

# SAVAGED FALLOUT



## San Diego

## Sandbox San Diego

The Den has slavers, New Reno has organized crime, but both pale in comparison to the cesspool of unending violence and depravity that is the bombed-out shell of post apocalyptic San Diego. There is a saying in the wasteland: *All sewers end up in SD*, and judging by the collection of human refuse that has accumulated there, it seems as true a statement as any. Ruled by vicious gangs, a human life is worth only as much as the price of a bullet. But something is stirring in SD. One of the gangs has risen to dominance under the leadership of the charismatic Barbatos, and if his attempt to unite all the remaining gangs is successful, soon SD will stop tearing itself apart, but will go for the rich towns on the southern NCR border instead, a raider army the likes of which the wasteland has never seen before. Just at this moment, the players show up...

This sandbox is meant to be inserted in an ongoing campaign for a party of at least Seasoned characters. It doesn't provide much in the way of specifics; rather it is a backdrop to be used to make up your own stories of what can happen in a volatile place like post apocalyptic SD. The gangs described are examples, add groups and organizations of your own devising to the mix to make the setting your own!

Why would anyone come to a godforsaken place like this? Some possibilities:

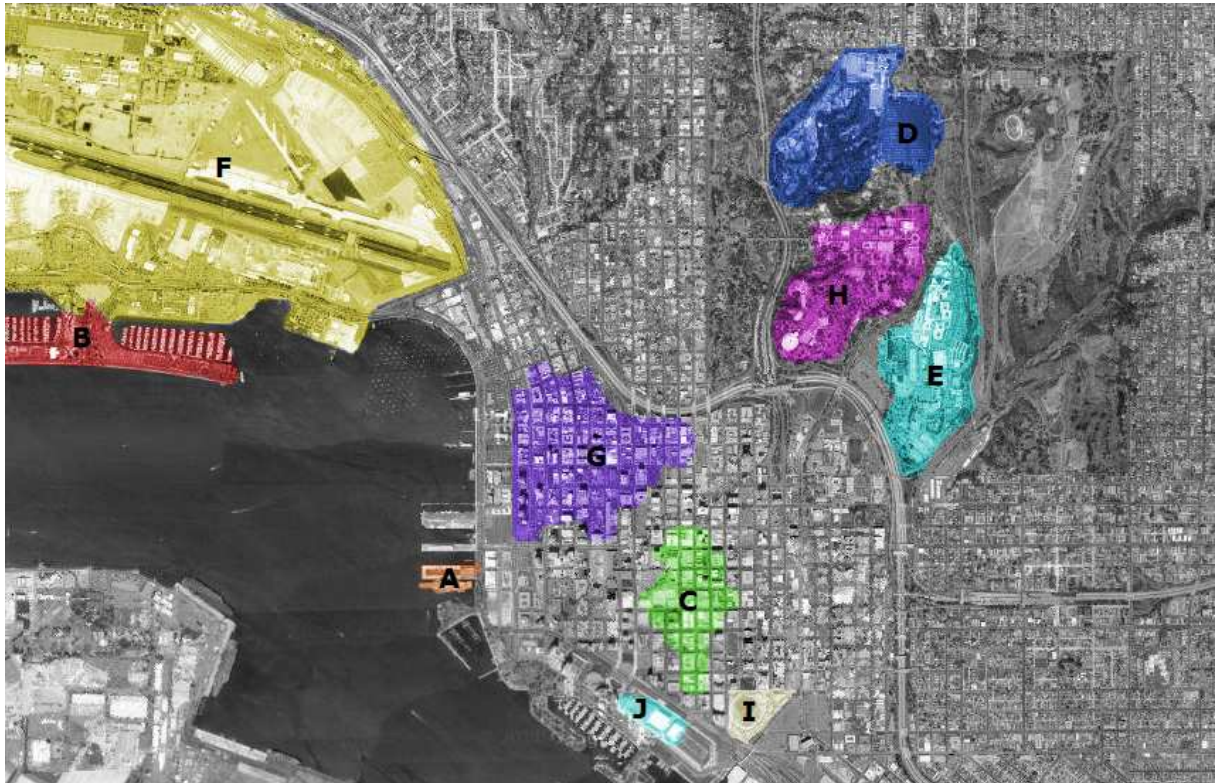
**Escape from SD:** In the empty wasteland west of Dayglow the party comes upon a very recently crashed Vertibird. Everyone inside is dead, except for one badly wounded soldier. He mumbles something about 'Enclave', 'second Vertibird' and 'President of the USA', pointing to the distant outline of SD. Who shot down the Enclave transports? Did the president survive the crash? If so, who has him in their power?

**The wayward knight:** Hiking through the desert, your party comes upon the remains of a dead Brotherhood of Steel knight. The man has been shot and looted of his valuables, but closer inspection reveals a hidden note on his person. The note mention two Paladins hiding somewhere in SD, waiting for additional support, as they believe to have found the as of yet unopened Vault 16 buried beneath the ruins of SD. The password is 'Glorious Salve'. How will the Brotherhood react if the players show up? Is there really a Vault 16? If so, what is inside?

**The rocketman:** An eccentric, wealthy Hubologist has grown tired of waiting for the Star Father to come to him, so he wants to go up in space instead. In honor of the 25th anniversary (back in 2077) of Zeus 12, the last moon mission, SD's Air & Space Museum still exhibits a fully functional Delta IX rocket. He has hired the players to get him there safely. Is the rocket still there? If so, how will the gangs react to you stealing their toys?

**Operation Golden Dawn:** The NCR Rangers have learned of the trouble brewing in SD, and rather than risk the lives of their valuable operatives, they have been hiring outsiders to do the dirty work.

Your mission: to cause as much mayhem as possible in SD, and make sure Barbatus' plan falls through. Bonus payment for whichever group brings back the head of Barbatus.



## The gangs of SD

Dozens of gangs infest the ruins of old San Diego, constantly killing, stealing and fighting to expand their territory or grow more powerful, respected or better yet, feared. Of these, three major and four lesser gangs have held sway over most of SD in the last few years.

### A) The Ship Rats

- The gang: Least of the seven gangs, the Ship Rats number less than a hundred men and women. The gang calls itself the Crew, but everyone else in SD calls them the Ship Rats, after the derelict aircraft carrier in which the gang made their hideout.

The gang has no weapons arsenal to speak of, so most of its members can be seen using knives, lead pipes and other melee weapons, while a few have pistols, shotguns and rifles. A group of lowlifes, scavs and addicts, few of them are skilled fighters. The vast majority of its members suffer from chem addiction and alcohol abuse, more oft than not to be found on board shooting up and partying through the night.

Unable to pose any real threat to the more organized gangs, the Ship Rats content themselves with raiding the smaller street gangs and rabble living in the area surrounding the dockside, when they run low on supplies and sober up, that is.

The Ship Rats are led in name by the Captain, but the disorganized, ragtag group receives and demands little in the way of actual leadership. The Captain ends up being whichever gang members feels like taking up the title, and the position frequently switches around. The current Captain is a little respected sallow man called Hassan, often derisively referred to as the Skipper, who likes to parade around in a pre-War naval uniform.

