



HELL ON EARTHTM

Radiation Screen

Important Things

Shootin' Modifiers

| Situation | Modifier |
|----------------------------|----------|
| Firer is running | -4 |
| Firer is mounted | -2 |
| Firer is wounded | -1 to -5 |
| Target is hidden | -4 to -8 |
| Target is moving fast | -4 |
| Target size | Varies |
| Called shots: | |
| Guts | -2 |
| Legs, arms | -4 |
| Heads, hands, feet | -6 |
| Eyeball, heart | -10 |
| Hip Shootin' | -2 |
| Off-Hand Attack | -4 |
| Fannin' | -2 |
| One-handed rifle | -2 |
| Night, full moon, twilight | -2 |
| Night, half moon | -4 |
| Night, quarter moon | -6 |
| Blindness, total darkness | -10 |

Hit Location

| 1d20 | Location |
|-------|-----------------------------|
| 1-4 | Legs |
| 5-9 | Lower Guts |
| 10 | Gizzards |
| 11-14 | Arms |
| 15-19 | Upper Guts |
| 20 | Noggin |
| | Modifiers |
| +1 | Per attack roll raise |
| +2 | When fighting |
| +2 | Higher (when fighting) |
| +2 | Point-blank (when shooting) |

Hurtin' & Healin'

| Wound | Modifier | Stun/ Healin' TN |
|----------|----------|---------------------|
| Wind | - | 3 |
| Light | -1 | 5 |
| Heavy | -2 | 7 |
| Serious | -3 | 9 |
| Critical | -4 | 11 |
| Maimed | -5 | 13 |

Suit Ranks

| Suit | Rank |
|----------|--------|
| Spades | First |
| Hearts | Second |
| Diamonds | Third |
| Clubs | Fourth |

Fightin' Weapons

Tests o' Will

| Test Aptitude | Opposed Aptitude |
|---------------|------------------|
| Bluff | Scrutinize |
| Overawe | Guts |
| Ridicule | Ridicule |
| Raises | Effect |
| 1 | Unnerved |
| 2 | Distracted |
| 3 | Broken |

Weapon

| |
|----------------|
| Brass knuckles |
| Small club |
| Big club |
| Knife |
| Big knife |
| Machete |
| Sword |
| Bayonet |
| Spear |
| Hand ax |
| Battle-ax |
| Great ax |
| Mini-chainsaw |

Defensive Bonus

| |
|----|
| - |
| - |
| +1 |
| +1 |
| +1 |
| +1 |
| +1 |
| +1 |
| +1 |
| +1 |
| +1 |
| +1 |
| +1 |
| +1 |
| +1 |

Speed

| |
|---|
| 1 |
| 1 |
| 2 |
| 1 |
| 1 |
| 1 |
| 1 |
| 1 |
| 1 |
| 1 |
| 2 |
| 2 |
| 1 |

Damage

| |
|----------|
| STR+1d4 |
| STR+1d4 |
| STR+1d6 |
| STR+1d4 |
| STR+1d6 |
| STR+2d6 |
| STR+2d8 |
| STR+2d6 |
| STR+2d6 |
| STR+2d6 |
| STR+2d6 |
| STR+2d8 |
| STR+2d10 |
| STR+2d8 |

Cost

| |
|-----|
| 20 |
| - |
| 5 |
| 10 |
| 25 |
| 75 |
| 100 |
| 75 |
| 25 |
| 75 |
| 100 |
| 200 |
| 400 |

Speed-Load

| Rounds Loaded | TN |
|----------------|----|
| 2 | 9 |
| 3 | 11 |
| Clip | 5 |
| Spare cylinder | 5 |

Fate & Damage

| Chip | Wounds Negated | Wind Regained |
|-------|----------------|---------------|
| White | Up to 1 | 5 |
| Red | Up to 2 | 10 |
| Blue | Up to 3 | 15 |

Shotguns & Scatterguns

| Range | Damage |
|----------|--------|
| Touching | 6d6 |
| 1-10 | 5d6 |
| 11-20 | 4d6 |
| 21-30 | 3d6 |
| 31+ | 2d6 |

Quick Draw

| Task | TN |
|-------------|----|
| Draw | 5 |
| Cock | 5 |
| Draw & cock | 7 |

Unskilled Attempts

| Condition | Modifier |
|---------------|----------|
| Related skill | -4 |
| Unskilled | -8 |

