

# FOR THE POLIO



**Hell on Earth  
F1 The Perils of the  
Co-Kan Run!**

**New Edge:  
The Leap**

**Field Guide:  
The Environs  
and Dangers of  
Route 385**

**Deadlands:  
Hell on Earth  
Adventure for  
Seasoned  
Characters**

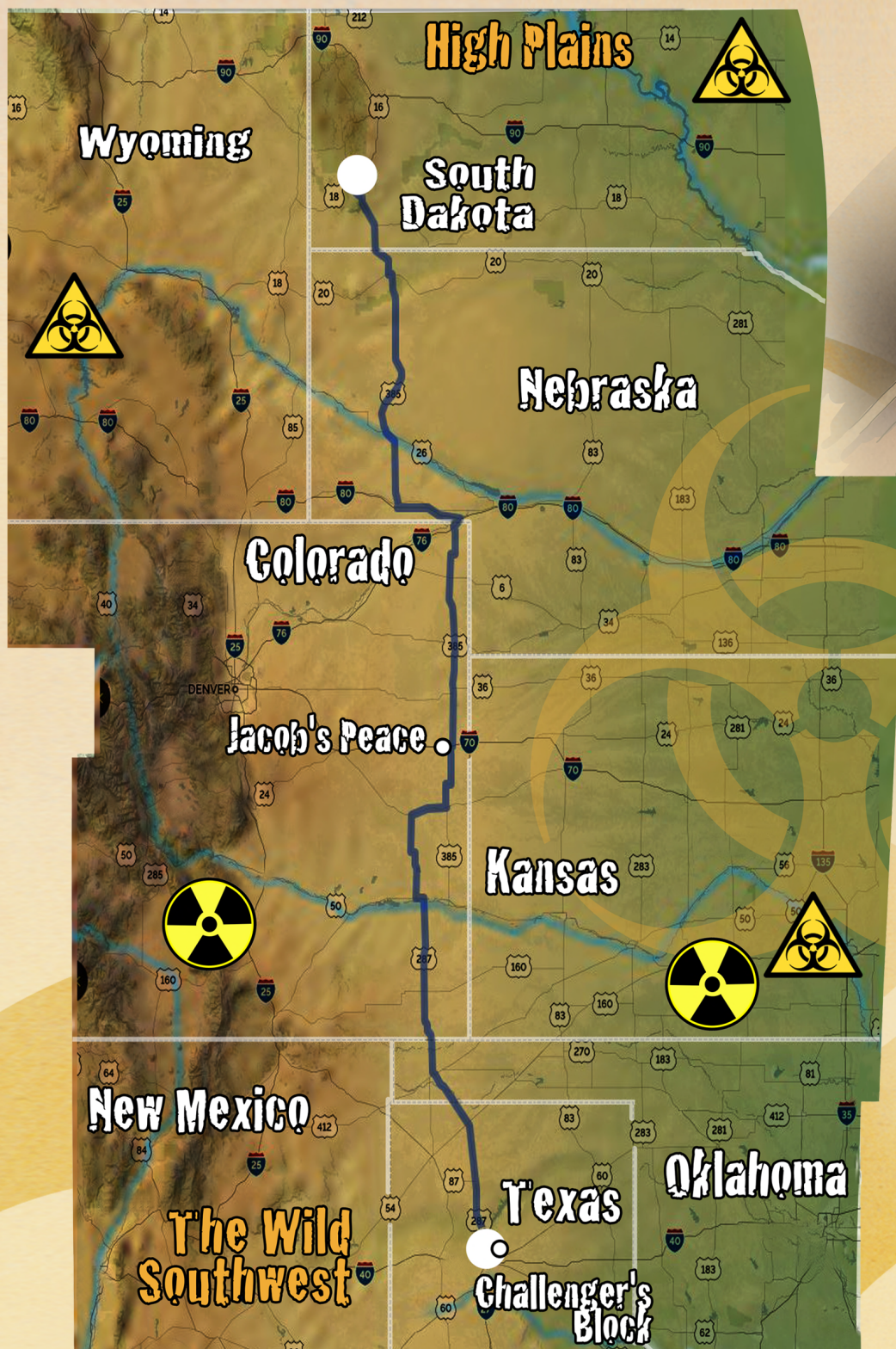




# The Perils of the Co-Kan Run!

Adventure for seasoned characters

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## Jacob's Peace

Jacob's Peace is an oasis of sanity in a sea of chaos along the Co-Kan. Situated roughly halfway down the infamous 'run', this small settlement has maintained its independence from the Combine with guile, ingenuity, and staying just under the radar. No more than a thousand hardy souls ever call this former rest stop home, but nonetheless it is a vital 'caravan stop' for those using the Co-Kan to transport goods from north to south.

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The Co-Kan Run begins along the southern edge of the Black Hills in what was formerly South Dakota and ends in the wastelands town of Challenger's Block near the ruins of Amarillo, Texas. It is encapsulated around highway 385 and the roughly 700 miles it snakes north to south along the Colorado/Kansas border.

The Home Stretch doesn't have the fear factor of the Co-Kan, but the 600 miles from Challenger's Block to Cheyenne Wellsprings, which rests along Oklahoma's eastern border, is another piece of bad road on old Interstate 40.





# Field Guide

Volume

7

## Introduction:

### Your Sandbox:

My fellow designer here at Art of the Genre, Mark Timm, has always been that guy to explore new games while I was the one who doggedly adhered to the 'D&D-principle'. I have to say, without him pushing me I'd never have experienced incredible games like AEG's Legend of the Five Rings, Paladium's Robotech, or Exile Game Studio's Hollow Earth Expedition, but of all his 'you've got to play this' moments, I'm most thankful for him buying me a copy of Savage Worlds Deluxe.

The moment I started playing this game I fully understood two things, 1) I was incredibly impressed with how well the system adapted to ANY possible setting, and 2) That it is a DM's dream statistical mechanic. In one setting that took me and Mark three solid sessions to run, we had a homebrew Gamma World using the SW D&D system, and from that point forward I never miss a session.

After that particular session, which culminated in a homebrew Gamma World session, I told him how much I loved the game and how much I loved the system.

## **CAMPAIGN BACKGROUND ON U.S. Route 385**

The basis for this adventure is pinned to the western most north/south interstate highway in the U.S. Also known as the High Plains Highway, this stretch of road runs from the Badlands of South Dakota all the way into the Texas pan handle. Route 385 is a two-lane highway that begins in Oklahoma (where it shares a name with US 287 that runs to Amarillo, Texas) and runs north along the Colorado/Kansas border through Nebraska and Hot Springs, South Dakota. That particular leg is roughly 600 miles and takes an average modern day drive of 11 hours.

In this setting, the drive will be more harrowing as the roads have not been maintained and deterioration has caused various hazards to appear. The convoy in this adventure will leave the settlement of Nello's Cross south of Deadwood and head south along the 385 toward the way station at Jacob's Peace and finally Challenger's Block, where they can pick up Interstate 40 on the eastern leg of the journey to Cheyenne Wellspring (formerly Fort Smith, Oklahoma) which will add another 400 miles of travel time.

It is really the first leg, the Co-Kan Run (or Coke Can) as most folk call it, that the bulk of the adventure will revolve around. Although east of Denver by some 150 miles at its closest point, it is still far too close for comfort to the Combine and its interests. To further complicate matters, the 'Coke Can' is also a favorite hunting ground for wasteland gangs looking to pick off trade convoys coming from Deadwood and the Dakotas bound for Dallas and the southern territories.

## **GameMaster Notes & Suggestions:**

**1.** Remember your vehicle combat rules: I'm going to make a quick reference sheet for you in this Field Guide, but be sure to study the vehicle combat rules before you start playing!

**2.** Keep the wastelands theme going: What the players see out there will not be pretty, so keep reminding them of that fact. This isn't open prairie in the springtime, it is a blasted and cruel landscape not meant for man or beast. Sure, you might find some swaths of green clinging to life among the ruins of humanity, but it will be few and far between.

**3.** Put the smell of grease and gas into your sessions: This is a road adventure, and as such you need to make a connection with the inner gear-head in you. That might not be easy (I drive like an old man and have never even changed a tire), but you've got to find something that pushes your own adrenaline into the red about cars. I suggest looking at some heavy metal machines, classic roadsters, and gas guzzling V8s. Find cars you like and then with a quick swipe of the mental paintbrush, turn them into wasteland survivors. The players need to feel the revving of the engine and the grinding of gears, so try to keep the speed alive with faux gear shifting, air wheel spinning, and big rig horn blaring.

