



ROLEPLAYING GAME

# THE UNEXPECTED SHEPHERD

SOLO SCENARIO • PART 1: PROTECTION ORDER

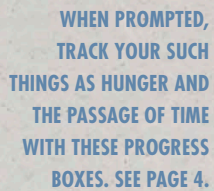


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# VAULT DWELLERS

## 2 FALLOUT – WASTELAND WARFARE ROLEPLAYING GAME



# HOW TO PLAY

To play a Solo Adventure, you read a series of numbered sections. Each section will direct you to go to a further section, often requiring you to make a choice or a Skill Test. When a Skill Test is required, use the *Fallout: Wasteland Warfare RPG* rules just as you would when playing the RPG. As there is no Overseer, a few adjustments to the rules are listed below.

Before beginning, you will choose a character to play. You might also gain others to accompany you as you go. The character sheets and cards you will need

are provided in this book if you do not already have physical versions of those cards.

Sometimes you will be instructed to write some information in the Progress Boxes on page 2. Those will be explained when required – just be sure to follow those instructions.

The two most important things to remember are to avoid reading any section that you've not been instructed to read, and not to go beyond the page you need to be on. Not adhering to either of these instructions could spoil some of the surprises in store.

# SPECIAL RULES

## SKILL TESTS

You can make a Skill Test for any of the characters in your team for whom you have a character sheet or Unit card. If you only have a Unit card for a character, they can only perform the Skills on their card.

When you make a Skill Test, only one of your characters can make the test, though the others may be able to **assist** (see below). Apply any effects from the outcome to the character who attempted the Skill Test.


Unless described otherwise, all Skill Tests require a single Impact to succeed, and have no Resistance. (Most Skill tests in Solo RPGs are like this, as there is usually only one character who will not have every skill.)

The table, shown right, explains the notation of Skill Tests.

In the text, the following icons are used for the results of Tests:
















✓ Outcome if test is a **success**.

✗ Outcome if test is a **failure**.

Sometimes a Skill Test may show multiple options for failure or success. For example, there may be one section to go to if the Test failed and a different section to go to if the Test failed due to a Complication (i.e. a  was rolled). In these cases, read down the list and perform the first one that applies.

### Assistance

Any character with the skill being tested may assist with that Skill Test if they are free to do so, are nearby, and it is appropriate, i.e. a character cannot help another with their Acrobatics Skill Test if they

NOTATION OF SKILL TESTS		
NOTATION	METHOD	EXPLANATION
Search a pile of waste		<ul style="list-style-type: none"> <li>Test Primary Skill: Search</li> <li>Single Impact required</li> </ul>
Search a pile of waste while being shot at	 -2	<ul style="list-style-type: none"> <li>Test Primary Skill: Search -2</li> <li>Single Impact required</li> </ul>
Search a pile of waste in bright light	 + 	<ul style="list-style-type: none"> <li>Test Primary Skill: Search plus 1 Green dice</li> <li>Single Impact required</li> </ul>
Search a massive pile of waste	  	<ul style="list-style-type: none"> <li>Test Primary Skill: Search</li> <li>Two Impact required in total</li> </ul>
Tracking in daylight on soft ground	Track	<ul style="list-style-type: none"> <li>Test Primary Skill: Search</li> <li>1 Impact required</li> </ul>
Tracking in daylight on hard ground	Track [   ]	<ul style="list-style-type: none"> <li>Test General Skill: Track</li> <li>2 Impact required in a single roll</li> </ul>
Tracking during dusk on hard ground	Track -4 [   ]	<ul style="list-style-type: none"> <li>Test General Skill: Track Skill at -4 penalty</li> <li>2 Impact required in a single roll</li> </ul>
Bailing out a boat that has a leak	AGI    	<ul style="list-style-type: none"> <li>Test Attribute: AGI</li> <li>3 Impact required in total (over multiple rolls)</li> <li>1 Impact lost after each attempt or over time</li> </ul>
Open door with someone behind resisting	STR  2	<ul style="list-style-type: none"> <li>Test Attribute: STR</li> <li>Single Impact required</li> <li>Resistance Rating 2 (so make Resistance roll)</li> </ul>
Smash a rusted lock	STR + 	<ul style="list-style-type: none"> <li>Test Attribute: STR plus 1 Green dice</li> <li>Single Impact required</li> </ul>

are currently running away from the Deathclaw themselves. The total assistance is limited to adding a maximum of one of each effect dice. For example, if you are performing a Track Skill Test and two other characters have Track too then they can both assist, but they could not both contribute the same color dice.



### Skill Test Indications

Some choices show a Skill name/icon in brackets in the text – these indicate what Skill or Attribute that choice is likely to require, so you can weigh up if that is something you want to do. Do **not** make the Skill Test when you see this. For example, if the text says:

'If you want to jump the gap over the alley below (Acrobatics), **go to 36**', it is indicating that section **036** will likely involve an **Acrobatics Skill Test**, but not directing you to make a Skill Test yet. Not all choices describe what Skill Test may be required as you may not have any advance indication.

### ITEMS

If you have items that can aid your Skill Tests, heal damage, etc., you may use them when you wish, so long as you finish applying any effects from a section

first, i.e. if a section says you take 2 damage, you must apply that before you could use an Item to heal you. You can only gain Items when directed.

### BOXES

The **Progress Boxes** on page 2 are used to store information. All you need to do is follow the instructions for them when needed. Boxes are referred to by either the letter on their row, i.e. the box on row **D** is called '**ROW D** box', or by the name which you have been directed to fill in.

For example, before **Row H** is given a name it is called '**ROW H** box', but after you are directed to fill in the name of **Row H** as '**Hungry**', it is referred to as the **HUNGRY** box. Not all rows will be given names during your game, as their purpose is hidden and unknown to you.

### ENCOUNTERS

Major incidents which occur are called '**Encounters**'. When an encounter occurs, you will be told how to set up models on the table so you can play out that encounter. To do this, you will need to use the AI rules in **Fallout: Wasteland Warfare** ('Against the Wasteland', *Campaign Handbook*, p.7) to control the opposing models.

The encounter's details will give all the details required such as the Units, Items and AI cards. All are contained within this PDF if you do not have physical versions of those cards. In some cases, an encounter may provide adjustments to the cards – if so, the encounter's information takes precedence.

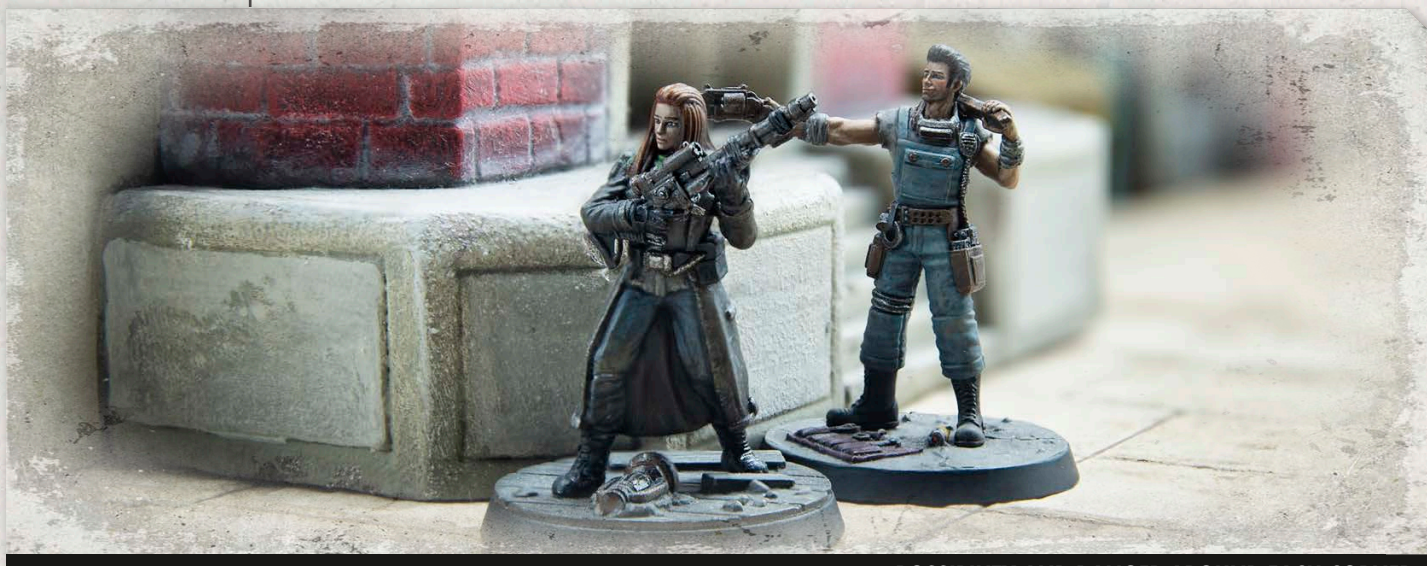
As this is the RPG, do not use Event cards during an encounter (which are only used in miniatures scenarios).

### YOUR CHARACTER

Before you begin, select your character from one of the characters on the next three pages. Each begins with the starting equipment listed in the table shown right. The default weapons for each character

should be placed directly onto their character sheet in the Weapon slot.

**You are then ready to begin your adventure. Go to section 7 on page 8 to get started.**



POSSIBILITY AND DANGER AROUND EACH CORNER





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## PERKS

GENIUS: Never locked out of computers.

## SPECIALITIES (+2)

10mm Pistol

## GIFTS & SCARS

AMBIDEXTROUS: Resistant Injured Arm.

GREAT HEARING: +2 Notice with hearing.

FEAR OF CREATURES: -2 to Skill Tests if non-friendly Creature larger than dog known to be within 40 feet (Green).

SLIGHT: No Black charge bonus.

## STARTING EQUIPMENT

10mm Pistol, Iguana on a Stick, Nuka-Cola, 40 Caps.

NAME



WEAPON



IMPROVISED WEAPON



1

**FIXER**

STR 2

PER 3

END 4

CHA 7

INT 5

AGI 3

LUC 5

2

2

-

Eye, Gear, and Target icons

		BLACK	YELLOW	GREEN
Acrobatics	AGI	-4		
Athletics	AGI/END/STR	-4		
Behavior	PER			
Computers				
Deception	CHA			
Intimidate				
Lockpick				
Manual Dexterity	AGI			
Medical	INT	-4		
Notice	PER			
Persuade	CHA			
Pilot	AGI	-4		
Presence				
Resilience	END	-4		
Search				
Stealth	AGI	-4		
Talk	CHA			
Track	PER	-4		

		BLACK	YELLOW	GREEN
Knowhow (CREATURES)	INT	-4		
Knowhow (HISTORY)	INT	-4		
Knowhow (LOCAL)	INT			
Knowhow (ROBOTS)	INT	-4		
Knowhow (SCIENCE)	INT	-4		
Knowhow (SURVIVAL)	INT	-4		
Repair/Craft (ARMOR)	INT	-4		
Repair/Craft (CHEMS)	INT	-4		
Repair/Craft (FOOD & DRINK)	INT	-4		
Repair/Craft (GEAR)	INT			
Repair/Craft (MACHINERY)	INT	-4		
Repair/Craft (POWER ARMOR)	INT	-4		
Repair/Craft (ROBOTS)	INT			
Repair/Craft (VAULT-TEC™)	INT	-4		
Repair/Craft (WEAPONS)	INT			





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## PERKS

CHEMIST: Chems last one extra round.

## SPECIALITIES (+2)

Track: Humans

## GIFTS & SCARS

GOOD WITH ANIMALS: Wild animals react better to you, if remaining friendly.

BLENDS IN: Less noticeable at long distances where there is cover.

EX-CHEM ADDICT: Roll 2x for Addiction.

INTOLERANT: Brotherhood of Steel.

## STARTING EQUIPMENT

Hunting Rifle, Tire Iron, Rum, Nuka-Cola, 40 Caps

NAME



WEAPON



IMPROVISED WEAPON



1

SCOUT



STR 4

PER 6

END 5

CHA 3

INT 5

AGI 4

LUC 3

URBAN: Automatically succeeds at first climb test during a climb.

