

EXODUS

POST-APOCALYPTIC ROLEPLAYING

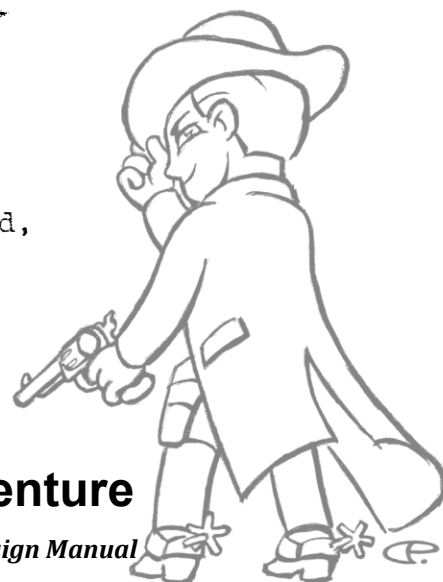
RETRIBUTION

by John Wyatt and Neal Bailey

Edited by: Aijalyn Kohler

Play Testers: Mike Mazel, Scott Reid,

Jason Sanford, Wayne Ward



An Exodus OPS Campaign Adventure

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

Criminals of all kinds have been turning up dead. Most of the slayings are centered around Phoenix, a region notorious for NEMO involvement. Some would count this a blessing, but the Desert Rangers want it stopped, as the indiscriminate killings have offed informants and risked provoking gangland violence. The suspect is an Ex-desert ranger, and it's the party's job to track him down and bring him in dead or alive. Retribution is an Exodus OPS campaign scenario for 4 to 6 characters of 5th to 7th level.

Exodus, OPS®, and the GCG logo are trademarks of Glutton Creeper Games. This OPS scenario (Retribution) is copyright Glutton Creeper Games ©2009-2010 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 Desert Rangers, NEMO, and Slavers' Union) descriptive text, characters, proper names, and pictures or maps are closed content and may not be reproduced without written consent of Glutton Creeper Games and Author(s).

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: Retribution is copyright ©2009-2010 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

Website and Contact: www.gluttoncreeper.net

Adobe System Inc.

Website: www.adobe.com

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 with an aforementioned book above is 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.

Overseers OPS Note: Low Level Player Characters

All OPS wasteland adventures are designed for a particular level range (see Average Character Levels below) that progressively advances as the *Exodus* Campaign grows. Lower level players may find these adventures extremely hard to successfully complete. However, with the EXPERIENCE system, the adventure may be altered to accommodate lower level players. Both CEL and SC can be reduced in encounters to make it easier for the characters and adjusted in the EXP chart at the end of the adventure to keep EXP in line for the challenges. If reducing the CEL (recalculate the CR) and replace first number of the calculation with the new number and adjust the last number (total creatures HP if changed) [CEL (+/- APL) x HP]. Reducing the SC is easier, minus 1 SC for every 5 points reduced (to a minimum of DC 15) and subtracted 250XP for each reduction.

RETRIBUTION

EXODUS OPS

SCENARIO 19

Retribution

Location: Red Rim Trading Post, Phoenix

Number of Characters: 4 to 6

Average Character Levels: 5th

Max CEL/SC: 30/25

Max Purchasable Equipment Value: Trading Post (Uncommon 1000 steel), Phoenix (Infrequent 3500 steel)

Adventure Summary

The party comes across a Desert Ranger at a road stop between Alamogordo and Phoenix. This man, Rupert P. Justice, is placing a bounty on another ranger by the name of Jackford Pusser. Jackford went missing and is presumed to be responsible for a lot of vigilante justice around the Alamogordo and Phoenix area, mainly striking out at members of NEMO, but also killing many small-timers and criminal informants. While the Desert Rangers have no love of criminals, they also have no intention of triggering large-scale retribution and can't tolerate dead informants. Jackford has to be stopped. The party has the option of accepting the mission in return for a very generous reward, and the clues begin right at the road stop.

The party comes across several clues in their travels, including the body of a NEMO gang member. Between that and the information provided by the clientele of the road stop, the trail leads off towards Phoenix. Almost as soon as the party arrives at Phoenix, a large NEMO gang descends upon them. The party must hide, fight, or negotiate with the gang members. After this encounter is cleared, the party is free to explore Phoenix for clues. Eventually they find Agave Way and the Slave Pens, where more information about the situation in Phoenix and the mysterious biker who matches Jackford's description can be found.

As soon as the party has either given up or gathered enough information to head off after Jackford, an explosion rocks the city. Following the plume of smoke, the party finds that this was the result of a bombing: an attempt on a gang leader's life. The victim is one Jean Vasquez, a gang lord who Jackford was feuding with. Vasquez offers cash to anyone who can bring the culprit back. He provides a description, which again matches Jackford to a T.

The party heads off into the area around Phoenix in search of Jackford. They do eventually find him, but his condition depends on whether or not the party lost his trail at some point. If not, they find Jackford alive but dying. If they lost the trail, he is dead.

Either way, Jackford's intentions and motives become clear when the party speaks to him or finds his notes – Jackford was after Valdez because he suspects that Valdez raped and killed his wife and daughter. Here, the party is provided with several options – they can either help to carry out Jackford's task, let him go to complete it himself, or take him (or his body) back in to Rupert.

If the party decides to take on Valdez, there's a big fight at a bombed out manor which (hopefully) ends in the party's triumph, after which Jackford (if alive) agrees to return with them. If the party opted to take Jackford in without fighting Valdez, he still returns with them, but less happily. In any case, the scenario ends with the party reporting back to Justice.

Introduction

This scenario places the party at the Red Rim Trading Post in Arizona, southeast of Phoenix, just off the old highway system. This is a new trading post offering merchants an opportunity to stop and rest through the long track from the eastern communities to the west.

How to get the characters involved in the scenario is the next step to starting the adventure. Two plot hooks are provided below to get the characters to the starting point of the adventure.

Caravan Guards

A new trading post in the southeast desert in the Arizona territory near Tucson has opened up, breaching the long track between the Junkyard and Alamogordo for the caravan merchants that don't deal with NEMO or the Slavers' Union. Several merchant caravans need valued guards to defend against the dangers of the wasteland. Premium pay is offered to all caravan guards.

Characters taking the caravan route will earn 500 steel for their services to the Red Rim trading post. At this time, introduce the main plot of Jackford Pusser as detailed below.

Bounty Hunters

The Desert Rangers have placed a Bounty "Dead or Alive" on a character of interest in the Phoenix Arizona region. Bounty Hunters that are interested in the task must seek out Desert Ranger Justice at the Desert Ranger Post on the outskirts ruins of Tucson, Arizona.

The Desert Ranger outpost in Tucson is located on the old Interstate 19 in a former truck weigh station. A ranger on duty will direct the characters interested in the bounty to the Red Rim Trading Post about 30 miles to the southeast on Interstate 10 to locate Ranger Justice. Once the characters arrive at the Red Rim trading post, introduce the main plot of Jackford Pusser as detailed below.

Red Rim Trading Outpost

The Red Rim trading outpost is on the outskirts of a pre-Exodus town of Benson, Arizona. The trading post sits in an old gas station just off of Interstate 10. The town has been long scavenged and is a dilapidated ruin. The trading post survived the scavenging because of the resident Meatclaw that laired within. The Meatclaw was defeated by a Chi Dynasty merchant, Wong Chun, and his two sons.

A small oasis of life emerges from the ruins and deserts of Arizona to reveal an old pre-Exodus fueling station near the ruined Interstate 10. Around this station several caravan are staged, loading and offloading goods. Scented smoke of roasted lizard rises from the center of the station near the old fueling pumps and chargers, where wastelanders gather.

