



AFTERMATH!™

ASTEROID CYBELE: The American Wasteland



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CONTENTS

HISTORY OF THE RUIN	4
1. GENERATING THE PLAYER-CHARACTERS	6
Regional Background	6
Age Group	6
Regional Age Group Information	6
Origins Table	9
Development Points	9
Initial Equipment	9
Mutations	10
Building a Cybele Campaign	11
2. THE BROKER IN MIAMI (adventure)	12
Map: Overall Campaign Map of USA	12
Bartlesbee's Cargo Contracts	13
Bartlesbee's NPCs	13
An Inside Job	14
Assault in Miami	15
Map: The Ambush Site	16
Furthering the Campaign	17
3. SOUTH FLORIDA	20
Map: Miami Metro Area	20
Miami Area Reaction Table	20
MIAMI BEACH	20
Gaining Entry	21

Poker Chip Values & Casino Prices	21
Map/Diagram: Casino, Ground Floor	22
Map/Diagram: Casino, Upper Floors	23
High Rollers NPCs	24
Miami Beach Adventure Ideas	26
Map/Diagram: Alternate Casino Gaming Floors	27
Map/Diagram: Alternate Casino Guest Floors	28
THE BRICKELL FINANCIAL DISTRICT	29
Map: Brickell	29
Brickell Adventure Ideas	29
DOWNTOWN MIAMI	30
Los Bromistas NPCs	30
Map: Downtown Miami & Port of Miami	31
Downtown Miami Adventure Ideas	32
CORAL GABLES	32
La Familia NPCs	33
Map: Coral Gables	34
Coral Gables Adventure Ideas	35
KENDALL	35
Kendall Mercs & Residents NPCs	35
Map: Kendall	36
Map/Diagram: Typical Kendall Apartments	38
Map/Diagram: Typical Kendall Apartments & Home	39
Kendall Adventure Ideas	40
HOMESTEAD	40
Seminole Indian NPCs	41
Map: Homestead	41
Homestead Adventure Ideas	42
HIALEAH	42
Las M'ijas NPCs	42
Map: Hialeah	43
Gladeview 71's NPCs	45
Hialeah Adventure Ideas	46
MIAMI GARDENS	47
Death Matches, Demolition Derbies, Dog Fights, Street Races	47
Tres D NPCs	47
Map/Diagram: Chelo Stadium	48
Map: Miami Gardens	50
Miami Gardens Adventure Ideas	50
THE PORT OF MIAMI	50
The Vietnamese NPCs	50
Port of Miami Adventure Ideas	51
THE SEATTLE DASH RALLY RACE	51
Seattle Dash Beacons	52
Seattle Dash Strategies	53
Seattle Dash Encounter Table	53
Seattle Dash Quick Facts	53
Team Dominating Wind	54
Team Swingin' Sicilians	54
Team Stress Fracture	55
Map: Seattle Dash Race Route	56
Team Road Kings	57
Team Dusty by the Girls	58
Team Chinese Red	58
Miami Area Encounter Tables	59
3. THE APPALACHIAN MOUNTAINS	60
Appalachian Area Reaction Table	60
KENNESAW MOUNTAIN AREA, GEORGIA	60
LEW'S MISERABLES	60
Kennesaw Dome and Map	61
Map: Kennesaw Mountain Area	62
Lew's Miserables (Confederate) NPCs	62
VISITOR CENTER, KENNESAW MOUNTAIN	64
BIG KENNESAW, KENNESAW MTN., GA.	64
CIVIL WAR BUNKER, KENNESAW MTN.	64
KENNESAW, GEORGIA	65

Kennesaw Bandits NPCs.....	65	Taylorsville Townsfolk NPCs	112
Map: Kennesaw Mountain National Battlefield	67	Map: Taylorsville.....	113
MARIETTA, GA.....	69	TAYLORSVILLE CANNIBALS.....	114
Marietta Community NPCs	69	Taylorsville Cannibals NPCs.....	115
Map: Marietta, GA	69	THE SAND DEVILS	116
Marietta Resources.....	73	Sand Devils NPCs.....	117
Map: Downtown Kennesaw	74	Taylorsville Area Adventure Ideas.....	118
Map/Diagram: Kennesaw General Store	74	American Wastelands Encounter Tables	118
CHATTANOOGA, TENNESSEE.....	74	Encounter Statistics.....	120
The Sons of Tennessee NPCs	74	NPC Character Encounters & Stats	120
Map: Southern Appalachian Region.....	75	7. SEATTLE, WASHINGTON.....	122
CHATTANOOGA	76	Seattle Area Reaction Table	122
The Daisy Belle Riverboat	77	Seattle Area Changed Characters	122
Map/Diagram: Daisy Belle Riverboat.....	77	Seattle Area NPCs	124
CHATTANOOGA AREA CAVES	79	Map: Seattle Area	125
Map/Diagram: Sample Caves.....	79	Seattle Area Encounter Tables	128
Chattanooga Area Caves NPCs.....	80	Map: Deatailed Map of Seattle	129
Chattanooga Area Adventure Ideas	80	APPENDIX A: MODIFICATIONS TO VEHICLE RULES.....	130
HIWASSEE AREA, NC	81	Anti-Vehicle Ammunition	130
TOWN OF FARNER, NC	81	Anti-Aircraft Guns & Missiles.....	131
Town of Farner NPCs.....	81	Modifying Civilian Vehicles.....	132
Map: Hiwassee River Area	81	Aerial Travel.....	132
APALACHIA DAM, SHOAL CREEK, NC.....	83	APPENDIX B: VEHICLES.....	133
HIWASSEE DAM, MURPHY, NC.....	83	Trucks.....	133
WHITE TAILS RESORTS, MURPHY, NC	83	Race Cars	133
HORSENETTLE MARINA, MURPHY, NC	84	Aquatic Vehicles	135
White Tail NPCs	84	Military Vehicles	135
Map: White Tails Resort.....	85	Motorcycles	138
Map/Diagram: Typical White Tail Resort Homes.....	86	Misc. & Specialized Vehicles.....	139
NANTAHALA NATIONAL FOREST, NC.....	87	APPENDIX C: TECHNOLOGICAL DEVELOPMENTS	142
FONTANA DAM AREA, NC	87	Pharmaceutical	142
THE BULLDAWGS MOTORCYCLE CLUB	87	Water Collection Gear.....	142
Bulldawgs NPCs	87	New Tokyo Passports.....	142
Fontana Dam, Forney's Creek, NC.....	89	APPENDIX D: WEAPONS.....	143
Cheoah Dam, Yellow Creek, NC	90	Obsolete Weapons.....	143
The Tail of the Dragon, NC and TN.....	90	Modern Firearms	143
Map: The Tail of the Dragon	91	Artillery.....	148
ROBBINSVILLE, NC.....	92	Ultra-Modern Weapons.....	149
Robbinsville NPCs	92	Ammunition	149
Fontana Dam Adventure Ideas	92	Melee Weapons	150
Appalachian Area Encounter Tables	93	Military Issue Armor	151
5. THE RADIOACTIVE NORTHEAST	94	APPENDIX E: ANIMALS.....	152
Radioactive Northeast NPCs	94	APPENDIX F: EXCHANGE & TRADE	154
Radioactive Northeast Encounter Tables	96	Exchange Rates.....	154
6. THE AMERICAN WASTELAND	97	Counterfeiting.....	154
Wasteland Area Reaction Table	97	APPENDIX G: DISEASES & POISONS	155
THE MOISTURE FARMERS COLLECTIVE	97	APPENDIX H: CATALOG OF FINDS	157
Moisture Farmers NPCs	97	Food.....	157
Map: Moisture Farmers Collective	98	Luxuries	157
THE BRETHREN OF THE BLACK FIST.....	100	Weapons.....	157
Black Fist NPCs	100	Fuel/Power	160
Moisture Farmers Adventure Ideas	101	Clothes/Armor.....	160
WOODLAND MALL.....	101	Tools/Kits.....	161
Map/Diagram: Woodland Mall	102	Medicine.....	161
Woodland Mall NPCs	102	Data/Communications.....	161
THE MORMONS.....	104	Transport.....	162
Mormon Sacred Artifacts.....	105	Environment.....	162
Map/Diagram: Plentiful Temple Main Floor.....	105	Survival	163
Map/Diagram: Plentiful Temple 2nd & 3rd Floors	106	Caches.....	163
Summary of Mormon Beliefs	107		
Mormon NPCs	107		
Mormon Area Adventure Ideas.....	109		
MAVERICK'S SQUAD.....	109		
Map/Diagram: Maverick's Squad Tunnel Complex.....	110		
Maverick's Squad NPCs.....	110		
Maverick's Squad Adventure Ideas	112		
TAYLORSVILLE	112		

1. HISTORY OF THE RUIN

It started in 2014. Russia took over the Crimean Peninsula in the Ukraine. Eastern Ukraine looked like it was going to be next. Tensions escalated as troops repositioned themselves around both sides of the former Soviet republics. Everyone was worried about planet-side issues – the Russian incursions into Georgia and Crimea, the economy, unrest in the Middle East, escalating tensions with North Korea, the latest virus or bug. But the real threat was lurking in space.

On September 17, 2016, an alteration to the orbit of the main belt asteroid named Cybele was detected by NASA's automatic Sentry system. Their staff performed a full technical review, after which they went silent on the matter and refused to refresh any data on their public websites.

It didn't take long before amateur astronomers noticed and started making headlines about the alteration in Cybele's orbit. They offered their theories about the change and speculated wildly about the chances of collision and where likely impacts would occur. The public was terrified to learn that any asteroid impact over 2km in size could have devastating effects, and this one averaged 248km in diameter. By 2017, Cybele became a household name, and the public became very alarmed.

Trying to stave off mass hysteria, World Leaders addressed their nations. They disclosed that Cybele's flight path was altered by an "orbital resonance" with Jupiter, and there was a low 12% possibility of intersection with the Earth's orbit. They proclaimed that the world's best and brightest minds were developing plans to deflect or destroy Cybele, and that the world should have faith in their scientists, military and governments to keep them free of harm.

The news was now full of poorly understood scientific babble about "perturbed orbits" and "Kirkwood gaps". There were daily stories about rioting and increasing civil unrest, and advertisements for bunker building services and survival consultants.

Months passed, and Cybele wasn't tracking as expected. A new trajectory was developed taking into account ice melt that was previously missed. This slowly altered Cybele's course by ejecting a small matter stream. There was now a 98% chance of collision with the Earth. A terrified world awaited I-Day, the day of impact.

While people had a few months to prepare for the disaster, there wasn't much they could do. World leaders and rich VIPs retreated to their underground bunkers. Many others fled their homes to go somewhere, anywhere else. Traffic jams and rioting broke out everywhere. Smart people fled underground to bomb shelters, sub-basements, subway stations, sewers and caves with as many supplies as they could gather or steal.

The United States, NATO, The UN, and Russia were unable to continue working together, as existing tensions and mistrust kept them from openly cooperating. When Russian scientists calculated the impact as being the west coast of the United States, they pulled out of the joint task force, and went to work building a missile shield against fragments.

On August 16, 2020, a joint US-China-European nuclear missile strike was launched in an attempt to shatter Cybele in space. Unfortunately, scientific estimates of the asteroid's composition were wrong. It was made mostly of iron, nickel and other heavy metals and not completely of rock and ice as they believed. The missiles broke the asteroid into several chunks, all still on course for Earth.

Sunday, August 23, 2020: I-Day. Cybele's remains entered the upper

atmosphere, and several of the major world powers launched their anti-satellite nuclear arsenals at the fragments. They exploded into thousands of irradiated pieces and rained death and fire across the globe. Russia took the opportunity to "accidentally" launch missiles at the Eastern Seaboard of the United States, impacting Washington DC, Boston, Philadelphia, and Norfolk, and destroying the White House, the Pentagon and the Capitol. They also detonated low Earth orbit nukes, eradicating the US Global Positioning System (GPS) and telecom satellites. The US military detected the launches, and while the Presidents of both nations were "discussing" the situation, the American missiles were launched. The US retaliatory strike took out most of the major Russian cities – Moscow, St. Petersburg, and a few others, but was not an all-out nuclear strike. All of this while the chunks of Cybele were still falling.



The largest fragments landed in the United States, South America, Africa and the Indian and Pacific Oceans, all causing devastation on a massive scale. Earthquakes were felt worldwide. The blast sets forests ablaze in the Americas, Indonesia and New Guinea. Megatsunamis destroyed coastal cities, and the rain of debris and ash kept people in hiding for months. The asteroid fragments and dust were highly magnetic, temporarily radioactive and toxic to plant life. Fires continued to burn in higher elevations not flooded by the megatsunamis; more than a billion people were suddenly left homeless; and ash and debris blotted out the sun, creating a three-year impact winter that heralded a devastating famine as temperatures dropped an average of 12 degrees, starting a mini Ice Age. This wrecked ecosystems around the world, largely disabled communications and navigation equipment, and caused mass extinctions.

Political squabbles and the paralysis of the UN contributed to the issues. Local bigotry became amplified as survivors fought over supplies, and genocide squads were common in Europe and Asia. Many countries in south-east Asia, eastern Africa and Central America collapsed into chaos; many millions seeking refuge died in the attempt, many of them shot by border patrols. Food riots broke out in thousands of cities, many of which were abandoned by their governments and given over to gangs of looters, private security firms, mercenary companies or regional militias. Cannibalism became widespread.

Faced with a starving population, the increasingly paranoid Supreme Leader of North Korea invaded South Korea in the forlorn hope of finding food, threatening terrible retaliation if any nation came to Seoul's aid. When the UN Security Council met to discuss the crisis, two private planes carrying 10-kiloton nukes flew to snowbound New York, destroying the UN complex.

Within three years, the casualties were devastating. What starvation and lack of water didn't kill, the brushfire wars did. In America, the settling dust was contended with by various (mostly unsuccessful) ideas, but the Kennesaw Mountain community and a few others developed a workable dome shield from the dust. Some of the domes collapsed under the weight of the dust. Resources were either buried under the drifting sand, or forced to the surface by scavengers. The Northeastern United States was reduced to radioactive rubble and ice. In Canada, the only city to have emerged from the rubble was Toronto. The residents of Vancouver and the surrounding unscathed areas have migrated to Seattle and the new city there. Scavengers are still having success combing through the tsunami-devastated ruins of British Columbia.

The first cases of a new and especially lethal strain of avian flu were reported a week later; within a year, the plague had spread worldwide, killing nearly a quarter of the world's remaining population. Extreme weather made relief efforts impossible, even for the fortunate few countries that could still spare the resources; isolationism became rampant in those nations not embroiled in civil war. Iran accused the US of releasing a bioweapon, declared war on Israel, and sent 'military advisers' and equipment through Iraq and Syria, toppling both governments in the process. A besieged Israel retaliated by bombing Tehran. Smaller wars between Sunni and Shia Muslims engulfed the Middle East.

Billions died during the plague years, mostly of starvation or of diseases that had only recently been curable, and millions were born with weird mutations. The mutagenic properties of the flu meant that men who had caught it as adults and survived had a roughly 50% chance of being sterile, and those who weren't had barely a 50% chance of fathering children without an obvious and often crippling mutation (men who had caught it and survived before reaching puberty were mostly unscathed, as were those born after the epidemic). Most of the mutants died young, but a few of the survivors were better adapted to this bizarre new world, with more efficient organs, tougher skin, or different senses.

The volatile situation was made even worse by a number of apocalyptic preachers claiming that the day of judgement was nigh. Some were sincere, others were opportunistic charlatans, but together they hampered attempts to restore order and inspired waves of suicides and murderous sprees.

Isolated island nations fared rather better than most, but even in Britain and Japan, most cities have been largely abandoned (at least by humans), and nomadic gangs of brigands frequently wreak havoc on travellers and smaller communities. The only real security is in fortified strongholds and strong city-states.

As people began to adapt and emerge from hiding, regional squabbles over resources knocked out most of the remaining infrastructure. Brushfire wars continued for the next ten years, with a scattering of nukes deployed. The Middle East was completely devastated, Africa degenerated into bunches of small territories, each controlled by a local warlord. Violence there surpassed anything ever seen before.

In Mainland Europe, squabbles over territory and resources resulted in a few leaders creating strong city-states for defense. The most successful of these is Prague, which survived mostly intact and was reinforced by a full three divisions of the Czech army, and supplemented by a mechanized division that defected from the Russian army. Smaller and poorer city-states still exist in Switzerland and Scandinavia.

In India and the Far East, resource disruptions from Cybele's debris and aftermath wiped out almost all non-coastal population centers, and coastal cities east of the southern tip of India were pretty much erased

by the fireball from Cybele. Small towns in remote rural Thailand and western China don't appear to have even noticed much, other than that their satellite TV (if they even had it) stopped.

Today, dust and ash clouds still cover most of the surface of the Earth. These clouds are abrasive, and their magnetic properties attract them to metal components, rendering most aircraft useless. The United States is buried in a few meters of debris and dust, with only the far Northwest corner, and the far southeast escaping the major damage. A few areas of the world still maintain their technological marvels, but most areas are in ruins. The magnetic properties of the dust make compasses completely unreliable, and with the GPS satellites down, navigation has become challenging.

THE REST OF THE WORLD TODAY

THE FLEET

The surviving American government fled to the oceans, and now travels in a massive American military/civilian flotilla called "The Fleet." They try to maintain contact with overseas embassies, and support American citizens overseas where they can. They operate in the Atlantic, commonly trading between Miami and the European continent and sometimes London.

EUROPE

The British Isles and London are not detailed in this book, but are covered in Stephen Dedman's *Lords of London*. The City-State of Prague is not detailed in this book, but mentioned here for the Gamemaster to understand what influences it has on the Americas. Prague is the capital of the largest new Mainland European city state, as it managed to dodge most of the post Cybele conflicts. Organized as a dictatorship, Prague has re-emerged as a manufacturing mecca, making new copies of classic firearms, vehicles, and other modern manufactured goods. Prague has contracted with salvage hunters to scour America and the world for lost examples of technology, blueprints, CAD programs and other items of lost technology so that they can recreate them. Prague uses the Krona as currency. Prague pays a premium for new items of technology that they can then reproduce. The rest of Europe was pretty much destroyed during the wars, and there are few organized large settlements. Mostly people live in the rubble, governed or terrorized by local warlords.

ASIA

New Tokyo is also not covered in this book, but will be covered in the upcoming *Aftermath Cybele: The Asian Arena*. has been rebuilt in Japan, and serves as the high tech enclave that established the Seattle arcology. Nobody is allowed into New Tokyo except for Natural citizens of New Tokyo with a valid New Tokyo passport. All trade is funneled through Seattle or Hong Kong. Hong Kong is a free city founded on open trade.

AUSTRALIA

Australia survived with severe damage to the coastal cities, with only Perth still supporting a significant population, and little is known about the current state of the interior.

THE FAR EAST

India, Pakistan, and the surrounding areas are still squabbling over what's left in the ruins. Modern China is radioactive slag, but there are still small farming communities and nomads across the country. A thriving city, New Tokyo has been established on the rubble of Tokyo.

The Middle East was nuked severely, and the lingering radiation is still too strong for investigation.

The year is 2035. This is your world — and you must survive in it.

GENERATING THE PCs

Each player should roll 1d20 to determine their regional background. This affects their starting skills and equipment based on region. If a player strongly desires to play a character from a given region, the Gamesmaster may decide to allow this without recourse to a random die roll.

Table 1 Regional Background

D20	Region
1-4	Wastelander
5-8	Miami
9-11	Kennesaw Mountain
12	Kennesaw
13-14	Marietta
15-17	Appalachian Mountains
18-19	Prague
20	Seattle

Each player should then roll the age group chart and consult the regional age group table for base skills. The Gamemaster should roll a reaction roll to determine the character's reputation with his background region. Miami characters need to determine which group within Miami they are from on the table below. This is the background group they may have a positive or negative reaction from.

AGE GROUP

Each player should roll 1D20 to determine his character's Age Group. If a player strongly desires to play a character in a given Age Group, the Gamesmaster may decide to allow this without recourse to a random die roll.

The results of the die roll are checked on the table below.

Table 2 PCs Age Group

D20	Age Group	Base Age
1-5	0	13
6-10	1	22
11-14	2	31
15-17	3	40
18-19	4	49
20	5	58

The player may determine the character's actual age by adding the results of 2D5 to the base age. This information is entered on the Character Record Sheet.

REGIONAL AGE GROUP INFO

The character's Age Group will affect much of the rest of the generation process. Each Age Group will receive certain initial skills and other benefits and/or detriments. Each Age Group is dealt with separately below based on the region.

Wastelander Age Groups

Group	Description
Group 0	Character receives an initial score in Post-Ruin Culture and 1 non-Firearm Combat Skill of the player's choice. The character also receives 2D5 Attribute

	Increase Points (These are dealt with later). The character has a 2 in 6 chance of being "Changed". The player must check on the Origins Table.
Group 1	The character receives an initial score in Post-Ruin Culture, 1 non-Firearm Combat Skill, and the player's choice of Literacy or Technology Use. The character receives 2D5 Attribute Increase Points. The character has a 1 in 6 chance of being "Changed". The player must check on the Origins Table.
Group 2	The character receives initial scores in Literacy, Technology Use, and 1 non-Firearm Combat Skill of the player's choice. The character also receives a score in Culture but the player may specify whether the prime area is Pre- or Post-Ruin. The player must check the Development Point Table.
Group 3	The player receives an initial score in Pre-Ruin Culture and the player's choice of any 2 non-Firearm Combat Skills or 1 Firearm Skill. The character also receives doubled initial scores in Literacy and Technology Use. The player must check the Development Point Table. The character may suffer aging effects (these will be dealt with later).
Group 4	The character receives doubled initial scores in Literacy, Technology Use, Pre-Ruin Culture, and the player's choice of 1 Firearm Combat Skill. The player must check the Development Point Table. The character will suffer aging effects.
Group 5	The character receives initial scores as Age Group 4 plus an initial score in a Survival Skill. The player must check the Development Point Table. The character will suffer aging effects.

All characters will receive an initial score in Brawling Combat Skill and in 1 Survival Skill.

Specific Skills received should be noted in the Skills section of the Character Record Sheet. Any Attribute Increase Points should be noted to one side of the Attribute section on the CRS.

Miami Age Groups

Group	Description
Group 0	Character receives an initial score in Post-Ruin Culture and 1 non-Firearm Combat Skill of the player's choice. The character also receives 2D5 Attribute Increase Points (these are dealt with later). The character has a 1 in 6 chance of being "Changed". The player must check on the Origins Table.
Group 1	The character receives an initial score in Post-Ruin Culture, 1 non-Firearm Combat Skill, and the player's choice of Literacy or Technology Use. The character receives 2D5 Attribute Increase Points. The character has a 1 in 6 chance of being "Changed". The player must check on the Origins Table.
Group 2	The character receives initial scores in Literacy, Technology Use, and 1 non-Firearm Combat Skill of the player's choice. The character also receives a score in Culture but the player may specify whether the

	prime area is Pre- or Post-Ruin. The player must check the Development Point Table.
Group 3	The player receives an initial score in Pre-Ruin Culture and the player's choice of any 2 non-Firearm Combat Skills or 1 Firearm Skill. The character also receives doubled initial scores in Literacy and Technology Use. The player must check the Development Point Table. The character may suffer aging effects (these will be dealt with later).
Group 4	The character receives doubled initial scores in Literacy, Technology Use, Pre-Ruin Culture, and the player's choice of 1 Firearm Combat Skill. The player must check the Development Point Table. The character will suffer aging effects.
Group 5	The character receives initial scores as Age Group 4 plus an initial score in a Survival Skill. The player must check the Development Point Table. The character will suffer aging effects.

All Miami background players will have an initial score in Gambling if they roll less than their age group on 1D10. All Miami background characters start with 1D20 times the sum of their age group plus the value of a reaction roll in casino chips.

1D20 x (reaction + age group).

All Miami characters must check to see what faction they are a member of. If they roll over their age group on 1D6, they will be an active member of that gang or faction.

Miami Gang or Faction Membership

D20	Membership
1-5	High Rollers
6-8	Los Bromistas
9-11	La Familia
12-13	Kendall Mercs
14-15	Las M'ijas
16-17	Gladeview 71's
18-19	Tres D
20	Seminoles

Kennesaw Mountain Age Groups

Group	Description
Group 0	Character receives an initial score in Post-Ruin Culture and 1 non-Firearm Combat Skill of the player's choice. The character also receives 2D5 Attribute Increase Points (these are dealt with later). The character has a 1 in 6 chance of being "Changed". The player must check on the Origins Table.
Group 1	The character receives an initial score in Post-Ruin Culture, player's choice of Primitive Rifle or Primitive Pistol, and the player's choice of Literacy or Technology Use. The character receives 2D5 Attribute Increase Points. The character has a 1 in 6 chance of being "Changed". The player must check on the Origins Table.
Group 2	The character receives initial scores in Literacy, Technology Use, Player's choice of Primitive Rifle or Primitive Pistol. The character also receives a score in Culture but the player may specify whether the prime area is Pre- or Post-Ruin. The player must check the Development Point Table.
Group 3	The player receives an initial score in Pre-Ruin culture and the player's choice of any 2 non-Firearm Combat Skills or 1 Firearm Skill, plus player's choice of Primitive Rifle or Primitive Pistol. The character also receives doubled initial scores in Literacy and Technology Use. The player must check the Development Point Table. The character may suffer

	aging effects (these will be dealt with later).
Group 4	The character receives doubled initial scores in Literacy, Technology Use, Pre-Ruin Culture, and the player's choice of 1 Firearm Combat Skill, plus player's choice of Primitive Rifle or Primitive Pistol. The player must check the Development Point Table. The character will suffer aging effects.
Group 5	The character receives initial scores as Age Group 4 plus an initial score in a Survival Skill. The player must check the Development Point Table. The character will suffer aging effects.

Kennesaw Mountain Background characters have a 1D6 chance of having a random disease (see Communicable Disease Table), and will have 1D20 times their age group in Dixies (the local currency).

Kennesaw Age Groups

Group	Description
Group 0	Character receives an initial score in Post-Ruin Culture and 1 non-Firearm Combat Skill of the player's choice. The character also receives 2D5 Attribute Increase Points (these are dealt with later). The character has a 2 in 6 chance of being "Changed". The player must check on the Origins Table.
Group 1	The character receives an initial score in Post-Ruin Culture, 1 non-Firearm Combat Skill, and the player's choice of Literacy or Technology Use. The character receives 2D5 Attribute Increase Points. The character has a 1 in 6 chance of being "Changed". The player must check on the Origins Table.
Group 2	The character receives initial scores in Literacy, Technology Use, and 1 non-Firearm Combat Skill of the player's choice. The character also receives a score in Culture but the player may specify whether the prime area is Pre- or Post-Ruin. The player must check the Development Point Table.
Group 3	The player receives an initial score in Pre-Ruin Culture and the player's choice of any 2 non-Firearm Combat Skills or 1 Firearm Skill. The character also receives doubled initial scores in Literacy and Technology Use. The player must check the Development Point Table. The character may suffer aging effects (these will be dealt with later).
Group 4	The character receives doubled initial scores in Literacy, Technology Use, Pre-Ruin Culture, and the player's choice of 1 Firearm Combat Skill. The player must check the Development Point Table. The character will suffer aging effects.
Group 5	The character receives initial scores as Age Group 4 plus an initial score in a Survival Skill. The player must check the Development Point Table. The character will suffer aging effects.

All characters will receive an initial score in Brawling Combat Skill and in 1 Survival Skill. All Kennesaw origin characters will have a number of tattoos or piercings equal to their age group minus 1D6.

Specific skills received should be noted in the Skills section of the Character Record Sheet. Any Attribute Increase Points should be noted to one side of the Attribute section on the CRS.

Marietta Age Groups

Group	Description
Group 0	Character receives an initial score in Post-Ruin Culture and 1 non-Firearm Combat Skill of the player's choice. The character also receives 2D5 Attribute Increase Points (these are dealt with later) and an initial score

	in Literacy and Technology Use. The character has a 1 in 6 chance of being "Changed". The player must check on the Origins Table. .
Group 1	The character receives an initial score in Post-Ruin Culture, 1 non-Firearm Combat Skill, and an initial score in Literacy and Technology Use. The character receives 2D5 Attribute Increase Points. The character has a 1 in 6 chance of being "Changed". The player must check on the Origins Table.
Group 2	The character receives initial scores in Literacy, Technology Use, and 1 non-Firearm Combat Skill of the player's choice. The character also receives a score in Culture but the player may specify whether the prime area is Pre- or Post-Ruin. The player must check the Development Point Table.
Group 3	The player receives an initial score in Pre-Ruin Culture and the player's choice of any 2 non-Firearm Combat Skills or 1 Firearm Skill. The character also receives doubled initial scores in Literacy and Technology Use. The player must check the Development Point Table. The character may suffer aging effects (these will be dealt with later).
Group 4	The character receives doubled initial scores in Literacy, Technology Use, Pre-Ruin Culture, and the player's choice of 1 Firearm Combat Skill. The player must check the Development Point Table. The character will suffer aging effects.
Group 5	The character receives initial scores as Age Group 4 plus an initial score in a Survival Skill. The player must check the Development Point Table. The character will suffer aging effects.

All Marietta background players will have an additional firearm in perfect condition as starting equipment if they roll less than their age group on 1D10. All Marietta characters start with 1D10 times their age group times a reaction value in Marietta Dollars.

Appalachian Mountains Age Groups

Group	Description
Group 0	The character receives an initial score in Post-Ruin Culture and 1 non-Firearm Combat Skill of the player's choice. The character also receives 2D5 Attribute Increase Points (these are dealt with later). The character has a 1 in 6 chance of being "Changed". The player must check on the Origins Table.
Group 1	The character receives an initial score in Post-Ruin Culture, 1 non-Firearm Combat Skill, and the player's choice of Literacy or Technology Use. The character receives 2D5 Attribute Increase Points. The character has a 1 in 6 chance of being "Changed". The player must check on the Origins Table.
Group 2	The character receives initial scores in Literacy, Technology Use, and 1 non-Firearm Combat Skill of the player's choice. The character also receives a score in Culture but the player may specify whether the prime area is Pre- or Post-Ruin. The player must check the Development Point Table.
Group 3	The player receives an initial score in Pre-Ruin Culture and the player's choice of any 2 non-Firearm Combat Skills or 1 Firearm Skill. The character also receives doubled initial scores in Literacy and Technology Use. The player must check the Development Point Table. The character may suffer aging effects (these will be dealt with later).
Group 4	The character receives doubled initial scores in Literacy, Technology Use, Pre-Ruin Culture, and the player's choice of 1 Firearm Combat Skill. The player

must check the Development Point Table. The character will suffer aging effects.

Group 5 The character receives initial scores as Age Group 4 plus an initial score in a Survival Skill. The player must check the Development Point Table. The character will suffer aging effects.

All Appalachian Mountain background players will have an initial score in Motorcycle Riding if they roll less than their age group on 1D10. They can start with a motorcycle as initial equipment if they have the skill (by chance or purchased) and roll under their age group on 1d10. Appalachian Mountain characters will have a number of BPs of currency of their choice (Miami, Kennesaw Mountain, Prague, Seattle, or Marietta) equal to 1D20 times their age group.

Prague Age Groups

Group	Description
Group 0	The character receives an initial score in Post-Ruin Culture, 1 Foreign Language, and 1 non-Firearm Combat Skill of the player's choice. The character also receives 2D5 Attribute Increase Points (these are dealt with later). The character has a 1 in 6 chance of being "Changed". The player must check on the Origins Table.
Group 1	The character receives an initial score in Post-Ruin Culture, 1 non-Firearm Combat Skill, and the player's choice of Literacy or Technology Use. The character receives 2D5 Attribute Increase Points. The character has a 1 in 6 chance of being "Changed". The player must check on the Origins Table.
Group 2	The character receives initial scores in Literacy, Technology Use, 1 Foreign Language, and 1 non-Firearm Combat Skill of the player's choice. The character also receives a score in Culture but the player may specify whether the prime area is Pre- or Post-Ruin. The player must check the Development Point Table.
Group 3	The player receives an initial score in Pre-Ruin Culture, 1 Foreign Language, and the player's choice of any 2 non-Firearm Combat Skills or 1 Firearm Skill. The character also receives doubled initial scores in Literacy and Technology Use. The player must check the Development Point Table. The character may suffer aging effects (these will be dealt with later).
Group 4	The character receives doubled initial scores in Literacy, Technology Use, Pre-Ruin Culture, and the player's choice of 1 Firearm Combat Skill, and 1d3 Foreign Languages. The player must check the Development Point Table. The character will suffer aging effects.
Group 5	The character receives initial scores as Age Group 4 plus an initial score in a Survival Skill. The player must check the Development Point Table. The character will suffer aging effects.

All Prague background players will have an initial starting modern firearm if they roll less than their age group on 1D10 (this is in addition to any gathered through initial equipment below). Prague background players will also receive triple normal starting ammunition for their weapons. Prague background players will start with 2D20 times their age group in Kronas.

Seattle Age Groups

Group	Description
Group 0	The character receives an initial score in Post-Ruin Culture, Technology Use, and 1 non-Firearm Combat Skill of the player's choice. The character also receives 2D5 Attribute Increase Points (these are dealt with

Group 1	later). The character has a 1 in 6 chance of being "Changed." The player must check on the Origins Table. The character receives an initial score in Post-Ruin Culture, Technology Use, 1 Technical Knowledge, and the player's choice of Literacy or High Technology Use. The character receives 2D5 Attribute Increase Points. The character has a 1 in 6 chance of being "Changed." The player must check on the Origins Table.
Group 2	The character receives initial scores in Literacy, Technology Use, and 1 Technical Knowledge of the player's choice. The character also receives a score in Culture but the player may specify whether the prime area is Pre- or Post-Ruin. The player must check the Development Point Table.
Group 3	The player receives an initial score in Pre-Ruin Culture and the player's choice of any 2 non-Firearm Combat Skills, 2 Technical Knowledges, or 1 Firearm Skill. The character also receives doubled initial scores in Literacy and Technology Use. The player must check the Development Point Table. The character may suffer aging effects (these will be dealt with later).
Group 4	The character receives doubled initial scores in Literacy, Technology Use, Pre-Ruin Culture, and the player's choice of 1 Firearm Combat Skill or 2 Technical Knowledges. The player must check the Development Point Table. The character will suffer aging effects.
Group 5	The character receives initial scores as Age Group 4 plus an initial score in a Survival Skill. The player must check the Development Point Table. The character will suffer aging effects.

All Seattle background players will have an implanted New Tokyo ID/passport if they roll less than their age group on 1D10. They will also start with 1D100 times their age group times a reaction roll value in New Yen.

Origins for Characters in Age Groups 0 and 1

The specific source of training and knowledge available to a character in their formative years will modify what Skills are allowed to them. To determine the character's origins roll 1D10, add the character's Age Group to the result and consult the table below.

Table 3 Origins Table

This supercedes any initial skills assigned by region

D10	Description
1-2	"Wild" upbringing: the character has primarily been on his own for most of his life. He has had no formal or rigorous training. The character may not begin with any Technical or High Tech Skills, even if specified by the regional age group.
3-4	Tribal upbringing: the character has been raised in a group reduced to a tribal level of society. The character may not begin with any High Tech Skills and Technical Skills have doubled cost for him, even if specified by the regional age group.
5-6	Adopted by an older survivor: the character has been raised by a foster or real parent or pair in relative seclusion. His only source of learning was his "parent(s)" and experience. There is a 20% chance that any Technical Skill desired by the player for the character is unavailable to him. There is a 40% chance of unavailability with regard to High Tech Skills.
7-10	Community upbringing: the character was raised in a community of survivors. The community is specified by the region roll.

DEVELOPMENT POINTS

Each character will have some Development Points. These can be used in two ways. They can be used as Skill Points to "buy" Skills or they can be used as Attribute Increase Points to "buy" increases to the character's Attribute scores.

Each character receives a number of Development Points equal to his base age. These may be split as the player desires between Skill Points and Attribute Increase Points. Characters in Age Groups 2 through 5 should roll 1D10, add their Age Group to the result and consult the Development Point Table below.

When the division of the total Development Points is made, the total Attribute Increase Points and the total Skill Points should be noted in the margin of the Character Record Sheet.

Table 4 Development Points Table

Roll 1D10 and add Age Group number and then consult the table.

Result	Description
1-3	No increase in points
4-6	Receive 2D3 Attribute Increase Points
7-9	Receive 2D5 Development Points
10-12	Receive 1D5 Development Points and 1D3 Attribute Increase Points
13-15	Receive 2D5 Development Points and 2D3 Attribute Increase Points

Psychological Profile and Talents are handled as normal from Book 2 of the Aftermath! rules.

INITIAL EQUIPMENT

All characters will receive certain basic equipment. This is listed on the reverse side of the Character Record Sheet. If a die roll is indicated, the player should roll the appropriate die or dice and record the number on the Character Record Sheet. This collection of initial gear is known as a "survival kit". In addition to this gear, a character will receive a "container" in which to carry things. The player will roll on the Utility Number Table and may choose any container of the indicated Utility from those listed in the container section of gear and equipment on page 54 of Aftermath! Book 2.

Various Skills are noted as having the possibility of initial equipment. For any Skill so noted the player should roll 1D10 and note the number indicated on the Utility Number Table. This will indicate what, if any, equipment is received for that Skill. Later in this section such Skills and the appropriate starting equipment are listed.

When checking for a Small Arms Skill, a special roll must be made before checking for the Utility Number. For the first Small Arms Skill that the character has, the player must roll less than or equal to the character's Age Group for him to have a firearm appropriate to that Skill. This roll is modified by the region they come from (see chart below). The die rolled in this case is 1D6. For the second such Skill, the die is 1D10. For any subsequent Skills the die is 1D20. The first failure to receive a firearm prevents any further rolls. A player may also continue to roll for the same skill if the previous roll is a natural 1, and may continue rolling for that skill if they continue rolling natural 1's. If any firearm equipment roll indicates a firearm and the Utility Number roll indicates "nothing," the firearm is currently Disrepaired. Roll again for its Utility ignoring Utility Numbers less than 1.



Regional Modifiers to Initial Firearms

Region	Modifier
Wastelander	0
Miami	-1 to first roll, +1 to subsequent rolls
Kennesaw	
Mountain	-1 to first and second roll, -2 for subsequent roll
Marietta	-2 to first and second roll, no modifier for subsequent rolls
Appalachian	
Mountains	-2 to first roll, -1 to second roll, -3 for subsequent rolls
Prague	-2 to all rolls
Seattle	+1 to all rolls

Any firearm will come with 3D6 loose rounds of the correct caliber (player's choice as to ammo type). Any firearm with a magazine will include 1d6-2 full magazines and 1d3 empty magazines (this may indicate that the player has no ammunition, just empty magazines).

The Gamemaster may have specific tables for the availability of various items of equipment which may alter the availability of some of the equipment listed below. In any case, the Gamemaster is the final arbiter of the exact nature of all initial equipment.

Table 5 Utility Number Table

1D10	Utility Number	Explanation
1	0	Very low; for initial equipment it usually means that none is received
2-4	1	Low; poor initial equipment
5-7	2	Average; standard quality initial equipment
8-9	3	High; above-average quality initial equipment
10	4	Very high; high quality initial equipment; often indicates a high tech item

MUTATIONS

Non-Seattle Mutation Generation Table

1D100	Mutation
01-05	Actual mutation is minor. No visible signs.
06-15	Skin coloration affected. This may take the form of albinism, melanism, uneven distribution of pigment (melanin) causing a piebald appearance, or even the creation of a color not previously found in human skin tones such as green or scarlet.
16-30	Skeletal modification. The mutant's skeletal structure might be altered causing a humpbacked condition, increased or decreased fragility, or increased or decreased flexibility. The first might have no effect on play, the second might alter the percentage chance for a bone breaking, while the third could help or hinder a character that finds himself in tight surroundings.
31-40	Alteration of hair fibers. The mutant might find himself devoid of body hair or completely hirsute. A more extreme form might have the hair structure altered to a feathery or tendrilous nature.
41-45	Alteration of features. Disfigurement lowering the character's personal appearance would be the most common. Extreme cases might include the loss or modification of one of the senses located in the head.
46-60	Limb Modification. This could be minor such as the loss or addition of a toe or finger. It could be more extreme with the actual or functional loss of a whole limb. This would cause varying penalties due to circumstances. Optionally the modification could be the addition of another limb or pair of limbs. Whether such limbs were functional and to what degree is left

61-75	Tailed. The mutant has a tail that could be only a stump or a fully developed organ.
76-90	Psionic mutation. The mutant has a Psionic mutation with a Function as determined from the Psionic Function Table and the specific power(s) as determined by his Talent Scores.
91-99	Physical Mutation. The character has a mutation as determined on the Physical Mutation Table. The exact strength and nature is left to the Gamesmaster.
00	Wild Card mutation. The mutant has a unique power. The player and the Gamesmaster should get together to design the specific power and its limitations. If such creativity is not desired or is precluded by lack of time, allow the player to choose his mutation from those normally listed.

Any mutant with a Psionic, Physical, or Wild Card mutation may also have a simpler mutation as well. There is a 40% chance of this. If it is the case, reroll on the Mutation Selection Table ignoring rolls higher than 75.

All mutations have a 50% chance of causing sterility. This need not be checked unless and until the Changed One is attempting to have offspring.

Psionic Function Table

1D100	Function
01-20	Telepathy
21-40	ESP
41-60	Psychokinesis
61-80	Precognition
81-90	Choice of Function
91-00	Two Functions. Reroll ignoring results over 90.

Physical Mutation Table

1D100	Function
01-25	Weak mutation. Reroll ignoring results less than 25
26-34	Strong
35	Super Strong (Double Bonus)
36-39	Quick
40	Super Quick (Double Bonus)
41-49	Tough
50	Brick (Tough with Extras)
51-59	Immune
60	Completely Immune
61-74	Smart
75	Smart Plus – Embedded Computer
76-80	Ear
81-84	Eye
85	Cybernetic Eye
86-89	Balancer
90	Perfect Direction
91-95	Blend
96-99	Options: A. Player picks 1 mutation without penalties applied to his power. B. Roll for 2 physical mutations (ignore rolls over 95) C. Player picks 1 mutation and alters its abilities to suit himself. Then the Game master alters its weaknesses to suit himself!
00	Player designs his own mutation with Game master's aid; treat as 96-99

Super Strong

The Super Strong's STR is increased by 10, their maximum STR is increased by 20, and any Attribute Increase points spent on STR give double value.

Super Quick

The Super Quick's SPD is increased by 10, their maximum SPD is increased by 20, and any Attribute Increase points spent on SPD or DFT give double value.

Brick

A Brick is a Tough with a Resistance Number of 2D10, and a Penalty Number of 1D6.

* The Brick's skin has an inherent Armor Value equal to the Resistance Number. This figure is added to the Armor Value of whatever armor the character is wearing over a given Location.

* Increase the Brick's Shock Factor by the Resistance Number. In addition, the period of time the Brick is unconscious due to Shock will be reduced by a number of Combat Turns equal to the Resistance Number.

* Add the Resistance number to all STs against succumbing to physical damage effects such as being winded, knocked out by a sandbag effect, stunned by falls, and so on.

* The Brick will not die, if knocked below 0 in his DRT, until the total damage below 0 is greater than the Brick's Healing Rate plus Resistance Number.

* Reduce all BCS and Saving Throws based on sensitivity of touch or lightness of movement by the Penalty Number. The heavy bones and thick, insensitive skin do not do much for such operations.

* The Brick's Recognition Factor is increased by their Penalty Number.

* The Brick's maximum DFT is reduced by double their Penalty Number.

Completely Immune

Complete Immunes can be assumed to be totally immune to all forms of disease, have a chance equal to $10\% \times \text{Resistance Number}$ (2D6) that their systems will eliminate a disease during incubation, with the Resistance Number added to Saving Throws in the event that it does not.

* Also, at the Gamesmaster's option, transfusions of Complete Immune blood could act for the recipient in the same way as for the donor. Some interesting scenario possibilities arise that way.

* Complete Immunes must fail their Health Saving Throw for beneficial drugs to work on them, and their systems can oppose any medical care with a Health roll (a CST if drugs are involved). A

bandage, of course, would not be resisted, and most forms of first aid are probably not a problem, but the use of medikit units, Pathology Skill care, etc., might be read as an attack by the hyperactive immune-response system of the Complete Immune.

Smart Plus

This mutation is a cybernetic implant. This implant gives 2D20 boost to both Wit and Will. It also is a skill repository – it will contain up to 1D20 minus 1D10 skill slots (minimum 2). The implant also acts as the governing talent for these skills with a talent score of 11. The exact skills can be chosen by the player, with the skill score determined the initial skill calculation. These skills are fixed in value, and cannot be increased (in the implant) – but the character can learn by doing until their natural score exceeds the implant value. At this point the natural score will be the primary score, but the governing talent will still be used from the implant. For example, if the character has an implant skill of Modern Pistol, the Implant would give them a governing Talent value of 11 in Combative, but their regular Combative Talent would govern all the other skills.

Cybernetic Eye

The changed has one eye (1 in 6 chance of both eyes, roll twice) replaced with a cybernetic implant. Roll on the chart to see what benefits it has.

1D20	Cybernetic Eye Type
1-5	Telescopic (2D10x power)
6-8	Low Light Level 1
9-10	Thermal Imaging
11-12	Heads Up Display
13-15	Microscope (Gives +5 to fine work)
16-18	Targeting Computer (+1 to ranged attacks)
19	Player's Choice
20	GM's Choice

Perfect Direction

The Changed always knows which way is North (even though traditional compasses don't work). This gives them a +5 bonus to all Navigation skill checks, and they can also detect when a Navigation System is malfunctioning with a Wit AST. If they are navigating in the Wastelands, they do not need VOR or navigation equipment if they make a WIT AST.

BUILDING A CYBELE CAMPAIGN

Welcome Gamemaster! This section provides ideas for you to launch a campaign to span what's left of the United States. Characters can originate from anywhere in the world. From their starting location, the initial adventure attempts to relocate the characters to Miami, to

introduce them to some of the key factions, and to provide ideas for campaigns that span the US. These ideas should be tailored to match the reputations and skills of the characters.



2. THE BROKER IN MIAMI

First, determine the background and starting location for the players' characters as detailed in character generation.

As the characters go about their daily lives, they hear about a lucrative opportunity. It's a security job offered by a broker in Miami Florida called Bartlebee's Merchandising LLC. Bartlebee's contracts for large shipments of goods from communities around the US for their exclusive customers. They need extra security for driving out to the pickup locations with the payment, securely making the trade with the locals and then protecting the merchandise on the return trip.

The characters will overhear this information in the rumor mill, such as at a bar, through a mutual friend, or possibly by meeting someone who worked for Bartlebee's in the past. They'll also notice flyers put up that a recruiter is in town if they're interested in applying.

If the player-characters apply, the recruiter has them fill out some paperwork. Then they'll verify the players have reasonable skill with their weapons. To pass, the PC must hit a 6" target 6 out of 10 times from fifty yards for a pistol, and two-hundred yards for a rifle. This is accomplished by making a firearms BCS roll successfully 6 out of 10 times for each skill. The recruiter will also ask around town trying to verify their reputation, and may ask for some references. If the recruiter hears that the characters have stolen anything or taken part in any type of deception, they'll be turned down immediately. If the player-characters pass all tests, they'll be directed to report to Miami for duty.

If they characters don't live in Miami, they will need to travel there on their own. Be sure to roll on the random encounter tables for each

region as they pass through.

Once the characters report to Bartlebee's in Miami, they'll receive their first assignment. For each assignment, the pay is a \$250 advance upon signing a contract, and an additional \$1000 upon successful delivery. Characters must provide their own weapons and ammunition. The company will provide the characters with food, water and transportation for the trip.

The cargo is valued at around \$100,000-250,000. Roll on the table below to determine the details of the shipment.



Bartlebee's Cargo Contracts

1d100	Cargo
01-12	Taylorsville, Wastelands: 500 pounds of asteroid fragments for use in weapons manufacturing and research.
13-24	The Plentiful Temple, Wastelands: Half a ton of assorted luxury goods, including shampoos, perfumes and other toiletries, plus expensive clothing and accessories for men and women.
25-36	Kennesaw Mountain, GA: Parts to assemble a Kennesaw Dreadnaught with 500 rounds of ammo. Two engineers are riding along to help with the reassembly in Miami.
37-48	Woodland Mall, Wastelands: 12 men and women in caskets with IV drips keeping them asleep, healthy and cooperative for the trip to Miami, plus an "attending physician" armed with a pistol
49-60	Marietta, GA: 200 assorted pistols (most are Glocks) plus accessories and 3000 rounds of assorted pistol ammo
61-72	Horsenettle Marina, NC: 600 assorted wild game animal carcasses for food in a refrigerated truck
73-84	Fontana Dam, NC: Two mining drills, designed especially for scavenging in buried areas. Each includes some spare parts, extra drill heads and extensions to drill down to a depth of about 100 feet
85-00	Seattle, WA: Animals used for death match games: 10 Hogzillas, 8 Burrowers, 10 Sand Lions. They are caged and each one has been implanted with an individual radio controlled explosive "kill switch" should they cause trouble. (10% chance that all the kill switches were left out, otherwise 1 in 6 chance per animal that the kill switch won't work if needed. The trucks contain sufficient food, water and ventilation for the trip, and two animal handlers are along for the ride.

The convoy consists of one mid-sized lightly-armored moving truck and two or more sedans escorting the truck. The truck has a driver and a passenger riding shotgun. There may be additional folks in the back depending on the cargo (such as animal handlers or engineers, see the Type of Cargo table for details). Each escort sedan will have one driver, and three security officers.

The leader of the convoy is Captain Clark Anders, and his right hand man is Lieutenant Andrew James. Use the stats for Kendall Mercs Elite for the remaining security guards. Since the characters are new to Bartlebee's, the majority of the NPCs will have seniority and be in line before the player-characters should something bad happen to Captain Anders or Lieutenant James.

CAPTAIN CLARK ANDERS, CONVOY SECURITY

Clark Anders is a tall, dark haired man who is extremely loyal to his employer, Bartlebee's Merchandising. For this reason he was chosen to head up the convoy to transport the goods to Miami. He's a strong person, well trained in firearms and combat. He believes in honor and refuses to bow to the demands of "bad people".

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	37	89	47	88	3

Attributes

WT	WL	STR	DFT	SPD	HLH
14	15	25	25	22	15

Talents

CHA	CMB	SCI	EST
8	11	3	-2
COM	NAT	MCH	
4	6	4	

Base Stats

BAP	MNA	PCA	CDA	DRT
11	4	2	2	35
HR	SF	LR	StrGr	
3	13	2	4	

Skills:

Pre-Ruin Culture 14, Modern Rifle 18, Literacy 17, Modern Pistol 16, Brawling 18, Survival 8, Two Weapon 18, Knife 18, Missile Launcher 18, Automobile Driver 12, Motorcycle Driver 6, Navigation 10, Technology Use 6, Advanced Medical 6, Armorer 16, Chemistry 3, First Aid 16, Pathology 6, Plastics Forming 16

Equipment:

M-4 carbine with six 30-round mags, 1911A1 with three 7-round mags

Kendall Mercs armor kit 3

Basic survival kit, canteen, 1d6 man-days Super K rations, wrist transmitter to communicate with Bartlebee's main office

LIEUTENANT ANDREW JAMES, CONVOY SECURITY

Andrew James is a decent man, and a finance guy. He is sent with the convoy not only as a guard, but also to protect the financial interests of Bartlebee's Merchandising and their customers. He is an aggressive negotiator who likes to have the truth on his side, and will push back against unreasonable people who underbid or are uncooperative during negotiations.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	30	16	22	41	2

Attributes

WT	WL	STR	DFT	SPD	HLH
35	15	15	15	18	15

Talents

CHA	CMB	SCI	EST
3	8	14	11
COM	NAT	MCH	
8	-2	5	

Base Stats

BAP	MNA	PCA	CDA	DRT
9	3	3	2	30
HR	SF	LR	StrGr	
3	13	5	3	

Skills:

Post-Ruin Culture 14, Modern Rifle 18, Modern Pistol 17, Brawling 8, Survival 8, Autoweapon 8, Basic Research 7, Technology Use 7, Mathematics 14, SCUBA Diving 17, Commerce 18, Automobile Driver 12, Navigation 10

Equipment:

M-4 Carbine with six 30-round magazines, Glock 21 with three 13-round magazines

Kendall Mercs Armor Kit 3

Basic survival kit, canteen, 1d6 man-days Super K rations, wrist transmitter to communicate with Bartlebee's main office

Captain Anders rides in the lead sedan as the front seat passenger along with three guards. Lieutenant James rides in the truck as passenger with a guard driving. All NPC guards are loyal to Bartlebee's

Merchandising and will defend the convoy against any hijacking attempts, including any inside job.

The player-characters will generally ride in four person sedan(s) securing the rear of the convoy. If there are less than four player-characters, they will ride in one sedan, and add additional NPC guards to fill up the car. If there are more than four players, add as many four-person sedans as required. Just be sure the initial number of NPCs equal or outnumber the player-characters.

The trip to Miami will follow normal encounters on the road. Roll on the random encounter tables for the appropriate areas to determine what happens to the players and the convoy.

Cargo Pickup Encounters

Use the guidelines below to handle the pickup encounters for each area. If the player-characters originated from the pickup area, be sure to influence the outcome of the pickup encounter in some way based on their reputation with the community.

Taylorville, Wastelands: The convoy is to meet Sara Rollins, the town Mayor, in the main square of Taylorville. Sheriff Scott Pearson is with her plus ten armed deputies. There are a number of Deputies acting as snipers from the top windows of nearby buildings. Sara Rollins will honorably make the trade provided the convoy behaves. She will not react well if anyone tries to change the original terms of the contract, and may threaten to call off the trade as she wants what's best for her community.

The Plentiful Temple, Wastelands: The convoy is to meet the Mormons outside The Plentiful Temple. First Counselor Henry Cook will lead the trade, and he has ten Mormon Ward Defense Force soldiers with him. The Mormons will trade honorably, but they don't have much military might, so the characters might be able to take advantage of them more easily than most groups.

Kennesaw Mountain, GA: The convoy is to report to the Kennesaw Mountain Visitor Center and ask for Lieutenant General John Cooper. Lew's Miserables are honorable in the trade, and expect the same from Bartlebee's, and they've taken certain precautions. LTG Cooper will make the trade in front of two platoons of Armored Corps and four platoons of Cavalry Corps with the rest of the platoons on alert. General Lewis Hodge will watch through field glasses from an elevated and concealed position and will order additional troops into flanking positions should anything happen.

Woodland Mall, Wastelands: The convoy is to meet a group of slavers two miles east of Woodland Mall underneath a destroyed bridge. The slavers will have a team of fifteen men meeting the convoy with twelve more hidden around the area. Their leader, Charo Sladder, knows not to cross the High Rollers, so he'll honor the deal, but he's suspicious of the convoy. See the stats for the slavers at the end of the American Wastelands section.

Marietta, GA: The convoy is to meet Lady Jane Wilson in the main square in front of the courthouse in Marietta. She's there with Sheriff Bill Jones and twenty of his deputies. The weapons are already crated. Captain Anders will insist upon examining every container to verify the shipment is in order. This is a process that will take crowbars, unpacking, repacking, hammers, nails and several hours of time. The locals will stay for the entire proceeding and will become increasingly restless as the day grinds on.

Horseshoe Marina, NC: The convoy is to meet The White Tails leader Blake Womack at the Horseshoe Marina. He has several deer coolers installed there where he's keeping the animal carcasses refrigerated. Blake will be accompanied by a dozen White Tails Hunters. He will try to wheel and deal for a better rate and will be somewhat stubborn about it, threatening to reduce the number of animals he provides for the original price. If guns are drawn, roll a reaction roll to see if he backs down. A Result Value of +2 or greater and he will back down.

Fontana Dam, NC: The convoy is to meet Kingfish, the leader of The Bulldawgs, at the foot of Fontana Dam. Kingfish is accompanied by

Josh Martinez, the road boss, and twenty Bulldawgs Members. They also have four snipers up on the dam on overwatch. They'll act a bit aggressively at first to test the convoy. If they sense weakness, they'll try to kill the convoy crew and take their money, vehicles and equipment. Otherwise, they'll poke fun at the convoy members and make the trade.

Seattle, WA: The convoy is to meet Worth Virgin at a secret warehouse underneath the outer market in Seattle that is designed for animal storage and human trafficking. Worth is accompanied by a dozen soldiers, and there are 2d20 more nearby in the warehouse. Model these soldiers after the Slaver Soldiers at the end of the Wastelands section. Worth will size up the convoy, run the mental math, and if he thinks the risk is tipped significantly in his favor for what he will gain, he will order his men to attack the convoy. Please note human and animal trafficking are illegal in the Seattle area, so if the convoy is stopped on the way out of the city, they may run afoul of the law.

AN INSIDE JOB

Given the high value of the payment and/or cargo, the characters might attempt to hijack the convoy. (This is optional.) On the way out, the payment is inside the truck loaded into two rolling suitcases, each weighing about one-hundred pounds. On the way back, the cargo will be in the truck, which is much more difficult to manage. Smart characters will try to hijack the truck on the way out to the pickup site.

If a hijacking occurs, all NPCs will fight to the death. If the characters are in their sedan(s), Captain Anders (or the current convoy leader) will have the NPC guards target the characters' vehicle tires to disable their vehicle. Then, the convoy guards will simply drive away and let someone else handle the traitors.

If the characters are unsuccessful, there are a number of possible outcomes:

The characters' sedan is disabled: The convoy successfully disables the characters' car(s) and drive away to continue their delivery. The characters are stranded on foot unless they can make repairs. Captain Anders radios in what happened, and in about three days the characters will be hounded by both Bartlebee's and High Rollers assassins. The pursuers will stake out nearby communities on the player-characters' path, as well as set a watch on their home community. Each sedan has one spare tire and tools, so if more than one tire is blown, the characters will have to buy or scavenge for the rest.

The characters retreat: The player-characters decide to flee the scene of combat either on foot or in their sedan. The sedan broadcasts a radio tracker which will be used to locate them later. Assassins will be dispatched to their community of origin should they be foolish enough to return home. In any case, they'll be relentlessly pursued by both Bartlebee's and the High Rollers.

The characters surrender: Captain James is a cautious man. He'll torture the player-characters to ask who hired them and if there are any ambushes in store for them. Unable to keep prisoners, and unwilling to release them, he'll execute the characters to ensure the safety of his mission.

The player-characters are killed: Game over, man

If during the combat, it appears the hijacking will be successful, the NPCs are under orders to blow out the tires on the truck to make stealing the payment or cargo more difficult. Once their situation begins to look hopeless, a guards will attempt to blow out all six tires on the truck. Be sure to keep track of how many tires are blown out.

To successfully open the cargo door on the truck, the characters will need the keys from both Captain Anders and Lieutenant James, kept on a chain around their necks. And they'll obviously need the truck. If they fail to locate both keys, a welding torch is needed to cut through the locks to open the cargo door.

If the hijacking is successful, here are some thoughts for getting the characters back on the road again:

The characters are stealing the payment: Since the payment is in two rolling suitcases, the player-characters can easily load them into a sedan. They can even roll the suitcases behind them if they're on foot, but this will slow them down. The payment is in US Dollars in assorted bills that are readily accepted in most areas. There is a radio transmitter sewn into the lining of each suitcase - follow the rules for the vehicles for tracking them.

The truck is driveable: Once the characters find the ignition keys in the pocket of the truck's driver, they are able to drive away. Be sure to determine if they locate and take the cargo door keys from both Captain Anders and Lieutenant James, and if the radio tracker is still functioning. Two people will fit comfortably in the truck's cab, three will be uncomfortable, so the player-characters may want to drive a sedan as well.

The truck has one blown tire: There is a spare tire and tools located under the truck. The repair will take one hour with a successful Auto Mechanics roll.

The truck has two or more blown tires: The characters have several choices: abandon the cargo, take a small portion of the cargo in their sedan, locate an alternate truck, or repair the truck. There is one spare tire and jacking equipment with the truck. If two or more tires are blown out, this requires a trip to a nearby community to search for the proper replacement tires. Characters can either purchase them for \$1000/tire (and leave a trail for their pursuers/assassins) or scavenge them, which will take extra time. Locating a suitable replacement truck that is running and fueled should be very difficult or even impossible.

While the player-characters are lining up transportation, be sure to start the clock on Bartlebee's detection and response. As a security measure, once an hour from 6am to 10pm, Captain Anders would send a one way transmission using a wrist transmitter to Bartlebee's that everything is good to go. This transmission includes his personal security code. If, for any reason, the transmissions are missed or the incorrect code is entered for three or more cycles (meaning three hours), Bartlebee's will go into full-on emergency mode. Once Bartlebee's determines there is a problem, they'll dispatch a crew to locate and secure their cargo. This crew includes assassins. They'll also inform the High Rollers they have a problem, and the High Rollers will dispatch teams of their own.

Each vehicle supplied by Bartlebee's has a radio tracker located in the front right wheel well. This information is a closely guarded secret so the player-characters will have to discover this for themselves. The transmitter can be detected up to ten miles away on a broadcast VHF frequency of 155.37. The signal can be detected by using equipment to scan for radio frequencies, or with a visual inspection after taking off the cover for the wheel well. Once located, simply unplugging the power cable will kill the signal. The tracker can be detected up to ten miles away with a hand-held scanner.

If the characters manage to secure the cargo, and assuming they don't have an alternate use for it, they will need to sell it off somehow. This is a large haul, so most merchants won't have enough money on hand to buy all or even most of it. Also, this is a noteworthy amount of merchandise, so the merchants may suspect something and try to sell the information to any interested parties including bandits, Bartlebee's and the High Rollers. Some of the cargo is more specialized in nature, and many merchants may have no interest in buying any of it, such as mining drills or caged animals.

The player-characters may be better off finding a higher end fence who will buy and move all of the cargo at one time. Locating these fences may be difficult, and the characters might need to buy the information off of sleazier types, who could attempt to steal the cargo for their own. If the characters locate a fence, they're an unknown party, so the fences will try to low ball the offer, realizing the characters' backs are against the wall. And many of the fences have connections with the High Rollers...

Bartlebee's will attempt the following actions to pick up the player-

characters' trail:

Track the radio beacon: Hand-held scanners are given to the Bartlebee's assassins that will detect the vehicle if they get within ten miles. If the assassins pick up the characters' trail, they'll race to get in front of the player-characters, partially block the road to slow down the truck, then attempt to snipe the tires and/or drivers as the characters slow down to navigate their road block.

Asking around: Bartlebee's will send out people to ask around various towns for anyone who has seen the trucks, sedans or player-characters. They'll pay for information, so most folks will readily report what they know.

Reward for cargo: Bartlebee's will also offer a reward to merchants in various communities for any information leading to the successful retrieval of their cargo. If the characters approach these merchants, they will first act interested in purchasing the cargo, take a look at it, and then make excuses and back out of the deal. They'll send word they've located the cargo, and within an hour the player-characters will be hounded by assassins.

Stake out the home town: Bartlebee's will dispatch a couple of assassins to watch the characters' home community. A watch will be put on their homes and any place the characters are known to frequent, such as friends' houses or a local bar.

The High Rollers will take more aggressive tactics in pursuing the player-characters:

Kidnap friends and family: The High Rollers will go to the player-characters' home town and kidnap anyone rumored to be close with the characters for leverage.

Stake out the fences: The High Rollers will also heat up their connections with any fences and specialized merchants in the area. They'll expect this information for free, and will receive it.

Threaten the merchants: If the High Rollers located any of their merchandise at a merchant, they'll torture the merchant for information on the player-characters.

ASSAULT IN MIAMI

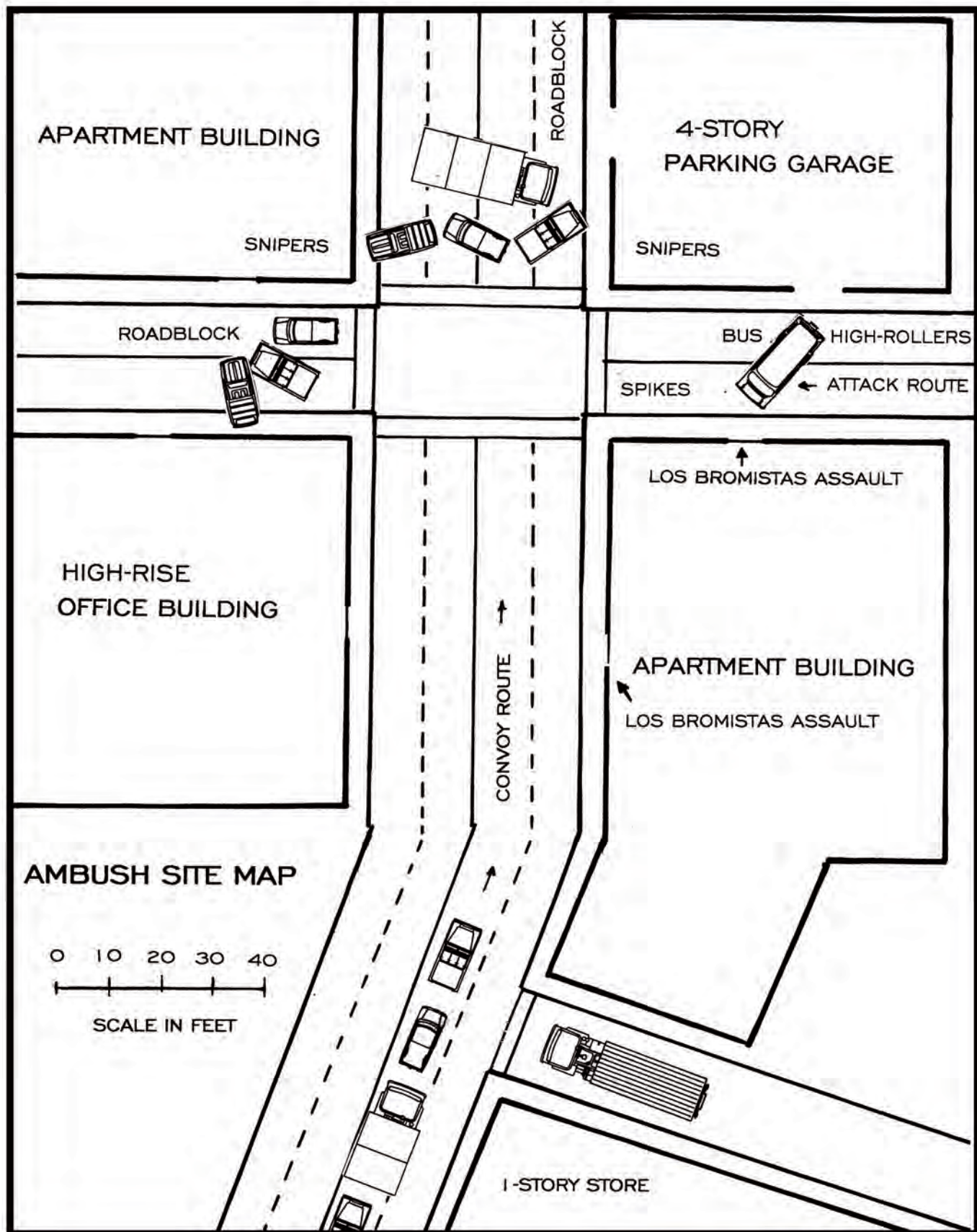
If the characters are still making the delivery with the convoy, here are some ideas once they reach Miami. Once the convoy nears Miami, Captain Anders (or the current leader) will follow directions given to them by Bartlebee's Merchandising to find the Brickell Financial District. They're trying to reach a special secured warehouse used by the High Rollers to conduct large trades away from the general population of Miami Beach. What everyone doesn't know is this entire thing is a setup.

The High Rollers have an insider planted at Bartlebee's. They provided a route that deliberately takes the convoy through an area of Downtown Miami under the control of the Cuban gang known as Los Bromistas or "The Jokers". This particular area of town is used by Los Bromistas to spring a trap to disable and rob unwary travelers.

In addition to directing the convoy through a bad area of town, the High Rollers tipped off Los Bromistas that a valuable shipment is heading their way, so the gang is on high alert when the convoy arrives.

If the player-characters take an alternate route, they'll avoid the ambush altogether. If the characters have a background with Los Bromistas, they may know about this area (roll Wit AST for knowledge of the ambush zone) and are able to alert Captain Anders ahead of time. Player-characters with Tactics may roll a Tactics BCS at -5 upon seeing the area to know it's a good ambush location. And alert characters may roll a Wit CST to notice people up on the fire escapes or that a truck's engine is running just before they enter the ambush zone. Any vehicles manned by NPCs and in front of the characters' vehicle will enter the ambush area.

The convoy will enter downtown Miami and drive through an area of high-rise apartment buildings and shops. Once the entire convoy



enters this area, they hear someone blow a whistle. The street behind them is blocked off by an eighteen-wheeler, and several shots are fired at their vehicles from the fire escapes above them. This spooks the NPC drivers, who panic and speed up. At the next intersection, the straight and left-hand streets are fully blocked off, so the NPCs will careen to the right and into a tire spike trap set up by Los Bromistas. The lead sedans and truck will be disabled. The player-characters can avoid the spike strip trap if they react quickly enough (roll a SPD CST and a Driving BCS to avoid the spike strip). The street beyond the spikes is also blocked by a large bus. At this point the convoy is trapped in a kill zone and the fight to stay alive begins.

This group of Los Bromistas is led by a Shot Caller named Higinio Mendez. He has ten Los Bromistas Soldiers and twenty Los Bromistas Initiates at his disposal. They have the element of surprise, elevation with fire escapes, and they surround the convoy, so the player-characters' group is in a very bad tactical position.

HIGINIO MENDEZ, SHOT CALLER

Higinio Mendez is the cruel shot caller over a clique of thirty men. He demands his clique maintain a certain level of ruthlessness in their dealings with others, and allows them to torture and kill people without mercy. He's been entrusted with one of the more profitable areas of Downtown Miami, so he takes his job of robbing hapless travelers very seriously.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	33	71	75	39	1

Attributes

WT	WL	STR	DFT	SPD	HLH
15	15	15	17	15	20

Talents

CHA	CMB	SCI	EST
1	10	3	3
COM	NAT	MCH	
5	10	0	

Base Stats

BAP	MNA	PCA	CDA	DRT
8	4	2	2	35
HR	SF	LR	StrGr	
3	13	3	3	

Skills:

Pre-Ruin Culture 5, Autoweapon 8, Literacy 7, Modern Rifle 17, Brawling 8, Survival 9, Knife 18, Tonfa 18, Unarmed Combat 18, Weapon and Shield 8, Modern Pistol 12, Primitive Pistol 8, Primitive Rifle 8, Fishing 8, Seamanship 9, Swimming 9, Tracking 17, Hunting 18, Search 18, Stealth 18, Carpentry 6, Commerce 7, Fermentation 7, Interrogation 16, Tactics 6, Lab Technique 6, Lockpicking 16, Technology Use 6, Demolitions 12, Decontamination 7

Equipment:

Benelli M4 with twenty-four rounds 12ga magnum slug, 12 gauge Hogleg with 24 rounds 12ga magnum 00 buck in right hip holster, M-9 pistol with six 15- round magazines and silencer in cross draw holster on left hip, Tonfa with retractable spikes (spikes WDM 1.5L)

Los Bromistas Armor Kit 2 with Karatands instead of bracers

Play out the firefight for a while. Once several of the convoy members are dead or disabled, Captain Anders (or the current convoy leader) realizes the situation is hopeless and orders the convoy to surrender. All the NPCs will surrender immediately.

At this point, one of several scenarios is likely:

The convoy avoids the ambush entirely: The convoy continues on to the High Rollers warehouse and makes their delivery. The player-characters' reputations with the High Rollers increases by 5, and with Bartlebee's increases 10. Bartlebee's is paid by the High Rollers, and

the characters are paid by Bartlebee's.

The player-characters escape the ambush: The characters evade or flee the ambush and leave the rest of the convoy to their fate. Bartlebee's will assume they were in on the ambush, send out their assassins in pursuit, and inform the High Rollers.

The player-characters surrender with the rest of the convoy: The player-characters will be captured and stripped of all obvious weapons and equipment. Their hands and feet will be bound, and they'll be lined up on the sidewalk. Higinio and his crew will taunt the player's group and possibly even kill someone for sport. Just as the gang is tiring of tormenting the characters, the High Rollers will snipe a few of the gang-members and begin their main assault.

The player-characters continue fighting and are victorious: This scenario is unlikely given their tactical situation and how outnumbered they are. But if the player-characters manage to pull this off, hey, more power to 'em! A few minutes later, the High Rollers will show up, guns at the ready, and demand the characters drop their weapons and turn over the cargo, as contracted. Failure to do so will escalate into another battle.

The player-characters continue fighting and are killed: Game over, man

The group of High Rollers that show up at the end of the ambush is led by Underboss John Frogiero, better known as "Froggie". He's accompanied by six Mafia Capos, twenty Mafia Soldiers and twenty Mafia Security Associates. They'll have heavy weapons and some armored vehicles. They'll blow up the bus on one end of the street near the beginning of the attack, giving their vehicles access to the area.

If Los Bromistas are still a threat, the High Rollers will focus on taking them out first. They'll execute any of the gang members who surrender, and attempt to pick off anyone fleeing the scene of the combat.

Once the gang is handled, they'll turn their focus to the player-characters. Here are the likely scenarios:

The player-characters were captured by Los Bromistas: The High Rollers leave them bound and the characters watch as the road is cleared, equipment scavenged, and the cargo loaded into another truck. Froggie informs the player-characters they did a shameful job protecting the shipment, so they're taking everything in compensation. The convoy is to inform Bartlebee's that no further payments will be made by the High Rollers for the cargo. The player-characters are left with no weapons, money or equipment.

The player-characters surrender their weapons: The High Rollers bind the characters and take all of their equipment. The player-characters watch as the road is cleared, equipment scavenged, and the cargo loaded into another truck. Froggie informs the players they did a shameful job protecting the shipment, so they're taking everything in compensation. The convoy is to inform Bartlebee's that no further payments will be made by the High Rollers for the cargo. However, Froggie does mention they did a great job handling Los Bromistas and their reputation with the High Rollers increases by 2.

The characters fight the High Rollers and live: Yet another impressive feat of skill, and the chaould be rewarded. The players will need to move the cargo to another vehicle, such as the truck brought by the High Rollers. They'll also need to clear bodies and equipment off the street so they can exit the area through the hole blown open by the High Rollers. They are now officially enemies of the High Rollers, Bartlebee's Merchandising and Los Bromistas. Follow the guidelines for fencing the cargo and for the pursuing parties detailed in the section titled "An Inside Job."

The characters fight the High Rollers and die: Game over, man.

FURTHERING THE CAMPAIGN

In most cases, the characters are now stranded without transportation in Miami. They'll need to find work or revert to a life of

crime in order to survive. Here are ideas for how the player-characters can make a living, and encourage them to travel around the devastated US to visit the other areas described in this book. As Gamemaster, feel free to change these ideas around to match the personalities of your players.

RACE MANIPULATOR

It's the talk of the town! The Seattle Dash Rally Race is coming up and everyone's discussing their favorite racers, who to bet on and how to make money during the race. There are flyers plastered all over offering low end positions. However if the player-characters can get in good with one of the race teams, they can secure a better position. One such position is helping a race team to manipulate the outcome of the upcoming Seattle Dash Rally Race, both for the current race, and for future years. This takes many forms, including planting trackers on cars, destroying navigation beacons, negotiating agreements for supplies with other communities, etc. See the section on the Seattle Dash for details on the race and the race teams. Use the table below for job ideas for the players.



Las M'ijas Race Promo Poster

Race Manipulator Job Ideas

Job	Description
Co-driver	Original co-driver was assassinated and a replacement is needed. Must show skill in Driving, Navigation and Weapons and be trusted by the group offering the job
VOR security	Activate and protect a VOR beacon during the race
VOR sabotage	Locate and sabotage a VOR beacon
Fuel cache Security	Transport and defend a fuel cache at a known location
Fuel cache raid	Locate and steal or destroy another team's fuel cache
Japanese Nav-tech theft	Locate and steal the Japanese navigation technology (the mated birds). If successful, the Japanese will simply kill the mated bird in Seattle and give their driver a new bird from a different mated pair
Assassinate a driver	Locate and kill the targeted driver or co-driver before the race
Kidnapping	Kidnap the lover or family member of one of the racers or one of the sponsors to convince them to throw the race. Most likely offered by the High Rollers.
Find kidnap victim	Find and liberate a kidnap victim, and determine which race team is responsible
Stadium	

security	Provide Chelo Stadium security during the race, as there are many warring factions in attendance
Plant a tracker	Plant a tracker or bug on a car to monitor a driver during the race
Take out a racer	Locate and kill or disable a targeted car during the race. This will be performed away from Miami. It may rely on placing a tracer on the car ahead of time, or locating the driver at one of their fuel caches which must be discovered first
Arrange Supplies	Work with one of the communities along the race path to secure supplies like food, water, fuel or ammunition for a race team

PROFESSIONAL BABY SITTER

If the characters are in good standing with the High Rollers, the High Rollers may recognize the player-characters have talent with a weapon and are willing to travel based on their work at Bartlebee's. They may approach the characters with a position that involves 100% travel. The player-characters are tasked with transporting rich VIPs around the country. Since travelling with large amounts of money is dangerous, the High Rollers have worked out a system to better protect their clients. The rich VIP deposits their money with the High Rollers up front, less a service fee, and the High Rollers make a record of the deposit. The rich VIP receives a claim token, which is a custom poker chip etched with their name and the dollar amount of the deposit. Only the rich VIP can cash the chip for local currency at the other end, and they can only do this if their High Roller baby sitter is with them. This prevents the theft of the money while in transit.

Professional Baby Sitter Job Ideas

Job	Description
Retirees	A rich man and his wife from Taylorsville want to retire in the Kendall retirement community near Miami
Mechanic	Gisel Love, a driver with Las M'ijas de Miami, wants to travel without cash and have some extra muscle for a trip to Fontana Dam and back. She seeks the help of "The Mechanic" to tune an Engine Computer for higher performance that she plans to use in her car during the Seattle Dash Rally Race
Rich playboy	A rich business owner wants to travel from the Mall at Taylorsville to New Tokyo with both his trophy girlfriend and his disgruntled wife
Pilgrims	The local surgeon and his wife in Farner are Mormons living amongst Presbyterians. They need help taking a religious journey to The Plentiful Temple in the Wastelands where they plan to live for a while
Industrialist	A rich industrialist from Prague has been learning how to build Moisture Farming equipment from Michael Wallace at the Moisture Farmers Collective. He's ready to travel from the Collective to the Miami Docks where he'll board a ship for the Czech Republic. He plans to start mass producing the equipment for profit
Scientists	A group of agricultural scientists from New Tokyo want to travel to the Nantahala Forest to try a new farming technique where the soil is less tainted. If it works, they plan to start big-scale farming the area for profit
Briefcase man	A mysterious well-dressed man with a briefcase has business with ten different Czech drill teams in the US. He must be escorted from the Miami Docks to ten different drill sites sprinkled around the country – see the next section for the location of each site. He's

actually swapping encryption cards with the Czechs' communication equipment as their last set of codes were compromised by a security team from New Tokyo.

SPYING ON THE DIG TEAMS

Another possibility is the player-characters are hired by one of the more powerful parties, such as Bartlebee's, the High Rollers or the Tres D, to spy on dig teams. The dig teams travel all around the country looking for items of value. The characters are given a communication device and told to watch what's happening. They are expected to report where the dig team is located, what they are digging for, and, if successful, what quantities are present. Then their employers will decide what to do with this information. If they're working for Bartlebee's, the information will be sold off to other parties. If they're working for the High Rollers or another party, their employer will assess the situation to see if it's worth the risk to hit the site and steal from the dig team. If the player-characters are compromised, they're expected to flee, then join another dig team and keep on spying.

Spying on the Dig Teams Job Ideas

Job Site	Description
Marietta	Digging for an air force base and aircraft manufacturing site. Looking for engineering plans as well as salvageable aircraft
Chattanooga	Digging for The Lost Sea Caves, a massive underground cave system set up as a long term fallout shelter, complete with a stocked underground lake. Looking for food, weapons and other supplies
Nantahala Forest	Digging for a rumored secret weapons testing facility beneath national forest land. They are hoping to find a military science base with weapons and new technology
Everglades	Digging for a half ton of gold bullion lost in the Everglades by Confederate soldiers under the command of Captain Riley. His men reportedly buried the treasure when they came under attack by Union forces.
Robbinsville	Digging for another reported community fallout shelter. Looking for preserved food and supplies
Moisture Farmers Collective	Digging for a heavy equipment manufacturing site. Trying to find a large hydraulic press they can disassemble and take back to Prague as well as raw materials used in manufacturing
Woodland Mall	Digging for a bottling plant. Trying to locate a large supply of bottled water, fruit juices and sodas plus the raw syrups and other materials to mix them
Mormon Temple	Digging for a medical research facility. Trying to locate medical research files, medicines and raw chemicals used in manufacturing medicines
Taylorsville	Digging for a large cannery. Trying to locate a large

Seattle supply of canned and preserved foods
Digging for a large aerospace research facility. Trying to find designs and serviceable aircraft, as well as raw materials used in their manufacturing

ON THE RUN

Another possibility is the player-characters are on the run. It the characters are forced down this path, determine which groups are out to get them, such as Los Bromistas, Bartlebee's Merchandising or the High Rollers. These groups will send out assassins, bounty hunters and pay locals to report on the player-characters' movements. Details of this campaign are left to the Gamemaster. A good idea is to never let the players settle in at any one place for too long. They should be discovered and chased from their hiding spot at a minimum of about one week up to a maximum of a couple of months. Roll 10d6 to determine how many days go by until they're detected and pursued again.

THE WORLD

The world as you know it has changed, and not for the better. Here's a breakdown of the world as it exists today:

THE UNITED STATES

On I-Day, the largest chunk of Cybele averaging 10km in diameter hit the ocean near Los Angeles and triggered a shift in the already fragile San Andreas Fault. The resulting fireball, wave surge and earthquakes destroyed most of the Midwest and the West Coast, sparing only the area around Seattle.

The shock wave shattered windows all across the US. Dust and debris were scattered everywhere, with pellets the size of marbles impacting as far east as Alabama. The dust layer was soaked by the tsunami from the Pacific, and hardened by years of settling. Now this hard-pack desert stretches from coast to coast. The average depth on the West Coast is fifty feet tapering down to an average depth of around fifteen feet on the east coast.

The impact blew billions of tons of fine microscopic dust into the upper atmosphere, which is still there today, twenty years later, and blocks out the sun over America most days, causing major issues with solar technology. Use the chart below to determine if solar devices work properly:

U.S. Solar Power Effectiveness

Roll 1d20	Solar Power Effectiveness
1-2	Solar panels don't work at all
3-8	Solar panels produce 1/4 normal power
9-14	Solar panels produce 1/2 normal power
15-18	Solar panels produce 3/4 normal power
19-20	Solar panels function normally

United States Quick Facts

Currency	Various (See Appendix)
Religions	Mostly Christian, large Mormon population
Language	US English, some Spanish and French
Driving	Drive on the right side of the road

3. SOUTH FLORIDA



After I-Day the coastline of Florida changed drastically. Settling dust raised the bottom levels of the ocean by a few feet, and the dropping temperatures of the mini-ice age caused ocean water to be tied up in the polar caps, lowering the water levels further, and resulting in the seacoast moving some miles to Cretaceous levels. This uncovered many shipwrecks and oceanic features, only to have them covered by the settling dust. The shipping harbors and safe channels are all dry even though sea levels have again risen to pre-Impact levels.

Metro Miami is the most densely populated area left in the United States. Even with an eighty percent decline in population there are still 1.2 million people in the metro Miami area, and 82,000 in Miami proper. The resorts offer luxurious living, entertainment, trade and it is still one of the warmest places in the US.

Fresh water is supplied by the Biscayne Aquifer, a natural water source located fifty feet underground on the mainland, but not on the islands. Well drilling is commonplace. However, inexperienced drillers can cause unintentional sinkholes and damage nearby buildings.

There are still over forty gangs in the Miami area, most of them Cuban. Only a few of the largest and most influential gangs are mentioned here. Use their stats as a baseline for creating a gang of your own.

There are complex politics between the various groups in the areas. Use the table below as a guide.

MIAMI BEACH

History: After the fall of Vegas, Chicago, Wall Street and the US Government, what remained of organized crime needed a new game. So the Cosa Nostra moved to Florida and established a new empire in gambling, booze, drugs and prostitution, earning them the nickname “The High Rollers”. These previously illegal activities are a welcome distraction for most and no longer illegal with the fall of state and national governments.

Miami Area Reaction Table

	High Rollers	Los Bromistas	La Familia	Kendall Mercs	Las M'ijas	Gladeview 71's	Tres D	Seminoles
High Rollers	—	-50	0	-10	-50	-10	+10	-40
Los Bromistas	-50	—	-50	-50	-50	-30	0	-50
La Familia	+20	-50	—	-20	+20	-20	0	+30
Kendall Mercs	+20	-30	+30	—	+20	0	0	+30
Las M'ijas	-30	-50	+10	-10	—	-40	-20	+10
Gladeview 71's	-20	-30	-10	-10	-40	—	+10	-30
Tres D	-40	+10	-30	-20	-20	+20	—	-40
Seminoles	0	0	+20	+30	+10	0	0	—
Others	+10	-40	+10	-10	0	-10	+20	-20

Their leader, Don Anthony Delucia, instructed his Capos to train additional soldiers and they went on a campaign taking over many of the islands including Miami Beach and the financial district of Brickell.

After the High Rollers captured this area, they built fortified security checkpoints with gates and towers on all the bridges leading into Miami Beach. Soldiers patrol the coastlines with shoot on sight orders for anyone attempting to access Miami Beach without going thru a security checkpoint.