SHOOT TO STUN:

3

1

1



		BLACK	YELLOW	GREEN
Acrobatics	AGI			
Athletics	AGI/END/STR			
Behavior	PER			
Computers		-4		
Deception	CHA			
Intimidate				
Lockpick				
Manual Dexterity	AGI	-4		
Medical	INT	-4		
Notice	PER			
Persuade	CHA	-4		
Pilot	AGI	-4		
Presence				
Resilience	END			
Search				
Stealth	AGI			
Talk	CHA	-4		
Track	PER			

		BLACK	YELLOW	GREEN
Knowhow (CREATURES)	INT			
Knowhow (HISTORY)	INT	-4		
Knowhow (LOCAL)	INT	-4		
Knowhow (ROBOTS)	INT	-4		
Knowhow (SCIENCE)	INT	-4		
Knowhow (SURVIVAL)	INT			
Repair/Craft (ARMOR)	INT	-4		
Repair/Craft (CHEMS)	INT	-4		
Repair/Craft (FOOD & DRINK)	INT	-4		
Repair/Craft (GEAR)	INT	-4		
Repair/Craft (MACHINERY)	INT	-4		
Repair/Craft (POWER ARMOR)	INT	-4		
Repair/Craft (ROBOTS)	INT			
Repair/Craft (VAULT-TEC™)	INT	-4		
Repair/Craft (WEAPONS)	INT	-4		





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## PERKS

HUNTSMAN: For any shot (before roll), can choose to replace damage caused by with:



## SPECIALITIES (+2)

Laser Rifle

## GIFTS & SCARS

ALERT: +2 Notice.

DEAD AIM: + at long range when target unaware.

INDIFFERENT: -2 to Behavior Skill Tests.

BODY IS A TEMPLE: Will not use addictive Items.

## STARTING EQUIPMENT

Laser Rifle, Machete, Nuka-Cola, 40 Caps.

NAME



WEAPON

IMPROVISED WEAPON



SNIPER



STR 3

PER 6

END 4

CHA 5

INT 3

AGI 6

LUC 3

SHARPSHOOT : When shooting, ignore one item of cover.

CAREFUL: Shooting into close combat always affects intended target.

2

1

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		BLACK	YELLOW	GREEN
Acrobatics	AGI			
Athletics	AGI/END/STR			
Behavior	PER			
Computers				
Deception	CHA			
Intimidate				
Lockpick				
Manual Dexterity	AGI			
Medical	INT			
Notice	PER			
Persuade	CHA			
Pilot	AGI			
Presence				
Resilience	END			
Search				
Stealth	AGI			
Talk	CHA			
Track	PER			

		BLACK	YELLOW	GREEN
Knowhow (CREATURES)	INT			
Knowhow (HISTORY)	INT			
Knowhow (LOCAL)	INT			
Knowhow (ROBOTS)	INT			
Knowhow (SCIENCE)	INT			
Knowhow (SURVIVAL)	INT			
Repair/Craft (ARMOR)	INT			
Repair/Craft (CHEMS)	INT			
Repair/Craft (FOOD & DRINK)	INT			
Repair/Craft (GEAR)	INT			
Repair/Craft (MACHINERY)	INT			
Repair/Craft (POWER ARMOR)	INT			
Repair/Craft (ROBOTS)	INT			
Repair/Craft (VAULT-TEC™)	INT			
Repair/Craft (WEAPONS)	INT			





SECTION 1 IS THE START  
OF YOUR ADVENTURE.  
FOLLOW YOUR CHOICES  
TO OTHER SECTIONS  
ONLY AS DIRECTED.  
DON'T LET YOUR  
EYES WANDER!

# NUMBERED SECTIONS

## 1. START HERE

At last your two-day hike is over. Over the brow of the rise, a town comes into view. Formed from 100 cargo containers that look like they were dropped in a heap from the sky, then with a small town hastily worked around and through them decades later. If you didn't know better, you would think it was still mid-construction, but it was built a long time ago. Welcome to "Century, Jewel of the Wasteland"... so the weathered sign says.

For weeks you have heard many rumors of strange occurrences in the Wasteland – missing Brahmin, prowling Super Mutants, power-armored patrols that leave no sign of their passing, Deathclaws beyond their hunting grounds, Wastelanders disappeared. You'd looked forward to some shelter, but now you wonder if you'd be safer out in the Wasteland. Still, this is where Clancy told you to meet her.

Clancy. Off the radar for a while now but she was always a reliable comrade and a life-saver, literally. Strong in a fight and great in a jam, as she used to say. To this day, you still use some of the survival skills she showed you. When she messaged you to come find her in Century, you didn't give it a second thought.

Before not too long, you arrive at the main gate into Century. The peeling paint on the cargo containers well-matches the gnarled, weathered timber and rusted metal that comprises the gates and pretty much everything else. Despite its mottled appearance, the settlement's tall surrounding fence appears solid with containers occasionally projecting through its boundary like castle towers.

Through the gates can be seen many of the cargo containers which comprise the bulk of the structures – cold and imposing – some stacked several high, some in oddly angled piles, while many lay individually on the ground. Decades of building and re-building makeshift wooden structures has extended containers or filled gaps between them. Gantry planks and cable bridges connect overhead, tangled bundles of decaying wires hang like webs in all directions, the smoke of cooking fires rises from multiple locations, and any trash not already rotted together in clumps blows in the light wind. At least the smell is tolerable.

Not far inside the gate is a large open plaza. A recently arrived caravan unloads its goods, market stalls are open, and several Wastelanders stand and chat. An irregular flow of Wastelanders – traders, farmers, caravan guards and various residents – appear from nearby streets and alleys and disappear into others. You are just another arrival.

On one side of the entrance to the plaza sits an old, gnarled beggar dressed in faded Nuka-World t-shirt and torn jeans, sitting on a piece of canvas. On the other, two of what you assume are local law enforcement officers are lost in their own conversation, paying little mind to their job watching those coming and going in the plaza.

- If you walk into the plaza near the beggar, go to **18**.
- If you walk into the plaza near the law enforcement, go to **129**.

## 2

Straining to reach an item at the back, you accidentally knock the shelving rack backwards, pitching many of the items onto the floor behind the larger crates lower down. If the thugs were not alert, they are now! It causes a trigger that all Thugs are aware of, regardless of their location. The items are too hard to reach easily. You cannot Search the cage again. Go to **47**.



## 3

You call out. In reply from the darkness you hear, "You made it. Excellent. Good to see you. We've not much time right now – here, there's someone else I want you to meet." Go to **27**.

## 4

You feel conspicuous loitering in the area, but it pays off as you spot Buchanan outside a warehouse. Place a **cross** in the left-most empty **TIME** box. Go to **66**.

## 5

As you manipulate the wires, one slips from its corroded socket, giving you an electric shock. **Resolve** ⚡ 1 + , followed by your usual armor roll. If a complication () was rolled, the power in the warehouse stutters temporarily, so place a cross in the left-most empty **ALERT** box.

The lights in the main area remain unaffected but one shock is all you want to risk today. Place a **cross** in the left-most empty **TIME** box, then go to **120**.



6

While your view of some parts of the room is blocked by some of the piles of boxes and equipment, some covered by canvas – you assume much of it stolen – you get a good sense of the layout. In the center is the caged enclosure with a single doorway containing the two backpacks as well as other items stored on shelving racks – hot plates, clothing, microscopes, toolboxes. Walking back and forth across the room are several thugs who you notice seem to patrol the same repeating routes. You watch for a while but it does not take long to understand their patterns. **Write 9** in the left-most empty **ROW E** box. Place a **cross** in the left-most empty **TIME** box, then **go to 120**.

7

That's it! The plaza when you arrived. You knew he was familiar. Buchanan. A trader. You head to the plaza but Buchanan's stand is deserted. You ask who you assume is Lucy at Lucy's Library. Disappointed you're not here to buy a magazine, the girl unenthusiastically mumbles, "If he's not here, Buchanan's usually at his warehouse. Down that way, second left. You'll see it." You head off following her directions and arrive to witness Buchanan enter the warehouse she described. Place a **cross** in the two left-most empty **TIME** boxes. **Go to 66**.

8

Ignoring the terrain below, you sail over the Mirelurk mess with ease. **Gain 1 distance**. **Go to 88**.

9

Having studied the thugs' patrol patterns, you may choose to use the following set of starting locations for the thugs instead of those already stated. The full set (B, D, E & 3) must be used together.

- Thug 1    B
- Thug 2    D
- Thug 3    E
- Thug 4    3

If you have now finished reading all of your advantages, **return to 153**; otherwise, read the next section shown in the **ADVANTAGE** boxes.

10

**Test STR+2:**

- ✓ **Go to 77**.
- ✗ **Go to 141**.


11

Checking rooms in the area away from the personnel, you find a small office. You hear the welcome hum of the terminal as you round the desk to use the keyboard. The green screen reads:


ROBCO INDUSTRIES <TM> TERMLINK PROTOCOL

ENTER PASSWORD NOW

2 ATTEMPT(S) LEFT: |

**Test** 

✓ **Go to 130**.

✗ due to complication () and you do not have the Genius ability: **Go to 161**.

✗ **Go to 80**.

12

The piles of crates seem undisturbed, and the sunlight unhelpfully casts its light from directly overhead, casting no shadows to help reveal anyone behind the crates. The exit alleyway is water-logged for some distance – the still water is only a few inches deep.

- If you run on down the exit alley through the water, **go to 201**.
- If you stop to search the area, **go to 117**.


13

Rather than wait any longer, you decide it is time to try and grab the bags. You head to the main area where they are being held. **Go to 153**.

14

You step carefully but the goopy remains shift just as you place your foot down making you slip. **Lose 1 distance**. **Go to 88**.

15

As you explore the couple of corridors which neighbor the main area but are away from the figures working around there, you notice a grate across a wide duct. If you can get this open, you could pop up near to the cage rather than start at the doorway. **Test** 

- ✓ **Go to 137**.
- ✗ **Go to 123**.



16

Heading into the plaza, you see various groups of people talking. One particularly loud group consists of three farmers stood in heated debate. "Not again! For the last time, a ghost did not kill your Brahmin or steal your worker! Whatever you shot at was in your imagination, which seems to be plenty healthy. No – shooting at it and there being no body is not proof it was a ghost!!"

Spread around the plaza are several stalls each with a sign advertising the wares they sell. A young woman adjusts a rifle at a stall titled "Guns and Blammo"; a tall, thin man stands at Buchanan's Trading, which sells all manner of goods; a boy stands reading a magazine at Lucy's Library where the pages of many sun-faded magazines laid on the stall waft in the breeze.

Taking your attention from the remaining stalls, and looking slightly out of place here, two Brotherhood of Steel dressed in combat armor make their way through the plaza. From their actions, you see they are asking people for information.

- If you remain in situ to stay in their path, **go to 35**.
- If you move out of their path so you are not questioned by them, **go to 162**.
- If you are intolerant of Brotherhood of Steel, you **MUST go to 162**.

17

In a damp cardboard box by the pool table, you find something unusual. Gain a SMOKE GRENADE (there is no card for this – it is explained later). **Write 78** in the left-most empty **ROW E** box, then **go to 200**.

18

As you near the beggar, he puts out his hand. "Spare some caps for an old Minuteman?" **Test Knowhow (History)**.

✓ **Go to 34**.

✗ **Go to 96**.

19

The residence faces onto a small, open area with several alleys leading away from it. You notice movement down the alley furthest from your position as two figures carrying some sacks pass out of sight. The gaunt man leaves, following in their direction. **Go to 114**.

20

During a brief handshake, you notice Bert's hand seem softer than you would imagine for a Wastelander. **Go to 95**.

21

The panel is thin and breaks, but the frame around it holds and tangles temporarily around your feet. With the frame removed, you pursue your mark. **Lose 1 distance. Go to 182**.

22

Try as you might, you just can't place him. Place a **cross** in the left-most empty box of **TIME** box. **Go to 128** and you cannot try to recall the gaunt man again.

23

You glide across the corridor's floor, but your hold on your gear slips and it swings out, hitting the wall. That must have been heard. Thinking fast, you throw a bottlecap down the corridor away from the approaching footsteps to lure them that way, and side-step into a room. Pressed up against the wall by the doorway, you hold your breath as the thug's footsteps – now slightly faster – get closer... and then continue down the corridor. It is definitely too risky to remain in this section. Place a **cross** in the left-most empty **ALERT** box, and place a **cross** in the left-most empty **TIME** box, then **go to 120**.