- Turf: The Ship Rats control the partially submerged aircraft carrier *USS Midway* and the surrounding dockside. The ship is a filthy, rusted death trap from long before the War. While its guns haven't worked in ages, it boasts a few equally antique aircraft, though the Ship Rats lack the know-how to get these potential assets in working condition.
- Influence: the Ship Rats are disdained by all the major gangs, considering them only just above the common street gangs and other rabble in SD. The only reason why the gang has not been wiped out yet, seems to be that the risk of a frontal assault on their ship would be a more costly affair than the potential reward merits. Few in number and lightly armed, they are at the bottom of the SD food chain. Since Barbatus came to power, the Ship Rats pay homage to the Chain Gang.

### **Ship Rat**

St d6, Ag d6, Vi d6, Sm d6, Sp d6

Fighting d6, Small Guns d6, Taunt d4, Intimidate d4, Notice d6, Stealth d4

Pace 6, Run d6, Toughness 6/7(1), Parry 5, Uses Jet, Psycho

-Combat Leather Jacket (+1 vs Fighting, 0 vs Bullets), Leather Armor (+1)

-Throwing Knives 3/6/12 St+d4 RoF 1

-Brass/Spiked Knuckles St+d4

-Crowbar St+d4+1

-Shiv St+d4

-10mm Pistol 12/24/48 2d6 RoF1

-Hunting Rifle 24/48/96 2d8 RoF1

-Double Barrel 12/24/48 1-3d6 RoF1, 1 action to reload

### **Hassan** (Wild Card)

St d6, Ag d4, Vi d6, Sm d8, Sp d8

Fighting d4, Small Guns d4, Notice d8, Persuasion d6, Barter d8

Pace 6, Run d6, Toughness 5, Parry 4

-Naval Uniform

-US Naval Officer Saber: St+d6

-Flare Gun 10/20/40 2d6 RoF1, 1 action to reload, Can start fires, Frightens animals

## **B) The Lawmen**

- The gang: For almost three decades the Lawmen were one of the most powerful and respected gangs in the riotous SD downtown area, surviving and growing where many others had come and gone before them. Receiving homage from the smaller gangs around them, their affluency allowed them to lay down their own law over downtown and the east village, making ruined Cal Western their seat of power. All of this changed two years ago however, when a large roaming band of raiders, the Puñetazo, from the lands south of SD moved into the city, and after three weeks of fierce street fighting managed to claim all the Lawmen's territory for their own. The still considerable force of Lawmen fled north, where they found a welcome ally in the Jetheads (which themselves had just taken a brutal beating after trying to expand into the Park area). The Jetheads allowed the Lawmen to stay on the dilapidated waterfront which they controlled though had no use for themselves; the former docks swarming with vermin and other unsavoury creatures. With no other option, the Lawmen had to make due, planning all the while on how to retake their own turf.

As time passed by and the prospect of reclaiming downtown became ever less likely, their numbers started to dwindle rapidly, and so did their influence. The remaining Lawmen now serve as a constant reminder to the other gangs that complacency has no place in SD. Numbering little more than a hundred, the Lawmen are a reasonably skilled, lightly armed gang, making their home in a few shacks, boathouses and the marina south of the airport. They limit themselves to raiding the waterside gangs in the rest of SD using boats they managed to salvage. Lex, the current leader (Judge) of the gang, the son of the last Judge, is an ambitious young man and has great plans for the future. His attempts to gain more support from the Jetheads beyond a weapons discount have so far fallen on deaf ears, however. The Lawmen paint a large white L on the back of their clothing and armor as their gang sign.

- Turf: The Lawmen control Harbor Island south of the airport by permission of the Jetheads. More so than most places in SD, the infrastructure is in shambles and a squalid mess.
- Influence: Posing little threat to the major gangs, the Lawmen are commonly derided, but being one of the oldest still existing gangs, they can still command some respect with the smaller gangs. The Lawmen pay homage to the Jetheads and the Chain Gang, and are mortal enemies of the Puñetazo.

### **Lawman**

St d6, Ag d6, Vi d6, Sm d6, Sp d6

Fighting d6, Small Guns d6, Explosives d4, Intimidate d6, Taunt d6, Notice d6

Pace 6, Run d6, Toughness 6/7(1), Parry 5

-Combat Leather Jacket (+1 vs Fighting, 0 vs Bullets), Leather Armor (+1)

-Combat Knife St+d4+1

-10mm Pistol 12/24/48 2d6 RoF1

-Hunting Rifle 24/48/96 2d8 RoF1

-MP9 10mm SMG 12/24/48 2d6 RoF3

-Combat Shotgun 12/24/48 1-3d6 RoF1, 1 action to reload

### **Lex (Wild Card)**

St d6, Ag d8, Vi d8, Sm d8, Sp d6

Fighting d8, Small Guns d6, Intimidate d8, Taunt d6, Notice d8, Persuasion d6,

Barter d4

Pace 6, Run d6, Toughness 7(1), Parry 6

-Leather Armor (+1)

-Brass Knuckles St+d4

-.44 Magnum 12/24/48 2d6+1 RoF1, 1 action to reload

-Combat Shotgun 12/24/48 1-3d6 RoF1, 1 action to reload

### **C) The Gassers**

- The gang: Terrorizing the downtown area south of the Puñetazo's turf, the Gassers are a loosely held together group of deranged killers and psychopaths. If they have a real name it is unknown: Gassers is the collective name the other gangs gave the many disparate groups of raiders that together make up the gang. Their strength is hard to gauge and always rising or falling, as they have without a doubt the highest mortality rate of any of the major gangs. Most of their members are lightly armed, but they make up for this by always attacking in large numbers wherever they go. Their more seasoned warriors have a penchant for heavy weaponry. Their actions look completely erratic and their attacks are unorganized, which ultimately makes them only a threat -though a serious one- to their immediate neighbours. If the Gassers have a leader, he or she has never been seen. The gang is fiercely territorial to boot, defending their turf to the death, though sometimes for seemingly no reason abandoning certain blocks and grabbing others from the surrounding gangs.

The Gassers have no gang markings, but many of them wear empty smoke grenades or gas canisters draped as bandoliers. The most feared Gassers can be found wearing pre-War gas masks as a status symbol.

It is a public secret that the Jetheads provide the Gassers with cheap Psycho so that their chem-induced raids keep the other downtown gangs occupied; little known however is that the Jetheads lace this Psycho with additional, inferior hallucinogens, causing severe anxiety attacks and bout of aggression in the user, as well as short to medium term mental health deterioration.

- Turf: The Gassers' core terrain is located near the heart of SD downtown, often stretching out east and west for a while when the gang has been active. They often come in contact with the Puñetazo, harrying them but unable to gain terrain on them. The Gasser quarter is one of the least populated parts of town; while other gangs allow "independent" bars, brothels and gambling holes on their turf in exchange for protection money, the Gassers raid anything and anyone that's not one of their own. The only inhabited spots in the ruins of their territory are Gasser hideouts.
- Influence: The Gassers are rightly feared by the neighbouring gangs, but their inability to form organized raids makes them less of a threat for the other major gangs farther north. Thus they

are mostly shunned and the other gangs have very little dealings with them. The Gassers have never accepted Barbatus' dominance, but there is little interest with the Chain Gang for subduing the quarrelsome gang. The Puñetazo are mortal enemies of the Gassers.

