

ENCLAVE REMNANTS

NPC PACK #2

RECRUIT A RAGTAG GROUP OF FORMER ENCLAVE VETERANS FOR ANOTHER SHOT AT GLORY. FIND THE REMNANT'S SECRET BUNKER AND TAKE TO THE SKIES IN A VERTIBIRD!



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INTRODUCING PLOT SEEDS



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Introduction

ENCLAVE REMNANTS

A CRUMBLING WORLD

When the Enclave fell to the New California Republic (NCR), some of their forces managed to get away as the Navarro military base was being sacked. Since then, life has been hard. Living under the NCR's thumb, constantly worried that their identities will be uncovered and their lives once again uprooted. Though the term "Enclave remnant" can refer to a range of people who escaped from Navarro, a particular group of Enclave veterans now live in the Mojave Wasteland in 2281.

ENCLAVE TACTICS

The Enclave utilize shock tactics: swooping in on Vertibirds and deploying assault teams in sudden ground attacks. As the troops push forward, the Vertibirds take to the sky providing aerial support and eventual extraction.

Unlike many factions in the wastelands, Enclave soldiers receive specialized combat training, utilizing pre-War tactics and strategies. They are a terrifying and oppressive force to fight, using cover and firing suppressive volleys to allow their allies to advance forward. Though the remnants have been out of the fight for some time, their minds have not deteriorated, even if their bodies can no longer keep up.

REMNANT TACTICS & COMBAT

The remnants generally keep their vulnerable medics at the back and their heavy hitters up front. Though their commanders will attempt to talk things out before coming to blows, the remnants fight with unmatched valor in combat. Should a peaceful alternative be available, most of the squad will happily follow their officers example. Barring the short-tempered heavy weapons trooper, who prefers to resolve discussions with high-speed metal. While most NPCs typically die after being reduced to 0 HP, we suggest that remnant NPCs should be treated like player characters and start dying when reduced to 0 HP. A remnant medic may stabilize a dying remnant trooper (*Fallout: The Roleplaying Game Core Rulebook*, p. 34). This option grants additional resilience and tenacity when combating the Enclave remnants.

Additionally, the remnants can be equipped with Power Armor. Some members prefer to avoid wearing the armor, such as their pilots, as it would cramp the cockpit of their Vertibirds. You may add a full suit of Mk II X-01 Power Armor (*Fallout: The Roleplaying Game Core Rulebook*, p. 143) to any member's inventory.



TEAM DYNAMICS

Each remnant member is unique and diverse, having their own thoughts and morals. There is often tension, particularly between Orion Monero and Cannibal Johnson. Despite these differences, the group works well together as long as there is a shared goal. Navigating the dynamics and politics of the group often comes down to their captain, Judah Kreger, who has become an expert at wrangling his team into shape. Nowadays, the remnants only follow his commands out of respect. In addition, thanks to the absence of Enclave seniority, the remnants no longer work against their own morals.

THE BUNKER

After the remnants fled Navarro, they stashed their equipment in a secret location in the Mojave Wasteland. As the Enclave crumbled, knowledge of their former bunkers vanished. Their fueling hanger's location is forgotten to all but them left under lock and key, accessible by a specific passphrase. Each remnant member possesses at least a single word to this phrase, "Old friends remember Navarro."

Finding the bunker is challenging to anyone who does not know where it lies, though there may be rumors of its location and rewards. The exterior is indistinguishable from a regular cave and is otherwise unprotected. An impenetrable door is the bunker's primary defense, if one can even find it in the first place.

MUSTER THE TROOPS

The remnants stored their equipment in the hope that it would be used again one day. As the years passed, the group drifted apart and their dream died. Only Arcade Gannon kept tabs on everyone, thinking that one day they may finally come to reclaim their gear. Gathering the remnants is a long process requiring the PCs to visit and find each member of the squad and convince them to fight for a good cause. If convinced, the remnants take up their arms and return to the bunker, revealing its location and passphrase one word at a time. This allows the remnants to become powerful allies and help out in large-scale battles or dangerous fights. This pack presents two versions of each remnant, one before and one after they reclaim their gear. After they have assisted the PCs, they may remain at their base, happy to continue giving assistance. Alternatively, you could choose to have their cover blown and require them to move on or face death.

Chapter One

THE REMNANTS

JUDAH KREGER

Judah is a simple man; he doesn't talk much about his past. He used to be a merchant and trader, but as the years wore on, the lifestyle got too hard. He now lives in Westside, a rundown place where he can scrape by with the rest of the down-on-their-luck folk. Despite his many years spent on the road, he is surprisingly nimble and strong for his age.

Level 8, Human, Notable Character (120 XP)

S	P	E	C	I	A	L
6	8	7	5	6	9	5

HP	INITIATIVE	DEFENSE
20	19	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	-	3

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

SKILLS			
Athletics	2	Melee Weapons	2
Barter ■	3	Small Guns ■	5
Big Guns	1	Speech ■	4
Explosives	2	Survival	1
(■ Tag Skill)			

ATTACKS	
■	10MM PISTOL: AGI + Small Guns (TN 14), 4 Physical damage, Fire Rate 2, Range C, Close Quarters, Reliable
■	AUTO COMBAT RIFLE: AGI + Small Guns (TN 14), 4 Burst, Physical damage, Fire Rate 4, Range M, Two-Handed, Inaccurate

SPECIAL ABILITIES

- **LET RIP:** Once per combat, Judah Kregger may 'let rip' with a volley from their 10mm Pistol or Auto Combat Rifle. This adds the weapon's Fire Rate of 2 or 4 to the weapon's damage for a single attack (for 6 or 8 total).
- **ONCE A TRADER:** When making an opposed Barter test, the first additional d20 Judah Kregger buys is free.

INVENTORY

10mm Pistol, Auto Combat Rifle, Tough Clothing, 8+4 .45 Rounds, 8+4 10mm Ammo, Wealth 1



CAPTAIN KREGER

It was due to Captain Kreger alone that the remnants stayed together as long as they did, a strong leader and tactician. Once in his uniform, he is surrounded by an aura of quiet confidence, no longer a man down on his luck just struggling by. Though working for the Enclave always gave him purpose, he rejected the violence that permeated the majority of the group. Although he no longer holds any official rank, his squad still follows his orders. He earned their respect long ago and has done nothing that would shake their confidence in him.

