

RAIDERS AND RUINS



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RAIDERS AND RUINS

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Foreword

Post Apocalypse, it means so many different things to different people, but in the end it's about the struggle to survive and what lengths (and depths) a person, or group, will do so to survive in the aftermath of the Apocalypse.

You can look at classic games like Morrow Project or Aftermath, or games with a long history like Gamma World and see that various versions of the Post-Apocalyptic genre are alive and well in gaming. And for Savage Worlds there's Darwin's World, which captures the mutants and mayhem of that Gamma World vibe. But I wanted something different; less mutation, more wasteland.

This tome is heavily influenced by the Fallout game franchise. But since the cause of every apocalypse is not the same, nor is

the length of time after the apocalypse the same, I hope the GM section at the end helps you build your own Apocalypse.

This book would not be possible without the efforts of so many play testers, authors, and game makers. A heartfelt thank you for participating in this wild ride:

Play Testers: Mike "Doc" Scott, Liz "Grim" Scott, Jo "ACE" VanDeWege, Chal "Wayne" Winer, and JT "BW" Davis

Game Makers: Curtis and Sarah Lyon (GMs and Authors Extraordinaire who, in no small way, inspired this project), Sean Preston (For his kindness in letting me use the Herbalism rules), Clint Black (For his patience and kindness on the forums), and all the fine folks at PEG Inc. for making such an awesome rule set.



Common Elements of the End of the World:

Arms & Equipment

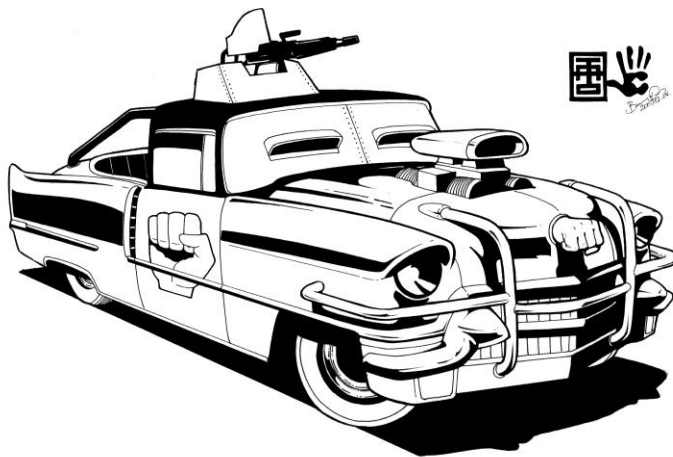
Depending on the Post-Apocalyptic setting you choose, the vast variances in weapon design, history and features leads to either creating vast tables or finding a way to group similar weapons into a single category. In keeping with the vein of *Savage Worlds* Fast, Furious and Fun, weapons will be greatly simplified, as will be visible in the equipment chapter.

Physics in a Different World

The laws of nature in many Post-Apocalyptic worlds are fundamentally different than our own. The "World of Tomorrow" theme is not limited to what technologies exist and how history unfolded; it also applies to settings where Science!, not science, is dominant. In our world, we know that exposure to ionizing radiation merely causes disruptions to cell mitosis (resulting in faulty DNA replication), causing cancer and death. In many Post-Apocalyptic worlds, however, severe radiation isn't always fatal, and it occasionally produces

unlikely or impossible mutations including increased size and, in the case of Zeds, extremely long life coupled with a decaying body. Good examples of the typical Post-Apocalyptic universe's take on scientific principles are classic movies like *Them* or *The Fifty Foot Woman*, in which freak nuclear accidents caused ants and people (respectively) to become giants. In another example, in *Fallout* the slight amounts of radiation in food helps keep the stuff edible and unspoiled for hundreds of years.

Examples also include functional compact directed energy weapons (with a nod to Nikola Tesla's research) which are capable of burning targets to a pile of ash, robots capable of hovering about using tiny jet thrusters that never run out of fuel, presumably due to some sort of internal fuel generating system powered by fusion cells, or the fact that Gunpowder and gas doesn't decay. Thus bullets you found on a corpse that's laid there for the last 200 years are still as good as the day they were made, and the gas in his ride will work in yours.



PLAYER SECTION:

Character Creation:

Welcome to Raiders and Ruins, it uses the Savage World: Deluxe Edition (SWDE) as the core rules.

Step 1: Before the Fall

Before you create a character, speak with the GM, talk about the Apocalypse world you will exist in, and agree to what Races and Backgrounds will be allowed. Group dynamics are the key to survival and having a good mix of Skills will help ensure a healthy team going forward.

Step 2: Race

Once the setting parameters are understood between them GM and Players you choose your race.

Humans: For the most part, this is the vast majority of those who survived the Apocalypse, young and old, rich and poor; from these huddled masses you rise to fight the apocalypse. You begin play with one free Edge *or* one Attribute die type increase.

Zeds: AKA: Rad-Zombies, or Nuke-Ghouls. These unfortunate survivors were created by either an ungodly amount of radiation all at once or over a period of time. Zeds look like walking corpses: mostly bald, with milky white eyes and chunks of soft tissue missing (so they often have no nose nor ears and you can see the muscles through patches of missing flesh). They're also fairly immortal and can't die from old age, hunger, thirst and the like. However, they can die by being shot or stabbed and extended exposure to radiation eventually breaks down their ability to reason, and they become rabid. Zeds are an optional race,

and do not get the bonus Edge and instead have the following Attributes:

- **Atrophied Growth:** Strength requires 2 advances to raise *after* character creation
- **Barely Felt it:** +2 to recover from shaken
- **Built For The Environment:** Immune to poison and disease. Additionally, they don't take Fatigue from hunger or thirst
- **Not Welcome Here:** Outsider Hindrance
- **One Of Us:** Feral Zeds will not attack other Zed characters unless they are attacked first.
- **See Well In The Dark:** Zeds have Infravision. Halve lighting penalties, rounded down.
- **Tough:** Toughness +1
- **Ugly:** -2 Charisma

Brutes: AKA: Ogres, Trolls, or Mutants. Created by freak science, usually involving some secret government virus or a strange chemical bath, these not-so-gentle giants are called Brutes. Brutes are huge, bulky, hairless, lumbering, dim-witted hulks of death with greenish tinted skin and bad attitudes. Brutes are an optional race, and do not get the bonus Edge and instead have the following racial abilities:

- **Big Fella:** Size 2 (+2 Toughness)
- **Built For The Environment:** Immune to poison and disease.
- **Limited Intelligence:** Cannot raise Smarts higher than a d6
- **None Too Bright:** Costs twice as much to raise Smarts *during and after* character creation
- **Not Welcome Here:** Outsider Hindrance

- **See Well In The Dark:** Low Light Vision – halve lighting penalties, round down.
- **Strong:** Start with a d8 in Strength
- **Tough:** Start with a d6 in Vigor
- **Ugly:** -2 Charisma

Other races: The above are just a couple of examples of races you might want to consider and were built using the Race Creation Rules out of SWDE, if your apocalypse wants more kinds of races roaming around, feel free to make your own or use some of the ones already listed in the SWDE (like Androids).

Step 3: Attributes

There are five Attributes in Savage Worlds: Agility, Strength, Spirit, Smarts, and Vigor.

Your hero starts with a d4 in each attribute, and has 5 points with which to raise them. Raising an attribute a die type costs 1 point. Die types are d4, d6, d8, d10, and d12. You may not raise an attribute above a d12

Step 4: Skills

You have 15 points for skills. Raising a skill by a die type costs 1 point as long as it's no higher than the linked attribute. Raising a skill above its linked attribute costs 2 points per die type. All skills in the Savage Worlds core rulebook are available, with a caveat, that depending on the setting some skills may be restricted.

Some skills can also be restricted because of character backgrounds – while it makes sense for a tribal warrior to have riding, a Bunker Denizen probably wouldn't have boating. So again work with the GM and discuss which skills are appropriate for the setting chosen, your character concept, and the environment of the apocalypse.

If the GM feels that certain skills are “must have” for the setting, everyone will start with those at a d4.

For example, in a “*Waterworld*” apocalypse setting, everyone would start with Boating and Swimming d4, whereas a “*Fallout*” themed game wouldn't have any free starting skills.

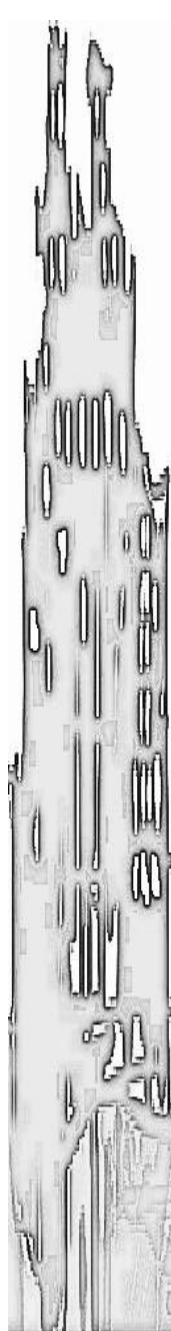
One Knowledge skill gets lots of use in this setting, Knowledge (Science) it covers both the knowledge of Chemistry, Engineering, and Biology, but is also used for Hacking Computers (vs. Knowledge(Electronics) or Investigation) and knowing about Robotics. (It takes a series of specific knowledge skills and creates a catch-all skill that will see more use).

Step 5: Derived Statistics

- Pace is 6”.
- Parry is equal to 2 plus half your Fighting.
- Charisma is a combination of your appearance, manner, and general likeability. It's added to Persuasion and Streetwise rolls and is used to see how NPCs react to you. Your Charisma modifier is +0 unless modified by Edges or Hindrances.
- Toughness is equal to 2 plus half your Vigor.

Step 6: Hindrances & Edges

Aside from those Edges and Hindrances in the core book, feel free to ask to use any thematically appropriate ones from other settings. Just know that the GM may allow some or none, depending on what themes they want, in the shared vision of the apocalypse. Also, there may be restrictions because of the character's background: Illiterate wouldn't be a good fit for a bunker denizen, but perfect for the tribal savage.



Now decide if you want any Hindrances. If so, you may now use the points from them to gain one of the benefits below. You may take one Major Hindrance (worth 2 points) and two Minor Hindrances (worth 1 point each).

For 2 Hindrance points you can:

- Raise an attribute one die type, or
- Choose an Edge.

For 1 Hindrance point you can:

- Gain another skill point, or
- Gain an additional \$500

Note: Arcane Backgrounds are restricted, and for a typical post-apocalyptic game they're not available. But, that doesn't mean your GM won't allow them; just understand

depending on the style of the game there may be none. For example, if the apocalypse has created strange mutations there may be Psionics or Super Powers. Or, if the apocalypse was created by a demonic invasion, then perhaps magic and faith would be allowed. And if the survivors can create strange devices with salvage from before the Fall, the GM might allow Weird Science.

But in general these things need GM approval and needs to be worked into the story before you jump the gun and take the Edges and Skills to use them.

Patches' Pointers: *If you do use Super Powers, I highly recommend using the Super Power Companion and use the Inherent Power/Total Power rule, where they get all their power points and powers locked in at the beginning, only increasing their skill as they advance.*

Before allowing any Arcane Background, look at the powers listed there and decide which ones you will allow or not allow (whichever is the shorter list).

Setting Edges

Just remember Edges tied to Arcane Backgrounds should be only taken with GM approval.

Anatomical Precision

Requirements: Seasoned, Healing d8+, Notice d6+

You know the toughness (with armor) of a target on successful Notice roll.

Bug Hunter

Requirements: Novice, Smarts d6+

You deal +2 damage whenever you attack any invertebrate. This includes radroaches, radscorpions, giant ants, and whatever other nasty bugs have grown to ridiculous size.

Chemist

Requirements: Novice, Smarts d6+, Healing d6+, Knowledge (Science) d6+, Survival d6+

The Chemist is able to make knock off chems that work just as well as the pre-apocalypse kind, but lack any addictive qualities. Though the downside is they tend have fluctuating stock as it doesn't hold its own forever.

The chemist receives no penalty on Healing skill rolls for not having the proper equipment or tools in most situations.

At the start of each session, the character with this Edge makes a Survival roll to see what chemicals he has collected in his travels. This may be aided with a cooperative roll. With a success, he begins the adventure with d6+4 (2d6+4 with a raise) chemicals.

Note: A person can only participate in one roll for supplies at the start of each session. So in a party that has a Chemist, a Herbalist, and a Scrapper, and someone who has the Survival Skill, the one with just Survival can only choose to Aid one of the others, not each one.

Each chemical is treated as a Power Point the character uses to create specific effects, be they Stimshots, drugs that impact the character's attributes, their quickness, or their ability to take a pounding. Each item's effect is equivalent to a normal success with the Power in question (ignoring any extra effects that occur with a raise).

These pharmaceutical items do not carry over from one session to the next. They spoil between sessions.

Chems (2 chemicals): Chems generate an effect similar to the *boost trait* Power. The character must designate what attribute the drugs affect and the manner in which the drugs are applied (i.e. powders may be absorbed, inhaled, or ingested, while a liquid form may be ingested or applied to a weapon).

Pain-X (2 chemicals): Preventative Pain relief hardens one to damage, as this drug generates an effect similar to the *armor* Power. As this would count as a "magical armor" bonus, it will stack with Physical armor.

Speed (4 chemicals): This normally highly addictive drug grants an effect similar to the *quickness* Power for the scene.

Stimshot (3 chemicals): The character creates a healing Stimshot that generates an effect similar to the *healing* Power. It may also draw out poison or disease at the GM's discretion.

Drug Resistant

Requirements: Seasoned, Vigor d8+

Add two to your Vigor Die type when determining how often you can take Chems and avoid addiction. (So a Vi d8 becomes a d12 and a Vi d10 become immune).

ER Doctor

Requirements: Seasoned, Healing d8+, Knowledge (Science) d6+, Healer

You have seen the worst a person can take and still manage to bring them back. Your Hero gets one re-roll per patient in the golden hour and keeps the best result. Using the reroll requires the player to use an additional 10 minutes on the same patient during the golden hour.

Expert Trader

Requirements: Seasoned, Persuasion d6+, Charisma 0+

You have developed a knack when it comes to convincing others of the value of your basic trade goods. When trading, you sell goods for 10% more than your roll would note, and buy for 10% less than the negotiated market value (See Trading Rules under Setting Rules).

Gruesome Kill

Requirements: Seasoned, Spirit d8+

After incapacitating an opponent in hand to hand combat, the character may coup-de-grace as their next standard action,

attacking the downed creature and cause a horrifying scene while gruesomely finishing their foe. At the end of his action, all opponents or creatures with line of sight to the scene must make a Spirit roll or be shaken. This ability does not work on creatures that are immune to fear.

Heartbreaker

Requirements: Novice, Persuasion d8+

You gain +2 to your Charisma when communicating with, and deal +1 damage to, characters of the opposite gender. This includes mutants and other human variants (Zeds and Brutes).

Patches' Pointers: *If you want, this can be changed to also allow it to work on the same gender, but it must be locked in at the point the Edge is chosen.*

Herbalism

(Used with Permission: Sean Preston, *Iron Dynasty: Way of the Ronin*, Reality Blurs –a great “ninjas and samurais meet steampunk” setting and highly recommended for any gamer library)

Requirements: Novice, Smarts d6+, Healing d6+, Survival d8+

The herbalist knows the countryside well and knows what plants are either helpful or hurtful.

He receives no penalty on Healing skill rolls for not having the proper equipment or tools in most situations.

At the start of each session, only the character with this Edge makes a Survival roll to see what herbs he has collected in his travels. This may be aided with a cooperative roll. With a success, he begins

the adventure with d6+4 herbs (2d6+4 with a raise).

Note: A person can only participate in one roll for supplies at the start of each session. So in a party that has a Chemist, a Herbalist, and a Scrapper, and someone who has the Survival Skill trained, the one with just Survival can only choose to Aid one of the others, not each one.

Each herb is treated as a Power Point the character uses to create specific effects, be they poisons, poultices, or herbs that impact a character's attributes. Each item's effect is equivalent to a normal success with the Power in question (ignoring any extra effects that occur with a raise). Often roots and leaves are simply ingested as the herbalist prepares them for personal use, but they may be placed in powder or liquid form as well.

These herbal items do not carry over from one session to the next. They go bad, ruin, or what-have-you, between sessions.

Contact Poison (2 herbs): The character creates a poison that generates an effect similar to the *smite* Power. A dose must be applied to the weapon in question. If applied to a melee weapon, the effect lasts for three successful strikes.

Note: If applied to ranged or thrown weapons (such as twenty arrows or throwing knives), the effect lasts until the dosed item is fired or thrown, or until the end of the game session.

Light or Dark Herbs (2 herbs): Light or Dark herbs generate an effect similar to the *boost trait* or *lower trait* Powers, respectively, with the exception that for the lower trait effect, the target must make a successful Vigor roll to avoid the effect

rather than an opposed Spirit roll. The character must designate what attribute the herbs affect and the manner in which the herbs are applied (i.e. powders may be absorbed, inhaled, or ingested, while a liquid form may be ingested or applied to a weapon).

Note: If applied to ranged or thrown weapons (such as twenty arrows or shuriken), the effect lasts until the dosed item is fired or thrown, or until the end of the game session.

Poultice (3 herbs): The character creates a healing poultice that generates an effect similar to the *healing* Power. Though it staunches a wound immediately (automatically stabilizes a character from Bleeding Out in one round, although he remains unconscious until the wound is removed), it takes 10 minutes to remove 1 wound. It may also draw out poison or disease at the GM's discretion. The character may travel with the poultice on with no ill effect.

Lucky Find

Requirements: Seasoned, Luck

When salvaging you also find an extra 2d10 dollar/caps/marks/etc. whenever you successfully find something useful while Scavenging (See Scavenging Rules under Setting Rules).

Natural Mechanic

Requirements: Novice, Smarts d8+, Repair d8+

You have a natural knack for fixing mechanical things. The Natural Mechanic adds +2 to his Repair rolls. With a raise, he halves the time normally taken to fix something. This means if the task could be accomplished in half the time with a raise, a

Natural Mechanic could do so in a quarter of the time.

Power Armor Training

Requirements: Seasoned, GM Approval

You know how to wear and operate Power Armor; without this Edge you cannot operate or use Power armor.

Profiler

Requirements: Novice, Smarts d8+, Notice d8+, Persuasion d6+, Knowledge (Psychology) d6+

To the keen observer, people are like open books. His uncanny insights allow him to learn much about a subject from a seemingly innocuous and uninterrupted observation. The Persuasion skill check allows him to subtly steer conversations in such a way that he can make a Notice rolls after a few minutes.

For each success and raise the player learns one Non-obvious Edge, Hindrance, or Skill above a d6 the person has (the profilers choice), and may try again after another few minutes to learn more.

On a failure, no further profiling of this person can be done during this day. On a critical failure the person being profiled sees what is happening and worsens their attitude by one to the subject and is no longer subject to this Edge.

An example of obvious Hindrances: one arm, blind, lame, young, elderly, obese, etc. do not qualify as things to be revealed by this Edge. The player should already know this by simply being near them. Same for obvious Edges like Brawny, but for the most part this is to find out the less obvious Edges and Hindrances like Bloodthirsty, Mean, Quick Draw, and Command.

Example: *Veronica is measuring up Wayne. She first initiates a dialog and after a few minutes she rolls Notice. Veronica rolls a 9 on her Notice, so that is a success with one raise, she can now learn her choice of two Edges or Hindrances or best skills or a combination of two items, she goes for Hindrances and learns Wayne is both Heroic and has a Code of Honor.*

Patches' Pointers: *Even if your setting does not have formal Psychology training, this knowledge skill can still represent the learning of behavior and how people act and react.*

Rad-Sense

Requirements: Novice, Wild Card

Using the subtle telltale signs - sick plants, lack of life in the area, that strange subtle glow, etc. You have the ability to "sense" the presence of harmful radiation. You can automatically detect irradiated areas before entering them. This ability is always "on" and you can make a Survival roll to identify the exact level of radiation.

Ruins Scavenger

Requirements: Novice, Spirit d6+, Survival d8+, Notice d8+

You get a +2 to Survival, Notice, and Stealth while in Ruins.

Scrapper

Requirements: Novice, Smarts d6+, Repair d6+, Survival d8+

The scrapper knows that even the most mundane pre-war item with the right know-how, some duct-tape, and ingenuity can make most anything a weapon, at least until it breaks down.

He receives no penalty on Repair skill rolls for not having the proper equipment or tools in most situations.

At the start of each session, the character with this Edge makes a Survival roll to see what scrap parts he has collected in his travels. This may be aided with a cooperative roll. With a success, he begins the adventure with d6+4 (2d6+4 with a raise) scrap. Each scrap part is treated as a Power Point the character uses to create specific effects, be they *bolts*, *blasts*, or *smites*.

Note: A person can only participate in one roll for supplies at the start of each session. So in a party that has a Chemist, a Herbalist, and a Scrapper, and someone who has the Survival Skill trained the one with just Survival can only choose to Aid one of the others, not each one.

Due to the unstable nature of these devices only the Scrapper can use them, also these scrap built items do not carry over from one session to the next. They break, run out of power, dull, go inert, or what-have-you, between sessions.

Blast (2 scrap): The character creates an impromptu grenade that uses the scrappers throwing roll to get the grenade to land where he wants with an effect similar to the *blast* Power. It creates a Medium Burst Template that does 2d6 damage with a range of 8/16/32. The scrapper can add double the scrap to increase the damage to 3d6 or increase the size to a Large Burst Template. Or for triple the scrap cost it can do both.

Bolt (1 scrap): The character creates an impromptu ranged weapon; it could use rubber bands, steam power, or even muscle power to fire a projectile similar to the *bolt*

Power. It uses the Scrappers shooting skill to fire, and does 2d6 damage per shot with a range of 12/24/48. For an additional scrap per round of firing the device the scrapper can choose instead to either fire up to two additional shots in a round (so 3 shots for 3 scrap) – each requiring its own shooting roll, or for 1 additional scrap, a single high power shot to do 3d6 damage.

Smite (2 scrap): The character enhances an existing weapon (electrifies it, adds more spiky bits) creating an effect similar to the *smite* Power. A modification takes a full round to be applied to the weapon in question. If applied to a melee weapon, the effect lasts

for three successful strikes. If applied to ranged or thrown weapons the effect only applies to the current magazine and lasts until the item is fired or thrown, or until the end of the game session.



Shrug It Off

Requirements: Seasoned, Vigor d10+
+2 to Soak Rolls to eliminate Wounds

Sneaky Running

Requirements: Seasoned, Agility d8+,
Stealth d8+

The character is both quick and quiet. When moving stealthily, the character suffers no penalties to Stealth rolls for running.

Outside of combat, each stealth roll covers moving up to five times the character's pace plus his full running die.

Steel Stomach **Requirements:**

Seasoned, Vigor d8+

Your hero gets +4 on Vigor rolls to avoid poisoning of any kind, including radiation, from consuming something edible.

Team Leader **Requirements:**

Seasoned, Smarts d8+

We found this Edge to be a really good one to have when

representing a seasoned squad of survivors, as someone usually rises to the top to lead the party. This Edge is from the *Super Powers Companion*. Check it out, and if you photocopy it from your book, you can then paste it over this section.

Edge	Requirements	Description
<u>Novice Edges</u>		
Bug Hunter	N, Sm d6+	+2 Damage vs. Invertebrates
Chemist	N, Sm d6+, Healing d6+, K(Science) d6+, Survival d6+	See entry
Heartbreaker	N, Persuasion d8+	+2 Cha, +1 Damage vs opposite gender
Herbalism	N, Sm d6+, Healing d6+, Survival d8+	See entry
Natural Mechanic	N, Sm d8+, Repair d8+	+2 to repair rolls, a raise halves time.
Profiler	S, Sm d8+, Notice d8+, Persuasion d8+	See Entry
Rad Sense	N, WC	Sense Radiation
Ruins Scavenger	N, Sp d6+, Survival d8+, Notice d8+	+2 Survival, Notice, and Stealth while in Ruins
Scrapper	N, Sm d6+, Repair d6+, Survival d8+	See entry
<u>Seasoned Edges</u>		
Anatomical Precision	S, Healing d8+, Notice d6+	Know toughness with armor of target.
Drug Resistant	S, K(Science) or Healing d6+	Add two to Vigor Die Type determining when you can safely take addictive Chems again.
ER Doctor	S, Healing d8+, K(Science) d8+, Healer	Get one re-roll/patient in the golden hour and take best result. Still uses 10 minutes
Expert Trader	S, Persuasion d6+, CHA 0+	Sell for 10% more, Buy for 10% less what is rolled on trading.
Gruesome Kill	S, Spirit d8+	Std Action to cause all foes to make a Spirit check or be shaken.
Lucky Find	S, Luck	Find an extra d10 money when salvaging.
Power Armor Training	S, GM Approval	Can use power armor
Shrug It Off	S, Vi d10+	+2 to Soak Rolls to eliminate Wounds
Sneaky Running	S, Agi d8+, Stealth d8+	See entry
Steel Stomach	S, Vi d8+	+4 to Vi to resist ingested poisons including radiation
Team Leader	S, Sm d8+	See Super Powers Companion



Step 7: Gear

Prices

Depending on the world you are coming from, it could be silver dollars, paper money, barter, or even bottle caps, but prices in the SWDE are to be held true. In reality in a post-apocalyptic world, price only matters to what someone is willing to pay or sell something. But to keep the book keeping easy, we use the basic Savage World prices.

A character typically starts with 500 “dollars” worth of equipment, unless otherwise specified for story purposes (perhaps they are truly out in the cold with nothing but a set of pajamas and some bunny slippers and need to start by scavenging gear).

With that said, it's important to know about Gear Maintenance, Chems, Skill books and Magazines, and Vehicles.

Gear Maintenance

Gear – especially combat gear – has a nasty tendency to degrade with use unless it's well-maintained.

Weapons degrade whenever a '1' is rolled on the skill die while making an attack with them, even if the wild die is a success.

For melee weapons, the Die Type added to the wielder's Strength is reduced by one.

If the character normally couldn't use the weapon's special abilities (due to their strength being less than the minimum starting strength), he still can't even if the Die Type becomes equal to or less than his Strength.

Should the Die Type fall below d4, the damage done with the weapon is only equal to the wielder's Strength.

Example: *Nancy has a Strength of d4 and is wielding a long length of metal pipe which has a Strength requirement of a d6 and would normally grant a +1 parry, but because she lacks the strength she doesn't benefit from the parry adjustment and only rolls 2d4 for damage. She rolls a 1 when swinging the length of pipe, this reduces the damage to d4. While it now equals her strength, she still doesn't get the parry bonus as its original form was a d6.*

Ranged weapons simply increase the Minimum Strength needed to use them by one Die Type to a maximum of d12... This largely results in the weapon becoming more inaccurate. If there is no Minimum Strength for the weapon, the Minimum Strength becomes d4. While a character with a lower Strength can still use the weapon, he suffers a -1 penalty to his attack roll for every step of difference between his Strength and the minimum Strength required. The penalty is ignored if the weapon can be braced on a bipod or other support.

Armor degrades whenever a character wearing it takes **more** than 1 Wound from a single attack. When this happens, the Armor Bonus is decreased by 1, to a minimum of 0 (Zero).

In all cases, degradation reduces the value of an item by 20% per point of degradation. (So armor that has lost 2 points of armor is worth 40% less)

Gear can be repaired in one of two ways: If a character has a like piece of gear, he can make a Repair roll with each Success and Raise removing one level of degradation at

the cost of the destruction of a like piece of gear. Alternatively, a character can have a qualified tinkerer repair his gear by spending 20% of the item's normal base

cost per level of degradation being removed. Any repair restores an item's value accordingly.

Chems

The post-apocalyptic world is full of chemical 'enhancers' that can boost a character's performance – but be aware that many of them also have addictive properties.

Here is a list of standard chems and the 'Powers' they confer.

There are “Super” versions of these chems out there, but are rarer, and cost 10x the base price. But they count as having a raise, so a Super Pain-X grants *Armor* with a Raise (+4 Armor) and a Super Stimshot would heal 2 wounds.

Addictive chems can be taken safely once in a 72-hour period, less 12 hours per die level of Vigor (so a d4 is 1 level (so 60

hours), d6 is 2 levels, d8 is 3 levels, d10 is 4 levels, d12 is 5 levels, d12+x guarantees no addiction)

The second time the same Addictive chem is taken in that period, the character acquires the Major Habit Hindrance, and must either go through the withdrawals, or spend 200 on a doctor to 'clean up', or spend 100 in supplies for a player with at least a Healing d8+ to “cure” them of their addiction.

Example: *Raider Rick, Vigor d6, gets jumped by some wild dogs. By taking a dose of Buffup he survives the canines, However, he now has to wait 48 hours before he takes another dose (72 – 24 hrs) or otherwise acquire the Major Addiction Hindrance.*

Chem	Cost	Power	Addictive
Buffup	40	<i>Boost trait</i> on both Strength and Vigor for the duration of the scene (and thus associated increase the player's Toughness by 1)	Yes
Speed	40	<i>Quickness</i> (no raise) for the duration of the scene	Yes
Smart-eeze	40	<i>Boost trait</i> on both Smarts and Notice for the duration of the scene	Yes
Pain-X	40	<i>Armor</i> (with no Raise) for the duration of the scene – stacks with Physical armor	Yes
Combat	40	<i>Smite</i> (with no Raise) for the duration of the scene	Yes
Stead-e	40	+2 to hit targets at Medium range or longer	Yes
Rad-clean	20	<i>Succor</i> (with no Raise) on Radiation Fatigue	No
No-Rad	20	<i>Environmental protection</i> (Radiation) for the duration of the scene	No
Stimshot	30	<i>Healing</i> (1 Wound)	No
ICU	30	Ignore Attack Penalties for Dim and Dark Lighting for the duration of the scene.	No

Skill Books and Magazines

Scattered around the wasteland are books and magazines that can be helpful. Most are magazines that grant a one-time +1 bonus to a single scene/encounter.

When used, it's assumed that the person has already read the magazine and finds the perfect use to apply what they read to a very specific situation, and will not grant further bonuses in future scenes or encounters.

Occasionally there are books that can grant a permanent +1 bonus to a single skill. These require a successful Smarts check when read, although the roll has a -1 penalty for every bonus previously garnered for that skill. The magazine bonus is automatic, and doesn't affect a skill book check.

Weapons and Armor:

When it comes to killing things and defending one-self there are a multitude of methods to preserving one's life and wealth. Instead of stating every possible weapon and determining its cost, the best approach is to allow players to build their weapons and allow the players to describe them to you. That Club with the "Vicious" attribute is

actually a nail spiked baseball bat or their 'revolver' is actually a nail gun that has been amped for damage. That +2 Armor torso is a stop sign molded to his body with credit card plates giving it a golden skirt, while the arms of an old leather jacket protect his arms.

When building a weapon you can only take an upgrade/penalty once, with a few noted exceptions. And you cannot invent a weapon that is so bad that it gives you money, the lowest you can go is "free."

Example: a *Fragile and Doubly unwieldy Shotgun that requires d10 Strength would cost you nothing, then again it will be hard to use and prone to break at the worst possible moment, but this could represent a Crude Blunderbuss used by poor raiders.*

Patches' Pointers: You will find that building your melee weapons will be cheaper than buying one straight from the SWDE book. This is because that SWDE supports all sorts of genres and that longsword may be the pinnacle of weaponry in a fantasy setting, but that pounded out bit of car fender you call a sword is not worth as much in a PA setting. So my advice is find something you like in SWDE, then build it here.

Weapon Builder	Cost
Pistol (2d6, Revolver, 12/24/48, ROF1, 6 shots)	100
Upgrade to Medium Caliber (+1 damage, AP 1)	+50
Upgrade to Large Caliber (damage 2d8, AP 1, 15/30/60, Min Str: d6, Cannot stack with Medium Caliber)	+100
Upgrade to Semi Auto (allows Double Tap)	+50
Upgrade to Energy Weapon (by firing energy it ignores Kevlars ability to negate AP and +2 to damage)	+150
Double Capacity (May be taken twice (so 12 then 24))	+50/doubling
Reduce damage -1	-50
Fragile Construction (worsens on a roll of a 1 or 2)	-50
Unwieldy (increase strength requirement by 1 die type)	-25/die increase

Weapon Builder	Cost
Increase ROF (Max 3), 3RB is free option if ROF is 3, but up to GM	+50/ROF increase
Rifle (Bolt Action, 2d8, AP1, 24/48/96, ROF: 1, 8 shots, Min Str: d6)	250
Upgrade to Medium Caliber (+1 damage, AP 2, Min Str d6)	+50
Upgrade to Large Caliber (Damage: 2d10, AP3, Min Str d8, Cannot stack with Medium Caliber)	+100
Upgrade to Semi Auto (allows Double Tap)	+50
Sniper (cannot have ROF > 1, Snapfire, 60/120/240)	+50
Upgrade to Energy Weapon (Adds +2 to damage and ignores Kevlars' ability to negate AP)	+150
Double Capacity (Doubles Shots to 16. May be taken twice to 32 shots)	+50/doubling
Reduce caliber (Damage: 2d6)	-50
Fragile Construction (Degrades on a roll of a 1 or 2)	-100
Unwieldy (Increase strength requirement by 1 die type)	-25/die increase
Increase ROF (Max 3, 3RB is a free option if ROF is 3, but up to GM)	+50/ROF increase
Shotgun (1-3d6, 12/24/48, +2 to hit, or solid slug 2d10, ROF: 1, Capacity 2, Min Str: d6)	150
Double Capacity (Doubles shots to 4. May be taken twice to 8 shots)	+50/doubling
Increase ROF (Max 3)	+50/ROF increase
Fragile Construction (Degrades on a roll of a 1 or 2)	-100
Unwieldy (Increase strength requirement by 1 die type)	-25/die increase
Sawed Off (Decrease range to 5/10/20 and reduce Strength requirement by 1 die type)	0
Melee Weapon (Str +d4, blunt)	10
Pointy and/or Sharp	+15
Increase damage by one die (this also increase the minimum strength). This is a cumulative cost. So go from a d4 to a d10 is +150 (25+50+75)	d6:+25, d8: +50, d10: +75, d12: +100
Vicious Weapon (+1 AP)	+50
Pole Arm (+1 Parry, Reach, 2 hands)	+50
Power Weapon (+2 to Damage)	+150
Unwieldy (Parry -1, if put on a pole arm it replaces the +1 parry to be a -1 Parry)	-50
Fragile Construction (Degrades on a roll of a 1 or 2)	-25
Primitive Ranged Weapons	
Sling (4/8/16, Str+d4, ROF: 1)	10
Bow (12/24/48, 2d6, ROF: 1, Min Str: d6)	100
Crossbow (15/30/60, 2d6, ROF: 1, Min Str: d6 AP 2, 1 action to reload)	300
Primitive Thrown Weapons	

Weapon Builder	Cost
Small Thrown (3/6/12 , Str+d4) – Knives, Lawn Darts	25
Large Thrown (3/6/12 , Str+d6) – Spears, Hand Axes, Circular Saw Blades	75
Special Weapons	
Grenade Launcher (single shot, requires 1 round to reload - 12/24/48 – uses grenade rules for ammo used)	400
Cattleprod (Str+d6, Target make a Vigor roll at -2 (or -1 if Armor is 3+) or be shaken	300
Taser (2/4/8, 2d6, Target make a Vigor roll (+1 if Armor is 3+) or be shaken.	250



Armor: Armor can also be built. In order to allow for more variations in Armor, we've given a Minimum Strength requirement to some of the heavier armors. Minimum Strength is explained in the Encumbrance setting rules, but in short, to wear armor without penalty, you want that Strength or better.

Armor Builder	Cost	Material	Min Str:
Torso +1	20	Leather, Sporting Equipment	
Arm +1	10		
Leg +1	10		
Head +1 (50%)	10		
Head +1 (100%)	20		
Torso +2	100	Chainmail, Modern Military, Modern Police, Reinforced Leather	d6
Arm +2	50		
Leg +2	50		
Head +2 (50%)	50		
Head +2 (100%)	100		
Torso +3	200	Metal Armor, Heavy Riot Armor	d8
Arm +3	100		
Leg +3	100		
Head +3 (50%)	100		

Armor Builder	Cost	Material	Min Str:
Head +3 (100%)	200		
Small Shield: +1 Parry	25	Garbage Can Lid, Buckler	d6
Large Shield: +1 Parry, +2 armor to front and shield side ranged attacks	50	Stop sign shield, Metal Shield.	d8
Durable Armor: Only loses a point of armor when the character takes more than 2 wounds in a single attack		+25/point of base armor (so durable leather sleeves would be +25, whereas durable Heavy Riot Armor sleeves would be +75)	
Kevlar Lined: Add +2 to the armor for bullets and negates 4AP		Doubles the original cost of the piece of armor. Minimum cost of 50	
Lightweight: Reduce Strength Requirement by 1 die type		Doubles the original cost of the piece of Armor.	
Power Armor: Removes Strength Requirement. Increases Character Strength by 1 die type. Requires Edge to use. Must be found as a whole suit (not in bits and pieces).		Doubles the <u>final</u> cost of the piece of Armor.	

Example: For the modern powered combat armor: Full Suit of Medium Armor (Torso, Arms, Legs, and 100% Helm) = 300, we line all of it with Kevlar, now 600, we make it durable (so +50/piece), now 800, and now we make it powered for 1600.

Military Grade Items

Since SWDE lists the price as "Military" for certain objects, yet in the world of Post-apocalyptic fun, these can be found and sold and used to rain destruction on your foes, we will give prices for Military priced items.

Military Items	Price
Rocket Launcher (24/48/96 4d8+2, AP30, MBT, Min Str: d6, Heavy Weapon, Snapfire)	3000
Flamethrower (Cone, 2d10, Min Str: d8, Ignores Armor, the tank holds 10 shots)	2000
Missiles	100/missile
Flamer Fuel	100/tank of fuel

Explosives

Grenades use the Throwing Skill.

Landmines use Lockpicking to arm and disarm and it is Stealth vs. Notice to spot a placed mine.

Anti-Personnel Mine: Damage: 2d6+2 Notes: Small Burst Template. Cost: 50

Anti-Personnel Grenade: Range: 5/10/20 Damage: 3d6 Notes: Medium Burst Template. Cost: 100

Anti-Vehicular Mine: Damage: 4d6 Notes: Medium Burst Template, Heavy Weapon, AP 5 vs. ½ lowest Armor (round up). Cost: 300

Demolition Charge: Damage: 4d6, Notes: Medium Burst Template. Half the damage done is fire damage, half is concussive force. Cost: 300

EMP Grenade: Range: 5/10/20 Damage: 1d4 vs Humans, 5d6 vs Robots, Med Burst Template, Ignores any Armor, include that issued by cover. Cost: 50

Molotov Cocktail: Damage 2d6, Notes: Small Burst Template, Takes one full turn to light, in subsequent turns it can be thrown; Catch on Fire on a 6. Cost: 30

Plasma Grenade: Range: 5/10/20 Damage: 4d8 Notes: Med Burst Template. Cost: 200



Weapon Mods

For any good survivor, modifying one's weapon for optimal killing is available with the appropriate tools. A firearm can only have one Sight and one Special ammo loaded at a time (yes, I know you can alternate rounds, but to keep book-keeping to a minimum, a clip is one kind of ammo at a time).

Scope: A scope provides a +2 Shooting bonus to shots at Medium Range or higher as long as the firer doesn't move this round. Cost: 250

Laser Dot Sight: A laser dot sight provides a +1 shooting bonus to shots at Short Range as long as the firer doesn't move this round. If combined with a scope the bonus applies to all ranges. Cost: 1000

Low Light Sight: No penalties for dim or dark. Cost: 1000

Silencer for pistols and rifles:

Suppressors impose a -1 penalty to Shooting rolls while using the suppressed weapon. On the plus side, characters within 5" (10 yards) of the fired weapon (and not in line of sight) must make a Notice roll to realize a weapon's been fired. Those beyond 5" suffer a -2 to this roll, beyond 10", a -4. Beyond 20", no roll is possible unless the character is looking at the user. In all cases, if someone is observing the shooter, the shooter may make a Stealth roll (opposed by Notice) to hide the use of the weapon, which incurs the usual multi-action penalty to the Shooting roll. Cost 350

Armor Piercing: Available to all weapons except shotgun types. Increase weapon's AP by 2, but does half damage to those

without any armor and doubles the cost of Ammo.