### **Gasser**

St d6, Ag d8, Vi d6, Sm d4, Sp d8

Fighting d6, Small Guns d6, Explosives d6, Intimidate d8, Taunt d4, Notice d8

Pace 6, Run d6, Toughness 5/6(1), Parry 5, Uses Psycho

-Wasteland Outfit, Combat Leather Jacket (+1 vs Fighting, 0 vs Bullets)

-Shiv St+d4

-Lead Pipe St+d4+1

-Combat Knife St+d4+1

-Sledgehammer: St+d8, Parry -1

-10mm Pistol 12/24/48 2d6 RoF1

-Molotov Cocktail 10/20/40 2d6 Med Burst Templ, Can start fires

-Smoke Grenade 12/24/48 Large Burst Templ, Obscure power

### **Gasser Raidmaster**

St d6, Ag d8, Vi d6, Sm d6, Sp d8

Fighting d8, Small Guns d8, Heavy Weapons d8, Explosives d8, Intimidate d10, Taunt d6, Notice d8

Pace 6, Run d6, Toughness 7/8(+2/+3 vs Energy Weapons), Parry 6, Uses Psycho

-Metal Armor (+2/+3 vs Energy Weapons)

-Gas Mask

-Ripper St+d8

-Sledgehammer: St+d8, Parry -1

-Sawed-off Double Barrel 4/8/16 1-3d6 RoF1, 1 action to reload

-Flamer Cone 2d10 RoF1, 3 actions to reload

-Molotov Cocktail 10/20/40 2d6 Med Burst Templ, Can start fires

-Smoke Grenade 12/24/48 Large Burst Templ, Obscure power

## **D) The Pit Lords**

- The gang: A decade ago, the Jackhammer gang controlled most of the Park area. At the height of their power they started using the old, abandoned SD Zoo to cage their slaves and the captives from their raids. Soon enough the guards began staging gruesome fights, first pitting their prisoners and slaves against each other, later also against deadly wasteland creatures that the gang captured for this purpose. The stories of these spectacular pit fights quickly spread, gaining such popularity and infamy among the SD raiders that the Jackhammers opened the Zoo to the other gangs. Quickly it became the prime gambling hole to make some fast money as well as slake one's bloodlust. As the number of fights rose

steadily to keep up with demand, the Jackhammers started raiding for slaves frequently, training them to become pit fighters, and began breeding their own mutated animals.

Eventually each night three matches were staged: the first a group free-for-all, pitting five men and women against each other, last one standing wins; the second a creature feature, throwing a few men with simple weapons against giant mutant animals; the last of every night a one-on-one melee between the winners of the fights from previous days. The slaves were offered only one way to regain their freedom: a fighter could go free if he or she won twenty matches. After more than two years, finally one man rose to the challenge, a crowd favourite with the pit name Bonebreaker. In his twentieth fight, he managed to defeat a giant Radscorpion, armed with nothing more than a net and a spear. However, the promised freedom proved to be a lie. When the guards escorted him back to the slave cells deep in the bowels of the arena, Bonebreaker overpowered his jailors. He then headed straight for the Zoo's beast master, slew him and his men and proceeded to unlock all the animal cages, allowing them to make their way into the arena theater. While the creatures ran amok and kept the present raiders occupied, Bonebreaker freed the other slaves. Those raiders that were left after the animals tore into them were then quickly dispatched, and the slaves proclaimed themselves to be the new pit lords. The Jackhammers soon enough retaliated in force, but the former slaves managed to hold the Zoo, and though they lasted for a few years still, this embarrassing defeat signalled the beginning of the end for the once mighty Jackhammer gang.

The pit fighters chose Bonebreaker as their leader, and he would lead the gang to prominence in the coming decade. The Pit Lords' ferocity in battle was matched only by their hate for their former masters and all other slaver gangs. However, in their view even those who had merely condoned the slaving trade were equally at fault, and almost from the start they turned their wrath upon all raiders and gangs indiscriminately.

The Pit Lords, though generally ill-equipped, are all excellent melee fighters, their burning hate the only weapon they need. They are also known to unleash their cage-bred creatures on unsuspecting neighbouring gangs, before the fighters begin their assault proper. They show no mercy to the defeated, taking captives only to throw them to the animals (Radscorpions, Giant Mantises, Molerats, Gecko's - even a pair of Deathclaws) they once more began breeding in the Zoo. Captured slaves however are freed of their bonds, though the Pit Lords demand one thing in return: the freed slave must become part of the gang until he or she has killed twenty slavers, and may then choose to leave the gang, or stay. Slaves who refuse are hanged as ungrateful cowards and traitors.

The Pit Lords distinguishing gang mark are the numbers XX in red paint, reminding their fighters of their blood debt of twenty kills. Many fighters also keep a running tally of the number of men they've killed, making notches on their weapons, clothing or armor. Some of the more brutal fighters have each kill tattooed on their body, or give themselves a scar for each one. Those who reach their twenty kills and stay with the gang get the honorary title of Champion. The Pit Lords are, apart from the Jetheads, the only major gang to accept mutants, counting several Ghouls and Super Mutants among their ranks.

Once they enter the gang, each member renounces their former birth or slave name, and takes on a name in the fashion of the pit fighters. When trapped and outnumbered, Pit Lords take their own lives when possible, rather than fall into the hands of their enemies.

After the death of Bonebreaker in the Convent ambush, they are now led by Steelfist, a one-armed giant of a man. As Bonebreaker before him, Steelfist renounces Barbatus' dominance over SD and the Pit Lords, professing that the Pit Lords will never again serve a master other than themselves.

- Turf: The Pit Lords have taken SD Zoo as their territory, and so far none of the other gangs have managed to challenge their claim. Most of the old Zoo is overgrown with weeds and crumbling, but they have kept the remaining pens and cages in good condition.
- Influence: The only thing despised more in SD than a slave, is an unruly slave. Tales of cannibalism and lycanthropy are spread about the Pit Lords, and none of the major gangs want any dealings with a gang made up of escaped slaves. As they are a force to be reckoned with however, none of the gangs go out of their way to actively provoke them. When Barbatus promised the Pit Lords a parley on equal footing with the other gangs, the gang readily accepted. Though Steelfist continues the same line as Bonebreaker, he lacks the iconic status of the Pit Lords' liberator, and many suspect the gang will weaken itself and fall apart before too long under their new leadership.

### **Pit Lord**

St d8, Ag d8, Vi d8, Sm d6, Sp d8

Fighting d10, Small Guns d4, Intimidate d10, Taunt d8, Notice d8, Stealth d4

Pace 6, Run d6, Toughness 7(1), Parry 7

-Leather Armor (+1)

-Brass/Spiked Knuckles St+d4

-Dagger St+d4

-Cleaver St+d6

-Spear St+d6, Reach 1, Parry +1

-Sledgehammer St+d8, Parry -1

### **Pit Lord Champion**

St d10, Ag d8, Vi d8, Sm d6, Sp d10

Fighting d12, Small Guns d8, Intimidate d12, Taunt d10, Notice d10, Stealth d6

Pace 6, Run d6, Toughness 7(1), Parry 8

-Leather Armor (+1)

-Sledgehammer St+d8, Parry -1

-Hunting Rifle 24/48/96 2d8 RoF1

-Double Barrel 12/24/48 1-3d6 RoF1, 1 action to reload

-MP9 10mm SMG 12/24/48 2d6 RoF3

### **Steelfist (Wild Card)**

St d12, Ag d8, Vi d10, Sm d6, Sp d12

Fighting d12, Small Guns d4, Intimidate d12, Taunt d12, Notice d10, Stealth d4

Pace 6, Run d6, Toughness 10/11(+2/+3 vs Energy Weapons), Parry 7

One Arm

-Metal Armor (+2/+3 vs Energy Weapons)

-Gladiatorial Helmet (enclosed) (+2)

-Power Fist St+d10

### **E) The Angels of Mercy**

- The gang: Perhaps the most enigmatic of all the gangs in SD, many rumours are spread about the Angels of Mercy, though very little is known with certainty. The gang is located in the Park, occupying the old medical center and some of the surrounding area. They are highly proficient with firearms and explosives and possess some of the finest weaponry found in SD. As the Angels of Mercy usually prefer to operate alone or in small groups, their true strength is a mystery, but most estimate their number at no more than a few dozen. They seemingly raid not to claim territory, but rather to gather supplies and inflict as many casualties as possible before falling back to their own turf.