**4.** Keep the NPCs lively: I've put in a good number of NPCs in the adventure that I've used in my own campaigns through the Wasted West. They drift in and out of my tales, some perishing, and some becoming legendary in their own right. I hope you'll enjoy them and add your own spark of personality to each, as not all will survive the 'Coke Can', but they will be vital to the survival of the players because enemies will be too numerous to take on without them.



**5.** Make the right decision on your heroine: I've specifically left the heroine of this tale ambiguous because you know your players better than I do, and you know what motivates them. For me, I'd always choose the 'Damsel in Distress'. For my fellow DM Mark, it would be 'The Innocent Child', and for my friend Joe, 'The Rebel'. You know the carrot, so make sure you choose the right one to keep your players driven to see this one to the end.

**6.** Blend the real world in whenever possible: To me, this is one of the keys to Deadlands: Hell on Earth or any post-apocalyptic setting. Players will feel more attached to things they know, and the more real life experiences of theirs you can blend into the tale the better. Maybe their characters might not 'be them', but that doesn't mean meta-gaming nostalgia can't work to your favor just like it works to the players in most sessions. Use your knowledge of them to bring up places, people, sporting teams, colleges, music, you name it. If you can create this kind of synthesis between their world and HoE, then they will be anxious to return to find more hidden 'Easter Eggs' in your campaign.

**7.** Think of Savage Worlds as a movie: I now find myself (and my son) picking out Wild Cards in just about every cinematic thing we see. We discuss Extras as easy fodder, and enjoy calling out examples of spent bennies or at what wound level the protagonists are in. Have a session yourself with some classic Road Warrior type movies, attach Wild Cards to the characters, enjoy watching Extras die, and think of yourself as the Gamemaster of the movie and how you would describe each scene and encounter to your players. Once you've found the rhythm, then invite them over for a session and start 'directing' your own episode of the post-apocalyptic world!

## **Overall Story Arcs & Threads:**

The story of this adventure is all about 'the girl', whoever you as the Gamemaster finally decide for her to be. The characters will be wrapped up in keeping her safe, along with her protector, until the final betrayal that will spin things completely out of control. Characters should have ample opportunity to speak with 'the girl' as they travel, assuming they are all in one vehicle.

## **Adventure Synopsis: The mission**

Once tucked into a convoy featuring a bevy of entertaining NPCs, the party will need to help deliver a Lakota teenager from the Black Hills down to Cheyenne territories in southeastern Oklahoma for a diplomatic marriage. When the characters meet up with the convoy, the young woman will have already had an attempt on her wellbeing that cost her the lives of the three Lakota bodyguards accompanying her from the North. She now travels with a grumpy merc (think the law dog in Pitch Black) whose only concern is collecting a bounty on getting her safely to the destination, a town called Cheyenne Wellsprings. In reality, the merc is a plant sent by Combine forces in Denver. He's looking for protection down the Co-Kan to the Oklahoma border where he will deliver her to agents of General Throckmorton, who plans to use her as leverage against both powerful Native American tribes.

In our day, this is a 15-hour trip of about 1000 miles using the interstate system. However, in this adventure, we are talking closer to 1500 miles and roughly 45 hours of driving, so three days (and 5 full tanks of gas!).



## Shaka and Awe:

Originally from St. Louis, this mom and son team raise hell in an old luxury sedan. Tory aka 'Shaka' is the driver, and his mom is the destructive side preferring to throw Molotov cocktails out the back window.

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d8

**Skills:** Notice d6, Fighting d10, Throwing d8, Shooting d6, Driving d8

**Charisma:** -4; Pace: 6; Parry: 7; Toughness: 6

**Hindrances:** Bloodthirsty

**Edges:** Two-Fisted

**Gear:** Molotov Cocktail (Range 5/10/20, Damage 2d10, ROF 1, 2 per raider, AP --, Standard chance of catching Fire)

**Standard Vehicle:** Luxury Sedan (Acc/TS 20/40, Toughness 11 (3), Crew 1+4)

## Dust Digger and Min-Max:

Driving a smaller SUV, this odd couple is known to terrorize raiders on the highway. Dust Digger is a large mid-aged man who doesn't speak and Min-Max is a girl of maybe 12 years with teeth blackened from constant tobacco chewing. Digger drives, and Max sits rear facing in the back with a mounted machine-gun.

**Attributes:** Agility d10, Smarts d4, Spirit d6, Strength d8, Vigor d8

**Skills:** Notice d8, Fighting d10, Shooting d12, Driving d8

**Charisma:** 0; Pace: 6; Parry: 7; Toughness: 6 (8 per location)

**Hindrances:** Lame (Mute), Young

**Edges:** Ace, Trademark Weapon (Machine-Gun)

**Gear:** NA SAW (Range 30/60/120, Damage 2d8, ROF 5, 100 shots, AP 2, 3RB, Snapfire)

**Standard Vehicle:** SUV (Acc/TS 20/40, Toughness 16 (5), Crew 1+5)

In other words, they will be South Bound and Down, Loaded Up and Truckin', and they'll be forced to do what most folks say can't be done.

## The Convoy:

Communication between vehicles will be difficult, but each will be equipped with an old CB radio that has about a ten-mile range, so the convoy will be able to cash in on a number of 'Breaker 19s' and 'Come on backs'. I suggest you provide the driver of the vehicle with something that resembles a CB microphone (and having a push button on it will make it even more fun). The Gamemaster should have one as well to call in from the various vehicles. Extras are considered 'per vehicle' so stats go across the board for both drivers and gunners, but if you'd like to flesh them out further as the adventure progresses, feel free to do so. Also, these are just standard vehicle templates. If you like to build your post-apoc vehicles, have at it as there are some great options in the HoE books. You can also add your own home brew members to the convoy as you choose, but be sure to allocate more enemies if doing so.

## Pecos Pete & El Diablo:

Pete is an old Texan, and El Diablo... well, no one really knows because he wears a Mexican wrestling mask most of the time! They burn pavement and chew dirt in an old pick-up truck, Diablo being a gunner in the back bed with a swivel mount.

**Attributes:** Agility d10, Smarts d4, Spirit d6, Strength d8, Vigor d8

**Skills:** Notice d6, Fighting d10, Shooting d8, Driving d8

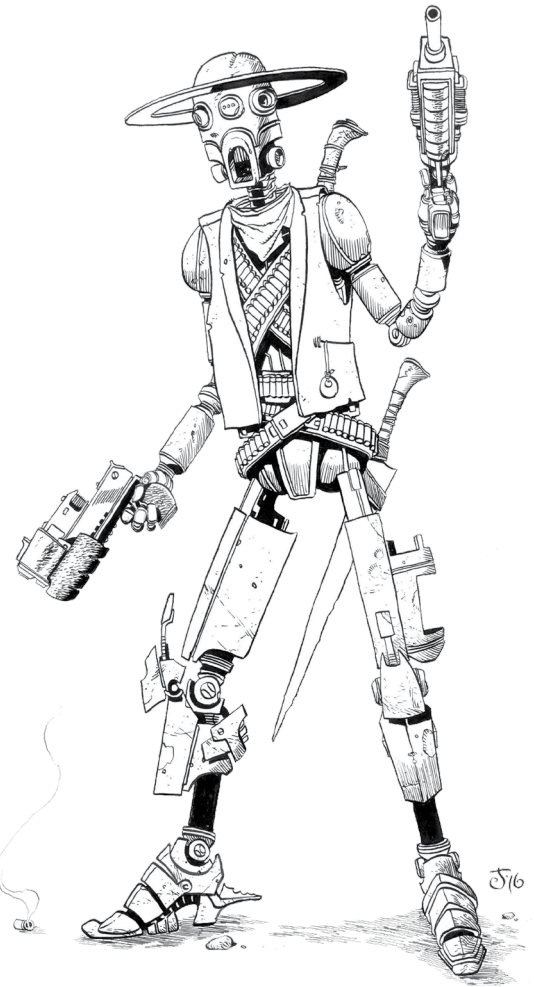
**Charisma:** 0; Pace: 6; Parry: 7; Toughness: 6

