



# RUN TO THE HILLS

by John Wyatt and Neal Bailey

Edited by: Aijalyn Kohler

Play Testers: Mike Mazel, Melinda Reid,  
Scott Reid, Jason Sanford, Wayne Ward

## An Exodus OPS Campaign Adventure

*Requires the Exodus Survivor's Guide and Exodus OPS Campaign Manual*

A call to duty by the Steel Disciples is issued for freelanced rangers to explore the Utah Mountains for dangers and sites of interest. Interested parties are to report to the Steel Disciple operational base at Wendover on the pre-Exodus border of Nevada and Utah. Do you have what it takes to undertake an expedition into the mountainous wasteland of Utah? Run to the Hills is an Exodus OPS campaign scenario for 4 to 6 characters of 4<sup>th</sup> to 6<sup>th</sup> level.

Exodus, OPS®, and the GCG logo are trademarks of Glutton Creeper Games. This OPS scenario (Run to the Hills) is copyright Glutton Creeper Games ©2008-2009 and is e-commerce and may not be redistributed after purchase without written consent from Glutton Creeper Games. Persons distributing this file without permission of Glutton Creeper Games are subject to Copyright and Piracy laws and may be prosecuted to the fullest extent of these laws.



## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content you are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify, and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Adobe Portable Document Format (PDF) and Adobe Reader are registered trademarks of Adobe System Inc.

## Open Content Declaration:

All game mechanics presented in this text are Open Gaming Content (OGC).

Product Identity (to include Bio-Mutants, Steel Disciples, Trans-Genetic Mutants) descriptive text, characters, proper names, and pictures or maps are closed content and may not be reproduced without written consent of Glutton Creeper Games or illustrators.

END OF LICENSE

## Legal and Contact Information

*OPS* is a registered trademark of Glutton Creeper Games.

*Exodus* and the GCG Logo are trademarks of Glutton Creeper Games.

*Exodus OPS: Run to the Hills* is copyright ©2008-2009 Glutton Creeper Games. This product is e-commerce and may not be redistributed after purchase without written consent from Glutton Creeper Games. Persons distributing this file without permission of Glutton Creeper Games are subject to Copyright and Piracy laws and may be prosecuted to the fullest extent of these laws.

This PDF document requires the use of Adobe Reader. Adobe Portable Document Format (PDF) and Adobe Reader are registered trademarks of Adobe System Inc.

## Glutton Creeper Games

Contact and Website: [www.gluttoncreeper.com](http://www.gluttoncreeper.com)

## Adobe System Inc.

Website: [www.adobe.com](http://www.adobe.com)

Adobe Acrobat Reader: [www.adobe.com/products/acrobat/readermain.html](http://www.adobe.com/products/acrobat/readermain.html)

## OPS Introduction

This is an *Exodus OPS* campaign adventure designed for the OPS setting and consumes between 3 to 5 hours of game time. This adventure can also be used outside of the OPS setting as a stand-alone home game adventure within a post-apocalyptic setting.

This adventure requires the *Exodus Survivor's Guide*, and the *Exodus OPS* campaign manual. The *Exodus* campaign manual can be found at the GCG website listed above. All game mechanics are denoted by chapter/topic and book. Those not presented within an aforementioned book are included within this scenario as a sidebar within the encounter or an appendix at the end of the adventure.

## Preparation

First, you should print this scenario. This scenario supports single and double-sided printing. There is enough room along the inside margin to bind the adventure.

Read this entire scenario at least once before you run your game. Familiarize yourself with any special rules, or new equipment not presented in the books listed above. Highlighting particularly important passages may help with the flow of the game mechanics.

A grid map (one-inch square) or graph paper and a representation of adventurers, NPCs, and creatures will enhance game play, as well as the other necessities (scrap paper, writing materials, and a set of dice) needed to run the game.

**Game Time:** Have the players prepare their characters according to *Exodus OPS* campaign rulings, get them to the scenario start point, and read the scenario introduction.

There is descriptive text in this scenario that is written so that you may present it to the adventurers, while other text is for your eyes only. Text for the players is bold text. It is strongly recommended that you paraphrase player text instead of reading it aloud. Some of the text is general and needs to be adapted to the specific situation, or to the actions of the adventurers.

# Run to the Hills

## Exodus OPS

### Scenario 18

#### **Run to the Hills**

Location: Jericho Hills (DS 9), Utah Mountains

Number of Characters: 4 to 6

Average Character Levels: 3rd

Max CEL/SC: 18/12

Max Purchasable Equipment Value: Wendover (3500 steel, infrequent), Jericho Hills (1000 steel, infrequent)

#### **Adventure Background**

The Mutant Army is on the lookout for a very special group of escaped prisoners – Bio-Genetic mutants. These mutant crossbreeds birthed from captive human females with male mutant DNA are an experiment of the Mutant Army intended to create a new crossbreed of humanity, as well as swelling the ranks of the Mutant Army, since infant children are difficult to come by after the Exodus.

A hundred or so Bio-Genetic Mutants recently escaped from the Mutant Army compound in Los Alamos, through a planned distraction allowing the escape. The Bio-Gens scattered into four groups (roughly the same size), each heading out in a different direction. The Mutant Army has pursued two of the groups, and has tracked down one group that has taken refuge on the edges of the Steel Disciples' territory, with the Mutant Army in hot pursuit.

#### **Adventure Summary**

The Steel Disciples (pre-occupied with setting up a network of primitive communication towers throughout their territory in Nevada and Utah) have spread themselves thin. Needing to explore the Utah Mountains for survey sites to place towers to cover their eastern outposts, the Disciples are outsourcing the exploration to wasteland adventurers.

The adventure starts at the town of Wendover, which sits adjacent to the Steel Disciples' Military Bunker. The introduction presents and assumes that the characters are interested in the job and have travelled to Wendover seeking the Steel Disciples to undertake the survey of the Utah Mountains for suitable tower sites.

The first order of business before the characters are assigned a particular section of the Utah Mountains to explore is a basic boot camp introduction from the Steel Disciples. The Disciples will gauge the characters' and NPCs' skills and then will assign them a location to explore. The characters are conveniently grouped together and sent to Jericho Hills with a small detail of Disciple soldiers and supplies.

Once in Jericho Hills, the characters report to Colonel Robert T. Hogan and Sergeant Ivanof Kinchly who detail the expedition plan and the locale to explore for tower sites. The party will be provided amenities, pack animals, and a surveyor's map for the expedition.

At daybreak, the party is expected to set out to complete their task. During the first twenty-four hours of the expedition, the characters will encounter bears who think the characters are a nice meat-snack, and they will possibly encounter a Mutant Commando surveying the area for the missing Bio-Mutants.

Towards the end of the first day, the party will stumble upon a cave that houses twenty five Bio-Genetic Mutants. This encounter has several outcomes and can be handled by combat or skill. Depending on the path chosen by the characters, their options vary; however none of this stops the Mutant Army's advance into the area. When the characters depart the Bio-Gen location, they will see a small advancing army of one-hundred Trans-Genetic Mutants with Mutant Canines canvassing the mountains and heading for Jericho Hills.

36 hours after the characters spot the Mutant Army, the Mutants will descend on Jericho Hills. Depending on the characters' prior actions, there are several different outcomes that will lead to the conclusion of this encounter, and end their expedition early.

# Introduction

The Steel Disciples (pre-occupied with setting up a network of primitive communication towers throughout their territory in Nevada and Utah) have spread themselves thin. Needing to explore the Utah Mountains for survey sites to place towers to cover their eastern outposts, the Disciples are outsourcing the exploration to wasteland adventurers.

**Like wildfire, word spreads across the wasteland that the Steel Disciples are constructing a vast new shortwave communication system within their northern Nevada and Utah territories. The Disciples are accepting freelanced engineers to construct radio towers and are also seeking entrepreneurs for an expedition into the Utah Mountains for site surveying. Additionally, the Disciples have announced that they are accepting new recruits into their military order, both on a volunteer and professional basis, to combat the looming threats (particularly the Mutant Army and Raider Bands) of the southwest.**

The adventure starts at the town of Wendover, which sits adjacent to the Steel Disciples' Military Bunker. The introduction presents and assumes that the characters are interested in the job and have travelled to Wendover seeking the Steel Disciples to undertake the survey of the Utah Mountains for suitable tower sites. Of course, Steel Disciple Initiate characters will be summoned to Wendover and then assigned to a survey team at the end of Encounter 1; the Initiate doesn't need to participate in the encounter, but may choose to do so. Proceed to the **Wendover** encounter below for all characters.

## Wendover

Wendover, an old military town containing a fallout shelter that housed military engineers, scientists, and soldiers during the Exodus, is home to the Steel Disciples. Wendover was rebuilt from the ashes of West Wendover, and sits on the Nevada/Utah borders to house the Steel Disciples and start a new government in the southwest.

While the Steel Disciples use the fallout shelter as their base of operations, the ruins of Wendover were converted to housing and training grounds for the Disciples' military, all powered by the shelter. New recruits and like-minded individuals have flocked to Wendover to join the military or for the protection and luxuries that the Disciples offer. Non-Military citizens must provide a service to the Disciples, and many have set up merchant shops that provide for the community and the military, while others provide the city with maintenance or similar activities.

### Wendover

**Population:** 280 citizens (90% human, 5% Ghul, 5% Mutant)

**Military:** 300 Steel Disciples

**Trade Goods –** Infrequent up to 3000 steel

**Services –** Any

Wendover is a military based settlement, headquarters to the Steel Disciples, that lies on the ruins of the Wendover Military base.