The members of the gang are all said to follow a peculiar religion, a mixture of Christianity and death-worship as found among the eastern tribes. Their leader is only known to the outside world as the Angel of Death, and his identity is regarded as the best kept secret in SD. His true identity is known only to a handful of the most trusted Angels of Mercy; an elite circle of sharpshooters called the Harbingers. Unbeknownst even to the other gang members, the Angel of Death, an unassuming middle-aged man, walks among them at all times, dressed like any other member, performing the same tasks and everyday activities of the gang. With a note or a whisper he surreptitiously relays his commands to the Harbingers, who then spread them among the rest of the gang.

Angels of Mercy tend to avoid any contact with the outside world, deeming it unclean and filled with irredeemable sinners. As they keep their identities a well-guarded secret, this leads many to believe that the Angels of Mercy keep spies everywhere, infiltrating all the major gangs, though no evidence exists to support these suspicions.

When the Angels of Mercy do go outside to raid and kill, they wear white procedural masks, which is the only identifiable mark the gang has. Though they favor stealth, they are quick to adapt and switch to all-out carnage when the fighting becomes heated.

While the gang clearly has very little love for the outside world and the other gangs, they do however accept individual petitioners. At a rusted gate marking the border of their territory an intercom system can be found. Any outsider may use it; he or she has to say a prayer for the soul of the person they would like killed, then leave a proportionate donation at the gate and leave. Five days later, that person is invariably killed, or the donation was not deemed sufficient.

- Turf: The Angels of Mercy control the crumbling pre-War SD Medical Center and neighbouring buildings. It is rumoured that every inch of it is booby-trapped with explosives and other equally lethal contrivances, and that experienced marksmen scour the area day and night for intruders.
- Influence: The Angels of Mercy have little dealings with the other gangs which does not involve raiding them. Their reputation as expert killers and hitmen garners them both fear and scorn. No one on the outside has ever seen their leader, though when Barbatus declared himself lord of all of SD, the Angel of Death sent an envoy, stating that the Angels of Mercy would pay homage to the Chain Gang as long as Barbatus lives. Many gangs assume the Angels of Mercy are biding their time, waiting to wipe out all the other gangs in one swoop when the opportunity presents itself. The Angels of Mercy pay homage to the Chain Gang.

### **Angel of Mercy**

St d6, Ag d10, Vi d8, Sm d8, Sp d8

Fighting d6, Small Guns d10, Explosives d8, Stealth d8, Notice d8, Survival d8

Pace 6, Run d6, Toughness 6/7(1), Parry 5

-Leather Coat, Leather Armor (+1)

-Combat Knife St+d4+1

-Silenced 9mm Pistol 12/24/48 2d6 RoF1

-Hunting Rifle 24/48/96 2d8 RoF1

-Assault Rifle 24/48/96 2d8 RoF3

-Combat Shotgun 12/24/48 1-3d6 RoF1, 1 action to reload

-Frag Grenade 12/24/48 3d6

-Frag Mine 3d6+2 Med Burst Templ

### **Harbinger**

St d6, Ag d10, Vi d8, Sm d8, Sp d10

Fighting d8, Small Guns d12, Explosives d10, Stealth d12, Notice d10, Survival d12

Pace 6, Run d6, Toughness 7(1), Parry 6

Marksman

-Leather Armor (+1)

-Combat Knife St+d4+1

-Silenced 9mm Pistol 12/24/48 2d6 RoF1

-7.62mm Sniper Rifle 50/100/200 2d10 RoF1

-H&K P90C 12/24/48 2d6+1 RoF3

-Frag Grenade 12/24/48 3d6

-Plastic Explosives 4d10+3 Large Burst Templ

### **The Angel of Death (Wild Card)**

St d6, Ag d10, Vi d8, Sm d10, Sp d12

Fighting d6, Small Guns d12, Explosives d12, Stealth d10, Notice d12, Survival d12

Pace 6, Run d6, Toughness 6, Parry 5

Marksman

-Leather Coat

-Butterfly Knife St+d4

-Silenced 9mm Pistol 12/24/48 2d6 RoF1

-7.62mm Sniper Rifle 50/100/200 2d10 RoF1

-Frag Grenade 12/24/48 3d6

## **F) The Jetheads**

- The gang: Whether named for their dominance in SD's chem dealing business or for the dozens of wrecked airplanes that litter the runways next to their compound, the Jetheads are the wealthiest, best equipped gang in the entire city. They control most of the chem and alcohol production and distribution, as well as being the largest gun suppliers to the smaller gangs. The street gangs usually lack the resources, knowhow or connections to set up their own production or trafficking network, and are dependent on the Jetheads to fulfill their needs. It's commonly speculated that the gang buys its weapons through a series of middlemen from the Gun Runners LA Boneyard factories. In the Marine Corps depot on the opposite end of their turf the gang has set up its own chem lab and alcohol distillery, worked mostly by a team of Ghoulish gang members, following the old adage "Don't get wasted on your own stuff". Though the Jetheads lack the number of the Puñetazo or the Chain Gang, totalling about a hundred members, they easily make up for it by being the best outfitted gang, boasting an impressive weapons cache of heavy ordnance and laser guns. Their members are well trained in their use, making any frontal assault on the gang's turf a suicide mission. Though they have no fixed gang sign, Jethead members can often be found wearing leather bomber jackets.  
After a disastrous push into the Park zone two years ago, the Jetheads have been very quiet, keeping to their heavily fortified compound in the old airport terminal, concentrating on their lucrative enterprises rather than raiding. Some believe the Jetheads have settled for the role of kingmaker, supporting those gangs which it would be in their best interest to see rising to prominence (while making twice the money by selling to their rivals at the same time as well); while others believe the gang is just biding its time, weakening its enemies by proxy (through the support of smaller gangs such as the Lawmen, the Gassers and the Angels of Mercy) until the opportunity presents itself to grab complete control over the city. Be it as it may, their leader, an obese, sweaty man by the name of Harry Collins (often called Fat Harry or Fatty Collins, though never to his face), guarded at all times by two huge bodyguards, has declared his gang in full support of Barbatus and the Chain Gang, though few doubt that Collins' words carry little actual weight. There never was much amity between the two gangs, and all bets are on which of the two will backstab the other first.
- Turf: The Jetheads control a huge slice of SD northwest of downtown, including the heavily fortified airport terminal which the gang made their main base of operations, as well as the relatively intact Marine Corps Depot to the north. Their turf is bordered by the ruined highway

on the east side, together with the vast empty stretches of parking lots and runways making for a great buffer against raiding rival gangs coming from the east. The airport control towers have been turned into sniper nests, and heavily armed guards patrol the terrain and the gangs' production facility extensively. The docks to the south are also part of their territory, though the gang has allowed the Lawmen to make their hideout there.

