



THE ROLEPLAYING GAME

TELL STORIES OF SURVIVAL IN THE POST-ATOMIC SETTING

WASTELAND LOCALES

MAP
PACK

2



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FALLOUT MAP PACK 2: WASTELAND LOCALES

SEARCH AND SCAVENGE

Pre-war America was filled with towns and cities up and down the nation, each street lined with comfortable homes and welcoming shops for its citizens. Gas stations provided rest stops and vital refueling points for weary travelers on long road trips, while other garages, sheds, or warehouses dotted the country's highways and byways. Red Rocket was one of the most recognizable brands to greet motorists, with their iconic red rocket flying above many forecourts, and inviting folks to take a rest there. Drumlin diners welcomed hungry customers 24 hours a day, with hot coffee and a home cooked meal!

Since the bombs fell, these places have become havens of survivors eager to pick clean the rusting architecture of any valuables inside. Shops and diners provide food, drink, medicine, chems, and weaponry to lucky scavengers, while garages, gas stations, warehouses and other industrial sheds may yet still have some salvageable equipment to help a settlement or benefit a wasteland mechanic. Some folks set up shop, like their pre-war predecessors did, feeding those that can pay, trading goods they find, or helping those in need. Whole settlements can start up from just a single one of these pre-war establishments, centered around rest stops, utilities, or even set up brand new homesteads with the salvaged materials of a ruin nearby. But be warned, those inhabitants may not be friendly, and creatures of all shapes and mutations make nests of many of these buildings, favoring their protection rather than the elements of the outdoors; raiders set up hideouts and outposts, taking what they want from peaceful wanderers and settlers rather than trading or scavenging.

WHAT'S IN THIS MAP PACK?

This map pack includes poster maps of eight roadside locations found across the wasteland. You can use these maps for your tabletop roleplaying sessions using *Fallout: The Roleplaying Game* or miniature wargames with *Fallout: Wasteland Warfare*. The pack also includes a companion booklet that contains scavenging location details and information used in *Fallout: The Roleplaying Game* and its supplementary *Gamemaster's Toolkit*.

The booklet contains short scenarios and encounters for each corresponding map that can be run individually or as a full-fledged quest. Each location highlights obstacles and threats, loot tables for scavenging, and any relevant NPC stat blocks. Use what you like and adapt anything else to suit your game group. Happy scavenging!





LEVEL 2 – SIMPLE

“Red Rockets are a regular sight across the Wasteland, the ever-familiar tip of the rocket jutting up across the horizon, offering a semblance of familiarity no matter where you are. Most Red Rockets share the same layout, with a main building containing service rooms, a forecourt outside featuring ancient coolant pumps (long since dry), and useful or useless debris all over. They are popular as hideouts, treasure troves, ambush sites, and anything else your mind can come up with. One thing is always certain: when you come across a Red Rocket, anything can happen.”

This Red Rocket service station is tucked into a bend in an old country road. It's a small part of the corporate chain that stretches across the wasteland, with a small main building and a tiny forecourt. Cars rust away across the place. A smaller, intact car on the road has been partially taken apart, with tools still on the blue chassis and various parts carefully placed down on the asphalt.

The station itself has three rooms. An open garage door faces the road, with a workshop inside. An armor workstation at its center, with weapon and armor workbenches along the opposite walls, with a **hunting rifle** quietly waiting on one of the benches. Beyond the garage lies a convenience store, picked clean in the years after the War. A cash register bolted to the counter is the only furniture left. Someone tried to pry it open recently, judging by the hammer and screwdriver next to it.

The last room is an office with signs of life: There's a sleeping bag on the floor, next to a suitcase containing carefully arranged old clothes, 10 +4  .308 rounds, and a dog-eared copy of *Fixin' Things*. An **INT + Survival** test with a difficulty of 1 allows the characters to determine that whoever is staying here can't be far away.

OBSTACLES AND THREATS

- **The Survivor:** Ariana Sinclair is a new arrival to the Wasteland. She woke up two months ago, in a broken-down Cryogenic Storage Unit in the back of a brahmin wagon. Her first impressions of the new world were shouts, gunfire, screams... and the roar of what she now knows to be a deathclaw. It gave her all the motivation needed to shake off her confusion and flee. Since then, she's been trying to work out what to do with her life, as her old one is little more than a blurred haze of memories. Thankfully, she found **Lucky**, a wandering Doberman who has taken a liking to her. Lucky's been good at showing her around. Apart from him, she had little luck. Her only experiences with human occupants of the wastes were a small raider band a couple of days prior. When the PCs arrive, Ariana is in the bushes to the north of the station, stopping Lucky from chasing a rad rabbit. If the PCs do not attempt to remain quiet, or start openly calling out upon arrival, Ariana decides to sneak back to the station, get the hunting rifle in the workshop for protection, and sneak away with Lucky, as she does not want to risk a fight. If she is detected, with or without her rifle, a **CHA + Speech** skill test with a difficulty of 2 can calm her down and convince her the PCs are friendly. A failed test or attack causes her to flee, defending herself as she goes.

NESTED AREAS

- **Ariana's Stash:** A locked floor safe is hidden under the desk in the back room. It contains a 10mm pistol with twenty 10mm rounds, two Stimpaks, a single dose of RadAway, and the Pip-Boy Ariana woke up with, still loaded with the location of a Vault some 200-odd miles away. She is unsure whether she wants to see where she apparently came from or if she wants to learn where she was being taken to when she woke up. The safe requires an **AGI + Lockpicking** test with a difficulty of 3 to force open, or use Ariana's key.
- **Cars:** Three cars are rusting around the area. Any PC with access to a tool kit can attempt an **INT + Repair** test with a difficulty of 2 to scavenge any car for 3  common materials. The PCs can spend Action Points to gain an additional common material for every point spent.

LOOT

The Red Rocket is an Average, Heavily Searched Location. When cleared, PCs can spend 30 minutes and make a **PER + Survival** skill check with a difficulty of 3 to find a number of items equal to the minimum number listed in the **Red Rocket Loot Table**.

Red Rocket Loot Table

FOOD	0-3 (Noodle Cup, Potato Crisps, Fancy Lad Snack Cakes)
BEVERAGES	1-3 (Nuka-Cola, Dirty Water, Nuka-Cherry)
JUNK	6
CHEMS	1 (Daddy-O)
ODDITIES	1 (Holotape Player)

ARIANA SINCLAIR

*Level 7, Human,
Normal Character (52 XP)*

S	P	E	C	I	A	L
5	6	7	5	7	6	5

SKILLS			
Athletics	Repair ■	2	
Barter ■	2	Science	3
Big Guns	Small Guns ■	3	
Energy Weapons	1	Sneak	
Explosives		Speech	
Lockpick		Survival	2
Medicine	1	Throwing	
Melee Weapons	2	Unarmed	1
Pilot			

HP	INITIATIVE	DEFENSE
14	10	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	2 (Arms, Legs, Torso)	0

ATTACKS

- **UNARMED STRIKE:** STR + Unarmed (TN 6), 3 Physical damage
- **COMBAT KNIFE:** STR + Melee Weapons (TN 7), 3 Piercing 1, Physical damage
- **HUNTING RIFLE:** PER + Small Guns (TN 9), 6 Piercing 1, Physical damage, Range M, Fire Rate 1, Two-Handed

SPECIAL ABILITIES

- **PRE-WAR HISTORY:** Ariana's life before the war means she reduces the difficulty of all **END** tests to resist the effects of any disease.
- **EDUCATED:** Ariana has one additional tag skill.
- **GIFTED:** Ariana has selected two S.P.E.C.I.A.L attributes and increased them by one.

INVENTORY

Vault Jumpsuit, Deluxe Toolkit, Combat Knife, 1d20 .308 rounds, 1 Wealth, Hunting Rifle

Lucky

*Level 3, Mammal,
Normal Creature (24 XP)*

BODY	MIND	MELEE	GUNS	OTHER
5	5	3	—	2

HP	INITIATIVE	DEFENSE
8	10	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	0	0

ATTACKS

- **BITE:** BODY + Melee (TN 8), 4 Physical damage

SPECIAL ABILITIES

- **KEEN SENSES:** One or more of Lucky's senses are especially keen; he can attempt to detect creatures or objects that PCs normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).



DRUMLIN DINER

LEVEL 3 – SIMPLE

“Drumlin Diners were an American institution before the war. Specializing in hot coffee, apple pie, and other easily prepared meals, the Drumlins kept travelers energized, fed, and happy. After the Great War, the food has either been eaten or rotted away, but a well-built diner still draws people in with a promise of warmth and security. Sure, the coffee might not be available anymore, but you are likely to find good company.”