Jacketed Hollow Point: Available to all weapons except shotgun types. Adds +2 Damage vs. soft targets (No Armor), -2 Damage vs. those with Armor, loses any AP, and doubles the cost of Ammo.

Max Charged Energy Cell: Available for Energy Weapons only Increases the damage by +2, halves shots in weapon, and doubles the cost of Ammo.

Bean-bag round: For Shotgun only. Lose the +2 to hit and the damage becomes Fatigue instead of wounds.

Gear:

While Savage World Deluxe has a pretty comprehensive list of things to buy, a few changes and additions are in order.

Object	Cost	Notes
Attire		
Basic Clothing	20	
Fancy Clothing	200	+1 Cha when dealing with merchants.
Fatigues	50	+1 to stealth checks made where the terrain matches pattern, -1 to stealth checks when it does not.
Uniform	50	
Coat	50	+2 to Vigor to resist cold.
Coveralls	50	+1 to Vigor to resist radiation.
Tool/Utility Belt	50	
Boots (winter or hiking)	100	
Shoes	15	
Gear		
Binoculars	100	
Bolt Cutters	75	
Climbing Gear	100	+4 to climb on cliffs.
Compass	50	+2 to Smarts or Survival rolls made for Navigation.
Crowbar	75	Damage: Str +d6, +1 to Strength checks to open stuck objects (like doors).
Duct Tape	50	
Fire Extinguisher	50	Removes Fire from SBT area next to user.
Doctors Kit	200	Negates the -2 for not having a first aid kit when using healing.
Gas Mask	300	A gas mask negates airborne toxins and gases. The bulky mask, hood, and limited vision reduce Notice rolls by -1, however.
Geiger Counter	300	Detects strength of Radiation when used, hand crank powered.
Hammer	10	Str+d4
Kinetic Lamp	80	Uses hand crank capacitor to store charge, can also be plugged into other light sources, 20ft/4" radius (15min crank = 3 hours)

Object	Cost	Notes
Basic Lockpicks	200	Without this, Lockpicking suffers a -2.
Rope (pre-apoc)	45	120 ft
Rope, hemp	15	60 ft
Shoulder Bag	30	
Sleeping bag	50	+2 to Vigor checks vs. cold.
Tent	50/person it can hold	Max 8 Person
Trail Rations	2/day	Only keeps for 7 days.
Walkie Talkie	100	(.5km)
Survivalist Wrist Computer	300	This device acts as a small radius (2") lantern, an auto-mapper, a personal diary, a holo-tape player , a to-do list interface, an inventory management tool, Geiger counter, medical diagnostic tool (+1 for healing checks on a person), and a radio receiver (can receive, not send).

Vehicles

Players getting working vehicles should be quest related, or have them to start with, depending on the setting and what the cause of the apocalypse was and how long ago it was.

It's important to understand that as time progresses from the apocalypse the harder it is to both find a working vehicle as well as road that is travel capable. Still if you wish for this to be available, consider using the vehicles out of the SWDE Core Book with costs being either being negligible (Free - take what your find on the streets, especially if it's just after a biological apocalypse that killed people but left most of the physical world intact) to being stupendously expensive (10x the SWD price because its 10 years after a Lights Out apocalypse and those few cars that run are treasured items).

Another thing to consider is how it will be fueled. Will it be by Fission battery, steam, or even gas? Then how available is that

precious resource is in your game. Is it quest worthy or just administration?

To keep things Fast Furious and Fun, fuel should be measured not by gallons but by a full day of travel. The price for that fuel will vary for a whole host of reasons. But a day of fuel should on average cost anywhere from a day to a week's worth of food in a post-apocalyptic world (\$15 to \$100/day), the more efficient power sources would have a cheaper per day cost (so a Fission battery might provide 10 full day's worth of power, so would cost \$15/day, whereas gas, a resource that gets harder to find with each passing day slowly increases in price as the apocalypse goes on, but could cost \$60/day).

Still, if you want players to be able to purchase and drive cars with plenty of options check out some other Savage World Post-Apocalyptic Settings. Then use the Road Rage setting rule here to add spice to the chase. These other settings have lots of ways to modify your vehicle that I can highly recommend. But here are a few to get you started.

Wasteland Motorcycle/Trike/Quad

Acc/Top Speed: 18/34

Toughness: 10(2)

Crew: 1+1

Notes: Reinforced chassis (ignore 4 points of damage from jumps and falls, assuming Driving roll passes to land correctly), Off road wheels (treat as 4WD)

Battle Car

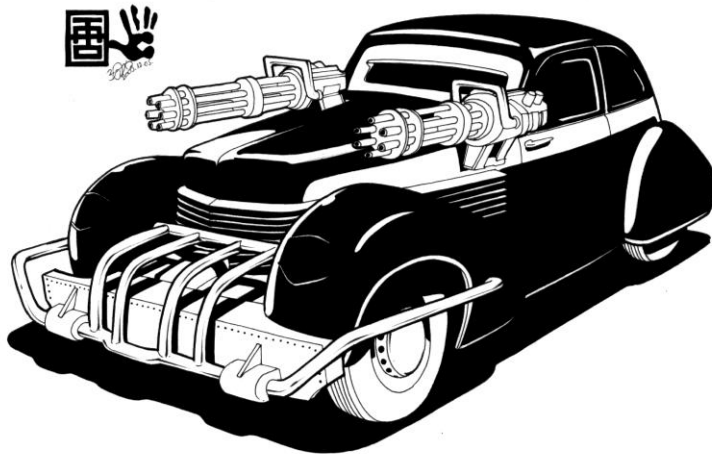
Acc/Top Speed: 18/34

Toughness: 13(3)

Crew: 1+2

Notes: Cargo 325 lbs, 4WD

Weapons: Linked Big Guns
(24/48/96 HW, 3RB, Auto
ROF 3) Ammo: 30 (3d8,
AP2) (+1 Shooting and
Damage for Linked)



Caravan Truck

Acc/Top Speed: 8/32 Toughness 14(2) Crew: 1+7

Cargo: 500lbs

Notes: 4WD, Water Powered
(needs fission batteries), not
safe in water greater than 1
foot.

Weapons: Big Gun
(24/48/96 HW, 3RB, Auto
ROF 3) Ammo: 30 (2d8,
AP2) x2 (Front and Rear)



SETTING RULES:

Aside from the previously mentioned rules under the Gear section about maintenance here are additional setting rules.

Encumbrance:

Instead of tracking the weight of every coffee cup and clipboard a person carries, a more abstract form of encumbrance is used here.

A person can carry the following:

- Wear one full suit of armor.
- Carry 4 “hands” of weapons in easy to access places (so 4 “one handed” weapons, or two “two handed” weapons, or one shield and one one-handed weapon and one two-handed weapon, or...well, you get the idea).
- A toolkit (this can be repair tools, a doctors bag, or lockpicks)
- A weeks’ worth of food and water
- Basic supplies (a dozen individually small items which can include explosives, chems, and thrown weapons) that are easily accessible in combat (require standard action to obtain).
- Space to bring back a dozen pieces of loot – this can be more weapons and armor and such, but these items cannot be accessed during a combat situation. It’s important to note each item individually – so 12 coffee cups weigh/take up as much space as 12 suits metal armor – is this realistic, no, but it represents more bulk than physical weight. With two exceptions:
 - Ammo weighs nothing, as a default, and can be noted on one line.
 - Chems weigh nothing, as a default, and so multiple doses can be noted on one line.

If they wear one or more pieces of armor greater than their strength allows, or carry more loot than they can bring back, they begin to suffer encumbrance penalties at a -1 to Agility, Vigor, and Strength based trait checks.

Characters cannot regularly carry weight or gear that inflicts a penalty more than -3. They may be able to lift greater weights (up to a -4 penalty) for a few short steps at the discretion of the GM, however.

Note: The Edge Brawny, removes one encumbrance penalty.

Example: Bob (Str d6) goes out with his trusty Nail Bat (2 handed weapon), a Knife and Pistol, wearing his full suit of scrap metal armor (+2AP), carrying a weeks’ worth of supplies, and a few odds and ends.

Much to his luck, Bob finds the recent work of a wasteland scorpion and 5 dead raiders. They all seem to have the same gear, raider torso armor, nail bats, and pistols (no ammo though). He decides to take it all, well that’s 15 items of loot – which is 3 more than his “free allotment” and thus suffers a -1 to all trait tests until he drops a few items off.

A few hours later he survives a brush with a pack of 9 wild dogs, after killing them all, he finds a torso piece of Kevlar lined Plate armor (min Str d8) on the bones of a previous canine killing. Upgrading his armor’s torso piece he keeps the rest and adds his former torso to his loot count of 16, the fact that his strength is not strong enough to handle the plate armor, he suffers a -1 for just that item alone.

Bob is determined, and thinking the next town is just over the ridge, he then skins the dogs and adds 9 dog pelts to his loot pile, he is now at 25 loot and this adds another -1 to all his Agility, Vigor, and Strength trait tests, so a -3 total (-1 for the armor and -2 for the loot). Bob better find a merchant to sell this stuff to and fast, or ditch what is worthless. Even if Bob brought himself to a dozen or less pieces of loot, he would still be at a -1 due to his strength and the armor requirement.

So Bob is lucky to find at the next ridge a Homestead where they are willing to trade. Here Bob trades off all his loot for a set of Plate Mail legs. Since he is already at a -1 for the torso armor the addition of the legs does not penalize him any further.

If Bob had the Brawny Edge, he would ignore 1 point of the penalties he would have endured during his trek in the wastes.

Trading Rules:

Player's Persuasion vs. the Merchant's Persuasion or Spirit (whichever is higher).

This is of course is modified by any Charisma boosting Edges that would be applicable.

And remember, when it's an Opposed Roll, a Success is exceeding the opponents die roll, a raise is 4 more than that.

To prevent a session from bogging down as a player goes from merchant to merchant, this roll represents him shopping the item around in a community and this is the best price they are going to get for what they want in that town.

Buying:

Critical Failure – price +20%

Failure or Tie – pay the listed price

Success – price –10%

Raise – price -20%

Selling:

Critical Failure – won't buy what you are selling.

Failure or Tie 20% of value

Success 50% of value

Raise 80% of value

Scavenging Rules:

(Used with Permission with some changes for currency and encumbrance rules: Curtis and Sarah Lyon, Interface Zero San Francisco: The Ruins by the Bay, Gun Metal Games, 2012 pg. 42-48 - which is a great book written by great people)

One sure fire way to make an extra dollar/cred/cap or two (and maybe even pick up some useful gear) is by scavenging through the ruins. And make no mistake, salvaging can be dangerous work.

For this section, I will use the term caps to represent whatever currency your game will be using.

Since salvaging really only requires time and effort, the basic mechanics aren't very complex. I'm assuming you're just roleplaying this out—although I'm certainly not going to stop you if you want to whip up some maps and let the characters explore a very specific environment. The sunken ruins of St. Jose Hospital or the Museum of Fine Arts are great for that sort of thing. But if you don't have the time for that, just use the tables below for most 'ruin runs'.

From a practical standpoint, the only things you really need to worry about when characters are crawling around ruins looking

for salvage are the potential dangers and the potential rewards. That means the two Skills they're going to need to focus on are Survival and Notice. In most cases, when a group of characters are scavenging, both those rolls should be cooperative— make sure you find out who the primary roller is going to be before you have them make checks... as soon as you say, "Make a Notice check," all of them are going to start rolling dice. Trust me. (This can also encourage groups to get their hands on the very helpful Team Leader Edge from the Super Powers Companion.)

Poking around and looking for things takes time, so each set of rolls (Survival and Notice) covers about an hour of game time as the characters search around, dig through things, double-check nooks and crannies, and so on. There's also a practical limit to how much stuff the characters can find in a given location... Assuming you're letting them dig through a random location, roll a d6 when they enter and keep track of the result (I'd suggest using tokens, although tally marks on a piece of scratch paper works fine too). That represents the total possible 'take' from the place they're searching through.

Now the real fun begins.

POKING THROUGH THE RUINS

First, the characters must make a Survival check. Remember, this is a cooperative roll—if you're rusty on how this works, you can find it in the 'Trait Tests' section of the *Savage Worlds* rules.

If they get a Raise, there are no complications and they can move on to Generating Salvage.

If they get a Success, they encounter a Nuisance Problem which gives them a small choice: Either roll on the Scavenging Problems table and deal with the results, or spend time working back around to the area from another direction—no roll is necessary, but it costs the characters an hour of time and they get no check for salvage. This would also be a good time to add a Complication (see below).

If the Survival roll results in Failure, the characters encounter a Minor Problem—roll a d6 on the Scavenging Problems table.

A Critical Failure on the Survival check has the same result, only it's a Major Problem.

SCAVENGING PROBLEMS (ROLL D6)

1-3	Floor Collapse
4-5	Wall Collapse
6	Ceiling Collapse

Ceiling Collapse:

- *(Nuisance)* A plank, chunk of concrete, or similar piece of debris falls from above, dealing 2d4 damage to the character that gets the lowest result on an Agility check.
- *(Minor)* Part of the ceiling collapses onto the characters, causing 2d8 damage to the character who led the Survival check, as well as to any character who fails an Agility check... All future Survival rolls while exploring this ruin suffer a -1 cumulative penalty.
- *(Major)* Huge chunks of the ceiling cave in on the characters, doing 3d6 damage to each of them—although any character who makes a successful Agility check only takes half damage... Discard one of the unclaimed tokens— that piece of salvage can't be found now.

Floor Collapse:

- *(Nuisance)* A cracked or rotten portion of the floor gives way beneath the character who led the Survival check, and his leg breaks through... He must make a successful Agility check or suffer 2d4 damage.
- *(Minor)* The floor caves in beneath the character who led the Survival check, and he plummets to the floor below, taking 2d6 damage as a result of the fall and landing on broken debris—the other characters must make successful Agility checks or suffer the same fate.
- *(Major)* Oops... The entire structure begins to cave in, collapsing for 1d6 rounds. Any character can spend a benny to cancel this event, because anyone inside a collapsing building is potentially hosed... In that case, treat this as a Minor Floor Problem, but discard one of the unclaimed tokens as that piece of salvage can't be found now. Otherwise, for each round, rotate through a sequence of Major Ceiling Problem/Major Wall Problem/Minor Floor Problem, doing one each round until the collapse stops, and immediately applying any effects generated.

Wall Collapse:

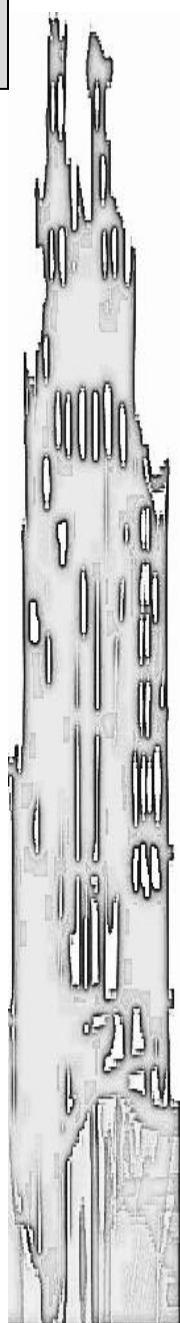
- *(Nuisance)* A portion of the wall is broken or rotten, leaving a gap—roll another d6, and on a roll of 1 some creature or person is using the crawlspace as a lair and may take umbrage at the intrusion... otherwise treat this as the Ceiling Problem of 'Falling Debris'.
- *(Minor)* A portion of wall topples onto the characters, doing 2d6 damage to the character who led the Survival check, as well as to any character who fails an Agility check.
- *(Major)* A large portion of wall collapses onto the characters, doing 2d8 damage to each of them—

although any character who makes a successful Agility check only takes half damage... All future Survival rolls while exploring this ruin suffer a -1 cumulative penalty.

Patches' Pointers: *Water can complicate things. A character falling into water halves any damage taken, but must make a single Swimming check or inhale some water (resulting in a level of Fatigue). Characters who lack the Swimming skill, or who can't make their way to a solid surface in the next hour, are subject to drowning as per the Savage Worlds rules... The same applies to collapsing walls or ceilings, as characters experiencing those are not considered to be in calm water.*

SEARCHING FOR STUFF

After each Survival check (assuming at least one of the characters is still alive and conscious), the characters get to make a Notice check... again, this is a cooperative roll. If the roll is failed, there is no effect—the characters don't find anything of value, but then again, nothing horrible happens to them either. If the roll is a Critical Failure, however, they stumble into a trap—either something left behind when things were abandoned (like an automated turret with its own power source), a natural hazard (like gas venting into an area), or a booby trap left by previous visitors (like grenades with tripwires). You can use the Complications table (see below) as well, or if you just want something 'generic', give the group a Notice check to spot the trap—which gives them a chance to disarm it (with a Lockpicking check) – and assume it does 3d6 damage which can be cut in half with a successful Agility check.



On the other hand, if the Notice roll to search the area resulted in a Success, give the characters one of the tokens (or two if they got a Raise), and allow them to roll 2d6 for salvage on the Scavenging Results table below for each token... Once you're out of tokens, there's nothing of any real value left to be found in the current location. The character who made the primary Notice check should roll a die equal to his Smarts as well, in order to determine the approximate value of the find as explained below—this die roll can't Ace.

The characters can choose what they find in a given stash, although the GM has the final say on how appropriate it is—after all, if you're looting an old service station, you're more likely to find diesel fuel than hydrogen cells for a portable fusion reactor. But as long as the GM feels it's reasonable, she should cut the players a little slack... after all, they just risked their necks for this junk.

Salvage is often measured in 'units'... a term that simply refers to a useful quantity of a given item. It just makes the bookkeeping a little easier.

When it comes to the Raiders and Ruins Encumbrance system a "unit" of salvage is one item on the characters list. Later, if it can be converted to a specific item (like Weapons and Ammunition can) then it can be broken down into multiple inventory lines. Ex: Someone finds 8 units of Scrap, which uses 8 lines on their inventory sheet.

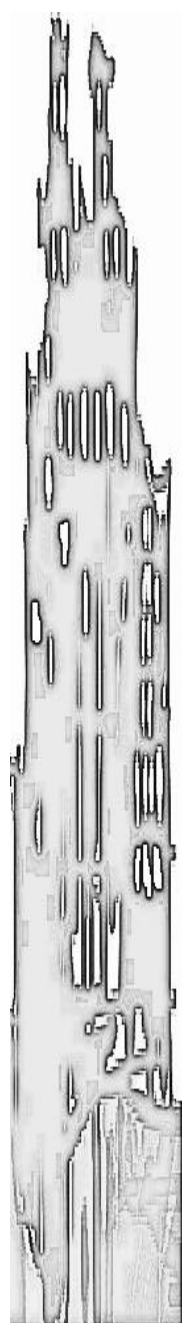
Weapons and Ammunition: The characters find a stash of ammunition, or some sort of useable weapon. The number rolled on the Smarts die equals either the number of full reloads found (which can be split between different types of guns), the number of single use weapons found (like

grenades), or the maximum value of any weapons found (in tens of whatever currency in this world is—this can be split between multiple weapons). Weapons salvaged this way should require servicing, however. This takes a successful Repair roll and a number of minutes equal to 10% of the weapon's value and units of scrap parts equal to 10% of the weapons value (rounded up for the scrap). For example, a 10mm Pistol (200 caps) would require twenty minutes and 20 caps in parts, while a Sniper Rifle (400 caps) would require 40 minutes and 40 caps. Generically, units of ammunition are worth about 1cap/bullet.

Fuel: The characters find a stash of fuel, or some other type of power supply (batteries, or the like). The number rolled on the Smarts die equals the number of power cells, batteries or whatever they find. Most power sources have a value of about 30 caps each. Wood for burning counts as a combustible fuel, by the way.

Goods: The characters find a stash of 'stuff'—either luxury items with no intrinsic value other than comfort or pleasure, or more useful items often taken for granted. The number rolled on the Smarts die equals the number of units found, although each 'unit' is usually a single item: a chair cushion; a jar of tobacco; maybe a nice dress or some light armor. Goods can usually be sold for roughly 50 caps per unit, although exceptional demand could fetch a higher price. At the GM's discretion, goods could also represent finding items of silver or gold that can be used for direct barter.

Medical Supplies: The characters find a stash of medical supplies, which can range from bandages to actual drugs (yes... this includes street drugs). The number rolled on the Smarts die equals the number of units



found, which can be defined in several ways. 1 unit can be used to give a +1 bonus on any Healing check or any Vigor roll to resist the effects of Incapacitation (this usually won't apply to actually getting Incapacitated, since a character won't have time between getting shot and going down to apply medical supplies). Units used in this way are used up, and multiple units can be used for additional bonuses to a +4 maximum. The other is one dose of a listed drug for 1 unit. Units of medical supplies are also worth about 40 caps each, and can be sold or traded as is.

Provisions: The characters find a stash of provisions—usually this will either be food and/or a limited supply of potable water... In any case, the effects are generally the same. The number rolled on the Smarts die equals the number of units found, with each unit representing enough provisions to sustain a single person for one week. Units of provisions can be used in exactly that way (insuring one or more characters have food and clean water), or can be traded out at a value of 50 caps per unit.

Scrap: The characters find a stash of scrap materials or parts. The number rolled on the Smarts die equals the number of units found, although units of scrap are purposely left vague, since they can be anything from wire, to metal, to nuts or bolts—it really is just scrap, and generally used to repair or build jury-rigged items. Repairing items that have been damaged (like vehicles or robots that have taken damage or suffered fatigue) usually requires scrap parts, with one unit of scrap necessary for each Wound being repaired. At the GM's discretion, other items may require scrap parts in order to be repaired, and units of scrap can be spent to grant a +1 bonus to Repair rolls (cumulative

to a maximum of +4), although in the case of vehicle repair (to heal wounds), the requisite amount of scrap must be spent first. Scrap can also be sold or traded to some merchants at a value of 15 caps per unit.

COMPLICATIONS

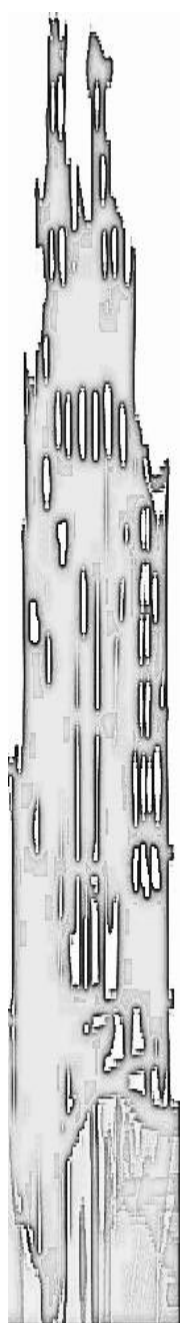
In case you hadn't noticed, scavenging can be a hazardous business. Aside from crawling through damaged buildings that are often just looking for an excuse to finish falling down, there are other (possibly hidden) dangers in the form of gas, fire, water, electricity, sharp protrusions, automated defenses, and even other scavengers.

You can throw these things at a group of characters on a salvage run as planned encounters, or as the result of a Critical Failure on a Notice roll while searching an area.

Or...

Supposing the characters head out for a fun day of scavenging. They find a likely looking spot—the ten-story stump of a high-rise jutting up from the ground—and head in to scrounge. You, as the GM, roll your d6 to see how much stuff might be in there, and get a 1. You could either let it go at that, figuring the characters are out of luck, or you can add tokens to the pool to provide more potential loot.

In order to balance things out, here's what you do: At any time you feel like it (for example, when the Characters are facing a Nuisance Problem), add a token to your pool and then roll a d10 on the Complications table. It's that simple.



Scavenging Complication Table (roll d10)	
Roll	Result
1	Radiation
2	Gas Trap
3	Minor Mishap
4	Nuisance Mishap
5	Water Hazard
6	Rival Scavengers
7	Booby Trap
8	Wild Animal
9	Fire
10	Electricity

Booby Trap: Someone was here before and left a little surprise. Roll a d6...

1. A piece of debris covering an armed mine—Notice -2 to spot; Lockpicking -2 to disarm; Explodes for 4d6 damage in SBT (or against the lowest three Agility rolls)
2. A shotgun rigged to a tripwire—Notice to spot; Lockpicking +2 to disarm; Fires for 2d6 damage against two adjacent targets (or against the lowest two Agility rolls)
3. A grenade rigged to a tripwire—Notice +1 to spot; Lockpicking -2 to disarm; Explodes for 3d6 damage in MBT (or assume entire group is in range of blast)
4. A dead fall rigged to a tripwire—Notice -2 to spot; Lockpicking to disarm; Collapses for 2d6 in cone (or against the lowest two Agility rolls)
5. A metal punji stick attached to a piece of spring steel and rigged to a tripwire—Notice -1 to spot; Lockpicking to disarm; Lashes out with great force and strikes for 2d8 AP 1 damage against a single target (or against the lowest Agility roll)
6. A heavy piece of debris attached to a cable and rigged to a tripwire— Notice +1 to spot; Lockpicking -1 to disarm; Swings down and strikes for 2d6 damage against a

single target (or against the lowest Agility roll)... this trap is most often rigged in a spot where the victim can be knocked off a balcony or through a hole in the wall and fall a fair distance—a successful Strength or Agility roll is needed to avoid this and, if necessary, roll a d6 to see how many dice to roll for falling damage (as per *Savage Worlds*)

Electricity: A wire or cable is still connected to some sort of power source, and is arcing. Roll a d4 to see how many d6 dice of damage the current could cause. Normally this isn't much of a problem, and simply requires a successful Agility check or finding another path to get around. However, if this is mixed in an area filled with water, the whole group of characters could be toast (everyone in the water takes the damage).

Fire: Someone has left something burning, and it's now threatening to burn the structure the characters are in. See the rules for Fire in *Savage Worlds*—if the characters spot it early on (Notice -2), they can probably put it out fairly easily (any good idea should work); otherwise, it starts as a spot fire and continues to spread. When scavenging, a fire like this is considered to be in a confined area... the rules for Smoke Inhalation also apply.

Gas: Whether from a ruptured line that is still feeding from somewhere, or from a natural vent, gas is spewing into this area (this is 'gas' like methane, not 'gas' like gasoline). Each character must succeed at a Vigor check or take a level of Fatigue from inhaling the fumes; repeat the check for every minute they remain in the area. Assuming they aren't Incapacitated by the Fatigue, it wears off at a rate of 1 point every ten minutes... If a character becomes Incapacitated, the wear off rate becomes 1

point every hour (assuming he's removed from the area before dying). Gas masks and air filters can aid against this Complication. However, if anyone brings an open flame into an area with a gas leak... BOO M! This does 4d6 damage in a Large Burst Template (assume the whole group gets hit) and causes an immediate roll on the Scavenging Problems table—this is a Major problem.

Minor Mishap: Each character must make an Agility check. Anyone who fails stumbles over a rough patch of rubble and debris, or falls down a stairwell or other drop. This does no damage, but causes 1 Fatigue if he fails a Vigor check... this counts as Bumps and Bruises, as per *Savage Worlds*.

Nuisance Mishap: Pick a character at random. That character catches his clothing on something sharp or jagged and rips it. This doesn't have any real effect—other than requiring clothing to be replaced—but there's always the possibility of an embarrassment factor.

Radiation: The lucky characters have stumbled into a high radiation area... Use the Radiation rules from *Savage Worlds Deluxe*. Alternatively, if you've set up this Complication early on, you could deem that the whole site is a low radiation area—with that version of the Radiation rules being applied.

Rival Scavengers: "We are not alone..." Another group of scavengers is trying to pick through this location, and they don't usually take kindly to trespassers. Roll a d6... on a 1 the characters are unaware of the other group (who will try to stage an ambush unless it would be patently stupid to do so), and on a 6 the other group is unaware of the characters. Assume there

are 2d6 scavengers, and use the stats for the Scavenger or Warren Scrapper.

Water Hazard: Remember my earlier note about how water can complicate things when parts of a building start collapsing? Well, this is one way it can come into play. If you get this result as a Complication, you can 'hold' it until something caves in, and then allow the water to flow. Or, you can simply assume the characters have to cross some sort of water barrier—either a flooded room, or a channel of some sort. In the first case, it can either mean the floor is gone, and there is nothing but water, or that a door is stuck, and behind it is water (obviously, this only makes sense if they are below the water level)... The characters will have to find a way around or through the obstacle—remember those Drowning rules. In the second case, it can simply be a stream of water flowing by, or a deep chasm or well in the structure... characters can try to jump (with a Strength check), but the results of Failure depend on the circumstances—either they've got to start Swimming, or they're going to fall a ways and then have to start Swimming.

Wild Animal: Yep... here there be wild things. This is kind of a chance to indulge yourself. You could always pick something suitable from the *Savage Worlds* rules, like wild dogs, Zeds, or raiders, all of these things would be perfect to toss at a group of characters in the cramped confines of a ruined building. Don't forget those Dim and Dark Lighting modifiers.



Locks, Force-fields, and Computers:

Locks, Force Fields, and Computers use different skills to bypass, but in many aspects follow the same rules.

There is the item, the skill used to defeat the item, the difficulty of the item and its modifier. For harder items you have to be skilled to be able to defeat them (hence the Minimum of a d6 for Hard and a d8 for Very Hard).

Then there are tools that help defeat these challenges, one that gives a +1 modifier to the skill check and another that gives a +2 (note: the bonuses of the tools do not stack).

And remember without the right tools the user is at a -2 to the skill, for computers there is no equivalent for a tool (the computer itself is the tool) except it can only be tried on a powered computer or interface terminal, so that penalty does not apply.

Locks: Obviously Lockpicking is the skill to use to defeat these. In the core book, the call for a skill roll is if there is either a time pressure or a price for failure. Here, should a Lockpicking roll fail the door lock is jammed, and unless they have a method to by-pass the door through force, this avenue of approach is permanently closed.

Force Fields: Forces Fields exist in 3 states, off, on, and emergency power.

Those that are off do not hinder any motion and do no damage. Those that are in an on state are impenetrable and only do d4xLevel damage to those that are pushed into them (So a Hard Force field would do 2d4). Those on emergency power are passable but the die type goes from d4 to d6.

A Repair roll can be made against a Force Field that is on, a success puts it in an emergency power state, a success with a raise is required to shut it off completely. A Repair roll with a success made against a Force Field that is in an emergency power state either turns it back on, or does nothing (player choice), as a raise is required to shut it off completely. Again, the only way to turn off a Force Field is with either a raise on the Repair skill or finding the control console and hack it.

Computers: Knowledge (Science) is used to hack a computer (vs. Knowledge (Computers)) as to ensure the skill will have more than one practical application in the apocalypse. In the core book, the call for a skill roll is if there is either a time pressure or a price for failure. A failed roll in this situation means the computer instigates security protocols and locks down any further hacking attempt, rendering the computer a now powered paperweight.

Item	Skill	Normal (No Min)	Hard (Min: d6)	Very Hard (Min: d8)	+1 Tool	+2 Tool
Locks	Lockpicking	No Modifier	-2	-4	Deluxe Lockpicks	Expanded Lockpicks
Force Fields	Repair	No Modifier	-2	-4	MultiTools	"Snap Off" D-lux Tools
Computers	Knowledge (Science)	No Modifier	-2	-4	Hackmaster 2000	Hackmaster 3000

Road Rage

To give a more Wasteland/Road Warrior feel to the game, should this be chosen as a possible setting feature, we introduce the following mechanic to be added to the Chase rules as presented in Savage World Deluxe.

Road Rules

The roads after an apocalypse are under-maintained, littered with debris, and choked with cars that were trying to flee the apocalypse or were caught in the midst of it. As such drivers, who are not being pursued, take their time driving unfamiliar, and even familiar roads, on the lookout for washed out roads, ambushes, and trouble in general. As such, the normal pace for cross country travel is 1/4 of its Top Speed (TS) per hour, unless the vehicle is built for off road, then it is half of its TS per hour.

Road Card

During a chase scene there is a new mechanic called the Road Card, this card is dealt after initiative is dealt and imposes an additional challenge to the drivers.

Depending on the condition of the road you can increase or decrease the frequency of these events by changing how many suits can trigger the event. For “well-travelled” roads, the event occurs on Clubs. For “unmaintained roads” it would trigger on any black card (the road isn’t called a black top for nothing).

Two – Pileup: A serious congestion of abandoned wrecks choke the path ahead. A driver can choose to go off road and try to get around it, or if on a motorcycle can try to weave through it, or if in vehicle of sufficient mass, push through it. In any case, this is

going to be tough. (Driving roll at -2 or not be dealt initiative next round. Vehicle modifier: +1 if Motorcycle or -1 if Truck)

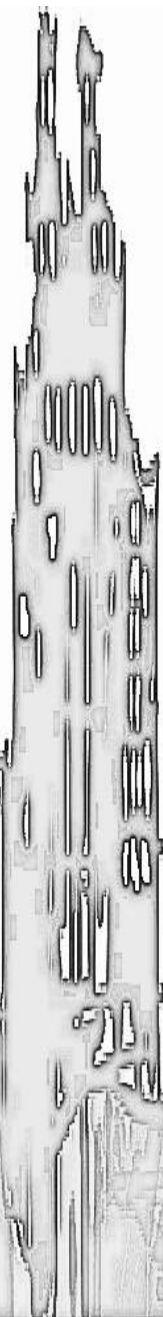
Three – Abandoned Ambush: Someone though it would be a good idea to block the road and try to extract money from any who dared to take this road. Either they failed or no one came; now there are the remains of a choke point and some road hazards. (Driving Roll at -1, Failure means they hit a landmine: 3d6 damage to the vehicle, 2d6 damage to everyone inside).

Four – Road Out Ahead: Nature has attempted to reclaim part of the road ahead as it has been washed away or is covered in the debris of fallen trees. (Driving Roll at -2, Failure means they take damage equal to half of vehicles top speed)

Five - Oil Slick: Thanks to the spilled contents of an overturned barrel, or the slow leaking of lubricant from a delivery truck, this patch of road is tricky...and flammable. Those that take advantage of this can create a burning hazard for those that follow afterwards on initiative. (Driving Roll at -1, Failure means next turn they are dealt two cards and have to take the lowest of the two. If someone sets it on fire, subsequent drivers must make a driving at -2 or the vehicle suffers 2d6 damage)

Six – Road (de) Construction: A patch of road was under-repair when the apocalypse happened, and the warning signs and cone have long since gone away, leaving some tricky maneuvering to get around the manmade hazards. (Driving Roll at -1, Failure means they suffer damage equal to half the top speed).

Seven – Gusty Winds Ahead: A sudden gust of wind blows grit and debris into the air making visibility suddenly very poor.



(Notice Check at -1, Failure means they lost the road and suffer a -2 to their Driving next turn as they have gone a bit off road, Vehicle Modifiers: -1 for Motorcycle).

Eight – Road Kill: With most cars now idle and perhaps a generation or more between when the apocalypse happened and now, animals do not fear the road and a herd/pack/flock of large animals has found their way onto the road. (Driving at -1, Failure means you strike one of the wandering animals, vehicle suffers damage equal to $\frac{1}{4}$ of its top speed, the animal was killed – time to paint on another kill marker for the side of the car.)

Nine – Sharp Turn Ahead: The road suddenly takes a sharp turn, requiring either great skill or rapid deceleration, to stay on the road. (Driving at -2, Failure means the driver must either “ride the rails” and have the vehicle take half of its top speed in damage OR decelerate and suffer a -2 to their trait roll next turn. Vehicle Modifiers: +1 for Motorcycle)

Ten – Debris on the Road: Small junk is scattered about, but to a wary driver they offer concealment to trouble and so require some avoidance. (Additional drive test – no modifiers. Failure, the driver strikes something and causes a -1 to their trait roll next turn)

Jack – Broken Road: Cracked road surfaces can spell trouble for any driver, and really messes with people’s aim. (All Shooting and Throwing is at a -1 during this turn, those who are fighting in melee must make an Agility test or be knocked prone).

Queen – Exit Ahead: An opportunity to lose the crowd as an off ramp looms ahead. On each driver’s initiative, a driving check (no modifiers) allows that vehicle take a

separate path, only those after the initiative can choose to follow that pack, the rest are out of the chase.

King – Pit Stop: A road side gas station, drive up diner, or truck stop provides the brave a chance to make things more difficult for everyone else. (Any driver on their initiative can take advantage of the “drive thru” and make things more difficult for the person immediately behind them on initiative by scattering barrels and boxes by making an optional driving roll at a -1, on a success the person immediately after on the initiative must make a driving roll at a -2 or collide with something and suffer half the top speed in damage.).

Ace – Ramp: By chance alone, a natural feature or bit of wreckage provides a skilled driver a chance to get the edge over your foes. (Make a Driving Check at -1, success means the driver gets an extra card next turn for determining the driver’s initiative)

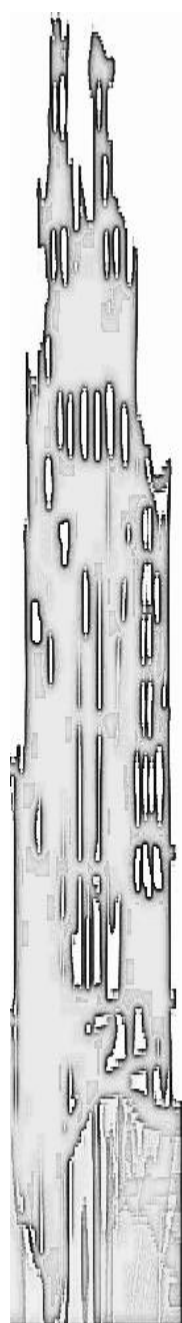
Joker (Any) – Open Road: No smoother or better road exists for miles around, go full throttle my friend.

First, this counts as an initiative card, so make sure you shuffle afterwards.

Second, if you are playing with Jokers Wild, everyone gets a bennie.

Next, any club that was dealt, this round only, is now a non-club for Chase rules purposes.

And last but not least, the Road Cards are downgraded (So if it was any black suit caused a road hazard, it now only occurs on Clubs. If it was Clubs only, then no more Road Cards need to be dealt).



Flipping the Switch

There are many ways to take the core Savage Worlds and make it unique to the group; here are some options for creating the post-apocalyptic setting of your own design.

Bennies:

They are the life blood of a good game, and sometimes it's just hard to give them out. While the Joker's Wild is a great start for GMs who have trouble giving them out, it can be a bit daunting when you have a lot of players around the table. Here are a few options to help with that.

- **Joker's Wild - Lite:** This takes one of those delivered setting rules and turns it down a notch from the optional rule of Joker's Wild. Whenever a player gets Joker, they get a Benny and a Benny they can give to someone else (this is in addition to the normal +2 they get to Trait and damage rolls). If the GM gets a Joker, and is below his starting 1 Benny/player, he gets a Benny to add back to the pool.
- **Be Adventurous:** If you are playing with the adventure deck, when a player plays an Adventure Card they get a Benny.

Obtaining New Skills:

Obtaining a new skill can be expensive after starting up (or you can see it as skills are cheap at creation), so a slight change can be made to allow a once/rank bonus increase.

A character may buy a new a new skill at a d4, and, once per Rank, raise a skill less than its linked die-type. i.e.: a character can learn a new Skill at Novice level and increase a Skill that is less than the linked die-type, but cannot do so again until the character is Seasoned.

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Harsh Apocalypse:

Sometimes you want the apocalypse to be meaner, more hardcore.

- **Gritty Damage:** Where a single gunshot could end your life, definitely look to include the gritty damage rules from SWDE.
- **"Old Ammo:"** If you want to add a level of "realism" about how gunpowder decays over time you can add this rule. Whenever a player uses ammo found from a pre-war cache, anytime they roll a 1 on the shooting die, and miss their shooting roll, in addition to making the gun "heavier"/"less accurate" it also jams and will not fire until a full turn is spent clearing the jam. Also, since the bullet doesn't even fire, it will negate any "innocent bystander" situation.
- **Survival:** Each Success and Raise only feeds one person (not 5 as in the rules). This represents the challenge of finding suitable food and water in the wastes.
- **Road Wear:** Rough roads are tough on any vehicle, and after an apocalypse it is doubly true as the once great infrastructure rapidly declines and cars made for only the occasional pothole now must deal with rugged terrain. As such regular maintenance is required to keep any vehicle running after such an apocalyptic disaster. For each day traveling by a motorized vehicle, the driver must make a Driving roll or the vehicle suffers a level of Fatigue.