- Influence: It's said that Fat Harry has a finger in all the pies of SD, and not just judging by his weight. The Jetheads harbor the Lawmen, are presumed to arm the Angels of Mercy and keep the Gassers riled up with cheap chems. Myriad small street gangs deal exclusively with the Jetheads for their chem, alcohol and weapon needs. Though the gang has subscribed to Barbatus' idea of a united SD, many believe it's only a matter of time before the Jetheads will make their move and try to claim dominance over the other gangs. Whether that would be as in the capacity of first among equals or, instead, as the undisputed, sole leader, none can say. For now, they pay homage to the Chain Gang and receive it from the Lawmen.

### **Jethead**

St d6, Ag d6, Vi d6, Sm d6, Sp d6

Fighting d6, Small Guns d8, Heavy Weapons d8, Explosives d8, Taunt d6, Intimidate d6, Notice d6

Pace 6, Run d6, Toughness 5/6(1), Parry 5, Uses Buffout, Jet

-Leather Bomber Jacket (+1 vs Fighting, 0 vs Bullets)

-Combat Knife St+d4+1

-Cattle Prod 2d6 RoF1

-.223 Pistol 15/30/60 2d6+1 RoF1

-Laser Pistol 15/30/60 2d6+1 RoF1, AP2

-Hunting Rifle 24/48/96 2d8 RoF1

-H&K P90C 12/24/48 2d6+1 RoF3

-FN FAL 24/48/96 2d8+1 RoF3

-Combat Shotgun 12/24/48 1-3d6 RoF1, 1 action to reload

-Laser Rifle 24/48/96 2d10+1 RoF1, AP2, Snapfire

-Frag Grenade 12/24/48 3d6 Med Burst Templ

### **Jethead Compound Guard**

St d8, Ag d6, Vi d8, Sm d6, Sp d8

Fighting d8, Small Guns d10, Heavy Weapons d10, Explosives d8, Taunt d8, Intimidate d8, Notice d10

Pace 6, Run d6, Toughness 6/7(1), Parry 6, Uses Buffout, Jet, Stimpaks

-Leather Bomber Jacket (+1 vs Fighting, 0 vs Bullets)

-Combat Knife St+d4+1

-Cattle Prod 2d6 RoF1

-.223 Pistol 15/30/60 2d6+1 RoF1

-Laser Pistol 15/30/60 2d6+1 RoF1, AP2

- FN FAL 24/48/96 2d8+1 RoF3
- 7.62mm Sniper Rifle 50/100/200 2d10 RoF1
- Laser Rifle 24/48/96 2d10+1 RoF1, AP2, Snapfire
- M60 30/60/90 2d8+1 RoF3, AP2, Stationary, 1 action to reload
- Minigun 24/48/96 2d8+2 RoF3, AP2, Snapfire, 2 actions to reload
- Rocket Launcher 15/30/60 4d8 RoF1, AP9, Snapfire, 2 actions to reload
- Frag Grenade 12/24/48 3d6 Med Burst Templ

**“Fat” Harry Collins** (Wild Card)

St d6, Ag d4, Vi d8, Sm d8, Sp d10

Fighting d4, Small Guns d4, Taunt d8, Intimidate d12, Notice d8, Persuasion d12, Barter d12

Pace 5, Run d4, Toughness 7, Parry 4, Uses Mentats, Med-X, Super Stimpaks

Obese

-Pinstripe Suit

-Stingy Brim Fedora

-Pulse Pistol 10/20/40 2d8+1 RoF1, AP4, Snapfire, Disintegrates target

## **G) The Puñetazo**

- The gang: The Puñetazo are without a doubt the most brutal of all the SD gangs. The gang first moved into town two years ago, coming from the lawless wasteland far to the south, where a man's life is cheap and a gun is worth the former several times over. Some think the gang moved north looking for easier victims, others speculate that the Puñetazo themselves were on the run from bigger, tougher gangs. It's unlikely the truth of the matter will ever be known, as the gang is extremely xenophobic and has almost no dealings with the other gangs, except for the killing variety. The majority of members of the Puñetazo don't even speak the local language, but communicate in a southern speech called *español*, unknown to most of the SD natives. The gang is entirely self-reliant, and it is assumed that whatever supplies they can't manufacture themselves, they trade with other raiders from the south, as well as get fresh recruits there.

The two hundred-odd Puñetazo members are all skilled fighters, excelling in unarmed brawling as well as the use of various melee weapons. The gang considers fighting from a distance cowardly, and nothing is to be revelled in more than feeling your opponent's jaw shattering underneath your fist, or feel the blade of your knife sink deep into his abdomen. The gang knows well enough the strategic value of firearms of course, and their seasoned members who have mercilessly proven their worth in battle are supplied with very fine weaponry. Even they often prefer guns to get up close and personal with, such as shotguns or submachine guns. Their brutal, martial culture resonates in all aspects of life. If a conflict arises between gang members, it is usually settled through a fight *mano-a-mano*, often to the death if the insult or loss is perceived serious enough. Strict obedience is demanded in everything, and their members are considered the most disciplined raiding force of all SD.

The grunts (*cuchillos*) and seasoned warriors (*fusiles*) make up the fighting force of the gang, called the *mano armada*. Only men are allowed in: women are treated as little more than merchandise, only slightly more respected than slaves. Mutants are, as a rule, shot on sight.

The gang is led by its five most veteran warriors, a group called the *puño*. Designed to keep one single man from becoming too powerful and assuring the gang has leadership to fall back on at all times, the *puño* controls everything that happens in the gang's turf and has final say in all matters. A new member of the *puño*, called a *dedo*, is chosen when four of the five *dedos* unanimously decide that the fifth *dedo* is no longer fit to run the gang. This could be because of health related issues such as old age (infrequent) or because he is no longer trusted or too often disagrees with the rest of the *puño* (more frequently). The *dedo* who will be ousted has the right to defend his position, by challenging his appointed successor to a fight to the death. If the incumbent *dedo* wins, his position cannot be challenged again for a year. As those *dedos* who try and remain in power usually come to a bad end soon after, many wisely forgo this right and slink away into obscurity, often preferring to quit the gang territory entirely to be safe.

The gang's mark is a blood-red fist on a black background, a sign that smart raiders have come to avoid.

- Turf: The Puñetazo control most of downtown SD, the former turf of the Lawmen and historically one of the more tumultuous parts of town. Though, or perhaps because, the gang's brutality is famed and feared throughout SD, their turf is now one of the safest, most prosperous and populous areas in SD. Many 'independent' bars, gambling holes and brothels are located there, permitted and guarded by the gang as long as they obey the gang laws and regularly pay their protection money. As such most of the common rabble has moved into their turf. Even outsiders and members of nearby street gangs are allowed into their turf unmolested, as long as they have the permission of the *puño*; of course these interlopers are constantly kept under watch.
- Influence: One of the largest, best equipped, trained and disciplined gangs of the city, the Puñetazo are a force to be reckoned with. Barbatus knew he had to get the gang on board or his united SD raider force would be an empty vessel. When the *puño* refused his advances during the Convent massacre, Barbatus had them killed. While four of them died, one of the foremost *dedos*, Sebastián "Meñique" - despite his nickname a cold, lumbering hulk of a man - managed to escape the onslaught. While all *dedos* are officially equal, it's a common sentiment in the gang that the current *puño* is a particularly weak one, and that Meñique is now de facto in charge; the four new *dedos*, though capable warriors, little more than glorified yes men. With the old *puño* severed, Meñique (grudgingly) accepted the Chain Gang's position as 'leader of the coalition of equals', though many assume it won't be long before the Puñetazo will strike again. The Puñetazo pay homage to the Chain Gang. They are mortal enemies of the Lawmen and the Gassers.