The Drumlin Diner is clearly visible from miles away, though time and scavengers have eaten away most of the branding. This particular one has been picked clean, abandoned, then reoccupied. These diners would usually be claimed by settlers, looking to use the sound structure as a foundation for a new building, but the Wasteland is unpredictable.

Instead of the usual settlers, a small religious community calls this diner home. Styling themselves **The Followers of the Orb**, they have covered the walls with religious iconography and sleep on the diner floor around a small shrine erected on the counter. Caps, food, water and more unusual offerings lie within, surrounding a makeshift plinth holding a smooth black **Orb**.

The orb is about fist-sized, filled with some mystic reagent that allows the Followers to commune with their strange god. **The Eightfold Speaker**, the head of their order, is the only one who can hold this mystical conduit and ask it questions that torment mortal men. The Speaker gazes into the Orb, then reads the mystical answers to the gathered faithful. Unlike other cults, the Followers always welcome visitors, as potential converts for their flock.

OBSTACLES AND THREATS

- **The Followers of the Orb:** A small, dedicated cult. The Followers are dressed in black rags, with the mystical infinity symbol painted on them to represent the infinite wisdom of **The Orb**. There are seven Followers apart from the Eightfold Speaker, all ready to fight and die for the Speaker and the Orb, if needed. If spoken to, they are clearly at peace with their new lives. The Orb freed them of the burden of choice, and they answer any questions with a simple, “Ask of the Orb, it knows all.”
- **The Eightfold Speaker:** Genuine believers still exist in a world of liars, cheats, and manipulators. The Speaker is one of them, combining ignorance with strength of personality. He leads by example and allows the Orb to make decisions for him, such as how he should welcome the PCs, for better or worse, or whether to allow them to loot the building freely. He sincerely believes that he has found a divine artifact, sent to ease the difficult lives of those suffering in the Wasteland, by freeing them of stress associated with choice. The Speaker is a peaceful man at heart and hopes to gather enough followers to start proselytizing and sharing the Orb’s wisdom with others.

NESTED ITEMS

- **The Orb:** A polished black orb, about fist-sized, marked with an infinity symbol in a white field. The orb contains a pale blue liquid that reveals a phrase when shaken. Any character may spend a minor action to shake the Orb and ask it a question. The timeless wisdom of the Orb’s answers are up to its followers to interpret. When the Orb is asked a question, the GM rolls a d20 and consults the **Guidance of the Orb table** on page 10 to determine the answer. If a PC follows the Orb’s guidance, they immediately gain a Luck point, thanks to their faith in the Orb. A PC may only gain this benefit once a day.

Guidance of the Orb

D20 RESULT	ANSWER	D20 RESULT	ANSWER
1	It is certain.	11	Reply hazy, try again.
2	It is decidedly so.	12	Ask again later.
3	Without a doubt.	13	Better not tell you now.
4	Yes, definitely.	14	Cannot predict now.
5	You may rely on it.	15	Concentrate and ask again.
6	As I see it, yes.	16	Don't count on it.
7	Most likely.	17	My reply is no.
8	Outlook good.	18	My sources say no.
9	Yes.	19	Outlook is not so good.
10	Signs point to yes.	20	Only death may come of it.



LOOT

Drumlin Diner is a Small, Partly Searched Location. When cleared, PCs can spend 10 minutes and make a **PER + Survival** test with a difficulty of 2 to find a number of items equal to the minimum number listed in the **Drumlin Diner Loot Table**.

Drumlin Diner Loot Table

CLOTHING	0-2 (Formal Hat, Casual Hat)
FOOD	0-2 (Sweet Roll, Preserved Fancy Lads Snack Cakes)
BEVERAGES	2 (Wine, Nuka-Cola)
JUNK	0-2
CHEMS	0-2 (Calmex x2)

THE FOLLOWERS OF THE ORB

*Level 2, Human,
Normal Character (17 XP)*

S	P	E	C	I	A	L
6	6	7	4	3	6	4

SKILLS			
Athletics	1	Repair	1
Barter	1	Science	
Big Guns		Small Guns	2
Energy Weapons		Sneak	
Explosives		Speech ■	1
Lockpick		Survival	2
Medicine		Throwing	
Melee Weapons	2	Unarmed	1
Pilot			

HP	INITIATIVE	DEFENSE
9	10	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	0	0	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 7), 2 Physical damage	
■ LEAD PIPE: STR + Melee Weapons (TN 8), 3 Physical damage	
■ PIPE GUN: PER + Small Guns (TN 8), 3 Physical damage, Range C, Fire Rate 1, Close Quarters, Unreliable	

INVENTORY
Cult Robes, Lead Pipe, Pipe Pistol, Wealth 1

THE EIGHTFOLD SPEAKER

Level 3, Human,
Normal Character (32 XP)

S	P	E	C	I	A	L
5	5	7	8	3	5	4

SKILLS			
Athletics	1	Repair	1
Barter	1	Science	
Big Guns		Small Guns	2
Energy Weapons		Sneak	
Explosives		Speech ■	3
Lockpick		Survival	1
Medicine		Throwing	
Melee Weapons ■	2	Unarmed	1
Pilot			

HP	INITIATIVE	DEFENSE
10	10	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	0	0

ATTACKS
■ UNARMED STRIKE: STR + Unarmed (TN 6), 2 Physical damage
■ BASEBALL BAT: STR + Melee Weapons (TN 7), 4 Physical damage
■ PIPE GUN: PER + Small Guns (TN 7), 3 Physical damage, Range C, Fire Rate 1, Close Quarters, Unreliable

SPECIAL ABILITIES
■ FOR THE ORB!: The Eightfold Speaker uses a major action to assist a Follower of the Orb character within reach on their attacks until his next turn. The Speaker assists that action with CHA + Speech . In addition, the character affected by this feature use the Speaker's CHA for their attacks instead.

INVENTORY
Cult Leader Robes, Baseball Bat, Pipe Pistol, Wealth 1





ABANDONED SHOP FRONTS

LEVEL 8 – SIMPLE

“Main Street storefronts were once the beating heart of America, a place where the American Dream was still alive. Most owners feared communists, an economic collapse, or shoplifters. Few realized just how close nuclear apocalypse was. When it came, it hit them hard. Main Street turned from a dream into a nightmare, home only to radioactive dust, radroaches, and feral ghouls twisted by radiation. Still, there are those who are willing to brave the dangers lurking here, to go shopping at the best prices in history.”

This highway town would have been a hive of activity before the Great War. It is a desolate ruin now, blanketed with nuclear fallout. The road splits the town in half, lined by ancient storefronts silently watching over abandoned cars. Their windows are still intact, displaying goods coveted by pre-War Americans: sun-faded dresses on old mannequins, packaged instant meals, and quality liquor. Most of the doors are locked or barricaded with board and nails, barring entry to looters.

The stores survived the War, but the same can't be said for the people. The town was saturated with fallout in the years following the war, rendering the once-busy streets hostile to most forms of life. Still, shopkeepers keep watch over their businesses, walking the aisles and manning the counters as withered **feral ghouls**, surviving on radroaches, rats, and the odd wastelander that wanders in looking for easy loot. Some of the scavengers suffered the same fate, now lurking in alleyways and behind doors. Others became fodder for the ghoulished shopkeepers or just shopped till they dropped, burned out by radiation.

OBSTACLES AND THREATS

- **Heavy fallout:** The air is thick with dangerous levels of radiation, enough to kill a grown man in minutes if left unchecked. Every minute that passes, every character within the area suffers 1  Radiation damage. The GM may, at any point, spend 1 AP to declare an area within Close range as a heavy fallout location, increasing the damage to 2  Radiation damage instead.
- **Shopkeepers:** Unwilling or unable to leave their stores, most of the shopkeepers and no small number of their patrons were been trapped inside by the fallout and eventually devolved into violent feral ghouls. Each building contains 1+2  Ghouls (+1 for every AP spent), which all **play dead** until they are disturbed or detect a potential meal. Most of these ghouls lose interest in potential prey once it leaves the store and disappear back inside to hide and wait for their next “customer.”

NESTED AREAS

- **Meecham's Books:** Long after the bombs dropped, Meecham's Books is still run by its original owner. **Mr. Meecham**, a kind man in love with literature, has become a **glowing one**. He spends his days shambling among the rows of moldy books and sealed pristine comics. He keeps clumsily rearranging his stock out of instinct. Torn pages and bits of broken covers got stuck in openings in his flesh and ragged clothes over the years, and now he looks like a grotesque walking library. However, unless agitated, he is not immediately aggressive. What remains of his brain still listens for the rustling of paper and chime of his cash register. He allows people to take things from the store as long as they leave something in the register. However, Mr. Meecham cannot abide shoplifters, and anyone trying to leave without paying will be attacked. The shop contains 4 **pristine magazines**, which are randomly selected from the list below. Each pristine magazine allows the PCs to use the associated perk twice without forgetting it.