Level 14, Human, Major Character (306 XP)

S	P	E	C	I	A	L
8	8	7	9	7	9	8
HP		INITIATIVE			DEFENSE	
37		22			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
230 lbs.		-			8	
PHYS. DR		ENERGY DR		RAD. DR		POISON DR
2 (Torso, Arms, Legs); 1 (Head)		2 (Torso, Arms, Legs); 1 (Head)		0		0
SKILLS						
Athletics			3	Small Guns ■		5
Barter ■			3	Speech ■		5
Big Guns			2	Survival		3
Explosives ■			4	Throwing		1
Melee Weapons			3	(■ Tag Skill)		

Headgear

ITEM	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Officers Cap	1	1	0	Head	<1	25	2

ATTACKS

- **10MM PISTOL:** AGI + Small Guns (TN 14), 4 Physical damage, Fire Rate 2, Range C, Close Quarters, Reliable
- **AUTO COMBAT RIFLE:** AGI + Small Guns (TN 14), 4 Burst, Physical damage, Fire Rate 4, Range M, Two-Handed, Inaccurate
- **PLASMA GRENADE:** PER + Explosives (TN 12), 9 Energy damage, Blast, Thrown M

SPECIAL ABILITIES

- **LET RIP:** Once per combat, Captain Kreger may 'let rip' with a volley from his 10mm Pistol or Auto Combat Rifle. This adds the weapon's Fire Rate Of 2 or 4 to the weapon's damage for a single attack (for 6 or 8 total).
- **ONCE A TRADER:** When making an opposed Barter test, the first additional d20 Captain Kreger buys is free.
- **ALWAYS A LEADER:** Once per scene, Captain Kreger may take the Rally action as a minor action using **CHA + Speech** to inspire his comrades.
- **GREY BEARD:** This character is respected, and as long as he is not incapacitated, his faction will look to them for leadership. Once per turn, when an allied NPC makes a Speech test, Captain Kreger grants 1 automatic success to the roll. When Captain Kreger is reduced to below half of his maximum HP, he mutates, and his attacks gain the Vicious damage effect. Additionally, if one of his allies has been defeated in this scene, he adds +2 damage to any ranged or melee attacks he makes until the end of the scene.

INVENTORY

10mm Pistol, Auto Combat Rifle, Plasma Grenade, Purified Water x2, Officer's Cap, Ballistic Weave Military Fatigues, Combat Chest Piece, 8+4 45 Rounds, 8+4 10mm Ammo, Wealth 3

HENRY

Henry is a brilliant scientist that specializes in human and canine biology, a specialization that led him to work on cyberdogs. Despite his brilliance, he did not see eye to eye with the Enclave leadership and eventually left the organization. His departure was timely as not long after their home base was attacked and destroyed. He now lives in Jacobstown serving the community as a doctor, though it was not his first choice in the NCR.

Initially having settled in Shady Sands, a night out drinking left him inebriated and loose-lipped. He talked at length about his involvement with the Enclave and shortly became the target of a local crime lord, and later a fugitive from the NCR. Fleeing to the Mojave Wasteland, he found his current home and set about trying to help its inhabitants. An open man, he now willingly discusses his involvement with the Enclave, often bemoaning his current lab's inadequacy. When not working as a doctor, he fills his time with study, trying to find the cure for the Nightkin's schizophrenia.

Level 5, Human, Notable Character (76 XP)

S	P	E	C	I	A	L
4	8	5	5	9	7	7
HP		INITIATIVE		DEFENSE		
17		17		1		
CARRY WEIGHT		MELEE BONUS		LUCK POINTS		
190 lbs.		-		4		
PHYS. DR	ENERGY DR	RAD. DR	POISON DR			
0	0	0	0			

SKILLS

Energy Weapons	3	Repair	3
Explosives ■	4	Science ■	5
Medicine ■	5	Survival	1
		(■ Tag Skill)	

ATTACKS

- **LASER PISTOL: PER + Energy Weapons (TN 11),** 4 Piercing, Energy damage, Fire Rate 2, Range C, Close Quarters

SPECIAL ABILITIES

- **WASTELAND DOCTOR:** Henry is a doctor and whilst not in combat can use one of the following abilities on another character. Typically he charges 100 caps for doing so.

Heal: Doctor Henry performs the First Aid action, adding a Stimpak to heal a total of 11 HP.

Purge Rads: Doctor Henry administers a dose of RadAway and provides purified water to help with the thirst to heal 4 Radiation damage and 3 HP.

Cure Addiction: Over the course of a scene, doctor Henry cures a patient of addictions as if they had taken a dose of Addictol. During this time, the patient is woozy and cannot perform other actions.

- **BIOTRONICS EXPERT:** Doctor Henry is an experienced scientist and engineer. When he makes a Science or Medicine test, the first additional d20 is free. In addition, when he heals a patient's HP using the First Aid action, increase the amount of HP healed by 2.

- **LAB COAT:** Doctor Henry may reroll a single d20 on an INT based test once per scene.

INVENTORY

Lab Coat, Laser Pistol, Doctor's Bag, Stimpak, Med - X, 14 + 7 Fusion cells, Wealth 1

DOCTOR HENRY

Despite his seemingly altruistic actions, Doctor Henry is a man out for little else but interest. People and their ailments are simply puzzles that are to be figured out. Despite this, he is an invaluable resource to the remnants, a man who has saved countless lives is always good to have around, no matter his reasons.

Level 12, Human, Notable Character (176 XP)

S	P	E	C	I	A	L
4	8	5	5	10	8	8

HP	INITIATIVE	DEFENSE
25	18	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
190 lbs.	-	4

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Arms, Legs, Torso) 1 (Head)	2 (Arms, Legs, Torso)	3 (Head)	0

SKILLS			
Energy Weapons	5	Repair	5
Explosives ■	4	Science ■	5
Lockpick	1	Speech	1
Medicine ■	5	Survival	2
(■ Tag Skill)			

ATTACKS
■ AGITATED SCATTERGUN LASER RIFLE: PER + Energy Weapons (TN 13), 4 🗡️ Vicious, Spread, Energy damage, Fire Rate 2, Range C, Two-Handed

SPECIAL ABILITIES
■ BIOTRONICS EXPERT: Doctor Henry is an experienced scientist and engineer. When he makes a Science or Medicine test, the first additional d20 is free. In addition, when he heals a patient's HP using the First Aid action, increase the amount of HP healed by 2.



SPECIAL ABILITIES
■ OUT OF OFFICE: There is little more comforting than having a field medic always by your side. When Doctor Henry uses a First Aid action on another character other than himself, he immediately gains 1 AP. If Doctor Henry is an ally, then this goes into the group pool. If he is an enemy, it goes into the GM's pool. ■ NOT ON MY WATCH: While an ally is dying, Doctor Henry may spend 2 AP instead of Luck points to use the Lucky Timing Luck Ability. ■ LAB COAT: Doctor Henry may reroll a single d20 on an INT based test once per scene. ■ LET RIP: Once per combat, Doctor Henry may 'let rip' with a volley from his Laser Rifle. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 6 🗡️ Total).