24

Looking at their eyes to understand their intended destination allows you to nimbly skip through a gap between them at full speed. **Gain 1 distance**.

If you are now at the same distance as the target, **go to 139**; otherwise, **go to 86**.

25

You slow down to maximise your chances of placing your feet in less disgusting locations. **Test LUC+4**:

✓ **Go to 188**.

✗ **Go to 14**.

26

You clear the disgusting mess and hit the ground running. **Gain 1 distance. Go to 88**.





AID CAN COME FROM UNLIKELY PLACES

27

"This is Bert." Your eyes, now adjusting to the gloom, see a male Wastelander in his late 20s, dressed in a mechanic's green jumpsuit. "Mike Alberton. People call me Bert." Gain Bert as a character accompanying you – his character sheet and starting equipment is on page **XX**. (Note that Bert is not Heroic.) **Test Behavior:**

✓ Go to **159**.

✗ Go to **85**.

28

The open grate means either you or Bert may deploy at **Position 1** at the start of any round (instead of at the usual starting area at the start of Round 1). Time is of the essence and the narrowness of the duct means it is not possible for both of you to deploy there. If every **ALERT** box contains a cross, a character starting at Position 1 is not treated as having been seen by the thugs.

If you have now finished reading all of your advantages, **return to 153**; otherwise, read the next section shown in the **ADVANTAGE** boxes.

29

Upon twisting the two halves together, you hear the satisfying snap and hiss of the contents pressurising. You gather up the chem and vacate the room in case the chem maker returns. Gain 2 **STIMPAKS**. Place a **cross** in the left-most empty **TIME** box, then **go to 120**.

30

The chase has ended. Discard any remaining **(-2)** penalties gained during the chase. If there is a "?" in **BOX F**, **Test END** (and add a **+4 bonus** if you successfully shouted for them to move out of the way):

✓ Go to **94**.

✗ Go to **76**.

If **BOX F** is empty, **go to 44**.

31

All the wandering in the Wasteland has prepared you for this sort of activity, and you are not near being tired yet. No change in distance. **Go to 72**.

32

After the claustrophobic confines of Century, the large, high, open space feels strange. You look into the storage area from behind one of the tall piles of crates around its edges. The occasional thug meanders between the heaps of boxes, crates and gear littered around. You could get a better view to observe it if you climb the crates – it looks fairly easy and is not too high. If you want to climb before observing (**Acrobatics** then **PER +2**), **go to 111**. If want to observe from where you are (**PER -2**), **go to 191**.

33

You unceremoniously move the wooden panel out of the way and continue pursuit. No change in distance. **Go to 182**.



34

You notice that what you thought was canvas under the beggar is actually a short duster jacket similar to those many Minutemen wore. **Go to 53.**

35

As you have come to expect, the Brotherhood soldiers look clearly military from their dress to their mannerisms. Upon finishing talking with an older gentleman nearby, one of the soldiers looks up to see you as the next nearest and approaches you. "Greetings. Have you seen anyone in power armor recently in the surrounding area? About 20 years old. Name of Goddard?" You have not and say so. "Well, if you do, come let us know. We're camped just outside town. There's a reward for any information leading to the renegade." With that, he abruptly ends the conversation and moves on to the next person starting his same speech again. In the Progress Boxes (p.2), place a **cross** in the box on **ROW I**. Thinking of finding people, you decide to curtail your examination of Century. Time to find Clancy. **Go to 69.**

36

"Glad I'm wearing my armor today... hate to see how you greet old enemies. It's good to see you. There's someone else here I want you to meet."  
**Go to 27.**

37

As you hit the ground down, more shots ring out and your last view is of Bert making a dash for the exit. You hope he makes it out and Clancy gets him away from this terrible town. You'll never know. **Go to 153.**

38

With a spark from the live wires as you yank one out of its socket, some of the lights in the main area flicker and fade out. You freeze for a moment, fearing a reaction from one of the thugs, but there is none.

**Write 193** in the left-most empty **ROW E** box. Place a **cross** in the left-most empty **TIME** box, then **go to 120.**

39

If this room is still used then its occupants don't trust each other, as there are few items here to find. At the back of a locker you find a **SKELETON KEY**. Rather than linger, you move on. **Go to 119.**

40

You are being watched.

- If you challenge them directly, **go to 173.**
- If you try to get close to the figure without them noticing before trying to grab them (AGI), **go to 110.**

41

The man looks shocked by your intervention – eyeing you up and down, judging how dangerous you might be. Begrudgingly, and after getting in one extra whack, he stops his assault and goes inside, probably planning to carry on when you've gone. The robot speaks: "Thank you. Why, yes. Three very rude people smashed open the door, and for a few minutes there was all sorts of noise – crashes, bangs – it sounded quite the kerfuffle. A few minutes later, two of them left carrying some bags with straps, and the other, Mister Buchanan, kept watch and then followed after them. He is a trader with a building in the warehouse district. You are likely to find him there at this time of day." Conscious of the time ticking, you follow the robot's directions, arriving to witness Buchanan enter the warehouse.

Place a **cross** in the left-most empty **TIME** box. **Go to 66.**

42

You notice a Mr. Handy a couple of doors down, puttering around cleaning and sweeping – maybe it saw something. As you approach, you see its bodywork has many dings and dents from years of bad treatment. Its rocket occasionally sputters unhealthily. "How can I help you?" Just as you go to ask if it saw anything happen at Clancy's, a weathered old man leaning on a bit of old branch as a walking stick, and stinking of Gwinett ale, bursts out of the residence. "**DON'T TALK TO THEM, YOU LAZY JUNK BOT! GET ON WITH YOUR CLEANING!**" At which point, the man raises his stick and starts hammering on the Mr. Handy.

- If you step in and ask the man to stop bashing the robot (Persuade), **go to 134.**
- If you offer the man something in exchange for his robot's time, **go to 108.**
- If you let the man finish bashing the robot and leave before trying to talk to the robot further from the old man's door, **go to 84.**



43

From the right, you hear a crash followed by a gruff voice. "Slow down, you idiot!" You head right, certain that must be chaos caused by your target. **Lose 1 distance. Go to 186.**

44

You return to where a nervous looking Bert sits leaning against the backpacks. The relief on his face is clear as you walk into view. You fill Bert in on what just occurred. Bert tells you the backpacks contain various trekking gear like bedrolls and water as well as a BROTHERHOOD OF STEEL HOOD, two uses of CUSTOM AMMO, one MUTANT HOUND CHOPS (Mutant Hound Meat), one IGUANA SOUP (Iguana Bits), one WHISKEY, one RAD-X and one ADDICTOL. Gain all these items.

A bounty on Bert's head... Clancy still late or missing... a group of thieves now definitely displeased with them. Leaving may be dangerous, but staying could be worse. Clancy insisted the priority was to get Bert out of here so, with a heavy heart, you head out the main entrance with Bert in tow. If Clancy can, you know for sure she will catch-up with you.

If **BOX D** has a cross in it, **go to 124**; otherwise, **go to 199**.

45

You look down to see the caged enclosure at the center containing the two backpacks as well as other items stored on shelving racks – hot plates, clothing, microscopes, toolboxes. Around the room are relatively tidy but disorganised piles of boxes and equipment, some covered by canvas – you assume much of it must be stolen. Walking back and forth across the room are several thugs who you notice seem to patrol the same repeating routes. You watch for a while and it does not take long to understand their patterns. **Write 9** in the left-most empty **ROW E** box. Place a **cross** in the left-most empty **TIME** box, then **go to 120**.

46

Lowering your shoulder, you commit to going through the wooden panel. **Test STR:**

✓ **Go to 67.**

✗ **Go to 21.**

47

Finally, the bags are in your possession. A character carrying both backpacks at once can only perform Move Actions, or Close Combat Actions using Improvised Weapon (by swinging the bags). Carrying a single backpack has no effect on a character.

If not already present, Buchanan (the thug's leader) arrives. **Place Buchanan at Position 2** – he starts Used so will not act this turn. Buchanan uses his AI Matrix all the time (so does not patrol like the thugs) and has Objective: **Defend [Exit]**.

Now you need to get out of the warehouse, but as you reach to grasp the backpacks' straps, your eye is drawn to the other items lining the shelving rack inside the secure cage. If you want to grab a few, you can spend an Action at any time while at the same location as required to grab the bags – if you do, **Test ☹ -2:**

✓ **Go to 87.**

✗ due to complication (△X) **Go to 2.**

✗ **Go to 65.**

48

You are out of time. You need to meet with Clancy. You cannot delay it any longer, so have no choice. Stealing yourself, you head to grab the bags. All being well, you and Bert will be with Clancy soon. **Go to 153.**

49

As the boy takes off his jacket to start cleaning up the Mirelurk innards, you notice a Deathclaw skull icon on the boy's jacket. Place a **tick** in **BOX G**. **Go to 30.**

50

You look down to see the caged enclosure at the center containing the two backpacks as well as other items stored on shelving racks – hot plates, clothing, microscopes, toolboxes. Around the room are relatively tidy but disorganised piles of boxes and equipment, some covered by canvas – you assume much of it must be stolen. Walking back and forth across the room are several thugs who you notice seem to patrol the same repeating routes. You watch for a while but you don't spot any pattern to their patrols. Place a **cross** in the left-most empty **TIME** box, then **go to 120**.

51

You quickly establish this is not the right area and head back to Clancy's. **Go to 128.**



## 52

You follow Clancy's directions to her home to retrieve the supplies. The streets are relatively quiet here though the odd trader and scavenger going about their business is not uncommon. Less common sights you notice are two Brotherhood of Steel soldiers in combat armor, and several Followers of Atom. Bert remains quiet along the way, trying not to jump at every sudden movement or noise – sometimes succeeding.

Rounding the final corner, you tread more cautiously. Your care is rewarded as you see the doorway of Clancy's residence is open, and a tall, gaunt man with a dark moustache and thin, black hair appears from inside, glancing around. Something about him seems familiar but you can't place him – it's not someone you know. Clancy didn't mention anyone would be here, so this is highly suspicious. You have a split-second to gather some information.

- If you look at Clancy's residence (Notice), go to **146**.
- If you assess the man's behavior (Behavior), go to **166**.
- If you look at the surrounding area, go to **19**.

## 53

As you near the beggar, you decide how to respond.

- If you give **5 Caps** to the beggar, go to **113**.
- If you give **10 Caps** to the beggar, go to **68**.
- If you give **30 Caps** to the beggar, go to **90**.
- If you give **nothing** to the beggar, go to **126**.

## 54

People seem more than willing to talk here but the problem is getting them to talk about what you want. Eventually, you understand the man will not be found in this area. Place a **cross** in the left-most empty **TIME** box. If a complication (**X**) was rolled, also place a **cross** in the left-most empty **ROW C** box. Go to **128** (and there is no need to search this way again).

## 55

Upon twisting the two halves together, you hear a crunch as the metal frame twists, shattering the glass of the meter. The pieces slip in your hands and, as you try to avoid the broken glass, you gash your hand with the needle. Gain **1** **Wound**. The pain is intense, but you try to suppress making any noise.

**Test Resilience:**

✓ Go to **144**.

✗ Go to **152**.

## 56

Shocked into action, they make a narrow path between them as you pass through. Place a **'** in **BOX F**. Gain **1 Distance**. Go to **73**.

## 57

You head right, and around the next corner you see the fleeing figure once more. No change in distance. Go to **186**.



VAULT-TEC SECURITY ARE EQUIPPED TO DEAL WITH DISRUPTIVE ELEMENTS



## 58

The cramped and twisting alleys of Century make it difficult to run unhindered. Just after the fleeing figure passes it, a Brahmin emerges from a side alley being herded by a weathered trader.

- To vault over the Brahmin (Acrobatics), go to **157**.
- To go around the Brahmin, go to **185**.

## 59

Your assessment of people's body language isn't enough, and your pace must falter for a moment.

If you rolled a **X**, lose 1 distance as you get tangled with a bystander. Go to **86**.

## 60

Use 1 Action to make a Shooting attack as if the target has 2 pieces of cover due to the dark shadows.

If you hit, go to **194**.

If you miss, go to **163**.

## 61

A mouldy corridor on the right leads around a dimly lit corner to a rest room. It is as remote from the rest of the activity as you will probably get. One thug heads that way so you follow, positioning yourself just outside waiting for them to come out. As anticipated, the door starts to open.

