

EXODUS
POST-APOCALYPTIC ROLEPLAYING
ADVENTURE

THE BISON RUN

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An Exodus OPS Campaign Adventure

Requires the *Exodus Survivor's Guide* and *Exodus OPS Campaign Manual*

The Children of the Apocalypse and Vegas Families are hosting their annual Bison-pulled hauler race from the Junkyard to Vegas. First place team wins 3000 steel coin and an all expense visit to Godiva's. Teams that place second through fifth place also receive prizes. The rules are simple; every hauler team consists of 4 to 6 people who choose camels or bison and a hauler base on a random draw from the entry pool. Does your team have what it takes to win the Bison Run? The Bison Run is an Exodus OPS campaign scenario for 4 to 6 characters of 1st to 3rd level.

This scenario has been updated from the original to reflex the new Experience system used in the Exodus OPS campaign. OPS players that have already played this scenario, cannot re-play it, or gain any benefits from the changes within.

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OPS Introduction

This is an *Exodus OPS* campaign adventure designed for the OPS setting and consumes between 3 to 5 hours of game time. This adventure can also be used outside of the OPS setting as a stand-alone home game adventure set in a post-apocalyptic setting.

This adventure requires the *Exodus Survivor's Guide* and the *Exodus OPS* campaign manual. The *Exodus* campaign manual can be found at the GCG website listed above.

Preparation

First you should print this scenario. This scenario supports single and double-sided printing. There is enough room along the inside margin to bind the adventure.

Read this entire scenario at least once before you run your game. Familiarize yourself with any special rules, or new equipment not presented in the books listed above. Highlighting particularly important passages may help with the flow of the game mechanics.

A grid map (one-inch square) or graph paper and a representation of adventurers, NPC's, and creatures will enhance game play, as well as the other necessities (scrap paper, writing materials, and a set of dice) needed to run the game.

Game Time: Have the players prepare their characters accordingly to *Exodus OPS* campaign rulings, get them to the scenario start point and read the scenario introduction.

There is descriptive text in this scenario that is written so that you may present it to the adventurers, while other text is for your eyes only. Text for the players is bold text. It is strongly recommended that you paraphrase player text instead of reading it aloud. Some of this text is general and needs to be adapted to a specific situation, or to the actions of the adventurers.

The Bison Run

Exodus OPS

Scenario 4

The Bison Run

Location: Junkyard, Las Vegas, and the Wasteland

Number of Characters: 4 to 6

Average Character Levels: 3rd

Max CEL/SC (12/20)

Max Purchasable Equipment Value: 1000 steel (in the Junkyard) and 10,000 steel (in Vegas)

Adventure Summary

The Children of the Apocalypse are hosting the third annual Bison Run from the Junkyard to Vegas, a 380 mile journey. The Bison Run draws over 20 teams to race across the desert with a hauler full of building supplies in a no-holds-barred race to the finish. Lots are drawn for each team to determine Bison and hauler picks.

Once the character has selected one of the five haulers that are available, they have 4 hours to make repairs and/or modifications from provided material that comes with the hauler. They must also load the hauler with 2000 pounds of building supplies, hook up the Bison, and proceed to the scales for weigh in during the time allowed.

Once the weigh in is completed, the Race begins with an explosive start. Most teams follow the road, while a few go off road on the compacted wasteland and side paths looking to shave off time. Several events can happen, but must be initiated by the characters team.

At evening of the first day a Semi-Truck, followed by a Phoenix Freebird and an old Texas police car, speed by on the road passing the haulers. If the character's hauler is on or near the road, the cop car nearly crashes into them, the driver shouting insults at the characters.

During mid-day of the race's second day a man wearing a Desert Ranger uniform is seen in the wastelands off the road. The man will attempt to flag down the character's hauler, and asks them to go to help his daddy, back a few mile where he crashed his police car.

Later in the evening the characters pass by the Fork and Pork Roadhouse; the midpoint of the race. Several of the other teams will stop there. The characters may choose to pass it by or not, but they may have business from a prior encounter that needs to take place at the Roadhouse.

The third and fourth days are smooth sailing to Vegas, as many of the teams have been eliminated from the race or delayed long enough for the characters to at least place 6th, bringing the Race to a conclusion.

The Junkyard

Population: 150 citizens (98% human, 1% Ghul, 1% Mutant)

Military: 50 NEMO soldiers, 50 Vegas Mafia soldiers

Trade Goods - Building Supplies up to 1500 steel; Infrequent up to 1000 steel

Services - Free Parking

The Junkyard is a builder's trading post in the wasteland with two depot yards (one to the north and west) that skirt the ruins, run by the Children of the Apocalypse.

Children of the Apocalypse's attitudes on Outsiders

The Children of the Apocalypse deal with just about any party that is interested in trading for supplies. However, Chi's are targeted and closely watched since the Chi Dynasty raids the ruins of Los Angeles for supplies at regular intervals. Chi characters suffer a -2 penalty on social skill checks while in the Junkyard.

Vegas

Population: 980 citizens (90% human, 5% Ghul, 5% Mutant)

Military: 300 Mafia soldiers, 200 gang militia

Trade Goods - Infrequent up to 5000 steel, Rare (20%) up to 10000 steel, Very Rare (5%) up to 45000

Services - Any

Vegas is the largest community in the Southwest and is run by the Vegas Mafia, five families that control particular aspects of the city and city commerce. Vegas caters to businessmen and criminals with a wide range of activities and services.

Vegas' attitudes on Outsiders

Vegas has a mob mentality and generally doesn't mess with visitors unless the visitor shows disrespect to the Mafia or the inner workings of Vegas. Tribals, however, are a favorite to place into indentured servitude.

Introduction to the Bison Run

Posters tacked up in various watering holes in Arizona, California, Nevada, and New Mexico have brought your attention to the third annual Bison Run from the LA Junkyard to Vegas. The Bison Run is a four day race using herd animals and haulers to take supplies to Vegas and is sponsored by the five families that rule over Vegas. The rules are simple; all entry teams must have a business, Vegas family, or reputable organization sponsor which must be proven by letter or mark to enter the race.

Several businesses and organizations have posted local recruitment posters in the wasteland bars for participants needing a sponsor for the race. The Crimson Blood Trading Company and Fresco Waters are sponsoring teams from Reno, NEMO is sponsoring teams from Phoenix, Doctor Wang Chung is sponsoring a team for Barter Town, and the Children of the Apocalypse is sponsoring teams in the LA Junkyard.

The characters have the option of choosing an organization as listed above or going to the recruitment center in the respected locale weeks before the race begins, then arrive at the Bison Run the day of the race. Below are the details of each organization and requirements to join the team and fulfillments the characters are expected to achieve. All of the characters must serve on the same team; if the characters try to split up, none of the other organizations will hire them.

☉ **The Crimson Blood Trading Company**

If the characters have any fame in the Crimson Blood Trading Company the company will offer to sponsor the characters in the race. The company is seeking to establish more trading partners in Vegas, and requires that the characters give a package to Vermillion Khan, one of the head families in Vegas, or a representative of the Khans.

☉ **Fresco Waters**

Fresco Waters is looking for experienced caravan team to include a driver, a mechanic, and a bovine handler to round out their team for the Bison Run. If the characters have the skill, Fresco will hire them. However they have a stipulation that the Crimson Blood Trading Company's team is disabled during the race.

☉ **NEMO**

Nemo is sponsoring mercenaries to enter into the race to show Vegas who is the boss of the wasteland. The characters must be well armed and know how to handle a hauler to be hired. NEMO does not care who wins the race, as long as the characters take out at least two competitors.

☉ **Doctor Chung**

Doctor Wang Chung is looking to make a drug connection in Vegas and is using the race to deliver a trade agreement with the Bordello family. Chung will hire any competent looking team that convinces him that they can deliver the package to a representative of the Bordello's at the Pork and Fork Roadhouse. The team must succeed a Diplomacy check DC 15 or Bluff check DC 18 to convince Chung they are right for the job.

☉ **Children of the Apocalypse**

The Children is recruiting advocates to scout out the armaments that the families possess. They want a competent team consisting of a diplomat, a driver, a mechanic, and a bovine handler to round out their team for the Bison Run. They require that the diplomat gain information from one of the families about weapons of mass destruction that any of the families may have.