**Hindrances:** None

**Edges:** None

**Gear:** NAXM-21 (Range 24/48/96, Damage 2d8, ROF 4, Shots 30, AP 2, 3RB)

**Standard Vehicle:** Pickup, Small (Acc/TS 12/36, Toughness 11 (1), Crew 1+2)

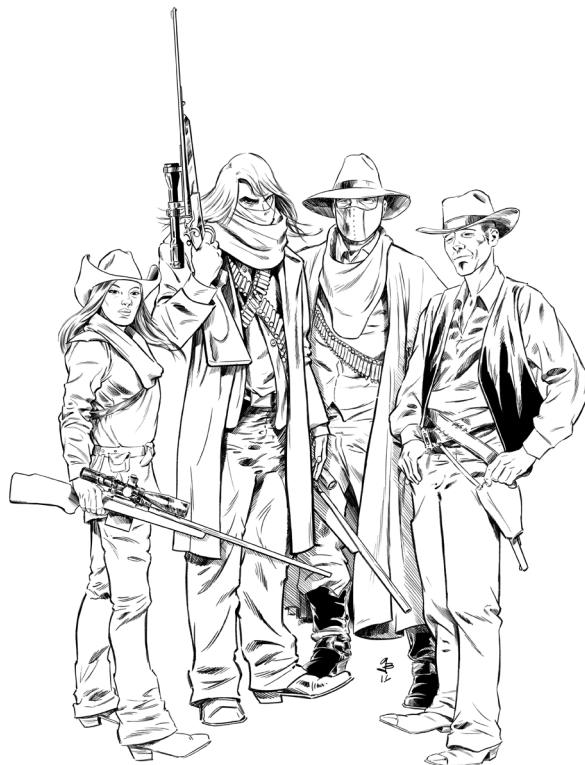




## Driving Rules Checklist:

Driving Rules can be found in 2 places within the standard Savage Worlds: Deluxe rulebook, on pages 82-83, and 100-101. You can also find additional rules in the Deadlands: Hell on Earth on page 56 and in the Deadlands: Hell on Earth Companion pages 24-25.

However, my quick reference guide for vehicle combat goes something like this:



|   |                                                                                                                                                                       |                                                                                                                                                                                         |
|---|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Chases in Folio #7 are considered 'Extended' and last 10 rounds.                                                                                                      |                                                                                                                                                                                         |
| 2 | Everyone rolls an appropriate 'maneuvering Trait', in this case Driving.                                                                                              | A.Draw a card for each success and raise<br>B.+2 to roll for Higher Speed/+4 to roll for Double Speed<br>C.Bad Terrain -2 to Trait Roll<br>D.Passengers in vehicle act on Driver's Card |
| 3 | A Club Action Card results in a complication (SWD Pg. 83)                                                                                                             |                                                                                                                                                                                         |
| 4 | Action Card determines range modifiers (SWD Pg. 83)                                                                                                                   |                                                                                                                                                                                         |
| 5 | All vehicle wounds require a Driving roll                                                                                                                             | A.Each wound also results in a roll on the Critical Hit table (SWD Pg. 101)                                                                                                             |
| 6 | Combat Modifiers                                                                                                                                                      | A.-2 for Unstable Platform<br>B.-1 Per 10" movement if you are firing at a moving vehicle from a stationary position (Speed = 10" per 10 Speed)                                         |
| 7 | Shaken Characters must make a Driving roll on the Out of Control table (SWD Pg. 100), also, Shaken Characters are a -2 to Driving rolls if they start a round shaken. |                                                                                                                                                                                         |
| 8 | Groups: Extras can be taken as groups, both large and small, for determining Advantage on their Action Cards.                                                         |                                                                                                                                                                                         |
| 9 | Good Edges: Ace (+2 Driving/-2 Soak), Command (+1 Spirit Rolls for allies), Steady Hands (Ignores 'Unstable Platform' penalty)                                        |                                                                                                                                                                                         |

### The Cowboys:

Lead members of this convoy, the Cowboys and their monster semi are known throughout the Wasted West as tough hombres with sniper blood. The rig houses two defensive towers and up to 6 cowboys can shoot at targets around the vehicle. Each uses a scoped hunting rifle.

**Attributes:** Agility d10, Smarts d4, Spirit d6, Strength d8, Vigor d8

**Skills:** Notice d6, Fighting d10, Shooting d8, Driving d8

**Charisma:** 0; Pace: 6; Parry: 7; Toughness: 6

**Hindrances:** Quirk (if a Cowboy kills an opponent, he must spend the next round hooten', hollerin', and wavin' his hat about it)

**Edges:** Steady Hands

**Gear:** Hunting Rifle & Scope (Range 24/48/96, Damage 2d8, ROF 1, 9 shots, AP --, +2 against targets a medium or long range).

**Standard Vehicle:** Semi (Acc/TS 5/30, Toughness 20 (6), Crew 1+10), Trailer (Acc/TS --/--, Toughness 18 (6); Fuel Guzzler)



## The Wasteland Threats: Gully Takers

One of a half-dozen raider gangs along the 'Coke Can', the Gully Takers are known for their viciousness in battle and their willingness to die for their leader, The Taken One. Commonly traveling in groups of six or more, Gully Takers prefer light vehicles such as ATVs and dirt bikes, although they occasionally are found with heavier vehicles (typically taken from their raids and then driven until the juice runs out).

They tend to employ more archaic weapons, including bows, and members of the gang take great pride in 'The Leap', a well-practiced ability used to jump from their vehicles onto another moving target.

**Attributes:** Agility d10,  
Smarts d4, Spirit d6,  
Strength d8, Vigor d8

**Skills:** Notice d6, Fighting  
d10, Shooting d8,  
Driving d8

**Charisma:** -4; Pace: 6;  
Parry: 7; Toughness: 6  
(8 per location)

**Hindrances:** Bloodthirsty

**Edges:** The Leap

**Gear:** Bow (Range  
12/24/48, Damage 2d6,  
ROF 1, 8 shots, AP --),  
Improvised Blade (Str +  
d8), Improvised Armor.

**Standard Vehicle:**

Dirt Bike (Acc/TS  
15/32, Toughness 8 (2),  
Crew 1)





## The Blood Moon Gang

A gang that lays claim to large tracts of land south of Jacob's Peace, these wasteland raiders are known for their love of fire and explosives. A favorite tactic is to start fires across larger roads, forcing vehicles into rougher terrain where they can more easily be overrun and set ablaze.

They tend toward Molotov cocktails and 'boom sticks' (spears with grenades on the end) when in combat. This means their range is limited, but once close, they can inflict high damage to a target.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Skills:** Notice d6, Fighting d6, Throwing d10, Driving d8, Survival d6, Stealth d6

**Charisma:** -2; Pace: 6; Parry: 5; Toughness: 5

**Hindrances:** Bloodthirsty

**Edges:** Brave, Quick Draw

**Gear:** Molotov Cocktail (Range 5/10/20, Damage 2d10, ROF 1, 2 per raider, AP --, Standard chance of catching Fire), Boom Stick (Range 5/10/20, Damage 3d8, ROF 1, 4 per raider, AP --, **Inferno:** Standard chance of catching Fire), Improvised Blade (Str + d8).

**Standard Vehicle:** Dune Buggy (Acc/TS 15/32, Toughness 11 (4), Crew 1+3)

## Emperors of Gemini

More of a 'hit posse' than a roving gang, these raiders of the Co-Kan are known to take on jobs for the Combine. They are well armed and organized, preferring inside jobs with detailed location information and surprise to be on their side. Vehicles include heavy duty trucks with armor and some higher grade military weapons.

These killers are equipped with military grade gear, including automatic rifles and body armor.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6

**Skills:** Notice d8, Fighting d8, Shooting d8, Driving d8, Intimidation d8

**Charisma:** 0; Pace: 6; Parry: 6; Toughness: 5 (7/9(bullets))

**Hindrances:** Stubborn

**Edges:** Combat Reflexes, No Mercy

**Gear:** Kevlar Vest, NA XM-21 (Range 24/48/96, Damage 2d8, ROF 4, Shots 30, AP 2, 3RB), Police Pistol (Range 12/24/48, Damage 2d6+1, ROF 1, Shots 7, AP 2), Knife (Str + d4)

**Standard Vehicle:** SUV (Acc/TS 20/40, Toughness 16 (5), Crew 1+7)

## Art of this Issue:

Now for any of you who have followed my work over the years (Blog, Black Gate, Privateer Press, Gygax Magazine, and as a novelist), you'll have some inkling of what I think about artist Keith Parkinson. Simply put, I adore him in every way, and yet I never once had the chance to meet him. What I do know has been taken from pored over interviews, discussions with his peers like Jeff Easley, Larry Elmore, and Clyde Caldwell, email exchanges with his closest industry and family friends in Timothy Truman & Den Beauvais, sharing drinks and fried food at sports bars with his son Nick, and marveling at the generosity of his widow, Donna. Had things been different, I might have been lucky enough to work with him right here in San Diego, but that wasn't to be, yet a day rarely passes that I don't think about him and what he meant to me as a fan of fantasy artwork.