- If you threaten the thug (Intimidate), go to **82**.
- If you attack the thug with a melee weapon (**X**), go to **175**.

## 62

You do not see anything of note that you think could help. Go to **128** and you cannot try this Notice test again.

## 63

With the thug still tied-up in the rest room, you have one fewer to deal with. Do not deploy thug 4.

If you have now finished reading all of your advantages, return to **153**; otherwise, read the next section shown in the **ADVANTAGE** boxes.

## 64

In the Progress Boxes (p.2) write 'TIME' as the name for the boxes on **ROW B**. Placing crosses in TIME boxes represents time passing. If you place a cross in the last empty TIME box at any point, time has run out because you need to meet Clancy and you will be forced to start your attempt to grab the bags. If this happens, you must immediately go to **48** – the section number in the final TIME box is a reminder to do that.

Next, in the Progress Boxes, write 'ALERT' as the name for the boxes on **ROW C**. Placing crosses in ALERT boxes represents how alert and suspicious the people in the warehouse are. If you place a cross in the last empty ALERT box at any point, the warehouse thugs become fully alert, certain something is going on and they will be aware of your presence – this will leave you with no choice but to start your attempt to grab the bags. If this happens, you must immediately go to **164** – the section number in the final ALERT box is a reminder to do that.

Also, if using a paper version, draw a line just below the right-most TIME box which contains a cross and the same for the right-most ALERT box containing a cross. If using the digital version, record how many TIME boxes contain crosses and the same for the ALERT boxes. This information may be used later, but for now needs no explanation.

Achieving tasks in the warehouse is likely to aid you when trying to retrieve the supplies in one way or another. Be warned, each choice below will take 1 Time and might increase the thugs' alertness, so you may not be able to achieve everything.

You are heading towards an encounter to retrieve the supplies and map which will use models on the table and use AI to determine the NPCs' Actions. Right now, read the details of **Encounter #1** shown on page **XX**, which will explain what grabbing the supplies will entail and what you know so far, but do NOT start the encounter – you will be told when to begin the encounter later. Once you have read the encounter's details, return here to this section.

Your actions from now on may affect the set-up of the encounter. Go to **120**.

## 65

You find nothing that really takes your interest and feel there are better items to be had. You gain nothing but may use another Action to search the cage again. If you do, go to **47**.



## 66

The passage opens onto a broad courtyard created, like most of Century, by the surrounding container buildings. The faded, painted sign over one wide doorway reads 'Buchanan's Trading'. Stood in the doorway below, the gaunt man finishes talking with two rough-looking men carrying two large backpacks. The supplies! Seeming pleased with themselves, all three men head inside.

You figure it unlikely they will just hand the supplies back if asked, and storming in would be risky as there's no telling where the supplies will be or how many personnel may be inside. Some recon is required before trying to reclaim the supplies.

While it's quiet, you creep up to the doorway and peer inside. A paper-piled desk with typewriter and motionless fan is on the right, and various boxes and crates are piled at the far end. On the left, however, a pulled-back rug lays pooled at the base of a large trapdoor which rests wide open against the wall, revealing some stairs leading underground. As no-one is around, you descend the stairs, hide around the corner, and assess the situation.

Reaching the level below, you are surprised to find rooms and corridors – not cut into the earth and rock but made of brick and mortar. The familiar architecture of the many pre-war factories you have scavenged is instantly recognisable – it must have been buried under Century. From the noise, you believe a handful of people are working in the warehouse. Just across the corridor at the foot of the stairs, a large, high-ceilinged room serves as the main storage area, with several exits leading to other rooms and corridors also connected to each other. In the center of the main area is a caged enclosure – you can see the backpacks inside, but workers seem to patrol there regularly. No, not workers – thugs. Simply grabbing the supplies, even if you can get the cage open, could be dangerous.

You freeze as the gaunt man and a thug head towards your hiding place. "Where do you want us to hit next, Mister Buchanan?" the thug asks. "Great thing about trading is you know who's bought nice stuff – so much easier to rob the right people. Excellent cover for selling the same gear again, too. If Clancy doesn't re-buy all that gear she purchased, someone else will. I saw Bamberton bought a working Laser Rifle from Bill – how about him?" Their voices fade as, thankfully, they turn off into a corridor before reaching your position.

With Bert following, you scout out some options to tip the odds in your favor before reclaiming what is yours. You are acutely aware time is running out as you need to meet Clancy, while also needing to be careful so as not to alert the warehouse's personnel. **Go to 64.**

## 67

The thin wood shatters under the impact and you continue your chase unhindered. **Gain 1 distance.**

If you are now at the same distance as the target, **go to 139**; otherwise, **go to 182**.

## 68

"Thank you. Not seen you here before. Bit of advice: Unless you like catching Mole Rat disease, stay away from the doctors if you can – lots of sick people there." **Go to 16.**

## 69

You head out of the plaza and away from the general flow of Century's inhabitants to find the cargo container that Clancy described in her message. Severely rusted, filthy and beaten, it looks dilapidated even by Century's standards. With a quick look to check no-one is watching, you enter, walking slowly into its deep shade. Before your eyes can adjust to the gloom, you hear someone, or something, move off to your left, at the end of the container.

- If you draw a gun and shoot, **go to 60**.
- If you call out to ask who's there, **go to 3**.
- If you quickly head back outside the door, ready to jump anyone that follows you, **go to 97**.

## 70

As he walks, the gaunt man looks in your direction a few times, but you know you cannot continue following him further without him becoming suspicious. You pause to break line of sight with him and use your knowledge of Century to assess where he is headed. **Test Knowhow (Local):**

✓ **Go to 189.**

✗ **Go to 177.**

## 71

Finding what seems like a less used area of the warehouse facility, you pause to consider your next move and let any suspicions its occupants may have subside. Bert remains silent and watchful. Remove the right-most **cross** in the **ALERT** boxes, and place a **cross** in the left-most empty **TIME** box, then **go to 120**.



72



The corridors turn quickly in this winding section of the makeshift town. You reach the next junction but the target is momentarily out of sight, and you're unsure if they went left or right. **Test Track:**

✓ Go to 156.

✗ Go to 183.

73

The target heads around a corner. Maybe the narrow alley to the right will shortcut the corner? **Test**


**Knowhow (Local)** [   ]:

✓ Go to 204.

✗ Go to 98.

74

Startled by the movement, the thug lashes out as a reflex. You connect with the thug's head, knocking them out cold, but not before their fist hits you.

**Resolve**  1. You drag them into the rest room and quickly bind and gag them. Not a silent takedown, but not as bad as it could have been.

You search the thug and gain a BOLT-ACTION PIPE PISTOL, a GRILLED RADROACH (Radroach Meat) and an ORANGE MENTATS. **Write 63** in the left-most empty **ROW E** box. Place a **cross** in the left-most empty **ALERT** box, and place a **cross** in the left-most empty **TIME** box, then **go to 120**.

75

You are late, but you know she would not have left without you – and not just because you have got the supplies, the map, and Bert. Her last instruction insisted you go if she was not back in time. You give it 10 minutes more, but as that comes to an end, still with no sign of Clancy, you know you need to leave. From the corner of your eye, you notice a figure has been lurking around a corner. **Go to 40**.

76

Maybe it is your imagination, maybe not, but you feel a bit flushed and clammy. You think you may have contracted Mole Rat disease from the close proximity to the infected. You feel no major effects... for now. In the Progress Boxes (p.2), **write 'MOLE RAT DISEASE'** as the name for **BOX F**. Change the '?' in **BOX F** to a **tick**. **Go to 44**.

77

You force your way through the passers-by. Some choice insults are thrown your way, but you lose no distance and are quickly in pursuit. **Go to 86**.



78

When thrown during Encounter #1, the Smoke Grenade's thick cloud of smoke (intended for outdoor use) has an impact on the action as follows:

- When the Smoke Grenade is Thrown, scatter it Yellow if it misses.
- It has no effect in the round in which it is thrown.
- For the whole round *after* it was thrown, it has an area effect Red (diameter) which blocks LoS.
- For all rounds after that, the area effect is Green (diameter) and gives cover to any LoS that is inside it at any time.

If you have now finished reading all of your advantages, **return to 153**; otherwise, read the next section shown in the **ADVANTAGE** boxes.

79

A fortuitously spilled bottle of Nuka-Cola by the door gives a clear impression of the man's footprints to work with. Still, tracking anyone in these streets is difficult due to the amount of people around. **Test Track**  :







✓ Needs **2 Impact** from a single roll.

Go to 180.

✗ Go to 196.

### RULES NOTE

If the result on the Skill Dice is greater than the Adjusted Skill Value, the Skill test is a fail and no icons on the effect dice are used.

**Example:** a character makes a **Track Skill Test** and add   dice. Their Track Skill is 7 but there is a **-2 penalty** because they are tracking in the dark so their **Adjusted Skill Value is 5**. They roll the dice and the result is   . Their total result is 6 (8 - 2) which is more than their Adjusted Skill Value so the test is a **fail**. As a result, the  on the Black Effect dice is ignored too, making a total of **zero Impact**.




80

ROBCO INDUSTRIES &lt;TM&gt; TERMLINK PROTOCOL

ENTRY DENIED

1 ATTEMPT&lt;S&gt; LEFT:

"Entry denied."

There is one attempt left, so you can try hacking the terminal again if you wish. If you choose not to try again, place a **cross** in the left-most empty **TIME** box, then **go to 120**. If you do try again, Test .

✓ **Go to 130.**

✗ but you have the Genius ability: **Go to 208.**

✗ and you do not have the Genius ability:  
**Go to 161.**

81

Before your ruse is too obvious, you turn and dash towards the figure who bolts. The chase is on, but you have reduced their headstart. You shout over your shoulder for Bert to stay put with the bags. Begin a Chase (RPG Rules, p.92). As you are chasing the watcher, place the watcher at the end of the range rulers which are aligned. Place yourself at a distance of Green. During the chase, ignore distance loss if already at Black distance – you cannot be further than Black from the target. **Go to 58.**

82

As the door opens, you lunge through, grabbing a handful of the thug's shirt as you push them back into the rest room. "Stay quiet and you won't get hurt. I'm not here for you." **Test Intimidate:**

✓ **Go to 100.**

✗ **Go to 135.**

83

"See? This is what I mean – do I look like tourist information?!" she says sideways, not quite under her breath, to the male guard before turning to you. "What's it like? Century's like cheap squirrel stew – brown, bland and plenty of it. Nah, it's okay really – too wild for some maybe, but spice is what makes poor stew interesting, right? Expect no luxuries and you won't be disappointed – this ain't no Diamond City. Just make sure you behave and you'll have no problem... well, not from us." **Go to 16.**

84

Ignoring you, the old man bashes the robot for some time until he tires himself out and goes back inside. With the man gone, the robot speaks to you but stutters and falters due to the beating.

"Yes. Three very rude people smashed open the door and, for a few minutes, there was all sorts of noise – crashes, bangs – it sounded quite the kerfuffle." The robot suddenly cuts out. After a few seconds, it comes back online again. "A few minutes later two of them left carrying some bags with straps, and the other, Mister Buchanan, kept watch and then followed after them. He is a trader with a building in the warehouse district. You are likely to find him there at this time of day." Conscious of the time ticking, and having spent some time waiting for the robot to deliver its recitation of events, you follow the robot's directions and arrive to witness Buchanan enter a warehouse.

Place a **cross** in the two left-most empty **TIME** boxes. **Go to 66.**

85

In the dark, you don't get any special first impression of Bert. **Go to 95.**

86

The fleeing figure disappears around a corner.

- If you are Red or less from the target, **go to 187.**
- If you are Green or further from the target, **go to 201.**

87

You have time to grab any two of the following: STURDY METAL ARMOR, a BATON, a COMBAT SHOTGUN, or 2 chems (1 BUFFTATS plus 1 SPARK). You cannot Search the cage again.

88

The winding alleyways straighten and quieten for a short distance during which you get a proper look at your mark. The figure's mix of leather armor and ragged clothing is nothing noteworthy. You think they are relatively young – in their teens maybe.

- If you are at Red or shorter distance from the target, **Test PER** and **go to 109** if successful.
- If you fail, or if you are more than Red from the target, **go to 118.**



## 89

Your attempt to get Bert out of Century is over. From here, you can start again by going to **7** if you wish, with the same or a different character. If so, erase all entries in all the Progress Boxes on page 2.