### Steel Disciples' attitudes on Outsiders

The Steel Disciples judge on an individual and group basis. Individuals that show lawfulness and justice are embraced into the order, while those that are wicked and evil are exterminated. Organizations that promote wicked and evil actions are hunted by the order and swiftly dealt with.

**The town of Wendover consists of roughly a hundred renovated two-story wood and concrete dwellings along with a few merchant shops and a farm attached to an aircraft hanger with a sign stating "Sergeant's." Next to the aircraft is a large training field with several people running an obstacle course under the direction of a large man shouting orders and insults into a bullhorn. Beyond the town lies a fenced-in military facility.**

## Sergeant's Surplus

Sergeant's Surplus is a general store and farm located in an old military aircraft hanger just before the Military Base. Sergeant's carries just about anything that is needed to survive the Wasteland. From animals to armor to equipment to weapons, Sergeant's has it all. Characters may purchase equipment and supplies from Sergeant's up to 3500 Steel in infrequent or lesser scarcity. Equipment may be purchased from chapter 4 of both the EXS and SWG.

**Jim Sergeant** (male human)  
Cautious 3/Master Trader 6  
Int 14, Wis 15, Cha 16  
Barter +18, Listen +12, Spot +12

## Training Grounds

The Training Grounds is an obstacle course where the Steel Disciples train new recruits and volunteers in their army. Here potential soldiers' endurance and combat abilities are tested to see if they have what it takes to be a Steel Disciple.

**A large muddy field with several obstacles and training devices sits next to Sergeant's Surplus. Several men and woman run through drills ranging from repetitive exercises to running a path of obstacles. Two men, one on either side of the field, dressed in grey sweats and wearing caps with the Steel Disciples' insignia, shout out orders and insults through a bullhorn at the recruits on the field.**

If the characters approach the training ground, one of the Steel Disciple trainers, Master Sergeant Arlee, will halt his barrage on the recruits, telling them to run 50 laps around the training ground and then will address the characters, still using his bullhorn. Should the characters show interest in joining the Disciples, they will be allowed to run the obstacle course to see if they have what it takes (have the character make some Strength and Dexterity-based skill DC 15 checks). If they are interested in the surveyor job, then proceed to **Specialized Training**.

## Military Base

The Wendover Military Base is the training facility for the Steel Disciples. Only initiates and higher ranking Steel Disciples are allowed within the fenced-in military base. All of the Steel Disciples stationed in Wendover are housed at one of the several military barracks on site. Additionally, the Wendover Fallout Shelter is located on the base. Only a handful of Steel Disciple senior members are allowed into the shelter, since it holds all of the technology that keeps Wendover in operable shape, including electricity and clean water. The Fallout Shelter is highly guarded by a squad of elite Knights who will lay down their lives to protect the shelter.

**The Wendover Military Base lies beyond the small community and is surrounded by a two-tiered security fence separated by ten feet with wrecked remains of pre-Exodus vehicles. The first fence is at least ten feet tall with razor wire around the top, while the second tier of fencing is eight feet tall with warning signs depicting a lightning bolt. An occasional arc of electricity jumps to a wrecked vehicle that lies between the first and second tier of fencing. Beyond the fencing, several impacted bunkers lie in the middle of the fenced area along with the ruins of large buildings and a large raised steel grate. A single two story guard tower lies at the entrance of the facility, facing the community. Several small groups of Steel Disciples patrol the facility, along with an occasional fusion-powered patrol.**

When the characters approach the guard shack at the entrance of the Military Base, read the following:

**Four guards in combat armor with laser rifles stand in front of the gate near the guard shack. Two additional guards can be on the guard tower. One guard addresses you, "Stand back civilian, this is a restricted area, only authorized personnel allowed beyond this point."**

The characters will be unable to proceed into the Military Base. However, if they mention that they are interested in an engineering or surveyor job pertaining to the short wave communication system, the guard will direct them to the Training Ground to see Master Sergeant Arlee.

# Specialized Training

The characters have encountered Master Sergeant Arlee and have shown interest in the surveyor job into the Nevada Mountains. Master Sergeant Arlee will go over the details of the job, and then require all non-Steel Disciple classed characters to undergo a specialized training session before they get the job assignment at Jericho Hills. Characters with levels of Steel Disciple Initiate, Knight, or Sage will be exempt from participating, unless they want to.

**Greetings scumbags. I am Master Sergeant Arlee, and I understand that you are interested in working for the Steel Disciples on the Short Wave communication network project. First and foremost, before I give you job details and pay scale, I will need to test your abilities on the training field. This job requires a certain level of awareness and fitness. Having the strength of a snot-nose toddler will not suffice. Those of you that have Steel Disciple training have already been tested and you meatbags can sit on the sidelines and watch these out of shape worthless bags of flesh strut their stuff on the field. The rest of you scumbags lineup on the field, refusal is not an option if you want this detail. Now move out!**

The characters will be drilled like they were Steel Disciple soldiers before Master Sergeant Arlee will give them the details of the surveyor job. The training session is nothing more than an exercise in dice rolling. Detail some obstacles, and have the characters make some Strength, Dexterity, and Constitution checks as well as physical-based skill DC 15 checks. Also include a Fortitude DC 18 save for Endurance or else the character is winded. During the training session, Master Sergeant Arlee will shout out insults at any characters if they fail an ability or skill check.

After about an hour of drilling the characters, Master Sergeant Arlee will take them into the barn attached to the back of Sergeant's Surplus and sit down at a table near the stables.

**"Pull up a chair you panty waists and have some cold refreshing Ground Zero Toxicola. Now to get to the point, your job is simple, you will travel with a Steel Disciple caravan to the town of Jericho Hills. Report to Colonel Robert Hogan and he'll give you the details of the surveyor tasks. Your pay scale is 100 steel per day of work. Work includes guarding the caravan from dangers on the route to Jericho Hills, and the surveyor tasks. When your tasks are completed, you will return here with your papers signed by the Colonel and receive your pay.**

After the briefing, the characters will be introduced to the Steel Disciple caravan, which is loading up on the opposite side of Sergeant's Surplus. The caravan will be leaving within the hour, and the characters will be expected to be ready and depart with the caravan. The characters will have an hour to explore Wendover or purchase equipment.

The caravan travels from Wendover to Jericho Hills. It consists of two haulers, loaded with various armaments and supplies, and is guarded by 8 Steel Disciple Initiates and led by Knight Cipher Ashley. Knight Ashley is in charge, and the characters will report to her. The caravan will not encounter any problems during the five day journey. Proceed to Jericho Hills.



## Jericho Hills (DS 9)

The trip from Wendover to Jericho Hills was pretty much uneventful, beyond the normal dangers of the wasteland, like radiation. The route was simple, following an old Interstate numbered 80 through the old military testing grounds where Knight Ashley handed everyone two doses Rad-Blocker 2 due to the high levels of radiation from the desert area. The caravan turned south just before the ruins of Salt Lake City, following a path which showed signs that at one time a pre-Exodus road existed there. The path followed the outskirts of mountains on both sides in a valley, eventually climbing into the western mountains and descending on the opposite side to hills and flatlands. After five days of travel, the caravan had reached its destination of Jericho Hills (Desert Sector 9).

Jericho Hills is a small city that has crumbled to ruins from the elements after the Exodus. Walls of salvaged brick, metal, and wood surround a small encampment of restored buildings in the center of the ruins. Citizens scurry around with material scavenged from the ruins and take them to the encampment, while others are actively repairing houses near the encampment. The caravan pulls into the encampment and begins to unload the two caravan haulers into a shed. Knight Ashley escorts you to a two-story brick building and takes you to a meeting room, telling you to wait for Colonel Hogan to get your surveyor assignments.

### Jericho Hills (DS 9)

Population: 50 citizens (100% human)

Military: 20 Steel Disciples

Trade Goods – Infrequent up to 1000 steel

Services – Kitchen Meal, Medical, Motel Room (average), and Repair

Jericho Hills was a small city known as Delta in the hills of the Rocky Mountains in Utah before the Exodus. Survivors of the Exodus inhabited the untouched buildings of Delta, and later allied with the Steel Disciples for protection against the dangers of the mountains. Once the Steel Disciples incorporated Delta into their protectorate, they renamed the town Jericho Hills.

### Steel Disciples' attitudes on Outsiders

Steel Disciples tolerate any race or creed that does not interfere with their tenants of justice. Raiders and Slavers are not tolerated by the Steel Disciples. A character with Slaves (or servants) will be treated as a Slaver unless a Diplomacy DC 25 is succeeded.

The meeting room is small, consisting of a conference table and a small television and flash recorder. A flash crystal is plugged into the flash player and contains 13 episodes of a western-inspired modern day comedy TV series called Psycho Dad. If the characters view it while waiting for Colonel Hogan, Psycho Dad is a retired lawman who has gone off on a killing spree, eliminating criminals, do-gooders, and even his wife. Psycho Dad finds criminality in anyone he encounters and believes that criminals must be eliminated with extreme prejudice (except his teen-aged daughter and son, who provide comic relief). Unscrupulous characters can swipe the flash crystal and pocket it; nobody will notice it missing for days.

After about 30 minutes have passed, Colonel Hogan will enter the meeting room and introduce himself.