Shootin' Things

Shootin' Irons

| Weapon Type | Ammo | Shots | Speed | ROF | Range | Damage | Cost |
|-----------------------------------|----------|-------|-------|-----|--------|------------|-------|
| Bows | | | | | | | |
| Bow | Arrow | 1 | 2 | 1 | 10 | STR+1d6 | 25 |
| Compound bow | Arrow | 1 | 2 | 1 | 10 | STR+1d6+2 | 50 |
| Crossbow | Bolt | 1 | 2 | 1 | 10 | 2d6+2 | 50 |
| Thrown Weapons | | | | | | | |
| Bolo | — | 1 | 2 | 1 | 5 | STR+1d4 | 15 |
| Small knife | — | 1 | 1 | 1 | 5 | STR+1d4 | 10 |
| Large knife | — | 1 | 1 | 1 | 5 | STR+1d6 | 20 |
| Boomerang ¹ | — | 1 | 1 | 1 | 5 | STR+1d4 | 10 |
| Sharpened hubcap ¹ | — | 1 | 1 | 1 | 5 | STR+1d6 | 5 |
| Shuriken ¹ | — | 1 | 1 | 1 | 5 | STR+1 | 10 |
| Pistols | | | | | | | |
| Police Pistol ² | 10mm | 9 | 1 | 1 | 10 | 3d6 | 100 |
| NA officer's sidearm ³ | 9mm | 15 | 1 | 1 | 10 | 3d6 | 100 |
| SA officer's sidearm ⁴ | .50 | 6 | 1 | 1 | 10 | 4d6 | 100 |
| Rifles | | | | | | | |
| Lever-action | .30 | 15 | 2 | 1 | 20 | 4d8 | 100 |
| Hunting rifle | .30-06 | 9 | 1 | 1 | 20 | 4d8 | 150 |
| NA assault rifle ³ | 5.56 | 30 | 1 | 9 | 10/20 | 3d8 | 200 |
| SA assault rifle ⁴ | 7.62 | 20 | 1 | 6 | 10/20 | 4d8 | 200 |
| Shotguns | | | | | | | |
| Double-barrel scattergun | 12 gauge | 2 | 2 | 2 | 5 | 2-6d6 | 150 |
| Double-barrel shotgun | 12 gauge | 2 | 2 | 2 | 10 | 2-6d6 | 150 |
| Pump shotgun | 12 gauge | 8 | 2 | 1 | 10 | 2-6d6 | 150 |
| Auto-shotgun | 12 gauge | 20 | 1 | 3 | 5/10 | 2-6d6 | 600 |
| Submachine-Guns | | | | | | | |
| Police Hellfire ² | 10mm | 20 | 1 | 6 | 5/10 | 3d6 | 150 |
| NA Commando ³ | 5.56 | 30 | 1 | 12 | 5/10 | 3d6 | 150 |
| SA Commando ⁴ | .50 | 20 | 1 | 6 | 5/10 | 4d6 | 150 |
| Heavy Machine-Guns | | | | | | | |
| NA SAW ³ | 5.56 | 60 | 1 | 12 | 20 | 3d8 | 1,000 |
| SA SAW ⁴ | 7.62 | 30 | 1 | 9 | 20 | 5d8 | 1,000 |
| Other | | | | | | | |
| Flamethrower | — | 30 | 1 | 1d6 | Max 20 | 1d10/shot | 1,000 |
| Grenade ⁴ | — | 1 | 2 | 1 | 5 | 4d12 | 100 |
| Grenade launcher | 40mm | 3 | 1 | 1 | 20 | By grenade | 1,500 |
| Dynamite (1 stick) | — | 1 | 2 | 1 | 5 | 3d20 | 50 |
| Nitro (8 oz.) | — | 1 | 1 | 1 | 5 | 3d20 | 75 |
| Rocket launcher ⁴ | Rockets | 1 | 2 | 1 | 20 | 5d20, AP 3 | 2,000 |

Armor

| Type | Value | Cost | Covers | Notes |
|----------------------|---------|------|----------------------|--|
| Thick winter coat | -2 | 100 | Guts, arms | Adds +4 to <i>survival</i> rolls against cold. |
| Boiled leather shirt | -4 | 100 | Guts, arms | |
| Boiled leather pants | -4 | 100 | Legs | AV 1 versus hand-to-hand attacks. |
| Motorcycle helmet | 1 | 250 | 50% noggin | |
| Kevlar vest | 2 | 750 | Guts | As Kevlar in guts; -4 arms and legs. |
| Armored duster | -4 | 500 | Guts, arms, 50% legs | |
| Infantry battlesuit | Special | 1100 | Guts, arms, legs | |
| Infantry helmet | 2 | 500 | Noggin | |

1. Can be made with an Onerous (7) trade: weaponsmithing roll. 2. General police model used before the Last War.
3. General type used by the Northern Alliance. 4. General type used by the Southern Alliance. 5. One use only.