Alternatively, you can reload to an earlier point and try again from there:

- If you would like to reload to the start of Encounter #1, **go to 153**. You will start with the same items, damage, etc. as when you started the encounter before.
- If you would like to reload back to when you arrived at the warehouse, **go to 120**. You will need to **erase any crosses** you placed in the **TIME** boxes and **ALERT** boxes that you gained during your time in the warehouse, but you **keep any crosses gained prior to that** – you recorded the amount you had of each when arriving at the warehouse by drawing a line under their boxes. Also, **erase all entries** in the **ADVANTAGE** boxes. You will start at the warehouse with the same items, damage, etc. as when you arrived at the warehouse before.

## 90

“Many thanks. That’s truly very generous.” He shakes your hand, but holds on to it and pulls your head down near to his to speak in a confidential tone. “If you need help from the Minutemen, tell them Thomas said they should help you.”

On the Progress Boxes (p.2), place a **tick** in the box on **Row H**. **Go to 16**.

## 91

Slimy in your grasp from the years of damp, the lid of the footlocker you open slips and bangs shut. Rather than linger, you move on hoping the sound did not carry. Place a **cross** in the left-most empty **ALERT** box. **Go to 119**.

## 92


That moustache and thin face – you think you have seen him before, but where? **Test INT**:

✓ **Go to 138**.

✗ **Go to 22**.

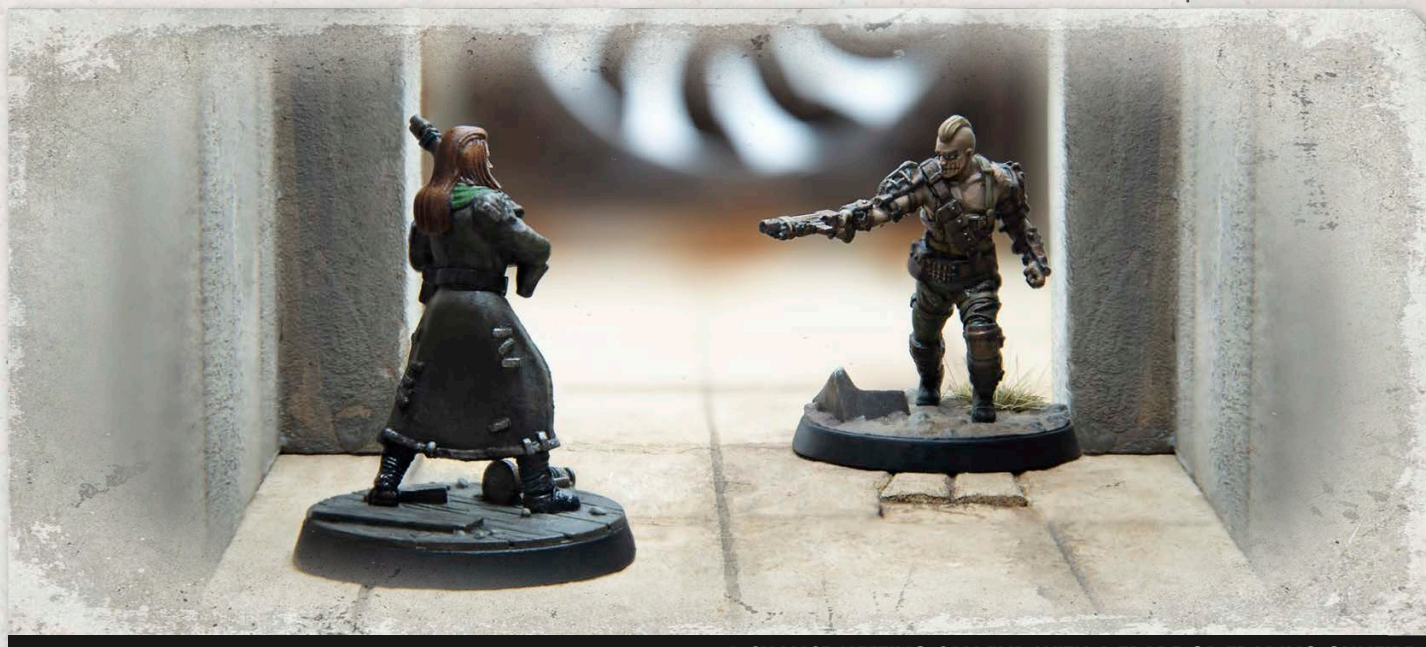
## 93

Still in sight, the fleeing target knocks over some barrels from which spill slippery remains and oozing run-off from a butcher chopping Mirelurk meat.

- If you have , **go to 8**.
- If you go fast over the mess (LUC), **go to 116**.
- If you go slow over the mess (LUC+4), **go to 25**.
- If you leap over the mess (Acrobatics), **go to 178**.

## 94

You feel fairly certain you are not displaying any early signs of Mole Rat disease. Remove the **?** from **Box F**. **Go to 44**.



A CHANCE MEETING CAN END WITH A TRADE OR TRADING GUNFIRE



95

Clancy cuts in. "I'm afraid catching up on our news'll have to wait. Bert here worked in Century for one of the trading caravans that passes through here – tending the Brahmin, preparing shipments, loading, running messages. He noticed a caravan that had just departed had forgotten some chems, so he went after them to pass them on. As he neared the caravan about a mile away, a Deathclaw ambushed it – there've been a lot of Deathclaw attacks on caravans of late, but Bert witnessed people driving the Deathclaw to do it. Yeah, a controllable Deathclaw – doesn't bear thinking about... Turns out all these attacks are organised piracy, conveniently blamed on Deathclaws.

"I've been in Century three years now helping people out, taming the countryside, this and that. Bert's mother and I were old friends so he came to me. I checked around and seems Bert was seen, as whoever's behind this has put a price on his head – a big price. He's been hiding ever since.

"We can't take it to the local law or mayor – too much corruption here. Something this big'll surely have high connections anyway. So, I agreed to get him out of the area – start afresh someplace else, far away. I'll deal with the piracy when he's safe.

"The main routes will certainly be being watched so are off limits. I plan to get him on the train out of Athol but it needs more than just me – that's where you come in. We **MUST** get Bert to Athol by noon on March 10th – today being the 6th gives us four days. The next train after that is over two weeks away – there's no way he'll evade the gang that long.

"I've not been to Athol before. You neither? I thought not. I know it's a trade hub for many in the Wasteland, and it's at least days' travel via the back routes which gives us a little leeway. If we get to Athol early, we can scout it out in case they're watching the station, so any recon will help make Bert's transfer onto the train as smooth as possible. I'm hoping we can gather information about Athol en route too, maybe even some allies.

"Century is no longer safe. I suspect bounty hunters are coming, if not already here, so we need to get going. I need to visit a couple of contacts and see what I can find out about the path ahead. You grab the equipment I gathered for us – it includes the map, and we won't be going anywhere without it. Take Bert with you – where I'm going is too public.

"Meet back here. If I'm not back in one hour, get out of Century. And get Bert to the train." She heads to the doorway, but pauses, looking back.

"It really is good to see you." Then she's gone.  
**Go to 52.**

96

Whatever recollection that was coming to mind dissipates before it can form. **Go to 53.**

97

You swiftly move back out of the door, step to the side and press up against the wall ready to get the drop on whatever comes out. "Where're you going? It's me," comes a voice as Clancy's face emerges from the shadow into the sunlight. She options with her hand to come inside. "We've not much time right now – here, there's someone else I want you to meet."

**Go to 27.**

98

You don't recognise this corner of Century so are uncertain if the alley is a shortcut. **Go to 174.**

99

You follow the gaunt-looking figure. You keep your distance as best you can, but the tight turns of Century's alleys make it difficult. You try to appear like any other Century resident. **Test Deception:**

✓ **Go to 70.**

✗ **Go to 209.**

100

Looking shocked, the young thug shakes their head in rapid and repeated nods, eyes darting from you to Bert and back. Before long and without incident, the thug's hands are tied to one of the grime-covered sinks, a gag across his mouth. As you go to leave, you lean down close to the bound thug looking them in the eyes. "How many people out there? Blink when I'm right. One? Two? Three? Four?" The thug blinks. "Four. Well, three and your boss. Buchanan, right?" The thug nods again.

You search the thug and gain a **BOLT-ACTION PIPE PISTOL**, a **GRILLED RADROACH** (Radroach Meat) and an **ORANGE MENTATS**. **Write 63** in the left-most empty **ROW E** box. Place a **cross** in the left-most empty **TIME** box, then **go to 120.**

101

You head left, but the passages are too quiet and you perceive no sign of movement. They must have gone right. You double back. **Lose 2 distance. Go to 186.**



## 102

You glide across the corridor's floor, holding your gear against you so it does not rattle. You step inside a room and press up against the wall by the doorway just as the thug comes into view of the grate. The footsteps get closer... holding your breath, you continue down the corridor. It is too risky to remain in this section. Definitely time to leave this area. Place a **cross** in the left-most empty **TIME** box, then **go to 120**.

## 103

The residence seems plain and with no special detail. The gaunt man leaves, heading down an alleyway. **Go to 114**.

## 104

"Hey, the guy's not bothering anyone. He's there most days. I'm here to stop trouble." **Go to 16**.

## 105

"Sorry! Don't hurt me! I'm just a scout. For who? Some Raiders waiting not too far outside Century on the main road west – they're waiting to grab your friend back there, to claim the bounty. I was sent to see if anyone was accompanying him and find out when he'll leave. Let me go and I won't tell them anything I've seen. Swear. Don't like the gang, anyway." The boy looks up at you, hoping to find mercy, dreading to find a grudge.

Rather than have the boy be tempted to go back on his word, you take him to the butcher whose waste he knocked over. The imposingly large butcher agrees to let the boy go once he has cleaned up the mess he caused, and worked enough to make amends. Hopefully, it could be the start of a new life for the boy. Either way, it is clearly not safe to stay in Century any longer.

In the Progress Boxes (p.2), write **'CAPTURED SCOUT'** as the name for **BOX A**. Place a **tick** in **BOX A**.

**Test Notice or Knowhow (History):**

✓ **Go to 49**.

✗ **Go to 30**.

## 106

You follow your target around the corner. On the other side, you see no alley exit, so the alley was not a shortcut after all. No change in distance. **Go to 93**.

## 107

"Yeah, I know him. Buchanan – he's a trader here. Got a warehouse down the way there. If you're going to trade there, watch out – a mean, unscrupulous Radsorpion that one." You thank the woman and head in the direction of Buchanan's warehouse, arriving just as he enters it. **Go to 66**.

## 108

The man looks shocked by your intervention, but the offer of something for nothing gets his immediate attention. Select an item you carry and discard it. The man – and thankfully his smell – goes inside leaving you with the robot in peace. "Thank you so much. Kindness is so rare around here. Why, yes. Three very rude people smashed open the door and, for a few minutes, there was all sorts of noise – crashes, bangs – it sounded quite the kerfuffle. A few minutes later, two of them left carrying some bags with straps, and the other, Mister Buchanan, kept watch and then followed after them. He is a trader with a building in the warehouse district. You are likely to find him there at this time of day." Conscious of the time ticking, you follow the robot's directions and arrive to witness Buchanan enter a warehouse.

Place a **cross** in the left-most empty **TIME** box. Also, place a **cross** in **BOX D**. **Go to 66**.

## 109

You notice the target looks around as they run – they are looking for routes leading you to believe they are not familiar with Century so are probably not local. **Go to 118**.


## 110

Facing away from the watcher, you pretend to examine a pile of boxes ahead of you while stepping casually backwards in their direction. Make an **Opposed Skill Test – your AGI v the watcher's PER 6**.

- If you win: **Go to 81**.
- If you lose: **Go to 184**.

## 111

Carefully, while any thugs are as far away as possible, you climb the crates. (If you have the Urban ability, you will automatically succeed.)

**Test ACROBATICS + **:

✓ **Go to 132**.

✗ **Go to 125**.





A STRANGER IS JUST A CORPSE YOU HAVEN'T LOOTED YET

## 112

The female guard looks up, seeing your approach. "Can I help you?" she says less than enthusiastically.

- If you want to ask about Century, go to **83**.
- If you want to ask about Clancy, go to **145**.
- If you want to report the beggar, go to **104**.

## 113

"Thanks. Be careful here, stranger." Go to **16**.