INVENTORY
Ballistic Lab Coat, Gas Mask, Agitated Scattergun Laser Rifle (Photon Agitator, Splitter, Standard Stock), Doctor's Bag, Stimpak, Med - X, 14 +7 🗡️ fusion cells, Wealth 1

ORION MORENO

An imposing man, Orion was everything you would expect from an Enclave soldier: ruthless, trigger-happy, and unquestioningly loyal. Operating under the Enclave as a heavy weapons trooper, he did as he was told, dedicated to the American ideal. This dedication caused tension with his squadmate Johnson, though they never came to blows thanks to the expert leadership of Captain Kreger.

Orion stayed with the Enclave until the fall of Navarro when he was forced underground, which pained him stating, “kiss America goodbye, boys” as the base fell. Unlike many of his allies, he has remained stuck in the past, a bitter reflection of his former self. Wishing he could go back to his glory days, desiring vengeance on the NCR above all things.

Level 7, Human, Notable Character (104 XP)

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

HP	INITIATIVE	DEFENSE
20	19	1

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

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

SKILLS			
Athletics	1	Melee Weapons ■	4
Big Guns ■	4	Small Guns	2
Energy Weapons ■	5	Survival	1
(■ Tag Skill)			



ATTACKS

- **COMBAT KNIFE:** STR + **Melee Weapons** (TN 12), 4  Piercing Physical damage
- **COMBAT SHOTGUN:** AGI + **Small Guns** (TN 10), 5  Spread, Physical damage, Fire Rate 2, Range C, Inaccurate, Two-Handed

SPECIAL ABILITIES

- **LET RIP:** Once per combat, Orion Moreno may ‘let rip’ with a volley from his Combat Shotgun. This adds the weapon’s Fire Rate of 2 to the weapon’s damage for a single attack (for 7  Total).
- **FIELD TESTED:** Orion Moreno ignores complications when attacking with Big Guns.

INVENTORY

Combat knife, Combat shotgun, Drifter Outfit, 6+3  shotgun shells, Wealth 1

HEAVY WEAPONS TROOPER MORENO

A man back in his element, Heavy Weapons Trooper Moreno feels at home in his armor fighting for a cause. Despite his advanced age, he is still a powerful combatant who knows his craft well. He stands in stark opposition to the NCR but wishes to help the remnants if he can and maybe exact some vengeance along the way.

Level 14, Human, Notable Character (204 XP)

S	P	E	C	I	A	L
8 (11)	9	9	4	4	8	7
HP		INITIATIVE			DEFENSE	
30 (13 Head, 12 Legs, 12 Arms, 25 Torso)		19			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
360 lbs.		+3 			4	
PHYS. DR		ENERGY DR		RAD. DR		POISON DR
8 (Head), 10 (Torso), 8 (Arms, Legs)		7 (Head), 8 (Torso), 7 (Arms, Legs)		7 (Head, Arms, Legs), 9 (Torso)		0
SKILLS						
Athletics			2		Melee Weapons ■ 4	
Big Guns ■			5		Small Guns 2	
Energy Weapons ■			5		Survival 2	
Explosives			1		Unarmed 1	
Medicine			2		(■ Tag Skill)	

ATTACKS

- **COMBAT KNIFE:** STR + **Melee Weapons** (TN 15), 6  Piercing Physical damage
- **GATLING LASER:** END + **Big Guns** (TN 14), 3  Burst, Piercing Energy damage, Fire Rate 6, Range M, Gatling, Inaccurate, Two-Handed
- **PLASMA GUN:** PER + **Energy Weapons** (TN 14), 6  Physical/Energy damage, Range C, Fire Rate 1, Close Quarters

SPECIAL ABILITIES

- **COVERING FIRE:** By spending 2 Action Points, Moreno may provide covering fire with their Gatling Laser. He selects a zone within Long Range. Until the start of his next turn that zone becomes difficult terrain and ranged attacks made from that zone increase in difficulty by +1.
- **LET RIP:** Once per combat, Moreno may 'let rip' with a volley from his Gatling Laser. This adds the weapon's fire rate of 6 to the weapon's damage for a single attack (for 15  in total).
- **FIELD TESTED:** Orion Moreno ignores complications when attacking with Big Guns.
- **GOOD TO BE BACK:** On Orion Moreno's first turn, he may take an additional Major action to make a ranged attack without spending AP.
- **POWER ARMOR:** Orion Moreno wears his old Enclave Power Armor. He uses the armor's STR of 11 instead of his own while it is powered. He is immune to damage from falling and inflicts 3  Physical damage to all creatures within reach of his landing. He can breathe underwater and in toxic environments.

INVENTORY

Full Suit of Mk II X-01 Power Armor, Power Armor Frame, Fusion Core, Gatling laser, Combat Knife, Plasma Gun, 14 + 7  fusion cells, 10 + 5  Plasma Cartridges, Wealth 1

CANNIBAL JOHNSON

A former squad marksman who served under Captain Kreger. Johnson was a moral man, taking issue with the Enclaves' tactics and aims. He always tried to "serve without serving," bending orders he received almost to their breaking point. After fleeing Navarro to the fringes of the NCR, Johnson hung up his Power Armor with the rest of the squad and headed into the Mojave Wasteland. He made a life and a name for himself, becoming Cannibal Johnson. A gruesome moniker whose, despite many rumors, origin is shrouded in mystery. Despite his fearsome reputation, Johnson found love and lived in seclusion with his wife for a few years before she passed. Having seemingly found a peaceful existence in the Mojave, he now waits for the reaper to come and collect his dues.



Level 7, Human, Notable Character (104 XP)

S	P	E	C	I	A	L
7	7	7	4	6	7	8

HP	INITIATIVE	DEFENSE
22	16	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	+1	4

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

SKILLS			
Big Guns ■	4	Survival ■	5
Repair	2	Unarmed	5
Small Guns ■	5	(■ Tag Skill)	

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 9), 3	Physical damage
■ HUNTING RIFLE: AGI + Small Guns (TN 12), 6	Piercing Physical damage, Fire Rate 0, Range M, Two-Handed
■ COMBAT KNIFE: STR + Melee Weapons (TN 7), 4	Piercing Physical damage

SPECIAL ABILITIES	
■ ALL PART OF MY MYSTIQUE:	Very few know the truth of how Cannibal Johnson got his name, and he likes it that way. When making a Speech test to intimidate or threaten, Cannibal Johnson's first additional d20 is free.
■ TRAINED MARKSMAN:	Johnson is highly trained and is as accurate with a minigun as he is with a rifle. He ignores the Inaccurate quality of Big Guns.