Once the characters gain a sponsor they will receive a letter of mark to enter the Bison Run under their sponsored team's banner. They will also be given a flag to place on their hauler to denote the team and their participation in the race.

Los Angeles (the Junkyard)

After finding a sponsor, the character travel from their destination to southeast Los Angeles (or the Junkyard). This travel time is considered out of scenario time consumed and costs the character nothing as detailed under "Time Units" in the EXS Campaign Guidelines.

(Enter sponsor name) has booked passage to the Junkyard on a caravan heading there to obtain building supplies. The Junkyard refers to old Los Angeles, and is occupied by the Children of the Apocalypse. The references to the Junkyard comes from the two building supply depots, one on the northern borders and one of the southeastern border of LA, that the Children of the Apocalypse have established.

Upon approaching the Junkyard, at several miles distance, large skeletal structures can be seen jutting into the sky. Heaps of debris are scattered across the wasteland and become more frequent the closer the caravan approaches LA. As the caravan begin to turn eastward, the debris become an endless sight, ranging from a few feet tall at the western edge of LA to mountains of twisted metal, wood, and concrete reaching hundreds of feet in height further inside the limits.

After several hours of skirting the mountains of debris, a large brick and wooden building sitting no more than a hundred feet from the debris wall comes into view. A 10 foot tall chain link fence with rusted razor wire at the bottom and top of the fence surrounds a large area south of the building going well out of view. The fenced in area contains hundreds of piles of salvaged building materials with several black dogs and men with assault rifles patrolling the yard.

As the caravan approaches the building, a large sign hanging on the fence denotes, "Welcome to the Junkyard South East Depot" with another sign with an arrow pointing to the south of the building labeled as "Parking". The caravan proceeds to go to the parking area, and bids your group farewell, telling you to check in at the building for the Bison Run.

Anyone approaching the building will find two men standing just outside the entrance. Both are dressed casually and are holding a conversation. From the top of the building several moving shadows are cast upon the ground. Looking towards the rooftop will reveal several men training their assault rifles on your locale. One of the men will speak: "State your business with the Children of the Apocalypse! Are you here for supplies, the Bison Run, or just for trouble?"

The correct answer is The Bison Run. Should the characters state they are here for Supplies, the two men will ask to see their Cot-A license. Should the characters do not have a license and wish to purchase one; the price is 12,500 steel. If the characters state they are here for Trouble, then the man on the roof will fire several warning shots at the characters feet, and the two men on the ground will draw large hunting knives and ask if they still have a problem and are looking for trouble. If the characters want a fight the guard on the roof will fire three bursts of bullets into a 10x10 area that contains the most characters each round for 3d8 points of damage, Reflex DC 15/half.

If the character state that they are here for The Bison Run, they will be asked to produce a letter of mark by one of the guards. Once the letter of mark is produced, the guard will check it over and consult a list posted on the wall next to him to confirm the letter's authenticity. When confirmed, the guard will tell the characters to head south of the parking lot one mile and give the letter of mark to a man named Guido Scorcharazi, describing him as the man in the white suit. Guido will inform the characters on the rules of the Bison Run as detailed below in the Encounter "The Bison Run".

The Bison Run

Once the characters present the letter of mark to Guido, Guido will inform them that they may not take actions against any teams until after the race begins, and then he directs them to a pen where a hundred men and women, Mutants, and *Ghūls* wait. At 8am Guido pulls out a bullhorn and announces the following:

"Ladies and Gentlemen, Mutants and *Ghūls*, children and freaks of all ages, welcome to the third annual Bison Run from the Junkyard to Vegas. The Bison Run is a supply run sponsored by the Vegas families. The heads of each family sponsors teams along with several independent business and reputable organization of the civilized wastes."

"The track to the race will begin shortly, but first I, Guido, will explain the rules. The Bison Run starts with three random elements which evens the playing field for all racers. First, each team is randomly selected to pick a hauler. Each hauler has benefits and negatives. Second, the team may

pick their animal team from the remaining pool of animals to pull their hauler. Herd animals vary and are put up by the mafia families, get them killed and pay the consequences. Third, the team will pick their supply load for the remaining loads and have until noon to prepare their haulers, make repairs, conduct personal business, and load the hauler with 2000 lbs of material."

"Once the race starts at noon, anything goes. Failure to abide by these rules will result in disqualification of your team." Guido motions to two women dressed in leopard skinned bikinis, which begin to pass out round tokens with a letter and number on it to team captains. Once all team captains have a token, Guido moves to a bingo spinner, cranks it around twice, and begins drawing numbers. Your number is pick <roll a d6 and add + 10> and you are led to the selections of what haulers are left to pick.

The Race Components are detailed in Appendix A, B, and C, broken down by choice. The problems can happen at two different points as detailed in the encounters "OffRoad" below.

Side Business (SC 0-4)

Roughly the characters have 3 hours to make any repairs to their hauler, and conduct any business with the merchants that have set up stands at the race.

Gathering Information and Rumors

Gathering information on the race may be costly to the team, as it can push the team past the start time. Gather Information checks take 1d4 hours and cost the characters d100 in steel coins.

- ☛ (DC 5) The Bison Run is sponsored by the Vegas Mafia as a way for the five families to get supplies to Vegas once a year without the cutthroat politics and underhanded attacks that normally takes place. Each Vegas Family has a pick of the goods that arrive in Vegas, based on their placing in the race.

The teams that are sponsored by businesses and organization are vying for the attention of the Vegas Mafia to open connections. Then again some are here just to cause carnage, like NEMO.

- ☛ (DC 10) Stay away from Bordello's Bandits and the Wasteland Warriors as they are at war, and there may be collateral damage to the teams around them.

Several teams will be using advantages to increase the speed of their hauler and to eliminate the competition.

- ☛ (DC 15) There is a group of Tribals that is experienced in traversing the side path through the wasteland to increase the speed of their overland travel. It is said that they are attempting to raise funds to buy freedom for their captured Village chief.

- ☛ (DC 20) A roadhouse called the Fork and Pork Roadhouse is the mid-point of the wasteland and a local hangout for merchants that traverse the Junkyard and Vegas. The Roadhouse is a rough place and fights happen all of the time between wasteland bikers and customers that bother them or attempt to grab a bike.

- ☛ (DC 30) Rumor have it that Ma's Marauders have an ace up their sleeve and are the favorite to win the race, miles ahead of any other team.

Shop Smart, Shop Scrap-Mart

An old human man dressed in fatigues has set up a pavilion tent just off of the starting line for the Bison Run. He barks out in a coarse voice "Shop Smart, Shop Scrap-Mart. Scrap-Mart is the only merchant here to get high quality scrap and armaments!"

Scrap-Mart has armaments and supplies of uncommon scarcity up to a value of 1000 steel that is listed in the EXS, as well as building supplies of good quality. Use the Craft (salvage) table in the EXS to determine the cost of the material.

Yeoman

Human Male, Defensive 8;

CHR 15; Barter +17

Personality: Old, Grumpy, and Rude

Characters can attempt to barter Yeoman's prices down, up to a maximum 10% discount.

The Pusher Man

A man resembling a hippie has set up a small tent with a fire going in a metal garbage can a few feet away. He sits cross-legged and puffs on a long wooden pipe. The man, who has no name, will talk like a hippie using drug references and has a stoner attitude. He makes his own drugs and is willing to sell them to interested parties. The Pusher Man has the following drugs available for sell:

The Pusher Man

Human Male, Defensive 5;
CHR 11; Barter +6
Personality: Hippie, Stoner

Afterburner (6), Inferno (3), Mindmeld (4), Vigoroids (2), and Voodoo (5)

Characters can attempt to barter the Pusher Man's prices down, up to a maximum of a 10% discount.

Tribals for Hire

Five tribal trackers are standing or crouching near the starting line of the Bison Run. They are looking to be hired by a team for their wasteland services in scouting, path finding, and tracking. The Tribals are looking to get paid 250 coins each to build up enough money to buy the freedom of their kinsmen from the slavers of NEMO in Phoenix. The characters can only hire one tribal, and the tribal hired will not participate in any activity except for scouting, path finding, and tracking. Hiring a tribal tracker reduces travel time and effectively adds +5 to the speed of the hauler movement rate for the day.