This Fatigue has the same effect on vehicles it does on people.

Recovery requires a Repair roll and one hour of work per Fatigue level on that vehicle.

On a success, the vehicle recovers one Fatigue level, two levels with a raise.



If a Repair roll is failed, the Fatigue can only be recovered with the use of 1 Scrap recovered from Scavenging per Fatigue level (no repair roll needed for this).

Fast Travel:

Unless you want to play through every square inch of the wasteland, the use of Fast Travel to go from a known location to another known location makes the long journeys quick, but it is highly recommended to use the Interlude rules from SWDE to make those miles at least memorable and get bennies into the hands of the players.

Physician Healing:

With Greater Healing power unavailable in the default non-Arcane Background setting, players can pick up some pretty debilitating injuries.

An option is to have, in the world, Physicians who can heal critical injuries for the right price. It makes sense to limit this to Injury Table items for those on the Arms, Legs, and Guts. But, if you are feeling generous, you can include the entire table.

How this would work is the amount is paid up front (500-1000 is a good price) then the Physician makes a Healing check at a -2 (a typical Physician has a d10 skill and Healer Edge, which is already figured in the -2 modifier, otherwise it would be -4), it's possible if the doctor has access to better equipment to improve his roll (+1 for 1941 or better, +2 if 2010 or beyond)).

Next the doctor spends 1d6 hours doing the procedure. The Physician only gets to make one check (it's best to let the player roll the die themselves, as it removes the GM's karma from the loop).

Success and raises means the wound is healed. Failure means the wound remains, and the players must find someone else before trying again. Critical failure means

the injury is really permanent and no further attempts may be made to heal this particular injury. (At which point, if your setting has Cybernetics, that is the next step).

Cybernetic Implants:

Many settings have the option of getting cybernetics to improve the survivability of the players. If you wish to allow this, here is a simple system.

A person can have a number of implants equal to half of their unmodified Vigor die type (so a d6 Vigor allows 3 implants) and cannot have more than one of a particular implant (so a person cannot buy two implants to increase Vigor, even if they have different trappings).

For 10,000:

- It can grant an Edge with GM approval.

For 8,000:

- An implant can increase a Stat by one die type.
- It can increase Toughness by 1
- Remove a "permanent" debilitating Injury

For 5,000:

- It can increase a Skill by one die type.

The trappings can be whatever makes sense, examples: Increase in Notice Skill could be cybernetic eyes. Increase to Strength could be an enhanced adrenal gland or a mechanical arm. Armor Implants could explain the Toughness increase. Wired Reflexes could give someone the Edge Quick.

It's important to note, that while the trappings might be one arm for Strength or eyes for Notice, do **not** penalize the player for their trappings choice. The Cybernetic Arm Strength increase applies to the entire body strength, if the Notice check is auditory in nature; they still get the bonus for their implant.

Cars that Go Boom!:

In some settings cars become fission powered and over time the containment field has become unstable and, should the vehicle sustain enough damage, it can trigger a catastrophic explosion. In other, more Hollywood movie settings apocalypses, the cars just explode on principle.

First, it's the GMs call whether or not a given car hulk would explode, and then should allow a Notice skill test to then allow the players to notice this fact.

If a player targets the Car, they are +2 to Hit (due to size and stationary object). The Toughness is 4 (for a car) or 6 (for a truck/bus). On a success it catches fire and takes a wound at the end of each round. Each raise causes one wound. Once the vehicle has taken its 4th "wound" it explodes. When it explodes, use the large burst template, allowing an Agility check to dive out of the way, or take 3d8 Fire damage (so there is chance to catch on fire). And if the source is radioactive, allow a Vigor check or the player takes a level of Fatigue.

Of course if there are cars close to this exploding car, they too can explode if they take enough damage and it can cause a chain reaction.

Getting Athletic:

One common thing done is the merging of corner case skills, in this case merge Swimming and Climbing as one skill called Athletics.

You will still use all the difficulties as noted in the core rule book for Climbing and Swimming but now you use one skill for both challenges.

It should not replace Vigor checks for endurance, nor Strength checks for lifting heavy objects, nor Throwing checks for chucking a javelin as far as you can to impale a foe.

Quick Character Backgrounds:

This is an optional way to generate some flavor to your character that uses the Savage Worlds Adventure Deck which can be purchased from PEG Inc. But, if the players are hard pressed to explain their past or how they know each other, this method has proven to be a fun way to "break the ice."

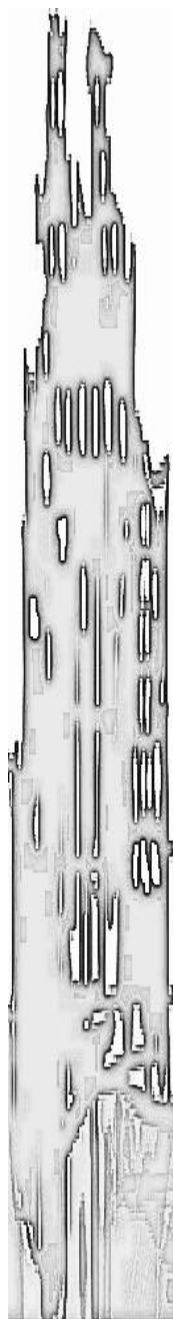
First, shuffle up the Adventure deck and then, for each player deal them a card for something that happened in their youth. Let the player interpret the card for themselves, but use it as grease for getting the ideas flowing. They could use the card title, the image on the card, the quote or even the text of the effect. It's their character, let them run with it.

Repeat the above for some tragedy that happened in the characters past. Lastly, each player gets dealt one more card for something associated with their current situation or profession— how they got to where they are today.

After that, deal a card between each pair of players, let them pair off and use this card to explain how they know each other. For odd numbered groups, it means someone is left out in the initial pairing but they get a break and that's okay.

Example: Doc, Wayne, and Ace are all new characters, we will focus on Ace. For her background she gets dealt the "Lucky Break" Adventure card – seeing how it negates the damage from one attack she decides that in her youth that she had been shot by a raider and if it were not for her lucky teddy bear's steel button eyes it would have been her instead of Teddy hurt that day.

For her Tragedy she gets dealt "Second Wind" – looking at the quote "I'm Feeling Much Better Now" she decides that a plague came through her town and while



she and her sister recovered, her parents did not.

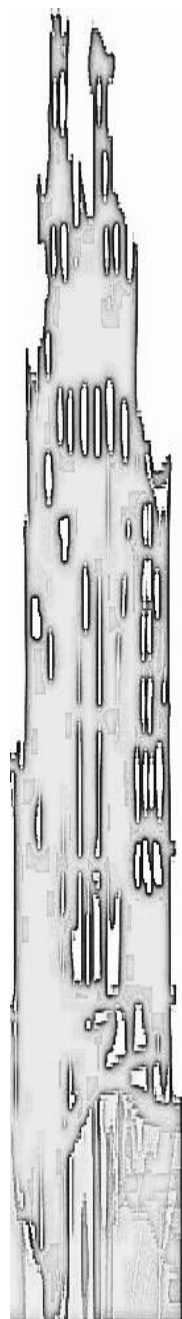
Now in her adult life, she looks at her Edges and talents on becoming a Scrapper she gets the "Bullseye!" Card and decides that her first trial of the Bolt Power against a band of raiders was a huge success as she killed the leader with shot straight through his eyes, avenging Teddy!

Now the GM deals a card between her and Wayne, to her left, and her and Doc, to her right. Starting with Wayne she and he look at the "Get Savage!" Looking over the artwork of the card of the robotic thing rising up they decide they met while out

scavenging and pre-apocalypse construct came to life and after defeating it together, they became lifelong friends.

Looking at the card between her and Doc it's "Let's Settle This" they determine that the raider in Doc's background is the same as in her background at they actually hunted him for some reward or another and the band of vermin that ran with him. And it was an epic battle at the end in which the "Bullseye!" noted earlier happened.

Now we have a bit of a back story for Ace, and why she cares or knows about some of her fellow companions!





GM SECTION

DECONSTRUCTING THE APOCALYPSE

Civ-i-li-za-tion: An advanced stage (as in art, science, and government) of social development

Apoc-a-lypse: A great disaster.

Civilization, the defining characteristic of humanity, is the organization and cooperation of individuals for the advancement of the community as a whole.

It is marked by progress in agriculture, livestock maintenance, mathematics, metallurgy, science and writing. Though it would seem that its existence can be taken for granted, civilization is a fragile thing.

As humankind progresses, advances in technology grant great gifts, but also hold the potential for humanity's undoing. Innovations in nuclear, medical, and computer science are of great benefit to humanity in general, but each technology has the potential to contribute to humanity's demise.

Even without these human-made threats, other dangers from outside the planet pose perils just as deadly as those humans bring upon themselves.

Whether due to our own hubris or a power beyond our control, the known world ends. The apocalypse—the end of civilization—is here.

This section is to help guide you to building your own apocalypse. To help you might want to have a copy of the "Your Apocalypse Worksheet" from the appendix

First consider the **When**, then the **What** (and Why), then the **Who** and lastly the **Where**

WHEN

When did, or does, the apocalypse happen? Was it in our present day world, or an offshoot alternate history, or some strange future?

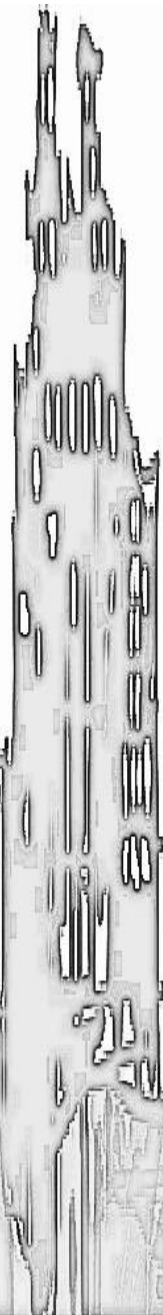
Make sure when answering this question you consider two things: first will the technology at the time allow some chance of survival for those for whom the game exists – A Biological Disaster during the time of Roman Empire would be interesting, but may not work out as well as you would hope.

Second, what kinds of apocalypse could happen during that kind of time – nuclear war during the period of the American Revolution would be a bit odd, but a Rogue Planet apocalypse, perhaps not so out of place.

Patches' Pointers: *One of the best pieces of advice is to pick a time near the current time frame. First, it is easy to find maps of where you want to set your campaign and apply the destruction to that. Second, players will want to go places they know and want to see what is left after the devastation, sure you can change the soda bottling plant from a real-world vendor to an alternate reality name, but players will tend to enjoy those moments of "Oh! I've been there! Let's go inside and see!"*

When designing this part of your apocalypse planning consider a few more timing elements.

When did/does the apocalyptic event occur compared to when the campaign starts? A century or more ago, a decade ago, a year ago, yesterday, today, or even tomorrow. All



of these can change both the physical and social landscape significantly.

While some notes follow, it is important to know that the cause of the apocalypse will have a major impact on these so apply some thought to how you want to interpret the disaster. The following notes are going with a biological disaster, a pandemic, along the lines of *The Earth Abides*. If you were going to with a Nuclear war obviously the situation changes depending on where the nukes hit and where the players are at that time. So consider these notes as things to ponder.

Today

If you choose today, the apocalypse happens at the beginning of the first session. Afterwards, survivors wander through their devastated cities. Some group together for survival.

After the apocalypse, the power goes off within hours. With no one to operate the power stations and renew their supply of fuel, there is no electricity. The night after the apocalypse, then, is darker than most Players have ever known.

When the power goes off, so does everything that runs on electricity. As electric water pumps fail, subways flood, as do the foundations of buildings. All modes of communication instantly stop working.

Running water lasts for a few hours, then stops when the water towers empty. Without working pumps, those towers will never be full again. If there were floods, sewage will have contaminated the water supply; otherwise, the water is probably drinkable. The gas supply, too, fails within hours.

However, on that first night, food is plentiful. The survivors can eat whatever they find: fresh meat, fish and vegetables are all available. Cooking is more difficult, although not impossible. Once the gas runs out, camping stoves and wood fires are the best option.

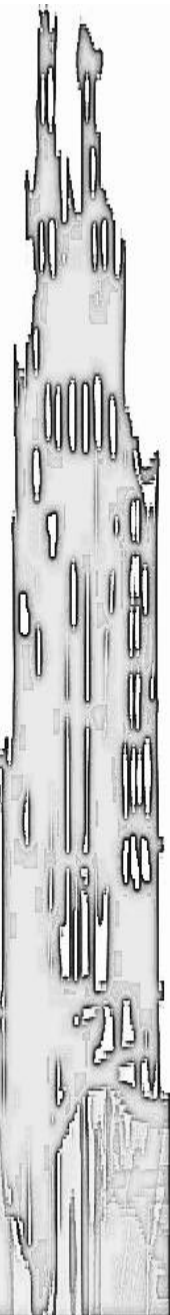
Transport, too, is easy. Most cars are unlocked and with a bit of work can be made to run. Once the tank runs dry, the survivors can simply find another car. Similarly, larger vehicles, such as trucks and trains will run, although the travelers must periodically disembark to move the switches to change where they go.

In the following days, life becomes harder. Without heating, buildings quickly reach the outside temperature. If it gets cold, at night, survivors must find things to burn. Within days, fresh food decays. Survivors now subsist on tinned food and bottled drinks (mostly beer and orange juice), of which there is a large supply.

Any corpses will stink, but are not particularly dangerous unless the source of the apocalypse makes it so. They do not cause airborne disease, although if they are near a source of running water, they may contaminate it.

Indeed, finding drinkable water becomes difficult. Sooner or later most sources get contaminated by decaying bodies or human waste. Boiling it removes most contamination, but that requires the survivors to find a source of heat.

As the winter draws in, survival becomes harder. If pipes freeze, there will be no water; later, when they thaw, houses will flood. Tinned food becomes scarce and essential. The main sources of fuel will be furniture, turf, manure and paper.



A Year Ago

If it happened a year ago, Communities have formed in the wasteland, as people adapt to their new roles in the post-apocalyptic world. Mostly, people eat tinned food, collected by raiding parties.

There is enough for everyone. Though the better-armed groups begin stockpiling.

Nevertheless, as yet, nobody starves.

Within a year, nature begins to take back towns and cities. Plants grow wherever the sunlight hits. By the end of the year, creepers and ivy cover buildings; lawns grown untended; moss covers stonework.

As cracks grow in roads, seeds grow within them, pushing them apart more. In colder climates, freezing water pushes the cracks apart still further. Within a year, roads and sidewalks are cracked, pushed apart by weeds. The pavement is not impassable yet, but it soon will be.

On all man-made surfaces, a layer of soil begins to form, from decaying moss, lichen and other vegetation. More plants grow in this soil. Patches of grass appear on roads. Then the plants spread, gradually burying the road. Meanwhile, animals have returned to the cities. First, birds arrive, scattering their droppings over the buildings. Then the abandoned cities are invaded, by animals that people had chased out of gardens: perhaps foxes, bears or deer, depending on the city. At the end of that first year, then, nature is everywhere. If you listen in an abandoned city, you do not hear silence: you hear birdsong.

What about the animals that previously lived in the cities? Dogs die quickly, having been bred for looks, rather than survival. Some live on scraps for a while, but are quickly

killed when larger predators arrive. Cats are wilier and harder, forming feral packs and surviving on birds. Rats and cockroaches, having survived on human waste, die quickly.

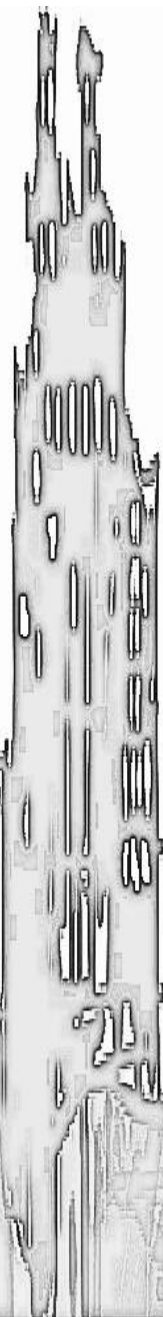
Now, an important question is: is there a zoo nearby? If so, and the animals escape, many will survive. Eventually, they may migrate south, but for now, they survive within the abandoned city. In their explorations, then, survivors may encounter lions, snakes and tigers.

Meanwhile, in the abandoned cities, buildings are decaying. As nails rust, wooden boards spring apart. Simultaneously, moss, lichen, creepers and ivy push apart cracks in the brickwork. At the end of that first year, most buildings leak. Basements fill with water. Once this happens, plants grow within the buildings, and their destruction accelerates.

Apart from the decay, however, the buildings are frozen in time. Bodies remain where they died; books remain open; drinks sit unfinished on tables. Entering such buildings is like entering an old photograph: every object tells a story.

As well as buildings, cars are under attack by plants. Seedlings grow, under the hood of the car and even in the interior. At the end of the first year, most cars are homes to mosses, lichen and small plants. They still run, but not for long.

When the survivors visit the city, then, they will find nature taking it back. Nevertheless, there is little to halt their investigations: shelter, transport and food can all be found. The biggest danger is a chance encounter with a wild animal: a wolf, bear or an escaped zoo animal. Although human skeletons lie on the ground, life goes on.



Patches' Pointers: *From the apocalypse onwards, nature begins to undo humanity's work. To know what any city will look like, after an apocalypse, look at countryside that surrounds it: that is what the city will gradually become. Both plants and animals invade.*

In particular, if woodland was cleared to build a city, it will grow back. Humanity has spent centuries fighting back the forests. When humanity dies, the forests return.

This assumes, of course, that the apocalypse left nature untouched. If the soil is infertile, plants will not grow. Nevertheless, do not underestimate the power of nature to fight back. Even if grasses are dead, mosses and hardier plants invade human cities

A Few Years Ago

If a few years have past, the resources are running out. The crucial question now is: was the soil damaged? If it was, then resources are getting low. If not, then farming becomes a source of food. And there may be pitched battles fought over stockpiles and land.

Three years after the apocalypse, buildings are falling apart. Roofs are broken: many have trees growing through them. Windows break too, and once one breaks, the wind ensures that others follow suit. Now, the survivors can find shelter, but it will take longer.

Cars, too, have been taken over by plants. Many have trees growing from their hoods. Again, the survivors can find transport, but it will take time. To make things worse, the roads are becoming impassable. They are covered with cracks and patches of grass and weeds. Occasionally, trees grow in the

middle of the road. Equipment also begins to decay: most importantly, batteries begin to corrode.

When the survivors come to the cities, they will find larger predators there. At first, there was little for these animals; now, however, there are smaller animals to eat and, of course, survivors.

A Decade Ago

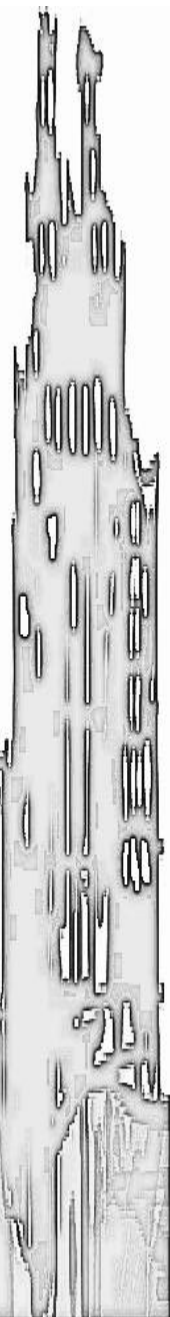
If a decade later, a new generation is emerging. Older adults remember the apocalypse, but children do not. The Old Days, before the apocalypse, are becoming mythical. Now, post-apocalyptic life is well-established and agriculture is a regular source of food.

Towns are constructed that were not there before the apocalypse. Occupations that mattered before the apocalypse, such as "artist" and "journalist", do not matter now.

Nature has had a decade to reclaim the land. Everything humanity constructed is crumbling, piece by piece. When Survivors arrive in a city, they find a natural paradise: vines and creepers cover buildings, lawns have become forests.

As nature flourishes, it pulls buildings apart. The mortar between bricks dissolves. Seeds enter the cracks to complete the destruction. On these buildings, the paint is dulled and flaking, while balconies and masonry have fallen. Inside them, locks and bolts have rusted solid.

The higher buildings begin to fall. First, as their foundations become waterlogged, they lean to the side. When high winds come, they collapse entirely. There are now two great dangers. The first is water. Low-lying cities, such as Boston and New York, flood



regularly. Amsterdam and parts of London are now underwater.

The second danger is fire. Piles of dry leaves and timber have gathered, ready for a single spark to ignite them. Since lightning conductors have rusted, a lightning bolt will do this. Alternatively, cars may provide the spark. As they corrode, cars become time-bombs, suddenly exploding with little warning. Once started, the fire spreads rapidly, leaping from building to building.

Sparks, drifting on the wind, spread the fire over rivers and other natural breaks. With no-one to fight it, the flames burn until there is no fuel left. They leave behind melted roads and twisted metal. Survivors caught in a city fire are in great danger: if they stay in a building, they burn; if they step outside, the boiling road surface kills them.

Ten years after the apocalypse, transportation becomes difficult. The Survivors will search for a long time before finding a usable car. Even if they do, the roads are nearly impassable, covered with grass, scrub and trees. While this is bad news for humans, it's good news for animals. Previously, roads had blocked their migration routes. Now grown over, the roads aid their migration, giving them pathways to the south. These pathways lead through the largest cities. Packs of wolves, for example, arrive in Manhattan and Chicago.

If the apocalypse happened a generation ago then The Old Days are legendary. Now, adventures may concern pre-apocalyptic knowledge: for example, there might be a quest to discover an intact factory.

A Century Ago

If you set it to a hundred or more years nobody alive remembers the apocalypse. The Old Days are the stuff of history.

A century after the apocalypse, most signs of humanity are gone. Buildings have collapsed. Most larger structures, such as bridges, have collapsed too. So what survives? Firstly, anything built from stone will stand. Just as Greek and Roman temples stand today, so Notre Dame de Paris and the Tower of London survive, a century after the apocalypse. The faces on Mount Rushmore last forever; so does the Statue of Liberty, although it may have fallen into the water. Long after Tower Bridge and the Golden Gate Bridge fall, stone bridges remain.

Secondly, any underground chamber that escapes flooding will last forever. The catacombs of Paris, underground bases and research facilities all survive, long after the apocalypse. Finally, and crucially, bank vaults and their contents survive forever. The most valuable books and documents will be hard to reach, but they will be there.

Other questions to consider:

How much warning or build up was there prior to the apocalypse? Did governments and people have a chance to prepare and stockpile everything from ammo to zippers? Or did the disaster occur without warning and so everything is left where it was and little was cached away?

How long did the apocalypse last? Was it over in hours, days, months, years, decades?

Was there an ice age or desertification after the apocalypse, if so how long did it last or is it still ongoing?



WHAT

Now comes the fun part – what flavor is your apocalypse? Here are some classic examples:

Asteroid Strike



During the Cretaceous period, dinosaurs ruled the Earth. Over a span of a few thousand years the dinosaurs became extinct, marking the beginning of the Tertiary period. This was the result of an extinction-level event, a strike by a meteor large enough to hit with the force of 100 million megatons of TNT. Now, it's happening again. The killer is an asteroid or comet the size of a mountain—large enough to destroy civilization, but not large enough to crack the planet open.

Where it strikes, life is over. If it collides with land, it vaporizes cities and levels mountains. If it crashes into an ocean, it creates a fast-moving, miles-high tsunami. Entire countries are literally washed away.

Only life far from the impact manages to survive, though even on the far side of the planet tides change, new mountains rise, lava flows, and super-storms ravage the countryside.

Billions die in the first hours, and the death toll rises. A cloud of ash and debris blocks out the sun for years. Temperatures worldwide drop 40 to 50 degrees. Cut off from the sun, most vegetation dies.

Lacking plants to feed on, most animals die. Sustenance becomes scarce, as the entire food chain breaks down. Rebuilding civilization is impossible until the sun returns, shining down on an icy world where only the toughest or luckiest have survived. (Lucifer's Hammer by Larry Niven, Deep Impact-1998 movie)

Setting Hazards: Extreme Cold, Perpetual Twilight, Surprise Earthquakes, Hard to Breathe

Biological Disaster



One half of Europe's population perished from the Black Death during the Middle Ages. During the Cold War of the twentieth century, the knowledge that a disease could lay waste to a population, coupled with the newfound ability to manipulate genetics, led to the creation of super viruses and bacteria as potential weapons.

Even though the Cold War ends peacefully, the stockpiles of biological weapons are not entirely destroyed, and the knowledge to create more still exists. Perhaps a few corrupt custodians of the leftover biological technology are willing to sell deadly viral strains to terrorist organizations or wealthy madmen.

In addition to biological weapons, deadly viral outbreaks occasionally occur naturally. As humankind encroaches farther into the interior of the rainforests, many viruses, never encountered before by humans, are unleashed. Whether such an event occurs naturally or by design, the end result is the same: A killer virus ravages the population. Because of the virus's long incubation period, infected individuals spread throughout the world, passing the virus to countless others before the threat is recognized. In a matter of weeks or months, almost all of humanity becomes ill, and only a few will survive. (28 Days Later -2002, Children of Men-2006, Contagion-2011, The Earth Abides by George Stewart)

Setting Hazards: "The Plague"

Environmental Cataclysm



As humankind's greed for resources and disregard for the environment grows, the world's ecosystem eventually falters, then

breaks. Global warming, uncontrolled pollution, and massive deforestation contribute to the general decline of the stability of the planet's weather patterns, rainfall, and temperature. The last straw might be a single cataclysmic event, the culmination of all of humanity's environmental follies. Depending on which theory you believe, the world will end in fire or ice.

In this setting, the world's environment is in horrible disarray. Huge swaths of land become uninhabitable, as rainfall decreases or ceases, creating dustbowls where once fields held sway, allowing deserts to grow at an exponential rate. As the polar caps melt, sea levels rise, swallowing up massive amounts of once habitable land.

Alternatively, global warming shifts the gulf streams and trade winds of the world, forcing the world into an accelerated ice age, with glaciers advancing into once habitable land. Megastorms, gigantic hurricanes, and blistering sandstorms become the norm, making even temperate areas dangerous.

The disruption of stable weather destroys traditional farming and fishing ventures, causing massive famine. Food riots are rampant as civilization breaks down. Millions die from starvation or thirst, while untold numbers are killed in riots. In the end, the survivors of the environmental cataclysm have it tough—they must figure out a way to find food and potable water in an increasingly sterile and barren world, as well as fighting off the competition for those vital resources. (Waterworld, Wreck-Age by Hyacinth games)

And while these larger events are more noticeable, on a smaller scale the extinction of critical species could be the cause. Over

the past five years, beekeepers in the United States have lost about 30 percent of their bees each year on account of colony collapse disorder, a global phenomenon in which entire colonies of bees abruptly and mysteriously disappear from their hives. Bees do more than provide us with honey. They pollinate key crops, including grapes, apples, soybeans, and cotton. We depend on bees.

We also depend on phytoplankton. Without it we would have no fish. Without worms to aerate the soil, we would have far fewer crops. The extinction of such key species would result in food shortage and starvation, leading to violence and riots. Pollution, overpopulation, overharvesting, habitat destruction and climate change contribute to the extinction of animal species perhaps as much as 1,000 times more than natural rates.

Setting Hazards: Extreme Cold/Heat, Superstorms.

Lights Out/EMP



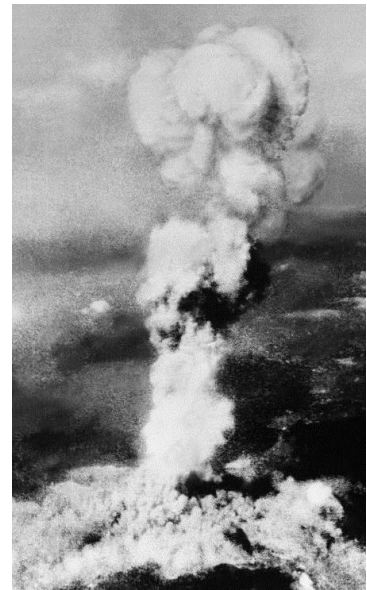
One of the scariest things for modern man is a power outage, yes there are backup generators but what if the whole grid went out and everything was incapable of returning to power. This is the concept behind the Lights Out Apocalypse. This

apocalypse could have been caused by a massive solar flare, or a series of high altitude EMP attacks that were launched by someone or something. In the end, 99% of all electronics are short circuited and without the machines to rebuild what was lost, and the computers to run them, the entire system collapses. Old model cars without electronic ignitions would still run, but the pumps won't work. Those electronics that were stored in preparation would survive, but they are too few and far between to meet the needs of the masses and anarchy reigns, those with these surviving bits jealously guard them, using them to gain power after the apocalypse. In this world robots would not be the foe, nor mutants, but instead man himself and his base nature would be the enemy. Nature will retake her place as mankind moves to a more rural living, cities becoming empty husks of what they once were.

(One Second After by William R Forstchen, Revolution)

Nuclear Armageddon

Nukes, once the weapon of choice to maintain the balance of power during the Cold War, have become the Holy Grail for terrorist organizations and rogue nations willing to sacrifice themselves to smite their enemies.



Nations with nuclear programs vigilantly guard their technology and research, both for their own protection and for the protection of the world. Nations that don't possess nuclear technology seek to increase their influence and power by developing their own nuclear programs. Only in rare cases do these nations accomplish this through research; more often, they purchase nuclear technology on the international black market, or they employ spies to steal the necessary information for them.

Ultimately, a fanatical organization or nation obtains or creates a supply of nuclear weapons along with the ability to deliver them. Rockets bearing nuclear warheads are launched against their enemies, or trucks carrying these weapons self-destruct at strategic locations. These horrific acts elicit an immediate and devastating nuclear counterattack against the responsible nation.

Firestorms blanket the warring countries and the fallout quickly spreads worldwide. Radiation poisoning, cancers, and a slow death follow for those unlucky enough to have survived the initial exchange. What was once a planet full of grasslands, forests, and plains, becomes a desolate, poisoned orb, and the remnants of its most powerful species are reduced to a meager existence within its hostile environment. (Fallout – game series, Wasteland – game series, Book of Eli -2010, The Road – 2010, The Postman by David Brin)

Setting Hazards: Radiation, Extreme Cold/Heat

Rise of the Machines



As humanity depends more and more on machines to do hard labor—and, eventually, thinking—for them, robots and artificial intelligence may ultimately spell the end of humanity. Once treated as nothing more than slave labor, or at best second class citizens, the machines of the world rise up and destroy their creators.

Perhaps machines with artificial intelligence develop personalities, the ability to reason, and humanlike desires. These new sentient beings view their former masters as weak, shortsighted, or incompetent (or all three) and believe the world would be a better place without humans.

Or perhaps the rise of the machines is because of faulty or malicious programming. The machines are not sentient—they are either executing a flawed program, or they are under the control of an evil mastermind.

Without functional compliant computer technology, the world is turned upside down. The world's economy grinds to a halt as electronic equipment ceases to function. There are no working medical facilities, no global or local communication networks, no 911 service, and so forth.

Some humans resort to living a primitive lifestyle that shuns more than basic, nonelectrical tools. Others create devices to “fight fire with fire” against their former charges, using only “dumb” technology or carefully screened and protected computers and robots to wage war. (Terminator Movie series, Robocalypse by Daniel H. Wilson)

Rogue Planet

Something massive—no smaller than our own moon and possibly as large as Jupiter—enters our solar system. It may be the largest comet ever seen, or a chunk of ice and rock from an explosion in another solar system millions of years ago. There’s nothing humans can do to prevent a rogue planet from wreaking havoc on the Earth.

Once it moves close, apocalypse is inevitable. Even if the rogue planet doesn’t impact the Earth, its gravity disturbs the orbits of everything in the solar system.

The effects of a rogue planet are devastating. The axis of the Earth shifts, placing Africa in the Arctic Circle and Antarctica on the equator. Earthquakes, tsunamis, and volcanoes ravage the planet. No bunker is completely safe; no ship can survive the hellish storms that wrack the world. Even objects in orbit will be impacted by the great gravitational shifts caused by the passing planet, possibly drawing some object to the wandering body.

The ecology of every continent is changed, creating mass animal and plant extinctions. Once the rogue planet exits the solar system, the Earth finds a new stability. A few settlements escaped total destruction, but most of the world’s population is gone. The few survivors must find a way to live in their new environment. (When Worlds

Collide- Edwin Balmer, Thundarr the Barbarian-1980)

Setting Hazards: Extreme Cold/Heat, Surprise Earthquakes, Superstorms

Supervolcanoes



In 1991, Mount Pinatuba erupted in the Philippines, killing more than 700 people and leaving some 100,000 homeless. A huge cloud of ash rose 19 miles (30km) into the sky and then fell to the earth, burying crops and causing the roofs of building to collapse. Pinatubo and other volcanoes like it cause changes in climate for several years after erupting.

Super eruptions, such as those that have occurred in the distant past, would be hundreds of times larger and more devastating than any eruptions in recorded history and would do far more damage. Apart from the immediate destructive power, global climate change would cause crop failure, disrupt food supplies, and lead to mass starvation.

Setting Hazards: Extreme Cold, Perpetual Twilight, Hard to Breathe

Mixing Destruction

It's perfectly acceptable to combine two or more of the above apocalyptic settings to flavor your game. For example, rise of the machines might also involve nuclear Armageddon. An environmental cataclysm might trigger a biological disaster. Other ideas exist from Alien Invasion, the coming of Judgment Day, to even a Supernatural apocalypse, but for most Post-apocalyptic setting I wanted to focus on the more "scientific" explanations, but don't let that stop you. Bring together what you want and see if it makes sense.

WHO

This is where we talk about who are the survivors of the disaster.

One of the first things is to decide how well Humanity reacts to the apocalypse, does it pull together or tear itself apart? Think of it as levels of humanity.

At none, everyone else is a threat. Most people survive alone. Crimes happen as a matter of course: murder is the primary way to survive. Resources are guarded jealously: if you want something, you take it from someone else who is weaker than you.

This post-apocalyptic world is like that of Cormac MacCarthy's *The Road*. If you meet a stranger, you hide. You only approach them if they are obviously not a threat.

At a low level, civilization has collapsed. Communities form for survival, but people who cannot work are abandoned. If someone is sick or injured, they are left behind. Crimes happen and are a fact of life: you cannot help the victims, so you do not try. Resources are guarded: you share them only if you get something in return.

Here, the post-apocalyptic world is like that of the *Fallout* Franchise. If you meet a stranger, your first instinct is to raise your gun. If they are useful to you, you might work together, but would never trust each other.

At a high level, there is both good and bad. Communities form, but do not agree on the best way forward: some attempt to impose military discipline on the others; some believe they are the true government. Crimes happen and go unpunished: murder, torture, slavery, perhaps sexual violence. Resources are guarded, although you might share them with the needy. This post-apocalyptic world resembles that of David Brin's *The Postman*. Here, if you meet a stranger, your first instinct is to ask questions. If they mean no harm, you would be happy to cooperate.

Following the apocalypse, society doesn't entirely disappear. Civilization goes through a gradual progress of initial formation, fracturing, reformation, and regrowth. This progression takes years, probably generations, but eventually new societies evolve.

Immediately following the apocalypse, groups of people, in a given area, naturally congregate. Though some individuals prefer to be loners, the majority of survivors find strength in numbers. The initial purpose for gathering is to reconnect with other humans and to establish a semblance of order. All that matters is survival, and if the humanity is high enough most individuals recognize the chance of success is maximized if they work together. Depending on how seriously the local area was affected by the apocalyptic event, the group may be a few individuals, a few hundred, or thousands strong.

Each member of the group has valuable skills to contribute. One person might be skillful at construction, another might be an adept hunter, another is a good medic, and yet another is a natural leader who holds the group together. They can draw upon their collective strengths to meet their immediate needs: food, shelter, and potable water.

Most groups would conduct themselves as though the laws and government of the pre-apocalypse society still exist. Their initial interactions disregard any previous disagreements they may have had prior to these turbulent events, and they focus on persevering in the face of overwhelming odds. However, religious, ethnic, and political divides are deep-seated and not easily overcome, and so most of the old divisions still simmer beneath the surface. As the population of the group grows, conflicts arise from within the society.

Some members of the group want to rebuild society exactly as it was before; others see the apocalypse as a way to throw off the previous flawed form of government and begin anew, and still others perceive the apocalypse as an opportunity to rebuild society according to the laws of their religion, exiling or forcefully converting those who do not share their religious beliefs.

Over time, the group becomes dominated by a single, narrow philosophy, causing numerous unsatisfied factions. Once it seems reasonably certain that the crisis that prompted the apocalypse has passed, the factions break away from the larger society to create a way of life that is more to their liking.

Generally, the factions break away from the larger society and are never heard from again, though some fanatical splinter groups will wage war against other factions and the larger society, plundering their material wealth and absorbing conquered members either as partial citizens, full members, or slaves.

As word of mouth spreads about these new societies, they gain a reputation, good or bad, and like-minded individuals gravitate to them. A partial roster of the kinds of societies that might form is discussed below. These are largely suggestions to be used as is, modified, or combined to meet the needs of the individual campaign.

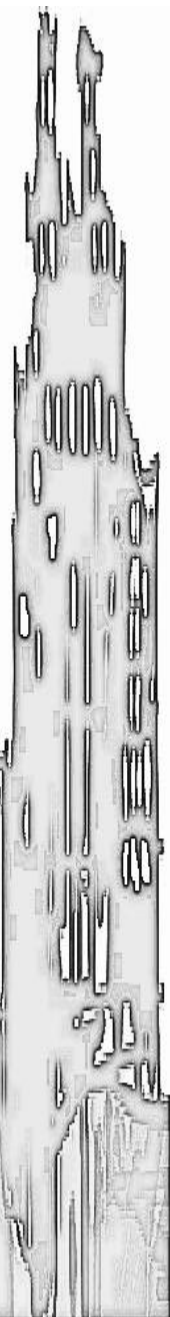
Society Size: Each of the societies described here can vary in population, and some of them, by their nature, typically have fewer members than other societies.

For the purpose of the material that follows:

- a society of minute size has fewer than 100 members;
- one of tiny size has from 100 to 500 members;
- one of small size, 501 to 2,000 members;
- moderate size, 2,001 to 5,000 members;
- and large, 5,001 to 15,000 members.

Depraved Society

The days of law are over! Individuals in a depraved society indulge in the freedoms and vices that suit them. Gambling, prostitution, and drug use are far from prohibited—they are encouraged. If there is



a large enough demand for a service, there is someone willing to provide it, for a price.

This culture of absolute freedom sets up a new power structure in which those who are the most successful at providing for the vices of others become wealthy and powerful. The wealthy and powerful become the bosses of the society, each one controlling a particular vice. Perhaps the bosses are an organized, cooperative group, or perhaps they compete for business. Though there may be an elected individual or group of individuals officially in charge of the settlement, everyone knows who holds the real power.



The size of a depraved society normally ranges from small to moderate.

Devout Society

Following the apocalypse, religious zealots believe humanity brought the catastrophe upon itself by failing to live by the wisdom of their religion's doctrines. These groups create societies with governing bodies based on their religious beliefs.

These societies rarely elect leaders. Instead, the most venerated religious figure either becomes or appoints the leader, who in turn appoints her council. Her level of authority is similar to that of a warlord or a monarch, but she is expected to use this power to further church doctrine. There may be provisions for her removal if her decisions begin to run contrary to the society's beliefs.

The size of a devout society normally ranges from tiny to small.

The Ethnic Society

Before the apocalypse, many societies contained numerous ethnic minorities. In some cases, these minorities were accepted into the larger society without reservation. In other cases, these minority groups were discriminated against or hated outright. Their separation from the larger society often goes beyond their outward differences, and is instead based on culture, which represents key differences in the way they think or interact with both their own people and those who are outside their group.