Many merchants have set up in Miami Beach, but the price in extortion fees is very high. Some merchants are paying out fifty to seventy-five percent of their earnings in "protection fees".

The result is a reasonably secure place to live. And, with the amenities that have been restored, as well as strong trade agreements for supplies, this is one of the best places to live in what remains of the US.

Gaining Entry

There are 5 ways to enter Miami Beach:

1. As a Guest with a Green Badge
2. As a Security Associate with a Red Badge
3. As an Unskilled Laborer with an Orange Badge
4. Fight past the guards
5. Sneak in

Wealthy player-characters may enter as a guest, but must first buy \$5,000 in casino chips, and surrender all weapons at the security checkpoint except for a single knife or pistol for personal defense. The PC is given their chips, a green guest badge and a claim ticket to retrieve their weapons later. However a "desirable" or upgraded weapon might be "misplaced" while in the care of the security personnel (roll of 1-3 on 1d6).

Characters with shooting skills may be hired as a "Security Associates". To pass, the player-character must hit a six-inch target 7 out of 10 times from fifty yards for a pistol, and two-hundred yards for a rifle. This is accomplished by making a firearms BCS roll at -3 successfully 7 out of 10 times for each skill. If they pass, they will receive a red security badge and work twelve hour rotations receiving \$100 in casino chips per day plus room and board. They will share a room with three other "less trusted" Security Associates, and be served three squares a day. The Capo in charge is named Frank Durso, and he's none too happy baby-sitting new recruits. After some initial training in Brickell, see the table in the Miami Beach Adventure Ideas for samples of daily assignments and encounters.

Unskilled player-characters may enter as an Unskilled Laborer by signing a contract forcing them to work in near slavery conditions for minimal room and board. They will receive an orange unskilled laborer badge, and be forced to work twelve to sixteen-hour days. The rooms are small, dirty and packed with five other people. There's a chance of contracting a disease from one of the roommates (Roll on the Communicable Disease Table). Food is soup and water twice daily, and only about half of what is required to survive. There is no daily pay.

To fight their way in, player-characters must defeat the guard detail at one of the security checkpoints. This involves three Mafia Soldiers and five Mafia Security Associates. There is a high chance one of the Associates will sound an old hand-cranked air raid siren (roll of 1-4 on 1d6). If sounded, this will attract 2d20 Security Associates, 1d20 Soldiers and 1d6 Capos to the area to conduct a manhunt. If stopped, the PC must produce a green, red or orange badge or they will be captured for questioning or killed if they put up a fight.

The final option is for the player-characters to sneak in. If they attempt to sneak past a security checkpoint, they are detected on a roll of 1-16 on 1d20. If they approach from the coastline, they are detected in a roll of 1-8 on 1d20.

Population: 115,327

Badge Reaction Modifiers: Player-characters holding a Green Badge will receive +20, Red Badge is +10 and Orange Badge is -20 in

addition to other modifiers.

Resources: Water purification plant, hotels, casinos, restaurants, bars, golf courses, entertainment

Trade: Once the player-characters gain access to Miami Beach, they can access all the amenities for a price. To exert greater control over their subjects, the High Rollers force everyone to exchange their money for Casino Chips, which are used as the local currency. They might be able to change their money back. Large cash outs are "discouraged". It may be better for a character to cash out portions at a time across several casinos to avoid notice.

Poker Chip Values

Chip Color	Value
White	\$1
Red	\$5
Dark Blue	\$10
Green	\$25
Black	\$100
Pink	\$250
Purple	\$500
Burgundy	\$1000
Light Blue	\$2000
Brown	\$5000

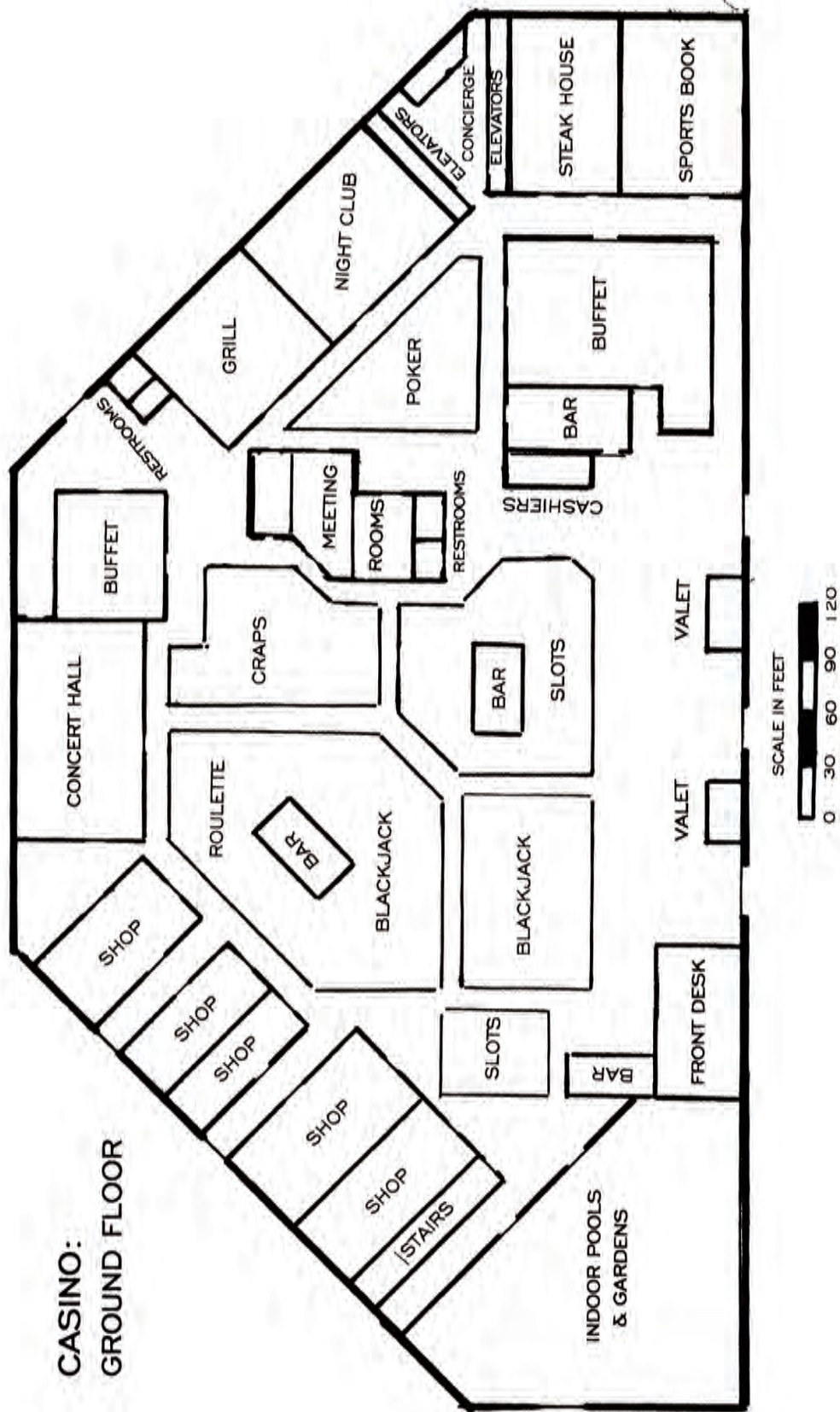
There are twenty large hotels in operation on Miami Beach. They host gambling, bars, restaurants, shops, pools and entertainment including singers and death-match fighting. Two golf courses are also in operation although the turf is no longer green. There are private residences for the High Rollers, high end merchants and certain VIPs who worked out deals with the Mafia. The remainder of the hotels are boarded up and checked from time to time to evict or kill squatters.

Most casinos have a \$20 minimum bet for gambling. Offer the player-characters a chance to play in a real round of Blackjack, Texas Hold 'Em or other casino games. Remember these casinos are unregulated now, so cheating will be more commonplace. The real gamblers play in back rooms where the Mafia isn't trying to cheat the general public. Here are typical prices in casino chips for various items:

Casino Prices for Common Items

Price in Chips	Item
\$250/night	Nice hotel room per night
\$100/night	Cheap hotel room per night
\$100/hour	For "Company" in your hotel room
\$25	Hot meal
\$10	Cold meal
\$50	
+ gambling	Ticket to a death match
\$40	Ticket to a music concert
\$10	Alcoholic drink
\$200	Game of golf
\$25/day	Bicycle rental
\$50/trip	Taxi to another area of the island

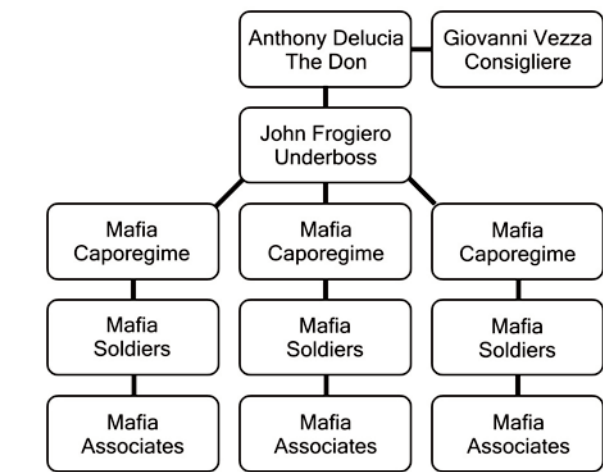






ALL ROOMS HAVE SMALL BALCONIES FACING OUTSIDE OR IN TOWARDS THE INTERIOR ROOFTOP GARDEN (ON ROOF OF GROUND FLOOR IN CENTER)

THE HIGH ROLLERS NPC STATS



DON ANTHONY DELUCIA
“THE PROFESSOR”

Anthony Delucia is the “Don” or the head of Miami’s Mafia crime family. He spends his spare time reading history and developing innovative ways to run the family business earning him the nickname “The Professor.” The Don is also an avid gun collector. He has quite a nice selection of firearms, making him a target for theft. No one has successfully stolen from his collection (yet).

Physical Stats						
	Sex	Age	Size	Bulk	Looks	RF
Attributes	M	52	56	25	57	4
	WT	WL	STR	DFT	SPD	HLH
	14	16	16	14	14	16
Talents						
	CHA	CMB	SCI	EST		
	6	14	20	-3		
	COM	NAT	MCH			
	3	1	5			
Base Stats						
	BAP	MNA	PCA	CDA	DRT	
	7	2	3	2	31	
	HR	SF	LR	StrGr		
	3	13	2	3		

- Skills:**
Gambling 20, Language: Italian 20, Literacy: Italian 16, Language: English 14, Literacy: English 14, Modern Pistol 18, Modern Rifle 18, Brawling 17
- Equipment:**
2 Kimber Pro CDP II Pistols with three 7-round clips
Mafia Armor Kit 2
2 light blue poker chips, 4 purple poker chips, gold ring with red jewels worth \$2500, suit worth \$2500, bejeweled pen worth \$800.
These weapons are in a closet in his room:
1 Mark 19 Grenade Launcher with 50 rounds
11 Colt M4A1 Assault Rifles with fifteen clips
10 Benelli M4 Tactical shotguns
12 Benelli ETHOS shotguns
2 4 Kimber Pro CDP II Pistols + 48 clips
26x Mark 7 grenades
12 smoke grenades
10 flash bangs
10 claymore mines with remote detonator

CONSIGLIERE GIOVANNI
“MEATBALLS” VEZZA

The Don’s trusted advisor and confidant, and one of the few who can argue with the Don and live to tell about it. Giovanni frequently represents the Don’s interests in meetings with outside parties. He is soft spoken, but firm in his demands, and has a reputation as an aggressive negotiator. He is unskilled in combat, and instead travels with hired muscle for protection. He will only draw his pistol as a last resort.

Physical Stats						
	Sex	Age	Size	Bulk	Looks	RF
Attributes	M	38	11	2	9	4
	WT	WL	STR	DFT	SPD	HLH
	18	16	9	10	12	10
Talents						
	CHA	CMB	SCI	EST		
	18	4	-1	1		
	COM	NAT	MCH			
	10	4	1			
Base Stats						
	BAP	MNA	PCA	CDA	DRT	
	6	2	3	2	27	
	HR	SF	LR	StrGr		
	2	12	3	2		

- Skills:**
Language: Italian 20, Literacy: Italian 20, Pre-Ruin Culture 18, Post-Ruin Culture 18, Language: English 18, Literacy: English 18, Commerce 16, Interrogation 12, Modern Pistol 6, Brawling 4
- Equipment:**
Ruger LCP Pistol with two 6-round clips
Mafia Armor Kit 1
5 purple poker chips, suit worth \$1500, bejeweled pen worth \$1500, notepad

UNDERBOSS JOHN
“FROGGIE” FROGIERO

John is the Underboss (or capo bastone) and second in command to the Don. He is trusted to run the day to day operations of the family. All Capos report to him directly. Froggie is known to be corruptible, and will sometimes “look the other way” if his palm is greased with something of sufficient value. He also doesn’t hesitate to torture someone if he thinks they are hiding useful information.

Attributes						
WT	WL	STR	DFT	SPD	HLH	
15	12	16	10	8	14	
Base Stats						
BAP	MNA	PCA	CDA	DRT		
4	2	2	2	28		
Sex	Age					
M	31					

- Skills:**
Interrogation 15, Commerce 15, Modern Pistol 15, Urban Stealth 14, Brawling 14, Single Weapon 14, Polearm 12, Lockpicking 12, Gambling 12, Language: Italian 12, Language: English 12, Literacy: Italian 8, Literacy: English 8
- Equipment:**
Ruger LC9 Pistol w/ red tritium night sights + suppressor + 3x 7 round clips, baseball bat, blackjack
Mafia Armor Kit 1
Lockpick set, small bag of pistachios, tube of chap stick

MAFIA CAPOS

The Caporegime or Capos are the captains of the Mafia, and they lead the troops on the street. More respected Capos will control a group of Soldiers, and less respected ones the Security Associates. This tends to make the less respected ones short tempered with something to prove.

One well known Capo is Giuseppe Carna better known as "Hooch" and a manager of the largest casino.

Attributes

WT	WL	STR	DFT	SPD	HLH
15	7	15	15	15	10

Base Stats

BAP	MNA	PCA	CDA	DRT
8	3	2	3	22
Sex	Age			
M	28+			

Skills:

Gambling 18, Modern Pistol 16, Modern Rifle 14, Interrogation 12, Language: English 16, Literacy: English 12, Language: Italian 12, Literacy: Italian 8

Equipment:

Kimber Pro CDP II pistol with wooden grip with two 7-round clips
Mafia Armor Kit 1. If alarm sounds they will upgrade to Mafia Armor Kit 2 within thirty seconds.

2d6 x 100 Miami dollars' worth of poker chips

MAFIA SOLDIERS

The Soldato or Soldiers are "made-men" of Italian descent. They started as Associates and proved themselves over time. Capos recommend Associates for a position as Soldier and the Don will have final say. The Soldiers are trained in combat, embezzlement and other necessary skills, and enforce the will of the family on the streets.

Attributes

WT	WL	STR	DFT	SPD	HLH
10	5	15	15	15	10

Base Stats

BAP	MNA	PCA	CDA	DRT
8	3	2	3	18
Sex	Age			
M/F	25+			

Skills:

Modern Pistol 14, Modern Rifle 14, Knife 14, Language: Italian 12, Commerce 12, Gambling 11, Literacy: English 10, Literacy: Italian 8, Post-Ruin Culture 8

Equipment:

Choice of Benelli M4 Tactical Shotgun with twenty-five rounds or Colt M4A1 Assault Rifle with three 30-round mags, plus Beretta 92FS Inox Pistol (9mm) with three 15-round mags, Folding Tactical Knife

Mafia Armor Kit 3 at guard stations or on patrol.



Mafia Armor Kit 1 elsewhere, and will upgrade to Mafia Armor Kit 2 within thirty seconds if alarm sounds

4d20 Miami dollars' worth of poker chips, deck of cards

MAFIA SECURITY ASSOCIATES

The Security Associates are the least trusted muscle on the Mafia's payroll. This is where player-characters will start if hired in security, and unless they are of Italian descent they cannot progress any higher up the ladder.

Attributes

WT	WL	STR	DFT	SPD	HLH
10	5	10	10	10	10

Base Stats

BAP	MNA	PCA	CDA	DRT
5	2	2	2	18
Sex	Age			
M/F	15+			

Skills:

Modern Pistol 11, Modern Rifle 11, Knife 11, Gambling 8

Equipment:

Choice of Benelli M4 Tactical Shotgun with twenty-five rounds or Colt M4A1 Assault Rifle with three 30-round mags, plus Beretta 92FS Inox Pistol (9mm) with three 15-round mags, Folding Tactical Knife – all have their durability scores lowered by 1

Mafia Armor Kit 4

2d20 Miami dollars' worth of poker chips

Mafia Armor Kits

Armor Kit 1:

Nice Suit: Dress Shirt with Coat (4-9, 21-28 LC), Dress Pants (10-18 LC), Dress Shoes (19-20 LL), Fedora (1 LC)

Armor Kit 2:

Same as Armor Kit 1 but add Bullet Proof Vest (4-9 QS)

Armor Kit 3:

Guard Uniform: Bullet Proof Vest (4-9 LP-MS), Heavy Shirt (3-9, 21-28 HC), Heavy Pants (10-16 HC), Combat Boots (17-20 H-HL), Tactical Helmet (1 LP-MS)

Armor Kit 4:

Light Shirt (3-9, 21-28 LC), Heavy Pants (10-16 HC), Worn Combat Boots (17-20 HL)

Miami Beach Adventure Ideas

Here are ideas for adventures in the Miami Beach area:

A Fool and His Money...

The player-characters is methodically manipulated by the High Rollers staff in a casino to separate them from their companions, their money and their equipment. This is all done through subterfuge like spilling a drink on their jacket and offering free cleaning services while attempting to pick pocket them, etc. If the character doesn't have their wits about them, they could easily be robbed and discover they are missing something (or someone) before they know it.

Thief in the Night:

If the player-characters take advantage of a prostitute in their personal room at one of the casinos, their companion for the night will wait until they are asleep and then steal whatever they can. When the character wakes up and complains, the prostitute cannot be located and casino management reports that "she's run off with your money" and offers little in the way of compensation ("Sorry for your trouble, it's really not our problem, free drinks are on us"). In reality, the casino is in on the scam and gets a cut, and the prostitute has been rotated to one of the other casinos on the strip for their protection. The player-characters may be able to track her down at one of the other casinos if they are determined.



Where's my Gun?

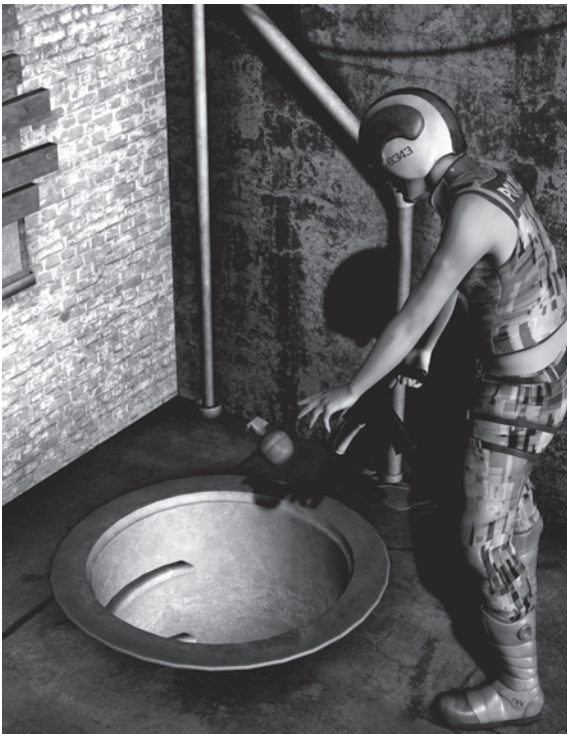
If the player-character left a desirable or high value weapon at one of the security checkpoints, it may not be there when they go to claim it with their claim check. On a roll of 1-3 on 1d6, the weapon is misplaced (don't even roll for less desirable weapons, they'll be there when the player-character goes back as it's not worth the hassle). The guards will claim they know nothing about it and will fight back if the character tries to enter the guard booth to look for their lost weapon.

Where's my Cash?

If the player-characters have more than doubled their money while at the casinos, they may have troubles when they go to cash in their chips. The casino will claim not to have enough money to cash out the character, and will offer back only their original amount. If the player-characters don't back down, they may get into trouble with casino security.

The Real Deal:

The High Rollers are having trouble with counterfeit chips being used for payment. They hire the player-characters to investigate, find the source of the counterfeiting and shut it down... permanently.



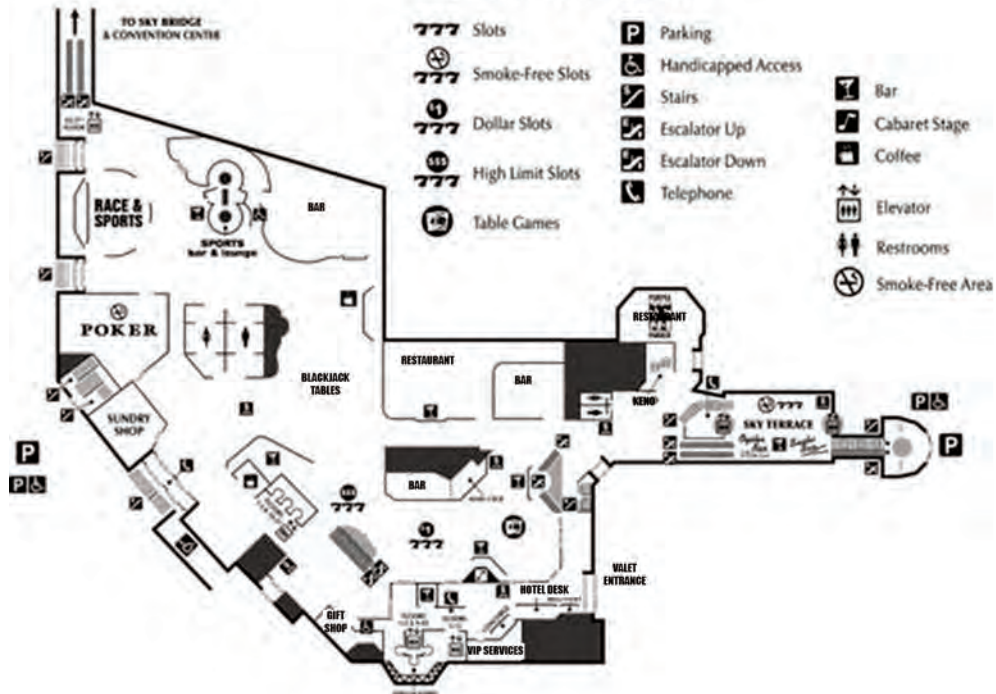
Miami Beach Security Associate Duties

- | | |
|-----------|--|
| Roll 1d20 | Daily Duty |
| 1-6 | Coastline Patrol
Provide security by walking the coastline in pairs. Shoot on sight orders for anyone approaching the coastline without going through a security gate. They are given a whistle to sound if someone is detected. Encounters include rejected immigrants sneaking into the city, a brother looking for his sister who is now a prostitute, smugglers trying to move their wares, or a Cuban gang member out on a dare |
| 7-12 | Casino Security
Provide security for casino staff and prostitutes, and bounce any unruly patrons. Encounters include attempted robbery of the cashier, violent druggie trying to get a fix, private security for a VIP, defend a prostitute from abuse by a client, and bouncing drunken unruly patrons. |
| 13-16 | Bridge Security
Man the security checkpoint at one of the bridges onto the island. There are generally three Soldiers and five Security Associates on duty. There is an old hand-cranked air raid siren at each location to sound the alarm if something goes wrong. Possible encounters include waving soldiers / capos through, screening immigrants / shooting those who resist, verification / inspection of deliveries, and repelling a guest trying to get at the weapons they surrendered. |
| 17-20 | Water Tanker Security
Part of a four man team providing security for a tanker run to Brickell and back for fresh water (three runs a day). Normally see bodies hung from streetlights as a warning. High chance of attack from Los Bromistas or another Gang. Roll 1d20: On 1 hit a mine, 2 Molotov Cocktail thrown at tanker, 3-4 assaulted by 1d20 gang members, 5-10 shot at from nearby building, 11-20 uneventful ride. |

Miami Beach Unskilled Laborer Duties

- | | |
|-----------|---|
| Roll 1d20 | Daily Duty |
| 1-6 | Tend the Crops
The few crops at Miami Beach require constant attention. This is outdoor detail with little water, so dehydration is a concern. A PC must pass a dehydration roll or will suffer heat sickness. |
| 7-12 | Water Distribution
Work the water plant and distribute 50- gallon jugs of water around the island using bicycles and carts built for this purpose. This is physical labor, and characters must pass a Physical Endurance Roll or will be whipped upon return to the water plant for taking too long. |
| 13-16 | Casino Janitor
Clean the restrooms, restaurants and other areas of the casino. The restrooms are particularly nasty... |
| 17-20 | Power Generation
On overcast days, ride a special bicycle-generator to supplement the casino's power. This is a grueling duty and one of the worst. Characters must pass a Physical Endurance Roll four times a day to avoid being whipped by "casino staff." |

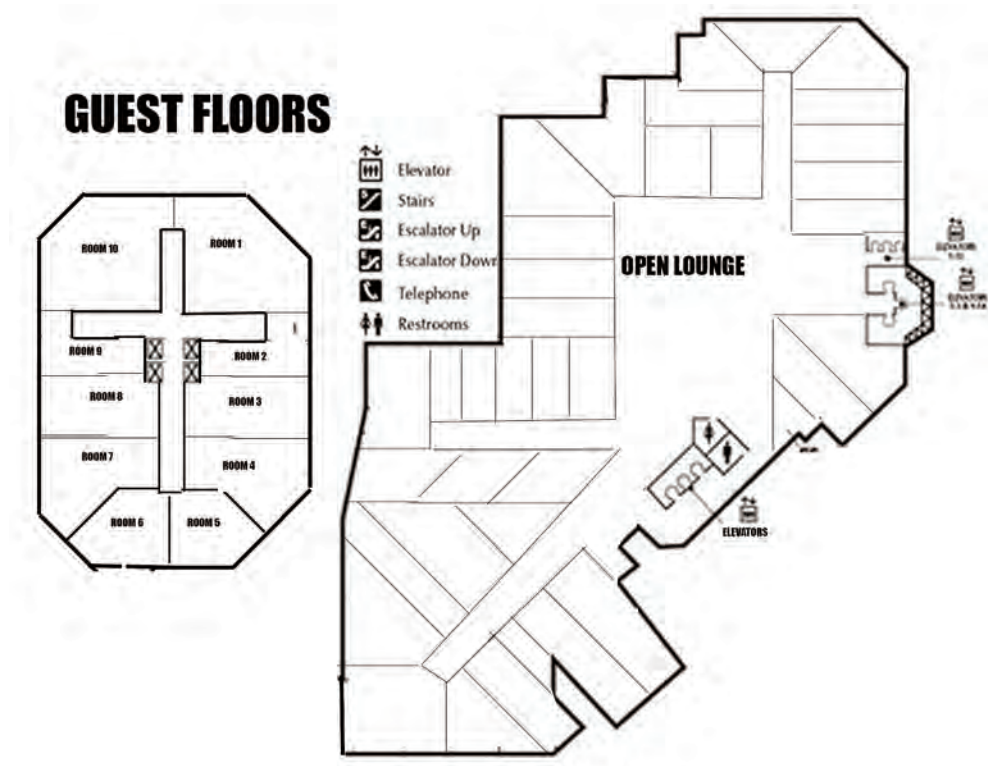
CASINO FLOOR



2ND FLOOR Ⓢ

(The entire 2nd Floor is a Smoke-Free Area)





Typical Casino Hotel Suite



Typical Casino Hotel Room

THE BRICKELL FINANCIAL DISTRICT

History: The Brickell Financial District is located south of downtown Miami, and was one of the premier international banking centers of the world before the fall. The High Rollers took it over and use it for Mafia operations they want to keep separate from the main population on Miami Island, such as water collection, weapons training and interrogations.

Entering this area involves a high risk of being shot or captured. This area is guarded against Mafia outsiders, and you are welcome by invitation only.

Population: 342

Resources: Biscayne Aquifer fresh water wells, weapons training, interrogation rooms, secured trading area

Trade: "Under the table" trades are made here, such as purchasing women for prostitution and captives for death-match fights from slavers and Cuban gangs. Also transactions with less trustworthy traders are done here to avoid delivery trucks containing bombs or hidden soldiers attempting to make it past Miami Beach checkpoints. It's unlikely the player-characters will trade in this area unless it's a large and unusual deal with the Mafia.

Notes: The Mafia uses military tanker trucks to transport the water to Miami Island where they purify it. The truck has a four man security crew including the driver (2 Soldiers and 2 Associates). They must pass thru downtown Miami where control is still being contested with certain Cuban gangs like Los Bromistas. Driving the tanker through this area to reach the islands can be rough and the tanker will frequently be attacked. For additional details, see Water Tanker Security Duty and stats for the Military Tanker Truck.

Brickell Adventure Ideas

Here are ideas for adventures in the Brickell area:

Move Along:

If the player-character isn't a Security Associate for the High Rollers (they must show a Red Badge to prove this), they will be asked to move along. Failure to do so, and the High Roller guards will get nasty...

Class Dismissed:

During their Security Associate training, a member of Los Bromistas lobs a Molotov cocktail through the window setting the room and one of the guards on fire. There are 1d20 Los Bromistas Initiates, 1d6 Los Bromistas Soldiers and 1 Los Bromistas Elite outside who will retreat once they begin taking fire.

Teacher's Pet:

If the player-character is doing well in training, a jealous classmate will do what they can to take-out the competition by injuring the character or jumping them in a dark hallway. The classmate's stats should be equivalent to the character's to make it an equal fight.

Final Exam:

The player-character is asked to torture a Los Bromistas Elite who was captured, and extract some information from them. The High Rollers believe this particular Elite was responsible for an attack on the Water Tanker Truck that cost the lives of two High Rollers Initiates.

BRICKELL



DOWNTOWN MIAMI

History: This area is under the control of the gang Los Bromistas or "The Jokers." While their leader, Javier Molina, is not smart, he makes up for it with ruthlessness. The gang is divided into numerous cliques, each with their own Shot Caller (an Elite Gang Member) who reports to Javier. They believe in taking what they want by force, and are intolerant of outsiders or other points of view. Members are identified by a Clown tattoo on their right arm. The Elite have a Molotov cocktail tattoo on their left arm.

They are declared enemies of the High Rollers, hanging dead bodies of their victims from streetlights and sniping at the High Roller's trucks and tankers as they travel between Brickell and Miami Island. Occasionally they will attempt to rob one, usually during a ceremony for one of their initiates. They also consider it a game to sneak onto Miami Island and make off with something useful. They claim to have stolen a Lamborghini off one of the Capos and escaped the island, but most people think this is a rumor.

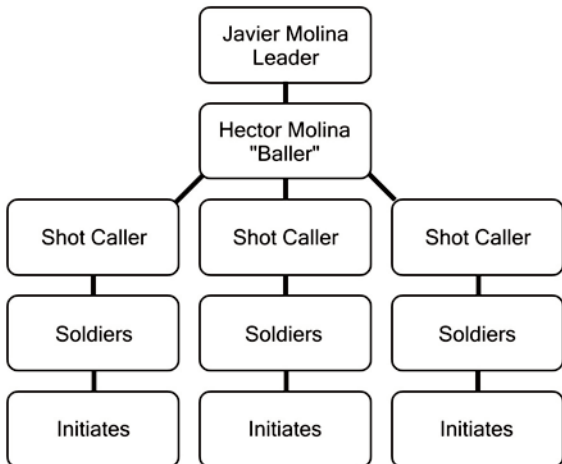
Population: 5,629

Resources: Well water from the Biscayne Aquifer, high rise buildings, garages, dog kennels

Trade: Los Bromistas will not trade with non-Cubans, and will instead capture or kill them and take their belongings.



LOS BROMISTAS NPC STATS



JAVIER MOLINA, LEADER OF LOS BROMISTAS

Javier Molina is as ruthless as he is strong and handsome. He shaves his head and is rarely seen without his aviator's sunglasses. Javier is overconfident and rules without compassion. He will go to war with other gangs over territory, resources, women and disrespect. If he and the crew get bored, they'll go looking for sport. He's good with grappling, knives and close combat weapons, and he prefers to pin his enemy to the ground and watch the fear in their eyes as he kills them slowly.

Physical Stats

	Sex	Age	Size	Bulk	Looks	RF
Attributes	M	32	71	93	96	3
	WT	WL	STR	DFT	SPD	HLH
Talents	16	10	14	18	21	14
	CHA	CMB	SCI	EST		
	11	10	3	0		
	COM	NAT	MCH			
	4	8	7			

Base Stats

BAP	MNA	PCA	CDA	DRT
7	3	2	3	27
HR	SF	LR	StrGr	
2	12	3	2	

Skills:

Two Weapon 17, Knife 17, Unarmed Combat 14, Modern Rifle 14,
Modern Pistol 12, Language: Cuban Spanish 17, Language: English
14

Equipment:

AK47 Assault Rifle with five 30-round mags, two Black Karambit Knives

Los Bromistas Armor Kit 2

Flask filled with really good rum, aviator sunglasses, bag of 10 sugar cubes spiked with LSD, \$7500 in a safe in his apartment building

HECTOR “BALLER” MOLINA

Brother to Javier, Hector is second in command and leads the Shot Callers. He used to be poor, but now he's living large with Javier earning him the nickname "Baller." He's equally as bloodthirsty as his brother, although he prefers modified blunt weapons and pistols for fighting. He proudly carries a pair of Kimber pistols he stole off two High Roller capos he killed.

Physical Stats

Attributes	Sex	Age	Size	Bulk	Looks	RF
	M	31	71	75	39	1
Talents	WT	WL	STR	DFT	SPD	HLH
	12	10	26	17	12	24
Base Stats	CHA	CMB	SCI	EST		
	3	10	1	3		
	COM	NAT	MCH			
	5	10	0			
	BAP	MNA	PCA	CDA	DRT	
	6	3	2	2	35	
	HR	SF	LR	StrGr		
	3	13	2	4		

Skills:

Unarmed Combat: Judo 18, Single Weapon 16, Polearm 16, Modern Pistol 16, Language: Cuban Spanish 14, Language: English 10

DOWNTOWN MIAMI



Equipment:

Steel baseball bat modified with nails, 2 Kimber Pro CDP II Pistols with Rosewood grips and four 7- round clips, two Molotov Cocktails
Los Bromistas Armor Kit 2
Nice lighter and 3 fine Cuban cigars worth \$50 each, \$1500

LOS BROMISTAS SHOT CALLERS

The Shot Callers each run a clique of around fifty soldiers. They are quite loyal to Hector and Javier provided they are respected and well paid, which isn't always the case...

Attributes

WT	WL	STR	DFT	SPD	HLH
12	12	15	15	10	10

Base Stats

BAP	MNA	PCA	CDA	DRT
5	3	1	2	22
Sex	Age			
M	20-40			

Skills:

Modern Pistol 14, Brawling 14, Language: Cuban Spanish 12, Throwing 12, Auto Mechanic 12, Interrogation 10, Salvage Food 8, Language: English 10

Equipment:

Glock 22 with two 15-round magazines, four Molotov cocktails
Los Bromistas Armor Kit 2
Lighter, \$150

LOS BROMISTAS SOLDIER

The soldiers for Los Bromistas. They get bored easily, and go looking to cause mischief. They'll prank each other, go on night raids, drive by shootings, torture and rape for fun, hang dead bodies from street lights and anything they can to prove their dominance over other groups and each other.

Attributes

WT	WL	STR	DFT	SPD	HLH
10	10	10	10	10	10

Base Stats

BAP	MNA	PCA	CDA	DRT
5	2	2	2	20
Sex	Age			
M	15-35			

Skills:

Modern Pistol 12, Brawling 10, Language: Cuban Spanish 12, Stealth 8, Language: English 6

Equipment:

Glock 22 with one 15-round magazine, Brass knuckles, two Molotov Cocktails

Los Bromistas Armor Kit 3

Half full bottle of water, bag of chips, \$22, lighter

LOS BROMISTAS INITIATE

These initiates try to hang with the more seasoned members of Los Bromistas, but they don't quite make the cut. They aren't very good at anything except beating people up.

Attributes

WT	WL	STR	DFT	SPD	HLH
8	8	8	8	8	8

Base Stats

BAP	MNA	PCA	CDA	DRT
4	2	2	2	16
Sex	Age			
M	15-25			

Skills:

Single Weapon 10, Brawling 10, Modern Pistol 8, Language: Cuban Spanish 8, Language: English 5

Equipment:

Roll 1d6: 1-2 Crowbar, 3-4=chain, 5-6=metal pipe

Los Bromistas Armor Kit 1

Set of 6 dice, \$8

Los Bromistas Armor Kits**Armor Kit 1:**

Muscle shirt (4-9 LC), Blue jeans (10-18 HC), Basketball Shoes with attitude (19-20 HC)

Armor Kit 2:

Same as Armor Kit 1 with Level IIIa Bullet Proof Vest (4-9 AV 16, Enc 0.25), Leather Bracers w/ gang logo (27-28 LL), Riot Helmet (1,2 AV 9, Enc 0.05)

Armor Kit 3:

Same as Armor Kit 1 plus Leather Bracers with gang logo (27-28 LL)

Downtown Miami Adventure Ideas

Here are ideas for adventures in the Downtown Miami area:

Ordering a Hit:

An Elite for Los Bromistas was captured and tortured to death by one the High Rollers Capos. They've ordered a hit on the Capo and will pay \$10,000 for proof of his death.

Takin' out the Tanker:

Los Bromistas hire the player-character to take out a High Rollers Water Tanker Truck. They can steal, disable or destroy the truck. The player-character will be paid \$10,000 if the truck is driveable or \$5000 if unusable. They get nothing if unsuccessful. Bonuses may be paid if the High Rollers crew is captured alive for some evening sport.

The Back Door:

The player-character is hired to sneak into Miami Beach and cause a distraction near a certain section of coastline at a particular time.

This distraction is cover for a crew of Los Bromistas sneaking onto the island to steal from one of the Capos. The Bromistas will pay \$5000 for a successful distraction. They will hunt down and kill the character if they are betrayed.

CORAL GABLES

History: As gangs go, La Familia is one of the least violent in the area. Alejandro Orbón and his family run the gang. After Los Bromistas raped, murdered and hung his daughter from a lamp post, Alejandro decided the best way to protect everyone was to move. So his gang moved from the war-torn downtown area to Coral Gables. Now the crew is living large in nice houses in the suburbs and they have a certain degree of freedom from all the gang politics and warfare in the inner city.

However, they are sworn enemies with Los Bromistas, who send frequent "mischief squads" to Coral Gables to antagonize them. For defense, they block off streets with eighteen-wheelers to reduce the number of directions for an attack. They sound an alarm by firing three shots into the air, and use flare guns to signal the location of the problem. This draws nearby gang members to the area to help repel the attackers.

They are cautious of outsiders, but will accept them into their community if they have something to trade or a skill to offer. Most households have weapons and know how to use them. About thirty percent are active gang members, although they don't go looking for trouble unless they need supplies.



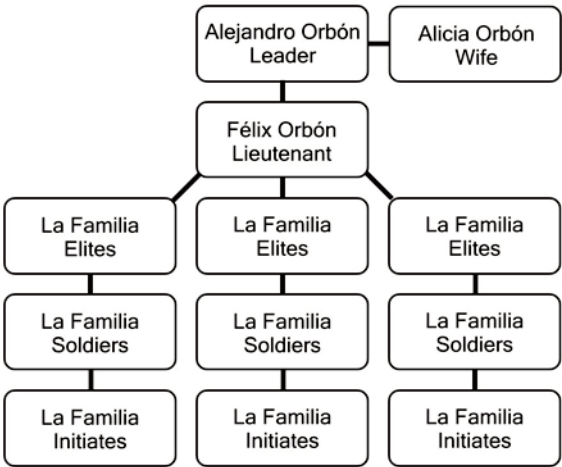
Population: 1,438

Resources: Well water from the Biscayne Aquifer, farmable land, houses, hotels, many high end stores for looting

Trade: La Familia will readily trade with outsiders as long as they have "a good feeling" about them. They are typically honest in their dealings, and have much to offer in the way of clothing and luxuries from looting the high-end stores. They frequently trade these luxury items with the High Rollers in return for food, medicines, alcohol and drugs.

Notes: Los Bromistas believe La Familia went soft and should be punished for losing their way. They occasionally dispatch a mischief squad to rob supplies, perform drive by shootings or to lob Molotov cocktails at people's houses.

LA FAMILIA NPC STATS



ALEJANDRO ORBÓN,
LEADER OF LA FAMILIA

Alejandro Orbón is the leader of La Familia. He doesn't want anyone else to live thru a tragedy like the death of his daughter Mayra, so he ordered La Familia to take over the wealthy suburbs in Coral Gables to protect them. He prefers to run from battles when possible, and set up defenses when necessary. He does his best to take care of everyone, but there's a sadness in his eyes that wasn't there before. Alejandro stands at 5' 5" and weighs 115 pounds. He is thin, muscled, has brown eyes and shaves his head.

Physical Stats

	Sex	Age	Size	Bulk	Looks	RF
Attributes	M	38	39	24	44	2
	WT	WL	STR	DFT	SPD	HLH
Talents	15	15	15	17	15	20
	CHA	CMB	SCI	EST		
Base Stats	1	10	3	3		
	COM	NAT	MCH			
	5	10	0			
	BAP	MNA	PCA	CDA	DRT	
	8	4	2	2	35	
	HR	SF	LR	StrGr		
	4	14	3	3		

Skills:

Pre-Ruin Culture 5, Auto Weapon 8, Literacy 7, Language: Cuban Spanish 20, Language: English 12, Pathology 7, Brawling 8, Survival 9, Knife 16, Modern Pistol 12, Modern Rifle 16, Swimming 9, Tracking 7, Hunting 8, Search 8, Stealth 8, Carpentry 6, Commerce 17, Fermentation 12, Interrogation 16, Lab Technique 16, Lock Picking 16, Technology Use 6, Decontamination 7, Automobile Driver 12

Equipment:

Mossberg 500 12g shotgun with fifty rounds, switchblade
La Familia Armor Kit 3
Flare gun, flask of homemade whiskey

ALICIA ORBÓN, ALEJANDRO'S WIFE

Alicia Orbón is Alejandro's wife. She blames him for the death of their daughter, and they aren't getting along well now. She's very loyal to her husband, so the thought of leaving him has never crossed her mind. Instead they live under the same roof but don't interact much

and even sleep in different rooms. She also wants to protect her family and the rest of La Familia, however she takes a different approach from her husband. She believes in meeting the enemy head on, and had her son mount a .50-cal. machine gun in the bed of their pickup truck. Now when an alarm sounds, she's in the back of her truck blasting away at the enemy. She's 5' 6" tall, weighs 125 pounds and is very attractive. She wears sunglasses to cover up the stress and redness in her eyes.

Physical Stats

Attributes	Sex	Age	Size	Bulk	Looks	RF
	F	37	83	36	94	2
Talents	WT	WL	STR	DFT	SPD	HLH
	9	19	32	11	9	22
Base Stats	CHA	CMB	SCI	EST		
	1	10	-1	-1		
	COM	NAT	MCH			
	3	10	0			
	BAP	MNA	PCA	CDA	DRT	
	4	4	1	1	36	
	HR	SF	LR	StrGr		
	4	14	2	4		

Skills:

Language: Cuban Spanish 20, Post-Ruin Culture 12, Throwing 16, Brawling 7, Survival 10, Modern Rifle 20/7, Modern Pistol 8, Direct Fire Cannon 6, Gambling 4, Auto Weapon 14, Interrogation 12

Equipment:

Truck mounted M2HB .50-caliber machine gun with 250 rounds alternating 4AP and 1APIT, four Mark 8 Grenades, Glock 22 with three 13-round mags
La Familia Armor Kit 3
Sunglasses, Necklace with photo of son and daughter

FÉLIX ORBÓN,
LA FAMILIA LIEUTENANT

Félix Orbón is the son of Alejandro and Alicia, and he also misses his sister Mayra. He's young and handsome and popular with the ladies of Coral Gables. He takes after his mother, and when an alarm sounds he drives the pickup truck as they go out to defend the neighborhood. Félix is respected and skilled, and he trains younger members of the gang in firearms and driving. He looks just like his father with the same brown eyes and build, and he also shaves his head.

Physical Stats

	Sex	Age	Size	Bulk	Looks	RF
Attributes	M	17	59	40	88	1
	WT	WL	STR	DFT	SPD	HLH
Talents	15	12	15	15	24	13
	CHA	CMB	SCI	EST		
	-1	10	3	0		
	COM	NAT	MCH			
	3	10	1			
Base Stats	BAP	MNA	PCA	CDA	DRT	
	12	3	4	2	26	
	HR	SF	LR	StrGr		
	3	13	3	3		

Skills:

Language: Cuban Spanish 20, Pre-Ruin Culture 4, Autoweapon 8, Literacy 7, Handloading 16, Brawling 18, Survival 7, Modern Pistol

Mossberg 500 12g shotgun with twenty-five rounds, butterfly knife
La Familia Armor Kit 2
Sunglasses, flare gun with three rounds, 3d20 condoms

The up and coming members of the gang, and mostly younger in age. Some have a thirst to prove themselves, others hide when bullets

start flying. Félix Orbón spends time training them into soldiers.

Attributes

WT	WL	STR	DFT	SPD	HLH
8	8	8	8	8	8

Base Stats

BAP	MNA	PCA	CDA	DRT
4	2	2	2	16
Sex	Age			
M/F	15+			

Skills:

Language: Cuban Spanish 18, Modern Rifle 8, Modern Pistol 8, Auto Weapon 6, Brawling 7, Stealth 7

Equipment:

Ruger SR9 with three to five 15-round mags
La Familia Armor Kit 1

La Familia Armor Kits

Armor Kit 1:

Dress shirts (4-9, 21-28 LC), Khaki Slacks (10-18 LC), Dress shoes (19-20 LL)

Armor Kit 2:

Same as Armor Kit 1 with Level IIIa Bullet Proof Vest (4-9 AV 16, Enc 0.25), Riot Helmet (1,2 AV 9, Enc 0.05)

Armor Kit 3:

Same as Armor Kit 2 plus Steel Toe Leather Boots (17-20 HL, 19-20 SP)

Coral Gables Adventure Ideas

Here are ideas for adventures in the Coral Gables area:

Cocktail Hour:

While the player-characters are in Coral Gables, Los Bromistas launch an attack lobbing Molotov cocktails at the houses and drive by shooting at anyone they see. The characters will earn good will if they help to fend off the attack.

All Flared Up:

La Familia uses flare guns as a signal and they're running low on flares. They'll pay top dollar if someone can acquire more for them. Good places to look are at the docks or on the islands.

The Dog Days of Summer:

The player-characters are hired to provide an armed escort for several attack dogs and their owners to the dog fights in Miami Gardens. They'll be paid upon successful delivery at the arena before the fights. See the stats for the dogs on page 233.

KENDALL

History: Florida's reputation as a place to retire in comfort is still intact in Kendall, if nowhere else. Many wealthy individuals unwilling to live by the rules of the High Rollers have settled here. The cost of admission is quite high, but there is less corruption and a more wholesome way of life through gardening, playing bridge and attending church and social functions.

The Kendall Home Owners Association (HOA) is a militant group of retirees who rule by committee. They built fences around the area and pay mercenaries to keep out the riff-raff. They maintain control through their book of "Covenants" which are guiding principles about playing nice with others, giving back to the community and the upkeep of one's property.

Paid mercenaries provide security around the perimeter.

Population: 3,412

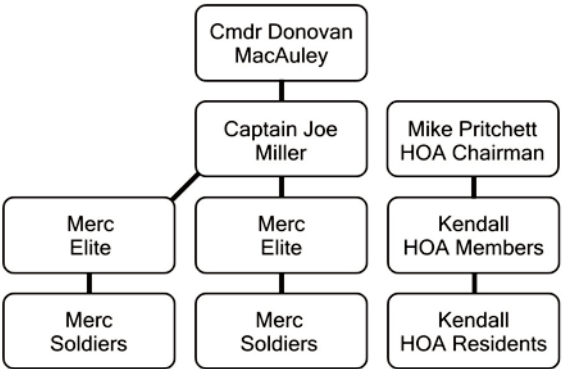
Resources: Well water from Biscayne Aquifer, residential neighborhoods, farmable land, some livestock and pets, hospital and

medical facilities, churches, social clubs

Trade: The Kendall HOA is suspicious of outsiders; however they need young able bodied individuals to help with the more strenuous tasks like distributing water and planting the crops. They also need folks on the outside to gather certain supplies and medicines for their use, and they will pay well for such services.

They've also worked out a trade agreement with La Familia, trading fresh produce for certain items like medicines and luxury goods. La Familia also acts as a first line of defense against attacks by Los Bromistas and others.

MERCS AND RESIDENTS NPC STATS



COMMANDER DONOVAN MACAULAY, KENDALL MERCS

Donovan MacAulay is the leader of the Mercs protecting the retirees in the fenced off portion of Kendall. Of Scottish descent, he has a mild accent, yet he's easy to understand. He's hardworking, thrives on efficiency and is loyal to the community. He understands combat, and is constantly looking for better ways to protect the area. He's a driven workaholic who doesn't take much down time and, as a result, he's fighting with a constant fatigue that weighs on him. Donovan focuses on improvements and has a tendency to see the negative in things. When he's tired he tends to fly off the handle over little things. He's a touch short at 5' 6", weighs 150 pounds and is holding a bit of weight around his belly. He has greying hair and worry lines around his eyes.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	46	59	60	88	1

Attributes

WT	WL	STR	DFT	SPD	HLH
16	11	15	9	29	10

Talents

CHA	CMB	SCI	EST
2	10	12	-1
COM	NAT	MCH	
1	9	1	

Base Stats

BAP	MNA	PCA	CDA	DRT
14	2	7	2	23
HR	SF	LR	StrGr	
2	12	3	3	

Skills:

Post-Ruin Culture 3, Modern Rifle 17, Literacy 17, Brawling 7, Survival 6, Unarmed Combat 18, Primitive Rifle 7, Modern Pistol 17, Telephone Communications 7, Radio Communications 5, Salvage Food 6, Language: Cuban Spanish 7, Lockpicking 15, Technology Use 12



Equipment:

H&K G36C Assault Rifle with seven 30-round mags, Glock 21 with three 13-round mags, three Mark 7 grenades, Mark 9 bayonet
Russian medium body armor: 1-2 AV12, 3 AV10, 4-9 AV12, 10-12 AV7, 21-22 AV7, 25-26 AV7, 15-16 Av7, 3-18,21-27 AV4, 19-20 AV4, 29-30 AV4, Average AV=7, Total Enc 0.59. Includes military radio in helmet, full CBW protection.
Stopwatch

CAPTAIN JOE “BULLS EYE” MILLER, KENDALL MERCS

Captain Joseph Miller is the Mercs’ captain and a second leader. He believes in the chain of command and never hesitates to follow the Commander’s orders. However, he does think Donovan treats the men unfairly at times and does what he can to raise morale. He loves to hang out with the men, and even has a rec room at his house with a bar, billiard table and dart board for their evenings off. He stands at 5’ 11”, weighs 170 pounds and is fit and trim. He has a thin face with green eyes and blonde hair, and he’s well-manicured. He earned the nickname of “Bulls Eye” from his skill with the dart board.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	34	76	61	47	2
Attributes					
WT	WL	STR	DFT	SPD	HLH
23	17	15	5	21	10

Talents

CHA	CMB	SCI	EST
11	10	-1	1
COM	NAT	MCH	
6	10	-1	

Base Stats

BAP	MNA	PCA	CDA	DRT
10	2	5	1	26
HR	SF	LR	StrGr	
2	12	4	3	

Skills:

Post-Ruin Culture 6, Modern Pistol 16, Mechanically Generated Power 4, Brawling 16, Survival 7, Single Weapon 7, Modern Rifle 16, Two Weapon 6, Autoweapon 8, Swimming 7, Tracking 9, Language: Cuban Spanish 9

Equipment:

H&K G36 Assault Rifle with seven 30-round mags, Glock 21 with three 13-round mags, three Mark 7 grenades, Mark 9 bayonet
Russian medium body armor: 1-2 AV12, 3 AV10, 4-9 AV12, 10-12 AV7, 21-22 AV7, 25-26 AV7, 15-16 Av7, 3-18,21-27 AV4, 19-20 AV4, 29-30 AV4, Average AV=7, Total Enc 0.59. Includes military radio in helmet, full CBW protection.
Nail trimmers, comb, \$1200

KENDALL MERCS ELITE

These are the elite soldiers of the Kendall Mercs. They are highly trained and efficient, and know what to do. They have complicated

emotions about their Commander, respecting his intellect, but they don't care for his treatment of them at times.

Attributes

WT	WL	STR	DFT	SPD	HLH
20	20	20	20	20	20

Base Stats

BAP	MNA	PCA	CDA	DRT
10	3	3	3	40
Sex	Age			
M/F	25+			

Skills:

Modern Rifle 15, Modern Pistol 13, Autoweapon 8, Stealth 8, Brawling 12, Language: Cuban Spanish 6, Single Weapon 11, Automobile Driving 12

Equipment:

M16A2 with seven 30-round mags, Glock 21 with three 13-round mags, 1D6 Mark 7 grenades, Mark 9 Bayonet, 1 in 6 chance of M203 Grenade Launcher with 1d20 HE grenades.

Kendall Merc/HOA Armor Kit 3
Basic survival kit, canteen, 1d6 man-days Super K rations

KENDALL MERCS SOLDIER

These are the soldiers in training for the Kendall Mercs. They have decent skills, but the Commander sets the bar high and wants all of his troops to be elite. It's not uncommon to see them doing PT in the mornings, and performing timed drills to assess their readiness. They've learned to hate the Commander's stopwatch.

Attributes

WT	WL	STR	DFT	SPD	HLH
15	15	15	15	15	15

Base Stats

BAP	MNA	PCA	CDA	DRT
8	3	2	2	30
Sex	Age			
M/F	20+			

Skills:

Modern Rifle 12, Modern Pistol 11, Autoweapon 8, Stealth 8, Brawling 10, Language: Cuban Spanish 6, Single Weapon 9, Automobile Driving 10

Equipment:

AR15 Rifle with seven 30-round mags, Glock 21 with three 13-round mags, 1D6 Mark 7 grenades, Mark 9 Bayonet
Kendall Merc/HOA Armor Kit 3
Basic survival kit, canteen, 1d6 man-days Super K rations

CHAIRMAN MIKE PRITCHETT, KENDALL HOA

Mike Pritchett is the Chairman and head of the Kendall Home Owners Association which rules the fenced in Kendall community. He's bureaucratic, believes in obedience and his social standing is very important to him. He has a wife he never spends time with, and is seen flirting with many of the attractive retirees around the pool. He's ashamed of his effeminate son, who is a disappointment to him, so he openly criticizes the boy in front of others to show "he's the man". He has a couple of like-minded friends and many false friends in the community. Mike is rather short and heavyset at 5' 2" and 140 pounds. He has a white moustache and white hair combed back with stylish flair, always wears nice clothes and walks with his chin held slightly up. He lives in a lush house with mistreated servants.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	56	17	34	62	4

Attributes

WT	WL	STR	DFT	SPD	HLH
33	11	15	8	8	15

Talents

CHA	CMB	SCI	EST
-2	10	1	0
COM	NAT	MCH	
2	8	6	

Base Stats

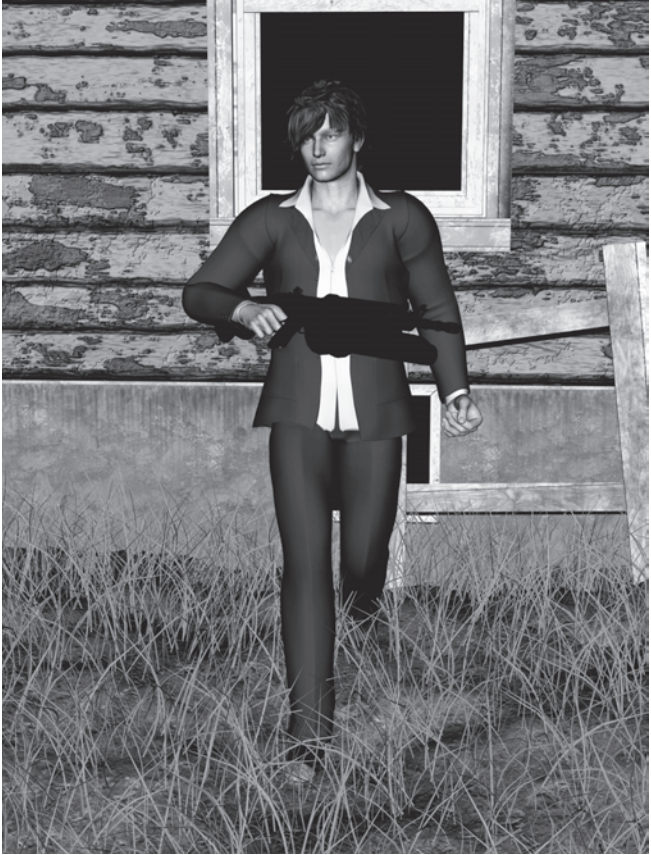
BAP	MNA	PCA	CDA	DRT
4	3	1	1	28
HR	SF	LR	StrGr	
3	13	5	3	

Skills:

Post-Ruin Culture 7, Modern Pistol 10, Brawling 7, Survival 7, Knife 8, Literacy, 14, Motorcycle Driving 8, Technology Use 8, Handloading 8, High Technology Use 8

Equipment:

Dual Limited Edition gold plated 1911 pistol with mother of pearl grips and sequential serial numbers with six 7-round mags in dual shoulder holsters, stag handled Bowie knife
Black leather trench coat w/ rhinestone studded wrists and fox fur collar, rattlesnake skinned boots, cobra skin belt, light blue glitter spandex pants, dark blue silk shirt
Gold Rolex watch



KENDALL HOA MEMBER

These are the ruling members of the HOA. They have three elected directors who work with Mike Pritchett, and there are numerous appointed positions to head the various committees such as the Architectural Review Committee, the Community Events Committee and the Agronomy Committee, just to name a few.

Attributes

WT	WL	STR	DFT	SPD	HLH
5	5	5	5	5	5

Base Stats

BAP	MNA	PCA	CDA	DRT
3	2	1	1	10
Sex	Age			
M/F	55+			

Skills:

Gambling 12, Single Weapon 8, Modern Pistol 6

Equipment:

1 in 3 chance of Cane (SW, WDM 1.1c), Pistol (Roll 1d6: 1=Glock 19, 2=Colt Peacemaker, 3=1851 Navy, 4=500 S&W, 5=Ruger LC9, 6=12 gauge Hogleg)

Kendall Merc/HOA Armor Kit 1

Bottle of pills (Roll 2d20 for quantity, Roll 1d6: 1=Viagra, 2=HDAP, 3=Anagathon, 4=Panomycin, 5=CPC, 6=Anarad)

KENDALL COMMUNITY RESIDENT

The residents of the Kendall Community are wealthy retirees. They are too old for combat, and spend most of their time at home, in the garden or at one of their many activities put on by the HOA. Some of the activities are church services, bingo, bridge, poker, community planning meetings and gardening.

Attributes

WT	WL	STR	DFT	SPD	HLH
5	5	5	5	5	5

Base Stats

BAP	MNA	PCA	CDA	DRT
3	2	1	1	10
Sex	Age			
M/F	55+			

Skills:

Gambling 12, Single Weapon 8, Modern Pistol 6

Equipment:

1 in 3 chance of Cane (SW, WDM 1.1c), Pistol (Roll 1d6: 1=Glock 19, 2=Colt Peacemaker, 3=1851 Navy, 4=500 S&W, 5=Ruger LC9, 6=12 gauge Hogleg)

Kendall Merc/HOA Armor Kit 1

Bottle of pills (Roll 2d20 for quantity, Roll 1d6: 1=Viagra, 2=HDAP, 3=Anagathon, 4=Panomycin, 5=CPC, 6=Anarad)

Kendall Merc/HOA Armor Kits

Armor Kit 1:

Simple civilian clothing including Shirt (4-9, 21-22 LC), Pants (10-18, LC) and Shoes (19-20 LL)

Armor Kit 2:

Armor Kit 1 plus Helmet (1 SP)

Armor Kit 3:

Kevlar helmet (1-2 AV12), Breast plate (4-9 LP-MP), Coveralls (3-18, 21-27 PH), Combat Boots (17-20 HL)

Typical Downtown Kendall Apartments

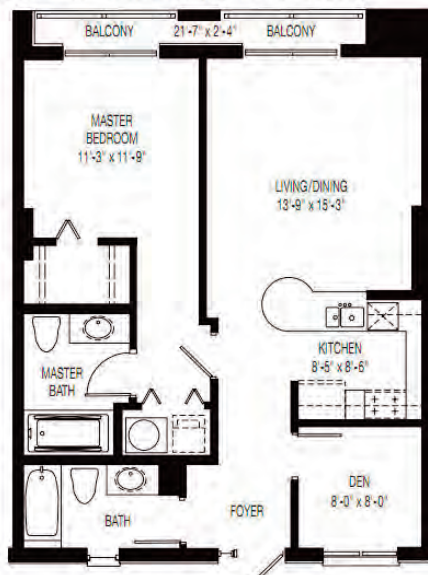
1 BEDROOM / 2 BATH + DEN

Residence Area: 902 sf

Balcony Area: 52 sf

Total: 954 sf

Other 1 bedroom/2 bath + den residences range from 902 – 1,120 sf.



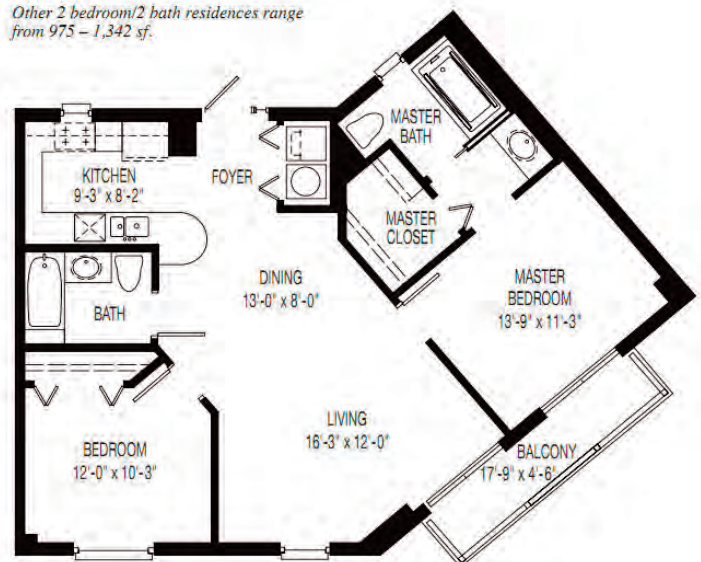
2 BEDROOM / 2 BATH

Residence Area: 1,085 sf

Balcony Area: 82 sf

Total: 1,167 sf

Other 2 bedroom/2 bath residences range from 975 – 1,342 sf.

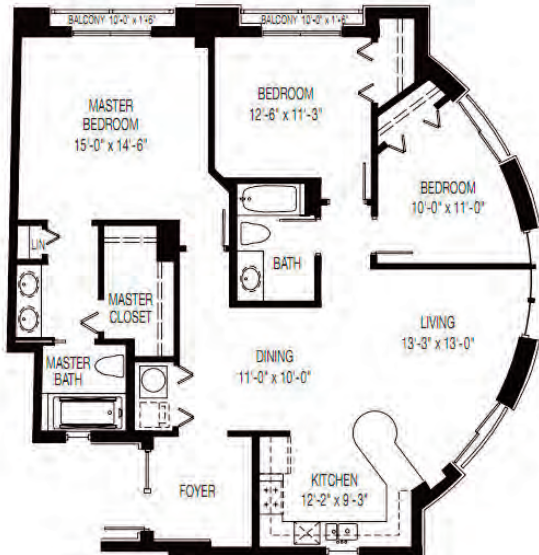


3 BEDROOM / 2 BATH

Residence Area: 1,508 sf

Balcony Area: 32 sf

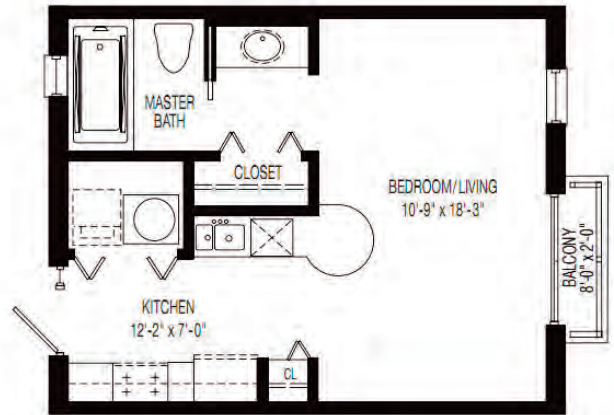
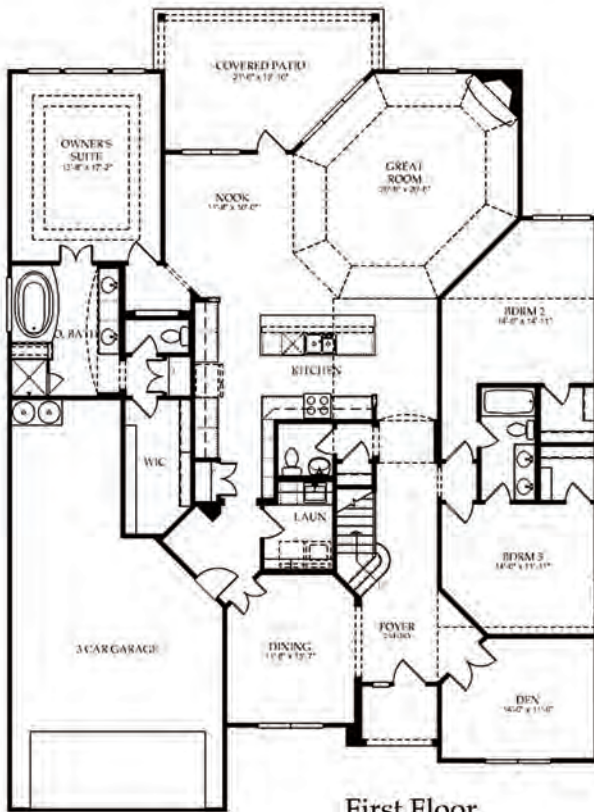
Total: 1,540 sf

Other 3 bedroom/2 bath residences range from 1,496 – 1,758 sf**STUDIO**

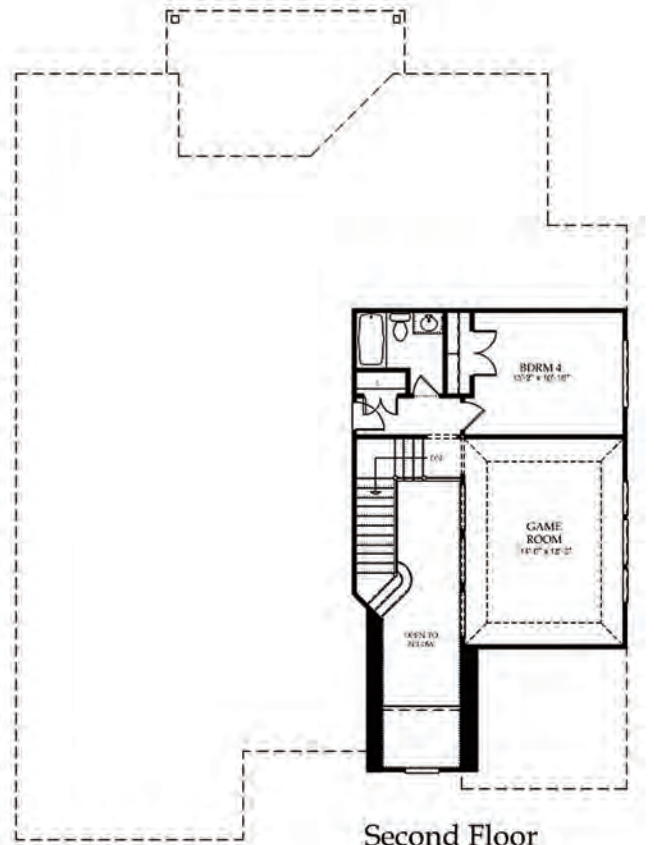
Residence Area: 470 sf

Balcony Area: 16 sf

Total: 486 sf

**Typical Kendall Residential Home**

First Floor



Second Floor

Kendall Adventure Ideas

Here are ideas for adventures in the Kendall area:

The Few, The Proud:

If the player-characters can prove their worth, they'll be allowed to join the Mercs to guard the walls around Kendall. They'll have to prove their combat skills, ability to follow orders and their loyalty. In return they'll receive reasonable pay, room and board.

Got Milk?

The Kendall HOA is looking for a couple of dairy cows. If the player-characters can locate two dairy cows and broker the trade, they'll receive \$2500 in return.

Wall Defense:

If the player-characters joined the Mercs, they'll have to help defend the walls when a rival gang attacks. The rival gang may use retractable ladders in an attempt to scale the wall.

Ammo Hunt:

The Mercs are running low on certain caliber ammo for one of their standard issue weapons. If the player-characters can acquire this ammo, they will be richly rewarded.

Man, I Got an Itch:

If the character joined the Mercs and is in good standing, the Merc Commander pulls them aside and sends them on a special quest. He has a bad itch where the sun doesn't shine, and he needs a special anti-fungal cream from a pharmacy to treat it. He doesn't want anyone else knowing about this, so he can't go to the local doctor who's rather loose lipped, so he sends the player-character on a quest to a pharmacy outside the community to acquire it.

Witch Hunt:

Mike Pritchett has decided that one of the HOA members is (roll 1d6, 1=smuggling drugs, 2=making drugs, 3=smuggling weapons, 4=running a prostitution ring, 5=stealing from community warehouse, 6=embezzling from the HOA Treasury). There is a ten percent chance that his suspicion is actually valid. He's offering to hire the player-characters to investigate and/or eliminate the offending party.

HOMESTEAD

History: Homestead is about the farthest point south in metro-Miami. Several tribes of Seminole Indians have set up camp here. They are excellent craftsmen, and their pottery, baskets and beach umbrellas can be found all over the region.

They hunt and gather what they can from the Everglades to the west, have planted numerous crops around their homes, and even have some livestock. They will trade milk, eggs and wool, but refuse to sell the animals for fear that they will be slaughtered for their meat. Because of a shortage of good livestock, they eat mostly vegetables and any alligators or dogs they can find.

A reclusive bunch, they prefer to trade with the Kendall HOA and La Familia who are generally honest in their dealings, and they steer clear of the less reputable gangs in the area. If attacked, they will defend themselves with deadly accuracy, but they prefer peaceful lives with their families.

Population: 1,224

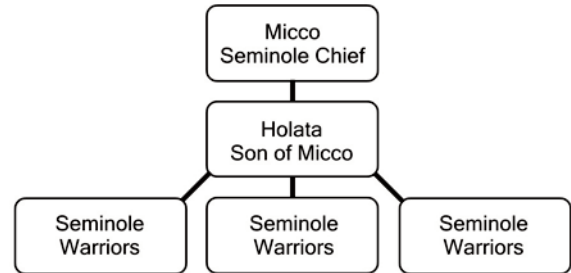
Resources: Well water from Biscayne Aquifer, livestock producing eggs/milk/wool, some horses, Everglades to the west for foraging

Trade: The Seminole offer milk/eggs/wool, fresh vegetables, dog and alligator jerky, tobacco, baskets, pottery or beach umbrellas. They will accept US dollars, but will not accept Casino Chips as they refuse to trade with the High Rollers.

They are mainly interested in knives, .30-06 rifle ammo, and 12-

gauge shotgun shells. They use herbal cures instead of most medicines, but are also interested in first aid kits, bandages and anything to treat gunshot wounds.

SEMINOLE INDIAN NPC STATS



MICCO, SEMINOLE CHIEF

Micco, meaning "Chief", is head of the Seminole Indian tribe. He is quiet and stoic in personality. He believes in harmony with nature and other people and is troubled by the world's current state of balance. Micco desires to live in peace, but will defend his people, land and resources with no mercy when required.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	52	78	30	100	4

Attributes

WT	WL	STR	DFT	SPD	HLH
29	7	15	15	15	15

Talents

CHA	CMB	SCI	EST
11	10	2	2
COM	NAT	MCH	
2	18	1	

Base Stats

BAP	MNA	PCA	CDA	DRT
8	3	3	2	26
HR	SF	LR	StrGr	
3	13	4	3	

Skills:

Language: Muscogee 20, Pre-Ruin Culture 16, Primitive Rifle 11, Literacy 12, Modern Rifle 19, Brawling 8, Survival 20, Bola 11, Modern Pistol 11, Dirt Farming 11, Advanced Farming 11, Beast Riding 11, Archery 11, Gambling 9, Interrogation 7, Automobile Driving 6, Powerboat Pilot 9, Throwing 16, Blacksmithing 12, Knife 12

Equipment:

Remington 700 .308 with 12x range finding scope (+2) with fifty rounds, KABAR knife (WDM 1.5(1.3)L) Enc 0.3)

Seminole Indian Armor Kit 3

Faded black and white photo of late wife

HOLATA, SON OF MICCO

Holata is the son of Micco, Chief of the Seminole Indians. His name means "alligator" and based on rumors of a legendary fight he had with one in the Everglades. He's a strong person and driven to protect his friends and family. He doesn't go looking for trouble, but he does crave excitement and, if trouble finds him, he's prepared to meet it head on. He thinks his father is overly passive in his dealings with the gangs of Miami and believes they present a larger threat than his father realizes. So he has worked out some trade agreements, and is hoarding modern firearms, ammunition and medical supplies to help his people.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	26	11	41	22	2
Attributes					
WT	WL	STR	DFT	SPD	HLH
10	10	37	15	10	21

Talents

CHA	CMB	SCI	EST
3	10	1	3
COM	NAT	MCH	
5	10	-2	

Base Stats

BAP	MNA	PCA	CDA	DRT
5	4	1	1	45
HR	SF	LR	StrGr	
4	14	2	5	

Skills:

Language: Muscogee 20, Pre-Ruin Culture 8, Literacy 8, Modern Rifle 20/14, Brawling 16, Survival 20, Single Weapon 12, Modern Pistol 11, Dirt Farming 8, Advanced Farming 8, Beast Riding 16, Archery 14, Gambling 11, Interrogation 16, Powerboat Pilot 14, Throwing 20/7, Bowyer 12

Equipment:

Mosin Nagant 91-30 sniper with rounds, Bowie knife
Seminole Indian Armor Kit 3
Alligator jerky

SEMINOLE WARRIOR

The Seminole Warriors are taught to favor peace over war, however some of them enjoy the fight a little too much. They are skilled in hunting with rifles, shotguns and knives, with a few bows and arrows or spears. They are lightly armored so their agility is not restricted,

and use natural cover to their advantage.

Attributes

WT	WL	STR	DFT	SPD	HLH
15	15	15	15	15	15

Base Stats

BAP	MNA	PCA	CDA	DRT
8	3	2	3	30
Sex	Age			
M/F	15+			

Skills:

Language: Muscogee 20, Pre-Ruin Culture 8, Literacy 8, Modern Rifle 20/14, Brawling 16, Survival 20, Single Weapon 12, Modern Pistol 11, Dirt Farming 8, Advanced Farming 8, Beast Riding 16, Archery 14, Gambling 11, Interrogation 16, Powerboat Pilot 14, Throwing 20/7, Bowyer 12

Equipment:

Mosin Nagant 91-30 with bayonet and fifty rounds, Bowie knife, Tomahawk
Seminole Indian Armor Kit 1 (1 in 6 chance of Armor Kit 2)
Beaded necklace

Seminole Indian Armor Kits

Armor Kit 1:

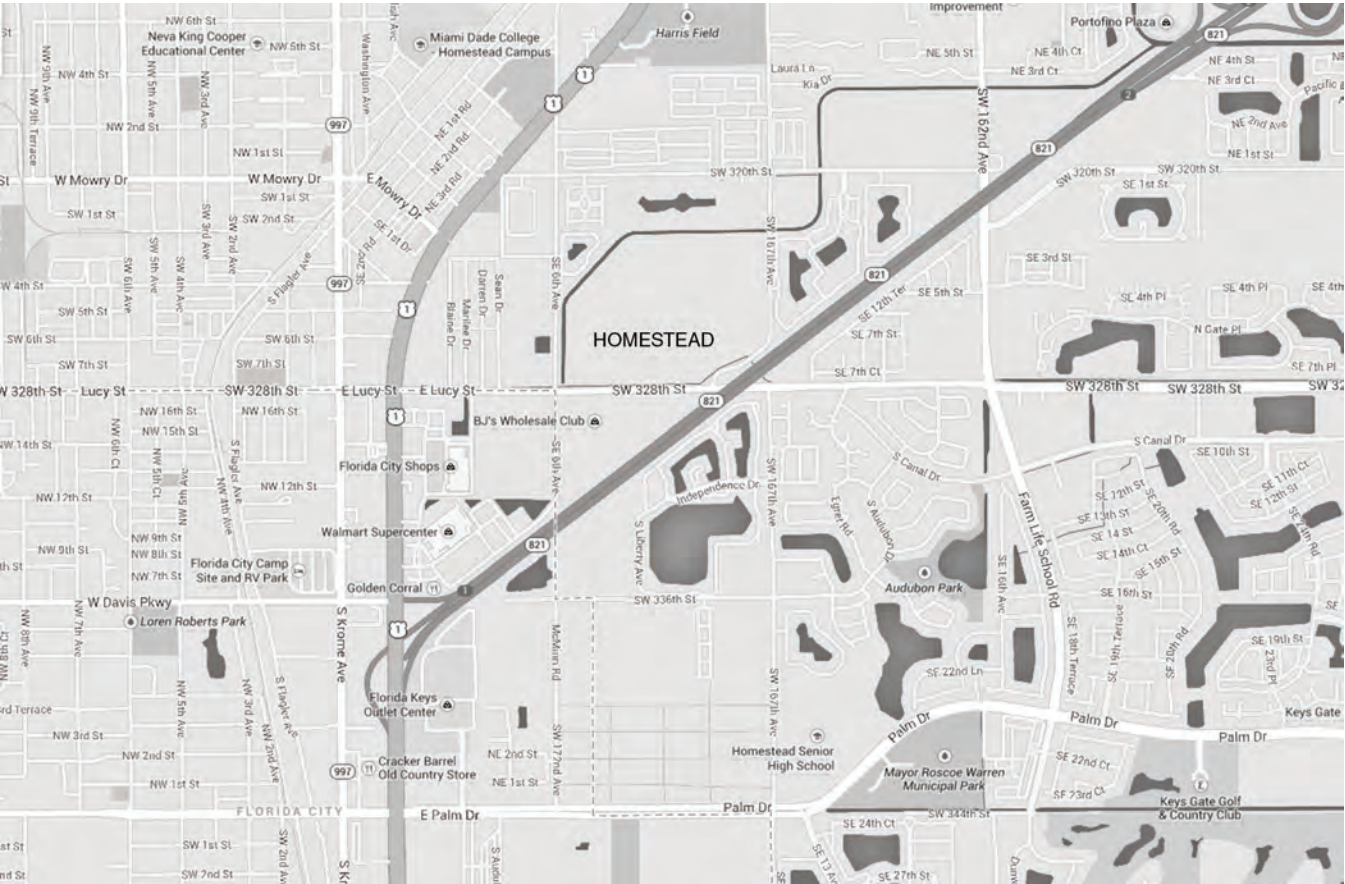
Simple Indian clothing including Shirt (4-9, 21-22 LL), Pants (10-18, LL) and Shoes (19-20 LL)

Armor Kit 2:

Armor Kit 1 plus Helmet (1 SP) and Boots (19-20 HL)

Armor Kit 3:

Armor Kit 1 plus Helmet (1-2 CA), Breast plate (4-9 LP-MS), Combat Boots (17-20 HL)



Homestead Adventure Ideas

Here are ideas for adventures in the Homestead area:

Horsey Come Home:

A teenage Seminole boy let a spirited horse get away from him and it ran off. The tribe has written off the horse as lost, but the boy is ashamed and wants to regain his honor by bringing the horse back to the tribe. He'll offer a side deal with the player-character, trading fresh vegetables or alligator meat for protection while he tracks the horse.

The Great Cornholio:

Las M'ijas de Miami trade with the Seminoles for twenty-five baskets of corn. The player-characters are hired to deliver the baskets, and the Seminoles will loan them a wood paneled station wagon to make the delivery. The delivery route goes through some rough neighborhoods, so expect armed resistance.

This Land is My Land:

A stubborn white man and a couple of his friends have settled just inside the Seminoles' territory. The Seminole Chief talked with the man and asked him to move, but the man refused. The Chief is under the impression the man is intentionally trying to provoke the tribe. He's asking the player-character to help him with his "white man" issues and convince the group to leave. The player-characters will be paid five bushels of corn if they take care of the problem.

HIALEAH

History: Pronounced Hi-uh-leah and located northwest of downtown Miami, this area is heavily contested by gang warfare. Most buildings have been looted and vandalized, some burned and all are covered with graffiti. There are three primary gangs warring for dominance in the area: Los Bromistas, Las M'ijas de Miami and The Gladeview 71s.

Los Bromistas:

Los Bromistas are actually based in Downtown Miami, but they've set up an outpost in the southern parts of Hialeah. This clique is made of 742 members led by the local shot caller. True to form, they snipe at other gangs for sport, rob anyone they can and try to make off with their women. See Downtown Miami for gang stats.

Las M'ijas de Miami:

Las M'ijas de Miami translates loosely to The Miami Sisterhood. They have set up residence primarily in the northwest corner of Hialeah, but they scavenge throughout the entire area. They are 1,712 strong in this area.

They are led by Issabella Fuentes. She personally selects only the best ladies as her lieutenants, and arms them to the teeth. She says that to survive as a woman, you must be twice as good as a man, and sets out to prove it with the way she trains and cares for those under her charge. They are a ruthless bunch, and live to punish men who misbehave in some way. Las M'ijas is composed mostly of female Elite Gang Members with a variety of weapons specializations like sniping and explosives. Some of the women have mutilated their own faces to avoid being abducted by other gangs and forced into prostitution.

The Gladeview 71's:

The Gladeview 71's are named for the location of their original turf off NW 71st St in Gladeview a little east of Hialeah. They expanded into Hialeah looking for resources and better housing. Their leader, Ángel Calzado, believes in holding his ground, and defends his crew of 2,974 members and their turf with deadly force. They deal in drugs and prostitution, and trade with the High Rollers for ammunition and alcohol.

Population: 5,428 (742 are Los Bromistas, 1712 are Las M'ijas and

2974 are Gladeview 71's)

Resources: Well water from Biscayne Aquifer, run-down buildings and houses, drug farming, dog kennels, mechanics

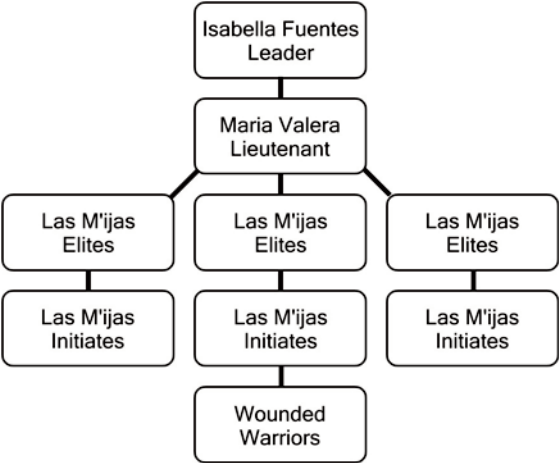
Trade: As mentioned before Los Bromistas are not interested in trade, and will rob outsiders of their possessions and sometimes kill them for sport. They keep some fighting dogs here.

Las M'ijas offers a selection of high quality weapons and ammunition, but they require something of high quality in return such as medicines or top shelf alcohol/drugs. They will also offer combat training, but will ridicule men if they perform poorly.

The Gladeview 71's won't part with their firearms, but they do have a selection of knives and other melee weapons to choose from. They also have a few running cars and trucks including a few street racers they no longer use.

Stats for Los Bromistas NPCs are listed previously.

LAS M'IJAS DE MIAMI NPC STATS



ISSABELLA FUENTES, LEADER OF LAS M'IJAS

Issabella Fuentes originally formed Las M'ijas as a safe haven for abused women, and they are now 1712 strong. Taking an "I am woman, hear me shoot" approach, she has absolutely zero tolerance for men who fail to respect women and treat them as equals. If she witnesses or even suspects someone of being involved in the mistreatment of a woman, she will have them tortured and then killed. However, she will readily ally with anyone who stands for women's rights. Her vision is to create splinter gangs and dispatch them to other populated areas of the US to stand up for women's rights and protection.