Pristine Magazines

ROLL	MAGAZINE
1-5	<i>Astoundingly Awesome Tales: Curse of the Burned</i>
6-10	<i>Future Weapons Today</i>
11-15	<i>True Police Stories</i>
16-20	<i>Tesla Science Magazine: Future of Warfare</i>

- **Close Cuts:** Famous for its barbers, Close Cuts provided the best haircuts and shaves for miles, at least according to its owner, Maria Kay. She kept her prized straight razor, **Kay's Cutter**, on display in a small case on the front counter. The blade still holds its edge even now.

LOOT

The Abandoned Shop Fronts are a Large, Partly Searched Location. When cleared, PCs can spend 1 Hour and make a **PER + Survival** test with a difficulty of 1 to find a number of items equal to the minimum number listed in the **Abandoned Shop Fronts Loot Table**.

Abandoned Shop Fronts Loot Table

FOOD	0-4 (Sugar Bombs, Pork "N" Beans, Potato Crisps, Preserved Ribeye Steak)
BEVERAGES	0-4 (Nuka-Cola, Whiskey, Wine, Refreshing Beverage)
JUNK	8
CLOTHING	0-2 (Formal Clothing, Road Leathers)
ODDITIES	0-2 (Pre-War Money worth 3d20 Caps, Integrated Boiler Mod)

Kay's Cutter

NAME	WEAPON TYPE	DAMAGE RATING	DAMAGE TYPE	QUALITIES	WEIGHT	COST	RARITY
Kay's Cutter	Melee Weapon	4 	Piercing 2	Concealed, +2  on Sneak	1	75	3

Feral Ghoul

Level 3, Mutated Human,
Normal Creature (10 XP)

BODY	MIND	MELEE	GUNS	OTHER
5	5	3	—	2

HP	INITIATIVE	DEFENSE
8	10	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	Immune	Immune

ATTACKS

- **UNARMED:** BODY + Melee (TN 8), 3  Radioactive Physical damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The feral ghoul reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The feral ghoul reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **FERAL:** The feral ghoul is unintelligent, driven purely by feral instinct. Feral NPCs cannot be persuaded or influenced by Speech tests. Feral NPCs will move towards and attack the nearest enemy. If they cannot detect an enemy, they move towards the nearest source of bright light or loud noise. Failing that, they move around randomly or simply lie down and do nothing.
- **GHOUL:** The ghoul is healed by radiation. For every 3 points of Radiation damage reduced by their Immune to Radiation ability, they gain 1 HP.
- **PLAY DEAD:** A feral ghoul which is prone and not moving is difficult to tell apart from a corpse. It takes a **PER + Survival** test with a difficulty of 2 to spot a ghoul which is currently "playing dead". They often use this to ambush unsuspecting passers-by.

Mr. Meecham

Level 9, Mutated Human,
Mighty Creature (134 XP)

BODY	MIND	MELEE	GUNS	OTHER
10	5	5	—	3

HP	INITIATIVE	DEFENSE
34	12	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (All)	3 (All)	Immune	Immune

ATTACKS

- **UNARMED:** BODY + Melee (TN 15),
7  Radioactive Physical damage

SPECIAL ABILITIES

- **RADIATION PULSE:** Once per combat, Mr. Meecham may unleash a pulse of radiation that inflicts 5  Radiation damage to everything within Range C. If it inflicts 3 or more damage, any defeated ghoul within that range is restored to 1HP.
- **GLOWING:** Mr. Meecham inflicts 2  Radiation damage to anyone within Reach of him. In addition, any melee attack he deals inflicts 2 Radiation damage per Effect rolled instead of 1.
- **IMMUNE TO RADIATION:** Mr. Meecham reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

SPECIAL ABILITIES

- **IMMUNE TO POISON:** Mr. Meecham reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **FERAL:** Mr. Meecham is unintelligent, driven purely by feral instinct. Feral NPCs cannot be persuaded or influenced by Speech tests. Feral NPCs will move towards and attack the nearest enemy. If they cannot detect an enemy, they move towards the nearest source of bright light or loud noise. Failing that, they move around randomly or simply lie down and do nothing.
- **GHOUL:** Mr. Meecham is healed by radiation. For every 3 points of Radiation damage reduced by his Immune to Radiation ability, he gains 1 HP.
- **PLAY DEAD:** When Mr. Meecham is prone and not moving, it is difficult to tell him apart from a corpse. It takes a **PER + Survival** test, difficulty 2, to spot him when he is "playing dead". He often uses this to ambush unsuspecting passers-by.





LEVEL 7 – SIMPLE

“There are few sights as unequivocally American as a frontier ranch. Raising cattle, driving them across the prairie, living a rugged life by the sweat of one’s own brow, that was the American way! The nuclear apocalypse turned a romantic notion true once again. Farms constantly sprout up across the Wasteland, with farmers tilling the soil to grow maize, mutfruit, or tarberries, ranchers rearing brahmin, both constantly fighting off raiders out to take what they didn’t earn. It hasn’t changed much since the days of the Wild West, just a few more Rads.”

Two things immediately catch attention of anyone traveling down the dirt road that passes the Double Lock Farm: the smell of dung and the noisy mooing. Both come from brahmin herds, corralled behind long makeshift fences, spreading beneath a small farmhouse overlooking the area, with silos and a beaten-up barn in the back. **Jeb Smalls**, the rancher in charge, makes a habit of leaving his rocking chair on the porch and confronting any visitors, varmint rifle in hand and a worried look on his face. He’s eager to get rid of any wanderers before they start poking around and causing trouble.

The reason is simple: Double Lock Farm was a regular, successful brahmin ranch until recently. A month and a half ago, a small raider band called **The Jet Streamers** established a Jet lab at the ranch. Using the plentiful brahmin dung to turn out their product in large quantities, they are making a killing getting it into the hands of their ever-jumpy buyers. Jeb and his family have been promised “protection” as long as he plays along. Though nothing’s happened yet, Jeb’s been around long enough to know what that really means. As such, he has been very cautious to keep strangers away and his family inside: Neither his wife, Sandra, nor his young son Henry are allowed out of the house while the Streamers are about.

The Streamers’ leader, **Cam ‘The Chemist’ Angel**, works in the Barn while his men are out in the fields posing as **farmhands** to keep an eye on things. If spoken to, they bluntly encourage visitors to move on. Passing a **INT + Speech** test with a difficulty of 2 allows the PCs to determine that Jeb is under duress. If they are able to talk to him away from prying eyes, he will spill the beans and ask for help, offering whatever the Raiders have in return for getting them the hell off of his farm.

OBSTACLES AND THREATS

- **The Jet Streamers:** A band of chem-brewing raiders. There are seven Streamers led by Cam ‘The Chemist’ Angel. They are an influential Jet manufacturing operation based at Double Lock Farm, large enough to supply several nearby settlements. They’ve managed to keep their location a secret thanks to Jeb’s ‘accommodating nature.’ They’re divided into two groups: Cam and four scavvers working on drugs in the barn, while the ‘farmhands’ tend to the brahmin, keep tabs on Jeb, and watch for strangers. They won’t open fire at the first sign of trouble, but anyone who doesn’t get the message might soon find themselves turned into brahmin feed.

NESTED AREAS

- **Jet Den:** The old barn has been converted into a chem laboratory, with several vats of brahmin fertilizer and two Chemistry Stations. Cam and four scavvers are inside, busy preparing a new shipment of Jet to be shipped out the following day. 15 doses are already placed in unassuming crates. The entire operation can easily produce 5  doses of Jet each week, as long as the farm remains in operation. Should the Jet Streamers be removed, their equipment can be used by an enterprising and morally flexible PC to keep the Jet flowing.

LOOT

The Roadside Farm is a Large, Partly Searched Location. When cleared, PCs can spend 1 hour and make a **PER + Survival** test with a difficulty of 1 to find a number of items equal to the minimum number listed in the **Roadside Farm Loot Table**.