**"A-ten-hut, surveyors." An old haggard looking silver-haired man wearing a dress uniform of the United States military enters the room. The man looks you over, "I guess this is the best that Arlee can send me, but you'll do for the mission I have planned. I am Colonel Hogan, a highly decorated Steel Disciple outpost colonel stationed here at Jericho Hills Central. You'll report to Tech Sergeant Carter in the technology center with any findings on the mission. Any questions?"**

Colonel Hogan doesn't detail the mission to the characters until they ask him. At which point, he'll simply state, "You are surveyors, what do surveyors do? Go into the mountains east of here and survey the land for anything and everything and report to Sergeant Carter. Are you done wasting my time? Dismissed, surveyors."

The party can freely explore the outpost, which contains a barracks (for lodging), a merchant shop, a mess hall, the tech center, and a repair garage. Characters can purchase Goods and Services as detailed above in the Jericho Hills sidebar from the EXS or SWG. Beyond the meeting room, the characters entered in the Central Building. They will not be able to enter again until the conclusion of the scenario.

Additionally, the characters can gather information on the eastern mountains (which they are supposed to survey) from various town's folk or Steel Disciples, who will provide some information on the dangers of the mountains.



## Technology Center

The Jericho Hills Technology Center is an old radio station that has been repaired with the radio signal amplified to contact Eureka, the closest SD outpost to Jericho Hills. The Tech Center is operated by two trained Steel Disciple Initiates and Technical Sergeant Carter.

When the characters enter into the Tech Center, they will be greeted by Sergeant Carter, who sits behind a desk at the entrance of the building. More than likely, the characters will seek out Sergeant Carter before departing Jericho Hills, after speaking with Colonel Hogan, to get a better grasp of their exact mission.

Sergeant Carter will provide the characters with a map of the mountainous region around Jericho Hills and point out three locations that he would like them to survey for potential communications towers. Give a copy of **Overseer's Reference Map B** to the players.

### Gather Information (surveying)

1d4 x10 minutes

**DC 5:** The hills have eyes. You need to be wary of wild animals in the hills and mountains. Common animals encountered are bears and wolves, occasionally worse.

**DC 10:** Vehicles are useless when venturing into the mountains. There are very few paths that nature has not reclaimed leading up into mountains, making nearly all vehicles worthless for the environment.

**DC 20:** Several small caves and fissures can be found around the mountains. Mostly animals dwell within the caves, so beware.

**DC 25:** A few mines have been found, but these are extremely dangerous because of collapses. All of the mines that have been discovered are collapsed.

## The Hill Survey

There are three different locations that the characters can explore, starting in the foothills of the Utah Mountain and ending in the mountains. The characters will be able to explore the first site using an all-terrain vehicle, such as a dirt bike, dune buggy, or jeep. Other vehicle types will not be able to climb the steep inclines. Vehicles will not be able to be used to get to the two locations listed in the Utah Mountains, due to the terrain features, including drops, fissures, overgrowth, rocks, steep inclines, and trees.

### A: The Gully

The Gully is located northeast of Jericho Hills. It is a dried up gully between some of the foothills of the Utah Mountains. The gully is about a 6 hour trip from Jericho Hills on foot, 4 hours by animal, or 3 hours by vehicle. The dried up gully was once an active river, but after the cataclysmic climate shifts following the nuclear war, the area became more arid and the river dried up. It became inhabited by a deadly strain of ants that kill and devour anything that walks out onto the dirt above their colony.

**The hills here gradually become steeper, with rocky ridges breaking up through the carpet of dead pine needles on the ground. What appears to be a dried up riverbed emerges from between scraggly trees. It's little more than a plane of dried cracked earth about 200 feet across. To the north, broken chunks of masonry jut out from the cracked earth, flanked on either bank by what was obviously once a bridge. A rusted out hulk, probably once a vehicle, is half-buried amongst the fallen stones.**

As the characters approach the riverbed, allow them a Spot DC 10 spot check. Successful characters will notice something on the riverbed – a stark white skeleton of some small mammal, picked completely clean. Spot checks succeeding DC 15 reveal several more partially buried in dirt – the area looks like a miniature graveyard. A Knowledge (nature) DC 12 check will identify the types of animals here – squirrels, skunks, raccoons, and even a few small deer. A Treat Injury DC 24 check will reveal that a majority of the skeletons have no signs of impact wounds or trauma to the bones.

Characters succeeding Spot DC 20 skill checks will see amongst the animal bones what looks like a large, human skull jutting out from the mud near the fallen bridge. This is the remains of a Mutant Army scout. A Knowledge (street) DC 20 check can identify the uniform the skeleton wears. Any Trans-Gen or Bio-Mutant will immediately recognize the uniform.

Attempting to excavate the mutant or lingering in the area for more than a few minutes will attract the attention of the flesh-eating ants that live beneath the riverbed. Read the following, should either event happen:

**Hundreds of diminutive red ants begin emerging from the cracked earth in response to your activity. They swiftly form into a large roiling mass of red some one-foot tall. With voracious clicking hunger, the mass turns towards you.**

The ants will randomly go after the largest concentration of characters. Once blood is drawn, the ant swarm will pursue those characters until destroyed or the characters flee to a safe distance (120 ft. or more).

When the party drives the swarm away, they're free to take a look at the mutant's body and explore the wrecked car. The car itself has nothing of real value left inside it – the leather of the seats is rotted away and the electronics are trashed. However, there are about 15 pounds of good quality metal buried partially underneath the mud where they were protected from the elements. This can be recovered with a Craft (salvage) DC 20 check and is worth 30 steel. The mutant's gun is nearby – a large, double barrel 20 gauge shotgun lays wedged into a crack, largely undisturbed. The shells have all been expended, but there are a dozen or so on the mutant's bandoleer. Also on the mutant's person is a set of dog tags, which can trigger a special event when the party eventually meets the Bio-Genetics in section C.

**Fire Ant Swarm:**

CR 3, Large swarm; HD 5d10; hp 27; Mas —; Init +6; Spd 30 ft.; Defense 17 (+6 Dex, +2 natural, –1 size), touch 15, flat-footed 16; BAB —; Grap —; Atk Swarm (2d6 physical damage to all in the swarm's occupied squares + Poison); FS/R: 10 ft. sq./0ft.; SV Fort +0, Ref +10, Will +2; Str 1, Dex 22, Con 8, Int –, Wis 13, Cha 6.

**Feats:** none

**Skills:** none

**Species Traits**

**Confusion:** Any individual susceptible to the swarm's attacks who begins his round in the swarm's square must make a Fortitude save DC 15 or become nauseated for 1 round. Complex actions when within the swarm require a DC 20 Concentration check.

**Immunities:** Immune to sleep, paralysis, stunning, and mind altering effects. Not subject to critical hits, precision damage, or massive damage.

**Poison:** Any individual taking damage from a swarm's attacks must succeed a Fortitude save DC 11 or take 1d4 points of Dexterity damage. The individual must save again 1 minute later or take an addition 1d4 points of Dexterity damage.

**Swarm:** A Fire Ant Swarm deals 2d6 points of physical damage per round to anyone caught within it at the end of the swarm's movement. This damage can be reduced by damage reduction normally.

**Swarm Traits:** Immune to physical attacks. Cannot be tripped, grappled, bull-rushed, cannot grapple an opponent. Immune to effects that target an individual creature or a set number of creatures. Takes +50% damage from area effects. Move freely in and out of occupied squares, can occupy any square, squeeze through openings. Still provokes attacks of opportunity from movement. Cannot make attacks of opportunity, does not threaten any squares.

**Tremorsense:** 60-foot range

## B: Sandstone Caves

The Sandstone Caves are directly to the southeast of Jericho Hills in the mountains. The area consists of a network of caves that dot the base of the Utah Mountains. These caves are 10 hours due southeast of Jericho Hills. The terrain becomes increasingly rocky and unsuitable for vehicles the farther east the characters travel, until the area becomes a series of steep raises heading into the mountains (Drive DC 40).

There are four cave entrances that are connected through a networking of natural tunnels. These tunnels were carved millions of years prior from lava tubes. The tunnels all converge on a central chamber, which a Mutant Commando Scout has set up as a base of operations. Each of the four tunnel entrances is booby trapped with plastic explosives to keep out explorers or large animals.

Characters that enter any of the tunnel entrances are subject to the explosives unless they found the explosive trap and disarmed it. Characters that are actively searching the area may make a Search DC 23 skill check to locate the trip wire attached to the plastic explosive. A Search DC 28 will also locate the plastic explosive hidden under some

**Plastic Explosive**

Reflex DC 15 (save for half damage)

Area of Effect: 20ft radius

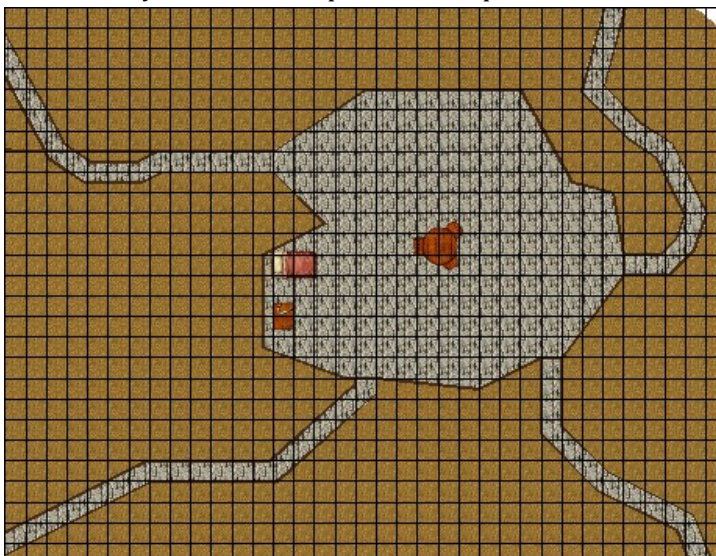
Damage 5d10

Disarm (Demolition check) DC 18

strategically placed rocks. Alternatively, the characters can make Spot DC 30 skill check to notice the trip wire. If found, the characters can bypass the tripwire, else they will set off the trap. Also, if they attempt to disarm the plastic explosive and fail their demolition check by 5 or more, the plastic will explode.