On Your Marks, Go! (CEL 6/SC 2-3)

Once the characters side business and repairs are complete or repairs are underway within the time frame of the 3 hour limit, Guido will sound a siren to announce that it is time for the drivers to report to their mark. The characters will have ten minutes to get to their hauler weighed in and to the start line from the sound of the siren.

About 3 hours after you pick your hauler, slightly before noon, a siren sounds nears the starting line for the race. From a bullhorn, Guido's voice can be heard, "Bison Run teams, this is the last time to weigh in and take your mark at the starting line. In twenty minutes the third annual Bison Run begins with or without you."

Should the characters not be ready with repairs or the loading of their hauler, this is not a problem as they can start the race late. Starting later than the other hauler puts the team out of contention unless they can manage to gain speed somewhere along the way. Deduct the amount of hours (times) hauler speed from the race chart in Appendix D on the first day of the race. The character will hear the Bison Run start as detailed in the text below.

Out of the twenty teams that have signed up to be in the Bison Run, 15 teams get their loaded haulers to the starting mark. Each hauler has a unique flag denoting the team sponsor extended above their hauler. Guido sounds the siren on the bullhorn, "Ladies and Gentlemen, people die in these times, but you have chosen to face death in this 4-day race to Vegas. Keep your wits about you as many danger lay hidden in the sands and follow the dirt road east to find Vegas." Guido motions to the ladies in the bikinis, and they remove a cloth from over a sign showing the road from the Junkyard to Vegas. Guido continues, "Are you READY? Drivers get set... GO!"

With the announcement of the start of the race, the first casualties of the race takes place at the starting line, as a team flying a red flag with a Jolly Roger shoots a rocket launcher into an another hauler while pulling away, sending shrapnel into the haulers on either side.

With the explosion of the hauler, several teams lose control of their herd animals which run off with the hauler in random directions from the explosion. The character driving the player's hauler must succeed on a Drive skill check DC 18 or lose control of the hauler for 10 minutes and two miles.

If the characters follow the road they will not get lost, but they also will not shave any time off of the race. Several teams will go off road on side paths, leaving tracks that can be followed with a Track check DC 10 due to the weight being carried. If the character's team is leading the pack or chooses a direction different then

the other racers, they'll need to make a single Navigate skill check DC 25 (as detailed as a "Long Trip" under the Navigate skill in the EXS) for the duration of race.

This scenario has many elements that can take place, based on the character's action and choices in the race from Los Angeles to Las Vegas. Each option is detailed below as well as the rules of the race and encounters along the way. Ultimately it is up to the players' choices that will determine which encounters take place during the characters trek to Vegas.

Tracking the Race

Ma's Family is cheating and will win first place (see Smokey, the Sandman, and the Bandit below). The characters can only place second or worse based on the circumstances of their picks and the actions they take during the race.

To track the Race, use Appendix E to input the movement speed of the character's team. All of the NPC team's movement rates are already on the tracking log. Each team can move at double their animal's movement rate in miles per day as long as they do not exceed medium encumbrance (a team with Bison [speed 40] can move 80 miles per day). Several options presented before the race can be used to increase the movement of the animals and overland travel.

- Hiring a Tribal guide adds +5 to the overall speed of the animals by utilizing shortcuts between bends in the road (+10 miles per day).
- Giving the Animals Drugs has various effects. Afterburner will add +1 mile for each two doses used to the total miles earned at the end of day and Vigoroids will increase the Strength of the animal (in a camel team case moving their carrying capacity from heavy into medium by using a dose on two camels, increasing the speed back to 50 from 40). Using drugs has the same chance of addition on the animals as it does on humans.
- Pushing the animal beyond their normal movement rate in the day requires a Handle Animal skill check DC 15. The animals can be pushed for a number of hours that the check succeeds the DC. If the check fails, the animals becomes Fatigued; if the check fails by 5 or more, the animals become Exhausted. For each hour the animals are pushed, 5 miles are gained to the total miles earned at the end of the day. Multiple checks can be attempt at a cumulative +10 DC for each check beyond the first. Failure results in the animals collapse and taking 2d4 point of CON damage.
- Stealing or acquiring addition herd animals from other teams and hooking them up to the hauler will add an additional +5 movement bonus per animal to the hauler's speed. For encumbered animals such as camels, one Bison or two extra camels removes the encumbrance.



Image: Craig Petersen
Source: Exodus Survivor's Guide

Attacking another Team

Once the race begins, anything goes as was noted in the descriptive text above. Several of the teams have grudges with other teams, but not with the character's team. It is up to the characters if they which to attack another team that is keeping pace with them. If an attack is initiated, use the following stat blocks for the NPCs and the race tracking log in appendix A for the type of hauler and animals used.

Stan and Kenny (Teamster A and B)

Aggressive 2; Medium Human; HD 2d10+4; hp 19; Mas 14; Init +2; Spd 30 ft.; Defense 15, touch 12, flat-footed 13 (+2 def bonus, +2 Dex, +1 armor); BAB +2; Grap +4; Atk +4 melee (combat knife 1d4+2 19-20 x2) or ranged +6 (Colt 6520 10mm 2d6); SV Fort +5, Ref +2, Will +0; AP 4; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Background: Survivalist

Occupation: Raider

Feats: Archaic Weapon Proficiency, Personal Firearm Proficiency, Power Attack, Simple Weapon Proficiency, Track, and Weapon Focus (Handgun).

Languages: English.

Skills (10): Climb +3, Hide +3, Jump +3, Navigate +1, Spot +2, and Survival +2.

Traits: Bloody Mess, One Hander

Talents: Gunsel

Equipment: Ammunition (10mm – 48 rounds), Beer (2), Colt 6520 10mm, Combat Knife, Leather Jacket, Meat Jerky (4), Metal Canteen, and 25 steel each.

Cartman (Teamster C)

Aggressive 2; Medium Human; HD 2d10+4; hp 19; Mas 14; Init +2; Spd 30 ft.; Defense 16, touch 13, flat-footed 13 (+2 def bonus, +3 Dex, +1 armor); BAB +2; Grap +4; Atk +3 melee (combat knife 1d4+2 19-20 x2) or ranged +6 (Colt Rangemaster .223 2d8); SV Fort +2, Ref +6, Will +0; AP 5; Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Background: Wanderer

Occupation: Raider

Feats: Archaic Weapon Proficiency, Armor Proficiency (light and medium), Personal Firearm Proficiency, Point Blank Shot, Simple Weapon Proficiency, and Weapon Focus (Rifles).

Languages: English.

Skills (10): Climb +3, Hide +2, Navigate +4, Spot +4, and Survival +1.

Traits: Fast Shot, Lucky

Talents: Remain Conscious

Equipment: Ammunition (.223 – 30 rounds), Beer (2), Colt Rangemaster, Combat Knife, Leather Jacket, Meat Jerky (4), Metal Canteen, and 5 steel.

Kyle (Teamster D)

Aggressive 3; Medium Human; HD 3d10+6; hp 27; Mas 14; Init +2; Spd 30 ft.; Defense 19, touch 14, flat-footed 17 (+2 def bonus, +2 Dex, +5 armor); BAB +3; Grap +4; Atk +5 melee (baseball bat 1d6+2) or ranged +6 (2d8); SV Fort +6, Ref +3, Will +1; AP 4; Str 14, Dex 15, Con 14, Int 10, Wis 8, Cha 12.

Background: Wanderer

Occupation: Raider

Feats: Archaic Weapon Proficiency, Armor Proficiency (light and medium), Personal Firearm Proficiency, Point Blank Shot, Simple Weapon Proficiency, and Weapon Focus (Shotgun).

Languages: English.

Skills (10): Climb +3, Drive +3, Hide +2, Navigate +1, Spot +4, and Survival +1.

Traits: Fast Shot, Lucky

Talents: Fast-Talk, Gunsel

Equipment: Afterburner (3), Ammunition (12 gauge – 21 rounds), Beer (6), Baseball Bat, Beretta M3P, Grenade (fragmentation) (2), Meat Jerky (4), Metal Armor Mk II, Metal Canteen, and 115 steel.