Approaching closer to the station reveals a battered rusted sign propped up by the edge of the road reading in red paint 'Red Rim Pit Stop'. The station is pretty lively with activity and is also brightly lit from rigged lights hooked up to the solar chargers of pre-Exodus technology. Dusty tables ring a skewer pit where several large lizards are impaled on metal sign poles above the flames. Exhausted looking travelers slouch at the tables, drinking and eating chunks of skewered lizard while a young Oriental girl takes orders. Beyond the restaurant, several merchants barter and trade with three Oriental men, one much older than the other two.

Once the characters have arrived at the Red Rim Trading Post, regardless of means, read the following:

Nobody here pays the party any attention at all when they arrive. A quick look around reveals a smaller shed-like building behind the patio, and two wooden outhouses to the side. Allow the party to interact with the merchants and order a kitchen meal and drinks before moving to the next scene as detailed below.

A dusty light brown Roadmaster MK IV with a big gold star on the doors tears into the station's old parking lot, screeching to a halt just feet from hitting patrons enjoying skewered lizard. A short, fat man with a thin moustache, wearing a tan police outfit, a cowboy hat, and black sunglasses heaves his way out of the car once the dust clears. "Junior, get out of the car! Go order me a quadruple Diablo double gizzard burger and a diet Toxicola while I post these bounties and speak with these kind folk!"

A skinny man wearing a loose wrinkled dress shirt and black dress pants man hops out of the passenger side of the car, yelling, "I'm coming, Daddy!" He quickly runs over to the portly man and hands him a stack of lose multi-colored paper.

The portly man staples a few of the multi-colored papers to the canopy posts, and then turns toward the patrons of the Red Rim, stating in a loud tone, "Fine folk, the Desert Rangers has a bounty on a criminal of the highest caliber that needs to be brought to justice. We're looking for a fugitive - a man gone rogue. He is armed and dangerous. If any Bounty Hunters are interested, you'll be rewarded handsomely by the Desert Rangers. Take a look at the bounty poster for more details and then you can speak with me if you're interested in the bounty. Thank you kindly for your time."

The Ranger looks about and yells, "Junior, you dumb son of a wasteland whore, I am parched from all of this talking, where is my Diablo burger and can of Toxicola!" A muffled response emerges from a crowd of patrons, "Daddy, my hat blew off into the fire!"

Rupert walks around the station posting more bounty notices before sitting at a table. Junior finally brings over his food order after several minutes have pasted. Rupert sits down at the table opening the can of Toxicola and lights a cigarette. Junior stands around nervously.

Several people at the restaurant take a look at the poster, and the party can hear exclamations about how much steel is being offered. A few people even talk to Rupert. If the party decides to talk to him about the mission, he should act racist, loud, and irritable. Either Rupert or the poster will explain the following:

- They're looking for a man named Jack Pusser. He is a Desert Ranger who went rogue and is considered extremely dangerous. He's in his mid 40s, with graying hair, a small moustache and a face like a leathery saddlebag.
- The reward offered is 5000 steel for Pusser, dead or alive. An additional special reward is offered if Pusser is brought in alive. The details of the reward are unmentioned, but Rupert will let on that the Rangers would prefer that Pusser was brought back alive.
- Pusser travels by motorcycle and knows his way around the southwest territories of Arizona and New Mexico.

Speaking with Rupert P. Justice

Rupert is a racist, but is also a straightforward and duty-bound ranger. Rupert will make small talk with the characters and share the information provided on the bounty. If the characters offer to pay Rupert's tab or attempt to use some Diplomacy skills against Rupert's sharp mind:

Rupert P. Justice, male human

Int 15, Wis 15, Cha 17; Drive +11, Bluff +10, Diplomacy +3, Intimidate +13, Investigate +12, Knowledge: geography, street +9, Sense Motive +16, Survival +14

Diplomacy with Rupert

DC 15: Jackford Pusser was a good man and a better Desert Ranger. He went a little bit off when he found out his wife and daughter were raped and killed three months ago. He seemed okay for about a month, but then vanished and failed to make his wasteland reports to the order.

Jackford also would never let a debt go unpaid, and is probably out seeking vengeance. If that's the case, it's likely he's staying around southern Arizona gathering info.

DC 20: Several NEMO raiders and Slavers' have been found on the roadside from Alamogordo to the Junkyard. The Rangers suspect that Jackford has been targeting single or small groups of Raiders and Slavers', interrogating and then killing them. Each victim found was shot through the heart; Jackford was renowned for his ability to kill a man with one shot to the heart.

Wong, male human (Chinese)
Int 10, Wis 13, Cha 16; Bluff +9, Diplomacy +9,
Intimidate +7, Knowledge: underworld +9,
Profession (cook) +12, Sense Motive +9

Speaking with Wong

Wong is a Chi Dynasty spy that has set up a shop here at the Red Rim Outpost after his boys dealt with the former resident, a Meatclaw. Wong will speak with the characters about general topics and rumors as long as they are paying customers. Talk ain't cheap, and the characters will need to fork out some steel to get some good information from Wong.

Speaking with the Clientele

Finally, the party can speak to the customers. If Ranger Justice and Wong are getting questioned, some of the local customers may actually approach the party and offer to tell what they know, for a drink or a small amount of cash.

General Information from Wong

General Rumors (1d4 minutes)

Paying Customer (1+ copper): Caravans, raiders, and slavers all pass through this area on their way to destination X. Sometimes one or several of these types turns up dead on the trade road.

Bribe (25 steel): A man on a motorcycle stopped in about a week ago asking questions about some NEMO mid-bosses named Banderas and Valdez. He ordered a burger and a drink and headed west toward Phoenix.

Gathering Information from the Clients

General Rumors (1d4 x 5 minutes)

Bribe (1+ steel or drink): Bodies have been piling up the last few weeks on the trade road. Not your normal caravans, pilgrims, or travelers, but individual or small groups of raiders. The good side of the story is that the killer hasn't been looting his victims.

On the Trail

After the party has left the Red Rim, five miles down the road, they'll spot a body in the ditch.

As you travel down the road in your search of Jackford Pusser, something catches your eye. Down in the ditch by the old cracked and crumbling roadside, is a body on its back with a large hole in the chest.

The victim in the ditch is a NEMO raider that Pusser shot in the back with a .44 caliber pistol. The hole in his chest is the exit wound, and this can be determined by a Treat Injury DC 10 skill check. If the characters examine the body, they can determine with a successful Treat Injury DC 20 check that the victim has been dead for about 36 hours. The raider can be identified as a NEMO raider by his clothing with a successful Knowledge (street) DC 10 check. If searched, the victim will have the following (150 steel, ammunition (9mm, 80 rounds), berretta 93R pistol, canteen, casual clothes (ruined), and roasted lizard on a stick).

If the characters search the area, they will find, roughly 50 feet from the victim, a single motorcycle's track in the sand heading west following old Interstate 10 towards Phoenix. Tracking the motorcycle is an impossible task as it travels on the Interstate leaving little to no tracks. This is the characters' only plot incentive to follow to Phoenix.

The party can return to the Red Rim to inform Ranger Justice, who can identify the body as a NEMO raider and suggest that the party start their search in Phoenix.

Phoenix

All of the clues that the party gathers should lead them to the ruins of Phoenix. Phoenix is broken up into several small communities of villains. In the southern ruins the Mexican gangs of NEMO are set up in a variety of small dwellings that survived the Exodus. These small dwellings blend together in spots to constitute a community and are known to travelers as Phoenix. Fortified in the eastern edge of the ruins of Phoenix is the Slavers' Union. The Slavers' Union is the headquarters of the Slavers' and holds the slave pens that supply the southwest and Mexico with slaves.

If the party follows the old Interstate, this will lead them to the NEMO community as detailed below. The Slavers' Union can also be visited, and is detailed further in this section.