A single Trans-Genetic Mutant Commando Scout has set up a camp here in the last few weeks as a base of operations to locate the missing Bio-Genetic Mutants. He has tracked them to the area, but has yet to pin-point their locale. The Scout has radioed back to the Mutant Army, using an amplified satellite transponder linked to an old military satellite that the Army has been using.

The scout will be in the cave when the characters come to explore the site. If the explosives detonate, he'll hide near the entrance of the explosion and set up an ambush to attack the first target entering into his camp. The first character entering into the camp chamber may make a Spot DC 31 skill check to notice the Commando. If noticed, the character may act in the surprise round, else the Commando strikes unimpeded. Have the characters roll initiative, and begin combat. The Commando is an expert in stealth and in melee combat, and will use this to his advantage. The Commando's statistics are located in **Appendix A**.



If the scout is reduced to 10% of his Hit Points, he will flee, using one of the tunnels that are still armed with explosives. If captured, he will refuse to talk, and will attempt to enrage the captors with rudeness and taunts.

The camp itself contains the satellite transponder, a bedroll, H-Rations (5), a deck of playing cards, and a case (24) of Sterile Springs bottled water.

## C: Trapper's Valley

Trapper's Valley is directly to the south of Jericho Hills in the rolling hills of the Utah Mountains. The valley is 12 hours south by southeast of Jericho Hills. The terrain is full of rocks and trees, making vehicle travel extremely difficult through the area (Drive DC 35).

The Trapper's Valley is where the Bio-Genetic Mutants are currently holed up. Signs of activity are apparent in the area, as some Bio-Gens leave to gather food and hunt. A Survival (track) DC 12 check will reveal at least six different boot-size tracks amongst the trees entering into a valley that leads to a large-mouth cave.

**Unlike the rest of the wasteland, which is grey and dead, the valley that lies before you is a shining beacon of life. Pine trees line the valley walls, shadowing the dead trees from yore and the sounds of animals fill the air with various sounds. A small trail at the bottom of the valley leads to a dark, ominous, large-mouthed cave.**

Two Bio-Gens guard the cave's entrance, sitting in the shadows, hidden from view from the outside. When the characters approach, one of Bio-Gens will step out of the shadows with a primitive bow pointed at the lead character and demand the characters halt their approach, while the other goes to alert the Bio-Gen leader, Lincoln.

This is not meant as a combat encounter; however the characters may attack the Bio-Genetic with the bow. If they do, the Bio-Gen will fire a shot and then retreat into the darkness of the cave, and the Bio-Genetic Mutants' leader's attitude will change from Indifferent to Unfriendly.

After a few rounds, the Bio-Genetic Leader will appear at the mouth of the cave and address the characters.

**A mountain of a human man dressed in layers of animal skins with discolored facial skin of tan and grey hues emerges from the cave entrance. Speaking in simplistic English, he says “Ho there, peace, we look for no trouble. Leave us be, turn away, just walk away. Us have nothing for man, turn away. Us simple man on pil...grim...age.” The huge man stands in the entrance, watching you.**

If the characters walk away, then no hostility will take place. Behind Lincoln are 12 Bio-Gens with bows and arrows, and another 8 with simple weapons (clubs, deer antlers, wooden spears).

Should the characters wish to speak with the Bio-Gens, Lincoln will approach the characters, and the other Bio-Gens will remain hidden in the cave entrance, ready to respond to any hostilities. In order for Lincoln to open up to the characters, the characters must gain his trust by explaining their purpose and passing a Diplomacy check based on the attitude of Lincoln. Lincoln’s attitude starts at Indifferent (or Unfriendly if the characters attacked the guards). The characters will need to succeed the Diplomacy check and change Lincoln’s attitude to Friendly or Helpful before Lincoln will open up about why the Bio-Gens are here. Failure results in Lincoln asking the characters to leave and having nothing to say to them.

Relate the following information to the characters if they change Lincoln’s attitude to Friendly or Helpful:

- Lincoln is one of four leaders of the Half-Mutants or Bio-Genetics. The Bio-Gens escaped from the Mutant Army military facility to the southeast over a month ago and split into four groups, each with an appointed leader. Each group headed into a different direction in an attempt to have at least 50% avoid the Mutant Army recapturing them.
- A Bio-Gen is the offspring of a Trans-Genetic Mutant Male and a Female Human. The birthing process is 99% fatal for the female host. The term of the Female is the same as for carrying a normal human child.
- The Bio-Gens stationed at the Mutant Army facility were engaged in a science project to boost the number of soldiers in the Army. The Bio-Gens were treated as substandard soldiers, nothing more than slaves, really. Education was not a priority, military training was. A really old human scientist, the head of the Bio-Genetic Mutant project, formulated and executed the escape plan.
- The Bio-Gens are looking to escape and blend into the human world, away from the war mongering Mutant Army. All they seek is a new start.

If the characters change Lincoln’s attitude to Helpful, the Bio-Gens will be willing to meet with the Steel Disciples; however a Disciple Knight will need to travel here to start negotiations. Lincoln and his men will not leave the safety of the cave, except after encounter 4 takes place.

## Encounter 4 – The Mutant Army

At some point following the discovery of the Bio-Genetic Mutants, the characters will want to report back to Colonel Hogan or Tech Sergeant Carter at Jericho Hills. During their journey back to the Jericho Hills, the characters will spy a large number of Trans-Genetic Mutants heading in the direction of Jericho Hills.

**A large group of Trans-Genetic Mutants, mutated dogs, and various army vehicles with heavy armaments slowly proceeds north through the hills south of Jericho Hills following an old road that is nothing more than a path now. According to your surveyor’s map, this route leads to Jericho Hills.**

The Mutant Army has gathered intelligence from their scouts of the Steel Disciple outpost of Jericho Hills while searching for the escaped Bio-Gens. Since a battalion of soldiers was stationed at the base of the Utah Mountains in the Badlands, the order was given by the commander of the army to eliminate the settlement, so that the Bio-Gens have no safe haven to flee to.

This army is too large for the characters to handle without the aid of both the Steel Disciples and the Bio-Mutants. The choice is which the party will seek out first. Getting back to the Jericho Hills is easy enough, as the characters can move faster than the Mutant Army. However, the characters may also seek out the aid of

the Bio-Mutants. Both of these options, along with the choice of attacking the army (very bad choice) are presented below.

### **Attacking the Mutant Army**

Attacking the Mutant Army as it proceeds toward Jericho Hills is fruitless. The army is over 100 strong with heavy armaments and will eliminate the characters with ease. Emphasize to the characters that attacking the army is a foolish tactic due to the heavy armaments that can cause mass destruction. If the characters proceed in attacking the army, the Mutant Commander inside one of the vehicles will issue the order allowing the use of deadly force via weapons of mass destruction. One of the tanks will fire a bunker bomb in the direction of the attack or attacks dealing 10d6 points of damage to the area within a 100 foot radius (Reflex DC 28 for half). Any characters not killed by this attack will be captured unless they can flee. If the characters enter into melee, they will be swarmed and captured. If the characters are captured, proceed to **Conclusion D: Mutant Army Captive**.

### **Warning Jericho Hills**

The characters can outrun the Mutant Army to reach Jericho Hills before the army arrives there, but not by much time. If the characters are on foot, they'll arrive 1 hour before the Mutant Army. If they're traveling by animal or vehicle, it takes 2 hours (this is regardless of the distance they need to travel). It doesn't matter who the characters talk to, the alarm will be raised, and Colonel Hogan will approach the characters for a debriefing. If the characters mention the Bio-Mutants at Trapper's Valley, then he'll request that they return to seek aid from them, as they have military training and a dislike of the Mutant Army. From the size of the Mutant Army, Jericho Hills will fall within 24-48 hours without aid. The closest Steel Disciple outpost is in Eureka, to the north of Jericho Hills, and Colonel Hogan will immediately call for assistance from Eureka, but it will take 48 hours for aid to arrive.

If the characters insist on aiding Jericho Hills in their defense, proceed to **Encounter 6: Endgame (option A)**. If they head out in an attempt to recruit the Bio-Mutants, proceed to **Encounter 5: Bio- Genetic Mutants**.

### **Warning the Bio-Mutants**

After seeing the size and armaments of the Mutant Army, the characters may set out to warn or recruit the Bio-Mutants. If this is the case, proceed to **Encounter 5: Bio-Genetic Mutants**. If they're successful in recruiting the Bio-Mutants, by the time the characters are able to return Jericho Hills, the outpost is fully under siege with heavy casualties. Proceed to **Encounter 6: Endgame (option B)**.