Day 1

On the Road

Smokey, the Sandman, and the Bandit (SC 2-3)

After the characters have been on the road for 8 hours, a black Phoenix Freebird and a desert camouflage sand-colored Big Rig Semi Truck will blow by their hauler. Ten minutes later a tan Texas police car will also blow by the hauler, blowing the horn and shouting obscenities at the characters.

After traveling the road nearly until evening, a sound from behind catches your attention. The sound is a low grinding, whistling noise. Looking back towards the sound, a small dust cloud is rapidly approaching. In front of the dust appears a large fast-moving operational truck.

Allow the characters a few rounds to act and then continue:

Within a minute the large truck is upon your location, sounding an air horn as it blow by the hauler. This truck is larger than any you have even seen before and is towing at least a 50 foot trailer behind it on a swivel attachment. The truck is nearly 12 feet tall consisting of various sand colors and containing a large metal grill with a BR emblem on it. The trailer is a foot higher than the truck and consists of the same color pattern.

Allow the characters to act normally for ten minutes and then read the following:

About ten minutes after the truck has passed your hauler, another low wining noise draws your attention behind you. A small black object is moving rapidly toward your location and is being followed by a brown object.

Allow the characters a few rounds to act and then continue:

Within a minute a two-seat fusion black sport's vehicle driven by a man wearing a cowboy hat swerves around the hauler, honking the horn. No more than a hundred feet behind the black vehicle is a brown medium-sized vehicle, with two men in it. This vehicle has a brass star on the side of the doors and the roof-top has been torn off, making it into a convertible. The man driving the police car is talking on a walkie-talkie and is heading right for your hauler! The driver swerves at the last minute, just missing the hauler. The man with the walkie-talkie yells, "Get that piece of crap off the road, you scum bums!"

On the trailer is Ma's Marauders, the team, hauler, and supplies. Ma has hired the help of some infamous wasteland legends, known only as the Bandit and the Sandman, to shuttle her team to 30 miles from Vegas and offload them there, guaranteeing them to win the Bison Run.

The characters can make a Knowledge (street) DC 25 skill check to recognize the Bandit and his partner the Sandman. They can also make a Knowledge (history) DC 10 skill check to recognize the other vehicle as a police car and if they succeed a DC 20 will note that the star is a lone star emblem on the door from the great state of Texas.

If a character has a walkie-talkie and scans the channels for 2 minutes, he'll hear a conversation between the Smokey and the Bandit for about two minutes. If the character interrupts, the Smokey, will say, "Get off this channel son, the grownups are talking." Both will ignore any further character's input, changing the channel if necessary.

Bandit: ... whom do I have the pleasure of talking to?

Smokey: This is Sheriff Rupert P. Justice from the Great State of Texas, in service of the Desert Rangers, you dumb twit.

Bandit: Now, now there's no need for that kind of language, Sheriff.

Smokey: I'll talk any damn way I please, you scum bum.

Bandit: Sheriff, what you doing all the way over here in California?

Smokey: I am chasing a criminal of the highest caliber. He is wanted in five different regions by the Desert Rangers for crimes against humanity.

Bandit: Sounds, like a dangerous criminal, what kind of crimes is this bandit accused of?

Smokey: I just told you, you dumb son of a bitch. He's wanted for crimes against humanity. He's wanted for trafficking slaves, stealing large amounts of ammunition and beer from a Texas depot, transporting illegal substances, and insulting my dear son's integrity, by forcefully bedding his bride the night before the wedding.

Bandit: That guy did all of that? He must have one hell of a bounty on his head.

Smokey: The bounty is not my concern, son. This bastard needs to be brought to justice for the insult incurred upon my family name, by the defilement and kidnapping of my son's bride. By the way, who is this I am talking to? Not too many people have radios, here in the wastelands.

Bandit: Say sheriff, is this guy you're looking for driving a black Freebird and wearing a cowboy hat? If he is, I can see him in my rearview mirror.

Smokey: I'm in hot pursuit behind that sum bitch. What's your location; perhaps you can aid this law officer in the apprehension of the Bandit.

Bandit: See that guy waving that hat in front of you, Sheriff.

Smokey: Oomph... Why, you tick turd! I'm going run your ass into the sand....

The signal breaks up – End of Transmission

Off-road

Should the characters be traveling off-road, they may experience a problem listed under their hauler in Appendix B or load in Appendix C. Navigating the path off-road require a Navigate skill check DC 15 not to get lost. If the characters have a Tribal Guide, add a +5 circumstance bonus to the Navigate roll. Also the roads are bumpy; requiring a Drive check DC 15 skill check. Failure may cause the hauler's load to shift and time to be lost fixing or reloading the supply. If the load has to be fixed, the characters lose 10 miles from the day's total.

If the characters have no problems and succeed in all of the skill checks, they gain a bonus 5 miles for the day's total.

Day 2

Desert Ranger in Need (SC 1-3)

Smokey has crashed his vehicle in the desert while in hot pursuit of the Bandit. He has sent out Junior to flag down some aid.

As the day passes, your hauler has pulled away from most of the competition traveling your route. As your team continues late into the day, a skinny man dressed in a tan uniform some distance in front of the hauler is yelling and waving a cowboy hat.

If the characters stop, the man will explain his situation:

Thanks for stopping; I didn't think anyone would come by. I've been out here waiting for someone to come by this way for four hours. It is sure hot out here. Oh yeah, I forgot, I am supposed to find someone to help Daddy. He crashed the car, and it is upside down. I almost lost my hat. Can you help my Daddy?

If the characters agree to help, Junior will lead them about 3 miles from their location to a side road. The police car is flipped over against a sand dune, with Rupert P. Justice leaning against the vehicle smoking a cigarette.

The brown and tan car that nearly crashed into your hauler the previous day sits upside down next to a sand dune. Leaning against the vehicle is a fat man, wearing a tan Desert Ranger uniform with a sheriff's star. The fat man speaks when he see Junior, "Bout damn time you found some help, you dumb twit. You know how long you've been gone?" Junior responds, "But Daddy..." the fat man interrupts, "But Daddy, but Daddy... Is that all you can ever say, you dimwit? It's a good thing your mama's dead, cause if she wasn't I would go home and kick her in the ass. There ain't no way you come from my loins."

Noticing your presence, the fat man introduces himself, "Sorry that you had to see that exchange of words between me and my boy Junior there. I am Rupert P. Justice, from the Great State of Texas, in the service of the Desert Rangers. I have been in hot pursuit of the Bandit, a criminal of the highest caliber, wanted in five regions for crimes against humanity. I almost had the bandit cornered, when he side-swiped me off the road, resulting in what you see here. You boys are going to help me out, right?"

If the characters refuse to help the Desert Ranger he'll attempt to commandeer their hauler, using deadly force if necessary. Rupert is a crack shot, and will use targeted shots to disarm the characters weapons in a display meant to intimidate the characters. If the characters want to fight Rupert, Rupert will tell them to be on their way. If they insist on fighting use the limit stat block below, and have Rupert wound the characters until they flee or decide to help. Do not kill the characters, and the characters cannot kill Rupert, nor can they get the police car.

If the characters agree to help Rupert, the vehicle will need to be flipped over and then the air intake will need to be cleansed. Flipping the car requires a combined strength of 35. If the animals from the haulers are used, the characters will lose 5 miles for the day, taking the time to unhook the harness, rig the animals to the

vehicle to flip it, and re-hook the animals back to the hauler. The sheriff will attempt to start the vehicle but it will only sputter. Cleaning the intake requires a Knowledge (technology) DC 15 skill check or a hands-on Repair DC 25 skill check to find the problem. To clean the intake, it has to be removed, cleansed, and put back in. Once the vehicle is fixed, the sheriff will take down the characters names in his notebook.

If the characters cannot fix the vehicle, Rupert will commandeer the hauler in the name of the Desert Rangers, and tow the vehicle to the Fork and Pork Roadhouse. Rupert will attempt to use diplomacy to convince the characters that it is in their best interest to tow his vehicle to the Fork and Pork, this will cause the characters to lose 15 miles for the day.