Many ethnic groups, which had already clustered together within the large cities, form their own groups following the apocalypse. Their laws and customs may reflect those of their homeland or their culture, or they may simply be based on a concept of a society in which their group is dominant.

Their laws may disallow people from other ethnic groups from joining them, or there may even be a state of open warfare against members of other specific ethnic groups.

The size of an ethnic society normally ranges from minute to small.

Lawful Society

A lawful society is governed by a strict set of rules. These rules may reflect the laws that were in place before the apocalypse, or they

may reflect an entirely new post-apocalyptic ideology. Individuals within these societies are expected to abide by the established laws, and penalties are rigidly defined and enforced.

People gravitate to these societies, despite the restrictions placed on individual freedom, because they are perceived as safer than other societal models. This perception is not always true.

There are pitfalls many people don't consider before joining a lawful society. Just because a society is ruled by law does not mean the laws are just. Laws may be arbitrary in nature, overly complex, difficult to comprehend, discriminatory, and brutally enforced.

In addition, though it's generally assumed that a lawful society is governed by the will of the people, this is often the farthest thing from the truth. Lawful societies are as susceptible to corruption as any other type of society.

The size of a lawful society normally ranges from small to large.

Militant Society

Plagued by the lords of the post-apocalyptic wastes, a militant society forms to protect and provide order for its citizens, and to exert control over the surrounding region. The ranks of this society are hierarchical. An individual is promoted according to merit, and he is valuable for as long as he

can wield a weapon and meet his enemies in battle.

A militant society is not necessarily aggressive. Although discipline and military expertise are valued traits in its members, the group may resort to violence only when provoked. The members' tough nature, reputation, and willingness to fight deter invaders.

On the other hand, a militant society might dominate the region, crushing those who oppose their rule.

The disposition of a militant society varies depending on the leadership. It's a fairly common type of society in a post-apocalyptic world.



The size of a militant society normally ranges from minute to small.

Savage Society

Small, violent, and lawless, savage societies plague the post-apocalyptic world. These societies take what they want from the defenseless, and steer clear of superior forces. They are the brutes who attack peaceful settlements to steal their resources—they enjoy plundering and pillaging.

When confronted by superior force, a savage society goes into hiding. In fact, many of these societies are loosely allied pockets of roving nomads that prey upon a particular area until it is picked clean, a larger gang moves in, or a group more powerful than they comes to the defense of the people of the area.

A savage society is led by whoever can wrest power and control from the other members. Such a leader uses henchmen to guarantee submission and compliance from the society's members, and to prevent (or postpone) mutiny. A good leader in a savage society is as wary of his henchmen as he is of his followers, since any one of the henchmen is likely to betray him to assume leadership.

Among the most feared of communities are the raiders: large gangs of bandits and pirates who pillage, scavenge and otherwise steal what they want or need to survive, very rarely trading.

These nomadic groups terrorize travelers and homesteads, fight among themselves, and when gathered in sufficient numbers, even assault Tradetowns. Invariably ruled by the strongest, most cunning individuals, raider gangs have overrun and ravaged no small number of other communities.

The size of a savage society ranges from minute to tiny, but the total number of these societies in a post-apocalyptic world is extremely large.

Tribal Society

A tribal society is often the remnants of an original post-apocalyptic society that remains intact for several generations. The members are together not only because they share similar beliefs, but because they share a common ancestry.

Each tribal society has its own laws and customs, and may or may not be friendly toward other tribes and societies. The society tends to live close to nature, surviving by hunting and gathering, relying very little, if at all, on technology.

Traditions are passed down orally from one generation to the next, and after several generations the members often have no recollection of a time before the apocalypse.

The leadership of a tribal society varies greatly from tribe to tribe. Some tribes are led by a single individual; others follow the edicts of a council of elders, while still others are truly democratic and do not take any course of action without majority approval. They may be entirely peaceful, or they may be warlike and as ruthless as the worst savage society.

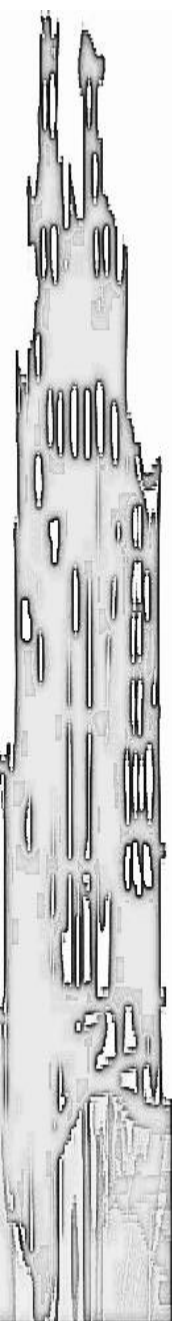
Eschewing most of the technologies of the past, some people banded together to form tribal groups, living a more primitive existence than those in the majority of permanent settlements. Ranging in size from a handful of families to several hundred members, tribes hunt and trade as need dictates, sometimes even raiding when times are lean. With their distinctive rituals and beliefs, and widely varying modes of dress, decoration, weapons, and tools, each tribe is unique.

Shifting rivalries and alliances between nearby tribes are not uncommon. A small number of tribes are sedentary, but most are nomadic or partially so, moving with the seasons and game that supports them.

The size of a tribal society normally ranges from minute to small.

Totalitarian Society

A totalitarian society is similar to a lawful society, except it accepts the rule of one individual who holds ultimate power and occasionally wields it against his own people to keep them in line. The leader is typically self-appointed, gaining his position by force or through support from devoted



followers with military might. He is charismatic, demanding absolute loyalty from his henchmen. Rather than fearing them, as is often the case in a savage society, he rewards them above all others in the society.

The size of a totalitarian society normally ranges from small to large.

Different Societies in One Setting

Within your game setting, each settlement can be a different type of society. Like-minded settlements might be located in close proximity and have established protection and barter agreements.

Communities:

With Societies down, consider the types of communities they would create:

Tradetowns

Tradetowns are almost always the largest of communities, independent fortified towns of several hundred to several thousand individuals. Members of other communities, including rival Tradetowns, come to them to trade, making them something of a melting pot, and generally more cosmopolitan and tolerant of outsiders than other communities.

They are often located on highways and/or waterways which make travel to and from them easier. Many are located close to resources that they themselves can exploit, subsist on, and/or trade, such as arable land or salvageable ruins.

Homesteads

Smaller, fortified communities, homestead (or farmstead and sometimes called steads) typically comprise anything from a single

extended family up to a couple hundred individuals. These smaller settlements tend to be focused on one or two primary means of support, such as crop farming or raising livestock, mining coal or cutting lumber, any excess being traded with nearby homesteads or, more frequently, traded at the nearest Tradetown.

A few homesteads are actually Tradetown-created farms or outposts in very hostile areas, sending out scouts when necessary to assess the dangers nearby.

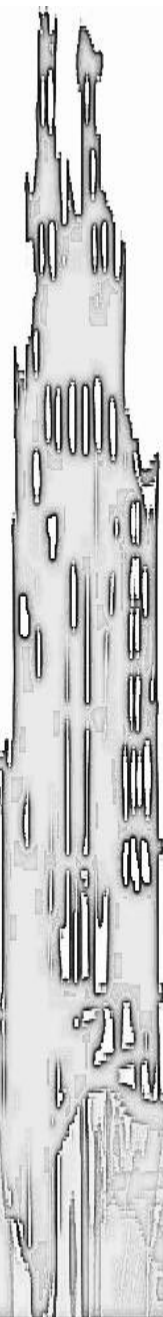
Homesteads are known to be far more insular, suspicious, and oft-times peculiar in their ways than those from a Tradetown – understandable given that their comparative isolation makes them more vulnerable to raiders. Whatever their faults may be, as a rule they are independent, tough, and pioneering.

Remnant Enclaves

There are those rare settlements that formed around still-functioning scientific research stations, factories, or other locations where technology was abundant and still operable. These enclaves of “remnants,” so named because they represent a past age, tend to cling fiercely to, and maintain as best they can, the technologies they live with often guarding them jealously against what they perceive as barbaric outsiders. Others have gone out into the world to bring the benefits of technology back, sometimes to be welcomed, other times shunned or feared, even hunted for being proponents of the ways that wrought so much destruction.

Warrens

In many places, communities of people took to the shelter provided by the Earth itself,



living in caverns, underground bunkers/vaults, or other subterranean abodes isolated from the harshness and ruination of the surface world. Sequestered underground, many lived largely oblivious or uncaring of the changes in the world above.

Xenophobic more often than not, only a few Warren communities boast individuals willing to brave the light of the sun to trade on the surface world.

Your Players in the Ruins

An additional element to consider when planning your campaign is the heroes' relationship to the world and the apocalypse. The most obvious course is to have the heroes be native to the game world; they are simply part of the post-apocalyptic population, albeit somewhat more heroic than most NPCs.

Another compelling direction—and one that can lift the heroes above the grittiness of the setting, if that appeals to you and your players—is to make the heroes newcomers to the setting.

Perhaps they were aboard an orbital space station when the cataclysm occurred; they observed the world's end, only returning to Earth after the fact, when the supplies in their station ran out.

Or maybe they were cryogenically frozen (perhaps by some other agency or rich billionaire that foresaw the disaster) and placed in well-stocked bunkers prior to the cataclysm. They awaken after the dust settles (perhaps decades or centuries later), armed with pre-apocalyptic equipment and knowledge.

Or perhaps they are later generations of those who were secured in vast

underground bunkers, or vaults, armed with pre-apocalyptic equipment and knowledge, but no clue as to what is outside that door.

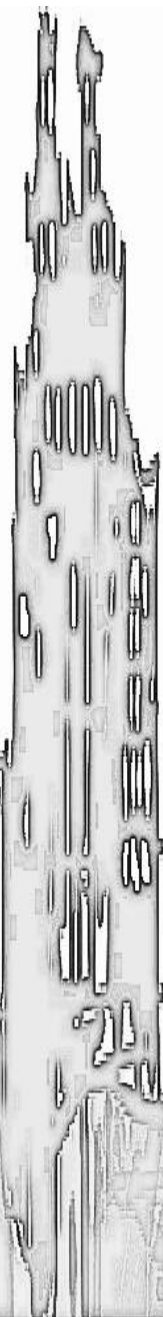
This type of campaign offers two benefits: access (within limits, of course) to prewar technology, knowledge, and other advantages, as well as a compelling mission—a responsibility to fight the decline of civilization and put humankind back on its feet again. It's a great way to capture all the low-tech grittiness of the post-apocalypse in a game that lets the heroes really look and feel like heroes.

A compromise option can be chosen if like: The heroes can be survivors like the rest of the population, but they have special knowledge or equipment that gives them a lift above the struggling rabble. Perhaps the heroes were part of a military unit that helped people to safety right up until the disintegration of civilization. Their chain of command and supply is long gone, but they still have the skills, equipment, and camaraderie of an infantry squad. They have access to a network of supply bunkers and other agents and agencies intent on preserving and rebuilding civilization.

WHERE

When looking at where to place the adventure consider all the other elements that have been decided upon. It would not make sense to place the players in a major coastal city if the world has been flooded unless given ample equipment to ensure at least their initial survival. With that said, consider the following suggestions as that, suggestions.

- 1) Pick a place everyone knows – this would be your current home town or state. With this decision you can think of cool places to center

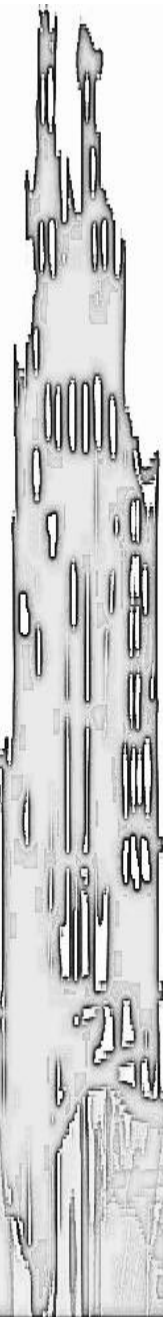
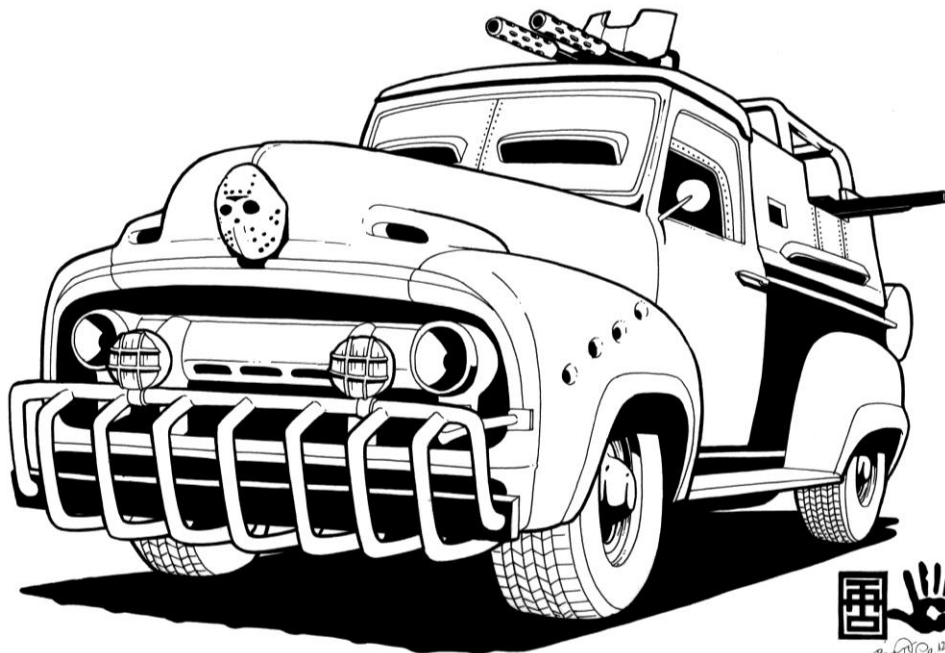


adventures around; that Mall you all shop at, that landmark business that survived the disaster. It's easy to obtain maps (local gas station typically has them). The only challenge is some of your players may know the neighborhoods better than you, in this case leverage them for ideas of places to include in the world.

- 2) Pick a place you know, but the players, not so much. – This could be where you grew up or vacationed recently. With this you know the area well enough to provide some structure to your design, but can be customized without tipping the players off too much. So that hill over there, gone, that mall is now

series of warehouses. The only challenge is it's a bit harder to get a map, unless you go there frequently enough or order one online.

- 3) Pick a place no-one has been too. Here you can completely customize the map and environment to your whim. Using even high level atlas maps as a guide you can move mountains and rivers. The downside is most Post Apocalypse setting base themselves around some real world location, by doing so it gives grounding to the disaster of what was lost, so don't go too wild when redrawing the map.



LIFE AFTER THE END.

Clothing & Fashion: When it comes to clothing, practicality is the greatest concern. Color choice and appearance are issues few people can afford to consider unless those choices somehow impact the practicality of the clothing being worn. Scavenged items are still common, and are handed down as much as possible, frequently patched until they all but fall apart. Newly unearthed garments of any real sturdiness are valuable finds indeed, especially good footwear such as boots.

Reclaimed fabrics of any and all kinds are cut and sewn into rough new garments; flags, curtains, bed linens are all used in this way. Alongside the found-material items, other new-made clothing is typically crafted from leather or hide; moccasins, loincloths, vests, bandanas, chaps, and strips of cloth wound around the legs or arms are all common.

Combined with an eclectic wardrobe, hairstyles are also individual. Hair is frequently long or rudely hacked short, often matted and dreadlocked, sometimes partially shorn and maybe even stiffened with wax, fat, or grease into spikes or mohawks. Decorative branding, tattooing, piercing, and scarification are also not uncommon, and the style of these personal adornments tends to reflect the communities from which they hail.

Defenses: The primary defenses of surface settlements are their reinforced gates and walls, sturdily erected from stone or brick, and strengthened with wood, sheets of metal, and any other strong materials available. Such walls also often feature watchtowers from where the settlement's Sentries keep a wary eye on the land

around, and these may be equipped with such weapons as ballistae, machine guns, or even trebuchets.

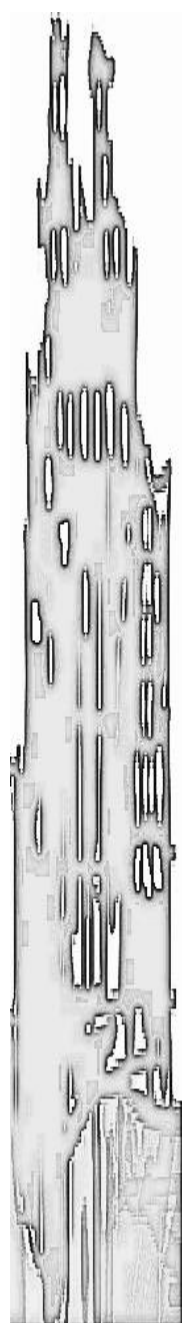
Many Tradetowns and homesteads also make use of their surroundings, building against sheer rock faces or atop hills, and not a few are also surrounded by ditches, moats, and fields of wire, wooden stakes, and twisted scrap.

Most Tradetowns, Remnant Enclaves, and some Homesteads have dedicated militia, called Sentries. They are hardy folks that work as watchmen and guards, either in the employ of the settlement's governance, or more rarely, in service to the populace as a whole. That sometimes the Sentries are little better than thugs and strong-arms for some of the more vicious rulers is a sad truth.

In smaller settlements, such as the majority of homesteads, defense falls not only to Sentries, but to every able-bodied adult. Targets as they are of frequent raider assaults, homesteads have little choice but to bring every arm they can to the fight.

Warrens are notoriously deadly places to venture. Not only do the inhabitants camouflage the entrances to their warrens and fit them with sturdy doors, they make extensive use of traps, such as hidden pits and deadfalls, to cripple or kill intruders. Of course, the strongest defense they have is the suffocating darkness of their labyrinthine tunnels, nearly impossible for any outsiders to navigate without some light source.

Education: Only the more enlightened homesteads and Tradetowns have anything approaching common education, and even there, it's rudimentary at best. While lore keepers may teach basic arithmetic, reading, and writing, along with a highly



sketchy knowledge of the past, children are seldom taught for more than one day a week, and never for more than a year. Instead, they help their parents with chores, learn basic skills from their extended families, and may be apprenticed to adults within the community around the age of ten, thus being one less mouth to feed or worry about. Suffice it to say, very few people can recognize more than a few basic written words any more, and even among those with basic education, reading and writing is not necessarily an easy or natural thing.

The opposite is true in Remnant Enclaves, where they hold true to the adage that knowledge is power. Training in the basics along with knowledge of how things were and could be is taught as part of a child's upbringing. They are encouraged to continue their education by pouring through the collected materials and scavenged books, as well as apprenticing to those who maintain their enclave.

Warrens vary from either end of the spectrum, depending on the bunker or cave they live in.

Entertainment: When not helping with chores, children still play, still bat at each other with sticks, run and jump, climb, and play hide-and-seek. They still imagine with crude wooden toys. Adults though, have returned to song, story, music, and dance, to companionship, and still count alcohol a blessing whenever it's available. With life so cheap, blood sports have returned, and Tradetowns often feature pit fights, gladiatorial events between warriors, between warriors and beasts or condemned criminals. Held in purpose made arenas or large cages, in halls or town squares, these fights can be to first blood or death, and involve bare-knuckle brawling, knife fights,

and fully armed and armored melees, all accompanied by a flurry of bets among spectators with anything worth gambling.

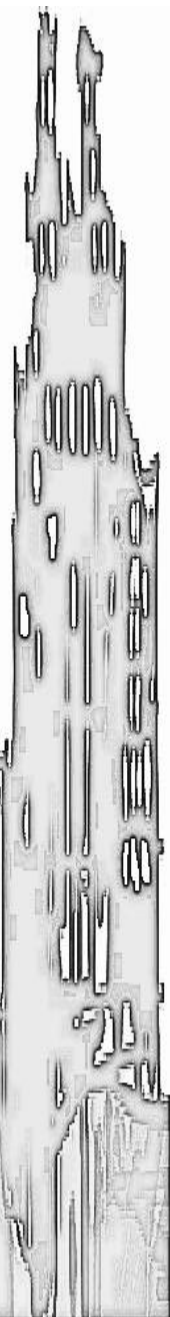
Faith & Religion: Theism and atheism continue to be every bit as potentially divisive as they ever were. With so much death and destruction, so much suffering and senseless, random waste of human life, many people still seek solace and meaning in faith and religion, or actively reject it as a myth to comfort and control the gullible.

Depending on the cause of the apocalypse, for mundane (and not the gates of whatever opening up) settings, most individuals considered the more immediate concerns of survival of far greater importance, some communities did experience deep rifts and even conflicts based on their ideologies. The end result was that a few communities grew up based purely around single faiths or philosophies, often with little tolerance for those of different persuasions.

With so much lost, religions have splintered repeatedly to the extent that even many mixed outlook communities can claim to possess their own unique denominations, all potentially very different in ritual and interpretation, not to mention additional Apocrypha. Some of these new rituals are best left not described.

In the confusion of the new world, no small number of self-proclaimed messiahs have also stepped forward (as well as innumerable oracles, cult leaders, and outright frauds who are simply taking advantage of others), creating their own faiths and cult-based communities. Among the most strident of these are the apocalypse cults.

Apocalypse cults share only a few things in common. Firstly, they're obsessed with the



Apocalypse and whatever ultimate reason and meaning they believe to have been behind it, making it the center of their worship and ritual. Some consider the Apocalypse a blessing, a chance to start Eden anew (in their own unique way, of course). Others regard it a divine punishment, and seek to make amends. A few boast very bizarre interpretations indeed, including attributing it to alien gods, the wrath of Nature, or stranger things still. Secondly, they actively seek converts, whether by gentle preaching, aiding others, and living by example, or by aggressive, even violent conversion, and by targeting and preying on the needy. Thirdly, they all have very specific viewpoints on mutation, some seeing it as a blessing, many more as a curse, an outward manifestation of inner corruption.

Food: That the diet of the post-apocalyptic man is simpler than in the era before the disaster. Food is all about subsistence, and few can afford to be too choosy about what they eat. Fresh grains and vegetables are available from arable farms, but may be stunted or mutated depending on the local environment and weather, with the best fruits and vegetables being bartered at costs beyond those of most folks. Livestock (assuming that they survived the disaster; cattle, goats, pigs, or chickens) is raised where possible; edible fish and seaweed are also possibilities for coastal communities. Without the intensive farming methods of the past, meat and produce are far less common and thus far more expensive in barter terms.

Alongside the (possibly mutated) livestock of yore, more readily available meats are also consumed: rats, dogs, cats, and any birds unlucky enough to be caught are all apt to fall into the stew pot – in some cases

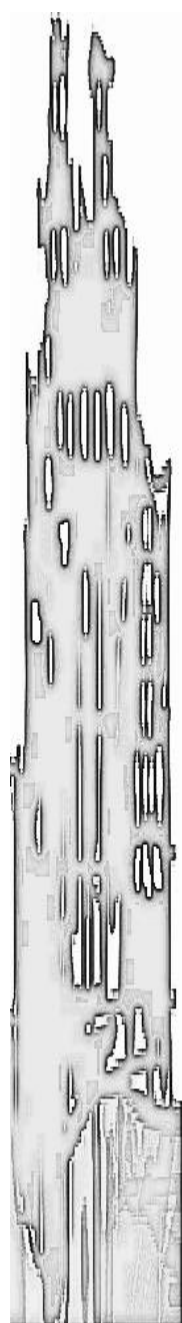
these might also be farm-reared. New, evolved animals also offer food (along with some of the “new” animals like Muos, Mole Rats, and Giant Geckoes). Offal of all kinds has also made a big comeback, and when horses can no longer serve as mounts or beasts of burden, they too are ready sources of protein ... as are humans in some communities.

More primitive cooking methods have returned, focused upon taking what little is available and making it go as far as possible. Broths and thin stews of rat or dog meat and coarse grain, maybe with a few turnip heads or chunks of root vegetable are the commonest fare, and treats such as roast rat/snake/gecko-on-a-stick are sold on market days.

Beverages are similarly limited; water is the most common drink, crudely filtered and repeatedly boiled to make it fit for consumption, even if it's still slightly radioactive. Harsh moonshine is the only widespread alcoholic drink, brewed from whatever appropriate scraps or substances are available (best not to ask what's added to give it that kick). Fruit juice and milk are luxuries, and anything more refined really is the domain of the elite, assuming it can be found at all.

Of course, the real luxuries, the foodstuffs of which most commoners can only dream of tasting, are the rare foodstuffs that have survived from the pre-apocalypse: cigarettes, bottles of spirits and wines, and the canned foods that are still edible – people often fight and kill for such.

Warrens, of course, face a vastly different environment than surface dwellers, with obvious differences in consumables. They raise and eat pallid fish in underground



pools, grow and harvest fungus, drink filtered water, and gather root crops where possible. These foods are supplemented by any cave-dwelling amphibians that can be caught such as frogs and salamanders, as well as bats and roasted cave crickets. When they do trade with the surface world, foodstuffs are some of the things they most eagerly barter for.

Health: Although the importance of hygiene in preventing infection has not faded from post-apocalyptic culture, most medicines, including vaccines, have disappeared. As a result, diseases kept long at bay such as polio have resurfaced to plague the populace, not to mention mutated strains and entirely new diseases; these, combined with the lack of any reliable medical support, have caused a considerable drop in life expectancy and increase in infant mortality. Illnesses and infections that before were once minor, can now cause serious difficulties.

In attempts to treat injuries and illnesses in the absence of modern medicine, various herbal remedies and folk medicines have appeared. Sadly, for every remedy that has some beneficial impact, there are several others of no real medical value, or worse, which actively make matters worse. That some charlatans seek to make a living from the gullible by indulging in quackery only worsens the situation.

Still, this does not prevent those with the means to continue to provide the chemical addictions of old, and if the profit is high enough, some “miracle” cure drugs (like Stimshots) are still made in some communities this day.

Law & Justice: Tough times breed rough justice. Dependent entirely on the local

customs and means of governance, law and justice in a settlement may be summary, meted out at the moment by Sentries empowered to do so.

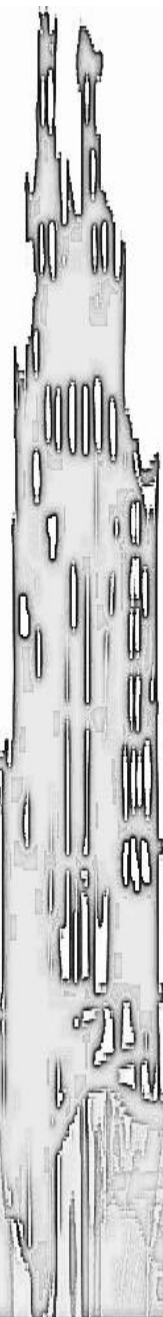
In other cases a trial may be involved, though this in no way guarantees fairness, impartiality, or due process. Trials can easily be symbolic only, the actual result a foregone conclusion – even when they are not, the burden of proof often lies with the defendant. Sentries are inevitably responsible for keeping the peace, for detaining criminals, and for otherwise enforcing the will and law of a settlement's leadership, though their reach does not extend beyond its walls.

When a criminal escapes a settlement after committing a particularly heinous crime, bounty hunters are hired to bring them back, often dead, but sometimes alive if it's desired that a particular example needs to be made of them (usually a gruesome public execution).

Punishments are varied indeed, and can oftentimes be cruel and unusual at the whim of the sentencing individual. Banishment, enslavement, periods of indentured servitude, and placement in a town's pit fighting arena are some of the less vicious and inventive punishments.

Very often, mob justice is the rule of the day and public beatings, whippings, pillories, and executions are common. Few really care that miscarriages of justice are all too frequent at the hands of hysterical, vengeful mobs.

The important thing to note is no one wants a deadbeat, food-eating, no-working cuss around in prison. When food is scarce it exile the person or kill them, prisons should only serve as temporary holding areas until



a decision is made. Otherwise people will commit crimes only to be fed by the populace.

Patches' Pointers: *It is suggested to use the Social Conflict rules when dealing with "reasonable" folks for dealing with frontier justice. Broken into three phases, first to establish the threat that the accused presents, then round two would be the level of the threat, and lastly the measure of punishment. Just understand that in case of the Tie, it would really depend on the community if the burden of proof is really with the prosecution or the defense.*

Shelter: Shelter in the post-apocalypse is a far cry from the constructions of the pre-apocalypse. Anything that lends itself as a building material is utilized, often haphazardly. A shack might boast timber walls made from old planks, a roof made from beaten sheets of scrap metal, and a supporting concrete wall, the only part of a ruin left standing. In areas close to ruins, scavenged materials dominate, while away from ruins any local materials are used such as wood, stone, woven grass, and mud. Warrens, of course, live in their tunnels and complexes, and remnants maintain as best they can their historical dwellings.

Nomadic folk, be they tribesmen or raiders, make use of tents, yurts, and teepees crafted from scavenged canvas, plastic sheeting, or the hides of beasts. A fire pit is the commonest means of heat, and it, along with torches and lanterns, is also responsible for providing much of the shelter's light in these darker nights.

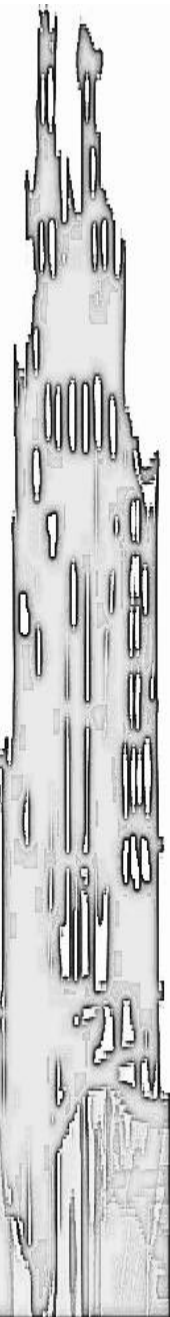
Only in Tradetowns and Remnant Enclaves, where generators still function or have been recovered, with wiring still intact or jury-rigged, do bulbs light the darkness.

Furnishings are spare, often crude pieces of lashed or nailed together wood, scavenged barrels topped with old wooden doors, and old threadbare car seats. Opulence and comfort are not great, and even the overflowing dens of the elite are ramshackle, tattered, and full of faded heirlooms.

Slavery: Unfortunately, the practice of slavery returns in most post-apocalyptic settings. The most common use for slaves are manual labor and "entertainment." They might be indentured servants, if they are lucky, but it's through the practice of slavery that the owner can get more "free time" to pursue their own agendas instead of worrying about where their next meal will come from.

The cycle of slavery often arises when there is neither a balance of power in a region (guaranteeing some measure of respect between rivals) nor some form of enforcement to prevent institutionalized bondage from being introduced. After the apocalypse, with countless groups having a limited ability to defend themselves against outsiders, larger and more powerful groups with the will to do so, will inevitably conquer and enslave others. Factions (like raider gangs) who know nothing but violence (or are made up almost exclusively of men), will need people to do their menial work – gathering food, for example, entertaining perhaps, or to bear their children. Those who fall under their oppression become slaves, a miserable life that promises no chance of escape.

Slavery can become a staple in most corners of the post-apocalyptic wasteland, even among the most "benevolent" factions. To pursue their own philosophies or wild concepts of a better future, many groups



would find the use of slaves a necessary evil to get things done. Having slaves means being able to free up soldiers to defend the community, or allowing more thinkers to dedicate their time to piecing back together the fragments of the ancient past. To further complicate the matter, some communities (such as raiders) consider the taking and maintaining of slaves a mercy, since it is better than being killed.

Slaves fill almost every mundane role imaginable in most wasteland communities. Slaves not only do the dirty work no one else wants, but they also fill out where there are shortages of non-slaves. Slaves labor all day to make bricks, dig ditches, and take out the trash. They tend livestock, fields, and orchards for the benefit of their master's tables. If trusted enough they can even be found as soldiers trained from birth to fight to the death for those who own them.

Slavery can be an indiscriminate policy, affecting those who cannot fight back (as in the case of raiders and slavers), or it can be specific to a certain group. For example, a Remnant enclave that abhors the idea of slavery as a matter of principle might not recognize Zeds as "humans" – and thus might not extend their abhorrence to using Zeds as slaves. Likewise, a group that lives in Utah might have long-standing legends about the "simple savages of Nevada", and thus any native of Nevada is fair game for enslavement.

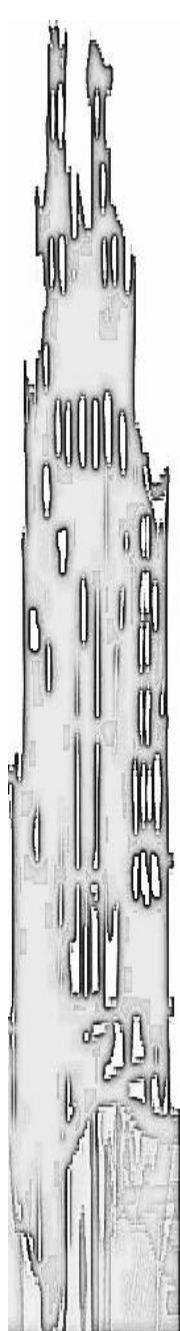
Lastly, Slavery can be a form of punishment in a society where the original criminal will have to serve out their sentence, not only in their short life time, but it's possible that any descendants may also have to serve as well.

Patches' Pointers: *Slavery is a great element to work into any post-apocalyptic campaign, because the struggles against it, and the establishments that support it, can be amongst the most entertaining and challenging of adventures. Whether PCs are escaping from slavery (and slavers) themselves, or showing compassion and helping others break free from their slavery, the fight against slavery is one of the classic elements for RPGs.*

Technology: The level of technology in settlements varies massively, from the near-Stone Age level of some primitive tribes to the modern levels of technology painstakingly cared for in remnant enclaves.

Typically it's a juxtaposition of technologies that keeps most settlements working. Beasts of burden and carts can be found on the same street as a generator-powered workshop. Coal-fueled boilers spew forth steam and smoke as they melt down plastics reclaimed from a nearby beach, located in the same sprawling building as the functioning saw bench works, its electrical components jury-rigged to a pair of old batteries. It's a time where machine guns are mounted in sentry towers, while crossbows are issued to Sentries. Without a concerted effort to rebuild the machinery and supply chain of old, technology will typically become more primitive. However well cared for, machinery can only be repaired to a point, and as wear and tear takes its toll, and scavenging replacement parts becomes ever more difficult, what modern technology remains gradually slips out of use.

But this doesn't preclude that your apocalypse means for it to be this way, there could be organizations that are busily rebuilding the world of old, one gun and



bullet at a time, and if there was plenty of “warning” for the apocalypse, much could have been stockpiled prior to the devastation. The kind of available technology also depends on how soon it was after the apocalypse and how high the technology was at the time of the apocalypse. If the apocalypse was just a decade ago, then there is still plenty to leverage, where as if the apocalypse was centuries ago then tech is far and few between. If the Apocalypse was in some future with lasers and plasma weapons, then depending on the time since the disaster the rise of gunpowder could be the standard in your world with energy weapons being rare and exotic

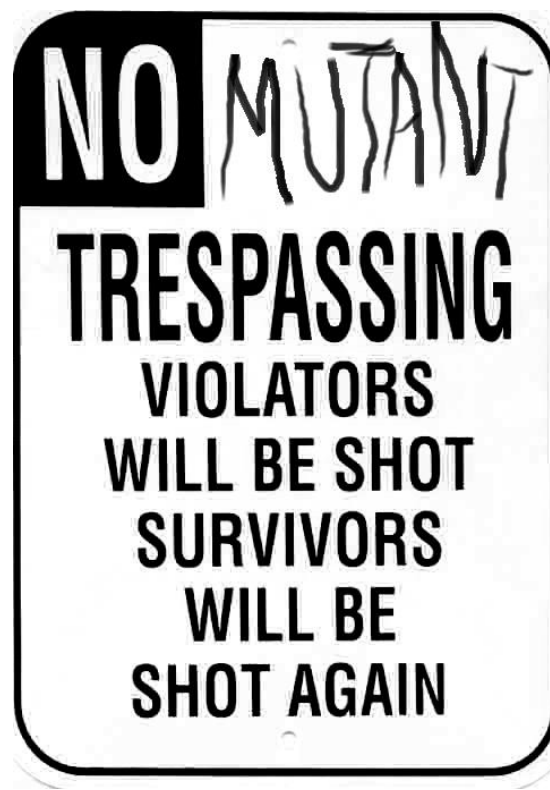
The Place of Brutes and Zeds: This really depends on the kind of campaign is being run and which supplements are in use, but it can range from acceptance to exile, slavery, or even death, and that too can vary from community to community. A raider base may welcome Brutes, but not Zeds, but a Remnant Enclave may embrace Zeds as repositories of old world knowledge and treat them as “treasures.”

Some communities will be wholly of these “outcasts”, and will have a reverse prejudice for those who cast them out. A good way to represent this situation is in these communities of Brutes and Zeds, those who are not will suffer the Outsider Hindrance (-2 to Charisma while in the community).

In these “outcast” communities, environmental hazards that would bother a normal human (such as radioactive fields and toxic air) may be everywhere or in pockets here in there in the community, which adds both to the defense of their communities as well as making it clear “normals” are not welcomed.

So if your Apocalypse includes these kinds of beings wandering around and you allow your players to be one, make sure you note how each community will react – be it from horror, fear, welcoming arms, or jaded disinterest.

Trade: With the collapse of governments, pre-apocalypse money is only as valuable as the material it is printed on. With no markets to regulate prices, the value of anything can fluctuate based on the need and demand of the time and person selling as well as what it is the buyer has to offer. So unless some organization rises and builds a fairly hard to copy currency (like Water Merchants backing Bottlecaps in Fallout), barter will rule the day. To keep things Fast! Furious! And Fun! Skip the haggling as role-playing, instead, use the Trading Rules above.



Destruction Construction

A devastated world, dotted with the ruins of civilization, is a hallmark of most apocalyptic settings (though not all—a viral plague, or widespread use of radiological or chemical weapons by uprising robots, might leave the survivors in a virtually undamaged world). This section helps to define the degree of damage left in the wake of the apocalypse.

Massive Destruction

Zones of massive destruction can be categorized into three general levels. In order of decreasing severity, they are called devastation zones, destruction zones, and damage zones. Not all regions fall into these categories; even in a highly destructive apocalypse, such as a nuclear war or environmental cataclysm, some areas ride through the events of the apocalypse virtually unchanged. Also, even in areas that are generally undamaged, individual structures might be damaged by specific events (such as riots, fires, or military actions) that occurred during or after the apocalypse.

Devastation Zone: Structures in this zone are totally or almost totally leveled, leaving nothing but a plain of rubble. A few especially sturdy, low-lying buildings might still stand in part, but even the most intact are damaged nearly beyond recognition. Very few people in a devastation zone at the moment of the cataclysm survive; the few survivors probably sought shelter in deep basements or the cores of incredibly sturdy buildings. (20 psi overpressure; heavily built concrete buildings are severely damaged or demolished; fatalities approach 100%.)

Destruction Zone: Structures in this zone are damaged beyond use. Lighter structures

are destroyed, and very sturdy structures remain standing but are heavily damaged. Most people in a destruction zone at the time of the cataclysm are killed instantly, though some survive. (4.6 psi overpressure; most buildings collapse; injuries universal, fatalities widespread.)

Damage Zone: Damage is rampant among structures in this zone, but it varies in degree, and most buildings are still largely intact. Lighter structures are significantly damaged, often beyond repair, while heavier structures have suffered more modest damage. Many people in a damage zone during the apocalypse survive the immediate event, but many are killed. (Third-degree burns to all exposed skin; starts fires in flammable materials, contributes to firestorm if large enough.)

Sources of Massive Destruction

The distribution of massive destruction depends on the nature of the apocalypse. Environmental cataclysms, rogue planets, and extinction-level events generally affect the entire globe. The use of devastating weapons in a nuclear Armageddon scenario (or rise of the machines, supernatural invasion, alien invasion, or even a biological disaster campaign) creates more localized—but sometimes more severe—destruction.