### **Run to the Hills**

After seeing the size and armaments of the Mutant Army, the characters run to the hills and let the both the Bio-Mutants and Jericho Hills fend for themselves. Proceed to **Conclusion C: Run to the Hills**.

## **Encounter 5 – Bio-Genetics Mutants**

The characters have returned to Trapper's Valley because of the Mutant Army, either by the request of Colonel Hogan or to warn them of the Mutant Army's position. If the characters left the Bio-Gens on Indifferent or better terms, then the Bio-Gen commander Lincoln will see the characters as detailed below.

If the characters left the Bio-Gens on Unfriendly or Hostile terms, then the Bio-Genetic Mutants have fled the area further into the mountains. The characters can attempt to track the Bio-Gens (Survival DC 15) and attempt a new Diplomacy check based on the new situation. If they change the Bio-Mutants attitude to Friendly, then the Bio-Gens will head out to Jericho Hills with the characters. However, regardless of outcome, by the time any of them get back to Jericho Hills, the outpost has been razed and destroyed. If the characters convinced the Bio-Gens to join them, they can convince the Bio-Gens to go back to Wendover and ally with the Steel Disciples. Proceed to **Conclusion B: Jericho Hills Destroyed** and **Conclusion D: Bio-Gens join the Steel Disciples**.

If the characters left the Bio-Gens on Indifferent terms, they may make a new Diplomacy check to change the attitude to Friendly or better. If they fail to change the Bio-Gens attitude to Friendly or better, the Bio-Gens will not be interested in helping them against the Mutant Army or joining with the characters.

If the characters change the Bio-Gens attitude to Friendly or Helpful terms (or it was that way when they left), the Bio-Gens will join with the characters without the need of a Diplomacy skill check. Proceed to **Encounter 6: Endgame (option B) or Encounter 6: Endgame (option C)**, whichever is applicable for the situation.

## Encounter 6 – Endgame

The Mutant Army, while scouting for the location of the Bio-Genetics Mutant escapees, learned of Jericho Hills from advanced Mutant Commandos. With finding the Bio-Gens now as a secondary operation, the Mutant Army dispatched a platoon of 60 soldiers with heavy artillery and armaments to eradicate the Steel Disciple outpost and then continue with the Bio-Gen recovery operation.

### Option A: No Reinforcements

The characters have chosen to make a stand against the Mutant Army without seeking aid of the Bio-Gens as requested. The characters will have to participate in all 3 waves of the combat to successfully defeat the Mutant Army forces and cause a retreat. Additionally, the Random Effect Reflex save increases to DC 15 instead of DC 12.

**A low rumbling comes from the south, as a wave of Trans-Genetic Mutants and vehicles crests a hill at the southern reaches of Jericho Hills. Several advanced Mutant Soldiers fire Rocket Launchers at the outlying buildings of the Steel Disciple Outpost. The Steel Disciple soldiers and volunteers stand ready within the outpost, waiting Colonel Hogan's signal to engage the Mutant Army.**

### Option B: Full Reinforcements

The characters have warned the Bio-Genetic Mutants of the Mutant Army's position and have convinced them to aid in the defense of Jericho Hills, their apparent destination. The characters will have to participate in wave 1 (coming from the south) and wave 2 of the combat to successfully route the Mutant Army forces and cause a retreat, as the Bio-Gens take their fair share of the battle. Additionally, the Random Effect Reflex save decreases to DC 10 instead of DC 12.

**Explosions and gunfire hail from the north as you and the Bio-Genetic Mutants travel to Jericho Hills. Cresting a hill south of Jericho Hills, the large force of the Mutant Army comes into view. The Mutant Army has begun their assault on the Steel Disciples of Jericho Hills.**

### Option C: Full Reinforcement (late arrival)

The characters were sent from Jericho Hills to recruit the Bio-Genetic Mutants and have convinced them to aid in the defense of Jericho Hills, the apparent destination of the Mutant Army. The characters with the Bio-Gens arrive late and will have to participate in wave 3 of the combat to successfully defeat the Mutant Army forces and cause a retreat.

**A large plume of smoke and the sounds of burst gunfire hail from the north as you and the Bio-Genetic Mutants approach Jericho Hills. Cresting a hill south of Jericho Hills, the outpost is on fire with the outlying building burnt to the ground. The large force of the Mutant Army comes into view, gunning down people attempting to retreat. A small group of Steel Disciples are holding the command center, but the Mutants are bearing down upon them.**



## The Mutant Army (see Appendix A for Stats)

- Has a total of 60 troops - a platoon. The commanding officer is a field lieutenant, and he has a platoon sergeant as his second in command.
- The platoon is divided into 3 squadrons consisting of 20 soldiers, led by a battle commander. A squadron is broken down into 5 groups of 4 soldiers each with a squad leader.
- Additionally, there are 4 Mutant Commandos who fulfill various infiltration functions.

This is a large battle involving over 100 people, and should be presented as extremely chaotic and intense. Be sure to describe the sounds of gunfire all around, bullets ricocheting off nearby surfaces, corpses on the ground, and fights breaking out all over.

Since this is a large battle, every round that the characters are involved in the fight, within 1000 feet of Jericho Hills, they may be the victim of a random effect from the battle. Have each character roll a Reflex save DC 12; those that fail are the targets of a random effect. Some effects have an area of effect on the character, which in turn may affect others in close proximity. Characters that suffer from Random Effect roll a d20 and use the following sidebar:

### Random Effects of the Battlefield (CEL +1)

**(1-10)** Random Fire: A stray bullet (Atk: +10 range) may hit the character, dealing 2d8 points of damage.

**(11-15)** Debris: A large chunk of something from an explosion is blown towards the character. He must succeed a Reflex DC 18 save or take 3d6 points of damage and make a Balance DC 15 skill check or suffer a Knockdown.

**(16-18)** Burst Fire: The character is targeted with a random burst fire from somewhere. If the character succeeds a Reflex save DC 15, they avoid the damage. Damage 4d8.

**(19-20)** Grenade Launcher: A grenade from a launcher lands in the character's square and explodes, dealing burst damage to all characters within the burst range.

## The Steel Disciples

The Steel Disciples have little input in this battle; they are fighting for their lives. All 20 of the soldiers, a dozen or so civilians, and the Steel Disciples' commanders are actively engaged in combat for all three waves of battle. Colonel Hogan will be directing his soldiers and volunteers in the defense of the Outpost during Wave 1. The Steel Disciples will retreat into the Command Center and Tech Center during Wave 2. The remaining soldiers will defend the Command Center during Wave 3. The characters actions will determine the success or failure of Jericho Hills. Portray the Steel Disciples' soldiers as fighting for their town and livelihood against an army 3 times their size.

## Mutant Army Battle Wave 1

In the first wave of battle, there are two locations that the battle will take place at.

- **Outer Jericho Hills:** The Mutant Army will fire ranged artillery at the outer buildings, destroying them and killing anyone inside, creating large smoking debris, and concealing their approach from the south. Characters outside of the Outpost will be subject to the blast effect of the mini-nukes and will take 10d10 points of damage (Reflex save DC 18 for half) from the blast and flying debris. Characters left standing will have to fight off a squadron of soldiers (that is 20+) that are advancing to the Outpost Walls (recommend a retreat into the Outpost).
- **Outpost Walls (south):** The Outpost walls are sturdy – made of steel and wood, reinforced with brick. The Mutant Army will fire ranged artillery at the outpost's southern wall, creating several breaches in it. Characters at the walls will take 6d6 points of debris damage (Reflex save DC 15 for half).

Once the breaches are created, a squad of soldiers will enter through the breaches, gunning down anything in their path. A Mutant Commando will radio a coordinated strike at the Tech Center. Allow the characters a Spot DC 28 skill check to notice the Commando sneaking about.

Steel Disciple soldiers will engage the Mutant Soldiers at the breach. Characters will have the choice of attempting to stop the Commando (if spotted), or engage a squad of soldiers. If they do not spot the Commando, Colonel Hogan will instruct them to engage the soldiers. Once the Commando or the squad is defeated, this battle wave is completed.



Option B characters will be approaching from the south, where the Mutant Army is staging the attack. The Bio-Gens will rush into the city and attack the squadron breaching the walls and suggest the characters do the same. If the characters fail to follow suit, they will have to deal with the remaining two squadrons that are remaining, preparing to move out to the east and north. Characters that attempt to hide or fail to meet the objective will be forced into the Outpost and Battle Wave 2.

#### **Success Operation:**

Defeat a Mutant Army squad or the Mutant Commando.

#### **Failure Options:**

If Option A characters are defeated or retreat, the Outpost is overrun and destroyed. Characters that cannot flee will be taken for use in experiments. Proceed to **Conclusion B: Jericho Hills Destroyed** and **Conclusion C: Trans-Genetic Experiments**. If successful, proceed to Battle Wave 2.

If Option B characters are defeated or retreat, the Bio-Gens pick up the slack, aid the non-dead characters and retreat into the outpost. Proceed to Battle Wave 2. If the characters are successful in stopping the breach, the enemy is slightly staggered, but proceeds forward. Proceed to Battle Wave 2.

Meanwhile, during the first wave of battle, squadron 2 and 3 move into flanking positions to the east and north of Jericho Hills. Each squadron has artillery cannons, as well as other means of mass destruction. This activity begins at the start of Battle Wave 2.

### **Mutant Army Battle Wave 2**

In the second wave of battle, the Mutant Army will target the Tech Center, attempting to knock out communications with other Steel Disciple outposts and lay in a siege on the Command Center. The second and third squadrons will breach the eastern and northern walls and head toward those destinations.