INVENTORY	
Road Leathers, Sturdy Leather Chest piece, Arms and Legs, Hunting Rifle, 6 + 3 .308 Ammo, Wealth 1	

SQUAD MARKSMAN JOHNSON

Despite all his experiences, Johnson remains a good man at heart. Proud of the fact that he's never killed anyone who wasn't trying to kill him, he fires up his Power Armor and minigun one last time to fight against tyranny and do some good before he is gone and forgotten.

Level 14, Human, Notable Character (204 XP)

S	P	E	C	I	A	L
8 (11)	8	8	4	6	7	8
HP		INITIATIVE			DEFENSE	
30 (13 Head, 12 Legs, 12 Arms, 25 Torso)		17			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
360 lbs.		+3 			4	
PHYS. DR	ENERGY DR	RAD. DR		POISON DR		
8 (Head), 10 (Torso), 8 (Arms, Legs)	7 (Head), 8 (Torso), 7 (Arms, Legs)	7 (Head, Arms, Legs), 9 (Torso)		0		
SKILLS						
Athletics	3	Small Guns ■			5	
Big Guns ■	5	Survival ■			5	
Repair	3	Unarmed			5	
		(■ Tag Skill)				
ATTACKS						
■ UNARMED: STR + Unarmed (TN 16), 5  Physical damage						
■ MINIGUN: END + Big Guns (TN 13), 3  Burst, Spread Physical damage, Fire Rate 5, Range M, Gatling, Two-Handed						
■ HUNTING RIFLE: AGI + Small Guns (TN 12), 6  Piercing Physical damage, Fire Rate 0, Range M, Two-Handed						
■ COMBAT KNIFE: STR + Melee Weapons (TN 11), 6  Piercing Physical damage						

SPECIAL ABILITIES

- **ALL PART OF MY MYSTIQUE:** Very few know the truth of how Cannibal Johnson got his name, and he likes it that way. When making a Speech test to intimidate or threaten Cannibal Johnson's first additional d20 is free.
- **TRAINED MARKSMAN:** Johnson is highly trained and is as accurate with a minigun as he is with a rifle. He ignores the Inaccurate quality when attacking with Big Guns.
- **POWER ARMOR:** Johnson Wears his old Enclave Power Armor. He uses the armor's STR of 11 instead of his own while it is powered. He is immune to damage from falling and inflicts 3  Physical damage to all creatures within reach of his landing. He can breathe underwater and in toxic environments.
- **WELL-EQUIPPED:** Twice per combat, Johnson may 'let rip' with a volley from their Minigun. This adds the weapon's fire rate of 5 to the weapon's damage for a single attack (for 13  in total).

INVENTORY

Full Suit of Mk II X-01 Power Armor, Power Armor Frame, Fusion Core, Minigun, Hunting Rifle, 6 + 3  .308 Ammo, 10x 12 + 6  5mm Ammo, Wealth 1



DAISY WHITMAN

A former pilot for the Enclave, Daisy never cared much for politics and was happiest when in the air. She regularly risked disciplinary action by taking the scenic route back to Navarro on more than one occasion. She's become like a mother to Arcade Gannon after his own mother's passing and makes her living as a mechanic and scrapper in Novac. But there's nothing she wants more than to fly again.

Level 6, Human, Notable Character (90 XP)

S	P	E	C	I	A	L
5	7	6	6	7	6	8

HP	INITIATIVE	DEFENSE
20	15	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	-	4

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

SKILLS			
Barter	2	Repair ■	5
Energy Weapons	2	Small Guns	3
Pilot ■	5	Survival ■	2
(■ Tag Skill)			

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 5), 2	Physical damage
■ HUNTING RIFLE: AGI + Small Guns (TN 9), 6	Piercing Physical damage, Fire Rate 0, Range M, Two-Handed
■ COMBAT KNIFE: STR + Melee Weapons (TN 5), 3	Piercing Physical damage

SPECIAL ABILITIES	
■ VERTIBIRD TRAINING: Daisy Whitman is an experienced pilot. She gains a bonus d20 when making tests to pilot Vertibirds.	
■ SCRAPPER: Daisy Whitman is an experienced mechanic that can get damn near anything running, or at least scrapped for caps. When making a Repair test, Daisy Whitman's first additional d20 is free.	

INVENTORY	
Hunting Rifle, Combat Knife, Casual Hat, Utility Coveralls, 6 + 3 .308 Ammo, Wealth 2	

ENCLAVE VERTIBIRD PILOT WHITMAN

Seventy-one missions and one Vertibird lost is an impressive tally by any standards. Whitman is prepared to make that seventy-two. She may have more gray hair than the last time she flew, but age has done nothing to diminish her skills. It's time for her to get back to where she truly belongs, the skies over the wasteland.

Level 13, Human, Notable Character (190 XP)

S	P	E	C	I	A	L
5	9	7	6	7	7	8
HP		INITIATIVE			DEFENSE	
28		18			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
200 lbs.		-			4	
PHYS. DR	ENERGY DR		RAD. DR		POISON DR	
1 (Torso, Arms, Legs)	1 (Torso, Arms, Legs)		0		0	
SKILLS						
Barter			4	Repair ■		5
Energy Weapons			4	Small Guns		3
Pilot ■			5	Survival ■		5
			(■ Tag Skill)			

Vertibird gunner

When piloting a Vertibird, Whitman has access to the Twin .50 Nose Mounted Machine Guns. She can make an attack with the following profile:

- **NOSE MOUNTED MACHINE GUNS:**
AGI + Pilot (TN 12), 7 Burst Physical damage, Fire Rate 6, Range M

ATTACKS

- **UNARMED STRIKE:** STR + Unarmed (TN 5), 2 Physical damage
- **PLASMA GUN:** PER + Energy Weapons (TN 13), 6 Physical/Energy damage, Range C, Fire Rate 1, Close Quarters
- **COMBAT KNIFE:** STR + Melee Weapons (TN 5), 3 Piercing Physical damage

SPECIAL ABILITIES

- **VERTIBIRD TRAINING:** Pilot Whitman is an experienced pilot. She gains a bonus d20 when making tests to pilot Vertibirds.
- **SCRAPPER:** Pilot Whitman is an experienced mechanic that can get damn near anything running, or at least scrapped for caps. When making a Repair test Pilot Whitman's first additional d20 is free.
- **SWOOP IN GUNS BLAZING:** Pilot Whitman makes even the most difficult maneuvers look effortless. She uses an AGI + Pilot test when making attacks with the nose-mounted weapons of a Vertibird.
- **WEAPONS HOT:** Twice per combat, Pilot Whitman may 'let rip' with a volley from her Vertibird. This adds the nose-mounted weapon's fire rate of 6 to the weapon's damage for a single attack (for 13 in total).