When I set about creating The Folio, I knew I wanted to replicate the incredible artwork found on the covers of Dungeon Magazine (as I was already doing homages to Dragon Magazine with Gygax

### Credits:

Author: Scott Taylor

Editing: G. Scott Swift

Cartography: Andrew Rodgers, & G. Scott Swift

Design/Layout: Andrew Rodgers

Color Interior Cover Art:

[Field Guide] Chet Minton

B/W Interior Illustrations: [Field Guide]

Michael Wilson, Jeff Laubenstein.

Playtesters: Sean Murphy, Mark Timm,

Lil'Joe Livesay, Brent Blackwell,

Shayne Hintz.

## New Edge:

### The Leap

#### Requirements:

Novice, Agility d8+, Driving d6+; A Gully Taker suffers no negative modifiers on an Agility check when attempting to jump from one vehicle to another.



Magazine), but I didn't dare dream that an original and unpublished Parkinson would ever grace my work.

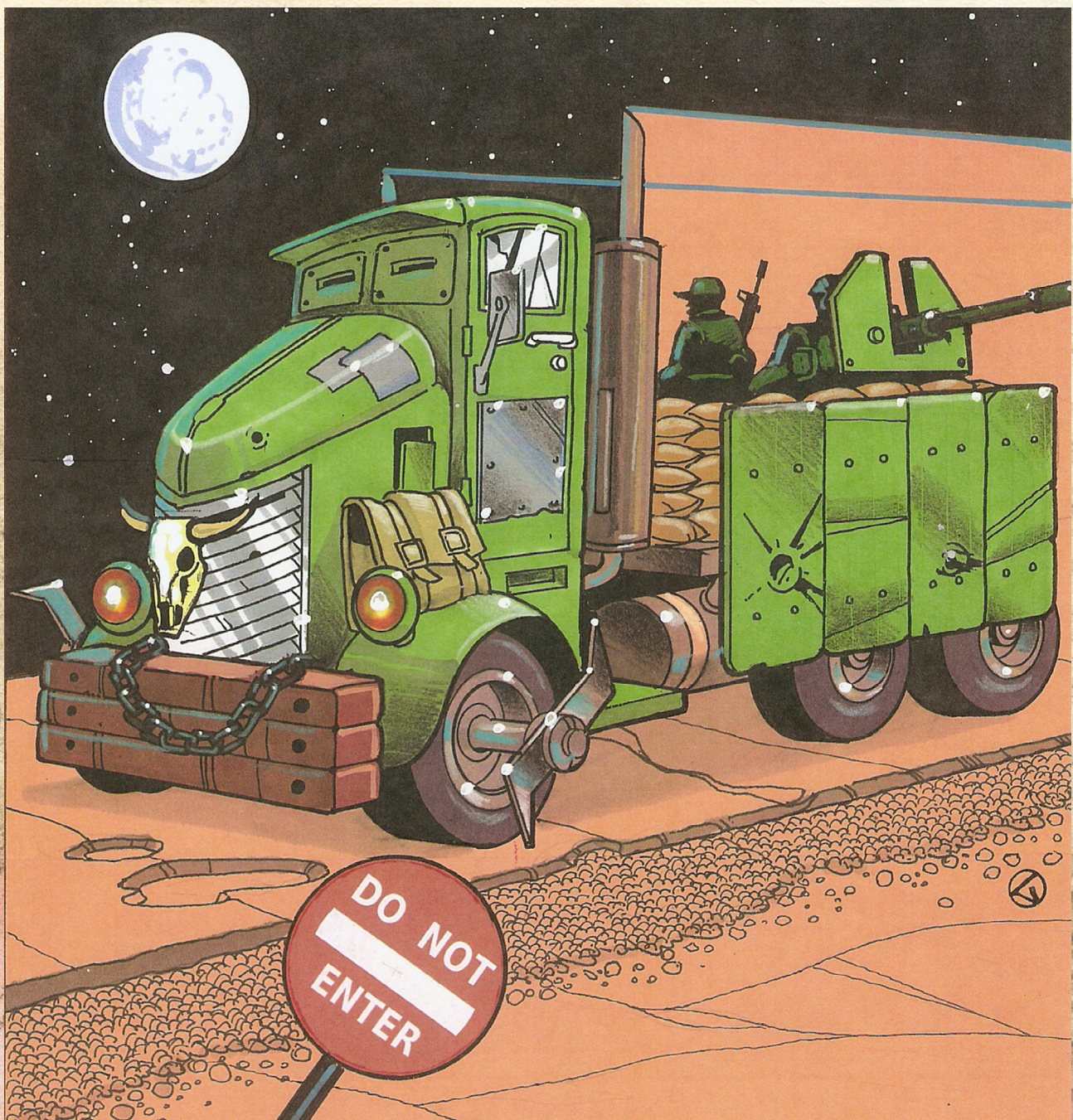
Yet here we are today, thanks to the efforts of Donna and Nick, Folio #7 will forever be remembered for the brilliance of the beautiful and mysterious sandy imagery of his 'Desert Wings'. I think there is a reflection of wastelands from

Deadlands: Hell on Earth in it, and so I couldn't be happier to have it featured on this particular issue.

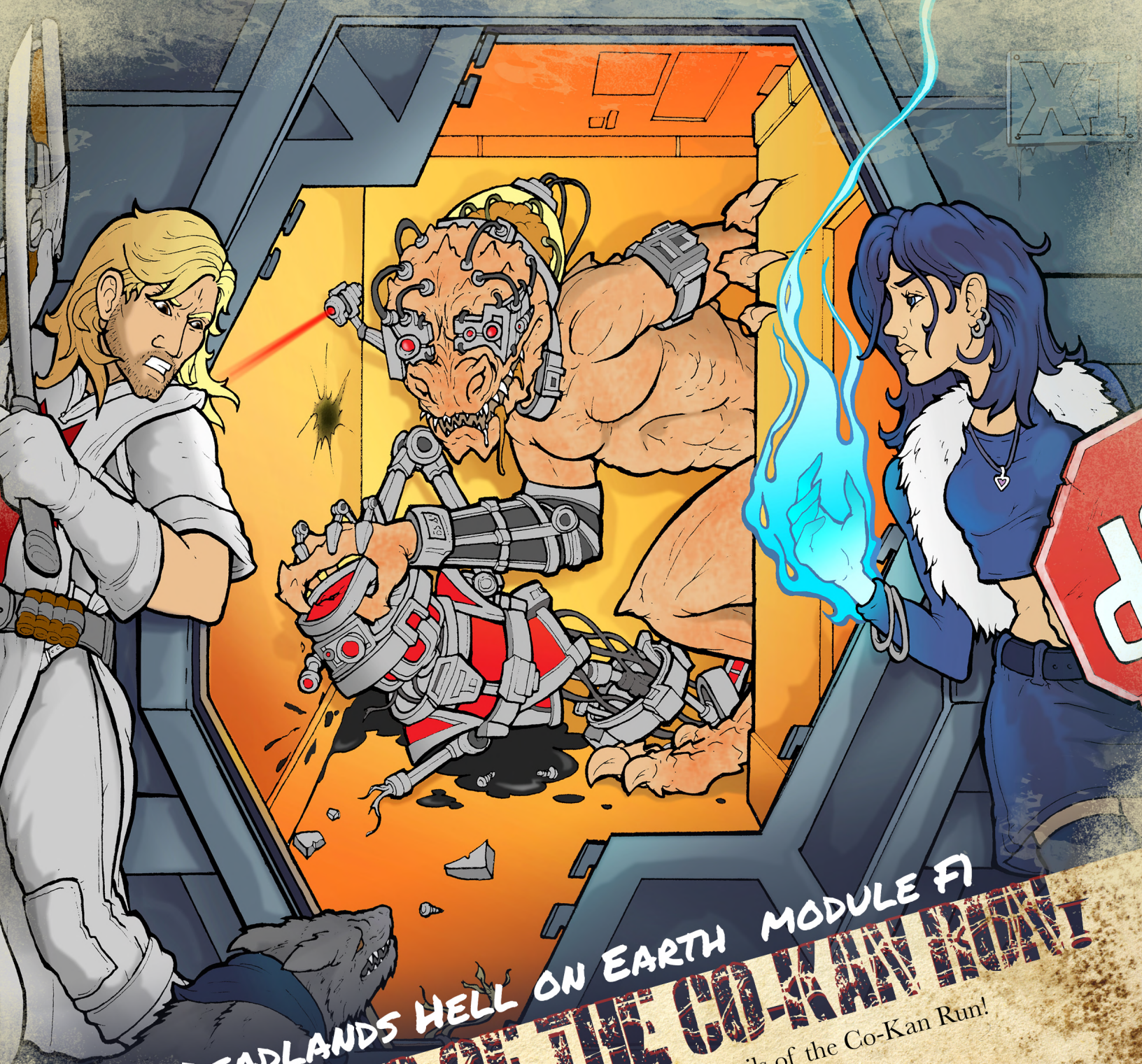
On the back of the cover you'll find the work of artist Chet Minton, who I had do a homage to my good friend Jim Holloway from his TSR days working on Gamma World. Perhaps some of you will remember it. You'll also find one of my HoE