- **Outpost Walls (east and north):** The Outpost walls are sturdy – made of steel and wood, reinforced with brick. The Mutant Army will fire ranged artillery at the outpost's southern wall, creating several breaches in the wall. Characters at the walls will take 6d6 points of debris damage (Reflex save DC 15 for half).

Once the breaches are created, squads of soldiers will enter through the breaches, gunning down anything in their path.

Steel Disciple soldiers fall back to the Command and Tech Centers. Option A characters that fail to fall back will be overrun. Give them the option to flee, be captured, or be exterminated. If captured, proceed to **Conclusion B: Jericho Hills Destroyed** and **Conclusion C: Trans-Genetic Experiments**

- **Tech Center:** The Mutant Army's target during this phase of the operations is to destroy the Tech Center. If the center was targeted in the prior round by the Commando, and the Commando was not defeated, then several mini-nukes will hit the building, destroying it and half of the Steel Disciples that were using it as cover. Characters that retreated to this building will take 20d6 points of damage (Reflex save DC 18 for half). Characters that are within 100 feet of the building take 5d6 points of damage (Reflex save DC 15 for half) from the debris.

If the Commando was killed in wave 1, then several squads of soldiers will attempt to overrun the Tech Center. The characters can attempt to aid in the defense by taking on a squad of soldiers. If successful, the Tech Center will be defended; however a sneaky Commando has planted plastic explosives on the radio tower. Allow a Spot DC 18 skill check to notice the explosive rig. It is on a timer, and the characters have one-minute (10 rounds) to disarm the detonator.

#### **Plastic Explosive**

Reflex DC 15 (save for half damage)

Area of Effect: 20ft radius

Damage 5d10

Disarm (Demolition check) DC 18

- **Command Center:** The Mutant Army will begin stages to set up artillery aimed at the Command Center of Jericho Hills. Several of the Steel Disciples have retreated into the building to use it as cover to fight off the Mutant Army. Colonel Hogan will instruct the characters if they have arrived here to take out an artillery cannon the Mutants are setting up a few hundred feet to the south of the Center or gain control of the cannon.

#### **Success Operation:**

Disarm the Plastic Explosives on the Tech Center

–OR–

Destroy the artillery cannon or gain control of the cannon.

#### **Failure Options:**

If Option A characters are defeated or retreat, the Outpost is overrun and destroyed. Characters that cannot flee will be taken for use in experiments. Proceed to **Conclusion B: Jericho Hills Destroyed** and **Conclusion C: Trans-Genetic Experiments** (for characters that it applies to).

If Option B characters are defeated or retreat, the Bio-Gens pick up the slack, aid the non-dead characters and retreat into the outpost. Proceed to Battle Wave 3. If the characters are successful in stopping the breach, the enemy is slightly staggered, but proceeds forward or retreats if Wave 1 was successful. Proceed to Battle Wave 3 or **Conclusion A**.

Meanwhile, during the second wave of battle, squadron 3 begins to lay siege to the command center, moving strategically through the Outpost. The squadron sets up artillery cannons and other means of mass destruction in preparation for the total annihilation of Jericho Hills. This activity begins at the start of Battle Wave 3.

### **Mutant Army Battle Wave 3**

In the third wave of battle, the Mutant Army will destroy the Tech Center now that they are within the Outpost, if not already destroyed. The rest of the force will lay siege to the Command Center, preparing to unleash a heavy dose of artillery cannon fire on the building.

- **Tech Center:** If the Tech Center is not destroyed in this phase, it will be. Several artillery rounds will hit the building, destroying it and anyone using it as cover. Characters that retreated to this building will take 20d6 points of damage (Reflex save DC 18 for half). Characters that are within 100 feet of the building take 5d6 points of damage (Reflex save DC 15 for half) from the debris.
- **Command Center:** The Mutant Army has set up artillery aimed at the Command Center of Jericho Hills. Several of the Steel Disciples have retreated into the building to use it as cover to fight off the Mutant Army. Colonel Hogan and the remaining Steel Disciples are making their stand here and know that the outlook is grim in the face of the cannons.

Characters trapped inside of the Command Center will be ordered to retreat through an escape tunnel that leads into the foothills about 500 feet west of Jericho Hills. However, if they refuse they can make a stand with the Steel Disciples. If this is the case, several rounds of artillery fire will strike the building; however the structure is mostly steel, cushioning the destructions. All characters must make a Reflex DC 15 save or take 6d6 points of damage from debris. After the artillery fire, the Mutant Army soldiers will storm the building, attacking the remaining Steel Disciples. The characters will need to protect Colonel Hogan for 10 rounds, at which time several helicopters launch an air strike on the Mutant Army, causing its retreat. The characters will face a constant 4 Mutant Soldiers in this fight; when one falls, another takes its place.

Option C characters will be approaching from the south where the Mutant Army is within the Outpost. The Bio-Gens will rush into the outpost, attacking the artillery squads and suggest the characters do the same to gain control of the weapons and turn them on the Mutant Army. If the characters fail to follow suit, Jericho Hills and the Bio-Gens are defeated. Proceed to **Conclusion B: Jericho Hills Destroyed**.

### **Success Operation:**

Protect Colonel Hogan's life for 10 rounds.

–OR–

Defeat a squad and gain control of an artillery cannon.

## **The Battle's End**

### *Success*

If the characters managed to defeat two battle waves (or one if Option C) of opponents or challenges presented, the Mutant Army will be routed and will retreat to the south. Battlefield equipment will be collected by the remaining Steel Disciples, cataloged, and stored. The characters will receive a credit with Jericho Hills where they will have access to the armaments. Proceed to **Conclusion A – Defeated the Mutant Army**.

### *Defeat*

If the characters are unable to defeat two or more waves of the Mutant Army, Jericho Hills will be burnt to the ground and overrun. Characters that cannot flee will be taken for use in experiments. Proceed to **Conclusion B: Jericho Hills Destroyed** and **Conclusion C: Trans-Genetic Experiments** (for characters that it applies to).

# **Conclusions**

## **Conclusion A – Defeated the Mutant Army**

The Mutant Army has been routed.

Superior tactics and pure luck have forced the Mutant Army into retreat, leaving the crippled Jericho Hills a smoldering, but still operational, Steel Disciple outpost. The survivors of the battle rejoice in the defense of the outpost and mourn their brethren that perished in the bloody battle.

Colonel Hogan address you, "You have done well, soldiers. If it was not for your aid in the defense of Jericho Hills, we would all be dead or worse, Mutant experiments. But don't pat yourselves on the back yet, just because we won this battle does not mean that the war is over."

He continues, "Jericho Hills needs to be rebuilt and repopulated. To our fortune, we have gained many armaments, including heavy artillery. Since you did do more than your job requirements, and aided this outpost, I will authorize two details. First, since you have proven your worth in battle and aided in the defense of a Steel Disciple outpost, I will recommend to my superior in Wendover that you are granted advanced battlefield experience, and if you desire, acceptance in the order as a Knight or Scribe. Second, I will authorize you a 7500 steel credit towards any armament, armor, or gear found on this battlefield."

The characters earn the **Advanced Steel Disciple Initiation** and **Steel Disciple Credit** entries on the certificate log. Additionally, the characters earn +5% Steel Disciples fame.

If the Bio-Gens are present at this conclusion, proceed to **Conclusion D**.

## **Conclusion B – Jericho Hills Destroyed**

Jericho hill has been destroyed.

Escaping to safety seemed the best option as the Mutant Army overran the small Steel Disciple outpost of Jericho Hills. In the distance, thick black smoke rises into the grey abysmal sky, as continued gunfire and explosions sound. This defeat of mankind is just another reminder of the Exodus and the fact that war never changes.

The characters earn no reward or fame/infamy for Jericho Hills being destroyed. Returning to Wendover will result in disappointed looks from other Steel Disciples and their citizens, as it appears they expected more of the characters.

## Conclusion C – Trans-Genetic Experiment

A character or characters has been captured by the Mutant Army.

**The battle at Jericho Hills ended in disaster. The last thing any of you can remember was a great flash, followed by pain, and then darkness. You slowly drift back into consciousness to find yourselves held in cages, like a kennel for dogs. Several Trans-Genetic Mutants wearing labcoats watch you and make notes on a clipboard. You notice that your head has been shaved, and you have several long incisions across the back, sides, and top of your head, but not on your face.**

The characters are kept captive by the Trans-genetic mutants at an outpost north of Los Alamos. Each day, they are subject to injections and strange experiments which they have little power to avoid. The characters manage to escape by spending 60TU, however they suffer from the experiment, and who knows what the future will hold for them. The characters gain the **Guinea Pig** entry on their certificates. Mutant Spies will be released after a few days to give the appearance that they are taken back to the Mutant Army for court martial as a defector.

## Conclusion D – Bio-Gens and the Steel Disciples

The Bio-Gens participated in the battle of Jericho Hills or were escorted to Wendover.

**After a long meeting with the Steel Disciples, Lincoln (the Bio-Genetic Mutant leader) agrees to join the order with his squad of men. The shared military backgrounds are welcomed into the Steel Disciples, along with their knowledge of the inner workings of the Mutant Army and their facilities throughout the southeast wasteland.**

By uniting the Bio-Gens with the Steel Disciples, the characters earn the respect of the Steel Disciples. The characters gain +5% Steel Disciple fame in recognition of bolstering the military might of the Disciples with powerful trained allies.