The desert surrounds the large pre-Exodus city known as Phoenix on all sides. This oasis created by man looks no longer inhabitable, not having the infrastructure to produce livable conditions. However the old Interstate heads right into the remnants of city streets piled high with the debris of buildings and skyscrapers to a small group of surviving dwellings.

Leaning against a bridge column is a large chunk of concrete that is scarred with scorch marks and graffiti stating "Welcome to Phoenix!" From within the community, the sounds of screams and gunfire ring off in the distance as several plumes of thick black smoke rise up into the sky as a reminder that somehow there's still something here to destroy.

Phoenix

Population: 310 citizens (90% Mexican human, 10% other human), 50 slaves (varies)

Military: 310 gang militia

Trade Goods - Infrequent up to 2500 steel, Rare (5%) up to 8000 steel, Very Rare (1%) up to 25000

Services - Any

Phoenix is the home to NEMO and the Slavers' Union and as such is a collection of old Mexican Mafia gangs that dominate the ruins of Old Phoenix. Phoenix has no official businesses and its settlement constantly shifts leadership through the struggle of different gangs.

NEMO's attitudes on Outsiders

NEMO aims at killing anyone that fails to show the proper respect by presenting gifts of high-value, such as slaves, to them upon entry into Phoenix. *Ghûls* and Mutants don't have a chance, as NEMO guns them down upon sight.

Vehicles

Vehicles are not safe to leave unattended in Phoenix. The NEMO gangs will not hesitate to steal or carjack a vehicle that is unattended or lightly guarded. If the party has a vehicle and leaves it unattended or weakly guarded (2 or less guards), 6 NEMO gangbangers will attempt to steal or carjack the vehicle. If the vehicle is unattended, the gangbangers will successfully steal the vehicle. If weakly guarded, the party members guarding the vehicle will have to defend the vehicle or it is stolen.

If the vehicle is stolen, the party can attempt to track down the vehicle and reclaim it. They must succeed a Survival (track) DC 18 check to track down the vehicle, and then must defeat 8 NEMO gangbangers to reclaim the vehicle.

NEMO gangbangers are detailed in Appendix A.

After a few minutes of entering Phoenix, a group of NEMO gangbangers will confront the party. The gangbangers will not attack but will demand a show of respect from the party.

The sound of dirt and pebbles being ripped from the earth emerges from behind an old office building as a metal plated pickup truck suddenly lurches forth into sight. The vehicle fishtails on the sand and dirt that makes up the earth here and heads toward your direction. The pickup truck squeals to a stop several yards from your location. Several Mexican men sit in the back of the truck. One of the men strums on a beat up guitar while the others jeer. A single man in a ripped leather jacket jumps out of the truck and starts walking in your direction, undoing his jacket zipper.

The party can react to the NEMO gangbangers however they wish. Three common options are detailed below that can be used to resolve the conflict. The gangbanger leader will demand respect from the party as they are trespassing on his turf. Respect can be earned through show of force, intimidation, or by paying off the gang.

Combat

Combat with the NEMO gangbangers can come about in a variety of ways. If the party brandishes weapons at the gangbangers, the gangbangers will open fire on the party. Should the party fail their Intimidation check or fail to Negotiate a settlement with the gangbangers, then the gangbangers will attack. On the flip side, the party may initiate the combat with the NEMO gangbangers at any time.

If a combat occurs, the party will have to fight 4 NEMO gangbangers with one gangbanger leader. The statistics blocks for the gangbangers are in Appendix A.

Diplomacy/Intimidation

If the party does not immediately pull weapons on the approaching man, he will state the following:

"Gringo, who the hell are you to trespass on the Howling Diablo's turf? We got a problem here Gringo!" He snaps his fingers as the other men in the back of the pickup truck begin stepping out. Everything goes dead silent except for some off-key twangs from the guitar player. This is followed by the sound of several guns being locked and loaded.

"So what's it going to be? You got to pay respect to the Howling Diablos!" The Mexican man grins, "There are several ways you can pay respect to the Diablos, and I will tell you how."

The Howling Diablo's leader will detail the various ways that the party can gain entrance into Phoenix...well at least to their territory anyways.

- **Beatdown:** The Howling Diablos need a workout. A character can choose to be beaten into nearly unconsciousness by the gang. The character will be left with 1 HP in the non-lethal damage category.
- **Diplomacy:** The party can attempt to use Diplomacy with the Diablos. In order to convince the Diablos to let the characters pass, the characters must succeed a Diplomacy DC 30 skill check. The Diablos are criminals and thugs and can relate to these things. If a character mentions or brags about his misdeeds, the character gains a +2 circumstance bonus to the Diplomacy check. Additionally, characters with NEMO Fame gain +1 per 5% of fame to the skill check.
- **Negotiation:** The Diablos need some drinking money and the characters can provide it. The party can enter into Phoenix if they pay 100 steel per character and 50 steel for NPC companions/followers. If there are Ghuls or Mutants in the party, those characters must pay triple the entry rate.
- **Intimidation:** The party can attempt to Intimidate the Diablos by a show of force. If the characters succeed an Intimidation DC 25 skill check, the Diablos will let them pass into Phoenix. The party cannot reattempt to intimidate the Diablos if they fail the check. Characters with NEMO infamy gain +1 per 5% of infamy to the skill check.
- **Seduction:** The Diablos will be more than willing to "have relations" with female characters in exchange for allowing the party to enter into Phoenix.

If the party is successful in showing respect or intimidating the Howling Diablos, they may attempt to gather information from the gang about Phoenix and general rumors.

Gather Information (Howling Diablos)

Phoenix General Rumors

Time Required: 1d4 minutes

Bribe: 1d10 steel + DC

DC 15: Phoenix is a violent city. Gringos should stay out. There is nothing here but gang violence and slavers.

DC 20: Several of the gang mid-bosses have gained control of the upper estates east and north of Saint's Row. Anyone who is anyone of importance in Phoenix works for a mid-boss.

DC 25: The mid-bosses Valdez and Banderas have been warring over control of Saint's Row. Valdez had the upper hand until about three weeks ago. Someone has been sniping his guard and making life difficult for him. Valdez has been locked up in his mansion, under heavy guard.

Phoenix City

Once the party gains entrance to the city, they have several locations that they can explore in order to gather clues of the activities and whereabouts of Jackford Pusser.

There are four areas detailed below that the party can access without be hassled by a gang. If the party wants to explore a part of the city that is not detailed here, they will run into a group of gangbangers that is more than willing to engage in combat. If this is the case, the party will have to face a group of 8 gangbangers, detailed in Appendix A. Every 20 minutes of exploration in a non-detailed area will result in an encounter with the gangbangers.

Saint's Row

Saint's Row is the main trading hub in Phoenix. It's located at the northern edge of the southern part of the city, amidst a number of bombed-out big box stores that were reclaimed by the desert ages ago. NEMO gangs control various chunks of turf throughout Saint's Row. Violence between the gangs is not an uncommon site in the row.

A large pre-Exodus highway sign has been propped up against a rusted burned wrecked vehicle. The sign states "Saint's Row" painted in black over the old lettering of the sign.

Saint's Row is a stretch of cracked, sandy parking lots surrounded by old strip malls and box stores reduced to ruins. Mexicans and a small percent of non-Mexican descendants mill about in small groups, buying and selling goods from clusters of gang members who hawk scavenged or stolen merchandise from the backs of pickup trucks.

Beyond Saint's Row to the north is a mansion sitting on a hill. To the east of the row are several partially ruined estates houses.

Saint's Row is a good place to gather information and buy "newly acquired" supplies of Infrequent or less scarcity equal to or less than 2500 steel coins.

If the party has gathered up enough information, they may wish to inquire with the mid-bosses of the area at the mansion or the estate houses that overlook Saint's Row. Additionally they also have the option to explore some of the ruins around Saint's Row. All three locations are detailed below.