Roadside Farm Loot Table

FOOD	2-9 (Razorgrain x2, Mufruit x2, Corn x2, Dandy Boy Apples x2, Brahmin Meat)
BEVERAGES	2-4 (Brahmin Milk x2, Tato Juice x2)
JUNK	4
CHEMS	2-4 (Jet x2, Psycho Jet, Ultra Jet)
WEAPONS	1-2 (Hunting Rifle, Machete)
CLOTHING	1-2 (Gas Mask, Hazmat Suit)

CAM "THE CHEMIST" ANGEL

**Level 8, Human,
Notable Character (122 XP)**

S	P	E	C	I	A	L
6	8	7	6	7	6	6

SKILLS			
Athletics	1	Repair	2
Barter		Science ■	3
Big Guns		Small Guns ■	4
Energy Weapons		Sneak	
Explosives	1	Speech ■	2
Lockpick		Survival	1
Medicine	1	Throwing	
Melee Weapons	4	Unarmed	
Pilot			

HP	INITIATIVE	DEFENSE
26	14	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	+1 	3

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	2 (All)	0	0

ATTACKS	
■	UNARMED STRIKE: STR + Unarmed (TN 6), 2  Physical damage
■	CHEM-COATED MACHETE: STR + Melee Weapons (TN 10), 4  +1  Poison, Piercing 1 Physical and Poison damage
■	COMBAT RIFLE: AGL + Small Guns (TN 10), 5  Physical damage, Range M, Fire Rate 2, Two-Handed

SPECIAL ABILITIES	
■	IN CHARGE: Cam may spend a minor action to order a raider of lower level within Close range to immediately perform a minor action. Alternatively, he may take a major action to order another raider to take a major action immediately.
■	LET RIP: Once per combat, Cam may "let rip" with a volley from his Combat rifle. Adding the combat rifle's Fire Rate to the weapon damage (for 7  Total).
■	JET: As a minor action, Cam may use a dose of Jet as a minor action. For the remainder of the combat, Cam gains an additional minor action each turn.

INVENTORY
Spike Armor, Combat Rifle, Chem-Coated Machete, Jet, Wealth 2



JET STREAMERS SCAVVER

Level 7, Human,
Notable Character (52 XP)

S	P	E	C	I	A	L
6	7	6	5	5	6	4

SKILLS			
Athletics	2	Repair	1
Barter		Science	2
Big Guns	1	Small Guns ■	3
Energy Weapons		Sneak	
Explosives		Speech	
Lockpick		Survival	2
Medicine		Throwing	1
Melee Weapons ■	3	Unarmed	1
Pilot			

HP	INITIATIVE	DEFENSE
10	13	1

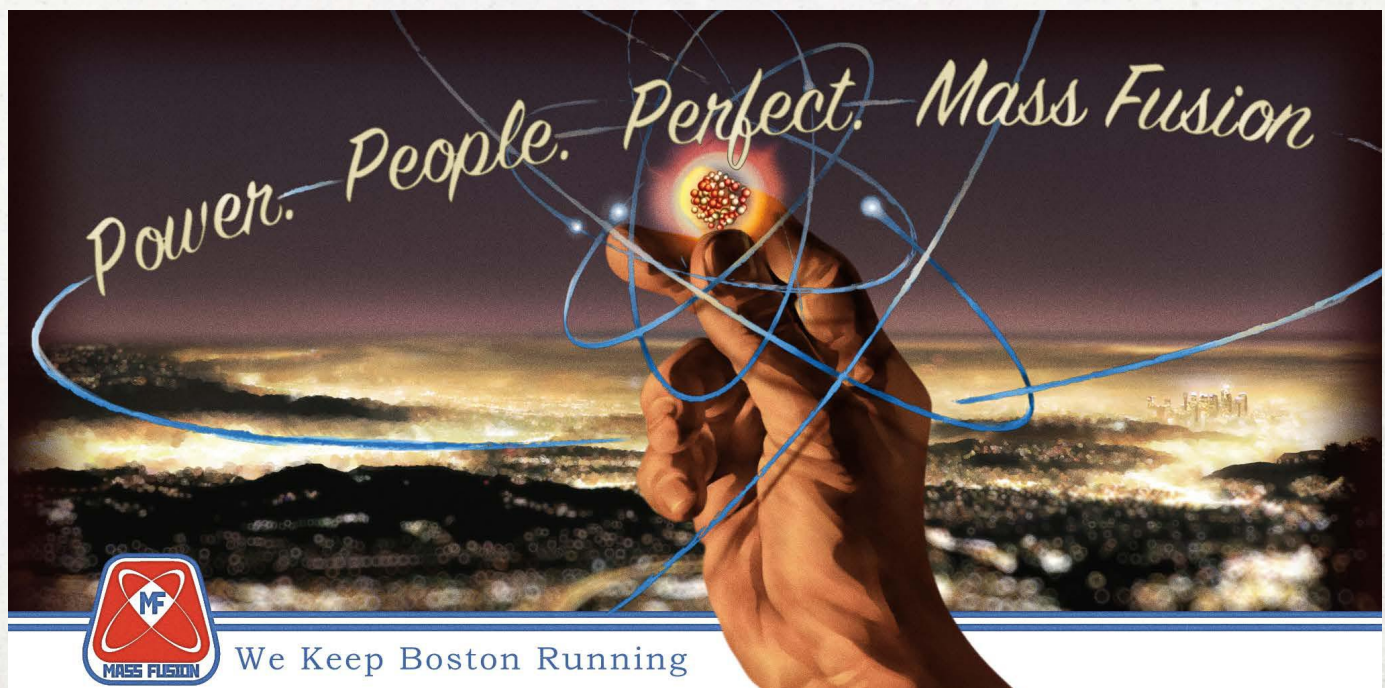
CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (Arms, Torso), 2 (Legs)	3 (Arms, Torso), 2 (Legs)	0	0

ATTACKS			
■	UNARMED STRIKE: STR + Unarmed (TN 7), 2 🗡️ Physical damage		
■	MACHETE: STR + Melee Weapons (TN 9), 4 🗡️, Piercing 1 Physical damage		
■	COMBAT SHOTGUN: AGL + Small Guns (TN 9), 5 🗡️, Spread, Vicious, Physical damage, Range C, Fire Rate 2, Inaccurate, Two-Handed		

SPECIAL ABILITIES			
■	AGGRESSIVE: The Jet Streamers are all quick to action. When one enters the scene for the first time, the GM generates 1 Action Point.		
■	JET: As a minor action, a Jet Streamer may use a dose of Jet. For the remainder of the scene, the Jet Streamer gains an additional minor action each turn.		

INVENTORY			
Heavy Raider Chest Piece, Sturdy Raider Leg x2, Heavy Raider Arm x2, Combat Shotgun, Machete, Wealth 1			





FARMHAND

Level 2, Human Raider,
Normal Character (17 XP)

S	P	E	C	I	A	L
6	5	6	4	5	6	4

SKILLS		
Athletics	Repair	1
Barter	Science	
Big Guns	Small Guns ■	2
Energy Weapons	Sneak	1
Explosives	Speech	
Lockpick	Survival	1
Medicine	1	Throwing 1
Melee Weapons ■	2	Unarmed 1
Pilot		

HP	INITIATIVE	DEFENSE
8	11	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Torso, Legs)	1 (Arms, Torso, Legs)	0	0

ATTACKS	
■	UNARMED STRIKE: STR + Unarmed (TN 7), 2 Physical damage
■	TIRE IRON: STR + Melee Weapons (TN 8), 3 Physical damage
■	PIPE GUN: AGL + Small Guns (TN 8), 3 Physical damage, Range C, Fire Rate 2, Close Quarters, Unreliable

SPECIAL ABILITIES	
■	AGGRESSIVE: The farmhands are all quick to action. When one enters the scene for the first time, the GM generates 1 Action Point.
■	JET: As a minor action, a farmhand may use a dose of Jet as a minor action. For the remainder of the combat, the farmhand gains an additional minor action each turn.

INVENTORY
Road Leathers, Pipe Gun, Tire Iron, Wealth 1



RAILWAY STATION

LEVEL 10 – SIMPLE

“No train was ever on time before the War, it seemed. Now it’s a fact of life in the wasteland. Unless you live in a proper nation, you’re unlikely to see trains making their way across the landscape. Destroyed tracks, lost knowledge, and a lack of fuel have all but killed rail travel. Not all is lost, however. Train cars and old stations make for excellent shelter, and many were converted into makeshift hideouts or even settlements, while train engines make for excellent scavenging. Not to mention, all the tracks snaking across the wasteland inevitably lead somewhere.”

A twin track runs passes through a train station, an art nouveau structure that seems out of place in the desolate landscape. Whatever it was once called, endless dust storms have blasted the name from its walls. They spared the ancient concrete stairs leading up inside the station and a ticket booth that’s part of what was once a vividly painted interior.