## 114

- If you follow the gaunt man, go to **99**.
- If you wait for him to clear out and then enter Clancy's residence, go to **128**.

## 115

Hoping to strike lucky, you head into the western area of Century. Containers are stacked on top of each other here creating canyons into which the sunlight struggles. Many walkways bridge the gaps overhead. Through the cool air, the hum of power generators and clank of water purifiers constantly churns. You ask several people to get a location on the thin man. **Test Talk:**

- ✓ Go to **51**.
- ✗ Go to **170**.

## 116

You put on a burst of speed and lengthen your stride to try and minimise the contact and effect the mess has on you. **Test LUC:**

- ✓ Go to **131**.
- ✗ Go to **181**.

## 117

Secure in the knowledge there is no exit without going past you, you methodically search the area together – pulling back crates, checking the corners – when, suddenly, movement bursts from behind a dumpster. Your swinging arm hits the figure in the chest, flooring them onto their back, driving the wind from their lungs. The unarmed boy cannot be more than sixteen. Go to **105**.

## 118

The fleeing figure passes under a wooden panel suspended above the passage to create some shade for a lean-to shelter. Purposefully ramming the support pole, the large wooden sheet swings down into the corridor with a crash blocking the passage like a gate. From this distance, it looks fairly lightweight.

- If you attempt to charge through it (STR), go to **46**.
- If you slow down to move the panel out of the way, go to **33**.



## 119

Of the three, the final room is the closest to the people in the warehouse, though they do not seem imminently interested in coming this way. Inside the room, you see a training room with posters about what makes a good colleague, and the steps to take to report an accident. However, the room has been transformed by the presence of a chemistry station on the far side. Something simmers in the glass tubes indicating someone uses, or is currently using, this.

On the chemistry station's acid-scarred and burned work surface are the parts to make Stimpaks. They need a little final assembly though to lock the parts together.

If you choose to leave it all alone and move on, place a **cross** in the left-most empty **TIME** box, then **go to 120**.



If you want to put them together and take them, **Test Repair & Craft (Chems)**:

✓ **Go to 29.**

✗ **Go to 55.**

## 120

Now inside the warehouse, you have several options. Each of the following choices may only be attempted once. If you have tried an option once already, you cannot try it again whatever the outcome was. There is one exception to this as described in the option's details.

- If you want to sabotage the power (Repair & Craft (Machinery) or Manual Dexterity), **go to 192**.
- If you want to find a terminal and see what options it offers () , **go to 11**.
- If you want to survey the layout of the main area where the bags are (PER), **go to 32**.
- If you want to even the odds a bit and quietly take out a thug (Intimidate or ) , **go to 61**.
- If you want to find unoccupied rooms and search them for gear that could help (Search), **go to 147**.
- If you want to find alternative routes into the main room, **go to 15**.
- If you want to lay low for a moment and use time to reduce the thugs' alertness, **go to 71**. (This option can be chosen multiple times.)
- If you want to try to grab the bags (which will start the counter and end any opportunity to perform the options above), **go to 13**.

## 121

The people you ask seem to know the man, but you get the impression they are unwilling to talk about him. Still, this does seem the right area. Place a **cross** in the left-most empty **ROW C** box.

- If you want to wait a bit longer, **go to 4**.
- If you want to give up the search of the southern area and return to Clancy's residence, **go to 128**.

## 122

Your trailing foot clips the Brahmin as it fails to clear the beast's spine. There's no injury, but your stumble as you land consumes some of your momentum.

**Lose 1 distance. Go to 195.**

## 123

It just won't open. The lock is just beyond your current skills. What was that? Someone is coming!  
**Go to 190.**

## 124

You are not 50 yards from the gate when you hear a call from behind you. "Excuse me. Excuse me!" The sputtering rocket of a Mr. Handy grows louder as the Mr. Handy whose time you paid for approaches. "I am so glad I caught you. I came to say thank you for standing up for me. If you are leaving, may I offer my services in joining you as I am now, er, free of employment. My name is Belmont. An extra pair and a half of hands can always help. What do you say?" The robot leaves his question hanging as he bobs gently up and down.

Looking at the Mr. Handy, you wonder how much more unexpected this trip can get. It is right about one thing – more is better, so you agree. "Thank you, sir. I am so glad to be out of that dreadful household. A runaway robot traveling the land – beats doing housework!"

**Go to 199.**

## 125

As you climb, your foot slips, knocking a small box off the edge. The drop is small but the noise catches one of the thug's attention – she pauses as if deciding on whether to even check. You have no choice but to get clear in case they come to investigate. Place a **cross** in the left-most empty **ALERT** box and place a **cross** in the left-most empty **TIME** box, then **go to 120**.



## 126

On the Boxes page, place a cross in the box on **Row H**. Go to **16**.

## 127



You sail over the mess but land just short. Your heel slips in the edge of the Mirelurk remains making you slip slightly, spoiling your momentum. **Lose 1 distance**. Go to **88**.

## 128

You cross the space outside Clancy's, passing a beaten-looking Mr. Handy doing chores outside a neighbor's. Approaching the residence, Clancy's door clearly been prised open, mangling the frame in the process. Inside, a well-worn table, simple wooden chair and dusty refrigerator stand overlooking a sea of chaos – papers, trash, books; pretty much anything that should be in or on something is strewn across the floor instead. The place has been well looted. A wooden staircase leads from the single room to an upper floor where a similar scene meets you. If the supplies and map were here, they're gone now.

Time is short before you need to meet Clancy. In the Progress Boxes (p.2), write 'TIME' as the name for the boxes on **ROW B**. If instructed to place a **cross** in one or more of the TIME boxes, this indicates time passing. If ever the final TIME box (the one with the section number inside) has a cross drawn in it, immediately leave your current section and go to that numbered section.

You need to find where the gaunt man went – surely he is connected to their disappearance. You have a few ideas:

- If you try to Track the gaunt-looking man (Track , , go to **79**.
- If you want to look around the area outside Clancy's for something that could help (Notice), go to **172**.
- If you want to scout out the alleyways in the west of Century to try and find sign of the gaunt man (Talk), go to **115**.
- If you want to scout out the alleyways in the south of Century to try and find sign of the gaunt man (Talk), go to **198**.
- If you want to scout out the alleyways in the north of Century to try and find sign of the gaunt man (Talk), go to **160**.
- If you want to try remembering why the man was familiar (INT), go to **92**.

## 129

The two town guards look more like private citizens who accidentally wore very similar outfits rather than having a proper uniform, giving the impression Century's law officers may be volunteers. While most people you've seen carry weapons, the guards overtly carry combat shotguns and cattle prods. The male guard sits on a small wooden crate as the female guard leans against the wall nearby talking.

- If you want to approach them directly, go to **112**.
- If you want to eavesdrop on their conversation (Deception), go to **83**.

## 130

ROBCO INDUSTRIES <TM> TERMLINK PROTOCOL

> PASSWORD ACCEPTED

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/Log Entries]■

[Unlock Security Cage]

The menu screen reveals several menu entries but all are corrupted apart from "[Log Entries]" and "[Unlock Security Cage]". Jackpot! Accessing the latter option, you discover the caged enclosure in the main area is locked – well, make that unlocked. Before you leave, you enter the log entries option to delete any record of your access. **Write 136** in the left-most empty **ROW E** box. Place a **cross** in the left-most empty **TIME** box, then go to **120**.

## 131

Stepping momentarily on your toes in just a few places, you glide over the mess, making up time on the fleeing figure. **Gain 1 Distance**. Go to **88**.

## 132

You reach the top and have a good view down over the whole room. **Test PER +2**:

✓ Go to **45**.

✗ Go to **50**.



## 133

You time the push-off with your hands just right, sail just clear of the Brahmin, and hit the ground running without losing momentum. **Gain 1 distance.** Go to **195**.

## 134

You tell the man to stop hitting the robot as you have urgent need of its assistance. **Test Persuade:**

✓ Go to **41**.

✗ Go to **84**.

## 135

Looking momentarily surprised, the thug swiftly recovers and considers his chances against you. Rather than risk him raising the alarm, it looks like this must be done the old-fashioned way instead. Go to **175**.

## 136

The secured cage where the bags are kept is unlocked, so does not require unlocking.

If you have now finished reading all of your advantages, **return to 153**; otherwise, read the next section shown in the **ADVANTAGE** boxes.

## 137

With just the right pressure and angle the bobby pin opens the lock. You leave the grate down for now, looking as if nothing has changed. Write **28** in the left-most empty **ROW E** box. Wait! Someone's coming. Go to **190**.




## 138

You cast your mind back to when you arrived in Century. **Read section 16 and then go directly to 7** afterwards (so **DO NOT** follow the instructions in section 16).

## 139

Closing the distance to the fleeing figure, you tackle them to the ground. Despite their scrambling and twisting to escape, you hold them down. The unarmed boy cannot be more than sixteen. He stops struggling, knowing he is well and truly caught. Go to **105**.

## 140

Startled by the movement, the thug lashes out as a reflex. Your blow glances off their shoulder and it takes several more swings before you connect with the thug's head, knocking them out cold. You drag the limp thug into the rest room, quickly binding and gagging them. In the struggle, the thug got in a couple of decent punches. **Resolve**  **1** +  yourself. Bert gains . You search the thug and gain a **BOLT-ACTION PIPE PISTOL** and a **GRILLED RADROACH** (Radroach Meat). The Orange Mentats in the thug's pocket has been broken in their fall and is unusable. At least he is taken care of, but you move quickly away from the area all the same, in case the noise has drawn attention.

**Write 63** in the left-most empty **ROW E** box. Place a **cross** in the two left-most empty **ALERT** boxes, and place a **cross** in the left-most empty **TIME** box, then go to **120**.

## 141

The caravan merchant is heavier than he looks as he spots your approach and braces himself against the collision. You bounce off him, and then the doorway, but manage to keep your balance. **Lose 1 Distance.** Go to **86**.

## 142

The target stumbles as they start to tire. You **gain 1 distance**.

If you are now at the same distance as the target, go to **139**; otherwise, **Test your END**:

✓ Go to **31**.

✗ Go to **167**.

## 143

The shout alarms and confuses them – some moving one way, others going the opposite, while some freeze in place. You press up against some of them as you force your way through the chaos, but they offer little resistance and there is no change in distance. Place a **?** in **BOX F**. Go to **73**.

## 144


The stinging pain is raw, but you manage to suppress a yelp and any swearing. There is nothing to salvage from the pieces, so you exit the room. Place a cross in the left-most empty **TIME** box, then go to **120**.



## 145

"Clancy? She helps out here – she's part of the guard – that's us – but usually patrols the lands surrounding Century and visits outlying areas. Saw her come back from another of her trips yesterday, I think – not seen her today, mind." **Go to 16.**


## 146

You quickly study Clancy's residence, looking for anything unusual. **Test Notice + **:

✓ **Go to 169.**

✗ **Go to 103.**

## 147

A quiet, dead-end corridor – blocked by a ceiling collapse many years past – has three doorways leading from it. Heading into the room furthest from the main activity in the warehouse, you see what was a staff room. A few simple chairs and a pool table sit amongst the boxes. Safety posters ask you to wash your hands, and re-assure you that safety is everyone's responsibility. The place has been mostly stripped already. **Test **:

✓ **Go to 17.**

✗ **Go to 179.**

## 148

Just a few steps into the alley, you see it turns left, not right, at the end so will not be a shortcut. **Lose 1 distance** as you quickly backtrack and continue along your target's route. **Go to 93.**

## 149

The gaunt man glances around furtively – he looks suspicious, like he is up to some illicit activity. He seems to be checking no-one has noticed anything. Satisfied, the gaunt man leaves, heading down an alleyway. **Go to 114.**

## 150

Record how much damage Clancy gained. With a slight wince in their voice, you hear, "Good to... see you're still sharp after these years, but could you put that away now?" You holster your gun. "There's someone else here – try not to shoot them too, eh?" You hear the mischievous tone in Clancy's voice. A veteran of taking knocks and getting back up, she hasn't changed. **Go to 27.**

## 151

You try to predict the movements of the people at the intersection as you arrive. **Test Behavior:**

✓ **Go to 24.**

✗ **Go to 59.**

## 152

The searing pain is raw and, while you grit your teeth, you can't help yourself from groaning out loud. You hope the sound does not travel. There is nothing to salvage from the pieces, so you exit the room. Place a **cross** in the left-most empty **ALERT** box, and place a **cross** in the left-most empty **TIME** box, then **go to 120.**

## 153

It is time to start Encounter #1. Set up the encounter as described on page **XX** and use the cards for the Encounter #1 on page **XX**, then return here.