Gathering Information

Phoenix General Rumors

Time Required: 1d4 minutes

Bribe: 1d10 steel + DC

DC 10: Phoenix is a violent city. Gringos should stay out. There is nothing here but gang violence and slavers.

DC 15: Several of the gang mid-bosses have gained control of the upper estates east and north of Saint's Row. Anyone who is anyone of importance in Phoenix works for a mid-boss.

DC 20: The mid-bosses Valdez and Danberas have been warring over control of Saint's Row. Valdez had the upper hand until about three weeks ago. Someone has been sniping his guard and making life difficult for him. Valdez has been locked up in his mansion, under heavy guard.

DC 25: A Gringo on a motorbike came through Saint's Row about a week ago asking questions about the mid-bosses. A few of the Dirty Mexicanas gang gave him some trouble. Those Mexicanas are now pushing up cacti.

Gathering Information

Desert Rangers/Mid-Bosses

Time Required: 1d4 minutes

Bribe: 3d10 steel + DC

DC 20: Desert Rangers don't come to Phoenix. If they did, those Gringos wouldn't last long against NEMO or the Slavers' Union and they know it. The Rangers know their domain and where not to tread.

DC 25: Jean Valdez is the boss of the third largest NEMO gang in Phoenix. He has risen above his competitors through deceit and terror tactics. He boasts that he has bedded over 300 women in the wasteland in the last year and has killed over 1000 men. He has many enemies, especially his main competitor in Phoenix, Antonio Danberas.

Antonio Danberas is the Capitan of one of toughest NEMO gangs and is at constant war with Valdez over Saint's Row. Danberas is more concerned with the inner workings of NEMO and Phoenix than what is going on in the wasteland. It is said he has strong ties with the Children of the Apocalypse and Vegas Mafia families.

The Mansion

A huge mansion sits on a hill at the far north end of Saint's Row, overlooking the entire merchant square. A dirt path, wide enough for a pull-cart, winds itself up the hill to the Mansion's gate.

A huge but slightly run down mansion sprawls atop a ridge above Saint's Row. The building is surrounded on all sides by white brick walls, and a narrow dirt and cobbled path choked with brush curves around a few piles of tires, up the side of the ridge, and to a brutal, barbed-wire metal gate. Grim gangland executioners stand guard at the Mansion's Gate.

Four elite gangbangers guard the gate and will stop anyone attempting to gain entrance. If a fight breaks out, eight more elite gangbanger guards will emerge from the gate in 3 rounds to combat the party. Should the party manage to defeat all twelve guards, then they can enter the mansion grounds, but will have to contend with two ground turrets controlled by Valdez in his underground bunker. If these are bypassed, then the party will have to fight Valdez and his bodyguards as detailed in Retribution (part 2). If the party is defeated, the survivors will be rewarded with **Conclusion D**.

If the party is seeking information from the guards, the guards will accept a few gifts, but will be very tight-lipped about the current situation. They'll not respond to any questions about Jackford, but will share general rumors as detailed in Saint's Row above.

The Estate House

Several ruined estates lie to the east of Saint's Row. Within these ruined estates the mid-boss Antonio Danberas and his gangbanger underlings live and dwell.

Several partially ruined palatial estates lie east of Saint's Row. Most of these estates are in ruins or are just burnt out husks of remains. One estate ruin stands out from the rest, however. A cracked brick wall surrounds the inner compound of this estate which resembles a whitewashed Mexican villa. The large compound is overgrown with weeds, and a cast iron gate sits closed with a guard on either side. Several gangbangers hang around outside the villa and the other ruins, drinking and having a good time.

If the party decides to talk to these gangbangers, they'll need to provide money, drugs, or exceptional bravado to get anything out of them better than a punch to the face. With a proper bribe and some time, the characters may turn up some additional information to aid in their search for Jackford.

If the party is looking for a fight, there are eight gangbangers hanging around the estate house. Use the statistics found in Appendix A. If the fight lasts longer than three rounds four more gangbangers will join in the fight. Every three rounds after, three more will join.

Should the party deduce that Valdez is being targeted by Jackford for revenge, they may seek an audience with Antonio to cut a deal. In order to seek an audience, the party must bribe the Desperado guard with drugs or money (as detailed above) to be granted the meeting. Only one character will be allowed to meet with Antonio Danberas, and they will be stripped of all equipment, as well as searched (DC 35). Once in the meeting, the character can make a deal to eliminate Valdez in exchange for a favor from the Desperados. Antonio will not offer anything else except the favor, so the character has the option of taking it or leaving it.

Gathering Information

Phoenix General Rumors

Time Required: 1d4 minutes

Bribe: 1d10 steel + DC

DC 5: All the hombres on this turf are from the Latino Heat gang and are allied to Antonio Banderas and belong to.

DC 15: Several of the gang mid-bosses have gained control of the upper estates east and north of Saint's Row. Anyone who is anyone of importance in Phoenix works for a mid-boss.

DC 20: The mid-bosses Valdez and Banderas have been warring over control of Saint's Row. Valdez had the upper hand until about three weeks ago. Someone has been sniping his guards and making life difficult for him. Valdez has been locked up in his mansion, under heavy guard.

DC 25: A Gringo on a motorbike came through Saint's Row about a week ago, asking questions about the mid-bosses. A few of the Dirty Mexicanas gang gave him some trouble. Those Mexicanas are now pushing up cacti.

Slavers' Union

The Slavers' Union is located on the east ruins of Phoenix. A small bazaar sits in an old parking lot of a pre-Exodus outdoor stadium. The party will be free to explore the Slavers' bazaar, purchasing goods of Infrequent or lesser scarcity up to 2000 steel. If a character wishes to purchase a slave, this as detailed in Appendix B.

Circling around the ruins of Phoenix, a large open area emerges from the ruins. In an open area is a bazaar selling all types of wares. Behind the bazaar are the remains of a large pre-Exodus football stadium. A large sign hangs above the entrance of the stadium stating, "Slaves!" The stadium entrance is well fortified with several well armed guards. A large wooden board lists the types of slaves that can be purchased here.

The party is free to explore the bazaar and gather information as provided in the sidebar. Should a character wish to buy a slave, they may consult the board listing the type of slaves that they may purchase and may purchase only one. Consult Appendix B for details on the slaves available for purchase.

If any character attempts to rescue or free slaves, creates a commotion, or just plain out attacks the Slavers' Union, eight elite gangbangers will attack the party. Four additional elite gangbangers will join the fight every round until 20 elite gangbangers are present fighting the party. The 20 elite gangbangers is a static number that is replaced by any dying, until the party flees or is defeated. Sorry, the players cannot storm the Slavers' Union (in this scenario)!

Additionally, if the party attempts to seek out anyone in the Slavers' Unions above merchant status, the slavers will give them a big runaround leading to only to frustration. The Slavers' Union is a mysterious group of individuals. Very few people actually know who runs the Union, and everything is delegated down a blind alley so as to not reveal the leaders of the Union.

Gathering Information

Slavers' Union General Rumors

Time Required: 1d4x5 minutes

DC 10: All types of slaves are available at the Slavers' Union. The Slavers' Union provides all types of human slaves from many different types of backgrounds and race types.

DC 15: NEMO and the Slavers' Union have a mutual respect for one another and don't tread on each other's turf.

DC 20: A middle aged man on a motorbike came through the Slavers' Bazaar about a week ago, asking questions about the NEMO mid-bosses, particularly Jean Valdez. The man seemed to be holding some sort of grudge.

Retribution (part one)

Once the party has determined that Jackford has been stalking Valdez and gathered enough clues to support this fact, Jackford will spring a surprise attack on Valdez at dusk. The players assume that they have wasted enough time gathering information to progress to him by dusk.

The baking sun is slowly dipping behind the mountains, providing relief from an incredibly hot day. As the light diminishes, bringing dusk, a powerful explosion shakes the very ground you stand upon. The sky suddenly bursts aflame, with a mushroom cloud emerging high into the sky above Saint's Row. As the light from the explosion fades to black, heavy gunfire begins in the same region.