Important Thangs

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| Target is hidden | -4 to -8 |
| Target is moving fast | -4 |
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| Heads, hands, feet | -6 |
| Eyeball, heart | -10 |
| Hip Shootin' | -2 |
| Off-Hand Attack | -4 |
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| One-handed rifle | -2 |
| Night, full moon, twilight | -2 |
| Night, half moon | -4 |
| Night, quarter moon | -6 |
| Blindness, total darkness | -10 |

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| 1d20 | Location |
|-------|------------|
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| 10 | Gizzards |
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| 20 | Noggin |

Modifiers

| | |
|----|-----------------------------|
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| +2 | When fighting |
| +2 | Higher (when fighting) |
| +2 | Point-blank (when shooting) |

Hurtin' & Healin'

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| Heavy | -2 | 7 |
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Suit Ranks

| Suit | Rank |
|----------|--------|
| Spades | First |
| Hearts | Second |
| Diamonds | Third |
| Clubs | Fourth |

Fightin' Weapons

Tests o' Will

| Test | Opposed |
|-----------------|-----------------|
| Aptitude | Aptitude |
| Bluff | Scrutinize |
| Overawe | Guts |
| Ridicule | Ridicule |
| Raises | Effect |
| 1 | Unnerved |
| 2 | Distracted |
| 3 | Broken |

Speed-Load

| Rounds Loaded | TN |
|----------------|----|
| 2 | 9 |
| 3 | 11 |
| Clip | 5 |
| Spare cylinder | 5 |

Quick Draw

| Task | TN |
|-------------|----|
| Draw | 5 |
| Cock | 5 |
| Draw & cock | 7 |

| Weapon | Defensive Bonus | Speed | Damage | Cost |
|----------------|-----------------|-------|----------|------|
| Brass knuckles | - | 1 | STR+1d4 | 20 |
| Small club | - | 1 | STR+1d4 | - |
| Big club | +1 | 2 | STR+1d6 | 5 |
| Knife | +1 | 1 | STR+1d4 | 10 |
| Big knife | +1 | 1 | STR+1d6 | 25 |
| Machete | +1 | 1 | STR+2d6 | 75 |
| Sword | +2 | 1 | STR+2d8 | 100 |
| Bayonet | +1 | 1 | STR+2d6 | 75 |
| Spear | +3 | 1 | STR+2d6 | 25 |
| Hand ax | +1 | 1 | STR+2d6 | 75 |
| Battle-ax | +1 | 2 | STR+2d8 | 100 |
| Great ax | +1 | 2 | STR+2d10 | 200 |
| Mini-chainsaw | +1 | 1 | STR+2d8 | 400 |

Fate & Damage

| Chip | Wounds Negated | Wind Regained |
|-------|----------------|---------------|
| White | Up to 1 | 5 |
| Red | Up to 2 | 10 |
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Shotguns & Scatterguns

| Range | Damage |
|----------|--------|
| Touching | 6d6 |
| 1-10 | 5d6 |
| 11-20 | 4d6 |
| 21-30 | 3d6 |
| 31+ | 2d6 |

Unskilled Attempts

| Condition | Modifier |
|---------------|----------|
| Related skill | -4 |
| Unskilled | -8 |

Terrible Things

Terror

| TN | Dice | Description |
|----|------|--|
| 3 | 1d6 | A description of something strange. A nasty wound. |
| 5 | 2d6 | Something slightly strange. A dead body. A fresh Harrowed. |
| 7 | 3d6 | A bizarre creature like a croaker. A gruesome corpse. |
| 9 | 4d6 | A supernatural creature like a walkin' dead, a blast shadow, or a night terror. A mutilated corpse. |
| 11 | 5d6 | A unique and overwhelming horror like a bloodwolf or a lurker. A scene of mass carnage. |
| 13 | 6d6 | A creature that defies imagination. Grisly carnage that serves some arcane and evil purpose "man was not meant to know." |

Fear Level Effects

| Level | Effects |
|-------|---|
| 0 | None. |
| 1 | -1 to <i>guts</i> checks. |
| 2 | -2 to <i>guts</i> checks. |
| 3 | -3 to <i>guts</i> checks. |
| 4 | -4 to <i>guts</i> checks. The Marshal draws a Fate Chip when One-Eyed Jacks are dealt from his Action Deck. |
| 5 | -5 to <i>guts</i> checks. The Marshal draws a Fate Chip when One-Eyed Jacks or Suicide Kings are dealt from his Action Deck. |
| 6 | -6 to <i>guts</i> checks. The Marshal draws a Fate Chip when One-Eyed Jacks or Suicide Kings are dealt from his Action Deck. The fearmonger draws an extra card from his Action Deck every round. |