Sheriff Rupert P. Justice

Aggressive 3/ Desert Ranger 10
Human Male; hp 118; Defense 23 (PDR 3);
Atk +18/+12/+6 ranged (Desert Eagle .50) 2d12.
Personality: Arrogant, Rude, and Southern accent

Junior Justice

Aggressive 3/ Desert Ranger 4
Human Male; hp 60; Defense 19
Personality: Idiotic, Timid and Southern accent

The characters can earn one of the following reputations from their interaction with the Desert Ranger, Repair the vehicle. (+3 fame in Desert Ranger)

Give the Smokey a ride to the Fork and Pork. (+1 fame in Desert Ranger)

Let the Smokey commandeer the hauler without resistance. (+3 fame in Desert Ranger)

Refuse to help the Smokey (+2 infamy in Desert Ranger)

The Fork and Pork (CEL 5/SC 1-2)

If the characters are following the dirt road from LA to Vegas they'll pass the Fork and Pork roadhouse owned by the Bordello's. The Fork and Pork is a popular stop for supplies and a quick drink for merchants traveling to and from the Junkyard and locales east.

Following the road to Vegas, a double storey wooden structure in the style of a ranch house appears by the side of the road. A particular herd-animal smell emanates from it. A rotating sign has an image of a fork sticking into a hog, stating beneath the image "Fork and Pork Roadhouse".

Several haulers with herd animals are parked in front of the Roadhouse, including two race opponents by the looks of their loads, as well as six motorcycles. Each motorcycle has a black widow design painted on the frame. A mobile mechanical turret that resembles a sidecar patrols a perimeter around the cycles.

Behind the roadhouse come the sounds of squealing and snorting which mix with those of music and talking coming from inside.

Outside the Fork and Pork

Outside the Fork and Pork are several haulers, two of which are among the leaders of the race carrying supplies. They have stopped to get some chow. Also at the roadhouse are several members of the Black Widow's biker gang motorcycles and their mobile protection robot. Finally there is the pigpen behind the roadhouse; the source of the smell.

The two race haulers are Reggie's Runners and Vermilion's Wrath.

- ☛ Reggie's Runners are an independent team of racers from Reno, sponsored by the Crimson Blood Trading Company or Fresco Waters. They are racing two bovine with a flatbed trailer carrying 12 ft. long by 1 ft. diameter steel I-beams and 8ft. long 2x4 wooden beams. The load is tied down with rope and two loading straps.

If they choose, characters can sabotage this load in several ways. The easiest way is to loosen the ropes or undo the loading straps creating an unbalanced load that will fall off the flatbed somewhere down the road. If the ropes and straps are cut the crew will notice and fix the load before leaving. The characters can also poison the bison with drugs or poison with a successful Handle Animal check DC 10 to get the animal to take the poison. The hauler itself can be sabotaged by loosening the lugs on up to four wheels with a Repair check DC 10, by damaging the two axles to reduce speed with a Repair check DC 20, or by

dealing 18 points of damage to each axle (Hardness of 5). The caravan rig to hook up the bison can also be damaged by loosening the rig at the flatbed with a Repair check DC 15 or 10 points of damage. If the rig is damaged anywhere else, the crew will notice and fix the problems before departing.

Finally the character's can attempt to steal the animals from the hauler. This requires stealth and a little luck. The character will need to succeed at the following skill checks in order to steal the animals: Hide DC 15, Move Silently DC 10, and Handle Animal DC 15. If all of the checks succeed, the character can unhook the animals and lead them away without being noticed. If one of the checks fails, the characters are noticed and the opposing team come outs and attacks the characters. Use the stats in the 'Attacking a Team' under Bison Run.

- ☉ Vermillion's Wrath is sponsored by Vermilion Khan, the leader of the Khan family from Vegas. They are racing an army supply truck pulled by camels. The supply truck is carrying metal and wooden doors, stacked 4 rows deep 30 high, with wooden supports pinning them together from shifting.

Characters can sabotage this load in several ways as well; however it is slightly more difficult than with the Runner. The characters can poison the camels with drugs or poison with a successful Handle Animal check DC 15 to get the animal to take the poison. The hauler itself can be sabotaged by loosening the lugs on up to all six wheels with a Repair check DC 10 or by damaging the two axles to reduce speed with a Repair check DC 20 or by dealing 18 points of damage to each axle (Hardness of 5). The lift gate on the back of the truck can be rigged to fall off with a Repair check DC 18 by loosening the lift arms; however the load is secure with or without the wooden supports. The caravan rig to hook up the bison can also be damaged by loosening the rig at the flatbed with a Repair check DC 18 or 15 points of damage. If the rig is damaged anywhere else, the crew will notice and fix before departing.

Finally the character's can attempt to steal the animals from the hauler. This requires stealth and a little luck. The character will need to succeed the following skill checks in order to steal the animals: Hide DC 15, Move Silently DC 10, and Handle Animal DC 15. If all of the checks succeed, the character can unhook the animals and lead them away without being noticed. If one of the checks fails, the characters are noticed and the team come outs and attacks the characters. Use the stats in the 'Attacking a Team' under Bison Run.

The six motorcycles are Voltage Crossbolts and display the symbol of a black widow on the fusion tank of each. A motorized sidecar with a turret mounted on top slowly circles the bikes. If the characters come within 10 ft. of any bike the sidecar will move toward the character and the turret will turn towards them and start spinning. It will then state in a computerized voice in both English and Spanish simultaneously: "Stand back; you have armed the Black Widow theft protection computerized assault system. You have 5 seconds to move back, or you're hamburger." If the characters fail to heed the warning, the turret will fire a burst in a 10x10 ft. area doing 5d10 points of damage. Also if the Turret comes under attack it will fire on the source.

The Pigpen contains 30 hogs fenced in a 60x30 ft. pen behind the Roadhouse. A door from the Roadhouse enters into the pen as well as a gate on the outside of the pen. The gate is chained shut with a lock (Disable Device (open locks) DC 18 to open the lock). The hogs are feasting on two naked male bodies, both riddled with bullet holes.

Inside the Fork and Pork

The fork and pork is an eatery and a brothel. Women line the staircase going to the second floor, while the first floor contains a bar and restaurant. Everything is fine unless the characters start trouble by talking to the black widows, if so a fight breaks out between the black widows and the characters.

Entering the Fork and Pork Roadhouse, reveals an energetic atmosphere. In the common room sits twenty small tables with a variety of men and women living it up. A bar dominates the back wall and sits under a balcony which a staircase leads to. Sitting at the bar are six men, all dressed in leather jackets with a black spider embroidered on the back and wearing black spiked helmets. One of these men is much larger than the others, and carries a large caliber machine gun.

On the staircase leading to the second floor of the roadhouse is a line of scantily dressed woman, displaying their wares. A Mutant dressed in a suit stands at the bottom of the staircase. Behind the bar a *Ghul* slings drinks and food to waitresses who serve the paying customers at the bar and tables in the common room.

Characters may have several goals, based on their sponsor, which can be accomplished here. They may also grab some grub (Kitchen Meal of Pork and Cactus) and some quickie entertainment from the ladies.

Two teams, Reggie's Runners and Vermillion's Wrath, have stopped here for some quick entertainment with the ladies and to grab some chow. Reggie's Runners (either Crimson Caravan or Fresco Waters) are eating chow at one table when the characters enter the roadhouse. Vermillion Khan's nephew, Chauka Khan, is leading the Vermillion's Wrath team and will be having a bite to eat upon the characters entrance while his crew is having visitation with some of the ladies upstairs. If a character inquires with the Bartender, he will direct the character to the party he is looking for.

If the characters are looking for a representative of the Bordello they will be directed to the Mutant. The Mutant, George, is hired muscle to collect money for visitation rights to see the ladies (See Entertainment in the EXS) and acts as their personal protector. George is also a representative for packages and messages for the Bordello family.