The main hall leads to three other areas. The first is a once well-stocked convenience store, now full of dust, old newspapers, travel books, and inedible snacks. Behind it is a storeroom, still sealed after decades. Across the hall lie the restrooms, now disgustingly filthy and filled with irradiated water. Outside, across the platform and the tracks, lies the freight ramp, sloping down to a turned-over cargo container. Its doors were pried open by scavengers a long time ago and the insides looted. Some sleeping bags were placed within more recently, now shredded and spattered with blood.

There’s one thing on the rails: an impressive train engine still standing proud against all odds. It is in relatively good condition—as are the **three super mutants** next to it. They’ve exposed the engine’s power plant, and the one covered in metal armor carrying countless tools is inspecting it. The other two stand behind them, either bored or hungry—it’s hard to tell.

OBSTACLES AND THREATS

- **Oil Barrel Hank:** Hank is an old super mutant, in his early sixties. He considers himself wise in the ways of the world and constantly tinkers with old machines and weapons, essentially acting as an arms dealer for nearby super mutant clans. He travels with two bodyguards, **Nut** and **Lug**, who barely have enough brain power between them to light up a lightbulb. Hank’s current goal is to get the old train engine running and turn it into a mobile home, travelling shop, or just a new ware to sell. As a super mutant, Hank considers himself a cut above other species. However, if PCs approach him and offer to help fix up the train, he will consider the idea—even though he might turn on them afterward. If the PCs have a super mutant in their party, they can convince Hank to trade with them, potentially even avoiding an attack. Attacking Hank, Nut, or Lug sends the three into a frenzied attack, with bodyguards charging at the PCs while Hank opens fire.

NESTED AREAS

- **Storage Room:** Tucked away behind the store is a storeroom filled to the brim with pre-War food and drink, all so full of sugar and preservatives that even the passage of centuries couldn’t make them spoil. The door is reinforced, heavily locked, and controlled remotely to deter burglars. However, a hardware error caused the terminal controlling the lock to fail. Any aspiring looters need to either break the door down (by dealing at least 5 damage to the door with any Explosive weapon or by succeeding a **STR + Athletics** test with a difficulty of 5) or repair the terminal (**INT + Repair** skill test with a difficulty of 4) and then hack it (**INT + Science** with a difficulty of 2) to unlock the door and collect boxes filled with 2d20 Fancy Lad Snack Cakes, 5  +1 Gum Drops, 4  +1 sweet rolls, 5  +2 bottles of Nuka-Cola, and 2  bottles of Nuka-Cherry.

LOOT

The Railway Station is an Average, Mostly Searched Location. When cleared, PCs can spend 1 hour and make a **PER + Survival** test with a difficulty of 2 to find a number of items equal to the minimum number listed in the **Railway Station Loot Table**.

Railway Station Loot Table

FOOD	1-3 (Yum-Yum Deviled Eggs, Pork "N" Beans, Perfectly Preserved Pie)
BEVERAGES	1-3 (Nuka-Cola, Melon Juice, Beer)
JUNK	2-6
ODDITIES	1-3 (<i>Fixin' Things</i> , <i>True Police Stories</i> , Deluxe Toolkit)
ARMOR	1-3 (Treated Leather Chest Piece, Treated Leather Left Leg, Treated Leather Right Leg)

OIL BARREL HANK

Level 10, Mutated Human, Major Character (222 XP)

S	P	E	C	I	A	L
10	8	9	8	8	5	5

SKILLS			
Athletics	Repair ■		4
Barter	Science		
Big Guns ■	4	Small Guns	3
Energy Weapons	Sneak		
Explosives	Speech ■		4
Lockpick	Survival		3
Medicine	Throwing		
Melee Weapons ■	4	Unarmed	4
Pilot			

HP	INITIATIVE	DEFENSE
29	17	1

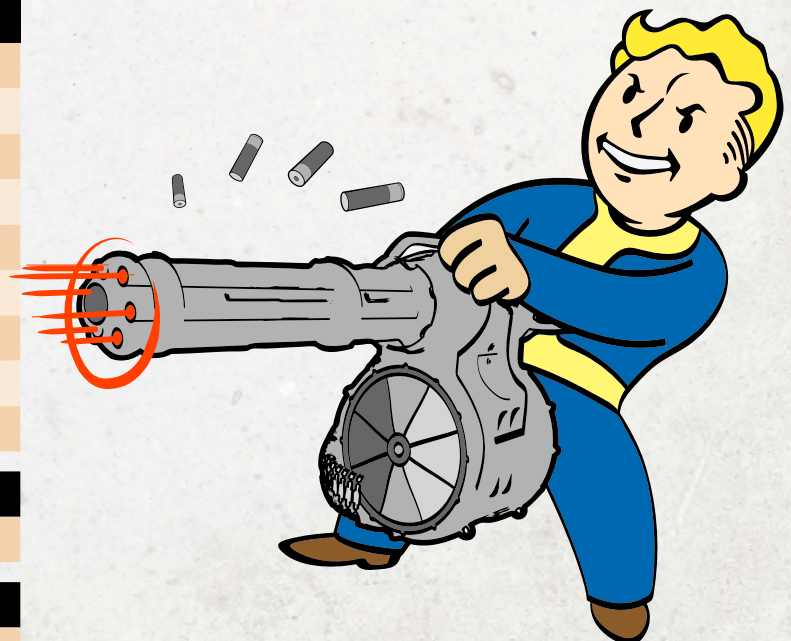
CARRY WEIGHT	MELEE BONUS	LUCK POINTS
250 lbs.	+2	5

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
5 (Torso); 4 (Head, Arms, Legs)	2 (Head); 4 (Arms, Legs); 5 Torso	Immune	Immune

ATTACKS
■ UNARMED STRIKE: STR + Unarmed (TN 14), 4 Physical damage ■ SUPER SLEDGE: STR + Melee Weapons (TN 14), 6 Breaking Physical damage, Two-Handed ■ MINIGUN: END + Big Guns (TN 13), 3 Burst, Spread, Physical damage, Range M, Fire Rate 5, Gatling, Inaccurate, Two-Handed

SPECIAL ABILITIES
■ BARBARIAN: +2 to Physical and Energy damage resistances (included). ■ LET RIP: Once per combat, Oil Barrel Hank may "let rip" with a volley from their minigun. Adding the combat rifle's Fire Rate to the weapon damage (for 8 Total)

INVENTORY
Super Sledge, Minigun, Assorted Pieces of Metal (4 Junk), Welders Helmet, Heavy Raider Chest Piece, Sturdy Raider Arms x2, Sturdy Raider Legs x2





LUG/NUT

Level 7, Mutated Human,
Notable Character (104 XP)

S	P	E	C	I	A	L
9	5	10	4	5	7	6

SKILLS			
Athletics	1	Repair ■	2
Barter		Science	
Big Guns	2	Small Guns	4
Energy Weapons		Sneak	
Explosives		Speech	
Lockpick		Survival ■	2
Medicine		Throwing	1
Melee Weapons ■	4	Unarmed	2
Pilot			

HP	INITIATIVE	DEFENSE
20	15	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
240 lbs.	+2	3

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (Head); 4 (Legs, Torso); 2 (Arms)	4 (Head); 4 (Legs, Torso); 2 (Arms)	Immune	Immune

ATTACKS
■ UNARMED STRIKE: STR + Unarmed (TN 13), 4 Physical damage
■ SLEDGEHAMMER: STR + Melee Weapons (TN 13), 7 Physical damage, Two-Handed
■ SHORT HUNTING RIFLE: AGL + Small Guns (TN 11), 6 Piercing 1, Physical, Fire Rate 0, Range M
■ EXTRA HEAVY PIPE WRENCH: STR + Melee Weapons (TN 13), 8 Physical damage
■ SHORT COMBAT SHOTGUN: AGL + Small Guns (TN 11), 5 Spread, Vicious, Physical damage, Range C, Fire Rate 2, Inaccurate

SPECIAL ABILITIES
■ BARBARIAN: +2 to Physical and Energy damage resistances (included).

INVENTORY
Sledgehammer and Short Hunting Rifle (Lug only), Extra Heavy Pipe Wrench and Short Combat Shotgun (Nut only), Assorted Metal Pieces (2 Junk), Welders Helmet, Welded Raider Chest Piece, Welded Raider Legs x2



MILITARY CHECKPOINT

LEVEL 12 – SIMPLE

“Military checkpoints covered the United States before the bombs fell. Soldiers interrogated passing citizens to detect communist subversives, seize contraband, and remind the public that the military is always watching. Checkpoints were usually manned by regular troops or the National Guard, armed to the teeth and armored just as well, frequently backed by a trooper in a suit of power armor. When manpower started to run thin due to the War, soldiers were slowly replaced by robots. Shipped to checkpoints preloaded with protocols and paperwork, they were perfectly capable of bringing a family outing to a grinding halt with military-grade red tape.”