Scart

Roll Effect

- 1-3 **Uneasy:** The character stares slackjawed at the grisly scene. For her hesitation, she loses her next Action Card.
- 4-6 **Queasy:** The victim stares in horror at the scene. He loses his next Action Card and subtracts -2 from any Trait or Aptitude rolls made this round.
- 7-9 **The Willies:** The character staggers back in horror, missing his actions for the round. He tosses in all his Action Cards, including any up his sleeve. He takes 1d6 Wind, and his actions are at -2 until he makes a *guts* check (try once per action).
- 10-12 **The Heebie-Jeebies:** The character turns white as a ghost and loses his entire turn and 1d6 Wind. All actions are at -2 for the rest of the encounter.
- 13-15 **Weak in the Knees:** The victim loses 1d6 Wind. At grotesque scenes, he loses his lunch and staggers away. At terrible scenes, he puts his tail between his legs and gets the Hell out of Dodge. In either case, he's ineffectual until he makes the *guts* check that caused this result (which he can try on any action). Then he's -2 until the encounter is over or he pays a white Fate chip.
- 16-18 **Dead Faint:** The victim takes 3d6 Wind. If reduced to 0 or less, he faints dead away. Chips can be spent to reduce the Wind normally. A victim with *faith* must make an Onerous (7) *faith* roll. If she fails, the horror causes her to permanently lose one level of *faith*.
- 19-21 **Minor Phobia:** The victim goes *weak in the knees* and gains a minor phobia (a 2-point *loco* Hindrance) from the event. When affected by the object of this irrational fear, she suffers a penalty of -2 to all actions.
- 22-24 **Major Phobia:** The victim goes *weak in the knees* and gains a major phobia (a 5-point *loco* Hindrance) from the event. This is the same as above, but the penalty is -4, and the victim must make a Hard (9) *guts* check to directly affect the object of fear.
- 25-27 **Corporeal Alteration:** The victim gains a *minor phobia* and suffers a physical defect such as a streak of white hair or being restricted to never speaking louder than a whisper. He may never be the same.
- 28-30 **"The Shakes":** The survivor gets a *major phobia* and must make a Hard (9) *Spirit* roll or permanently reduce her *Deftness* by -1 step. If the roll is made, her *Deftness* is only reduced for 1d6 days.
- 31-35 **Heart Attack:** The poor sap's heart skips a beat. He must make a Hard (9) *Vigor* roll. If made, he suffers 3d6 Wind and gains a *major phobia*. If failed, he suffers 3d6 Wind, and his *Vigor* is permanently reduced by one. He must make a Second Hard (9) *Vigor* roll. If failed, he has a heart attack and dies unless saved by an Incredible (11) *medicine* roll within 2d6 rounds. If his *Vigor* ever falls below 4, he kicks the bucket anyhow.
- 36 **Corporeal Aging:** The character suffers a *heart attack* and automatically ages one year.

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| Hip Shootin' | -2 |
| Off-Hand Attack | -4 |
| Fannin' | -2 |
| One-handed rifle | -2 |
| Night, full moon, twilight | -2 |
| Night, half moon | -4 |
| Night, quarter moon | -6 |
| Blindness, total darkness | -10 |

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| Spare cylinder | 5 |

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| Task | TN |
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| Cock | 5 |
| Draw & cock | 7 |

| Weapon | Defensive Bonus | Speed | Damage | Cost |
|----------------|-----------------|-------|----------|------|
| Brass knuckles | - | 1 | STR+1d4 | 20 |
| Small club | - | 1 | STR+1d4 | - |
| Big club | +1 | 2 | STR+1d6 | 5 |
| Knife | +1 | 1 | STR+1d4 | 10 |
| Big knife | +1 | 1 | STR+1d6 | 25 |
| Machete | +1 | 1 | STR+2d6 | 75 |
| Sword | +2 | 1 | STR+2d8 | 100 |
| Bayonet | +1 | 1 | STR+2d6 | 75 |
| Spear | +3 | 1 | STR+2d6 | 25 |
| Hand ax | +1 | 1 | STR+2d6 | 75 |
| Battle-ax | +1 | 2 | STR+2d8 | 100 |
| Great ax | +1 | 2 | STR+2d10 | 200 |
| Mini-chainsaw | +1 | 1 | STR+2d8 | 400 |

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| Range | Damage |
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| 21-30 | 3d6 |
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