Physical Stats

	Sex	Age	Size	Bulk	Looks	RF
Attributes	F	42	50	82	88	2
	WT	WL	STR	DFT	SPD	HLH
Talents	12	23	15	15	14	9
	CHA	CMB	SCI	EST		
	14	10	1	1		
Base Stats	COM	NAT	MCH			
	10	10	-2			
	BAP	MNA	PCA	CDA	DRT	
	7	2	4	1	28	



HR2

SF12

LR3

StrGr3

Skills:

Language: Cuban Spanish 18, Unarmed Combat 20/16, Single Weapon 20/6, Throwing 20/18, Modern Pistol 20/8, Modern Rifle 20/18, Autoweapon 18, Climbing 14, Survival 12, Stealth 20, Tracking 18, Swimming 16, Literacy 8, Interrogation 14, Tactics 16, Strategic Command 14, First Aid 14

Equipment:

KelTec RFB Carbine with Eotech Reflex Sight (+2) with seven 30-round mags, twelve throwing knives,
Las M'ijas Armor Kit 3
Medikit, three doses of Polycell regen, 1d10 doses of Polycell 5E

**MARIA VALERA,
LAS M'IJAS LIEUTENANT**

Maria Valera is second in command of Las M'ijas. Issabella Fuentes rescued her from Las Bromistas about four years ago, and helped nurse her back to health. However the psychological scars remain and Maria is withdrawn and sullen. She tries to escape her demons thru prayer, and by training constantly until she's become virtually a weapon. Being an over-achiever, Issabella awarded her the position of Lieutenant. They see eye-to-eye on most things, however where Issabella tries to protect women, Maria is motivated by revenge against men and a deep seated pain. Maria is 5' 8", 125 pounds and wears her dark black hair in a tight braid. She used to be quite attractive, which she sees as part of the problem, so she's disfigured her face by burning it with a hot knife until she doesn't feel attractive anymore. She wears unflattering clothes and tries not to be noticed by men. Maria is Changed-Smart.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
F	29	74	58	12	11

Attributes

WT45

WL42

STR15

DFT10

SPD11

HLH9

Talents

CHA8

COM0

CMB10

NAT0

SCI-1

MCH9

EST0

Base Stats

BAP6

HR2

MNA2

SF12

PCA3

LR6

CDA1

StrGr3

DRT33

Skills:

Language: Cuban Spanish 20, Unarmed Combat 20/12, Single Weapon 20/8, Two Weapon 20/6, Knife 20/8, Throwing 20/12, Modern Pistol 20/12, Modern Rifle 20/8, Autoweapon 16, Climbing 18, Survival 20, Stealth 20, Tracking 16, Swimming 20, Literacy 18, Interrogation 18, Tactics 16, Strategic Command 14, First Aid 16, Advanced Medical 12, Lab Technique 18, Chemistry 18, Simple Explosives 18, Complex Explosives 16, Pathology 16, Pharmacy 18, Tech Use 16, High Tech Use 16, Safe Cracking 12, Therapy 12, Basic Research 14, Ariel Recon Interpretation 13, Computer Science 20, Demolitions 16, Defusing Explosives 18, Encryption 20, Language: English 16, Language: Russian 14, Language: Mexican Spanish 14, Language: Japanese 8

Equipment:

Barrett M82 with seven 10-round mags, twelve throwing knives, two Kukri Knives, two Belt knives, switchblade, trench knife, Glock 18 with two 17-round mags and two 33-round mags.
Las M'ijas Armor Kit 3
Medikit, three doses of Polycell regen, 1d10 doses of Polycell 5E, rosary beads

LAS M'IJAS ELITE

Las M'ijas Elite are one driven group of ladies. They sharpen themselves into deadly weapons with a variety of specialties so they're a force to be reckoned with. They live to liberate and protect the women of the Miami Metro area. There are many rumors of their brutality towards men who are deserving of it.

Attributes					
WT	WL	STR	DFT	SPD	HLH
15	15	15	15	15	15
Base Stats					
BAP	MNA	PCA	CDA	DRT	
8	3	2	3	30	
Sex	Age				
F	15+				

Skills:
Language: Cuban Spanish 16, Unarmed Combat 18, Single Weapon 18, Throwing 16, Modern Pistol 18, Modern Rifle 18, Autoweapon 16, Climbing 10, Survival 12, Stealth 17, Missile Launcher 8, Grenade Launcher 8, Tracking 12, Swimming 12, Literacy 8, First Aid 8

Equipment:
M4 Carbine with seven 30-round mags, M9 Bayonet, 1d6 Mark 8 grenades, 1 in 6 chance of special weapon (Roll 1d6: 1-2=Remington 700 PSS , 3=AT4, 4=M249 SAW, 5=M203, 6=M60)
Las M'ijas Armor Kit 2
1d6 bandages, 1 in 6 chance of 1d3 doses of Polycell 4

LAS M'IJAS INITIATE

Las M'ijas set the bar high, so members stay at an initiate level until they become Elite. This is for their own protection as Issabella sends her gang on dangerous stealth missions that require an expert level of skill and timing to pull off. She doesn't want them to be a risk to themselves or the mission until they're ready.

Attributes					
WT	WL	STR	DFT	SPD	HLH
10	10	10	10	10	10
Base Stats					
BAP	MNA	PCA	CDA	DRT	
5	2	2	2	20	
Sex	Age				
F	13+				

Skills:
Language: Cuban Spanish 16, Unarmed Combat 14, Single Weapon 14, Throwing 12, Modern Pistol 14, Modern Rifle 14, Autoweapon 8, Climbing 8, Survival 8, Stealth 12, Missile Launcher 6, Grenade Launcher 6, Tracking 6, Swimming 8, Literacy 8, First Aid 8

Equipment:
M4 Carbine with seven 30-round mags, M9 Bayonet, 1d6 Mark 8 grenades, 1 in 6 chance of special weapon (Roll 1d6: 1-2=Remington 700 PSS , 3=AT4, 4=M249 SAW, 5=M203, 6=M60)
Las M'ijas Armor Kit 2
1d6 bandages, 1 in 6 chance of 1d3 doses of Polycell 3

LAS M'IJAS "WOUNDED WARRIORS"

The women rescued from captivity by Las M'ijas are known as the "Wounded Warriors" and they're protected at all costs. These women are struggling with what they've been through and are not permitted weapons as they pose a suicide risk. They are well cared for during recovery in a safe and carefully guarded environment. The hope is one day they'll pick up the torch and join the sisterhood to help protect other women in similar circumstances.



Attributes					
WT	WL	STR	DFT	SPD	HLH
5	5	5	5	5	5
Base Stats					
BAP	MNA	PCA	CDA	DRT	
3	2	1	2	10	
Sex	Age				
F	12+				

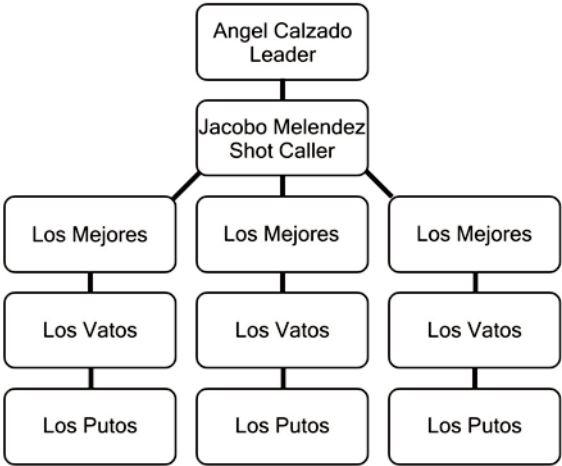
Skills:
Brawling 7, Language: Cuban Spanish 18

Equipment:
No weapons
Las M'ijas Armor Kit 1
Small piece of jewelry, photo of their family or husband

Las M'ijas Armor Kits

- Armor Kit 1:**
Simple civilian clothing including Shirt (4-9, 21-22 LC), Pants (10-18, LC) and Shoes (19-20 LL)
- Armor Kit 2:**
Metpol Patrolmans Armor (See Aftermath! Book 3)
- Armor Kit 3:**
Metpol SWAT/CDU Riot Armor w/ gang logo on Breastplate (See Aftermath! Book 3)

GLADEVIEW 71’S NPC STATS



ÁNGEL CALZADO,
LEADER OF GLADEVIEW 71’S

Ángel Calzado is the leader of the Gladeview 71’s, a Hispanic gang whose members grew up together off NW 71st Street in Gladeview. He sees himself as the strategic leader of the 71’s, and is somewhat dictatorial in his methods. He takes a rigid approach to situations and doesn’t listen much to the counsel of others. He is quick to point out rule breaking and will hold “court” to review and punish offenses, such as disloyalty or disrespect. He stands at 6’ 3”, has thin dyed blond hair combed back in a no-nonsense style and his mouth is formed into a constant snarl. He is very structured in his approach to situations, such as tracking weekly quotas of Los Bromistas gang members they’ve killed.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	26	88	75	29	3

Attributes

WT	WL	STR	DFT	SPD	HLH
15	15	35	15	9	5

Talents

CHA	CMB	SCI	EST
1	10	11	0
COM	NAT	MCH	
10	0	0	

Base Stats

BAP	MNA	PCA	CDA	DRT
5	2	2	1	30
HR	SF	LR	StrGr	
2	12	3	3	

Skills:

Language: Mexican Spanish 17, Pre-Ruin Culture 8, Primitive Pistol 18, Literacy 6, Pharmacy 6, Brawling 12, Survival 10, Single Weapon 12, Two Weapon 12, Blowgun 16, Breech Loading Artillery 8, Missile Launcher 8, Hunting 8, Dirt Farming 6, Masonry 6, Tactics 5, Powerboat Pilot 6, Technology Use 6, Blacksmithing 6, Modern Firearms Repair 6, Primitive Firearms Repair 6, Machining 6, Mathematics 3, Operational Command 5, Strategic Command 5, High Technology Use 6, ECM Operation 6

Equipment:

1851 Navy Revolver with one-hundred rounds worth of ammo, Brass Knuckles, Sword, Katana, Wakizashi, Blowgun: Short
Gladeview 71’s Armor Kit 3
Civil War Union Cavalry hat

JACOBO MELENDEZ,
GLADEVIEW 71’S “SHOT CALLER”

Jacobo Melendez is the Shot Caller for the Gladeview 71’s and second in command to Ángel. He is loyal to his family and his crew. When Ángel strays from what he considers to be right, Jacobo is quick to point it out but does so in a tactful manner so as not to enrage Ángel. Stress makes him look a bit older than he really is, and most times he has a look of resignation about him. He frequently, yet quietly, disagrees with many of the choices of Ángel and some of the others. He wants to protect his family and his gang, and feels that one day he may have to take action against Ángel if he does something really stupid.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	29	41	17	69	1

Attributes

WT	WL	STR	DFT	SPD	HLH
40	6	15	13	5	11

Talents

CHA	CMB	SCI	EST
8	10	2	3
COM	NAT	MCH	
8	10	-1	

Base Stats

BAP	MNA	PCA	CDA	DRT
2	3	1	1	22
HR	SF	LR	StrGr	
2	12	5	3	

Skills:

Language: Mexican Spanish 16, Post-Ruin Culture 3, Single Weapon 8, Therapy 4, Brawling 8, Survival 12, Archery, 6, Blowgun 5, Primitive Pistol 6, Seamanship 7, Carpentry 4, Masonry 5, Nutritionist 4, Muscle Powered Vehicles Repair 4

Equipment:

Gladeview 71’s Weapons Kit 3
Gladeview 71’s Armor Kit 3
1d6 syrettes of Polycell 3

LOS MEJORES,
GLADEVIEW 71’S ELITE

Translating as “The Best”, these are the inner circle of the Gladeview 71’s. They take orders directly from Jacobo and enforce the will of the gang on the streets. These guys are tougher than most and prefer hand-to-hand combat because they aren’t great shots.

Attributes

WT	WL	STR	DFT	SPD	HLH
15	15	25	15	15	10

Base Stats

BAP	MNA	PCA	CDA	DRT
8	3	2	3	30
Sex	Age			
M/F	28+			

Skills:

Language: Mexican Spanish 17, Brawling 12, Modern Pistol 8, Flexible Weapon 12, Knife 16, Single Weapon 12, Polearm 12

Equipment:

Gladeview 71’s Weapons Kit 2
Gladeview 71’s Armor Kit 2
1d3 days rations, rat jerky

LOS VATOS, GLADEVIEW 71'S SOLDIER

Translating loosely as "The Dudes" these are the normal members of the gang who are no longer considered to be initiates. They have average skill levels and decent weapons and armor but nothing special.

Attributes

WT	WL	STR	DFT	SPD	HLH
10	10	15	15	10	10

Base Stats

BAP	MNA	PCA	CDA	DRT
5	3	1	2	23
Sex	Age			
M/F	20+			

Skills:

Language: Mexican Spanish 16, Brawling 10, Modern Pistol 7, Flexible Weapon 8, Knife 12, Single Weapon 10, Polearm 10

Equipment:

Gladeview 71's Weapons Kit 2
Gladeview 71's Armor Kit 2
1d3 days rations, rat jerky

LOS PUTOS, GLADEVIEW 71'S INITIATES

Meaning "The Man Whores", these are the initiates to the Gladeview 71's. They are mostly teenage kids trying to gain respect and become an established member of the gang. They are unskilled but eager, and may take some stupid chances trying to make a name for themselves.

Attributes

WT	WL	STR	DFT	SPD	HLH
6	6	10	10	10	10

Base Stats

BAP	MNA	PCA	CDA	DRT
5	2	2	2	20
Sex	Age			
M/F	13+			

Skills:

Language: Mexican Spanish 16, Brawling 8, Modern Pistol 6, Flexible Weapon 6, Knife 8, Single Weapon 8, Polearm 8

Equipment:

Gladeview 71's Weapons Kit 1
Gladeview 71's Armor Kit 1
1d3 days rations, rat jerky

Gladeview 71's Weapon Kits

Weapon Kit 1:

P25 in 45LC with 1d20 + 10 rounds, Roll 1d6 for melee weapon: 1=Switchblade, 2=chain, 3=baseball bat, 4=axe handle, 5=heavy pipe, 6=straight razor

Weapon Kit 2:

P41 in 45ACP with three 7-round mags, Roll 1d6 for melee weapon: 1=Switchblade, 2=chain, 3=baseball bat, 4=axe handle, 5=heavy pipe, 6=straight razor

Weapon Kit 3:

P24 in 44 Magnum with 3d20 rounds, Roll 1d6 for melee weapon: 1=Switchblade, 2=chain, 3=baseball bat, 4=axe handle, 5=heavy pipe, 6=straight razor

Gladeview 71's Armor Kits

Armor Kit 1:

Simple civilian clothing including Shirt (4-9, 21-22 LC), Pants (10-18, LC) and Shoes (19-20 LL)

Armor Kit 2:

Armor Kit 1 plus Improvised Breastplate (4-9 AA)

Armor Kit 3:

Armor Kit 2 plus Leather Motorcycle Jacket (4-11,21-28 HL), Motorcycle Boots (17-20 AL)



Hialeah Adventure Ideas

Here are ideas for adventures in the Hialeah area:

Ding Dong, Delivery!

Being a ruthless all-female gang, Las M'ijas have made other gangs suspicious of unknown Cuban women. So they'll hire a male player-character or a woman who is obviously not of Cuban descent to deliver a special package to Los Bromistas. It's a remotely detonated bomb, but disguised as a drug shipment of Cielo from the Tres D. The moment the player-character is clear of the area, an Elite Las M'ijas watching with binoculars will trigger the detonation. They may trigger it anyway if things go south with the delivery. The player-character will be paid \$5000 if successful.

Apartment Shopping:

Las M'ijas want to extend their territory, and there's a particular five story apartment building that will make a great OP (Observation Post), however it's currently occupied by about thirty of the Gladeview 71's. The player-character is hired to help storm the building in a coordinated attack to liberate it from the Gladeview 71's. They'll be paid \$2500 for about thirty minutes work.

Hey Man, Nice Bike!

Los Bromistas hire the player-character to act as a distraction for an attack against Las M'ijas. The player-character is instructed to ride a ten-speed racing bike down the street displaying a white treaty flag and deliver a document to Las M'ijas. The document simply says "Knock, knock" and about that time a bomb goes off around back and the real attack begins. If the player-characters are smart, they'll pedal like hell and get out of the area. Los Bromistas will pay \$2000 for a successful distraction.

Nice Doggie:

Los Bromistas are very competitive when it comes to the dog fights. They'll pay the player-character \$1000 for each rival dog they knock out of the fight. The player-character is given some dog treats and a small vial of poison, or they can kill the dogs using other means. See stats for dogs.

It's a Household Name:

The Gladeview 71's haven't been faring well against the Las M'ijas, so their shot caller has come up with a plan. They hire someone expendable (the player-characters) to spray paint the Gladeview 71's gang logo on the side wall of Las M'ijas headquarters. This will be visible from some of the hi-rise apartment buildings controlled by the 71's and their local leader thinks it will help boost morale for the gang. The pay is \$2000 for a logo visible from their territory.

Computer on Board:

The Gladeview 71's need a replacement Engine Control Unit (ECU) for one of their street racers. If the player-character can acquire the correct part matching the make/model/year of the car from another gang's territory, they'll pay \$1500 for the part. They'll show the player-character how to remove the part, and it takes about ten minutes once they know what to do.

MIAMI GARDENS

History: Miami Gardens is ruled by the gang Tres D or "3d". Their leader, Chelo, is an intelligent businessman who has built an entertainment empire second only to the High Rollers. Here one can watch death matches, dog fights, demolition derbies, and street races.

One can easily score a fix in this area. The specialty is a homemade blend called "Cielo" or Heaven, and is extremely addictive because of the extra chemicals mixed in to generate repeat customers.

As a result many people here have become drug addicted, and the most desperate are known as The Despondent.

There are many Tres D Elites, Standards and Initiates walking the streets keeping the peace. They try not to disrupt "the business" but will shoot people who get out of control without warning.

Population: 3,651

Resources: Stadium, race tracks, entertainment areas, drug farming, many houses and businesses to loot

Trade: food, alcohol, drugs and entertainment mostly

Death Matches

Hosted Monday thru Thursday evenings at what remains of the Chelo Stadium, admission is \$50 plus gambling and food. There are ten matches nightly, and bets are placed on each match individually. Gang grudge fighting frequently breaks out in the stadium hallways or outside, but are put down quickly by the Tres D.

Contestant Payout: First place pays \$1500, second place pays \$750, and third place pays \$300.

Demolition Derbies

Hosted on Friday and Saturday evenings at Chelo Stadium, admission is \$100 plus gambling and food. There are normally about twenty cars entered, but only one will remain drivable at the end...

maybe. Cars collide and fight it out until the last man standing emerges from the wreckage as the winner. See Appendix B for stats on Demolition Derby Racers.

Contestant Payout: First place pays \$5000

Dog Fights

These are conducted Friday and Saturday afternoons at several office buildings in the area. Dog fighting teams will enter their animals into the match, and bets are placed on the winner. See stats on fighting dogs in Appendix E.

Some of the local gangs use this as a way to work our disputes without the killing or wasting of ammunition. However, tempers flare at the outcome of the matches, and violence is once again put down by the Tres D.

Contestant Payout: First place pays \$1000, second place pays \$500, and third place pays \$200.

Street Races

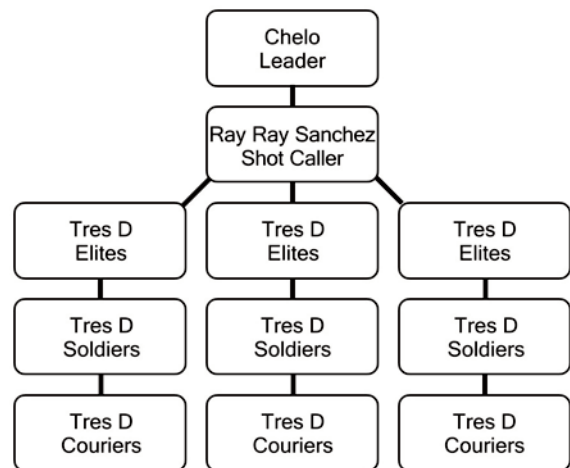
This is a major weekend social event in the Miami area on Saturday afternoons. Feeds from old traffic cameras are projected up on the big screen at Chelo Stadium. Admission is \$200 plus gambling and food. Pulling up a chair alongside the road is free but you can't see as much of the track. These races are conducted on a twelve-mile loop of city highways which they don't bother to close off. The extra civilian traffic makes the race that much more exciting. First one to complete forty laps with a working car wins the race.

Firearms and launched weapons are not permitted, but ram-plates and tire spikes are commonplace. And there are large gaps in the traffic cam coverage, so the less reputable racing teams will have certain surprises waiting in these "dead zones".

Most vehicles follow one of two designs: massive and unstoppable, or light and maneuverable. Killing other drivers is allowed as it makes for good entertainment. See stats on Armored Street Racers and Agile Street Racers in Appendix B.

Contestant payout: First place pays \$5000, second place pays \$2500, and third place pays \$1000.

TRES D NPC STATS



CHELO, LEADER OF TRES D

Chelo is the energetic leader of the Tres D. He loves his job and his crew loves him. He surrounds himself with cool, fun loving people who live to party. He acts like the world is his stage, and constantly tries to entertain and engage the people around him. This makes him a great emcee at the stadium events, street races and dog fights. Chelo stands at 6' 2" and weighs 212 pounds. He is fit, but slightly stocky

from all the rich food he eats. He uses drugs responsibly, and tries to spread the joy by distributing the drug Cielo as widely as possible. One of his best friends is Ray Ray Sanchez, but they're working through a rough time right now with Ray Ray's current drug addiction.

Physical Stats

Attributes	Sex	Age	Size	Bulk	Looks	RF
	M	36	30	41	90	3
Talents	WT	WL	STR	DFT	SPD	HLH
	29	17	14	10	11	4
	CHA	CMB	SCI	EST		
	14	4	12	-1		
	COM	NAT	MCH			
	2	6	0			

Base Stats

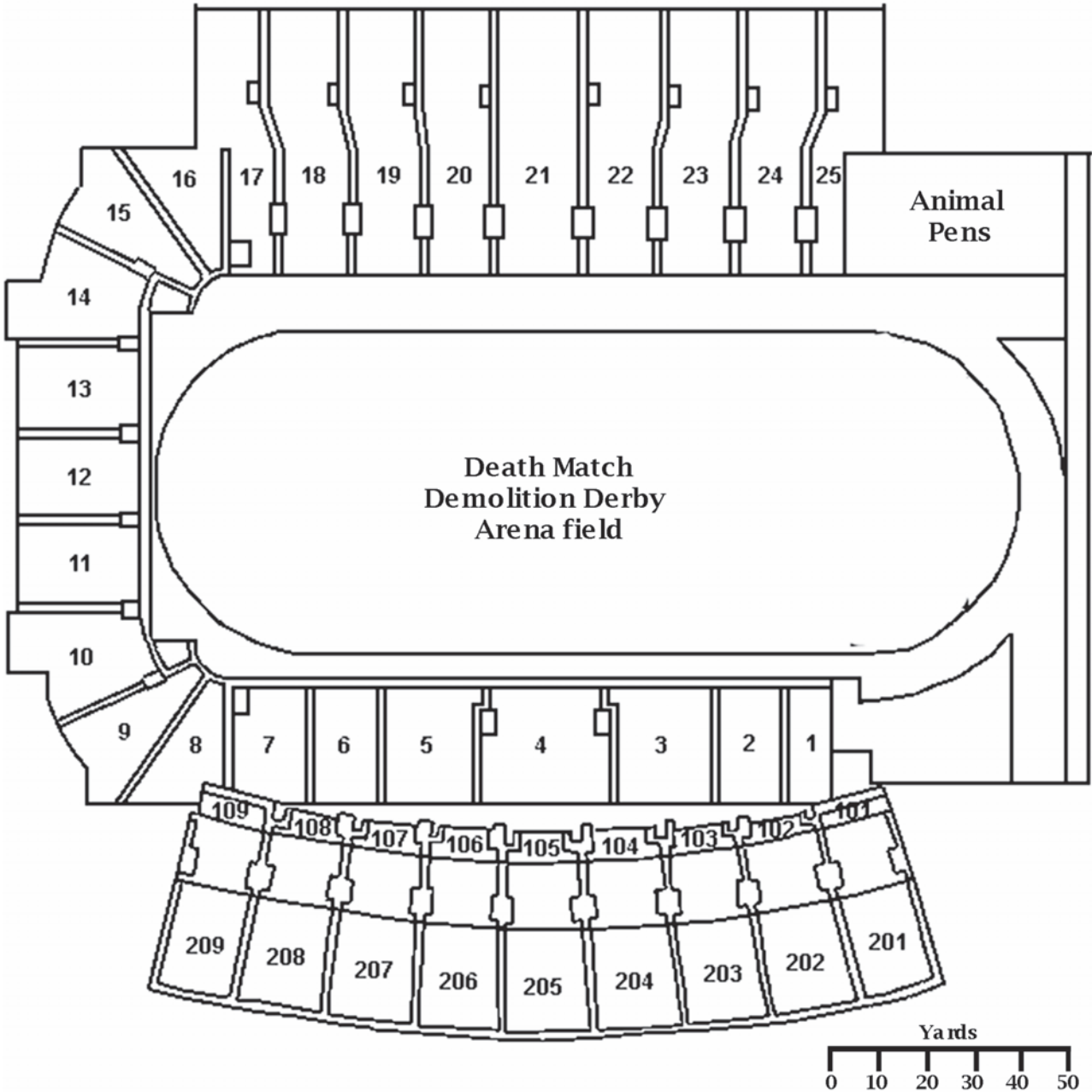
BAP	MNA	PCA	CDA	DRT
6	2	3	1	20
HR	SF	LR	StrGr	
2	12	4	3	

Skills:

Language: Cuban Spanish 18, Post-Ruin Culture 6, Modern Rifle 17, Modern Pistol 14, Brawling 12, Survival 6, Beast Riding 7, Pharmacy 19, Lab Technique 18, Chemistry 18, Salvage Food 8, Magnalock Penetration 8, Technology Use 8, Commerce 16, Automobile Driving 18

Equipment:

Kimber Pro Custom II 1911 in shoulder holster with three 7-round mags
Custom three-piece suit made of Fabulon
1d6 hits of Cielo, gold bracelet valued at \$900



RAY RAY SANCHEZ, TRES D “SHOT CALLER”

Ray Ray Sanchez is the Tres D Shot Caller, and best friends with Chelo, their leader. Ray Ray shares many qualities with Chelo, and loves to dance, talk and party the night away. However this has led him to a Cielo drug addiction that's causing some problems. Chelo's trying to help him as much as he can, but Ray Ray's anxiety and undependability are becoming problematic. Ray Ray stands at 5' 11" and weighs 170 pounds. He's in good shape apart from having the shakes and sweating profusely. He wears a buzz cut with "Tres D" shaved around his ears.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	33	78	69	94	3

Attributes

WT	WL	STR	DFT	SPD	HLH
37	13	15	15	5	11

Talents

CHA	CMB	SCI	EST
11	-1	1	1
COM	NAT	MCH	
3	-1	11	

Base Stats

BAP	MNA	PCA	CDA	DRT
3	3	1	1	37
HR	SF	LR	StrGr	
2	12	5	3	

Skills:

Language: Cuban Spanish 18, Post-Ruin Culture 6, Modern Rifle 12, Modern Pistol 10, Brawling 16, Survival 6, Technology Use 8, Commerce 8, Automobile Driving 10

Equipment:

Kimber Pro Custom II 1911 in shoulder holster with three 7-round mags

Custom three-piece suit made of Fabulon

1d6 + 10 hits of Cielo, eight cigarettes in a silver case valued at \$400, bejeweled lighter worth \$350

TRES D ELITE

The Tres D Elite are decent guards, but not one of the most skilled groups in the area. However they make up for with their numbers and plenty of supplies. While Chelo and Ray Ray are busy coping with Ray Ray's substance abuse problems, a few of their number have stepped up their game as interim leaders enforcing security in Miami Gardens.

Attributes

WT	WL	STR	DFT	SPD	HLH
15	15	15	15	15	15

Base Stats

BAP	MNA	PCA	CDA	DRT
8	3	2	3	30
Sex	Age			
M/F	25+			

Skills:

Language: Cuban Spanish 18, Modern Rifle 15, Modern Pistol 13, Autoweapon 8, Stealth 8, Brawling 12, Single Weapon 11

Equipment:

M16A2 with seven 30-round mags, Glock 21 with three 13-round mags, Mark 9 Bayonet, 1 in 6 chance of M203 Grenade Launcher with 1d20 HE grenades

Tres D Armor Kit 3

Basic survival kit, canteen, 1d6 man-days K rations

TRES D SOLDIER

The soldiers of the Tres D are mostly loyal to the gang, but aren't anything special. Because of the Tres D's success in the areas, they have quality weapons and plenty of equipment.

Attributes

WT	WL	STR	DFT	SPD	HLH
10	10	10	10	10	10

Base Stats

BAP	MNA	PCA	CDA	DRT
5	2	2	2	20
Sex	Age			
M/F	17+			

Skills:

Language: Cuban Spanish 18, Modern Rifle 12, Modern Pistol 10, Autoweapon 7, Stealth 8, Brawling 12, Single Weapon 11

Equipment:

M16A2 with seven 30-round mags, Glock 21 with three 13-round mags, Mark 9 Bayonet, 1 in 6 chance of M203 Grenade Launcher with 1d20 HE grenades

Tres D Armor Kit 2

Basic survival kit, canteen, 1d6 man-days K rations

TRES D DRUG COURIER

The Tres D drug couriers run the drugs around town, have their own shops and sometimes push Cielo on the street corners during large events. They aren't great warriors so they prefer to run if there's trouble, but they can defend themselves at some level if needed.

Attributes

WT	WL	STR	DFT	SPD	HLH
5	5	5	5	5	5

Base Stats

BAP	MNA	PCA	CDA	DRT
3	2	1	2	10
Sex	Age			
M/F	10-17			

Skills:

Language: Cuban Spanish 18, Modern Rifle 6, Modern Pistol 8, Autoweapon 5, Stealth 8, Brawling 8, Single Weapon 8

Equipment:

Glock 30 with three 10-round mags, Mark 9 Bayonet

Tres D Armor Kit 1

Basic survival kit, canteen, 1d6 man-days K rations

DESPONDENT ADDICT

The Despondent have traded away everything of value to get their next fix, including weapons and armor. They are stick thin, wear torn and filthy clothes, have crazy eyes and will make a desperate attack on anyone displaying items of value. They are a major nuisance in the area, and attacking or killing a Despondent is "forgiven" by the Tres D.

** = their natural attributes are boosted by the effects of Cielo.*

Attributes

WT	WL	STR	DFT	SPD	HLH
5	5	5*	5*	5*	5

Base Stats

BAP	MNA	PCA	CDA	DRT
3	2	1	2	10
Sex	Age			
M/F	12+			

Skills:

Language: Cuban Spanish 17, Brawling 12, Single Weapon 10

Equipment:

1 in 6 own a makeshift knife or screwdriver, otherwise they use their dirty fingernails and claw at people's eyes.



Dirty clothing only – Tres D Armor Kit 1
1 in 6 chance of 1d6 hits of Cielo

Tres D Armor Kits

Armor Kit 1:

Simple civilian clothing including Hoodie (1-9, 21-22 LC), Pants (10-18, LC) and Sneakers (19-20 LC)

Armor Kit 2:

Armor kit 1 plus LRU Body Armor (4-9 DP)

Armor Kit 3:

Complete Field Infantry Mark 1 Armor (See Aftermath! Book 3)

Miami Gardens Adventure Ideas

Here are ideas for adventures in the Miami Gardens area:

Ray Ray and the Shrink:

Chelo pays the player-characters \$10,000 to locate a drug counselor to help Ray Ray beat his addiction. There may be some retirees with a counseling background, or perhaps escorting Ray Ray to the counselor at Woodland Mall for a couple of months (see).

Here Doggie, Doggie:

Help the Tres D round up dogs off the streets and cage them. The Tres D will pay \$300 for each dog that will make a good fighter. See stats for dogs.

The Social Worker:

The Tres D pay the player-characters \$100/hour to help them round up the Despondent in the area and relocate them before a large event to prevent them from attacking their customers. There are 2d6x10 Despondent in the area to deal with and it'll take most of a day to

process them all. Most will argue and refuse to leave, many will have to be subdued, and some will require lethal force to control.

THE PORT OF MIAMI

The Port of Miami is still active, although the channel is shallower than it used to be. This limits the size to small or medium draft ships. Deeper draft ships must anchor farther out and use smaller boats to come ashore. A larger passenger ship named the Albatross tried to navigate the waters, and it's still stuck out there, partially constricting the channel today.

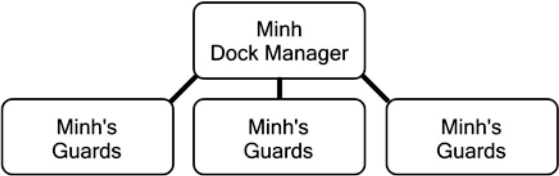
A Vietnamese man named Minh and his extended family run the port today. They charge \$50/day for dock fees and security, and can provide a choice of Pho Tai (a Vietnamese steak & noodle soup) and fresh water for \$10/meal extra. They have two rules for their guests: they must behave and no human trafficking. If threatened, they are well trained and have automatic weapons.

An organized group of ships known as The Fleet generally has a ship or two docked here at any given time. They can transport the player-characters to other areas of the World. Price to travel overseas is around \$5000 per person, travel time is about a week, and the price includes soup, bread and water.

THE VIETNAMESE NPC STATS

MINH, DOCK MANAGER

Minh is a good natured Vietnamese man who runs the Port of Miami. He is nearly bald and wears thin reading glasses most of the time. He keeps the dockage fees reasonable to stay in good with the ships' captains and he makes a comfortable living for himself and his guards. He's a good host and tries to befriend everyone that comes thru, but is prepared to fight back if things turn ugly.



Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	48	11	26	51	2

Attributes

WT	WL	STR	DFT	SPD	HLH
15	6	15	15	34	12

Talents

CHA	CMB	SCI	EST
3	10	-1	1
COM	NAT	MCH	
6	10	-1	

Base Stats

BAP	MNA	PCA	CDA	DRT
17	3	6	2	22
HR	SF	LR	StrGr	
3	13	3	3	

Skills:

Language: Vietnamese 18, Pre-Ruin Culture 8, Modern Rifle 18, Literacy 7, Blacksmithing 16, Unarmed Combat 19, Survival 14, Fencing 12, Flexible Weapon 20/12, Sai 20/6, Single Weapon 16, Two Weapon 14, Weapon and Shield 18, Crossbow 20/8, Throwing 20/8, Breech Loading Artillery 8, Mortar 8, Bicycle Riding 12, Boating 16, Climbing 8, Carpentry 6, Lab Technique 6, Technology Use 6, Chemistry 3, Defusing Explosives 6, Machining 16, Weaponsmithing 16, Production of Fuel: Petroleum 14

Equipment:

Two Sai, two Katana, Hui-tho, Crossbow 125lb pull with 3d6 bolts, 2d6 throwing knives
Armorlon Jump Suit (4-18,21-28 BC20)

MINH’S GUARDS

Minh’s guards are Vietnamese as well. They are a combination of his younger brothers and friends of the family. They practice with their weapons, so they’re a good shot. They all live on the docks with Minh and help him secure the area, run the business and handle the chores.

THE SEATTLE DASH RALLY RACE

The Seattle Dash is a cross country rally race from Miami to Seattle and back. “The Rally” is the largest and most anticipated annual event in the Miami area. It represents a tremendous waste of fuel and resources, and that’s one of the reasons people love it. The Rally is put on by the High Rollers, who have an agreement with the Tres D to use Chelo Stadium as the start and finish line. Spectators and gamblers monitor the data feeds on the race from various places around Miami such as at the Stadium or in any of the large Casinos in Miami Beach.

Wealthy Race Teams from around the world come to compete in The Rally. The race runs from Chelo Stadium in Miami to what’s left of the Seattle-Tacoma International Airport (Sea-Tac) in Washington, or a round trip distance of about 6700 miles, assuming the contestants don’t stray from the path. The passable roads aren’t closed off, so there’s other traffic and bandits to deal with, plus the legendary dust

Attributes					
WT	WL	STR	DFT	SPD	HLH
15	15	15	15	15	15
Base Stats					
BAP	MNA	PCA	CDA	DRT	
8	3	2	3	30	
Sex	Age				
M/F	14+				

Skills:

Language: Vietnamese 18, Modern Rifle 15, Modern Pistol 13, Autoweapon 8, Stealth 8, Brawling 12, Language Cuban 6, Single Weapon 11, Throwing 14

Equipment:

M16A2 with seven 30-round mags, Glock 19 with three 15-round mags, Mark 9 Bayonet, 2d6x Metal Chopsticks (WDM 1.1L (1.0)L)
Simple civilian clothing including Shirt (4-9, 21-22 LC), Pants (10-18, LC) and Sneakers (19-20 LC) plus Field Infantry Mark I Breast Plate (4-9 DP)
1d6 man-days Super K rations

Port of Miami Adventure Ideas

Here are ideas for adventures in the Port of Miami area. The Port of Miami is found on the map of Downtown Miami on page 30:

Slave Trade:

Minh doesn’t like slavers. He thinks he heard movement from inside a shipping container on one of the docked cargo vessels, but doesn’t want his group seen sneaking about. He pays the player-characters \$500 to sneak onto the ship and check out the shipping containers. If captives are on board, the player-characters are free to take out the captain and crew and keep whatever valuables they find. However the captives are to be freed and Minh wants the ship.

Resupply:

Minh hires the player-characters to locate supplies for some of the ships docked at the Port of Miami. He’ll act as broker between the ships’ captains and the player-characters. Common supplies needed are potable water, canned goods, toiletries, ammo and medical supplies.

Armed Escort:

A couple of rich passengers are wanted by Los Bromistas. Minh hires the player-characters for \$800 to act as an armed escort to get them safely to the retirement community in Kendall.

storms while heading west across the United States. With these conditions, teams are lucky to average 45MPH, putting the non-stop round trip time at about one-hundred fifty hours, or a little over six days. Vehicles will need to re-fuel about twenty times over the length of the race.

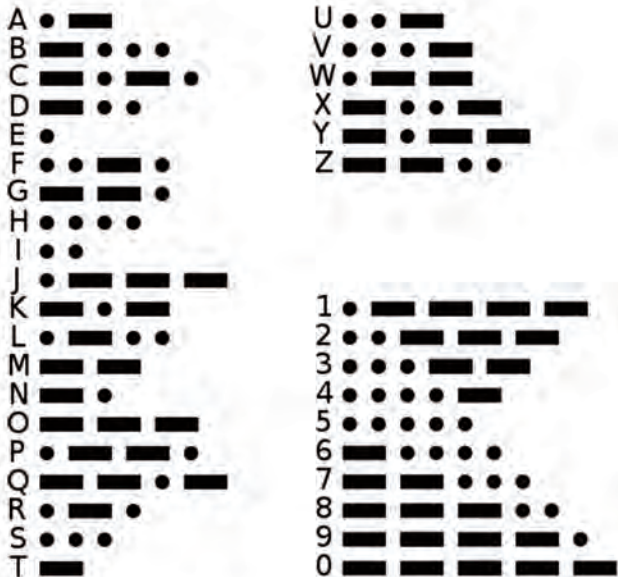
Navigation is a major hurdle that must be overcome by the race teams. The asteroid fragments and dust are highly magnetic and in some cases radioactive, so they will throw off compass based systems. And with the satellites offline, GPS systems are no longer operational either. There aren’t many recognizable landmarks above ground, and the dust in the atmosphere severely restricts visibility, especially farther West. So straying off course is a major concern and part of the challenge.

Most race teams rely on an older airplane navigation technology called Very High Frequency Omnidirectional <Radio> Range or VOR

for their bearings. These radio beacons are accurate up to two-hundred miles away and they transmit the airport identification in three characters of Morse code.

International Morse Code

1. A dash is equal to three dots.
2. The space between parts of the same letter is equal to one dot.
3. The space between two letters is equal to three dots.
4. The space between two words is equal to seven dots.



There are two main types of VOR systems encountered along the way to Seattle:

VORTAC: This is a VOR co-located with a TACAN or TACTical Air Navigation. The TACAN sends out a military style nav signal in the UHF band which includes bearing and Distance Measuring Equipment (DME) data. Civilian pilots got their bearing from the VOR and distance from the DME, and the TACAN bearing data was ignored.

VOR-DME: This is a VOR system co-located with a stand-alone DME system. Similar to the VORTAC, civilian pilots got their bearing from the VOR and distance from the DME.

There are also standalone or “budget” VOR systems which only provide azimuth information. However, the race planners only chose VORTAC or VOR-DME sites for this particular race.

These VOR sites are generally an enclosed conical tower with surrounding equipment sheds painted red and white, and labeled as a federal facility. They are located in open areas that are not easily defended, and are susceptible to mortar, RPG or rocket launcher attacks from a distance. If a rival team destroys a tower, they’re impacting their team’s ability to navigate unless they have an alternate system in place, such as a VOR at a different frequency or an entirely different system like the bio-tech Japanese system.

The last VOR stations in each direction are deliberately placed away from the desired destinations to test the navigation skills of the co-drivers. The closest active signal to Seattle is Astoria, WA and the closest to Miami is Orlando, FL.

Seattle Dash Beacons in Operation

Type	Freq/Channel	Code	Location
VORTAC	112.2 Ch 59	ORL	Orlando, FL
VOR-DME	114.8 Ch 95	OTK	Valdosta, GA
VORTAC	116.9 Ch 116	ATL	Atlanta, GA
VORTAC	114.1 Ch 88	BNA	Nashville, TN
VOR-DME	116.45 Ch 111	CSX	Cardinal, IL (St Louis)
VOR-DME	111.4 Ch 51	RIS	Riverside, MO (Kansas City)
VORTAC	116.3 Ch 110	OVR	Omaha, NE
VORTAC	115.0 Ch 97	FSD	Sioux Falls, SD
VOR-DME	114.6 Ch 93	GCC	Gillette, WY
VORTAC	114.5 Ch 92	BIL	Billings, MT
VORTAC	117.7 Ch 124	HLN	Helena, MT
VORTAC	115.5 Ch 102	GEG	Spokane, WA
VOR-DME	114.0 Ch 87	AST	Astoria, WA

Advance teams visit airports along the way, fight off any undesirable inhabitants, and bring the VOR systems back online with portable generators. Sometimes these sites host a fuel cache for their racers, so the advance teams generally have to entrench and fight off raiders and rival teams.

There is some overlap between these VOR stations, but only a couple of beacons need to be knocked offline for racers to start losing their way. And, if a rival team silences the legit signal by jamming, destruction or taking it offline, and then broadcasts a pirate VOR signal at the same frequency, they can draw racers far away from their desired routes. A skilled navigator will be able to detect that “something’s a bit off” (make a Navigation skill roll at -5).

The exact dates for the race are somewhat “randomized” each year in an attempt to throw off the bandits out West who now know to watch for the racers and their valuable resources. Even with these precautions, some of the bandits are now smart enough to use the active VOR signals to locate the racers and their caches anyway. Many race teams will hire additional security to protect their interests, which may be of interest to the player-characters.

For the racers to complete the race, it is broken down into segments by the team, with each team spacing their refueling stations approximately three-hundred twenty-five miles apart, using the default strategy. To plan the race route or a reroute is a Task under Navigation, with a Task Value of (One Way Route Length/100) and a Task Period of one hour, plus a task under Automobile (or Motorcycle) driving with a Task Value of 20 and a Task Period of fifteen minutes. Each Critical Success rolled under these Tasks results in an Event Avoidance — when a random Race Encounter is rolled that the team doesn’t like, they can avoid it — for no event. Each Critical Miss that occurs will result in an extra Race Encounter rolled at +25. A Race Encounter is rolled every 1D6 hours of travel (timing will vary by team). Race Encounters are determined for each team individually.



Swingin’ Sicilians Race Promo

Certain strategies will affect the pathways and Race Encounters. The Gamemaster should feel free to define the benefits of any Player strategies that are not listed here. A few strategies are listed here as examples:

Seattle Dash Race Strategies

Strategy Benefit/Drawback

Go the

Long Way

Race Encounters are reduced in frequency, but the team has to make it farther. For every extra 100 miles (1 way), +1 is added to the Race Encounter timing roll.

Extra

Refueling

Stops

Reduces the chance of missing a fuel depot (If the team rolls a Miss Refueling Depot Race Encounter, they might be able to make the next one. - 10% chance of making it per extra refueling stop), but increases the chance of having Fuel stolen, and increases the costs of the fuel.

Follow the

Sun/Stars

If the day is clear, the team can use Sun and Star navigation instead of VOR.

Pirate VOR

Create pirate VOR stations to throw off the other racers. See below for details

56-59

60-74

75-78

79-80

81-84

85-91

92-93

94-97

98-99

100

Creating a Pirate VOR Station

Creating a Pirate VOR signal is a ECM Operation Task with a Task Value of 125 and a Task Period of fifteen minutes. Task Value is halved if the pirate has direct access to the VOR station. Critical success during the task affects a second VOR station. Critical Failure results in a chance of detection of the modification. Roll an extra ECM Operation BCS roll to avoid being detected modifying the signal. If detected just before or during a race, the race organizers will lock down all VOR stations to block Pirating. If the pirate signal is not detected by the navigator (Navigation BCS at -5, or Perfect Direction), then the team will go off course by 2D100 miles per Pirate VOR in the chain. The pirate will either need an ECM Jammer or direct access to the VOR station to be able to accomplish this task.

Because this has happened before, the race organizers will send teams to check all VOR stations in the weeks before the race. Sometimes they use independent contractors to do this, but keep track of which contractors were sent to which stations in case tampering is discovered.

Seattle Dash Race Encounter Table

1D100	Encounter
1	Find a forgotten Refueling Depot for a previous race. (3D20 gallons gasoline, 2D6 man-days rations, 4D20 gallons water, spare tires, tools, Water Collector, 1 in 6 chance of weapons and ammo.)
2	Find wreckage of an old racer. (2D10 gallons Gasoline, possible parts, etc.)
3-10	Pass a cheering section for your team. (Fans want autographs, but will give needed supplies at the loss of one hour of race time.)
11-15	Pass a cheering section for the opponent's team (1 in 6 chance they are violent and will attack)
16-20	Gain time – a shortcut saved 3D20 miles.
21-25	Find another team's refueling depot
26-50	Roll a Wasteland Event
51-53	Lost VOR station – one of the required VOR stations for this leg stops transmitting. A successful Navigation BCS at -5 will allow the team to reroute without error. For each point that the BCS roll misses the check, the team goes off course by ten miles.
54-55	Pirate VOR station. The navigator must make a

successful Navigation BCS at -5 to detect the pirate signal. Eliminating the Pirate signal is an ECM Operation Task with a Task Value of 25 and a Task Period of fifteen minutes. If this is not detected, then the team will go off course by 2D100 miles.

Encounter a sniper targeting tires or drivers (roll a random opposing team – and the sniper will be from their faction).

Impassable area / detour required (4D100 miles detour, Navigation reroute task as above).

Spike strips / caltrops have been deployed to damage cars (Hidden Thing to detect before hitting them. 2 in 6 chance this is paired with an Ambush. These attack the car tires with a BCS of 12. They do 2d10 damage to the tire. The tire has a damage total equal to the structure of the vehicle, if not otherwise specified.

Another team raided your fuel depot

Food Contaminated – the team finds that their onboard rations have been contaminated, and must be destroyed. Salvage Food can be used to save some of the rations.

Breakdown – the vehicle has a mechanical event that requires repairs. Repairs are a task under the appropriate repair skill, with a task value of 1D100 and a task Period of fifteen minutes. Parts will be required. If no parts are available, the task value is tripled.

Encounter the Sand Dune Snipers and their "Trader Bob's" strategy. See "Maverick's Squad" in the section on The Mormons for details.

Miss Refueling Depot – 4D20 miles lost backtracking. 1d6 hours of fuel will be left in the car when this occurs. Navigators with Perfect Direction can ignore this result if they make a successful Navigation BCS.

Minefield! 2d20 random anti-vehicle and anti personnel mines encountered

Ambush! Kennesaw Gang Members have rigged an attack.

Seattle Dash Rally Race Quick Facts

One way	3350 miles (if on course)
Round trip	6700 miles (if on course)
Average speed*	approx. 45MPH
Average time*	approx. 150 hours or ~6.25 days non-stop
Fuel Efficiency*	Varies by car and load, ~350 miles/gallon
Re-fueling*	approx. 20 times
VOR Stations	13

* = These are approximate values to give the GM some idea of what to expect. Refer to The Seattle Dash Encounter Charts to determine exact values per race team.

Space Requirements for Common Items

Cubic Feet	Item
2	15 gallons of fuel
1	6 days of food/water for one person
0.1	One pistol with ammo
0.75\	One rifle with scope and ammo
0.75	One shotgun with ammo
0.50	Portable ILS/VOR navigation receiver
2	Basic survival gear
2	Mechanics toolbox
2	One spare tire
10	A back seat passenger

See below for details on some of the major race teams:

Team Dominating Wind Stats

Team Sponsor: The Japanese Government

Racing Support Team: There is a military precision to this support team. They are highly organized, and unless something outside of their control prevents them from reaching their destinations (like armed resistance), they will be there on time, with the correct supplies, and have things working like clockwork. They are highly trained fighters and are well prepared to fend off attackers.

Vehicle Name: Dominating Wind

Description: Named Shihai No Kaze which translates as "Dominating Wind", the Japanese are major competition in this race. Very high tech car including Heads Up Displays, communications and a custom bio-tech navigation system that frequently wins them the race.

Vehicle Type: Light Off-road Rally Racer (see Appendix B)

Miles per Tank: 425

Minimum Refuelings: 16

Special Features: Front racing seats with 5-point harness, air bags, HUD display, high end communications, bio-tech mated-bird navigation, dash mounted ILS/VOR receiver

Cargo Capacity: 44 cubic feet

Current Cargo: Two spare tires, thirty gallons of fuel, food/water for six days for two people, caged bird

Navigation System: The Japanese use a completely different navigation system than other drivers. In a marvel of modern biotechnology, the Japanese scientists cloned pairs of doves that are psychically "mated". They always know the direction to the other bird, and they have a strong biological drive to find them. If they separate a mated pair of birds, say one in Seattle, and one is given to the drivers in Miami, the race team can always find their way to Seattle provided both birds remain alive. Once the racers reach Seattle, they trade their bird with their support team for one from another pair with their mate back in Miami for the return trip.

YOSHIRO TAKAHASI, DRIVER, TEAM DOMINATING WIND

A rich celebrity and a lady's man, Yoshiro likes to gamble. He'll take calculated chances while driving that generally turn out well. When he does crash and burn it's generally spectacular. One such event left him with an identifiable burn mark on his right upper arm.

Physical Stats

Attributes	Sex	Age	Size	Bulk	Looks	RF
	M	27	15	10	23	5
Talents	WT	WL	STR	DFT	SPD	HLH
	13	4	15	15	32	11
Base Stats	CHA	CMB	SCI	EST		
	11	7	4	0		
	COM	NAT	MCH			
	2	7	10			
	BAP	MNA	PCA	CDA	DRT	
	16	3	5	2	20	
	HR	SF	LR	StrGr		
	3	13	3	3		

Skills:

Language: Japanese 18, Automobile Driving 20, Navigation 12, Pre-Ruin Culture 14, Literacy 12, Zoology 15, Crossbow 8, Brawling 8, Survival 5, Unarmed Combat 8, Modern Pistol 8, Autoweapon 8, Breech Loading Artillery 8, Grenade Launcher 8, Swimming 7, Tracking 7, Masonry 6, Gambling 16, Electronics 12, ECM Operation 9

Equipment:

SIG P230 with three 7-round clips

Nice suit: dress shirt (4-9, 21-28 LC), dress pants (10-18 LC), dress shoes (19-20 LL), 3x bird seed cakes



HIDEAKI SATO, CO-DRIVER, TEAM DOMINATING WIND

Hideaki is Yoshiro's friend, bodyguard and co-driver. Always loyal, he helps clean up Yoshiro's messes when needed. He has excellent pistol skills and is rumored to have fired an impressive 12 aimed shots plus a loose round reload in less than 4 seconds with his revolver.

Physical Stats

Attributes	Sex	Age	Size	Bulk	Looks	RF
	M	27	11	56	77	2
Talents	WT	WL	STR	DFT	SPD	HLH
	15	5	15	35	40	10
Base Stats	CHA	CMB	SCI	EST		
	8	10	11	0		
	COM	NAT	MCH			
	2	10	6			
	BAP	MNA	PCA	CDA	DRT	
	20	5	4	5	20	
	HR	SF	LR	StrGr		
	2	12	3	3		

Skills:

Language: Japanese 18, Automobile Driving 16, Navigation 14, Pre-Ruin Culture 12, Literacy 14, Zoology 12, Survival 15, Unarmed Combat 20/18, Modern Pistol 20/20, Autoweapon 18, Single Weapon 20/8, Two Weapon 20/8, Swimming 14, Tracking 14, Gambling 20, Electronics 14, ECM Operation 11

Equipment:

NAMBU M60 rechambered in 357 Magnum with 120 rounds in four speed loaders and the remainder loose, two Electrobatons, two Tantos

Nice suit: dress shirt (4-9, 21-28 LC), dress pants (10-18 LC), dress shoes (19-20 LL)

Canteen with fresh fruit juice

TEAM SWINGIN' SICILIANS STATS

Team Sponsor: The High Rollers

Racing Support Team: The High Rollers are solid racers but they don't have mad skills like the Japanese team, so they rely on contingency plans mafia-style. One such plan is having teams ready to kidnap the relatives or lovers of other race teams to convince them to throw the race. They also have plenty of people and resources, so setting up and defending extra fuel caches isn't a problem.

Vehicle Name: Swingin' Sicilians

Description: The Sicilians are styling in a sweet Italian two seater hatchback. The car has a lower max speed than others, but the high miles per gallon will reduce the number of refueling stops during the race.



Vehicle Type: Italian Import Rally Racer (see Appendix B)
Miles per Tank: 912
Minimum Refuelings: 8
Special Features: front racing seats with 5-point harness, air bags
Cargo Capacity: 13 cubic feet
Current Cargo: Portable ILS/VOR receiver, fifteen gallons of fuel, food/water for two people for twelve days, mechanics toolbox

**CHRISTOPHER “NIGHTINGALE”
DESTEFANO, DRIVER,
TEAM SWINGIN’ SICILIANS**

Chris is a talented driver, but he’s an even better thief. He’s known around Miami Beach for his stealth and safe cracking skills. He’s made a few high end scores from leaders of the local Miami gangs, which makes him a potential target of revenge during the race.

Physical Stats

	Sex	Age	Size	Bulk	Looks	RF
Attributes	M	30	52	23	86	2
	WT	WL	STR	DFT	SPD	HLH
Talents	16	36	15	9	12	11
	CHA	CMB	SCI	EST		
	-1	10	3	3		
	COM	NAT	MCH			
	-1	9	11			
Base Stats	BAP	MNA	PCA	CDA	DRT	
	6	3	2	1	36	
	HR	SF	LR	StrGr		
	3	13	3	3		

Skills:

Language: Italian 20, Post-Ruin Culture 4, Literacy 7, Automobile Driving 15, Modern Pistol 7, Brawling 7, Survival, 11, Single Weapon 16, Stealth 18, Knife 17, Safe Cracking 19, Automobile Mechanic 12, Navigation 7, Boating 8, Technology Use 5

Equipment:

Suppressed Walther P22 in olive drab with a black slide with three 10-round mags, switchblade
He wears expensive casual clothes and soft soled shoes – Mafia Armor Kit 1
Silk handkerchief

**ANDREW DESTEFANO, CO-DRIVER,
TEAM SWINGIN’ SICILIANS**

Christopher’s younger brother and co-driver. They are quite the team of stealthy assassins and thieves when the situation calls for it. He acts as lookout and supports his brother while he works.

Physical Stats

Attributes	Sex	Age	Size	Bulk	Looks	RF
	M	28	100	76	1	7
	WT	WL	STR	DFT	SPD	HLH
Talents	33	8	15	20	16	27
	CHA	CMB	SCI	EST		
	0	10	0	1		
Base Stats	COM	NAT	MCH			
	4	10	12			
	BAP	MNA	PCA	CDA	DRT	
	8	4	1	1	38	
	HR	SF	LR	StrGr		
	4	14	4	3		

Skills:

Language: Italian 20, Post-Ruin Culture 3, Single Weapon 14, Two Weapon 9, Literacy 16, Brawling 9, Survival 9, Stealth 19, Modern Pistol 19, Handicraft: Guitar Player 10, Foreign Language English 7, Technology Use 6, Navigation 16, Demolitions 12, High Technology Use 6, Throwing 16

Equipment:

Suppressed Ruger 22/45 in solid black with green tritium night sights with three 10-round mags, a black jack, and a couple of grenades
Taking after his brother, he also wears nice casual clothes and soft soled shoes - Mafia Armor Kit 1
Address book



TEAM STRESS FRACTURE STATS

Team Sponsor: Tres D

Racing Support Team: The Tres D pay some of their hired help in drugs. This means some of their security personnel in the field are a little twitchy at times. If they’re under intense fire defending a VOR or a fuel cache, a few of them may run off or throw down their weapons. The rest will stand their ground and fight to the death.

Vehicle Name: Stress Fracture

Description: Fico’s the main driver and he picked a red Luxury Rally Racer because it “looks cool.” It’s decorated with a large “stress fracture” down each side of the car. The car has tight handling and

performs well at high speeds.

Vehicle Type: Luxury Rally Racer
Miles per Tank: 448
Minimum Refuelings: 15
Special Features: front racing seats with 5-point harness, air bags
Cargo Capacity: 12 cubic feet
Current Cargo: Portable ILS/VOR receiver, forty-five gallons of fuel, food/water for two people for six days

**FEDERICO “FICO” DÍEZ, DRIVER,
TEAM STRESS FRACTURE**

Fico is a solid racer. His skill is nearly as good as the Japanese team, although his ride is lower tech. He carries an FN F2000 bullpup assault rifle because it also “looks cool” but he doesn’t have much skill with it.

Physical Stats

Attributes	Sex	Age	Size	Bulk	Looks	RF
	M	28	84	78	93	3
	WT	WL	STR	DFT	SPD	HLH
Talents	15	9	27	15	10	10
	CHA	CMB	SCI	EST		
	-2	6	0	0		
	COM	NAT	MCH			
	2	10	16			

Base Stats

BAP	MNA	PCA	CDA	DRT
5	2	2	1	28
HR	SF	LR	StrGr	
2	12	3	4	

Skills:

Language: Cuban Spanish 20, Pre-Ruin Culture 3, Literacy 10, Automobile Driving 19, Knife 7, Brawling 10, Survival 8, Modern Rifle 17, Autoweapon 10, Polearm 10, Blowgun 7, Grenade Launcher 8, Dirt Farming 7, Nutritionist 5, Tactics 5, Lab Technique 6, Technology Use 6, Chemistry 3, Simple Explosives 6

Equipment:

FN F2000 bullpup assault rifle with five 30-round mags.
Tres D Armor Kit 2
Cigarette case with 1d10 cigarettes, lighter

**LOLO PELÁEZ, CO-DRIVER,
TEAM STRESS FRACTURE**

Lolo is an excellent navigator, but he’s a bit fiery and gets into frequent shouting matches with Fico in Cuban. They’re friends, but they frequently have different views on issues.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	29	63	99	27	2

RACE ROUTE



Attributes					
WT	WL	STR	DFT	SPD	HLH
15	10	15	27	9	15
Talents					
CHA	CMB	SCI	EST		
0	6	1	0		
COM	NAT	MCH			
4	11	10			
Base Stats					
BAP	MNA	PCA	CDA	DRT	
4	3	1	2	28	
HR	SF	LR	StrGr		
3	13	3	3		
Skills:					

Language: Cuban Spanish 19, Post-Ruin Culture 4, Automobile Driving 16, Simple Explosives 8, Brawling 10, Survival 7, Modern Rifle 10, Navigation 18, Basic Research 6, Technology Use 8, Blacksmithing 8, Encryption 3

Equipment:

- Mossberg 500 Cruiser pistol grip 12g shotgun with twenty-four rounds
- Tres D Armor Kit 2
- Bottle of lime flavored water

TEAM ROAD KINGS STATS

- Team Sponsor: Los Bromistas
- Racing Support Team: Los Bromistas don't have the mechanical skills to heavily modify their ride, so they go with powerful stock vehicles. And they also compensate with ruthless behavior. They send out parties to lay traps for other cars, raid fuel caches and snipe at support staff, overall a very destructive approach to racing.
- Vehicle Name: Road Kings
- Description: Being less mechanically savvy than other teams, they have selected a powerful sporty stock vehicle and didn't really mod anything.
- Vehicle Type: Sporty Rally Racer
- Miles per Tank: 480
- Minimum Refuelings: 14
- Special Features: front racing seats with 5-point harness, air bags
- Cargo Capacity: 4 cubic feet (front), 9 cubic feet (rear)
- Current Cargo: Portable ILS/VOR receiver, thirty gallons of fuel, food/water for two people for six days, basic survival gear



MONGO, DRIVER, TEAM ROAD KINGS

Known only as "Mongo," he is a large man with a noticeable knife scar across his throat. He is very self-conscious of this, and only able to talk in a hoarse whisper, which makes him intimidating to others. So he's generally a bit of a loner and seems uneasy all the time. He's become quite a good shot with a rifle, and Ricardo his co-driver talked him into carrying a Glock 21 as a backup.

Physical Stats						
	Sex	Age	Size	Bulk	Looks	RF
Attributes	M	33	99	91	17	7
	WT	WL	STR	DFT	SPD	HLH
	7	13	25	15	15	13
Talents						
	CHA	CMB	SCI	EST		
	1	10	0	0		
	COM	NAT	MCH			
	0	7	10			
Base Stats						
	BAP	MNA	PCA	CDA	DRT	
	8	3	3	2	32	
	HR	SF	LR	StrGr		
	3	13	2	4		

- Skills:
- Language: Cuban Spanish 18, Post-Ruin Culture (Street Wise) 11, Modern Rifle 19, Literacy 13, Brawling 10, Survival 7, Automobile Driver 16, Lockpicking 5, Technology Use 5, Electrician 5, High Technology Use 5, Pilot: Variable Wing 5, Stealth 8
- Equipment:
- Savage Arms Model 10 Precision Carbine 308 with twenty-four rounds, Glock 21 solid black with three 13-round mags
 - Las Bromistas Armor Kit 2
 - Cherry throat lozenges

RICARDO MECHOSO, CO-DRIVER, TEAM ROAD KINGS

Ricardo loves to talk, and he more than makes up for Mongo's lack of speech. He's great friends with Mongo and they've been through a lot together. He carries a flashy limited edition Glock 21 with a golden slide and loves to show it off. Mongo's talked him into wearing a bullet proof vest for protection.

Physical Stats						
	Sex	Age	Size	Bulk	Looks	RF
Attributes	M	35	37	25	84	2
	WT	WL	STR	DFT	SPD	HLH
	13	4	15	35	9	11
Talents						
	CHA	CMB	SCI	EST		
	11	8	1	0		
	COM	NAT	MCH			
	6	8	8			
Base Stats						
	BAP	MNA	PCA	CDA	DRT	
	4	3	1	2	20	
	HR	SF	LR	StrGr		
	3	13	3	3		

- Skills:
- Language: Cuban Spanish 20, Post-Ruin Culture 3, Literacy 5, Encryption 3, Fencing 11, Brawling 12, Survival 5, Weapon and Shield 12, Fermentation 6, Lab Technique 9, Technology Use 9, Decontamination 10, Defusing Explosives 9, Demolitions 9, High

Technology Use 9, Automobile Driving 9, Navigation 15, SCUBA Diving 9, Automobile Mechanic 9

Equipment:

- Glock 21 American Eagle Tribute (gold slide) with three 13-round mags
- Los Bromistas Armor Kit 2
- Small LED flashlight

TEAM DUSTED BY THE GIRLS STATS

Team Sponsor: Las M'ijas de Miami
Racing Support Team: Las M'ijas relish the thought of showing up a bunch of guys, so they're in this race to win. One "support team" will go a little ways outside Miami and hide along a ridgeline sniping at the other cars as they go by. They have a good plan for fuel caches, and they'll also try to steal fuel from other caches if they run across them.
Vehicle Name: Dusty by the Girls
Vehicle Type: Mid-sized Hybrid Rally Racer
Miles per Tank: 658
Minimum Refuelings: 11
Special Features: front racing seats with 5 point harnesses
Cargo Capacity: 12 cubic feet
Current Cargo: Portable ILS/VOR receiver, fifteen gallons of fuel, food/water for two people for six days, basic survival gear, 1x spare tire, mechanics toolbox

GISEL LOVE, DRIVER,
TEAM DUSTED BY THE GIRLS

Gisel is a driven racer. What she lacks in skill she makes up for in determination and will go the extra mile to win. She tends to play by the book, but is trained in combat and will fight back viciously if attacked. She's also scarred her face to appear less attractive.

Physical Stats

	Sex	Age	Size	Bulk	Looks	RF
	F	29	77	2	26	5
Attributes	WT	WL	STR	DFT	SPD	HLH
	15	32	40	15	14	12
Talents	CHA	CMB	SCI	EST		
	1	10	1	3		
	COM	NAT	MCH			
	4	6	10			
Base Stats	BAP	MNA	PCA	CDA	DRT	
	7	3	2	1	48	
	HR	SF	LR	StrGr		
	3	13	3	5		

Skills:

Language: Cuban Spanish 19, Pre-Ruin Culture 4, Modern Rifle 17, Literacy 12, Armorer 6, Brawling 13, Survival 15, Single Weapon 8, Flexible Weapon 8, Modern Pistol 13, Autoweapon 13, Grenade Launcher 13, Throwing 13, Blowgun 7, Primitive Rifle 8, Primitive Pistol 8, Breech Loading Artillery 8, Dirt Farming 7, Fermentation 7, Automobile Driving 16, Lab Technique 6, Technology Use 6, Decontamination 6, Defusing Explosives 6, High Technology Use 6, Pilot Variable Wing 6, Tracking 8, ECM Operation 16

Equipment:

- Browning BAR LongTrac Desert Tan 30-06 Spfld with seven 20-round mags APIT ammo, Leather Bull Whip, 2d6x Belt Knives
- Las M'ijas Armor Kit 3
- Toothbrush, small tube of mint toothpaste

LISANDRA PADILLA, CO-DRIVER,
TEAM DUSTED BY THE GIRLS

Lisandra is an excellent navigator, but she is compelled to prove herself as a driver. She may take a few chances anytime she gets behind the wheel as the relief driver. This is the first time she and Gisel have driven together, and they have gotten along okay so far. She hasn't told Gisel that she is a mutant with Perfect Direction and ESP (Group Sense, Mechsense, Phenomanalysis). A distinctive feature of her is her crystal blue eyes that are so pale as to almost be white.

Physical Stats

	Sex	Age	Size	Bulk	Looks	RF
Attributes	F	25	43	17	93	4
	WT	WL	STR	DFT	SPD	HLH
Talents	16	7	27	15	11	15
	CHA	CMB	SCI	EST		
	5	11	11	13		
	COM	NAT	MCH			
	8	2	0			
Base Stats	BAP	MNA	PCA	CDA	DRT	
	6	3	2	1	32	
	HR	SF	LR	StrGr	PSI	
	3	13	3	4	27	

Skills:

Language: Cuban Spanish 20, Post-Ruin Culture 20, Single Weapon 8, Literacy 12, Brawling 10, Survival 6, Modern Rifle 16, Navigation 11, Automobile Driving 8, Technology Use 6, Automobile Mechanic 18, Modern Firearms Repair 16, Stealth 16, Machining 16, ECM Operation 8, Handicraft: Fortune Telling 12, Gambling 20

Equipment:

- Kel-Tec KSG 12GA 14+1 bullpup shotgun with seventy-five rounds 12ga Magnum 00 Buckshot
- Las M'ijas Armor Kit 3
- Bag of rune stones, \$1200, £2100, ¥65,000, €1500

TEAM CHINESE RED STATS

Team Sponsor: Hong Kong Triads
Racing Support Team: The Chinese don't have many people stateside supporting the race, so their resources are stretched a little thin. However, the ones that are here are well armed and trained with assault rifles. Still, they may have trouble defending their fuel caches against a larger force.

Vehicle Name: Chinese Red
Description: The Triads are driving a bright red off-road vehicle in the rally, but the name has nothing to do with the car. Instead it's a reference to drug slang for heroin, which they have on board and will sell or trade for supplies or favors if needed. The Tres D won't be happy if they get wind of a rival drug distributor in the area...

Vehicle Type: Off-road Rally Racer
Miles per Tank: 700
Minimum Refuelings: 10
Special Features: front racing seats with 5-point harness, air bags
Cargo Capacity: 68 cubic feet
Current Cargo: Portable ILS/VOR receiver, thirty gallons of fuel, food/water for two people for six days, mechanics toolbox, two spare tires, five pounds of heroine

MENG HÚ, DRIVER,
TEAM CHINESE RED

Meng is handsome, cunning and overconfident. He will play dirty if he thinks it will give him an advantage, otherwise he bides his time waiting for a proper time to strike.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	36	83	26	100	5

Attributes

WT	WL	STR	DFT	SPD	HLH
9	12	15	7	13	37

Talents

CHA	CMB	SCI	EST
11	6	6	4
COM	NAT	MCH	
11	8	9	

Base Stats

BAP	MNA	PCA	CDA	DRT
6	5	1	1	50
HR	SF	LR	StrGr	
5	15	2	3	

Skills:

Automobile Driving 17, Unarmed Combat: Striking 17, Unarmed Combat: Throwing 16, Modern Rifle 15, Autoweapon 12, Language: Mandarin 14, Language: English 8, Stealth 18, Navigation 7

Equipment:

Type 56 Assault Rifle with folding stock and attached bayonet with one 20-round clip and three 30-round clips
Chinese clone of LRU Intruder Armor (see Aftermath! Book 3)
Duct tape, 1d10 hits of Chinese Red

LONG GAO, CO-DRIVER, TEAM CHINESE RED

Long and Meng grew up in the streets together and they joined the triads trying to find a better life. The streets made them tough, smart and patient, and both are a force to be reckoned with.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	36	1	7	77	5

Attributes

WT	WL	STR	DFT	SPD	HLH
9	2	16	15	6	40

Talents

CHA	CMB	SCI	EST
3	10	-1	2
COM	NAT	MCH	
2	10	14	

Base Stats

BAP	MNA	PCA	CDA	DRT
3	3	1	1	49
HR	SF	LR	StrGr	
5	15	2	3	

Skills:

Automobile Driving 12, Automobile Mechanic 12, Modern Rifle 16, Autoweapon 12, Unarmed Combat: Throwing 15, Unarmed Combat: Striking 14, Language: Mandarin 13, Language: English 10, Tech Use 12, Hi Tech Use 18, ECM Operation 19, Navigation 19, Throwing 12

Equipment:

Type 56 Assault Rifle with folding stock and attached bayonet with one 20-round clip and three 30-round clips, three Mark 8 Grenades
Chinese clone of LRU Intruder Armor (see Aftermath! Book 3)
ECM jammer (Enc 1.2 and gives +2 to ECM BCS rolls), 2d10 hits of Chinese Red.

MIAMI AREA ENCOUNTER TABLES

Use these tables to randomly determine events for this area.

Miami Area Rumors

Roll 1d20	Rumor
1	Los Bromistas snuck onto Miami Island and stole a Lamborghini off one of the Capos.
2-3	The High Rollers are hiring Security Associates on Miami Island
4	The Japanese are conducting strange bio-tech experiments in Seattle
5-6	The Czechs are bringing drill teams from overseas to search for asteroid fragments out in the desert
7-8	The annual cross country rally race is coming up and some of the teams are hiring
9-10	The Indians in Homestead have livestock and fresh fruits
11-12	You can buy shampoo and mouth wash in Coral Gables
13-14	The Fleet docks in Miami and you can get a ride overseas with them
15	Life is better overseas. They have cheap food and water, and don't need walls to protect themselves
16-17	The old farts in Kendall pay well for medicines
18	The Don of the High Rollers is an avid gun collector. He has a large collection of guns at his villa. Many people have tried to steal them, but no one has been successful.
19-20	The High Rollers don't always cash your chips if you win too much. The best way to get all your money is to cash less than \$10,000 at a time, and cash out at multiple casinos rather than just one.

Miami Area Type of Encounter

Roll 1d20	Encounter
1-5	Salvage
6-10	Human
11-12	Animal
13-15	Event
16-20	No Encounter

Miami Area Salvage Encounter

Roll 1d20	Encounter
1-6	Cache of supplies (See Aftermath! Book 3)
7-12	Abandoned car
13-16	Salvageable Building
17-20	Aftermath of a firefight between gangs (1D6 dead members from each gang) with all their gear still on them.

Miami Area Human Encounter

Roll 1d20	Encounter
1-4	High Rollers
5-7	Los Bromistas
8-10	Las M'ijas de Miami
11-13	Gladeview 71's
14-16	Tres D
17-18	Wandering Slavers
19	Seminole Indian (rare)
20	Kendall Mercenary

Miami Area Animal Encounter

Roll 1d20	Encounter
1-6	Dogs
7-12	Rabid dogs
13-16	Rats
17-19	Alligator
20	Domestic riding horse (got loose, friendly)



Miami Area Event Encounter

Roll 1d20	Encounter
1-5	Fog
6-8	Lightning Storm
9	Hurricane (rare)
10-11	Hail Storm
12-19	Rain
20	Sinkhole caused by improper well drilling

4. THE APPALACHIAN MOUNTAINS

The Appalachians are a system of mountains in the Eastern United States stretching from Georgia all the way up to Canada. The northern areas are overrun by cannibals and rodents, and certain areas are irradiated from nuclear strikes. As a result, most of the civilization is between Georgia and Kentucky.

The layer of dust and ash is thinner here than out west, averaging

about five feet deep. This is thin enough that motivated people can clean up places to live or possibly even plant crops or raise livestock.

People live where they can find clean water, so they've taken to living near natural springs, dams, reservoirs and larger rivers. This section details a few of these areas.

Appalachian Area Reaction Table

	Confederates	Kennesaw	Marietta	Sons of TN	Chattanooga	Farner	White Tails	Bulldawgs	Robbinsville
Confederates	—	-30	-20	-10	+5	-5	-10	+5	+10
Kennesaw	40	—	+5	+15	-5	+5	+9	+5	-5
Marietta	-10	-30	—	-10	+5	+10	-10	+5	+15
Sons of TN	-10	+5	-10	—	-20	-12	+10	+15	-15
Chattanooga	-5	-5	+10	-20	—	+15	-5	+5	+10
Farner	-5	+9	+10	-15	+15	—	+15	+5	+10
White Tails	-10	+15	-10	+5	-5	+15	—	+5	-15
Bulldawgs	+5	+8	+5	+15	+5	+5	+5	—	-20
Robbinsville	+5	+5	+12	-15	+10	+8	-15	-20	—
Others	+5	-5	+5	-5	-5	-10	-15	-20	-5

KENNESAW MOUNTAIN AREA, GA

LEW'S MISERABLES

After the asteroid struck, Larry White, a senior engineer with the local electrical company in Kennesaw, recognized the pattern of the dust fallout and its electromagnetic properties. Calling together a workforce from the local community, and enlisting the help of major construction and fabrication companies in the immediate area of Kennesaw Mountain, White designed and constructed a dome to protect the area from the fallout of the ash cloud from Cybele. While this was not the only dome attempted to protect a community, it was the only known successful dome, partly because of using Kennesaw Mountain to anchor the center, but also because of the unique structure of the panels and the electrostatic lift used to hold the dome in place.

This dome spanned four miles, and was lifted into place by an electromagnetic charge. This had the effect of neutralizing the adhesion of the dust on the dome, and keeping it swept away. The success of the dome meant that there was arable land and

salvageable equipment and supplies in the immediate area around the mountain. They kept the dome up for eighteen months, until the dust stopped falling, after that, they disabled the dome and salvaged the panels for use as vehicle armor (see below). Many residents of Kennesaw and Marietta GA left their homes to come join the mountain community. In fear of being overrun with non-productive population, the leaders of the community formed a militia to defend the area. They chose Lewis Hodge to lead the group and he took the rank of General.

The Militia took on the name Lew's Miserables, paying homage to the name "Lee's Miserables" which some of the Confederates gave themselves during the American Civil War. They're also known simply as the Confederates.

Most of the folks in this group are just trying to survive, however their leaders are enforcing a strict behavior code on everyone. Sometimes this is beneficial and the oddities are simply laughed off, but there are a few cases causing serious disagreement within the group, such as:



Limiting Technology: General Hodge strongly urges the use of locally replenishable technologies. He believes other technologies are not “sustainable” in the current environment and thus shouldn't be relied upon. Helpful items like walkie-talkies (that were intermittent during the days of the dome) and modern assault rifles (that use hard to replace ammunition) are frowned upon for daily use. He instead prefers wig-wag signaling with flags and musket firearms or cannons for which they can manufacture their own balls and gunpowder.

Because Kennesaw had a law (pre-ruin) that required all homeowners to own a firearm and ammunition for home defense, there was a large supply of available ammunition and modern weapons immediately after the ruin. However, once the dome came down, bandits, raiders and other groups looking for supplies thought the Kennesaw Mountain community was too rich to ignore, and a series of defensive wars were fought, using up the stockpiles. Now, the higher grade weapons are held in reserve, or assigned to specialty units, and the remainder has been used for trade after they run out of ammunition for it. Because a company in their area developed the molds, they are able to produce reloads for .45 ACP and .45 LC in reasonable quantities.

Overall Priorities: Some of General Hodge's priorities make sense to everyone, such as the need to grow crops and to have scheduled guard duty to protect everyone. However, some of his priorities are misunderstood, such as the need to build a forge and smeltery to construct their own weapons, when they could just go raid a local sporting goods store or a pawn shop for ammunition.

Conscription: The name of any man in their community of ages 18-35 is placed inside a locked Conscription Box in General Hodge's quarters. He draws names to draft people whenever there is a need for additional manpower. The complaint is this occurs frequently and needlessly. If a task is taking too long, he blames lack of manpower and draws a name. A few folks can get an exemption, normally for medical reasons. The draftee also has the option to substitute someone else or to pay \$1000 in commutation fees to avoid the draft.

Courts-Martial: General Hodge insists upon strict military discipline for anyone who is a member of his army. If someone fails to follow the rules, they are generally punished. Some of the most common infractions are brawling, drunkenness, dereliction of duty, theft, desertion, insubordination and cowardice. Their commanding officer can dish out immediate punishment for smaller infractions, but for anything large, or if the rule breaker pushes back, the situation will escalate into a court-martial proceeding. The court doesn't have a lot of compassion, so this frequently results in some form of punishment. The court is comprised of three or more officers, and a simple majority vote is taken on the guilt or innocence of the accused after the

evidence is heard.

Method of Punishment: The “unfair” methods of punishing rule breakers are a source of much unrest. Following a civil war playbook, the normal punishments are:

- * Forced community labor in a chain gang, performing such tasks as clearing railroad tracks of obstructions, cleaning common outdoor areas, tending crops and distributing water around the mountain.

- * The “Buck and Gag”, which involves gagging a person and tying them up on the ground with their hands in front of their knees. A wooden stick is run between the back of their knees and their elbows which immobilizes them in an awkward position. The length of time they remain like this depends on the severity of the rule breaking

- * Performing guard duty carrying a heavy log in place of a rifle

- * Fines

- * Imprisonment

- * Reduction in rank

- * And in extreme cases, death by firing squad or hanging

Mining the City: The Kennesaw Mountaineers found a tunneling drill used to bore subway tracks under the ground at the local construction depot. They have been using this to follow the railroad tracks out of the area and find supply depots and warehouses (and lost trains). This helps sustain their needs outside what they can locally produce.

Other Resources: When the dome was built, it encapsulated several existing businesses that provided unique resources, equipment and skills for the community. Some of these are:

Construction Equipment Depot: provided heavy equipment (while the gas/alcohol runs) such as Bulldozers, and paving equipment.

Armored Vehicle Conversion and Maintenance: a company that customized armored cars for police and Military and maintained heavy equipment.



Trailer Sales Yard: a RV and trailer sales yard provided hundreds of portable temporary homes for the community.

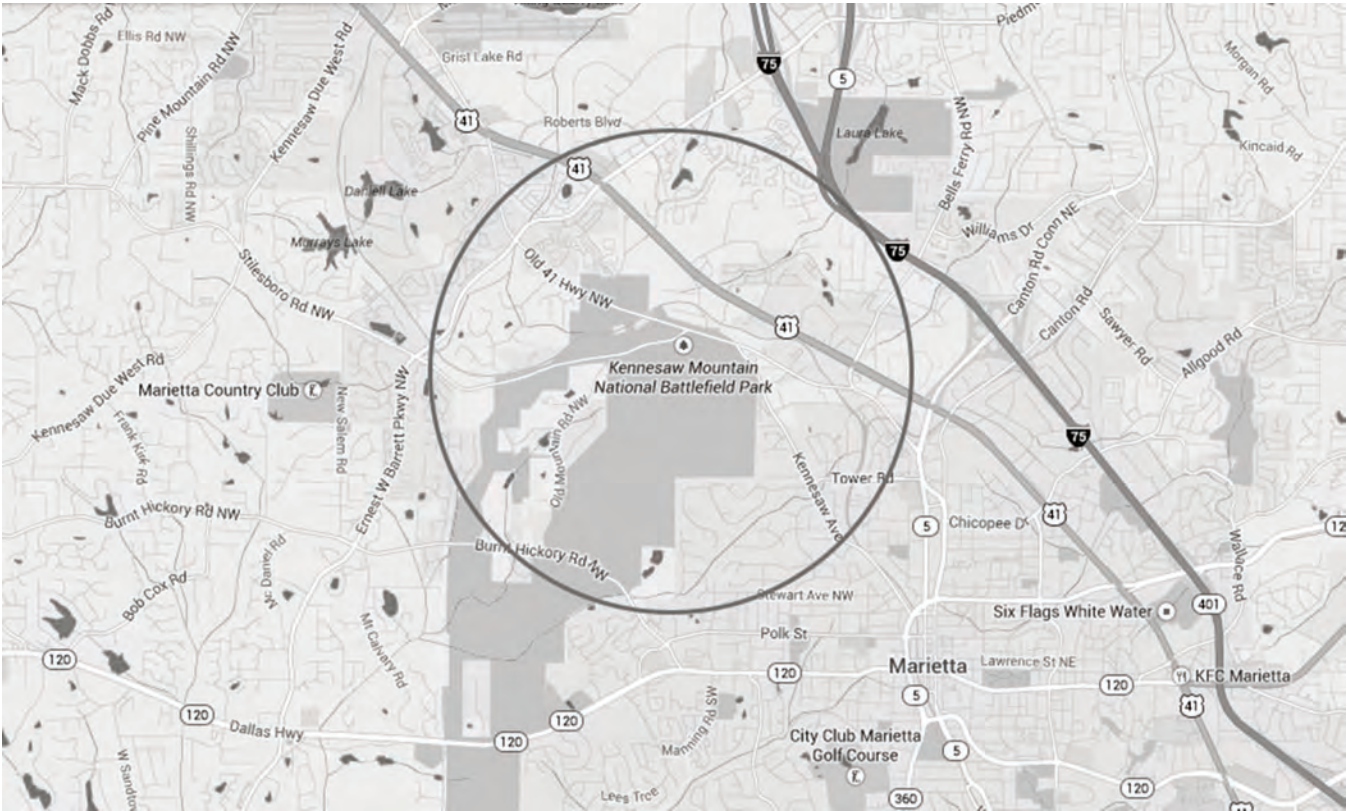
Chemical Depot: bottled gases and chemical processing – this facility was converted to process natural gas and make gunpowder.

Luxury Auto Repair Shop: with specialization in fabrication and repair of carbon fiber panels. These facilities were used to make the dome that protected the community.

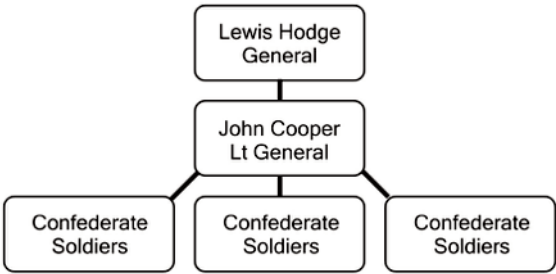
Electrical Provider Repair Equipment Hub and Headquarters: provided electrical transformers, cranes, heavy equipment, metal fabrication, and other machinery. Now that there is no more power, this facility is making primitive firearms.

Martial Arts Dojo: includes a training center

Printing House with High Tech Presses: this facility is used by the community to print money. The Kennesaw Mountain community uses modified reprints of old confederate dollars, called “Dixies” as currency. All trade in Kennesaw Mountain must be done in Dixies, and travelers are allowed to exchange foreign currency (or goods) for Dixies at the General Store.



LEW’S MISERABLES NPC STATS



GENERAL LEWIS “LEW” HODGE, LEW’S MISERABLES

General Hodge is the self-appointed leader of the Confederates at Kennesaw Mountain. He thinks of himself as a visionary leader, and strives for a sustainable environment that he can protect and where his kids can thrive.

In a not so subtle comparison with General Lee, he nicknamed the group “Lew’s Miserables”. Wanting to look the part, he’s grown a full yet well groomed beard shaped into a small point at his chin. He always wears his military grays although he’s learned caution in the rank insignias he displays to avoid being a target for snipers.

The General does a good job defending his group, but he is mostly feared and disliked by the civilians in the group. He takes a “my house, my rules” position and demands compliance from his troops while leaving the non-combatants alone. If someone wants to leave, he’ll grant them a release so long as they give back any weapons or equipment the army provided to them.

Physical Stats						
	Sex	Age	Size	Bulk	Looks	RF
Attributes	M	42	54	67	55	6
	WT	WL	STR	DFT	SPD	HLH
Talents	19	22	25	17	21	12
	CHA	CMB	SCI	EST		
	11	12	-1	-3		
	COM	NAT	MCH			
	4	8	4			
Base Stats						
	BAP	MNA	PCA	CDA	DRT	
	11	3	3	3	36	
	HR	SF	LR	StrGr		
	2	12	3	4		

Skills:
Primitive Rifle 18, Primitive Pistol 16, Tactics 18, Strategic Command 18, Operational Command 17, Modern Rifle 19, Modern Pistol 20/4, Survival – Rural 16, Literacy 18, Brawling 12, Polearm 20/15, Single Weapon 19, Horseback Riding 14, Autoweapon 12

Equipment:
Kennesaw Rifle with bayonet with fifty rounds,
Glock 21 pistol with three 13-round mags
Cavalry Saber
Lew’s Miserables Armor Kit 3
West Point ring, class of 2010

LT. GENERAL JOHN COOPER, LEW’S MISERABLES

A fellow Civil War re-enactor, John and Lew have been friends for quite some time. John is one of the few who dares to call General

Hodge by his first name. They are very like-minded in their expectations of the Kennesaw Mountain residents, and as a result he's also unpopular with most of the community.