Military checkpoints all looked alike before the Great War: Rows of concrete barricades, sandbags, and chain link to control incoming vehicle and pedestrian traffic, separating them so that forming a crowd or running the checkpoint in a car was impossible. If someone attempted it, checkpoints doubled as a very effective defensive structure with clean lines of fire.

This one is no exception. Metal barriers line the road, funneling vehicles into the central lane and foot traffic into the checkpoint, a grim concrete structure beside the road, surrounded by steel wire fences. A still active power generator beyond the fence supplies power to several turrets constantly scanning the environment. The metallic sound of turning gears and the roasted mole rats around make it plain that they're still quite deadly.

A single **Major Gutsy** floats at the center of the checkpoint, with a weather-worn oak leaf on its chassis. Its thruster slowly chars the body of what may have been a raider once. It has guarded the checkpoint since the War, as an error in its code caused the robot to remain at the checkpoint indefinitely, checking every organism passing through for identification papers—and gunning down any that failed to produce papers.

The Gutsy ensured that the checkpoint's mag-locked doors remained undisturbed, along with the centuries-old terminal marked with faded lettering spelling out “ARMORY”.

The terminal still works—though the password is long lost. The Major has the override codes.

OBSTACLES AND THREATS

- **The Major:** A heavily armed and aggressive Mr. Gutsy model, The Major suffered a code error that caused him to immediately respond to any break in military protocol with extreme violence. Since there have been no active soldiers in a long time, chances are that the PCs won't be able to comply with the Major's request, causing him to attack alongside the nearby four turrets. However, if the PC is carrying dog tags or some other form of ancient military ID, they can try to confuse the robot's deteriorated programming. For example, trick him into seeing the PC as his superior or technician authorized to issue the Major new orders. This requires passing a **CHA + Speech** check with a difficulty of 4.

NESTED AREAS

- **Barracks and armory:** The concrete building pulls double duty as both armory and barracks. The door is controlled by an external terminal, requiring either an **INT + Science** skill test with a difficulty of 4 to unlock or persuading the Major Gutsy to use the override codes. The building is split into a bunk room and a sealed armory in the back. The bunk room is a grim sight, with skeletons in tattered uniforms littering the room. The scuffing and tool marks on the inside of the mag-door show that the barracks became a tomb when the terminal inside shut down after the bombs fell. Another locked door blocks access to the armory, with a small dust-covered window showing rows of weapons and a power armor inside. An **AGI + Lockpicking** test with a difficulty of 5 will open this door and grant access to the treasures within. The fully stocked armory holds a trove of useful gear, starting with a full set of T-45 power armor, on a power armor frame. Five full sets of combat armor sit in lockers, alongside personal photos and personal items belonging to the soldiers in the bunk room. A weapons rack holds four hardened combat rifles and 32+8  rounds of .45 ammunition, with a laser rifle and 14+7  fusion cells on the shelf beneath the rifles.

LOOT

The Military Checkpoint is an Average, Heavily Searched Location. When cleared, PCs can spend 30 minutes and make a **PER + Survival** test with a difficulty of 4 to find a number of items equal to the minimum number listed in the **Military Checkpoint Loot Table**.

Military Checkpoint Loot Table

AMMUNITION	0-3 (8+4 .45, 8+4 10mm, 14+7 Fusion Cells)
ARMOR	0-3 (Combat Helmet, Combat Arm (right or left), Heavy Combat Chest Piece)
CLOTHING	0-3 (Army Helmet, Military Fatigues x2)
WEAPONS	0-3 (Combat Rifle, Combat Shotgun, 10mm Pistol)
ODDITIES	0-3 (Guns and Bullets, Radio, Recon Sensors)

MAJOR GUTSY

Level 15, Robot,
Major Character (327 XP)

S	P	E	C	I	A	L
6	10	9	5	7	9	4

SKILLS			
Athletics	Repair ■		4
Barter	Science		
Big Guns ■	5	Small Guns ■	5
Energy Weapons	Sneak		
Explosives	Speech		1
Lockpick	Survival		1
Medicine	Throwing		
Melee Weapons ■	5	Unarmed	
Pilot			

HP	INITIATIVE	DEFENSE
32	23	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
150 lbs.	+0	4

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (All)	3 (All)	Immune	Immune

ATTACKS
■ PINCER: STR + Melee Weapons (TN 11), 4 Physical damage ■ 10MM AUTO PISTOL: AGL + Small Guns (TN 14), 5 Physical damage, Range C, Fire Rate 4, Burst, Close Quarters, Reliable ■ VAPORIZATION NOZZLE FLAMER: PER + Big Guns (TN 15), 5 Vicious, Persistent, Spread, Energy damage, Range C, Fire Rate 4, Burst, Debilitating, Inaccurate, Two-Handed

SPECIAL ABILITIES
■ ROBOT: Major Gutsy is a robot. He is immune to the effects of starvation, thirst, and suffocation. He is also immune to Poison and Radiation damage. However, he cannot use food or drink, does not heal naturally and cannot use the Medicine skill to heal. ■ IMMUNE TO DISEASE: Major Gutsy is immune to all symptoms of disease. ■ MR HANDY: Major Gutsy has 360 vision, and improved sensory systems that can detect smells, chemicals, and radiation, reducing the difficulty of PER tests that rely on sight and smell by 1. He moves through jet propulsion, hovering above the ground, unaffected by difficult terrain or obstacles. ■ HYDRAULIC FRAME: Major Gutsy's melee attacks deal an additional +1 damage.

INVENTORY
SALVAGE: Scavengers can salvage Major Gutsy when he's been destroyed with a successful INT + Science test with a difficulty of 1. This yields 2d20 flamer fuel, 2d20 10mm ammunition, 2 units of uncommon materials with +1 per AP spent, and each Effect yields 1 rare materials.



Laser Turret 3-shot (Wall Mount)

Level 10, Robot,
Normal Creature (74 XP)

BODY	MIND	MELEE	GUNS	OTHER
8	5	—	5	—

HP	INITIATIVE	DEFENSE
13	13	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	2 (All)	Immune	Immune

ATTACKS

- **LASER GUN: BODY + Guns** (TN 13), 7 Piercing Energy damage, Range M, Burst, Fire Rate 3, Radioactive Physical damage

SPECIAL ABILITIES

- **ROBOT:** The laser turret is a robot. It is immune to the effects of starvation, thirst and suffocation. It is also immune to Poison and Radiation damage. However, it cannot use food or drink, does not heal naturally and cannot use the Medicine skill to heal.

SPECIAL ABILITIES

- **IMMUNE TO DISEASE:** The laser turret is immune to all symptoms of disease.
- **LITTLE:** The laser turret is smaller than most characters. Its normal HP is reduced to its body + ½ level (rounded up) but its Defense is increased by 1. Further, it is slain by any hit which inflicts an Injury.

INVENTORY

SALVAGE: Scavengers can salvage from a destroyed laser turret with a successful **INT + Science** test with a difficulty of 1. This yields 3d20 fusion cells. Salvage also yields 2 uncommon materials.



LEVEL 14 – SIMPLE

“Corrugated metal, brick, concrete and sometimes hope. Warehouses filled the industrial landscape of pre-War America, keeping their goods away from prying eyes and eager hands. The nuclear apocalypse vaporized owners, keys, terminals, and passwords, sealing up thousands of warehouses across the continent, along with their treasures. An undisturbed warehouse is like an undisturbed Vault to scavengers, each with its own dangers, obstacles, and opportunities. Each is a promise of wealth and glory, hidden away behind locked doors.”

A cacophony of noise echoes through the industrial district. Telltale sounds of laser cutting rip through the air mix with the deafening roars of deathclaws. Tracking down the source of the noise requires a **PER + Survival** test with a difficulty of 1 and leads the PCs to a service road. The far end of the road is blocked by prefabricated structures forming an improvised checkpoint. The only person there is a fully-armored Brotherhood of Steel Paladin, firing away at a pair of deathclaws tearing through a squad of Brotherhood Knights falling back from the courtyard beyond the checkpoint.

The Brotherhood squad is a small expeditionary force surveying the industrial district of the city the PCs are currently exploring. The team has been focusing their efforts on taking stock of the numerous warehouses in the area. Unfortunately, they didn't expect to find a pack of deathclaws nesting inside this one.