INVENTORY

Engineers Armor, Casual Hat, Plasma Gun, 10 + 5 Plasma Cartridges, Combat Knife, Wealth 2



ARCADE GANNON

Enthusiastic about helping people but jaded by experience, Arcade Gannon is a member of the Followers of the Apocalypse. He can be found undertaking research into natural sources of medicines, as the followers recognize that old-world medicines are a finite resource. Although born and raised on an Enclave military base, he became a Follower after he and his mother managed to flee Navarro before it was pillaged by the NCR. Forever on the move to avoid NCR rangers and bounty hunters intent on the complete destruction of the Enclave, Gannon became a Follower where his intelligence and love of learning were encouraged. Keeping to the fringes of society, he ended up settling in the Mojave Wasteland, where Gannon tries his best to help the people of Freeside while keeping tabs on the remnants of his father's old squad.

Level 5, Human, Major Character (76 XP)

S	P	E	C	I	A	L
5	7	6	6	7	6	8

HP	INITIATIVE	DEFENSE
17	13	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	-	4

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

SKILLS			
Energy Weapons ■	4	Repair	4
Medicine ■	4	Science ■	4
Melee Weapons	3	Survival	2
(■ Tag Skill)			

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 6) 2	Physical damage
■ PLASMA GUN: PER + Energy Weapons (TN 10) 6	Physical/Energy damage, Range C, Fire Rate 1, Close Quarters
■ RIPPER: STR + Melee Weapons (TN 9) 4	Vicious Physical damage

SPECIAL ABILITIES	
■ NOTHING NEW UNDER THE SUN: Arcade Gannon is a trained combat medic and can create a Stimpak from the most unlikely of sources. When using the First Aid action, Arcade Gannon heals as if he applied a Stimpak without having to use one.	
■ LET RIP: Once per combat, Arcade Gannon may 'let rip' with a volley from his Plasma Gun. This adds the weapon's fire rate of 1 to the weapon's damage for a single attack (for a total of 7).	

INVENTORY	
Ballistic Weave Lab Coat, Plasma Gun, Ripper, Stimpak, 10 + 5	Plasma Cartridges, Wealth 2

ENCLAVE DESCENDANT ARCADE GANNON

Knowing association with the Enclave would see him exiled from the Followers of the Apocalypse at best or executed as a war criminal at worst. Gannons' sense of duty to those around him is stronger than his instinct for self-preservation. He chooses to don his father's Power Armor to defend those he cares for and fight for their freedom no matter the cost.

Level 12, Human, Notable Character (176 XP)

S	P	E	C	I	A	L
6(11)	7	6	6	10	6	7
HP		INITIATIVE			DEFENSE	
25 (13 Head, 12 Legs, 12 Arms, 25 Torso)		15			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
360 lbs.		0 (+3 )			4	
PHYS. DR		ENERGY DR		RAD. DR		POISON DR
8 (Head, Arms, Legs), 10 (Torso)		7 (Head, Arms, Legs), 8 (Torso)		7 (Head, Arms, Legs), 9 (Torso)		0
SKILLS						
Energy Weapons ■		4		Repair		4
Medicine ■		5		Science ■		5
Melee Weapons		4		Survival		4
Pilot		2		(■ Tag Skill)		
ATTACKS						
■ UNARMED STRIKE: STR + Unarmed (TN 11), 5  Physical damage						
■ PLASMA GUN: PER + Energy Weapons (TN 11), 6  Physical/Energy damage, Range C, Fire Rate 1, Close Quarters						
■ RIPPER: STR + Melee Weapons (TN 15), 7  Vicious Physical damage						

SPECIAL ABILITIES

- **NOTHING NEW UNDER THE SUN:** Arcade Gannon is a trained combat medic and can create a Stimpak from the most unlikely of sources. When using the First Aid action, Arcade Gannon heals as if he applied a Stimpak without having to use one.
- **NOT HIS FATHER'S SON:** Arcade Gannon will use the technology of the Enclave for the good of those around him. Once per round, if one of Arcade Gannon's allies in the same zone as him is hit by a ranged attack, Gannon may spend 2 AP to take the hit instead.
- **POWER ARMOR:** Gannon wears his father's Power Armor. He uses the armor's STR of 11 instead of his own while it is powered. He is immune to damage from falling and inflicts 3  Physical damage to all creatures within reach of his landing. He can breathe underwater and in toxic environments.
- **GANNON FAMILY POWER ARMOR:** A full suit of Mk II X-01 Power Armor customized with a potent tesla modification. While the armor is powered and its chest is undamaged, whenever an enemy makes a melee attack against Gannon, they suffer 4  Energy damage.
- **LET RIP:** Once per combat, Arcade Gannon may 'let rip' with a volley from his Plasma Gun. This adds the weapon's fire rate of 1 to the weapon's damage for a single attack (for a total of 7 ).

INVENTORY

Full Suit of Gannon Family Tesla X-01 Power Armor, Power Armor Frame, Fusion Core, Ballistic Weave Lab Coat, Plasma Gun, 10 + 5  Plasma Cartridges, Ripper, Stimpak, Wealth 2

Chapter Two

QUESTS, LOCALES, AND TOOLS

PLOT SEEDS

This section provides a range of plot hooks and seeds for you to use in your games. Many are inspired by the main questlines seen in *Fallout: New Vegas* and give some ideas on directions you could take. Whether you want to follow those below or make your own, we encourage you to be creative.

A DEBT REPAID

Judah Kreger is a man down on his luck, living in a rough place and in debt to a local crime boss.

1. The party meets an old acquaintance of Kreger's on the road, someone who knew him in his merchant days. Having recently found out about the man's fate, they wish to help, owing him a favor but having nothing but caps to contribute.
2. The crime boss hires the PCs to hunt down Kreger for his caps. Being unable to provide them, he reveals to the PCs his past in the hopes a compromise can be made.
3. The PCs meets Judah. He tells the PCs that he managed to score a big deal just before his feet gave out. The fact it failed led to his current situation, and if they can finish it, he can pay off his debts.

LAND DISPUTE

The NCR has recently laid claim to a patch of land, but one resident, Orion Moreno, refuses to leave.