Lieutenant General (LTG) Cooper also wears his military grays all the time. He believes everyone should be in their uniforms to avoid any confusion of friend from foe during combat, and to show one's pride being part of the Army. He's a little younger than General Hodge, but built heavier. He also sports a heavy beard that is bushy and appears slightly unkempt.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	39	79	34	35	4

Attributes

WT	WL	STR	DFT	SPD	HLH
14	13	15	35	24	21

Talents

CHA	CMB	SCI	EST
3	12	4	-3
COM	NAT	MCH	
3	12	6	

Base Stats

BAP	MNA	PCA	CDA	DRT
12	5	2	3	36
HR	SF	LR	StrGr	
3	13	2	3	

Skills:

Primitive Rifle 20/6, Primitive Pistol 18, Muzzle Loading Artillery 20/12, Strategy 12, Modern Rifle 20/18, Modern Pistol 18, Autoweapon 16, Survival – Rural 20, Literacy 16, Unarmed Combat 16, Polearm 15, Single Weapon 18, Horseback Riding 14

Equipment:

Kennesaw long Rifle with bayonet,
Glock 21 pistol with three 13-round mags,
UZI SMG with six 32-round mags,
Cavalry Saber
Lew's Miserables Armor Kit 3
Flask of whiskey

LEW'S MISERABLES SOLDIER

General Hodge's Confederate Soldiers are fairly well trained and supplied. Their commanding officers have enough skill to think for themselves and react to changing battleground requirements, and they can generally repel bandit attacks with minimal casualties. Many of them are unhappy with their treatment, but they live in fear of punishment so most just grumble and do as they're told. Not many people request a release, so even though unpopular they think General Hodge is doing certain things right. About half of them have a contraband modern pistol concealed in their clothing as backup. Women are not allowed to become soldiers, so the Army is only men.

Attributes

WT	WL	STR	DFT	SPD	HLH
10	10	15	15	12	10

Base Stats

BAP	MNA	PCA	CDA	DRT
6	3	2	2	23
Sex	Age			
M	18-35			

Skills:

Primitive Rifle 14, Primitive Pistol 12, Modern Pistol 14, Polearm 12

Equipment:

Kennesaw Rifle with bayonet and thirty rounds,
Trench Knife
50% chance of a pistol – 1911, Glock 21, or 1897 Outlaw (.45 LC) with 1D3 full loads.
Lew's Miserables Armor Kit 1

There's a 1 in 1d6 chance of Armor Kit 2

Special troops will have one of the following weapon kits:

Rapid Response Force: (4 squads)

1892 lever action rifle (.45 LC)
Colt Peacemaker replica (.45LC)
fifty rounds of .45 LC ammunition
Glock Field Knife

Sniper team (5 teams)

Sniper - Sharps Breech loader (.54) with 4x scope, 1911a1 pistol – one-hundred rounds of ammo for rifle, fifty rounds of ammo for pistol
Bowie knife
Spotter – M4 or 1892 rifle (10% chance of M4), 1911a1 pistol, one-hundred rounds of ammo for rifle, fifty rounds of ammo for pistol
bayonet

Cavalry Soldier

1892 Lever Action Carbine
Colt Peacemaker
seventy-five rounds .45 LC
Cavalry Saber
Lance

Armor or Artillery Crewman:

1911a1 or Glock 21 (60% 1911a1)
thirty rounds of .45ACP
Bayonet
Half full canteen

LEW'S MISERABLES RESIDENT

There are the general residents of the Kennesaw Mountain community. Overall they feel provided for and well protected from outsider enemies. However, they are not entirely happy with the current leadership. No one really wants to overthrow the leaders, but there are plenty of complaints and thoughts of leaving the community floating around.

They inhabit the mountainside in RVs, small houses and a few tents. Most congregate together in an area known as "The Village". They're under strict orders for nighttime blackouts, as campfires and other light sources can be seen at a distance and give away their location to raiders and other undesirables.

Base Stats

BAP	MNA	PCA	CDA	DRT
5	2	2	1	20
Sex	Age			
M/F	13+			

Skills:

Primitive Rifle 8, Primitive Pistol 8, Brawling 8, Single Weapon 8

Equipment:

1d6: (1- Kennesaw Rifle, 2 – 1851 Navy, 3 – Cavalry Sabre, 4 – pitchfork, 5 – hand axe, 6 – Bowie Knife). Firearms will have 2d20 rounds

Lew's Miserables Armor Kit 4

Lew's Miserables Armor Kits

Armor Kit 1:

Confederate Grayback Uniform including Jacket (3-9, 21-26, HC), Pants (10-16, HC), Boots (17-20, H-HL), Gloves (27-30, LL) and a Cap (1, HC)

Armor Kit 2:

Same as Armor Kit 1 plus a heavy Civil War era bullet proof vest (4-12, SP)

Armor Kit 3:

Same as Armor Kit 1 plus a lighter Civil War era bullet proof vest (4-9, LP-SP)

Armor Kit 4:

Simple civilian clothing including Shirt (4-9, 21-22 LC), Pants (10-18, LC) and Shoes (19-20 LL)

VISITOR CENTER, KENNESAW MOUNTAIN, GA

History: The Kennesaw Mountain National Battlefield Park is located northwest of Atlanta, and contains nearly 3,000 acres of land. At the foot of Kennesaw Mountain are the visitor center and a field that was used for Civil War reenactments.

Lew's Miserables have taken over this area as a guard emplacement and a rifle range. They've dug out a series of trenches and erected a few obstacles, so they are well prepared to repel enemy forces in this area.

The Visitor Center parking lot is where the Kennesaw Mountain Armored and Cavalry Corps are based. The Armored Corps consists of 6 armored platoons. Each platoon consists of 1x Kennesaw Dreadnaught and 2x Kennesaw MICVs, their crews and 2x 10 man infantry squads. The Cavalry (mounted) corps consists of 12x 10 man Armored War Horse mounted squads.

Population: 2,800

Resources: Spring Water, Natural Gas, Black Powder

Trade: Desires ammunition, will trade firearms for which they are out of ammunition. They also sell Kennesaw Rifles and Kennesaw Pistols.

BIG KENNESAW, KENNESAW MOUNTAIN, GA

History: Standing at 1808 feet tall, Big Kennesaw Mountain is the highest point in the metro Atlanta area and provides commanding views of the area.

For defense, Lew's Miserables brought the civil war cannons back online. They keep one complete battery (4x 6 pounders and 2x 12 pounder cannons, plus a Parrott rifle) on top of the mountain. They also managed to obtain a 105mm howitzer, but the ammunition supplies for it are getting scarce. Kennesaw Mountain artillery placed on top of the mountain has a 27% range boost because of the increased elevation above the surrounding terrain.

The mountain is topped with an armored watch tower (Structure 50, Barrier Value 100, hard target) where the artillery spotters and a sniper team keep watch. At the borders, balloon surveillance is used during times of attack from the outside, placing a spotter/sniper team in a tethered hot air balloon.

Population: 356 (mountain proper)

Resources: Natural spring water, trenches

CIVIL WAR BUNKER, KENNESAW MOUNTAIN, GA

History: One of Lew's Miserables' hunting parties made an interesting discovery, and located an old civil war bunker hidden on the side of the mountain that wasn't known to the public. They've cleared out and fortified this location, and keep most of their spare ammunition and extra supplies here.



Population: 12 (all soldiers on guard duty)

Resources: Civil War era underground bunker, natural spring water

Trade: None allowed



Confederate Drill Tank



Confederate Steam Tank



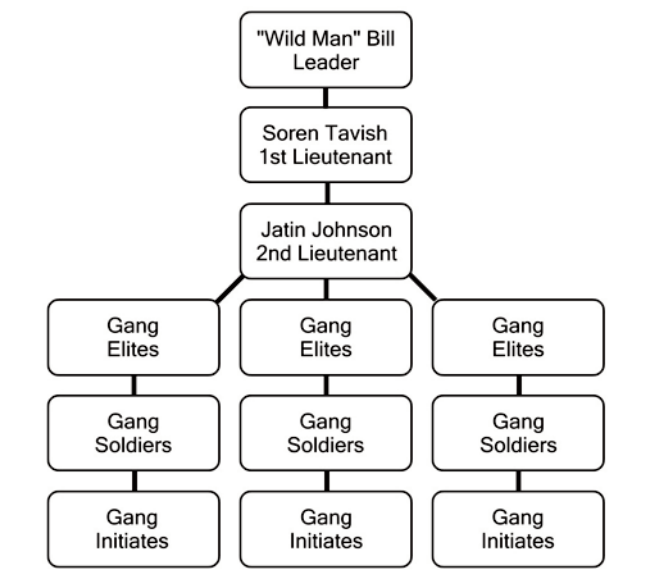
Confederate Cannon

KENNESAW, GA

History: Just north of the Kennesaw Mountain area, in the train yards of Kennesaw is a group of bandits. They failed in their attacks against the Confederates, but attack travelers who are heading to the Kennesaw Mountain and Marietta regions.

Population: 136
Resources: Salvage from stores
Trade: Want food and ammunition (trade at 115%). Will trade lotted merchandise (random gear) for food and ammo, but will only trade with a group that shows strength. Groups that don't look strong, they will just take what they want.

KENNESAW BANDITS NPC STATS



“WILD MAN” BILL

The “Wild Man” Bill is the leader of the bandits based in Kennesaw, and gets his name from a painting he saw on one of the buildings. Covered in tattoos and piercings, he draws on his lieutenant’s skills to bring in revenue.

Physical Stats						
	Sex	Age	Size	Bulk	Looks	RF
Attributes	M	32	24	6	35	13
	WT	WL	STR	DFT	SPD	HLH
	11	12	15	27	31	16
Talents						
	CHA	CMB	SCI	EST		
	18	13	-1	-3		
	COM	NAT	MCH			
	5	4	2			
Base Stats						
	BAP	MNA	PCA	CDA	DRT	
	16	4	4	4	30	
	HR	SF	LR	StrGr		
	3	13	2	3		
Skills:						
Modern Rifle 19, Modern Pistol 20/14, Survival – Rural 18, Literacy 8, Brawling 20/18, Knife 20/12, Single Weapon 18, Motorcycle Riding 14, Autoweapon 16						

Equipment:
M4/M203 rifle with twelve 30-round mags,
Glock 21 pistol with three 13-round mags,
M9 bayonet,
1d20 40mm grenades
1d6 Grenade type
1 WP
2 HE
3 HEDP
4 Flechette
5 Thermite
6 Buckshot

Full suit of Heavy Infantry MKIIa armor with desert camouflage coveralls

SOREN TAVISH

Soren is Bill's first lieutenant. While older than Bill, he finds that hanging out with Bill provides a wealth of chances to indulge his fantasies of torture and mutilation.

Physical Stats							
	Sex	Age	Size	Bulk	Looks	RF	
Attributes	M	43	32	22	90	2	
	WT	WL	STR	DFT	SPD	HLH	
Talents	15	8	15	15	14	25	
	CHA	CMB	SCI	EST			
	0	10	3	-1			
	COM	NAT	MCH				
Base Stats	9	0	1				
	BAP	MNA	PCA	CDA	DRT		
	7	4	2	1	36		
	HR	SF	LR	StrGr			
	4	14	3	3			
Skills:							

Skills:
Pre-Ruin Culture 3, Autoweapon 8, Literacy 6, Machining 6, Brawling 18, Survival, 8, Fencing 8, Single Weapon 18, Two Weapon 18, Direct Fire Cannon 8, Search 8, Stealth 8, Carpentry 6, Commerce 5, Dirt Farming 10, Repair: Muscle Powered Vehicles 6, Technology Use 6, Armorer 6, Blacksmithing 6, Plastics Forming 6, High Technology Use 6, Interrogation 18
Equipment:
Thompson M1A1 Auto Carbine with twelve 30- round mags, Brass Knuckles, Saber, Main Gauche, Wakizashi
Complete set of Intruder armor with desert camouflage coveralls.

ZEPHYR MUSTARD

Zephyr is Bill's girlfriend. She was adopted and raised by Soren, and they were romantically involved, but Bill took her for his own after he recruited Soren.

Physical Stats						
	Sex	Age	Size	Bulk	Looks	RF
Attributes	F	32	28	6	74	2
	WT	WL	STR	DFT	SPD	HLH
	29	9	19	15	7	9
Talents						
	CHA	CMB	SCI	EST		
	3	11	-1	10		
	COM	NAT	MCH			
	0	6	5			

Base Stats

BAP	MNA	PCA	CDA	DRT
4	2	2	1	23
HR	SF	LR	StrGr	
2	12	4	3	

Skills:

Post-Ruin Culture 6, Single Weapon 9, Handloading 9, Brawling 9, Survival 6, Modern Pistol 10, Direct Fire Cannon 11, Two Weapon 12, Swimming 8, Tracking 10, Technology Use 9, Automobile Mechanic 9, High Technology Use 9

Equipment:

Glock 21 with three 13-round mags, Brass Knuckles, Long Knife
Kennesaw Armor Kit 3
Tattoo gun

JATIN JOHNSON

Jatin is Bill's Second Lieutenant. He works well as a scrounger, and does not have all the tattoos and piercings that the other gang members have. He uses this to his advantage, infiltrating other communities and planning raids.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	35	18	74	28	1

Attributes

WT	WL	STR	DFT	SPD	HLH
37	3	15	15	6	14

Talents

CHA	CMB	SCI	EST		
1	8	2	3		
COM	NAT	MCH			
-1	9	3			

Base Stats

BAP	MNA	PCA	CDA	DRT
3	3	1	1	23
HR	SF	LR	StrGr	
3	13	5	3	

Skills:

Post-Ruin Culture 8, Literacy 15, Physics 8, Pistol, Modern 12, Brawling 18, Survival, 5, Weapon and Shield 8, Lab Technique 11, Technology Use 11, Stealth 18, Chemistry 8, Decontamination 11, High Technology Use 11, SCUBA Diving 11, ECM Operation 11, Production of Fuel: Hydride 8

Equipment:

Mauser M1896 with five 10-round clips, Brass Knuckles
1/4" bronze Class 3 Shield
Kennesaw Armor Kit 3

ROYAL BARFUP

Royal is the gang's mechanic and driver. Not going in for combat, she doesn't carry weapons generally. Before the ruin, she was an amateur pilot.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
F	40	69	96	57	2

Attributes

WT	WL	STR	DFT	SPD	HLH
13	6	26	15	7	24

Talents

CHA	CMB	SCI	EST	COM	NAT
-1	10	0	0	1	6

Base Stats

BAP	MNA	PCA	CDA	DRT
4	4	1	1	40

HR	SF	LR	StrGr
4	14	3	4

Skills:

Pre-Ruin Culture 3, Literacy 5, Zoology 5, Flexible Weapon 6, Brawling 10, Survival, 8, Automobile Driver 10, Automobile Mechanic 8, Boating 10, Search 7, Stealth 18, Bowyer 5, Masonry 16, Nutritionist 15, Technology Use 15, Chemistry 12, High Technology Use 15, Pilot: Fixed Wing 15, Aviation Mechanic 15

Equipment:

Hui-Tho, Brass Knuckles
Kennesaw Armor Kit 2
Small flashlight, chewing gum, mechanic's rag



DELLING 'MATCHES' THININOUT

Matches is Royal's assistant, partner, and bodyguard. Matches got her nickname because of her pyromaniac tendencies. She likes to watch people and buildings burn.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
F	35	49	99	26	3

Attributes

WT	WL	STR	DFT	SPD	HLH
11	10	15	15	10	28

Talents

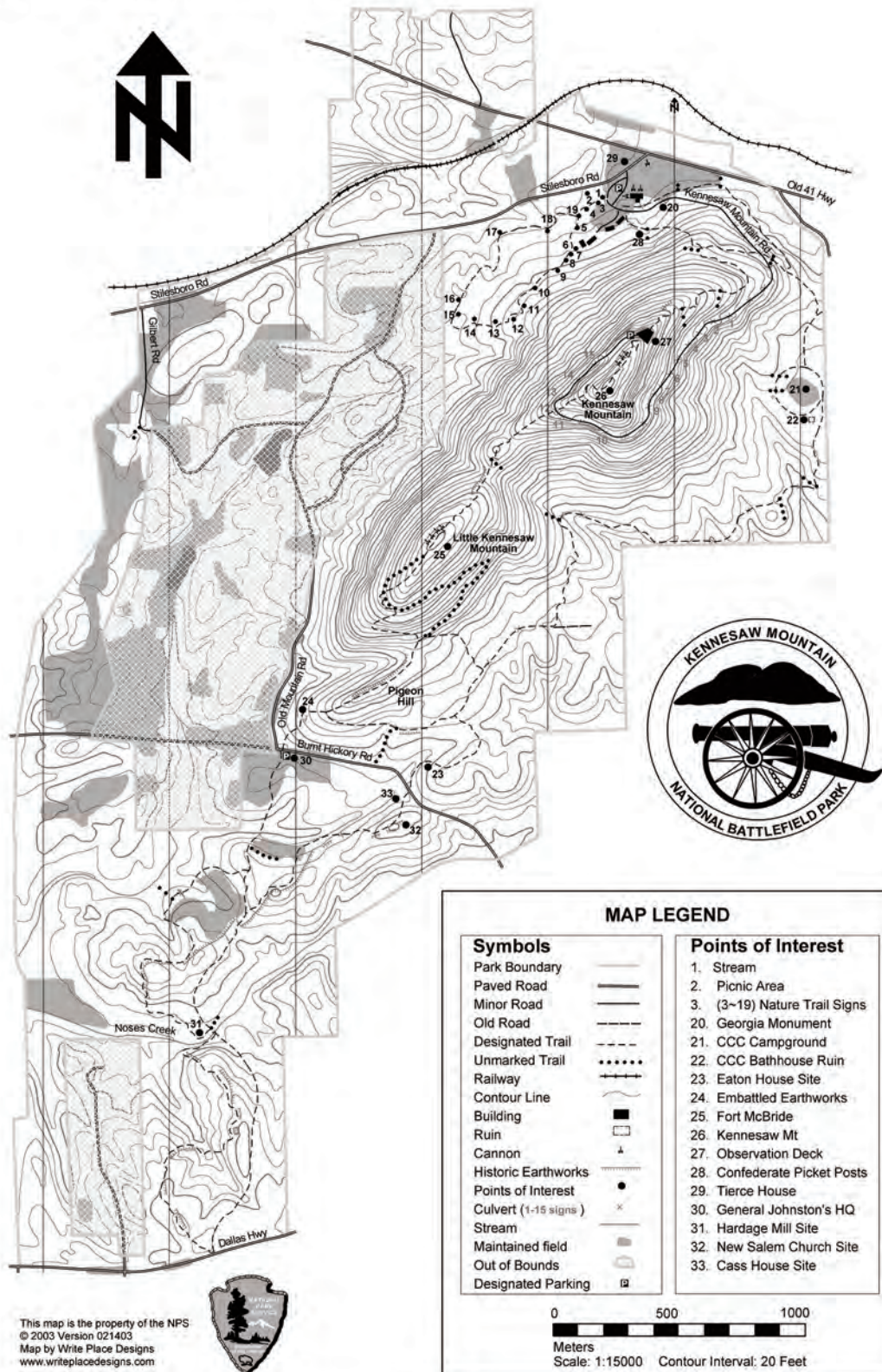
CHA	CMB	SCI	EST	COM	NAT
-1	10	12	-1	8	6

Base Stats

BAP	MNA	PCA	CDA	DRT
5	4	1	1	40
HR	SF	LR	StrGr	
4	14	3	3	

KENNESAW MOUNTAIN NATIONAL BATTLEFIELD PARK

North Trail Maintenance Map



Skills:

Post-Ruin Culture 4, Literacy 6, Firearms Repair: Modern 5, Knife 7, Brawling 8, Survival, 10, Single Weapon 8, Modern Pistol 7, Carpentry 5, Repair: Muscle Powered Vehicles 5, Basic Research 5, Technology Use 5, Aerial Recon Interpretation 2, Blacksmithing 15, Mathematics 14, High Technology Use 15, Demolitions 15, Aviation Mechanic 5

Equipment:

M-9 Bayonet, Brass Knuckles, Glock 17 with six 17- round mags
Kennesaw Armor Kit 2
Lighter, Thermite Grenade, small vial of Kerosene.

IPHIGENIE “PHI” CART

Phi is the group's sniper. She likes to party and is known for the Phoenix tattoo on her chest.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
F	32	51	78	74	1

Attributes

WT	WL	STR	DFT	SPD	HLH
15	9	37	15	3	13

Talents

CHA	CMB	SCI	EST	COM	NAT
10	10	-1	2	2	10

Base Stats

BAP	MNA	PCA	CDA	DRT
2	3	1	1	36
HR	SF	LR	StrGr	
3	13	3	5	

Skills:

Post-Ruin Culture 4, Modern Rifle 20/8, Pathology 6, Brawling 12, Survival 6, Stealth 12, Sai 12, Slingshot 8, Stealth 18, Lockpicking 16, Technology Use 16, Defusing Explosives 16, Demolitions 16, Modern Pistol 16

Equipment:

Remington 700 with 24x scope in .308 with one-hundred fifty rounds, Brass Knuckles, Sai, Slingshot
LRU Intruder Chameleon Armor (See Aftermath! Book 3)
Crude Lockpicks. (Efficiency Factor of .8. BCS Modifier of a -2. ENC Value of .2)

THEOLA ‘TURBO’ LESS

Theola is a 8-Gamma-PCP-3 junkie. She joined the gang to try and secure her source of drugs.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
F	46	15	84	30	2

Attributes

WT	WL	STR	DFT	SPD	HLH
13	5	15	14	40	4

Talents

CHA	CMB	SCI	EST	COM	NAT
2	10	11	-1	5	10

Base Stats

BAP	MNA	PCA	CDA	DRT
20	2	10	3	14
HR	SF	LR	StrGr	
2	12	3	3	

Skills:

Pre-Ruin Culture 3, Modern Rifle 7, Literacy 6, Television Communications 5, Brawling 8, Survival 4, Flexible Weapon 13, Two Weapon 8, Primitive Rifle 7, Missile Launcher 7, Nutritionist 4, Tactics 6, Weaver/Spinner 5, Motorcycle Driving 5, Technology Use 5, Distillation 2, Handloading 5, Telegraphy 5, High Technology Use 5,

Zero G Training 13, Aviation Mechanic 5

Equipment:

R48- Rifle with 4x Telescopic Scope and bipod with twenty-four rounds 12ga 00 Bluckshot and thirty rounds .308, Brass Knuckles, Wood Flail, Wakizashi, Spencer Rifle with thirty-two rounds
Kennesaw Armor Kit 1
1D6 doses of 8-Gamma-PCP-3

BRISA “BEANPOLE” POLE

Brisa is tall, lean, and beautiful. She has long black hair, and the gang uses her for “bait” to rope in travelers for ambushes. Uncannily strong, she likes to trick her victims.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
F	38	78	2	98	3

Attributes

WT	WL	STR	DFT	SPD	HLH
15	10	39	15	12	7

Talents

CHA	CMB	SCI	EST	COM	NAT
3	10	1	6	2	10

Base Stats

BAP	MNA	PCA	CDA	DRT
6	2	3	2	32
HR	SF	LR	StrGr	
2	12	3	5	

Skills:

Post-Ruin Culture 4, Literacy 6, Operational Command 5, Longsword 13, Unarmed Combat 20/15, Survival 15, Sai 13, Single Weapon 20/13, Two Weapon 20/13, Crossbow 18, Modern Rifle 20/8, Modern Pistol 18, Bowyer 6, Dirt Farming 6, Language: Russian 17, Stealth 16, Technology Use 12, Blacksmithing 12, Chemistry 13, Demolitions 16

Equipment:

Great Sword, Brass Knuckles, Sai, Katana, Wakizashi, Crossbow 175lb pull with five broadhead bolts, Barrett M99 rifle with fifty rounds, American Derringer Model 1 in .44 mag w/ 2d20 rounds in inner thigh garter holster
Kennesaw Armor Kit 2
Ghillie Suit in desert colors, white translucent silk long evening gown w/ belly button height slit

KENNESAW GANG ELITE

There are the Elite Gang members. Tough and tattooed they run the squads.

Attributes

WT	WL	STR	DFT	SPD	HLH
15	15	15	15	15	15

Base Stats

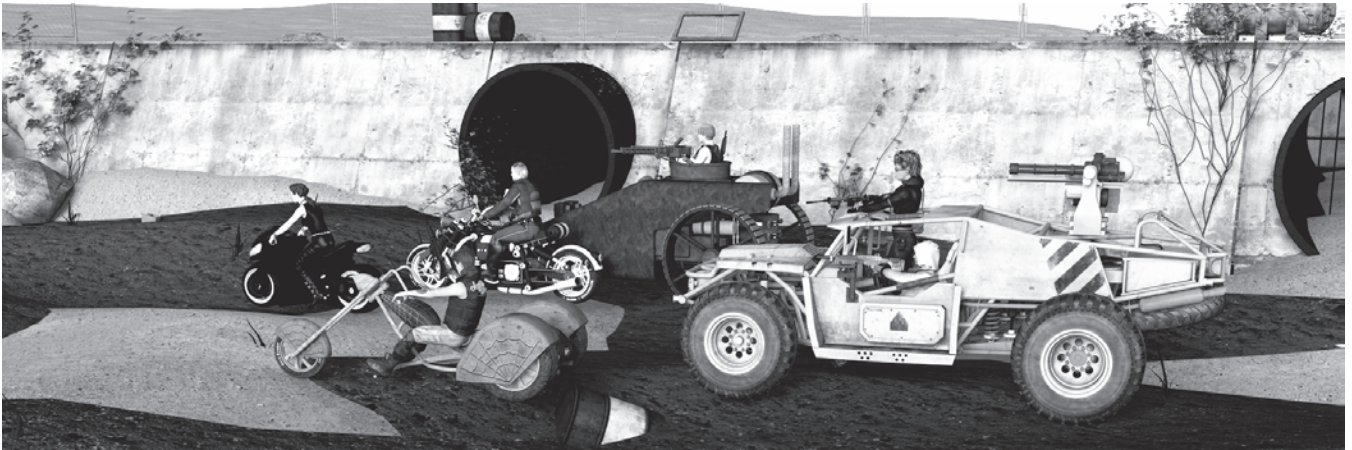
BAP	MNA	PCA	CDA	DRT
8	3	2	2	30
Sex	Age			
M/F	25+			

Skills:

Modern Rifle 18, Modern Pistol 18, Autoweapon 12, Brawling 9, Stealth 9

Equipment:

Glock 19 with three to five 15-round mags, AR10 with six 20-round mags
Kennesaw Armor Kit 2



KENNESAW GANG SOLDIERS

The rank and file members of the Kennesaw gang.

Attributes

WT	WL	STR	DFT	SPD	HLH
10	10	10	10	10	10

Base Stats

BAP	MNA	PCA	CDA	DRT
5	2	2	2	20
Sex	Age			
M/F	20+			

Skills:

Modern Rifle 12, Modern Pistol 12, Autoweapon 6, Brawling 7, Stealth 7

Equipment:

AR15 with three to five 30-round mags
Kennesaw Armor Kit 1

KENNESAW GANG INITIATES

The up and coming members of the gang, and mostly younger in age. Some have a thirst to prove themselves, others hide when bullets start flying.

Attributes

WT	WL	STR	DFT	SPD	HLH
8	8	8	8	8	8

Base Stats

BAP	MNA	PCA	CDA	DRT
4	2	2	2	16
Sex	Age			
M/F	15+			

Skills:

Modern Rifle 8, Modern Pistol 8, Autoweapon 6, Brawling 7, Stealth 7

Equipment:

AR15 with three 30-round mags
Kennesaw Armor Kit 1

Kennesaw Armor Kits

Armor Kit 1:

T-shirts (4-9, 21-22 LC), Blue Jeans (10-18 LC), Motorcycle Boots (17-20 HL)

Armor Kit 2:

Same as Armor Kit 1 w/ Level IIIa bullet proof vest (4-9 AV 16, Enc 0.25), Riot Helmet (1,2 AV 9, Enc 0.05)

Armor Kit 3:

Complete Field Infantry Mark I Armor (See Aftermath! Book 3)

MARIETTA, GA

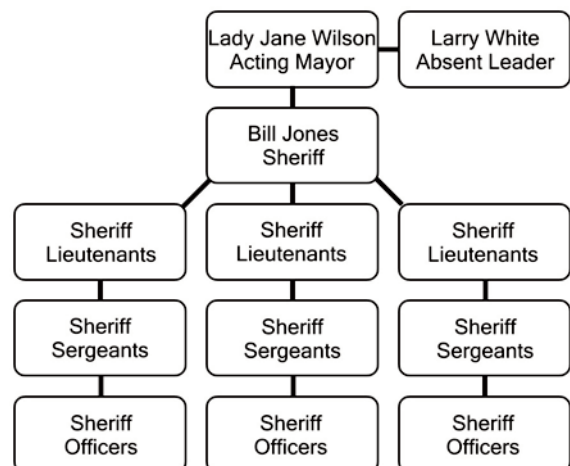
History: After the dome was taken down, Larry White insisted on celebrity status for his design – the finest food, the prettiest girls, and an excuse from having to produce. After he butted his head too many times with the Confederates, he decided to “take his toys and go home” – and relocated with a number of other survivors down the rail tunnel to Marietta. There they excavated a small community in the square of old Marietta. They set up the theater and adjacent restaurants as an entertainment complex, converted the old courthouse and jail into barracks and the church into a brothel. Their economic success inspired others to join them, and now they have a thriving entertainment community set up nestling next to the Kennesaw dome crater. They get occasional visits from Kennesaw soldiers and residents, but most of the Kennesaw crew isn't willing to risk the punishments for being AWOL at the site. They do not practice slavery, and the brothel workers are well paid, well taken care of, and well protected. Larry still resides in the top of the Courthouse, but does not generally leave his quarters, or see visitors, instead issuing his guidance through his partner, Lady Jane Wilson. Marietta uses the Marietta Dollar as currency.

Population: 417

Resources: Salvage from stores, protected crops, unique armor from dome material

Trade: Marietta has a surplus of Glocks, so they trade at 70% of normal value. They are always looking for food and liquor. Individual merchants have personal premiums.

MARIETTA COMMUNITY NPC STATS





LADY JANE WILSON

Jane Wilson was “assigned” to Larry White after he built the dome, as his reward. Only fourteen at the time, she became his personal “companion.” Years later, when Larry left Kennesaw, she moved with him to Marietta, and managed to establish herself as his Lieutenant. As time went on, Larry has been seen less and less, and Lady Jane (as she calls herself) has taken on the responsibility of running the Marietta community, and acts as both Mayor and Madam of the Brothel. With her exquisite natural looks, and long blonde hair, she is instantly known on sight in the community.

Physical Stats

	Sex	Age	Size	Bulk	Looks	RF
Attributes	F	34	74	25	95	7
	WT	WL	STR	DFT	SPD	HLH
Talents	29	22	8	37	26	22
	CHA	CMB	SCI	EST		
Base Stats	15	2	4	12		
	COM	NAT	MCH			
	11	-3	-4			
	BAP	MNA	PCA	CDA	DRT	
	13	5	2	4	37	
	HR	SF	LR	StrGr		
	3	13	4	2		

Skills:

Modern Rifle 8, Modern Pistol 19, Survival – Rural 8, Literacy 18, Brawling 6, Thrown Weapon 19, Horseback Riding 14, Autoweapon 14, First Aid 12, Advanced Medical 8

Equipment:

SIG P250 pistol,(.45 ACP) with three 10-round mags,

three throwing knives
Usually wears red silk evening dress
Ivory cigarette holder, platinum jeweled cigarette case

SHERIFF BILL JONES

Bill Jones is the current elected Sheriff of Marietta. Ruthless and strong, he makes sure the residents of Marietta are kept safe, and nobody touches “his girls.” He spends a good bit of time escorting Lady Jane around town.

Physical Stats

	Sex	Age	Size	Bulk	Looks	RF
Attributes	M	42	94	77	65	7
	WT	WL	STR	DFT	SPD	HLH
Talents	11	12	35	27	21	32
	CHA	CMB	SCI	EST		
	3	16	-1	4		
Base Stats	COM	NAT	MCH			
	-2	6	14			
	BAP	MNA	PCA	CDA	DRT	
	11	4	2	3	56	
	HR	SF	LR	StrGr		
	4	14	2	5		

Skills:

Primitive Rifle 16, Primitive Pistol 14, Strategic Command 12, Modern Rifle 20/18, Modern Pistol 20/14, Survival: Rural 18, Stealth 20, Literacy 12, Unarmed Combat 12, Longsword 20/15, Two Weapon 19, Horseback Riding 16, Autoweapon 18

Equipment:

Remington 700 PSS (.308) with fifty-four rounds,

Twin nickel S&W 500 revolvers with fifty rounds in dual shoulder holsters or
 12 GA Hogleg with twelve rounds 3" Magnum 00 buck in drop leg crocodile holster
 Custom Damascus Katana (WDM 2.7)
 Collapsible ASP baton
 Carbon Mesh Vest (4-9 AV11) ENC 0.25
 Black leather trench coat
 Black Leather hat
 Python Skin Cowboy boots

GEARHEAD

Gearhead (he won't give his real name, but it's Jason Jones) is a heavily tattooed muscular mechanic. He wandered into the Marietta community a year after it was established, and after spending a few nights in the Marietta jail for "drunk and disorderly and refusing to fight," he opened a gunsmith shop on the square. He apparently found a tattoo gun one day when he was young, and started doodling all over his arms (after a bottle or two of whiskey) – drawing random shapes, squares, dots, and other objects. He's a pretty good gunsmith, and reloads ammunition as well. He likes to collect exotic and historical firearms, and will pay a premium up to 120% of the normal value for something unique.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	48	66	51	35	11

Attributes

WT	WL	STR	DFT	SPD	HLH
16	15	25	26	11	12

Talents

CHA	CMB	SCI	EST
-3	6	7	9
COM	NAT	MCH	
2	2	18	

Base Stats

BAP	MNA	PCA	CDA	DRT
5	4	1	2	32
HR	SF	LR	StrGr	
2	12	3	4	

Skills:

Primitive Rifle 16, Primitive Pistol 14, Blacksmithing 14, Modern Rifle 18, Modern Pistol 14, Survival – Rural 12, Machining 20, Literacy 12, Unarmed Combat 18, Modern Firearms Repair 20, Primitive Firearms Repair 19, Reloading 16, Autoweapon 18

Equipment:

OA-93 pistol with six 30-round clips, Custom Kennesaw Rifle with long barrel with twenty-four rounds, Trench Knife
 Marietta Armor Kit 3
 Tool belt with tools

ALTA IGLESIAS

Alta is Gearhead's apprentice. Gearhead sends him into the ruins to scavenge. Alta is the one who uncovered the Glock factory and made it inside.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	37	26	56	92	2

Attributes

WT	WL	STR	DFT	SPD	HLH
12	17	14	10	33	2

Talents

CHA	CMB	SCI	EST
1	10	-1	1
COM	NAT	MCH	
9	6	10	

Base Stats

BAP	MNA	PCA	CDA	DRT
16	2	8	2	18
HR	SF	LR	StrGr	
2	12	3	3	

Skills:

Pre-Ruin Culture 4, Literacy 7, Mechanically Generated Power 2, Weapon and Shield 7, Brawling 7, Survival 6, Flexible Weapon 11, Nunchaku 7, Climbing 7, Modern Pistol 16, Handicraft: Counterfeiting 20, Tracking 6, Hunting 6, Stealth 6, Dirt Farming 4, Tactics 6, Technology Use 4, Blacksmithing 4, Firearms Repair: Primitive 4, Operational Command 6, Strategic Command 4, Maglock Penetration 11, Computer Science 14, Electronics 12, Machining 17, Encryption 11, Paper Production 17, Plastics Forming 13, Weaving 5, Commerce 20, Plastics Synthesization 12, Lab Technique 12

Equipment:

Brass Knuckles, Leather Whip, Metal Nunchaku, Glock 41 w/ threaded barrel and silencer with twelve 13-round clips
 1/2" plywood Class 5 Shiled
 Maglock tuner

KOLINA 'SPIDER' DUNDANT

Kolina is the assistant Machinist in Gearhead's shop. She won't talk about her pre-ruin days, but she used to work managing girls for Human Trafficking. This ended when she ran into Las M'ijas and they splashed acid in her face, disfiguring her when they rescued her girls.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
F	61	70	67	26	4

Attributes

WT	WL	STR	DFT	SPD	HLH
15	17	25	15	14	15

Talents

CHA	CMB	SCI	EST
10	0	-1	11
COM	NAT	MCH	
7	4	0	

Base Stats

BAP	MNA	PCA	CDA	DRT
7	3	2	1	36
HR	SF	LR	StrGr	
3	13	3	4	

Skills:

Pre-Ruin Culture 8, Modern Rifle 8, Literacy 8, Defusing Explosives 16, Brawling 10, Survival 8, Knife 8, Tonfa 10, Modern Pistol 18, Primitive Rifle 8, Carpentry 6, Interrogation 16, Masonry 6, Tailor 16, Technology Use 16, Armorer 16, Automobile Mechanic 12, Blacksmithing 14, Demolitions 16, Primitive Firearms Repair 16, Machining 16, Mathematics 13, Physics 13, Plastics Forming 16, Weaponsmithing 16, High Technology Use 16, Solar Power Generation 13

Equipment:

R23- Rifle with five 5-round mags, Brass Knuckles, Knife, jack, Tonfa, S&W Model 4006 with three 11- round mags, Spencer Rifle with fourteen rounds
 Marietta Armor Kit 2
 Pack of photos of girls she managed, makeup kit to help conceal her disfigurement

XENOPHON DEY

Xenophon runs the bar in Marietta at the Strand Theatre. Short, fat, and ugly, she has an abrasive personality to match.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
F	19	12	91	5	4

Attributes

WT	WL	STR	DFT	SPD	HLH
11	37	16	14	5	2

Talents

CHA	CMB	SCI	EST
-1	10	3	4
COM	NAT	MCH	
8	1	4	

Base Stats

BAP	MNA	PCA	CDA	DRT
2	2	1	1	28
HR	SF	LR	StrGr	
2	12	3	3	

Skills:

Post-Ruin Culture 4, Single Weapon 8, Brawling 8, Survival 10, Primitive Rifle 7, Climbing 8, Weaver/Spinner 5, Technology Use 5, Electrician 5

Equipment:

Ceremonial Sword, Brass Knuckles, Spencer Carbine with twenty-four rounds

Kennesaw Mountain Armor Kit 3

1d100 x 1000 Dixies

SHAY O'REILLY

Shay administers the Marietta Hotel. She likes her job, and is trying to impress Gearhead so he will become her partner.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
F	31	97	53	18	3

Attributes

WT	WL	STR	DFT	SPD	HLH
15	7	26	15	10	15

Talents

CHA	CMB	SCI	EST
2	10	-1	1
COM	NAT	MCH	
0	3	10	

Base Stats

BAP	MNA	PCA	CDA	DRT
5	3	2	1	32
HR	SF	LR	StrGr	
3	13	3	4	

Skills:

Post-Ruin Culture 3, Weapon and Shield 10, Decontamination 6, Brawling 10, Survival 6, Mortar 8, Muzzle Loading Artillery 8, Carpentry 7, Interrogation 5, Repair: Muscle Powered Vehicles 7

Equipment:

Brass Knuckles

1/4" plywood Class 2 Shield

Skeleton key for hotel

LEVENIA 'TUBBS' SIDEWAYS

Levenia works as the "Hostess" at the Strand. She coordinates the girls and their customers. Always dressed to kill, she will pay a premium for sexy clothing and makeup.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
F	48	48	69	72	0

Attributes

WT	WL	STR	DFT	SPD	HLH
15	6	15	15	3	40

Talents

CHA	CMB	SCI	EST
12	10	-2	-1

COM	NAT	MCH
4	1	0

Base Stats

BAP	MNA	PCA	CDA	DRT
2	6	0	1	50
HR	SF	LR	StrGr	
6	16	3	3	

**Skills:**

Pre-Ruin Culture 4, Knife 6, Bola 8, Literacy 7, Automobile Mechanic 6, Brawling 8, Survival 11, Longsword 8, Polearm 8, Sai 8, Weapon and Shield 8, Modern Rifle 8, Autoweapon 12, Gambling 6, Seamanship 13, Technology Use 6, Mathematics 3, Physics 3, Plastics Forming 6, High Technology Use 6, Spacecraft Pilot 6, Aviation Mechanic 6, ECM Operation 6

Equipment:

Cinquenada, 2 Ball Bola, Brass Knuckles, Katana, Trident, Sai, Ruger Mini-14 w/ folding stock, full auto conversion and six 30-round clips

3/4" plywood Class 5 Shield

Dice + cards, 1d100 * 1000 Dollars of Miami chips

MILAN KATO

Milan is the bouncer at the Strand.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	43	21	88	13	4

Attributes

WT	WL	STR	DFT	SPD	HLH
15	4	45	15	14	35

Talents

CHA	CMB	SCI	EST
0	14	0	-1
COM	NAT	MCH	
6	5	-1	

Base Stats

BAP	MNA	PCA	CDA	DRT
7	5	1	1	44
HR	SF	LR	StrGr	
5	15	3	6	

Skills:

Pre-Ruin Culture 4, Modern Rifle 8, Literacy 7, Radio Communications 6, Brawling 18, Survival 10, Fencing 8, Flexible Weapon 18, Knife 18, Single Weapon 18, Modern Pistol 8, Primitive Rifle 8, Primitive Siege Engines 8, Swimming 12, Hunting 8, Stealth 18, Language: Italian 17, Unarmed Combat 16, Heavy Equipment Driving 6, Lab Technique 6, Technology Use 6, Computer Science 13,

Decontamination 6, Mathematics 14, High Technology Use 6, Safecracking 6, Computer Design 3, ECM Operation 6

Equipment:

Glock 21 with ten 13-round clips, Brass Knuckles, Saber, Whip, M-9 Bayonet, Hand Ax, Micro UZI with thirteen 32-round clips, Kennesaw Rifle with twelve rounds

Heavy Infantry Mark IIIB Armor (See Aftermath! Book 3)

Pouch with a string of 31 left ears



MARIETTA SHERIFF LIEUTENANTS

Attributes

WT	WL	STR	DFT	SPD	HLH
15	15	15	15	15	15

Base Stats

BAP	MNA	PCA	CDA	DRT
8	3	2	2	30
Sex	Age			
M/F	25+			

Skills:

Modern Rifle 18, Modern Pistol 18, Autoweapon 12, Brawling 9, Stealth 9 Direct Fire Cannon 12

Equipment:

Glock 19 with three to five 15-round mags, M4 Carbine with six 30-round mags

Marietta Armor Kit 2

Handcuffs, flashlight

MARIETTA SHERIFF SERGEANTS

Attributes

WT	WL	STR	DFT	SPD	HLH
10	10	10	10	10	10

Base Stats

BAP	MNA	PCA	CDA	DRT
5	2	2	2	20
Sex	Age			
M/F	20+			

Skills:

Modern Rifle 12, Modern Pistol 12, Autoweapon 6, Brawling 7, Stealth 7, Heavy Equipment Driving 8

Equipment:

M16A4 with three to five 30-round mags, Glock 21 with three 13-round mags

Marietta Armor Kit 2

Handcuffs, flashlight

MARIETTA SHERIFF OFFICERS

Attributes

WT	WL	STR	DFT	SPD	HLH
8	8	8	8	8	8

Base Stats

BAP	MNA	PCA	CDA	DRT
4	2	2	2	16
Sex	Age			
M/F	15+			

Skills:

Modern Rifle 8, Modern Pistol 8, Autoweapon 6, Brawling 7, Stealth 7

Equipment:

Remington 1100 with thirty rounds of 12ga 00 Buckshot, Glock 21 with three 13-round mags

Marietta Armor Kit 1

Handcuffs, flashlight

Marietta Armor Kits

Armor Kit 1:

Metpol SWAT Armor (see Aftermath! Book 3)

Armor Kit 2:

Same as Armor Kit 1 w/ Level IIIa bullet proof vest (4-9 AV 16, Enc 0.25)

Armor Kit 3:

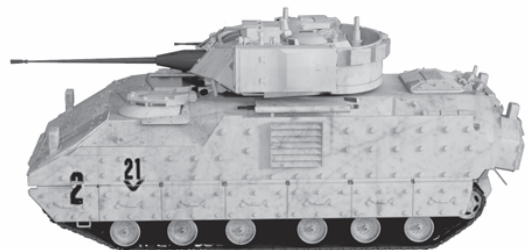
Complete Field Infantry Mark I Armor (See Aftermath! Book 3)

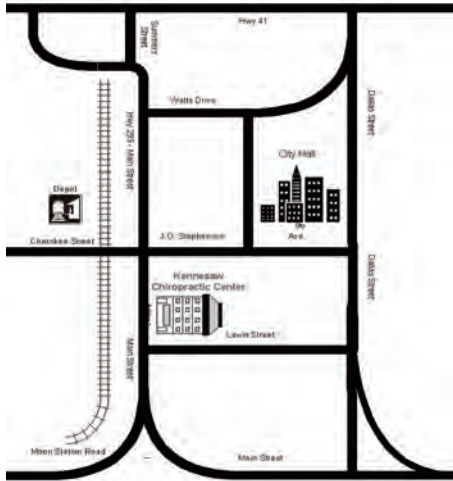
Marietta Resources

The Marietta community has sponsored several expeditions into the surrounding areas, and even towards Atlanta, favoring excavations of targeted non-rail supplies. Probably the most successful and important excavation that they completed was the raid of the Glock factory in Smyrna. This haul netted them over ten-thousand brand new firearms, and a significant amount of gunsmithing machinery – that now is used in Gearhead's gun shop. Gearhead can therefore offer good deals on pristine Glock pistols (still in the box) in exchange for needed items.



Marietta also has access to a fleet of fully operational military vehicles. They have an M2 Vader, two M1 Abrams Tanks, two M113/FSV, three M113 LSV and four Bradley MICVs stored in a warehouses around town (see military vehicles in Appendix B). These are in position, ready to be used by the Sheriff's department, but kept under strict secrecy.





Here are ideas for adventures in the Kennesaw Mountain Area:

Someone in the Kennesaw Mountain community hires the player-characters for a stealth mission to infiltrate General Hodge's quarters, pick the lock on the Conscription Box and remove a particular draftee's name from the box. If the player-characters are detected, punishment will be severe.

A Lew's Miserables Soldier hires the player-characters to find them

Officer Buck and Gag:

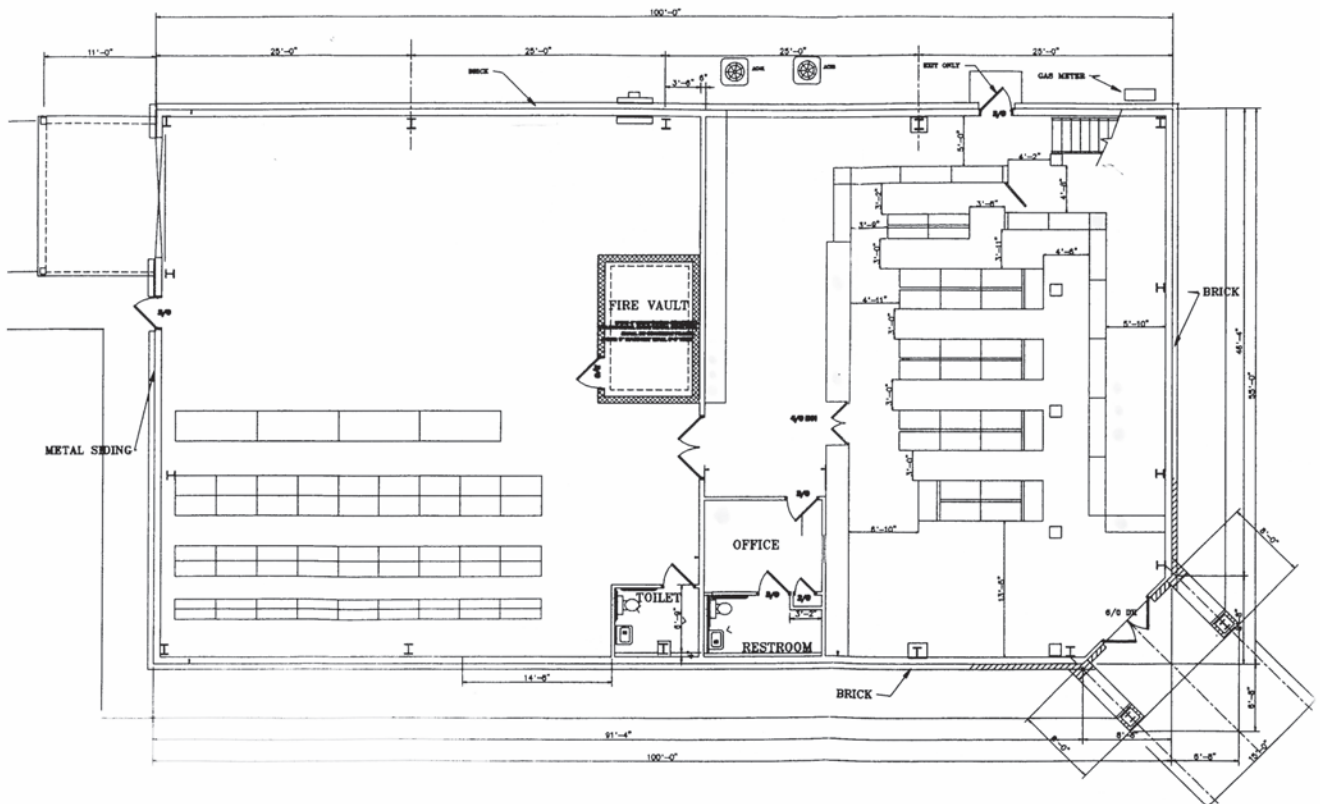
One of the Confederate soldiers wants revenge for a leg injury sustained during a twenty-four-hour buck and gag session they endured a few months earlier. They identify the responsible officer and hire the player-characters to kidnap the officer, buck and gag them and leave them somewhere public for display. General Hodge will be outraged by this action and launch an inquisition starting with everyone who's been punished recently. The soldier who hired the player-characters might crack (roll of 1-4 on 1d6) fingering them as the perpetrators, and the player-characters may find themselves in a bad situation, and be punished by firing squad.

The raiders in this area go by the name The Sons of Tennessee and are a large group of bored young men trying to survive, and looking for some entertainment.

Roy Tucker barks orders at his group, but he's no leader. He teaches no values, does nothing to improve morale or to enhance teamwork. He follows his teenage impulses, which leads him to pouting and acts of violence over small perceived slights.

Roy's "Main Man" and second in command is Dusty Cuffman. They are friends, being much alike, but Dusty is becoming increasingly less loyal to Roy, who seems blind to this fact. Overall, they are intolerant of anything they don't understand, such as people who aren't true

Kennesaw General Store





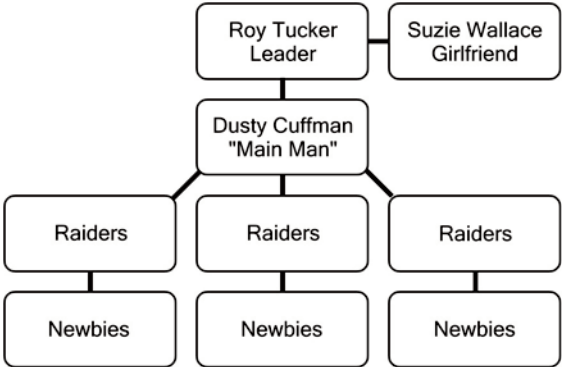
southerners or have a different way of life, and they have their gang enforce these ideals. They'll attack any non-Caucasians on sight.

The Sons of Tennessee are infatuated with girls and try to get them to join the gang by giving them jewelry. Many of the local girls are frustrated with their lives at home, wanting an escape and some adventure, so they'll run away to join.

Sometimes The Sons of Tennessee will kidnap a girl, but Roy's girlfriend Suzie doesn't approve, so he orders them to let the captive go. This just encourages the other members of the gang to become sneakier, and a sub-group is beginning to form that is thinking about taking over.

The group lives in the remains of Chattanooga and on the Daisy Belle Riverboat.

THE SONS OF TENNESSEE
NPC STATS



ROY TUCKER, LEADER OF THE SONS OF TENNESSEE

Roy is a tall thin dark haired young man, but wiry and can hold his own in a fight. He's a decent shot with a pistol, but prefers to use brass knuckles and grappling because it's more personal. He's seventeen years old, and didn't have any parental guidance as he grew up. As a result, he's ruled by petty emotions and cannot be won over with logical arguments. Roy lives with his girlfriend, Suzie Wallace, in the fore starboard Captain's Cabin on the Daisy Belle Riverboat. Suzie's been teaching him to read, but he's still not very good at it.

Physical Stats							
	Sex	Age	Size	Bulk	Looks	RF	
Attributes	M	17	88	16	64	1	
	WT	WL	STR	DFT	SPD	HLH	
	13	12	16	10	10	14	
Talents							
	CHA	CMB	SCI	EST			
	-1	6	8	14			
	COM	NAT	MCH				
	2	11	9				
Base Stats							
	BAP	MNA	PCA	CDA	DRT		
	5	2	2	1	28		
	HR	SF	LR	StrGr			
	2	12	2	3			

Skills:
Urban Survival 16, Brawling 14, Rural Survival 10, Modern Pistol 10, Nutritionist 10, Motorcycle Driving 8, English Literacy 6, Salvage Food 6, Technology Use 6, Computer Science 6, Powerboat Pilot 5

Equipment:
Brass Knuckles, P35 Pistol (45ACP) with four 7- round mags
Sons of Tennessee Armor Kit 3
Worn Nintendo DSi w/ 12 games and solar charging station

SUZIE WALLACE,
THE SONS OF TENNESSEE

Suzie is Roy's girlfriend and lives with him in the Captain's Cabin on the Daisy Belle. She is very pretty and expects to get her way, using her feminine charms on Roy to make things happen. Most of the other girls in the group like her, and they ask her for favors from time to time. However, the other boys see her as interfering and dislike her, some of them intensely. She and Roy are both too inexperienced and confused to understand the animosity brewing in the group towards them.

Physical Stats						
	Sex	Age	Size	Bulk	Looks	RF
Attributes	F	16	82	47	97	2
	WT	WL	STR	DFT	SPD	HLH
	16	16	9	12	12	10
Talents						
	CHA	CMB	SCI	EST		
	-2	6	4	11		
	COM	NAT	MCH			
	11	2	-1			
Base Stats						
	BAP	MNA	PCA	CDA	DRT	
	6	2	3	1	23	
	HR	SF	LR	StrGr		
	2	12	3	2		

Skills:
Post-Ruin Culture 14, English Literacy 14, Pre-Ruin Culture 8,

Nutritionist 8, First Aid 5, Modern Pistol 5

Equipment:

P18 Pistol (357 Magnum) with twenty-four rounds
Sons of Tennessee Armor Kit 1

\$28, Chap Stick, Sue Grafton book, reading glasses. In her room on the boat, she has 20 assorted mystery, romance and pre-ruin history books plus toothpaste, soap and a half full bottle of CK One for her perfume.



DUSTY CUFFMAN, “MAIN MAN” OF THE SONS OF TENNESSEE

Dusty is a sociable young man and sixteen years old. He's in good shape, sharp witted, and has a good relationship with much of the gang. However he's losing his patience with the Roy's poor leadership and Suzie's constant interference in gang matters. Dusty, as well as many others, are having thoughts of mutiny and may one day take over the gang given the right circumstances. Dusty is Changed (Telepath-Empathy).

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	16	51	34	91	2

Attributes

WT	WL	STR	DFT	SPD	HLH
18	10	15	10	10	13

Talents

CHA	CMB	SCI	EST
9	6	4	18
COM	NAT	MCH	
3	3	9	

Base Stats

BAP	MNA	PCA	CDA	DRT
5	2	2	1	25

HR	SF	LR	StrGr	PSI
2	12	3	3	14

Skills:

Technology Use 12, Modern Rifle 10, Brawling 10, Fishing 10, Motorcycle Driving 8, Auto Mechanic 8, Handloading 6, Marine Mechanic 6, Powerboat Pilot 4

Equipment:

C3 Carbine with thirty-six rounds of 44 Magnum Hollow Point
Sons of Tennessee Armor Kit 3
Pack of gum to share with others

THE SONS OF TENNESSEE RAIDER

A Soldier of The Sons of Tennessee. They don't receive any real training, just experience while raiding, and as a result have low level skills. They're identified by the hoodies they wear, and they poke fun at the Newbies wearing the golf shirts.

Attributes

WT	WL	STR	DFT	SPD	HLH
10	10	10	10	10	10

Base Stats

BAP	MNA	PCA	CDA	DRT
5	2	2	1	20
Sex	Age			
M/F	13-22			

Skills:

Modern Pistol 8, Modern Rifle 9, Single Weapon 8, Brawling 8

Equipment:

Pipe, 1 in 6 chance of random pistol with 1d3 full loads, 1 in 10 chance of random rifle with two full loads
Sons of Tennessee Armor Kit 3

THE SONS OF TENNESSEE NEWBIE

A Sons of Tennessee wannabe, they're referred to as "Newbs." They are very inexperienced and are identified by the golf shirts they wear. None have firearms as there aren't enough to go around.

Attributes

WT	WL	STR	DFT	SPD	HLH
5	5	5	5	5	5

Base Stats

BAP	MNA	PCA	CDA	DRT
3	2	1	1	10
Sex	Age			
M/F	8-15			

Skills:

Brawling 6, Single Weapon 8

Equipment:

Club or Metal Pipe
Sons of Tennessee Armor Kit 2

The Sons of Tennessee Armor Kits

Armor Kit 1:

Tube tops (6-7 LC), Cutoff Blue Jean Shorts (10-12 LC), Sandals (19-20 LL)

Armor Kit 2:

Daisy Belle Embroidered Golf Shirt (4-9,21-22 LC), Blue Jeans (10-18 LC), Hiking Boots (19-20 HL)

Armor Kit 3:

Daisy Belle Embroidered Hoodie (1-9,21-22 LC), Blue Jeans (10-18 LC), Hiking Boots (19-20 HL)

CHATTANOOGA, TN

History: Chattanooga used to be a tourist attraction and a great place to get away from it all. Located near the Georgia-Tennessee

border, folks would make day trips from Atlanta to visit the Aquarium, Science Center, Rail Road museums, riverboats and the historic downtown area.

After the collapse, Chattanooga locals came out of hiding, and taking pride in their downtown, they repaired many of their buildings and cleared off roads and public areas so they could resume their lives. But it just wasn't the same.

One of their riverboats, The Clementine, developed a hull breach and sank, and the wreckage is visible out in the Tennessee River. The local aquarium's sea creatures were emptied out and eaten due to a food shortage. There was a clean water shortage early on, as they weren't efficient at purifying water yet. So Chattanooga began to wither and fall into poverty. Their one saving grace was a ready supply of river water, which they eventually learned how to purify through an evaporation and filtering process.

Then came The Sons of Tennessee: dying of dehydration or bacteria from unclean water, they were drawn in by Chattanooga's abundance of water. The raiders fought with the locals over territory and resources and caused a fire that burned down the city. Most decent folk fled the city for the nearby caves and hillsides, and the raiders now scratch out a living in what remains of downtown, stealing or trading with folks whenever they can.

The Sons of Tennessee send out daily raiding parties, and if they see smoke, planted crops, find a snare or animal trap, hear someone hunting with a rifle, or notice any other indications that some lives nearby, they'll investigate an area thoroughly trying to locate the inhabitants. The locals have learned to keep a low profile and stay quiet in order to survive.

Population: 672

Resources: Burned out buildings, water from the Tennessee River, water purification center. The Daisy Belle Riverboat is docked here

Trade: The Sons of Tennessee will most likely try to steal from the player-characters before engaging in trade. However, if the player-

characters kill two or more of their crew, they'll back down and become more reasonable.

The Sons of Tennessee will offer clean water, some medicines like antibiotics, antidepressants and heart medicines. They have other medicines they prefer to keep, but will sell if the price is high enough, such as anti-itch creams, suntan lotion and cough syrup.

They are looking for food, ammunition and forms of entertainment and will trade a good amount for any of these items. They may also trade for certain types of training, such as firearms training, water purification, or how to find food.

THE DAISY BELLE RIVERBOAT, CHATTANOOGA, TN

History: The Daisy Belle Riverboat was a floating hotel before the collapse, and a popular tourist attraction. The riverboat is two-hundred ninety feet in length with ninety state rooms, four main decks and a guest capacity of one-hundred eighty.

The Chattanoogaans cleaned the riverboat and repaired it. They even made it seaworthy again but didn't feel comfortable navigating the river since their original maps were no longer accurate with all the new debris in the water. So they left it moored at Chattanooga and used it as living quarters.

Some of the more important townfolk lived here, such as the Mayor and various wealthy individuals, seeking a more comfortable environment. When The Sons of Tennessee arrived, they didn't react fast enough to cast off and were boarded. The Mayor's guards and some private security put up a good fight, but they were ultimately overpowered and killed.

The Daisy Belle Riverboat is now filled to overcapacity with members of The Sons of Tennessee. There are quite a few unrepaired bullet holes and signs of combat around the riverboat from when they took over, plus some new ones from when disagreements have broken out amongst their members.

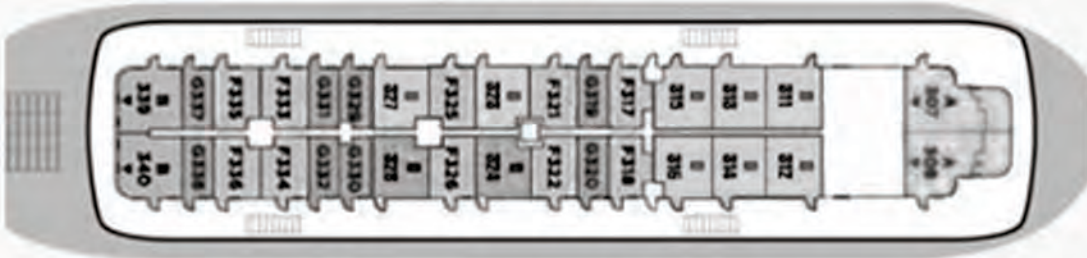




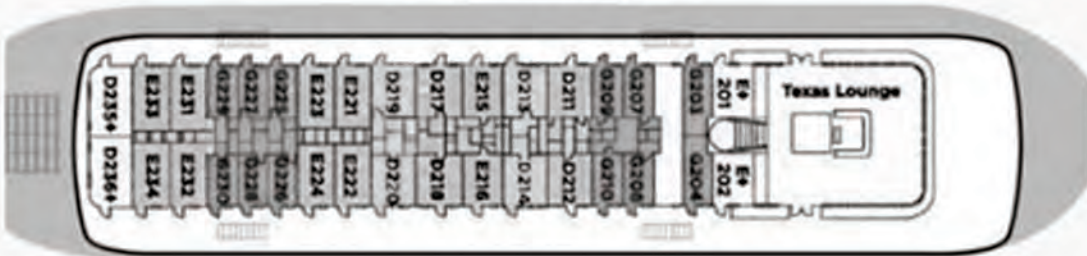
Daisy Belle

Length: 285 ft | Staterooms: 88 | Guest capacity: 176

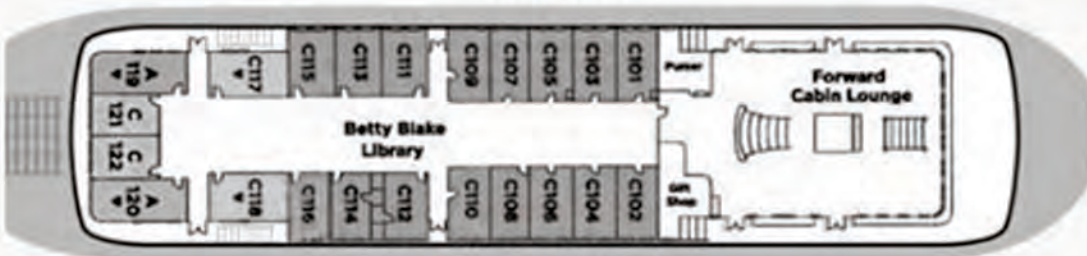
SUN DECK



TEXAS DECK



CABIN DECK



MAIN DECK



Master Cabin
Captain's Cabin

Deluxe King Cabin
Deluxe Queen Cabin

Standard Double Cab
Standard Twin Cabin
Bunk Cabin

10 meters

The Daisy Belle Riverboat is laid out as follows:

* **Lower Deck:** This is the lowest level of the boat. The Daisy Room is afore (towards the front or bow of the boat), and the Engine Room is aft (towards the rear or stern of the boat). The Daisy Room is now used mainly as a hangout and a place to play cards and throw darts.

* **Cabin Deck:** The Ambrosia Lounge and gift shop is afore, and twenty of the larger two-person cabins are aft. There are mostly soldiers on this deck.

* **Social Deck:** The Sassafras Lounge and The Magnolia Restaurant are afore, and thirty-six of the smaller two-person cabins are aft. Both Initiates and Soldiers live on this deck.

* **Open Deck:** This is the highest "public" level of the boat. There are thirty-four two-person cabins on this deck, including the only two Captain's Cabins on the riverboat. Roy and Dusty have taken the two Captain's Cabins. Soldiers fill the remaining cabins to capacity.

* **The Bridge:** This is the highest level of the boat. The bridge has the Captain's wheel, maps and non-functional navigation equipment.

Statistics for the Daisy Belle Riverboat can be found under Aquatic Vehicles in Appendix B.

Population: 263 (180 maximum capacity in the cabins)

Resources: The Daisy Belle Riverboat, Gift Shop, Restaurant

Trade: The Sons of Tennessee won't trade much of value. They're already having trouble finding enough food, and don't like working hard enough to have a large surplus of water.

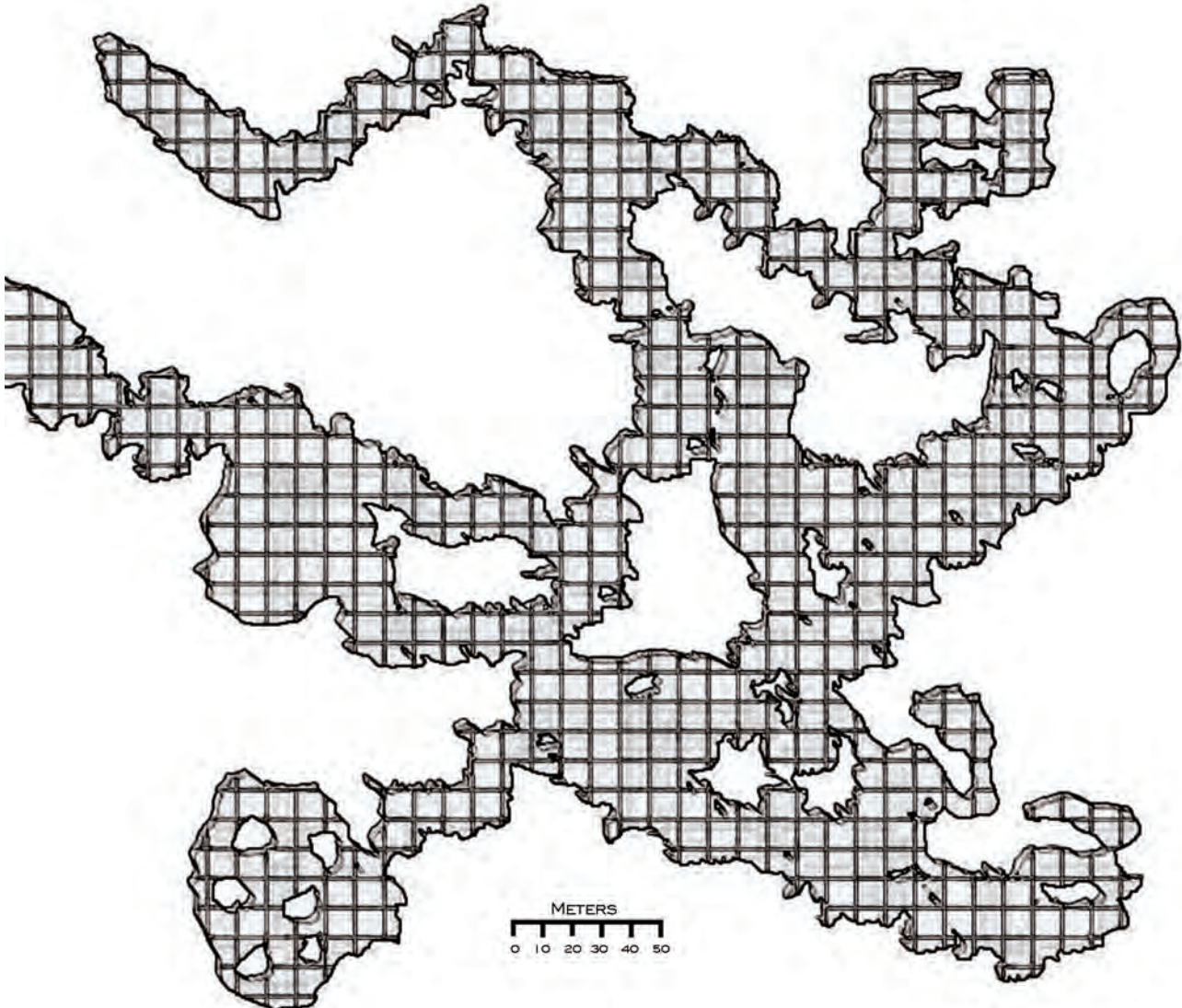
What they do have is an assortment of items from the gift shop and kitchen. They've already taken most of the vests, jackets, hoodies and totes, and have given the jewelry to local girls. What they have left are watches, collectible coins and wine glasses. They also have some of the less understood spices from the kitchen like Bay Leaves, Cloves and Cream of Tartar, and the less desirable canned fruits and vegetables like hominy and prunes.

They desperately need more canned and preserved foods, ammunition, alcohol and new forms of entertainment. The girls are demanding more toiletries like soap, shampoo and toothpaste. They don't know enough to value medicines or medical supplies beyond the basics like aspirin, anti-itch creams and bandages, so they'll trade the other items found in their first aid kits and from a pharmacy they raided in town.

CHATTANOOGA AREA CAVES, TN

History: There aren't a lot of resources left in this area, so most people live in poverty. The Sons of Tennessee caused most of the locals to scatter into the nearby mountains. With thousands of caves in the area, there are plenty of places for them to hide away.

Sample Cave



They are unable to clear land to plant traditional crops as this is a visible sign to the raiders that someone lives nearby. They also can't hunt with firearms because the noise will attract unwanted attention. There are some opportunities to trap animals or forage, but not many people have the skill. So some of the locals got creative, and grow fungus deep underground. There are also underground pools filled with fish and cave lizards, as well as rats and bats.

However, there are a number of problems:

* **Magnesium Rich Spring Water:** The spring water acts as a strong natural laxative causing uncontrollable diarrhea. Drinking this water for too long will result in a toxic build-up in the body, causing confusion, irregular heartbeats, coma or death.

* **Underground Fires:** To get around the magnesium issues, some of the cave dwellers build fires to evaporate and re-condense the water leaving the magnesium behind. However, the use of fires without proper ventilation leads to smoke inhalation. This causes chronic coughing, nausea, sleepiness and confusion.

* **Ammonia Buildup:** Failure to properly dispose of feces will result in a buildup of ammonia. Even if inhaled briefly several times a day while visiting "the restroom" can cause issues. Symptoms are irritation of nose and throat, shortness of breath, tightness in chest and possible life-threatening buildup of fluid in the lungs (known as a pulmonary edema). See effects.

* **Psychotropic Cave Fungus:** A particular species of fungus down in the caves causes paranoia and confusion and can permanently damage the brain in this capacity if consumed daily for a year or more. Shorter duration exposure is curable by laying off the fungus and taking anti-psychotics. If a player-character consumes a random fungus from the cave there is a 1-2 on 1d6 chance of it being psychotropic.

As a result of all this, some of the cave dwellers have developed noticeable tics and personality traits giving them a reputation as both unhealthy and odd.

Population: 5,429 scattered throughout the many caves in the area, no more than fifty in any one cave.

Resources: Sheltered cave, underground springs and pools, cave wildlife, cave fungi

Trade: The cave dwellers have a reasonable amount of food and clean water, but they are protective of it. They will trade them only for something they desire.

They have a number of firearms, but the noise will draw The Sons of Tennessee to their area, so they don't like using them. They'll consider trading them for other "quieter" weapons such as bows and arrows, spears, knives or swords.

They are desperate for medicines, especially to treat coughing, irritation of the nose/throat, and anti-psychotics. They also want water filtration equipment and alternate methods of creating heat without all the smoke, like a portable camp stove.

CHATTANOOGA AREA CAVES NPC STATS

CHATTANOOGA AREA CAVE RESIDENT (TYPICAL)

The cave residents are what are left of the decent folk in the Chattanooga area. Some are becoming more aggressive in their tactics to acquire food, such as stealing from and sometimes killing their neighbors. They've learned to be quiet and invisible so as not to attract attention the Sons of Tennessee, so they refrain from using firearms and don't light fires above ground. Most are somewhat sickly from their lives underground.

Attributes

Base Stats	WT 10	WL 10	STR 10	DFT 10	SPD 10	HLH 10
	BAP 5	MNA 2	PCA 2	CDA 1	DRT 20	
	Sex M/F	Age 15+				

Skills:

Brawling 8, Archery 8, Throwing 9, Stealth 8, Hunting 8, Tracking 6, Knife 8

Equipment:

Roll 1d6: 1=Boar Spear, 2=50lb Bow with 2d6 arrows, 3=Javelin, 4=Bowie Knife, 5=175lb Crossbow with 3d3 bolts, 6=1d6 Throwing Knives

Cave Resident Armor Kit 1

Canteen with magnesium rich water, cave fungus, lizard jerky

Cave Resident Armor Kits

Armor Kit 1:

Simple civilian clothing including shirt (4-9, 21-22 LC), pants (10-16, LC) and boots (17-20 LL)

Chattanooga Area Adventure Ideas

Here are ideas for possible adventures in the Chattanooga Area:

Most Wanted:

The locals hire the player-characters to cleanse Chattanooga of The Sons of Tennessee raiders. There may be a few requests to spare certain sons or daughters, some of whom will take up arms against the player-characters during the fight. Locals will trade food (such as cave fish, dried bat or fungus), water or guns and ammo for this assistance.

Runaway Daughter:

One of the local's daughters ran away and joined up with The Sons of Tennessee. They don't have the combat skills to deliver a message to her or to get her back, so they'll trade food/supplies with someone to do it for them.

Stuck Riverboat:

Investigating the sound of gunfire, The Sons of Tennessee take the Daisy Belle Riverboat up the river hoping to raid some food and supplies. Roy runs the boat aground and it is now stuck in a shallow area of the river. Roy needs someone smart to help him get it unstuck, and will either trade or capture someone to perform this job. To remedy the situation, this will require a team of people and some large metal levers to pry the ship free again.

Trouble Within:

The Sons of Tennessee are having some infighting over differences of opinions. This can take a couple of forms: those who live on shore can take on those on the Riverboat. Or, possibly, a group could approach Dusty to be their new leader and start a coup. Roy should be in the minority, as many are frustrated by the lack of food and his interfering girlfriend. The player-characters can be hired to take out one of the two leaders or possibly Suzie. They could also be asked to resolve the conflict before a trade can occur.

Just Calm Right Down:

A woman cave dweller hires you to acquire some anti-psychotics for her husband who ate too much cave fungus. She thinks The Sons of Tennessee have some on board the riverboat that they stole from a local pharmacy. She'll trade everything she has if the player-characters can acquire the medicine.

HIWASSEE RIVER AREA, NC

TOWN OF FARNER, TN

History: Farner is a small town located close to the Tennessee-North Carolina border. Less than one-hundred people live here now, scattered around in the less damaged homes of the area. They have easy access to water from the Apalachia Lake and Dam. They also managed to clear some land to care for crops and a few dairy cows, which depend on the streams flowing out from the dam.

The town leader is The Reverend Virgil Pollock, the minister for the main Presbyterian Church in Farner, and looked up to by his congregation. A council of church elders voted him into the position of Mayor, and the rest of the townsfolk went right along with it, happy they didn't have to lead.

The town was doing alright until the water stopped flowing. The residents living at the White Tail Resorts, ten miles upriver, closed the gates at the Hiwassee Dam not realizing there was anyone downstream, and cut off Farner's water supply.

Farner's reserves began to dwindle rapidly, as they couldn't close off the Apalachia Dam without killing off their crops and livestock. So they had to approach the group at Hiwassee Dam in an effort to work out a compromise.

Here's what happened next:

* Being a skilled mediator, Reverend Pollock and a few of his townsfolk set off to talk with the people at Hiwassee Dam. They were referred to Blake Womack, the community leader of the White Tail Resorts. After meeting with the unreasonable Mr. Blake Womack, their request was refused for no good reason and they were told to move along.

* After consulting with his elders and townsfolk, a couple of days later they returned to the White Tail Resorts and offered payment in the form of fresh milk and produce from their crops in return for the water. Again they were refused.

* Unwilling to move, desperation began to set in. The Reverend didn't want to cause trouble with his well-armed neighbors, and was at a loss for a plan. Unbeknownst to him, a small group of his townsfolk, led by Fernando Lewis, snuck up to Hiwassee Dam in the middle of the night, tied up a guard and released the water. They were quickly run off, and the dam was closed before a meaningful amount of water was released.

* The "White Tails" retaliated by sneaking in to Farner and feeding poisonous Horsenettle berries to the dairy cows. All of the cows got sick, and an older cow died.

* Fernando Lewis and the Farner townsfolk set up a group of night watchmen to patrol their crops and cattle. The people were uncomfortable in this role, so nerves were on edge.

* When the White Tails sent another night raid to steal from their

crops, one of the townsfolk had a quick trigger finger and shot a White Tail. The other White Tails grabbed their wounded man and ran off.

* The White Tail died of his wounds. So several of the others geared up, rode into Farner on their ATVs and shot at everyone they saw. There were a few near misses, but one woman was shot in the head and killed. The townsfolk returned fire and the White Tails rode off.

* The dead woman's husband grabbed a hunting rifle and ran off to enact justice. He made it to the dam and sniped three men before getting himself killed. The White Tails dumped the sniper's body over the dam and it was discovered downriver by someone from Farner the next day.

This is the current state of things when the player-characters arrive. Tensions are extremely high in Farner, with The Reverend struggling with his beliefs about violence, and the townsfolk crying for blood.

Population: 94

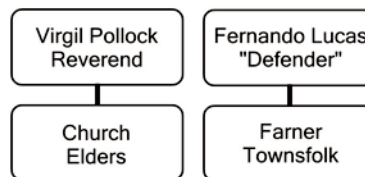
Resources: Scattered homes, crops, dairy cattle, clean water, surgeon and a water processing station.

Trade: A middle-aged surgeon lives in the area, with his wife, who is a pediatrician, so their medical services are better than most areas. However, they're reluctant to trade their medical supplies because they don't know when they'll find replacements.

They also have fresh water, milk and some produce for trade.

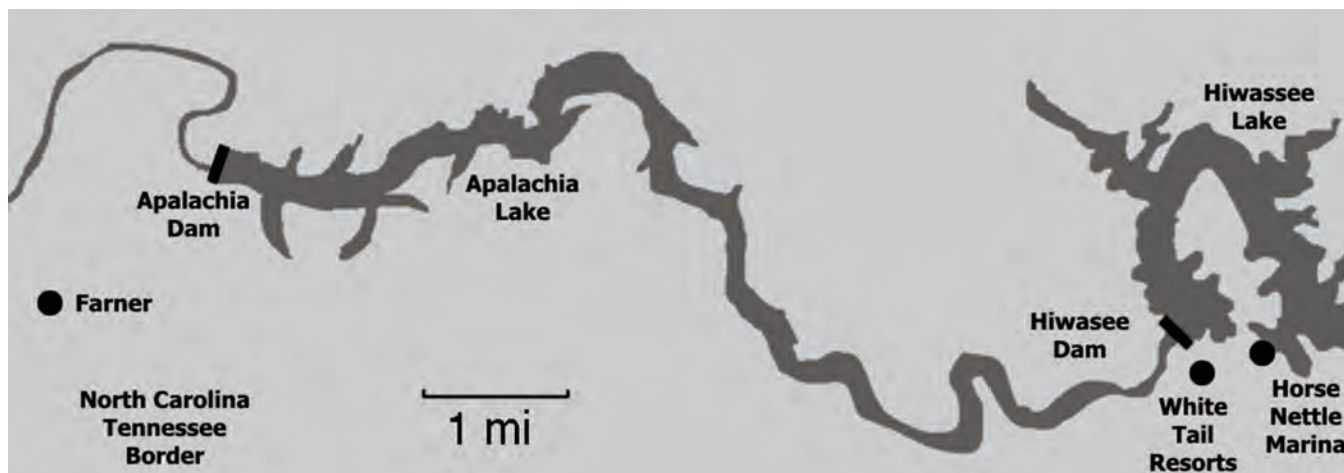
They're in need of additional weapons, antibiotics, bandages and help with their upstream troublemakers.

TOWN OF FARNER NPC STATS



THE REVEREND VIRGIL POLLOCK, MAYOR OF FARNER

Virgil Pollock is the Reverend of the local Presbyterian Church in Farner. He lives at the Church. He is a skilled mediator, a good pastor and cares deeply for all God's creatures. He loves music and plays the piano and sings at Sunday services. He takes his duties seriously, and the world they live in troubles him deeply. These days he's very



serious and sullen, and takes a “why can’t we just get along” approach to most confrontations. He stands at 5’ 10” tall and weighs 165 pounds. He has grey hair combed over his bald spot, and has a slightly creepy smile.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	57	82	47	47	1

Attributes

WT	WL	STR	DFT	SPD	HLH
15	12	36	15	4	6

Talents

CHA	CMB	SCI	EST
10	-1	3	1
COM	NAT	MCH	
10	1	3	

Base Stats

BAP	MNA	PCA	CDA	DRT
2	2	1	1	30
HR	SF	LR	StrGr	
2	12	3	5	

Skills:

Language: Latin 18, Post-Ruin Culture 3, Tailor 8, Literacy 6, Fermentation 12, Survival 6, Carpentry 6, Leather Working 12, Bicycle Riding 11, Technology Use 7, Blacksmithing 7, Advanced Medical 7, First Aid 7, Machining 7, SCUBA Diving 7

Equipment:

- None
- Farner Armor Kit 1
- Leather cord with a silver cross, Bible

CHURCH ELDERS

These are the three Elders of the Presbyterian Church in Farner. They share the same beliefs about violence as Reverend Pollock, and none carry weapons. They are trusting in God, the goodwill of other men and the local townsfolk to keep them safe. So far they’ve been lucky...

Attributes

WT	WL	STR	DFT	SPD	HLH
5	5	5	5	5	5

Base Stats

BAP	MNA	PCA	CDA	DRT
3	2	1	1	10
Sex	Age			
M	50+			

Skills:

Brawling 6, Single Weapon 6, Polearm 6

Equipment:

- Random weapons (whatever’s at hand)
- Farner Armor Kit 1
- Bible

FERNANDO LUCAS,
“DEFENDER OF FARNER”

Fernando Lucas is one of the townsfolk of Farner. After the problems with the White Tails began, his wife and friends pushed him to take some action since Reverend Pollock wasn’t doing anything. So he grudgingly took on the role of “Defender of Farner”. He’s introverted and moved to take action to protect his friends and family, but he’s not at all comfortable in the role. He has a rifle, but doesn’t really know how to use it. He wears black as camouflage for his guard duty at night. When they get into combat, his knees shake but he stands his ground.



Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	36	99	53	46	2

Attributes

WT	WL	STR	DFT	SPD	HLH
40	6	15	9	12	2

Talents

CHA	CMB	SCI	EST
10	6	3	-1
COM	NAT	MCH	
4	3	8	

Base Stats

BAP	MNA	PCA	CDA	DRT
6	2	3	1	12
HR	SF	LR	StrGr	
2	12	6	3	

Skills:

Post-Ruin Culture 9, Modern Pistol 8, Single Weapon 7, Brawling 7, Survival 4, Technology Use 10, Blacksmithing 10, High Technology Use 10, Automobile Mechanic 10

Equipment:

- P26 (357 Magnum) with forty-four rounds
- Farner Armor Kit 2
- Toolbox with tools

FARNER TOWNSFOLK

These are the good men and women of Farner. They’re decent folk, but not at all cut out for combat. They mostly have farming and

mechanical skills, and combat skills are very low. Most don't even own a gun, so they grab whatever improvised weapons than can find.

Attributes

WT	WL	STR	DFT	SPD	HLH
5	5	5	5	5	5

Base Stats

BAP	MNA	PCA	CDA	DRT
3	2	1	1	10
Sex	Age			
M/F	20+			

Skills:

Brawling 8, Single Weapon 8, Polearm 8, Modern Pistol 6

Equipment:

Roll 1d6: 1=Pitchfork, 2=Shovel, 3=Axe, 4=Board with Nails,
5=Baseball Bat, 6=Random pistol with 2d20 rounds
Farner Armor Kit 1

Farner Armor Kits

Armor Kit 1:

Simple civilian clothing including Shirt (4-9, 21-22 LC), Pants (10-18, LC) and Shoes (19-20 LL)

Armor Kit 2:

Same as Armor Kit 1 with Motorcycle Helmet

Armor Kit 3:

Church Robes (4-28 LC), Leather Shoes (19-20 LL)

APALACHIA DAM, SHOAL CREEK, NC

History: Apalachia Dam is a hydroelectric dam blocking the Hiwassee River to create Apalachia Lake. The dam is one-hundred fifty feet tall, 1308 feet wide and ten miles downriver from Hiwassee Dam and the White Tails.