Jack Pusser had rigged Valdez's mansion with explosives and proceeded to detonate the explosives. The mansion is completely destroyed, leaving nothing but a smoldering ruin. Valdez was lucky as he was in his bunker beneath the mansion.

If the party explores the explosion, they will come upon Valdez and his elite guard as well as several gangbangers outside the smoldering ruin.

What was once a gorgeous Mexican mansion on a ridge overlooking Saint's Row is now a flaming ruin. Flaming debris is scattered all over the ridge and into parts of Saint's Row. A few chunks of charred wall and twisted metal rebar are the only things visible in the column of flame that roars before the building. Ash rains down from the massive soot cloud above. A number of gang bangers stare at the debris in disbelief while one partially burnt gangster, wrapped in a poncho, limps to the front of the crowd. He's a tall, thin man with slicked back hair and mirrored sunglasses. He waves a submachine gun and suddenly starts to scream.

"You dirty son of a whelp's whore. My home has been violated by some gringo son of a bitch! This is my turf and no gringo loco son of a bastard blows it up! 5000 steel to the hombres who bring me this saboteur's head. This mother bastard is wounded and drove away on a red motorcycle! Go get that gringo bitch!"

Jean Valdez is the partially burned man and he is out for blood. Valdez is furious with rage and will wave a gun at anyone who tries to speak with him. His personal guards will quickly take anyone approaching Valdez aside and answer a few questions about what happened to characters that are interested in tracking down Jackford.

The party doesn't have to make any agreement with Valdez or his people. Even if they do say they'll bring Jackford in, they are in no way beholden to do so (although they have the option to try once they encounter him.) No matter their intentions, if they want to find Jackford, they're going to have to track him down.

If the party made an agreement with Antonio Banderos, or views this as a good opportunity to eliminate a gang boss, this is a prime spot to attack Valdez in his weakened state of defense. Valdez will be present along with 4 elite gangbangers.

Tracking Jackford

If the party spoke with Valdez's personal guard, finding Jackford will be easier than if they have not. The characters will need to make a Survival (tracking) check based on the clues that they have gathered.

If the party did speak with the guard, they know where the motorcycle tracks depart Phoenix. Following the motorcycle tracks and blood requires a survival (tracking) check DC 20. If successful, the tracks and blood will lead the characters back to a trailer park about 10 miles south east of Phoenix. Proceed to the encounter, **Trailer Park**.

If the party did not speak with the guard, they will need to make a Search check DC 30 to find the blood in the ruins for a Search check DC 25 to locate motorcycle tracks outside of Phoenix. If the party succeeds on one of the two checks, they may make the Survival (tracking) check DC 20 to find a trailer park. Proceed to the encounter, **Trailer Park**.

Failure to find the trailer park will result in Jackford's death, as detailed under the **Trailer Park** entry. The gang bangers and others that are attempting to track this saboteur from Phoenix will fail in their attempt at finding him. Proceed to **Conclusion F**.

Gathering Information

The Saboteur

Time Required: 1d4 minutes

The bombing was carried out by an enemy of Valdez who has attempted to gain access to the mansion before. This assassin has attempted on several occasions to eliminate Valdez, with little success. However, this time, he had made it past the guards and infiltrated the mansion, setting up several small charged explosives on timers.

Valdez was lucky, due to his paranoia and was in his underground bunker beneath the mansion when the charges exploded.

Several of Valdez's guards saw a man fleeing into the ruins of Phoenix. The guards exchanged gunfire with the man as they pursue him. The man had stumbled to the ground after being shot. He picked himself up and continued to flee to a motorbike and escaped. Blood was found where he stumbled and where he mounted the bike. Expert wasteland trackers have been sent to track the saboteur down and eliminate him.

Trailer Park

This is a small cluster of rusty trailers around ten miles south of Phoenix on the outskirts of a small ruined city that had been picked clean by scavengers. Jackford retreated here after being wounded and collapsed in one of the trailers. Jackford's condition varies depending on how long the party took to get here.

Following the various motorcycle tracks and the blood trail, you have arrived at a small trailer park within the ruins of a small scavenged city. The trailers are rusted, dented, and some even collapsed. The trailers are lined in two rows, split by a dirt road. Each trailer rests on a crumbling concrete slab, spaced out about 20 feet apart from each other. Music from Station X can be heard coming from at least two different locations within the small trailer park.

Several fusion powered lanterns light the trailer park. On the left side of the trailer park, a middle aged man wearing a dirty white tank top and cut off blue jean shorts sits on a lawn chair drinking a beer and laughing as two homely looking women bicker over clothes. At the end of the trailer park, near a rusted out fence, an elderly couple sits at a picnic table, listening to a radio.

The party is free to interact with any of the residents here, none of them really know that Jackford is wanted by the law and will point the party towards the appropriate trailer with little provocation. Consult the sidebar for the information that trailer inhabitants can provide to the party.

Jackford's Trailer

Jackford's trailer is in the back of the park. A Spot DC 12 skill check locates a suspiciously motorcycle-shaped blue tarp out in front of the trailer. Read the following when the characters enter the trailer:

A screen door swings inward into the dilapidated trailer. Faint rays of light from the outdoor lanterns stream in through a slatted window, touching down on a dusty dining room table covered with papers. There's a dining room and kitchen attachment to the right with recessed velvet couches and a small, dusty fusion-powered CB/radio wired into the trailer itself. Through an adjoining room you can see a bed with a figure sprawled on it. A small pool of blood is pooling next to the bed.

Jackford can be in one of two conditions.

- If the party found Jackford by immediately tracking him after the explosion detailed in **Retribution (part one)**, they will find him alive but bleeding out and in need of surgery to repair a punctured lung. He's at -4 hp and requires immediate medical attention (a Treat Injury DC 20 check with a -4 penalty unless the character has the surgery feat. Proceed below to Jackford Lives.
- If the party fails to immediately track Jackford after the explosion detailed in **Retribution (part one)** and finds him later, he's dead. Proceed below to Jackford Dies.

Gathering Information

Jackford Pusser

Time Required: 1d4 minutes

- Jackie boy has been living in this trailer park for over five years on and off. He is our lifeline, bringing us food and supplies about once a month.
- Jackie spends a lot of time on the road, scavenging the wasteland for supplies. He does some tinkering with old world components. Thought he retired, as much time as he was spending at the park in the last couple months.
- Jackie must have found a new job as a geographer. He has been surveying the lands from Vegas to Phoenix and east to the San Andreas Mountains. He has a host of maps in his trailer, detailing caravan routes, hostile lands, hotspots, merchants, and safe communities.
- Jackie just returned after being gone for a few days riding in on his motorbike. He is in his trailer over there.

Jackford Lives

If Jackford receives surgery and survives, he'll explain his mission for revenge against Valdez.

- Jackford strongly suspects that Valdez was the man who raped and murdered his wife and daughter, because Valdez bragged about raping and murdering several people around the area of Jackford's home town.
- Jackford came here for revenge. After seeing the way Valdez treats people, even members of his own gang, he decided that Valdez deserved nothing better than death no matter what the cost. Jackford had been killing Valdez's men, and including informants.
- The Desert Rangers are lawmen and are supposed to find solutions to keep the peace before resulting to violence. Retribution was the only way to serve justice to Valdez and his NEMO gang bangers.

Since Jackford is in no condition to stage the final act of his death wish, he'll attempt to recruit the party to finish off Valdez and his gang. For payment, Jackford will offer his motorbike and detailed maps of Arizona. After Valdez is defeated, Jackford will willingly go with the party to a Desert Ranger station to turn himself in.

Jackford Dies

If Jackford dies, a Search DC 12 check will find a pile of notes on the dining room table, along with pictures of a young girl and an older woman (Jackford's daughter and wife).