Globe-Spanning Catastrophe In an apocalypse centered on massive environmental shifts—whether the result of an environmental cataclysm or an extinction-level meteor strike—the effects on human infrastructure are vast and unpredictable. Huge regions—even entire continents—might plunge beneath the sea or be overtaken by desert. Glaciers might engulf major cities, freezing them in ice,



while formerly chilly areas become tropical jungles.

There are no hard-and-fast rules for applying massive destruction to a world shaped by environmental cataclysm. Few areas are likely to be utterly destroyed or even to become devastation zones—but they may be inaccessible, beneath the oceans or locked in ice. Areas hit hard by catastrophic storms or powerful earthquakes might become destruction zones, and damage zones are probably widespread as well. Use judgment in determining which areas are devastation, destruction, or damage zones. Or determine it randomly—nature is a capricious and unpredictable force.

Still there are some Setting Hazards that can be leveraged.

Setting Hazards

Extreme Cold: Caused through a new Ice Age or ash clouds blocking the sun, extreme cold will be a threat to the unprepared. Use the Cold Situational Rules in the SWDE.

Extreme Heat: Environmental Cataclysm, a supersized sun, can create Heat Extremes. Use the Heat and Thirst Situational Rules in the SWDE.

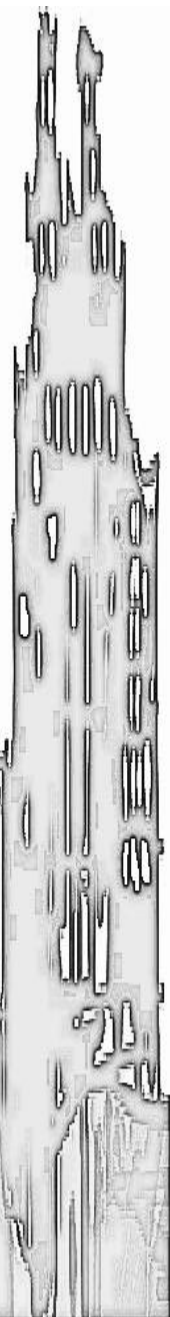
Hard to Breathe: When the air is full of ash and dust from super volcanoes or asteroid impacts, doing anything without a filter quickly leads to fatigue and even lung hemorrhages. Treat as if using the Smoke Inhalation rules in the SWDE but change the frequency of checks from every Round to every Hour.

Perpetual Twilight: With ash and dust filling and falling from the sky, it is hard to see. Depending on the GM this could make things anywhere from Dim to Dark Illumination, see Illumination rules of the SWDE for details.

Superstorms: These are the epic Hurricanes off the current F table, or Tornadoes miles across and never ending. What they have in common is super high winds and a tendency to not ease up. Players caught in one are doomed without a really sturdy shelter or deep underground. For each Round a Vigor check needs to be made to resist the Bumps and Bruises taken (see Situational Rules of SWDE) but unlike Bumps and Bruises rules, a player can be incapacitated by a Superstorm.

Surprise Earthquakes: The Earth has been wounded terribly, and is still getting itself back in order, as such these surprise tremblers can happen anywhere at any time. Players need to make an Agility roll or Suffer Bumps and Bruises (see Situational Rules of SWDE). Those inside a structure suffer a -2 Penalty to avoid Bumps and Bruise as there is a greater chance of something falling on you. Also, if the GM feels like it, have the players make a Survival Roll, then apply the Scavenging rules on for wall, ceiling or floor collapsing.

“The Plague”: First, the GM needs to decide if the PCs are immune or not to the disease that wiped out civilization, but don’t tell them. Use the Disease Situational Rules in the SWDE to build your plague. But really think about the symptoms, have those really well defined. One option is to have it Lethal for 99.9% of the population, but for the PCs, it is a Short-Term, Debilitating disease.



Nuclear Attack: Nuclear devastation isn't limited to a nuclear Armageddon. Nuclear weapons can be employed in defense against rebelling machines, or even as a last-ditch effort to sterilize infected cities in the final days of a biological disaster.

Nuclear blasts (or similar events) create massive zones of destruction. The following table gives guidelines for the devastation around nuclear strikes and similar attacks. The headings on the table are explained below.

Weapon: This is the size of the explosion, given in kilotons (kt), equivalent to a thousand tons of TNT, or megatons (mt), equivalent to a million tons of TNT. Some nuclear weapons are single explosives, while others consist of a cluster of explosives (MIRVs, or Multiple Independent Re-entry Vehicles) that spread the damage over a larger area. A 1-megaton MIRV weapon, for example, might consist of ten 100-kiloton warheads that detonate in a pattern around the target.

Larger weapons than those given on the Table have been created—up to 25 and even 50 megatons—but only in very limited numbers. None have been in service in recent decades.

Typical Delivery System: Nuclear weapons (at least those that originate from human military forces) are generally deployed as bombs from aircraft, by long-range missiles, or by cruise missiles.

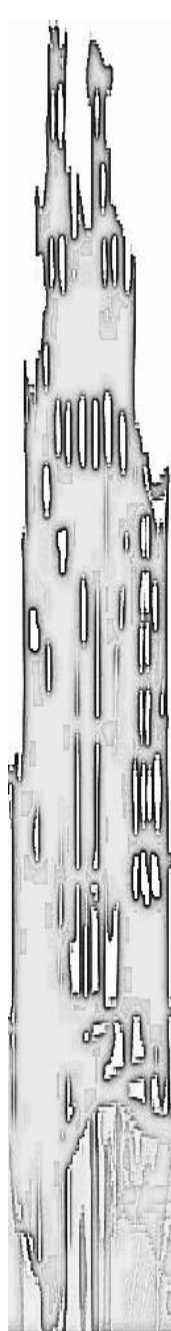
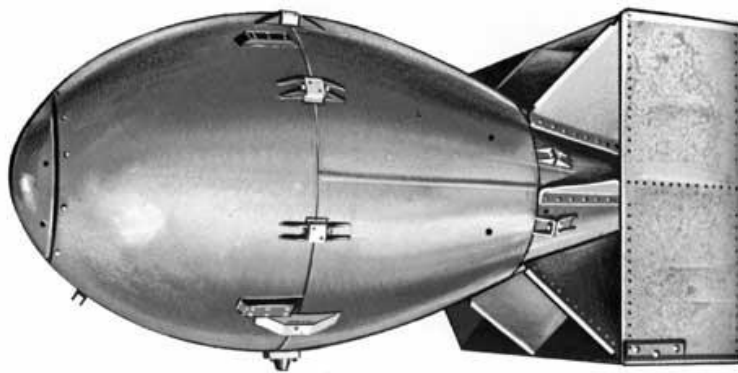
Typical Target: In a “conventional” nuclear war, weapons are targeted at military bases, cities, key strategic structures (such as nuclear power plants, hydroelectric dams, major transportation features, and supply points), and military forces in the field.

Crater Radius: Nuclear weapons create massive fireballs that vaporize everything within them. Everything inside the crater left behind by a nuclear blast is destroyed.

Devastation Radius: The area beyond the crater, out to the devastation radius, is a devastation zone (see Massive Destruction, above).

Destruction Radius: The area beyond the devastation radius, out to the destruction radius, is a destruction zone (see Massive Destruction, above).

Damage Radius: The area beyond the destruction radius, out to the damage radius, is a damage zone (see Massive Destruction, above).



Weapon	Typical Delivery System	Typical Target	Crater Radius	Devastation Radius	Destruction Radius	Damage Radius
5-10 kT	Bomb	Tactical (deployed military force)	250 ft	1/4 mi	1/2 mi	1 mi
75-125kt	Bomb, missile, cruise missile	Tactical (deployed military force)	500 ft	.75 mi	2 mi	2.5 mi
200-250 kT single	Cruise Missile	Small Point Target (nuclear power plant, hydroelectric dam, ammunition plant, research lab)	750 ft	1 mi	2.5 mi	4 mi
450-550 kT single	Bomb, missile	Large or Hardened Point Target (missile site)	1000 ft	1.25 mi	3.5 mi	5.5 mi
750 kT-1 MT single	Bomb, missile	Military Base, Small city (Davis, CA)	1500 ft	1.5 mi	4.5mi	7.5 mi
3.5-5 MT single	Bomb, missile	Military Base, Medium city (Kansas City)	3000ft	3mi	7.5mi	14 mi
10 MT single	Missile	Extremely Hard Target (Cheyenne Mountain) very large city (Chicago)	3500 ft	3.5 mi	9.5 mi	18 mi
20-25 MT single	Missile	Dispersed Military assets (missile fields), huge metro area (Los Angeles)	1mi	4.75mi	12.5mi	26mi

These numbers are good rough guesses, but a great web resource for seeing what would be left in your neighborhood would be to check out:

<http://nuclearsecrecy.com/nukemap/>

MIRV: When dealing with a MIRV, as targeting is designed to focus devastation on the target with overlapping blast radius, just take the single warhead and double the areas of destruction.

If you want to see what would have been primary targets for nuclear destruction during the late 1980's see Appendix A

Random Adventure Generator

So you need an idea for an adventure, or you want to litter your wasteland with seeds of adventure like the Johnny Appleseed of Death, then hopefully this set of tables will help you out in creating many nights of adventure.

An adventure is made of six parts:

1. **Objective:** There needs to be a reason why the PCs will get involved.
2. **Location:** This could be a single place (like some ruins) or multiple places, such as when the player go from point A to point B
3. **Adversaries to fight:** These could be the minions of a Wild Card, or random creatures and threats to the PCs as they travel.
4. **Villain:** This is your dedicated foe who is out to challenge the players
5. **The Villains Role:** What is the motivation and goal for the villain that will be obtained should the PCs not intervene? This is usually flavored by the person they are.
6. **Reward:** What's in it for the Players can determine just how far they are willing to go to obtain it.

By rolling on the following tables, each with a small amount of detail, this should be able to get you started in fleshing out a full adventure.

The Generator will give you the bits you need, but it is up to you to arrange them into some sort of sense.

You might generate three completely unrelated creatures, for instance. Depending on the Objective and available Locations, you could have them all as separate encounters at different locations, use one of them as mook henchmen for the main Villain and the others as random encounters, or you might have all of them at odds with each other, allowing the PCs to play them off against each other.

You might combine results into a single element of the adventure. If you roll three locations, for instance, and you only want the PCs to go one place and not travel around too much, you could place them all within the same town or combine them in some other manner, like a secret research facility hidden in the basement of a mall that ended up underwater.

Finally, if any result seems nonsensical or you think another result would work better, then go with your gut. Let the dice guide you, but remember that they are here to be your inspiration, not your master.



Table 1: Objectives

1 – Attack	The PCs are on a mission to do violence. Roll a d6:	
	1-2	Assassinate the Villain
	3-4	Raid a Foe
	5-6	Destroy a Villains or Foe's forces.
2 – Negotiate	PCs are sent to parley or negotiate with another sentient species or group of species over (roll d6). When rolling for foes, roll one extra time to determine what manner of creatures the PCs are going to be negotiating with.	
	1-2	Trade Resources
	3-4	Alliances
	5-6	Cessations of Hostilities
3 – Protect	The PCs must prevent harm to come to something or someone.	
	1-2	Person
	3-4	Place
	5-6	Thing/Object
4 – Recover	The PCs are sent to recover something or someone by violence, diplomacy, or trade. Roll a D6 to determine what it is	
	1-2	Person
	3-4	Place
	5-6	Thing/Object
5- Search	The PCs are searching for information. Roll a d6:	
	1-3	RECON: The PCs have been sent to scout ahead of a larger force/group of people.
	4-6	EXPLORE: The PCs have been sent to map an unknown area.
6- Survive	The PCs have managed to wind up stranded in a dangerous place or situation and must find their way to safety before they die. Roll a d6 to find out how they got here. (Start the scene In Media Res – in the middle of the action)	
	1-2	Bad Luck
	3-4	Bad Choices
	5-6	Villain Action
	3-4	Place
	5-6	Thing/Object



Table 2: Locations

1 – The Wilderness	This includes all sorts of hostile terrain where savages and tribals are the height of civilization	
	1	Wastelands
	2	Forest
	3	Jungle
	4	Mountains/Volcano
	5	Swamp
	6	Tundra
2- Homeland	The action takes places in one or more of the player's home territories. This can be particularly bad if they happen to screw up the objective(s).	
3- MilPlex	The PCs stumble upon an old military complex, which is populated by a Villain or foe. These places are typically filled with good pre-apoc tech and you should subtract one from your roll on Table 6: Rewards. Roll a d6	
	1-2	Military Complex
	3	Missile Silo: Empty
	4	Missile Silo: 2d6x10kt Missile
	5-6	Research Complex
4 – Ruins	These are pre-apocalypse ruins, or much more recent, but whatever their history, they should be treated as your typical RPG dungeon, but going up instead of down.	
	1	Government Building
	2	House/Apartment/Motel
	3	Mall
	4	Police Station
	5	Skyscraper
	6	Hospital
5 – Caverns	Big holes in the ground, Caverns, like Ruins, should be treated as your typical RPG dungeon, but less likely to find Pre-apoc Tech (add 1 to your roll on Table 6: Rewards)	
	1-2	Person
	3-4	Place
	5-6	Thing/Object
6 – Industrial	The factories of the past now become tombs for the present if you are not careful. Roll a d6 to see what was made there.	
	1-2	Food stuffs (from Animal Crackers to Yellow Noodles)
	3-4	Commercial goods (from Alan Wrenches to Zippers)
	5	High Tech (Computers to Phones)
	6	Big Stuff (Cars, Boats, Engines)

Table 3: Foes

Note: Roll 3 Times on this table.

1 – Mutants	Disaster changed forces out for violence.	
	1-2	Zeds (feral or not)
	3-4	Low Level Brutes
	5-6	High Level Brutes
2- Environmental Hazard	Though not a foe in the strictest sense, these hazards are common enough in the wastelands that they can be as dangerous as any living thing. Roll a D6 to determine the hazard type:	
	1	Extreme Cold
	2	Extreme Heat
	3-4	Radiation Zone
3- Droids	A group of robots have either found the players or the players have found them, in either case it's going to get messy.	
	1-2	Utility Robots
	3-4	Defense Robots
	5-6	Turrets
4 – Hostile Rabble	Human foes who are out for the players blood.	
	1-2	Raiders
	3-4	Slavers
	5-6	Tribals
5 – Civilized Rabble	Humans who are not out for the player's blood.	
	1-2	Merchants
	3-4	Tribals
	5-6	Scouts
6 – Beasts	Creatures of the wastelands out hunting.	
	1-2	Bugs
	3-4	Beast, small (Rats, Dogs)
	5-6	Beast, Large (Claw Beasts, Yoh Gee)

Table 4: The Villain

This is typically the character whose plan the PCs are disrupting, either intentionally or inadvertently. Roll a d4 to determine what kind of Villain it is. It is important to note that the Villain should be as powerful, if not more so, than the PCs.

1 – Mutant	A Zed who has retained their keen intellect. A Brute who can take charge. They have rallied around them a number of their own kind and plan to take action against the "smoothskins/puny humans"
2- Artificial Intelligence	An AI is running the show from some MilPlex somewhere, if you don't have one on your map already, add one.
3- Organization	It's not one person that is the threat, but a whole organization is the source of the problem – it could be a slaver ring, a guild of assassins, a group of mercenaries.
4 – Human	This is your general Wild Card NPC. They should be of equal rank as the PCs, plus a couple of advances. They are equipped however the GM sees fit and will typically have Extras from the list of foes already rolled.

Table 5: The Villains Role

The villain's goal and the way they pursue it is determined by their role in the wastelands. Role a d6 to determine their Role and then another d6 to determine their Goal.

1-2 Warlord	Whatever is this Villain's goal, it is certain he will attempt to achieve it through force.	
	1-2	Random Destruction
	3-4	Seize control of a resource
	5-6	Create an Empire
	Warlords have large armies, Pick one of your Foes you have generated and double their number whenever the PCs encounter them.	
3-4 Mad Man	This role covers Mad Scientists and any other Crazy whose main goal is to simply watch the world burn for their own enlightenment or amusement.	
	1-2	Random Destruction
	3-4	Spread Misery and Madness
	5-6	Scientific Experimentation
	A mad man with Scientific Experimentation will be very skilled in whatever it is they are doing and will have extra minions of that sort at their beck and call.	
5-6 Spiritual Leader	This religious figure may not necessarily be evil, but almost all of them are driven to spread 'The Message', whatever that might be. They will do this by whatever means they can muster.	
	1-2	Pursue a Vision from "God"
	3-4	Seize Control of a Resource
	5-6	Convert the Heathen
	Spiritual Leaders will have a Cult surrounding it, made up of Tribals, Civilized Rabble, or Mutants. Add one of them to your Foe List.	

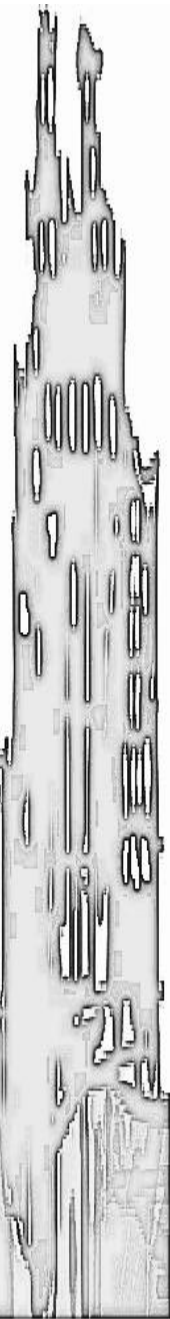
Table 6: Rewards

Why risk it, if there is not a reward?

1-3 Pre-Apoc Tech	The PCs locate d6+3 Units of Salvage (see Salvage Tales rules above), plus d3-1 "choice items" of value
4-5 Knowledge	The PCs will gain knowledge as a reward for their work. This knowledge could be important information that the PCs have been seeking, skill training or access to forbidden tomes. Whatever the case, the PCs will gain 1 extra XP at the end of the adventure
6 Power	Due to their actions, the PCs gain an increase in political or social clout. This might include simple favors from those in power, improved authority over certain members of society, the ability to pull strings to get resources or it might even be the hand in marriage to the offspring of a Major NPC.



BESTIARY



Depending on how you want to build your encounters, Savage Worlds has their Extras and Wild Cards, but sometimes there is a desire or need to provide hordes of nameless foes or someone who is tougher than the average Extra, but not a full on Wild Card.

Mooks are non-standard type of character for Savage Worlds. They are the level below Extras. Mooks are the faceless cannon-fodder who get thrown at the heroes in combat. The simple followers of an apocalypse cult, the hordes of rad-roaches that come pouring out of a drainpipe, are just some examples of mooks.

Mooks are just like Extras, but with the following special rules:

- Every Trait is average (d6).
- They only possess four skills, and each skill is rated at d6.
- They have no Edges and no Hindrances.
- Mooks are never Shaken. If you equal or exceed their Toughness, they're out of the fight.

Then there are the **Extras** (No Wounds, No Personal Bennies, No Wild Die), representing your average beast and trouble maker.

Then there are troublesome **Lieutenants**. A Lieutenant is the main villain's right hand man and is built like an extra, except they get to roll a wild die as well. (No Wounds, No Personal Bennies, and Get a Wild Die) – these tend to lead to fast and challenging fights.

Then there are the foes that are hard to take down, but not as skilled or as lucky as a Wild Card, these are **Henchmen**, they are built like Extras but have three wounds. (3 Wounds, No Personal Bennies, and No Wild Die) – these opponents can survive longer, without making it too difficult for the players to beat.

Lastly we have your **Wild Cards** (3 Wounds, 2 Personal Bennies, Get a wild die) representing the players, main villain, and special monsters. They are represented by this symbol:



New Monsterous Ability: Robotic Construct

- +2 to recover from being shaken
- Do not suffer additional damage from called shots
- Robotic Wild Cards never suffer from wound penalties
- Robots do not suffer from disease, poison, or radiation
- Immune to Fear
- Hardy: If shaken, further shaken results have no further effect, they do not cause a wound; a decisive blow is needed to damage them.
- Combat Inhibitor: All Robots have a very small target area on their back. If this area is hit (-4) and it at least causes a shaken result, it will cause the robot to no longer distinguish friend from foe and will now always attack the nearest target.

Patches' Pointers: The Combat Rating has been calculated for these foes using the typical formula as defined in SWDE, it is the [CR:#] for each listing.

RAIDERS

"Raiders only exist to cause pain and suffering for their own pleasure." - Pike
Describe them as wearing armor made of bits of leather, studded with metal, with spiked hair or with shaved spots, dirty and grimy. Raiders often use Chems to make themselves more formidable. Any stats listed below with a '/', the number before the slash is their unaltered state, the number after is when on their listed drugs.

Juves/ Scrubs (Mooks)[CR:4]

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6/8, Vigor d6/8

Skills: Fighting d6, Notice d6, Shooting d6

Charisma: -2, **Pace:** 6, **Parry:** 5,

Toughness: 7 (1) / 8(1) with Buffup

Hindrances: Greedy, Mean

Edges: -

Gear: Basic Raider Armor (+1 Armor, Torso and Legs), Lead Pipe/Combat Knife (Damage d6/d8+d4) or Pool Cue (Damage: d6/d8+d4, Parry +1, Reach 1, 2 hands) and/or 10mm Pistol (Range: 12/24/48, Damage: 2d6+1, Shots: 12, ROF: 1, AP1, Semi-Auto)

[Will spend a turn taking Buffup before combat if alerted]

Ganger/Toughs (Extras) [CR:6.5]

Usually found in a ratio of 1 Ganger/5 Juves

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6/8, Vigor d8/10

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d8

Charisma: -2, **Pace:** 6, **Parry:** 5,

Toughness: 9 (2)/10(2) with Buffup

Hindrances: Greedy, Mean

Edges: Combat Reflexes **Gear:** Leather Armor (+2 Armor, Torso, Arms, and Legs), may have Hockey Mask or Psychotic Mask (+2 Armor to head shots only, 50% of the time), 10mm SMG (Range: 12/24/48, Damage: 2d6+1, Shots: 30, ROF: 3, AP1, Auto)

or Hunting Rifle (Range: 30/60/120

Damage: 2d8 ROF: 1 Shots: 5 Min Str: d6

Notes: AP 2, Snapfire) or Sawed-Off Shotgun (Range: 5/10/20 Damage: 1-3d6 ROF: 1-2 Shots: 2 Notes: When using both Barrels, you roll to two shooting dice (plus Wild Die) and twice for damage. +2 to hit if single shot, damage decreases per range) [Will spend a turn taking a Buffup before combat if alerted]

Gang Leader (Lieutenant) [CR:9]

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

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d8

Charisma: -2, **Pace:** 6, **Parry:** 6,

Toughness: 9(3)/ 13(3) with Pain-X

Hindrances: Greedy, Mean

Edges: Combat Reflexes, Command, Dodge

Gear: Metal Armor (+3 Armor, Torso, Arms, Legs), Motorcycle Helmet/Welders Mask (+3 Armor to headshots, 50% of the time).

Combat Shotgun(Range: 12/24/48

,Damage: 1-3d6, Shots: 12, ROF: 1, Auto)

or Assault Rifle (Range: 24/48/96, Damage: 2d8, Shots: 24, ROF: 3, AP2, Auto, 3RB)

[Note: Will spend a turn taking a Pain-X before combat]

Raider Guard Dogs (Extras) [CR:3]

Bred to be killers, these dogs are as vicious as their raider masters. Used to keep watch and hunt for victims, they're more dangerous than wild dogs.

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

Skills: Fighting d8, Notice d10, Stealth d6

Pace: 8, **Parry:** 6, **Toughness:** 6

Special Abilities:

- **Bite:** Str + d4
- **Fleet Footed:** Dogs roll a d10 when running instead of d6
- **Go for the throat:** Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location
- **Size -1:** Dogs are relatively small
- **Tough as Nails:** +1 Toughness

SLAVERS

"Here kiddy, kiddy, kiddy. I have some Snack Cakes for you." - Some slaver about to bag an easy mark.

Best described as organized Raiders, Slavers prey upon all, from Homesteads and Tribals to other raider bands.

Whips (Extras) [CR: 6.5]

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

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d6

Charisma: -2, **Pace:** 6, **Parry:** 6,

Toughness: 9 (2)

Hindrances: Greedy, Mean

Edges: Combat Reflexes (+2 to Spirit Rolls to remove shaken)

Gear: Leather Armor (+2 Armor, Torso, Arms, and Legs), may have Hockey Mask or Psychotic Mask (+2 Armor to head shots only, 50% of the time), Police Baton (Damage: Str+d4) or Pool Cue (Damage: Str+d4, Parry +1, Reach 1, 2 hands) or Tire Iron (Damage: Str+d6)

AND one of the following

10mm SMG (Range: 12/24/48, Damage: 2d6+1, Shots: 30, ROF: 3, AP1, Auto)

or Hunting Rifle (Range: 30/60/120, Damage: 2d8, ROF: 1, Shots: 5, Min Str: d6, Notes: AP 2, Snapfire)

or Sawed-Off Shotgun (Range: 5/10/20 Damage: 1-3d6 ROF: 1-2 Shots: 2 Notes: When using both Barrels, you roll to two shooting dice and twice for damage. +2 to hit if single shot, damage decreases per range)

[Note: Will spend a turn taking Speed before combat (Act Twice on their initiative)]

Agents (Extras) [CR:11.5]

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

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d8

Charisma: -2, **Pace:** 6, **Parry:** 7,

Toughness: 10(3)/ 14(3) with Pain-X

Hindrances: Greedy, Mean

Edges: Combat Reflexes, Block, Command, Dodge, Tough as Nails

Gear: Metal Armor (+3 Armor Torso, Arms, Legs), Motorcycle Helmet/Welders Mask (+3 Armor to headshots, 50% of the time), Assault Rifle (Range: 24/48/96, Damage: 2d8, Shots:24, ROF: 3, AP2, Auto, 3RB) [Note: Will spend a turn taking a Pain-X before combat if alerted]

Chain Leader (Henchmen) [CR:16]

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

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d8

Charisma: -2, **Pace:** 6, **Parry:** 7,

Toughness: 10(3)/14(3) with Pain-X

Hindrances: Greedy, Mean

Edges: Block, Combat Reflexes, Command, Command Presence, Dodge, First Strike, Inspire, Tough as Nails

Gear: Metal Armor (+3 Armor, Torso, Arms, Legs), Motorcycle Helmet/Welders Mask (+3 Armor to headshots, 50% of the time), Combat Shotgun(Range: 12/24/48, Damage: 1-3d6, Shots: 12, ROF: 1, Auto) or Chinese Assault Rifle (Range: 24/48/96, Damage: 2d8+1, Shots: 24, ROF: 3, AP1, Auto, 3RB)

[Note: Will spend a turn taking a Pain-X before combat if alerted]



ZEDS

"Zeds were once humans who were exposed to an unholy amount of radiation, but didn't have the good fortune enough to die." - Pikes

Zeds or necrotic post-humans are decrepit, ragged, almost rotting, zombie-like mutants, victims of massive radiation poisoning. All Zeds speak with very raspy voices.

There are several types of Zeds: Normals, Ferals and Glowers. Normals (or just 'Zeds') are basically people who have survived the experience with their sanity intact. Ferals have lost their minds and attack anything that is not a Zed. Lastly, Glowers have so much radiation that they themselves glow and can create radiation bursts to fry foes and heal other Zeds. The most powerful of these are sometimes called 'Reapers'.

Normals (Extras) [CR:7]

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

Skills: Fighting d6, Notice d6, Shooting d6, 2 other skills appropriate to their role at d6

Charisma: -2 (except with Zeds), **Pace:** 6, **Parry:** 5, **Toughness:** 10(2)

Hindrances: Outsider **Special Abilities:**

Zed: +2 Toughness, +2 Spirit to recover from shaken, doesn't suffer from Disease or Poison or Radiation or Fatigue from Lack of Food or Water

Infra-vision: Zeds halve penalties (round down) for bad lighting.

Gear: Leather Armor (+2 Armor, Torso, Arms, Legs), Lead Pipe/Combat Knife (Damage: Str+d4) or Pool Cue (Damage: Str+d4, Parry +1, Reach 1, 2 hands), and/or 10mm Pistol (Range: 12/24/48, Damage: 2d6+1, Shots: 12, ROF: 1, AP1, Semi-Auto), or Hunting Rifle (Range: 30/60/120, Damage: 2d8, ROF: 1, Shots: 5, Min Str: d6, AP 2, Snapfire), or Sawed-Off Shotgun (Range: 5/10/20, Damage: 1-3d6, ROF: 1-2, Shots: 2, When using both Barrels, you roll to two shooting dice and twice for damage. +2 to hit if single shot, damage decreases per range)

"Feral" Zeds (Extras) [CR:6]

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

Skills: Fighting d8, Notice d6, Shooting d4, Stealth d6

Charisma: -2 (except with Zeds), **Pace:** 6, **Parry:** 6, **Toughness:** 10(2)

Hindrances: Outsider

Special Abilities:

- **Claws:** Str+d4
- **Fearless:** Immune to Fear and Intimidation
- **Zed:** +2 Toughness, +2 Spirit to recover from shaken, doesn't suffer from Disease or Poison or Radiation or Fatigue from Lack of Food or Water
- **Infra-vision:** Zeds halve penalties (round down) for bad lighting.
- **Tough Hide:** +2 Armor all

Gear: Some random drug or some currency

Glowers (Henchmen) [CR:10]

The distinctive luminescence that is the trademark of the Glowers can be best attributed to an unusual amount of radioactive chemicals that build up in the bloodstream and muscle tissue of a typical Zed. Sometimes (often, but not always upon the transformation into a feral Zed) the neurological systems of the body cease filtering these particles from the blood and tissue, instead causing them to build a distinctive bioluminescence that is a characteristic of the "glowing ones".

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

Skills: Fighting d10, Notice d6, Shooting d4, Stealth d6

Charisma: -2 (except with Zeds), **Pace:** 6, **Parry:** 7, **Toughness:** 11(3)

Hindrances: Outsider

Special Abilities:

- **Already Dead:** Ignore all wound penalties
- **Claws:** Str +d4
- **Fearless:** Immune to Fear and Intimidation
- **Zed:** +2 Toughness, +2 Spirit to recover from shaken, doesn't suffer from Disease or Poison or Radiation or Fatigue from Lack of Food or Water

- **Infravision:** Zeds halve penalties (round down) for bad lighting.
 - **Radiation Wave:** Twice per Combat on non-consecutive rounds, center Large Burst Template on the Glowing One. All non-Zeds take 2d6 points of damage, meanwhile all Zeds remove one wound and/or any shaken effects
 - **Tough Hide:** +3 Armor all
- Gear:** Some random drug or some currency

Reapers (Henchmen) [CR:18]

The most lethal of the Zeds, the flesh of the Reaper boils and bubbles radiation, and its blows can knock a foe back and tear through armor.

Attributes: Agility d8, Smarts: d4, Spirit: d8, Strength: d10, Vigor: d12

Skills: Fighting d10, Notice d10, Stealth d6, Throwing d10

Charisma: -2 (except with Zeds), **Pace:** 6, **Parry:** 8, **Toughness:** 14(5) torso/12(3) rest

Hindrances: Outsider

Special Abilities:

- **Already Dead:** Ignore all wound penalties
- **Block:** +1 to Parry
- **Fearless:** Immune to Fear and Intimidation
- **Zed:** +2 Toughness, +2 Spirit to recover from shaken, doesn't suffer from Disease or Poison or Radiation or Fatigue from Lack of Food or Water
- **Improved First Strike:** Automatically attack all foes who move adjacent
- **Infravision:** Zeds halve penalties (round down) for bad lighting.
- **Powerful Claws:** Str +d8, if either dice explodes, knock the foe back d3 inches, and if they fail an Agility check, they are knocked prone.
- **Radiation Field:** All non-Zeds adjacent to a Reaper must make Vigor checks each round to avoid Fatigue from radiation poisoning
- **Radioactive Gore:** It throws chunks of its own radioactive oozing flesh. Range: 5/10/20, Damage: 3d6, ROF: 1, Shots: 1, SBT, targets hit also need to take a Vigor test for radiation

- **Two Fisted:** Able to make attacks with two hands without Multi-action penalty (still -2 with offhand attack)
 - **Tough Hide:** +3 Armor all
- Gear:** Some random drug or some currency
Metal Armor Fragments (+2 Armor Torso)

BRUTES & ABOMINATIONS

"If they could get any bigger or uglier or stupider I don't wanna know, but what I do know is they are strong enough to rip yer arm off and beat you to death with it." - Derkin

Brutes are mutated humans, products of radiation, genetic manipulation or some strange virus. They are much taller and bulkier than humans, have (mostly) green, gray, or yellowish skin, are immune to disease and radiation, and are gifted with superhuman strength and endurance. Although they are completely sterile, constant regeneration of their DNA makes them biologically immortal (but not impossible to kill, of course).

Brute (Extra) [CR:9]

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d4, Shooting d8, Throwing d6

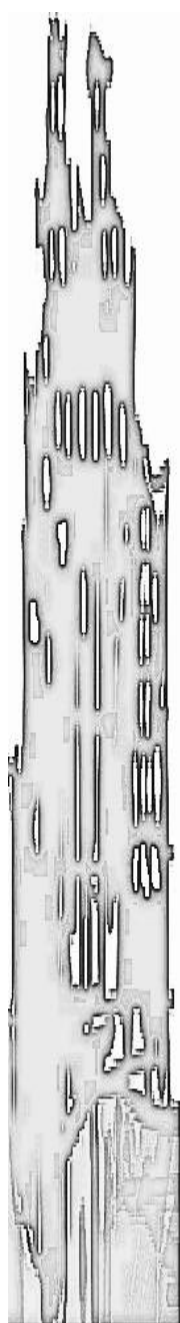
Pace: 7, **Parry:** 6, **Toughness:** 11(1)

Special Abilities:

- **Immunity:** Radiation
- **Low Light Vision:** Brutes halve penalties (round down) for bad lighting
- **Combat Reflexes:** +2 to recover from shaken
- **Size +3:** Brutes are over 8 feet tall, their bodies scarred from brawls of domination
- **Sweep:** May attack all adjacent foes at -2

Gear:

Animal hides and metal bits (+1 Armor), Frag Grenade (Range: 5/10/20, Damage: 3d6, MBT), With either Board with Nails (Damage: Str +d8, Parry -1, 2 Hands) or Sledge Hammer (Damage: Str + d8, 2 Handed, 2 AP vs. Rigid Armor, -1 Parry,



inflicts double damage vs. inanimate objects), or
Hunting Rifle (Range: 30/60/120, Damage: 2d8, ROF: 1, Shots: 5, Min Str: d6, AP 2, Snapfire)



Brute Bruiser (Extra) [CR: 10]
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10
Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d8, Throwing d6
Pace: 7, **Parry:** 6, **Toughness:** 13(2)
Special Abilities:

- **Brawny:** +1Toughness
- **Immune to Radiation**
- **Low Light Vision:** Brutes halve penalties (round down) for bad lighting
- **Combat Reflexes:** +2 to recover from shaken
- **Size +3:** Brutes are over 8 feet tall, their bodies scarred from brawls of domination
- **Sweep:** May attack all adjacent foes at -2

Gear: Scrap Armor (Armor: +2, Covers: Torso, Arms, Legs), Scrap Helm (+2 Armor to headshots, 50% of the time), Sledge Hammer (Damage: Str + d8, 2 Handed, 2

AP vs. Rigid Armor, -1 Parry, inflicts double damage vs. inanimate objects)

And one of these:

Hunting Rifle (Range: 30/60/120, Damage: 2d8, ROF: 1, Shots: 5, Min Str: d6, AP 2, Snapfire)

OR Combat Shotgun (Range: 12/24/48, Damage: 1-3d6, Shots: 12, ROF: 1, Auto)

OR Assault Rifle (Range: 24/48/96, Damage: 2d8, Shots: 24, ROF: 3, AP2, Auto, 3RB)

Brute Master (Lieutenant) [CR:11]

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d8, Throwing d6

Pace: 7, **Parry:** 6, **Toughness:** 13(2)

Special Abilities:

- **Brawny:** +1Toughness
- **Combat Reflexes:** +2 to recover from shaken
- **Immune to Radiation**
- **Low Light Vision:** Brutes halve penalties (round down) for bad lighting
- **Size +3:** Brutes are over 8 feet tall, their bodies scarred from brawls of domination
- **Sweep:** May attack all adjacent foes at -2
- **Command:** +1 to recover from shaken for those in 10"
- **Inspire:** +2 to recover from shaken
- **Hold the Line!** Those under command gain +1 Toughness

Gear: Scrap Armor (Armor:+2, Covers: Torso, Arms, Legs), Scrap Helm (+2 Armor to headshots, 50% of the time), And one of these:

Super Sledge (Damage: Str+d10, AP 4 vs Rigid Armor, Parry -1, 2 Hands, inflicts double damage vs. inanimate objects) AND Fragmentation Grenade (Range: 5/10/20, Damage: 3d6, Med Burst Template)
OR 5MM Minigun (Range: 24/48/96, Damage: 2d8, ROF: 4, Shots: 240, Min Str: d8, AP 2, Snapfire)

OR Rocket Launcher (Range: 24/48/96, Damage: 4d8, ROF 1, Med Burst Template, AP 9, Snapfire, HW)

OR Flame Thrower (Range: Cone Template, Damage: 2d10, ROF 1, Min Str: d6, Ignores Armor; Shooter sets TN by Rolling Shooting at +2, then those under template make Agility tests to avoid being hit; those who fail take damage and test to see if they catch fire)

Brute Overlord (Henchmen) [CR:18]

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12 +3, Vigor d12

Skills: Fighting d10, Intimidation d8, Notice d8, Shooting d10, Throwing d6

Pace: 7, **Parry:** 7, **Toughness:** 13

Special Abilities:

- **Brawny:** +1Toughness
- **Combat Reflexes:** +2 to recover from shaken
- **Tough as Nails:** +1 Toughness
- **Improved Nerves of Steel:** Ignore 2 points of Wound Penalties
- **Immune to Radiation**
- **Low Light Vision:** Brutes halve penalties (round down) for bad lighting
- **Size +3:** Brutes are over 8 feet tall, their bodies scarred from brawls of domination
- **Improved Sweep:** May attack all adjacent foes

Gear: Super Sledge (Damage: Str +d10, AP 4 vs Rigid Armor, Parry -1, 2 Hands, inflicts double damage vs. inanimate objects) AND Fragmentation Grenade (5/10/20 3d6 Med Burst Template) OR 5MM Minigun (Range: 24/48/96, Damage: 2d8, ROF: 4, Shots: 240, Min Str: d8, AP 2, Snapfire) OR Rocket Launcher (Range: 24/48/96, Damage: 4d8, ROF 1, Med Burst Template, AP 9, Snapfire, HW) OR Flame Thrower (Range: Cone Template, Damage: 2d10, ROF 1, Min Str: d6, Ignores Armor; Shooter sets TN by Rolling Shooting at +2, then those under template make Agility tests to avoid being hit; those who fail take damage and test to see if they catch fire)

Abomination (Extras) [CR:5.5]

Abominations are misshapen, mutated creatures. They are the failed by-product of whatever makes Brutes, as they were created by tossing a varied mix of dogs, cats, humans, Muos and other animals into vat and seeing what came out the other end.

Often found near Brutes, they are used as "guard dogs."

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

Skills: Fighting d8, Notice d8, Shooting d6

Pace: 6, **Parry:** 6, **Toughness:** 9

Special Abilities:

- **Bite/Tentacles:** Str+d4
- **Caustic Spit:** Range 6/12/24, Damage 2d6, ROF: 1
- **Claws:** Str+d4
- **Improved Frenzy:** Abominations may make 2 Fighting attacks with no multi-action penalty.
- **Immune to Radiation**
- **Low Light Vision:** Brutes halve penalties (round down) for bad lighting
- **Size +2**



Brute Giant (*Wild Card*) [CR:31]

Brutes do not stop growing, over time enough of them have lived long enough, eaten enough, to grow to immense size. Towering even over their huge brethren, tales of Giants are whispered around fire pits, just like tales of Dragons were told on old. Fingers now too big for any firearm, and strength that would break them, most Giants wield long lengths of pipe, I-Beams, or tree trunks and walk the earth like eternally hungry and pissed off behemoths.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12 +5, Vigor d12

Skills: Fighting d10, Intimidation d10, Notice d6, Throwing d8

Pace: 8, **Parry:** 7, **Toughness:** 17/19(2) from the front/left.