1. Hearing gunshots in the distance, the PCs come across a devastating battle, Moreno fully armed and fighting back the forces of the NCR. Laying claim to what is rightfully his.

2. The PCs discover that the NCR's claim isn't quite what it seems. Whispers of untouched vaults on the land have been overhead, something that the NCR is trying to claim. Whether these rumors are true is up to you.
3. The PCs find Orion Moreno and an NCR representative in a heated argument, the agent stating that next time they're back, she'll be back with an army, and Orion reaching for their shotgun.

CRASHED VERTIBIRD

The PCs stumble across a Vertibird crash site, a large gouge in the earth.

1. Inside the cockpit, the PCs find a small, faded notebook with the name Daisy Witman penned in a neat hand inside. There's a fairly substantial finder's fee listed for the return of this book. Further in the pages, the PCs find details of Daisy's life which can be used to locate her in the wastelands.
2. Sitting on a hill overlooking the downed Vertibird, the PCs find Daisy Witman reminiscing. She tells stories of long past combat runs, clearly nostalgic. It doesn't take her long to ask the PCs if they would help her see things up close. Unfortunately, the craft is surrounded by reactivated military robots, Mr. Gutsy's programmed to defend the crash site from enemy intrusion, by any means necessary.

DISCOVERED CACHE

Despite their best efforts at concealing their cache, raiders have found the remnant's secret stores.

1. The password used to protect the bunker was much less secure than the remnants thought. A group of raiders have scavenged a wealth of arms and armor well beyond their wildest dreams. Now, they're tooling up to bring their new toys to bear against rival raiders.
2. The PCs are approached by a famed treasure hunter who has discovered the cache and asks the PCs to help get them in.

DOGMEAT IN THE WINDOW

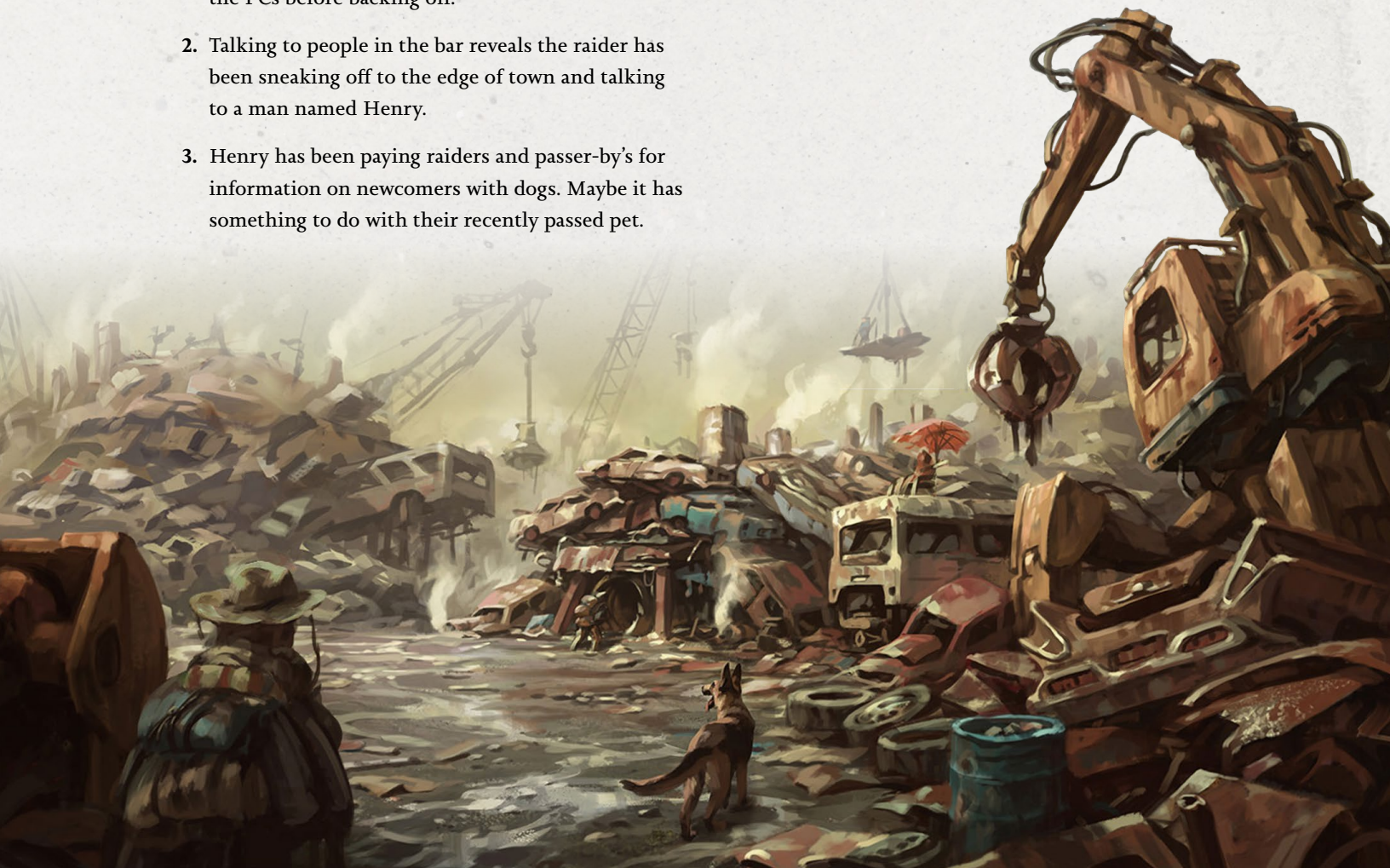
While in a bar, the PCs notice a raider side-eyeing their dog.

1. After some time, the raider approaches the PCs and asks, "How many caps for the dog?" If the PCs refuse, the raider narrows their eyes and threatens the PCs before backing off.
2. Talking to people in the bar reveals the raider has been sneaking off to the edge of town and talking to a man named Henry.
3. Henry has been paying raiders and passer-by's for information on newcomers with dogs. Maybe it has something to do with their recently passed pet.

THE REAPER COMETH

In hushed tones, the PCs overhear locals tell stories of Cannibal Johnson. A demon of a man who has terrorized locals for years, he lives in the hills and sustains himself off the hearts of passing raiders and whatever plants grow up there.

1. Given the horrifying stories and the journey to reach him, it's a true challenge. This cave is trapped and hard to get to. Upon the PCs' arrival, it turns out Johnson is a friendly old man, and all the rumors are highly exaggerated.
2. Upon arrival, the PCs discover that Jonhson is no longer there. Someone else must be behind recent disappearances and has been using Johnson's mythos as a cover.
3. Jonhson is a reasonable man. He claims that the heart-eating was a one-time thing. It kept him alive, and whilst he's thankful for the mystique it affords him - it's starting to bring bounty hunters and worse to his door.