### **Cuchillo**

St d8, Ag d8, Vi d8, Sm d6, Sp d10

Fighting d10, Small Guns d6, Intimidate d8, Taunt d6, Notice d10

Pace 6, Run d6, Toughness 6/7(1), Parry 7

-Combat Leather Jacket (+1 vs Fighting, 0 vs Bullets), Leather Armor (+1)

-Brass/Spiked Knuckles St+d4

-Crowbar St+d4+1

-Combat Knife St+d4+1

-Sledgehammer St+d8, Parry -1

-10mm Pistol 12/24/48 2d6 RoF1

### **Fusil**

St d10, Ag d8, Vi d10, Sm d6, Sp d12

Fighting d12, Small Guns d8, Intimidate d12, Taunt d8, Notice d12

Pace 6, Run d6, Toughness 8(1), Parry 8

-Leather Armor (+1)

-Brass/Spiked Knuckles St+d4

-Combat Knife St+d4+1

-Sledgehammer St+d8, Parry -1

-10mm Pistol 12/24/48 2d6 RoF1

-Double Barrel 12/24/48 1-3d6 RoF1, 1 action to reload

-MP9 10mm SMG 12/24/48 2d6 RoF3

-Assault Rifle 24/48/96 2d8 RoF3

### **The Puño**

#### **Carlos "El Geco"**

St d6, Ag d12, Vi d8, Sm d8, Sp d10

Fighting d12, Small Guns d6, Intimidate d6, Taunt d10, Notice d12, Stealth d8

Pace 6, Run d6, Toughness 6/7(1), Parry 8

Ambidextrous, Two-Fisted, Imp. Frenzy

-Combat Leather Jacket (+1 vs Fighting, 0 vs Bullets)

-2 x Spiked Knuckles St+d4

-Throwing Knives 3/6/12 St+d4 RoF 1

-.44 Magnum 12/24/48 2d6+1 RoF1, 1 action to reload

#### **Cid**

St d10, Ag d10, Vi d10, Sm d6, Sp d12

Fighting d12, Small Guns d6, Intimidate d12, Taunt d8, Notice d10

Pace 6, Run d6, Toughness 9(1), Parry 8

Brawny, Imp. Sweep

-Leather Armor (+1)  
-Super Sledge St+d8+2, Parry -1, AP2  
-.223 Pistol 15/30/60 2d6+1 RoF1

### **Santiago “El Viejo”**

St d6, Ag d6, Vi d6, Sm d8, Sp d10  
Fighting d8, Small Guns d10, Intimidate d4, Taunt d10, Notice d8  
Pace 5, Run d6, Toughness 5/6(1), Parry 6  
Elderly, Marksman  
-Combat Leather Jacket (+1 vs Fighting, 0 vs Bullets)  
-Shiv St+d4  
-Sawed-off Double Barrel 4/8/16 1-3d6 RoF1, 1 action to reload

### **Ramírez**

St d8, Ag d8, Vi d8, Sm d6, Sp d8  
Fighting d10, Small Guns d6, Heavy Weapons d10, Explosives d8, Intimidate d12, Taunt d6, Notice d12  
Pace 6, Run d6, Toughness 7(1), Parry 7  
Rock and Roll!  
-Leather Armor (+1)  
-Combat Knife St+d4+1  
-Minigun 24/48/96 2d8+2 RoF3, AP2, Snapfire, 2 actions to reload  
-Frag Grenade 12/24/48 3d6

### **Sebastián “Meñique” (Wild Card)**

St d10, Ag d8, Vi d10, Sm d8, Sp d12  
Fighting d10, Small Guns d8, Intimidate d12, Taunt d10, Notice d12, Persuasion d8, Barter d8  
Pace 6, Run d6, Toughness 9(1), Parry 7  
Brawny, Two-Fisted  
-Leather Armor (+1)  
-Machete St+d4+1  
-H&K P90C 12/24/48 2d6+1 RoF3

## **H) The Chain Gang**

- The gang: Stories have it that in the time before the War, criminals were chained together and set to work in the scorching desert sun. While physically being chained together doesn't make for a sound combat tactic, the idea of 'the chains that bind' stuck with the first Chain Gangsters. Veterans of many smaller street gangs, these first members of the gang had grown weary of the backstabbing, betrayal and disloyalty that spelled the end for many aspiring gangs. Tired of the wasted potential and being on the bottom rung of the ladder, a few of them bound

together a decade ago to form the Chain Gang, based on the simple principle that before all else, a member owes his or her full allegiance to the gang and its members. The Chain Gang grew fast and attracted many of the other street gangsters from the western part of SD. After setting a gruesome example of those who did prove to be disloyal, the gang quickly became one of the most disciplined around, and the gang made its grab for power. As the Jackhammers were struggling to put down their slave revolt, the Chain Gang came down in force upon them, slaughtering all who stood in their way and claiming the Jackhammer's turf for their own. Taking over the slaving business, more money started pouring in.

The Chain Gang are now more than two hundred seasoned raiders strong, most of them equipped and highly skilled with small firearms and explosives. Their brutality is second only to their mettle in combat and their fierce dedication to the gang. Raids with the sole purpose of avenging a fallen brother or sister are commonplace, and the gang will go through great lengths to free captured members.

On entering the gang, a new member has three shackles tattooed on his or her wrists. Each following year additional links gets added to the original chain, according to how dedicated the raider has been to the gang. Some of the most veteran Chain Gangsters boast impressive tattoos snaking up each arm.

The Chain Gangsters respect only one thing, and that is strength. When the raider Barbatus, frustrated with the complacency of the gang as he perceived it, challenged Monroe, the leader of the gang to a duel for the leadership, Monroe refused. Once word got around Monroe quickly lost the respect of the gangsters, and his position got so tenuous that soon enough he stepped down in favor of Barbatus. It was Barbatus and his ambition that would catapult the Chain Gang to dominance.

Turf: The Chain Gang have set themselves up along the ruined promenade in the Park. The area is heavily guarded. What remains standing of the California tower has been turned into a sniper's nest surveying the surroundings. Barbatus and his cronies have taken Balboa palace as their personal quarters. The Chain Gang claims most of the crop fields in the eastern Park area as their private territory, worked by slaves. Many of the other fields worked by the commoners are under their „protection“. SD's Air & Space Museum is located on the Chain Gang's turf.

- Influence: The Chain Gang are one of the major gangs in SD, and under Barbatus' leadership have claimed dominance over the other gangs. While Barbatus gathers support and finishes his plans for a daring raid on the NCR border towns with the five united gangs, most day-to-day responsibilities of the Chain Gang have been relegated to his second-in-command Caleb, a raider which grew up on the streets together with Barbatus. Barbatus is rarely seen outside his palace anymore, except when making proclamations to the people of SD. His enormous mute bodyguard Rafe is rumoured to follow him everywhere. The Chain Gang receives homage from the Ship Rats, the Lawmen, the Angels of Mercy, the Jetheads and the Puñetazo. Many believe Barbatus' forced alliance won't last long, unless he delivers on his promise of raiding NCR in the near future.