Iconics by artist Michael Wilson, who has also created some great work for the interiors. Finally, Josh Godin, Joel Biske, and Peter Bradley round out the artists for this issue.

Artist Jeff Laubenstein also gets in on the action as he brings his Gamma World resume from the Swords & Sorcery edition of the game over to a bit of HoE.







# DEADLANDS HELL ON EARTH MODULE F1

# THE PERILS OF THE CO-KAN RUN!

Deadlands Hell on Earth module F1 The Perils of the Co-Kan Run!  
by Scott Taylor

A SAVAGE WORLDS  
ADVENTURE FOR SEASONED  
CHARACTERS

# THE FOLIO





## The Hire at Nello's Cross:

### Player's Introduction:

When you assemble your group of characters, you will need to give them some type of cohesive backstory of how they got together. The adventure starts just south of the Badlands in South Dakota, so they'll be coming from northern territories, and it is my suggestion that you place the adventure in summertime (although if you want to slow things up with winter storms, you could certainly customize that as well). At least one of the characters will need a vehicle big enough to transport the characters and two additional passengers. More vehicles work, but that is the minimum requirement.

The adventure is based around the party transporting human cargo down the Co-Kan, so be aware that you'll need to facilitate this as the Gamemaster. All notes concerning the setting of the adventure and most standard 'Extras' can be found in the Field Guide booklet. I've only included Wild Cards and Monsters in this section, so be sure to refer to the Field Guide as needed.

Once the party has rolled into Nello's Cross, assuming anywhere but from the south, they will see a plume of smoke rising from the horizon.

*Dirty and hollow-eyed locals watch you as you pass slowly, your vehicle sending up dust that adds to the organic filth of the dilapidated buildings along the road. Farther into the town's center, larger two-story solid block buildings mark the town square, but on the northwestern horizon a large stain of greasy black smoke rises into the sky.*

Upon investigation, the locals tell a story that a chopper of some kind had landed and was going to take two folks 'away south' before it inconveniently blew up. This has caused quite a ruckus, and alternate transport is being sought by some gun swinger and his charge, a Native American girl (remember, her age is determined by you).

The transportation in question will be a spook juice convoy heading down the old highway 385 called the Co-Kan (Coke Can) run. The convoy is being led by a fella by the name of Grant Dixen who runs

### Ransom:

This guy is no friend of anyone, and he can prove it with his mouth and temper on any given day. Always ready to tell you your mistakes, Ransom will, however, try to keep quiet during the mission, keeping his charge close. He is a Wild Card.

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d8

**Skills:** Notice d8, Fighting d10, Throwing d4, Shooting d12, Driving d6, Stealth d8

**Charisma:** -2; Pace: 6; Parry: 7; Toughness: 6 (8/10 versus bullets)

**Hindrances:** Mean, Arrogant (loves to tell you what to do and how to do it)

**Edges:** Ambidextrous, Two-Fisted, Quick Draw

**Gear:** Twin Tokarev Machine Pistols (Range 10/20/40, Damage 2d6, ROF 3, 15 shots, AP 1, 3RB), Bean Bag Grenade (Range Half, Damage 3d6, Nonlethal: See Notes), Kevlar Vest.

**Note:** Ransom will not participate in ANY combat along the way unless the Lakota girl is threatened directly.

the spook juice rig 'Delilah's Rose'. Perhaps one of the characters (who is a driver as well) knows Dixen as a good sort who keeps his word and runs a tight ship. This connection to Dixen will be a good way for the characters to join the convoy.

Unfortunately for the aforementioned 'gun swinger', a merc named Ransom, Dixen wants no part of transporting his cargo (the girl), and that leaves Ransom desperately



searching for a vehicle that can attach itself to the convoy getting ready to make the Co-Kan. This is where you can drop the information concerning the Lakota girl, the political marriage, and that she's 'got to get to Cheyenne Wellsprings intact'. Now, Ransom will offer to split his take from the Cheyenne for the delivery, and I'll let you decide the appropriate carrot for the players as you'll know their economic situation better than I do. Another thing, all spook juice loss incurred on the trip will be compensated by the Cheyenne as well, or so Ransom insists.

In the end, the characters might not fully trust Ransom, but if the Lakota girl has been designed correctly by you, they should take the mission in spite of Ransom and his -2 Charisma.

Once they've taken the mission, they'll need to meet with Dixen before his convoy leaves and get an invite. Not too difficult since we've established he is distant friends with at least one player, and he'll let them know that the convoy leaves first thing in the morning. Also, if the character's vehicle doesn't have a CB radio, he'll provide them with one (or more if they have other vehicles).

## The Thunderhead and flash flood

*A crimson morning light glows dull along the eastern horizon as dark clouds and an ill wind blows across the southern exit to Nello's Cross. You are reminded of an old saying 'Red in the morning, sailors take warning, red at night, sailors delight', but you are far from the sea and too old for wives' tales. Here, the convoy idles their engines as you pull into the line, Dixen ushering you toward the middle of the vehicles.*

### Grant Dixen:

A former rancher who felt survival no longer lay in the earth, but instead salvation could be found riding over the surface, Grant Dixen is an honest man. He is loyal to a fault to his 'Cowboys' and won't break a deal. He also has a soft spot for friends, and will help them out whenever he can. He is a Wild Card.

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d10

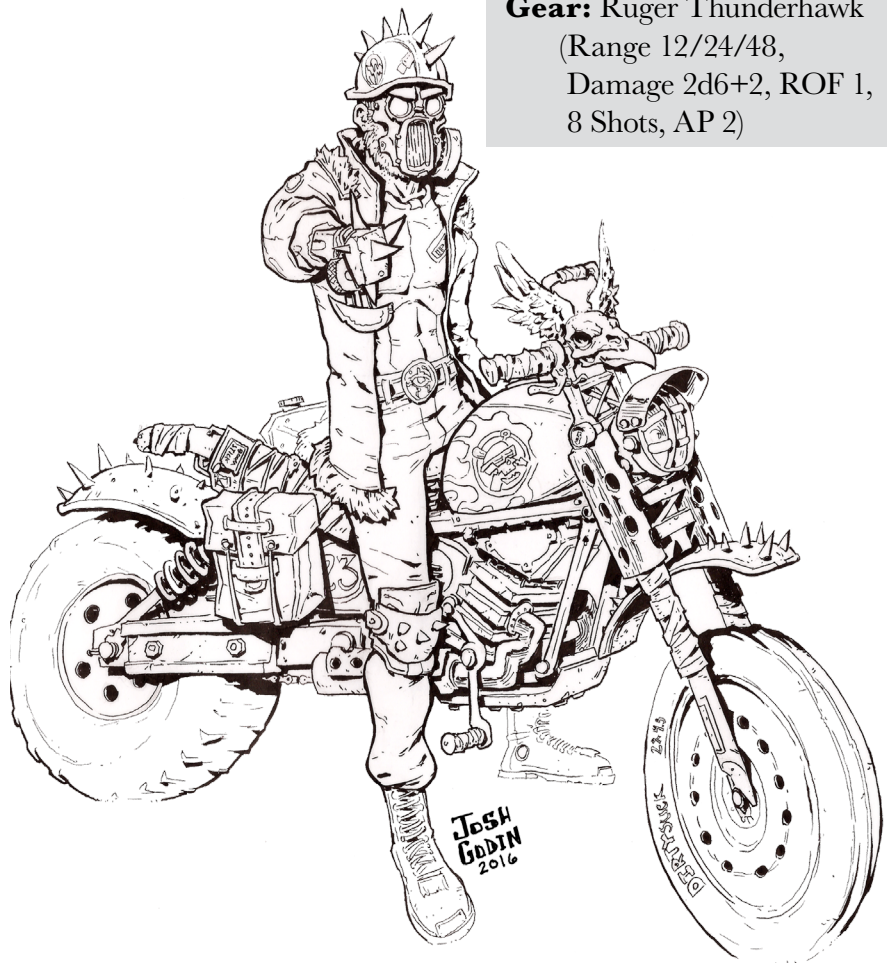
**Skills:** Notice d8, Fighting d10, Throwing d4, Shooting d8, Driving d12