The powerhouse is actually located twelve miles away in Tennessee and is fed water from the dam by an 8.3 mile-long underground conduit. This conduit is currently closed off and the power station in TN is offline, so there is no power in this area.

This dam is run by the townsfolk of Farner, located about a mile away. There are a number of streams that flow off the Hiwassee River below the dam that provide water to their crops and cattle, so they can't close off the dam fully. They also use this as their main source of water for drinking, cooking and cleaning. See stats for the Farner Townsfolk above.



Population: 6 (two tending the dam and four guards)

Resources: Water from Apalachia Lake

Trade: Unprocessed water from Apalachia Lake, all other trade is in the town of Farner.

HIWASSEE DAM, MURPHY, NC

History: Hiwassee Dam is yet another hydroelectric dam that forms Hiwassee Lake. This dam is three-hundred seven feet high, 1,376 feet wide and ten miles upriver from Apalachia Dam.

The power station can generate up to 185 MW of power, which is being used to power the dam, White Tail Resorts and Horsenettle Marina. See stats on White Tail Hunters.

Originally the White Tails had just closed off the dam. But now that they're really mad, they're making use of the "pumped storage" system to pump some of the water from below the dam back up into the reservoir, draining the water supply for Farner that much more. In addition, they're dumping chemicals and human waste into the river farther downstream to "flavor" the water flowing down to the Farner residents.

Population: 25

Resources: Water from Hiwassee Lake

Trade: They will trade unprocessed lake water for ammunition or alcohol. Any other trades must be made at the White Tail Resorts or Horsenettle Marina.

WHITE TAIL RESORTS, MURPHY, NC

History: The White Tail Resorts was originally a gated community tucked away next to Hiwassee Lake. About two-hundred fifty homes were built here, in addition to a clubhouse, weight room, pool and marina.

Today most of the houses are still in good condition. The residents have also cleared out the pool and patio areas where they congregate in the evenings to roast whatever game animals they have on hand.

There are quite a few hunters in the group, and with the Nantahala forest nearby there's no shortage of game animals for food and trade. There are twelve hunting dogs scattered around this area. See stats on the Hunters and stats on the Hunting Dogs in Appendix E.

Their leader is Blake Womack, a country boy with a chip on his shoulder. His mother died in a car crash, and he was raised by an abusive alcoholic father who was a pastor at a small town church. Blake coped by rebelling against authority, breaking the rules and spending as much time away from home as he could.

He has many strong friendships in the White Tails community and folks generally admire his rebelliousness. However, he can be stubborn and is quick to blame others.

When The Reverend Pollock came around, Blake had a deep-seated and immediate dislike for him for multiple reasons. The fact that he was a pastor, that he was in a position of authority, and that he was challenging one of Blake's decisions in front of his friends, all reminded him of life with his father.

So he was uncooperative from the start and said no to everything the good Reverend asked of him. Following suit, many of his friends and fellow residents are causing as much mischief for the Farner residents as they can.

After the recent escalation in violence, the White Tails now have shoot-on-sight orders for anyone from Farner. The problem is how can they tell if someone is from Farner?

If the player-characters try to visit the White Tails, a roll of 1-4 on 1d6 means they are attacked on sight, and they will have to defend themselves for a while without returning fire in order to convince the White Tails of their intentions. If they fire back, the White Tails will label them an enemy.

If the player-characters mention they are there on behalf of Farner, they receive a -30 reaction modifier; otherwise they receive a +10.



Population: 237

Resources: Two-hundred fifty homes, a clubhouse with meeting rooms, an exercise room and a swimming pool. The tennis courts were never repaired. They also have four running Full-Sized Pickup Trucks. Access to poisonous Horsenettle berries.

Trade: The largest meeting room in the clubhouse has been converted to a general store. This is where the White Tail residents come to trade. Here they offer beer and hard liquor, batteries, rifles, pistols, ammo, folding chairs, backpacks, coolers, preserved meats, jerkins, jam and unskinned game animals.

They always can use ammo, and currently they're looking for 12 gauge shotgun shells, grenades or other explosives, tools and medical supplies.

HORSENETTLE MARINA, MURPHY, NC

History: This small marina off Hiwassee Lake is part of the White Tails Resorts. They have a pier and boat ramp, and an assortment of serviceable fishing and pontoon boats.

Blake Womack, leader of the White Tails, has taken over the marina and lives here with several of his friends. He owns three hunting dogs and hosts nightly parties that draw a large crowd. The guests will eventually return to their homes late at night once they've drunk their fill.

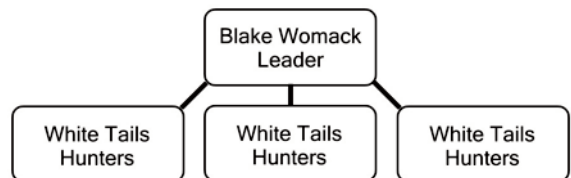
Now that things have escalated, there are always three guards posted outside. They have shoot-to-kill instructions, and, if in doubt, will fire one warning shot to show they mean business and to alert the others. A host from the Resorts of 1d20 White Tail Hunters, 2d20 White Tail Residents and 1d6 Hunting Dogs will arrive within five minutes of hearing the shots. If the player-characters leave by road before this time, they'll encounter this group heading in their direction.

Population: 7 (including three guards)

Resources: Six 12-person pontoon boats, eleven assorted fishing boats (see Appendix B), boat ramp, boat slips, three running Heavy Duty Pickup Trucks (see Appendix B) and four ATV's used for hunting.

Trade: They have a 30-pack of beer, one-hundred rounds of .30-06 rifle ammo, three pounds of deer jerky and twelve Twinkies for trade. They will also rent or possibly trade some of their boats. The ATV's and most of their weapons are not for sale

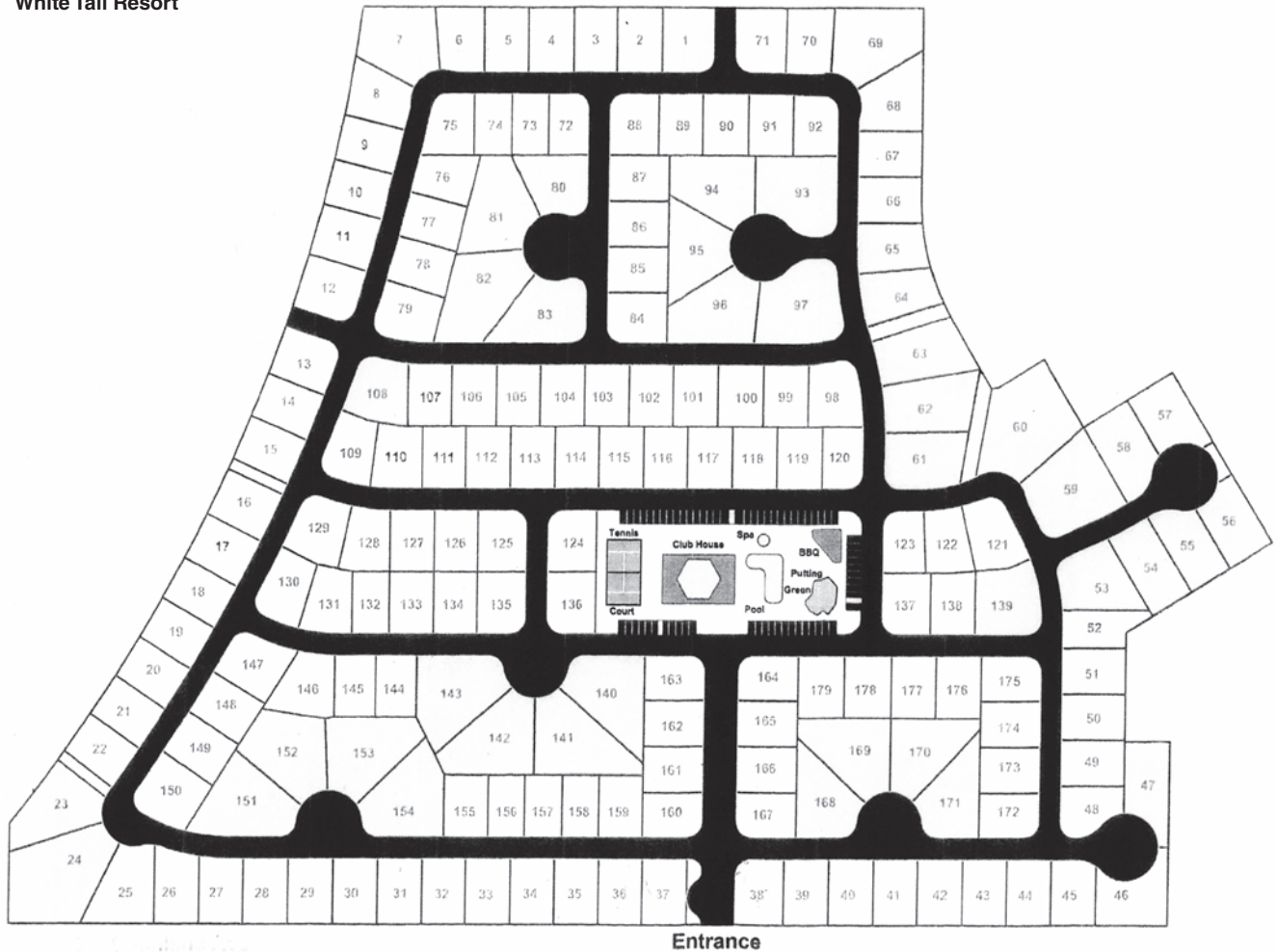
WHITE TAIL NPC STATS



BLAKE WOMACK, LEADER OF THE WHITE TAILS

Blake Womack is a stubborn country boy. He leads more with his gut than with his brains, which is the cause of their troubles with the nearby Town of Farner. Blake is forty-seven years old with dark hair that's beginning to grey. He's strong but not in shape, and carries some extra weight from all the deer meat and alcohol he's consuming. He's a great hunter, but knows nothing of combat tactics.

White Tail Resort



Entrance

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	47	56	34	16	1

Attributes

WT	WL	STR	DFT	SPD	HLH
15	18	15	15	13	12

Talents

CHA	CMB	SCI	EST
COM	NAT	MCH	
10	8	2	0
-2	3	3	

Base Stats

BAP	MNA	PCA	CDA	DRT
HR	SF	LR	StrGr	
3	3	2	1	28
6	13	3	3	

Skills:

Modern Rifle 18, Hunting 18, Tracking 12, Automobile Driving 12, Motorcycle Driving 10, Knife 8, Brawling 8, Survival 8, Pre-Ruin Culture 6, Auto Mechanic 6, Powerboat Pilot 6

Equipment:

Scoped Savage Axis 308 caliber hunting rifle in forest camo with three 4-round magazines and fifty rounds, left handed model
White Tail Armor Kit 3
Deer jerky, three Twinkies

WHITE TAIL HUNTER

These are Blake's friends and fellow hunters in the community. Most are good ol' country boys like himself, preferring to hunt and drink their days away.

Attributes

WT	WL	STR	DFT	SPD	HLH
10	10	10	10	10	10

Base Stats

BAP	MNA	PCA	CDA	DRT
5	2	2	1	20

Sex
M/F

Age
13+

Skills:

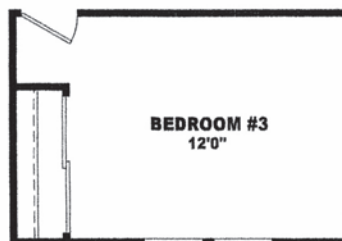
Brawling 12, Modern Rifle 18, Hunting 16, Tracking 14, Fishing 12

Equipment:

Remington 783 Synthetic in forest camo in .30-06 with 8x Scope and twenty-four rounds
White Tail Armor Kit 2
Deer jerky

WHITE TAIL RESIDENT

There are many other White Tail residents that don't hunt. They will pick up weapons and defend themselves, but aren't very good at it. They each have one skill, such as fishing, cooking or auto mechanic.



Typical White Tail Resort Homes

OPT BEDROOM #3
REPLACES DEN

Attributes

WT	WL	STR	DFT	SPD	HLH
5	5	5	5	5	5

Base Stats

BAP	MNA	PCA	CDA	DRT
3	2	1	1	10
Sex	Age			
M/F	10-45			

Skills:

Brawling 8, Modern Pistol 8, Single Weapon 8

Equipment:

1 in 6 chance of random pistol with 3d20 rounds
White Tail Armor Kit 1

White Tail Armor Kits**Armor Kit 1:**

Simple civilian clothing including Shirt (4-9, 21-22 LC), Pants (10-18, LC) and Shoes (19-20 LL)

Armor Kit 2:

Camo Fatigue Shirt (4-9,21-28 PX), Camo Fatigue Pants (10-18 PX), Hunting Boots (17-20 HL)

Armor Kit 3:

Blue ATV Rigiplast Jumpsuit (4-18,21-28 RP See Aftermath! Book 3), Elbow and Knee Pads (15-16,25-26 DP), Gloves (29-30 RP), Motor Cycle Helmet (1-2 LP-PS)

NANTAHALA NATIONAL FOREST, NC

History: The Nantahala National Forest surrounds the Hiwassee River and the dams mentioned in the previous sections. Nantahala is Cherokee for "Land of the Noonday Sun," which is appropriate because the deeper gorges only receive light around midday. The Forest area is eight-hundred thirty square miles and roughly half a million acres of land.

There are several feet of dust on the ground, so the ground cover is dead. There are still plenty of trees, wild game and sources of water than draw in humans and animals alike. The area is known for deer, bears and small game, such as gray squirrels and Appalachian cottontail rabbits. Sadly, the grouse and wild turkeys that used to inhabit the area are now extinct.

There are a number of cabins in the woods and a handful of ranger stations providing some great vantage points for sniping. There are mostly survivalists living in the woods, hunting and foraging for food. It's not uncommon to hear a gunshot every now and then. Most are friendly, yet cautious. Others will play it safe and attack the player-characters on sight. A roll of 1-2 on 1d6 means they attack, use the stats for the White Tail Hunters for these survivalists.

Population: 367, no more than five at any one location

Resources: Wild game includes deer, bears, gray squirrels, Appalachian cotton tail rabbits. Shelter is a few cabins, ranger stations and caves.

There are many lakes, ponds, rivers and streams for water but they are laced with bacteria and must be purified before drinking.

Trade: The survivalists in the woods will trade wild game and water for rifle ammo and medical supplies.

Hiwassee River Adventure Ideas

Here are ideas for adventures in the Hiwassee River Area:

Mediator:

The Reverend Pollock asks the player-characters to mediate between the two communities.

Got Surgeon?:

A White Tail is shot and bleeding out, and needs a surgeon to survive. The player-character must somehow convince the surgeon

from Farner to travel to the White Tails and assist.

Let God Sort 'Em Out:

The townsfolk of Farner (but not the Reverend) take the player-characters aside and ask them to clear out the White Tails for a reward.

You Can Take a Man Out of the Country:

The player-character is hired by someone in Farner (but not the good Reverend) to assassinate Blake Womack, leader of the White Tails. This could start an all-out war between the two groups.

The Bell Tolls for Thee:

Blake Womack hires the player-characters to take out The Reverend Pollock in Farner.

FONTANA DAM AREA, NC**THE BULLDAWS
MOTORCYCLE CLUB**

The Bulldaws are an outlaw motorcycle gang whose members are identified by a three-part patch on the back of their vest. The name "The Bulldaws MC" is at the top, "Fontana Dam" identifies their chapter along the bottom, and in the middle is a full color logo patch of a large male bulldog wearing a studded collar standing at attention.

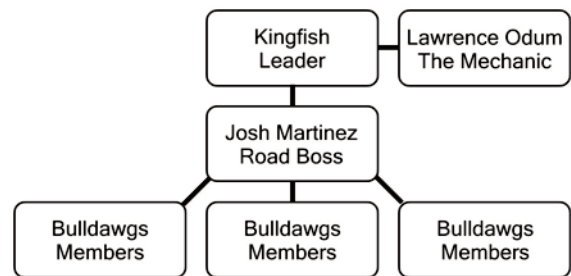
Many also sport a "1%er" patch paying homage to an old comment that "99% of riders are law abiding citizens," implying they are the other 1% who are the outlaws.

Only full members receive the large logo patch once they've proven themselves, been voted in, and completed their initiation ritual.

The initiation ritual has three parts:

1. Riding: A n initiate must perform the Tail of the Dragon Trial Ride (see below for details) – they are awarded a "Dragon Eater" patch
2. Screwing: They must either have sex with a woman with a venereal disease, earning them green biker's wings, or have sex with a corpse, earning them purple biker's wings.
3. Defending: An initiate must perform an act of violence to defend the honor of the gang, earning them the "Respect Few, Fear None" patch. The exact assignment is given out by the leader based on their needs at the time.

See Harley Davison Chopper stats in Appendix B.

THE BULLDAWS MC NPC STATS**KINGFISH,
LEADER OF THE BULLDAWS**

Known only by his nickname, Kingfish is the seasoned leader of The Bulldaws. He is bald except for a white beard that comes down to his chest. At forty-nine years old, Kingfish doesn't fight as much as he used to, but his boys pick up the slack for him. He lives to ride with his crew and to terrorize nearby towns. For entertainment he throws knives at a variety of targets including humans, and he's become quite good at it.



Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	49	95	73	48	3

Attributes

WT	WL	STR	DFT	SPD	HLH
15	11	35	15	9	14

Talents

CHA	CMB	SCI	EST
COM	NAT	MCH	
11	10	0	3
3	8	-1	

Base Stats

BAP	MNA	PCA	CDA	DRT
4	3	1	1	37
HR	SF	LR	StrGr	
3	13	3	5	

Skills:

Pre-Ruin Culture 4, Primitive Rifle 8, Literacy 7, Modern Rifle 15, Brawling 20/18, Survival 7, Motorcycle Driving 19, Motorcycle Mechanic 13, Throwing 20/18, Knife 18, Modern Pistol 12, Fishing 8, Swimming 11, Basic Research 8, Heavy Equipment Driving 8, Lab Technique 8, Technology Use 8, Aerial Recon Interpretation 14, Advanced Medical 6, Distillation 13, Electrician 6, First Aid 6, Marine Mechanic 6, Mathematics 4, Navigation 16

Equipment:

S&W 500 Revolver with fifty rounds Hollow Point and ten rounds Explosive Armor Piercing
The Bulldawgs Armor Kit 3
Hand cuffs

LAWRENCE “THE MECHANIC” ODUM

Lawrence is one of the founding members of The Bulldawgs and he is Kingfish’s right hand man. He’s always a bit high strung, and once beat someone to death with a crescent wrench for knocking over his beer. Built like a brick wall, he’s in excellent physical shape, with

piercing eyes and a braided rattail. His skill at repairing motorcycles and all things mechanical earned him his nickname, and he even managed to get the dam’s power generators back online. He is Changed-Precognitive (Technanalysis, Alarm, Process Precognition).

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	34	43	98	35	2

Attributes

WT	WL	STR	DFT	SPD	HLH
28	7	15	36	10	13

Talents

CHA	CMB	SCI	EST
COM	NAT	MCH	
0	8	11	11
7	9	18	

Base Stats

BAP	MNA	PCA	CDA	DRT
5	5	1	2	24
HR	SF	LR	StrGr	PSI
3	13	4	3	8

Skills:

Post-Ruin Culture 7, Modern Pistol 15, Tonfa 10, Literacy 12, Brawling 10, Survival 6, Motorcycle Mechanic 20, Carpentry 11, Muscle Powered Vehicles Repair 18, Lockpicking 11, Technology Use 11, Demolitions 11, High Technology Use 11, Laser Technology 6, Power Generation Electrical 9, Physics 11, Mechanically Generated Power 12, Electrician 16, Machining 16, Plastics Forming 12, Armorer 18, Internal Combustion Engine 8, Automobile Driving 8, Motorcycle Driving 16

Equipment:

S&W Model 10 Revolver with 3d6 rounds, Steel Pipe
The Bulldawgs Armor Kit 2
Toolbox with tools

JOSH MARTINEZ, THE ROAD BOSS

Josh Martinez is the Road Boss for the Bulldawgs MC. He believes in a “live free, ride hard” code balanced by a certain amount of religion, and he encourages others to believe in the same. He’s fiercely loyal to the gang, however not everyone in the gang reciprocates. Since he’s partially of Hispanic descent, the original gang bylaws forbid him as a full patch member, and he’s already had one fight over this leaving him with a knife scar across his left cheek. However the majority of the gang accepts him and is more open minded. Josh is a great combat strategist, and has helped reason them out of several scrapes. He’s 5’ 7” and a wiry 135 pounds. He has a thick moustache and has slightly darker skin tone from his Hispanic heritage. He is Changed-Precog, ESP (Combat Precog and Combat Sense) and a Physical Mutation (Balancer with no motion sickness).

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	28	56	44	64	2

Attributes

WT	WL	STR	DFT	SPD	HLH
15	15	35	35	20	20

Talents

CHA	CMB	SCI	EST
2	11	6	-3
COM	NAT	MCH	
8	4	8	

Base Stats

BAP	MNA	PCA	CDA	DRT
10	5	2	2	45
HR	SF	LR	StrGr	PSI
3	13	3	5	22

Skills:

Pre-Ruin Culture 2, Modern Pistol 20/7, Motorcycle Driving 18, Literacy 14, Distillation 20, Brawling 20/8, Survival 19, Knife 18, Single Weapon 18, Swimming 9, Interrogation 14, Basic Research 13, Lab Technique 15, Magnalock Penetration 15, Lockpicking 15, Technology Use 12, Chemistry 12, Decontamination 15, Machining 15, Mathematics 12, Physics 12, Simple Explosives 15, Tactics 14, High Technology Use 5, Strategic Command 12

Equipment:

P45 Stainless with ten 7-Round Mags 44mag Hollow Point, Butterfly Knife, M3 Trench Knife in Boot
The Bulldawgs Armor Kit 2

Rosary beads, chewing tobacco

THE BULLDAWGS MEMBER

These are the standard members of The Bulldawgs. They’re a tough bunch, and hardened by fighting, so expect fierce resistance if the Bulldawgs are attacked.

Attributes

WT	WL	STR	DFT	SPD	HLH
15	15	15	15	15	15

Base Stats

BAP	MNA	PCA	CDA	DRT
8	3	2	2	30
Sex	Age			
M	18+			

Skills:

Motorcycle Driving 16, Modern Pistol 12, Knife 12, Brawling 12

Equipment:

Boot Knives, Random Pistols with 3d10 rounds
The Bulldawgs Armor Kit 1

The Bulldawgs Armor Kits

Armor Kit 1:

Motorcycle Leathers – Jacket (4-9,21-28 HL), Pants (10-18 HL), Boots (17-20 HL)

Armor Kit 2:

Same as Armor Kit 1 with Chainmail Reinforced Vest (4-9 M-CA)

Armor Kit 3:

Motorcycle Leathers with Reinforcing Plates: Jacket (4-9,21-28 LP-PS), Pants (10-18 LP-PS), Boots (17-20 DP)

FONTANA DAM,
FORNEY’S CREEK, NC

History: The Little Tennessee River flows through this area in western North Carolina, and is dammed to form Fontana Lake. Standing at four-hundred eighty feet high, Fontana Dam is the tallest dam in the Eastern United States. It houses three hydroelectric generators and can produce an output of around 238 megawatts when in operation.



Being a major source of clean water, it drew in many interested parties who heavily contested the facilities until they were finally won by the Bulldawgs Motorcycle Club a few years back.

The patched men of the gang enjoy an easy life with a certain amount of luxury at the dam. Women are not regarded as equals and can never become a full patch member of the gang, so they're responsible for "a woman's duties" of cooking and cleaning and the like.

The "patched" members avoid physical labor, and instead request their initiates to perform the grunt work for them as part of their initiation rites. They give the particularly laborious tasks to young men they've captured.

To sustain this way of life, they'll ride into nearby towns like Robbinsville or Bryson City and take what they want, trashing the local bars and looting the stores. Occasionally they'll capture a pretty woman or a strong young man and take them back to the dam. The men are put to hard labor, the women are not so fortunate. A group will usually wait outside the dam hoping someone chases after the captives to give them some sport for the evening. Normally, after a few days, the captives will be released and given a ride to the edge of their town.

Several of the townsfolk from Robbinsville are currently "guests" at Fontana Dam. See details in Robbinsville on the rewards for their safe return.

In an attempt to raise public opinion of the gang and to "give back" to the communities that have supported them so well, the Bulldawgs ride into town and distribute canned goods to the townspeople around Thanksgiving and give toys to the terrified kids at Christmas. But they aren't fooling anyone.

Population: 344

Resources: Water from Fontana Lake, power from Fontana Dam

Trade: Before the player-characters can trade with The Bulldawgs, they have to gain their respect. This can be done in several ways:

1. Successfully perform The Tail of the Dragon Trial Ride. This may be nearly impossible if the player-characters don't have reasonable motorcycle skills. Breaking this time in a car may also be considered acceptable.

2. Resolve a dispute with a bartender in one of the towns. The Bulldawgs claim the bartender peed in their whiskey, the bartender claims it was one of the local farmers whose daughter was deflowered by the gang. The Bulldawgs want blood, and aren't too picky whose.

3. With their old one breaking, the player-characters must find a replacement CB radio for the dam and help them restore communications.

If successful, the player-characters can trade with them for water and other items, including from their extensive weapons cache.

Weapons Cache

* 3 AMT On Duty	* 2 M-60E3	* 6 SG10 Shotgun
* 15 AK47	* 2 M-79 Grenade Launcher	* 5 SG12 Shotgun
* 3 Beretta M-93R	* 35 M-9 Bayonet	* 8 SG13 Shotgun
* 2 Bersa Model 86	* 3 M-9 Beretta	* 4 SG15 Shotgun
* 3 Browning BDM	* 16 M16A2 Rifle	* 3 SG16 Shotgun
* 8 C10 Carbine	* 3 MG-08 Machinegun	* 9 SG2 Shotgun
* 6 C17 Carbine	* 1 Mk-19 Grenade Launcher	* 3 SG21 Shotgun
* 3 C3 Carbine	* 2 P14 Pistol	* 3 SG22 Shotgun
* 20 1851 Navy Pistol	* 3 P15 Pistol	* 8 SG23 Shotgun
* 25 Club	* 5 P20 Pistol	* 16 SG8 Shotgun
* 11 Colt Commando Carbine	* 6 P24 Pistol	* 30 Shield, 1/2" plywood Class 2
* 3 Colt Lightweight	* 4 P35 Pistol	* 4 Shield, 1/4" bronze Class 1
* 30 Kennesaw Rifle	* 11 P48 Pistol	* 38 Shield, 1/4" plywood Class 4
* 2 EM-2 Carbine	* 6 P51 Pistol	* 31 SIG 551
* 3 Flail	* 3 P60 Pistol	* 13 Spear, Boar
* 3 FN/F2000	* 8 R20 Rifle	* 50 Steyr AUG
* 3 Galil ARM	* 14 R22 Rifle	* 10x Thompson M1A1 Auto Carbine
* 8 Intratec TEC-9	* 6 R23 Rifle	* 120 Tonfa
* 3 Lee Enfield Mk IA Auto Needler	* 9 R7 Rifle	* 3 Webley Bull Dog
* 6 M-16A1 Rifle	* 5 R9 Rifle	* 3 Webley MkIV
* 4 M-21	* 17 Remington 700	* 21 Glock 21
* 3 M-24	* 14 S&W Model 39	

CHEOAH DAM, YELLOW CREEK, NC

History: The Bulldawgs also took over the smaller Cheoah Dam downriver. This hydroelectric overflow dam stands at two-hundred twenty-five feet and creates the Cheoah Reservoir, yet another source of clean water for the area.

There is only a skeleton crew stationed here, as they use this dam as a guard outpost, a prison, and as a place to conduct more clandestine business away from the main group and the initiates.

Population: 15

Resources: Water from Cheoah Reservoir

Trade: There's no trade at this site, and PCs will be redirected to Fontana Dam and to the local towns.

THE TAIL OF THE DRAGON, NC & TN

As a test of manliness, The Bulldawgs race their choppers up US 129 from North Carolina to Tennessee, which is known as the Tail of

the Dragon or as "that damn road to Tennessee". This is an 11.8-mile stretch of road with three-hundred eighteen curves, and it makes for one intense ride at speed.

The Bulldawgs try to make a round trip of a particular 9.3-mile stretch from the Crossroads of Time to the Overlook in less than twenty minutes. The record is around nineteen. New initiates are required to come in under the twenty minute time as part of their initiation in order to earn the full patch for their vests. The less fortunate eat the pavement, destroy their rides and nail the wrecked pieces on "The Tree of Shame" setup at the bottom of the hill.

Tail of the Dragon Trial Ride

This modifier is applied to skill checks if traveling at over the Dragon base speed (which is ½ the base safe speed rating of the vehicle). At one-half the Dragon Base Speed, the modifier is halved. At one-third the Dragon Base Speed, the modifier is dropped (there is no skill modifier at this speed). At double the Dragon Base Speed, the modifier

is doubled. Failing a driving BCS roll results in a wreck with the effect number added to the accident type table roll. See Aftermath! Book 2 for the Accident Type Table.

Name of Turn	Mileage	Modifier
Crossroads of Time — start	11.8	n/a
Dragon Works	11.6	-2
Wheelie Hell	11.6	-6
Beginner's End	11.0	-4
Crud Corner	10.9	-1 per 5 MPH of speed over 15 MPH
Cooper Straight	10.8	-4
The Wall	9.7	-6
The Hump aka Gravity Cavity	8.4	-8

Name of Turn	Mileage	Modifier
Toll Booth	7.8	-6
Dalton Esses	7.6	-4
Parson's Curve	7.2	-6
Swift Corner	7.0	-6
Copperhead Corner	6.2	-8
Carousel Corner	5.8	-4
Horns of the Dragon	5.0	-8
Horns of the Dragon	4.7	-8
Grace's Esses	4.3	-6
Guard Rail Cliff	4.0	-6
Little Whip	3.9	-8
Hog Pen	3.8	-4
Cattail Straight	2.6	-2
The Overlook — turn around	2.5	n/a



ROBBINSVILLE, NC

History: Robbinsville, NC is a small town located eight miles south of Fontana Dam, or twenty miles by road. The town's close proximity to The Bulldawgs makes them a prime target for looting and mischief. The townsfolk panic at the sound of motorcycles and go into hiding. If the player-characters arrive by motorcycle, they receive a -50 reaction penalty. Otherwise the reaction modifier is -10 as the locals are still wary of outsiders.

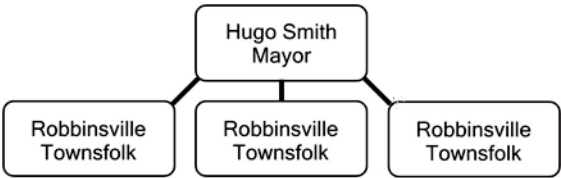
Population: 124
Resources: Small town buildings, some farming
Trade: They don't have a lot of wealth, but what they have they'll pay for someone who can help them with their Bulldawg problem. At least three of their children are captive up at the dam, as well as most of their canned food, alcohol, weapons and medicines.

The rewards are as follows:
Emma Martin: Emma's parents are poor, and are offering \$200 and a basket of fresh vegetables for her return. Emma's only sixteen years old, and a momma's girl. Her ordeal with the bikers has left her a broken wreck, and she cries constantly. This can give away the party's location during a rescue if they're attempting stealth.

Charity Jones: Charity's parents are offering a diamond ring worth about \$800 and silverware worth about \$300 for her return or for proof that she's dead. Charity is a pretty young thing who went along with the bikers willingly, wanting to be around "real men" and not the boring predictable guys from her hometown. At the dam, she serves the bikers beer and enjoys the attention she receives dancing for them, so she'll be difficult to pull away. Faked proof of death may be a better option...

Jake Campbell: Jake is a handsome and fit twenty-two-year-old who was kidnapped for physical labor around the dam. His parents are offering \$1000 plus a Ruger SR-9 pistol with five-hundred rounds of ammo for his return. He's been working in water purification and carrying the containers throughout the dam. So now he's thinner but stronger than when he was nabbed about two weeks ago. The women at the dam think he's cute, and take good care of him. They may even assist with his release in some small way. Jake has a little skill with a gun and can also aid in his escape.

ROBBINSVILLE NPC STATS



HUGO SMITH, MAYOR OF ROBBINSVILLE

Hugo Smith is the Mayor of Robbinsville, and he hasn't enjoyed his job much lately. He likes to eat and socialize with his townsfolk in harmony and detests conflict. He is extremely afraid of the Bulldawgs when they come roaring into town, and will hide down in a secret area down in his basement when he hears them approach. He is a rather portly 280 pounds at 5' 8" and his cheeks are always flushed with exertion. His nose looks crooked, like someone broke it and it healed wrong. He carries around a six-shot revolver but it looks like it's never been fired.

Physical Stats					
Sex	Age	Size	Bulk	Looks	RF
M	39	55	88	34	2

Attributes					
WT	WL	STR	DFT	SPD	HLH
25	9	15	15	11	14
Talents					
CHA	CMB	SCI	EST		
10	3	-1	2		
COM	NAT	MCH			
1	8	7			
Base Stats					
BAP	MNA	PCA	CDA	DRT	
6	3	2	1	26	
HR	SF	LR	StrGr		
3	13	4	3		

Skills:
Post-Ruin Culture 6, Literacy 16, Operational Command 7, Modern Pistol 8, Brawling 8, Survival 7, Tactics 7, Strategic Command 10, Breech Loading Artillery 6, Tailor 6, Basic Research 10, Technology Use 8, Aerial Recon Interpretation 5, Mathematics 8, Motorcycle Driver 8

Equipment:
P53 Revolver with twelve rounds
Robbinsville Armor Kit 1
Funny detective novel

ROBBINSVILLE TOWNSFOLK

The townsfolk of Robbinsville realize their leader tucks and runs when the Bulldawgs come around, so they've armed themselves a little better in case they need to defend themselves. They have mostly non-combat skills and prefer to be left alone.

Attributes					
WT	WL	STR	DFT	SPD	HLH
10	10	10	10	10	10
Base Stats					
BAP	MNA	PCA	CDA	DRT	
5	2	2	1	20	
Sex	Age				
M/F	15+				

Skills:
Modern Pistol 8, Modern Rifle 8, Knife 8, Brawling 8

Equipment:
Random Pistol with 3d10 rounds, Knife
Robbinsville Armor Kit 1

Robbinsville Armor Kits

Armor Kit 1:
Simple civilian clothing including shirt (4-9, 21-22 LC), Pants (10-18, LC) and shoes (19-20 LL)

Fontana Dam Adventure Ideas

Ideas for adventures in the Fontana Dam area:

Rescue a Local:
Aid the parents in Robbinsville in finding their children.

Ride Like the Wind:
Become a full patch member of the Bulldawgs. A player-character must own or buy a motorcycle to attempt this.

Puttin' Down the Dawgs:
The player-character is hired by the people of Robbinsville to exterminate the Bulldawgs.

Tell Me Where it Hurts:
One of the Bulldawgs fell off his bike on the Tail of the Dragon and has a nasty road rash that is becoming infected. He will die without antibiotics. The player-character is hired to find some and bring them back to Fontana Dam.

Room for One:

A rival biker gang is setting up in Bryson City and encroaching on the Bulldawgs territory. The player-characters are hired to take them down. This could qualify as the Defense part of the initiation ceremony to join the gang.



APPALACHIAN AREA ENCOUNTER TABLES

Use these tables to randomly determine events for this area.

Appalachian Area Rumors

Roll 1d20	Rumor
1	A surgeon lives in Farner, TN
2-3	There's a working riverboat in Chattanooga, TN
4	There's nothing left up in the Northeast. It's been lost to nuclear weapons, cannibals and giant rats
5-6	The Bulldawgs are a ruthless group and they have sex with corpses
7-8	The Bulldawgs ride a curvy road known as the Tail of the Dragon as a test of their manliness
9-10	A lot of wild game still lives in the Nantahala National Forest
11-12	Hiawassee Lake is a good place to fish
13-14	The boys at Kennesaw Mountain have a working train and civil war cannons
15	There's a trader in Kennesaw that's looking to unload a bunch of treasure in exchange for 5.56 ammunition.
16	In Marietta, Larry White has been dead for years, and Lady Jane keeps his mummified body in his apartments so nobody will challenge her leadership of Marietta.
17	Lady Jane and her sheriff in Marietta are having an affair
18	My uncle told me of the location of the National Guard armory in North Georgia – and it is still intact (false)
19-20	The Bulldawgs have a massive weapons cache up at the main dam. They'll trade if you can earn their respect

Appalachian Area Type of Encounter

Roll 1d20	Encounter
1-5	Salvage
6-10	Human
11-12	Animal
13-15	Event
16-20	No Encounter

Appalachian Area Salvage Encounter

Roll 1d20	Encounter
1-6	Edible berries
7-12	Salvageable car / fuel
13-16	Find abandoned building
17-20	Find raided camp – still 6d20 BPs of supplies left

Appalachian Area Human Encounter

Roll 1d20	Encounter
1-6	Bulldawgs Motorcycle Club
7-9	Sons of Tennessee
10-11	White Tail Hunter
12-13	Scavenger
14	Raider
15-17	Kennesaw Mountain Scout
18	Traveler looking for Marietta Brothel
19-20	Trade Caravan

Appalachian Area Animal Encounter

Roll 1d20	Encounter
1-6	Deer (50% 1, 20%1d3, 20%1d6, 10%1d20)
7-8	Brown Bear
9-13	Wild Dog (1d6 1-3:solo, 4-5:1d3 dogs, 6:2d6 dog pack)
14-17	2d6-1 Squirrels
18-19	2d6-1 Rabbits
20	1d6 Wolves

Appalachian Area Event Encounter

Roll 1d20	Encounter
1-6	Wind Storm
7-12	Chain Lightning
13-16	Rain of Fire
17-20	Sinkhole



5. THE RADIOACTIVE NORTHEAST

The Northeast of the United States was heavily nuked during the collapse. Washington DC, New York and New Jersey bore the brunt of the attack, and nuclear fallout irradiated the surrounding areas. Coupled with lack of water, radiation sickness and the rampant spread of disease, not much survives in this area. Most of the remaining people resort to cannibalism even though there's plenty of mutated rats in the area...

THE RADIOACTIVE NORTHEAST NPCs

ALPEREN ‘MINNESOTA’ MUSIC

Al grew up in The Radioactive Northeast on his own. He is a true loner, and does not like the company of others.

Physical Stats

	Sex	Age	Size	Bulk	Looks	RF
Attributes	M	17	100	48	69	3
	WT	WL	STR	DFT	SPD	HLH
Talents	2	30	15	7	28	5
	CHA	CMB	SCI	EST		
	3	10	-1	-1		
	COM	NAT	MCH			
	1	10	5			
Base Stats	BAP	MNA	PCA	CDA	DRT	
	14	2	7	2	28	
	HR	SF	LR	StrGr		
	2	12	2	3		

Skills:

Post-Ruin Culture 10, Slingshot 14, Brawling 16, Survival 19, Bola 14, Boating 5, Search 13, Technology Use 12, Stealth 12

Equipment:

Slingshot, Brass Knuckles, 3-Ball Bola
Mafia Armor Kit 3

LORE POWER

Lore and Bubba are partners that are looking for plastics and salvage in the Northeast where technology may have been overlooked.

Physical Stats

Attributes	Sex	Age	Size	Bulk	Looks	RF
	M	29	31	8	84	2
Talents	WT	WL	STR	DFT	SPD	HLH
	15	11	15	6	2	37
	CHA	CMB	SCI	EST		
	-1	10	1	2		
	COM	NAT	MCH			
	3	10	3			

Base Stats

BAP	MNA	PCA	CDA	DRT
1	5	0	0	50
HR	SF	LR	StrGr	
5	15	3	3	

Skills:

Post-Ruin Culture 4, Weapon and Shield 6, Literacy 7, Brawling 6, Survival 12, Archery 16, Automobile Driving 14, Lab Technique 4, Technology Use 4, Chemistry 3, Plastics Forming 14, High Technology Use 12, Plastic Synthesization 13

Equipment:

Brass Knuckles, Bow with 90 lb. pull and 3d6 arrows
Tres D Armor Kit 3 plus 1/4" bronze Class 4 Shield

THERESIA ‘BUBBA’ POSPIŠIL

Bubba loves Lore and will follow him anywhere.

Physical Stats

	Sex	Age	Size	Bulk	Looks	RF
Attributes	F	34	7	84	53	2
	WT	WL	STR	DFT	SPD	HLH
Talents	10	15	15	15	21	14
	CHA	CMB	SCI	EST		
	0	10	3	0		
	COM	NAT	MCH			
	8	10	3			
Base Stats	BAP	MNA	PCA	CDA	DRT	
	10	3	3	2	29	
	HR	SF	LR	StrGr		
	3	13	2	3		

Skills:

Pre-Ruin Culture 14, Literacy 16, Demolitions 15, Two Weapon 18, Brawling 18, Survival 18, Climbing 18, Bowyer 15, Weaver/Spinner 15, Basic Research 15, Motorcycle Driving 15, Technology Use 15, Architecture 12, Armorer 15, Blacksmithing 15, Electrician 15, Mathematics 14, Plastics Forming 15

Equipment:

Wakizashi, Brass Knuckles
Kennesaw Mountain Armor Kit 3

TARIQ EASILY

Physical Stats

Attributes	Sex	Age	Size	Bulk	Looks	RF
	M	34	54	41	13	1
	WT	WL	STR	DFT	SPD	HLH
Talents	22	17	17	15	8	9
	CHA	CMB	SCI	EST		
	1	10	1	1		
	COM	NAT	MCH			
	9	10	7			

Base Stats

BAP	MNA	PCA	CDA	DRT
4	2	2	1	26
HR	SF	LR	StrGr	
2	12	4	3	

Skills:

Pre-Ruin Culture 6, Literacy 11, Automobile Mechanic 7, Flexible Weapon 7, Brawling 8, Survival 7, Seamanship 7, Automobile Driving 7, Lab Technique 7, Technology Use 7, Chemistry 4, Computer Science 4, Mathematics 6, Simple Explosives 7, High Technology Use 7, Complex Explosives 7, Computer Design 4

Equipment:

Wood Flail, Brass Knuckles
Gladeview 71 Armor Kit 2

AMI ‘K.’ SISS

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
F	30	59	25	82	2

Attributes

WT	WL	STR	DFT	SPD	HLH
12	10	15	15	3	33

Talents

CHA	CMB	SCI	EST
0	10	0	-1
COM	NAT	MCH	
6	10	4	

Base Stats

BAP	MNA	PCA	CDA	DRT
2	5	0	1	46
HR	SF	LR	StrGr	
5	15	3	3	

Skills:

Post-Ruin Culture 3, Flexible Weapon 6, Literacy 6, Brawling 8, Survival 11, Slingshot 7, Gambling 5, Search 7, Basic Research 5, Lockpicking 6, Technology Use 6, Aerial Recon Interpretation 2, Botany 4, Mathematics 4

Equipment:

Flail, Brass Knuckles, Slingshot
Las M’ijas Armor Kit 3
Dice + cards, Quality Lockpicks (Efficiency Factor of 1.2. ENC Value of 2.5)

DIRK ORTIZ

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	47	95	38	13	2

Attributes

WT	WL	STR	DFT	SPD	HLH
15	28	15	15	7	15

Talents

CHA	CMB	SCI	EST
2	10	0	0
COM	NAT	MCH	
2	10	2	

Base Stats

BAP	MNA	PCA	CDA	DRT
4	3	1	1	36
HR	SF	LR	StrGr	
3	13	3	3	

Skills:

Pre-Ruin Culture 3, Two Weapon 8, Flexible Weapon 6, Literacy 6, Radio Communications 6, Brawling, 8, Survival 11, Single Weapon 8, Blowgun 8, Throwing 8, Primitive Siege Engines 8, Beast Riding 11,



Climbing 8, Fishing 8, Handicraft: Wood Carving 20, Tracking 7, Commerce 9, Tailor 6, Basic Research 6, Technology Use 6, Blacksmithing 6, Encryption 3, Carpentry 6

Equipment:

Wakizashi, Flail, Brass Knuckles, Main Gauche, Short Blowgun, Throwing Knife, Carving Knife
Marietta Armor Kit 3
1d3 small carved statues

GASTON D’COPS

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	47	50	11	47	1

Attributes

WT	WL	STR	DFT	SPD	HLH
15	21	19	15	7	15

Talents

CHA	CMB	SCI	EST
-1	10	3	2
COM	NAT	MCH	
5	10	0	

Base Stats

BAP	MNA	PCA	CDA	DRT
4	3	1	1	35
HR	SF	LR	StrGr	
3	13	3	3	

Skills:

Pre-Ruin Culture 4, Primitive Pistol 8, Literacy 7, Weaponsmithing

6, Brawling 9, Survival, 9, Fencing 6, Flexible Weapon 6, Unarmed Combat 6, Bola 8, Sling 8, Throwing 8, Grenade Launcher 8, Carpentry 6, Repair: Muscle Powered Vehicles 6, Tailor 6, Technology Use 6, Blacksmithing 6, Demolitions 6, Firearms Repair: Primitive 6, High Technology Use 6, Pilot: Variable Wing 6, Zero G Training 6

Equipment:

.54 Flintlock with twenty rounds, Brass Knuckles, Sword, Rapier, Leather Whip, Karatands, 2 Ball Bola, Sling, Throwing Knife, Falconet Grenade Launcher

White Tails Armor Kit 3

AZHAR PIPE

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	47	27	22	50	1

Attributes

WT	WL	STR	DFT	SPD	HLH
13	28	28	15	5	4

Talents

CHA	CMB	SCI	EST
-1	10	3	2

COM	NAT	MCH
5	10	2

Base Stats

BAP	MNA	PCA	CDA	DRT
2	2	1	1	32

HR	SF	LR	StrGr
2	12	3	4

Skills:

Pre-Ruin Culture 4, Two Weapon 11, Polearm 11, Literacy 6, High Technology Use 6, Brawling 11, Survival 8, Unarmed Combat 6, Weapon and Shield 11, Bola 8, Tactics 6, Weaver/Spinner 6, Technology Use 6, Electrician 6, Mathematics 4, Mechanically Generated Power 4, Operational Command 6, Physics 4, Power Generation: Electrical 4

Equipment:

Wakizashi, Lumbar Ax, Brass Knuckles, Karatands, Two-Ball Bola
Seminole Indian Armor Kit 3 plus 3/4" plywood Class 2 Shield



THE RADIOACTIVE NORTHEAST ENCOUNTER TABLES

Use these tables to randomly determine events for this area.

Radioactive Northeast Type of Encounter

Roll 1d20	Encounter
1-5	Salvage
6-10	Human
11-12	Animal
13-15	Event
16-20	No Encounter

Radioactive Northeast Salvage Encounter

Roll 1d20	Encounter
1-6	Find the opening into a house
7-12	Buried cache of supplies
13-16	Abandoned vehicle (out of fuel, Kennesaw Gang Members, broken, GM's choice)
17-18	Office Building
19	Warehouse
20	Radioactive Cache 3d6 rads per CT

Radioactive Northeast Human Encounter

Roll 1d20	Encounter
1	Alperen 'Minnesota' Music
2	Lore Power
3	Theresia 'Bubba' Pospíšil
4	Tariq Easily
5	Ami Siss 'K.'
6	Dirk Ortiz
7	Gaston D'Cops
8	Azhar Pipe
9-11	Band of Slavers
12-13	Kennesaw Gang Raiders
14-20	Taylorsville Cannibals

Radioactive Northeast Animal Encounter

Roll 1d20	Encounter
1-5	1d20 Mutant Rats
6-9	2d10 Giant Rats
10-11	2d6 Super Rats
12	Burrower
13-16	2d20 Giant Cockroaches
17-20	Hogzilla (1 in 6 chance of pack of 2d6 hogs)



Radioactive Northeast Event Encounter

Roll 1d20	Encounter
1-4	Radiation Pocket - 3d6 rads per CT
5-8	Chain Lightning
9-12	Building Collapse - 1 in 6 chance of falling debris
13-15	Pocket of gas – See Aftermath! Book 3
16-18	Geyser (10% chance water will be drinkable, 80% drinkable with filtration, 10% unfilterable poison)
19-20	Rain of Fire

6. THE AMERICAN WASTELANDS

Most of America between the Appalachian Mountains and the Rockies is known as the Wastelands. Covered by the magnetic dust from Cybele, scoured clean by sandblast winds, the bulk of America is a vast open desert, with little to no landmarks or features that survive above the sands. The hard pack debris layer averages fifty feet deep here.

When the hurricane force winds blow, they pick up the sand and blast it, eroding any above ground structures. When the winds blow lighter, they can float charged dust into the air, creating lightning storms that are unrivaled in history. If this wasn't enough, volcanic calderas

in the Yellowstone and Yosemite areas were activated by the impacts, and random mini-volcanos and lava flows sprout up unexpectedly.

Bandits, slavers, and a few hardy scavengers scour the land for any resources winkled into view by the drifting sand. Most resource caches are found in basements and forgotten bunkers, but occasionally a mall or warehouse will be uncovered, disgorging its treasures to the sky.

Most survivors are nomadic and roam around seeking shelter and scavenging what they can, so heavy emphasis is placed on the random encounter tables in this area.

Wastelands Area Reaction Table

	Moisture Farm	Black Fist	Woodland Mall	Mormons	Maverick's	Taylorville	Cannibals	Sand Devils	Slavers
Moisture Farm	—	-50	+5	+10	+5	+10	-5	-5	-10
Black Fist	-50	—	-5	-15	-10	-10	0	0	+12
Woodland Mall	+6	-5	—	+10	+14	+11	-5	-10	-10
Mormons	+10	-20	+5	—	+8	+10	-50	-10	-40
Maverick's	+5	-10	+10	+13	—	+5	-20	+5	-20
Taylorville	+10	-15	0	+5	+5	—	-20	-5	-15
Cannibals	-5	0	-7	-8	-11	-6	—	-15	+15
Sand Devils	-4	0	-10	-12	+5	-5	-15	—	+5
Slavers	-10	+10	-10	-40	-20	-15	+15	+5	—
Others	+5	-5	-5	+15	+5	-5	-5	-10	-5

THE MOISTURE FARMERS COLLECTIVE

History: With a shortage of surface water, survivors must be resourceful in locating a clean supply. In the American Wastelands, a mechanical engineer named Michael Wallace devised a method of pulling moisture from the air and cleansing it using pre-war manufacturing equipment. He taught this method to others and founded a collective known as the Moisture Farmers.

The moisture farming equipment is set up mainly in tunnels that provide good airflow, yet some protection from sand storms. The tunnels also help to protect the water they harvest from other "interested parties" such as roving bandits and scavengers in the area.

The members of the collective live near the moisture farming tunnels in apartment buildings they've dug out. They tend to group together so they're more defensible.

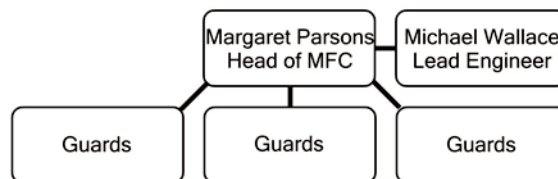
Population: 876

Resources: Moisture farming equipment, moisture farming training, airflow tunnels, dug out buildings, access to pre-ruin manufacturing equipment

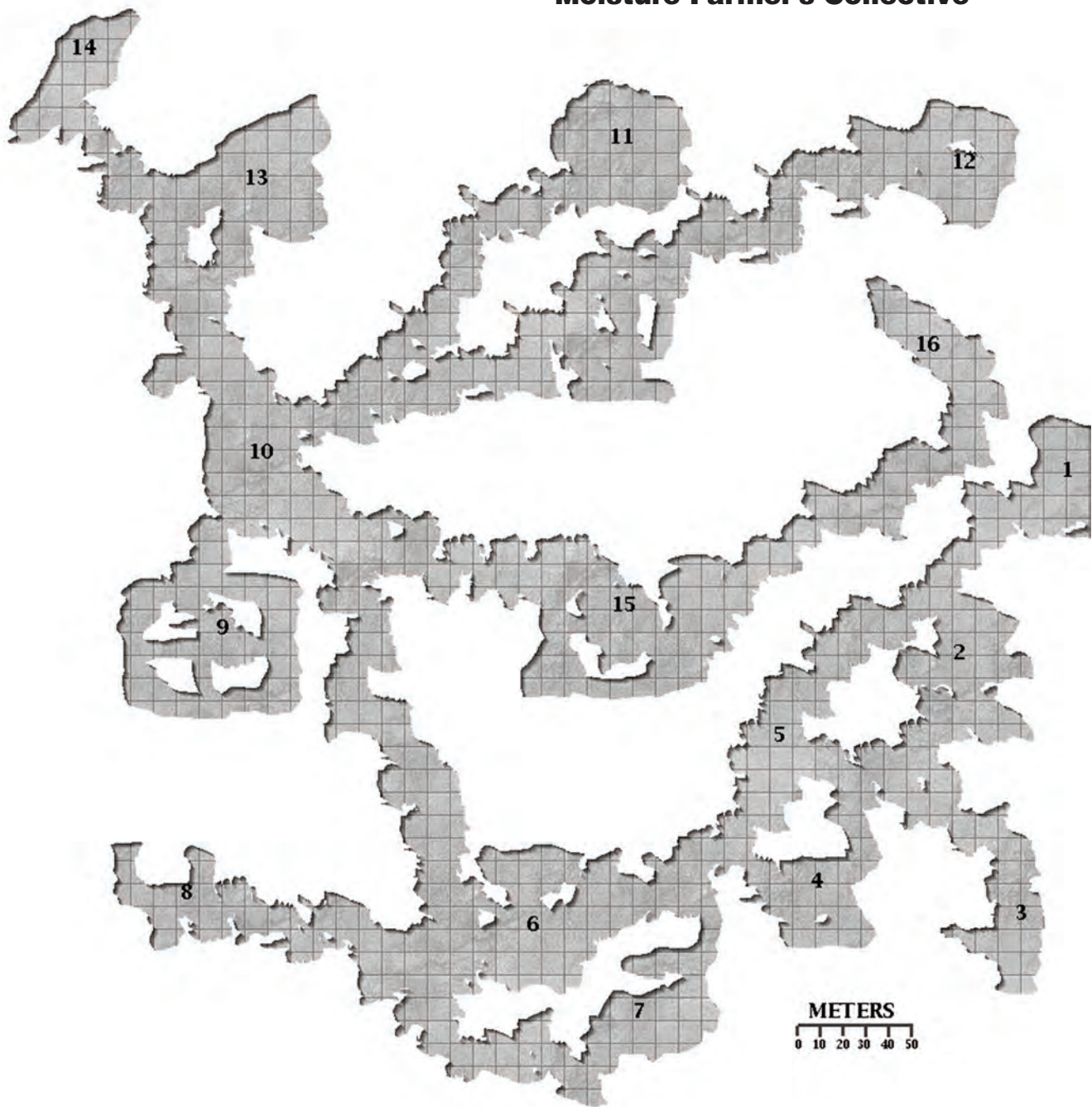
Trade: The Moisture Farmers have plenty of fresh water for trade. They also have a few pistols and swords they've collected off the raiders they've killed.

However, they have a shortage of food, ammo and medical supplies because the raiders known as the Black Fist keep stealing from them. Some of their hydroponic crops have also been burned by Gammon Grenades used during the attacks. They'll pay or trade above market rates for these necessities.

MOISTURE FARMERS COLLECTIVE NPC STATS



Moisture Farmer's Collective



MICHAEL WALLACE,
MOISTURE FARMING
LEAD ENGINEER

Michael is a brilliant mechanical engineer, and is considered to be the father of modern moisture farming. He's a bit short at 5' 3", a touch odd and always has a distant look in his eyes as if his mind is off somewhere else. Michael is a true blooded engineer, and has no desire for leadership, so he acts as a lead engineer amongst the group who builds and runs the moisture farms. He leaves the leadership role to Margaret Parsons. Michael loves to talk about his work, and will readily discuss moisture farming technology with the player-characters if they can grab a bit of his time. However he's always busy, and never

took the time to develop strong friendships or start a family, so he's a bit of a loner although well respected.

Physical Stats						
	Sex	Age	Size	Bulk	Looks	RF
Attributes	M	38	20	78	72	2
	WT	WL	STR	DFT	SPD	HLH
Talents	14	8	15	17	6	29
	CHA	CMB	SCI	EST		
	1	4	6	1		
	COM	NAT	MCH			
	6	8	14			

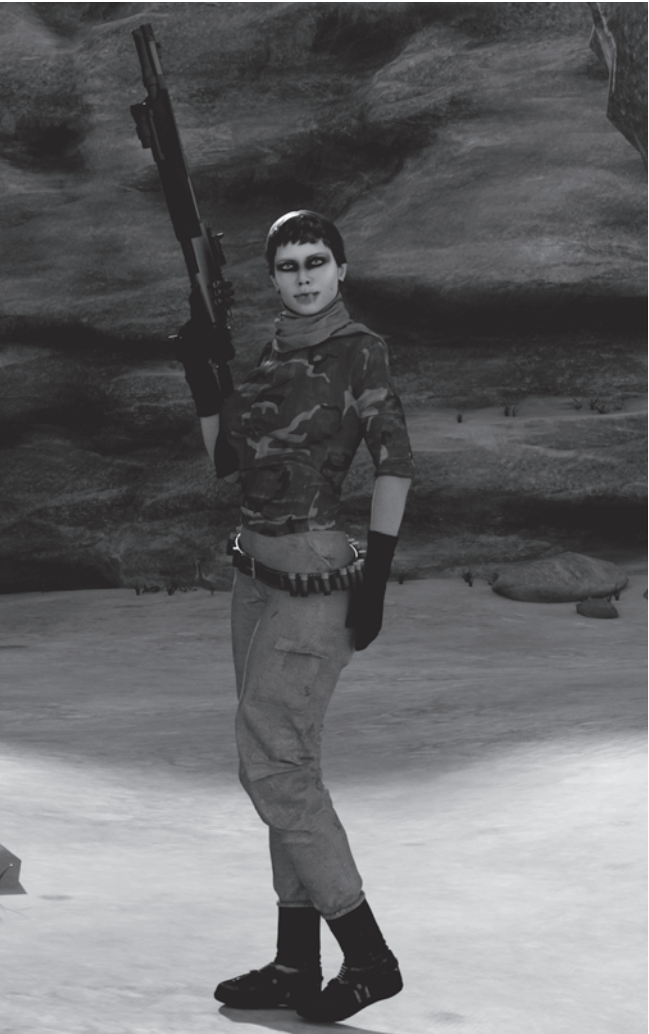
Base Stats				
BAP	MNA	PCA	CDA	DRT
3	4	1	1	40
HR	SF	LR	StrGr	
4	14	3	3	

Skills:
Post-Ruin Culture 4, Knife 7, First Aid 6, Brawling 8, Survival 9, Machining 8, Swimming 11, Search 8, Technology Use 16, High Technology Use 12, Electrical 12, Automobile Mechanic 7, Plastics Forming 14

Equipment:
Small utility knife
Moisture Farmer Armor Kit 1
Linen handkerchief

MARGARET PARSONS, HEAD OF MOISTURE FARMER COLLECTIVE

Margaret Parsons heads up the leadership of the Moisture Farming Collective. She's a busy body but she makes sure everything gets done. She explains tasks in very terse language and doesn't like repeating herself. If someone's doing a poor job, she takes an "I can do it better myself" attitude. She's 5' 7" tall, weighs 210 pounds, making her slightly stocky but she's still fit from her level of activity. She wears her hair very short, has a deep voice and is slightly mannish in appearance. She has a few close friends in the collective, but most people keep a little distance and think she's bossy.



Physical Stats					
Sex	Age	Size	Bulk	Looks	RF
F	41	67	92	59	3
Attributes					
WT	WL	STR	DFT	SPD	HLH
8	15	24	15	10	17
Talents					
CHA	CMB	SCI	EST		
10	-2	-1	0		
COM	NAT	MCH			
8	4	-2			

Base Stats				
BAP	MNA	PCA	CDA	DRT
5	3	2	1	36
HR	SF	LR	StrGr	
3	13	2	4	

Skills:
Pre-Ruin Culture 20, Post-Ruin Culture 20, Language: English 18, Literacy: English 30, Interrogation 30, Modern Pistol 6, Simple Explosives 4, Bola 7, Brawling 10, Survival, 8, Longsword 10, Knife 10, Autoweapon 7, Climbing 10, Tactics 4, Tailor 6, Technology Use 4, Operational Command 4, Strategic Command 3, High Technology Use 4, Pilot: Submersible 4, Pilot: Variable Wing 4

Equipment:
P17 Pistol (.38spcl) with twenty-one rounds, small knife
Moisture Farmer Armor Kit 2
Flashlight with extra batteries

MOISTURE FARMER GUARD

These are the guards for the Moisture Farming Collective. They never had much real training, but through frequent skirmishes with the local raiders their skills are improving.

Attributes					
WT	WL	STR	DFT	SPD	HLH
10	10	10	10	10	10
Base Stats					
BAP	MNA	PCA	CDA	DRT	
5	2	2	1	20	
Sex	Age				
M/F	25+				

Skills:
Modern Pistol 16, Modern Rifle 16, Unarmed 16, Knife 16, Interrogation 8

Equipment:
R9 Rifle with thirty-six rounds, Glock 23 Pistol with three 13-round clips, Folding Tactical Knife
Moisture Farmer Armor Kit 3
Deck of cards, 4d20 dollars

MOISTURE FARMER RESIDENT

The residents of the Moisture Farming Collective. They pool their resources and skills for the benefit of the group. Many have a technical background, but there are a few with farming and some other skills.

Attributes					
WT	WL	STR	DFT	SPD	HLH
5	5	5	5	5	5
Base Stats					
BAP	MNA	PCA	CDA	DRT	
3	2	1	1	10	
Sex	Age				
M/F	15+				

Skills:
Choose one of Commerce 12, Plastics Forming 12, First Aid 12,



Therapy 12, Leatherworking 12, Tailor 12, Fermentation 11 and Dirt Farming 12, Knife 6

Equipment:

Folding Tactical Knife
Moisture Farmer Armor Kit 1
2d20 dollars, energy bar

Moisture Farmer Armor Kits

Armor Kit 1:

Short Sleeve Shirt (4-9, 21-24 LC), Jeans (10-18 LC), Sneakers (19-20 LL)

Armor Kit 2:

Same as Armor Kit 1 but add Bullet Proof Vest (4-9 QS)

Armor Kit 3:

Guard Uniform: Bullet Proof Vest (4-9 LP-MS), Uniform Shirt (3-9, 21-28 LC), Heavy Pants (10-18 LC), Shoes (19-20 LL)

BRETHREN OF THE BLACK FIST

History: The Brethren of the Black Fist, or just "Black Fist" for short, are a group of raiders who live in the vicinity of the Moisture Farmers collective. They are led by Malik, a vicious man who kills people on a whim. His one true passion is breeding horses and riding them at top speed. His right-hand man is Colin Jameson, a sniper of some talent.

The Black Fist lives in a large underground bunker they built, as they couldn't find a good facility to house both themselves and their horses. They raise only pure black horses, and put down any other color that's born in their stables. The survivors become trained war horses, complete with their own red leather armor with a large logo of a black fist raised to the sky on both sides.

When they need water or supplies, which is frequently, their sniper (Colin) will get into a high position to cover them as they mount up and charge the Collective on horseback. They use mainly swords, pistols and homemade Gammon Grenades in their attacks.

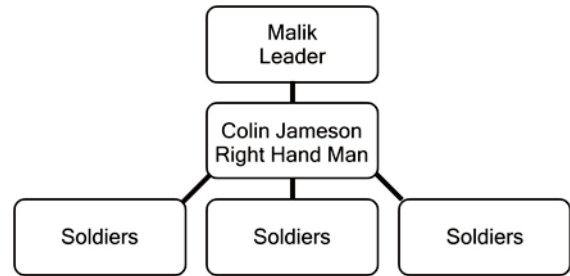
Population: 114

Resources: Horses, underground bunker

Trade: The Black Fist has mixed impressions about outsiders. They'll test them first, and if they appear to be an easy target, they try to kill them and take their belongings. However, they respect strength, and will trade with the player-characters if they hold their ground.

They have a variety of weapons for trade, such as Gammon Grenades, a few swords, and some pistols and ammo. They also have a decent amount of canned goods, clean water and some limited medical supplies for trade.

BRETHREN OF THE BLACK FIST NPC STATS



MALIK, BLACK FIST LEADER

Malik is an evil man of Somalian descent. Constantly angry, he directs his rage at everyone around him. There's a special place in his heart for black war horses, and he spends a lot of his time caring for them. He's been known to kill people for minor transgressions around the horses. When mounted up and charging his enemy, he lets out a truly terrifying battle cry. He believes in survival of the fittest and constantly tests the men in his group. He's good at making explosives, and creates many of the Gammon Grenades they use in combat.

Physical Stats

Attributes	Sex	Age	Size	Bulk	Looks	RF
	M	29	35	44	65	0
Talents	WT	WL	STR	DFT	SPD	HLH
	14	22	23	15	12	6
Base Stats	CHA	CMB	SCI	EST		
	0	10	0	0		
	COM	NAT	MCH			
	-2	6	-1			
	BAP	MNA	PCA	CDA	DRT	
	6	2	3	1	28	
	HR	SF	LR	StrGr		
	2	12	3	4		

Skills:

Language: Somali 15, Language: English 10, Simple Explosives 16, Modern Pistol 14, Single Weapon 16, Brawling 14, Beast Riding 18, Throwing 16, Pre-Ruin Culture 8, Polearm 10, Bola 8, Literacy 5, Brawling 10, Survival 7, Archery 8, Crossbow 8, Stealth 7, Carpentry 6, Lab Technique 8, Technology Use 6, Decontamination 6, Chemistry 12, Carpentry 10

Equipment:

Six Gammon Grenades, Lance, Pistol
Black Fist Armor Kit 1
Lighter

COLIN JAMESON, BLACK FIST SNIPER

Colin Jameson is Malik's second in command, but he doesn't do much commanding. Malik always wants to be in control, so he's learned to just hang back and let Malik do his thing. Colin likes being by himself and he's a good shot, which makes him a good sniper. He

is patient and purposeful and driven by routine. He doesn't particularly like horses, so he looks for excuses to walk.



Physical Stats						
	Sex	Age	Size	Bulk	Looks	RF
Attributes	M	34	78	92	80	3
	WT	WL	STR	DFT	SPD	HLH
Talents	15	8	31	35	13	15
	CHA	CMB	SCI	EST		
	0	10	0	0		
Base Stats	COM	NAT	MCH			
	3	11	0			
	BAP	MNA	PCA	CDA	DRT	
	6	5	1	1	34	
	HR	SF	LR	StrGr		
	3	13	3	5		

Skills:
Modern Rifle 16, Beast Riding 10, Pre-Ruin Culture 4, Literacy 12, Electrician 6, Brawling 11, Survival 7, Polearm 11, Unarmed Combat 8, Weapon and Shield 11, Crossbow 8, Stealth 18, Boating 11, Climbing 14, Fishing 8, Hunting 8, Carpentry 6, Dirt Farming 8, Repair: Muscle Powered Vehicles 6, Lab Technique 6, Technology Use 6, Advanced Medical 6, Automobile Mechanic 6, Blacksmithing 6, Firearms Repair: Modern 6, Firearms Repair: Primitive 6, First Aid 6, Handloading 6, Machining 6

Equipment:
Barrett M82A1 Sniper Rifle with six 10-round mags (fourstandard, one AP, one APIT), Knife
Black Fist Armor Kit 1
Small sketch pad and pencil, 2/3 full canteen of water

BLACK FIST SOLIDER

The Black Fist Solders are good riders, and they fight well while mounted. Their main problem is most of their weapons are short range, so they have to charge in at full gallop to bridge the distance to their enemy before they get gunned down. They try to keep a low profile around Malik as mistakes can be costly... several of them are missing fingers from past transgressions.

Attributes					
WT	WL	STR	DFT	SPD	HLH
10	10	10	10	10	10
Base Stats					
BAP	MNA	PCA	CDA	DRT	
5	2	2	1	20	

Sex	Age
M/F	22+

Skills:
Beast Riding 12, Throwing 14, Modern Pistol 12, Single Weapon 12, Brawling 10, Simple Explosives 8

Equipment:
Sword, Pistol, four Gammon Grenade s
Black Fist Armor Kit 1
Lighter

Black First Armor Kits

Armor Kit 1:
Custom Black Leather Armor: Morion (1-3 HL), Breastplate with Gang Logo (4-9 H-HL), Vambraces (21-24 HL, 25-28 AL), Skirt (10-12 AL), Booted Greaves (11-20 AL)



Moisture Farmer Adventure Ideas

Here are ideas for adventures with the Moisture Farmers:

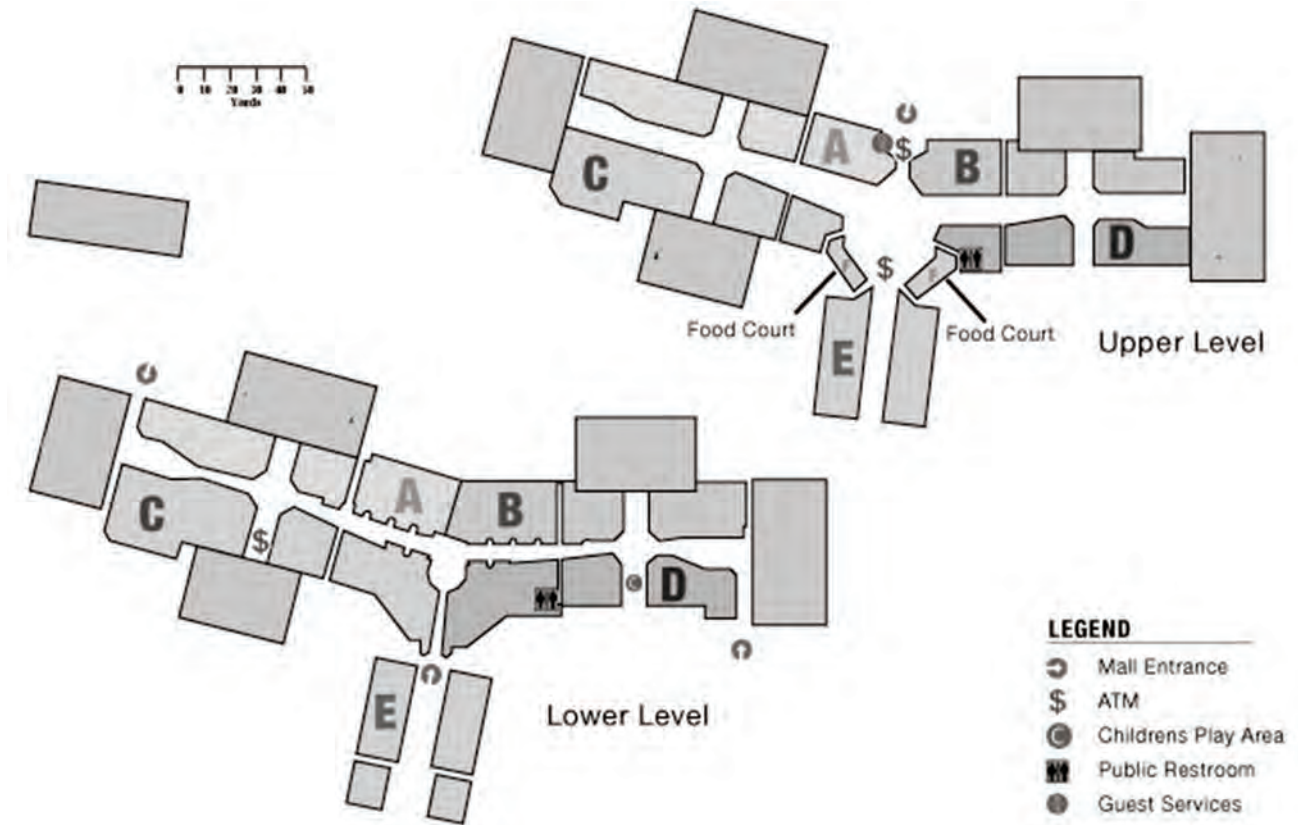
I Broke Something:
Locate a rare component needed to manufacture the moisture farming equipment.

Knowledge is Power:
The player-character becomes an understudy of Michael Wallace to learn about Moisture Farming. The player-characters can then sell or share this knowledge with other communities as a form of intellectual currency.

Defend the Water:
The Brethren of the Black Fist is expected with their Gammon Grenades, and they want to steal water and then destroy the moisture farming equipment. The player-characters are hired for additional security to defend the tunnels or possibly the members of the commune from the raiders.

WOODLAND MALL

History: On I-day, the two-story Woodland Mall was buried under fifty feet of dirt. The skylights shattered and the mud and debris poured in filling most of the large open areas of the mall, but largely leaving the stores intact. No one at the mall that day escaped, and they died of suffocation waiting for a rescue that never came.



One of the locals, a man by the name of Walter Sperry, worked as the mall security manager. He skipped work on I-day to be with his family and this decision saved his life. Thinking it might be a good place to live in the ruins, he led a group of fellow survivors on a dig, and they located a roof entrance to the building with relative ease. Since then, they've cleared out most of the mud and debris, scavenged many of the necessities and they live a decent life underground.

Gaining Entrance: There are two tunnel entrances from the surface that connect to two roof entrances at opposite ends of the building. Both are guarded by three Elite and five Standard Mall Security guards at each roof entrance, armed with shotguns and semi-automatics.

Wind chimes are hung in the tunnels to help alert the guards when someone approaches, and they're always on high alert to defend against all the bandit activity in the area.

The player-characters will first need to learn the location of the mall thru rumors, seeing it on a map, reading an advertisement, etc. Then they'll need to approach the guards peacefully, without weapons drawn and convince them of their intentions. The guards will ask Walter's permission via walkie-talkie before the player-characters can gain entrance.

If the player-characters desire unescorted access to the mall, they must surrender all firearms, which will be returned when they leave (knives are okay). Otherwise, pistols/rifles/shotguns/knives are allowed (other weapons must be checked) and the player-characters will be escorted by two Standard Security Guards at all times.

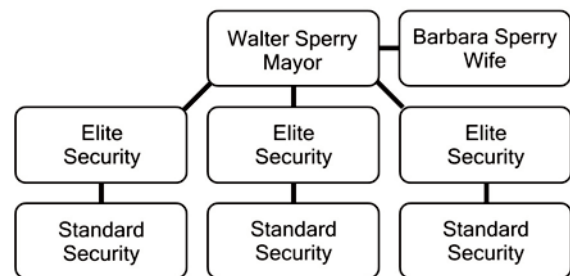
Population: 472

Resources: Stores for looting and living space. Oil lanterns and oil for them.

Trade: They have quite a lot of general mall merchandise including: stylish clothing, leather bags, running shoes, dinnerware, soaps, candles, eye glasses, household tools, appliance parts, computer parts and fifteen year old magazines and newspapers. The mall has

working restaurants, a vision center, and a movie theater with three operational screens. They've even got a Therapist.

WOODLAND MALL NPC STATS



WALTER SPERRY, MAYOR OF WOODLAND MALL

Walter is a good natured, reasonable man who has an easy way with people and he's well respected in the community. Walter's in his early fifties with gray hair combed back in a stylish business fashion. He likes to weigh all the factors before making a big decision, but he's learned not to take too long so people don't doubt his leadership abilities. As a previous mall security manager, he knows enough about security to protect the residents of the mall, and he's learned a few new tricks as well. If the action heats up, he tends to favor his "mall cop" training and likes to use the baton. He's married to Barbara Sperry and they have two kids, Howard "Howie" (age twenty-one) and Margaret (age seventeen).

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	51	5	9	59	3

Attributes

WT	WL	STR	DFT	SPD	HLH
8	15	24	15	10	17

Talents

CHA	CMB	SCI	EST
-2	10	-1	0
COM	NAT	MCH	
3	10	-2	

Base Stats

BAP	MNA	PCA	CDA	DRT
5	3	2	1	36
HR	SF	LR	StrGr	
3	13	2	3	

Skills:

Pre-Ruin Culture 15, Post-Ruin Culture 18, Language: English 18, Literacy: English 18, Commerce 15, Modern Pistol 15, Brawling 12, Single Weapon 20

Equipment:

Baton, Pepper spray, six-shot revolver with twelve rounds
Normally Woodland Mall Armor Kit 1, upgrades to Woodland Mall Armor Kit 2 during a security incident
Handcuffs, ink pen + pad, \$247

BARBARA SPERRY

Barbara is Walter's wife of twenty-six years and mother to their two children. She and Walter have their ups and downs, being best friends one week and avoiding each other the next. Walter insisted that she learn to shoot and carry a gun for their family's protection, and she did so grudgingly. Barbara is well known throughout the community, although she is not as well liked as Walter. She acts as a mediator and interrogator for disputes within the community.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
F	49	20	78	62	2

Attributes

WT	WL	STR	DFT	SPD	HLH
14	8	15	17	6	29

Talents

CHA	CMB	SCI	EST
11	1	1	1
COM	NAT	MCH	
6	8	6	

Base Stats

BAP	MNA	PCA	CDA	DRT
3	3	1	1	40
HR	SF	LR	StrGr	
4	14	3	3	

Skills:

Pre-Ruin Culture 20, Post-Ruin Culture 20, Language: English 18, Literacy: English 20, Interrogation 19, Modern Pistol 6

Equipment:

Six-shot Revolver with twelve rounds
Woodland Mall Armor Kit 4
Chewing gum, makeup kit

ELITE WOODLAND MALL SECURITY

The Elite Security Guards have seen the most combat of anyone at the mall, and know how to move under cover and lay down suppressing fire. Some even come from an ex-military or LEO background and help to train the others. They are adept with firearms, knives and hand to hand combat.

**Attributes**

WT	WL	STR	DFT	SPD	HLH
10	10	10	10	10	10

Base Stats

BAP	MNA	PCA	CDA	DRT
5	2	2	1	20
Sex	Age			
M/F	25+			

Skills:

Modern Pistol 16, Modern Rifle 16, Unarmed 16, Knife 16, Interrogation 8

Equipment:

Remington 1100 Shotgun with twenty-four rounds, P-13 pistol with 2D10 rounds, Folding Tactical Knife
Woodland Mall Armor Kit 3
Deck of cards, 4d20 dollars

STANDARD WOODLAND MALL SECURITY

The Standard Security Officers have less training and are less experienced than their senior counterparts. Most have security but not military training. They are most skilled in pistols and knives, with some hand to hand and rifle training.

Attributes

WT	WL	STR	DFT	SPD	HLH
5	5	5	5	5	5

Base Stats

BAP	MNA	PCA	CDA	DRT
3	2	1	1	10
Sex	Age			
M/F	20+			

Skills:

Modern Pistol 14, Modern Rifle 10, Knife 14, Unarmed 10, Literacy: English 10, Post-Ruin Culture 8

Equipment:

Remington 700 PSS Rifle with 2d10 rounds, Beretta M92 with three 15-round mags, Knife
Woodland Mall Armor Kit 3
2d20 dollars

WOODLAND MALL RESIDENT

These are the residents of Woodland Mall. Everyone has a job to help out the community, and their skills are somewhat varied. They are merchants, craftsmen, prepare food/water or handle other non-security related duties. There are quite a few stores in the mall providing a variety of scavenged merchandise.

Attributes

WT	WL	STR	DFT	SPD	HLH
5	5	5	5	5	5

Base Stats

BAP	MNA	PCA	CDA	DRT
3	2	1	1	10
Sex	Age			
M/F	15+			

Skills:

Knife 8 and Choose one of Commerce 12, Plastics Forming 12, First Aid 12, Therapy 12, Leatherworking 12, Tailor 12, Fermentation 12 and Dirt Farming 12

Equipment:

Folding Tactical Knife
Woodland Mall Armor Kit 4
2d20 dollars, energy bar

Woodland Mall Armor Kits

Armor Kit 1:

Long Sleeve Shirt (4-9, 21-28 LC), Dress Pants (10-18 LC), Dress Shoes (19-20 LL)

Armor Kit 2:

Same as Armor Kit 1 but add Bullet Proof Vest (4-9 QS)

Armor Kit 3:

Guard Uniform: Bullet Proof Vest (4-9 LP-MS), Uniform Shirt (3-9, 21-28 LC), Heavy Pants (10-18 LC), Shoes (19-20 LL)

Armor Kit 4:

Short Sleeve Shirt (4-9, 21-24 LC), Jeans (10-18 LC), Sneakers (19-20 LL)

Woodland Mall Adventure Ideas

Here are ideas for adventures in the Woodland Mall area:

Over-exposed:

Windstorms are eroding the dirt away from the mall, and one of the upper floor outer walls is being exposed from the surface. They're forming a work crew to shovel earth back into place to conceal the mall from topsiders. They need strong backs for shoveling and security to watch the perimeter as people work. Pay is \$100/day for guard duty and \$150/day for shoveling.

Let There Be Light:

The Woodland Mall Residents are using candles and oil lamps as their main source of lighting. They are running a little low on both, and ask the player-characters to locate some for them. They'll pay \$1/candle and \$10/gallon of lamp oil.

Fisticuffs:

A group of raiders known as the Brethren of the Black Fist have discovered the mall. Their leader, Malik, is testing their defenses and looking for a way in. Woodland Mall needs extra defense outside the mall to keep the Black Fist at bay. See stats on the Black Fist.

Rats!

A portion of the mall is being overrun with huge mutated rats. The player-characters will be paid \$1000 to find the nest and exterminate it. See stats in Appendix E.

THE MORMONS

History: In the American Wastelands near the area that was formerly the state of Utah, there are 320,000 surviving Mormons. There are many groups scattered in the area spanning several different denominations.

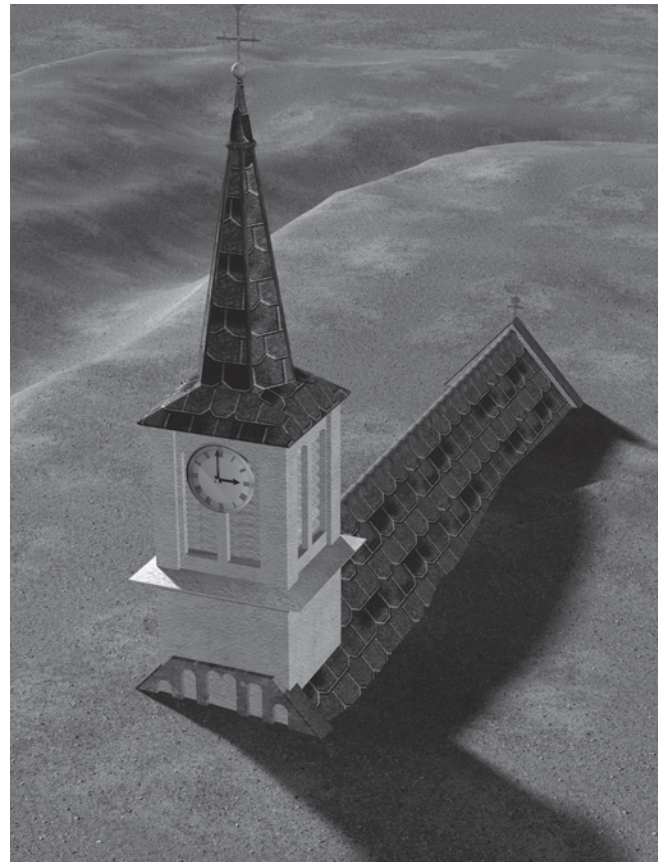
The largest group of surviving Mormons is The Church of Jesus Christ of the Latter-Day Saints abbreviated as LDS. They are led by The First Presidency comprised of President and Prophet Walter Duncan, First Counselor Henry Cook and Second Counselor Neil Wallace.

The Mormons were originally a peaceful group at heart. However the harsh conditions and need for defense have changed their viewpoint, and they take up arms now when needed.

This group believes in witnessing to non-believers and they send out groups of young adult missionaries accompanied by a few armed guards. The missionaries visit neighboring towns and trade routes to hand out religious pamphlets and encourage folks to visit their Temple. They offer a better way of life and a hot meal to anyone who will attend their Sunday morning Sacrament Meetings.

The Plentiful Temple: The largest group of Mormons lives in the massive remains of The Plentiful Temple. Originally standing at one-hundred feet high plus a seventy-five foot spire, about twenty feet of the top of the building and the spire are all that remain above ground. The exposed areas of the building and the spire have been skillfully plated with sheets of metal, although the angel at the top of the spire shows signs of sand blasting by the wind storms.

There is one entrance that is always guarded by four Ward Defense Soldiers. Visitors to the Temple are welcome, especially for the Sunday morning Sacrament Meetings (weapons checked at the door). The main hall seats up to fifteen-thousand people. There are numerous other classrooms, offices and worship areas as well as a functioning kitchen. Even with all this space, the Temple is bursting with nearly twenty-eight thousand survivors and growing every month.



Joining the Church: If the player-characters wish to join the church, here's how:

- * Talk with the Missionaries
- * Learn about Mormon beliefs
- * Read the Book of Mormon
- * Attend their Services
- * Become Baptized
- * Become Confirmed

Population: 27,649

Resources: Massive Temple, printing press, seamstress, forge

Trade: The Mormons will readily trade most items with outsiders. However there's currently a critical shortage on water, food and medical supplies so these items are unavailable for trade.

The Mormons have a team of seamstresses so there's an abundance of clothing including Mormon underwear. They can also design custom clothing for a fee and it takes about a week.