### **Chain Ganger**

St d8, Ag d8, Vi d8, Sm d6, Sp d8

Fighting d8, Small Guns d8, Explosives d6, Intimidate d6, Taunt d8, Notice d8, Stealth d6

Pace 6, Run d6, Toughness 6/7(1), Parry 6

-Combat Leather Jacket (+1 vs Fighting, 0 vs Bullets), Leather Armor (+1)

-Brass/Spiked Knuckles St+d4

-Metal Chain St+d4+1

-Sledgehammer St+d8, Parry -1

-10mm Pistol 12/24/48 2d6 RoF1

-Hunting Rifle 24/48/96 2d8 RoF1

-Double Barrel 12/24/48 1-3d6 RoF1, 1 action to reload

-MP9 10mm SMG 12/24/48 2d6 RoF3

-Frag Grenade 12/24/48 3d6

### **Chain Ganger Veteran**

St d12, Ag d8, Vi d8, Sm d6, Sp d12

Fighting d10, Small Guns d12, Explosives d8, Intimidate d10, Taunt d12, Notice d10, Stealth d6

Pace 6, Run d6, Toughness 6/7(1), Parry 7

-Combat Leather Jacket (+1 vs Fighting, 0 vs Bullets), Leather Armor (+1)

-Brass/Spiked Knuckles St+d4

-Metal Chain St+d4+1

-10mm Pistol 12/24/48 2d6 RoF1

-Sawed-off Double Barrel 4/8/16 1-3d6 RoF1, 1 action to reload

-MP9 10mm SMG 12/24/48 2d6 RoF3

-Assault Rifle 24/48/96 2d8 RoF3

-Molotov Cocktail 10/20/40 2d6 Med Burst Templ, Can start fires

-Frag Grenade 12/24/48 3d6

### **Caleb**

St d10, Ag d10, Vi d10, Sm d8, Sp d12

Fighting d10, Small Guns d12, Explosives d8, Intimidate d10, Taunt d12, Notice d10, Stealth d6, Persuasion d8, Barter d8

Pace 6, Run d6, Toughness 8(1), Parry 7

-Leather Armor (+1)

-Spiked Knuckles St+d4

-.44 Magnum 12/24/48 2d6+1 RoF1, 1 action to reload

-Combat Shotgun 12/24/48 1-3d6 RoF1, 1 action to reload

### **Rafe**

St d12, Ag d8, Vi d12, Sm d6, Sp d12

Fighting d12, Small Guns d6, Explosives d4, Intimidate d12, Notice d12

Pace 6, Run d6, Toughness 11/12(+2/+3 vs Energy Weapons), Parry 7

Brawny, Imp. Sweep

-Metal Armor (+2/+3 vs Energy Weapons)

-Super Sledge St+d8+2, Parry -1, AP2

-FN FAL 24/48/96 2d8+1 RoF3

-Frag Grenade 12/24/48 3d6

### **Barbatus** (Wild Card)

St d10, Ag d10, Vi d10, Sm d8, Sp d12

Fighting d12, Small Guns d12, Explosives d8, Intimidate d10, Taunt d12, Notice d10,

Persuasion d8, Barter d10

Pace 6, Run d6, Toughness 8(1), Parry 8

Marksman

-Leather Armor (+1)

-Combat Knife St+d4+1

-.223 Pistol 15/30/60 2d6+1 RoF1

## **Other factions & points of interest**

### **Street gangs**

SD has dozens of smaller street gangs, ranging from anywhere between three and two dozen members. They are usually very ill-equipped, with nary a gun between them, relying on brawn and makeshift weapons, and lack organization and discipline. Their influence is limited to a particular set of streets, building or at most a city block outside the turfs of the major gangs. Apart from the myriad small skirmishes between street gangs, they usually content themselves with harassing the commoners or travellers who pass through their territory. Street gangs have a very short life span, popping into existence and ingloriously disbanding a few months or a year later, generally after taking a beating by another gang and its members leaving for greener pastures. Hundreds of street gangs have come and gone in SD's troubled history, and only a select few of them ever rise to prominence, however briefly.

Current street gangs in SD: the Skulls, Eastside, the Bounders, Sudden Death, Shell Shock, the Conmen, the Tanks, the Superz, Onslaught, the Fancy Lads, the Fixers, the Buffs, and many, many more.

### **Raider**

St d6, Ag d6, Vi d6, Sm d6, Sp d6

Fighting d6, Small Guns d4, Intimidate d6, Taunt d6, Notice d6, Stealth d6

Pace 6, Run d6, Toughness 5/6(1), Parry 5, Uses Buffout, Jet, Psycho

-Combat Leather Jacket (+1 vs Fighting, 0 vs Bullets)

-Throwing Knives 3/6/12 St+d4 RoF 1

-Brass/Spiked Knuckles St+d4

-Shiv St+d4

-Crowbar St+d4+1

-Metal Chain St+d4+1

-Sledgehammer St+d8, Parry -1

-10mm Pistol 12/24/48 2d6 RoF1

### **The rabble**

The rabble are, simply put, the free denizens of SD which aren't part of a gang. This doesn't include the hundreds of slaves kept by the major gangs as field hands, laborers, prostitutes or fighters. Some of these commoners were born in SD, more came from other places in the wasteland, down on their luck, on the run for the law or foolishly hoping to find a better life waiting for them in the city. The rabble lives in destitution and squalor, trying to eke out a living by scavenging the already picked clean ruins, petty crime, prostitution or working the communal fields for the gangs. The poorest of the poor and those who wish to stay well clear of the gangs avoid the downtown area and stay on the outskirts of town, where the gang presence is negligible. Most prefer the 'safety' only the major gangs can provide, and choose to live on a gang's turf in return for protection money. Those who manage to save up a few caps usually, and wisely, leave SD as far behind them as possible, though some grow accustomed to the brutal city and try to join a gang and get the benefits that come with it. However, most gangs demand that a potential recruit, besides being fit, brings his or her own weapon, a costly investment for those in SD who barely have two caps to rub together. Of special note among the rabble are the Friars, an independent armed group.

### **Commoner**

St d6, Ag d6, Vi d6, Sm d6, Sp d4

Fighting d4, Small Guns d4, Intimidate d4, Taunt d4, Notice d6, Stealth d4, Barter d6

Pace 6, Run d6, Toughness 5, Parry 4, Uses Jet

-Wasteland Outfit

-Knife St+d4

-Lead Pipe St+d4+1

### **I) The Friars**

The Friars, sometimes referred to as the Goodfriars, are a group of commoners who have set up a reinforced refuge in BeatCo Park, an old stadium where before the War the major league gangs were pitted against each other. Tired of living in fear of the Gassers, the Friars procured

firearms and fortified the ballpark, setting up a tent camp and shacks on the diamond, as well as some crop patches, making the Friars a self-sufficient community, except for the lack of a clean water supply. The Friars are however not a gang. They do not raid their neighbours, and for the most part hardly leave their fort. The Friars provide shelter for the night to those who come to their gates hoping to escape the nightly raiding of the gangs, though only for those who can pay admission, be it in caps, food, water or other services. The Friars remain strictly neutral toward the gangs and in turn are generally left in peace, aside from the occasional raid by the Gassers.