# The End...

# Experience

Experience is divided into three categories: combat, skill, and role-playing as denoted below. First, determine the character's APL as it will be important when calculating Combat XP. Second, add all XP earned together and divide by the number of characters to get each character's earned XP. Record their earned XP upon their OPS Certificate Log.

**Average Party Level (APL):** To determine APL, add together all of the player character levels, including any animal's CR (that is not an Advanced Class feature) or NPCs that are aiding the characters, and divide by the number of characters, assisting creatures, and NPCs to determine the APL of the group. APL plays a factor in the number of Creature XP earned, and represents the challenge presented by the group.

## CEL (Combat Encounter Level)

Combat XP = CEL (plus/minus difference of APL) times total HP of the creatures or NPCs.

If the APL is less than the CEL, add the difference to the CEL then multiply by the total HP to determine EXP earned.

If the APL is greater than the CEL, subtract the difference to the CEL, then multiply by the total HP to determine EXP earned.

## SC (Skill Challenge)

Skill XP = 250 times SC

## RP (Role-Playing)

Conclusion Reward

Experience		EXP Earned
Combat (CEL)	Achievements	
The Hills Survey: The Gully	Defeating the Fire Ant Swarm	3 (+/- APL) x 81
The Hills Survey: Sandstone Caves	Defeating the Mutant Commando	7 (+/- APL) x 60
Endgame	Defeating a Mutant Army Squad	11 (+/- APL) x 173
Endgame	Defeating a Mutant Commando	7 (+/- APL) x 60
Skill Challenge (SC)		
Specialized Training	50% of characters succeed in the training drill (various ability checks)	125
Jericho Hills	Gathering Information on Survey job (Gather Information)	125
The Hills Survey: The Gully	Identifying the Fire Ant Swarm danger (Knowledge (nature) and Treat Injury)	250
The Hills Survey: Sandstone Caves	Bypassing or Disarming Plastic Explosives	250
The Hills Survey: Trapper's Valley	Befriending the Bio-Genetic Mutants	125
Role Playing (RP)		
Wendover	Exploring the 3 detailed locations	50
Wendover: Training Grounds	2 of more characters participate in exercise drills	100
Jericho Hills	Watching Psycho Dad	50
The Hills Survey: Trapper's Valley	Friendly interaction with the Bio-Genetic Mutants	100
Conclusion A	Story Award	2500
Conclusion D	Story Award	500
Divide by the number of players for each player's total EXP		
Time Units Spent: amount of days in adventure (min. 8)		

# Reputation

Reputation is gained through the actions of the characters as a group or those of a single character during the scenario. Each character earns either fame or infamy in the Reputation category as defined by the actions listed below. Record all of the results on the Scenario Log.

Conclusion A: +5% Steel Disciple fame

Conclusion B or C: +3% Steel Disciple infamy

Conclusion D: +3% Steel Disciple fame

# Treasure

To determine the amount of treasure (loot and coin) that a character earns, consult the results below for items, and add up the coin earned from the encounters in which the character participated. A chart of potential coin earned is included below for quick reference. Allow the players to determine the items that they are keeping and what they are selling. Items with a quantity of (1) only one player can attain, and it is up to the players to determine who gets the item without in-character fighting. A common method to determine who gets a disputed item is a dice roll off; or, one of the characters adding the sell value to the coin earned that is split amongst the other characters. Selling items is broken up into three categories below with a base sell price (1/2 cost) and two barter categories (5% and 10%).

Encounter	Maximum Attainable Coin
Conclusion A or B	100 Steel x TU spent per character

Equipment	Sell Value (individual)	Sell Value (total)	Barter DC 30	Barter DC 35
The Hills Survey: The Gully			+5%	+10%
Ammunition (20 gauge slugs) (12)	9	108		
Double Barrel Shotgun (20 gauge)		300		
Salvage (steel – good quality)		30		
The Hills Survey: Sandstone Caves				
Ammunition .223 (60 rounds)	2	120		
Bedroll		5		
H-Rations (5)	5	25		
M16A1 rifle		750		
Plastic Explosive (4)	300	1200		
Playing Cards (deck)		1		
Satellite Transponder		10000		
Trans-Genetic Mutant Armor MKII.		650		
Water (bottled) (24)	20	440		
Total	---			

## Certificate Entries

**Advanced Steel Disciple Initiation:** The Steel Disciples have granted you advanced initiation into their order. You may join the order and take levels of the Advanced Classes (Steel Disciple Knight and Steel Disciple Scribe) without needing to meet the requirements of 5 levels of Steel Disciple Initiate.

**Amplified Satellite Transponder:** This Satellite Transponder is connected securely to an encrypted old Military Network that is still operational. To access the Transponder, the user must break the encryption code requiring a Computer Use DC 40 skill check. The Transponder may have uses in future OPS adventures.

**Flash Crystal (Psycho Dad):** This flash crystal contains 13 episodes of the western-inspired modern day pre-Exodus comedy, Psycho Dad. Psycho Dad is a retired lawman who has gone off on a killing spree, eliminating criminals, do-gooders, and even his wife. Psycho Dad finds criminality within anyone he encounters and believes that criminals must be eliminated with extreme prejudice (except for his trampy teen-aged daughter and smart sarcastic son, who provide comic relief).

**Guinea Pig:** You were the subject of an experiment at the hands of the Mutant Army scientists, who carved into your head several times. After a length of time (by spending 60 TU), you managed to escape from their captivity. However, now you suffer from severe headaches and can hear distant voices calling out to you. Who knows what will develop in the future from these experiments. Future Exodus OPS adventures may contain the effects of being a Guinea Pig.

**Steel Disciple Credit:** Colonel Hogan has authorized 7500 steel in credit towards any combination of armament, armor, or gear of Rare or less Scarcity from the security stockroom at Jericho Hills. This favor can be used once and only while in Jericho Hills. Strike through this favor when redeemed and record the purchase on the OPS adventure certificate and that the favor is used.



# APPENDIX A: MUTANT ARMY STATISTICS

## MUTANT ARMY SQUAD

### Mutant Army Squad Commander

#### Aggressive 5/Mutant Berserker 2

##### Trans-Genetic Mutant

Medium Human; HD 5d10+2d12+21; hp 61; Mas 21; Init +2; Spd 25 ft.; Defense 21, (+5 Armor, +4 Def, +3 Dex) touch 16, flat-footed 18, PDR 4, EDR 2, LDR 2, XDR 2; BAB +7/+2; Grap +20; Atk +12 melee (karate 1d10+10, x2) or ranged +9 M60 LMG 7.62 (full auto 2d8 to an 10 foot square, DC 15 reflex to evade); Full Atk: +12/+5 melee (karate 1d10+10, x2) or ranged +9/+4 M60 LMG 7.62 (full auto 2d8 to an 10 foot square, DC 15 reflex to evade); SV Fort +5, Ref +7, Will +4; Str 20, Dex 14, Con 16, Int 10, Wis 14, Cha 8.

**Feats(6):** Advanced Firearms Proficiency, Archaic Weapon Proficiency, Brawl, Defensive Martial Arts, Heavy Weapon Proficiency, Improved Damage Threshold, Improved Grapple, Personal Firearms Proficiency, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (Unarmed).

##### Skills (20):

**Talents (4):** Evasion, Karate (x3)

**Background:** Mutant Army

**Occupation:** Soldier

**Traits:** Heavy Handed, Physically Fit

**Class Abilities:** Adrenaline Rush, Destructive Rage, Improved DR +1

**Equipment:** Ammunition 7.62 (100 rounds), Combat Knife, M60 LMG 7.62, M72A3 LAW Rocket Launcher, Trans-Genetic Mutant Armor MKII.

### Artillery Cannon

Crew: 2 Trans-Genetic Mutants (or 4 humans)

Hardness: 10; HP: 240

Atk: one per every two rounds (full round action to load shell)

Damage: 20d6

### Mutant Army Soldiers (4)

#### Aggressive 3

##### Trans-Genetic Mutant

Medium Humanoids; HD 3d10+9; hp 28; Mas 16; Init +3; Spd 25 ft.; Defense 19 (+4 Armor, +2 Def, +3 Dex), touch 15, flat-footed 16, PDR 3, EDR 2, LDR 2, XDR 2; BAB +3; Grap +10; Atk +6 ranged M60 LMG 7.62 (full auto 2d8 to an 10 foot square, DC 15 reflex to evade); FS: 5 ft./5 ft.; SV Fort +6, Ref +4, Will +1; Str 19, Dex 14, Con 16, Int 10, Wis 14, Cha 8.

**Feats:** Advanced Firearms Proficiency, Archaic Weapon Proficiency, Brawl, Heavy Weapon Proficiency, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Strafe Shot.

##### Skills (12):

**Talents:** Evasion, Robust

**Background:** Mutant Army

**Occupation:** Soldier

**Traits:** Heavy Handed, Physically Fit

**Equipment (each):** Ammunition 7.62 (100 rounds), Combat Knife, Fragmentation Grenade (2), M60 LMG 7.62, Trans-Genetic Mutant Armor.