**Charisma:** 0; Pace: 6; Parry: 7; Toughness: 7

**Hindrances:** Loyal (to his Cowboys)

**Edges:** Ace, Command, Leader of Men

**Gear:** Ruger Thunderhawk (Range 12/24/48, Damage 2d6+2, ROF 1, 8 Shots, AP 2)





## Burnin' Dead:

**Attributes:** Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d6, Notice d6, Stealth d6

**Pace:** 6; Parry: 5; Toughness: 7

### Special Abilities:

**Fear:** Burnin' Dead cause all who see them to make a Fear check.

**Fearless:** Burnin' Dead are immune to Fear or Intimidation.

### Flaming Claws:

Str+d4+2. Victims struck by the Burnin' Dead must check to see if they catch fire as described under Hazards.

**Radioactive Fire:** These undead burn with a ghost rock flame. Any victim who catches fire from a Burnin' Dead attack must roll Vigor each round or suffer a level of Fatigue from the radioactive flames. Fatigue gained this way is recovered at a rate of one level every 24 hours.

**Undead:** +2 Toughness, +2 to recover from being Shaken, called shots do no extra damage (except to the head).

## Nello's Cross

(formerly Quail's Crossing, SD)

Nello's Cross proceeds down a 400-mile stretch of old highway 385 to your first way station of Jacob's Peace in east/central Colorado.

This patch of road south of the Black Hills is particularly barren with wide expanses of wasteland. Driving tests are required for every 100 miles traveled (three on this leg), and each suffers a penalty of -1 for moderately difficult terrain due to the flagging condition of the highway. If unsuccessful, the driver takes 1 point of Fatigue damage from being jarred roughly a number of times along the way.

Under these road conditions, top speeds are going to be roughly 40-50 mph, so 3+ hours in, and 150 miles behind you, a massive green-tinged storm will roll in from the northwest.

*The darkness of the morning and the fetid wind has chased you for nearly two hundred miles before finally overtaking the trailing vehicles. Rain, like buckets thrown by demons, lashes into the line and visibility drops to near nothing as the convoy slows to a crawl in the torrent.*

This is rough weather and visibility falls to near nothing as Cowboy spotters signal a twister to the east.

The Convoy will make another 50 odd miles of painfully slow driving before the highway becomes flooded and all are forced to stop and wait the rain out.

*White knuckles and back spasms have set your teeth grinding over the last hour before chatter on the CB calls for a halt. Outside, slacking rain reveals a great river of churning sludge roiling over the highway, making further progress impossible.*

Now is time for conversation between Ransom and the party, although he'll avoid talk. If the Lakota girl is engaged, Ransom will get jumpy and try to override the conversation by asking about possible threats or when the convoy will get moving. If pressed, he'll growl and leave the vehicle, saying he's going to talk to Dixen, which will allow for further RP opportunities between the players and the girl. However, it continues to pound rain down in torrents through the remainder of the day, the sky dark as night, and by 3 AM it finally seems to have blown itself out.





Within the cover of the storm, and revived by the rain, a group of Burnin' Dead have surrounded the convoy seeking some fresh meat. [Be sure to use the Burnin' Dead Stealth here, and because of the adverse conditions, their stealth is considered a d8.] There are 12 Burnin' Dead that attack the camp, but some of those might be in other sections, so you can decide how many actually come directly at the characters.

*A heavy fog has rolled in as the rain lets off. Around the vehicle the sounds of burbling water and the howl of the wind play games with your senses. Lights from the convoy shine into the gloom, several flashlights or lanterns coming your way through the mists.*

### **Mile Total:**

200, still 200 miles from the settlement of Jacob's Peace.

### **The Painted Sky**

The next day dawns clear with a five-hour fording of the scattered and mud-churned highway before further progress can get underway. It isn't a pleasant experience, and all characters must make a Vigor check or take a point of Fatigue. Drivers must do the same on a Driving check or their vehicle will suffer a point of Fatigue as well. After crossing the ford, you break for a quick lunch and then fire up the engines hoping to reach Jacob's Peace before sundown.



## White Titan:

The current leader of Gully Takers, Titan is a huge albino who wears heavy shielded goggles and wields two massive punch-daggers. He typically rides in a side car or dune buggy, hoping to make The Leap and kill drivers before taking their vehicle. He is a Wild Card.

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d10

**Skills:** Notice d6, Fighting d10, Throwing d8, Shooting d6, Driving d8

**Charisma:** -6; Pace 6; Parry: 7; Toughness: 7

**Hindrances:** Bloodthirsty, Mean, Bad Eyes (compensated as long as he wears the goggles)

**Edges:** Two-Fisted, The Leap, Berserk

**Gear:** Twin Punch-Daggers (Damage Str+d6)

*Dust storms, age, and neglect have pitted the road like an abused piece of denim: worn, tattered, and hole-ridden. Delilah's Rose smokes away at the fore of the convoy, spotters watching from its two towers along the spine as you negotiate the rough pavement with a hard grip on the wheel.*

Upon entry into the middle leg of the trip, between 100-200 miles, anyone spotting for the characters' vehicle should make a Notice check (this includes the driver although they are at -1 to the check). With a success, they spot dust plumes rising from a series of low ridges and gullies to the east of the highway.

*Along the eastern horizon, thin trails of dust begin to mix with the shifting breezes coming out of the western highlands. The sun, still high in the sky, flashes on something reflective among the gullies, and motes of color catch the wind between the low ridges.*

Even if Notice checks are failed by the characters, Dixen will alert the convoy of an approaching threat, slinking closer and shielded in steam beds that run parallel to the highway. However, the characters will have lost a round for preparation, thus the

battle will begin with Action Cards once the word comes in from Dixen.

There are a total of 20 Gully Takers available for this battle and you may divide them as you like among the convoy, however, White Titan should attack the characters' primary vehicle.

## Jacob's Peace

*Battered but unbroken, the convoy chases the dying light of the second day out of Nello's Cross into the foothills of the Rockies. Amid the shadow cast by that range, lights of a settlement finally appear along the Co-Kan. Delilah's Rose slows as an ancient and abused off-ramp offers sanctuary from the perils of the encroaching dusk.*

The way station of Jacob's Peace is little more than an armed camp built around the remains of a highway off ramp that once housed a fast-food restaurant, a gas station, and a garage. Now, the place has been walled off using railroad cars from the old rail line to the east of the exit as well as earthen walls, razor wire, and trench-works. Half a dozen guard towers watch over the fortifications and two tractor trailers allow access in and out of town on the ramps leading up to the 385.



Inside the town, approximately one thousand citizens spend their days scratching an existence from small 'scratch fields' maintained throughout the town or hunting in the wastelands. Most of these folk live in old cargo trailers left from before the bombs dropped, some even half-buried into the earth to provide extra insulation. A small collection of tepees, yurts, and tents houses the less fortunate members of the community, and the town mayor and his personal guard have a residence in the old 'super mart' gas station.

Armed guards are in the towers at all hours, as are a detachment of a half-dozen guards [use Soldier HoE Pg. 195] at each town entrance.