They have a working printing press with printing services at \$100 per thousand brochures. They occasionally need supplies or help with deliveries as well.

The Mormons have a local forge, and they sell replicas of the Sword of Laban and a variety of other bladed weapons. The Swords of Laban cost \$2000 each, other swords sell at about 50% over their normal rates but are of high quality.

If the player-characters join the Church and take on responsibilities as part of the community, they will receive a small ration of food and water. The food/water ration is actually one of the reasons for the surge in membership within the Church, and is causing the shortage and overcrowding.

Also if the player-characters are members and perform an act of compassion or charity in the spirit of the Church, they may receive a "Hand of God" token. They can redeem these tokens for a small luxury

item of their choice at the Church store, including a canned soda, jar of honey, half full bottle of shampoo, a bar of soap or a small roll of toilet paper.

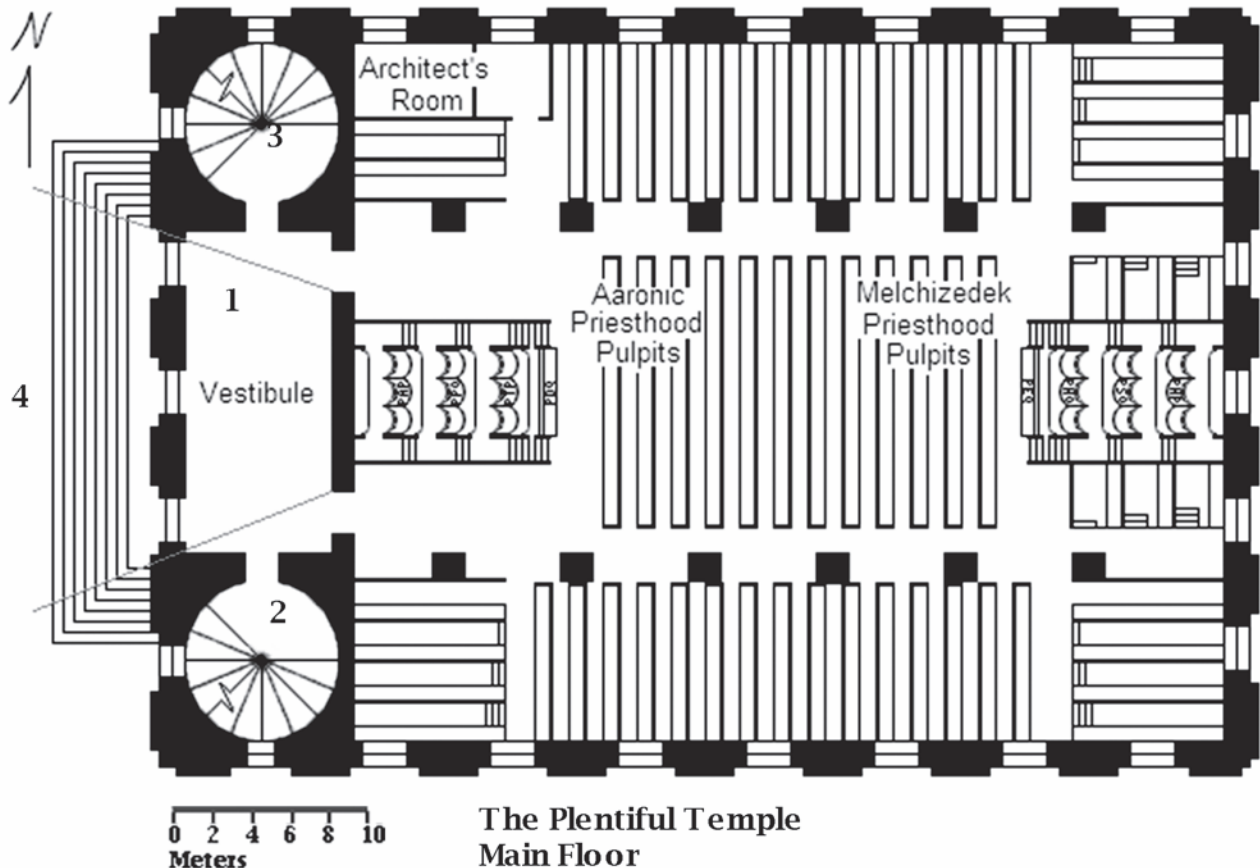
The Church store will pay \$5/gallon for fresh water, and \$30/batch of food for ten people. They also need first aid/surgical supplies especially for treatment of gunshot wounds and will pay normal rates for these supplies.

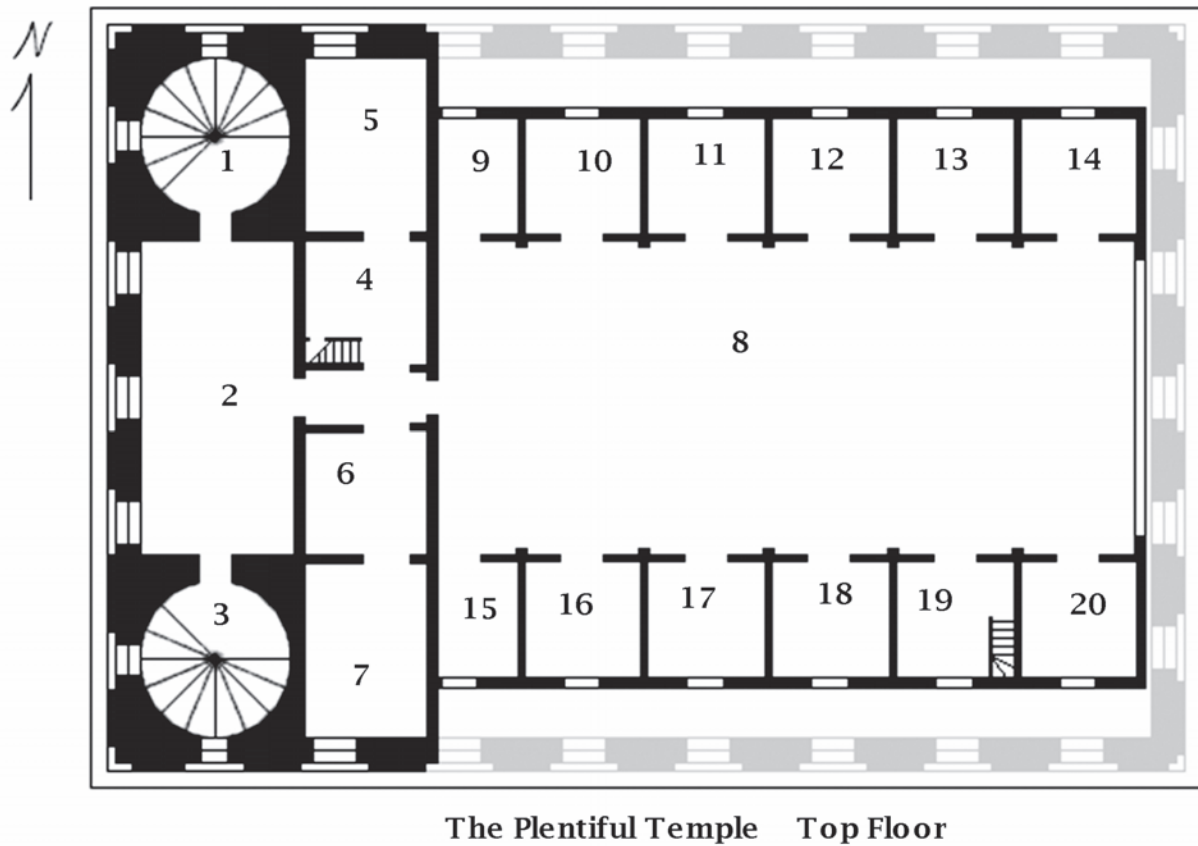
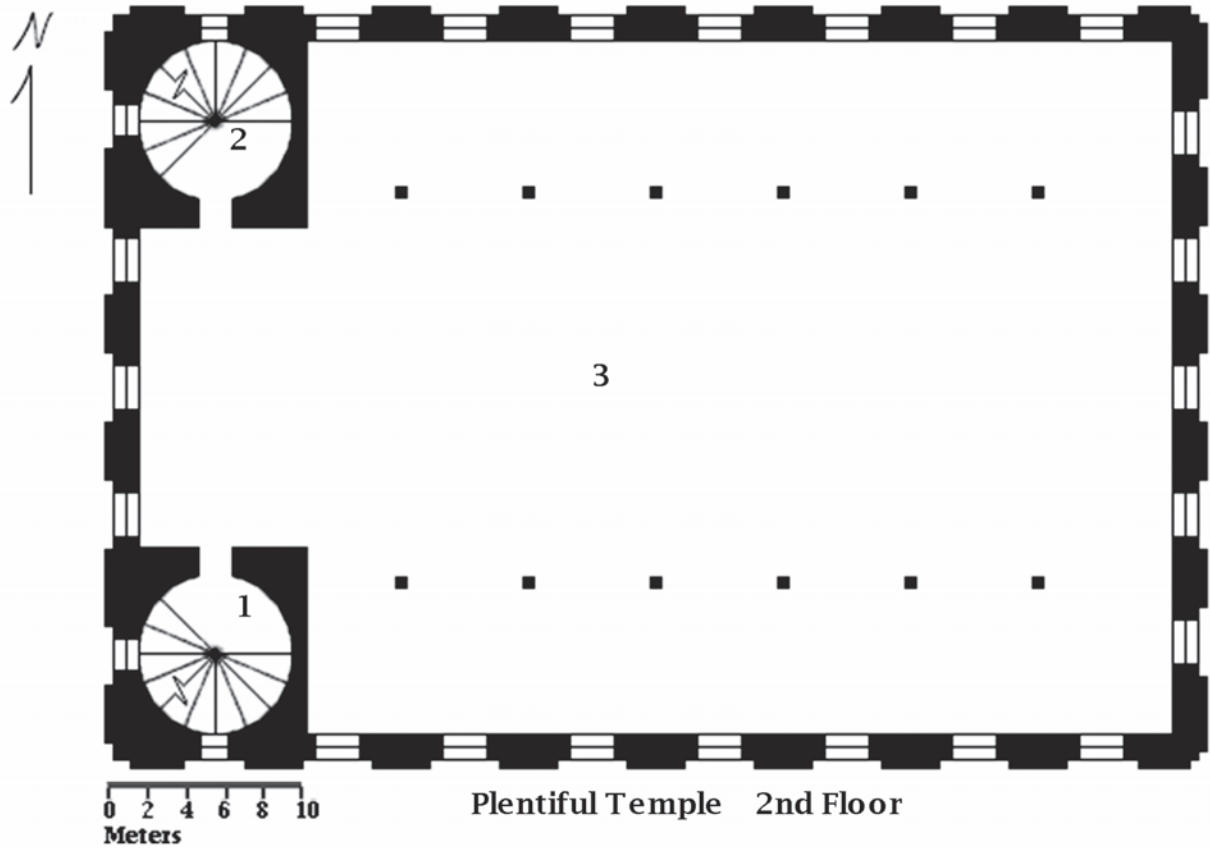
Mormon Sacred Artifacts

The First Presidency of the Mormon Church organized a quest to locate missing Mormon Artifacts. Letting these artifacts fall into the hands of scavengers is something the Mormon leadership cannot allow, and a race to locate these artifacts was set into motion. Here are some of the artifacts being pursued:

Golden Plates: The Golden Plates were found buried in Manchester NY and revealed to Joseph Smith in a vision from an Angel. They weigh thirty to sixty pounds and are metallic engraved pages, gold in color and bound by three rings. Joseph Smith used a Seer Stone to translate the original Egyptian writings into the Book of Mormon. Supposedly these plates were given back to the angel once the translation was completed. However, there are those who believe the Golden Plates are hidden away somewhere awaiting discovery.

Seer Stones: The Seer Stones were used by the spiritual leaders of the Mormon Church to receive revelations from God and for translating various texts, such as the Golden Plates. Sometimes they are fashioned into spectacles known as Urim and Thummin, and other times they are used individually. Joseph Smith was said to have a white and a chocolate colored seer stone. Several other historical leaders of the Church were also known to have seer stones, such as





Hiram Page, David Whitmer and Jacob Whitmer.

Sword of Laban: According to history, a powerful citizen in Jerusalem named Laban carried a sword made of precious metal with a hilt of gold. Nephi killed Laban and took both the sword and the brass plates for his own. Nephi then modeled similar weapons for his people from the Sword of Laban.

Brass Plates: The Brass Plates are engraved metal plates containing the ancient genealogy of Lehi and are also known as the Plates of Laban. They were taken from Laban by Nephi, along with the Sword of Laban.

The most likely locations of these artifacts are at large Mormon Temples or at the mansions of major Church leaders or their families. They are likely to be inside of large high-end safes requiring an expert level of skill to open (complexity 10 or above).

Summary of Mormon Beliefs

Here’s a quick overview of the Mormon core beliefs:

- * Love the Lord God
- * Love thy neighbor as thyself
- * Pray often and anywhere
- * Study the scriptures
- * Keep the Sabbath Day Holy (Sunday)
- * Become Baptized and Confirmed
- * Follow the prophets
- * Obey the Ten Commandments
- * Live the Law of Chastity
- * Obey the Word of Wisdom
- * Tithe to the Church
- * Fast on the first Sunday of each month
- * Obey and honor the law
- * Practice Intelligent Obedience

And some notes:

Law of Chastity: This law allows no sex before marriage, and complete loyalty to your chosen spouse.

Word of Wisdom: Also known as the Mormon Health code. Mormons will eat meat, but sparingly. They cannot consume coffee, tea, alcohol or use tobacco. Many drink sodas, but there are differing views on this.

Tithing: in addition to money, the Church now also accepts donations of food, water and other necessary supplies. During fasting, it is customary to tithe the amount of two meals to the church.

Intelligent Obedience: Following God out of one’s free will, and not following blindly or by fear of punishment.

Polygamy: The mainstream Mormons have banned taking on multiple wives. However splinter branches of the Church still allow this practice.

MORMON NPC STATS

PRESIDENT AND PROPHET WALTER DUNCAN

Walter Duncan is President and Prophet making him the head of all Mormons. He shares his leadership role with the First and Second Counselors listed below. Walter stands about 5’9” and has a full head of reddish hair for his age. He has a quick smile and a warm aura about him that quickly wins people over. He’s very tuned into the emotions of others and works to create an environment of cooperation and high morale. He invented the idea of the “Hand of God” tokens to reward members for good behavior, and handed off the implementation to his First Counselor Henry Cook. Even though this isn’t a traditional

practice, he felt it was warranted to avert a morale crisis in their community. Overall he’s a firm believer in the traditions of the church, and would prefer a peaceful solution to their problems with the raiders.



Physical Stats						
	Sex	Age	Size	Bulk	Looks	RF
Attributes	M	64	62	26	94	2
	WT	WL	STR	DFT	SPD	HLH
	13	11	15	40	7	12
Talents						
	CHA	CMB	SCI	EST		
	10	-2	-1	6		
	COM	NAT	MCH			
	5	8	4			
Base Stats						
	BAP	MNA	PCA	CDA	DRT	
	4	2	2	2	25	
	HR	SF	LR	StrGr		
	2	12	3	3		

Skills:
Literacy: English 20, Pre-Ruin Culture 18, Post-Ruin Culture 16, Leatherworking 14, Powerboat Pilot 12, Literacy: Latin 10, Brawling 8, Single Weapon 14

Equipment:
Replica Sword of Laban
Mormon Armor Kit 1
Chocolate colored Seer Stone (worth \$500,000), Small leather bound Book of Mormon with inscription from his late father, \$1500

FIRST COUNSELOR HENRY COOK

First Counselor Henry Cook is part of the First Presidency and leadership of The Plentiful Temple. He's a little younger than Walter Duncan but just as traditional, and they've known each other for years through the church. He stands at about 6'1" with a receding gray hairline, and is a little thin, almost gaunt, in appearance. Henry prefers things to be orderly, and is always fussing over the details to make sure things get done "the right way". He is responsible for implementing "The Hand of God" reward tokens, but has added his own practicality by limiting the number of tokens handed out per day to one hundred so their supplies don't become overly depleted. Henry is also responsible for defending the Temple and organized the Ward Defense Force. It's not uncommon to see Counselor Cook hanging up signs with instructions on how to better defend the Temple.

Physical Stats

	Sex	Age	Size	Bulk	Looks	RF
Attributes	M	55	83	44	65	1
	WT	WL	STR	DFT	SPD	HLH
Talents	14	22	25	15	12	6
	CHA	CMB	SCI	EST		
Base Stats	0	10	0	0		
	COM	NAT	MCH			
	-2	9	4			
	BAP	MNA	PCA	CDA	DRT	
	6	2	3	1	28	
	HR	SF	LR	StrGr		
	2	12	3	4		

Skills:

Literacy: English 20, Pre-Ruin Culture 18, Post-Ruin Culture 16, Dirt Farming 14, Automobile Driving 12, Literacy: Latin 10, Brawling 8, Single Weapon 16, Longsword 18

Equipment:

Replica Sword of Laban
Mormon Armor Kit 1
Leather Bound Book of Mormon, \$800

SECOND COUNSELOR NEIL WALLACE

Second Counselor Neil Wallace is also part of the First Presidency and leadership of The Plentiful Temple. Counselor Wallace can easily see the potential in people and encourages a person's potential in any way that he can. He's 5'10" and is a bit overweight at 225 pounds prompting people to speculate that he's a little loose with his interpretation of the "Word of Wisdom" or the Mormon Health Code. Neil's in charge of the printing press and outreach programs, which is a perfect fit with his personality. He has a contagious laugh and loves to talk with others, and is frequently seen hanging out with the youth of the church giving them direction and encouragement.

Physical Stats

Attributes	Sex	Age	Size	Bulk	Looks	RF
	M	55	68	90	27	2
Talents	WT	WL	STR	DFT	SPD	HLH
	22	5	15	15	20	12
Base Stats	CHA	CMB	SCI	EST		
	0	10	3	-1		
	COM	NAT	MCH			
	2	10	1			
	BAP	MNA	PCA	CDA	DRT	
	10	3	3	2	22	

HR	SF	LR	StrGr
3	13	4	3

Skills:

Literacy: English 20, Pre-Ruin Culture 18, Post-Ruin Culture 16, Commerce 12, Gambling 10, Literacy: Latin 10, Brawling 8, Longsword 12

Equipment:

Replica Sword of Laban
Mormon Armor Kit 1
Leather Bound Book of Mormon, \$560

MORMON COUNSELORS AND BISHOPS

There are many other Counselors and Bishops in the Mormon Church. These are general stats for any church counselor or bishop. The Mormon church believes in a Catholic-like patriarchal system, so only men will be found in these roles.

Attributes

WT	WL	STR	DFT	SPD	HLH
10	10	10	10	10	10
Base Stats					
BAP	MNA	PCA	CDA	DRT	
5	2	2	1	20	
Sex	Age				
M	15+				

Skills:

Single Weapon 10

Equipment:

Replica Sword of Laban
Mormon Armor Kit 1
Hardcover Book of Mormon, \$200

MORMON WARD DEFENSE FORCE SOLDIER

The Ward Defense Force was organized by Counselor Cook as a group of trained soldiers to defend the Temple. They run a fairly tight ship, everyone knowing their role, and they stay alert while on guard duty. Their weapons are a little subpar, they don't have body armor and they have a moderate skill level with their weapons, but they get the job done most of the time.

Attributes

WT	WL	STR	DFT	SPD	HLH
15	15	15	15	15	15
Base Stats					
BAP	MNA	PCA	CDA	DRT	
8	3	2	1	30	
Sex	Age				
M	20+				

Skills:

Brawling 16, Literacy 12, Longsword 16, Single Weapon 16, Modern Rifle 16, Modern Pistol 16

Equipment:

M4A1 with seven 30-round mags, 1911A1 with three 7-round mags, Replica Sword of Laban
Mormon Armor Kit 3
Softcover Book of Mormon, \$20

MORMON MEMBERS

These are the members of the Mormon church. Most have no combat training at all and instead contribute to the Mormon society at the Temple in other ways. Not all are really believers, and approximately one third of them are only there for protection and the food/water rations (A roll of 1-4 on 1d6 means they are true believers).

Attributes

WT	WL	STR	DFT	SPD	HLH
5	5	5	5	5	5

Base Stats

BAP	MNA	PCA	CDA	DRT
3	2	1	1	10
Sex	Age			
M/F	15+			

Skills:

Brawling 8, Literacy 8, Single Weapon 6

Choose one skill from:

Hunting 8, Handicraft (GMs choice) 8, Tailor 8, Leatherworking 8, Salvage Food 8, Dirt Farming 8

Equipment:

Choose one: baseball bat, shovel, wooden board

Mormon Armor Kit 2

Softcover Book of Mormon, \$20

Mormon Armor Kits

Armor Kit 1:

Suit Coat + Shirt (4-9, 21-28 LC), Suit Pants (10-18 LC), Dress Shoes (19-20 LL)

Armor Kit 2:

Short Sleeve Shirt (4-9, 21-24 LC), Jeans (10-18 LC), Sneakers (19-20 LL)

Armor Kit 3:

Long Sleeve Shirt (3-9, 21-28 LC), Heavy Pants (10-18 HC), Boots (19-20 HL)

Mormon Adventure Ideas

Here are ideas for adventures with the Mormons:

Express Mail:

The Mormons will pay \$1000 for the player-characters to deliver twenty-thousand brochures they printed for a group located about one hundred miles away. This weighs about two-hundred pounds so the player-characters will need a cart or vehicle to transport this. The player-characters will receive payment once they return with a signature confirming delivery.

Makin' Copies, Makin' Friends:

The Mormons are running out of tree sap to create ink for their printing press. Without this, they can still print but the quality is much lower. They'll pay the player-characters \$200/pound of suitable tree sap or gum they bring back. There aren't many trees in the area, so the player-characters may have to travel far and wide to fill this request. The Nantahala Forest may be one possibility.

An Inside Job:

Become a full member of the Mormon Church and hunt for artifacts to steal within their Temple offices. This should be an extremely high risk/high reward adventure. \$500,000 per artifact is not out of the question, although there should be no more than two artifacts found at the Temple.

Underground Resistance:

Help the Mormons lead an attack against a buried Temple dig site controlled by raiders to hunt for artifacts.

Safe Crackin':

The player-characters are hired to locate an expert safecracker to open a particularly nasty safe (complexity 10 or above) thought to have a Mormon artifact within. They will receive a \$2000 finder's fee for providing a safe cracker who successfully opens the safe.

Gear Up:

The player-characters are hired to find radiation suits and radiation sickness meds for an artifact hunting trip to upstate New York in the Nuclear Wastelands. Player-characters will be paid \$500 per radiation suit and \$200 per set of radiation meds.

MAVERICK'S SQUAD

History: After 1-day buried most the US, a series of large sand dunes developed along the outskirts of Carson City (or a city of the GM's choice). Being positioned along the most likely routes travelers take to reach the city, a group of bandits took interest and took up refuge along the tops of the dunes.

This group calls themselves "Maverick's Squad", but is known to the locals as the "Sand Dune Snipers" because of their tactics. They'll hide two fire teams in different positions along the ridgelines and snipe down onto the crude trails below with great accuracy. Once their targets begin to return fire, they'll displace and fire again from a new location. They are skillful snipers, and take the sun, wind and other factors into consideration. They also use desert camouflage tricks to avoid being spotted.

After a few rounds of fire like this, the snipers will suddenly disappear. If the player-characters investigate the ridgelines, they'll be able to easily trace the snipers to the mouth of a darkened tunnel. Should the player-characters chose to enter, the bandits have laid multiple traps in the tunnel and around the mouth. The traps are designed to incapacitate or kill their targets without damaging their weapons and equipment.

Maverick's Squad lives down in the tunnels. They get plenty of food and water from their victims and live a decent life. They recharge a bank of batteries by riding special bicycles for their daily exercise. This creates enough juice for lighting, a microwave oven and a few scavenged TVs and game consoles they located. They take great pride in their gaming, and have drawn game ladders on the walls to track their rankings against each other.

Maverick's Squad Tunnel Traps:

The Sand Dune Snipers have the following traps set out for anyone brave enough to enter the tunnels:

Bear traps: Three of these are buried in the sand in a semi-circle about 4 feet from the tunnel entrance. They do 1d6 lethal damage.

Spiked pit trap: located about ten feet into the tunnel in the darkness, this trap is covered by a pivoting piece of wood covered in sand to camouflage it. The pit is fifteen feet deep with sharpened metal spikes. If the player-characters hug either side of the hallway, they can easily pass by it.

Metal door with gun slit: A metal door with a gun slit is painted in mud to camouflage it at the end of the hallway. Once all the player-characters are in the hallway, and, if they get past the pit trap, a soldier will open fire on the group in the hallway with an assault rifle.

The Trader Bob's Gambit:

This is a second technique they frequently employ: One of the snipers will approach the target's encampment out in the desert in an enclosed bullet proof ATV towing a cart full of merchandise. Crude hand painted signs on the sides of the cart say "Trader Bob's – We're Open for Business" and there are scorch marks and some bullet holes in the cart along with about three first aid kits strapped to the outside of the cart. The driver keeps both hands on the steering wheel in plain sight as he approaches the camp.

Assuming he's not fired upon, he'll park about fifty feet away from the player-characters, get out of the ATV with his hands in the air and motion the characters over to the cart. He's wearing a bullet-proof vest, but there are no visible signs of weapons. The player-characters will be allowed to approach and he'll offer to let them look at his merchandise. Once they're occupied, the sniper will drop to the ground, roll under the cart, and press a button to trigger three flat flash-

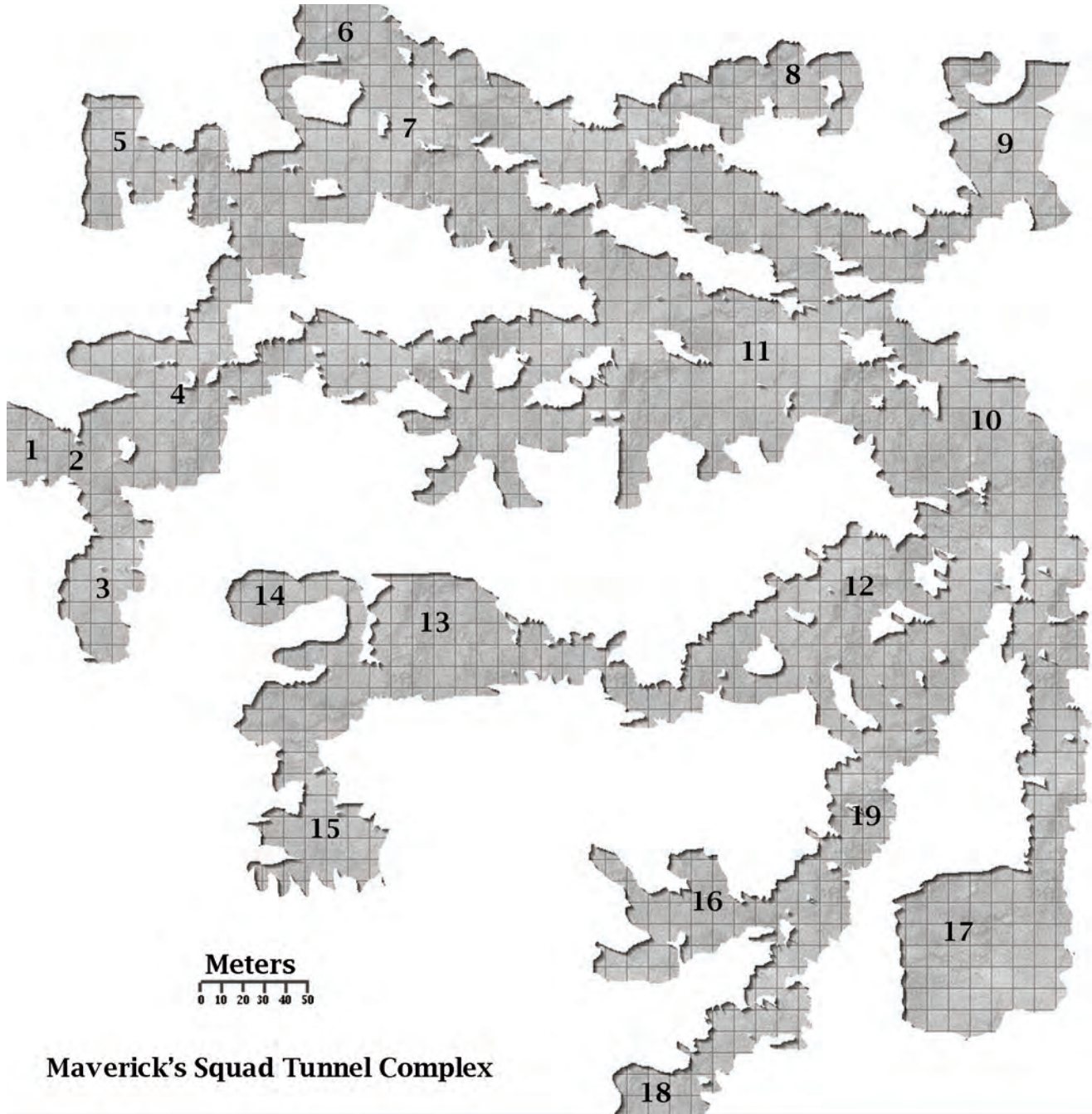
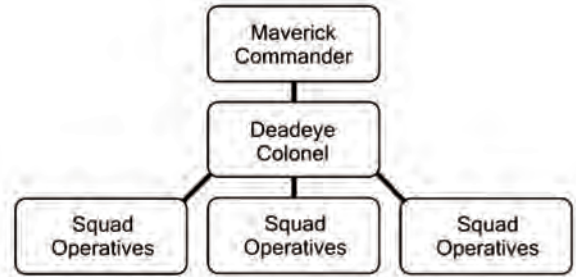
bang grenades concealed as the first aid kits along the sides and back of the cart. There's a shotgun and an assault rifle concealed underneath the cart, and two sniper teams from the dunes will open fire to finish off any survivors.

Population: 53

Resources: Good sniping location, trapped tunnels with living areas, man-powered generators

Trade: Maverick's Squad will not trade with any outsiders. They have a few trade agreements with folks in nearby towns, but largely scavenge what they need from travelers on the road.

MAVERICK'S SQUAD NPC STATS



MAVERICK, COMMANDER OF MAVERICK'S SQUAD

Maverick is the commander of Maverick's Squad and one hell-of-a shot with a sniper rifle. He leads the first fire team when they go on a mission. He places the needs of his squad before everyone else, and believes in taking what they need. He is very imaginative and comes up with unique solutions to attack and defense, and everything's worked out well so far. However he actually prefers to be safe underground in their concealed lair playing video games with his buddies. He's 5' 10" and weighs 180 pounds. He's in good shape, and has amazing eyesight, however his hearing isn't all that great.



Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	39	74	64	40	1

Attributes

WT	WL	STR	DFT	SPD	HLH
13	7	15	15	31	7

Talents

CHA	CMB	SCI	EST
1	11	3	3
COM	NAT	MCH	
3	10	-1	

Base Stats

BAP	MNA	PCA	CDA	DRT
16	3	5	2	18
HR	SF	LR	StrGr	
2	12	3	3	

Skills:

Modern Rifle 20/19, Modern Pistol 20/19, Knife 19, Throwing 19, Unarmed 16, Tactics 16, Strategic Command 18, ECM Operation 16, Gambling 15, Stealth 12

Equipment:

Accuracy International 338 Lapua with six-5 round mags, Mossberg 500 12ga shotgun with twenty-four rounds, three Mark 1 Grenades
Maverick's Squad Armor Kit 1
Dog tags, range finder, walkie talkie

DEADEYE, COLONEL OF MAVERICK'S SQUAD

Deadeye is the second in command of Maverick's Squad, and is Maverick's prodigy. He's also a master shot with a sniper rifle, and he leads the second fire team when they deploy. Deadeye loves his job and he's a bit over confident and sometimes downright cocky. He has a funny habit of writing little rhymes about the people he kills and entertains his squad-mates with them. He stands at 5' 7", weighs 135 pounds and is in good shape. He wears goggles and dyes his hair shock blond to stand out.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	37	52	48	92	1

Attributes

WT	WL	STR	DFT	SPD	HLH
15	8	15	20	16	13

Talents

CHA	CMB	SCI	EST
-1	10	-1	1
COM	NAT	MCH	
5	10	6	

Base Stats

BAP	MNA	PCA	CDA	DRT
8	3	3	2	24
HR	SF	LR	StrGr	
3	13	3	3	

Skills:

Modern Rifle 20/18, Modern Pistol 19, Knife 19, Throwing 18, Unarmed 15, Tactics 18, Strategic Command 14, ECM Operation 12, Dirt Farming 10, Gambling 14, Stealth 10

Equipment:

Accuracy International 338 Lapua with six 5-round mags, three Mark 1 Grenades, Military Combat Knife
Maverick's Squad Armor Kit 1 + goggles
Dog tags, walkie talkie, book of word games, pen

MAVERICK'S SQUAD OPERATIVE

The other combatants in Maverick's Squad are known as operatives. They aren't as good a shot as Maverick and Deadeye, but they're still very lethal from a distance. They enjoy their job and their living situation, and as a result are very loyal.

Attributes

WT	WL	STR	DFT	SPD	HLH
15	15	15	15	15	15

Base Stats

BAP	MNA	PCA	CDA	DRT
8	3	2	1	30
Sex	Age			
M/F	15+			

Skills:

Modern Rifle 19, Modern Pistol 16, Throwing 14, Unarmed 12, Stealth 14

Equipment:

Remington 700 PSS with thirty-six rounds, 1911A1 with three 7-round mags, Military Combat Knife
Maverick's Squad Armor Kit 1
Dog tags, canteen of fresh water

MAVERICK'S SQUAD RESIDENT

These are the non-combatants in Maverick's Squad. They are the elderly, the wives and the children of others in the squad. They tend to the domestic chores and leave the fighting to the operatives. However they are trained and will defend themselves if backed into a corner.

Attributes					
WT	WL	STR	DFT	SPD	HLH
10	10	10	10	10	10
Base Stats					
BAP	MNA	PCA	CDA	DRT	
5	2	2	1	20	
Sex	Age				
M/F	15+				

Skills:
Modern Rifle 10, Modern Pistol 10, Unarmed 10

Equipment:
Random Pistol with 3d6 rounds, Military combat knife
Maverick's Squad Armor Kit 2
Dog Tags

Maverick's Squad Armor Kits

Armor Kit 1:
Bullet Proof Vest (4-9 LP-MS), Military T-shirt (4-9, 21-22 LC), Military Desert Camo Shorts (10-14 LC), Combat Boots (17-20 HL), Combat Helmet (1 HL)

Armor Kit 2:
Short Sleeve Shirt (4-9, 21-24 LC), Shorts (10-14 LC), Sandals (19-20 LC)

Maverick's Squad Adventure Ideas

Here are some adventure ideas with Maverick's Squad:

Cleaning House:
A Seattle Dash advance support team was taken out by Maverick's Squad. The player-characters are hired to clear out all of the Sand Dune Snipers from their tunnels to make safe the area for the rally race.



Sandy Surprise:
While the player-characters are travelling between locations for another quest, they have a run in with the Sand Dune Snipers. Try the "Trader Bob's" technique first.

Flash Bang:
If the player-characters manage to make friends with the Snipers (difficult to do), they will pay the player-characters \$500 per flash bang grenade they locate (or for materials used in creating them like magnesium or aluminum). The best places to look are the armories of buried military bases.

TAYLORSVILLE

History: After the ruin, the residents of Taylorsville decided to try to resume "normal lives". The town mayor is Sara Rollins, a woman of great vision, who consulted with everyone and helped focus a plan for the future of their little town.

With hard labor and fierce determination, the townsfolk dug down thru fifty-five feet of earth. They dug two sloped paths from the surface down into their town and cleared the main downtown area. Now they are living in several blocks' worth of apartments and have restored some of the shops, restaurants, a Methodist church and even the town courtyard that doubles as an outdoor concert area for their nightly musical events.

The residents of Taylorsville discovered the water table shifted after the asteroid impacts. By digging wells in the city, the residents tap into what they believe are the left over waters from the nearby Quill Lake, now underground.

Taylorsville became a local hub for regional commerce. It's one of the few places to trade for clean water and to find some entertainment in the area. Most folks are well behaved, but there are problems with a local group of raiders. The rumor mill is also churning with talk of cannibals living at another nearby site.

Sara Rollins posted guards on the rooftops to defend against local raiders from the surface. She's taking a live and let live approach with the rumored cannibals, unless of course they eat one of her townsfolk, but so far this hasn't been a problem.

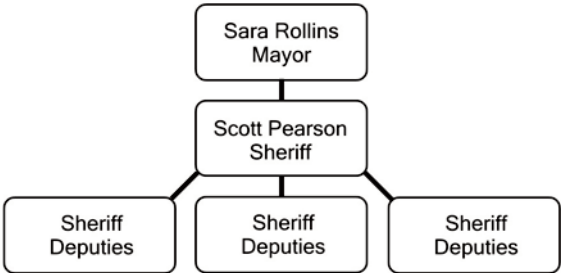
Population: 347

Resources: Methodist Church, courtyard, fresh water wells, two restaurants, five shops

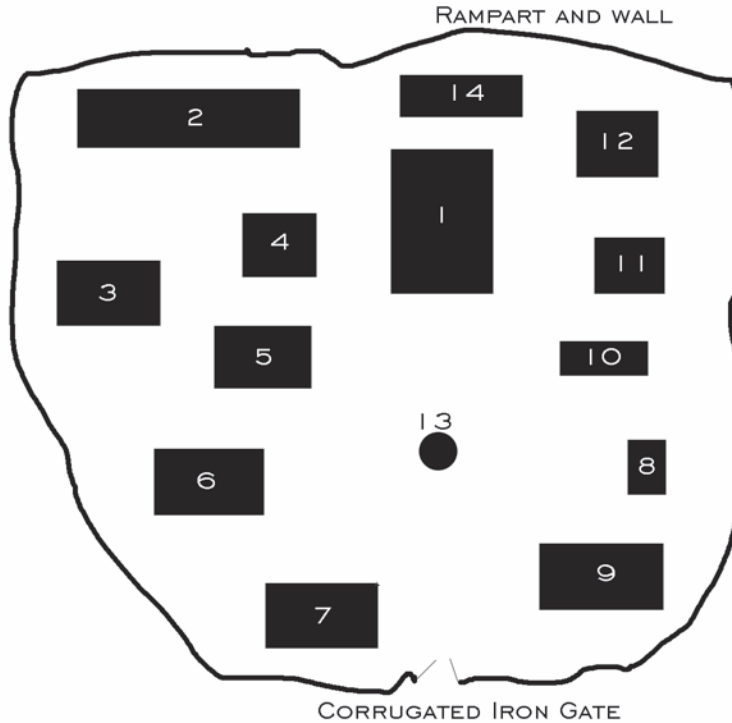
Trade: fresh well water, nightly music performances, some small shops selling arts, crafts and other small items.

They offer some canned food and hydroponically grown plants. The restaurants are serving the same. Not much to offer in the way of fresh meat or alcohol, however.

TAYLORSVILLE TOWNSFOLK NPC STATS



TAYLORSVILLE AREA MAP



- 1 - CHURCH
- 2 - BUNKHOUSE
(OLD CLASSROOM)
- 3 - RESTAURANT
- 4 - SHOP
- 5 - SHOP
- 6 - WOMEN'S BUNKHOUSE
- 7 - TRADER
- 8 - MEDICAL SHOP
- 9 - MARRIED BUNKHOUSE
- 10 - SHOP
- 11 - SHOP
- 12 - RESTAURANT
- 13 - WELL
- 14 - SCHOOL

SARA ROLLINS, MAYOR OF TAYLORSVILLE

Sara Rollins is the well liked Mayor of Taylorsville. She has an inner strength that has kept her alive through a few rough scrapes, both physical and psychological. She's an attractive black woman standing at 5' 6", weighs 130 pounds and has an athletic physique. With her shoulder length black hair and her exotic look, men tend to find her rather attractive despite her somewhat serious nature, but she's single and her work comes first. She has a talent for talking with people and developing a vision of how things should be, and then enlisting their help to make it a reality. She has a strong musical streak, and hums various melodies while working. She also started the nightly concerts in town square, and sometimes plays a harmonica or picks up a guitar. She's an optimist at heart, and tries to replace despair with hope in the hearts of her townsfolk. She dislikes anyone who is a threat to the town, and has a lack of patience for pessimists and complainers.

Physical Stats

	Sex	Age	Size	Bulk	Looks	RF
	F	35	74	60	87	3
Attributes						
	WT	WL	STR	DFT	SPD	HLH
	9	21	15	25	8	7
Talents						
	CHA	CMB	SCI	EST		
	12	10	1	0		
	COM	NAT	MCH			
	10	6	-2			
Base Stats						
	BAP	MNA	PCA	CDA	DRT	
	4	2	2	2	25	

HR	SF	LR	StrGr
2	12	2	3

Skills:

Unarmed: Striking 16, Knife 14, Therapy 8, Language: French 10, Pre-Ruin Culture 16, Post-Ruin Culture 12, Dirt Farming 10

Equipment:

Folding combat knife, brass knuckles
Taylorsville Armor Kit 1
Harmonica, stylish gold necklace
In her quarters: Guitar, \$2500, bullet proof vest

SCOTT PEARSON, SHERIFF

Scott Pearson is the Sheriff in Taylorsville. He lives to create and enforce order on the world around him. He is a neat and orderly person, both inside and out, having pressed clothes, polished shoes and an exact haircut. He is 5' 8", has a receding hairline and has piercing, squinting eyes. His normal glasses were broken, so he's wearing a stand in pair with a different prescription, and they're causing bad headaches. People debate if the squinting eyes are a result of his personality or from the wrong glasses. Sheriff Pearson demands loyalty and enforces the regulations strictly.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	33	64	48	21	2
Attributes					
WT	WL	STR	DFT	SPD	HLH
15	12	20	15	24	5
Talents					
CHA	CMB	SCI	EST		
0	10	1	-1		

COM	NAT	MCH		
0	5	1		
Base Stats				
BAP	MNA	PCA	CDA	DRT
12	3	4	2	21
HR	SF	LR	StrGr	
2	12	3	3	

Skills:

Modern Rifle 14, Modern Pistol 15, Brawling 18, Single Weapon 18, Knife 16, Throwing 14, Pre-Ruin Culture 3, Unarmed Combat 10, Tonfa 9, Literacy 6, Encryption 3, Survival 4, Longsword 9, Two Weapon 9, Sling 8, Swimming 6, Masonry 6, Nutritionist 4, Lab Technique 6, Technology Use 6, Advanced Medical 6, Blacksmithing 6, Chemistry 3, Firearms Repair: Primitive 6, First Aid 6, Simple Explosives 6, Therapy 6, Complex Explosives 6

Equipment:

Remington 700 PSS with thirty-two rounds, Glock 17 with three 17-round mags

Taylorville Armor Kit 3

Small tube of toothpicks, handcuffs, flashlight

TAYLORSVILLE DEPUTIES

The Taylorville Deputies are hardworking and well trained. They not only act as guards, but as a police force of sorts. They'll throw drunks in jail until they sober up and keep the peace in town.

**Attributes**

WT	WL	STR	DFT	SPD	HLH
15	15	15	15	15	15

Base Stats

BAP	MNA	PCA	CDA	DRT
8	3	2	1	30
Sex	Age			
M/F	25+			

Skills:

Modern Rifle 14, Modern Pistol 14, Brawling 12, Single Weapon 12, Throwing 8

Equipment:

M4A1 Carbine with six 30-round mags, Glock 17 with three 17-round mags

Taylorville Armor Kit 3

Handcuffs, flashlight

TAYLORSVILLE RESIDENT

The Taylorville Residents are a decent sort. They enjoy the music performances and hang out at the restaurants. Most of them are well behaved, but there are occasional disagreements resulting in fist fights, and the occasional shooting.

Attributes

WT	WL	STR	DFT	SPD	HLH
5	5	5	5	5	5

Base Stats

BAP	MNA	PCA	CDA	DRT
3	2	1	1	10
Sex	Age			
M/F	15+			

Skills:

Single Weapon 10, Brawling 11, Polearm 8

Equipment:

Scrounged Melee Weapons

Taylorville Armor Kit 2

Bottle of fresh water, 1d6 days of K rations

Taylorville Armor Kits**Armor Kit 1:**

Long Dress (4-16, 21-22 LC), Deerskin Boots (17-20 LL)

Armor Kit 2:

Short Sleeve Shirt (4-9, 21-24 LC), Jeans (10-18 LC), Sneakers (19-20 LL)

Armor Kit 3:

Guard Uniform: Bullet Proof Vest (4-9 LP-MS), Uniform Shirt (3-9, 21-28 LC), Heavy Pants (10-18 LC), Shoes (19-20 LL)

TAYLORSVILLE CANNIBALS

History: The Taylorville Cannibals weren't always cannibals and they didn't always live in the area. Rather, they were a group of travelling armored couriers who were attacked by raiders in the desert. Their vehicles were disabled, cargo stolen and they were left stranded. After surviving the raider attack and taking a few casualties, their leader, Seth Jones, soon realized they had no idea where they were or where to go. The raiders had made off with most of their food and supplies, and hunger set in. Being desperate men in desperate times, they ate their fallen friends and discovered they had a taste for human flesh.

After wandering for a while, they finally settled about a mile away from Taylorville and started a new dig site. The original eight survivors have taken on a few like-minded members, and their group now numbers fourteen. The folks at Taylorville have a strong suspicion about the nature of this group, but no one knows anything for sure.

The Taylorville Cannibals located some three-story office buildings that are mostly buried. One office building is completely underground except for one corner, and they use the window as an entrance. They also have some underground tunnels to get around unseen. They live

in this building, and have taken some steps to fortify the window and hidden entrances against attack.

They use some of the other buildings to capture their prey. Seth Jones has instilled a certain code in his followers and they try to only eat “bad people” like raiders or bandits. Here’s how they spring their normal trap:

They put up hand painted signs advertising “Guns and Ammo for sale” with crudely painted arrows pointing the way. People following the signs will reach a group of partially buried four story buildings, forming a rough u-shape. In the middle of these buildings are a set of tables with guns and ammo arranged for sale. They see a friendly looking man sitting at the table, as well as several armed and alert guards on watch from the nearby buildings. If attacked, they’ll return fire immediately.

However, if approached peacefully, the cannibals will try to conduct business. Rudy Hurst is the man sitting at the table. He’s wearing a bullet-proof vest and has a 12-gauge shotgun under the table if needed. However Rudy has a special talent: he is able to read the micro-expressions that flash across someone’s face and can determine if they are telling the truth.



Faithful to Seth’s code about killing only bad people, Rudy will try to determine the real reason people want the weapons. There are several planted items on the table including a wicked looking cudgel, a deadly looking exotic knife and some handcuffs. These are used to gauge the customer’s disposition by watching their level of interest and listening for revealing comments like “man, I could gut me a whore with this.” If this doesn’t reveal anything, he’ll ask some questions while watching their expressions closely. Questions like:

* “Perhaps I can make some suggestions. Are you gentleman engaging in a certain type of combat?”

* “If you torture your victims, this is an effective knife. Are you interested in taking a look?”

* “These handcuffs are in good working order if you take any captives. Do you try to avoid killing your enemies?”

If Rudy decides they are after more honorable pursuits like defense, he’ll trade with them and the cannibals will let them be. However, if they don’t pass the test, the trap is thrown.

There is a large trap door hidden under the dirt in front of the tables. Roll a WIT CST to detect the trap door. Once the “customers” are in the right spot, Rudy will step on a foot switch hidden under the table. The trap door will swing open and a DFT AST is required to avoid falling into the cage beneath them. If any characters fall in, they sustain falling damage from the fall (three meters). A group of cannibals is waiting down in the hole next to the cage with non-lethal weapons such as 12-gauge shotguns with bean-bag ammo and Electro Batons to knock them out.

Anyone captured in such a fashion will be knocked out, killed with a dagger thru the eye, and then dragged through one of the hidden tunnels to a butcher shop set up at the apartments where they live.

Anyone not falling in the cage will be attacked by the guards in the nearby buildings, and, if killed, their dead bodies are thrown into the hole for processing.

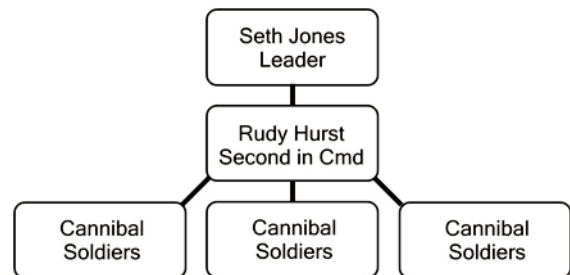
Population: 14

Resources: Underground apartment building, several underground office buildings, system of tunnels between the buildings, easy access to raiders/bandits for food

Trade: The Cannibals will trade jerky and fresh “mystery meat” if the player-characters are brave enough to eat it. See the rules for Consuming Human Flesh for details.

They occasionally need to trade with the shops in Taylorsville, and Seth lets Rudy, his right hand man, handle these transactions since he’s friendly with everyone. They are generally after fresh water and wine, bread or side dishes to go along with the meat they’re consuming.

TAYLORSVILLE CANNIBALS NPC STATS



SETH JONES, CANNIBAL LEADER

Seth Jones is leader of the cannibals that live near Taylorsville. He practices a code of “eat only the bad people” with his group, mostly because he wants revenge against the local raiders for what they did to his friends, but it also keeps his group out of trouble with the nearby Taylorsville townsfolk. He stands at 5’ 9”, weighs 150 pounds and is of average build. He has short brown hair, blue eyes and is somewhat handsome. A fresh cut from a knife wound is visible on his left upper arm and it was stitched clumsily and bound with a cloth.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	37	71	44	72	2

Attributes

WT	WL	STR	DFT	SPD	HLH
9	19	15	37	13	9

Talents

CHA	CMB	SCI	EST
0	10	0	0
COM	NAT	MCH	
8	10	0	

Base Stats

BAP	MNA	PCA	CDA	DRT
7	5	1	2	26
HR	SF	LR	StrGr	
2	12	2	3	

Skills:

Modern Pistol 18, Single Weapon 16, Brawling 18, Unarmed 14, Automobile Driving 10, Post-Ruin Culture 3, Throwing 11, Literacy 5, Survival 8, Tactics 5, Weaver/Spinner 9, Technology Use 9, Mathematics 3, Physics 2, High Technology Use 9, ECM Operation 9, Solar Power Generation 6

Equipment:

Skinning Knife, Electro Baton, P26 (44 Magnum) with thirty-five rounds

Taylorville Cannibal Armor Kit 2

Small bag of mystery meat jerky

RUDY HURST, SECOND IN COMMAND

Rudy Hurst is Seth's right hand man and second in command. Rudy possesses the rare ability to read the micro expressions that flash across people's faces as well as their body language to determine a person's true emotions. He keeps his emotions hidden from view and only shows the world what he wants them to see. Rudy is 6' 1" and 160 pounds with graying black hair and worry lines that add about ten years to his actual age. He wears tinted yet stylish glasses and grows some stubble which helps him to conceal his emotions from others. People find him likeable and funny and think he is very smart, and he leverages this to act as the liaison with the townsfolk of Taylorville. Rudy joined Seth's team after raiders tore his family away from him and cut off the pinky and ring fingers on his right hand. He rubs the scars where fingers are missing to call attention to his disfigurement, and it makes people lower their guard around him. He is willing to follow Seth's code of only killing bad guys, provided he gets revenge against any raiders that come along. Rudy is Changed-Telepath (Psychic Induction, Mind Bomb).

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	42	88	74	74	1

Attributes

WT	WL	STR	DFT	SPD	HLH
15	4	15	15	28	15

Talents

CHA	CMB	SCI	EST
18	10	2	1
COM	NAT	MCH	
2	6	-1	

Base Stats

BAP	MNA	PCA	CDA	DRT	PSI
14	3	5	2	24	26
HR	SF	LR	StrGr		
3	13	3	3		

Skills:

Post-Ruin Culture 3, Throwing 11, Literacy 5, Brawling 12, Survival 8, Tactics, 5, Weaver/Spinner 9, Technology Use 9, Mathematics 18, Physics 2, High Technology Use 9, ECM Operation 9, Solar Power

Generation 12**Equipment:**

Three Shurikens

Taylorville Cannibal Armor Kit 1

Bag of mystery meat jerky, torn photo of his family

CANNIBAL SOLDIER

These are the other cannibals. All are required to participate in capturing their prey, which means they all need to know how to fight. They have a 1 in 1d6 chance of having Kuru.

**Attributes**

WT	WL	STR	DFT	SPD	HLH
10	10	10	10	10	10

Base Stats

BAP	MNA	PCA	CDA	DRT
5	2	2	1	20
Sex	Age			
M/F	25-40			

Skills:

Modern Rifle 14, Modern Pistol 14, Single Weapon 14, Brawling 14, Throwing 12, Fermentation 8, Dirt Farming 8, Salvage Foods 6

Equipment:

One of: Blackjack, Mossberg 500 12ga shotgun with bean bag load, Electro Baton

Taylorville Cannibal Armor Kit 2

Bag of mystery meat jerky

Taylorville Cannibals Armor Kits**Armor Kit 1:**

Leather Jacket (21-28,4-12 HL), Jeans (10-16 HC), Boots (27-30 HL)

Armor Kit 2:

Same as Armor Kit 1 w/ Level IIIa Bullet Proof Vest (4-9 AV 16, Enc 0.25)

THE SAND DEVILS

History: The raiders near Taylorville are a ruthless bunch and go by the name of "The Sand Devils." They kill and capture people for entertainment and take whatever they want. They are led by Drake Lexington, who is a very cruel and bigoted man.

The raiders live above ground in a fortified shanty town. Their buildings are crudely pieced together from wood and metal panels they've scavenged, and they've erected barriers around the perimeter to protect against the wind storms.

Drake decides who is fit to be in his group of raiders. He hands out silver necklaces with The Sand Devils emblem during a Ceremony of Selection. If someone messes up or pisses him off, Drake will host a Ceremony of Shame to take away their necklace, and they have to



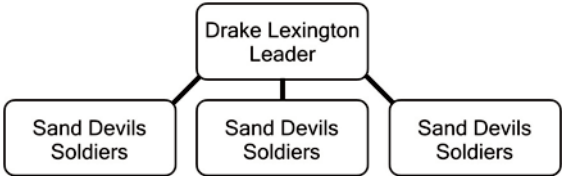
earn it back again.

The Sand Devils are the group that disabled Seth’s convoy of trucks and killed his friends. It is also the same group that captured Rudy Hurst’s wife and daughter who are still slaves and prisoners at the camp after several years of mistreatment.

The Taylorsville townsfolk also have a beef with them, since they frequently attack merchants approaching the town to trade, and recently killed a musician who was onstage and giving a concert in front of everyone. Pretty much no one in the area likes this group, and there will be some nice payments if they are taken out.

Population: 57
Resources: Shanty town, small forge
Trade: Overall the Sand Devils are rather poor and don’t have a lot to offer in the way of trade. They do have some assorted items from raiding local areas, such as some jewelry, extra clothing, and water of questionable quality. They don’t have any ammo or food to spare. They are interested in trading for weapons and ammo, alcohol and non-human sources of meat.

THE SAND DEVILS NPC STATS



DRAKE LEXINGTON,
LEADER OF THE SAND DEVILS

Drake Lexington is a cruel and self-centered leader. His birth name is really Eugene Periwinkle, but he is ashamed of the name and keeps it secret from everyone. He insists on being called “Mr. Lexington” and enforces respect for positions of power. Drake is very religious in a God fearing sort of way, and requires his gang to sit thru Sunday

worship services. He likes to watch as people perform for him, and he likes to be waited on. He knows his desires, covers his weaknesses and is an exceptional physical fighter. Standing at 6’ 8” and weighing 270 pounds he towers over others and is very intimidating. He has unkempt curly black hair and smells a bit dusty. Drake may have undiagnosed cerebral palsy as he gets hand tremors that his gang pretends not to see.

Physical Stats						
	Sex	Age	Size	Bulk	Looks	RF
Attributes	M	35	98	97	24	5
	WT	WL	STR	DFT	SPD	HLH
Talents	15	4	15	15	28	15
	CHA	CMB	SCI	EST		
	3	10	2	1		
Base Stats	COM	NAT	MCH			
	2	10	-1			
	BAP	MNA	PCA	CDA	DRT	
	14	3	4	2	24	
	HR	SF	LR	StrGr		
	3	13	3	3		

Skills:
Two Weapon 18, Single Weapon 15, Modern Pistol 16, Pre-Ruin Culture 4, Tonfa 8, Crossbow 8, Literacy 6, Plastics Forming 6, Brawling 8, Survival 6, Fencing 11, Knife 11, Longsword 8, Nunchaku 8, Sling 8, Direct Fire Cannon 8, Missile Launcher 8, Boating 8, Swimming 8, Search 8, Dirt Farming 8, Tailor 6, Basic Research 6, Technology Use 6

Equipment:
Two collapsible 16” police batons,
Glock 41 pistol with two 15-round clips
The Sand Devils Armor Kit 1
Gold necklace with The Sand Devils emblem

THE SAND DEVILS SOLDIER

The Sand Devils are a ruthless bunch. Mr. Lexington keeps them a bit on edge, so they are generally ill tempered. They prefer spending

time away from Drake when they can, and enjoy raiding the town and getting drunk. They can recite portions of the Bible, especially some of the more apocalyptic passages.

Attributes

WT	WL	STR	DFT	SPD	HLH
10	10	10	10	10	10

Base Stats

BAP	MNA	PCA	CDA	DRT
5	2	2	1	20
Sex	Age			
M/F	25-37			

Skills:

Modern Rifle 14, Modern Pistol 14, Single Weapon 14, Brawling 14, Throwing 12

Equipment:

R10 Rifle (300 Magnum) with twenty-five rounds, P42 (9mm) with three 8-round mags

The Sand Devils Armor Kit 2

4 in 6 have Silver necklace with The Sand Devils emblem (the others are trying to earn them back)



The Sand Devils Armor Kits

Armor Kit 1:

Plastex Jacket (21-22, 4-14 PX), Hard Boots (17-20 AL), Leather Gloves/Bracers (27-30 AL)

Armor Kit 2:

Black Leather Jacket (21-28, 4-12 HL), Blue Jeans (10-16 HC), Dark Leather Boots (27-30 HL)

Taylorsville Area Adventure Ideas

Here are ideas for adventures in the Taylorsville area:

Taking out the Trash:

One night, about a week ago, a couple of The Sand Devils were looking for sport. They snuck up along the dirt wall around Taylorsville and sniped the musician performing onstage in front of the townsfolk.

Mayor Rollins is very pissed off about this, and hires the player-characters to remove her "raider problem." She'll pay \$500 per head the player-characters bring back, and \$5000 for proof of their leader's death.

Fish Sticks for Everyone:

One of the townsfolk caught a fish in his well. He believes there are more down there, and the townsfolk need help digging and bracing a series of tunnels down to the source of this well for easier fishing. The player-characters are offered \$500/day to help dig, plus food and water while they are working.

Four Eyes:

Sheriff Scott Pearson has damaged his glasses. He has a stand-in pair, but the prescription isn't right and it gives him headaches all the time. He doesn't have time to leave his town to get replacements, so he offers to pay the player-characters \$1000 to visit Woodland Mall where they are rumored to have a vision store and bring back a new pair. If the player-characters agree, he'll jot down his prescription to take with them.

Hurst Family Unchained:

Rudy Hurst hires the player-characters to determine the fate of his family. All he knows is that raiders wearing some type of silver necklace bearing an emblem tore them away from him and he hasn't seen them since. He gives the player-characters a photo of his wife and daughter, and offers the player-characters \$10,000 for proof of their fate, or \$20,000 for their safe return. If the player-characters investigate, they'll find the mother and daughter are slaves at The Sand Devils' camp. They'll need to use stealth or significant firepower to bust them out.

Where's the Beef?

Word is getting out about how the cannibals are capturing people at the gun market. If the player-characters help the cannibals come up with another method of efficiently capturing their prey, then they'll be rewarded with their choice of anythree weapons plus ammo from the cannibals' stash.

In the Crosshairs:

The Sand Devils suspect the cannibals ate some of their crew. They will pay the player-characters \$7,000 to take out the entire group of cannibals.

Camp Defense:

The Sand Devils got wind that Taylorsville is preparing to attack their camp. They offer the player-characters \$5,000 to help defend against an attack from the town.

THE AMERICAN WASTELANDS ENCOUNTER TABLES

Use these tables to randomly determine events for the American Wastelands area.

American Wastelands Rumors

Roll 1d20	Rumor
1	There's a group of survivors living at the Woodland Mall underground
2-3	A group of Cannibals has been kidnapping people to the west of here.
4	One of the Seattle Dash teams is looking to buy spare VOR parts.
5-6	The Church of Latter Day Saints are living in a large underground Cathedral somewhere in Utah
7-8	The Mormons wear strange underwear

9-10	The Sand Dune Snipers camp out on top of the dunes waiting for travelers, and they're deadly shots
11-12	The Moisture Farmers Collective will train people in their techniques, but it takes forever
13-14	Miami is one of the best places to live in the United States now
15	Seattle is now some sort of high tech society
16-17	A group of cannibals live in Taylorsville and the townsfolk won't do anything about it.
18	There was a beautiful woman seen walking alone last week in the wastelands. I wonder why she's not dead.
19-20	There is a wanderer called the Preacher who wanders the wastelands killing bad people and can't be killed.

American Wastelands

Type of Encounter

Roll 1d20	Encounter
1-5	Salvage
6-10	Human
11-12	Animal
13-15	Event
16-20	No Encounter

American Wastelands

Salvage Encounter

Roll 1d20	Encounter
1-6	Find the opening into a house
7-12	Buried cache of supplies
13-16	Abandoned vehicle (out of fuel, bandits, broken, GM's choice)
17-18	Office Building
19	Warehouse
20	Forgotten Bunker

American Wastelands

Human Encounter

Roll 1d20	Encounter
1-3	Bandits (1d6 1-3 Kennesaw Gang; 4-6 Sand Dune Snipers)
4-6	Slavers
7-8	Trader Caravan
9-10	Small Settlement (2d20 people living in buried building)
11-12	Seattle dig team
13-14	Prague dig team
15-16	Marietta Dig Team
17-18	Seattle Dash Race Team
19	Seattle Dash VOR inspectors
20	Loner (1d6: 1-3 Gemma, 4-6 The Preacher)

American Wastelands

Event Encounter

Roll 1d20	Encounter
1-4	Sandblast Wind Storm
5-8	Chain Lightning
9-12	Mini-Volcano
13-15	Lava River
16-18	Geyser (10% chance water will be drinkable, 80% drinkable with filtration, 10% unfilterable poison.
19-20	Rain of Fire



Burrower

American Wastelands

Animal Encounter

Roll 1d20	Encounter
1-4	Hogzilla (1 in 6 chance of pack of 2D10)
5-8	Burrower
9-12	Sand Lion (1 in 6 chance of pack of 2D10)
13-14	Desert Bear (stats as Grizzly)
15	Rattlesnake
16-18	Pack of 2D6 Wolves
19-20	Pack of 3D6 Super Rats

American Wastelands

Forgotten Bunker Encounter

Roll 1d20	Encounter
1-4	Bank Vault (worthless money and 2D100 safe deposit boxes with random loot)
5-8	Computer Vault (Fixed dual generators, super-efficient cooling and air handling)
9-12	Power Company (contains 1D6 Generators, solar panels, parts)
13-16	Personal Bunker (GM's choice)
17-19	Military Barracks (2D20 military rifles, 2D10 military pistols, 1D10 armor sets)
20	Military Vehicle Bunker (10% chance for each: M2 Vader, M1 Abrams, M113 FSV, M113 LSV, Wombat MICV, BMP MICV, Bradley MICV, Hummer Armored Car)

THE AMERICAN WASTELANDS ENCOUNTER STATISTICS

Sandblast Wind Storm

A sandblast wind storm fires up – this has a wind speed and damages targets like acid. (See Aftermath! Base rules)

1D20	Wind Speed	Damage Group
1-2	74-95 MPH	1
3-5	96-110 MPH	2
6-10	111-130 MPH	3
11-15	131-155 MPH	4
16-18	156-200 MPH	5
19-20	201+ MPH	6

Wind Borne Projectiles

High winds can also cause debris to become a projectile. This is similar to the fragmentation effect of grenades. Wind borne debris attacks should be resolved once per Combat Round, in action phase 0. The BCS and damage group of debris is listed below. The WDM is based on the type of projectile, but can be randomized as 0.5 + (1d10/10).

Wind Speed	Debris Damage Group	Debris BCS
74-95 MPH	0	4
96-110 MPH	1	5
111-130 MPH	2	6
131-155 MPH	3	8
156-200 MPH	4	9
201+ MPH	5	10

Other Phenomena

Chain Lightning: A Static Storm sets up and lasts for 1D20 Combat Turns. Treat the Lightning Strikes as an attack with a BAP of 8, MNA of 4, PCA of 2, BCS of 8 and a ball that hits has a fire strength of 2D3.

Mini-Volcano: A Mini-Volcano explodes/erupts. This will be nearby, and the player-characters will be subjected to a blast of 1D20. If the blast is over 15, they will also be subject to a frag of 1D6.

Lava River: The player-characters encounter a river of lava. It will be 2D20 meters wide and 1D10 kilometers long. Of course, it's in their way. Lava has a fire strength of 10.

Geyser: 10% chance water will be drinkable, 80% drinkable with filtration, 10% unfilterable poison.

Rain of Fire: Debris from Cybele falls from the sky. These balls of fire fall for 1D6 Combat turns. Treat the storm as an attack with a BAP of 10, MNA of 5, PCA of 2, BCS of 12 and a ball that hits has a fire strength of 2D3.

NPC CHARACTER ENCOUNTERS

GEMMA FIELDS, LONER

Gemma is found wandering the wastelands alone. She is changed, and doesn't know how to deal with the "voices in her head". She was genetically altered to make her as a "Present" for a rich buyer. She freaked out when he attempted to rape her, and left a bloody mess spread around his room. She left civilization, and now wanders alone. Changed – Telepath, ESP, Precog, Psychokinetic, Pyrokinetic.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
F	25	3	22	110	5



Attributes

WT	WL	STR	DFT	SPD	HLH
11	11	15	17	25	10

Talents

CHA	CMB	SCI	EST
11	14	11	20
COM	NAT	MCH	
21	12	11	

Base Stats

BAP	MNA	PCA	CDA	DRT
12	2	6	2	23
HR	SF	LR	StrGr	PSI
2	12	2	3	78

Skills:

Post-Ruin Culture 2, Unarmed Combat 10, First Aid 15, Brawling 8, Survival 20, Modern Pistol 7, Hunting 7, Beast Riding 8, Tracking 6, Dirt Farming 7, Fermentation 6, Tailor 6

Equipment:

Glock 21 pistol with two 13-round clips; Survival Kit

Silk Camisole and Tap Pants (4-7, 10-12, LC), Red Leather Trench Coat (4-18, 21-28 LL), Leather Boots (17-20 LL), Black Leather Cowboy Hat (1 HL)

Gold necklace with 1 carat diamond; gold wedding band and ring with 2.5 carat stone.

THE PREACHER, LONER

The Preacher is named for an old story from the pre-ruin. The true 'man without a name,' he wanders the wasteland and "rights wrongs" – he can show anywhere at any time. He has been reported to have been killed many times, but always reappears. He is Changed – Quick, plus Special (he really will regenerate and appear again).

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	35	77	52	70	10

Attributes

WT	WL	STR	DFT	SPD	HLH
25	25	35	45	50	40

Talents

CHA	CMB	SCI	EST
4	20	4	4
COM	NAT	MCH	
4	11	11	

Base Stats

BAP	MNA	PCA	CDA	DRT
25	6	4	6	70
HR	SF	LR	StrGr	
5	15	3	5	

Skills:

Post-Ruin Culture 12, Unarmed Combat 20/20, First Aid 20, Brawling 20, Survival 20, Modern Pistol 20/20, Modern Rifle 20/20, Longsword 10/20, Hunting 17, Beast Riding 18, Tracking 16, Stealth 20, Throwing 20/20, Autoweapon 20, Climbing 18, Two Weapon 20/18

Equipment:

Roll 1D6 (1: two P-45 pistol with two 13-round clips and two Kukri knives, 2: Lee Enfield Mk1A with twelve 30-round clips and Katana, 3: two P30 in .44 Mag with 120 rounds and two 1911a1 with six mags and Bowie Knife, 4: one to two 12ga Hogelegs with twelve rounds 12ga magnum 00 buck and two Katanas, 5: Barrett M82A1 with ten 10-round mags and Glock 21 with three 21-round mags and M9 bayonet, 6: no weapons); Survival Kit

Casual shirt (4-9 LC), Black leather pants (10-18, LL), Black leather trench coat (4-18, 21-28 LL), leather boots (17-20 LL), Black Leather cowboy hat (1 HL)

Sometimes shows up or comes back after he has been attacked or 'killed' wearing US MKIIIB armor and carrying a Lee Enfield Mk 12 or Mk 20.

CHARO 'SHERRIF' SLADDER, SLAVER LEADER

Charo is the leader of the major slave ring in America. He and his crew are responsible for collecting most of the slaves that are sold in the Miami and Seattle markets. Sometimes they ship "cargo" to Prague as well. They travel with 2D20 soldiers.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	30	67	39	45	0

Attributes

WT	WL	STR	DFT	SPD	HLH
8	7	15	11	35	11

Talents

CHA	CMB	SCI	EST
0	10	-1	1
COM	NAT	MCH	
3	10	2	

Base Stats

BAP	MNA	PCA	CDA	DRT
18	3	6	2	22
HR	SF	LR	StrGr	
3	13	2	3	

Skills:

Post-Ruin Culture 12, Two Weapon 17, Single Weapon 17, Armorer 14, Brawling 17, Survival 16, Weapon and Shield 17, Tracking 16, Leatherworking 14, Technology Use 14, Modern Pistol 20/4, Modern Rifle 20/6, Autoweapon 18, Grenade Launcher 18, Language: English 20, Language: Cuban Spanish 16, Language: Mexican Spanish 14, Language: Japanese 6, Language: Russian 14

Equipment:

M16a2/M203 with twelve 30-round mags and twelve beanbag rounds, 1911a1 with four 7-round mags, twin electrobatons, taser, four concussion grenades

LRU Intruder Armor

LULA DESAME, SLAVER LIEUTENANT

Lula is Charo's wife, partner, and advisor. She helps collect and train any slaves.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
F	29	42	69	23	1

Attributes

WT	WL	STR	DFT	SPD	HLH
7	4	14	11	20	29

Talents

CHA	CMB	SCI	EST
-1	10	-1	0
COM	NAT	MCH	
0	10	2	

Base Stats

BAP	MNA	PCA	CDA	DRT
10	4	2	2	38
HR	SF	LR	StrGr	
4	14	2	3	

Skills:

Post-Ruin Culture 14, Two Weapon 14, Single Weapon 14, Unarmed Combat 17, Survival 14, Tracking 19, Automobile Driving 18, Technology Use 12, Modern Pistol 19, Modern Rifle 19, Language: English 18, Language: Cuban Spanish 20, Language: Mexican Spanish 8, Language: Japanese 12, Language: Russian 4

Equipment:

M16a2 with twelve 30-round mags, 1911a1 with four 7-round mags, twin electrobatons, taser, four concussion grenades

LRU Intruder Armor

SLAVER SOLDIER

Attributes

WT	WL	STR	DFT	SPD	HLH
15	15	15	15	15	15

Base Stats

BAP	MNA	PCA	CDA	DRT
8	3	2	1	30
Sex	Age			
M/F	25-37			

Skills:

Modern Rifle 16, Modern Pistol 16, Single Weapon 14, Brawling 14, Throwing 12, Grenade Launcher 12

Equipment:

M16a2 with seven 30-round mags, 1 in 6 has M203 with beanbag rounds, 1911a1 with four 7-round mags

LRU Intruder Armor

7. SEATTLE, WASHINGTON

The Seattle region wasn't spared from the effects of Cybele – it was rebuilt. A high-tech city, much more than an arcology, the new Seattle was modeled after Masdar City, United Arab Emirates. Seattle is walled, with no private firearms or private vehicles allowed inside. Seattle uses the New Yen for currency. Seattle is surrounded by an armored wall, preventing “undesirables” from entering the city. Entry is only at secure Checkpoints.

A public pod transport system moves people and materials around the grid of the city, and even up and down buildings – somewhat like an elevator that can take you across town. The pods move at up to 160 MPH, but accelerate and decelerate gracefully, and are centrally computer controlled, so they can be rerouted around congested areas and optimize efficiency.

An outer city has developed to provide visitors with access to parking of private vehicles, and other restricted trade items (like firearms). The city itself is powered by a nuclear reactor, and is the most modern and high tech area in America. Tunnels beneath the city have been dug secretly to give access for smugglers and other “off the books” activities. These tunnels were dug down into the original areas of Seattle, and are still used to excavate for abandoned resources.

Specializing in biomedical and computerized technology, Seattle is the source for items like Polycell, computer navigation and targeting systems, and other high tech gear. In addition, secret research into genetic engineering has resulted in modified humans to be created (as any Changed Seattle origin player- character will be). These products are available at the Seattle Medical Clinic.



All Seattle citizens will have a New Tokyo embedded passport. Visa entry permits are allowed for some contractors and visitors with a valid reason to be in the city proper, with a full medical and background scan. Anyone with a negative reputation with Miami, Marietta, Kennesaw Mountain, New Tokyo, Seattle, or Prague will not be admitted.

The only vehicles allowed inside the city are the Seattle Police Hovercraft. These Gravitics-propelled cars are electrically powered. They take Variable Wing Pilot skill to fly. See stats in Appendix B.

Seattle Area Reaction Table

	Seattle Police	The Media	Underworld	Slavers	Others
Seattle Police	—	-15	-30	-40	-5
The Media	-15	—	+5	-10	+5
Underworld	-30	+5	—	+30	+10
Slavers	-40	-10	+30	—	-10

SEATTLE AREA CHANGED CHARACTERS

Use these tables for random generation. For purchasing mutations, see the price list below.

Seattle Mutation Generation Table

1D100	Mutation
01-05	Actual mutation is minor. No visible signs.
06-15	Skin coloration affected. This may take the form of albinism, melanism, uneven distribution of pigment (melanin) causing a piebald appearance, or even the creation of a color not previously found in human skin tones such as green or scarlet.
16-30	Skeletal modification. The mutant's skeletal structure might be altered causing extended limb length, decreased fragility, or increased flexibility. The first

31-40

41-45

46-60

might have no effect on play, the second might alter the percentage chance for a bone breaking, while the third could help or hinder a character that finds himself in tight surroundings.

Alteration of hair fibers. The mutant might find himself devoid of body hair or completely hirsute. A more extreme form might have the hair structure altered to a feathery or tendrilous nature.

Alteration of senses – low light vision, amplified hearing, or amplified smell. This will affect the modifiers for such. The mutant has a RP of 2D3. This is a modifier to all Hidden Thing checks using the modified sense.

Limb Modification. This could be minor such as the addition of a toe or finger. It could be more extreme with the addition of another limb or pair of limbs. The size and functionality of these is anywhere from minor to a full set of workable limbs.

61-75	Tailed. The mutant has a tail that could be only a stump or a fully developed organ.
76-90	Psionic mutation. The mutant has a Psionic mutation with a Function as determined from the Psionic Function Table and the specific power(s) as determined by his Talent Scores.
91-99	Physical Mutation. The character has a mutation as determined on the Physical Mutation Table. The exact strength and nature is left to the Gamesmaster.
00	Wild Card mutation. The mutant has a unique power. The player and the Gamesmaster should get together to design the specific power and its limitations. If such creativity is not desired or is precluded by lack of time, allow the player to choose his mutation from those normally listed.



Perfect Chameleon

Any mutant with a Psionic, Physical, or Wild Card mutation may also have a simpler mutation as well. There is a 30% chance of this. If it is the case, reroll on the Mutation Selection Table ignoring rolls higher than 75.

All mutations have a 50% chance of being sterile. This need not be checked unless and until the Changed One is attempting to have offspring.

Psionic Function Table

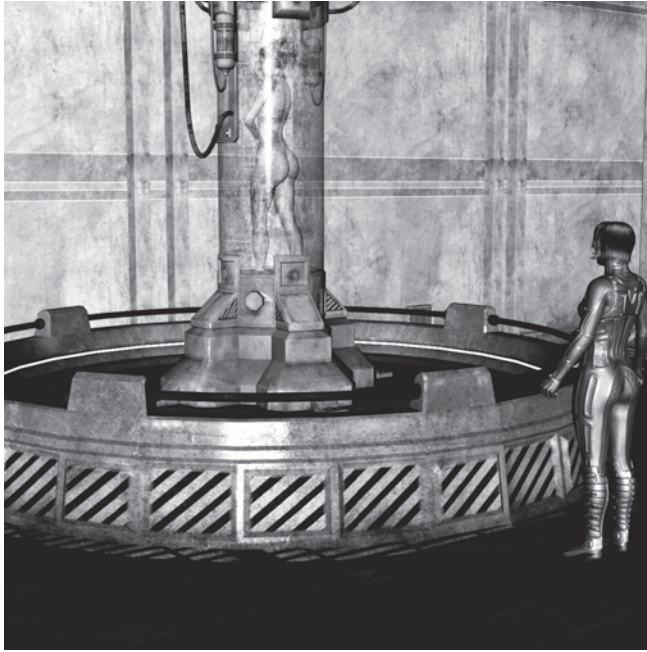
1D100	Function
01-20	Telepathy
21-40	ESP
41-60	Psychokinesis
61-80	Precognition
81-90	Choice of Function
91-00	Two Functions. Reroll ignoring results over 90

Physical Mutation Table

1D100	Mutation
01-25	Weak mutation. Reroll ignoring results less than 25. The character has a weakened or lesser version of the rolled power(s).
26-35	Strong
36-40	Quick
41-50	Tough
51-60	Immune
61-75	Smart
76-80	Ear
81-85	Eye
86-90	Balancer
91-95	Blend
96-99	Options: A. Player picks one mutation without penalties applied to his power B. Roll for two physical mutations (ignore rolls over 95) C. Player picks one mutation and alters its abilities to suit himself. Then the Gamesmaster alters its weaknesses to suit himself!
00	Player designs his own mutation with Gamesmaster's aid; treat as 96-99

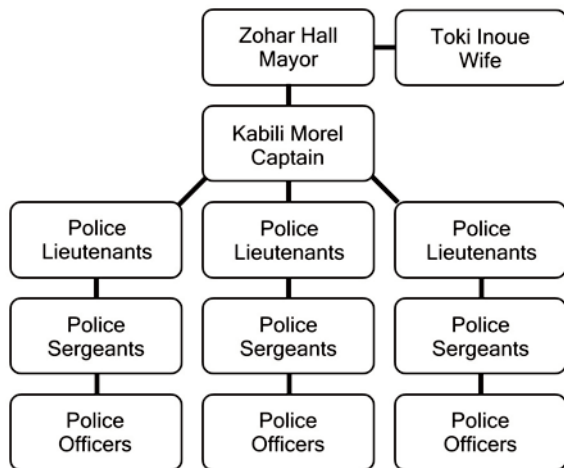
Seattle Modification Prices

Cost (yen)	Changed Value
1000	Skin Coloring
2000	
per RP	Skeletal Modification
3500	Hair Modification (complete body)
7500	Advanced Hair Modification (Wire Hair)
10000	
per RP	Low Light Vision
10000	
per RP	Amplified Hearing
10000	
per RP	Amplified Smell
10000	Additional Finger
100000	Additional Limb
10000	Tail – Rabbit
25000	Tail – Horse
50000	Tail – Rat
75000	Tail – Prehensile
100000	
per PSI	Psionics
10000	
per point	Strong
11000	
per point	Quick
12000	
per RP	Tough
20000	
per RP	Immune
35000	
per point	Smart
5000	
per RP	Ear
7000	
per RP	Eye
7500	
per RP	Balancer
45000	
per RP	Blend



Seattle Bio-Lab

SEATTLE AREA NPCS



ZOHAR HALL

Zohar is the Mayor of Seattle. He is a true xenophobe, and does not like mutants or any "altered" individuals.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	48	19	95	16	3

Attributes

WT	WL	STR	DFT	SPD	HLH
15	10	40	15	10	1

Talents

CHA	CMB	SCI	EST
12	10	0	0
COM	NAT	MCH	
5	10	-2	

Base Stats

BAP	MNA	PCA	CDA	DRT
5	2	2	1	26
HR	SF	LR	StrGr	
2	12	3	6	

Skills:

Pre-Ruin Culture 14, Blowgun 15, Modern Pistol 13, Literacy 7, Television Communications 6, Brawling 13, Survival 4, Polearm 13, Sai 13, Single Weapon 13, Two Weapon 13, Motorcycle Driving 7, Bicycle Riding 11, Fishing 8, Swimming 10, Stealth 8, Advanced Farming 18, Dirt Farming 15, Nutritionist 15, Salvage Food 16, Tailor 6, Automobile Driving 6, Basic Research 6, Lab Technique 6, Technology Use 16, Advanced Medical 16, Computer Science 13, Demolitions 16, First Aid 16

Equipment:

Long Blowgun, FM XLW-1B, Brass Knuckles, Wakizashi
Seattle Armor Kit 3
Personal tablet computer with connection to Seattle Network grid; in-ear communicator.

TOKI INOUE

Toki is Zohar's wife and overseer. The true power behind Seattle, she reports directly to New Tokyo, and discreetly steers Zohar to do what they (and she) wants, without him even realizing it.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
F	31	38	24	89	1

Attributes

WT	WL	STR	DFT	SPD	HLH
10	13	14	20	27	4

Talents

CHA	CMB	SCI	EST
0	10	1	-2
COM	NAT	MCH	
-1	9	8	

Base Stats

BAP	MNA	PCA	CDA	DRT
14	2	7	2	18
HR	SF	LR	StrGr	
2	12	2	3	

Skills:

Post-Ruin Culture 11, Modern Pistol 18, Modern Rifle 16, Unarmed Combat 9, Survival 5, Grenade Launcher 18, Autoweapon 8, Swimming 5, Dirt Farming 17, Technology Use 16, Safecracking 16, Language: Japanese 20

Equipment:

FM XLW-1B Brass Knuckles, Mk-19 Grenade Launcher, Seattle Armor Kit 2
6 Emory boards, Stethoscope (give +1 to BCS), In-ear communicator

CAPTAIN KABILI MOREL

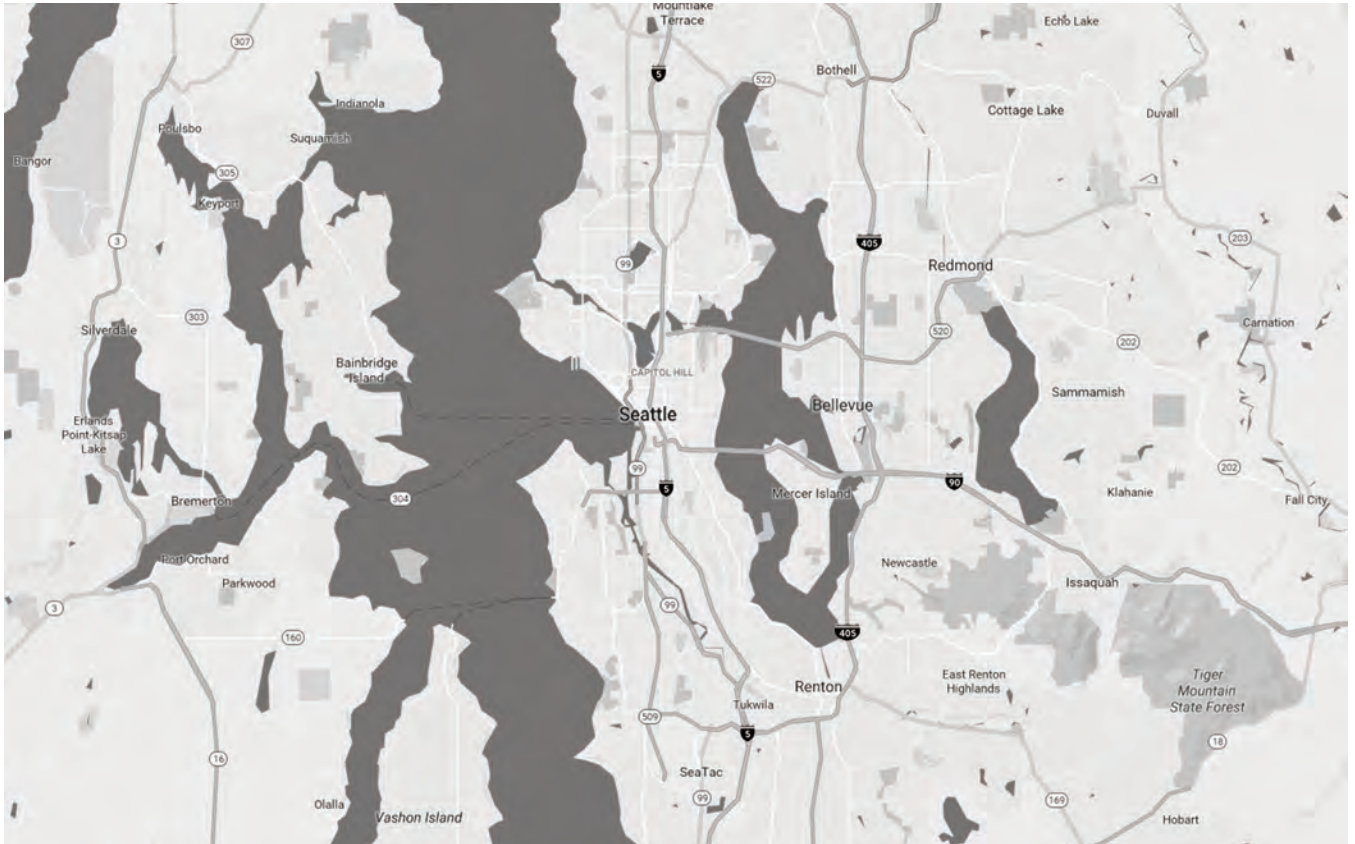
Kabili is in charge of the police force in Seattle. Captain Kabili takes his job seriously, as he knows he is young, but he has a good strategic mind, and understands how to coordinate the police forces in a very military fashion.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	20	43	61	41	0

Attributes

WT	WL	STR	DFT	SPD	HLH
9	23	15	11	17	8

**Talents**

CHA	CMB	SCI	EST
2	10	-1	0
COM	NAT	MCH	
3	10	4	

Base Stats

BAP	MNA	PCA	CDA	DRT
8	2	4	1	27
HR	SF	LR	StrGr	
2	12	2	3	

Skills:

Post-Ruin Culture 12, Modern Pistol 16, Brawling 7, Survival 8, Tactics 14, Stealth 11, Operational Command 14, Strategic Command 14

Equipment:

Lee-Enfield Mk1A Autoneedler, Brass Knuckles
Seattle Armor Kit 3
Personal tablet computer with connection to Seattle Network grid;
in-ear communicator.