Special Abilities:

- **Brawny:** +1Toughness

- **Combat Reflexes:** +2 to recover from being Shaken
- **Improved Nerves of Steel:** Ignore 2 points of Wound Penalties
- **Improved Sweep:** May attack all adjacent foes at no penalty
- **Improved Tough as Nails:** +2 Toughness
- **Immune to Radiation**
- **Large:** Attackers gain +2 to attack rolls against Giants due to their size.
- **Low Light Vision:** Brutes halve penalties (round down) for bad lighting
- **Size +6:** Brute Giants are over 20 feet tall, their bodies scarred from brawls of domination

Gear:

Car-hood shield (+2 Parry, +2 Armor to Ranged shots that hit – Only applies to attacks from front and left arc), Fire hydrant maul (Str+d10, Reach 4, AP2 vs. Rigid Armor, Double Damage vs. Inanimate objects. Knockback 1d6”), Loads of loot.

Brute Sneaks (Extras) [CR:14]

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

Skills: Fighting d10, Intimidation d8, Notice d6, Shooting d10, Stealth d6 (d10), Throwing d6

Pace: 7, **Parry:** 7, **Toughness:** 10(1)

Hindrances: Habit(addicted to Stealthbox usage; Major), Schizophrenia/Multiple Personality Disorder.

Special Abilities:

- **Combat Reflexes:** +2 to recover from shaken
- **Immune to Radiation**
- **Low Light Vision:** Brutes halve penalties (round down) for bad lighting
- **Size +2:** Brute Sneaks are the smaller breed of

Brutes and are over 6 feet tall, their bodies scarred from brawls of domination.

Gear:

Stealth-box (Adds two (2!) levels of dice to Stealth to a max of d12+2, grants -4 to Notice and -4 to attacks and lasts 60 rounds before burning out),
Leather Armor (Armor: +1 Covers: Torso, Arms, Legs), Sledge Hammer (Damage: Str+d8, 2 Handed, 2 AP vs. Rigid Armor, -1 Parry, inflicts double damage vs. inanimate objects)

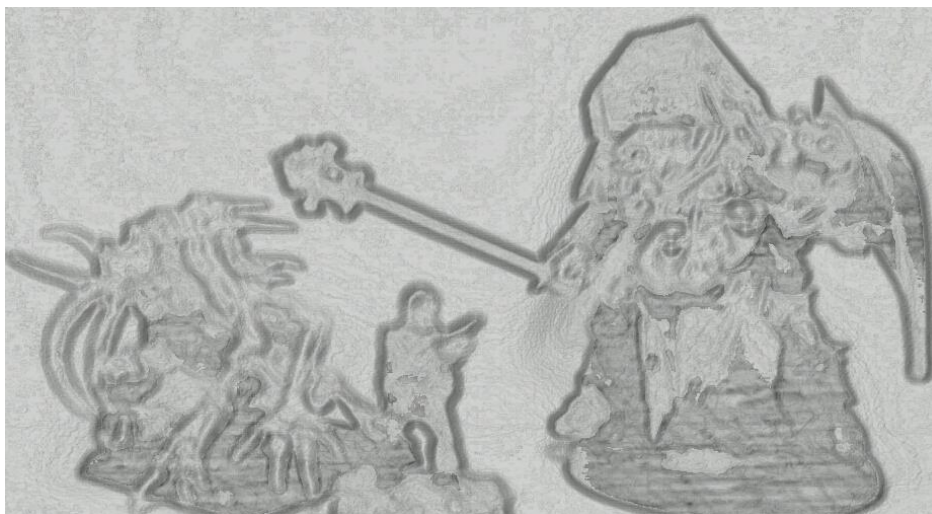
And one of these packages:

Hunting Rifle (Range: 30/60/120, Damage: 2d8, ROF: 1, Shots: 5, Min Str: d6, AP 2, Snapfire)

OR Assault Rifle (Range: 24/48/96, Damage: 2d8, Shots: 24, ROF: 3, AP2, Auto, 3RB)

OR Upgrade to Super Sledge (Damage: Str+d10, AP 4 vs Rigid Armor, Parry -1, 2 Hands, inflicts double damage vs. inanimate objects) AND Fragmentation Grenade (Range: 5/10/20, Damage: 3d6, Med Burst Template)

OR Once the players level up some and seem to be having no problem with Brutes.
OR Flame Thrower (Range: Cone Template, Damage: 2d10, ROF 1, Min Str: d6, Ignores Armor; Shooter sets TN by Rolling Shooting at +2, then those under template make Agility tests to avoid being hit; those who fail take damage and test to see if they catch fire)



ROBOTS

"Tin Cans and soulless killers. Sentries from before the bomb. Causing all sorts of trouble as they carry out their last orders or simply have gone haywire." - Grover

Robots have a limited ability to analyze new situations; they have preset personalities and are confined within the limits of their programming. They have an (M) after their Smarts to indicate Machine Intelligence to denote while adaptive, they are still limited.

Reco-bots (Extras) [CR:4]

Looking like a cross between Sputnik and a football helmet, the Reco-bot floats around in preprogrammed areas as sentries.

Attributes: Agility d8, Smarts d6(M), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Notice d6, Shooting d10, Taunt d6,

Pace: 8, **Parry:** 5, **Toughness:** 3

Special Abilities:

- **Dodge:** -1 to be hit by ranged weapons
- **Fleet Footed:** Reco-bots roll a d10 when running instead of d6
- **Flight**
- **Infravision:** Halve penalties (round down) for bad lighting
- **Robotic Construct**
- **Size -2**
- **Termination Programming:** Upon destruction a Reco-bot will explode with the same effect as an Anti-Personnel Grenade (Damage: 3d6 ROF Notes: Med Burst Template)
- **Weapon Master:** +1 Parry

Gear:

Integrated Laser Pistol (Range: 15/30/60, Damage: 2d6, ROF: 1, Shots: 20 Notes: Semi-Auto)

Sentra-Bot (Extras) [CR: 4]

Sentra-Bot floating platforms that use micro thrusters and are more common around military installations. Typically armed with cattleprods/stun batons, they subdue intruders so that higher powered robots can properly "process" the interlopers.

Attributes: Agility d8, Smarts d6(M), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d10, Notice d6, Taunt d6

Pace: 8, **Parry:** 7, **Toughness:** 3

Special Abilities:

- **Dodge:** -1 to be hit by ranged weapons
- **Fleet Footed:** Sentra-Bots roll a d10 when running instead of d6
- **Flight**
- **Infravision:** halve penalties (round down) for bad lighting.
- **Robotic Construct**
- **Size -2**
- **Termination Programming:** Upon destruction, an Eyebot will explode with the same effect as an Anti-Personnel Grenade (Damage: 3d6, ROF 1, Med Burst Template)
- **Weapon Master:** +1 Parry

Gear:

Integrated Cattleprod (Damage: 2d6 Non-lethal),

Protect-bots (Extras) [CR:6]

Protect-bots are a pre-apocalypse robot type, shaped per the classic Robbie the Robot model. Their primary function seems to be protection, their secondary programming is very modular and they can do many things from being greeters, to ticket-takers and bartenders, to even functioning as celebrity/historical figure impersonators.

Attributes: Agility d6, Smarts d4-d8(M), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d8

Pace: 5, **Parry:** 5, **Toughness:** 10 (3)

Special Abilities:

- **Alpha Strike:** It costs the Protect-bot 1 Turn of inaction to enable this feature, the target must remain in sight during this whole turn and be in sight at its next initiative, but it then can fire all three lasers at one target – so three shooting dice, and all get the aimed bonus (so +2 to hit).
- **Lowlight vision:** halve penalties (round down) for bad lighting
- **Rigid Armor:** +3

- **Robotic Construct**

Gear:

Integrated Laser Pistol Left Arm/Right Arm/Head (Range: 15/30/60, Damage: 2d6, ROF: 1, Shots: 20, Semi-Auto)

Brain-bots (Extras) [CR:7]

Described as "Garbage Cans with Treads, two whip-like arms ending with pincer hands, and a transparent dome on top with a Brain encased in some goo," Brain bots are multi-purpose robots whose memory and programs are stored inside an organic or partially organic brain contained in its dome shell atop the machine. They are considered superior to most robots, as their human brains allow them a wider range of responses and functions than other robots. Their hands are suited to use most tools and weapons usable by humans. As such, Brain-bots have been encountered with weapons above and beyond their integrated lasers, depending on the facility they are stationed at.

Brain-bots were going to be the next wave in warfare but their costs made it slow to implement. They use mostly human brains taken from "volunteers" pre-apocalypse. Most often these volunteers were criminally insane, so the brain-bots aren't the most stable group of 'bots ever assembled. Thanks to pre-war medical technology, the brains can be kept alive even centuries after any apocalypse.

Attributes: Agility d8, Smarts d8(M), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Notice d8, Shooting d8, Taunt d8

Pace: 5, **Parry:** 5, **Toughness:** 10 (3)

Special Abilities:

- **Ambidextrous:** Can attack with without the -2 off hand penalty.
- **Lowlight vision:** halve penalties (round down) for bad lighting
- **Rigid Armor:** +3
- **Robotic Construct:** Exception: Headshots will do the additional damage of a called shot

- **Tough as Nails:** +1 Toughness

- **Two Fisted:** Can attack with a weapon in each hand without penalty

Gear:

Pick one of the following packages:

Integrated Laser Pistol (Range: 15/30/60, Damage: 2d6, ROF: 1, Shots: 20, Semi-Auto)

Integrated Laser Pistol (Range: 15/30/60, Damage: 2d6, ROF: 1, Shots: 20, Semi-Auto)

OR

Combat Shotgun (Range: 12/24/48, Damage: 1-3d6, ROF: 1, Shots: 12, 00 Buckshot, +2 to hit, damage decrease per range.)

OR

Hunting Rifle (Range: 30/60/120, Damage: 2d8, ROF: 1, Shots: 5, Min Str: d6, AP 2, Snapfire)

OR

Mesmatron Emmitter (Range: Cone Template, Damage: 3d6, ROF: 1, Shots: 10, Ignores Armor and actually targets the Persons Spirit (so determine the Persons Spiritual Toughness ½ die type +2).

Kill-bots (Henchmen) [CR:20]

West Coast Model Kill Bots are walking mechanical monstrosities armed with miniguns and rockets. They are a military robot model made before the apocalypse. When standing at full height they are 10 feet tall, but can crouch down to 8 feet tall to move through doorways.

Kill Bots are extremely heavily armored and take significant amounts of small arms or energy weapons fire, or even multiple missile shots, to destroy. They have excellent resistance against both conventional projectiles and energy weapons, and can soak many more rounds than even a Claw-beast.

Attributes: Agility d6, Smarts d6(M), Spirit d10, Strength d10, Vigor d12

Skills: Fighting d6, Notice d10, Shooting d10

Pace: 5, **Parry:** 5, **Toughness:** 12/14 (2/4)

Special Abilities:

- **Improved Nerves of Steel:** Reduce Wound Penalties by 2
- **Infravision:** halve penalties (round down) for bad lighting.
- **Robotic Construct**
- **Size +1**
- **Tesla Treated Armor Plating:** Armor +3/+4 vs Bullets ignore 4AP, +4 vs Energy Weapons ignore 4AP

Gear:

Right Arm 5MM Minigun (Range: 24/48/96, Damage: 2d8, ROF: 4, Shots: 240, Min Str: d8, AP 2, Snapfire), Left Arm Missile Launcher (Range: 24/48/96, Damage: 4d8, ROF: 1, Shots: 1, Min Str: d6, Med Burst Template, AP 9, Snapfire, HW)

Handy-bot (Extras) [CR:6]

Handy-bot is a robot with several mechanical arms. It was designed as an all-around house keeper but it can also defend itself.

Although nowhere near the level of the military War-bot it can be quite capable in close-combat, armed with a buzzsaw and flamethrower.

A key selling feature is the nuclear power unit and self-maintenance modes. Multiple Handy-Bots are capable of keeping themselves in working condition and are also fully programmed to perform nuclear fuel replacements. Secondary programming handles radiation cleansing after refueling.

There are at least two different models in the Handy-Bot line.

Handy-Bot Line Model Type I: used two vectored power ducted fans technologies along the sides of the body and are equipped with 6 arms underneath. A threatened Type I Handy-Bot will bludgeon its foes with its extra-flexible arms, or if programmed to do so, can wield any weapon.

Type II have a singular power ducted fan beneath the Body. And whereas the Type I

were unarmed, Type II were equipped with a Saw Blade and a Blowtorch that could be used as Flamethrower.

Another difference is the Type I had one eye in a sensor pod that rotated around the top, whereas Type II and War Bot models have 3 Basic Sensors

Attributes: Agility d6, Smarts d8(M), Spirit d10, Strength d8, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d6

Face: 6, **Parry:** 5, **Toughness:** 7 (Type I) / 6 (Type II)

Special Abilities:

- **Levitation:** Will not trigger mines or ground/weight based traps. Can pass over Terrain without penalty, but cannot end its movement on a piece of terrain (like a car).
- **Regeneration (Slow):** Handy-bots can self repair, given enough time. The only way to ensure it doesn't get back up is to completely scrap it.
- **Robotic Construct**
- **Size:** +1 (Type II)/+2 (Type I)
- **(Type I) Improved Frenzy:** Handy-bot may make 2 Fighting attacks with no multi-action penalty.
- **Arm and Pincher (Range: Melee, Damage: Str + d4)**
- **(Type II) MultiAction:** May perform three separate valid attacks against three different targets without penalty.

Gear: Saw Blade (Damage: Str+d6, AP 2 vs. non rigid armor, Requires Energy Cell to run), Arm and Pincher (Damage: Str+d4), Flamethrower (Range: Cone Template, Damage: 2d6, ROF: 1, Shots: 60, Min Str: d6, Ignores Armor, Attacker makes shooting roll +2, defenders make agility test to avoid damage; those who fail also must test to catch fire.)

War-bot (Henchmen) [CR:15]

The War Bot is a military robot model, and it is, functionally, a militarized version of the Type-II Handy-bot, an earlier, civilian-model robot created by the same company for use

in household duties. The War-bot, unlike the Handy-bot, is a dedicated combat robot, and is easily distinguished from the Handy-bot by its army drab olive green paint job, WWII-era US Army roundel insignia. It was commissioned by the U.S. Army just before the apocalypse. They have distinctive, "soldierly" personalities, with an advanced AI somewhat similar to that of the civilian-model Handy-bot.

With thick armor and no glaring vulnerabilities damage-wise, War-bots make for a threatening foe, but they have a few weaknesses. One is that they cannot bring both of their weapons to bare at the same target at the same time; they will rotate their arms in order to make use of their Plasma Pistol or Flamer as necessary

War-bots can move quickly (as in, they have the ability to), but generally are more cautious (as in, the generally do not) - which means they seldom move very rapidly. They don't take cover during firefights and are always in the thick of fighting, which makes them easy targets (if infuriatingly durable ones).

Attributes: Agility d8, Smarts d8(M), Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8, Shooting d10

Pace: 6, **Parry:** 7, **Toughness:** 11/13 vs. bullets (2/4)

Special Abilities:

- **Combat Armor Plating:** +2/+4 vs. Bullets - Ignores 4 points of AP.
- **Levitation:** Will not trigger mines or ground/weight based traps. Can pass over Terrain without penalty, but cannot end its movement on a piece of terrain (like a car)
- **Low Light Vision:** halve penalties (round down) for bad lighting
- **MultiAction:** May perform three separate valid attacks against three different targets without penalty.
- **Regeneration (Slow):** When left alone for a long enough time, War-bots regenerates, capable of coming back at

you after it's been downed. The only way to ensure it doesn't get back up is to completely scrap it.

- **Robotic Construct**
- **Size +1**
- **Tough as Nails:** +1 Toughness
- **Weapons Master:** +1 Parry

Gear:

Plasma Pistol (Range: 12/24/48, Damage: 2d8+1, ROF: 1, Shots: 16, AP 2, Semi-Auto), Flamethrower (Range: Cone Template Damage: 2d10 ROF: 1, Shots: 60, Min Str: d6, Ignores Armor, Attacker makes shooting roll +2, defenders make agility test vs. Attackers score to avoid damage those that fail also must test to catch fire.)

Turrets

Automated Turrets are unmanned machine guns which are capable of sensing and attacking targets that are hostile to the faction or organization to which they belong. Turrets are generally controlled from a nearby terminal. Using the Investigate skill to hack the terminal will allow you to override the targeting parameters - which will make the turret target any character (not just the player) or shut it down completely.

Note: Turret Entries have a Hacking Penalty score, the TN is still 4, but the player subtracts the Hacking Penalty score from their attempt to hack a turret, only one attempt may be made per turret or turret group.

Mrk I Turret (Extra) [CR: 4]

A Ceiling or Floor Mounted Weapon. Has a Blind spot directly beneath it. **Attributes:** Agility d6, Smarts d6 (M), Spirit d6, Strength -, Vigor d4

Skills: Notice d6, Shooting d6, Stealth d4

Pace: - **Parry:** - **Toughness:** 4

Special Abilities:

- **Hacking Penalty:** -0
- **Infravision:** halve penalties (round down) for bad lighting
- **Robotic Construct**

Gear: Assault Rifle (Range: 24/48/96, Damage: 2d8, ROF: 3, Shots: 24, AP 2, Auto, 3RB)

OR

Integrated Laser Rifle (Range: 30/60/90, Damage: 3d6, ROF: 3, Shots: 24, AP 1, 3RB)

Mrk III Turret (Extra)[CR: 5]

A Ceiling or Floor Mounted Weapon.

Attributes: Agility d8, Smarts d6 (M), Spirit d6, Strength -, Vigor d6

Skills: Notice d6, Shooting d8, Stealth d6

Pace: -, **Parry:** -, **Toughness:** 5

Special Abilities:

- **Hacking Penalty:** -2
- **Infravision:** halve penalties (round down) for bad lighting
- **Robotic Construct**

Gear: Assault Rifle (Range: 24/48/96, Damage: 2d8, ROF: 3, Shots: 24, AP 2, Auto, 3RB)

OR

Integrated Laser Rifle (Range: 30/60/90, Damage: 3d6, ROF: 3, Shots: 24, AP 1, 3RB)

Mrk V Turret (Minion) [CR: 6]

A Ceiling or Floor Mounted Weapon. Has a Blind spot directly beneath it.

Attributes: Agility d8, Smarts d6 (M), Spirit d6, Strength -, Vigor d8

Skills: Notice d8, Shooting d10, Stealth d6

Pace: -, **Parry:** -, **Toughness:** 8

Special Abilities:

- **Hacking Penalty:** -4
- **Infravision:** halve penalties (round down) for bad lighting
- **Robotic Construct**

Gear:

Assault Rifle (Range: 24/48/96, Damage: 2d8, ROF: 3, Shots: 24, AP 2, Auto, 3RB)

OR

Integrated Laser Rifle (Range: 30/60/90, Damage: 3d6, ROF: 3, Shots: 24, AP 1, 3RB)

SEA FOLK

"I was on the beach, searching for sea-gifts when suddenly I heard a scream ahead of me. I looked from behind a rock, and there they were, fishmen of grayish-green skin kidnapping a tribal. They knocked her out

and spit on her face and dragged her into the sea. I nearly pissed myself, and ran as fast as I could back to here. I am seriously thinking of moving back over the mountains and taking my chances there." - Witness #3, Howard Hopper.

Their predominant color is grayish-green. They appear to be mostly shiny and slippery, but the ridges of their backs are scaly. Their forms vaguely suggest manlike or womanlike, while their heads were the heads of fish, with prodigious bulging eyes that never close. At the sides of their neck are palpitating gills, and their long paws are webbed. They hop around irregularly, sometimes on two legs and sometimes on four. Their croaking, baying voices, clearly used for articulate speech, holds all the dark shades of expression which their starring faces lack.

Sea Folk (Extras) [CR: 5]

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

Skills: Climbing d8, Fighting d10, Intimidation d6, Notice d8, Stealth d10, Swimming d10

Pace: 6, **Parry:** 8, **Toughness:** 8(2)

Special Abilities:

- **Amphibious:** Can exist beneath the sea as well as on land.
- **Armor +2:** Rubbery Hide and Scales
- **Claws:** Str+d4
- **Block:** +1 Parry

Sea Witch (Henchmen) [CR: 9]

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

Skills: Climbing d6, Fighting d8, Intimidation d6, Notice d8, Psionics d8, Shooting d6, Stealth d10, Swimming d10

Pace: 6, **Parry:** 7, **Toughness:** 8(2)

Special Abilities:

- **Amphibious:** Can exist beneath the sea as well as on land.
- **Armor +2:** Rubbery Hide and Scales
- **Block:** +1 Parry
- **Dodge:** -1 to be hit by ranged
- **Claws:** Str+d6

- **Power Points:** (20)

Powers:

Breath of the Tainted Sea - *environmental protection* to Ocean and Radiation. (Power Points 2, Duration 1 scene)
 Sea Fog- *deflection* (Power Points 2, Duration 3 (1/round), Attackers -2 to hit, Raise -4. Counts as Armor vs. Area Attacks.
 Sonic Wave – *bolt* (Power points 1, 12/24/48, 2d6. Can Fire 3 shots at 1pp ea, or 1 3d6dm shot for 2pp).

MUDLURKS

“Man-sized Horseshoe Crabs that walk upright and with shells as tough as steel! What will the apocalypse think of next?!” – Trevor Renton, a Mudlurk attack survivor.

Mudlurks are descendants of Horseshoe Crabs that can be found in coastal areas and swamps, as well as sewers along those regions. But they are not afraid of the light, often seen swimming or walking along the water's edge in full daylight.

Mudlurks are surrounded by a thick shell which is difficult to penetrate, even with powerful guns. However, their weak spot is the face, but the area is small and difficult to hit. When charging, Mudlurks will lower their head to protect this area. However, they will swing their heads up during the attack, exposing their faces. The utilization of an accurate weapon, such as a rifle, can be helpful at range.

Mudlurks are extremely territorial, so if anything trespasses, they will attack it until it is dead. Even if the trespasser makes a run for it, the mudlurk will still pursue them ferociously until the trespasser is run down. Often mudlurks leave combat to go and get support from other mudlurks.

Mudlurk's make a loud, distinctive clicking noise, which will easily give away their presence. And despite the challenges of fighting Mudlurks, there are those who hunt

them or their eggs to obtain the tender meat for a variety of recipes.

White Mudlurk (Extras) [CR: 5]

The most common type of mudlurks have a whitish-grey shell, are about a head shorter than a normal human, and walk slightly slower than a human. Mudlurks fight with their claws and lack ranged attacks. Additionally, at close range they can charge forward in a brief burst of speed for a headbutt, which also makes it impossible to target their face. However, their face is most vulnerable in the seconds after a headbutt, when their 'head' is raised.

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

Skills: Fighting d8, Intimidation d6, Notice d8, Swimming d10

Pace: 6, **Parry:** 7, **Toughness:** 10(4)

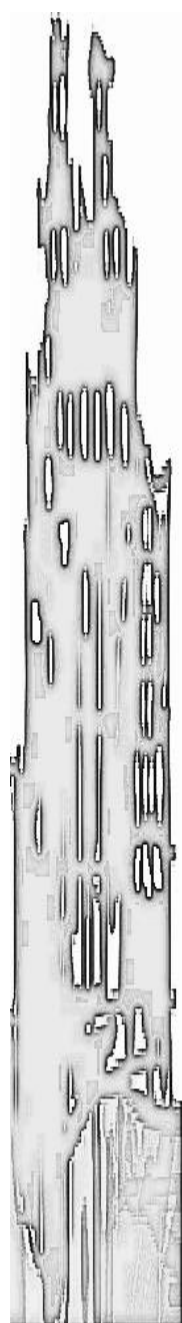
Special Abilities:

- **Amphibious:** Can exist beneath the sea as well as on land.
- **Armor +4:** Thick shell everywhere but face (-4 to hit). This armor negates 4AP
- **Claws:** Str+d6
- **Block:** +1 Parry
- **Heads down:** During movement in combat, the face is down, so cannot be targeted. Only after once engaged in melee or during a surprise round can the face be targeted.
- **Head-butt:** Str+d4, opponent makes Strength test vs. Damage done or be knocked prone.

Mudlurk Hunter (Extras)

Hunters are a much larger, reddish-brown colored version of mudlurk. In addition to their two main arms, hunters also have two pairs of small, segmented vestigial appendages growing out of their chest which they may attack with, but very rarely. Hunters are very aggressive and are more difficult to kill due to their increased Strength, speed, and health. Their powerful pincers inflict heavy damage and can knock back foes easily.

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



Skills: Fighting d10, Intimidation d6, Notice d8, Swimming d10

Pace: 6, **Parry:** 8, **Toughness:** 12(4)

Special Abilities:

- **Ambidextrous:** Negate off hand penalty.
- **Amphibious:** Can exist beneath the sea as well as on land.
- **Armor +4:** Thick shell everywhere but face (-4 to hit). This armor negates 4AP
- **Block:** +1 Parry
- **Brawny:** +1 Toughness
- **Claws x2:** Str+d6
- **Florentine:** negate 1 gang up bonus, +1 to attack vs. foes with 1 weapon and no shield.
- **Heads down:** During movement in combat, the face is down, so cannot be targeted. Only after once engaged in melee or during a surprise round can the face be targeted.
- **Head-butt:** Str+d4, opponent makes Strength test vs. Damage done or be knocked prone.
- **Knock Prone:** If target is hit with a raise with the claws, they are knocked prone.
- **Two Fisted:** Negate MAP for second claw attack

CLAW BEASTS

"Story goes that they are the alpha-predator now, with their ultra-sharp claws, body rending strength, and insatiable hunger, they are scariest thing out in the wasteland, well, next to you of course." - Mack
Claw Beasts are an enormously large, agile, and strong species of mutant reptiles created through genetic engineering. They are substantially larger than a human, and have large and dangerous claws.

Female claws beasts, also called Mothers and Matriarchs, are stronger and tougher than males, as well as fewer in numbers. Only one female is the pack mother at a given time, with another female taking its place when it dies. A pack is led by an 'alpha male'.

Although they do not have vocal cords, the claw beasts seem to be able mimic human speech much the same as a parrot does, although normal claw beasts aren't intelligent enough to be capable of real speech.

Young (Extras) [CR: 10]

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

Skills: Fighting d8, Notice d6, Stealth d6

Pace: 8, **Parry:** 6, **Toughness:** 10(2)

Special Abilities:

- **Claws:** Str+d6, AP 2
- **First Strike:** Automatically attack the first foe who moves adjacent
- **Fleet Footed:** +2 Pace (already included, +d10 when running)
- **Go for the Throat:** With a raise on its attack roll, it hits the target's most weakly armored location.
- **Low light Vision**
- **Nerves of Steel:** Ignore 1 point of wound penalties.
- **Pounce:** It can leap up to 1d6" to gain +4 to its attack and damage. Its Parry is reduced -2 until its next action when performing the maneuver however.
- **Sweep:** Attack all adjacent foes at -2
- **Thick Hide:** +2 Armor



Adults (Henchmen) [CR: 20]

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d12, Guts d10, Notice d6, Stealth d6

Pace: 8, **Parry:** 8, **Toughness:** 14 (2)

Special Abilities:

- **Brawny:** +1 Toughness
- **Claws:** Str+d6, AP 4, Reach 1
- **Combat Reflexes:** +2 to remove shaken
- **Dodge:** -1 to be hit with ranged attacks
- **Fleet Footed:** +2 Pace (already included, +d10 when running)
- **Go for the Throat:** With a raise on its attack roll, it hits the target's most weakly armored location.
- **Hardy:** This creature does not suffer a wound from being Shaken Twice.
- **First Strike:** Automatically attack the first foe who moves adjacent
- **Improved Nerves of Steel:** Ignore 2 points of Wound Penalties
- **Improved Pounce:** It can leap up to 1d6" to gain +4 to its attack and damage. Its Parry is reduced -1 until its next action when performing the maneuver however.
- **Improved Sweep:** Attack all adjacent foes in reach.
- **Low light Vision**
- **Size +2**
- **Sundering Strike:** With any raise during damage, all equipment permanently loses 1 point of Toughness (Protection for Armor) until destroyed. Repairs require 20 minutes/point lost and access to a work bench.
- **Thick Hide:** +2 Armor



Matriarch [CR: 31]

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d12, Notice d8, Stealth d6
Pace: 6, Parry: 9, Toughness: 18(4)

Special Abilities:

- **Brawny:** +1 Toughness
- **Block:** +1 Parry
- **Claws:** Str+d8, AP 6, Reach 2
- **Combat Reflexes:** +2 to remove shaken
- **First Strike:** Automatically attack the first foe who moves adjacent
- **Go for the Throat:** With a raise on its attack roll, it hits the target's most weakly armored location.
- **Hardy:** This creature does not suffer a wound from being Shaken Twice.
- **Improved First Strike:** Attack any foes that move adjacent.
- **Improved Nerves of Steel:** Ignore 2 points of Wound Penalties
- **Low light Vision**
- **Size +3**
- **Sundering Strike:** With any raise during damage, all equipment permanently loses 1 point of Toughness (Protection for Armor) until destroyed. Repairs require 20 minutes/point lost and access to a work bench.
- **Thick Hide:** +4 Armor



CREATURES

"It sure is tough out here in the wastes, if it's not hunger, radiation, or your fellow man trying to kill you. The almighty decided to throw in a host of critters that radiation and what not have made into hungry killing machines" - Mack

Bigfly (Extras) [CR: 2.5]

A Bigfly is a common mutated wasteland pest resembling an oversized blow-fly. While slow on the flying end, they are tenacious foes, often attacking targets greater in size than themselves. Often times encountered in groups of 2-4.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Notice d8, Shooting d8

Pace: -, **Parry:** 5, **Toughness:** 4

Special Abilities:

- **Dodge:** -1 to be hit by ranged weapons.
- **Flight:** Bigflies have a flying pace of 6" and a climb of 3." Cannot Run.
- **Size -1:** Bigflies are about 3' long.
- **Shooting:** spine bedecked larva launched from its abdomen (Range: 8/16/32, Damage: 2d4)

Dogs (Extras) [CR: 3]

In the Wastelands, Dogs are little different from the ones found before the apocalypse, although they have become feral and vicious in order to survive in the harsh environment of the Wasteland. Even so, just as they have in ages past, many dogs have remained faithful and beloved companions to men and women.

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

Skills: Fighting d8, Notice d10, Stealth d6

Pace: 8, **Parry:** 6, **Toughness:** 4

Special Abilities:

- **Bite:** Str+d4
- **Fleet Footed:** Dogs roll a d10 when running instead of d6
- **Go for the Throat:** Dogs instinctively go for an opponent's soft spots. With a

raise on its attack roll, it hits the target's most weakly armored location.

- **Size -1:** Dogs are relatively small.

Geckos

Take your average Banded Gecko, and then enlarge him from his 4 inch length to 4 feet tall, teach him to walk, and then give him an attitude that anything that is not a gecko and moves is food, and you have your full sized wasteland wandering gecko. Now there are those who have a golden hue to their hide, very prized amongst trappers, but they hang out in places full of radiation, which gives them their golden hue, and it also gives them a real mean temper. Now if you really believe the rumors, there are fire breathing geckos with black skin. Of course they are 'just' a rumor.

Little Gecko (Extras) [CR: 2.5]

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

Skills: Fighting d6, Notice d8, Stealth d6

Pace: 8, **Parry:** 5, **Toughness:** 5(1)

Special Abilities:

- **Claws:** Str+d4
- **Fleet Footed:** Geckos roll a d10 when running
- **Size -1**
- **Tough Hide:** Armor +1

Gold Gecko (Extras) [CR: 3.5]

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

Skills: Fighting d6, Notice d8, Stealth d6

Pace: 8, **Parry:** 5, **Toughness:** 6(2)

Special Abilities:

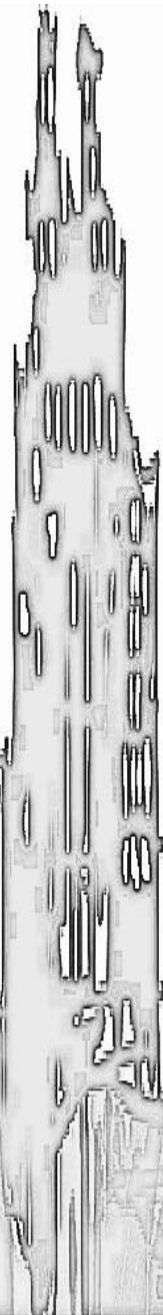
- **Claws:** Str+d4
- **Fleet Footed:** Geckos roll a D10 when running
- **Immune to Radiation**
- **Size -1**
- **Tough Hide:** Armor +2

Fire Gecko (Extras) [CR: 5.5]

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

Skills: Fighting d6, Notice d8, Stealth d6, Shooting d6

Pace: 8, **Parry:** 5, **Toughness:** 7(3)



Special Abilities:

- **Claws:** Str+d4
- **First Strike:** Automatically attack one foe who moves adjacent per round
- **Flame Breath** (Range: Cone Template, Damage: 2d8, Ignores Armor, Attacker makes shooting roll +2, defenders make Agility test vs. Attackers score to avoid damage those that fail also must test to catch fire.)
- **Fleet Footed:** Geckos roll a d10 when running
- **Immune to Radiation**
- **Size -1**
- **Tough Hide:** +3

Giant Ants (Extras) [CR: 5]

Giant ants are the effect of nuclear fallout mutating regular ants. What they lack in individual fortitude, they make up for with relentless attacks and swarm tactics. Their exoskeleton isn't particularly thick, but it can turn aside weak punches and dull knives.

Their mandibles can cut through most leather and plastic with ease, even snapping bone on a lucky shot. Giant ants become particularly aggressive when their queen is threatened.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d6, Notice d8, Stealth d6

Pace: 6, **Parry:** 5, **Toughness:** 8(2)

Special Abilities:

- **Armor +2:** Thick Carapace
- **Bite:** Str+d4
- **Frenzy:** 1 extra Fighting attack at -2
- **Low Light Vision**

Giant Ant – Queen (Henchmen) [CR: 12]

Attributes: Agility d4, Smarts d8(A), Spirit d10, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d8, Notice d8, Shooting: d6

Pace: 6, **Parry:** 6, **Toughness:** 12(2)

Special Abilities:

- **Armor +2:** Thick Carapace
- **Size+4**

- **Bite:** Str+d4
- **Low Light Vision**
- **Acid Spit:** (Range: 10/20/30, Damage: 2d6)
- **Improved Frenzy:** 1 extra attack at no penalty.
- **Rally the Colony:** All Ants in the Scene now gain +1 to all rolls (including damage).

Has a unique Pheromone Gland that when processed will give a Player +1 Cha for one scene.

Giant Praying Mantis (Extras) [CR: 4]

Praying Mantis are ambush predator bugs that have grown to the size of a man that also hunt in packs. Given that they are capable of producing young in quantity and will eat their own if food is scarce they have proven to be problems to the unwary survivor.

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

Skills: Climbing d6, Fighting d8, Notice d6, Stealth d8

Pace: 6, **Parry:** 6, **Toughness:** 7(2)

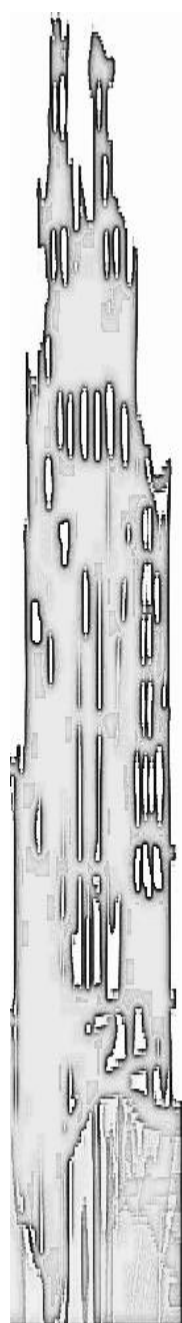
Special Abilities:

- **Armor +2:** Thick Carapace
- **Claws:** Str+d6
- **Frenzy:** 1 extra Fighting attack at -2
- **Low Light Vision**
- **Leap:** Mantis often leap on their prey. It can leap 1d6" to gain a +2 to its attack and damage. Its parry is reduced by -1 until its next action when performing the maneuver however.

Muos (Extras) [CR: 5]

Muos are mutated cattle with two heads. When the bombs fell, cows mutated and grew two heads, and were given the name Muos. They also have twice as many stomach compartments, as normal cows, enabling them to digest the hardy grass that does grow after the apocalypse.

There are domesticated Muos and wild Muos. Wild Muos can forage for themselves, and they can be found across the wastes, gathered into small herds,



wandering here and there, munching on the dirty weeds scattered throughout the desert. Fortunately for the ecology of the wasteland (and the survival of their species), Muos can go for long periods of time without water; they don't need much to survive. They have a strong sense of smell, and they don't hesitate to stomp over any wasteland predator that threatens them or their calves - well, except claw beasts, because no one messes with claw beasts.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d6, Notice d6

Pace: 6, **Parry:** 5, **Toughness:** 10

Special Abilities:

- **Brawny:** +1 Toughness
- **Size +2:** Muos are two headed cows, they are big
- **Trample:** When scared they can make a trample attack that is combined with a run that does Str damage

Rat, Giant (Mooks) [CR: 2.5]

Giant rats are just big rats. Really big, with glowing red-eyes and a insatiable hunger.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Notice d6, Stealth d6

Pace: 8, **Parry:** 5, **Toughness:** 3

Special Abilities:

- **Bite:** Str+d4.
- **Infection:** Anyone Shaken or wounded by a rat must make a Vigor roll or suffer a level of Fatigue from an infected bite. Cumulative bites can lead to Incapacitation, but never to Death. One Fatigue level is recovered every 24 hours or with a successful Healing roll.
- **Size -2:** Giants rats are the same size as small dogs.

Rat, Mole (Extras) [CR: 3]

Mole Rats look like a Pig crossed with a Beaver (for the teeth), and the temperament of a Wolverine (will attack nearly anything). They are fast breeding, burrowing beasts who can eat through most anything. The

have evolved to take on colorations of their environment (hairless and pink underground, gray and wrinkly for above ground ruins, and tan in the deserts.

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

Skills: Climbing d6, Fighting d6, Notice d8, Stealth d6

Pace: 6, **Parry:** 5, **Toughness:** 5

Special Abilities:

- **Bite:** Str+d4, AP 3
- **Size -1:** Mole rats are the same size as dogs.
- **Low Light Vision**
- **Burrow:** Pace 4

Rad Roach (Mooks) [CR: 1]

Great American Cockroaches, colloquially called radoaches or simply giant cockroaches are obviously giant versions of the regular cockroaches mutated by radiation - there was never any doubt that they would survive a nuclear war. Found mainly in underground areas and sewers, these creatures can usually be found in fairly large groups. They feed on the dead, but will go after living creatures if isolated. Their numbers are usually their greatest advantage. Radoaches live mostly in the areas east of California.

It is said that cockroach guts are actually useful in the treatment of radiation poisoning, and are widely used by tribals for that purpose. Unfortunately this has not been proven to be true.

Attributes: Agility d6, Smarts d4(A), Spirit d4, Strength d4, Vigor d6

Skills: Climb d6, Fighting d6, Notice d6, Stealth d6

Pace: 6, **Parry:** 5, **Toughness:** 4

Special Abilities:

- **Bite:** Str
- **Immune to Radiation**
- **Low Light Vision**
- **Pounce:** Rad Roaches when agitated will pounce on a foe to get the first strike. It can leap 1d6" to gain a +4 to its



attack and damage. Its parry is reduced by -2 until its next action when performing the maneuver however.

- **Size -1:** Rad Roaches are relatively small, despite their unnatural size.