Starting Positions: Place the thugs as follows:

- Thug 1    A
- Thug 2    C
- Thug 3    H
- Thug 4    3

Place you and Bert in the Orange box (Orange by Yellow) next to the Exit.

If every **ALERT** box contains a cross, **go to 165** – you will be re-directed back to this section afterwards.

Now, write '**ADVANTAGE**' as the name for the boxes on **ROW E** on the Progress Boxes. Next, read the section(s) matching each number displayed in the **ADVANTAGE** boxes – these will adjust the encounter's set-up with advantages you have gained and explain their effects on the encounter.

**Goal:** You must get you, Bert, and the bags out of the warehouse (via the Exit). During the encounter, go to the relevant section listed below as soon as any of the following occur:

- The first time you pick up a bag during the encounter, **go to 47.**
- If you and Bert get out of the warehouse with the bags, **go to 171.**
- If you are incapacitated, **go to 37.**
- If Bert is incapacitated, **go to 176.**

Note the number of this section so you can return to it when any of the above occur. If you forget, it is mentioned at the end of Encounter #1.





EVEN FRIENDLY HELPER ROBOTS CAN BE A THREAT IN THE WASTELAND

## 154

The crates are still and no sound can be heard.

- If you run on down the exit alley, **go to 201**.
- If you stop to search the area, **go to 117**.

## 155

You spend long enough near the guards to hear a piece of their conversation. The female guard, sounding frustrated, says, "So we raid the premises looking for the stolen goods but, surprise, surprise – nothing. I said the western area wasn't the right place to look. The south's way more sketchy these days." Not wanting to linger further lest you get caught listening in, you move on. **Go to 16**.

## 156

You notice some hanging cables to the right that are swinging – probably due to being hit by someone as they passed by quickly.

- To turn left, **go to 101**.
- To turn right, **go to 57**.
- To wait, **go to 43**.

## 157

At full speed, you leap towards the Brahmin placing your hands on its back, aiming to propel yourself up and over. **Test Acrobatics:**

- ✓ **Go to 133.**
- ✗ **Go to 122.**

## 158

You holler at the group to clear the way as you charge towards them. **Test (G):**

- ✓ **Go to 56.**
- ✗ **Go to 143.**

## 159

Bert's nervous air gives you the impression he is out of his comfort zone.

If your result contained more than 1 Impact, **go to 20**; otherwise, **go to 95**.

## 160

Hoping to hit the right area, you head into the northern part of Century to find a large proportion comprised of residences – mostly small apartments that remind you of Diamond City, but some larger and better cared for. You talk to several people to get a lead on the gaunt man. **Test Talk:**

- ✓ **Go to 207.**
- ✗ **Go to 54.**

## 161

The screen goes blank and is replaced by the dreaded phrase in its center: 'TERMINAL LOCKED. PLEASE CONTACT AN ADMINISTRATOR.' With no options left, and no way to hide your access, you leave the office. Place a **cross** in the left-most empty **ALERT** box, and place a **cross** in the left-most empty **TIME** Box, then **go to 120**.



162

You walk slowly but intentionally towards a stall to take yourself away from the Brotherhood's path. The two soldiers pass you by questioning others as they go. Thinking of jobs to be done, you decide to curtail your examination of Century. Time to find Clancy. **Go to 69.**

163

The shot rings out as it hits the metal of the cargo container, echoing loudly in the confined space. "Woah! Woah! Nice to see you too! I'd hate to see how you greet old enemies..." Clancy's voice is unmistakable. "The idea of meeting here is to be inconspicuous, so if you've finished shooting up the place... Let me introduce you to someone." **Go to 27.**

164

"Who's there?" comes the call from elsewhere in the warehouse facility. "We know someone's there." The game is up. Too many things have been noticed by the thugs at the warehouse. You head to try to grab the bags – at least you can drop any subtlety now. **Go to 153.**

165

Buchanan (who leads the thugs) starts on the table at **Position 2**. Buchanan uses his AI Matrix all the time (so does not patrol like the thugs) and has the Objective: **Defend [Exit]**. Also, Notice Skill for all thugs is now 3 (instead of 2). **Return to 153.**

166

You watch the gaunt man for a moment. **Test Behavior:**

✓ **Go to 149.**

✗ **Go to 205.**

167

The twists and turns start to take their effect on your stamina. If you could just catch your breath. **Gain ② penalty to all Skill Tests** until it is discarded. Prior to any Skill Test, you may choose to lose 1 distance in order to discard this ② penalty. **Go to 72.**

168

You give the sick a wide and careful berth. No change in distance. **Go to 73.**

169

The way the sunlight reflects off the metal door frame draws your eye to notice the frame is bent out of shape – it looks as though the door has been forced open. Looking past the bent frame, you notice debris strewn across the floor as if it has been ransacked. The gaunt man leaves, heading down an alleyway. **Go to 114.**

170

It takes time to find people willing to stop and help you, but it becomes clear this is not the right area. Place a **cross** in the left-most empty **TIME** box. If a complication (△**x**) was rolled, also place a **cross** in the left-most empty **ROW C** box. **Go to 128** (and there is no need to search this way again).

171

It is not long before any pursuit from the warehouse falls away and gives up the chase as you run through the alleys of Century, now with the backpacks on your backs. After taking a moment to catch your breath, you head directly to meet Clancy.

If every **TIME** box contains a cross, **go to 75**; otherwise, **go to 203.**

172

You look around the junction that Clancy's residence faces onto. **Test Notice:**

✓ **Go to 42.**

✗ **Go to 62.**

173

"Hey! I see you watching!" Startled, the figure runs off, definitely up to no good. Given they may know what happened to Clancy, you chase after them. You shout over your shoulder for Bert to stay put with the bags. Begin a Chase (*RPG Rules*, p.92). As you are chasing the watcher, place the watcher at the end of the range rulers which are all aligned. Place yourself at a distance of Blue. During the chase, ignore distance loss if already at Black distance – you cannot be further than Black from the target. **Go to 58.**




## 174

Do you take the alley?

- If you take the alley, **go to 148**.
- If you do not take the alley, **go to 106**.

## 175

Knowing guns are out of the question due to the noise, you swing your weapon down, aiming to knock out the thug. Test :

✓ **Go to 74**.

✗ **Go to 140**.

## 176

You turn to see Bert hit the ground. Your heart sinks. Gaining the backpacks is now pointless as there is no longer a need to reach Athol. You hope you can make it out to explain to Clancy, and together settle the score with this rotten town. **Go to 89**.

## 177

You try to recall what little you know of Century, but it's no good, the best thing to do is to head back to Clancy's residence.

In the Progress Boxes (p.2), place a **cross** in the left-most empty **ROW B** box. **Go to 128**.

## 178


You speed up and leap... **Test Acrobatics:**

✓ **Go to 26**.

✗ **Go to 127**.

## 179

Anything of value seems to have been taken already.


If a complication () was rolled, you knock over an empty bottle – place a **cross** in the left-most empty **ALERT** box.

**Go to 200**.

## 180

A mix of skill, intuition and luck combine to guide you into the warehouse district. As you approach a corner, you freeze as you see the gaunt man enter a large structure. **Go to 66**.

## 181

Sprinting on your toes seems to be working, but then your foot slips in a puddle of the stinking gunk. You do not lose much speed, but the slippery substance covering your foot will take a while to remove. Your distance remains unchanged but **gain  penalty on your next test**. **Go to 88**.

## 182

The target's movements appear slightly ragged.  
**Test END 5 for the target:**

✓ **Go to 202**.

✗ **Go to 142**.

## 183

You don't notice anything indicating which way the runner went.

- To turn left, **go to 101**.
- To turn right, **go to 57**.
- To wait, **go to 43**.

## 184

You glance to the side to check on the watcher's location, but they notice your look and bolt – with you now in hot pursuit. You shout over your shoulder for Bert to stay put with the bags. Begin a Chase (RPG Rules, p.92). As you are chasing the watcher, place the watcher at the end of the range rulers which are all aligned. Place yourself at a distance of Blue. During the chase, ignore distance loss if already at Black distance – you cannot be further than Black from the target. **Go to 58**.

## 185

Playing it safe, you follow the same route around the Brahmin as your target. No change in distance.  
**Go to 195**.

## 186

You approach an intersection with some cross traffic as people emerge from a doorway.

- If you try to dodge through them (Behavior), **go to 157**.
- If you barge through (STR+2), **go to 10**.



## 187

Around the corner, the alley opens into a wide courtyard with various tall piles of crates making it hard to see every area. Apart from where you came in, there's only one other exit, on the opposite side.

**Test Notice:**

✓ Go to 12.

✗ Go to 154.

## 188

Stepping between the sludge is relatively easy when not sprinting, and you are quickly across without mishap. No change in distance. **Go to 88.**

## 189

Your few memories of Century's layout serve you well and you think the man is likely heading to the warehouse district. Taking a parallel route through alleys basking in deep shadow, you emerge to witness the man just as he enters a large structure. **Go to 66.**

## 190

The footsteps continue to approach, ever louder. Time to retreat, but with an oncoming thug being so near, you try to move as quietly as possible. **Test Stealth:**

✓ Go to 102.

✗ Go to 23.

## 191

Peering around a stack of crates, you look into the room. **Test PER -2:**

✓ Go to 6.

✗ Go to 206.


## 192

Keeping an eye out for any thugs, you follow the main power cables running along the walls to an alcove. You ease open the grimy circuit box, revealing old but simple wiring. You are pretty sure you could jury-rig it to disable some of the lights in the main area, but switching the power off while you do it would attract too much attention. **Test Repair & Craft (Machinery)** (or **Test Manual Dexterity -2** instead):

✓ Go to 38.




✗ Go to 5.

## 193

Some of the lights in the main area are out of action due to your rewiring. During the scenario, the  of all opposing models are one color shorter.

If you have now finished reading all of your advantages, **return to 153**; otherwise, read the next section shown in the **ADVANTAGE** boxes.


## 194

"What're you doing? It's me!" Clancy's voice is unmistakable. Make an armor roll for Clancy whose Armor Ratings are  2+1,  3,  1.

■ If any damage was caused, **go to 150.**

■ If all damage was blocked, **go to 36.**

## 195

Your target runs past a wretched-looking group of people arguing outside a doorway with the sign 'Doctor' above it. Apparently, any form of queue has broken down. One vomits by the doctor's door. If you shout for them to get out of the way and head through the group (), **go to 158.** If you take a more circuitous route around them where it is clear, **go to 168.**

## 196

You follow the tracks some way, but the trail goes cold amongst all the other footprints. You have to give up and return to Clancy's. Place a **cross** in the left-most empty **TIME** box. **Go to 128** and you cannot try to track the gaunt man again.

## 197

You drift towards the guards' location, slowing your passage by pausing to re-adjust your gear, and look at the sky, assessing the weather. **Test Deception:**

✓ Go to 155.

✗ Go to 112.

## 198

The southern area of Century seems more industrial and commercial than other areas, with many warehouses and stores occupying the containers – some combined to create larger structures. You ask several people about the moustached man. **Test TALK:**

✓ Go to 107.

✗ Go to 121.



## 199


You head away from Century, days of trekking across the Wasteland unknown to you ahead, and then who knows what at the station in Athol.

This is the end of Part 1. Part 2 continues immediately from this point so keep a record of what items and damage both you and Bert have. If you have gained the Mr. Handy, record that too – a character sheet and cards for it is in Part 2. Also, keep a record of the various boxes and their contents as these will also be required.

## 200

The next room is slightly closer to the people in the warehouse. Looking in, you see several bunks and the footlockers of a dorm. Upon some of the bunks are blankets. Maybe the thugs here use this room. With that in mind, you hasten your search.

If you choose to stop searching these rooms, place a **cross** in the left-most empty **TIME** box, then go to 120.

If you do search the next room, **Test**  -2:

✓ Go to 39.

✗ Go to 91

## 201

After turning several corners, there is no sign of the target and, with multiple possible routes, the trail goes cold. Frustrated, you catch your breath and head back to re-join Bert. It is clearly not safe to stay in Century any longer. Go to 30.