Underneath two framed pictures – one of a young girl, another of an older woman, there's a carefully penned note.

Dear Maria and Janet. I'm very close now to avenging you. Jean Valdez will soon be dead and your murders avenged. Soon his empire, built on the deaths of innocent people all across the wastelands, will lie in ruins. I wish I could do more, but I'm only one man – a man with a death wish. And a death wish always comes true.

–Jackford

In addition to this note, the party can find a number of maps and sketches of Valdez's house, and of the man himself. It's extremely obvious from all of the notes and pictures that Jackford was planning an attack on Valdez. Jackford's ID and Desert Ranger badge are still on his body. The party can also pick up **Jackford's Rangemaster Rifle**, a special item noted on the adventurer certificate. Also, if the party searches the trailer, there are available fine, detailed maps of Arizona. Additionally, the party may acquire the motorcycle outside of the trailer.

Ending the Encounter

Whether alive or dead, it's clear that the party has their bounty. As it stands, they have several options, most of which result in conclusions, but two of which do not.

- If the party brings Jackford in dead or alive to the Desert Rangers for the bounty, head to **Conclusion A – The Law Reigns Supreme.**
- If the party brings Jackford in dead or alive to Valdez, go to **Conclusion B – Valdez's Bounty.**
- If the party decides to help Jackford finish his mission (if alive), or finish his mission for him (if dead), head to **Retribution (part two).**
- Finally, if the party simply patches Jackford up and lets him go on his way, head to **Conclusion C – Jackford hits the Road.**

Retribution (part two)

This encounter can happen in one of two ways.

- 1) If Jackford is alive, and the party agrees to finish his retribution against Valdez and his gang.
- 2) If Jackford is dead, the party may find his death wish and decide to complete it for the good of the wastelands.

It is completely up to the party on how they wish to encounter Valdez and his gang bangers in this fight between good and evil. Obviously, the party will need to return to Valdez's mansion. Speed will be of the essence here as Valdez has not yet recovered from Jackford's attack. If the party returns there within 24 hours from the original retribution attack, Valdez has not replaced his entourage or guards that died in the attack. However, if the party takes more than 24 hours, Valdez will be at full strength, as detailed below.

Valdez, regardless of the situation, is held up in his bunker under the ruins of his destroyed mansion. Here, the characters will have an opportunity, depending on their circumstances, to attempt diplomacy or launch an attack.

If the party arrives within 24 hours of the retribution attack, Valdez only has four elite guards protecting the bunker's entrance. If they arrive after 24 hours, there will also be six gang bangers, patrolling the Manor grounds. All statistics for the combatants can be found in Appendix A.

The party may attempt to use guile, if they have brought the dead body of Jackford or through attempting bluffing or the use of diplomacy. Should the party have the body, they may make a Diplomacy DC 15 check to request an audience with Valdez. The party may make up lies, stories or fact, in attempt to gain an audience with Valdez, but must succeed a Bluff or Diplomacy DC 25 skill check. If successful in any of these checks, Valdez will be summoned from his bunker and emerge. At this point, the players may take any actions they may wish to, and should it be an attack, they will gain a surprise round. If the check fails, the characters will be escorted by bangers from the grounds or attacked if they fail to leave.

Should a fight break out before Valdez is summoned, he will join the fight in the third round of combat. Additionally, if he is reduced to 15 HP or less, he will attempt to flee into the ruins.

Should the characters defeat Valdez in combat, they may search his bunker and acquire his stockpile of armaments, food stocks, and steel. Valdez's bunker has the following: Afterburner (10), AK 47 rifle (2), Ammunition (9mm – 600 rounds), Ammunition (7.62 – 100 rounds), Burnout (10), Colt 635 submachine gun (10), H-Ration (100), Inferno (10), Rockwell Launcher, Rocket (5), Super Medpak (5), and Water (bottled)(100).

At the end of this encounter there are several conclusions the players may earn. If Valdez is defeated, proceed to **Conclusion E**. If the party is defeated, proceed to **Conclusion D** for any surviving members.

Conclusion A

The Law reigns Supreme - Turning Jackford in to the Desert Rangers

The party opted to take Jackford in to Rupert P. Justice and claim their original reward.

Jackford is Alive:

Jackford couldn't do much to resist you in his weakened state, and agrees to be taken in. He's mostly silent on the way back. The journey to the nearest Desert Ranger Station is surprisingly quiet and smooth. When you arrive, Rupert and Junior are sitting at a table eating Diablo burgers and drinking Toxicola (ground zero).

Rupert stands and brushes the crumbs off his shirt, stating "Well lookie here! You brought Jackford in alive. I didn't think you had it in you, boy." Rupert puts Jackford's into custody and places him into a cell at the station. After Jackford is locked away, Rupert returns to the front of the station and states "I guess you boys want your rewards for capturing this damn dangerous son of a bitch! Junior, get the fine folks their well deserved rewards."

If the party listens, they can hear Rupert quietly say to Jackford that he's glad they brought him in alive, which Jackford only glares at. Junior hands over the monetary reward and 'the little something extra' that was promised – an extra 250 steel each. The party earns +5% fame with the Desert Rangers.

Jackford is Dead:

If the party brings Jackford back dead, they get the regular reward, but no badges. Rupert is very grim when the party brings Jackford's body back, but lightens a bit if they explain that Jackford was dead when they found him. Rupert will probably ask the circumstances of Jackford's death, and if the party informs him, he will cluck his tongue for a moment then be lost in thought. This is a good place to tie in another adventure if you want. The party earns 3% fame with the Desert Rangers.

Conclusion B

Valdez's Bounty - Turning Jackford in to NEMO

The party takes a turn for the ugly side and opts to turn Jackford in to NEMO, Valdez in particular. When they come back to the bombed out manor carrying Jackford (alive or dead), Valdez greets them with a scowl from the mansion's grounds.

Jackford is Alive:

Valdez emerges from a well guarded bunker, and then relaxes a bit when he sees Jackford. He can't conceal his excitement upon seeing Jackford alive. "Well done. You brought him in intact... I'm going to have fun with this one. Boys, take him to the shop." Jackford is led into the ruins of Phoenix as Valdez descends back into his bunker, speaking as he disappears, "Augusto, pay these hombres."

The party gains +5% fame with NEMO and the 5000 steel reward. Additionally, they gain a +3% infamy with the Desert Rangers.

Jackford is Dead:

Valdez emerges from a well guarded bunker, and then relaxes a bit when he sees Jackford. "He's dead. I am somewhat disappointed that I cannot pay back his retribution." Valdez descends back into his bunker, speaking as he disappears, "Augusto, pay these hombres."

The party gains +3% fame with NEMO and the 5000 steel reward. Additionally, they gain a +1% infamy with the Desert Rangers.

Conclusion C

Jackford hits the Road

The party has healed or revived Jackford and decided to let him follow his own path.

News around several Southwest communities and trading posts reports that several small guerrilla warfare like attacks have taken place on the gangs in and around Phoenix over last few weeks. Rumor has it that a rogue Desert Ranger has been eliminating NEMO gang bangers with extreme prejudice. At least one NEMO mid-boss has perished in these attacks. However, a NEMO mid-boss, Antonio Banderas, claims that his gang is responsible for eliminating the Valdez gang family.

In this conclusion, the party will receive no fame or infamy, nor gain any other rewards.

Conclusion D

Retribution Failure

The party has decided to take up Jackford's death wish and eliminate Valdez. However, the party is defeated by Valdez, and the survivors are sold into slavery.

As your vision blurs, and you begin to slump and unconsciousness, Valdez looks down on you and smirks. "You damn gringos have been nothing but trouble lately. Soon you people will learn not to come to Phoenix and interfere in NEMO affairs. Augusto – tell the Slavers' Union I got some goods for sale."

Surviving characters gets sold into slavery and shipped south into Mexico. The survivors are forced to work in brothels or labor camps. By spending 60 TU, a character can make their escape from the slavers. The character earns the **Former Slave** entry on the certificate log.

Conclusion E

Retribution Success

The party has defeated Valdez. Upon Valdez's defeat, a gang banger ambassador from the Desperado gang will approach the party with hands outstretched coming in peace.

You have completed Jackford's death wish, by killing Valdez. Upon his death, a man wearing a dusty poncho and a large cowboy hat rides up on a quad. The man puts his hands in the air, showing that he has no weapons as he steps off the quad. The man tilts back his hat, revealing that he is of Mexican descent and speaks in heavily accented English, "Well done, hombres. My employer Antonio Danberas, leader of the Desperados, would like to thank you for eliminating his competitor. You have gained the respect of the Desperados and have earned a future favor from the Desperados. We already know who you are, so when you wish to cash in your favor, seek out a Desperado."

In addition to this conclusion, the party may also gain **Conclusion A**, if they turn in Jackford over to the Desert Rangers.

The characters will earn +5% fame in NEMO. They also gain of the **Desperado's Favor** entry on their certificate log

Conclusion F

Failed to Find Jackford

In spite of the clues, the party couldn't track down Jackford. If this is the case, eventually they have to give up and either return to Rupert to report their failure or just forget about it. If they actually do report back to Rupert:

Returning to report to the closest Desert Ranger station is surprisingly quiet and smooth. When you arrive, Rupert and Junior are sitting at a table eating Diablo burgers and drinking Toxicola.

Rupert stands and brushes the crumbs off his shirt, stating "Well lookie here! You returned empty handed. So boys, start talking." After hearing your explorative tale, Rupert continues "I suppose it couldn't be helped. After all, most or all of you were all born after the Exodus and much like Junior, the dumb son of a bitch he is, were born in the wastes and are uneducated in the manners of tracking down your prey. I am sure somebody with more experience will complete this task. I suppose I should thank you for your effort in any case. Thanks for wasting the Desert Rangers time. You can go now."

The party will receive no fame, infamy, or rewards.

...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 to calculate 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 then divide by the number of characters, assisting creatures, and NPCs to determine the APL of the group. APL plays a factor in the amount of Combat XP earned and represents the challenge presented by the group.

CEL (Combat Encounter Level)

Combat XP = CEL (plus or minus the difference of APL) times total HP of the creatures or NPCs. If the APL is under the CEL add the difference to determine the adjusted CEL. If the APL is over the CEL subtract the difference to the CEL to determine the adjusted CEL.

SC (Skill Challenge)

Skill XP = 250 times SC

RP (Role-Playing)

Conclusion and Story Rewards

Experience		XP Earned
Combat Encounter (CEL)	Achievements	
Phoenix	(Stolen Vehicle) Defeat Car Thieves (6)	7 (+/- APL) x 102
	Defeat the Howling Diablos	8 (+/- APL) x 108
Phoenix City (various)	Defeat opposing Gangbangers (6) ¹	7 (+/- APL) x 102
Retribution (part 1 or 2)	Defeat Valdez and his Elite Gangbangers(4) ²	10 (+/- APL) x 174
¹ Add +1 to CEL for every additional 4 gangbangers that join the fight as well as +68 HP		
² Add +1 to CEL for every additional 4 elite gangbangers that join the fight as well as +108HP		
Skill Challenges (SC)	Achievements	XP Earned
Red Rim Trading Post	Diplomacy with Rupert (diplomacy)	250 or 500
On the Trail	Determining the time of death of the Raider (treat injury)	250
Phoenix	Show respect to the Howling Diablos (diplomacy or intimidate)	750 or 1000
	Gather information from the NEMO enforcers (gather information)	250, 500, or 750
Phoenix City	Gather Information from anywhere in the city (gather information)	250, 500, or 750
Tracking Jackford	Track Jackford to Trailer Park (search, survival)	1000
Trailer Park	Save Jackford's life (treat injury)	500
Retribution (part 1 or 2)	Gaining an Audience with Valdez (bluff or diplomacy)	750
Role-Playing (RP)	Achievements	XP Earned
Introduction	Interacting with Rupert P. Justice	50
Phoenix	Gather Information from at least 3 different sources in Phoenix	300
Conclusion A		1000
Conclusion B		500
Conclusion C		250
Conclusion E		500
Divide by the number of players for each player's total EXP		
Time Units Spent: Day Spent in Adventure (min. 2 TU)		

Reputation

Reputation is gained through the actions of the characters as a group or 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: +3%(dead) or +5%(alive) fame in Desert Rangers

Conclusion B: +3%(dead) or +5%(alive) fame in NEMO

Conclusion E: +5% fame in NEMO

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
Introduction (Caravan Guards)	500 steel each
On the Trail	150 steel
Conclusion A	5000 steel (+250 each)
Conclusion B	5000 steel total

Equipment	Sell Value (individual)	Sell Value (total)	Barter DC 25	Barter DC 30
On the Trail				
Ammunition 9mm (80 rounds)	2.5			
Berretta 93R pistol		450		
Canteen		12.5		
Roasted Lizard on a Stick		5		
Phoenix				
Ammunition .44 AP (32 rounds)	1.5			
Ammunition 9mm (80 rounds) ¹	2.5			
Combat Leather Jacket		500		
Crowbar or Lead Pipe ¹	22.5			
Desert Eagle .44		400		
Outfit (causal) ¹	10			
Spiked Knuckles		30		
¹ times the number of gang bangers defeated				
The Mansion				
Ammunition .45 (60 rounds) ¹	4			
Combat Knife ¹	82.5			
Casual Clothes ¹	10			
Combat Leather Jacket ¹	500			
MAG Ingram 10 SMG ¹	487.5			
¹ times the number of elite gangbangers defeated				
Jackford's Trailer				
Colt Switchblade (red)		8750		
Jackford's Rangemaster Rifle		4000		
Retribution (part 2):				
Ammunition .45 (60 rounds) ¹	4			
Ammunition 7.62 (90 rounds)	4			
AK-47 Rifle		650		
Combat Knife ¹	82.5			
Casual Clothes ¹	10			
Cocaine (10 doses)	250			
Combat Leather Jacket ¹	500			
Combat Vest		1550		
Humpback Cigarettes (2 packs)	12.5			
MAG Ingram 10 SMG ¹	487.5			
¹ times the number of elite gangbangers defeated				
Retribution (part 2): Valdez's Bunker				
Afterburner (10)	75			
AK 47 rifle (2)	650			
Ammunition (9mm - 600 rounds)	2.5			
Ammunition (7.62 - 100 rounds)	4			
Burnout (10)	300			
Colt 635 submachine gun (10)	475			
H-Ration (100)	5			
Inferno (10)	200			
Rockwell Launcher		2000		
Rocket (5)	300			
Super Medpak (5)	175			
Water (bottled)(100)	20			
Total				

+5% +10%

Certificate Entries

Colt Switchblade Motorcycle: This is a classic pre-Exodus American Vintage Colt Switchblade. Very few of these classics remain in the wasteland. The owner of this motorcycle must pay 100 steel plus expend 1 TU per adventure in upkeep to cover fusion cells costs and vehicle protection and repairs. Failure to pay either cost results in the motorcycle being repossessed by new owners.

Desperado's Favor: By completing a task for the Desperado gang in Phoenix, you have earned their respect. A Desperado's favor comes in many forms and can be used in any settlement of 50 or more residence in Arizona, California, Nevada, Northern Mexico, or New Mexico. The character can redeem his favor for one of the following: (when one of the following favors is used, strike out this entry on the log).