Rad Roach- Giant (Extras) [CR: 6.5]

Attributes: Agility d8, Smarts d4(A), Spirit: d8, Strength d8, Vigor d8

Skills: Fighting d6, Notice: d6, Shooting d6, Stealth d6

Pace: 6, **Parry:** 5, **Toughness:** 8(2)

Special Abilities:

- **Armor +2:** Thick Carapace
- **Bite:** Str+d4
- **Bug Spray:** Place the thin end of the Cone Template at the Giant Rad Roach's front. Targets within the template may make Agility rolls versus the Shoot skill roll to avoid the caustic spray. Those who fail suffer 2d10 damage. This counts as a Heavy Weapon.
- **Immune to Radiation**
- **Low Light Vision**

Rad Scorpion (Extras) [CR: 6.5]

Rad Scorpions are an extremely large version of the Emperor scorpion, which was prolific in pet stores at the time of the bombing, mutated by radiation. Contrary to some expectations, their poison grew more potent, not diluted. They are nocturnal and sensitive to light. Samples of poison from their tails can be used to make antidotes. Apart from their size, they look pretty much like normal scorpions, with shell color ranging from red to black.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d6, Stealth d8

Pace: 8, **Parry:** 6, **Toughness:** 9 (2)

Special Abilities:

- **Armor +2:** Chitinous skin.
- **Improved Frenzy:** Rad Scorpions may make 2 Fighting attacks with no multi-action penalty.
- **Pincers:** Str+d4
- **Stinger:** Str+d6

- **Stinger Poison:** Scorpions do little serious damage with their sting, but may inject venom. A character stung by a scorpion must make a Vigor roll at -2. With success, the afflicted area swells and becomes numb. The victim becomes Fatigued until healed.

Rad Scorpion-Giant (Henchmen) [CR: 12]

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+1, Vigor d10

Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d6, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 11 (3)

Special Abilities:

- **Armor +3:** Chitinous skin.
- **Grapple:** A scorpion may grapple a foe with one or both pincers, each requiring a separate attack roll. Regardless of whether or not the Scorpion uses one or both claws, each escape attempt requires the escapee to make a successful opposed Strength roll. Escaping from a double grapple gives the prey a -4 penalty to his Strength roll to escape. A stinger attack against a grappled foe is made at +2, or +4 if the victim is held in both pincers.
- **Improved Frenzy:** Giant scorpions may make 2 Fighting attacks with no multi-action penalty. This means a Giant Rad-scorpion can make two grapple checks in a turn.
- **Improved Nerves of Steel:** Ignore 2 points of Wound Penalties
- **Pincers:** Str+d4.
- **Size +1:** Giant scorpions
- **Stinger:** Str+d6
- **Stinger Poison:** Anyone Wounded or Shaken by a stinger attack must make a Vigor roll or immediately become Incapacitated. Death follows in 2d6 rounds after Incapacitation.

Yohgee (Henchmen) [CR: 12]

The Yoh Gee are a species of mutant bears and are some of the strongest, fastest, deadliest creatures you can expect to come



across in the Wastelands, with the exception of Claw Beasts.

Although generally found alone, Yoh Gee -- when found in pairs -- seem to exhibit a gentle, familial bond toward one another, provided they do not feel threatened by the observer's presence.

Yoh Gee do not like any other Wasteland animals or people, as they attack nearly any other animals or people they encounter, including Claw Beasts. A single Yoh Gee can easily kill most animals, and has an excellent chance of wiping out a party of Raiders.

The advice on Yoh Gee is simply: "Don't feed the Yoh Gee".

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

Skills: Fighting d8, Notice: d8, Stealth d6, Climbing d8

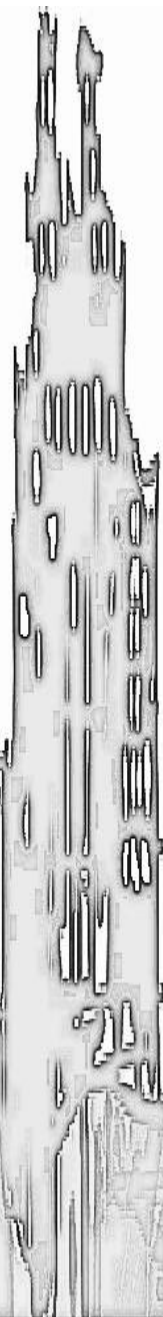
Pace: 8, **Parry:** 6, **Toughness:** 11 (2)

Special Abilities:

- **Brawny:** +1 Toughness
- **Claws:** Str+d6
- **Improved Frenzy:** Yohgee may make three (3) Fighting attacks during each standard action at no penalty.
- **Low Light Vision**
- **Pounce:** Yoh Gee often pounce on their

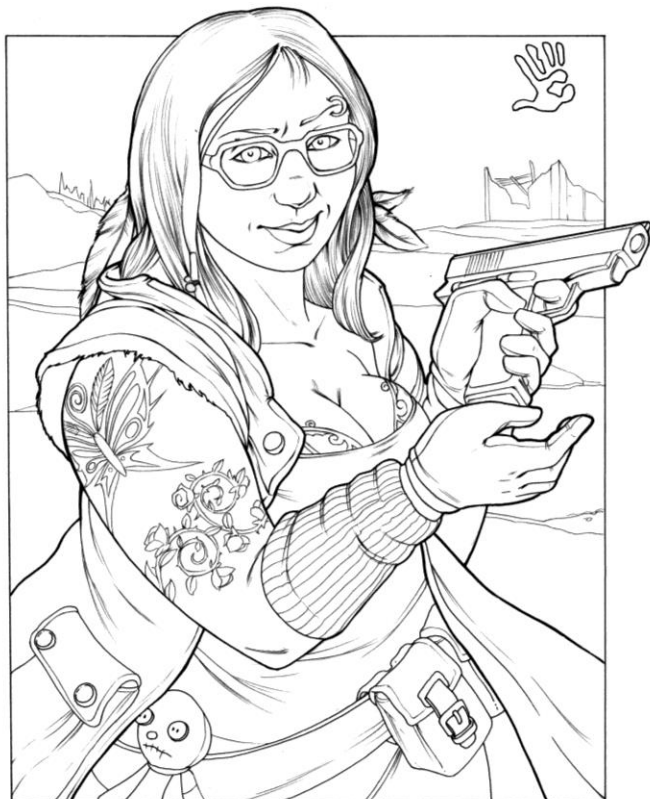
prey to best bring their mass and claws to bear. It can leap 1d6" to gain a +4 to its attack and damage. Its parry is reduced by -2 until its next action when performing the maneuver however

- **Size +1**
- **Thick Hide:** +2 armor
- **Tough as Nails:** +1 Toughness
- **Two Fisted:** May attack with both claws without multi-action penalty.



NEUTRALS

"Simple folk in un-simple times looking either to find something, sell you something, or just in the wrong place at the wrong time." - Mack



Scavengers (Extras) [CR: 6.5]

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

Skills: Climbing d6, Fighting d6, Notice d6, Repair d6, Shooting d6, Survival d6

Pace: 6, **Parry:** 5, **Toughness:** 7 (2)

Edges: Combat Reflexes, McGyver

Gear: Reinforced Leather armor (+2 Armor: Torso, Legs, Arms), Tire Iron (Damage: Str+d6), 10mm Pistol (Range: 12/24/48, Damage: 2d6+1, Shots: 12, ROF: 1, AP1, Semi-Auto)

OR Hunting Rifle (Range: 30/60/120, Damage: 2d8, ROF: 1, Shots: 5, Min Str: d6, AP 2, Snapfire), Food item x2

Traders (Extras) [CR: 4.5]

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

Skills: Fighting d6, Notice d6, Persuasion d8, Repair d6, Shooting d6, Survival d6

Charisma: +2, **Pace:** 6, **Parry:** 5,

Toughness: 6(1)

Edges: Charismatic, Combat Reflexes, Dodge

Gear: Wandering Trader Outfit (+1 Armor, covers torso, arms, and legs), Wandering Trader Hat (+1 Armor Head - 50% of the time), 10mm SMG (Range: 12/24/48, Damage: 2d6+1, Shots: 30, ROF: 3, AP1, Auto), Trade Stuff

Caravan Guard [CR: 6]

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

Skills: Fighting d8, Notice d6, Repair d6, Shooting d6, Survival d6

Pace: 6, **Parry:** 7, **Toughness:** 9(2)

Edges: Brawny, Block, Combat Reflexes, Dodge

Gear:

Reinforced Leather Armor (+2 Armor, covers torso, arms, and legs), Wandering Trader Hat: +1 Armor Head - 50% of the time, Tire Iron (Damage: Str+d6), Combat Shotgun (Range: 12/24/48, Damage: 1-3d6, ROF: 1, Shots: 12, Notes: 00 Buckshot, +2 to hit, damage decrease per range.), Food item x2

Wasteland Wanderer (Extras) [CR: 4.5]

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

Skills: Fighting d6, Notice d8, Shooting d6, Stealth d4, Survival d8, Tracking d8

Pace: 6, **Parry:** 5, **Toughness:** 6

Edges: Woodsman

Gear: Wasteland Wanderer outfit (+1 to Notice),

Hunting Rifle (Range: 30/60/120, Damage: 2d8, ROF: 1, Shots: 5, Min Str: d6, AP 2, Snapfire), Sledge Hammer (Damage: Str+d8 2 Handed, 2 AP vs. Rigid Armor, -1 Parry, inflicts double damage vs. inanimate objects), Combat Knife (Damage Str+d4), Food item x2

Remnant Scouts (travel in groups of 4-6) (Extras) [CR: 8]

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

Skills: Fighting d8, Notice d6, Shooting d8, Survival d6, Stealth d6, Tracking d6

Pace: 6, **Parry:** 6, **Toughness:** 10 (3)

Edges: Brawny, Combat Reflexes, Dodge

Gear: Combat Armor (Armor: +2/+4 vs Bullets AND Negates 4 AP Covers: Torso, Arms, Legs), Combat Helmet (Armor +2, +4 Vs Bullets, Ignores 4 AP Covers: Head - 50% of the time), Rad-Clean (Notes: *Succor* (with no Raise) on Radiation Fatigue), No-Rad (Notes: *Environmental protection* (Radiation) for the duration of the scene), 4 Stimshot (Notes: Removes 1 wound OR Cures Poison OR Disease if taken within 10 minutes of damage. Consumed on Use), 1 will have a Wrist Computer, Combat Knife (Damage: Str+d4)

Choose one of these ranged weapon packages: Typical squad has an even distribution.

Hunting Rifle (Range: 30/60/120, Damage: 2d8, ROF: 1, Shots: 5, Min Str: d6, AP 2, Snapfire)

OR

Combat Shotgun (Range: 12/24/48, Damage: 1-3d6, ROF: 1, Shots: 12, 00 Buckshot, +2 to hit, damage decrease per range.)

OR

10MM SMG (Range: 12/24/48, Damage: 2d6+1, ROF: 3, Shots: 30, AP 1, Auto)



Tradetown Sentry (travel in groups of 4-6) (Extras) [CR: 7.5]

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

Skills: Fighting d8, Notice d6, Repair d6, Shooting d8, Survival d6, Tracking d6

Pace: 6, **Parry:** 6, **Toughness:** 10 (3)

Edges: Brawny, Combat Reflexes

Gear: Metal Armor (Armor: +3 (Rigid) Covers: Torso, Arms, Legs), Metal Helmet (Armor: +3 Covers: Head- 50% of the time), Steampowered Rifle (Range: 12/24/48, Damage: 3d6, ROF: 1, Shots: 10, Min Str: d6), 2 Stimshots (Notes: Removes 1 wound OR Cures Poison OR Disease if taken within 10 minutes of damage. Consumed on Use.), Sledge Hammer (Damage: Str+d8, 2 Handed, 2 AP vs. Rigid Armor, -1 Parry, inflicts double damage vs. inanimate objects)

Homestead Trappers/Ranchers

(Extras) [CR: 5.5]

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

Skills: Fighting d6, Notice d8, Shooting d6, Stealth d6, Survival d8, Tracking d6

Pace: 6, **Parry:** 5, **Toughness:** 6 (1)

Edges: Marksman

Gear: Muos Leather Armor (Armor: +1 Covers: Torso, Arms, Legs), Baseball Bat (Damage: Str+d6, 2 Hands, AP1 vs. Rigid Armor), Hunting Rifle (Range: 30/60/120, Damage: 2d8, ROF: 1, Shots: 5, Min Str: d6, AP 2, Snapfire), Food item x2

Warren Scrapper (Extras) [CR: 6.5]

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

Skills: Boating d6, Climbing d6, Fighting d6, Notice d8, Repair d6, Shooting d6, Survival d6, Swimming d6

Pace: 6, **Parry:** 6, **Toughness:** 8 (2)

Special Abilities

Edges: Block, Combat Reflexes, Danger Sense, Extraction

Gear: Leather armor (+2 Armor: Torso, Legs, Arms), Crowbar (Damage: Str+d6, +1 to Strength Checks when opening items), 10mm Pistol (Range: 12/24/48, Damage: 2d6+1, Shots: 12, ROF: 1, AP1, Semi-Auto), Sawed-Off Shotgun (Range: 5/10/20, Damage: 1-3d6, ROF: 1-2, Shots: 2, When

using both Barrels, you roll to two shooting dice (plus Wild Die) and twice for damage. +2 to hit if single shot, damage decreases per range), Food item x2

Tribal (Extras) [CR: 4.5]

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

Skills: Climbing d6, Fighting d6, Notice d6, Stealth d8, Survival d8, Swimming d6, Throwing d6, Tracking d8

Pace: 6, **Parry:** 5(6 with spear),

Toughness: 6(1)

Edges: Woodsman

Gear: Hide armor (+1 Armor: Torso, Legs, Arms),

Spear (Damage: Str+d6, Parry +1, Reach, 2 Hands), Pipe Rifle (Range: 24/48/96, Damage: 2d8, ROF: 1, Shots: 1, Min Str: d6, AP 2, Snapfire), Food item x2

ROAD WARRIORS

Battle Cycle/Trike/Quad (Extras)

Acc/Top Speed: 18/34

Toughness: 10(2)

Crew: 1+1

Notes: Reinforced chassis (ignore 4 points of damage from Jumps and falls, assuming driving roll passes to land correctly), Off road wheels (treat as 4WD)

Battle Car

Acc/Top Speed: 18/34

Toughness: 13(3)

Crew: 1+2

Notes: Cargo 325 lbs, 4WD

Weapons: Big Gun (24/48/96 HW, 3RB, Auto ROF 3) Ammo: 30 (2d8, AP2)

OR

Weapons: Linked Big Guns (24/48/96 HW, 3RB, Auto ROF 3) Ammo: 30 (3d8, AP2) (+1 Shooting and Damage for Linked)

Note: Use Ganger/Toughs, just give someone Driving at d8, and give guards Steady Hands, and a Hooked Tire Iron (Damage: Str+d6, +1 to Climbing checks, +1 Agility checks to stay on a moving vehicle), and a 10mm Pistol (Range: 12/24/48, Damage: 2d6+1, Shots: 12, ROF: 1, AP1, Semi Auto).

Caravan Sand Truck

Acc/Top Speed: 8/32

Toughness: 14(2)

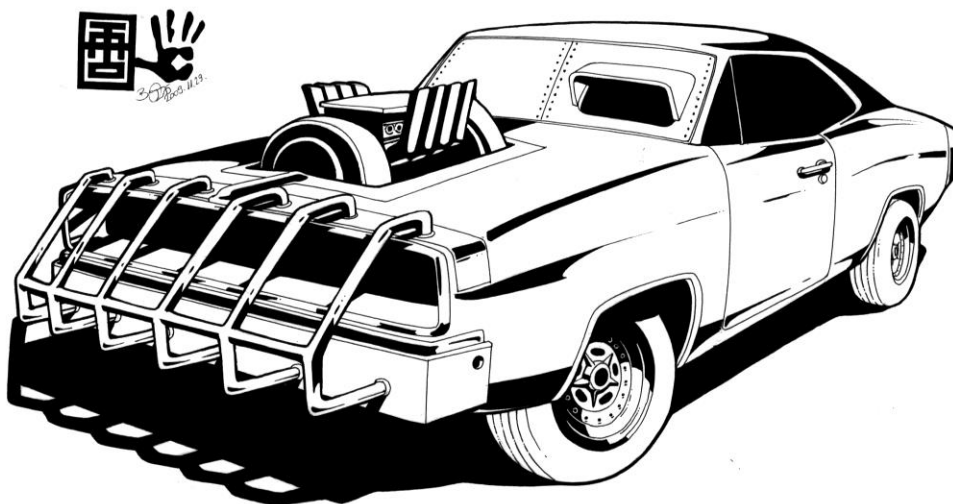
Crew: 1+7

Cargo: 500lbs

Notes: 4WD, Water Powered (needs fission batteries), not safe in water greater than 1 foot.

Weapons: Big Gun (Range: 24/48/96, Damage: 2d8, AP 2, HW, 3RB, Auto, ROF 3) Ammo: 30 x2 (Front and Rear)

Note: Use Caravan Guards and Traders from Neutrals, just give someone Driving at d8, and give guards Steady Hands.



APPENDIX A: NUCLEAR MISSILE DATA AND TARGETS IN THE USA

A viable list of primary targets for nuclear strike would be the following (using data from 1988-1990) using the following Missile information:

Glossary of Terms Used.

MIRV = Multiple Independently Targetable Re-entry Vehicle

Bio Warhead = Biological Weapon Warhead

Target List

Legend

* = State Capital

Trg# Target Description.....Nearest City; Missile

ALABAMA (131,484 sq. km.) (pre-war pop 4,062,608)

AL-01 Anniston Army Depot.....15 km W of Anniston; 550 kT
AL-02 Bellefonte Nuclear Reactor.....15 km NE of Scottsb.; 100 kT MIRV
AL-03 Birmingham.....100 kT MIRV
AL-04 Browns Ferry Nuclear Reactor.....25 km NW of Decatur; 100 kT MIRV
AL-05 Farley Nuclear Reactor.....45 km SE of Dothan; 100 kT MIRV
AL-06 Fort McClellan Mil Res (CBW school) 5 km NE of Anniston; 100 kT MIRV
AL-07 Ft Rucker Mil Res.....32 km NW of Dothan; 550 kT MIRV
AL-08 Goldberg Field US Mil Res.....5 km N of Dothan; 100 kT MIRV
AL-09 Maxwell Air Force Base.....2 km NW of Montg.; 750 kT MIRV
AL-10 Mobile.....550 kT
AL-11 **Montgomery***.....100 kT MIRV
AL-12 Redstone Arsenal.....12 km S of Huntsv.; 550 kT
AL-13 Vaiden AFB (Craig AFB).....10 km E of Browns; 750 kT MIRV

ALASKA (1,478,457 sq. km.) (pre-war pop 551,947)

AK-01 Eielson AFB.....Fairbanks; 25 MT
AK-02 Elmendorf AFB.....Anchorage; 500 kT MIRV
AK-03 Ft Greely.....Fairbanks; 25 MT
AK-04 Ft Richardson Mil Resv.....Anchorage; 1 MT
AK-05 Ft Wainwright.....Fairbanks; 25 MT
AK-06 **Juneau***.....Juneau; 1 MT
AK-07 Point Barrow DEW line HQ.....Barrow; 500 kT MIRV
AK-08 Yukon Command Training Center.....Fairbanks; 1 MT

ARIZONA (293,991 sq. km.) (pre-war pop 3,677,985)



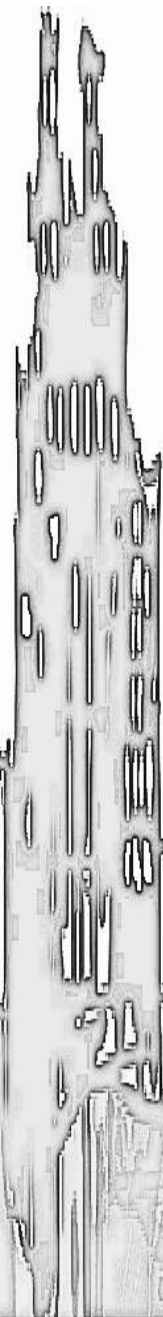
AZ-01 Davis-Monthan AFB.....10 km SE of Tucson; 550 kT MIRV
 AZ-02 Ft Huachuca.....5 km W of Sierra V; 100 kT MIRV
 AZ-03 Luke AFB.....34 km W of Phoenix; 20 MT
 AZ-04 Luke AF Bombing Range.....30 km SE of Yuma; 100 kT MIRV
 AZ-05 Navaho Army Depot.....15 km W of Flagstaff; 550 kT
 AZ-06 **Phoenix***.....550 kT
 AZ-07 Tucson.....550 kT
 AZ-08 Williams AFB.....48 km SE of Phoenix; 20 MT
 AZ-09 Yuma Proving Grounds.....40 km NE of Yuma; 100 kT MIRV
 AZ-10 Palo Verde Nuclear Reactor.....60 km W of Phoenix; 100 kT MIRV

ARKANSAS (134,892 sq. km.) (pre-war pop 2,362,239)

AR-01 Arkansas Nuclear Reactor.....6 mi. WNW of Russlv.; 500 kT MIRV
 AR-02 Blytheville AFB.....Blytheville; Bio Warhead
 AR-03 Camp Robinson.....Little Rock; 500 kT MIRV
 AR-04 Ft Chaffee.....Ft Smith; 1 MT
 AR-05 **Little Rock***.....Little Rock; 1 MT
 AR-06 Little Rock AFB.....Little Rock 10; 500 kT MIRV
 AR-07 Pine Bluff Arsenal.....Pine Bluff; 1 MT

CALIFORNIA (404,809 sq. km.) (pre-war pop 29,839,250)

CA-01 Anaheim.....Anaheim; 1 MT
 CA-02 Armed Forces Reserve Ctr.....Long Beach; 25 MT
 CA-03 Beale AFB (SAC Base).....Marysville; 1 MT
 CA-04 Berkley.....Berkley; 500 kT MIRV
 CA-05 Cp Pendleton US Marine Corps.....Fallbrook; 500 kT MIRV
 CA-06 Cp Roberts.....Paso Robles; 1 MT
 CA-07 Cp Pendleton.....Oceanside; 1 MT
 CA-08 Castle AFB.....Merced; 500 kT MIRV
 CA-09 Chocolate Mountain Impact Area.....Niland; 500 kT MIRV
 CA-10 Diablo Canyon Nuclear Reactor....12 mi. SW of San Lu.; 500 kT MIRV
 CA-11 Edwards AFB.....Lancaster; 500 kT MIRV
 CA-12 Ft Hunter Ligett.....Lockwood; 500 kT MIRV
 CA-13 Ft Barry.....Sausalito; 1 MT
 CA-14 Ft Cronkhite.....Sausalito; 1 MT
 CA-15 Ft Irwin National Traning Ctr.....Barstow; 500 kT MIRV
 CA-16 Ft Ord.....Salinas; 1 MT
 CA-17 Fresno.....Fresno; 1 MT



CA-18 George AFB.....Victorville; 1 MT
CA-19 Glendale.....Glendale; 1 MT
CA-20 Hamilton Army Airfield.....San Rafa'l; 1 MT
CA-21 Lemoore NAS.....Hanford; 1 MT
CA-22 Livermore Nuclear Weapons Lab.....Livermore; 500 kT MIRV
CA-23 Long Beach.....Long Beach; 1 MT
CA-24 Los Angeles.....Los Angeles; 25 MT
CA-25 March AFB.....Riverside; 1 MT
CA-26 Mare Isle Naval Shipyard.....Vallejo; 1 MT
CA-27 Marine Corps Training Ctr.....Barstow; 1 MT
CA-28 Mather AFB (SAC Base).....Sacramento; 500 kT MIRV
CA-29 McClellan AFB.....Sacramento; 1 MT
CA-30 Moffett Field US NAS.....Mtn View; 25 MT
CA-31 Naval Air Miramar Stn.....San Diego; 500 kT MIRV
CA-32 Naval Wpns Ctr-Argus & Mohave.....Ridgecrest; 1 MT
CA-33 North Island US NAS.....San Diego; 1 MT
CA-34 Norton AFB.....San Bernardino; 1 MT
CA-35 Oakland Naval Biowar Lab.....Oakland; 1 MT
CA-36 Pasadena.....Pasadena; 500 kT MIRV
CA-37 Presidio of Monterey US Mil.....Monterey; 1 MT
CA-38 Rancho Seco Nuclear Reactor.....Sacramento; 500 kT MIRV
CA-39 **Sacramento***.....Sacramento; 500 kT MIRV
CA-40 Sacramento Army Depot.....Sacramento; 1 MT
CA-41 Salton Sea Naval Test Rng.....Salton City; 1 MT
CA-42 San Clemente Island US Mil Res.....San Clemente Is.; 500 kT MIRV
CA-43 San Diego.....San Diego; 1 MT
CA-44 San Francisco.....San Francisco; 1 MT
CA-45 San Onofre Nuclear Reactor.....4 mi. SE of San Cle.; 500 kT MIRV
CA-46 Santa Ana.....Santa Ana; 500 kT MIRV
CA-47 Sharpe Army Depot.....Lathrop; 500 kT MIRV
CA-48 Sierra Army Depot.....Herlong; 1 MT
CA-49 Torrance.....Torrance; 500 kT MIRV
CA-50 Travis AFB (SAC Base).....Vallejo; 1 MT
CA-51 US Army Park Res Training Area.....Dublin; 1 MT
CA-52 US Naval Ammunition Depot.....Fallbrook; 1 MT
CA-53 US Naval Res.....Vallejo; 500 kT MIRV
CA-54 US Naval Supply Ctr.....San Diego; 1 MT
CA-55 US Naval Weapons Stn.....Long Beach; 1 MT

CA-56 US Sacramento Army Depot.....Sacramento; 500 kT MIRV
CA-57 Vallejo (nuclear sub base).....Vallejo; 500 kT MIRV
CA-58 Vandenberg AFB.....Lompoc; 1 MT
(SAC Base, missile test site)

COLORADO (268,319 sq. km.) (pre-war pop 3,307,912)

CO-01 **Denver***.....Denver; 1 MT
CO-02 Ft Carson Mil Res.....Colorado Springs; 500 kT MIRV
CO-03 Lowry AFB.....Denver; 500 kT MIRV
CO-04 Indian Mountain (NORAD HQ).....Colorado Springs; 25 MT
CO-05 Pueblo Army Depot.....Avondale; 500 kT MIRV
CO-06 Rocky Flats Nuclear Wpns Plant.....1 MT
CO-07 Rock Mtn Arsenal (Nerve Gas).....Denver; 1 MT
CO-08 USAF Academy.....Colorado Springs; 1 MT

CONNECTICUT (12,618 sq. km.) (pre-war pop 3,295,669)

CT-01 Bridgeport.....550 kT
CT-02 Connecticut National Guard.....2 km W of East Lyme; 100 kT MIRV
CT-03 Groton Nuclear Sub Shipyard.....Downtown Groton; 500 kT MIRV
CT-04 Haddam Neck Nuclear Reactor.....20 km E of Meridan; 100 kT MIRV
CT-05 **Hartford***.....550 kT MIRV
CT-06 Knolls Atomic Power Lab 1.....Downtown Windsor; 100 kT MIRV
CT-07 Millstone Nuclear Reactor.....5 km WSW of New Lon.; 100 kT MIRV
CT-08 New Haven.....500 kT MIRV
CT-09 New London Nuclear Sub Base.....5 km N of New London; 20 MT
CT-10 Stamford.....550 kT
CT-11 Waterbury.....500 kT MIRV
CT-12 New Britain.....500 kT MIRV
CT-13 East Gronby.....500 kT MIRV

DELAWARE (5,006 sq. km.) (pre-war pop 668,696)

DE-01 Dover *.....550 kT
DE-02 Dover AFB.....5 km SE of Dover; 100 kT MIRV
DE-03 Wilmington.....100 kT MIRV

DISTRICT OF COLUMBIA (163 sq. km.) (pre-war pop 609,909)

DC-01 Pentagon Building.....Downtown Washington; 20 MT



DC-02 White House.....Downtown Washington; 400 kT MIRV
DC-03 White House.....Downtown Washington; 1 MT

FLORIDA (140,267 sq. km.) (pre-war pop 13,003,362)

FL-01 Avon Pk Air Force Rng.....15 km E of Avon Park; 500 kT MIRV
FL-02 Cp Blanding Mil Res.....20 km E of Starke; 100 kT MIRV
FL-03 Corry Field US Navy.....3 km W of Pensacola; 100 kT MIRV
FL-04 Crystal River Nuclear Reactor....10 km NW of Crst. R.; 100 kT MIRV
FL-05 Eglin AFB.....50 km E of Pensacola; 20 MT
(Chem & Bio. Weapon Research)
FL-06 Ellyson Field US Navy.....30 KM NE of Pensac.; 550 kT
FL-07 Ft McRee.....5 km S of Pensacola; 100 kT MIRV
FL-08 Ft Taylor.....1 km W of Key West; 100 kT MIRV
FL-09 Homestead AFB.....30 km S of Miami; 550 kT MIRV
FL-10 Jacksonville.....550 kT
FL-11 Jacksonville NAS.....7 km S of Jackvle.; 100 kT MIRV
FL-12 John F Kennedy Space Ctr.....15 km N of Cape Can.; 750 kT MIRV
FL-13 Key West NAS.....10 km E of Key West; 100 kT MIRV
FL-14 MacDill AFB.....5 km S of Tampa; 500 kT MIRV
FL-15 Mayport NAS.....25 km E of Jackvle.; 500 kT MIRV
FL-16 Orlando Naval Training Ctr.....Downtown Orlando; 500 kT MIRV
FL-17 Patrick AFB (Missile Test Ctr)....7 km S of Cape Can.; 550 kT MIRV
FL-18 Pensacola US NAS.....10 km SW of Pensac.; 100 kT MIRV
FL-19 St Lucie Nuclear Reactor.....20 km SE of Ft Prce; 500 kT MIRV
FL-20 St Petersburg.....550 kT
FL-21 Saufley Field US Navy.....5 km W of Pensacola; 100 kT MIRV
FL-22 **Tallahassee***.....100 kT MIRV
FL-23 Tampa.....100 kT MIRV
FL-24 Turkey Point Nuclear Reactor.....42 km S of Miami 100 kT MIRV
FL-25 Tyndall AFB.....15 km SE of P. City 100 kT MIRV

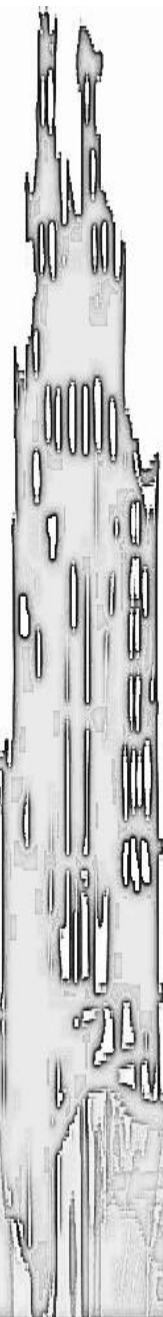
GEORGIA (150,375 sq. km.) (pre-war pop 6,508,419)

GA-01 Atlanta *.....20 MT
GA-02 Columbus.....550 kT
GA-03 Dobbins AFB.....2 km S of Marietta; 500 kT MIRV
GA-04 Edwin Hatch Nuclear Reactor.....19 km N of Baxley; 100 kT MIRV
GA-05 Ft Benning Mil Res.....6 km S of Columbus; 100 kT MIRV
(Lawson Army Airfield)

GA-06 Ft Gillem (Atlanta Army Depot).....17 km S Atlanta; 500 kT MIRV
 GA-07 Ft Gordon Mil Res.....20 km SW of Augusta; 100 kT MIRV
 GA-08 Ft McPherson.....4 km SW of Atlanta; 100 kT MIRV
 GA-09 Ft Stewart Mil Res.....20 km W of Savannah; 100 kT MIRV
 GA-10 Hunter Army Air Field.....3 km SW of Savannah; 100 kT MIRV
 GA-11 Naval Submarine Supply Base.....5 km N of St Mary's; 20 MT
 GA-12 Robins AFB.....20 km SE of Macon; 550 kT
 GA-13 Savanna.....500 kT MIRV
 GA-14 US Mil Res.....10 km E of Ft Ogle. 100 kT MIRV
 GA-15 Vogtle Nuclear Reactor.....45 km SE of Augusta 100 kT MIRV

HAWAII (16,646 sq. km.) (pre-war pop 1,115,274)

HI-01 Aliamanu Mil Res.....Oaho; 1 MT
 HI-02 Barber's Point NAS.....Oaho; 1 MT
 HI-03 Barking Sands Pac Missile Rng.....Kauai; 1 MT
 HI-04 Bellows AFB (inactive).....Oaho; 500 kT MIRV
 HI-05 Cp Catlin Nav Res.....Oaho; 1 MT
 HI-06 Dillingham AFB (inactive).....Oaho; 500 kT MIRV
 HI-07 Ft Shafter Mil Res.....Oaho; 1 MT
 HI-08 Ft DeRussy Mil Res.....Oaho; 500 kT MIRV
 HI-09 Haiku Nav Res.....Oaho; 500 kT MIRV
 HI-10 Helemano Mil Res.....Oaho; 1 MT
 HI-11 Hickham AFB.....Oaho; 1 MT
 HI-12 **Honolulu***.....Honolulu; 1 MT
 HI-13 Kaena Mil Res.....Oaho; 1 MT
 HI-14 Kaneohe Air Stn.....Oaho; 500 kT MIRV
 HI-15 Kapalama Mil Res.....Oaho; 25 MT
 HI-16 Kekukaha Mil Res.....Hawii; 1 MT
 HI-17 Lualualei Nav Res.....Oaho; 25 MT
 HI-18 Makua Mil Res.....Oaho; 1 MT
 HI-19 Pohakuloa Trng Area Mil Res.....Hawii; 1 MT
 HI-20 Red Hill Nav Res.....Oaho; 1 MT
 HI-21 Schofield Barracks Mil Res.....Oaho; 1 MT
 HI-22 USN Bombing Rng.....Maui; 1 MT
 HI-23 Upper Kipapa Mil Res.....Oaho; 500 kT MIRV
 HI-24 Wahiwa Nav Res.....Oaho; 500 kT MIRV
 HI-25 Waiawa Mil Res.....Oaho; 1 MT
 HI-26 Wheeler AFB.....Oaho; 500 kT MIRV



IDAHO (213,450 sq. km.) (pre-war pop 1,011,986)

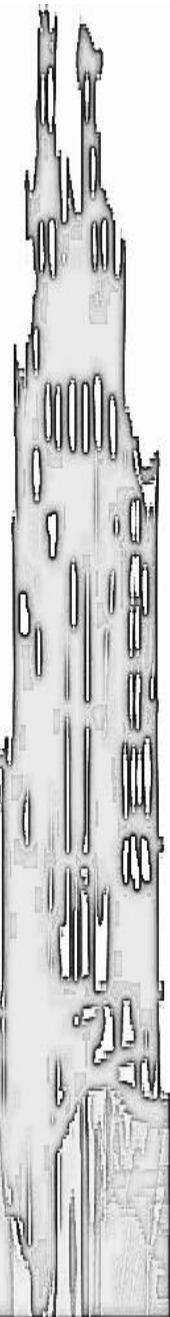
ID-01 **Boise ***550 kT
ID-02 Mtn Home AFB.....20 km W of Mtn Home 100 kT MIRV
ID-03 National Reactor Test Site.....25 km E of Arco 100 kT MIRV

ILLINOIS (144,123 sq. km.) (pre-war pop 11,466,682)

IL-01 Argonne National Lab.....4 km E of Bolingbrk 550 kT
IL-02 Braidwood Nuclear Reactor.....39 km SSW of Joliet 100 kT MIRV
IL-03 Byron Nuclear Reactor.....28 km SW of Rockford 100 kT MIRV
IL-04 Chicago.....20 MT
IL-05 Clinton Nuclear Reactor.....10 km E of Clinton 100 kT MIRV
IL-06 Dresden Nuclear Reactor.....15 km E. of Morris 100 kT MIRV
IL-07 Elwood Ordinance Plant.....10 km S of Joliet 550 kT
IL-08 Fermi National Accelerator Lab.....4 km N of Aurora 550 kT
IL-09 Ft Sheridan.....5 km SE of Lk Forest 500 kT MIRV
IL-10 Granite City Army Depot.....2 km SW of Gran City 500 kT MIRV
IL-11 LaSalle Co. Nuclear Reactor.....18 km SE of Ottawa 100 kT MIRV
IL-12 Peoria.....550 kT
IL-13 Quad Cities Nuclear Reactor.....33 km NE of Moline 100 kT MIRV
IL-14 Rock Island Arsenal.....2 km NE Rock Island 500 kT MIRV
IL-15 Rockford.....550 kT
IL-16 Savanna Army Depot.....15 km NW of Savanna 100 kT MIRV
IL-17 Scott AFB.....11 km E of Bellevue 500 kT MIRV
IL-18 **Springfield ***550 kT
IL-19 US Naval Training Ctr.....1 km SE of N. Chic 1 MT
IL-20 Zion Nuclear Reactor.....67 km N of Chicago 1 MT

INDIANA (93,074 sq. km.) (pre-war pop 5,564,228)

IN-01 Cp Atterbury.....12 km NW of Columbus 100 kT MIRV
IN-02 East Chicago.....100 kT MIRV
IN-02 Evansville.....550 kT
IN-03 Ft Benjamin.....18 km NE of Indpls 100 kT MIRV
IN-04 Ft Wayne.....550 kT
IN-05 Gary.....550 kT
IN-06 Grissom AFB.....18 km N of Kokomo 550 kT MIRV
IN-07 Hammond.....550 kT
IN-08 Indiana Army Ammunition Plant....Downtown Charlestown 100 kT MIRV



IN-09 **Indianapolis ***.....20 MT
IN-10 Jefferson Proving Ground.....20 km NW of Madison 100 kT MIRV
IN-11 Newport Army Ammo (Nerve Gas).....1 MT
IN-12 Bunker Hill AFB.....1 MT

IOWA (144,949 sq. km.) (pre-war pop 2,787,424)

IA-01 **Des Moines ***.....20 MT
IA-02 Duane Arnold Nuclear Reactor.....13 km NW of Cedar R. 550 kT
IA-03 Iowa Army Ammunition Plant.....2 km SE of Burlingt 550 kT

KANSAS (211,818 sq. km.) (pre-war pop 2,485,600)

KS-01 McConnell AFB.....10 km SE of Wichita 550 kT MIRV
KS-02 Kansas City.....20 MT
KS-03 Salina.....20 MT
KS-04 **Topeka ***.....20 MT
KS-05 Wichita.....20 MT
KS-06 Wolf Creek Nuclear Reactor.....5 km NE of Burling. 550 kT

KENTUCKY (102,756 sq. km.) (pre-war pop 3,698,969)

KY-01 Bath Co. Hydroelectric Plant.....1 MT
KY-02 Blue Grass Army Ammun. Depot.....Lexington 1 MT
KY-03 Ft Campbell Mil Res.....Clarksville, TN 1 MT
KY-04 Ft Knox.....Louisville 1 MT
KY-05 **Frankfort ***.....Frankfort 1 MT
KY-06 Louisville..... Bio Warhead

LOUISIANA (115,307 sq. km.) (pre-war pop 4,238,216)

LA-01 Barksdale AFB.....8 km E of Shreveport 550 kT
LA-02 **Baton Rouge ***.....550 kT
LA-03 England AFB.....10 km W of Alexand. 550 kT
LA-04 Ft Polk Mil Res.....10 km SE of Leesv. 500 kT MIRV
LA-05 Louisiana Army Ammo Plant.....30 km E of Shreve. 500 kT MIRV
LA-06 New Orleans.....550 kT
LA-07 River Bend Nuclear Reactor.....39 km NW of Baton R. 100 kT MIRV
LA-08 Shreveport.....550 kT
LA-09 US Naval Stn.....20 km S of New Orl. 100 kT MIRV
LA-10 Waterford Nuclear Reactor.....32 km W of New Orl. 100 kT MIRV



MAINE (80,277 sq. km.) (pre-war pop 1,233,223)