Should the character inquire about the motorcycles outside the biggest biker (Big Jim), will look at the characters and then use a head motion towards his boys. The Black Widows will all stand up (except Big Jim) and turn around with various hand to hand weapons. If the characters do not back down, the Black Widow will engage the characters in melee combat for three rounds at which point Big Jim stands up. This signals the rest of the Bikers to back up to the bar. If a character pulls a gun, then the Black widows will pull their guns, and Big Jim will stand up at that point after the first round is shot. When Big Jim stands up, if no gunplay is imminent, he'll grab his M60 LMG 7.62 and make another head motion to his boys, whom then begin to leave. Big Jim will stop by the most charismatic human male among the characters and say, "What's your name, boy?" After the character responds, Big Jim and the Black Widows will leave the Roadhouse, get on their cycles and ride away.

The character leaving his "Real" name with Big Jim, will gain +1% Fame in the Black Widows Biker Gang.

The Black Widows (5 Bikers)

Aggressive 3; Medium Human; HD 3d10+6; hp 26; Mas 14; Init +2; Spd 30 ft.; Defense 15, touch 12, flat-footed 13 (+2 def bonus, +2 Dex, +1 armor); BAB +3; Grap +5; Atk +5 melee (combat knife 1d4+2 19-20 x2) or ranged +7 (Colt 6520 10mm 2d6); SV Fort +6, Ref +2, Will +0; AP 4; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Background: Survivalist

Occupation: Raider

Feats: Archaic Weapon Proficiency, Personal Firearm Proficiency, Power Attack, Simple Weapon Proficiency, Track, and Weapon Focus (Handgun).

Languages: English.

Skills (10): Climb +3, Gamble +1, Hide +3, Intimidate +1, Jump +3, Navigate +1, Spot +1, and Survival +1.

Traits: Fast Shot, One Hander

Talents: Gunslinger and Melee Smash

All Biker's Equipment: Ammunition (10mm – 48 rounds), Beer (2), Binoculars, Colt 6520 10mm, Deck of Cards, HtH Weapon (see below), Leather Jacket, Meat Jerky (4), Metal Canteen, and 25 coin each.

A Equipment: Baseball Bat.

B Equipment: Crowbar.

C Equipment: Lead Pipe.

D Equipment: Combat Knife.

E Equipment: Spiked Knuckles.

Should the character accomplish their sponsor's goal they will earn +1% fame in the sponsor's organization.

Day 3

On the Road (SC 2)

Ma's Marauders have departed the Sandman's Trailer about 30 miles south of Vegas and returned to the road. Once on the road again, Ma's boys have dropped several landmines on the road. The landmines are spread across 6 miles of the road and are covered with small piles of sand. If the characters are on the road when they get within thirty miles of Vegas, allow characters riding on the front of the Vehicle a Spot check DC 20 to notice the small lumps of sand sticking out of the sand packed road. The characters will gain a +2

circumstance bonus to the Spot check if they hired a Tribal guide. Seeing that the Land Mines are randomly place over six miles, there is only a 25% chance that the character's hauler will run over a land mine.

Land Mine (6)

Mechanical trap; weight trigger (20 lb); Reflex DC 20 (half damage); damage 4d12 direct, 4d6 in 15ft radius; Search (DC 18); Disable Device (DC 18).

If the characters are not in second place, have any other team that is ahead of them, run into one of the land mines, disabling the hauler with structural damage and killing the animals. This should tip off the characters to get off the road, or pay more attention to the road. If the characters reduce their speed to ½ movement for at least the six miles, they gain a +4 circumstance bonus to Spot the mines.

Offroad

Should the characters be traveling off-road, they may experience a problem as listed under their hauler in Appendix B or load in Appendix C. Navigating the path off-road require a Navigate skill check DC 15 not to get lost. If the characters have a Tribal Guide, add a +5 circumstance bonus to the Navigate roll. Also the roads are bumping requiring a Drive check DC 15 skill check. Failure may cause the hauler's load to shift.

If the characters have no problems and succeed at all of the skill checks, they gain a bonus 5 miles for the day's total.

Vegas

On the horizon the characters will see a massive green arm extending a torch into the air. As the hauler moves closer the statue of the arm begins to dominate the skyline. The statue is surrounded by a mountain of rubble with a golden four point peak emerging in the middle. In front of the mountain a town has been erected in the shell of buildings that have been largely restored to make a large strip, with several businesses on either side, ending out of the rubble mountain. Several glowing and flashing signs are attached to the front of some businesses but are still too far from your location to discern. Off to the left of the strip a row of motorized fusion type vehicles sit in front of a garage inside of a chain-link fence. Just in front of the strip is a large pen, with a wooden sign painted, "Bison Run" with an arrow pointing into the pen.

When the characters arrive with their hauler, load, and animals, the load will be taken off of the hauler and weighed. If the weight of the material is less than 2000 lbs., the characters will be penalized 5 minutes plus 1 mile for every 10 lbs. of material missing. This may cause the characters to place differently.

If the characters have everything in order, they will gain a +3% fame in the Vegas Mafia category. Else they gain a +1% fame for completing the race.

Once the total time has been determined for all finishing teams, the characters will be notified as what place they finished in. Once they have been notified, go to that conclusion below.

Conclusion

Finished the Race 2nd through 5th Place

After being weighed in, your team has been informed that you have placed in the top 5 teams to finish, but not in first place, and will be rewarded with your prize in a ceremony in the evening to celebrate the end of the third annual Bison Run.

Six teams total finished the race during the fourth day, and are invited to enjoy a feast for participation in the race at the Culture Club. After the feast has been completed, Lady Beatrice Page from Lady Godiva's Pleasure Palace and Museum passes out the rewards and favors vouchers to the top five finishers. Ma's Marauder's have placed first, followed by list the other 4 teams in order that they finished. Once the rewards have been handed out, the Vegas family heads leave the club, with entourage in tow, leaving everyone else to the remaining grub and drink.

Finished the Race after 5th Place

After being weighed in, your team has been informed that you have not placed in the top 5 teams to finish, however you are required to attend the celebration feast this evening.

Six teams total finished the race during the fourth day and are invited to enjoy a feast for participation in the race at the Culture Club. After the feast has been completed, Lady Beatrice Page from Lady Godiva's Pleasure Palace and Museum passes out the rewards and favors vouchers to the top five finishers. Ma's Marauder's have placed first, followed by *list the other 4 teams in order that they finished*. Once the rewards have been handed out, the Vegas family heads leave the club, with their entourage in tow, leaving everyone else to the remaining grub and drink.

Did not Finish the Race

Unfortunately the characters failed to finish the race. A Vegas family search party finds them on the fifth day after the race started, recovering the load and taking the characters to Vegas. The characters gain a +1% Infamy in the Vegas Mafia category for failing to complete the race.

The End...

Experience

Experience is divided into three categories, combat, skill, and role-playing as denoted below. First determine the character's APL as it will be important to calculate Combat XP. Second add all XP earned together and divided by the number of characters to get each character's earned XP. Record their earned XP upon their OPS Certificate Log.

Average Party Level (APL): To determine APL, add together all of the player character levels including any animal's CR (that is not an Advanced Class feature) or NPCs that are aiding the characters, and divide by the number of characters, assisting creatures, and NPC to determine the APL of the group. APL plays a factor in the number of Creature XP earned, and represents the challenge presented by the group.

CEL (Combat Encounter Level)

Combat XP = CEL (plus/minus difference of APL) times total HP of the creatures or NPCs. If the APL is under the CEL add the difference to the CEL then times the total HP to determine EXP earned. If the APL is over the CEL subtract the difference to the CEL then times the total HP to determine EXP earned.