The warehouse itself belonged to RobCo Industries and is packed with spare parts. Should the Brotherhood get rid of the deathclaws, the survivors will claim the site. They may reward helpful PCs for their aid or fight them off if they contest the claim, as they did with deathclaws.

OBSTACLES AND THREATS

- **Deathclaws vs. Brotherhood:** Two deathclaws claimed the warehouse as their den, attacking when the Brotherhood tried to get in. The pair pushed the soldiers out into the courtyard and are busy tearing through six Brotherhood Knights, with the commanding Paladin providing supporting fire. The PCs can either let the fight continue or join the fray. The Brotherhood assumes any newcomers to be friendlies, focusing on the deathclaw threat and leaving everything else for later.
- **Paladin Lysander:** The ranking officer of this force, Lysander has received strict orders to collect all pre-War tech useful to the Brotherhood, regardless of how the locals might feel about it. She isn't too worried about not making friends, but should the PCs step in to help against the deathclaws, she happily pays them for their assistance: 150 caps plus 30 caps for each Brotherhood member still breathing (360 caps if everyone makes it). As far as she's concerned, the pay is enough, and immediately claims the warehouse for the Brotherhood. It will take more than just a Speech test to convince her otherwise.

NESTED AREAS

- **Sealed Containers:** Near the back of the warehouse, past the deathclaw nest, lie five perfectly sealed RobCo crates. Finding the boxes requires a successful **PER + Survival** test with a difficulty of 3 to find and an **END + Survival** test with a difficulty of 2 to peel away the thick coating of muck and debris covering them. Each box requires an **AGL + Lockpicking** test with a difficulty of 3 to open. Inside, divided between the five boxes is a disassembled Assaultron, fresh out of the factory. A PC with access to a robot workbench, which can be found in the building, and the skills and perks can rebuild the Assaultron as a new ally.

LOOT

The Warehouse is an Average, Partly Searched Location. When cleared, PCs can spend 30 minutes and make a **PER + Survival** test with a difficulty of 1 to find a number of items equal to the minimum number listed in the **Warehouse Loot Table**.

Warehouse Loot Table

ARMOR	2-4 (Actuated Frame Optics, Actuated Frame Main Body, Actuated Frame Arm, Actuated Frame Leg)
WEAPONS	2-4 (Shock Claw, Drill, Tesla Rifle, Assaulttron Head)
JUNK	2-5
ODDITIES	1-4 (Programmer's Digest, Hazard Detection Module, Recon Sensors, Resistance Field)



Deathclaw

**Level 14, Mutated Lizard,
Normal Creature (102 XP)**

BODY	MIND	MELEE	GUNS	OTHER
10	5	5	—	3

HP	INITIATIVE	DEFENSE
37	14	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
8 (All)	11 (All)	Immune	Immune

ATTACKS

- **CLAWS:** BODY + Melee (TN 15),
7 Piercing, Physical damage
- **SLAM:** BODY + Melee (TN 15),
5 Stun, Physical damage
- **HEAVY OBJECT:** BODY + Guns (TN 10),
4 Stun, Physical damage, Throwing, Range M

SPECIAL ABILITIES

- **BIG:** The deathclaw is bigger than most characters, towering over them. This creature gains +1 HP per level, and its Defense lowers by 1 (to a minimum of 1). It only suffers a Critical Hit if an attack inflicts 7+ damage in a single hit.
- **KEEN SENSES:** The deathclaw's senses are especially keen; it can attempt to detect creatures or objects others normally cannot. It also reduces the difficulty of all other **PER** tests by 1.
- **REND:** A deathclaw may choose to make a deadlier Claw attack by increasing its difficulty by 1, increasing the damage by +2 on a success.
- **WEAK SPOT:** If an attacker chooses to target the deathclaw's torso, it ignores the creature's DR. This does not apply to randomly assigned hits.
- **MASSIVE STRENGTH:** A deathclaw is capable of lifting and throwing objects as large as a standard car.

INVENTORY

BUTCHERY: Scavengers can butcher a dead deathclaw with a successful **END + Survival** test with a difficulty of 1. This yields 2 portions of Deathclaw meat.



PALADIN LYSANDER

Level 8, Human,
Notable Character (120 XP)

S	P	E	C	I	A	L
7 (11)	9	8	6	6	6	4

SKILLS			
Athletics	2	Repair ■	3
Barter		Science ■	3
Big Guns		Small Guns	2
Energy Weapons ■	4	Sneak	
Explosives		Speech	4
Lockpick		Survival	
Medicine		Throwing	
Melee Weapons		Unarmed	2
Pilot			

HP	INITIATIVE	DEFENSE
20 (10 Arms, 10 Head, 10 Legs, 17 Torso)	17	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
360 lbs.	+3	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
7 (Head), 9 (Torso), 6 (Arms, Legs)	6 (Head), 8 (Torso), 5 (Arms, Legs)	7 (Head, Arms, Legs), 9 (Torso)	0

ATTACKS

- **UNARMED STRIKE:** STR + Unarmed (TN 14), 5 Physical damage
- **IMPROVED LONG LASER RIFLE:** PER + Energy Weapons (TN 14), 6 Piercing 1, Energy damage, Range M, Fire Rate 2, Two-Handed

SPECIAL ABILITIES

- **POWER ARMOR:** Paladin Lysander wears Power Armor. She uses the armor's STR of 11 instead of her own. She is immune to damage from falling and inflicts 3 physical damage to all creatures within Reach of her landing. She can breathe underwater and in toxic environments.
- **THE CHAIN THAT BINDS:** As a Major action, Paladin Lysander can order a Brotherhood character of lower level to immediately perform a major action. She assists that action with **CHA + Speech**.
- **WELL EQUIPPED:** Once per combat, Paladin Lysander can unleash a volley from her Laser Rifle. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 8 total).

INVENTORY

Power Armor Frame, Full Suit of T-60 Power Armor, Improved Long Laser Rifle, Brotherhood of Steel Holotags



KNIGHT

Level 7, Human,
Normal Character (52 XP)

S	P	E	C	I	A	L
6	6	7	5	5	6	4

SKILLS			
Athletics	1	Repair	1
Barter		Science ■	1
Big Guns	1	Small Guns	1
Energy Weapons ■	4	Sneak	
Explosives		Speech	2
Lockpick		Survival	
Medicine		Throwing	
Melee Weapons		Unarmed	2
Pilot	1		

HP	INITIATIVE	DEFENSE
14	12	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
110 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	2 (All)	1 (All)	0

ATTACKS

- **UNARMED STRIKE:** STR + Unarmed (TN 8), 2 Physical damage
- **LONG LASER RIFLE:** PER + Energy Weapons (TN 10), 6 Piercing 1, Energy damage, Range M, Fire Rate 2, Two-Handed

SPECIAL ABILITIES

- **THE CHAIN THAT BINDS:** As a major action, a Knight can order a Brotherhood character of lower level to immediately perform a major action. They assist that action with **CHA + Speech**.
- **WELL-EQUIPPED:** Once per combat, a Knight can unleash a volley from their Laser Rifle. This adds the weapons Fire Rate of 2 to the weapon's damage for a single attack (for 7 total).

INVENTORY

Brotherhood of Steel Uniform, Full Combat Armor, Long Laser Rifle, Brotherhood of Steel Holotags



LEVEL 16 – SIMPLE

“Garages like this one are found in locations that could not fit a larger service station, never mind a Red Rocket. Staffed by disinterested mechanics looking for an easy paycheck, ambitious tinkers, and anyone in between before the War, they took on a new role after the bombs. Tries of forgotten tools, makeshift houses, or simply a roof overhead to hide from a sandstorm. This half-buried garage shows signs of habitation—the distant hum of a radio, a flickering lantern, and the profane cursing of a woman. Seems like a welcoming place.”

A broken highway snakes through the landscape, weaving through the radstorm-tossed sand as if it was a roiling ocean. Ruined cars poke out through the sand and are the only reliable guide through the barren dunes, as the radstorms crackling violently overhead change the landscape with disturbing regularity, throwing sand through the air with enough strength to flay unprotected humans. As PCs make their way through the dunes during a lull in the storm, they eventually hear the high-pitched shout of a young woman, yelling “No, Pinky! Stop, put it down!”

The voice belongs to **‘Vada**, animal trainer extraordinaire, living in a garage half-buried beneath the sand. She ventured out into the desert in search of her lost brother and a new challenge for her talents in taming wildlife. Protected by **Pinky**, her pet albino radscorpion, and a recently refurbished Protectron, ‘Vada is not easy prey, despite her innocent looks. Due to the radstorms, ‘Vada has modified the Protectron to act as a walking Rad-X dispenser, keeping her topped-up on Rad-X throughout the day as it follows her around.