Once the players have gotten past the security at the gates [achieved by Dixen and his Cowboys], they have free reign of the town. Frankly, there isn't a great deal to do in Jacob's Peace, but for those who like to explore, the following sites can be of some good role-playing potential.

### **The Worm's Gullet Bar/Tavern:**

Once a proud bastion of American

consumerism, this chain restaurant has had its golden badging torn down and replaced with the skull of a large worm that half rests on the roof and can be used as a sniper's post if needed. The inviting windows have been boarded up, and the drive-through now serves walkers only with fried meat products and tepid water. Inside, a single grill and still feeds and waters patrons willing to sit amid the smoky air. Sometimes singers can perform on the makeshift stage, and anyone braving that will get a free meal and drink of hard liquor. The place is owned by Lars Myer, father to Naomi, and he pays his daughter handsomely for spices, foodstuffs, and alcohol she scavenges on her forays. A hot meal will run \$10, and an accompanying drink of high grain alcohol will cost an additional \$10.

### **Naomi's Trinkets:**

Naomi Myer is a spindly red-haired woman of perhaps thirty who spends as much time in Jacob's Peace as she does out of it. While outside, she combs the ruins of forgotten towns for relics from before the Last War. Her shop is more a nostalgia oasis than a practical money making

### **Naomi Myer:**

Naomi is in reality a Librarian, and will go to great lengths to acquire lost knowledge and books.

**Attributes:** Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d8

**Skills:** Notice d10, Fighting d6, Knowledge (Co-Kan lands) d10, Shooting d6, Driving d4

**Charisma:** +4; Pace: 6; Parry: 5; Toughness: 6

**Hindrances:** Stubborn, Wanted (By the Gully Takers for trespassing into their territory)

**Edges:** Librarian, Investigator, Attractive

**Gear:** Hunting Rifle & Scope (Range 24/48/96, Damage 2d8, ROF 1, 9 shots, AP --, +2 against targets at medium or long range)

## Shopping List:

Dog-eared copy of The Second Voyage of the Seventh Carrier  
Old Professional Football Jersey  
from St. Louis  
Box of condoms (8)  
Set of polyhedral dice  
Copy of Playmate Magazine,  
October 1989  
Tin of mints in shrink  
Non-stick pan (large)  
#3 'Long Live the Intimidator'  
Baseball Cap  
Set of three toothbrushes (unopened)  
Carton of non-filter cigarettes  
Down pillow  
Hip wading fisherman's boots  
Children's 'interlocking block' toy  
of a space ship  
Spray bottle of bug repellant  
Pair of reading glasses  
Stopwatch  
Bottle of red fingernail polish  
Bottle of '2 in 1' shampoo  
and conditioner  
Workman's knee pads  
24 episodes of a mecha anime  
on Blu-ray  
Little black dress, size 5  
Pair of wedding bands  
15 collector's coins from the 1982  
Knoxville World's Fair  
Bean-stuffed child's bear  
Rhinestone bedazzler with 50  
plastic 'rhinestones'

operation, but she maintains it nonetheless, sometimes trading her goods for worthy parts & barter to keep her expeditions funded.

## The Deep Well Filling Station:

Spook juice isn't easy to come by, but Mayor Yinn has managed to set up enough pipelines to the stuff that he can maintain a single tank of the stuff for travelers along the highway. Where he gets it, no one really knows, but an occasional tanker will come to town and refill the tank, so as long as that happens, people don't ask questions.

## The Mayor's Place:

Mayor Tommy Yinn was once an analyst for an investment firm in New York before he was sent west to get a better look at some possible businesses that were on the block. Fortunately for Yinn, he lived past doomsday, but that left him to survive with only his intellect among the new formed hell on earth. Still, he managed to gather enough folks together to create Jacob's Peace (named after a son he lost that fateful day). Yinn has used his analytical mind to foster a modicum of prosperity for the town, even in the shadow of Denver and the Combine.

## Dr. Peppers:

Located behind The Mayor's Place, this small brothel is built inside a former Dr. Pepper shipping trailer. Some say this affords those partaking of the ladies with a bit of protection from transmittable diseases, but that is unconfirmed. The proprietor is Cable Reynolds, a man of sixty who is blind in one eye and charges customers rates according to the worth of the gear they wear. An hour with one of his ladies ranges from \$20 to \$100 depending on your perceived worth and the Charisma of the lady.

## Mile Total:

400 behind you. From Jacob's Peace to your next stop is another 350 odd miles south, so 7+ hours of bad road.

## The Blow Out:

*Miles drift by, your vision wavering along the heat lines of the road before the vehicle in front of you swerves unexpectedly and scraps of rubber pepper your windshield.*

Roughly fifty miles outside Jacob's Peace, and an hour into this leg, one of the vehicles in the convoy will blow a tire. This will hold the convoy up for about thirty minutes



as they replace the flat, and during this time a pack of Texas Razors spy the convoy and attack.

*The heat is oppressive, and for a moment you are missing the rains from two days ago before motion along your peripheral vision and a call from the Cowboy spotters pulls you from your dark reverie. There, to the east, a half-dozen monstrosities are bounding toward the parked convoy. They seem to be a cross between a metallic rabbit and a sabretooth shark, each fully the size of a large man.*

## Texas Razors:

**Attributes:** Agility d12, Smarts d6(A), Spirit d10, Strength d8, Vigor d10

**Skills:** Fighting d12, Intimidation d8, Notice d6

**Pace:** 12; Parry: 8; Toughness: 12 (3)

### Special Abilities:

Armor +3: Razors have metallic flesh.

**Bite:** Str+d8

Fear -4: Razors cause Fear checks at -4.

### Improved Fleet-Footed:

Razors can run as a free action and have a d10 running die.

### Improved Frenzy:

Razors can make an extra attack with their razor wire at no penalty.

**Razor Wire:** Str+d8, AP 1,

Reach 2

Size +2: Razors are brawny killers.

## The Burning Man:

Leader of the Blood Moon, this sadistic pyromaniac loves nothing more than hearing the screams of burning victims. Flame is his lover, and he's systematically scarred himself with flame over the course of years. When attacking, he lets one of his men drive while he uses a stabilized flame thrower in the back of the vehicle. He is a Wild Card.

**Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d10

**Skills:** Notice d6, Fighting d10, Throwing d8, Shooting d10, Driving d6

**Charisma:** -6; Pace: 6; Parry: 7; Toughness: 7 (9/11 versus bullets)

**Hindrances:** Bloodthirsty, Ugly

**Edges:** Hard to Kill

**Gear:** Flame Thrower (Range Cone Template, Damage 2d10, ROF 1, Ignores Armor), Molotov Cocktail (Range 5/10/20, Damage 2d10, ROF 1, 2 per raider, AP --, Standard chance of catching Fire)

**Standard Vehicle:** Luxury Sedan (Acc/TS 20/40, Toughness 11 (3), Crew 1+4), Stabilizer Mount for the Flame Thrower.



## Winds of the West

*A line of fire stretches for a good mile across the highway, the flames burning in the hulks of old vehicles and pyres of skeletal corpses. Dixen radios in to veer east onto an access road as the spotter chatters about the depth of the fire and the amount of debris in the field. The convoy pulls off, plumes of dust rising as you begin a journey around the conflagration, nerves on edge with each passing mile.*

Back under way from the flat, and two more hours in, the convoy spots smoke on the horizon. The highway has been blocked with a large line of debris that has been set aflame. This means they will have to leave the road and make their way around through old access roads that were spotted a few miles back. It is during this detour, which will cost two

hours of travel time, the convoy will be struck by the Blood Moon Gang. The gang consists of 10 vehicles and 20 raiders. As usual, the leader 'Burning Man', will focus in on the characters' vehicle.

## Challenger's Block

(formerly Amrillo, TX)

*Hardships and the Co-Kan itself lies behind you as the beleaguered convoy drives toward the lights of Challenger's Block. A still functioning neon sign greets those entering the town, and random weapon's fire can be heard over the hum of your engines.*

Named for a type of muscle car from the early years of the 21st century, this town is known for two things, wage-betting cage fights and drag racing. Many folks around the Wasted West



## Gemini:

Gemini is a military trained raider with eyes always on the prize. You couldn't distinguish him from any other successful raider, save that in reality there are two of him, thus his chosen name. Twins, these two men have trained for years to mimic each other's skills, speech, and look, thus keeping an intriguing enigma going about them and their company.

**Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d8

**Skills:** Notice d6, Fighting d10, Shooting d6, Driving d8

**Charisma:** -4; Pace: 6; Parry: 7; Toughness: 6

**Hindrances:** Loyal (to his brother)

**Edges:** Luck, Great Luck

**Gear:** Kevlar Vest, NA XM-21 (Range 24/48/96, Damage 2d8, ROF 4, Shots 30, AP 2, 3RB), Police Pistol (Range 12/24/48, Damage 2d6+1, ROF 1, Shots 7, AP 2), Knife (Str + d4)

**Standard Vehicle:** SUV (Acc/TS 20/40, Toughness 16 (5), Crew 1+7)

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refer to the town as ‘Little Vegas’ because there always seems to be someone willing to take a wager on anything from shooting holes in cans to how far a fella can spit.

There are no particular encounters staged in this border town, but those that are looking to blow off some steam may take up any number of games of chance, from true card gambling and dice to more lethal or adrenaline pumping.

The town’s main dive and gathering place is called Armadillo House, and it is an old truck garage that has been converted into a drinking hall and combat octagon. Fights are in no short supply here, and some even utilize weapons (although no cuttin’ weapons are allowed).

The main road of the town is nicely paved and maintained as a drag strip, and anyone with fast wheels and the juice to burn can take part in a race, although stakes can run as high as your vehicle!

### **Mile Total:**

800 are behind you. From Challenger’s Block, it is 450 miles down old Interstate 40 to Cheyenne Wellspring.

## **Bitter Betrayal**

Nearly 500 miles of road stretches east of the convoy along old Interstate 40. Still, the Co-Kan is behind you, and that should mean relative smooth sailing, right? Wrong. Assuming Ransom has survived this long, at the 100 mile east of Challenger’s Block mark, he’ll take the opportunity to shoot those around him in the vehicle and then commandeer it once a bit of ‘odd’ metallic chatter buzzes over the CB radio. That is his signal that agents of the Combine are moving in to attack the convoy so that they can abscond with the girl.

*A day as bright and temperate as you could ask for brings new hope as you coast unimpeded down the old U.S. 40 toward Cheyenne Wellspring. On the CB, a metallic whine begins that staccatos a chirping series of tones.*

Notice rolls will be needed against Ransom’s Stealth roll as he will quick draw his machine pistols and try to blow holes in the most dangerous members of the group before taking over the vehicle. Also, the Lakota girl will try to help the party, doing whatever she can to stop Ransom from succeeding

(and remember, he doesn’t want to harm her if at all possible!).

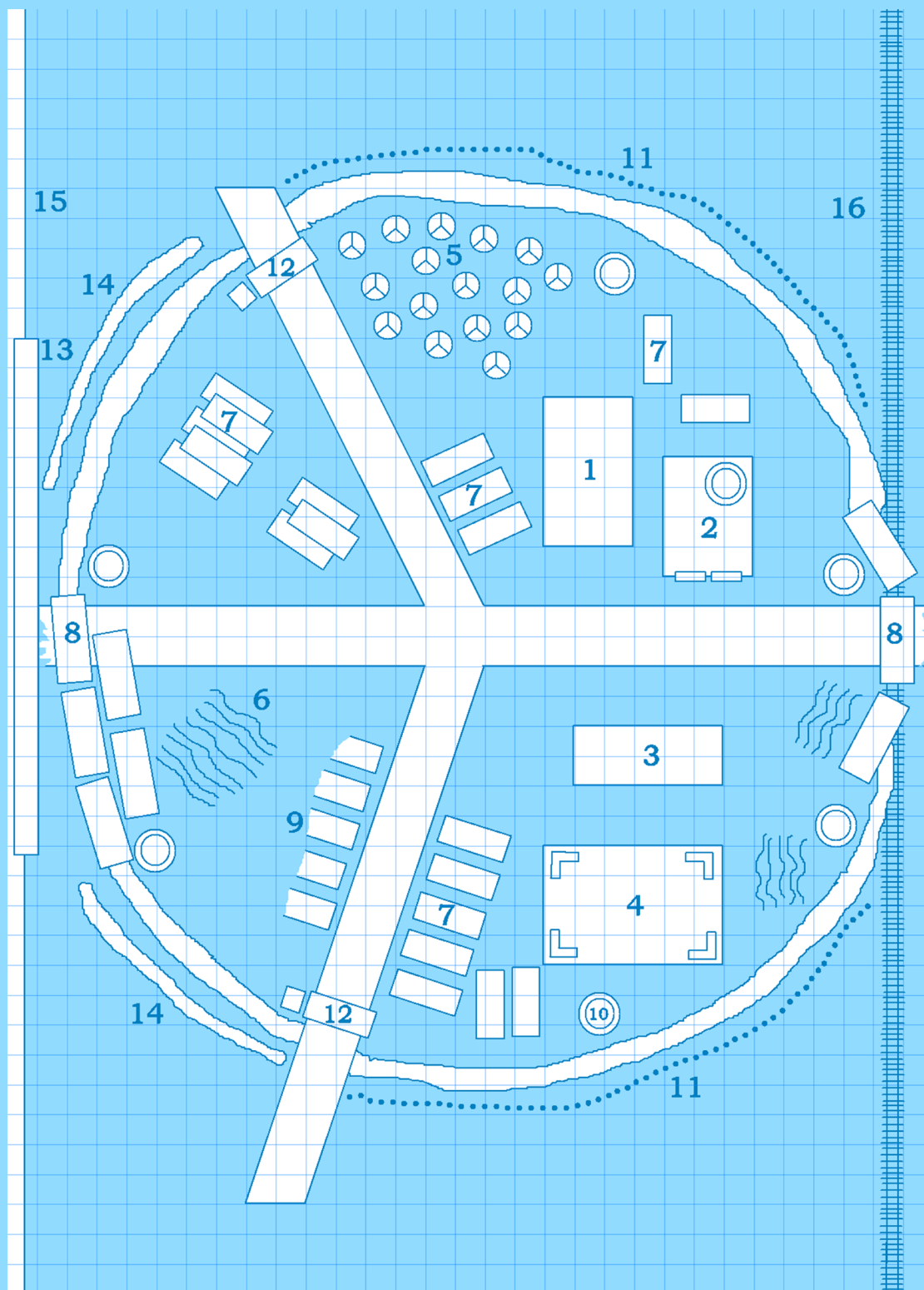
During this fight, anyone left in the convoy will start screaming on the CB that there is a raider force incoming.

## **The Final Drive**

**to Cheyenne Wellsprings**

**(formerly Fort Smith, OK)**

Once the battle with the Emperors of Gemini is done, and Ransom is defeated, the convoy will have no further adventures along the trip to Cheyenne Wellsprings (unless the Gamemaster chooses some nasty encounter in the ruins of Oklahoma City!). John Proudhorse, the Cheyenne leader in Wellsprings, will honor the deals put in place by Ransom, even if he didn’t know that man, as the delivery of the Lakota girl is all important to the north/south Native American alliance. From here, the convoy will break up, unless of course you are looking to keep it together for another ‘run’, but that is up to you.



# THE FOLIO

1. Former Fast Food turned into bar/diner
2. Auto Garage with defense tower on top
3. Covered fuel pumps with sandbag defense
4. Former 'super' convenience store turned public/town hall building with defense works atop.
5. Teepee/tent/yurt non-permanent structure squatter town.
6. Crop fields
7. Semi-Trailer/Cargo Containers turned to dwellings (some are stacked two and three high)
8. Train Cars turned to barricades
9. Half-buried cargo containers
10. Defense Towers
11. Razor Wire before earthen walls
12. Semi-truck movable barricades for gates
13. Bridge overpass
14. Trench works before earthen walls
15. Highway
16. Old rail line tracks





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16. Old rail line tracks



On the border of Colorado and Kansas lies the infamous stretch of old Route 385 known as The Co-Kan Run. Few are foolhardy enough to brave that gauntlet of roving gangs, walking dead, and Combine forces, but now a girl in need and an old friend force your hand. Signing up with a wasteland convoy, you'll drop the hammer and head eastbound and down, loaded up and truckin', and you're about to do what they say can't be done. This is a Savage Worlds, Deadlands: Hell on Earth adventure for seasoned characters.