**AMALIA BANKS**

Amalia is the news anchor for the Seattle broadcasting station. Her real job is propaganda. Her face is used to announce new regulations, sales, and pretty much everything – she is the face of Seattle.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
F	26	94	1	93	4

Attributes

WT	WL	STR	DFT	SPD	HLH
14	13	15	18	6	26

Talents

CHA	CMB	SCI	EST
1	10	-1	2
COM	NAT	MCH	
5	10	0	

Base Stats

BAP	MNA	PCA	CDA	DRT
3	4	1	1	40
HR	SF	LR	StrGr	
4	14	3	3	

Skills:

Post-Ruin Culture 14, Fencing 17, Television Communications 12, Brawling 9, Survival 10, Flexible Weapon, 7, Modern Pistol 8, Modern Rifle 8, Crossbow 8, Stealth 18, Language: Japanese 16, Technology Use 16, SCUBA Diving 16

Equipment:

Saber, Brass Knuckles, Hui-Tho
Civilian Clothes
Makeup kit, change of clothes, memo recorder

MINNESOTA DAHL

Minnesota is Amalia's handler, escort, driver, cameraman, and bodyguard. Hired for his stubborn streak, he has an eye for news and camera angles.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	47	35	77	71	1
Attributes					
WT	WL	STR	DFT	SPD	HLH
15	6	15	15	35	8
Talents					
CHA	CMB	SCI	EST		
2	10	0	-1		
COM	NAT	MCH			
-1	8	2			
Base Stats					
BAP	MNA	PCA	CDA	DRT	
18	2	9	2	18	
HR	SF	LR	StrGr		
2	12	3	3		

Skills:

Pre-Ruin Culture 13, Modern Rifle 18, Literacy 16, Computer Science 14, Brawling 18, Survival 14, Modern Pistol 20/12, Single Weapon 18, Grenade Launcher 18, Television Communications 8, Lockpicking 16, Lab Technique 7, Magnalock Penetration 17, Technology Use 17, Chemistry 14, Search 12, Production of Fuel: Petroleum 14, Automobile Driver 14, Pilot: Variable Wing 14

Equipment:

SIG 552, Brass Knuckles, Sig P228, Switchblade, Katana, M-79 Grenade Launcher
Seattle Armor Kit 2
Magnalock tuner, TV Camera

BONA 'RADAR' FALTZ

Radar is Amalia's audio engineer. She is the third member of the production team, and likes to tinker with electronics.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
F	21	82	84	14	3
Attributes					
WT	WL	STR	DFT	SPD	HLH
15	40	15	2	8	4
Talents					
CHA	CMB	SCI	EST		
-2	10	0	2		
COM	NAT	MCH			
4	10	6			
Base Stats					
BAP	MNA	PCA	CDA	DRT	
4	2	2	0	32	
HR	SF	LR	StrGr		
2	12	3	3		

Skills:

Post-Ruin Culture 4, Single Weapon 15, Two Weapon 15, Brawling 5, Survival 11, Electronics 18, Electrician 15, Television Communications 13, Radio Communications 15, Lab Technique 13, Technology Use 13, Decontamination 13

Equipment:

Two Wakizashis, Brass Knuckles
Seattle Armor Kit 1
Audio Recorder and trasmission computer

VIET TREES

Viet runs the outer market in Seattle. He takes a 10% cut (20% if he doesn't like you) of all transactions in the market.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	38	60	29	94	1
Attributes					
WT	WL	STR	DFT	SPD	HLH
15	16	15	23	12	9
Talents					
CHA	CMB	SCI	EST		
-2	10	0	-2		
COM	NAT	MCH			
8	10	2			
Base Stats					
BAP	MNA	PCA	CDA	DRT	
6	2	3	2	24	
HR	SF	LR	StrGr		
2	12	3	3		

Skills:

Pre-Ruin Culture 14, Literacy 18, Demolitions 18, Fencing 19, Brawling 20/10, Survival 7, Modern Pistol 10, Modern Rifle 10, Autoweapon 10, Carpentry 8, Stealth 8, Lab Technique 8, Lockpicking 8, Technology Use 8, Chemistry 13, Pharmacy 18, Simple Explosives 18, Lockpicking 18

Equipment:

Sword, Rapier, Brass Knuckles, Browning LMG,
Marietta Armor Kit 2
Crude Lockpicks. Efficiency Factor of .8. BCS Modifier of a -2. ENC Value of .2

WORTH VIRGIN

Worth is Viet's counterpart in the Underworld under Seattle. He runs the black market and Human Trafficking operations.



Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	21	56	62	19	1

Attributes

WT	WL	STR	DFT	SPD	HLH
40	6	15	7	5	14

Talents

CHA	CMB	SCI	EST
3	10	-1	1

COM	NAT	MCH
4	10	2

Base Stats

BAP	MNA	PCA	CDA	DRT
2	3	1	1	24
HR	SF	LR	StrGr	
3	13	6	3	

Skills:

Post-Ruin Culture 9, Modern Pistol 16, Brawling 16, Survival 16, Flexible Weapon 14, Unarmed Combat 14, Weapon and Shield 16, Stealth 11, Tonfa 11

Equipment:

Tonfa, Brass Knuckles, Chain, Karatands, Lee-enfield Autoneedler Mk 1A

LRU Intruder Armor, 1/4" Plywood Class 2 Shield
Flashlight

REGGIE SHWARTZ

Reggie is the leader of the Seattle Medical Laboratories. She is in charge of patient admissions.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
F	34	7	7	100	4

Attributes

WT	WL	STR	DFT	SPD	HLH
36	34	14	40	10	6

Talents

CHA	CMB	SCI	EST
1	10	1	0

COM	NAT	MCH
1	10	1

Base Stats

BAP	MNA	PCA	CDA	DRT
5	5	1	2	41
HR	SF	LR	StrGr	
2	12	5	3	

Skills:

Pre-Ruin Culture 11, Literacy 13, Advanced Medical 19, Knife 11, Brawling 13, Survival 6, Fencing 11, First Aid 13, Pathology 11, Stealth 11, Lab Technique 19, Language: Japanese 15, Chemistry 13, Pharmacy 19, Technology Use 9, Decontamination 11, Modern Pistol 13, Interrogation 9

Equipment:

Switchblade, Brass Knuckles, Wakizashi
Doctors clothing: Coat (4-18,21-28 LC), Shirt (4-9,21-28 LC), Slacks (10-18 LC), Leather Shoes (19-20 LL)
Medkit 2 (Doctor's bag), Medicomp, 2D10 doses various healing drugs (polycell, antibiotics, etc.)

RABIA SUMBUDY

Rabia is the Medical facility receptionist. She has been heavily cosmetically enhanced, but not quite to the level of Reggie.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
F	19	59	26	99	2

Attributes

WT	WL	STR	DFT	SPD	HLH
10	25	15	15	12	9

Talents

CHA	CMB	SCI	EST
0	10	-1	3

COM	NAT	MCH
3	9	4

Base Stats

BAP	MNA	PCA	CDA	DRT
6	2	3	1	29
HR	SF	LR	StrGr	
2	12	2	3	

Skills:

Post-Ruin Culture 13, Unarmed Combat 17, Modern Pistol 8, Survival 9, Language: Japanese 17, Technology Use 15, First Aid 5, High Technology Use 15, ECM Operation 15

Equipment:

Karatands
Doctors clothing: Coat (4-18,21-28 LC), Shirt (4-9,21-28 LC), Slacks (10-18 LC), Leather Shoes (19-20 LL)
Medkit 1

SHONEY PIOTROWSKI

Shoney is the Administrative Assistant for Reggie. She keeps track of everything and makes sure the "right patients" are taken care of. She also acts as the clinic nurse.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
F	30	5	61	90	3

Attributes

WT	WL	STR	DFT	SPD	HLH
6	3	15	15	10	39

Talents

CHA	CMB	SCI	EST
0	10	0	1

COM	NAT	MCH
6	10	1

Base Stats

BAP	MNA	PCA	CDA	DRT
5	5	1	1	48
HR	SF	LR	StrGr	
5	15	2	3	

Skills:

Post-Ruin Culture 13, Modern Pistol 8, Literacy 14, Brawling 8, Survival 10, First Aid 7, Advanced Medical 8, Pharmacy 6, Fermentation 15, Technology Use 14, Telephone Communications 14, High Technology Use 14, Language: Japanese 7

Equipment:

Brass Knuckles
Doctors clothing: Coat (4-18,21-28 LC), Shirt (4-9,21-28 LC), Slacks (10-18 LC), Leather Shoes (19-20 LL)
Medkit 2 (Doctor's bag), Medicomp

GERALD CLAES

Gerald is security for the Medical Clinic.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	19	30	93	74	1

Attributes

WT	WL	STR	DFT	SPD	HLH
17	5	15	2	5	40

Talents

CHA	CMB	SCI	EST
0	10	3	-2
COM	NAT	MCH	
3	8	4	

Base Stats

BAP	MNA	PCA	CDA	DRT
2	6	0	0	50
HR	SF	LR	StrGr	
6	16	3	3	

Skills:

Post-Ruin Culture 14, Sai 15, Brawling 20/5, Survival 11, Modern Pistol 15, Automobile Driving 13, Stealth 15, Tactics 16, Technology Use 14, Operational Command 16

Equipment:

Two Sai, Brass Knuckles
Seattle Armor Kit 3
First Aid Kit, in-ear phone

SEATTLE POLICE LIEUTENANT**Attributes**

WT	WL	STR	DFT	SPD	HLH
15	15	15	15	15	15

Base Stats

BAP	MNA	PCA	CDA	DRT
8	3	2	2	30
Sex	Age			
M/F	25+			

Skills:

Modern Rifle 18, Modern Pistol 18, Autoweapon 12, Brawling 9, Stealth 9, Variable Wing Pilot 12

Equipment:

Lee Enfield Mk1a with three to five 30-round mags, Lee Enfield Mk 12 with six 30-round mags
Seattle Armor Kit 2
Handcuffs, flashlight

SEATTLE POLICE SERGEANT**Attributes**

WT	WL	STR	DFT	SPD	HLH
10	10	10	10	10	10

Base Stats

BAP	MNA	PCA	CDA	DRT
5	2	2	2	20
Sex	Age			
M/F	20+			

Skills:

Modern Rifle 12, Modern Pistol 12, Autoweapon 6, Brawling 7, Stealth 7, Variable Wing Pilot 10

Equipment:

Lee Enfield Mk 12 with three to five 30-round mags, Lee Enfield Mk1 with three 10-round mags. 1 in 6 chance Lee Enfield Mk 20 w/6
Seattle Armor Kit 2
Handcuffs, flashlight

SEATTLE POLICE OFFICER**Attributes**

WT	WL	STR	DFT	SPD	HLH
8	8	8	8	8	8

Base Stats

BAP	MNA	PCA	CDA	DRT
4	2	2	2	16

Sex	Age
M/F	15+

Skills:

Modern Rifle 8, Modern Pistol 8, Autoweapon 6, Brawling 7, Stealth 7, Variable Wing Pilot 12

Equipment:

Lee Enfield Mk 12 with three to five 30-round mags, Lee Enfield Mk1 with three 10 -round mags
Seattle Armor Kit 1
Handcuffs, flashlight

Seattle Armor Kits**Armor Kit 1:**

Metpol SWAT Armor (see Aftermath! Book 3)

Armor Kit 2:

Same as Armor Kit 1 w/ Level IIIa Bullet Proof Vest (4-9 AV 16, Enc 0.25)

Armor Kit 3:

Complete Field Infantry Mark I Armor (See Aftermath! Book 3)

SEATTLE AREA ENCOUNTER TABLES

Use these tables to randomly determine events for this area.

Seattle Area Rumors

Roll 1d20	Rumor
1	Someone in the undercity is buying fresh bodies.
2-3	There's nothing left up in the Northeast. It's been lost to nuclear weapons, cannibals and giant rats
4	My uncle told me of the location of the National Guard armory in Portland— and it is still intact (false)
5-6	There's a bunch of Military vehicles intact near Texas (true)
7-8	The Japanese are conducting strange bio-tech experiments in Seattle
9-10	The Czechs are bringing drill teams from overseas to search for asteroid fragments out in the desert
11-12	The annual cross country rally race is coming up and some of the teams are hiring
13-14	Roll on Appalachian Rumor table
15	Roll on Miami Rumor Table
16-17	Last Year the Seattle Dash was disrupted with a Pirate VOR station. They are sending teams to inspect all the VOR stations, and they are hiring bodyguards.
18	There is a man in the market that is looking to pay money for beautiful healthy young girls.
19-20	The Seattle Clinic offers more than just medical services – they can “make you better”

Seattle City Table

Roll 1d20	Encounter
1-5	Rumor
6-10	Police Shakedown
11-12	Mugging attempt (1 in 6 PCs are the target)
13-15	Street Performance (1 in 6 chance it's a front for pickpockets)
16-20	No Encounter

Seattle Area Type of Encounter

Roll 1d20	Encounter (outside city only)
1-5	Salvage
6-10	Human
11-12	Animal
13-15	Event
16-20	No Encounter

Seattle Underground Type of Encounter

Roll 1d20	Encounter (outside city only)
1-5	Salvage
6-10	Human
11-12	Animal
13-15	Event
16-20	No Encounter

Seattle Area Salvage Encounter

Roll 1d20	Encounter
1-6	Edible berries
7-12	Salvageable car/fuel
13-16	Find abandoned building
17-20	Find raided camp – still 6d20 BPs of supplies left

Seattle Area Human Encounter

Roll 1d20	Encounter
1-6	Seattle Digging team
7-10	Prague Traders
11-13	Marietta Traders
14	Roll on American Wastelands Human Encounter Table
15	Roll on Radioactive Northeast Human Encounter Table
16-19	Seattle Rally Team arrives
19-20	Seattle Rally VOR Inspection Team

Seattle Area Animal Encounter

Roll 1d20	Encounter
1-6	Grizzly Bear
7-12	Pack of 2D6 wolves
13-16	Burrower
17-20	Pack of 1D6 Giant Rats

Seattle Area Event Encounter

Roll 1d20	Encounter
1-4	Sandblast Wind Storm
5-8	Chain Lightning
9-12	Mini Volcano
13-15	Lava River
16	Gas Pocket (Nerve)
17-20	Rain of Fire

Seattle Underground Event Encounter

Roll 1d20	Encounter
1-6	Cave-in
7-12	Lava River
13-16	Gas Pocket (Ammonia)
17-20	Gas Pocket (Nerve)



APPENDIX A

MODIFICATIONS TO THE VEHICLE RULES

(McGregor, 1982)

The rules presented in Book 2 of Aftermath! were designed to make vehicles as 'heroic' as player-characters to enhance the survivability of those player-characters. Thus, they do not reflect some of the realities of modern armored warfare. Suggested here are some modifications to those rules to more closely simulate actual vehicular combat and the potential effects both on characters and machinery. Where not specifically changed, the rules in Book 2 still apply.

There will now be three target types - SOFT targets (which include unarmored civilian and military vehicles), INTERMEDIATE targets (military vehicles whose armor is only intended to protect against small arms fire - APCs, Armored Cars, Light Tanks, etc.; and HARD targets (military vehicles whose armor is intended to give partial protection against penetration by AP rounds).

Any weapon rated with a VDG which successfully hits a SOFT target has a percentage chance equal to $(2x (VDG-2))$ that the vehicle is totally destroyed (i.e. Its DUR is instantly reduced to the point where the vehicle is reduced to a pile of twisted wreckage useful only for scrap). If the vehicle is so destroyed, there is a percentage chance equal to twice the VDG of the weapon that the occupants (each rolls separately) will be killed outright. Allow a player-character to escape, but only with the 'clothes on his back' (everything else having been left behind in his hurry to 'bail out'). He will have taken an amount of lethal damage equal to the weapon's unmodified VOG as a percentage of his remaining DRT! If the occupant is not killed outright in this manner, then he takes a number of damage points equal to the VOG of the weapon which caused the destruction, unless he makes a Speed CST (in which case he takes only half damage). If the vehicle is not destroyed outright, then it takes an immediate DUR loss equal to the VOG/2 and each occupant is attacked by two fragments (BCS 171 which will have a BDG equal to the VOG of the round! (NOTE: a roll of 96-00 always fails. For example, a TOW has a $(2x (90-2))$, or 176% chance of destroying a Soft target but the target will avoid outright destruction on a roll of 96-00.

Any weapon rated with a VDG which succeeds in hitting an INTERMEDIATE Target has a percentage chance equal to $(1.5x (VDG-2))$ of totally destroying the Vehicle. If this is the case, there is a percentage chance equal to the VOG of the weapon that the occupants will be killed outright; if they are not, they take an amount of damage points equal to the VDG of the weapon. The same notation for PCs

as was mentioned for Soft Targets applies here, with the exception that the percentage of their remaining ORT that they take as damage is reduced by half the Barrier Value of the vehicle in question. If the vehicle is not destroyed outright, then it takes an immediate DUR loss equal to $(VDG/5, \text{round up})$ and the occupants will each be attacked by 2 fragments (BCS 14) with a BDG equal to the VOG of the round. Small arms firing at an INTERMEDIATE target at Point Blank range need only penetrate half the normal Barrier Value of the vehicle. Small arms which score a Critical Hit on an INTERMEDIATE target at any range up to and including Long Range automatically penetrate at half their standard BDG.

Any weapon rated with a VDG which successfully attacks a HARD target has a percentage chance equal to the $(VDG-AV)$ that it will destroy it outright. If this is the case, there is a similar percentage chance that each occupant will be killed outright (player-characters escape with no damage); if they are not so killed, then they take an amount of damage equal to $((VDG-AV)/2)$ in points. If the Vehicle is not destroyed outright, it takes a DUR loss equal to $(VDG/10, \text{round up})$ automatically and a further amount of damage equal to $(VDG/10, \text{round up})$ in D10's and a number of extra points equal to $(VDG/10, \text{round down})$. These points are subtracted from the vehicles' Damage Resistance, as per the standard rules. The occupants also take an amount of damage equal to 1d10 points of 'C' Damage for each point of DUR the vehicle has lost.

Depending on Target type, and depending on whether or not there is anything left to worry about in this respect, there are the normal chances for a 'Critical Hit' or 'Special Effect' occurring - with rolls on the appropriate table (Book 2, pg. 62) being made and their results being applied. For this purpose only, treat INTERMEDIATE targets as HARD targets.

CHOBHAM ARMOR Rating (if a vehicle has such Armor) is used against ATGMs, HESH, and HEAT rounds. For APDS, APFSDS, and standard AP, use the NORMAL ARMOR value.

ANTI-VEHICLE AMMUNITION

This section includes additional US/NATO and RUSSIAN/WP Tank and AP rounds (inc. ATGMs). It also includes rules for 'Dud' rounds and ATGM malfunctions - just to keep the players on their toes.

Anti-Tank Guided Missiles

Type	VDG	Range		BCS Mods at Ranges up to				
		Min	Max	300m	500m	1000m	1500m	Max.
SWATTER	80	60	2200	-2/-4	-1/-2	+0	+0	-1
SAGGER	75	300	3000	—	-2/-3	-1/-2	+0	+0
SPIGOT	50	75	2000	-5	+0	+0	+0	-1
SPANDREL	60	75	2500	-4	-1	+0	+0	-1

Infantry Weapons

Type	VDG	Range
RPG-7	38	500m
RPG-8	40	600m
LAW-80	5	450m
AT-4	38	500m
Dragon	45	1500m

Tank or APC Rounds

Round	VDG	Max Range
125mm Soviet APFSDS	58	3000m+
125mm Soviet HEAT	54	3000m+
115mm Soviet APFSDS	49	3000m+
115mm Soviet HEAT	46	3000m+
100mm Soviet APDS	40	2500m+
100mm Soviet HEAT	36	2500m+
73mm Soviet AP	36	1500m
76mm Soviet AP	32	1500m+
76mm NATO HESH	30	2000m+
76mm NATO AP	36	2000m f
30mm Soviet Naval SEMI/AP	10	2000m+
30mm NATO APNC	25	2000m+
20mm NATO APNC	20	1500m+

NOTE: Where Ranges have a '+' after them, this is the accuracy limit of the range finding/acquisition normally used. If they do not have this, then that is their Maximum Effective range, regardless of rangefinder/acquisition systems. APNC rounds that hit (regardless of whether they penetrate or not) may produce enough REM to harm any crew of passengers, they produce an amount of REM equal to (VDG-AV) D10. Thus, a 30mm APNC round hitting an M-113 would generate 23D10 REM's (you always treat vehicles without a Vehicle Armor Value as having one of 2) or 23-230. This is on top of the normal effects, of course.

Dud Rounds

There is the possibility that a round will be a 'dud', or will otherwise malfunction. However, the chances differ for the tank/unguided missile rounds and the ATGM rounds. These chances, the procedures followed to determine a malfunction, and the results of same, are thus detailed below:

Tank/Unguided Rocket Rounds

These only have a 'Critical Miss' on the roll of a '20' if so roll on the table below.

Die Roll	Result
01-10	No effect. Dud Warhead. Round fails to explode.
11-40	Dud propellant charge. Round must be cleared.
41-70	Round jammed. Requires two actions to clear manually.
71-85	'Cook Off'; Appears to be a dud. Will explode 50% of time if removed before Phase 0, If it does explode on removal it does damage equal to VDG in points; otherwise treat as 86-95
86-95	Chamber explosion, Burst effect is VDG as BDG. Does 10.3 points DUR damage to gun.
96-00	Chamber explosion. Burst effect is 2xVDG as BOG. Does 10.6 points DUR damage to gun.

ATGMs

All ATGMs have a DUR rating. This is 20 when new. Since, in a campaign, many years have passed since the ATGM was 'new', it has almost certainly suffered some DUR reduction due to the effects of age on its guidance, warhead, or propellant. It is thus suggested that the DUR of an ATGM be decided according to the following table:

Site Found	DUR Range
'Mothballed' in major military base	14+2D3
Found in cache in military base	14+1D6
Found in cache elsewhere	12+1D8
Found in non-cache, but sheltered	2D10
Found in semi-sheltered non-cache	2D8
Found in unsheltered non-cache	2D6
Found in exposed position	1D6

NOTE: If the ATGM is in the armory of a settlement, the DUR will vary according to the technology level of the settlement and/or the availability of electronic spares and skilled maintenance (use Electrician for electronic systems, and Firearms Repair, Modern for propulsion systems and warhead).

Once the DUR of the ATGM is known, we can proceed to see how well it works. When it is fired, roll 1D20. If the roll is equal to or lower than the ATGMs current DUR, then it is OK. Whether it hits or not is up to the 'gunner'. If the roll is higher than the current DUR, then roll on the table below.

Die Roll	Effect
01-10	Warhead effectiveness reduced by 5% per DUR point under 20.
11-20	Warhead effectiveness reduced by 10% per DUR point under 20.
21-40	Warhead fails to explode.
41-50	Propellant failure. Max. range reduced by 5% per DUR point under 20, OR ignition delayed by a number of Phases equal to the amount by which the DUR is under 20.
51-60	Propellant failure. Max. range reduced by 10% per DUR point under 20, OR ignition delayed by a number of minutes equal to the amount by which the DUR is under 20.
61-80	Total propellant failure.
81-90	Warhead activated. Seems to be as 41-50, but will explode on AP 0. Explodes with reduced force as 11-20.
91-95	Warhead activated. Seems as 41-50, but will explode on AP 0. Explodes with reduced force as 01-10.
96-00	Warhead explodes instantly with full force.

Anti-Aircraft Guns and Missiles

Even though it is not likely that there will be frequent use made of these rules, there still exists the possibility that player-characters will find themselves in a situation where they need to shoot down an 'enemy' plane or are in a plane themselves and are attempting to avoid the effects of ground fire. In general, the damage done to the aircraft is determined by the methods described previously for ground vehicles. Also, the notes regarding 'Dud' warheads, their effects, and other related sections are in full effect.

To fire on an aircraft from the ground several things must be known about it first. These include its altitude, whether it is civil or military, what target type it is, and whether it is evading or not.

MILITARY AIRCRAFT may be at one of five possible altitudes: NAP OF THE EARTH (NOE), LOW, MEDIUM, HIGH, and EXTREME. Normally only combat aircraft can be used safely in NOE flight, and only they can reach EXTREME Altitude.

CIVILIAN JET AIRCRAFT may reach only LOW, MEDIUM, and HIGH altitudes. They may fly at NOE, but check for an Accident once every minute of flight at that level.

OTHER CIVILIAN AIRCRAFT may reach only LOW and MEDIUM altitudes. Some of them may reach HIGH altitude if the cabin is pressurized and if superchargers are fitted to the engines, but the exact models that can are up to the GM. They may also fly at NOE but under a similar penalty to Civilian jets.

HELICOPTERS, whether civilian or military, may fly only at NOE, LOW or MEDIUM altitudes.

MILITARY VTOL/STOL aircraft are treated in all ways as other military aircraft, but may HOVER only at altitudes below EXTREME (the air is too thin there).

MILITARY AIRCRAFT may evade at any altitude, except that only combat Aircraft may evade at NOE and EXTREME altitudes.

CIVILIAN AIRCRAFT may evade safely only at MEDIUM and HIGH altitudes.

HELICOPTERS and VTOL/STOL AIRCRAFT may evade at any Altitude.

MILITARY AIRCRAFT are almost always INTERMEDIATE targets.

CIVILIAN AIRCRAFT are almost always SOFT targets.

HELICOPTERS are treated as either Civilian or Military aircraft to determine target type.

AA Guns and Missiles

The following AAMs and AA Gun systems are offered for use.

Weapon	VDG	Range		Moves	Target	
		Hor	Vert		Evades	Hovers
US/Australian						
0.50 Cal HMG	—	400	Low	-17	-19	-10
20mm						
Autocannon	—	750	Low	+1	-6	+6
Vulcan 20mm	—	1000	Low	+4	+2	+20
Chapparral AAM	80	1000	Med	+4	+1	+3
Hawk AAM	400	U	Hi	+6	+1	+5
Redeye AAM	20	500	Med	+2	-3	+1
Imp Redeye	25	500	Med	+2	+0	+1
30mm						
Autocannon	—	1500	Med	+2	+1	+12
Stinger AAM	30	375	Med	+2	+1	+2
Roland AAM	100	2000	Med	+6	+1	+5
1st Gen ATGM	Var	500	Low	-18	Nil	-16
2nd Gen ATGM	Var	500	Low	-15	-19	+1
Russian						
Sov HMG	—	400	Low	-19	Nil	-14
SAM-2 AAM	1200	U	Hi	+2	-17	Nil
SAM-3 AAM	400	U	Med	+3	-14	+2
SAM-4 AAM	600	U	Hi	+4	-14	Nil
SAM-6 AAM	800	U	Med	+6	+1	+5
SAM-7 AAM	20	375	Med	+2	-17	+1
SAM-8 AAM	200	U	Med	+8	+1	+7
SAM-9	60	750	Med	+4	-14	+2
1st Gen ATGM	Var	500	Low	-18	Nil	-16

NOTE: Those weapons with a '—' for VDG are listed in the vehicle section of Book 2 as having their VDG affected by their Rate Factor. To determine it, use the formula given there. 20mm and 30mm Autocannons have an RF of 1d.6x.5. The Vulcan Cannon has an RF of either 2d.5x.5 OR 2d.10x.5; treat the Soviet HMG as the US .50 Cal HMG.

Other Modifiers:

The following modifiers are added to the AAM or AA gun firers' BCS to hit:

- When firing AAMs, BCS is based on the firer's Missile Launcher Skill BCS.
- When firing AA guns, it is based on either Autoweapon or Direct Fire Cannon Skill, according to weapon used.
- WHEN EVADING: Each 4 points of Pilot Skill (when flying Civilian aircraft) = -1 to BCS.
- WHEN EVADING: Each 3 points of Pilot Skill (when flying Military non-combat aircraft) = -1 to BCS.
- WHEN EVADING: Each 2 points of Pilot Skill (when flying Military combat aircraft) = -1 to BCS.
- RUSSIAN MISSILES ONLY: If aircraft ECM is non-functional, 'EVADE' becomes '+1' to BCS rather than the Book 2 values.
- WHEN EVADING (VTOL aircraft) Each 1 point of Skill = -1 to BCS.
- IF the weapon fired is an AAM with a VDG of greater than 100, and misses, it may STI LL 'hit' with a near miss. For each point the BCS roll was over that required for a hit, (10+1D.10)% of the VDG is 'lost'. This means that some of the larger missiles may still wipe you out! The missiles with VDGs of greater than 100 are ALL large vehicular mounted ones. They are not 'man portable'

MODIFYING CIVILIAN VEHICLES FOR PROTECTION

In the years since Cybele, survivors have attempted to add armor and protection to their vehicles. This can be as simple as adding sandbags, draping bulletproof vests, or welding plates to the sides. Since all of these modifications are custom one-offs, we are presenting



rules for completing the modifications instead of listing extra vehicles.

Modifying a vehicle is a task using the appropriate Mechanic skill. The skill will be averaged with the appropriate fabrication skill – Machining, Blacksmithing, or Plastics Forming. For materials, light armor can be created by using standard armor materials (DP, SP, etc.) – it requires 100 locations of armor to cover a unit of vehicle area completely. Partial coverage gives partial protection. Covering a whole Sedan (Area 8) would take 800 locations of armor material. Only covering the passenger compartment would take 350 locations of armor material.

The vehicle still needs to be able to carry the weight of the armor added.

The modification Task has three phases - Design, fabrication, and installation.

The design phase is a straight skill check to see how well the design will work. A failure on the design roll means there is a flaw in the design. (doors don't open, armor falls off, vehicle can't support weight). A critical failure in the design roll means that the vehicle will be damaged or destroyed. The effect number of a success is the amount of materials that will be saved. For each point of effect, 2% of the materials will not be needed. A critical success means that in addition to the material reduction, the armor is more effective than planned (+10-60% to AV) This roll should be made in secret by the Gamemaster, so the player doesn't know how good or bad his design is.

The Fabrication phase is a task to make all the pieces out of the material. If the material is made from existing products (ballistic vests, etc.), then the material has to be deconstructed before fabrication. The Task Value is equal to the number of locations of material. The Task Period is 1 minute. Each Critical Failure during this task reduces the armor value by 5%.

Installation Phase is putting it all on. A critical failure at this point during the task results in a installation flaw (bolted the doors closed) Each Critical Success during the task negates a critical failure. For each Critical Success left over, the armor value is increased by 5%. The Installation Task Value is equal to the number of locations of material/50 and the task period is 15 minutes.

Intermediate targets can also be created, but the Gamemaster must remember that the vehicle has to be able to carry the load. Most times, this makes Intermediate Target custom vehicles impossible.

It should be noted on the vehicle map which locations are armored, if there is partial coverage.

AERIAL TRAVEL

In the years since Cybele, most aircraft were damaged or destroyed. Few remain, excepting the Seattle/New Tokyo Hover and Gravitics vehicles. Gravitics vehicles have a maximum altitude of 2000 feet Above Ground Level (or as specified in the description). They use the force of gravity to push off the ground. Flying vehicles have a chance equal to 1% per 1000 feet of absolute altitude per hour of flight of experiencing structural damage from the floating dust from Cybele. This is halved in clear sky conditions and a storm increases the chance of damage by 1D10 times.

The damage is based on the altitude.

Altitude	Vehicle Damage
0-5000ft	1D3
5001-8000ft	1D6
8001-10000ft	1D10
10001-15000ft	2D6
15001-20000ft	2D10
20001-25000ft	3D10

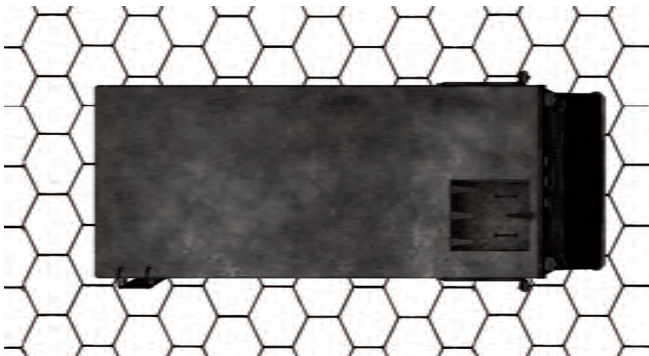
Altitude	Vehicle Damage
25001-30000ft	4D10
30001-35000ft	5D10
35001-36000ft	6D10
36001-37000ft	5D10
37001-38000ft	4D10
above 38000ft	3D10

APPENDIX B VEHICLES

Trucks

Lightly Armored Utility truck

Classification: On-road Medium Truck; Soft Target
 Base Safe Speed: 90kph
 Fuel System: Gasoline
 Mileage: 12 MPG
 Fuel Capacity: 35 gallons
 Structure: 2
 Area: 3x7 = 21
 Damage Resistance: 15
 Maximum Speed: 80kph
 Barrier Value: Windows = 25; Body = 40
 Special Features: Crew of two (driver and co-driver/gunner) plus up to thirty-six passengers or cargo
 Armament: Personal weapons



Military Tanker Truck

Description: The High Rollers use these tanker trucks to transport water from their wells in Brickell to Miami Beach. They handle like a pig, but with some extra armor plating they provide reasonable protection in a fire-fight.

Classification: Off-Road Truck; Soft Target
 Base Safe Speed: 35MPH
 Fuel System: Diesel
 Mileage: 5.5 MPG
 Fuel Capacity: 300 gallons
 Structure: 2
 Area: 3x21=63
 Damage Resistance: 20
 Maximum Speed: 60MPH
 Barrier Value: Window=35; Body = 70

Special Features: Additional armor plating, hardened tires, and space for driver/passenger, two guards on running boards up front and two on the back

Full Sized Pickup Truck

Description: Full sized half-ton pickup trucks. Including models like Ford F-150, Chevrolet Silverado, GMC Sierra, Nissan Titan, Dodge Ram 1500 SLT and Toyota Tundra

Classification: On-Road Car; Soft Target
 Base Safe Speed: 60mph
 Fuel System: Unleaded Gasoline
 Mileage: 17 miles/gallon
 Fuel Capacity: 26 gallons
 Structure: 1.5
 Area: 2x4=8
 Damage Resistance: 6
 Maximum Speed: 105 mph
 Barrier Value: Window = 10; Body = 20
 Special Features: Bed liner

Heavy Duty Pickup Truck

Description: Heavy duty three-quarter-ton pickup trucks. Including models like Ford F-250 Super Duty, GMC 2500 HD and Dodge Ram 2500

Classification: On-Road Car; Soft Target
 Base Safe Speed: 60mph
 Fuel System: Diesel
 Mileage: 15 miles/gallon
 Fuel Capacity: 37 gallons
 Structure: 1.5
 Area: 2x4=8
 Damage Resistance: 6
 Maximum Speed: 105 mph
 Barrier Value: Window = 10; Body = 20
 Special Features: Bed liner, crew cab seats six

Race Cars

Demolition Derby Racer

Having a different build out than its street racing cousins, these racers are engineered for sudden bursts of speeds and lower speed maneuvering. They are frequently covered in armor and spikes, and have certain "allowable" weapons like spike droppers and flame throwers.

Classification: Off-road; Soft Target
 Base Safe Speed: 50 MPH
 Fuel System: Gasoline
 Mileage: 15mpg
 Fuel Capacity: 20 gallons
 Structure: 2
 Area: 2x4=8
 Damage Resistance: 20
 Maximum Speed: 100 MPH
 Barrier Value: Window=10; Body = 15

Special Features: Air bags, racing seats with 5-point harness, Custom Armor and weapons may have been added.

Armored Street Racer

A typical heavily-armored street racing vehicle. It is less maneuverable than the Agile Street Racer, but withstands significantly more damage. Being the Miami racing scene, the cars are tricked out and the drivers are celebrities.

Classification: On-Road; Soft Target

Base Safe Speed: 40MPH

Fuel System: Gasoline

Mileage: 5MPG

Fuel Capacity: 25 gallons

Structure: 4

Area: 2x4=8

Damage Resistance: 25

Maximum Speed: 50 MPH

Barrier Value: Window = 25; Body = 75

Special Features: Air bags, racing seats with 5-point harness, ram plates casing

Agile Street Racer

A typical lightly-armored street racing vehicle. It is less protected than the Armored Street Racer, but much more maneuverable. Being the Miami racing scene, the cars are tricked out and the drivers are celebrities.

Classification: On-road; Soft Target

Base Safe Speed: 60MPH

Fuel System: Gasoline/Nitrous

Mileage: 12 MPG

Fuel Capacity: 20 gallons, 2-10 charges Nitrous

Structure: 1

Area: 2x4=8

Damage Resistance: 12

Maximum Speed: 120 MPH (160 Nitrous boost)

Barrier Value: Window=20; Body =35

Special Features: Air bags, racing seats with 5-point harness, Nitrous Injector

Light Off-road Rally Racer

Description: A light duty, off-road rally racer. four-door hatchback with decent cargo capacity.

Classification: On-Road Car; Soft Target

Base Safe Speed: 60mph

Fuel System: Petrol/Alcohol

Mileage: 25 miles/gallon

Fuel Capacity: 17 gallons

Structure: 1.5

Area: 2x4=8

Damage Resistance: 6

Maximum Speed: 142mph

Barrier Value: Window = 10; Body = 20

Special Features: Off-road chassis



Italian Import Rally Racer

Description: An Italian import rally racer. Sporty and extremely fuel efficient, but not much cargo capacity.

Classification: On-Road Car; Soft Target

Base Safe Speed: 60mph

Fuel System: Petrol/Alcohol

Mileage: 57 miles/gallon

Fuel Capacity: 16 gallons

Structure: 1.5

Area: 2x4=8

Damage Resistance: 6

Maximum Speed: 121 mph

Barrier Value: Window = 10; Body = 20

Special Features: Fuel efficiency, air bags, racing seats w/ 5-pt harness

Luxury Rally Racer

Description: A sleek luxury car with hardened suspension and tires for rally racing. Seats two adults comfortably with moderate cargo space.

Classification: On-Road Car; Soft Target

Base Safe Speed: 60mph

Fuel System: Petrol/Alcohol

Mileage: 28 miles/gallon

Fuel Capacity: 16 gallons

Structure: 1.5

Area: 2x4=8

Damage Resistance: 6

Maximum Speed: 155mph

Barrier Value: Window = 10; Body = 20

Special Features: Front racing seats with 5-point harness, air bags

Sporty Rally Racer

Description: A sleek and fast rally race car, this will be one of the fastest most powerful cars in the race.

Classification: On-Road Car; Soft Target

Base Safe Speed: 60mph

Fuel System: Petrol/Alcohol

Mileage: 20 miles/gallon

Fuel Capacity: 24 gallons

Structure: 1.5

Area: 2x4=8

Damage Resistance: 6

Maximum Speed: 195mph

Barrier Value: Window = 10; Body = 20

Special Features: Front racing seats with 5-point harness, air bags

Mid-sized Hybrid Rally Racer

Description: Fuel efficient hybrid sedan that can comfortably seat four adults without a lot of room to spare.

Classification: On-Road Car; Soft Target

Base Safe Speed: 60mph

Fuel System: Petrol/Alcohol

Mileage: 47 miles/gallon

Fuel Capacity: 14 gallons

Structure: 1.5

Area: 2x4=8

Damage Resistance: 6

Maximum Speed: 105 mph

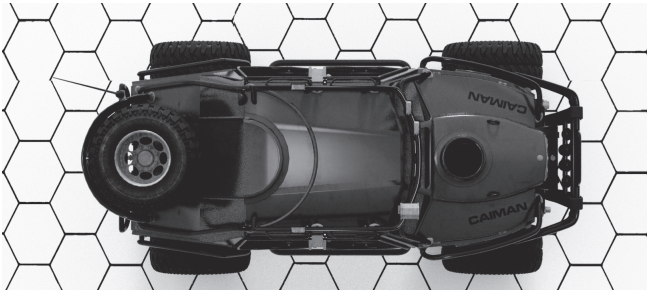
Barrier Value: Window = 10; Body = 20

Special Features: Fuel efficiency, front racing seats with 5 point harnesses

Off-road Rally Racer

Description: A four-wheel drive rally racer with off-road tires. Sports a 3.0L engine and a winch to get out of tough spots. Not the fastest vehicle, but can weather off-road conditions much better than most other vehicles.

Classification: On-Road Car; Soft Target



Base Safe Speed: 60mph
 Fuel System: Diesel
 Mileage: 28 miles/gallon
 Fuel Capacity: 25 gallons
 Structure: 1.5
 Area: 2x4=8
 Damage Resistance: 6
 Maximum Speed: 126 mph
 Barrier Value: Window = 10; Body = 20
 Special Features: Winch, roll cage, front racing seats with 5-point harness, air bags

Aquatic Vehicles

The Daisy Belle River Boat

Description: A riverboat docked on the Tennessee River. The riverboat is 290 feet in length with ninety state rooms, four main decks and a guest capacity of one-hundred eighty.



Classification: Boat, soft target
 Base Safe Speed: 15 MPH
 Fuel System: Steam, coal fired
 Mileage: 0.1 Miles per ENC of coal
 Fuel Capacity: 2000 ENC plus cargo space
 Structure: 150
 Area: 15x90=750
 Damage Resistance: 12
 Maximum Speed: 18 MPH
 Barrier Value: Windows = 10; Body = 20
 Special Features: Crew of ten, Carries up to two-hundred fifty passengers or cargo.

Pontoon Boat

Description: Flat deck leisure pontoon boat
 Classification: Boat, soft target
 Base Safe Speed: 10 MPH
 Fuel System: Gasoline Engine
 Mileage: 15 MPG
 Fuel Capacity: 10 gallons
 Structure: 4
 Area: 3x5=15
 Damage Resistance: 3
 Maximum Speed: 25 MPH
 Barrier Value: 2
 Special Features: Carries up to fifteen passengers or 150 ENC of cargo.

Fishing Boat

Description: Small fishing boat
 Classification: Boat, soft target
 Base Safe Speed: 5 MPH
 Fuel System: Gasoline

Mileage: 15 MPG
 Fuel Capacity: 10 gallons
 Structure: 1
 Area: 2x4=8
 Damage Resistance: 2
 Maximum Speed: 20 MPH
 Barrier Value: 0
 Special Features: Carries up to ten passengers or 100 ENC of cargo

Speed Boat

Description: High-speed ski boat
 Classification: Boat, soft target
 Base Safe Speed: 35 MPH
 Fuel System: gasoline
 Mileage: 18 MPG
 Fuel Capacity: 25 gallons
 Structure: 1
 Area: 2x10=20
 Damage Resistance: 5
 Maximum Speed: 80 MPH
 Barrier Value: 1
 Special Features: Carries up to ten passengers or 100 ENC of cargo

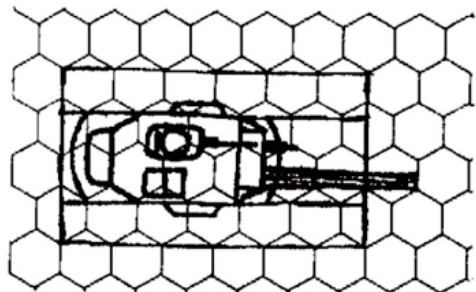
Jet Ski

Description: Light jet ski
 Classification: Boat, soft target
 Base Safe Speed: 25 MPH
 Fuel System: Gasoline
 Mileage: 10 MPG
 Fuel Capacity: 16 gallons
 Structure: 1
 Area: 1 x 2 = 2
 Damage Resistance: 2
 Maximum Speed: 65 MPH
 Barrier Value: 0
 Special Features: Can carry two passengers or 15 ENC of cargo

Additional Vehicles

M2 Vader

Classification: Heavy Combat; Hard Target
 Base Safe Speed: 120kph
 Fuel System: Military Multi-Fuel
 Mileage: 0.5km/liter
 Fuel Capacity: 2000 liters
 Structure: 6
 Area: 4x6 = 24
 Damage Resistance: 72
 Maximum Speed: 80kph
 Vehicle AV: 20 (NORMAL ARMOR)/45 (CHOBHAM ARMOR)/impervious to small arms fire
 Special Features: Crew of four (Driver, Gunner, Laser Engineer, and Commander); Military Radio; can be sealed vs. CBW agents; Air-conditioned interior; Turret turns at 120 Degrees/turn; engine mounted in front has rear doors like APC (and space for four Infantry!)
 Armament: 12 Megawatt CAC Gatling Laser (VDG -- 1 per charge;



each charge uses 1 liter of fuel and is stored in a Capacitor with a 100 charge capacity); co-ax 20mm Cannon (2000 rounds); .50 cal MG in (powered) Commanders' turret (5000 rounds). Laser Sights – accurate to 3000m.

M1 Abrams

Classification: Heavy Combat; Hard Target



Base Safe Speed: 120kph

Fuel System: Military Multi-Fuel

Mileage: 0.3km/liter

Fuel Capacity: 1500 liters

Structure: 6

Area: 4x7 = 28

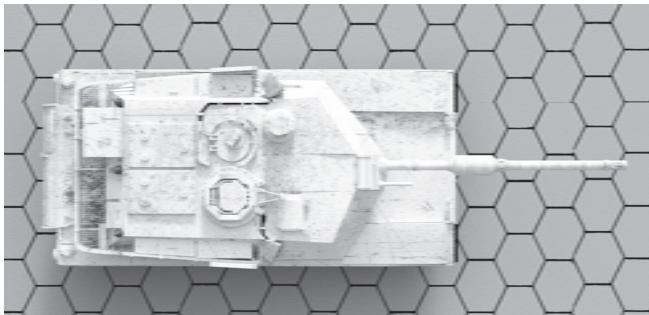
Damage Resistance: 84

Maximum Speed: 60kph

Vehicle AV: 15 (NORMAL ARMOR)/30 (CHOBHAM ARMOR)/impervious to small arms fire

Special Features: Crew of four (Driver, Gunner, Loader, and Commander); Military Radio; can be sealed against CBW agents; Turret turns at 120 degrees/combat turn.

Armament: 120mm Hypervelocity Smoothbore (42 rounds); co-ax 7.62mm MG (5200 rounds); 7.62mm MG for Commander (2000 rounds); Laser Sights - accurate to 3000m.



M-113/FSV (Fire Support Vehicle)

Classification: Heavy Combat; Intermediate Target

Base Safe Speed: 120kph

Fuel System: Military Multi-Fuel

Mileage: 0.5km/liter

Fuel Capacity: 960 liters

Structure: 4

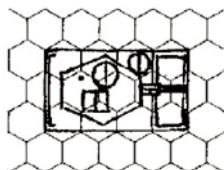
Area: 3x4 = 12

Damage Resistance: 24

Maximum Speed: 65kph

Barrier Value: 70

Special Features: Crew of three (Driver, Gunner/loader,



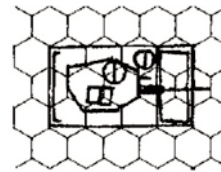
Commander); Military Radio; can be sealed against CBW agents; four to six Infantry may be carried, but at reduction of ammunition space.

Armament: 76mm Cannon (50 rounds); Co-ax .50 cal MG (2000 rounds); .30 or .50 cal Commanders' MG (200a rounds); accurate to 2000m.

M-113 LSV (Light Support Vehicle)

Details as above, except as noted herein.

Armament: 30mm Autocannon (2000 rounds); Co-ax .50 cal MG (200a rounds); Commanders' 30 or 50 cal MG (2000 rounds); accurate to 2000m.



WOMBAT MICV (Mechanized Infantry Combat Vehicle)

Classification: Heavy Combat; Intermediate Target

Base Safe Speed: 120kph

Fuel System: Military Multi-Fuel

Mileage: 0.6km/liter

Fuel Capacity: 1000 liters

Structure: 4

Area: 3x4 = 12

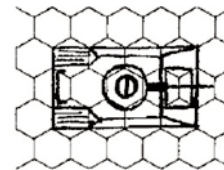
Damage Resistance: 26

Maximum Speed: 80kph

Barrier Value: 70

Special Features: Crew of two (Driver and Commander/Gunner) plus twelve Infantry; Military Radio; can be sealed against CBW agents; Gun Ports enable three Infantry from the inside on either side and two from rear.

Armament: 20mm Autocannon (2000 rounds). Co-ax 7.62mm MG (2000 rounds), Commander's MG - 7.62mm (2000 rounds); accurate to 2000m.



BMP MICV (Mechanized Infantry Combat Vehicle)

Classification: Heavy Combat; Intermediate Target

Base Safe Speed: 120kph

Fuel System: Military Multi-Fuel

Mileage: 0.6km/liter

Fuel Capacity: 1000 liters

Structure: 4

Area: 3x4 = 12

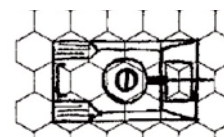
Damage Resistance: 26

Maximum Speed: 80kph

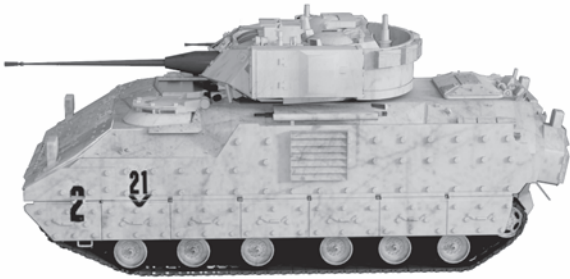
Barrier Value: 70

Special Features: Crew of two (Driver and Commander/Gunner) plus twelve Infantry; Military Radio; can be sealed against CBW agents; Gun Ports enable three Infantry from the inside on either side and two from rear.

Armament: 20mm Autocannon (2000 rounds). Co-ax 7.62mm MG (2000 rounds), Commander's MG - 7.62mm (2000 rounds); accurate to 2000m.



Bradley MICV (Mechanized Infantry Combat Vehicle)



Classification: Heavy Combat; Intermediate Target

Base Safe Speed: 120kph

Fuel System: Military Multi-Fuel

Mileage: 0.6km/liter

Fuel Capacity: 1000 liters

Structure: 4

Area: $3 \times 4 = 12$

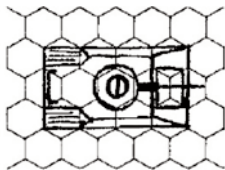
Damage Resistance: 26

Maximum Speed: 80kph

Barrier Value: 70

Special Features: Crew of two (Driver and Commander/Gunner) plus twelve Infantry; Military Radio; can be sealed against CBW agents; Gun Ports enable three Infantry from the inside on either side and two from rear.

Armament: 20mm Autocannon (2000 rounds). Co-ax 7.62mm MG (2000 rounds), Commander's MG - 7.62mm (2000 rounds); accurate to 2000m.



Deuce and a Half

Classification: Off-road Medium Truck; Soft Target

Base Safe Speed: 90kph

Fuel System: Military Multi-Fuel

Mileage: 15km/liter

Fuel Capacity: 250 liters

Structure: 2

Area: $3 \times 5 = 15$

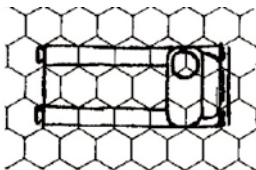
Damage Resistance: 15

Maximum Speed: 80kph

Barrier Value: Windows = 10; Body = 25

Special Features: Crew of two (Driver and Co-Driver/Gunner) plus up to twenty-four Passengers or Cargo.

Armament: Optional Ring-mount for M-60 or Bren LMG over Co-Driver's seat.



HMMWV (Humvee or Hummer)

Classification: Off-road Light Truck; Soft Target

Base Safe Speed: 80kph

Fuel System: Military Multi-Fuel

Mileage: 15-20km/liter

Fuel Capacity: 100 liters

Structure: 2

Area: $2 \times 4 = 8$

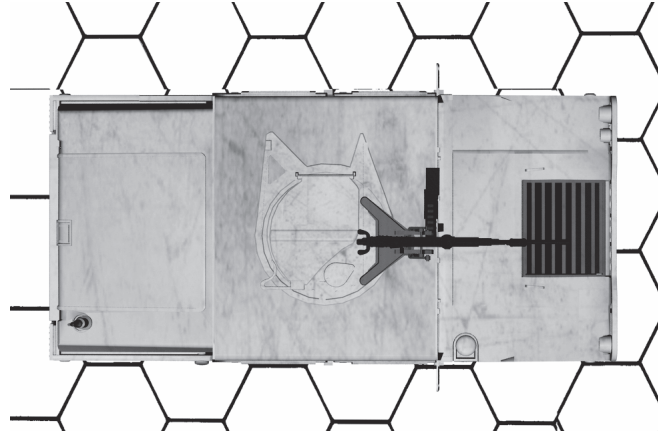
Damage Resistance: 8

Maximum Speed: 100kph

Barrier Value: Windows = 10; Body = 25

Special Features: Crew of two (Driver and Co-Driver/Gunner) and up to eight Passengers or Cargo.

Armament: As for Truck.



Hummer H2

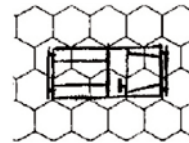
As above, except where noted below.

Fuel Capacity: 60 liters

Area: $2 \times 3 = 6$

Damage Resistance: 6

Special Features: Crew of two and up to six Passengers or Cargo.



Hummer Armored Car

This is a conversion based on a HMMWV, it has an armored body (INTERMEDIATE Target; BARRIER VALUE=70) and carries a powered MG Turret over the back compartment. This Turret carries two 7.62mm NATO or one .50 Cal MGs. Mileage drops to 12 MPG. Otherwise as per HMMWV.

Kennesaw Steam Scout Trike

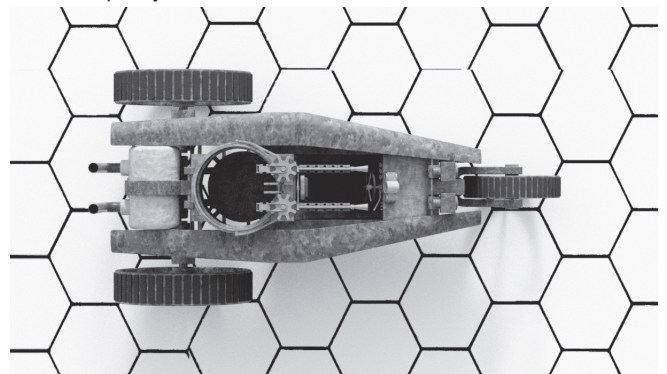
Classification: Heavy Combat; Intermediate Target

Base Safe Speed: 100kph

Fuel System: Steam Engine (coal)

Mileage: 5 miles/ENC of coal

Fuel Capacity: 100 ENC coal bin



Structure: 4

Area: $3 \times 4 = 12$

Damage Resistance: 16

Maximum Speed: 55 MPH

Barrier Value: 70

Special Features: Crew of two
(Driver, Commander/Gunner/Coalman)

Armament: Twin Commander's MG - 7.62mm (2000 rounds); accurate to 1000m.

Kennesaw MICV (Mechanized Infantry Combat Vehicle)

Classification: Heavy Combat; Intermediate Target

Base Safe Speed: 100kph

Fuel System: Steam Engine (coal)

Mileage: 5 miles/ENC of coal

Fuel Capacity: 100 ENC coal bin

Structure: 4

Area: $3 \times 4 = 12$

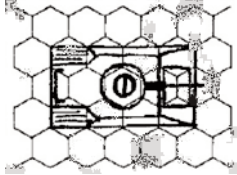
Damage Resistance: 26

Maximum Speed: 55 MPH

Barrier Value: 70

Special Features: Crew of three (Driver, Commander/Gunner and Loader/Coalman) plus ten Infantry; Gun Ports enable thee Infantry from the inside on either side and two from rear to fire smallarms.

Armament: Twin M2HB .50 HMG, Commander's MG - 7.62mm (2000 rounds); accurate to 2000m.



Kennesaw Dreadnaught

Classification: Heavy Combat; Hard Target

Base Safe Speed: 120kph

Fuel System: Steam

Mileage: 5 miles/ENC of coal

Fuel Capacity: 100 ENC Coal

Structure: 5

Area: $3 \times 4 = 12$

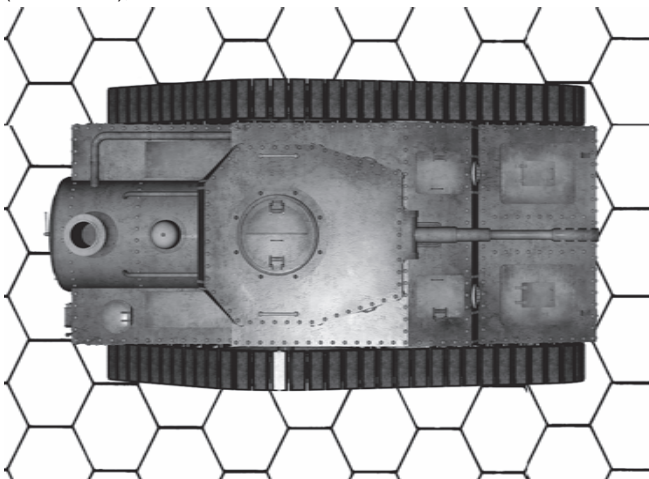
Damage Resistance: 54

Maximum Speed: 50 MPH

Vehicle AV: 14

Special Features: Crew of four (Driver, Commander/Gunner, Loader, Coalman)

Armament: Parrott Rifle (200 rounds), Commander's MG - 7.62mm (200 rounds); accurate to 2000m.



Sedan Car/Security-Police Patrol Car

Classification: On-Road Car; Soft Target

Base Safe Speed: 80kph

Fuel System: Petrol/Alcohol

Mileage: 20-30km/liter

Fuel Capacity: 80 liters

Structure: 1.5

Area: $2 \times 4 = 8$

Damage Resistance: 6

Maximum Speed: 160kph

Barrier Value: Window = 10; Body = 20

Special Features: Seatbelts; Crash Bags; seats Driver and four Passengers; Police/Security version carries Civ/FedPol Radio and Siren/Lightbar as well as PA system.

Police Motorcycle (Honda)

Classification: On-Road Motorcycle; Soft Target

Base Safe Speed: 160kph

Fuel System: Petrol/Alcohol

Mileage: 25-35km/liter

Fuel Capacity: 20 liters

Structure: 2.5

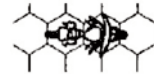
Area: $1 \times 4 = 4$

Damage Resistance: 5

Maximum Speed: 200kph

Barrier Value: Body = 15

Special Features: FedPol Radio; side panniers.



Police Motorcycle (Harley Davidson)

Classification: On-Road Motorcycle; Soft Target

Base Safe Speed: 160kph

Fuel System: Petrol/Alcohol

Mileage: 25-35km/liter

Fuel Capacity: 20 liters

Structure: 2.5

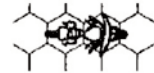
Area: $1 \times 4 = 4$

Damage Resistance: 5

Maximum Speed: 200kph

Barrier Value: Body = 15

Special Features: FedPol Radio; side panniers.



Chopper (Harley Davidson)

Classification: On-Road Motorcycle; Soft Target

Base Safe Speed: 160kph

Fuel System: Petrol/Alcohol

Mileage: 25-35km/liter

Fuel Capacity: 20 liters

Structure: 2.5

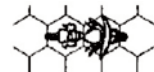
Area: $1 \times 4 = 4$

Damage Resistance: 5

Maximum Speed: 200kph

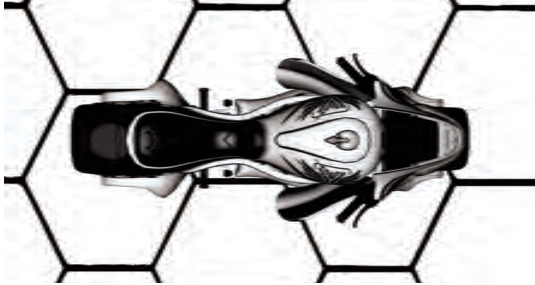
Barrier Value: Body = 15

Special Features: Side panniers.

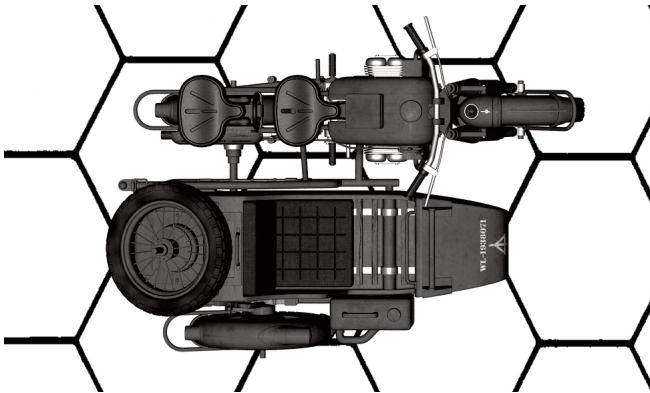


Speedy Motorcycle (Kawasaki)

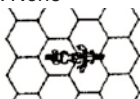
Classification: On-Road Motorcycle; Soft Target
 Base Safe Speed: 160mph
 Fuel System: Petrol/Alcohol
 Mileage: 25-35km/liter
 Fuel Capacity: 20 liters
 Structure: 2.5
 Area: $1 \times 4 = 4$
 Damage Resistance: 5
 Maximum Speed: 200kph
 Barrier Value: Body = 15
 Special Features: Side panniers.

**Motorcycle with Sidecar (BMW)**

Classification: On-Road Motorcycle; Soft Target
 Base Safe Speed: 120mph
 Fuel System: Petrol/Alcohol
 Mileage: 25-35km/liter
 Fuel Capacity: 20 liters
 Structure: 2.5
 Area: $1 \times 4 + 1 \times 2 = 6$
 Damage Resistance: 5
 Maximum Speed: 200kph
 Barrier Value: Body = 15, Sidecar=20
 Special Features: FedPol Radio; side panniers.

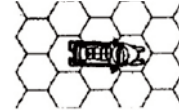
**Trail Bike**

Classification: Off-road Motorcycle Soft Target
 Base Safe Speed: 80kph
 Fuel System: Gas
 Mileage: 22km/liter
 Capacity: 10 liters
 Structure: 2
 Area: $1 \times 1 = 1$
 Damage Resistance: 1
 Maximum Speed: 45kph
 Safety Devices: None
 Notes on Barrier Effects: None

**Snowmobile**

Classification: Off-road 'Motorcycle' Soft Target
 Base Safe Speed: 90kph
 Fuel System: Gas
 Mileage: 8km/liter
 Capacity: 30 liters
 Structure: 2
 Area: $1 \times 2 = 2$
 Damage Resistance: 1
 Maximum Speed: 45kph
 Safety Devices: None
 Notes on Barrier Effects: Windscreen = 7; Body = 15

Special Features: Carries driver and one passenger seated in tandem. Designed for use on snow-covered surfaces, if used under other circumstances use only $\frac{1}{4}$ Base Safe Speed, Mileage, and Maximum Speed.

**ATV**

Classification: Off-road 'Motorcycle' Soft Target
 Base Safe Speed: 90kph
 Fuel System: Gas
 Mileage: 8km/liter
 Capacity: 30 liters
 Structure: 2
 Area: $1 \times 2 = 2$
 Damage Resistance: 1
 Maximum Speed: 45kph
 Safety Devices: None
 Notes on Barrier Effects: Windscreen = 7; Body = 15

Special Features: Carries driver and one passenger seated in tandem. Designed for use on snow-covered surfaces, if used under other circumstances use only $\frac{1}{4}$ Base Safe Speed, Mileage, and Maximum Speed.

Bulletproof ATV with Cart

Classification: Off-road 'Motorcycle' Soft Target
 Base Safe Speed: 90kph
 Fuel System: Gas
 Mileage: 8km/liter
 Capacity: 30 liters
 Structure: 2
 Area: $1 \times 2 = 2$
 Damage Resistance: 1
 Maximum Speed: 45kph
 Safety Devices: None
 Notes on Barrier Effects: Windscreen = 7; Body = 15

Special Features: Carries driver and one passenger seated in tandem. Designed for use on snow-covered surfaces, if used under other circumstances use only $\frac{1}{4}$ Base Safe Speed, Mileage, and Maximum Speed.

Golf Cart

Classification: On-road 'Car' Soft Target
 Base Safe Speed: 10kph
 Fuel System: Elec.
 Mileage: 2km/Charge
 Capacity: Ev-10
 Structure: 1



Area: $2 \times 2 = 4$

Damage Resistance: 2

Maximum Speed: 15kph

Safety Devices: None

Notes on Barrier Effects: Body = 10

Special Features: Carries two passengers (inc. driver); has a cargo space (holds up to Enc Cap 20)

Seattle Police Hoverbike

Classification: Gravitics Craft; Soft Target

Base Safe Speed: 120kph

Fuel System: Electrical

Mileage: 450 miles per charge

Fuel Capacity: 4 E-10

Structure: 1.5

Area: $1 \times 2 = 2$

Damage Resistance: 4

Maximum Speed: 210mph

Maximum Altitude: 2000ft AGL (Above Ground Level)

Barrier Value: Window = 10; Body = 20

Mass: 350 (used if it crashes)

Special Features: Uses Pilot, Variable Wing as governing skill. Seatbelts; Crash Bags; seats Driver; Side sliding doors, Civ/FedPol Radio and Siren/Lightbar as well as PA system.

Seattle Police Patrol Car

Classification: Gravitics Craft; Soft Target

Base Safe Speed: 80kph

Fuel System: Electrical

Mileage: 350 miles per charge

Fuel Capacity: 8 E-10

Structure: 1.5

Area: $2 \times 4 = 8$

Damage Resistance: 6

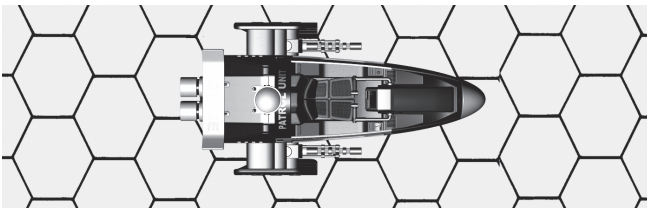
Maximum Speed: 160mph

Maximum Altitude: 1900ft AGL (Above Ground Level)

Barrier Value: Window = 10; Body = 20

Mass: 350 (used if it crashes)

Special Features: Uses Pilot, Variable Wing as governing skill. Seatbelts; Crash Bags; seats Driver and four Passengers; Side sliding doors, Civ/FedPol Radio and Siren/Lightbar as well as PA system.



Seattle Hovortank



Classification: Gravitics, Heavy Combat; Hard Target

Base Safe Speed: 75 MPH

Fuel System: Electrical

Mileage: 250 miles/charge

Fuel Capacity: 20x E-10

Structure: 6

Area: $4 \times 6 = 24$

Damage Resistance: 72

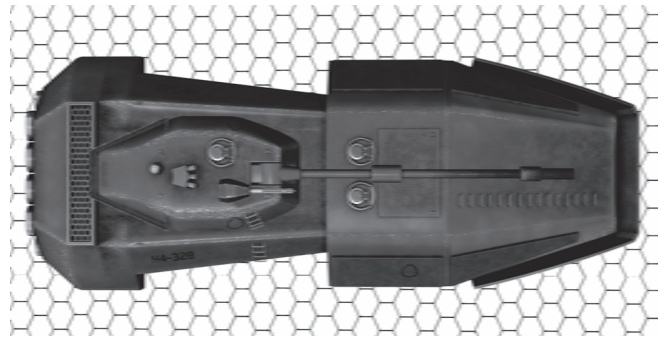
Maximum Speed: 160 MPH

Maximum Altitude: 1200ft AGL (Above Ground Level)

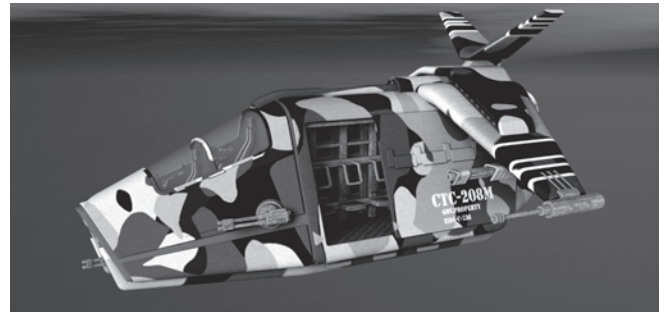
Vehicle AV: 20 (NORMAL ARMOR)/45 (CHOBHAM ARMOR)/impervious to small arms fire

Special Features: Crew of four (Driver, Gunner, Laser Engineer, and Commander); Military Radio; can be sealed vs. CBW agents; Air-conditioned interior; Turret turns at 120 Degrees/turn; engine mounted in front has rear doors like APC (and space for four Infantry!)

Armament: 12 Megawatt CAC Gatling Laser (VDG = 1 per charge; each charge uses 1 unit of Electrical Charge and is stored in a Capacitor with a 100 charge capacity); co-ax 20mm Cannon (2000 rounds); .50 cal HMG in (powered) Commanders' turret (5000 rounds). Laser Sights – accurate to 3000m.



Seattle Hover MICV (Mechanized Infantry Combat Vehicle)



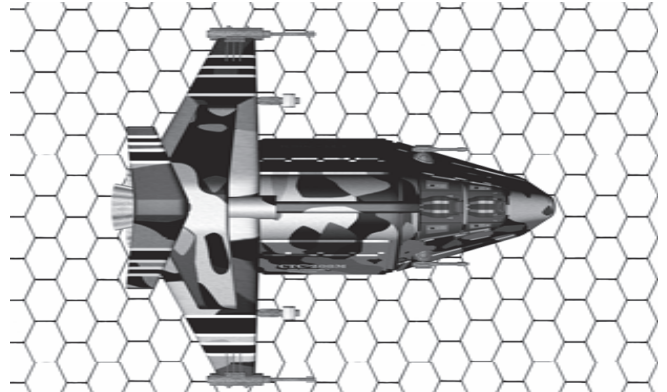
Classification: Gravitics; Heavy Combat; Intermediate Target

Base Safe Speed: 60 MPH

Fuel System: Electrical

Mileage: 350 Miles on full charge

Fuel Capacity: 14 E-10



Structure: 4

Area: $3 \times 4 = 12$

Damage Resistance: 26

Maximum Speed: 180 MPH

Maximum Altitude: 1500ft AGL (Above Ground Level)

Barrier Value: 70

Special Features: Crew of two (Driver and Commander/Gunner) plus twelve Infantry; Military Radio; can be sealed against CBW agents; Gun Ports enable three Infantry from the inside on either side and two from rear to fire from protection of the armor.

Weapons Racks in the vehicle contain 1 Lee Enfield MK 20, 1D6 Lee Enfield MK 12 and 1D6 Lee Enfield MK1a.

Armament: 20mm Autocannon (2000 rounds). Co-ax Lee Enfield MK 20 (2000 rounds), Commander's MG – Lee Enfield MK 20 (2000 rounds); accurate to 2000m.

Confederate Train Engine – The General

Classification: Rail, soft target

Base Safe Speed: 50MPH

Fuel System: Steam Engine (coal)

Mileage: 50 miles/ENC of coal

Fuel Capacity: 10000 ENC coal Tender

Structure: 4

Area: $3 \times 12 = 36$

Damage Resistance: 40

Maximum Speed: 55 MPH

Barrier Value: 5

Special Features: Crew of two (Driver and Coalman)

Can tow railcars behind it.

Armament: Crew's Personal Weapons

Confederate Tunnel Digger

Classification: off-road, Soft Target

Base Safe Speed: 15MPH

Fuel System: Diesel

Mileage: .5 miles per gallon

Fuel Capacity: 100 gallons

Structure: 4

Area: $3 \times 4 = 12$

Damage Resistance: 5

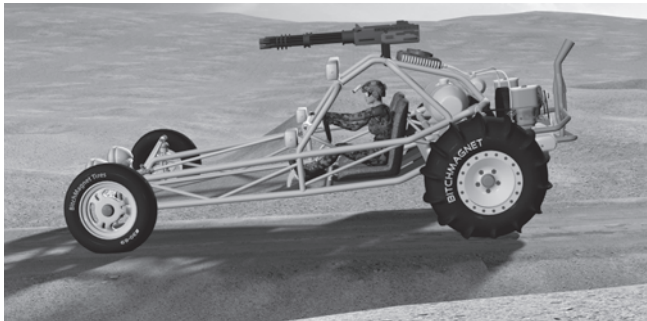
Maximum Speed: 15 MPH

Barrier Value: 2

Special Features: Towed on railcar. Digs through ~1M of dirt/rock per hour.

Armament: none

Sand Rail



Classification: Off-road; soft target

Base Safe Speed: 50 MPH

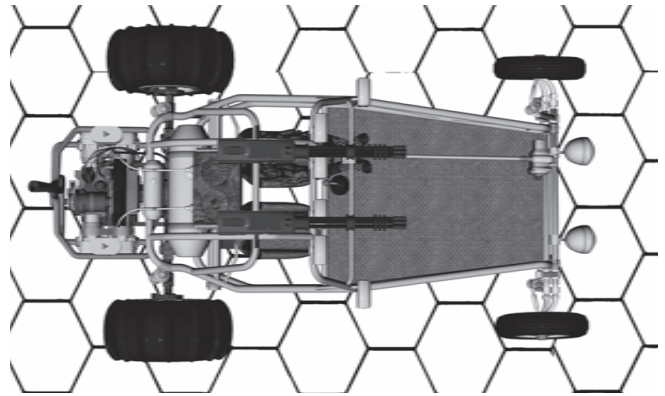
Fuel System: Gasoline

Mileage: 15 MPG

Fuel Capacity: 26 gallons

Structure: 4

Area: $2 \times 4 = 8$



Damage Resistance: 10

Maximum Speed: 55 MPH

Barrier Value: 0

Special Features: Crew of three (Driver, Commander, Gunner)

Armament: 1 x .50 BMG M2 machine gun or 1 x 40 mm Mk 19 grenade launcher

Dune Buggy



Classification: Off-road; soft target

Base Safe Speed: 50 MPH

Fuel System: Gasoline

Mileage: 18MPG

Fuel Capacity: 20 gallons

Structure: 4

Area: $2 \times 4 = 8$

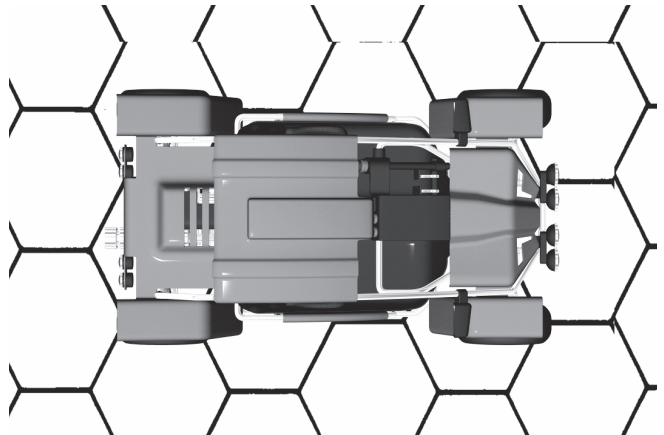
Damage Resistance: 10

Maximum Speed: 55 MPH

Barrier Value: 0

Special Features: Crew of two

Armament: none



APPENDIX C

TECHNOLOGICAL DEVELOPMENTS

Pharmaceuticals

The Australian and European medical research programs took the US-developed Polycell drug family and ran it through a hoop, so to speak - refining and developing the original drugs. Some of these developments include:

Polycellulac 5(E): Similar to Polycell 4 in many ways, this drug is an improvement in that it has the capability to heal critical as well as lethal Damage! This property only comes into play once all lethal damage a character is currently suffering from is healed (by whatever means). To this end, it might be noted that Polycell 5(E) heals 4d5 points of lethal damage rather than the 2d10 of Polycell 3 and 4. Once this is done, a dose of Polycell 5(E) will heal 1d6 points of critical Damage. It should be noted that it cannot heal dead characters, and cannot regenerate severed body parts. It can, of course, heal the critical damage involved with a sever. It can heal broken bones - but the healing time is in hours, rather than the minutes for normal critical damage. The healing of sever critical damage is, however, not instantaneous as with the healing of mere lethal damage; It takes 1d.6 minutes per point of critical damage to heal it.

Polycellulac 6(E): This is a further refined version of 5(E). It heals 4d6 points of lethal damage normally, and, when all lethal damage is healed, it then heals 2d5 points of critical damage. It still takes 1d5 minutes to heal each point of such damage, and the restrictions of its effectiveness are the same as for 5(E).

Polycellulac 'REGEN': The ultimate development of the Polycell drug group. It works as Polycell 4 in all ways except when it is injected into a character with critical sever. In this case, it heals damage as Polycell 4, but also institutes regeneration. Regeneration takes time according to the location and number of Locations to be regenerated. If they are all on the same limb, the first Location will take 1d6 weeks, the second 2d6 weeks and so on; if they are on DIFFERENT Limbs, they cost an extra +1 week for each extra limb. It might be noted that limb regeneration occurs as the gradual development of a whole Loc from an embryonic form and gradually maturing.

RetroDNA Drugs: These drugs are an extension of the Memory RNA research, and actually virally reconfigure the target's DNA. This can be used to induce specific mutations (and create "changed" individuals. The drug is administered, and the effects begin to show up in 3D6 days. Physical changes are very painful (HLH CST every hour to continue activity or collapse in pain), while patients experiencing mental changes can have delusions, delirium, and hallucinations (1 in 6 chance, WL CST to overcome). Assistance by a therapist (Successful Therapy BCS roll per day) will also mitigate the effects. RetroDNA treatment will invalidate the Character's New Tokyo passport on a 1 in 6 chance. All Seattle origin Changed characters are the result of

RetroDNA. (see Seattle Changed reference) RetroDNA drugs may have side effects.

Roll	Secondary Effect
1	Secondary harmful mutation
2	Crippled – loss of 1D10 from DFT and SPD (divide lost points between the two)
3	Weak – loss of 1D10 from HLH and STR (divide lost points between the two)
4-17	No additional effect
18	Random additional mutation
19	Random beneficial mutation
20	Complimentary mutation (beneficial that adds to the desired mutation.

Cost of Retro DNA is dependent on the perceived value purchased, but is ¥150,000 base for the treatment, plus ¥10,000 per attribute point increase or point of PSI. Other effects are valued based on their usefulness. Chameleon skin is an additional ¥50,000. Post treatment therapy is available for ¥10,000 per day.

Water Collection (Condensation) Gear

The lack of reachable water in the United States Wastelands has led to the development of water collection gear. Solar or electric powered, these units collect water from the atmosphere, condense it and purify it for drinking. The different models have different efficiencies, reflected below. (based on 100% relative humidity) – efficiency is multiplied by the average relative humidity for the day to get the resulting output.

Water Condensers

Type	Enc	Efficiency	BPV
Mark 1	0.5	Efficiency 2.5 litres/day	50
Mark 2	1	Efficiency 5 litres/day	75
Mark 3	2.5	Efficiency 12.5 litres/day	100
Mark 4	4	Efficiency 20 litres/day	150
Mark 5	10	Efficiency 50 litres/day	200
Mark 6	20	Efficiency 100 litres/day	250

New Tokyo Passport

The New Tokyo passports are subdermal embedded RFID chips tied to the user's DNA. They are inserted onto the neck at the base of the skull using a special hypo injector. If the DNA does not match, the ID will fail. This means that some RetroDNA drugs will invalidate the passport, and they are near impossible to fake. ENC 0.1. A New Tokyo passport costs ¥250,000 for approved characters (with background and DNA check), and ¥50,000 to replace.

APPENDIX D

WEAPONS

OBSOLETE WEAPONS

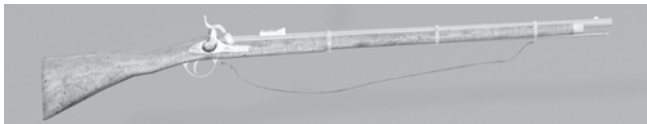
Owen Machine Carbine

Action: FA
Mag: Box 33
Cal: 9mm Parabellum
Dur: 4
Enc: 1.12

Features: Painted in Jungle Camouflage all over (withdrawn 1966); top mounted magazine resists jamming.

Kennesaw Rifle

Action: SS
Primitive Rifle
Cal: .54 Black Powder
Dur: 4
Enc: 1.609
BDG: 17



Features: Percussion cap rifle

Kennesaw Pistol

Action: SA
Mag: 6 shot revolver
Cal: .44 Black Powder
Dur: 4
Enc: .609
BDG: 9



Features: Percussion cap revolver – clone of an 1851 navy, but in .44 instead of .36

Kennesaw Light Pistol

Action: SA
Mag: 6 shot
Cal: .36 Black Powder
Dur: 4
Enc: .509
BDG: 5
Features: Percussion cap revolver – clone of 1851 Navy

Webley & Scott Mk.VI Revolver

Action: DA
Mag: Swing-Cyl 6
Cal: .455 SAA
Dur: 4
Enc: .609
BBL: XLNG
Features: will accept .45 Long Colt ammunition

Spencer Rifle

Action: LA
Mag: Tub-Mag 8
Cal: .50 Spencer
Dur: 3
Enc: 1.45
Features: Bayonet Lug

Spencer Carbine

Action: LA
Mag: Tub-Cyl 8
Cal: .50 Spencer
Dur: 3
Enc: 1.08
Features: Bayonet Lug

MODERN WEAPONS

Pistols

Ruger LCP Pistol

Action: AL
Mag: box 6
Cal: 380 ACP
Dur: 3
Enc: 0.23
BBL: SNUB
Features: Easily concealable weapon

Ruger LC9 Pistol

Action: AL
Mag: box 7
Cal: 9mm luger
Dur: 3
Enc: .25
BBL: SHT
Features: Easily concealable weapon, available with LaserMax Centerfire red dot laser

Kimber Pro CDP II Pistol

Action: AL
Mag: box 7
Cal: .45 ACP
Dur: 5
Enc: .33
BBL: STD
Features: Rosewood or double diamond grips, black frame with stainless slide

Beretta 92FS Inox

Action: AL
Mag: box 17
Cal: 9mm Luger
Dur: 4
Enc: .39
BBL: STD
Features: none

Glock 17 Pistol

Action: AL
Mag: box 17
Cal: .9mm Para
Dur: 5
Enc: .36
BBL: STD



Features: Available in 10, 15 or 17-round magazines

Glock 18 Pistol

Action: AL/FA
Mag: box 17
Cal: .9mm Para
Dur: 5
Enc: .36
BBL: STD

Features: Available in 10, 17 or 33-round magazines.
Supermachinegun rate of autofire.

Glock 19 Pistol

Action: AL
Mag: box 13
Cal: .9mm Para
Dur: 5
Enc: .36
BBL: STD

Features: Available in 10, 15 or 17-round magazines

Glock 21 Pistol

Action: AL
Mag: box 13
Cal: .45 ACP
Dur: 5
Enc: .37
BBL: STD

Features: Available in 10 or 13-round magazines

Glock 22 Pistol

Action: AL
Mag: box 15
Cal: .40 S&W
Dur: 5
Enc: .36
BBL: STD

Features: Available in 10, 15 or 13-round magazines

Glock 23 Pistol

Action: AL
Mag: box 15
Cal: .40 S&W
Dur: 5
Enc: .36
BBL: STD

Features: Available in 10, 15 or 13-round magazines

Glock 26 Pistol

Action: AL
Mag: box 15
Cal: .9mm Para
Dur: 5
Enc: .26
BBL: SHT

Features: Available in 10, 15 or 17-round magazines

Glock 27 Pistol

Action: AL
Mag: box 15
Cal: .40 S&W

Dur: 5

Enc: .26

BBL: SHT

Features: Available in 10, 15 or 13-round magazines

Glock 30 Pistol

Action: AL
Mag: box 15
Cal: .45 ACP
Dur: 5
Enc: .27
BBL: SHT

Features: Available in 10 or 13-round magazines

Glock 41 Pistol

Action: AL
Mag: box 15
Cal: .45 ACP
Dur: 5
Enc: .38
BBL: STD

Features: Available in 10 or 13-round magazines

Glock 42 Pistol

Action: AL
Mag: box 15
Cal: .380
Dur: 5
Enc: .24
BBL: SHT

Features: Available in 10, 15 or 17-round magazines

SIG P230

Action: AL
Mag: box 7
Cal: .380 ACP
Dur: 5
Enc: .25
BBL: SHT

Features: High Security Safety

SIG P226

Action: AL
Mag: Box 15
Cal: 9mm Para
Dur: 5
Enc: .38
BBL: STD

Features: none.

SIG P228

Action: AL
Mag: Box 13
Cal: 9mm Para
Dur: 5
Enc: .28
BBL: SHT

Features: none.