SC (Skill Challenge)

Skill XP = 250 times SC

RP (Role-Playing)

Conclusion Reward

Experience		EXP Earned
Combat (CEL)	Achievements	
Attacking another Team	Defeat a Bison Run team	6 (+/- APL) x 84
Fork and Pork (The Black Widows)	Lasting 3 rounds against the Black Widows	5 (+/- APL) x 130
Skill Challenge (SC)		
The Bison Run	Improving hauler choice (various skills)	125
Side Business	Gathering Information on the Bison Run (gather information)	0 - 500
On Your Marks, GO!	Controlling Animals (drive)	250
On Your Marks, GO!	Navigating a successful Route to Vegas	750
Day 1	Identify the various vehicles and legendary drivers (knowledge: history/street)	500
Day 2	Flipping the Sheriff's Vehicle up right (strength)	500
Day 2	Repairing the Sheriff's Vehicle (knowledge: technology and repair)	750
Fork and Pork	Sabotaging an opponent's animal or hauler (various skills)	250 - 500
Day 3	Spotting and disabling Land Mines	500
Role Playing (RP)		
Introduction	Selecting a sponsor and interacting with them	50
The Bison Run	Selecting animals, hauler, and load	250
Side Business	Interacting with one or more of the merchants	50
Fork and Pork	Interacting with two or more of patrons of the Roadhouse	100
Conclusion: 2 nd - 5 th place	Placing 2 nd to 5 th in the Bison Run	1000
Conclusion: 6 th place	Placing 6 th or higher in the Bison Run	250
Divide by the number of players for each player's total EXP		
Time Units Spent: The # of day spent in the adventure (min. 4 / max. 30)		

Reputation

Reputation is gained through the actions of the characters a group or a single character during the scenario. Each character earns either fame or infamy in the Reputation category as defined by the actions listed below. Record all of the results on the Scenario Log.

Day 2: Repairing the Smokey's vehicle. (+3 fame in Desert Ranger)

Day 2: Giving the Smokey a ride to the Fork and Pork. (+1 fame in Desert Ranger)

Day 2: Letting the Smokey commandeer the hauler without resistance. (+3 fame in Desert Ranger)

Day 2: Refusing to help the Smokey (+2 infamy in Desert Ranger)

Pork and Fork Roadhouse: Brawling with the Black Widows and giving Real Name (+1% Fame in the Black Widows Biker Gang)

Pork and Fork Roadhouse: Completion of special sponsor objective (+1 fame in organization)

Conclusion: Completing the Bison Run with everything in order (+3% fame in Vegas Mafia)

Conclusion: Completing the Bison Run (+1% fame in Vegas Mafia)

Conclusion: Failing to complete the race. (+1% Infamy in Vegas Mafia)

Treasure

To determine the amount of treasure (loot and coin) that a character earns, consult the results below for items and add up the coin earned from the encounters in which the character participated. A chart of potential coin earned is included below for quick reference. Allow the players to determine the items that they are keeping and those they are selling. Only one player can attain items with a quantity of (1), and it is up to the players to determine who gets the item without in-character fighting. A common method to determine who gets a disputed item is a dice roll off; or one of the characters adding the sell value to the coin earn that is split amongst the other characters. Selling items is broken up into three categories below with a base sell price (1/2 cost) and two barter categories (5% and 10%).

All Rare, Very Rare, and Unique scarcity items are no longer listed on the certificate. These items are entered under the acquired items, just as acquiring normal scarcity items unless otherwise noted by the treasure entry.

Encounter	Maximum Attainable Coin
Attacking a Team	170 Steel
Conclusion (Finishing the Race 2 nd – 5 th place)	Up to 2000 Steel

Equipment	Sell Value (individual)	Sell Value (total)	Barter DC 25	Barter DC 30
10mm Ammunition (96 rounds)	2	192	+5%	+10%
12 gauge Ammunition (21 rounds)	5.5	115.5		
.223 Ammunition (30 rounds)	2	60		
Afterburner (3)	75	225		
Baseball Bat		22.5		
Beer (12)	.5	6		
Beretta M3P		1125		
Colt 6520 10mm (2)	125	250		
Colt Rangemaster		500		
Combat Knife (3)	82.5	247.5		
Grenade (Fragmentation) (2)	150	300		
Landmine (6)	625	3750		
Leather Jacket (3)	125	375		
Meat Jerky (16)	2.5	40		
Metal Armor MK II		950		
Metal Canteen (4)	12.5	50		
Total	---	8208.5	8618.92	9029.35

Certificate Entries

Armament Nation Upgrades and Weapons of Destruction: You have earned a voucher endorsed by the Vegas Families good for the purchase of one weapon or armor upgrade (as detailed in Upgrades and Modifications in the EXS) or a Rare weapon, field gear item, or light to medium armor up to a value of 5000 steel or less from Armament Nation in Vegas. This service can only be redeemed once, and only when in Vegas. Note the item purchased on your current *OPS* log (if different than here) and strikethrough this service when cashed-in.

Rare Items
Landmine (6)

Appendix A: Animal Choices

The characters have two choices in picking animals to pull their hauler, bison's and camels. Since the haulers are designed to fit two herd animals, double the carrying capacity of the animals. The herd animals pulling a hauler can move at double their speed per day in miles and do not suffer a speed lost at Medium Load.

☉ **Bison (2 Large Animals)**

CR 2; HD 5d8+15; hp 37; Mas 16; Init +0; Spd 40ft.; Defense 13, touch 9, flat-footed 13 (-1 size, +4 natural); BAB +3; Grap +13; Atk +8 melee (gore 1d8+9); FS 10ft. by 10ft.; Reach 5 ft.; SV Fort +7, Ref +4, Will +1; AP 0; Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4.

Feats: Alertness, Endurance.

Skills (8): Listen +7, Spot +5.

These herd animals can be aggressive when protecting young and during the mating season, but they generally prefer flight to fighting. A bison stands more than 6 feet tall at the shoulder and is 9 to 12 feet long. It weighs 1,800 to 2,400 pounds.

Carrying Capacity: A light load for a bison is up to 519 pounds; a medium load, 520–1038 pounds; and a heavy load, 1039–1560 pounds. A bison can drag 7,800 pounds.

Combat

Stampede (Ex): A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd (Reflex DC 18 half). The save DC is Strength-based.

Wasteland Care: A bison needs 4 gallons of water and 1 pound of feed (or 4 hours of grazing) each day in order to survive desert climate. Failure to meet these requirement results in the Bison starving (see the Starvation rules in the EXS) and a reduction in speed by 10.

☉ **One Humped Camels (3 Large Animals)**

CR 1; HD 3d8+9; hp 19; Mas 14; Init +3; Spd 50ft.; Defense 13, touch 9, flat-footed 13 (-1 size, +3 Dex, +1 natural); BAB +2; Grap +10; Atk +0 bite (1d4+2); FS 10ft. by 10ft.; Reach 5 ft.; SV Fort +5, Ref +6, Will +1; AP 0; Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4.

Feats: Alertness, Endurance.

Skills (8): Listen +5, Spot +5.

Special Qualities: Low-light vision, scent.

Camels are known for their ability to travel long distances without food or water.

Carrying Capacity: A light load for a camel is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A camel can drag 4,500 pounds.

Combat

*A camel's bite is treated as a secondary attack and adds only half the camel's Strength bonus to the damage roll.

Wasteland Care: A camels needs 1 gallon of water and 1 pound of feed (or 4 hours of grazing) each week in order to survive desert climate. Failure to meet these requirement results in the Camel starving (see the Starvation rules in the EXS) and a reduction in speed by 10.

Appendix B: Hauler Choices

The characters have a choice between the following haulers to pick when their lot is drawn. Give them the following description of each hauler:

Hauler 1 (DNE HD Ram Pickup Bed)

This faded red hauler is an old Dodge-N-Evade Heavy Duty Ram Pickup bed with two thick 4x4 wooden beams embedded into the bed's frame for easy Bovine mounting.

Problems: This hauler has a bent axle which reduces the speed of the hauler by 5. The axle can be straightened with a Repair check DC 18 and two hours of work.

Off-Road: If the axle is not fixed and the characters go off-road, all Drive skill checks increase by 5 and the supply load may shift, depending on the load type.

Stats: Crew (3); Hardness 8, HP 80.

Hauler 2 (Roadmaster Trunk)

This rusted grey hauler is an old Roadmaster series IV trunk including the backseat (for a little love making). Two rusted 2x4 metal I-beams are embedded into the frame for easy Bovine mounting.

Problems: This hauler has some serious rust and has many weak spots. If more than 500 pounds is placed in the truck, the trunk floor will collapse spilling the contents onto the ground. The trunk can be reinforced with plywood or sheets of metal and requires a Repair check DC 10 and one hour of work.