### **Friar Stadium Guard**

St d6, Ag d6, Vi d6, Sm d6, Sp d6

Fighting d6, Small Guns d6, Intimidate d6, Taunt d6, Notice d6

Pace 6, Run d6, Toughness 5/6(1), Parry 5

-Combat Leather Jacket (+1 vs Fighting, 0 vs Bullets)

-Brass/Spiked Knuckles St+d4

-Shiv St+d4

-Lead Pipe St+d4+1

-Sledgehammer St+d8, Parry -1

-10mm Pistol 12/24/48 2d6 RoF1

-Hunting Rifle 24/48/96 2d8 RoF1

-Double Barrel 12/24/48 1-3d6 RoF1, 1 action to reload

### **J) The Convent**

In pre-War times the Convent was a meeting place for people all over the country. After the bombs fell and SD came under gang rule, it became neutral, independent territory where gangs could meet for parley without bloodshed. Though this no-violence rule was loosely adhered to at best, a full scale massacre such as Barbatus perpetrated when he called for a meeting of all the gang leaders, was unheard of, even by SD's low standards.

### **A quick-and-dirty Dominance system**

SD's delicate power structure is constantly in a state of flux. The players' actions will most likely upset this balance in one way or the other; it's up to the GM to interpret how this will affect the various gangs, knowing their (hidden) agendas and enmities. The gangs will not sit idly by however, and take action regardless of whether the players actively involve themselves in their conflicts. The Dominance system takes all the scheming and plotting, street fighting and all-out gang war of an average day in SD and randomizes the outcome using 1d30. Roll one for every gang at the end of the day. Once a gang reaches 0 Dominance, it fades back into obscurity as just another street gang and their turf is claimed by their mortal enemy or various small street gangs. Of course the Dominance system and the

d30 table can't replace a well crafted plot, so interpret the results in a way that make sense for your game!

Gang size	Starting Dominance	Gang member killed	Veteran gang member killed	Leader killed	Paying homage to other gang
<b>Small</b> (Ship Rats, Lawmen)	50	-1	/	-20	-10
<b>Medium</b> (Gassers, Pit Lords, Angels of Mercy)	100	-1	-3	-35*	-30
<b>Large</b> (Jetheads, Puñetazo, Chain Gang)	150	-1	-3	-50*	-50

\*Puñetazo: -10 for every *dedo*, Gassers: no such penalty

### The Tally (roll 1d30)

- 1) Roll again. If the result is 1: Disaster! Whether through cowardly assassination or a full-out assault, your leader was killed by a rival gang. Lose x Dominance and become mortal enemies of the culprits. If you have multiple or no gang leader(s), take the respective penalty instead.
- 2) Humiliation! At the verge of defeat after an unexpected, overwhelming full-out attack, your gang saw no other way out but to accept a rival gang's superiority. Pay x homage to the gang in question.
- 3) Hard-pressed! Your gangers held your turf against a rival gang, but only barely. Ten of your most senior members got a hot lead enema. Lose x Dominance.
- 4) Ambushed! Five of your most senior gangers got ambushed while scavenging, culprits unknown. Lose x Dominance.
- 5) Raided! A Gasser raiding party robbed you of supplies and guns, killing ten grunts to boot. Lose 25 Dominance. If you are the Gassers, gain 15 Dominance instead.
- 6) Deserters! Morale took a dip and ten of your grunts slunk away in the night. Lose 10 Dominance.
- 7) Fooled! A crate of explosives your gang bought blew up in your face, as a rival gang bamboozled you. A few mooks lost their lives. Lose 5 Dominance.
- 8) Affronted! Some street gangers just walked into your turf and shot a few commoners belonging to you. You lose face and 5 Dominance.
- 9) Swindled! A chem deal went bad. You lose the chems, caps and three grunts. Lose 3 Dominance.
- 10) Bombed! Unknown perpetrators threw a molotov cocktail into one of your safe houses, destroying the building and killing three mooks who should have been standing guard. Lose 3 Dominance.
- 11) Insults! Two of your senior gangers exchanged some unfriendly words and gun shots, now there's only one left. Lose x Dominance.

- 12) Heartbreak! One of your gang's favourite prostitutes snuck away and now warms the beds of another gang. Lose 1 Dominance.
- 13) Overdose! Jet claims another one of your mooks. Lose 1 Dominance.
- 14) Status quo! Rather a slow day for your gang, let's hope tomorrow brings more action.
- 15) Turncoat! A grunt from a rival gang wants to join yours. After grilling him thoroughly, his desire seems legitimate. Gain 1 Dominance.
- 16) Foiled! You discovered a spy in the ranks of your mooks. You send his head back to the rival gang in question, just to get the message across. Gain 1 Dominance.
- 17) Experience! Today marks the x-th kill, x-th year in service or something similar of one your lowly grunts, earning him the right to be called a veteran member. Gain 3 Dominance.
- 18) Expansion! Your gang managed to claim a building from a troublesome street gang. Gain 3 Dominance.
- 19) Levies! Your gangers rounded up some commoners and forced the most able ones into the ranks of your grunts. Gain 3 Dominance.
- 20) Payday! Your mooks stole a shipment of chems from a rival gang and sold it to the intended buyer a few hours later for a pretty penny, neither party being any the wiser. Gain 3 Dominance.
- 21) Flawless! During a brutal skirmish in the streets, your most senior gang members managed to take out an equally large group of rival gangers without losing anyone on your side. Gain 5 Dominance.
- 22) Opportunities! Your mortal enemy or a rival gang declared a temporary truce, giving you time to gather your forces and strengthen your position. Gain 5 Dominance.
- 23) Bounty! After a raid on a rival gang, your grunts return with a score of liberated slaves, who promise to serve you faithfully. Gain 10 Dominance.
- 24) Alliance! A major gang wants to enter an alliance with yours, adding considerably to your prestige. Gain 10 Dominance.
- 25) Discord! An undercover agent of yours has successfully sown discontent among a rival gang, causing quite a number of their gangers to look for greener pastures, including yours. Gain 10 Dominance.
- 26) Victory! Your gang has driven a rival gang from a major part of their turf, giving you control over the area and its resources, for the time being, that is. Gain 15 Dominance.
- 27) Boom! A crate of military grade explosives has recently made it into your gang's possession, and today you put them to good use, creating a few more bloody craters in your enemy's turf. Gain 15 Dominance.
- 28) Misdirection! One of your mooks convinced a Gasser raiding party that a rival gang had stolen one of their shipments of Psycho, and the Gassers carved a bloody path through their turf. Your enemy is weakened without you so much as lifting a finger. Gain 20 Dominance. If you are the Gassers, two of your raiding parties just decimated each other, lose 15 Dominance instead.

29) Top dog! Your gang's relentless attacks on a rival major gang have left them weak, and they have offered to pay you homage if you spare their miserable lives. Gain 15/20/25 Dominance according to the size of the gang in question.

30) Roll again. If the result is 30: Terminated! A squad of your most veteran gangers has taken out a rival gang leader, and your gang is the talk of the town today. Gain 25 Dominance. If you have a mortal enemy, it was their gang leader who snuffed it, and you gain an additional 10 Dominance.



**A Post Nuclear Role Playing Game**