soak against this pursuit roll is reduced by 2 per Momentum spent.
Reroll Pursuit	**1**	The player may reroll any number of from the current pursuit roll.
Create Hindrance	**1**	Increase the Obstacle Soak of the Pursuit Track by +1 per Momentum Spent. This only affects the opponent's next pursuit roll and lasts only for that roll.

WINNINGS TABLE

AMOUNT GAMBLED	DIFFICULTY	WINNINGS
$100	**D2**	Amount gambled + $10 per Momentum
$250	**D3**	Amount gambled + $75 per Momentum
$500	**D4**	Amount gambled + $250 per Momentum
$1000	**D5**	Double amount gambled

SCAVENGING TABLE

D20 RESULT	ITEM	DESCRIPTION
1-3	**Cash**	$100
4-6	**Usable Weapons**	2 Rarity 1 weapons, or a single Rarity 2 weapon, plus a Reload if applicable.
7-8	**Rations**	Food and water for several people. They can be considered 2 Merch, or kept to allow the player to skip the Upkeep cost at the end of the next session.
9-10	**Badly Damaged Car**	The vehicle is badly damaged but can be salvaged for parts, which can be used for the player's own repairs, or considered Merch
11-12	**Damaged Bike**	While the vehicle is not currently running, it could be repaired given the time and resource, or considered Merch.
13-14	**Abandoned Trike**	While the vehicle is not currently running, it could be repaired given the time and resource, or considered Merch.
15-16	**Old World Artefact**	An item of value such as a work of art or piece of lost technology. While the player has no direct use for it, it is valuable enough to have a worth of 3 Merch to the right buyer. The GM may choose to use this as a story arc in future sessions.
17-18	**Weapons Cache**	This equates to 1 Unbalanced or 2H firearm with a basic supply of ammunition. Specific weapons and condition to be chosen by the GM.
19	**Nothing**	The player finds nothing.
20	**Nothing**	The player finds nothing. In addition, the GM starts with 1 bonus Fallout at the beginning of the next adventure.



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MAY YOU FIND FAME, FORTUNE, AND A GLORIOUS DEATH OUT ON THE RUN!



NAME

PLAYER

FACTION

UPBRINGING

TRAIT

APPEARANCE

AGE

GENDER

NOTORIETY

DEVIL'S RUN

EXPERIENCE

CURRENT	SPENT

SALVAGE

BONUS DAMAGE

MELEE	RANGED	SOCIAL

REACTION TRACKER

STRESS & HARM

VIGOUR

WOUNDS

NERVE

TRAUMA

HARM EFFECTS

DEFENCES

COURAGE	MORALE	COVER

ARMOUR

HEAD 1-2

R. ARM 1-2

L. ARM 1-2

TORSO 1-2

R. LEG 1-2

L. LEG 1-2

ATTRIBUTES

AGILITY

SKILL	TN	EXP	FOC
ACROBATICS			
MELEE			
STEALTH			

AGILITY

SKILL	TN	EXP	FOC
INSIGHT			
OBSERVATION			
THIEVERY			

BRAWN

SKILL	TN	EXP	FOC
ATHLETICS			
RESISTANCE			

COORDINATION

SKILL	TN	EXP	FOC
DRIVE			
FIREARMS			
HEAVY WEAPONS			
PILOT			

INTELLIGENCE

SKILL	TN	EXP	FOC
ENGINEERING			
LORE			
MEDICINE			
WILD TECH			

PERSONALITY

SKILL	TN	EXP	FOC
ANIMAL HANDLING			
COMMAND			
COUNSEL			
PERSUADE			
TRAFFIC			

WILLPOWER

SKILL	TN	EXP	FOC
DISCIPLINE			
GANG WARFARE			
SURVIVAL			

WEAPONS

WEAPON NAME					
RANGE	DAMAGE	BURST	SIZE	WEIGHT	MAINT.
QUALITIES					

WEAPON NAME					
RANGE	DAMAGE	BURST	SIZE	WEIGHT	MAINT.
QUALITIES					

WEAPON NAME					
RANGE	DAMAGE	BURST	SIZE	WEIGHT	MAINT.
QUALITIES					

TALENTS

TALENT NAME			
SKILL		RANK	
EFFECT			

TALENT NAME			
SKILL		RANK	
EFFECT			

TALENT NAME			
SKILL		RANK	
EFFECT			

TALENT NAME			
SKILL		RANK	
EFFECT			

TALENT NAME			
SKILL		RANK	
EFFECT			

TALENT NAME			
SKILL		RANK	
EFFECT			

TALENT NAME			
SKILL		RANK	
EFFECT			

WEAPONS

WEAPON NAME					
RANGE	DAMAGE	BURST	SIZE	WEIGHT	MAINT.
QUALITIES					

WEAPON NAME					
RANGE	DAMAGE	BURST	SIZE	WEIGHT	MAINT.
QUALITIES					

WEAPON NAME					
RANGE	DAMAGE	BURST	SIZE	WEIGHT	MAINT.
QUALITIES					

ADDITIONAL TALENTS

TALENT NAME		
SKILL		RANK
EFFECT		

TALENT NAME		
SKILL		RANK
EFFECT		

TALENT NAME		
SKILL		RANK
EFFECT		

TALENT NAME		
SKILL		RANK
EFFECT		

TALENT NAME		
SKILL		RANK
EFFECT		

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GROUP NAME	
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GEAR & MERCH

DOLLARS	MERCH

GEAR	QUANTITY	MAINT.

TOTAL MAINTENANCE	

MARKERS	
MARKER NAME	LOCATION

ANIMAL COMPANION			
NAME			
AGILITY	AWARENESS	BRAWN	
COO	INT	PER	WILL
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DESCRIPTION	

ATTRIBUTES			
SCALE	SPEED	BRAWN	HANDLING

DETAILS	
MAX. PASSENGERS	IMPACT

HARDPOINTS

DEFENCES			
STRUCTURE		EP	
ARMOUR		MAX. FUEL	

UPGRADES

UPGRADE NAME		CATEGORY	
DESCRIPTION			

UPGRADE NAME		CATEGORY	
DESCRIPTION			

UPGRADE NAME		CATEGORY	
DESCRIPTION			

UPGRADE NAME		CATEGORY	
DESCRIPTION			

UPGRADE NAME		CATEGORY	
DESCRIPTION			

UPGRADE NAME		CATEGORY	
DESCRIPTION			

ATTRIBUTES

4 6 8 10 12 ____ AGILITY
4 6 8 10 12 ____ SMARTS
4 6 8 10 12 ____ SPIRIT
4 6 8 10 12 ____ STRENGTH
4 6 8 10 12 ____ VIGOR

SKILLS

4 6 8 10 12 ____ _____
4 6 8 10 12 ____ _____
4 6 8 10 12 ____ _____
4 6 8 10 12 ____ _____
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4 6 8 10 12 ____ _____
4 6 8 10 12 ____ _____
4 6 8 10 12 ____ _____

NAME: _____
FACTION: _____
BENNIES: _____ HT
CONVICTION: _____ WT

PACE PARRY TOUGH

GEAR

VEHICLE

SIZE/HANDLING/TOP SPEED

TOUGHNESS _____
CREW _____
MODS _____

HINDRANCES

EDGES & ADVANCES

FACTION PACKAGES

POWER

MOD RANGE DUR. EFFECT

WEAPON

RANGE DAMAGE AP ROF WT NOTES

WOUNDS
N
N
N
S
S
S
S
V
V
V
V
H
H
H
H
L
L
L
L
-1
-2
-3
INC
-2
-1
FATIGUE

5 10 15 20 25 30