Nambu M60

Action: SA/DA
Mag: Swing-Cyl 6
Cal: .38 Special
Dur: 4
Enc: .34
BBL: STD

Features: none

S&W 500 Revolver

Action: SA/DA
 Mag: Swing-cyl 6
 Cal: .500 S&W Mag
 Dur: 5
 Enc: .5
 BBL: LNG
 Features: Recoil Reduction of 1

Colt Peacemaker Replica

Action: SA
 Mag: Port-cyl 6
 Cal: .45LC
 Dur: 4
 Enc: .42none
 BBL: Long
 Features:

1897 Outlaw Revolver

Action: SA
 Mag: Port-Cyl 6
 Cal: .45LC
 Dur: 4
 Enc: .49
 BBL: Long
 Features:

American Derringer Model 1

Action: SA
 Mag: Break 2
 BBL: SNUB
 Dur: 4
 Enc: .41
 Cal: Varies
 Features: Available in the following calibres:
 .22LR (1-10)
 .25 ACP (11-20)
 .256 Mag (21-22)
 .32 short (23-28)
 .32 long (29-33)
 .357 Magnum (34-40)
 9mm Parabellum (41-50)
 .38 Special (51-57)
 .38 Super Auto (58-61)
 .40 S&W (62-66)
 .41 Magnum/410 ga (67-75)
 .44 Special (76-80)
 .44 Magnum (81-85)
 .45 Long Colt (86-91)
 .45 ACP (92-99)
 5.56 Nato (100)

Ruger SR9

Action: AL
 Mag: Box 17
 Cal: 9mm Para
 Dur: 5
 Enc: .39
 BBL: STD
 Features: Night Sights standard

Walther P22

Action: AL
 Mag: Box 10
 Cal: .22 LR
 Dur: 5
 Enc: .24

BBL: SHT
 Features: Threaded Barrel

Ruger 22/45

Action: AL
 Mag: Box 10
 Cal: .22LR
 Dur: 5
 Enc: .3
 BBL: STD
 Features: Target Weapon; hair trigger

Mauser M1896

Action: AL
 Mag: strip 10
 Cal: .30 Mauser
 Dur: 3
 Enc: .41
 BBL: LNG
 Features: Detachable Stock/holster

S&W Model 4006

Action: AL
 Mag: Box 11
 Cal: .40 S&W
 Dur: 4
 Enc: .38
 BBL: STD
 Features: Tritium Night Sight; Click Sight

S&W Model 10

Action: SA/DA
 Mag: Swing-syl 6
 Cal: .38 special
 Dur: 5
 Enc: .35
 BBL: STD
 Features: none

Rifles**Savage Arms Axis Hunting Rifle**

Action: BA
 Mag: box 3
 Cal: 308 WIN
 Dur: 4
 Enc: 1.02
 Features: Hunting scope with 12x magnification, 22" barrel, left and right handed models available

Remington 700 PSS

Action: BA
 Mag: internal 5
 Cal: .308
 Dur: 5
 Enc: 1.575
 Features: Bipod, 10x scope; match weapon; high power firearm; hair trigger

1892 Lever Action Rifle

Action: LA
 Mag: Tub-Cyl 10
 Cal: .45LC , .357 Mag or .44 mag
 Dur: 4
 Enc: 1.1
 Features: none

SVD Sniper Rifle

Action: AL
 Mag: Box 10
 Cal: 7.62mm 54R
 Dur: 4
 Enc: 1.43

Features: Standard Soviet Sniper Rifle. Integral 4x or 8x scopesights with tanglefinder and battery powered target reticle - +2); Recoil Compensator (+1); Flash Suppressor; Iron Sights; Bayonet Lug; Will accept IR Nightsights. Can Take Silencer.

Barrett M82A1 "Light 50" Rifle

Action: AL
 Mag: Box 10
 Cal: .50 BMG
 Dur: 5
 Enc: 2.75

Features: Bipod, 2-12x variable scope, Recoil Reduction of 3, Can be fitted with IR or Starlight Scope.

Accuracy International 338 Lapua

Action: BA
 Mag: Box 5
 Cal: .338 Lapua
 Dur: 5
 Enc: 2.6
 Rate Factor:

Features: Bipod, 5–25x variable scope; Recoil Reduction of 2.

Remington 700 VLS

Action: BA
 Mag: internal 5
 Cal: .308 or .223
 Dur: 5
 Enc: 1.6

Features: Bipod optional, 10x scope; match weapon; high power firearm; hair trigger

Savage Arms Model 10 Precision Carbine

Action: BA
 Mag: Internal 4
 Cal: .308
 Dur: 5
 Enc: 1.45

Features: Weaver 3-9x40 Scope, Target weapon; hair trigger

Barrett M99 Rifle

Action: BA
 Mag: SS
 Cal: .50 BMG
 Dur: 5
 Enc: 2.1

Features: Recoil Reduction of 2; Bipod; 10-24x scope

Remington 783

Action: BA
 Mag: Internal 4
 Cal: .270, .308, .30-06, 700 mag, 300 win mag
 Dur: 5
 Enc: 1.45

Features: Camo finish; hair trigger; 10x scope

Shotguns**Benelli M4 Tactical Shotgun**

Action: AL
 Mag: Tub-mag 5
 Cal: 12 gauge

Dur: 4
 Enc: 1.3



Features: ghost ring sights

Benelli ETHOS Shotgun

Action: AL
 Mag: Tub-mag 4
 Cal: 12 gauge
 Dur: 5
 Enc: 1.2
 Features: Satin walnut anodized receiver

12 Gauge "Hogleg"

Action: SS
 Mag: Break 2
 Cal: .12 gauge mag
 Dur: 5
 Enc: .675
 BBL: LNG



Features: Dual triggers

Mossberg 500 Cruiser

Action: PA
 Mag: 8
 Cal: 12 ga magnum
 Dur: 5
 Enc: .8
 Features: Pistol Grip, folding stock optional

Kel-Tec KSG

Action: PA
 Mag: Tub-Mag 14
 Cal: 12 Ga Magnum
 Dur: 5
 Enc: 1.2
 Features: Dual 7-round magazines

Remington 1100

Action: AL
 Mag: Tub-Cyl 8
 Cal: 12ga
 Dur: 5
 Enc: 1.4
 Features: None

Submachineguns**OA-93 Pistol**

Action: AL/FA
 Mag: Box 30
 Cal: 5.56 NATO
 Dur: 5
 Enc: .65

Features: AR-15 pistol; top mounted charging handle; can take telescopic or IR sights.

Micro Uzi

Action: AL/FA
 Mag: Box 25, 32
 Cal: 9mm Para
 Dur: 5
 Enc: .45
 BBL: STD
 Features: Folding Stock, High Power Firearm

Assault Rifles**FN CAL**

Action: FA/AL
 Mag: box 30
 Cal: 5.56mm NATO
 Dur: 5
 Enc: 1.38
 Features: Folding Stock is standard, Auto extractor, Bayonet Lug

Colt M4A1 Assault Rifle

Action: AL/FA
 Mag: box 30
 Cal: 5.56 NATO
 Dur: 4



Enc: .75
 Features: S-1-F trigger group (safe, semi-auto, full auto)

Type 56 Assault Rifle

Action: AL/FA
 Mag: Box 30 or 40
 Cal: 7.62mm M43
 Dur: 4
 Enc: .77
 Features: Integral Bayonet; Folding stock optional; can be fitted with telescopic or IR sight

Automat Kalashnikova (AK/AKM/AKMS) 47

Action: AL/FA
 Mag: Box 20,30,40, drum 90
 Cal: 7.62mm M43



Dur: 5
 Enc: 1.43
 Features: Optional Folding Stock; Bayonet lug; Some models have GL attachment; Will accept IR Nightsights.

AK/AKS-74

Action: AL/FA
 Mag: Box 20,30,40 Drum 90
 Cal: 5.45mm M74
 Dur: 4
 Enc: 1.43

Features: Folding Stock is standard; Bayonet lug; Some models have GL attachment; will accept IR nightsights; Recoil Compensator (+1)

SIG 550

Action: AL/FA
 Mag: Box 30
 Cal: 5.56 NATO
 Dur: 5
 Enc: 1.4
 Features: Folding Stock; Bipod; 22mm Grenade Launcher in Flash Hider; Bayonet lug

H&K G36C Assault Rifle

Action: AL/FA
 Mag: Box 30
 Cal: 5.56 NATO
 Dur: 5
 Enc: .9
 Features: Modular Weapon; 22mm grenade launcher in flash hider; bayonet lug; folding stock

H&K G36 Assault Rifle

Action: AL/FA
 Mag: Box 30
 Cal: 5.56 NATP
 Dur: 5



Enc: .9
 Features: Modular Weapon; 22mm grenade launcher in flash hider; bayonet lug

Kel-Tec RFB Carbine

Action: AL/FA
 Mag: Boc 20 or 30
 Cal: .308
 Dur: 5
 Enc: .9
 Features: Bullpup weapon; front eject of casings

FN F2000 Bullpup

Action: AL/FA
 Mag: Box 30
 Cal: 5.56 NATO
 Dur: 5
 Enc: .9
 Features: Bullpup Weapon; Modular Weapon; 4x integral scope.

Ruger Mini-14

Action: AL
 Mag: Box 30
 Cal: 5.56 NATO
 Dur: 5
 Enc: 1.1
 Features: Folding Stock; Can be converted to full auto fire Machineguns

M60

Action: AL/FA

Mag: belt
 Cal: 7.62mm NATO
 Dur: 5
 Enc: 4.01



Rate Factor: 1d.10x.5
 Features: none

M249 SAW

Action: AL/FA
 Mag: belt or box 30
 Rate Factor: 1d.10x.5 or 2d.5x.5
 Dur: 5
 Enc: 3.65
 Cal: 5.56mm NATO
 Features: Factor is changeable, takes 1 Action; Box 30 is from M16/M4.

M27 Infantry Automatic Rifle

Action: FA
 Mag: box 30, 60, or 100
 Cal: 5.56 NATO
 Dur: 5
 Enc: 1.7
 Rate Factor: 2d3 x .5 or 1d10x.5
 Features: Bipod, Folding Stock, Picatinny rail system for mounting scopes and lights.

Browning BAR M1918

Action: AL/FA
 Mag: Box 20
 Cal: .308 or .30-06
 Dur: 5
 Enc: 1.72
 Rate Factor: 1d3 x .5
 Features: Integral Bipod
 Grenade Launchers
 AT-4
 Action: SS
 Mag: Disposable
 Cal: 84mm Grenades
 Dur: 3
 Enc: 2.1
 Features: Grenades have a Blast and Frag of 15. Removable night sight.

M-79 Grenade Launcher

Action: SS
 Mag: Break 1
 Cal: 40mm Grenade
 Dur: 3
 Enc: .97
 Features: none

M203 Grenade Launcher

Action: SS
 Mag: Break 1
 Cal: 40mm Grenade
 Dur: 4

Enc: .14
 Features: Must be mounted under rifle (usually M16 or M4)

MK-19 Grenade Launcher

Action: FA
 Mag: Belt 50
 Cal: 40mm Grenade
 Dur: 4
 Enc: 5.3
 Features: Must be Tripod or Vehicle mounted to be fired.

ARTILLERY

Kennesaw Mountain artillery placed on top of the mountain has a 27% range boost because of the increased elevation above the surrounding terrain.

Confederate Artillery

6 Pound Cannon

Action: SS
 Muzzle Loading Artillery
 Cal: 3.67"
 Charge: 1.25lb
 Velocity: 1439fps
 Range: 1523 M
 Features: Wheeled Carriage

12 Pound Cannon

Action: SS
 Muzzle Loading Artillery
 Cal: 4.62"
 Charge: 2.5lb
 Velocity: 1440fps
 Range: 1619 M
 Features: Wheeled Carriage

10 Pound Parrott Rifle

Action: SS
 Muzzle Loading Artillery
 Cal: 3"
 Charge: 1lb
 Velocity: 1230fps
 Range: 1850 M



Features: Wheeled Carriage

105mm Field Howitzer M3

Action: SS
 Breech Loading Artillery
 Cal: 105mm
 Velocity: 1,020 fps
 Range: 7600 M
 Features: Wheeled Carriage

ULTRA MODERN WEAPONS



Lee Enfield Autoneedler Mk 1

Action: AL
Mag: Box 10 or 30
Cal: 0.01mm
Dur: 3
Enc: 0.5
BBL: STD

Features: A Gauss Pistol – fires a continuous burst Gatling style – with an effect like a shotgun. BDG of a round from this weapon equals 30, and has a pattern as a Riot Gun.

Lee Enfield Autoneedler Mk 1A

Action: AL/FA
Mag: Box 10 or 30
Cal: 0.01mm
Dur: 3
Enc: 0.7
BBL: Pistol Carbine



Features: Folding Stock standard, fires three rounds per action on full auto. BDG of a round from this weapon equals 30, and has a pattern as a Riot Gun with ranges increased by 10%

Lee Enfield Mk 12 Gauss Rifle

Action: AL/AB
Mag: Box 25 or 50
Cal: 2mm NATO
Dur: 4

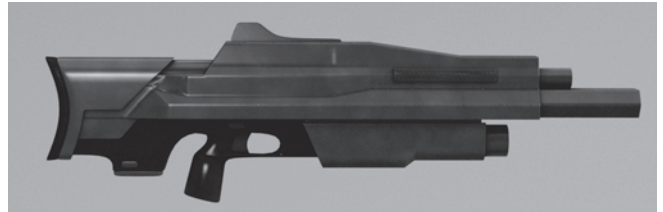
Enc: 1.5



Features: Bayonet lug, Integral Laser Sights; Can take Starlight Scope. All STANDARD ammunition is treated as 'Discarding Sabot'. (There are also explosive and incendiary rounds) BDG is 21. Supermachinegun rate of autofire.

Lee Enfield Mk 15 Defeater

Action: AL
Mag: Box 10 or 20
Cal: 5mm NATO
Dur: 3
Enc: 2.25



Features: Bayonet Lug; Integral Laser Sight; Starlight Scope can be mounted; Normal rounds are of Jacketed Steel, and have a BDG of 31. AP rounds with a Depleted Uranium Core are available, and have a BDG of 41, and a VDG of 1D6 (roll for each shot).

Lee Enfield MK 20 Support Weapon

Action: AL/FA
Mag: Box 50 or Belt 200
Cal: 2mm NATO
Dur: 3
Enc: 3.8
Rate Factor: 1d10 x .5

Features: Fires identical ammunition to the Mk 12 – normally found with integral bipod mount (a Tripod mount is available, and adds +1 to BCS). Integral Laser Sights, Starlight Scope can be fitted.

Power Requirements

As Autoneedlers and Gauss weapons fire their rounds by the use of Magnetic Linear Accelleration, they require a Power Unit to operate. The Mk 1 and 1A are powered by an E-1 for a week; the MK 12/15 are powered by an E-5 for the same period, and the Mk 20 is powered by an E-10 for a week.

Making Gauss Ammunition

Anyone with 'Machining' Skill can produce Gauss rounds either from scratch, or by simply cutting off standard lengths from the appropriate type of Wire. To make 1 round costs 1 Task Point (High Tolerances are needed). Needless to say, making the Depleted Uranium rounds requires special equipment.

AMMUNITION Grenades

Gammon Grenade

ENC: .9 Blast 5 Frag 5

Detonation of a Gammon grenade is instantaneous on impact with the target, i.e. there is no time-delay. Critical Misses with a Gammon

Grenade cause premature detonation in the hands of the thrower. A Gammon Grenade will also explode if dropped, or if it is subjected to blast. When subjected to blast, the Gammon will detonate if the Blast Value or less is rolled on 1D6.

Small Arms Ammunition

Ammunition	BDG
4.7mm H&K	20
0.455 Webley	12
0.01mm Gauss	30
2mm NATO	20
5mm NATO	30
5mm NATO APNe	41
7.62mm M43	19
7.62mm54R	35
7.62mm M30	5
9mm SSP	3
5.45mm M74	21
3mm M-93 Gauss	19
.45 Win Mag	25
.500 S&W	31

Artillery

STANDARD SHOT

The standard muzzle loading artillery Shot or Bolt was a piece of metal with no explosive charge. It kills by delivering kinetic energy to the target. Round balls (from the 6- and 12-pound cannon) can be skipped through targets – hitting multiple targets until they run out of energy. This is represented by subtracting the damage inflicted to the first target from the BDG (or VDG) as it bounces through the targets. Once it starts bouncing, it also loses 10 BDG per meter (or 1 VDG per ten meters). The ten pound shot tends to embed in the ground, and only bounces on a 1d3 roll of 1 each bounce.

6-pound Shot	VDG 6 (BDG 600)
10-pound Shot	VDG 10 (BDG 1000)
12 -pound Shot	VDG 12 (BDG 1200)

EXPLOSIVE SHELLS

Shells contain an explosive charge and fragmentation, and are intended for anti-area use. They produce a few very large fragments. These fragments should be allocated based on the grenade scatter table to determine their trajectory, and should be considered missiles with a BCS of 8.

6-pound shell	Blast 20, Fragments 6, VDG 6 (BDG 120)
10-pound shell	Blast 30, Fragments 10, VDG 10 (BDG 200)
12-pound shell	Blast 40, fragments 12, VDG 12 (BDG 240)

CASE ROUNDS

Case rounds contain ball bearings, nails, or other fragmentation, and are intended for use against exposed troops.

6-pound Case	Blast 10, Frag 6
10-pound Case	Blast 15, Frag 10
12-pound Case	Blast 20, Frag 12

CANISTER SHOT

Cannister shot is basically a large shotgun round. Steel balls packed in sawdust are placed in the barrel and launched downrange. Effective range is only 400 meters, but within a 10 degree cone in that range, everything is subject to the effects of the round. (the round then has a BCS and BDG and attacks all targets in the cone out to 400 meters. If the BCS hits)

6-pound Cannister	BCS 6, BDG 12
10-pound Cannister	BCS 10, BDG 20
12-pound Cannister	BCS 12, BDG 36

THERMITE SHELLS

These shells are a post-ruin invention, made by placing thermite in a hollow explosive shell. The shell explodes on impact, scattering Thermite across its blast radius. The blast radius is calculated based on the blast value, with a Primary, Secondary and Outer zone of coverage based on the blast rating. The Primary zone is the Blast rating of the shell, the secondary zone is twice the blast rating in meters, and the outer zone is four times the blast rating. (for example, a 6-pound Thermite round (Blast rating of 3) has a primary zone of 3 meters radius, a secondary zone of 6 meters radius, and an outer zone of 12 meters radius.) The Thermite burns extremely hot on impact, and will even melt steel. Thermite has a Fire Rating Group of 25 in the primary zone, 12 in the secondary zone, and 6 in the outer zone. Thermite will attack barriers and vehicle armor. On each turn of continued exposure of the barrier the Thermite's rating will be increased by one Group if it is burning a combustible material – even metals (aluminum, magnesium, titanium). When the cumulative total of the Effect Die rolls exceeds the barrier effect, the barrier will have burned down. The Thermite will continue to burn on successive turns with its rating being reduced by one Group each turn until it reaches zero. at which time the fire will extinguish due to lack of fuel. It is suggested that a Gamesmaster use a combat Turn in calculating the effects of Thermite used against barriers.

6-pound Thermite	Blast 3
10-pound Thermite	Blast 5
12-pound Thermite	Blast 6

105mm ROUNDS: These shells are cartridges, like bullets. Each shell has an ENC of 4.5.

M1 HE: Blast 25, Frag 10

M60 CHEMICAL (Smoke, WP, Mustard Gas, Tear Gas): This round explodes to distribute the chemical filler. Blast 5, chemical blast radius 50 metres.

M67 HEAT: Blast 50, Frag 25, VDG 54

M84 SMOKE: Creates a thick cloud of smoke cloud downwind of the shell for 250 metres.

T16 ILLUMINATION (later M314): Average luminosity is 450,000 candlepower with a burning time of 60 seconds. This will illuminate an area of 900M radius like daylight.

CUSTOM THERMITE SHELL : Blast 10

MELEE WEAPONS

Cinquenada

ENC: 0.5
Skill: SW/KN
WDM: 1.5L
STR: 2
H: 1
SEC: S
SURV: 9
F: S/T
L: S



Wide blade Italian dagger

Hui-Tho

ENC: 0.7
 Skill: FW
 WDM: 2L
 STR: 2
 H: 2
 SEC: N
 SURV: 9
 F: S
 L: XL
 Malaysian Bladed Rope

Lance

ENC: 1.5
 Skill: PL
 WDM: 2L
 STR: 3
 H: 1.5
 SEC: N
 SURV: 9
 F: T
 L: XL
 Mounted lance

Mormon Replica Sword of Laban

ENC: 1.5
 Skill: LS/SW
 WDM: 2.5L
 STR: 3
 H: 1.5
 SEC: S
 SURV: 11
 F: S,T
 L: L
 Mormon Replica Sword of Laban

Pike

ENC: 1.6
 Skill: PL
 WDM: 2.1L
 STR: 2
 H: 2
 SEC: S
 SURV: 10
 F: T
 L: XL
 Infantry Pike

MILITARY ISSUE ARMOR**Field Infantry Mark Ia****Locations**

Item	Covered	ENC	Material
Helm	1-3	.108	AP
Torso Protection	4-9	.18	DP
Hip Guards	10-12	.09	DP
Arm Harness	21-28	.24	DP
Gloves	29-30	.12	M-PS
Leg Harness	13-18	.18	DP
Boots	19-20	.06	DP
Joint Guards	15-16,25-26	.12	DP

Average AV: 11 Total ENC: 1.098

Features: Helm contains military issue Com-Link, powered by an E-5. Breathing intakes are fitted with Micropor Mk. IV anti-viral filter,

providing protection against aerosol bio-war agents. Also resists gas attacks by standard military or police gases. Undersuit available providing protection against contact chemical and biological weapons. Also available is ballistic cloth oversuit, in assorted camouflage patterns (Green, White, Sand, and Grey). Provides 15 points of BDG reduction.

Heavy Infantry Armor Mark IV**Locations**

Item	Covered	ENC	Material
Helm	1-3	.12	PS
Articulated Body Unit	4-12	.48	PS
Articulated Leg Harness	13-20	.32	PS
Articulated Arm Harness	14-28	.20	PS
Gauntlets	29-30	.08	PS

Average AV: 15 Total ENC: 1.2

Features: Articulated pieces are gasketed at flex points (waist, joints). Overlap of rigid material at joints provides equivalent protection to that afforded areas behind solid plate. Due to its construction, the integral unit can be sealed against any form of CBW attack. Suit is potentially multi-environmental, can be equipped with breathing gear (standard Mk. III UAW unit, ENC 1.5) capable of providing fresh air supply for twenty-four hours.

Helm equipped with Micropor Mk. IV anti-viral filter and Coin-Link. Flip-down Starlight filters available for use in reduced visual conditions. All powered systems in suit draw from two E-5 batteries carried in case at hip. At full power, with internal air circulation, Starlight scope, and Com-Link operating, suit draws 20 watts. It is thus good for fifty hours' operation on one set of batteries.

The Mark IVb version of this armor system is provided with an exoskeleton MAMP (Man AMPlification) unit. This provides a 50% increase in effective Strength of personnel. It draws power from an independent power supply, consisting of two E-10 in a backpack. It increases ENC by 1.5 and is rated at 250 watts.

Both versions of the Mark IIV are equipped with Blast Buffering rated at 15 and are issued with a Lazab Factor of 10 on all points of the body. Camouflage coveralls are available as for the Mark I.

Light Assault Unit Armor**Locations**

Item	Covered	ENC	Material
Helmet	1-2	.072	AP
Gorget	3	.036	AP
Body Armor	4-7	.12	DP
Abdomen Armor	8-9	.06	DP
Hip Protection	10-12	.120	LP-DP
Fatigues	4-18, 21-28	.460	PX
Gauntlets	27-30	.150	LP-DP
Arm Harness	23-28	.12	DP
Leg Harness	13-18	.12	DP
Boots	17-20	.040	DP

Average AV: 10 Total ENC: 1.298

Features: Convertible flip-up vision units on helmet faceplate, allowing unaided, Starlight, or Infrared visual scans. Also contains Com-Link, Micropor filter and audio-boost aural input units. These increase effective hearing range to about 60 meters in omni directional mode, or they may be tuned to a given vector for about 100-meter pickup. Their use makes normal sounds clearly audible at these ranges, and quiet noises are also possible to hear (as Hidden Things). Allows Wit AST when listening for noises through doors, etc., instead of usual Critical Saving Throw.

The suits were designed for use by units on scout and sentry duty. Accessories also included anti-biological and chemical oversuits, and a built-in Blast Buffer harness, rated at 5 points of Blast reduction.

APPENDIX E ANIMALS

VICIOUS FIGHTING DOG

These dogs are rescued off the streets, nursed back to health, and then poked with sticks until they are mean as hell. They'll attack anything that gets too close, so they're muzzled or caged when not fighting. Use these stats for all of the fighting dogs.

Stats

BAP	MNA	PCA	BMA	WDA
12	2	6	2	1
CDA	DRT	Mass		
3	3D10+20	4		

Bite BCS: 14
Bite Dam: 1D10
Claw BCS: 0
Claw Dam: 0
Shock Factor: 15
WDM 1.7L

HUNTING DOG

This dog has been trained for hunting, and has a tracking BCS of 16.

Stats

BAP	MNA	PCA	BMA	WDA
10	2	5	2	1
CDA	DRT	Mass		
3	2D10+10	2.5		

Bite BCS: 11
Bite Dam: 1D3
Claw BCS: 0
Claw Dam: 0
Shock Factor: 11
WDM 1.6L

MUTANT RAT

These giant mutated rats have repopulated the Northeastern United States. There is a 1 in 6 chance they carry Rabies, and an additional 1 in 6 chance they carry Hepatitis.

Stats

BAP	MNA	PCA	BMA	WDA
15	2	7	2	1
CDA	DRT	Mass		
4	3D6+ 10	2		

Bite BCS: 12
Bite Dam: 1D6
Claw BCS: 10
Claw Dam: 1D3
Shock Factor: 17
WDM 1.5L

DRAFT HORSE

This horse was engineered to be stronger and have a higher carrying capacity.

Stats

BAP	MNA	PCA	BMA	WDA
12	2	6	1-4	0
CDA	DRT	Mass		
2	80	40		

Bite BCS: 7
Bite Dam: 1D10
Hoof BCS: 9
Hoof Dam: 2D6

Str Factor: 14
WDM: 1.5C
Enc Cap: 20

ARMORED WAR HORSE

This mutant horse was specially bred as a Tough, with chitinous plates covering its hide.

Stats

BAP	MNA	PCA	BMA	WDA
12	2	6	1-4	1
CDA	DRT	Mass		
4	3D10+ 60	45		

Bite BCS: 9
Bite Dam: 1D10
Hoof BCS: 12
Hoof Dam: 2D6
Str Factor: 14
WDM: 1.5C
Enc Cap: 14
AV: 11

BURROWER

This chitinous beetle was engineered by the scientists of Seattle to dig into the sand to help teams find caches of supplies. Unfortunately, they weren't controllable, and now live in the wild. The second BMA is their digging speed.



Stats

BAP	MNA	PCA	BMA	WDA
CDA	DRT	Mass		
12	3	4	3 (1)	5
1	60	28		

Bite BCS: 12
Bite Dam: 2D10
Claw BCS: 18
Claw Dam: 2D10 2.5L
Shock Factor: 75
WDM 1.5L
AV: 30

HOGZILLA

These giant mutated boars are found throughout the wasteland. They have an extremely hard skull and a bony plate protecting their shoulders. There is a 1 in 6 chance that they are rabid.

Stats

BAP	MNA	PCA	BMA	WDA
CDA	DRT	Mass		
12	4	3	3	3
3	(2D10+40)x3	100		

Tusk BCS: 14 (5)
Tusk Dam: 2D6
AV: Locs 1-5 AV 9, Locs 6-30 AV 6
Tusk WDM: 2L plus bash
Shock Factor: 35

SAND LION

These mutated mountain lions have Sabertooth fangs, chameleon skin, and blend into their surroundings, even while moving. Treat them as having a Stealth BCS of 20. Sand Lions operate in prides of 2D3 that cooperate in hunting.

Stats

BAP	MNA	PCA	BMA	WDA
CDA	DRT	Mass		
15	3	5	3	2
4	(2D6+15)x2.5	18		

Bite BCS: 17
Bite Dam: 2D6 WDM 1.5L
Claw BCS: 16
Claw Dam: 1D10 WDM 1.8L
Shock Factor: 20
AV: 3



APPENDIX F

EXCHANGE AND TRADE

As most of the major communities have adopted a local currency, trading and currency exchange comes into play in dealing with equipment. For ease of conversion, we are using the Barter Point values as a baseline, and the different monies represent a set number of Barter Points. However, currency used or traded outside the community will have a different value, and different communities have higher values for desired items and lower values for common items. If the gamemaster wishes, player-characters who “flood the market” can artificially depress the value of certain items.

EXCHANGE RATES

Money is exchanged according to the following general formula:

Amount traded in times Exchange Rate times buy/sell rate times the merchants' reaction roll modifier. The reaction roll modifier is $1 + (.5 \times \text{reaction roll value})$. This reaction roll will be adjusted by faction and origin. The Buy/Sell rate varies by merchant and casino between .80 and .99. The Gamemaster can either set a value for the merchant or randomize by $(.79 + 1D20 \text{ times } .01)$.

Example: David wants to trade 100 Prague Kronas for Miami poker chips at a Miami casino (buy/sell rate of .9). David is from Los Bromistas, giving him a -50 reaction roll modifier. He rolls a 74, adjusted by -50 for a 24 reaction roll. This is a -2 (poor) reaction, so his exchange rate will be:

$$£100 \times 10 \times 0.9 \times (1 + (.5 \times -2)) \text{ or } \$810$$

Trading his winnings back in with the same merchant to cash out for Kronas will be:

$$\$1000 \times 0.1 \times 0.9 \times (1 + (.5 \times -2)) \text{ or } £81$$

Exchange Rates:

$$\$10 = £1 = €2 = ¥1000 = 10 \text{ BP}$$

Miami

Miami uses the Casino chip as base currency. These are manufactured with embedded digital chips for authentication, and are extremely hard to counterfeit. 1 Miami Dollar = \$1 = 1 BP. Chips have an encumbrance value of 0.001 ENC each.

Kennesaw Mountain

Kennesaw Mountain uses the Dixie as their currency. These are printed bills, with embedded wires and threads. 1 Kennesaw Dixie = £1 = 10 BP. Dixies have an encumbrance of 0.0001 each. They are printed in denominations of £1, £5, £10, £50, £100, £500, and £1000. Coins are also used – they are produced in pennies – 100 pennies to the Dixie. These are just stamped brass, and are relatively easy to counterfeit. Pennies have an encumbrance of .001 each.

Prague

Prague uses the Kronas. These are differently sized printed currency, printed on high tech holographic media with over one-hundred anti-counterfeiting features. These are extremely difficult to counterfeit. 1 Prague Kronas = €1 = 5 BP. They are printed in denominations of €0.1, €0.5, €1, €5, €10, €100, €1000. Kronas have an encumbrance of 0.0001 each.

Seattle

Seattle uses the Yen as currency. These are printed bills made on genetically engineered paper. These are extremely difficult to counterfeit, as the paper appears like plastic with a cellular structure. 100 Seattle yen = ¥100 = 1 BP. Yen are printed in denominations of ¥10, ¥100, ¥500, ¥1000, ¥5000, ¥10000, ¥50000, ¥100,000, ¥500,000 and ¥1,000,000. Yen have an encumbrance of 0.0001 each.

COUNTERFEITING

Counterfeiting is a task using various skills based on the currency. These are listed below with the Task Value required for that skill. The task period is 1 day. A successful task will produce a batch of the currency. A batch size is a number of coins or bills (of the denomination the player chooses) equal to the effect roll of one of the skills needed for the task. A critical success in the task will result in a second batch being produced. A critical success in the batch effect roll doubles the total batch size.

Dollar: Computer Science 24, Electronics 54, Machining 17, Encryption 50

Dixie: Paper production 17, Plastics Forming 33, weaving 50, Commerce 35

Kronas: Encryption 87, plastics Synthesization 121, Lab Technique 42, Commerce 17, Plastics forming 22

Yen: Pathology 31, Pharmacy 15, Lab Technique 25, Plastics forming 30, Plastics Synthesization 54, Encryption 95

Counterfeiting a New Tokyo passport is a task using various skills. These are listed below with the Task Value required for that skill. The task period is 1 day. A successful task will produce a single passport. A critical success in the task will result in a second batch being produced. A critical failure in the task introduces an error in the passport (roll a reaction roll, this is the chance that a scan of the passport will detect the error). A second critical failure can contaminate the DNA of the target, rendering passports impossible unless an Advanced Medical BCS roll is made at -5.

Neo Tokyo Passport: Advanced Medical 80, Pharmacy 75, Lab Technique 30, Encryption 120, Computer Science 125.

APPENDIX G

DISEASES AND POISONS

Communicable Disease Table

Use this table to determine the effects of various diseases.

Roll 1d20	Daily Duty
1-5	Nothing contracted
6-8	Influenza An infection of the nose, throat and lungs. A - (-) - HLH - 12hr. - 2 - 3hr.
9	Mumps A contagious disease that causes a painful swelling of the salivary glands. A - (-) - HLH - 24hr. - 4 - 3hr.
10-11	Conjunctivitis / Pinkeye The swelling or inflammation of the tissues in the eyelids. A - (-) - HLH - 24hr. - 1 - 3hr.
12	Diphtheria An acute nose or throat infection caused by the bacteria <i>Corynebacterium Diphtheriae</i> . A - (-) - HLH - 24hr. - 1 - 3hr.
13	Strep Throat A bacterial throat infection that causes soreness and scratchiness. A - (-) - HLH - 24hr. - 4 - 3hr.
14	Pertussis / Whooping Cough A bacterial disease causing violent, uncontrollable coughing. A - (0) - HLH - 2D20hr. - 4 - 1D6hr.
15	Measles A highly contagious viral respiratory disease. A - (-) - HLH - 2D20+10hr. - 4 - 3hr.
16-17	Head Lice A wingless insect that lives on the human scalp and feeds on human blood.
18	Viral Meningitis An acute viral inflammation of the protective tissues surrounding the brain and spinal cord. A - (-) - WT - 24hr. - 4 - 3hr.
19	Pinworms Also known as the threadworm. A parasitic worm that lives in the lower digestive tract. Symptoms range from none at all to intense rectal itching.
20	Hepatitis A An inflammation of the liver caused by the Hepatitis A virus.

Heat Sickness: If a character is put under heat stress and fails a Health AST, they become subject to Heat Exhaustion, resulting in tiredness and lethargy. If they stay under heat stress and fail a subsequent Health CST, they can suffer from Heat Stroke, and lose consciousness.

Physical Endurance Roll: If the encounter requires a physical endurance roll, roll a HLH AST. If the AST is failed, the character will become fatigued and collapse unless they roll a WL AST. Once fatigued, endurance checks are made against HLH CST, and resistance against WL CST.

Drug: Cielo (extremely addictive): Cielo was invented by Chelo of the Tres D as a derivative of PCP and Methamphetamine and he added extra ingredients to increase the addictiveness of the drug and encourage repeat customers. Cielo is addictive: for every dose taken, a health CST must be made or the user will pick up a habit. For each

subsequent dose the CST is made at a minus equal to the number of lifetime doses the user has already taken. Detox is similar to Neo Heroin but twice as strong. Strength, deftness and speed are all increased by 50-100%. Shock factor is increased by 2d10. Wounds are resisted as per Neo Heroin. The effect lasts 3d6 hours.

In stress (combat, hostile activities, personal danger, pain, etc.) the victim/user must make a Will AST to control himself (one such roll at the onset of the situation is enough, unless it is very drawn out, in which case the Gamesmaster may choose to require subsequent re-rolls). If he fails, he will go berserk, attacking any apparent threat in his vicinity, including armed or violent-looking members of his own party. While berserk, his drug modified stats will be doubled (from the modified number). He will not break off a fight until his opponent is obviously dead, and he will try to kill with no regard for other factors. In this state, the user will double the Effect Die rolls for such things as breaking restraints, great leaps, etc. He will be absolutely fearless, but will view any opposition to his ideas as a direct attack. He is immune to Fatigue.

When the drug wears off, the user must make an immediate Health AST, as well as checking for any results of losing his drug-given powers (wounds, pain, fatigue, etc.). If he fails to make the roll, he will undergo a mental flashback 2D20 hours later, lasting for 10-60 minutes. His mental attitudes will be the same as in the berserk state, but he will have none of the physical advantages of the drug. After this spell ends, he must roll the Health AST again, repeating the flashback process over and over until the Saving Throw succeeds.

Drug: Chinese Red: A very potent form of heroin. Reduces the effects of being wounded.

1 - N - WT - 1 Combat Turn - 5 - 1 Combat Turn -

Hallucinations, Lethargy. If WT reduced to WT CST, Nausea.

If the damage total taken exceeds 50% of the DRT, the patient has no penalties for this state; he is effectively unwounded. If over 75% of the DRT, he suffers only the penalty for being over 50%. If his damage total exceeds his DRT by less than his Healing Rate, he is not comatose, which would be normal, but suffers the penalties for wounds past 75% of the DRT. Damage exceeding the kill point is still fatal, or incapacitating in the case of Subdual Damage.

The patient's Shock Factor is doubled under the influence of Chinese Red.

The drug is addictive. For every dose taken, a Health AST must be made, or the user will pick up a habit. It requires 72 hours of cold turkey from the drug to kick the habit. After an addict's last dose wears off, he will be unaffected for hours equal to his Health AST. He will become Partially Fatigued after that, until the time in hours since the last dose equals his Health score. He will then become Fully Fatigued. He must roll a Health AST and Will AST at this point (or rather, the Gamesmaster should roll for him). If he fails the first roll, he will collapse, delirious, after a number of hours equal to the Health Group Effect Die roll. If he makes the Health AST but fails the Will AST, he will retain consciousness but will do anything to get another shot of the drug during the remainder of the seventy-two-hour detoxification period. The Gamesmaster may dictate his actions, or let the Player control them if he can be trusted to play the addict's desperate craving properly. We would remind readers that a junkie undergoing withdrawal is not entirely sane. He will undertake any course, no matter how slim its chance of success, that seems likely to get him that next shot. A dose of Chinese Red will last for 2D6 hours. During that time, it controls the wound effects as stated. When it wears off, all wounds will revert to normal effects.

Sprain a Leg / Arm Joint: This is represented by critical subdual damage to a limb. The event attacks the location with a strength group

of 1D6 and a BCS of 12, inflicting subdual damage.

Exposure to High Levels of Ammonia: Ammonia - A, (D) — (-) — HLH — 1 Combat Turn — 1 —1 Combat Turn/1 Hour—Lethal Poison

Consuming Psychotropic Cave Fungus: G, dilution (water) - N - WT - 1 Combat Turn - 2 - 1 Combat Turn - Hallucinations. If WT reduced to WT CST, Nausea

Consuming Horsenettle: Effect on humans and cows:
G, dilution (water) - N - WT - 1 Combat Turn - 2 - 1 Combat Turn - Hallucinations. If WT reduced to WT CST, Nausea.

Sand Inhalation: Sand inhalation causes 1D10 of non-ignorable Distractions (coughing) on anyone in the cloud area without a gas mask or filter of some kind. It will add 1D10 to the Distractions every Combat Turn of exposure. When the total Distractions are greater than the victim's Will score, he will be seized only by the motivation to cough. If he cannot make a HLH AST, he is subjected to lung damage and pneumonia.

Consuming Spoiled Food: Various effects – refer to table below:

Spoiled Food Effects	
Type	Description
Spoiled Food (Contaminated)	G, dilution (water) - L - HLH - 1 hour - 1 - 1 Hour-Nausea, Headaches
Botulism Infected Food	G - (+) - HLH – 2d10 hours. – 3 – 3d20 minutes– Nausea, vomiting, convulsions

Consuming Human Flesh – Kuru: Kuru is known as ‘the cannibal’s disease.’ Contracted by eating human flesh, it has a very long incubation period, and is usually fatal once symptoms appear. There are three stages of the disease.

Kuru Stages	Description
Kuru Stage	
Stage 1	G - (0) - DFT – 3d10 weeks. – see chart – 3d20 months– tremors, slurred speech. Stage 1 Kuru advances to stage 2 when DFT is reduced to DFT AST. The tremors get worse as DFT is decreased.
Stage 2	G - (0) – DFT,STR - 12hr. – see chart – 1d20 weeks – tremors, slurred speech emotional instability, random bursts of hysterical laughter. Stage 2 Kuru advances to stage 3 when DFT is reduced to DFT CST
Stage 3	G - (0) – DFT,STR,HLH - 12hr. – see chart – 1d20 days – tremors, slurred speech, emotional instability, dysphagia (difficulty swallowing), ulcerations

The strength of the Kuru disease is dependent on the human flesh consumed.

Human Flesh Consumption	
Type of Flesh	Kuru Strength
Non cannibal	50% chance carries Kuru, then 1
Occasional Cannibal	2
Cannibal	3
Kuru Stage 1 infected	4
Kuru Stage 2 infected	5
Kuru Stage 3 infected	6
Killed by Kuru	7

Inhaling Knock Out Gas: Knock-out gas A—(+)—HLH—1 to 4 Combat Turns—4— 10 minutes. When the victim’s HLH is reduced to below their HLH AST, they must roll a WL AST to remain conscious. When the victim’s HLH is reduced to below their HLH CST, they must roll a WL CST to remain conscious. When the victim’s HLH is reduced to 0, they are unconscious.



APPENDIX H

CATALOG OF FINDS

FOOD

01-10	U0	Stagnant, brackish or muddy water
11-15	U0	Nest of 1D6 rats
16-20	U0	1D20 Giant Cockroaches
21-36	U1	Rainwater tank, containing 4D10 quarts safe water
37-41	U1	1D10 half-liter plastic bottles of safe water
42-44	U2	Fish-trap in creek: 1D6 rations of fresh fish, plus safe water source
45-50	U2	Chicken or duck sitting on 1D6 fresh eggs.
51-55	U2	Field of potatoes or carrots: 2D10 rations of fresh food
51-60	U2	Fruit tree: 2D10 rations of fresh food
61-62	U2	Large container of pickled cabbage (sauerkraut or kim chi): 2D10 rations of preserved natural food
63-64	U3	Large tin of hardtack: 2D10 rations
65-66	U3	Plastic jar (2 liters) of pickled onions or pickled eggs (two rations).
66-68	U3	Large sack of trail mix: 1D10 rations of preserved natural food
69-70	U3	2D10 rations of dried meat or fish
71-72	U3	2D10 rations of pre-Ruin tinned food (10% unlabeled, 10% pet food)
73-75	U3	2D10 jars (one ration each) of preserved fruit.
76-90	U4	2D10 assorted freeze-dried meals
91-00	U5	2D10 assorted Super-K rations, assorted flavors.

LUXURIES

01-03	U0	1D6 bottles of bad liquor (pre-Ruin wine turned sour, or bad post-Ruin homebrew).
04-05	U0	Junked vacuum cleaner.
06-08	U0	Junked gaming console.
09-10	U0	Junked VCR (1-7 VHS, 3-10 Betamax).
11-13	U0	2D10 vinyl records (your least favorite genre or artist)
14-15	U0	2D6 8-track cartridges
16-17	U0	Junked office photocopier.
18-20	U0	1D6 junked CRT computer monitors.
21-24	U1	1D6 liter bottles of home-brewed beer, wine and/or mead
25-27	U1	Working DVD player and 1D10 DVDs.
28-29	U1	Working hairdryer.
30-31	U1	Working washing machine.
32-34	U1	Working fridge with freezer.
35-36	U1	Working microwave oven.
37-38	U1	Bulky and possibly fragile artwork. Roll 1D10: 1-3 ENC .3; 4-7 ENC .6; 8-9 ENC 1, 10 ENC 3.5 x 1D3 1
39-40	U1	Designer-label shoulder bag stuffed with looted jewelry and/or very small antiques: ENC 3.5
41-43	U2	1D2 badminton, tennis or squash racquets.
44-45	U2	Bag of golf clubs
46-47	U2	Fishing tackle (rod, reel, hooks, lines, etc.: ENC 1)
48-50	U2	Playing cards with erotic pictures (nudes, pin-ups, X-rated, etc.)
49-56	U2	1D6 liter bottles of home-brewed spirits.
57-58	U2	Diving mask and flippers
59-60	U2	Pool table with cues, balls, etc.
61-62	U3	1D10 sealed cartons of pre-Ruin cigarettes (each two hundred cigarettes).
63-65	U3	2D10 packs of packaged imported luxury foods (each .5 ENC): coffee, tea, chocolate, caviar, truffles, etc.
66-67	U3	1D6 vials of designer label perfumes and cosmetics.
68-69	U3	Battery-powered portable DVD player, ENC .3, and 1D6 DVDs.

70-72	U3	Working MP3 player with earbuds and voice recorder setting, ENC .05
73-75	U3	1D10 liters pure grain alcohol
76-78	U4	Baseball helmet (DP 1) with clear visor (MP 2, front only), groin protector (Q-FQ), Catcher's pads (Q-HC, 15-18).
79-80	U4	Paintball helmet (MP 1-2), vest (Q-SY 4-11) and gloves (PH 29-30). Vest has 2D2 large pockets and 2D2 medium pockets, including pistol holster and chest pocket for holding hard armor plate (not included).
81-83	U4	1D3 Baseball bats.
84-85	U4	1D6 liters of pre-Ruin Scotch
86-87	U4	Solar shower, microfiber towel and tube of liquid soap.
88-90	U4	Sleeping pad, inflatable mattress, or lightweight hammock.
91-93	U5	Working still, Efficiency Factor 1D3.
94-95	U5	Luxury or multi-function watch (automatic, self-wind, or solar-powered).
96-97	U5	Fiberglass bow, 4D3 x 10-pound pull, quiver of 3D fiberglass-shafted target arrows.
98-00	U5	Hooded crash suit with flame protection (Rigiplast 1-18, 21-28)

WEAPONS

01-07	U0	Junked Firearm (see Firearms chart)
08-09	U0	1D10 rounds dud ammo (1-2 9mm Parabellum, 3-4 .45ACP, 5-6 5.56 NATO, 7 7.62 NATO, 8 .30-06, 9-10 12 GA).
10	U0	1D10 rounds Unsafe ammo (1-2 9mm Parabellum, 3-4 .45ACP, 5-6 5.56 NATO, 7 7.62 NATO, 8 .30-06, 9-10 12 GA). – BDG is doubled, but critical failure occurs 50% of the time, resulting in a chamber explosion.
11-13	U0	Dull hatchet, WDM 1L
14-16	U0	Rusty switchblade, WDM 1.1L
17-20	U0	Cheap brass knuckles, WDM 1B
21-27	U1	Disrepaired Firearm
28-30	U1	1D6 lengths of light pipe (1-6 SW, 7-10 PI)
31-32	U1	Baseball bat
33-34	U1	Straight razor
35-37	U1	1D10 spent cartridges (calibers as for 8-10).
38-40	U1	1D10 rounds weak .38 Special (BDG 5)
41-42	U2	Fire ax
43-44	U2	Chain
45-48	U2	Machete
49-50	U2	1D6 lengths of heavy pipe (1-6 SW, 7-10 PI)
51-52	U2	Cheap Firearm Clone, DUR 1 (see Firearms Chart)
53-55	U2	2D10 rounds .22 long rifle
56-60	U2	2D10 rounds 9mm Parabellum
61-62	U3	Trench knife
63-64	U3	Nunchaku, wood
65-66	U3	Katana
67-73	U3	Firearm (see firearms chart)
74-75	U3	1D10 loose rounds (roll on Firearms chart to find weapon. Caliber is per weapon)
76-77	U4	Telescopic sight for rifle, 10x magnification
78-79	U4	Infra-red sight for rifle, 2x magnification
80-81	U4	Starlight scope for rifle, 3x magnification
82-84	U4	LLM01 laser sight for rifle or pistol
85	U4	Magazine for Glock 19, loaded with 15 High Power Hollow Point 9mm Parabellum rounds.
86	U4	Machinegun (see Machinegun chart) with 2D6 full

		reloads.
87-88	U4	1D10 US Mk 8 hand grenades.
89-90	U4	1D3 Claymore mines
91-93	U5	1D6 40mm Grenades (1-5 HEAP, 6-9 Tear Gas, 10 Canister)
94-96	U5	M203 40mm grenade launcher.
97-98	U5	1D3 units of primers, 1D100 units of smokeless powder and 1D10 units of lead.
99-00	U5	Handloading kit for Rifle, Efficiency Factor 1; swage for .223, Efficiency Factor 60.

35	Browning High Power
34	P1
35	P2
36	P3
37	P4
38	P5
39	P6
40	P7
41	P8
42	P9
43	P10
44	P11
45	P12
46	P13
47	P14
48	P15
49	P16
50-51	P17
52	P18
53	P19
54	P20
55	P21
56	P22
57	P23
58-59	P24
60	P25
61	P26
62	P27
63	P28
64	P29
65	P30
66	P31
67	P32
68	P33
69	P34
70	P35
71	P36
72	P37
73-74	P38
75	P39
76	P40
77-78	P41
79	P42
80	P43
81	P44
82	P45
83-84	P46
85	P47
86-87	P48
88	P49
89	P50
90	P51
91	P52
92	P53
93	P54
94	P55
95-96	P56
97	P57
98	P58
99	P59
100	P60

FIREARMS (1D20)

01	OB	Roll on Obsolete Chart
02-04	Pistol	Roll on Pistol Chart
05-07	Carbine	Roll on Carbine Chart
08-10	Rifle	Roll on Rifle Chart
11-16	SG	Roll on Shotgun Chart
17-18	SMG	Roll on SMG Chart
19	MG	Roll on MG Chart
20	UM	Roll on Ultra-Modern Chart

OBsolete FIREARMS (1D20)

01	Owen Machine Carbine
02-06	Kennesaw Rifle
07-10	Kennesaw Pistol
11-15	Kennesaw Light Pistol
16-18	Webley & Scott Mk.VI Revolver
19	Spencer Rifle
20	Spencer Carbine

PISTOLS

1	Ruger LCP Pistol
2	Ruger LC9 Pistol
3	Kimber Pro CDP II Pistol
4	Beretta 92FS Inox
5	Glock 17 Pistol
6	Glock 18 Pistol
7-9	Glock 19 Pistol
10	Glock 21 Pistol
11-12	Glock 22 Pistol
13	Glock 23 Pistol
14	Glock 26 Pistol
15	Glock 27 Pistol
16	Glock 30 Pistol
17	Glock 41 Pistol
18	Glock 42 Pistol
19	SIG P230
20	SIG P226
21	SIG P228
22	Nambu M60
23	S&W 500 Revolver
24	Colt Peacemaker Replica
25	1897 Outlaw Revolver
26	American Derringer Model 1 (.22LR (1-10),.25 ACP (11-20),.256 Mag (21-22),.32 short (23-28),.32 long (29-33),.357 Magnum (34-40),9mm Parabellum (41-50),.38 Special (51-57),.38 Super Auto (58-61),.40 S&W (62-66),.41 Magnum/410 ga (67-75),.44 Special (76-80),.44 Magnum (81-85),.45 Long Colt (86-91),.45 ACP (92-99),5.56 Nato (100))
27-28	Ruger SR9
29	Walther P22
30	Ruger 22/45
31	Mauser M1896
32	S&W Model 4006
33	S&W Model 10
34	M1911A1

CARBINES

1-5	M1 Carbine
6-14	Thompson M1928A1
15-24	Thompson M1A1 Carbine
25-27	C1

28-31 C2
 32-38 C3
 39-41 C4
 42-43 C5
 44 C6
 45 C7
 46 C8
 47-51 C9
 52-58 C10
 59-65 C11
 66-70 C12
 71-78 C13
 79 C14
 80-81 C15
 82-92 C16
 93-95 C17
 96-100 C18

RIFLES

1 Savage Arms Axis Hunting Rifle
 2-3 Remington 700 PSS
 4-5 1892 Lever Action Rifle
 6 SVD Sniper Rifle
 7 Barrett M82A1 "Light 50" Rifle
 8 Accuracy International 338 Lapua
 9-11 Remington 700 VLS
 12 Savage Arms Model 10 Precision Carbine
 13 Barrett M99 Rifle
 14 Remington 783
 15 FN CAL
 16 Colt M4A1 Assault Rifle
 17 Type 56 Assault Rifle
 18 Automat Kalashnikova (AK/AKM/AKMS) 47
 19 AK/AKS-74
 20-21 SIG 550
 22 H&K G36C Assault Rifle
 23 H&K G36 Assault Rifle
 24-25 Kel-Tec RFB Carbine
 26-27 FN F2000 Bullpup
 28 Ruger Mini-14
 29 M1 Garand
 30 M1 Carbine
 31 M1A1 Carbine
 32 M14 Rifle
 33 M16 Rifle
 34-35 Colt Commando Carbine
 36 M18 Rifle
 37 M22
 38 FAL Assault Rifle
 39 FAL Assault Carbine
 40 MK 4 Rifle
 41-42 EM-2 Carbine
 43 R1
 44 R2
 45 R3
 46 R4
 47 R5
 48 R6
 49 R7
 50 R8
 51 R9
 52 R10
 53 R11
 54 R12
 55 R13
 56 R14
 57 R15

58-59 R16
 60 R17
 61 R18
 62 R19
 63-64 R20
 65 R21
 66 R22
 67 R23
 68-69 R24
 70 R25
 71 R26
 72 R27
 73 R28
 74 R29
 75 R30
 76-77 R31
 78 R32
 79 R33
 80 R34
 81 R35
 82 R36
 83 R37
 84-85 R38
 86 R39
 87 R40
 88 R41
 89 R42
 90-91 R43
 92-93 R44
 94-95 R45
 96 R46
 97 R47
 98 R48
 99 R49
 100 R50

SHOTGUNS

1-3 Benelli M4 Tactical Shotgun
 4-9 Benelli ETHOS Shotgun
 10-16 12 Gauge "Hogleg"
 17-18 Mossberg 500 Cruiser
 19-23 Kel-Tec KSG
 24 Remington 1100
 25-26 SG1
 27-29 SG2
 30-34 SG3
 35-36 SG4
 37 SG5
 38 SG6
 39 SG7
 40 SG8
 41-43 SG9
 44-47 SG10
 48-51 SG11
 52-54 SG12
 55-60 SG13
 61 SG14
 62 SG15
 63-69 SG16
 70-74 SG17
 75-77 SG18
 78 SG19
 79-85 SG20
 86-89 SG21
 90-91 SG22
 92-93 SG23
 94-100 SG24

SUBMACHINEGUNS

1-3	OA-93 Pistol
4-14	Micro UZI
15-23	Thompson M1928A1
24-31	Thompson M1A1 Carbine
32-47	M3A1 Submachinegun
48-63	UZI SMG
64-73	MP-40
74-76	Mk 2 Sten
77-91	Mac 10
92-98	Mac 11
99	American 180
100	American 180 Machine Pistol

MACHINEGUNS

1-5	M60
6-10	M249 SAW
11-12	M27 Infantry Automatic Rifle
13-20	Browning BAR M1918
21-23	AT-4
24-29	M-79 Grenade Launcher
30-32	M203 Grenade Launcher
33-35	MK-19 Grenade Launcher
36-40	6 Pound Cannon
41-46	12 Pound Cannon
47-51	10 Pound Parrott Rifle
52	105MM Field Howitzer M3
53-55	.30 Caliber Browning Med MG
56-60	M60 GPMG
61-63	Browning M2 HMG
64-67	Bren LMG
68-75	SIG 710-3 GPMG
76-81	HK 21 LMG
82-84	HK21 GPMG
85-92	HK21 HMG
93-100	Mauser MG1

ULTRA_MODERN WEAPONS

1-14	Lee Enfield Autoneedler Mk 1
15-38	Lee Enfield Autoneedler Mk 1A
39-65	Lee Enfield Mk 12 Gauss Rifle
66-79	Lee Enfield Mk 15 Defeater
80-100	Lee Enfield MK 20 Support Weapon

FUEL/POWER

01-20	U0	Plentiful dry wood suitable for fire or torches.
21-24	U1	Disrepaired transistor radio with junked E-1.
23-24	U1	Junked Camper's Flashlight with junked E-5, usable as club.
25-27	U1	Hand-cranked generator, with connection for leech.
28-30	U1	1D6 cans Sterno, .05 ENC each, producing two hours of Rating 2 Fire.
31-32	U1	Box of 2D10 waterproof matches.
33-36	U1	6D6 Fuel tablets: .001 ENC each, producing twelve minutes of Rating 3 Fire.
37-38	U1	2D10 wax candles, 2D10 x .001 ENC each: burn for two hours per .001 ENC.
39-40	U1	Backpacker's stove, for burning solid or liquid fuel. ENC .05.
41-44	U2	1D6 E-10 batteries (D100 % charge)
45-48	U2	1D10 E-5 batteries (D100 % charge)
49-56	U2	2D10 E-1 batteries (D100 % charge)
57-60	U2	Bicycle generator (1-4 parts, 5-10 already assembled).
61-63	U3	Treadmill generator (1-4 in parts, 5-10 already assembled)
64-67	U3	20-liter jerrycan holding 2D10 liters alcohol fuel.

68-69	U3	Ev-100 battery (D100 % charge)
70-71	U3	Ev-50 battery (D100 % charge)
72-75	U3	Ev-10 battery (D100 % charge)
76-77	U4	Portable generator (1.65 kW, runs 4 hours on 4.1 liters gasoline). Connection for leech. ENC 3.5.
78-79	U4	Larger motorized generator with handcart (6.5 kW, runs fourteen hours on seventeen liters gasoline). Connection for leech.
81-84	U4	Reliable electricity supply from a permanent installation and renewable source (windfarm, hydroelectric, solar, etc.)
85-87	U4	20 liter jerrycan holding 2D10 liters gasoline or diesel.
88-90	U4	1D6 small wind turbines (5 KW each) or micro hydropower (10 KW) setup.
91-92	U5	2D6 Fuel Cells.
93-96	U5	1D6 Solar Screen panels.
97-00	U5	Leech transformer.

CLOTHES/ARMOR

01-02	U0	Light cloth scraps (baby clothes, neckties, offcuts, etc.), useable for quilting: 3D10 locations.
03-04	U0	Woolen soccer beanie (HC 1), brightly colored
05-06	U0	2D3 waterproof hooded ponchos (LP 1-14)
07-08	U0	Plastic trash can lid
09-10	U0	1D100 locations of light cloth (bed sheets, table-cloths and other linens)
11-12	U0	1D6 pairs of socks (1-2 LC 19-20; 3-6 LC 17-20, 7-10 HC 17-20)
13-14	U0	Box of 4D6 disposable gloves (LP 29-30)
15-18	U0	1D10 T-shirts (LC 4-9), assorted sizes, colors and slogans
19-20	U0	Plywood (1D3 x ¼" thick), large enough for one Class 5 shield
21-22	U1	Alligator skin: two locations HH, 5 SH, 5 AH
23-25	U1	Motorcycle leathers with boots and gloves (HL 4-10, 21-28; LL 11-18, 29-30; HL 17-20)
26-28	U1	1D6 pairs of shoes (LL 19-20), assorted sizes, colors and styles
29-30	U1	Greatcoat (HC 4-16, 21-28).
31-32	U1	Turtleneck sweater (HC 3-9, 21-28)
33-37	U1	Pants (HC 10-18), assorted sizes and colors, 2D3 pockets
38-40	U1	Seven army surplus blankets (2.8 ENC): 700 locations of Heavy Cloth.
41-42	U2	Reproduction chainmail hauberk (M-SP 4-16, 21-26)
43-44	U2	Samurai dou, lacquered leather (H-HL 4-14)
45-48	U2	Boiled leather cuirass (H-HL 4-9)
49	U2	Corinthian helmet (BP 1-2)
50	U2	Mixed martial art helmet (Q-HL 1-2)
51-52	U2	Reproduction chainmail coif (M-QS 1-3)
53-54	U2	1D10 Hard hats (AA 1)
55-60	U2	Flak Jacket (LP-AA 4-12)
61-67	U3	1D6 Army helmets (SP 1)
68-69	U3	Samurai dou, steel (LP-QS 4-14)
70-72	U3	Breastplate (SP 4-10 front only)
73-74	U3	Titanium flak jacket (LP-TA 4-12, AV 9, ENC .279)
75	U3	Reproduction half-plate armor (sallet, bevor, cuirass, fauld and pauldrons: SP 1-9, LP-SP 10-11, 21-22)
76-77	U4	Light Reconnaissance Unit Armor Fatigues, Gauntlets and Boots
78-81	U4	Metpol Flak Jacket and Coverall
82-83	U4	Metpol SWAT/CDU Coverall, Hip guards and Joint Guards
84-86	U4	1D3 Street suits (PX 3-18, 21-28)
87-88	U4	1D10 Plastic Flak Jackets
89-90	U5	Deluxe Street Suit with hood (Q-PX 1-2; PX 3-18, 21-28; BC20 4-12) and gas mask

91-92	U5	Hooded crash suit with flame protection (Rigiplast 1-18, 21-28)
93	U5	Light Reconnaissance Unit Armor Helmet and Gorget (AP 1-3)
94-96	U5	Metpol SWAT/CDU Issue Armor
97	U5	Field Infantry Mark I armor with undersuit.
98	U5	Heavy Infantry Armor Mark III
99	U5	Heavy Infantry Armor Mark IV
00	U5	Light Assault Unit Armor

88-90	U4	Chemical Decontamination Equipment, 2 cubic meters, 50 charges
91	U5	Radiological Decontamination Equipment, 8 cubic meters, 100 charges
92-93	U5	Biological Decontamination Equipment, 8 cubic meters, 100 charges
94-95	U5	Chemical Decontamination Equipment, 8 cubic meters, 100 charges
96-00	U5	Electrified Forge, Efficiency 5

TOOLS/KITS

01-03	U0	Hobo knife (jack knife with spoon, fork and can/bottle opener)
04-07	U0	1D6 pieces office stationery (pens, staplers, paperclips, etc.)
08-11	U0	1D6 random kitchen utensils, not useable as weapons
11-12	U0	Disrepaired (blunt) saw, chisel or axe
13-14	U0	1D6 random small garden tools, not useable as weapons
15-18	U0	Tools or parts useable as clubs or cudgels (axe handles, crowbars, etc.)
19-20	U0	1D100 units of thread
21-22	U1	Auto Repair Kit 1
23-24	U1	Chemistry Lab 1
25-26	U1	Hammer (1-3) or Hatchet (4-6)
27-28	U1	Leatherworking Kit
29-30	U1	Electrician's Kit 1
31-32	U1	Sewing Kit
33-34	U1	Plastics Repair Kit 1
35-36	U1	Carpentry Tool Kit 1
37-38	U1	Simple Drafting Kit
39-40	U1	Crude Lockpicks
41-42	U2	Chemistry Lab 2
43	U2	Complex Drafting Kit
44	U2	Multi-tool
45-46	U2	Sewing Machine (Powered Sewing Kit, can sew FQ material up to AV 3, requires electricity)
47-48	U2	Plastics Repair Kit 2
49-51	U2	Auto Repair Kit 2
52	U2	Spinning Kit
53	U2	Weaving Kit
54-56	U2	Carpentry Tool Kit 2
57-58	U2	Electrician's Kit 2
59	U2	Good lockpicks
60	U2	Stethoscope
61	U3	Powered spinning kit
62-63	U3	Auto Repair Kit 3
64-65	U3	Improvised Forge, Efficiency 1
66-67	U3	Electrician's Kit 3
68	U3	Magnalock tuner
69	U3	Chemistry Kit 3
70	U3	Powered weaving kit
71-72	U3	Plastic Repair Kit 3
73-74	U3	Carpentry Tool Kit 3
75	U3	Quality Lockpicks
76-77	U4	Memory storage magnalock tuner
78	U4	Chemistry Lab 4
79	U4	Good Quality Lockpicks
80	U4	Carpentry Tool Kit 4
81-82	U4	Water Condenser (Roll 1D10 - 1-3 Mark 1, 4-6 Mark 2, 7 Mark 3, 8 Mark 4, 9 Mark 5, 10 Mark 6)
83	U4	Portable Forge, Efficiency 2D2
84	U4	Radiological Decontamination Equipment, 2 cubic meters, 50 charges
85-87	U4	Biological Decontamination Equipment, 2 cubic meters, 50 charges

MEDICINE

01-20	U0	1D10 bandages
21-35	U1	1D10 bandages and 1D10 units of medical supplies
36-40	U1	1D10 bandages and 1D3 inflatable splints
41-60	U2	Medkit 1, 1D10 bandages and 1D10 units of medical supplies
61-75	U3	Medkit 2, 1D10 bandages and 1D10 units of medical supplies
76-77	U4	Medcomp
78-80	U4	Defibrillator and Medkit 1
81-83	U4	1D3 Syrettes Polycellulac-3
84-85	U4	1D3 Syrettes Neo-Heroin
86-87	U4	Medkit 1, one Syrette Polycellulac-3, one Syrette Cardiacine
88-89	U4	1D6 Syrettes Panomycin
90	U5	1D3 Syrettes Polycellulac 5(E)
91	U5	1D3 Syrettes Polycellulac 6(E)
92	U5	1D3 Syrettes Polycellulac REGEN
93	U5	Retro DNA Syrette (Roll on Mutation Tables)
94-95	U5	Medkit 2, Medcomp, Defibrillator, Electric Cautery/Knife
96-97	U5	Medkit 2, 1D3 Syrettes Polycellulac-3, 1D6 Syrettes Panomycin, 1 Syrette Cardiacine, 1 Syrette Neo Heroin, 1 Syrette Anarad, 1 Syrette Atropine
98-99	U5	Surgery. If connected to working power supply, 70% chance it will belong to a Doctor with Advanced Medical at 14+ (treat as a Cache).
00	U5	Ambulance: disrepaired van containing Medcomp, Medkit 2, 1D10 bandages, 1D10 units of medical supplies, 1D6 inflatable splints.

DATA/COMMUNICATIONS

01-03	U0	Bookcase filled with paperback thrillers and men's magazines: ENC 2
04-06	U0	1D10 children's books (ENC .1 each)
07-08	U0	1D10 old phone books (ENC .3 each)
09-10	U0	1D6 bookcases filled with science fiction paperbacks and magazines: ENC 2 each
11-12	U0	Bookcase filled with gourmet cookbooks and magazines: ENC 2
13-14	U0	Bookcase filled with romance paperbacks and teen magazines: ENC 2
15-16	U0	1D6 cartons of A Dream of Spring, final book in George R. R. Martin's A Song of Ice and Fire (ENC .6 per carton).
17-18	U0	1D10 role-playing game sourcebooks (ENC .1 each)
19-20	U0	1D10 archive boxes of old paperwork (ENC .3 per box)
21-22	U1	Pocket A-Z (street map of pre-Ruin London, ENC .05)
23-25	U1	Popular text (rating 01-05): Nutritionist (ENC .1)
26-27	U1	Popular text: Rifle, Primitive (ENC .05)
28-30	U1	Popular text: Unarmed combat (ENC .1)
31-33	U1	Popular text: Mathematics (ENC .1)
34-36	U1	Popular text: Weaver/Spinner (ENC .1)
37-38	U1	Popular text: Gambling (ENC .05)
39-40	U1	Popular text: Lockpicking (ENC .05)
41-42	U2	Beginners' Text (rating 01-40): Pre-Ruin Botany (ENC .3)

- 43-44 U2 Beginners' Text (rating 01-30): SCUBA Diving (ENC .1)
 45-48 U2 Beginners' Text (rating 01-50): First Aid (ENC .1)
 49-50 U2 Beginners' Text (rating 01-20): Tactics (ENC .1)
 51 U2 Manual: Salvage Food, BCS 11 (ENC .1)
 52 U2 Manual: Mortar, BCS 12 (ENC .05)
 52 U2 Manual: Survival (rural), BCS 12 (ENC .05)
 52 U2 Manual: Modern Rifle, BCS 12 (ENC .05)
 52 U2 Manual: Autoweapon, BCS 12 (ENC .05)
 52 U2 Manual: Grenade Launcher, BCS 12 (ENC .05)
 52 U2 Manual: Gunsmith, Modern, BCS 12 (ENC .05)
 58-60 U2 Manual: Repair, Muscle Powered Vehicles, BCS 9 (ENC .1)
 61-64 U3 Reference Library: Computer Design (ENC 2)
 65-67 U3 Prepared designs: Primitive Siege Engines (ENC .3)
 68-69 U3 Advanced Text (rating 0-75): Power Generation, Solar
 71-72 U3 Advanced Text (rating 0-60): Decontamination
 72-75 U3 Manual, BCS 14: Handloading
 76-77 U4 Mini-tablet computer; functions include camera (still or movie), voice recorder, calculator, music player, basic word processor, alarm clock/calendar, and enough memory for a Reference or 3D10 manuals or texts. Rechargeable battery lasts 6D10 hours, depending on use.
 78-79 U4 Solar powered scientific calculator, ENC .1
 86-87 U4 Full Range Text (rating 0-100): Lab Technique ENC 1.1
 88 U4 Manual: Electrician, BCS 18 ENC 1.5
 89-90 U5 Portable VOR Station (Enc 5.5, runs on 2xE10 for 48 hours, with solar panels)
 91-00 U5 Laptop Computer, ENC .6. Rechargeable battery lasts 2D6 hours.

TRANSPORT

- 01-10 U0 1D6 totaled vehicles, all salvageable parts removed or destroyed
 11-12 U0 Wrecked light plane
 13-14 U0 1D10 Shopping trolleys
 15-16 U0 1D6 kick scooters
 17-20 U0 1D6 skateboards
 21 U1 Wheelchair, manual
 22 U1 1D6 Manual Paddle boats
 23-24 U1 1D3 trishaws/pedicabs (three-seater covered tricycle)
 25-27 U1 1D3 rowboats or kayaks.
 28-33 U1 1D6 bicycles. 40% will be child-sized, missing a wheel, have flat tires, or otherwise only be suitable for parts.
 35-36 U1 1D3 Folding bicycles (holds rider up to 105 Kg; 1.5 ENC folded)
 37-38 U1 1D3 Freight bicycle or tricycle (ENC CAP 16, up to Large)
 39-40 U1 1D6 Mountain bikes. 40% will be child-sized, disrepaired or have flat tires.
 41-50 U2 1D10 junked cars (1D3 units of parts each)
 51-60 U2 1D6 Motorized bicycles (electric, multi-fuel or plug-in hybrid: Base Safe Speed 50 kph, Maximum Speed 90 kph. 50% of electric bikes include leech.)
 61-67 U3 1D6 disrepaired cars (2D3 units of parts each)
 68-69 U3 1D3 disrepaired electric vans
 70-72 U3 Wreckage from a previous Seattle Dash racer (5% chance each of a Survival, Food, Water, Data, or Weapons find in the wreckage)
 73-75 U3 Disrepaired truck or bus
 76-77 U4 1D3 horses
 78-83 U4 1D6 working compact cars, no fuel (gas/ethanol, diesel or hydride)
 84-86 U4 Horse-drawn cart
 87-88 U4 1D3 working off-road vehicles (SUVs or motorbikes), no fuel
 89-90 U4 1D3 working vans with flat Ev-50s

- 91-93 U4 1D6 plug-in hybrid vehicles (compact cars or vans); 1D100 % charge and fuel
 94 U5 Amphibious jeep with full tank and 25-liter jerrycan extra fuel: maximum water speed 13 kph
 95 U5 Speedy Motorcycle (Kawasaki) with full tank, full set of Biker Leathers with boots and gloves (occupied and used) and Motorcycle helmet (occupied, unattached, some cleaning required) near a strand of piano wire strung across the road (WT AST to spot Piano Wire)
 96 U5 Deuce and a Half with full fuel tank. (10% chance of second find)
 97 U5 Electric Van modified for prisoner transport or SWAT team; Damage Resistance 24. 1D100 % charge.
 98 U5 Kennesaw Steam Vehicle – (1-7 Steam Scout Trike, 8-9 MICV, or 0 Dreadnought) fueled and in working order. (5% chance the crew is still nearby)
 99 U5 Helicopter, fueled and in working order.
 00 U5 Seattle Gravitics vehicle, fueled and in working order. (1-4 Police hoverbike, 5-8 Police Patrol Car, 9 Hovertank, 0 Hover MICV)

ENVIRONMENT

- 01-02 U0 Faulty compass, 2D10 degrees off true
 03-05 U0 Junked camper's flashlight with junked E-5, useable as club
 06-09 U0 Toy binoculars
 13-14 U0 Box of 2D10 wet matches
 15-16 U0 Dummy security camera
 17-20 U0 Non-functioning ADE 651 explosives detector
 21-23 U1 Magnifying lens
 24 U1 1D6 bottles of cleaning products
 25-27 U1 Compass
 28-30 U1 Wind vane and anemometer
 31-32 U1 Pocket mirror
 33-36 U1 Box of 2D10 waterproof matches
 37-38 U1 Solar powered pedometer
 39-40 U1 Clinical thermometer
 41-42 U2 Optical microscope
 43-44 U2 2D10 wax candles, 2D10 x .001 ENC each: burn for two hours per .001 ENC.
 45-48 U2 Lightweight folding binoculars (8x21), ENC .1
 49-52 U2 Kerosene lantern, dry
 53-54 U2 Basic Mine Probe kit
 55-57 U2 Spotting scope (22x100), ENC .3 folded
 58-59 U2 Gravity light
 60 U2 Military binoculars with laser rangefinder (10x50), ENC .3. Takes 1 E-1.
 61-63 U3 Solar LED lantern
 64-65 U3 Binary radiation counter
 66 U3 Handheld mini weather station, gives one-day forecast; includes compass, wind gauge (useful for range calculations), thermometer and small flashlight.
 67-68 U3 Small LED lantern/flashlight
 69-70 U3 Tactical flashlight
 71-72 U3 Soil/water chemical contaminant testing kit (analysis capable): ENC 1.2
 73-75 U3 Handheld metal detector, ENC 1.5
 76-77 U4 Chemsniffer: analysis-capable airborne chemical contaminant detector.
 78-80 U4 1D6 Smoke detectors (take E-1 battery)
 81-83 U4 1D3 Door stop burglar alarms (take E-1 battery)
 84-85 U4 Autonomous Pathogen Detection System: analysis capable airborne biological contaminant detector. Requires external power.
 86-87 U4 Flexible endoscope/inspection camera
 88-90 U4 Radar/laser detector
 91-92 U5 Infra-red goggles

93-94	U5	Night Vision Device, useable as Star-Light Scope or monocular	11-12
95-96	U5	Helmet from Light Reconnaissance Unit Armor	
97-98	U5	Handheld parabolic microphone with headphones and 10x monocular	
99-00	U5	Man-portable radar system, ENC 3.5 collapsed	13-14

SURVIVAL

01-03	U0	1D3 suits of Frayed thermal underwear (HC 4-18, 21-28; Thermal Factor 1.5)	21-22
04-05	U0	2D10 meters of string	23-24
06-09	U0	1D10 gunny sacks	
10-12	U0	1D6 old blankets	
13-14	U0	Designer handbag (Capacity 1 Small)	25-27
15-18	U0	2D3 waterproof hooded ponchos (LP 1-14)	
19-20	U0	1D6 large paper bags or biodegradable bin bags (Capacity 3-12 Medium, but easily ripped)	28-30
21-22	U1	Quilted anorak and ski pants (Q-PC 1-18, 21-28).	
23-24	U1	1D100 assorted eating utensils	
25-27	U1	2D10 ziplock baggies, various sizes (1D10 x .1 liters).	31-35
28-29	U1	2D10 small carrying sacks	36-40
30-33	U1	1D10 plastic bottles or flasks	41-42
34-36	U1	1D10 glass bottles	
37-38	U1	1D6 Mess kits	
39-40	U1	2D10 meters of 5mm nylon clothesline (safe load 33 kg/73 lbs)	43-44
41-42	U2	Plastic raincoat (PC 3-16, 21-28)	
43-44	U2	2D10 meters of 1.2cm manila rope (safe load 91 kg/200 lbs)	45-46
45-48	U2	1D6 shoulder bags	
49-51	U2	1D6 inflatable life vests (SY 4-9)	47-49
52-54	U2	British army web belt, holds 6 clips for L-85 (in two pouches), bayonet, canteen, and two belt pouches.	
55-56	U2	Shotgun shell bandolier, holds 50 shells	
57-58	U2	1D6 heavy cloth tents	50
59-60	U2	1D3 air mattresses	
61-63	U3	1D6 stainless steel water bottles (1d10 x .1 1 liters)	
64-65	U4	1D10 road flares	
66-67	U4	Bivvy shelter (lightweight sleeping bag with small tent over the head), Thermal Factor 2, ENC .1 folded	51-53
68-69	U3	2D10 meters of 5mm paracord (safe load 550 lbs, 250 kg)	54-55
70-71	U3	Orienteering compass	
72-75	U3	Camping pack with hydration bladder	56-60
76-77	U4	Good thermal underwear, Thermal Factor 2 (LC 4-18, 21-28)	61-62
78-79	U4	Ultralight backpacker's tent for 1-2 characters, ENC .3 broken down	
80-81	U4	Ice axe/trekking pole	63-68
82-83	U4	Backpacker's tent for 4-6 characters, ENC .6 broken down, with detachable air mattress, ENC .6	69-70
84-85	U4	Hiking boots with foam instep pads	
86-87	U4	Entrenching tool (spade/pick ax), ENC .6 folded	
88-90	U4	Machete with saw back	71-72
91-92	U5	1D3 suits electrically heated underwear	
93-94	U5	Flare pistol with 1D6 flares	73-75
95-96	U5	1D3 inflatable or folding rowboats, canoes or kayaks (ENC .3/person folded; paddles ENC 1 each).	76-77
97-00	U5	Canteen with water purifier (filter or UV sterilizer)	78-80

CACHES

01-05		Airtight plastic containers containing 300 lbs wheat, 100 lbs honey, 100 lbs powdered milk, 8 lbs salt (1 man-year's supply of food).	
06-10		Food: 2D10 unopened cartons of freeze-dried meals (each 7 man/days food, 2.1 ENC).	

Camping pack containing electro-thermal sporting clothes, helmet (MP 1) with head-lamp (small flashlight), gumboots (PH 17-20); gloves (PC 29-30) camping flashlight; 50 meters climbing rope, and Medkit 1.

SCUBA tank, Wet suit, Weight Belt, Flippers, Mask, Depth Gauge/watch, Spear Gun.

KAR 98K, MP40, Walther P38, dagger, heavy flashlight, German WW2 Army Helmet (SP 1), leather greatcoat (LL 4-16) and boots (LL 17-20). No ammo. Franchi SPAS-12, R2, M1911A1 with LLM01 laser sight, Uzi SMG, Leather jacket (LL 4-11), boots (LL 17-20). Includes magazines, but no ammo.

P60 with LNG barrels for .22 non-Magnum, .22 RF Magnum, .30-30, 9mm Parabellum, .45 ACP and .44 Magnum

C18 with 500 Hollow-point rounds of .22LR and 100 rounds of .410 Magnum (No. 4 shot). Stock holds 4 rounds of .410 Magnum and 15 rounds .22LR; sling holds 15 rounds .410.

Array of 6 Solar panels recharging 6 Fuel cells, with leech. 1d6 44 gal. drums of gasoline or diesel fuel, D100 % full.

Electro-thermal sporting clothes, waterproof hooded parka (PC 1-3; Q-PC 4-14, 21-28), hiking boots (Q-LL 19-20) with gel inserts, gloves (HC 29-30).

Metpol Patrolman's Issue Armor with Class 4 Plastic Police Shield (transparent) and plastex gear belt holding Taser, Mace spray, Tactical Flashlight, Police Hand radio and handcuffs.

Four Ballistic Cloth Oversuits for Field Infantry Mark I, one of each camo pattern.

Clothing/armor repair workshop: Plastics Repair Kit 1, Sewing Kit, Leatherworking Kit, 1D100 units of thread, 1D100 Plastic Repair charges, 3D10 locations LC, 2D10 locations LL, 2D10 locations PH.

Collection of antique armor: Roman helmet (BP 1-2), lorica hamata (M-BP 4-14, 21-26) and greaves (BP 15-18); Turban helmet with coif (SP 1, M-SP 2-3) and plated mail coat (M-SP 2-3, LP-SP 4-7, M-SP 8-14); Samurai kabuto helmet with face mask (SP 1-2) and dou (H-HL 4-14); Pikeman's pot-helm (SP 1), gorget (SP 3), cuirass (SP 4-9) and tassets (SP 10-14, front only).

Electrified forge (no working power supply), Auto Repair kit 3, working engine for Compact car (no body)

Chemistry Lab 3, 2D10 kg blasting powder in 1-kg plastic jars

Carpentry Tool Kit 4, 1D6 Utility 3 bows (no strings attached) and 6D10 standard arrow shafts.

1D10 Syrettes each of Neo-Heroin, HDAP and 8 Gamma-PCP-III, 1 Syrette each of Cardiacine and Panomycin

1D6 Civilian CBW suits, one Medkit 2, one Medcomp, 1D100 syrettes of Panomycin

1D100 Bandages, 1D100 Medical Supplies, 1D6 Inflatable Splints, 3D10 syrettes Panomycin, 1D10 syrettes Polycellulac-3

Medical Library: contains Full Range Texts for Advanced Medical, Pathology, Pharmacy and Therapy. Four bookcases, each ENC 2.

2D3 Laptop Computers and Manual, BCS 16, Computer Science.

Campervan, with mountain bike on back, metal rowboat on roof rack; contains Medkit 1, crank flashlight, camper's floodlight, small fire extinguisher, solar shower, 1D10 candles, basic kitchen, double bed. Ev-50 1D100 % charged.

Mobile mechanic's van: van, D100 % charge,

- containing Auto Repair Kit 2
- 81-84 Police stakeout set-up: video-camera, digital SLR camera with telescopic and night vision lenses, laser microphone, parabolic microphone, 10x50 binoculars, two tripods.
- 85-86 1D10 spy-cams/bugs (disguised as clocks, pens, watches, smoke detectors, space heaters, thumb drives, light bulbs, calculators, baseball caps, teddy bears, etc.) with 1D6 hours memory each. May be sound- or motion-activated; may need E-1 battery or external power supply.
- 87 Bug Out Bag containing m1911a1 with 3 full box 7 mags and 150 rounds .45ACP HP, M4 Carbine with 6 full box(30) mags and a sealed 200rd battlepack of 5.56 AP ammo, Belt with pouches for magazines and holster for 1911, Flak Vest, Tent, Sleeping Bag, Long Bayonet, Multi-tool, Medkit mk 2 with 2D10 bandages and 1D10 units antibiotics, 3 man days super-K rations, Poncho, Leather boots (17-20 HL), Flashlight, 1D6 Cyalume light sticks, 1D6 72 hour candles, 2 1L canteens and a 5L collapsible water bottle, Water filter, water purification tablets, Backpacker's Stove, all in a camo backpack.
- 88 2 P45 pistols Chambered in .45 Win Mag (BDG 27) with 6 full magazines (Magnum HP ammo) in a dual drop holster gun belt with magazine pouches, a set of 6 throwing knives, and a Damascus katana (WDM 1.6, DUR 5) in a shoulder sheath.
- 89 Home security set-up: 1D6 motion-sensitive lights, 1D6 smoke detectors, 2D10 window alarms, software on CD-ROM. Requires electricity supply and laptop.
- 90 Seattle Dash refueling cache: Contains 2D20 5 gallon fuel cans (full), 2D10 man-days super-K rations; 20 litres fresh water; 5 off-road tires, Automobile Repair kit Mk 2, 15enc spare automobile parts; survival kit containing: Tent, 2 Sleeping Bags, Long Bayonet, Multi-tool, entrenching shovel, Medkit mk 2 with 2D10 bandages and 1D10 units antibiotics, 3 man days super-K rations, Poncho, Leather boots (17-20 HL), Flashlight, 1D6 Cyalume light sticks, 1D6 72 hour candles, 2 1L canteens and a 5L collapsible water bottle, Water filter, water purification tablets, Backpacker's Stove. All of this is covered with a camouflaged tarp.
- 91 Large wheeled hard-shell case with Accuracy International 338 Lapua rifle with 6-32x night/day night vision scope and 100 rounds of 338 Lapua Match ammo, Glock 21 with 3 full magazines of .45ACP hollow point and 50 rounds .45 ACP hollow point, M9 bayonet with sheath, tactical vest with pouches (4-9 BC5), belt with holster, set of police handcuffs with key, thermal spotting scope, shooting mat, thermal urban camo poncho, tactical periscope, shooting glasses.
- 92-93 Large sack (light plastisheet) containing winter clothing: 1D6 sets of thermal underwear, 1D2 overcoats (HC 3-16, 21-28), 1D6 ski masks, 1D3 pairs winter gloves.
- 94-95 Metal rowboat containing 1D6 inflatable life vests, Medkit 1, small fire extinguisher, filtration canteen, flare pistol with 2D2 flares, CB radio, crank flashlight with leech, 3D10 meters nylon clothesline, jack knife, 10 liter-bucket, two oars.
- 96-98 Large lightweight pack containing C15, bowie knife,

hatchet, entrenching tool, multi-tool, filtration straw, collapsible 10-litre water container, tactical flashlight, crank flashlight with leech connection and radio transceiver, leech, rain poncho, space blanket, Medkit 1, 2D10 meters paracord, 2D10 meters duct tape, 4D10 waterproof matches, 1D3 snares, orienteering compass, 4 boxes of .22 LR ammo, one slingshot, (Elasticity 4) with 6 BBs, magnifying lens, and a Manual (BCS 12) on Survival, Rural.

99-00

Solar backpack containing lightweight sleeping bag, ultralight backpacker's tent, 1-litre plastic canteen with UV sterilizer, solar shower, Medkit 1, foam inserts for hiking, orienteering compass, magnifying lens, crank flashlight with radio receiver, hobo knife, vial of liquid antiseptic soap, microfiber towel and roll of soft toilet paper.

Roll on Culture and Commerce skill to estimate value of each piece. A Critical failure on either may mean that you've failed to recognize a treasure, or more likely, that you've been fooled by a fake (or a Turner Prize winner) which encumbers you needlessly.

