



ROLEPLAYING GAME
SCENARIO 1

MACHINE FREQUENCY



FOWW RPS-001-111

SUMMARY

Machine Frequency is a three-part campaign for the **Fallout: Wasteland Warfare RPG**. It was written for an Overseer and **4-6 Players**, though it can be adjusted for use with larger or smaller groups. As written, it is set within the **Fallout 4** era, though Overseers familiar with the setting and lore should have no problem adjusting the contents to fit a different campaign framework.

WARNING: OVERSEERS ONLY!

Players interested in working through this campaign should not read the contents of this document, as even a quick glance may spoil the surprises!

OVERSEER NOTE

While most of the combat encounters in this campaign can be played without miniatures or battle maps, you and your Players are strongly encouraged to make use of the contents of the **Fallout: Wasteland Warfare Two-Player Starter Set**, especially its miniatures, character cards, and Gear cards. Having these physical miniatures on the table during the campaign will help your Players visualize the fast-paced combat of the game and enhance the post-apocalyptic feel of the setting.

PART ONE: BLACK BIRD DOWN

In the first part of the campaign, Player Characters encounter a solitary Brotherhood of Steel scribe with a problem. Some of his fellow Brotherhood members fell victim to a strange attack in the wilderness. The scribe is too old and physically incapable of providing assistance, so turns to the Player Characters for aid, which leads them to a battle with a force of ancient military robots.

At the end of Part One, the Player Characters become aware of the growing threat these machines represent, not just to the Brotherhood, but to settlements across the region.

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PART TWO: THE TOWN OF BLEAKFORD

In the second part, the Player Characters head to the ghoul-infested ruins of Bleakford, a small town to which their scribe associate has traced a strange broadcast. The scribe believes the broadcast is in some way controlling the robots attacking the region, and that discovering its source could lead them to the mastermind behind the attacks.

During their time in Bleakford, the Player Characters will have to locate a veritable needle in a haystack all while avoiding the attention of packs of feral ghouls that roam the ruins of the forgotten town, and dealing with the steady increase of radiation poisoning caused by its irradiated ruins.

PART THREE: SHOOTING SKIP

In the third and final part, the PCs come face-to-face (and gun-to-gun!) with the mind behind the robo-raiders that have been plaguing the region. They must conduct a full-scale assault on a pre-war military installation defended by deadly robots, autoturrets, and an unstable scientist with an arsenal of high-powered weapons.

FOWW RPS-001-111 — SECTION 1.2

BACKGROUND

The destruction of the Enclave's seat of power on the East Coast left its survivors scattered and isolated from one another. Many went into hiding, forgetting their pasts and making new lives in the Wasteland, but a handful still hold to the ideals of the Enclave and seek to rebuild. From the shadows, these individuals pursue any opportunity to gather strength and strike back against their many enemies.

Akiva Trestridge is among their number. A former Enclave scientist, Trestridge and her team found themselves alone in the Wasteland with no support after the fall of Raven Rock and Adams. In the intervening months, one by one the team succumbed to the dangers of the irradiated wastes until only Trestridge remained.

She would have succumbed to the same fate had she not discovered the remains of Joint Base Lewiston, a pre-war military outpost designed to service and house military robots for operations abroad. Working night and day, Trestridge replaced her fallen compatriots with ones made of steel, building a force of tireless machines she used to raid isolated

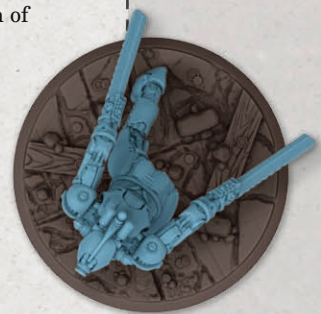
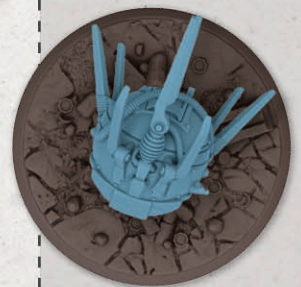
OVERSEER NOTE

This campaign assumes the Players will follow the heroic storyline largely as written, barring any major changes by you, the Overseer. However, given that this is *Fallout* and that the setting is based on characters having a strong independent will, and a tendency to make their own way in the world, you should be prepared for Players not choosing to take the heroic or honorable path through this campaign.

Should that occur, you should adjust the events accordingly, and be flexible and willing to veer far off the rails should the Players decide to take matters in a very different direction. Guidance is provided throughout this campaign booklet to provide you with options, though it's simply not possible to predict every Player choice or brainstormed idea that may arise during play. New Overseers can also refer to the core rulebook for more information on how to deal with these situations.

Similarly, choose adversaries and weapon loadouts for them that fit with the encounters and abilities of your players – examples are provided, but feel free to change things as you see fit.

settlements for supplies and build her ever-growing force. Her ultimate goal is to perform the scientific feat of fusing her human mind into an artificial body able to withstand the ravages of the post-apocalyptic world, a superior marriage of flesh and metal rather than a simple robo-brain, built on the platform of an exquisite combat machine. Fortunately for her, and unfortunately for the surrounding wasteland, she's discovered an old military prototype that suits her plans in the forgotten outpost. Trestridge immediately sends out rebuilt robots to raid for the supplies she needs to build the machine needed to transfer her consciousness into this new body.



PART ONE: ECHO IN THE GULCH

SYNOPSIS

The adventure begins when the Players encounter **Scribe Galen Portno**, an elderly member of the Brotherhood of Steel. Galen operates Listening Point Echo, and recently received a distress signal from a squad of Brotherhood Knights. The knights' vertibird went down in hostile wilderness following an EMP attack launched by Trestridge's patrolling robots.

Galen is not healthy enough to launch a recovery on his own, so he turns to the characters to locate – and hopefully recover – any survivors of the crash.

Over the course of Part One, the Players will have the opportunity to:

- Get involved in a rescue mission and recover any survivors.
- Battle a force of armed military robots.
- Learn about Scribe Galen and his history.
- Learn about the strange spate of raids and disappearances in the region.

GETTING INVOLVED

The scenario assumes that the Players are traveling the Wasteland, perhaps moving between two settlements, but there are other ways to get them involved in the story.

- Players that are already affiliated with the Brotherhood of Steel and could be headed to Listening Post Echo to check on the solitary scribe there as part of a regular patrol.

- Non-BoS players could have picked up one of Galen's broadcasts requesting support from the Brotherhood of Steel and choose to investigate.
- Groups wandering the Wasteland might have witnessed the vertibird as it was attacked and went down, and are headed toward it to investigate the wreckage and salvage supplies.

SCENE ONE

Open this adventure by reading or paraphrasing the following text:

The sun hammers the dusty road, and a weak wind stirs piles of centuries-old debris in the ruins of forgotten buildings half-concealed by the shimmer of heat. Emerging from that dusty haze, a lumbering man in dented power armor stumbles forward under a ridiculous burden of supplies, rations, and canteens. When he realizes other people are on the road – and that he's still alive, for the moment – he raises a gauntlet in greeting.

The man is Scribe Galen Portno. In his mid-seventies, his days of rushing off to adventure are well behind him, and even when he was young he preferred tinkering with pre-war tech to physical exploits. His suit of T-60 power armor is one example. The armor has been jury-rigged and modified many times over the years to Galen's personal preferences, including a biometric lock keyed to the scribe himself – only he can operate it.

Scribe Galen introduces himself to the Player Characters:

The armor-clad figure removes his helmet, revealing the deeply tanned and wrinkled face of a man in his twilight years.

"I am Scribe Galen Portno. I'm armed, but I don't know how to use it," the old man says, keeping a hopeful smile plastered to his face and his hand clear of his laser pistol. "I was about to strike out, but truth be told I'm not sure how far I'd make it. You lot look... what's the word... capable? Would you like to earn some Caps?"

The scribe gives the Player Characters a quick rundown of the situation. When Galen received the distress beacon from the downed vertibird he sent for reinforcements, but they are still days from arriving. Seeing no other option, the old scribe loaded up with (far too much) gear and set out. When he encounters the Players, he seizes on the opportunity for help.

Player Characters may examine Scribe Galen with a **Medicine Skill Test** to assess his condition.

Success reveals that his eyes are cloudy with cataracts, and his hands tremble slightly due to his advanced age. Even if he'd drawn his laser pistol, he probably would have missed by a country mile. He's clearly in no shape to be traipsing about the Wasteland.

Failure means the Player Characters don't spot anything notable beyond the man's significant age and frail build.

A Player Character who spends a moment studying Scribe Galen can make a **Survival Skill Test** to assess his comically large traveling pack. A success lets the Player Character realize that Scribe Galen has stuffed veritably everything but the kitchen sink into his pack; a rookie move that would leave him overencumbered and a victim to exhaustion within a day. He's clearly inexperienced at surviving the Wasteland.

Scribe Galen is a gregarious, chatty fellow. He shares the following details with the Player Characters, often stopping to sip water and "rest his bones."

- Listening Point Echo is normally a quiet posting. Other than relaying messages from knight patrols, Scribe Galen spends most nights tuning into the radio broadcasts of nearby settlements or keeping radroaches from Beriday Gulch out of his tato patch.
- A few distant settlements went off the air in recent days. They're miles away, and interference is common out here, but the settlements of Brahmin's Crossing, Kinnikon, and Slatville have been silent – Scribe Galen suspects foul play.
- Scribe Galen was eavesdropping on the radio chatter aboard the vertibird when it went down. One of the knights onboard mentioned "something moving below," then there was a loud warning klaxon before everything cut to static. A character can attempt a **Knowhow: Science Skill Test** to correctly identify the attack as some sort of EMP-based attack.
- The vertibird was over Beriday Gulch when it went down. A **Knowhow: Local Skill Test** lets a Player recognize the region. It's an uninhabited stretch of wasteland noteworthy for a high volume of aggressive mutated animals, especially radroaches.

SCENE TWO

To reflect the long walk to where the vertibird crashed, the Overseer can include the following challenge:

Most of the roadways built pre-war are crumbling. Lack of maintenance leads to large sections falling into disrepair, and the impressive highway overpasses that once crisscrossed the nation are now perilous to traverse.

After about half the distance to Beriday Gulch, one of these overpasses crosses most of the Kullen Gap, a narrow but deep gorge. When the Player Characters approach, read or paraphrase:

Speaking with Scribe Galen, it's clear that he's holding something back, but the old scribe is a tough nut and doesn't easily let his secrets slip. A Player Character can attempt to press him for more information with a **Talk Skill Test**.

Success causes Scribe Galen to reveal a suspicion.

"I was listening to the broadcast from Brahmin's Crossing a few days ago when I heard... something. I can't be certain, but it bore a remarkable similarity to the sound I heard just before I lost communication with the vertibird."

Beriday Gulch is about a half-day's walk from where the Player Characters encounter Scribe Galen. The Player Characters can get there faster if they hustle, though they will need to make an **END Test** to keep up the pace. On a failure, the Player Characters arrive at Beriday Gulch exhausted and sweaty from their journey and lose the opportunity for Advantage against the robots attacking the downed vertibird.

Scribe Galen offers a reward for aiding him. He will give **25 Caps per person** or **35 Caps** with a successful **Talk Skill Test (-2 penalty)**. Additionally, Galen has a substantial cache of fresh water courtesy of Project Purity in the Capital Wasteland that he can offer upon completion of the task: **15 units of FRESH WATER total**. He marks the location of Listening Post Echo on a map or Pip-Boy for the Player Characters. (Or failing that, Galen points eastwards and says, "It's a big antenna. Very big. Hard to miss, really.")

If the Player Characters turn Scribe Galen down and continue on their way, he moves off, painfully slowly, into the Wasteland. A day or two later, they discover Galen's body being picked over by a **Radroach Swarm**, the automated distress signal of the vertibird chirping away from a radio in his pack.

The road ahead sweeps up into a wide, dilapidated bridge spanning a deep, rocky defile. Rusted heaps of cars line the northbound lanes, left abandoned centuries ago. A section of the bridge has fallen away, patched over by some suspect looking boards. On the far side of the gap, someone has constructed a humble shack.

On the far side of Kullen Bridge, a scavenger named **Sam Breckinridge** has constructed a small shanty. The planks he laid to span the broken section of the bridge were enough to hold his weight, but not much else.

Breckinridge fell victim to a radroach swarm a month ago – failing to heed the survivalist wisdom of never leaving open food out in the Wasteland did him in. The radroaches have made a nest of his old shanty, and investigate any significant noise in the area.

Player Characters may choose to navigate around Kullen Gap, but the bridge is the swiftest route to Beriday Gulch. Choosing to go around results in Knight Layton starting the combat encounter at the gulch with half Health (see p.XX).

Kullen Bridge

Kullen Bridge is a two-lane span crossing Kullen Gap. Rusted vehicles litter its surface, a few still containing the skeletal remains of their passengers.

A section of the bridge, just before its highest point, has collapsed into the ravine below, but is spanned by a precarious makeshift walkway.

The bridge can only support the passage of a single person at a time. If two or more Player Characters, or a single larger Player Character like a super mutant or one in power armor, tries to cross, they must make an **Acrobatics Skill Test**.

Success causes the bridge to groan under the weight and sag ominously. Characters on it have enough time to cross to either side, but should not linger.

Failure means the character fails to move off

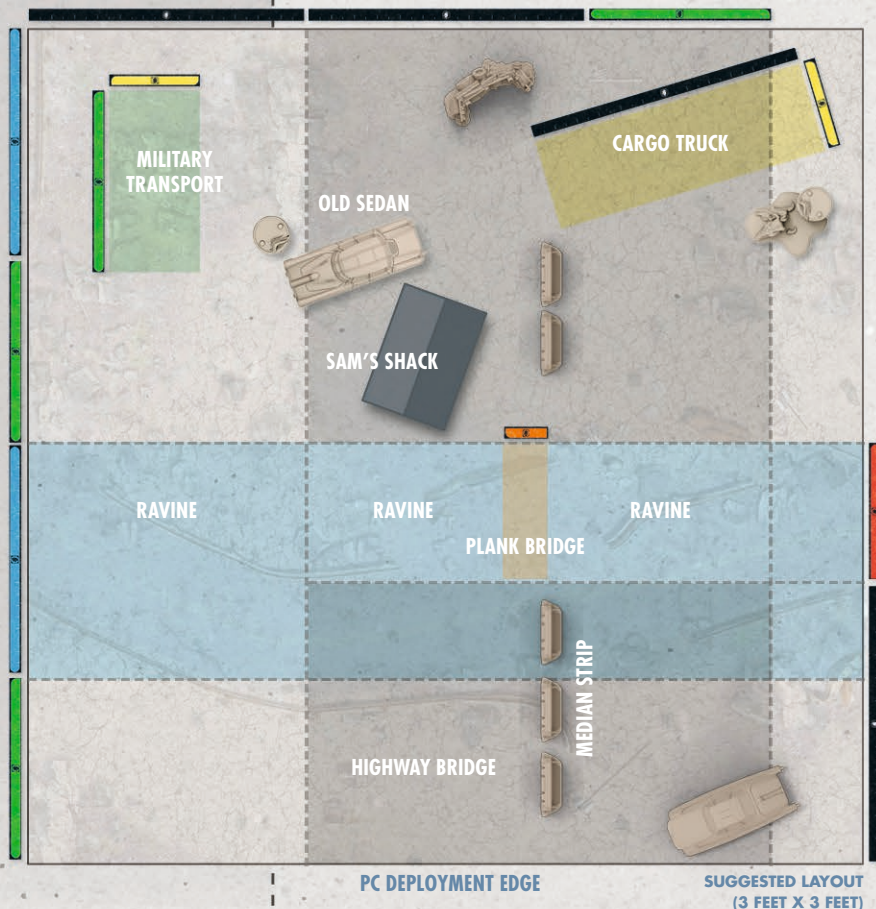
the bridge to safety. A normal failure means the character halts in place, swaying to maintain their balance. The character can attempt the roll again during their next turn.

Rolling an **x** means one of the following: either the sagging planks cause a character to completely lose their balance, or one of the fragile boards gives way beneath their weight. The result is the same: falling onto the rocks below (damage **6**+6).

Derelict Cars

The derelict cars on Kullen Bridge are what attracted Sam in the first place. He's looted three of them, leaving their doors open and tossing out the skeletal remains of the occupants. There are four other cars that look untouched.

- **Cargo truck.** A large cargo truck with a locked rear door has a broken pick jammed in the lock. Sam tried – and failed – to secure the contents. A character may attempt a **Lockpick Skill Test** to open the lock. The truck contains miscellaneous goods from a department store, including several appliances (toasters, alarm clocks, etc.) worth **25 Caps**.
 - **Military Transport.** A battered military transport headed for Joint Base Lewiston contains the remains of several soldiers. Their uniforms are in tatters, but a patient PC can scavenge and piece together a single set of **MILITARY FATIGUES**.
 - **Boobytrapped sedan.** Near Sam's shanty, he's boobytrapped a sedan to discourage looters. Sam scattered **10 Caps** near the car's trunk, which he's left slightly ajar. A Player Character approaching the car must make a **Notice Skill Test**. **Success** means that character notices a strand of wire running between the trunk and lid. **Failure** means that if that character opens the trunk, they will trigger the trap (a grenade with a tripwire attached to its pin) and suffer its effects accordingly.
- A Player Character may attempt a **Repair/Craft (Weapons)** or **Manual Dexterity Skill Test** to disable the trap.
- Success** means the Player Character successfully deactivates the **BASEBALL GRENADE** and may remove it if desired.
- Failure** means the PC triggers the trap.



Sam's Shanty

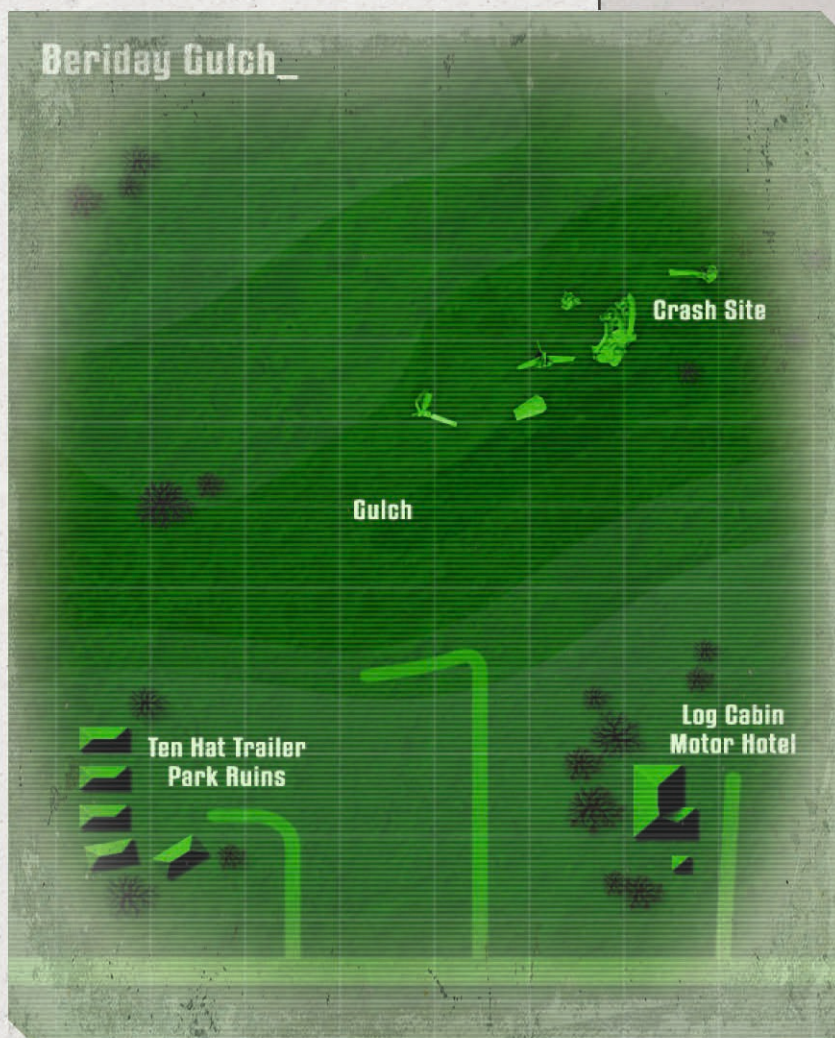
This small shack is built from scavenged pieces of rusty tin and bits taken from abandoned vehicles. Sam's body, picked clean by radroaches, lies on the bed inside, surrounded by several empty whiskey bottles and open cans of Pork n' Beans. Various small containers hold Sam's latest salvage: **2 doses of RADAWAY** and **10 Caps'** worth of random junk (utensils, mugs, an old semi-functioning typewriter, and so forth).

Atop a milk crate next to his bedroll is Sam's journal, which contains notes about his last several finds. He's made a note in huge block letters:

**BIG SCORE. DROVE ME OFF.
HIRE MERCS IN BOLTON.**

The note is a reference to Trestridge's military outpost, which Sam encountered a while back. He's scribbled in the margins of the page, a crude rendition of the Circle and Star of the U.S. Military. Player Characters may attempt a **Search** or **Notice Skill Test**, with success enabling them to scavenge **two bottles of WHISKEY** stashed beneath Sam's bedroll.

There are **2 Radroach Swarms** and **1 Glowing Radroach Swarm** currently in Sam's shanty. The radroaches emerge after the first character crosses the makeshift walkway.



SCENE THREE

A short while after traversing or bypassing Kullen Bridge, the Player Characters reach Beriday Gulch. The long, shallow valley runs east-west for miles, and other than the Ten Hat trailer park to the south and Log Cabin Motor Hotel to the northeast, is devoid of structures. Scraggly trees, wild plants, and boulders dot the expanse.

In this scene, the Players discover the downed vertibird. It crash-landed in a rocky defile in the Beriday Gulch, where Trestridge's robots proceeded to assault it. Survivors of the crash are locked in a desperate battle with the robots and several knights have already died, though they did manage to disable some of Trestridge's heaviest hitters.

Even before the Player Characters can see the crash site, they hear the snaps of laser weapons firing and the mechanical drone of robot voices.

Encounter 1: Eyebot Scouts

When the Player Characters approach the crash site, they encounter a **trio of patrolling Eyebots** on the lookout for any survivors trying to escape the crash.

Allow the PCs to make a **Stealth Skill Test** to avoid the notice of the eyebots. However, the terrain near the crash site is fairly open, imposing a **-2 penalty** to the test.

Success allows the PCs a choice between skirting around the eyebots and avoiding conflict, or launching a quick ambush with Advantage.

Failure means one of the eyebots spots one or more PCs. With a tinny rendition of a battle cry from their rattling speakers, the eyebots converge on the PCs and attack with Advantage.

Terrain modifiers, and any other relevant features, such as potential areas of cover, are noted on the battle map. This is a rural battle, with wide open areas and clustered areas of cover. You should encourage the Player Characters to make use of cover where possible, and fight intelligently with the eyebots, having them use hovering and flanking to their advantage.

The eyebots have no sense of self-preservation and fight until destroyed.



IF THE EYEBOTS AND PROTECTRONS AREN'T A TOUGH ENOUGH THREAT FOR THE PLAYER CHARACTERS TO DEAL WITH, CONSIDER REPLACING ONE OF THE INOPERABLE SENTRY BOTS WITH A BATTERED SENTRY BOT.



A CRASHED VERTIBIRD IS A TREASURE HOARD OF SPARE PARTS AND TECH... IF YOU CAN WIN THE FIREFIGHT TO TAKE CONTROL

SCENE FOUR

After driving off the robots, Scribe Galen broadcasts a message. Player Characters with Pip-Boys can overhear the message or, failing that, the group can hear it blasting out of the vertibird's onboard radio.

"Hello? Can anyone hear me? One-two, one-two... Is anyone there?"

Player Characters can use the vertibird's radio to respond, but those with Pip-Boys have no means of confirming the message. Regardless, Galen continues to chatter.

"My board lit up like Diamond City in December just now. Someone is broadcasting on a wide spectrum, something boosted through the roof. I think it might be controlling a remote device, robot, or something like that. I don't know for sure, but I believe the signal originated... or was skipped through... well, Bleakford."

If the Player Characters can communicate with Galen, he offers them more information. Bleakford is a small town northeast of Beriday Gulch along the highway. Brotherhood patrols classified it as a no-go zone, having no obvious strategic value along with an abnormally high presence of feral ghouls and irradiated wildlife. What salvage might be contained

within was considered of too-little importance to attempt a high-risk venture into the town.

Regardless, Galen transmits the coordinates of Bleakford. He suggests the Player Characters investigate the area to discover what is responsible for the broadcast he noticed, like a radio or satellite array. He also cautions them about the presence of radiation and ghouls.

If the Player Characters managed to rescue Knight Layton, they might consider bringing her back to Listening Post Echo. If they do, Galen conveys information about Bleakford at this time.

THE DEAD SCRIBE PROBLEM

If the PCs didn't opt to help Galen and later found him dead on the road, the Overseer will need to adjust a few things. Knight Layton can become their point of contact instead, but the Overseer needs to make sure she survives the battle. Replace the *Bleeding* condition with *Injured Arm*, and have Knight Layton request the PCs bring her to the nearest Brotherhood holding: Listening Point Echo. She fills in for Galen for the rest of the adventure, but lacks his technical know-how. Roleplay her frustration with the equipment and interrupt her broadcasts with occasional echoing and feedback as she tries to sort things out!

PART TWO: THE TOWN OF BLEAKFORD

SYNOPSIS

The town of Bleakford is a one-horse town along one of America's old highways. Even before the Great War, Bleakford was in the middle of nowhere and had a small population, mostly supported by military families connected to Joint Base Lewiston to the east.

Upon arrival in Bleakford, the Player Characters will discover a graveyard of the old world, populated by ghouls and wild Wasteland fauna. They will have to find the source of a broadcast controlling the robot attackers: a custom-made signal booster designed

and built by Akiva Trestridge to extend the range at which her mechanical soldiers can operate.

Over the course of Part Two, the Players will have the opportunity to:

- Explore the ruins of an irradiated ghoulish town.
- Locate and disable a mysterious transmitter responsible for coordinating robot attacks.
- Learn the history of the town and what happened to its unfortunate citizens.

BLEAKFORD

Bleakford is several miles northeast of Beriday Gulch across irregular, difficult terrain. Traveling on foot to Bleakford takes the better part of a day for the Player Characters, if they keep a moderate pace. Depending on how long they took to reach the crash site and deal with the robots there, the Player Characters might have to camp overnight in the wilderness.

To increase the sense of danger as they approach, the Overseer can add a wandering pack of 4 mongrels or a few Mutant Hounds (see the *Fallout: Wasteland Warfare RPG* expansion, p.115) as a random wilderness encounter. If the PCs are low on resources or wish to pick up some supplies, they can encounter a wandering trader caravan.

After walking the wastes, the Player Characters eventually reach their destination. Read or paraphrase:

A soft, sickly glow lights up the ruins of the small town. The scattered houses at its center and to the west are dilapidated and bleached pale by the elements. Among them, a few larger structures stick out; the bent steeple of a chapel, the rusted mast of a radio station, a water tower riddled with holes. Down below, a few humanoid shapes move among the wreckage of Bleakford, their senseless moans audible over the wind.

BLEAKFORD RANDOM ENCOUNTERS & LOOT

As the Player Characters explore the town, they might encounter some of its irradiated inhabitants. To speed up the process of building encounters, construct a deck that includes the following:

- 1 Glowing Radroach Swarm
- 4 Weak Feral Ghouls
- 3 Feral Ghouls
- 1 Putrid Glowing One
- 1 Bloated Glowing One


When players enter a new area, like Brisbee Mobile Homes or Henley Chapel, roll an Armor Dice and draw that number of cards from the deck to populate the area. Make a discard pile for enemies you've already used, and shuffle them to rebuild the deck as needed.







If the Player Characters take time to move cautiously and scout out locations, you can let them make a **Notice Skill Test**.

Success lets a Player Character spot threats in the region prior to entering.

Failure means the Player Character does not spot a threat in advance.

Remains of the Day

In addition to loot noted in specific locations, the entire area has bits of old scrap to salvage. When a Player Character performs a successful **Search Skill Test**, roll  to determine the result.

ROLL	RESULT
 	5 Caps' worth of miscellaneous junk.
  	1 Cram, 10 Caps, and a faded issue of <i>Grognaak the Barbarian</i> .
	1 Stimpak or Radaway, plus 1 pipe pistol or pipe wrench.



LOCATING THE SIGNAL BOOSTER

Dr. Trestridge will have placed the signal booster atop the Slocum's Joe statue, assuming the WKAK Radio Tower would be too obvious, but Overseers are free to place it wherever they like. If the Player Characters search Slocum's Joe too quickly, consider placing it elsewhere in town.

Many of the potential locations require some climbing to reach, like the Water Tower or WKAK Antenna.

Climbing these locations to reach the signal booster is a **Difficulty 3 Acrobatics Skill Test**, and can be completed over multiple attempts.

After locating the booster, deactivating and removing it is a simple task. Once this is completed, the Player Characters get new information from Galen (see "Leaving Bleakford", p.XX).

EXPLORING BLEAKFORD

Players can explore the town at their own pace, choosing whichever locations they want in whatever order they choose. Their ultimate goal in Bleakford is to locate and disable the signal booster somewhere in town, but the approach is entirely up to them.

Bleakford Apartments

Bleakford Apartments is a concrete, three-story building on the east side of town near the road. Each unit has a small kitchen, bathroom, living room, and single bedroom. A Nuka-Cola machine with one **NUKA-COLA BOTTLE** stands outside the manager's office. Noteworthy units in the apartment building are:

Ground Floor, Unit 4: Unit 4 contains a skeleton wearing a pre-war suit. On the table in the living room is a functioning **CAMERA**, and a notepad. The notes within indicate that the occupant believed his neighbor was a communist spy sent to Bleakford to gather intel on "Real Americans."

OVERSEER NOTE

Areas of **Irradiated Terrain** litter the town. While searching locations assume a Player Character is within the affected area once every 5 minutes of exploration and roll for Irradiated Terrain accordingly. Otherwise, during combat Irradiated Terrain functions normally.

A PC can attempt a **Knowhow (Science)** or **Knowhow (Survival) Skill Test** to spot signs of radiation damage on plant life or notice its early effects on the party.

Success allows the PCs to avoid accumulating any radiation damage while they are in the current location, but they must attempt the roll again if they move to a new area.

Failure results in the PCs taking radiation damage as normal.

Ground Floor, Unit 5: The ill-fated neighbor of the communist-hater, the occupant of Unit 5's skeleton hangs over the sink in the bathroom. A discarded **.22 PISTOL** lies on the bathroom floor (use the Pipe Pistol card, if needed).

Second Floor, Unit 2: The door to unit 2 is locked (**Difficulty 1, Resistance 1 Lockpick** or **Athletics Skill Test** to pick or break down). Home of the assistant to Bleakford's mayor, the bedside table in her bedroom has several opened boxes of **MENTATS**.

Third Floor, Unit 3: This unit contains Mr. and Mrs. Pickwell, an elderly ghoul couple who went feral. Mrs. Pickwell has only recently become feral and still wears a patchwork dress and apron and can growl the words, "stay for tea." The last meal she prepared herself, some **ROASTED RADROACH MEAT**, is plated in the kitchenette.

Brisbee Mobile Homes

The mobile home park northeast of town is home to **5 Feral Ghouls**. The five trailers are in poor condition, rusted out, and some contain **Radroach Swarms** (50:50 chance on entering). The first mobile home a Player Character enters contains a chemistry station and **1 dose of JET**.

Henley Chapel & Cemetery

The chapel and cemetery on the west side of town contains no notable items, but the steeple is highly likely to contain the signal booster.

The main chapel downstairs has a few scattered skeletons amid the pews, some of which have pocket watches and jewelry worth **10 Caps**, which a Player Character can scavenge with a successful **Search** or **Notice Skill Test**.

If the signal booster is here, a Player Character can make a **Resistance 2 Notice Skill Test** to spot the device within the church bell, which is rigged to use the metal of the bell as an ad-hoc antenna.

Houses

There are a dozen houses clustered in the heart of Bleakford and on the west side of town. Of these, five have collapsed from disrepair. Six are common houses with assorted junk worth **10 Caps**, like silverware, coffee pots, fuses, and so on.

Mayor's House: The last house, which belonged to Bleakford's mayor, has a safe in the upstairs bedroom (**Difficulty 2, Resistance 1 Lockpick Skill Test**). Inside the safe are several stacks of pre-war money, (earned after the Mayor struck a deal to stow radioactive material within city limits), a **.44 PISTOL**, and **3 loads of PHYSICAL AMMO**. There is also a contract from Triton Material Disposal, subsidiary of Poseidon Energy, that outlines the terms of the agreement with the mayor.

Irradiated Dump

The irradiated dump east of town is responsible for the high rads and numerous ghouls in Bleakford. A group of **Feral Mongrels** led by a **Glowing Mongrel**, descended from the town's original pets, reside in the irradiated dump.

Do not roll for a quick encounter in the dump. If the Player Characters enter it, they encounter 4 mongrels (use the Dog unit card), and one glowing mongrel (see Unit and Weapon card, left).

The toxic waste stowed beneath the irradiated dump has started to work its way to the surface. Place 3 sets of **Irradiated Terrain** as indicated on the map.

MONGREL

STR	5
PER	6
END	5
CHA	2
INT	2
AGI	6
LUC	1

SENSES: Does not need LoS to a target to use Charge.

EQUIPPED: Mongrel Bite.

-
 -
 X

GLOWING MONGREL

STR	6
PER	7
END	5
CHA	2
INT	4
AGI	6
LUC	2

SENSES: Does not need LoS to a target to use Charge.

RADIATION BURST: End of activation:

EQUIPPED: Glowing Mongrel Bite.

1+1
 2
 X

GLOWING MONGREL BITE

STR	6
PER	7
END	5
CHA	2
INT	4
AGI	6
LUC	2

SENSES: Does not need LoS to a target to use Charge.

RADIATION BURST: End of activation:

EQUIPPED: Glowing Mongrel Bite.

1+1
 2
 X

MONGREL BITE

STR	6
PER	7
END	5
CHA	2
INT	4
AGI	6
LUC	2

SENSES: Does not need LoS to a target to use Charge.

RADIATION BURST: End of activation:

EQUIPPED: Mongrel Bite.

1+1
 2
 X

Red Rocket Station

On the highway that leads southeast from the town, the Red Rocket station is in shambles. A shipping vehicle has rammed through the front doors before going critical, leaving the coolant area a scorched wreck. Of note, a billboard outside the station has the faded message: "Burn in Hell, Slow-Joe."

Slocum's Joe

On the south side of town across from the Red Rocket station, Slocum's Joe is a donut and coffee shop. On its roof, a fiberglass sculpture of the smiling mascot has been battered by the wind and is almost entirely reduced to its skeletal frame.

Inside, a chalkboard display announces: "Slocum's Joe. We've got better coffee than the OTHER guys."

If the signal booster is here, a Player Character who examines the statue can make a **Resistance 3 Notice Skill Test** to spot it strapped to the metal framework, which acts like an omnidirectional antenna.

Water Tower

The water tower stands on a small hill in the southwest part of town. A patchwork chain-link fence surrounds it, and weeds have overtaken the area.

A small service shack at the tower's base contains a simple toolkit and a RobCo terminal that monitors the condition of the water tower. While it is password protected, the forgetful serviceman has helpfully taped the password above the monitor: HYDROHOMES

ROBCO INDUSTRIES UNIFIED OPERATING SYSTEM
COPYRIGHT 2075-2077 ROBCO INDUSTRIES

Welcome to RobCo Industries <TM> Termlink
Bleakford Public Works Water Department
System Status

!!! WARNING !!!

Blockage detected in main outflow pipe.
Immediate maintenance required.

!!! WARNING !!!

Increased levels of carbonic acid//
hydrogen sulfide//methane contamination
detected. Flush and decontaminate holding
vessel immediately.

A successful **Medical** or **Knowhow: Science Skill Test** allows a Player Character to identify the chemical contaminants as byproducts of tissue decomposition, suggesting that there is a body inside the tower... and there is. If the Player Characters ascend the tower, a Putrid Glowing One has fallen through a hole in the reservoir's top to float in the water remaining within, turning it into a rancid, irradiated soup.

If the signal booster is here, a Player Character can make a **Resistance 2 Notice Skill Test** to spot the device rigged to the water tower's metal sides, using it as an ad hoc antenna.

WKAK Radio

In the northeast part of town, WKAK Radio (serving the tri-county area) is a small building with a front office and producer's booth.

The producer's booth is barred from the inside. A Player Character can make a **STR Test** to shove the barricade aside to enter. Within, the skeleton of the DJ lies sprawled over his desk. Next to him is the following note:

Ladies and gentlemen, I have an urgent update. Unnamed sources in Bleakford have informed me that our own mayor has cut a deal to turn our town into a dumping ground for hazardous waste materials for a period of no less than 26 consecutive months

[Note to self, get the listeners angry. The madder they are, the more they listen. The more they listen, the bigger the advertising revenue!]

If the signal booster is here, a Player Character can make a **Resistance 2 Notice Skill Test** to spot the device rigged to the radio antenna.

LEAVING BLEAKFORD

When the PCs deactivate the booster, Galen updates them.

"Hoo, you really have pissed somebody off. Our robot controller must have noticed the loss in transmission. I bet you put a whole bunch of units offline. Just in time, too. I was getting emergency broadcasts from a mess of other settlements about approaching machines. Wait..."

Galen's broadcast becomes static for a moment, and when it returns is distorted by significant interference.

"I have good news and bad news. Good news is: killing that booster forced our friend to increase power to their local signal. They could have just sent us a signed invitation. Their signal has more bars than Goodneighbor. Bad news: a couple of hotheads from Bunker 441 are already on their way. I can't get through this interference to warn them about the robots. They'll be going in blind."

Galen gives the Player Characters the location of the broadcast's origin, a short distance east of their current position.

PART THREE: SHOOTING SKIP

SYNOPSIS

Joint Base Lewiston was once a military installation dedicated to the research and development of robots for use in America's war. Now, it is the lair and laboratory of Dr. Trestridge, where she hoards plundered supplies from the vulnerable settlements of the region while working to achieve her personal goal: a body that is impervious to the ravages of deprivation, radiation, and old age, but maintaining the speed and agility that a simple robo-brain lacks. Seeing her companions become victims to the harsh conditions of life beyond the Enclave has traumatized the doctor, and given her a purpose; and Joint Base Lewiston has given her the means to achieve it.

Within the joint base, Trestridge discovered *Project Maria*: an assaultron prototype that was sent for field testing and evaluation. Unlike standard models, the *Maria* prototype included sophisticated self-repair systems in addition to the normal suite of weaponry. It effectively allows the assaultron to "heal" from any damage it sustains. Fusing herself with this machine would make Trestridge effectively immortal, provided her robot body was not obliterated outright.

The Player Characters encounter Trestridge in battle with Bunker 441's hotheaded knights. After dealing with her, and potentially facing her new robotic incarnation, they can uncover more about this woman's past, as well as the source and purpose of the machines that have threatened the region.

Over the course of Part Three, the Players will have the opportunity to:

- Engage in a life-or-death firefight with a force of deadly robots, including a semi-psychotic assaultron guided by the damaged mind of Dr. Trestridge.
- Liberate an old world military installation, and discover the motivation of their mysterious opponent.

Joint Base Lewiston lies in a box canyon east of Bleakford. A thick layer of undisturbed dust, blown in off the Midwest, covers everything. The military installation itself is mostly housed underground within the canyon's walls, with a hardened concrete bunker leading in. Massive metal doors, large enough to accommodate cargo trucks, stand left of the main bunker entrance.

When the Player Characters arrive on the scene, two power armor-clad **Brotherhood of Steel Knights** are engaged in a firefight with Dr. Trestridge's robots. The robots are trying to defend the bunker entrance, and Dr. Trestridge herself is inside the main door, using it as cover. **Two Laser Turrets** flank the door providing covering fire.

The Player Characters can attempt to enter the box canyon unnoticed. To do so, each must make a **Stealth Skill Test**.

A successful test means they can move using the cover of vehicles and concrete barricades to get closer before either the Brotherhood or Dr. Trestridge notice them. They might try to sneak into the bunker



REGULAR ASSAULTRONS ARE NUISANCE ENOUGH WITHOUT THE NEW 'PROJECT MARIA' PROTOTYPE BECOMING A REALITY

The Brotherhood Knights, **Pierce** and **Macey**, are pinned down behind cover in the open area in front of the bunker. When the Player Characters arrive, if they make themselves known to the knights, both shout for them to take cover. Knight Pierce says: “She’s some kind of Enclave remnant. I thought the chapter back east took care of them all!”

OVERSEER NOTE

After her second activation, Trestridge moves into cover of the facility to enact her ultimate plan. Using the military autodoc inside, she has her own brain extracted and moved into its new body: a modified assaultron using robobrain components. This process takes her two activations to complete.

If the Player Characters manage to defeat her sentries and enter the facility before this time, they have an opportunity to stop the process. They can attempt a **Computers Skill Test** to hack the terminal controlling the automated process (**Difficulty 3, Resistance 2**), attempt to destroy the machine (♥ 4, ♠ 2, ⚡ 2, ☢ X), or shoot her brain before it is loaded into the chassis (♥ 1, ♠ 1, ⚡ 3, ☢ 1).

Otherwise, she bursts through the doors of the facility in robot form when the procedure completes. The process did not go exactly as planned, however. She broadcasts the shrill sound of pain and confusion, lashing out at the closest target, friend or foe. The following are things she might shout as she activates.

A top-down view of the game map showing a suggested layout for components. The map is divided into a grid by dashed lines. Key features include:

- BUNKER DOOR:** Two yellow circular icons at the top center.
- TURRET:** Two green circular icons with black centers, one on the left and one on the right.
- ROBOT DEPLOYMENT ZONE:** Two large red circular areas, one on the left and one on the right.
- SENTRY BOT:** A blue circular icon with a black center, located in the center of the map.
- PC DEPLOYMENT ZONE:** A large yellow rectangular area at the bottom.
- Other components:** Various small icons representing vehicles and structures are scattered across the map, including a large vehicle at the bottom left, a small vehicle at the bottom right, and several small structures in the upper corners.






SUGGESTED LAYOUT

"Everything tastes like batteries."

Use the Assaultron card for Robot-Trestridge. She is equipped with a mesmetron and has the following perk:

AUTOREPAIR

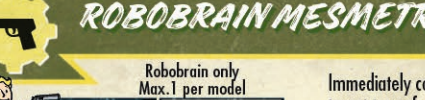
Robo-Trestridge Only

At the start of her activations, if Trestridge is on less than max , roll a . She regains 1  for every  or  rolled.

ROBOBRAIN MESMETRON

Robobrain only
Max. 1 per model

Immediately control target to perform Quick Actions below.



The card features a yellow gear icon with a black handgun inside. A cartoon character in a blue suit and yellow shirt is shown holding a handgun, pointing it at a blue rectangular target area. To the right of the target is a box with a black 'X'. Below the target is a blue pentagon icon. The bottom section contains a list of icons: a menu icon, a face icon, and a text 'Does not affect' followed by three icons (a lightning bolt, a face, and a head with a cross). To the right of these are three rows of icons: a star, a mushroom, and a gear, each followed by a box with a number '1', a gear icon, and a play button icon. The bottom right corner features a large gear icon with a play button inside.

CONCLUSION

After defeating Dr. Trestridge, the Player Characters have free reign to explore the outpost.

The doctor has converted much of the accessible space to act as a living area and laboratory. She has an array of different terminals into which she's entered countless lines of code, experiment data, and personal reports.

Included in this information is the rather harrowing account of her flight following the Enclave's defeat back east. She and a group of others set out west with little more than the clothes on their backs. Over the course of months many were victim to various perils: dehydration, deprivation, radiation sickness, infected mole rat bites, and so on. In one, rather detached and analytical log, Trestridge writes about having to resort to cannibalism to stay alive.

Eventually alone, she discovered the joint base. In her journal she describes it as, "Some sort of Military-Industrial joint effort. Mostly RobCo and the army, but it seems General Atomics was also pushing their products. A sad, too-little-too-late effort to win the war, but perhaps useful to me." She catalogues the contents of various repair bays and storage facilities, the component parts of the robots she's used to enact her plan.

Her most recent journals outline her desire to marry together assaultron and robobrain designs to provide herself with a nigh-imperious body. There are several key components she seems to require, and expresses her intent to raid them from the "simple-minded dirt farmers and scrap scavengers that litter this part of the world." Her checklist of items follows, with its components ticked off save one: phenytoin. A Player Character can make a **Medicine Skill Test** to identify this compound as a drug used in brain surgery.



GROUPS THAT HAVE ACCESS TO THE FORTHCOMING AUTOMATRON DECK CAN USE IT TO REFLECT THE WEALTH OF MECHANICAL COMPONENTS WITHIN THE JOINT BASE.

FATE OF THE JOINT BASE

Due to the high volume of pre-war technology within, if Knights Pierce and Macey survive they immediately lay claim to the base in the name of the Brotherhood of Steel. Otherwise, the more open-minded Scribe Galen suggests that he'll have to report its discovery to the Brotherhood, but can "wait a day or two first," giving the Player Characters time to salvage items from within.

Regardless, Joint Base Lewiston represents a significant cache of useful items and/or Caps. Feel free to award items to the Player Characters that are appropriate, like weapons, armor, or components should they want to construct their own robots, or replace their own robotic components.

WHERE TO GO NEXT

Following the events of the adventure, the Player Characters have several options. Members of the Brotherhood will have earned a reputation based on their actions during the adventure, and might gain enough notoriety to receive special missions related to the Joint Base. Other characters will have earned the respect of Scribe Galen at the very least, who can act as a helpful contact within the Brotherhood.

The following are some other options for adventures connected to *Machine Frequency*.

- The irradiated town of Bleakford remains a haven for ghouls and feral wildlife. The Brotherhood of Steel wants it dealt with, but doesn't want to bother spending resources on simple "clean up duty." They offer a substantial reward to anyone willing to clear the ruins out and deal with the irradiated waste in the town.
- Scribe Galen needs to return to Bunker 441 at the end of his assignment. On his way out, he'd like to stop by the various settlements he's learned about over the radio, and see their inhabitants face-to-face. He asks the Player Characters to accompany him as an escort, which is a solid plan, as the settlements soon become targets for opportunistic raider gangs.
- The Player Characters could spend time at Joint Base Lewiston or Listening Post Echo to recover from their wounds and recuperate, before setting out on their next venture into the Wasteland. While they do, they hear a transmission over the radio; a strange warbling sound from far away that seems like a response to Dr. Trestridge's broadcast. Who, or what, could be the source of this transmission? What connection does it have to the ill-fated doctor's efforts? Could it be other Enclave survivors trying to find members of their order?