Off-Road: Do to the extensive rust, should the characters travel off-road, every 50 miles of off-road travel, something crucial breaks disabling the hauler, requiring a DC 15 skill check and 1d4 hours to repair.

Stats: Crew (3); Hardness 3, HP 50

Hauler 3 (Cargo Van)

This is an old dusty white AVM Windburst Cargo Van. The cargo van is completely intact, except the engine and transmission which has been removed.

Problems: This cargo van has not been fitted with Bovine hauling harness beams. Harness beams can be added with wooden or metal beams and a Craft (engineering) check DC 12. Additionally there are no doors on the back of the van to prevent the load from sliding out.

Off-Road: This vehicle is sound and does not have any issues off-road unless the characters fail to place a make shift door on the back of the van. In this case the load may slide out the back.

Stats: Crew (5); Hardness 5, HP 110

Hauler 4 (Marauder Trailer)

This hauler is a flatbed Marauder Trailer. The trailer is structurally intact and has one harness beam for Bovine hauling.

Problems: This hauler has two problems, one it has no sides to hold overflowing material and two, there is no room for the crew on the trailer. Sides can be made and attached with a Repair check DC 5 or the characters can attempt to tie down the load with ropes.

Off-Road: If the trailer is taken off-road, the load may fall off of the trailer.

Stats: Crew (0); Hardness 5, HP 35; Speed +10.

Hauler 5 (M-53 Cargo Truck)

This rusted camouflage desert-colored hauler is an old double-axle military cargo truck complete with cab. The front of the vehicle has been torn or blown away up to the firewall of the cab. A large steel I-beam is mounted to the middle of the frame of the cab and cargo bed for two Bovine to pull side by side.

Problems: This hauler is heavy duty; emphasis on the heavy. The hauler adds an addition +800 pound of weight onto the load and may move the animals into the next carrying capacity category.

Off-Road: If this hauler is taken off-road, the hauler may sink into the sand.

Stats: Crew (4); Hardness 8, HP 150; Speed -10.

Appendix C: Supply Load Choices

The characters have a choice between the following supply loads to pick when their lot is drawn. Give them the description of each load and retain the loading information and travel problems to yourself.

Load 1 (Bricks)

This pile of bricks is the typical old-style red bricks found in home construction from the 1940s. Each brick weighs four pounds meaning that there are 500 bricks in your pile.

Loading: If the bricks are stacked neatly; 400 of the bricks will fit into a 5 foot square and the other 100 will fit into 1.25x5 foot space. Of course they can simply be tossed into a hauler at which point they take up to 4 times the space they would if stacked. To determine loading time take the average of the character's STR that are loading the hauler and increase it by 50% (x .5) and consult the Carry Capacity table in Chapter Four of the EXS. The combined characters can load their hauler at a rate of their maximum light load capacity per 10 minutes stacking bricks or 1 minute tossing bricks into the hauler.

Travel Problems: If the bricks are not packed tight, the load could shift or fall out if there are no doors or sides to pin them together.

Load 2 (Telephone and Light Poles)

These piles of steel and wooden poles are 20 feet long, 2 feet in diameter, and weigh 250 lbs. each.

Loading: Loading the poles is simple but requires at least two characters to lift and move the poles.

Travel Problems: If the poles are not tied down with a Use Rope skill check DC 20, they will come loose and snap if the characters go off-road.

Load 3 (Cinder Blocks)

This pile of cinder blocks consists of several colored blocks. Each block is 8 in. tall and wide and 16 in. long, weighing 10 lbs. each. There are 200 blocks in the pile.

Loading: Cinder blocks are similar to the bricks listing above in methods of loading.

Travel Problems: If the blocks are not packed tight, the load will shift to one side of the hauler or fall out if there is are no doors or sides to pin them together.

Load 4 (Refined Metal sheets and Drywall)

This pile consists of 25 flat metal sheets and salvaged drywall. Each sheet is about 1 in thick, 4ft wide, and 8 ft long and weigh 80lbs each.

Loading: These sheets are easy to load, if stacked upon each other, or place vertically.

Travel Problems: If the characters go off-road and do not interlace the drywall and metal sheets, the 1d4 pieces of drywall will crack for every 50 miles traveled off-road.

Load 5 (Vehicle and Electronic Parts)

Four large trunks are filled with various parts salvaged from junked vehicles and electronic devices. Each trunk is locked, requiring a DC 40 to open, and has a plastic explosive device inside that will detonate when the trunk is open if not first disarmed. Disarming the explosive requires a Demolitions check DC 35. If the plastic explosive detonates in any case the other cases will chain react dealing a total of 5d8 times 4 to the radius of the explosion.

Loading: These 500 lbs. trunks take up a 2.5 by 2.5 space each.

Travel Problems: If driving off-road the explosive device may detonate if the characters fail a Drive skill check by more than 5.

Appendix D: Tracking the Race

Use the following chart to track the progression of each competing team per day against the character's team. The race is 380 miles from LA to Vegas. The team that reaches 380 miles first is the winner, followed by the 4 runners-up to place for a prize. The characters cannot win first prize, as the race is rigged, but can place 2nd or worse.

To track the progress of the each day's total movement, double the speed of the character's team to reflect overland travel and then add in the variables from the option that are presented in "Tracking the Race" and other encounters.

Remove the team the characters are sponsored by on the table below.

Racer Team	Animal	Hauler	Load	Speed	Path	Day 1	Notes	Day 2	Notes	Day 3	Notes	Day 4	Final
Ma's Marauders	Drugged Camels	Ambulance	Parts	50	Offroad	150	Cheat	300	Cheat	400	Cheat	500	1st
NEMO SOD	Camels	Supply Truck	Parts	30	Road	60	Push	160	Dead				
Crimson Blood	Bison w/Guide	Flatbed Trailer	Poles	55	Road	110		220	P&F	300		410	
Fresco Waters	Bison w/Guide	Flatbed Trailer	Poles	55	Road	110		220	P&F	300		410	
Children of the Apocalypse	Mutated Bison	Cargo Van	Bricks	45	Road	90		180		270	Disabled		
Dr. Wang Chung	Bison	Pick Up Truck Bed	Wood Sheets	40	Offroad	80	Using Drugs	170	Using Drugs	260		320	
Bordello's Bandits	Mutated Bison	EMS Truck	Parts	45	Offroad	90		180	Push	290		380	
Slaver's Dozens	Bison	Trailer	Poles	50	Offroad	80	Broken Axle						
Vermillions Wrath	Drugged Bison w/guide	Pick Up Truck Bed	Doors	50	Road	90		180		270		360	
Carlito Wayfarers	Bison	Flatbed Trailer	Wooden Beams	50	Road	100		200		300		380	
Gambini's Gamblers	Bison	Cargo Van	Cinder Blocks	40	Offroad	80	Using Drugs	170	Using Drugs	250	Overdosed Animals		
Godiva's Devils	Drugged Camels	Flatbed Trailer	Parts	50	Offroad	100		200	Lost	250	Lost	300	
Kruger's Killers	Mutated Bison	Roadmaster Trunk	Drywall	45	Road	80		160		240	Disabled		
The Renegades	Bison	Pick Up Truck Bed	Wooden Beams	40	Road	80	Dead						
Player's Team													

The Third Annual Bison Race

will take place on (insert date) starting at high Noon at the east gates of the Junkyard. The race is a 4 day race of skill and chance against determined opponents and the elements to deliver a load of 2000 lbs. of supplies to Vegas. All teams must register at least 4 hours before the race begins. Entrees are picked on a random basis to select a team of beasts of burden, a hauler, and supply load.

Rules:

Teams must consist of at least four sentient members at registration.

All teams must provide their own provisions and armaments. Animal feed and water for the beasts are provided.

Prizes:

1st Place: 3000 steel plus an all expense trip for the surviving team members to Godiva's brothel and museum in Vegas, as well as access to Armament Nation Upgrades and Weapons of Destruction.

2nd Place: 2000 steel and access to Armament Nation Upgrades and Weapons of Destruction.

3rd Place: 2000 steel.

4th Place: 1000 steel.

5th Place: 500 steel.

Photo by Nick Parrino
Courtesy of the United States. Office of War Information.
Overseas Picture Division. Washington Division; 1944.
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Player's Map