THE REMNANTS' BUNKER

LEVEL 12 — SIMPLE

From a distance, the place seems very unassuming. You were sure the remnants told you this was the location of the hanger. But all you see are stark rock faces, gloom, and scattered foliage. You hope that as you travel deeper inside the cave, things would change, but unfortunately not. The gloom blocks your vision, magnifying every noise loud as it reverberates off the cavern walls. As you wander deeper inside, one of you hits something hard with your foot, a streak of pain rising up your leg. You look down to see the subtle glint of metal, barely visible in the dying light from the cave's mouth. As you open the hatch, blue light begins to spill forth, bathing the walls in an eerie glow and highlighting the age and wear on your face. The entrance lies just below you; a glistening metal corridor, blocked at the other end by a colossal door, locked tight.

The remnants' bunker looks like an ordinary cave from the outside. Further in, a wooden and metal hatch covered in plant matter and sticks conceals the entrance to the real bunker. There is very little inside the cave though, you may wish to have animals take up residence inside for an additional fight. The bunker offers vast riches for players that manage to get in containing both a Vertibird and several sets of Power Armor.

HANGAR

The door slides open with barely a whisper, showing no sign of its evident age. Beyond its frame lies a dim hall and staircase, heading deeper still into the earth.

Eventually, the corridor opens up, revealing a large hanger. Its ceiling is an artificial relief of the ground above the bunker, evidently some hidden exit for the Vertibird that stands proud in the center of the room. To your left, lining one wall are five suits of Power Armor, surrounded in that same eerie light. It shimmers off their polished surfaces, making their eye shields follow you. The wonder of this place is suddenly cut short as you notice the symbols plastered everywhere, painted in stark white and surrounded by stars. This palace belonged to the Enclave, something of which you are suddenly reminded.

OBSTACLES AND THREATS

- **Dear Old Friends, Remember Navarro:** The Enclave bunker is heavily fortified but lightly defended. It is virtually impenetrable, protected by an advanced terminal and deadbolted door, the Symbol of the Enclave the only clue as to what lies beyond. This can be hacked with a difficulty 5 **INT + Science** test. The difficulty of this test is reduced by one for each word of the passphrase the players have, down to a difficulty of 0 if they have all 5 words.
- **Failsafes:** There are five suits of MkII X-01 Enclave Power Armor and associated equipment each belonging to a member of the Enclave remnants and requiring a passcode from their owner. If the PCs hacked the door, fail-safes engage with four forcefields successfully activating and one sparking and flickering. Roll on the table to determine whose equipment is accessible. The players have access to the lootable equipment from the higher level variant of whichever member of the remnants is rolled, plus a suit of MkII X-01 Power Armor and Power Armor frame if they do not already have one.



D20 ROLL	ENCLAVE REMNANT MEMBER
1-4	Heavy Weapons Trooper Moreno
5-8	Marksman Johnson
9-12	Captain Kreger
13-16	Pilot Whitman
17-20	Doctor Henry

- **Enclave remnants:** Depending on how the PCs chose to gain entry you may wish to have some, or all, of the Enclave remnants within the bunker. Remember that they will have access to all of their equipment and will likely be the higher-level variants.

LOOT TABLE

The remnants' Bunker is a Small Location and Partly Searched. After unlocking the bunker, the PCs can spend 10 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 **Bunker Hanger Loot Table**. The possible items are listed for each category. Action Points can be spent after each roll to find an additional item from the same table category, up to the maximum limit for the category.

Bunker Hanger Loot Table

AMMUNITION	ODDITIES	JUNK
1-2 (Plasma Cartridges, 5mm Ammo, Fusion Cells, .45 Ammunition)	1-4 (Holotape, Robot Repair Kit, Geiger Counter, Deluxe Toolkit, First Aid Kit)	2-4 (20 Junk + 10 per AP spent, 3 Uncommon Materials, 3 Rare Materials)

CLEARANCE REWARDS

Once the Enclave bunker is reopened it could make an excellent base, be that for the Enclave remnants themselves, your PCs, or any other denizens of the Wasteland that happen to stumble across it. The Brotherhood of Steel would be especially interested as intact Vertibird refueling stations are an incredibly limited resource.

Beyond the location itself, if your PCs worked with some or all of the Enclave remnants, they have access to the bunker as a safe space as well as the services of Pilot Whitman, who can fly them across the Wasteland. You may even be able to persuade them to part with one of the MkII X-01 suits of Power Armor.

If the PCs hacked their way in, they gain access to one suit of MkII X-01 Power Armor and the Enclave Vertibird, with the potential for four more suits of Power Armor and the equipment of the Enclave remnants at the GM's discretion.

ENCLAVE VERTIBIRD

Mothballed in a secluded refueling station for decades, this Vertibird may have been out of action for a while, but just like the remnants themselves, once she's awoken from her slumber, she can handle anything the Wasteland throws at her.

WELCOME TO THE SKIES!

In this section, you'll get a brief overview of how to pilot a Vertibird, the different roles and actions your PCs can take as well as a rundown of the specifics of a Vertibirds Profile.

CREW ROLES

Pilot: Vertibirds only have one pilot. The pilot takes an action to move the vehicle. Whenever the vehicle needs to make a skill test related to movement, the pilot will make the test, generally using **AGI + Pilot**. A vehicle without a pilot automatically fails all tests. A pilot may also fire the Nose Guns using **END + Big Guns**.

- **Gunner:** Operates the Mounted Gatling Laser Using **END + Big Guns**.
- **Passengers:** Vertibirds are designed to hold multiple passengers. With its open sides, anyone riding a Vertibird may make a ranged attack as normal.

The following movement actions are available to the pilot role. These movement actions are distinct from the movement actions the character can attempt, but, like a character, a vehicle may only take a single movement action each turn.

- **Maneuver (Minor):** The vehicle moves to anywhere within close range.
- **Careful Piloting (Major):** The vehicle moves a number of zones equal to half its speed, rounding up. If required to make a terrain test, reduce the difficulty of that test by 1.
- **Hasty Piloting (Major):** The vehicle moves a number of Zones equal to its speed. All skill tests made by crew or passengers are made at +1 to difficulty until the start of the pilot's next turn.
- **Defensive Piloting (Major):** The vehicle moves a number of Zones equal to its speed -1. The pilot then makes an **AGI + Pilot** Test with a difficulty equal to the vehicle's size; if it succeeds, the vehicle's Defense increases by +1.
- **Focused Piloting (Major):** Make an **AGI + Pilot** Test, with a difficulty of 1. On a success, the vehicle moves a number of Zones equal to its speed plus an additional Zone for each AP spent. All Skill Tests made by crew or passengers are made at +1 Difficulty until the start of the pilot's next turn.