## 202

The target digs deep and manages to keep going. No change in distance. Then, **Test your END**:

✓ Go to 31.

✗ Go to 167.

## 203

You are early for meeting Clancy, but the time to meet comes and goes, and there is still no sign of her. You know she would not have left without you – and not just because you have the supplies, the map, and Bert. Her last instruction insisted you go if she was not back in time. You give it 10 minutes more, but as that passes too, you know you need to leave. From the corner of your eye, you notice a figure has been lurking around a corner. Go to 40.

## 204

You actually recognise this corner of Century and know that alley is not a shortcut. Go to 174.

## 205

The gaunt man hovers in the doorway for a moment but you get no better sense of his demeanor before he leaves, heading down an alleyway. Go to 114.

## 206

From floor-level, your view of some parts of the room is blocked by piles of boxes and equipment, some covered by canvas – you assume much of it stolen; however, you manage to get a decent sense of the layout. In the center is the caged enclosure with a single doorway containing the two backpacks as well as other items stored on shelving racks – hot plates, clothing, microscopes, toolboxes. Walking back and forth across the room are several thugs, but it is hard to understand their routes from this angle. Not wanting to push your luck in case you are discovered, you retreat from your position. Place a cross in the left-most empty **TIME** box, then go to 120.

## 207

You rapidly understand the man will not be found here. You return to Clancy's to try something else. Go to 128.

## 208

The password is incorrect, but your Genius ability allows you to prevent the terminal from registering the failure. Place a **cross** in the left-most empty **TIME** box. If you choose to try again, go to 80. If you choose not to try again, go to 120.

## 209

As you round a turn, you find yourself directly in the gaze of the thin-looking man. Without knowing if he has realised you are following him, you think quickly, continue walking, and head into the general store next to you as if that was your destination. In the Progress Boxes (p.2), place a **cross** in the left-most empty **ROW C** box. When you feel enough time has passed before exiting the store, the gaunt man is long gone. You head back to Clancy's residence. Go to 128.

**DO NOT GO BEYOND THIS POINT  
UNLESS INSTRUCTED**





1

2

3

4

5

6



## PERKS

ACROBATIC DODGE: Once per day, can Test AGI.  
Success: Ignore all damage from a single attack.



## SPECIALITIES (+2)

## GIFTS & SCARS

HEALTHY: +1

CLUMSY: -2 Stealth Tests

## STARTING EQUIPMENT

.44 Revolver, 0 Caps

NAME Bert



## WEAPON

## IMPROVISED WEAPON



## HANDYMAN



HANDYMAN +2

MECHANIC: Does not suffer the Unskilled penalty for any Repair & Craft skill.

STR 4  
PER 3  
END 5  
CHA 5  
INT 5  
AGI 3  
LUC 2



2  
 2  
 -

		BLACK	YELLOW	GREEN
Acrobatics	AGI	-4		
Athletics	AGI/END/STR	-4		
Behavior	PER	-4		
Computers				
Deception	CHA	-4		
Intimidate		-4		
Lockpick				
Manual Dexterity	AGI			
Medical	INT	-4		
Notice	PER	-4		
Persuade	CHA			
Pilot	AGI	-4		
Presence				
Resilience	END	-4		
Search				
Stealth	AGI			
Talk	CHA	-4		
Track	PER	-4		



		BLACK	YELLOW	GREEN
Knowhow (CREATURES)	INT	-4		
Knowhow (HISTORY)	INT			
Knowhow (LOCAL)	INT			
Knowhow (ROBOTS)	INT			
Knowhow (SCIENCE)	INT			
Knowhow (SURVIVAL)	INT	-4		
Repair/Craft (ARMOR)	INT	-4		
Repair/Craft (CHEMS)	INT	-4		
Repair/Craft (FOOD & DRINK)	INT	-4		
Repair/Craft (GEAR)	INT			
Repair/Craft (MACHINERY)	INT			
Repair/Craft (POWER ARMOR)	INT	-4		
Repair/Craft (ROBOTS)	INT			
Repair/Craft (VAULT-TEC™)	INT	-4		
Repair/Craft (WEAPONS)	INT	-4		



## CUSTOM AMMO

Model may use one token for one shot  
for any  / 



Use prior to  test for an automatic success.  
Can be used by models with or without  skill.

## BOLT-ACTION PIPE RIFLE



**! 3**







**!4**

Short only

**4**



## IGUANA BITS

   then add 

## MUTANT HOUND MEAT



**UNCOOKED:**     then add 

## 11



# BUFFTATS



●●●●						+1	+1
●●●				+1		+1	
●●				+1			+1
●					+2		



## ORANGEMENTATS



## 21






**SPARK**



		+1			
		+1			
		+2			



## STURDY METAL ARMOR

	3
	2
	-



## BROTHERHOOD OF STEEL HOOD

+1 



# ENCOUNTER #1

This encounter occurs when you and Bert attempt to grab the backpacks. In the rules below, the ‘characters’ means you and Bert.

## GOAL

Your goal is for you and Bert to leave the warehouse with the backpacks. Leaving through the exit counts

as leaving the warehouse and that character can take no further part in the encounter.

## SECURED CAGE

The characters can ➡ with the Lockpick Token to unlock the secured cage. Until it is unlocked, no-one can enter the secured cage. Immediately on being unlocked, characters and thugs can move through the cage’s doorway.

When fully inside the secured cage, a character can pick-up one or both backpacks (there are two in total). Picking up a backpack does not require an Action but cannot be during an Action. The first time a bag is picked up, go to 47.

## STEALTH

Stealth can be used by unengaged characters against thugs who are patrolling. When a character moves, they may make an **Opposed Test** using **your Stealth versus the patrolling thug’s Notice of 2**. If multiple patrolling thugs could witness the Trigger, make a single roll for all thugs combined but with + 🟢. If there is no winner, the character wins. If you win, the movement does not cause a Trigger, so goes unnoticed. If the thug wins, give each a 🟢

which must be used on their next Action if it is an attack against the character failing to use Stealth, or discarded if not.

Successfully using Stealth represents you moving quietly, using cover, and moving when thugs are not looking your way, but you can still be seen by thugs when it is their turn.



WHEN BACKED INTO A CORNER IT'S BEST TO LET YOUR WEAPONS DO THE TALKING



## THUG AI SETTINGS

When the encounter starts, the thugs will be patrolling the area using patrol routes. When a thug is aware of a character, it will stop patrolling and use its AI matrix to determine their Actions.

### Patrolling

Until a thug is aware of a character, do not roll on its AI Matrix but, instead, perform the Objective: **Go To [Next marker along patrol route]**. Patrol routes are set by a sequence of numbers (Investigation Markers) and/or letters (Searchables), referred to as 'route markers'. Each thug will move along its sequence of route markers. Upon reaching a route marker, the thug will move to the next one on their patrol sequence. The thug does not need to stop when reaching a route marker. When a thug reaches the final marker along their patrol sequence, their next marker is the first marker in their patrol sequence, so it loops.

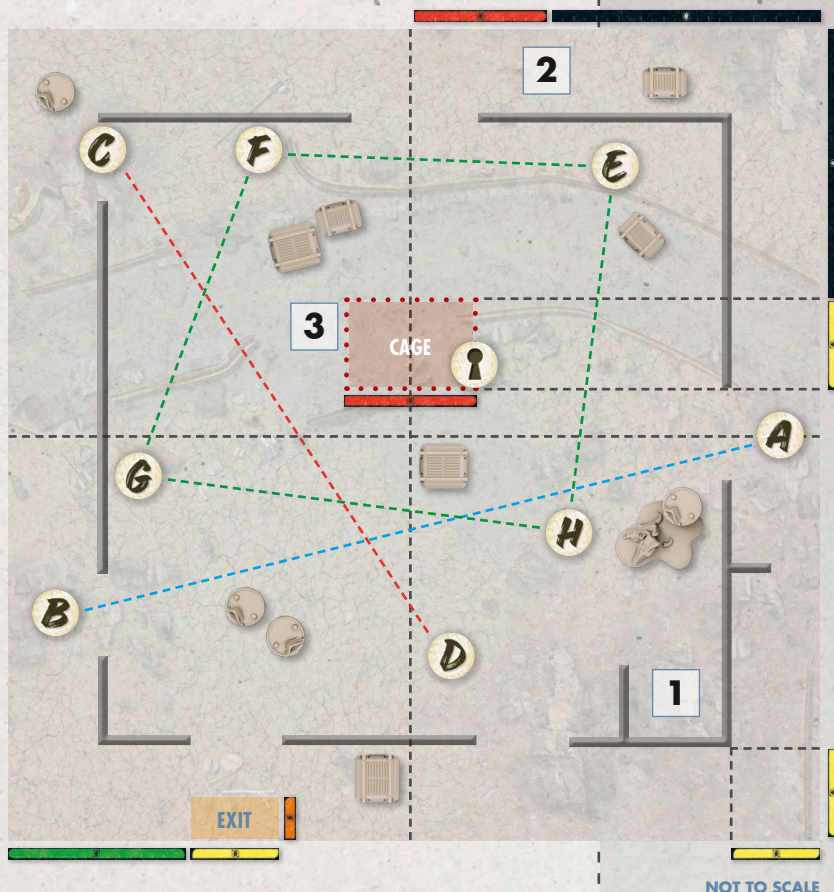
In the warehouse, each thug will use one of the following patrol routes:

- Thug 1    A-B
- Thug 2    C-D
- Thug 3    E-F-G-H
- Thug 4    3 (i.e. stationary)

Where the thugs start will be determined when the encounter starts. Each thug follows the patrol route on which they start; e.g. if a thug starts on E then it will follow the E-F-G route.

### Stopping Patrolling

When a thug is either (a) aware of any Trigger, or (b) has LoS to a character within two Awareness lengths during their turn, it stops patrolling. In the case of (b), if there is any cover between the thug and



the character, the player can choose to have the thug **Test PER**, and it does not stop patrolling if it fails.

When a thug is not patrolling, its Actions are resolved using its AI Matrix with Objective: **Defeat [Any character that any thug has been aware of during this or last round]** (as the thugs shout to the others when they have seen someone). If all thugs are unaware of both characters for an entire round, they resume patrolling the nearest point along their route as their next marker.

## TABLE SET-UP

The location is a large warehouse with walls and several doors. Place terrain to indicate a **corridor** around the outside of the warehouse. At the center is a secured **cage**, Red by Yellow, with one **doorway** into it. Place a **Lockpick Token** on this doorway.

The warehouse contains various piles of **crates**, **tarpaulin-covered boxes**, **junk**, etc., which count as cover, and many block LoS – it is important there are many of these in the warehouse, as well as some in the surrounding corridor.

This is an RPG, so you can use as much or as little physical terrain on your table as you wish. If you

have suitable physical terrain pieces, place them on the table; if not, you can use some household items instead. Alternatively, you can just draw the layout and any obstructions, walls, etc. on a large piece of paper – whatever works for you.

You will be told who to place where when the encounter starts.

### Thugs

The Unit, AI, and weapon cards for the Thugs are shown on the next page – **only look at these when directed**. All are Regular NPCs, i.e. not Heroic.

## AFTER SET-UP

When you have completed the set-up mentioned above, return to **153** which may add extra adjustments to the encounter.

**DO NOT GO BEYOND THIS POINT UNLESS INSTRUCTED**



# CARDS FOR ENCOUNTER #1

**THUG**



STR 3  
PER 4  
END 4  
CHA 2  
INT 5  
AGI 4  
LUC 2

2  
1  
-

**BUCHANAN**



STR 4  
PER 6  
END 5  
CHA 3  
INT 5  
AGI 4  
LUC 3

2  
2  
-

**THUG**  
BOLT-ACTION PIPE PISTOL AND MACHETE

	Patrol	♥	
		1+	
♠	0	0	♣
♠	0	M	♣
♠	0	0	♣

1: Vulnerable  
2: Wounded  
3: Nearest

Does not use ⚙️


**BUCHANAN**  
LASER RIFLE

	♥	
	3+	1-2
♠	0	0
♠	M	A
♠	A	M

1: Importance  
2: Capable  
3: Wounded

Does not use ⚙️


**BOLT-ACTION PIPE RIFLE**



!3

2


**MACHETE**



!3

1

**LASER PISTOL**



!2

2

3