The garage is her living space, with a cooking station and an armor workbench—doubling as a table—occupying the sides of the main room. A small bedroll, strewn with old comics and personal effects is in the back, with an old doghouse containing a small bed and tattered teddy bear inside. The name Pinky is painted in bright red on top.

The radscorpion in question rushes toward any newcomers with energy comparable to an over-excited puppy. A single sharp whistle from ‘Vada can turn that excitement into a sudden onslaught of violence.

OBSTACLES AND THREATS

- **‘Vada and Pinky:** Vada is a live-and-let-live person, focused on simply living her own life and meeting new people on the trail. She has an almost unnatural affinity for radioactive wildlife. There are few creatures in the Wasteland she cannot tame. Pinky is the perfect example: a pet **albino radscorpion** that will defend her until its dying breath. Should anyone threaten ‘Vada, Pinky will scuttle to her defense, tearing apart the aggressor with unmatched ferocity. Friendly PCs will quickly learn that ‘Vada is incredibly personable and will happily chat, especially if they can trade her Rad-X. She is burning through her stockpile while staying out here. The only reason she is this far out in an irradiated desert is because she is following up on a clue about her younger brother, who may be deeper in the desert still.
- **Local Wildlife:** While ‘Vada is good with animals, the same is not necessarily true for the PCs. Radscorpions have a nest below the sands, and while moving through the area, any PC that rolls a complication must also roll a ; on an effect, they are suddenly attacked by  +2 radscorpions. If ‘Vada is nearby, she attempts to calm the creatures.
- **Radstorms:** The garage sits near the center of a radstorm-blasted desert, where rolling, rainless clouds bombard the area with constant radiation. For each hour in this location, an unsheltered and unprotected character suffers 4  Radiation damage.

NESTED AREAS

- **Buried cargo:** Just off of the road is an old military cargo truck hidden by sands, with fragments of the vehicle poking out of a dune. Noticing the truck requires a **PER + Survival** test with a difficulty of 4. Its contents are protected not by a lock, but the sheer weight of the sand. Without spending time on excavation and risking irradiation, the cargo truck remains beneath the dunes. Otherwise, it yields treasure. Four power armor frames, with a complete set of T-51 power armor pieces each, locked in place with hydraulic transport clamps. Apart from the armor there are three weapons crates, each containing two high capacity assault rifles, a long suppressed marksman's combat rifle, a full stock M79 grenade launcher, 144 5.56mm rounds, 36 .45 rounds, 9 40mm grenade rounds, and 4 fusion cores. Opening a crate activates a tampering device that immediately triggers a blaring alarm, attracting the attention of nearby wildlife. To make things worse, it sends out a radio signal, reporting the theft, possibly complicating the party's life down the road.

LOOT

The Garage is an Average, Partly Searched Location. When cleared, PCs can spend 30 minutes and make a **PER + Survival** test with a difficulty of 1 to find a number of items equal to the minimum number listed in the **Garage Loot Table**.

Garage Loot Table

ARMOR	0-2 (Alloyed Metal Helmet, Hardened Raider Chest Piece)
CLOTHING	0-2 (Welder's Visor, Utility Coveralls)
FOOD	1-2 (Potted Meat, Perfectly Preserved Pie)
BEVERAGES	0-2 (Nuka-Cola Quantum, Refreshing Beverage)
JUNK	6
ODDITIES	1-2 (50 Caps, Multi-Tool)
WEAPONS	0-2 (Hooked Pipe Wrench, Hard Sawed-off Double Barrel Shotgun)

Pinky

**Level 14, Mutated Arachnid,
Legendary Creature (306 XP)**

BODY	MIND	MELEE	GUNS	OTHER
11	8	5	—	4

HP	INITIATIVE	DEFENSE
117	19	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
6 (All)	5 (All)	Immune	Immune

ATTACKS

- **CLAWS: BODY + Melee** (TN 16),
6 Vicious, Physical damage
- **STING: BODY + Melee** (TN 16),
7 Persistent, Poison damage

SPECIAL ABILITIES

- **BIG:** Pinky is bigger than most characters. She gains +1 HP per level, her Defense lowers by 1 (to a minimum of 1). She only suffers a Critical Hit if an attack inflicts 7+ damage in a single hit.
- **BURROW:** Pinky can tunnel under the ground to strike at attackers. Burrowing into the ground takes a major action, and while burrowing Pinky is not visible and cannot be targeted by attacks. Whilst burrowing, Pinky moves two zones rather than one. As a minor action, Pinky may emerge from the ground, but she cannot burrow through stone, metal, or wood.
- **SOLAR REGENERATION:** Pinky recovers 3 HP at the beginning of her turn as long as she is in direct sunlight.
- **WEAK SPOT:** If an attacker chooses to target Pinky's head, it ignores the creature's DR. This does not apply to randomly assigned hits.

INVENTORY

BUTCHERY: Scavengers can butcher Pinky if she is dead, with a successful **END + Survival** test with a difficulty of 1. This yields 2 portions of radscorpion meat. If one Effect is rolled, it also yields 1 radscorpion stinger, if two Effects are rolled, it also yields one radscorpion egg.

'VADA

Level 14, Human,
Major Character (306 XP)

S	P	E	C	I	A	L
3	5	5	10	7	5	7

SKILLS			
Athletics	3	Repair ■	5
Barter	2	Science ■	3
Big Guns		Small Guns ■	4
Energy Weapons		Sneak	
Explosives		Speech	4
Lockpick		Survival ■	5
Medicine		Throwing	
Melee Weapons		Unarmed	1
Pilot			

HP	INITIATIVE	DEFENSE
28	14	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	7

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
6 (Torso, Arms, Legs)	7 (Torso, Arms, Legs)	0	0

ATTACKS

- **UNARMED STRIKE:** STR + Unarmed (TN 7), 2 Physical damage
- **FANCY PIECE:** AGL + Small Guns (TN 9), 3 Physical damage, Range M, Fire Rate 5, Burst, Close Quarters, Reliable

SPECIAL ABILITIES

- **THE BEST ANIMAL FRIEND:** Whenever a creature NPC with the Mammal, Lizard, Insect, or Arachnid keyword attacks her, 'Vada rolls 1 . On any result other than an Effect, the creature chooses not to attack her, although it may still attack another character. As a major action, 'Vada can attempt a **CHA + Survival** test with a difficulty of 2. If she succeeds, the animal treats her as if it is friendly, and will attack anyone who attacks her. Mighty and Legendary animals are affected by this ability.
- **OPEN FIRE:** Once per combat, 'Vada can unleash a volley from her Fancy Piece. This adds the weapon's Fire Rate of 5 to the weapon's damage for a single attack (for 8 total).

INVENTORY

Tough Clothing, Casual Hat, Sturdy Studded Leather Armor Set, *Fancy Piece* (10mm Automatic, Ported, Compensated, Pistol), Rad-X Drip Protection, Stimpack, Deluxe Toolkit, Bag full of Junk (4 Junk), Wealth 4

Mr. Handy
MAN'S BEST FRIEND. REINVENTED.





Radscorpion

Level 7, Mutated Arachnid,
Normal Creature (52 XP)

BODY	MIND	MELEE	GUNS	OTHER
7	5	5	—	3

HP	INITIATIVE	DEFENSE
21	12	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (All)	3 (All)	Immune	Immune

ATTACKS

- **CLAWS:** BODY + Melee (TN 12),
4 Vicious, Physical damage
- **STING:** BODY + Melee (TN 12),
3 Persistent, Poison damage

SPECIAL ABILITIES

- **BIG:** A radscorpion is bigger than most characters. It gains +1 HP per level, its Defense lowers by 1 (to a minimum of 1). It only suffers a Critical Hit if an attack inflicts 7+ damage in a single hit.

SPECIAL ABILITIES

- **BURROW:** Radscorpions can tunnel under the ground to strike at attackers. Burrowing into the ground takes a major action, and while burrowing radscorpions are not visible and cannot be targeted by attacks. Whilst burrowing, a radscorpion moves two zones rather than one. As a minor action, a radscorpion may emerge from the ground, but it cannot burrow through stone, metal, or wood.
- **WEAK SPOT:** If an attacker chooses to target a radscorpion's head, it ignores the creature's DR. This does not apply to randomly assigned hits.

INVENTORY

BUTCHERY: Scavengers can butcher a dead radscorpion, with a successful **END + Survival** test with a difficulty of 1. This yields 2 portions of radscorpion meat. If one Effect is rolled, it also yields 1 radscorpion stinger, if two Effects are rolled, it also yields one radscorpion egg.