If the pilot performed an action to move the vehicle during the previous round, and it was not stopped (either by the pilot or by crashing) then the pilot must make another vehicle movement action, or the vehicle goes out of control. This can include the Maneuver minor action to steady the Vertibird. An out-of-control Vertibird will plummet to the ground.

- **Plummet:** The Vertibird moves one Zone forward and three zones down and crashes if it reaches a ground-level Zone before then. If the aircraft crashes, it suffers 4  Piercing 2 Physical damage, +2  for each Zone it moved before crashing. All passengers on board suffer this damage as well.



When a vehicle suffers damage from an attack, add its scale to the amount of damage needed to inflict a Critical Hit; for a scale 1 vehicle, it takes 6+ damage from a single attack to inflict a Critical Hit, instead of the normal 5+ damage. Vehicles, as objects, do not suffer fatigue from hunger, thirst, or lack of sleep. However, they have a fuel track, which functions identically to a character's Thirst track, and requires fuel (gasoline or alcohol).

Critical Hits suffered by a vehicle vary based on the location hit. Each Critical Hit may only be suffered once to each Location.

- **Chassis and Wing** critical hits weaken the structure of the vehicle. Add +2  to the damage of attacks against a vehicle after it has suffered a Chassis critical hit.
- **Engine** critical hits result in a fire. The vehicle suffers 3  energy damage at the end of each subsequent turn, ignoring its damage resistance. For each effect rolled, the damage also affects a single random passenger.
- **Weapon** critical hits disable weapon systems mounted on the vehicle. A vehicle critical hit prevents the weapon hit from being used.

READING VEHICLE STAT BLOCKS

SPEED

A vehicle's Speed shows how quickly it can move, measured in a number of Zones. Also listed is the vehicle's average overland Speed in miles per hour.

SCALE

A vehicle's Scale is a representation of its size. Scale 0 refers to any vehicle which is approximately the same size as a human. Scale 1 covers vehicles around twice the size of a human, and each additional increase in Scale approximately doubles the size of the vehicle. On any skill test where the vehicle's size or mass would be a problem, increase the difficulty by an amount equal to its Scale.

PHYSICAL DR/ENERGY DR

The vehicle's Physical DR or Energy DR is subtracted from damage inflicted on the vehicle by physical attacks or energy attacks, respectively.

COVER

The vehicle's Cover indicates how much cover resistance it grants its passengers if they are exposed. You cannot target passengers enclosed inside a vehicle.

IMPACT

A vehicle's Impact is a damage rating in challenge dice (d6), measuring its weight and the force with its ramming attack. This always inflicts Physical damage.

PASSENGERS

The passenger entry shows how many passenger spaces are inside the vehicle.

WEAPONS

The weapons entry on a vehicle lists the weapons it has mounted or incorporated into its design.

VEHICLE QUALITIES

- **Cargo X:** The vehicle may carry up to X lbs. of additional cargo.
- **Exposed:** The passenger and crew of an exposed vehicle can be targeted by attacks from outside the vehicle and may attack with their own weapons.
- **High-Performance:** The vehicle is powerful and finely tuned. The pilot may spend 2 AP after a successful skill test to move the vehicle to move 1 additional zone. Any test to repair the vehicle increases in difficulty by +1, due to its finely tuned nature.
- **Flying:** The vehicle flies through the air, through 'empty' zones above the ground level of the battlefield. If the vehicle goes out of control, roll 1 d6, it falls a number of zones equal to the number rolled, and will crash if that would bring it to ground level or if an Effect is rolled. It will also crash if the vehicle's Speed is reduced to 0. If the aircraft crashes, it suffers 8 d6 Piercing 2 Physical damage.

Vertibird

SCALE	HP	COVER	SPEED	PASSENGERS	IMPACT	
4	70	Exposed	6/500 mph	8	10 	
D20 ROLL		LOCATION	PHYSICAL DR		ENERGY DR	
1-2		Left Engine	6		6	
3-4		Right Engine	6		6	
5-10		Chassis	9		8	
11-13		Left Wing	8		8	
14-16		Right Wing	8		8	
17-18		Weapon (Nose Guns)	5		4	
19-20		Weapon (Door Gun)	5		4	
QUALITIES			Flying, High-Performance, Cargo 300			
WEAPON	DAMAGE	EFFECTS	TYPE	FIRE RATE	RANGE	QUALITIES
Nose Guns: Twin .50 Machine Guns	7 	Burst	Physical	6	M	-
Door Gun: Gatling Laser	3 	Burst, Piercing 1	Energy	6	M	Gatling, Inaccurate

2d20

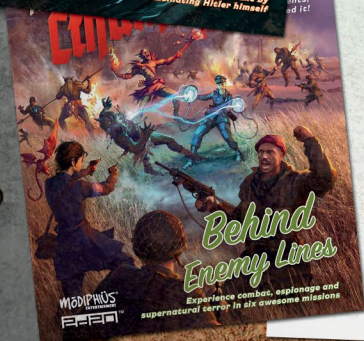
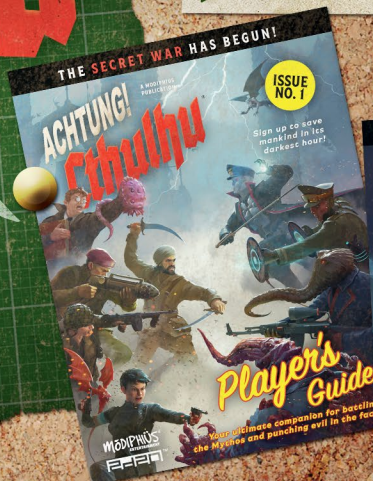
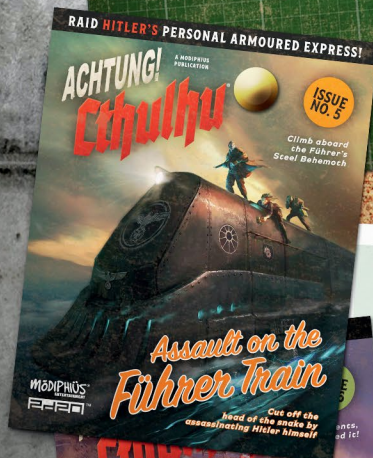
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