### Mutant Army Commando

#### Aggressive 5/ Mutant Commando 2

##### Male Trans-Genetic Mutant

Medium Humanoid; HD 7d10+21; hp 60; Mas 16; Init +3; Spd 30 ft.; Defense 21 (+5 Armor, +4 Def, +3 Dex), touch 16, flat-footed 18, PDR 4, EDR 2, LDR 2, XDR 2; BAB +7/+2; Grap +20; Atk +12 melee Unarmed (1d8+12, x2), or +10 ranged M16A1 rifle (2d10); Full attack: +12/+7 Unarmed (1d8+2, x2) or +10/+5 ranged M16A1 rifle (2d10); FS: 5 ft./5 ft.; SV Fort +6, Ref +9, Will -1; Str 20, Dex 14, Con 17, Int 14, Wis 7, Cha 8.

**Feats(6):** Archaic Weapon Proficiency, Brawl, Heavy Weapon Proficiency, Improved Brawl, Improved Damage Threshold, Improved Grapple, Knock Out Punch, Mutate!, Toughness, Track.

**Skills (40):** +4 Hide, +4 Move Silently

**Talents:** Evasion, Robust, Sneak Attack (+1d6), Uncanny Dodge

**Background:** Mutant Army

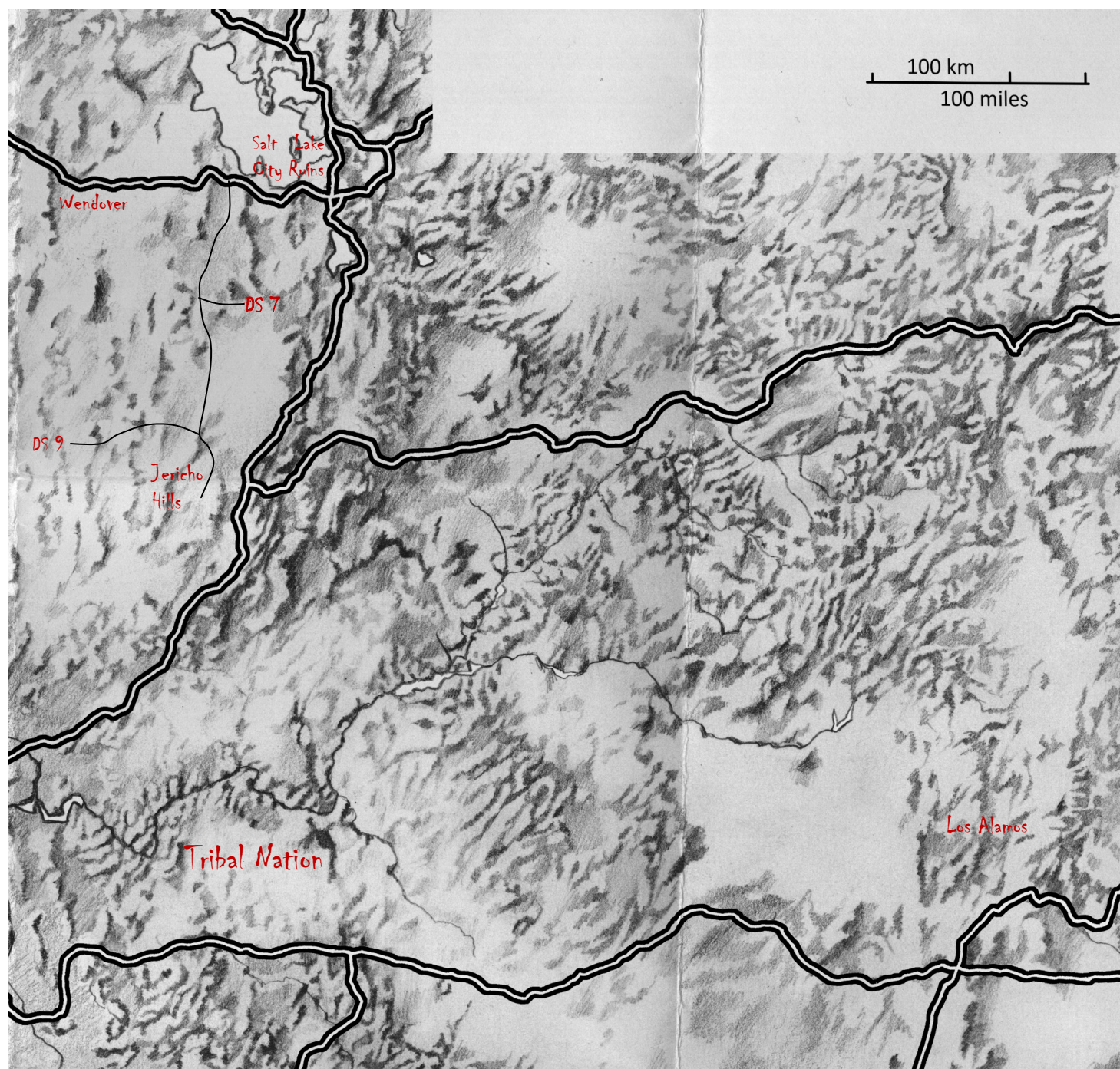
**Occupation:** Ranger

**Traits:** Heavy Handed, Physically Fit, Super Genius

**Class Abilities:** Improved Stealth, Silent Death (+1d6)

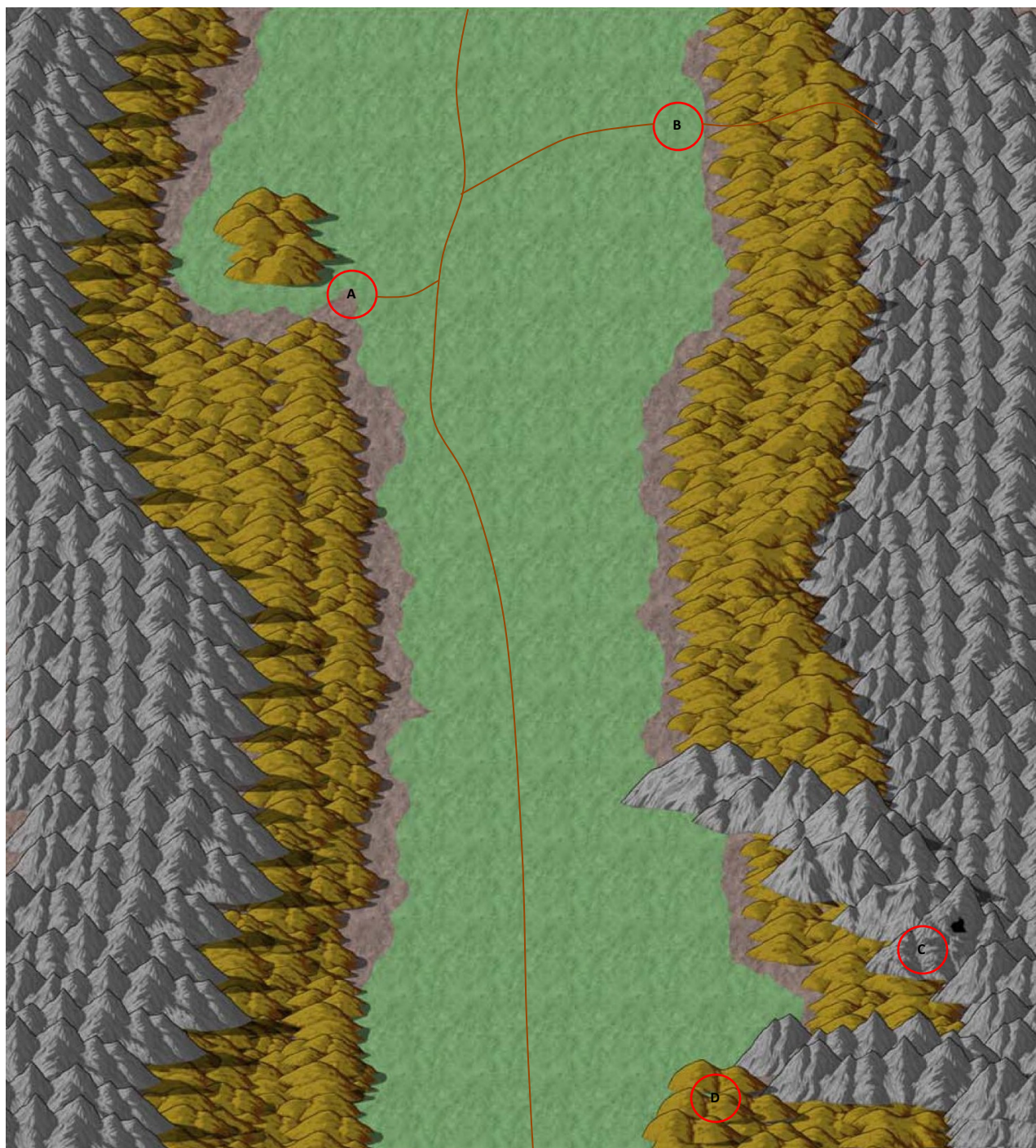
**Equipment:** Ammunition .223 (60 rounds), M16A1 rifle, Plastic Explosive (x2), Trans-Genetic Mutant Armor MKII.

# OVERSEER'S REFERENCE MAP A





## OVERSEER'S REFERENCE MAP B



### Terrain Key

- A: Jericho Hills
- B: The Gully
- C: Sandstone Caves
- D: Trapper's Valley



# OVERSEER'S REFERENCE MAP C



## Terrain Key

A: Steel Disciples HQ

B: The Tech Center, Radio Tower, and Repair Center

C: Barracks, Merchant Shop, and Mess Hall

D: Jericho Hills Citizen Housing and Old City Ruins