- **Sold into Slavery:** The character has been sold into slavery, but has used his favor with the Desperados to be released.
- **Gather Intelligence:** The character can contact a Desperado to gather intelligence on a particular location, organization, or person. The character will learn the layout of a location with guard rosters, location of a individual (not in hiding), as well as other intelligence up to a DC 25 on Gather Information and Knowledge (local and underworld) skill checks that is relevant to the target.
- **Upgrade:** The Desperados have friends in both high and low places and can acquire one Rare piece of equipment (from either the EXS or SWG) up to 10,000 steel for the character.
- **Join the Gang:** The character may cash in his favor to meet both the Reputation and Special requirements of the Made Man advanced class. When the character takes a level of Made Man, he serves under the leader of the Desperados' "Antonio Danberas".

Jackford's Rangemaster: This Colt Rangemaster Rifle has been modified by Jackford Pusser to shoot farther, more accurate and deal greater damage to a target. The shooter gain +1 accuracy bonus on attack rolls and gain the additional stats listed below:

Rifle	DMG	Crit	RNG	ROF	MAG	Size	WT	STR	SCAR	Cost
Jackford's Colt Rangemaster	3d8	19-20, x2	110	S	15	LG	12	13	U	4500

Slaver: You have acquired a slave from the Slavers' Union as detailed in this scenario. Fill out the Slavers OPS Log to determine the slave's build and costs.

Sold into Slavery: You have been sold into slavery by NEMO gangbangers; however, after 60 days of slaving, you manage to escape to freedom. You have no equipment or money and cannot spend TU to earn money until at least one scenario is played. Additionally, you have been branded with a lightning bolt S-shaped slavers mark on the left side of your face and neck.

Appendix A: NEMO Combatants

Howling Diablo Gangbanger Leader:

Human Male (Mexican)

Aggressive 3/Gangbanger 2

Medium Human; HD 3d10+2d8+15; hp 40; Mas 16; Init +6; Spd 30 ft.; Defense 20 (+4 Armor, +4 Def, +2 Dex), touch 16, flat-footed 18, PDR/1; BAB +4; Grap +7; Atk +9 melee (brawl 1d6+3) or +7 ranged (handgun 2d8, ignore PDR/5); FS: 5 ft. sq.; SV Fort +4, Ref +3, Will +1; Str 17, Dex 14, Con 16, Int 9, Wis 9, Cha 14.

Skills: Bluff +3, Intimidate +4, Listen +3, Spot +3

Feats: Archaic Weapon Proficiency, Armor (light), Brawl, Fast Shot, Improved Initiative, Personal Firearms, Point Blank Shot, Precise Shot, Quick Draw.

Talents: Goad, Sneak Attack

Class Features: Gang Colors, Gang Tactics, Improvised Weapon

Languages: English and Spanish

Traits: One-Hander, Physically Fit

Background: Gangster

Occupation: Soldier

Equipment: Ammo (.44 AP – 32 rounds), Combat Leather Jacket, Desert Eagle .44, Spiked Knuckles.

Gangbangers:

Human Male and Female (90% Mexicans, 10% Other)

Aggressive 2

Medium Human; HD 2d10+6; hp 17; Mas 19; Init +2; Spd 30 ft.; Defense 12 (+2 Defense), touch 14, flat-footed 12; BAB +2; Grap +4; Atk: +5 melee (crowbar 1d6+2, 19-20) or ranged +4 (SMG 2d6); FS: 5 ft./5 ft. ; SV Fort +5, Ref +2, Will +0; Str 15, Dex 14, Con 16, Int 10, Wis 10, Cha 8.

Skills: Intimidate +4, Knowledge (underworld) +5

Feats: Advance Firearm Proficiency, Archaic Weapon Proficiency, Armor (light) Proficiency, Brawl, Improved Damage Threshold, Improved Initiative, Personal Firearms, Strafe.

Talents: Melee Smash

Languages: Spanish

Traits: Kamikaze

Background: Gangster

Occupation: Criminal

Equipment (each): Ammo (9mm – 80 rounds), Crowbar or Lead Pipe, Outfit (causal).

Elite Gangbangers

Human Male and Female (90% Mexicans, 10% Other)

Aggressive 3

Medium Human; HD 3d10+6; hp 27; Mas 14; Init +2; Spd 30 ft.; Defense 18 (+4 Armor, +2 Def, +2 Dex), touch 14, flat-footed 16, PDR 1; BAB +3; Grap +4; Atk +4 melee (combat knife 1d4+1, 19-20) or +6 range (SMG 2d6); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +3, Ref +5, Will +1; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 9.

Skills: Bluff +4, Gamble +4, Gather Information +3, Intimidate +3, Knowledge (tactics) +4, Knowledge (underworld) +2, Listen +6, Navigate +3, Sense Motive +4, Spot +6.

Feats: Archaic Weapon Proficiency, Armor Proficiency (light), Burst Fire, Brawl, Personal Firearm Proficiency, Point Blank Range, Precise Shot, Strafe.

Talents: Evasion, Gunslinger

Languages: English and Spanish

Background: Gangster

Occupation: Military

Languages: English.

Traits: Angry

Equipment (each): Ammunition (.45) (60 rounds), Casual Clothes, Combat Knife, Combat Leather Jacket, MAG Ingram 10 SMG.

Jean Valdez

Human Male (Mexican)

Aggressive 2/Gangbanger 3/Gunslinger 1

Medium Human; HD 3d10+4d8+1d10+21; hp 56 (66); Mas 16 (20); Init +6; Spd 30 ft.; Defense 22 (+5 Armor, +5 Def, +2 Dex), touch 16, flat-footed 18, PDR/3, EDR/2, LDR/2, XDR/2; BAB +4; Grap +7; Atk +7 melee (MA 1d4+3) or +6 ranged (rifle 2d8); FS: 5 ft. sq.; SV Fort +4 (+6), Ref +5, Will +1; Str 17, Dex 14, Con 16 (20), Int 14, Wis 13, Cha 12.

Skills (35): Bluff +8, Escape Artist +12, Intimidate +8, Listen +7 (+8), Spot +7 (+8)

Feats: Advanced Firearm Proficiency, (Alertness), Archaic Weapon Proficiency, Armor (light), Burst Fire, Combat Martial Arts, Double Tap, Improved Initiative, Personal Firearms, Point Blank Shot, Precise Shot.

Talents: Battlefield Inspiration, Combat Focus, (Remain Conscious)

Class Features: Close Combat Shot, Gang Colors, Gang Tactics, Improvised Weapon, Respect

Languages: English and Spanish

Traits: Physically Fit, Super Genius

Background: Gangster

Occupation: Soldier

Equipment: AK-47 Rifle, Ammo (7.62 – 90 rounds), Cocaine (10 doses), Combat Vest, Humpback Cigarettes (2 packs).

Appendix B: Slavers' Union Slaves

The characters may be interested in purchasing slaves while in Phoenix. The following charts determine the final cost for a slave of a particular race, type, or skill set.

Race:	Cost:
Bio-Mutant	1000 steel
Ghul	750 steel
Human (Male)	250 steel
Human (Female)	500 steel
Trans-Genetic Mutant	1500 steel

Age:	Cost:
Teenager (12-20)	1000 steel
Adult (21-60)	500 steel
Elderly (61+)	100 steel

Class:	Cost:
Aggressive	250 steel
Defensive	0 steel
¼ Character's level	0 steel
½ Character's level	500 steel

Background:	Cost:
None	0 steel
Chi Descendant	250 steel
City Slicker	100 steel
Cultist	100 steel
Feral Child	50 steel
Gangster	250 steel
Mutant Defector	500 steel
Shelter Dweller	300 steel
Survivalist	250 steel
Techno-Reaper	500 steel
Tribal	100 steel
Urban Survivor	100 steel
Wanderer	100 steel

Ability Point Buy:	Cost:
22 points	0 steel
25 points	500 steel
28 points	1250 steel

Appendix C: Overseer's Map