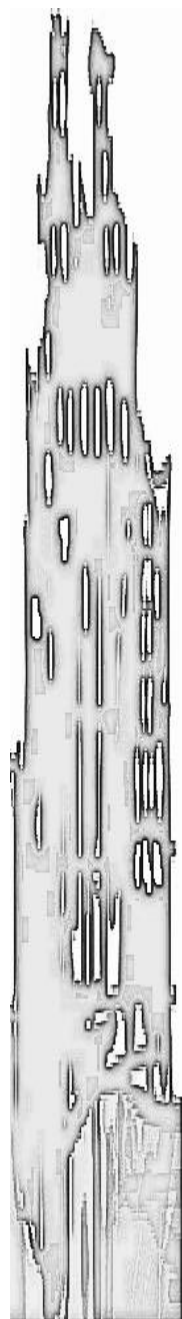
ME-01 **Augusta ***.....100 kT MIRV
ME-02 Maine Augusta Nuclear Reactor....16 km N of Bath 100 kT MIRV
ME-03 Portland.....1 MT
ME-04 Loring AFB.....500 kT MIRV

MARYLAND (25,480 sq. km.) (pre-war pop 4,798,622)

MD-01 Aberdeen Proving Grounds.....5 km S of Aberdeen 100 kT MIRV
MD-02 Andrews AFB.....2 km E of Camp Spr. 550 kT MIRV
MD-03 **Annapolis ***.....550 kT
MD-04 Baltimore.....550 kT
MD-05 Blossom Pt Proving Grounds.....28 km SW of Waldorf 100 kT MIRV
MD-06 Calvert Cliffs Nuclear Reactor..67 km S of Anpls. 100 kT MIRV
MD-07 Dundalk Marine Terminal.....1 km S of Dundalk 550 kT
MD-08 Edgewood Arsenal (Chemwar Lab).4 km S of Edgewood 550 kT
MD-09 Ft Detrick (Biowar Lab).....4 km N of Fredrick 550 kT
MD-10 Ft George G Meade.....7 km E of Laurel 100 kT MIRV
MD-11 General Services Admin.....10 km S of Baltimore 500 kT MIRV
MD-12 Patuxent Naval Air Test Ctr....2 km E of Lex. Park 100 kT MIRV
MD-13 US Naval Academy.....2 km E of Annapolis 100 kT MIRV
MD-14 US Naval Ordnance Stn.....1 km W of Indian Hd. 100 kT MIRV

MASSACHUSETTS (20,269 sq. km.) (pre-war pop 6,029,051)

MA-01 **Boston ***.....550 kT MIRV
MA-02 Cambridge.....550 kT
MA-03 Fall River.....100 kT MIRV
MA-04 Ft Devens.....10 km E of Fitchburg 100 kT MIRV
MA-05 Massachusetts Mil Res.....5 km E of Buzz. Bay 400 kT MIRVM1
(Otis AFB)
MA-06 S. Weymouth NAS.....2 km N of Rock Is. 550 kT
MA-07 New Bedford.....550 kT
MA-08 Pilgrim Nuclear Reactor.....6 km SE of Plymouth 100 kT MIRV
MA-09 Springfield.....550 kT
MA-10 Westover AFB.....5 km E of Holyoke 100 kT MIRV
MA-11 Watertown Arsenal.....Downtown Brighton 100 kT MIRV
MA-12 Worcester.....550 kT



MICHIGAN (147,524 sq. km.) (pre-war pop 9,328,784)

MI-01	Ann Arbor.....	20	MT
MI-02	Big Rock Point Nuclear Reactor....	7 km NE of Charlev.	100 kT MIRV
MI-03	Detroit.....	20	MT
MI-04	Dearborn.....	20	MT
MI-05	Donald Cook Nuclear Reactor.....	18 km S of Benton H	100 kT MIRV
MI-06	Fermi Nuclear Reactor.....	35 km S of Detroit	100 kT MIRV
MI-07	Flint.....	25	MT
MI-08	Grand Rapids.....	550	kT
MI-09	K.I. Sawyer AFB.....	20km S of Marquette	550 kT
MI-09	Lansing *	550	kT
MI-10	Ludington Hydroelectric Dam.....	3 km SE of Ludington	100 kT MIRV
MI-11	Michigan National Guard Mil Res...	5 km SW of Grayling	500 kT MIRV
MI-12	Palisades Nuclear Reactor.....	8 mi S of South Hav	100 kT MIRV
MI-13	Selfridge ANGB.....	5 km E of Mt Clemens	100 kT MIRV
MI-14	Wurtsmith AFB.....	3 km NW of Oscoda	100 kT MIRV

MINNESOTA (206,029 sq. km.) (pre-war pop 4,387,029)

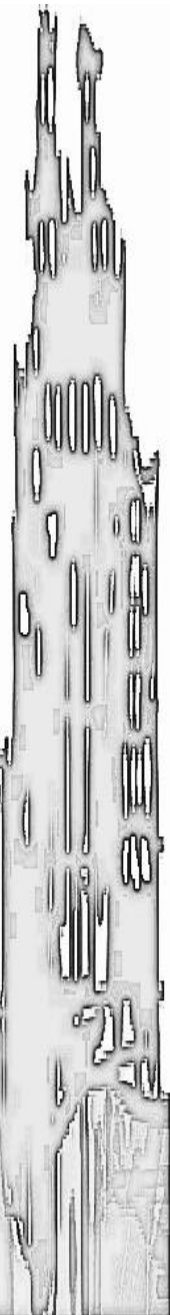
MN-01	Duluth.....	500	kT MIRV
MN-02	Minneapolis.....	500	kT MIRV
MN-03	Montecello Nuclear Reactor.....	30 mi NW of Minneap.	1 MT
MN-04	Prairie Island Nuclear Reactor.....	28 Mi SE of Minneap.	1 MT
MN-05	St. Paul *	500	kT MIRV

MISSISSIPPI (122,336 sq. km.) (pre-war pop 2,586,443)

MS-01	Cp Shelby.....	20 km SE of Hattiesb	500 kT MIRV
MS-02	Columbus AFB.....	17 km N of Columbus	25 MT
MS-03	Grand Gulf Nuclear Reactor.....	42 km S of Vicksburg	1 MT
MS-04	Jackson *	1	MT
MS-05	Keesler AFB.....	2 km W of Biloxi	1 MT
MS-06	Natl AeroSpace Agency Tst Site.....	19 km S of Picayune	1 MT

MISSOURI (178,567 sq. km.) (pre-war pop 5,137,804)

MO-01	Callaway Nuclear Reactor.....	10 mi SE of Fulton	500 kT MIRV
MO-02	Ft Leonard Wood.....	St Robert	500 kT MIRV
MO-03	Granite City Army Depot.....	Granite City	500 kT MIRV
MO-04	Jefferson City *	500	kT MIRV



MO-05 Kansas City.....1 MT
MO-06 Lake City Ammunitions Plant.....500 kT MIRV
MO-07 St Louis.....1 MT
MO-08 Whiteman AFB (Missile base).....Sedalia 10x500 kT MIRV

MONTANA (376,555 sq. km.) (pre-war pop 803,655)

MT-01 Glasgow AFB.....7 km NE of Glasgow 550 kT MIRV
MT-02 **Helena ***.....550 kT
MT-03 Malmstrom AFB (Missile base) 9 km E of Grt Falls 20x550 kT MIRV

NEBRASKA (198,495 sq. km.) (pre-war pop 1,584,617)

NE-01 Cooper Nuclear Reactor.....38 km S of Neb. City 550 kT
NE-02 Ft. Calhoun Nuclear Reactor.....32 km N of Omaha 550 kT
NE-03 **Lincoln ***.....550 kT
NE-04 Offutt AFB.....Omaha 550 kT MIRV
NE-05 Omaha.....550 kT
NE-06 Sioux Army Depot.....Omaha 500 kT MIRV

NEVADA (284,628 sq. km.) (pre-war pop 1,206,152)

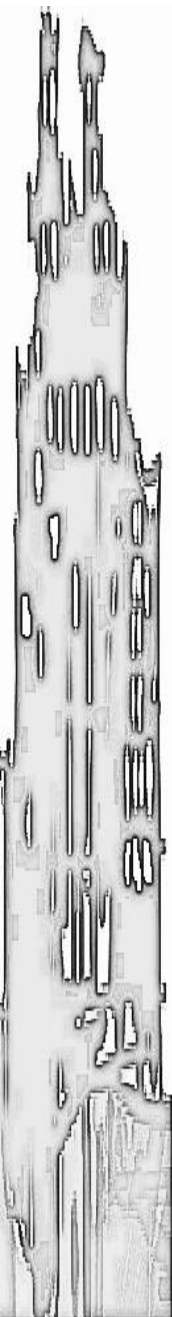
NV-01 **Carson City ***.....500 kT MIRV
NV-02 Hoover Hydroelectric Dam.....55 km E of Las Vegas 100 kT MIRV
NV-03 Indian Springs Gunnery Rng.....4 km N of Ind Spngs 100 kT MIRV
NV-04 Nellis AFB.....7 km NE of Las Vegas 100 kT MIRV
NV-05 US Army Ammo Plant.....5 km W of Hawthorne 550 kT
NV-06 USNAS.....10 km SE of Fallon 100 kT MIRV

NEW HAMPSHIRE (23,289 sq. km.) (pre-war pop 1,113,915)

NH-01 **Concord ***.....550 kT MIRV
NH-02 Manchester.....550 kT
NH-03 Pease AFB.....5 km W of Portsmouth 100 kT MIRV
NH-04 Portsmouth.....550 kT
NH-05 Seabrook Nuclear Reactor.....20 km S of Portsm. 100 kT MIRV

NEW JERSEY (19,342 sq. km.) (pre-war pop 7,748,634)

NJ-01 Clifton.....550 kT
NJ-02 Elisabeth.....550 kT
NJ-03 Ft Dix Mil Res.....Downtown Ft Dix 100 kT MIRV



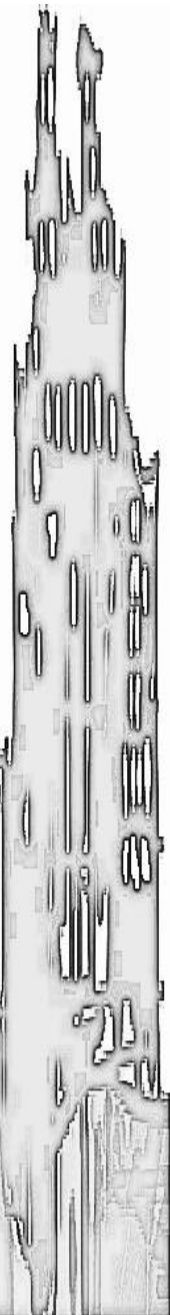
NJ-04	Hope Creek Nuclear Reactor.....	38 km SE of Wilming.	100 kT	MIRV
NJ-05	Jersey City.....		550 kT	MIRV
NJ-06	McGuire AFB.....	2 km E of Wrightsown	550 kT	
NJ-07	Newark.....		100 kT	MIRV
NJ-08	Oyster Creek Nuclear Reactor.....	16 km S of Toms R.	100 kT	MIRV
NJ-09	Pickatinny Arsenal.....	1 km N of Mt. Hope	750 kT	MIRV
NJ-10	Salem Nuclear Reactor.....	30 km S of Wilming.	100 kT	MIRV
NJ-11	Trenton *		550 kT	
NJ-12	Lakehurst NAS.....	3 km W of Lakehurst	100 kT	MIRV
NJ-13	Earle US Naval Ammunition Depot....	5 km E of Freehold	100 kT	MIRV
	(Chem. and Bio. Weapons Storage)			

NEW MEXICO (314,338 sq. km.) (pre-war pop 1,521,779)

NM-01	Albuquerque.....		1 MT	
NM-02	Cannon AFB.....	Clovis	1 MT	
NM-03	Ft Wingate Mil Res.....	Gallup	1 MT	
NM-04	Holloman AFB.....	Alamogordo	1 MT	
NM-05	Kirtland AFB.....	Albuquerque	1 MT	
NM-06	Sandia Base.....	Albuquerque	1 MT	
NM-07	Santa Fe *		1 MT	
NM-08	Walker AFB.....		500 kT	MIRV
NM-09	White Sands Missile Range.....	Las Cruces	500 kT	MIRV

NEW YORK (122,712 sq. km.) (pre-war pop 18,044,505)

NY-01	Albany *		550 kT	
NY-02	Brookhaven National Lab.....	8 km NE of Patchogue	500 kT	MIRV
NY-03	Buffalo.....		100 kT	MIRV
NY-04	Cp Smith Mil Res.....	3 km NW of Peekskill	750 kT	MIRV
NY-05	Disease & Parasite Res. Lab.....	Plum Is.	100 kT	MIRV
NY-06	Fitzpatrick Nuclear Reactor.....	12 km NE of Oswego	100 kT	MIRV
NY-07	Ft Drum Mil Res.....	9 km NE of Watertown	100 kT	MIRV
NY-08	Ginna Nuclear Reactor.....	32 mi NE of Rochest.	100 kT	MIRV
NY-09	Griffiss AFB.....	2 km E of Rome	750 kT	MIRV
NY-10	Indian Point Nuclear Reactor.....	38 km N of NYC	100 kT	MIRV
NY-11	Knolls Atomic Power Lab 2.....	10 km E of Schenect.	100 kT	MIRV
NY-12	Knolls Atomic Power Lab 3.....	20 km N of Schenect.	100 kT	MIRV
NY-13	Lockport Air Force Stn.....	5 km W of Lockport	550 kT	
NY-14	New York City (Bronx).....		550 kT	MIRV



NY-15 New York City (Manhattan).....20 MT
 NY-16 New York City (Manhattan).....1 MT
 NY-17 Nine Mile Point Nuclear React.....9 km NE of Oswego 100 kT MIRV
 NY-18 Plattsburgh AFB.....3 km S of Plattsb. 100 kT MIRV
 NY-19 Robert Moses Hydroelectric Dam.....4 km N of Niag. Fa. 100 kT MIRV
 NY-20 Rochester.....550 kT
 NY-21 Schenectady Army Depot.....Downtown Schenectady 550 kT
 NY-22 Seneca Army Depot.....Downtown Romulus 550 kT
 NY-23 Syracuse.....550 kT
 NY-24 Utica.....550 kT
 NY-25 Watervliet Arsenal.....1 km S of Troy 550 kT
 NY-26 West Point Mil Res.....1 km W of West Point 100 kT MIRV
 NY-27 Yonkers.....550 kT

NORTH CAROLINA (126,503 sq. km.) (pre-war pop 6,657,630)

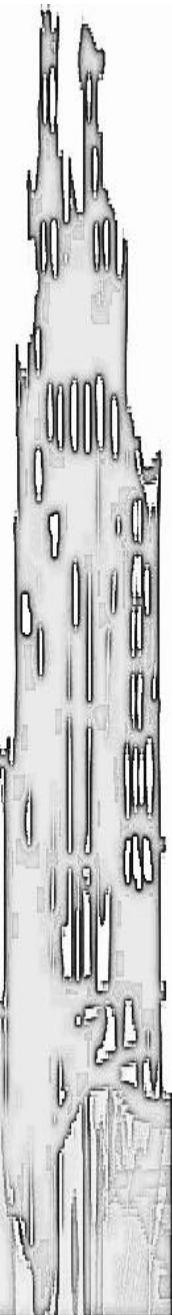
NC-01 Brunswick Nuclear Reactor.....3 km N of Southport 100 kT MIRV
 NC-02 Cp Lejeune Marine Base.....5 km S of Jacksonv. 100 kT MIRV
 NC-03 Cp Mackall.....12 km S of Aberdeen 100 kT MIRV
 NC-04 Charlotte.....550 kT
 NC-05 Charlotte Army Missile Plant.....Downtown Charlotte 100 kT MIRV
 NC-06 Cherry Pt US Marine Air Stn.....25 km SE of New Bern 100 kT MIRV
 NC-07 Ft Bragg Mil Res.....15 km W of Fayettev. 100 kT MIRV
 NC-08 Greensboro.....500 kT MIRV
 NC-09 McGuire Nuclear Reactor.....28 km S of Charlotte 100 kT MIRV
 NC-10 **Raleigh ***.....550 kT
 NC-11 Seymour-Johnson AFB.....Goldsboro 500 kT MIRV
 NC-12 Shearon Harris Nuclear Reactor.....33 km SW of Raleigh 100 kT MIRV
 NC-13 Winston-Salem.....550 kT

NORTH DAKOTA (179,484 sq. km.) (pre-war pop 641,364)

ND-01 **Bismark ***.....500 kT MIRV
 ND-02 Grand Forks AFB.....17 km W of Grd Forks 10x500 kT MIRV
 ND-03 Minot AFB.....15x500 kT MIRV

OHIO (106,200 sq. km.) (pre-war pop 10,887,325)

OH-01 Akron.....550 kT
 OH-02 Canton.....550 kT
 OH-03 Cincinnati.....100 kT MIRV



OH-04	Cleveland.....	550 kT	MIRV
OH-05	Clinton County AFB.....	3 km E of Wilmington	550 kT
OH-06	Columbus *	550 kT	
OH-07	Davis-Besse Nuclear Reactor.....	35 km SE of Toledo	100 kT MIRV
OH-08	Dayton.....	550 kT	
OH-09	Lockbourne AFB (Rickenbacher).....	25 km S of Columbus	500 kT MIRV
OH-10	NASA.....	7 km S of Sandusky	550 kT
OH-11	Perry Nuclear Reactor.....	12 km NE of Painesv.	100 kT MIRV
OH-12	Toledo.....	100 kT	MIRV
OH-13	Wright Patterson AFB.....	15 km NE of Dayton	500 kT MIRV
OH-14	Youngstown.....	550 kT	

OKLAHOMA (177,819 sq. km.) (pre-war pop 3,157,604)

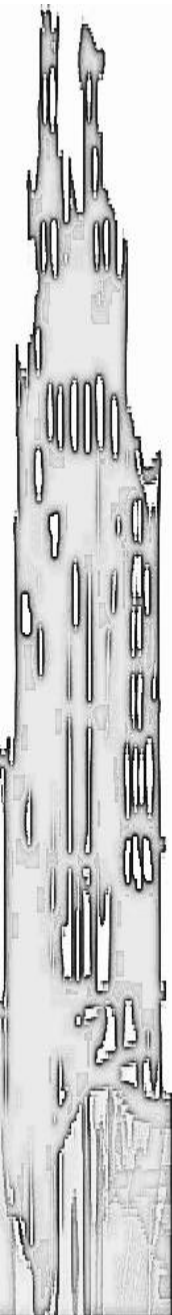
OK-01	Ft Sill Mil Res.....	Lawton	1 MT
OK-02	Oklahoma City *	20 MT	
OK-03	Tinker AFB.....	13 km E of Ok City	550 kT
OK-04	Tulsa.....	20 MT	
OK-05	US Ammo Plant.....	19 km W of McAlester	550 kT
OK-06	Vance AFB.....	4 km SW of Enid	550 kT

OREGON (249,124 sq. km.) (pre-war pop 2,853,733)

OR-01	Boadman Bombing Rng.....	52 km W of Pendleton	100 kT MIRV
OR-02	Bonneville Dam.....	59 km E of Portland	100 kT MIRV
OR-03	McNary Hydroelectric Dam.....	3 km NW of Umatilla	100 kT MIRV
OR-04	John Day Hydroelectric Dam.....	160 km E of Portland	100 kT MIRV
OR-05	Portland.....	550 kT	
OR-06	Salem *	550 kT	
OR-07	Squaw Butte Rng Exp Area.....	Rt 20 & Rt 395	100 kT MIRV
OR-08	Umatilla Ordinance Depot.....	41 km NW of Pendletn	100 kT MIRV

PENNSYLVANIA (116,270 sq. km.) (pre-war pop 11,924,710)

PA-01	Allentown.....	550 kT	
PA-02	Beaver Valley Nuclear Reactor.....	43 km NW of Pittsb.	500 kT MIRV
PA-03	Erie.....	550 kT	
PA-04	Frankford Arsenal.....	10 km SW of Phily.	100 kT MIRV
PA-05	Harrisburg *	100 kT	MIRV
PA-06	Letter Kennedy Army Depot.....	10 km NE of Phily.	550 kT
PA-07	Limerick Nuclear Reactor.....	21 mi NW of Phily.	100 kT MIRV



PA-08 New Cumberland Army Depot.....8 km SE of Harrisb. 100 kT MIRV
 PA-09 Peach Bottom Nuclear Reactor.....30 km S of Lancaster 550 kT
 PA-10 Philadelphia.....20 MT
 PA-11 Pittsburgh.....500 kT MIRV
 PA-12 Scranton.....550 kT
 PA-13 Scranton Army Depot.....12 km SW of Scranton 100 kT MIRV
 PA-14 Susquehanna Nuclear Reactor.....12 km NE of Berwick 100 kT MIRV
 PA-15 Three-mile Island Nuc. Reactor.....17 km SE of Harrisb. 100 kT MIRV
 PA-16 Tobyhanna Mil Res.....32 km SE of Scranton 100 kT MIRV
 PA-17 Willow Grove NAS.....15 km NW of Phily. 500 kT MIRV

RHODE ISLAND (2,730 sq. km.) (pre-war pop 1,005,984)

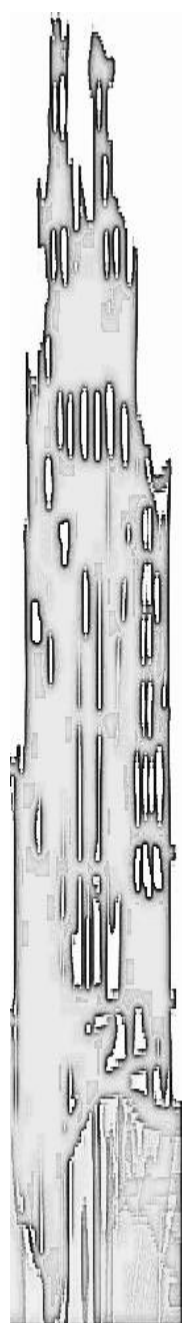
RI-01 Newport Naval Base.....Newport 500 kT MIRV
 RI-02 **Providence ***.....550 kT

SOUTH CAROLINA (78,236 sq. km.) (pre-war pop 3,505,707)

SC-01 Catawba Nuclear Reactor.....10 km NW of Rock H. 100 kT MIRV
 SC-02 Charleston AFB.....3 km N of Charleston 100 kT MIRV
 SC-03 Charleston Army Depot.....Downtown Charleston 550 kT
 SC-04 **Columbia ***.....550 kT
 SC-05 DOE Savannah River Plant.....35 km SE of Aug, GA 550 kT MIRV
 SC-06 Ft Jackson Mil Res.....10 km E of Columbia 100 kT MIRV
 SC-07 Ft Sumter (Natl Monument).....8 km SE of Charl. 550 kT
 SC-08 H.B.Robinson Nuclear Reactor.....40 km from Florence 100 kT MIRV
 SC-09 McEntire NG Air Base.....20 km E of Columbia 550 kT
 SC-10 Myrtle Beach AFB.....7 km SW of Myr. Bch. 550 kT
 SC-11 Oconee Nuclear Reactor.....52 km W of Greenv. 500 kT MIRV
 SC-12 Parris Island USMC.....10 km S of Beaufort 100 kT MIRV
 SC-13 Shaw AFB.....16 km NE of Charl. 100 kT MIRV
 SC-14 Summer Nuclear Reactor.....47 km NW of Columbia 100 kT MIRV
 SC-15 USMC Air Stn.....2 km N of Beaufort 100 kT MIRV
 SC-16 US Naval Base.....20 km N of Charl. 550 kT

SOUTH DAKOTA (196,726 sq. km.) (pre-war pop 699,999)

SD-01 Black Hills Army Depot.....118 km SW of Rap. C. 500 kT MIRV
 SD-02 Ellsworth AFB.....Rapid City 10x500 kT MIRV
 SD-03 Ft Meade Veterans Admin. Res.....3 km E of Sturgis 500 kT MIRV



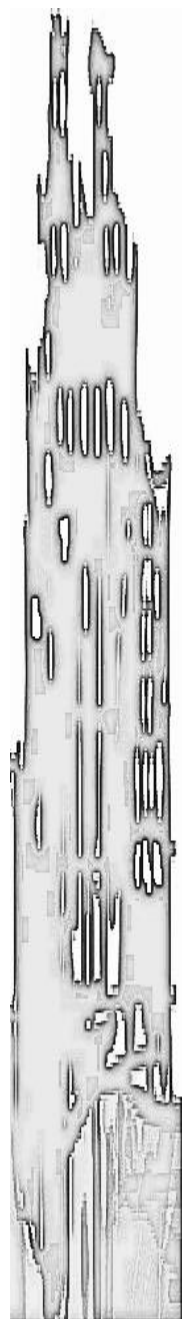
SD-04	Pierre *	500 kT MIRV
SD-05	South Dakota NG Corps..... Rapid City	500 kT MIRV

TENNESSEE (106,589 sq. km.) (pre-war pop 4,896,641)

TN-01	Arnold Engineering Dev Ctr.....Manchester	500 kT MIRV
TN-02	Holston Army Ammunition Plant.....	500 kT MIRV
TN-03	Knoxville.....	1 MT
TN-04	Memphis.....	500 kT MIRV
TN-05	Milan Army Ammo Plant.....Jackson	500 kT MIRV
TN-06	Nashville *Nashville	Bio Warhead
TN-07	Sequoyah Nuclear Reactor..... 9 mi NE of Chattan.	1 MT
TN-08	US Atomic Energy Comm.....Oak Ridge	500 kT MIRV
TN-09	US NAS.....Millington	1 MT
TN-10	Watts Bar Nuclear Reactor.....10 mi S of Spr. City	1 MT

TEXAS (678,619 sq. km.) (pre-war pop 17,059,805)

TX-01	Abilene.....Abilene	1 MT
TX-02	Amarillo.....Amarillo	1 MT
TX-03	Amarillo AFB.....Amarillo	500 kT MIRV
TX-04	Austin *Austin	1 MT
TX-05	Bergstrom AFB.....Austin	1 MT
TX-06	Beumont.....Beumont	500 kT MIRV
TX-07	Brooks AFB.....San Antonio	1 MT
TX-08	Carswells AFB.....Ft Worth	1 MT
TX-09	Cp Bullis Mil Res.....San Antonio	500 kT MIRV
TX-10	Cp Mabry Mil Res.....Austin	500 kT MIRV
TX-11	Cp Swift Mil Res.....Austin	1 MT
TX-12	Comanche Peak Nuclear Reactor.....4 mi N of Glen Rose	500 kT MIRV
TX-13	Corpus Cristy.....Corpus Cristy	1 MT
TX-14	Dallas.....Dallas	500 kT MIRV
TX-15	Dallas NAS.....Dallas	1 MT
TX-16	Dyess AFB.....Abilene	1 MT
TX-17	El Paso.....	25 MT
TX-18	Ft Bliss Mil Res.....El Paso	1 MT
TX-19	Ft Hood.....Temple	500 kT MIRV
TX-20	Ft Sam Houston.....San Antonio	25 MT
TX-21	Ft Wolters.....Ft Worth	500 kT MIRV



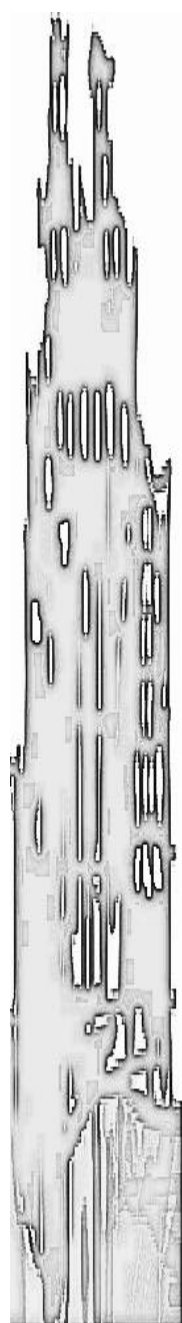
TX-22	Ft Worth.....	1 MT
TX-23	Ft Worth Army Depot.....	500 kT MIRV
TX-24	Goodfellow AFB.....	San Angelo 1 MT
TX-25	Houston.....	Houston 1 MT
TX-26	Kelly AFB.....	San Antonio 1 MT
TX-27	Lackland AFB.....	San Antonio 1 MT
TX-28	Longhorn Army Ammunition Plant.....	Karnack 1 MT
TX-29	Lubbock.....	Lubbock 500 kT MIRV
TX-30	Orange Grove NAS.....	Corpus Christi 500 kT MIRV
TX-31	Pelican Spit Mil Res.....	Galveston 500 kT MIRV
TX-32	Randolph AFB.....	San Antonio 500 kT MIRV
TX-33	Reese AFB.....	Lubbock 500 kT MIRV
TX-34	San Antonio.....	San Antonio 500 kT MIRV
TX-35	Sheppard AFB.....	Wichita Falls 1 MT
TX-36	South Texas Project Nuc React.....	12 mi SW of Bay City 1 MT
TX-37	US CGS.....	Galveston 1 MT
TX-38	US NAS.....	Corpus Christi 500 kT MIRV
TX-39	Waldron Field US Navy.....	Corpus Christi 500 kT MIRV
TX-40	Webb AFB.....	Big Spring 500 kT MIRV
TX-41	Wichita Falls.....	Wichita Falls 1 MT

UTAH (212,577 sq. km.) (pre-war pop 1,727,784)

UT-01	Cp Williams.....	47 km S of SLC	100 kT MIRV
UT-02	Desert Rng Exp Stn.....	118 km NW of Cdr Cty	550 kT MIRV
UT-03	Desert Test Ctr (Chem & Bio Test).....	145 km W of SLC	100 kT MIRV
UT-04	Dugway Proving Grounds.....	120 km W of SLC	100 kT MIRV
UT-05	Ft Douglass Mil Res.....	3 km NE of SLC	550 kT
UT-06	Hill AF Rng.....	111 km NW of SLC	100 kT MIRV
UT-07	Salt Lake City*		20 MT
UT-08	Tooele Army Depot (Chem & Bio Test) Downtown Tooele.....		550 kT
UT-09	Utah Army Depot.....	Downtown Ogden	550 kT
UT-10	Wendover Rng.....	130 km W of SLC	100 kT MIRV

VERMONT (24,017 sq. km.) (pre-war pop 564,964)

VT-01	Montpelier *		100 kT MIRV
VT-02	US Mil Res.....	18 km E of Burling.	550 kT
VT-03	Vermont Yankee Nuclear Reactor.....	8 km S of Brattleb.	100 kT MIRV

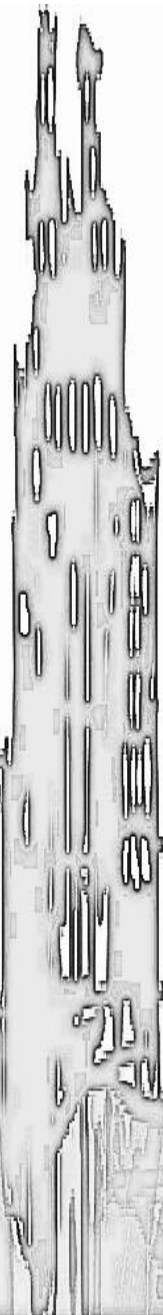


VIRGINIA (102,823 sq. km.) (pre-war pop 6,216,568)

VA-01 Arlington.....550 kT
VA-02 Cp Peary US Naval Supply Ctr.....3 km NE of Wilbg. 100 kT MIRV
VA-03 Cp Pendleton.....28 km SE of Norfolk 100 kT MIRV
VA-04 Dam Neck Nav Res.....12 km W of Norfolk 100 kT MIRV
VA-05 Ft A. P. Hill Mil Res.....25 km SE of Fredrbg. 100 kT MIRV
VA-06 Ft Belvoir.....18 km S of Arlington 100 kT MIRV
VA-07 Ft Eustis.....19 km NW of Newp. 100 kT MIRV
VA-08 Ft Lee.....7 km E of Petersburg 100 kT MIRV
VA-09 Ft Monroe Mil Res.....5 km E of Newp. News 550 kT
VA-10 Ft Pickett Mil Res.....7 km E of Petersburg 100 kT MIRV
VA-11 Langley AFB.....4 km N of Newp. News 550 kT MIRV
VA-12 Little Creek Naval Res.....7 km E of Norfolk 550 kT
VA-13 NASA - Wallops Is.....Downtown Chinco. 550 kT
VA-14 NASA - Wallops Is.....10 km SE of Chinco. 550 kT
VA-15 Newport News.....550 kT
VA-16 Norfolk.....20 MT
VA-17 North Anna Nuclear Reactor.....67 km NW of Richmond 100 kT MIRV
VA-18 Oceana NAS.....28 km SE of Norfolk 550 kT
VA-19 Quantico US MC Res.....27 km N of Fredrsb. 100 kT MIRV
VA-20 Redford Ammunition Depot.....Pepper 550 kT
VA-21 **Richmond ***.....550 kT MIRV
VA-22 Surry Nuclear Reactor.....28 km NW of N. News 100 kT MIRV
VA-23 US Army Corps of Eng.....12 km W of Norfolk 550 kT
VA-24 US Mil Res.....5 km E of Newp. News 550 kT
VA-25 US Naval Base.....2 km NW of Norfolk 550 kT
VA-26 US Naval Weapons Stn.....6 km E of Williamsb. 100 kT MIRV
VA-27 Vint Hill Farm Mil Res.....7 km E of Warrenton 500 kT MIRV

WASHINGTON (172,266 sq. km.) (pre-war pop 4,887,941)

WA-01 Fairchild AFB.....15 km W of Spokane 500 kT MIRV
WA-02 Ft Lewis Mil Res.....18 km S of Tacoma 500 kT MIRV
WA-03 Grand Coulee Hydroelectric Dam.....133 km W of Spokane 100 kT MIRV
WA-04 Hanford Mil20 km N of Richland 100 kT MIRV
WA-05 McChord AFB.....10 km S of Tacoma 100 kT MIRV
WA-06 **Olympia***.....100 kT MIRV
WA-07 Seattle.....550 kT



WA-08 Spokane.....550 kT
WA-09 Tacoma.....20 MT
WA-10 US Naval Res.....6 km SE of Pt Townsd 100 kT MIRV
WA-11 Washington Nuclear Reactor.....20 km NW of Richland 100 kT MIRV
WA-12 Whidbey NAS.....2 km N of Oak Harbor 100 kT MIRV
WA-13 Yakima Firing Rng.....20 km E of Yakima 100 kT MIRV

WEST VIRGINIA (62,481 sq. km.) (pre-war pop 1,801,625)

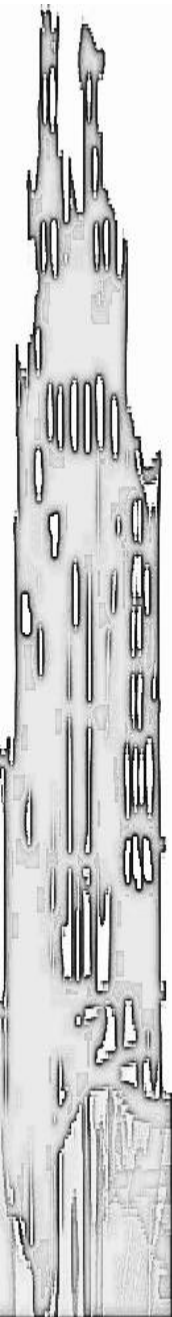
WV-01 Charleston*.....550 kT

WISCONSIN (140,958 sq. km.) (pre-war pop 4,906,745)

WI-01 Cp Williams Mil Rng Cp.....2 km N of Douglass 550 kT
WI-02 Ft McRoy Mil Res.....35 km E of La Crosse 550 kT MIRV
WI-03 Green Bay.....550 kT
WI-04 Kewaunee Nuclear Reactor.....45 km E of Green Bay 100 kT MIRV
WI-05 **Madison***.....550 kT
WI-06 Milwaukee.....100 kT MIRV
WI-07 Point Beach Nuclear Reactor.....22 km NW of Manit. 100 kT MIRV

WYOMING (251,199 sq. km.) (pre-war pop 455,975)

WY-01 **Cheyenne***.....500 kT MIRV
WY-02 F E Warren AFB.....2 km NW of Cheyenne 15 550 kT MIRV



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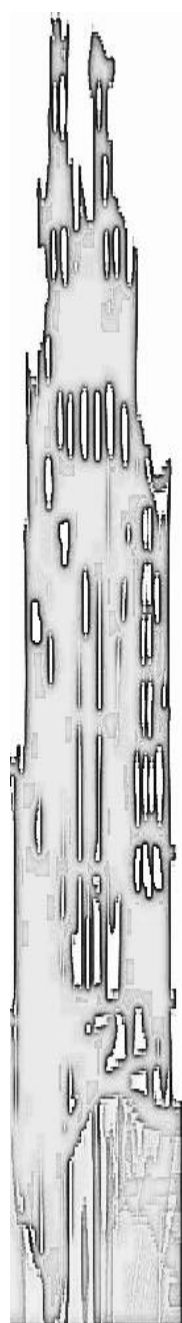
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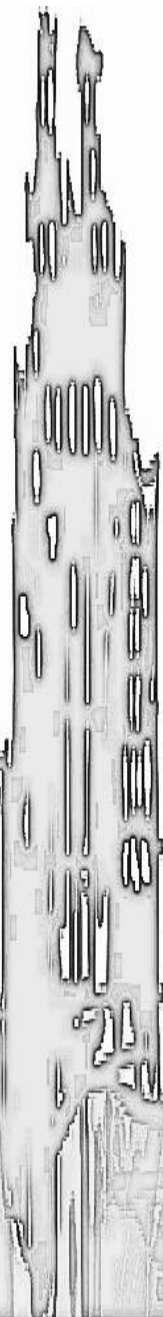
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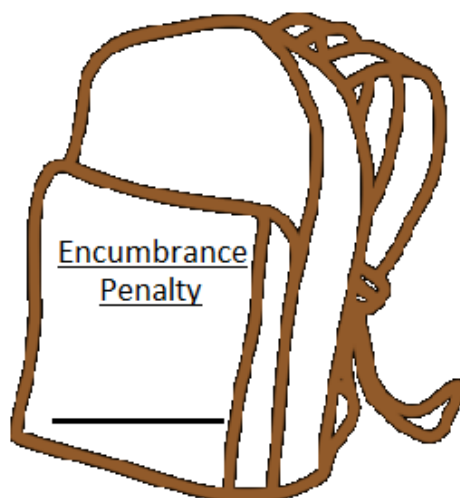
Encumbrance Rules

First 12 Items of Loot do not count against you.

Loot items 13-24 -1

Loot items 25-36 another -1
(so -2 Total)

Loot items 37-48 another -1
(so -3 total)



The maximum

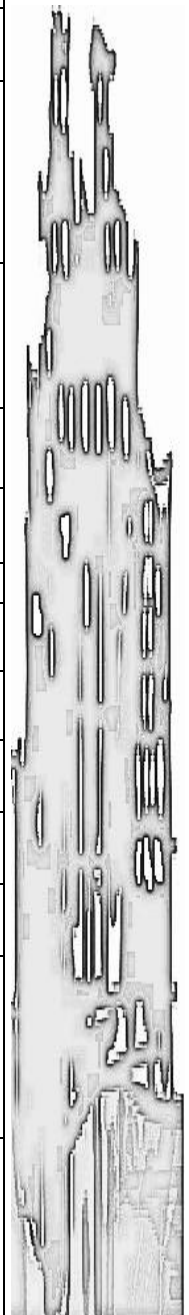
Encumbrance Penalty is -3
and that must include any
penalty from Armor as
well.

NOTES:

RAIDERS & RUINS

YOUR APOCALYPSE WORK SHEET

WHEN (pg. 38)			
Date of the Apocalypse:		How Long did it last?	
Date the Campaign Starts:		Was there time to prepare?	Y/N
WHAT (pg. 43)			
What is cause of the apocalypse?			
Is there a reason why?			
What was the "fallout"? Desertification, flooding, earthquakes, radiation, barbarism, etc.			
How did people survive? Migration, shelters, luck, a cure was found?			
WHO (pg. 48)			
What is the level of humanity?			
Starting and Nearby Communities			
Name	Size	Society Type	Community Type
WHERE (pg. 54)			
SWITCHES (pg. 32+more)			



RAIDERS & RUINS

Notes and Rough Map of your Apocalypse:

