Fallout THE ROLEPLAYING GAME

ACCELERATE OR DEFUSE A WAR IN THE MOJAVE

QUEST BOOK

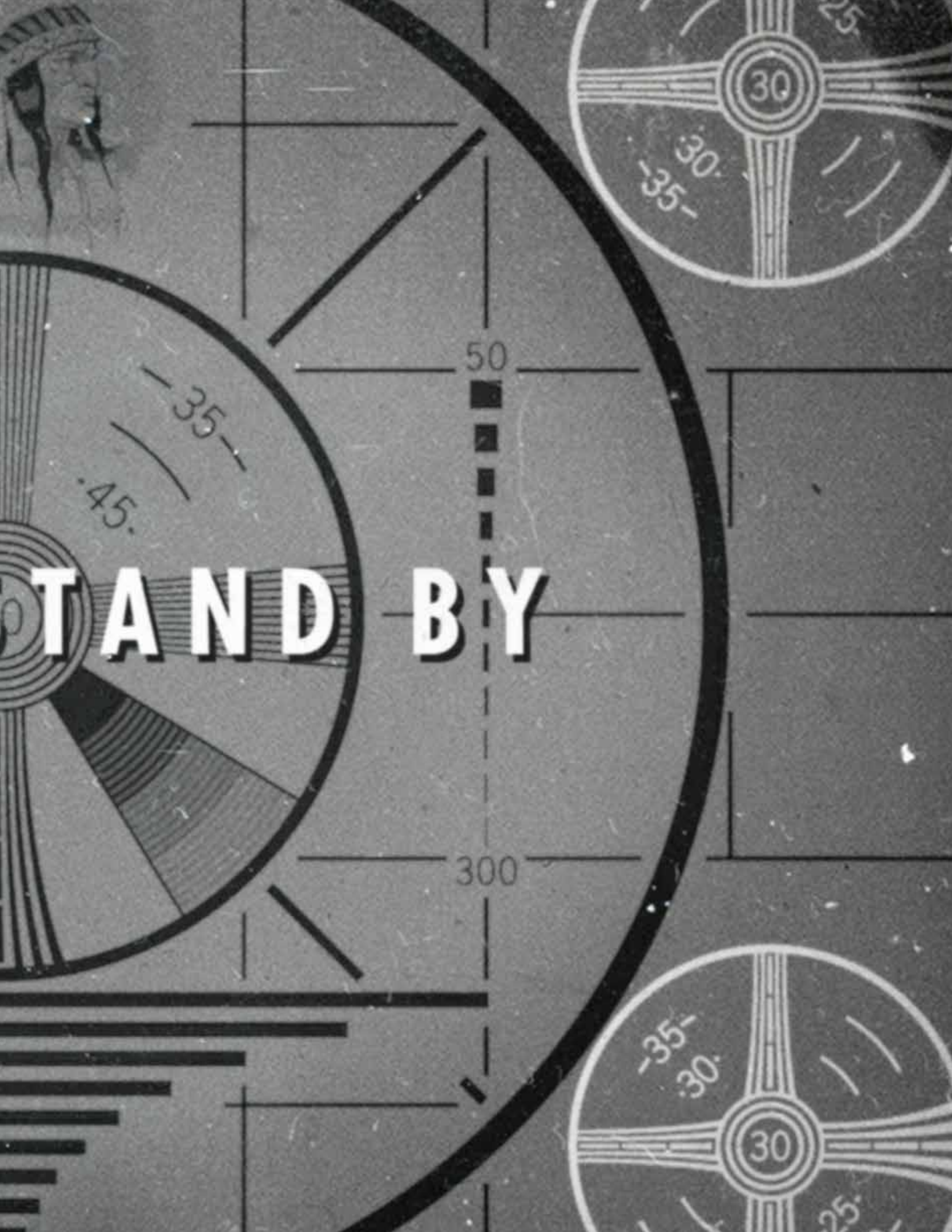
# ROYAL FLUSH



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All the Fallout fans and playtesters.

**Special Thanks to**
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**Modiphius Entertainment Product Number: MUH0580239**
**ISBN: 978-1-80281-361-6**
**Batch Code: 64230**



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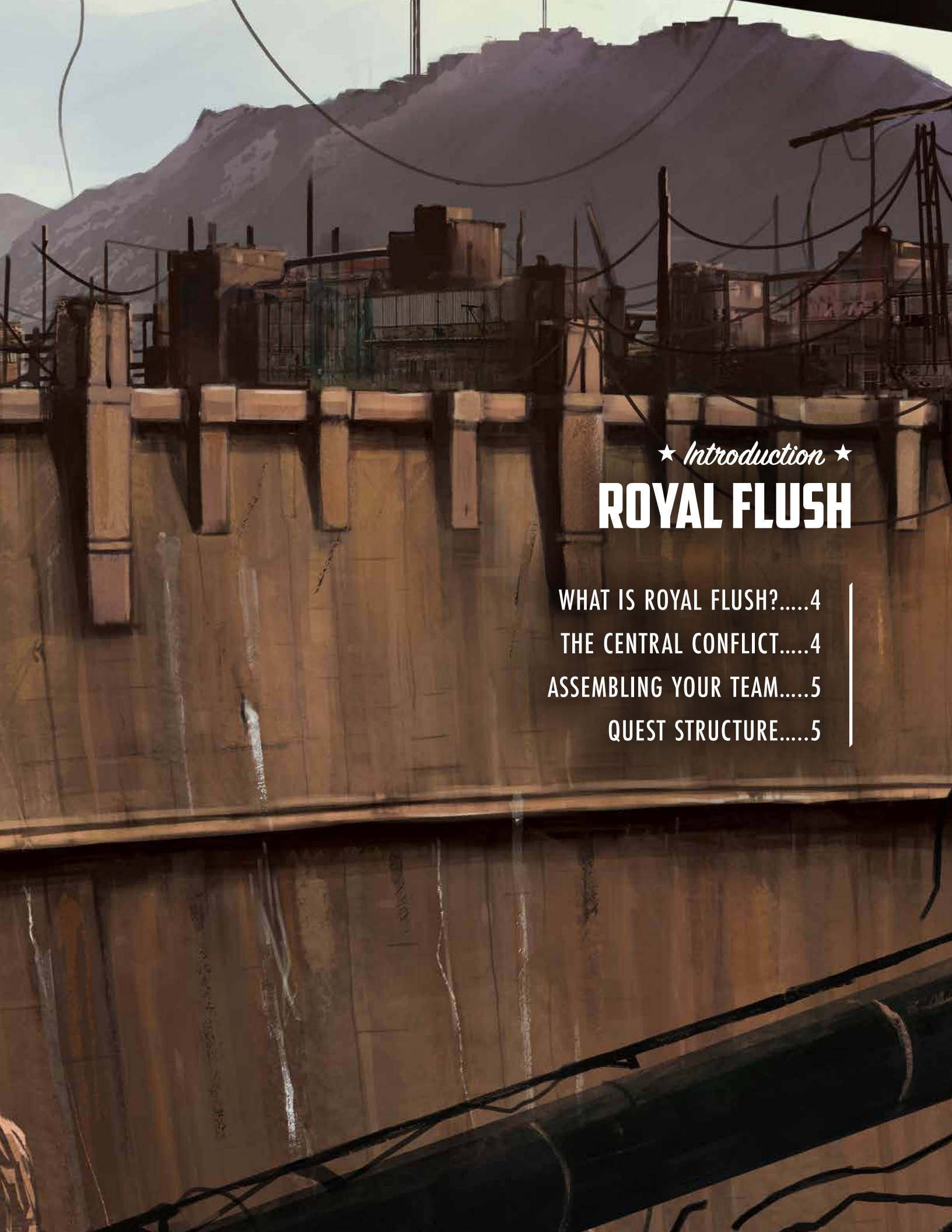

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★ *Introduction* ★

# ROYAL FLUSH


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Introduction

# ROYAL FLUSH

## WHAT IS ROYAL FLUSH?

***Royal Flush*** is a road trip down east, to the Sierras and the Mojave, in the midst of the turmoil engulfing the NCR in the run-up to the Second Battle of Hoover Dam. Against the looming threat of war, your Player Characters stumble into an accelerationist plot to escalate regional tensions, become embroiled in conflicts between gangs and settlements, and have the chance to visit the famous sites of the desert communities, including both New Reno and New Vegas. For fans of *Fallout*, *Fallout 2*, and *Fallout: New Vegas* games, it's an opportunity to encounter some familiar places in an epic jaunt across parts of California and Nevada. Those unfamiliar with those classic *Fallout* installments now get to run into the aftermath of the first two games, such as the remnants of the Master's Unity and the mobs of New Reno, all the while dealing with dangerous problems that set the stage for the events of *New Vegas*.

## THE CENTRAL CONFLICT

The central conflict of ***Royal Flush*** is born from its core theme, accelerationism: The deliberate stoking of hostilities and tensions with the goal of sparking a violent conflict. The principal antagonist—a former Boomer known as Major Boulanger—hopes to fire off a set of skirmishes across the region to ignite the war that her people believe is inevitable. In the process, she hopes to wipe the Mojave clear of anyone too weak to survive the conflict, leaving only the strongest to rebuild society. Of course, her goals are deeply flawed: A major explosion of hostilities may simply leave everyone dead or trigger the next war between the NCR and Caesar's Legion, leaving the partially-rebuilt remains of the world in cooling ruins.

To achieve her goal of igniting a new regional conflict, Boulanger seeds communities across the Mojave and Sierras with weapons acquired from a pre-War depot east of New Vegas. Like many governments before her, she hopes that putting guns into the hands of unhappy people will destabilize the area and lead to the collapse of local governments, creating both regime change and conflict. For her, it's not about becoming rich or even being in control; she desires the return of a great and glorious war and happily gives away tools of death in pursuit of that goal. Of course, in the Wasteland, nobody looks a gift gun in the barrel. Her deliveries of weapons are eagerly accepted by anyone and everyone, leading to constant escalation. War never changes, after all.

In every settlement across the Mojave, this escalation leads various people to make (often ill-advised) attempts to achieve their own goals through violence. Freshly armed and ready to fight, they pursue their dreams of wealth, power, and control. Boulanger doesn't care about their individual motivations so long as they contribute to increasing aggression. This escalation makes the already-dangerous settlements of the region even more hostile and violent.

## ASSEMBLING YOUR TEAM

Before you start your ***Royal Flush*** adventure, bring your players together to discuss the rough feel of the adventure and its core conflict. Ask them what type of team they would like to build to play with. A group playing Followers of the Apocalypse and former NCR settlers will have a different set of skills and priorities than a team consisting of a Super Mutant, a ghoul, an ex-gang member, and a former Enclave soldier.

As your players think about their character motivations, be sure to consider how they respond to the use of force and violent conflict spilling over onto groups that can't or don't want to fight for themselves. Do your players see their characters as heroes protecting the downtrodden or as selfish individualists willing to ruthlessly exploit the unprepared? Do they leap heedlessly into battle, or do they consider the consequences when violence spirals out of control to embroil the weak, the young, and the sick? Do they believe that it's even possible to make a better world out of the Wasteland, or have they decided that in this broken world, violence is an inevitability?

When creating their characters, it's important to help your players understand what skills may be more or less important throughout the upcoming adventure. The varied challenges in this story provide opportunities to use different skills, but your team will always benefit from the Survival skill for their lengthy journey across the desert. Other important focuses would be fighting ability, some Repair or Science skills, and someone with a focus on Speech. It's possible to fight through every encounter, but a much better solution often involves negotiation, investigation, or fixing a broken piece of critical infrastructure.

***Royal Flush*** is designed for groups of 4–5 players. The three chapters increase in difficulty as the players' characters proceed through the story, so it is possible for characters to find themselves in over their heads or to visit a place with challenges below their current level. As a GM, your role is to present the world's problems and let the players decide what they want to tackle. Remind your players that not every problem is one that they can or should solve right away and that sometimes coming back later is a wiser solution—but the world will move on without them, and sometimes a solution will force itself, even without their involvement. Encourage them to use Action Points to gain information so that they can estimate the difficulty of the conflicts they face and make wise decisions about when to fight and when to run. PCs who strike out into the wastes without direction or preparation may face extreme challenges. No one ever accused the Wasteland of being fair!

## QUEST STRUCTURE

The three narrative chapters of this book—'Sidewinder', *'Bishops, Kings, and Queens'*, and '*The Flop*'—each cover a Main Quest, or quest chain, alongside several Side Quests. Main Quests represent places where the Player Characters drive the story forward: By engaging with them, the PCs learn more about the increasing regional instability and the ruthless aggressor spreading weapons across the Mojave. Side Quests provide additional opportunities to engage with various locations, or to fill out the story, and a means to gather additional experience and gear.

Each quest explains the nature of the problem that the PCs can encounter, some ideas for its resolution, and its fallout: the after-effects of dealing with the Quest. Of course, players are clever and may come up with their own unusual solutions. Don't consider the Quest recommendations as the *only* way to settle a quest. If your players have good ideas and practical resources to solve a problem, reward their creativity.

## NONLINEAR QUESTING

While the various quests in this adventure provide suggestions about when they become available, it's always possible for players to get ahead of the ball—nothing stops them from picking a direction and heading out to look for trouble. PCs who get in over their heads on the Main Quest should be encouraged to retreat and regroup. Don't be afraid to bloody their noses a bit, but remind them that the wastes are dangerous and if they try to tackle a problem above their level of competence, they could get killed. Worse still, they might screw things up for the region, too!

Some of the Main Quests include some ideas on how to steer the PCs if they arrive before they really should. If in doubt, you can always be heavy-handed and simply create an excuse for why the PCs can't get to a specific area—put demands on their time by offering them lucrative side jobs, rumors of ruins rich in salvage, or other opportunities that make them want to divert and do a little bit of side-questing before coming back onto the adventure's path.

The Mojave and Sierra regions presented in this adventure are a sort of "guided tour", neither forcing the PCs down a pre-ordained path nor giving them an open range with no plot and no guidance. The principal antagonist has an agenda, and there's a hidden timer ticking as the Second Battle of Hoover Dam looms in the background just a year away. While nobody knows exactly when that will kick off, it becomes clear that a bloody border battle is coming soon. The PCs will certainly hear about this from the other characters with whom they interact, as everyone's concerned about the fighting and the outcome.

## TIMES AND DEADLINES

The hard deadline for the events of ***Royal Flush*** is the Second Battle of Hoover Dam in 2281. Once that happens, all hell breaks loose in the Mojave. If Boulanger hasn't been defeated by then, her agents of chaos spread out to take advantage of the regional war. Multiple settlements across the Mojave and the Sierras will be attacked. Large cities like New Vegas will survive with nary a scratch, but some of the other settlements, like Carson City, are not so lucky.

If they aren't defeated, Jaggers and other gangs spread out with their weapons to seize control of various towns, turning the NCR's border into a hodgepodge of military states and burned-out wreckage. Though the Legion is unable to take the territory—NCR forces at the border manage to hold them off—the end result is a stalemate in which both sides are exhausted, and casualties are immense.

This is the principal hard timer in ***Royal Flush***, but you might decide to light a fire under your players by giving them other short deadlines. Patrons may ask them to investigate a problem and come back with information within a week, or they may hear that there's an opportunity in another town, but only if they get there in the same month. In general, a deadline adds pressure, but you should consider these guidelines:

- Don't run multiple deadlines at the same time unless your goal is to *force* the players to choose between priorities. This can cause arguments at the table and lead to bad feelings of missing out on part of the adventure.
- If a deadline makes a mission *un-completable* if it's missed, message both that and the deadline to the players explicitly. Don't give the players a critical goal only to tell them that they failed it later because of a deadline that they didn't know about.
- Avoid putting deadlines back-to-back. For pacing, it's useful to give the PCs a breather when they finish a task with a deadline. Give them a little while to stretch their legs and follow up on personal interests before turning on the clock again.







★ Chapter 1 ★

# NEW OPTIONS, RULES, AND TOOLS


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Chapter 1

# NEW OPTIONS, RULES, AND TOOLS

In this chapter, you will find a variety of new mechanics and rules for this campaign. Many of these can be ported into your own future *Fallout* adventures. Some of the rules here expand on those presented within the ***Fallout: The Roleplaying Game Core Rulebook***,and others from ***Fallout: The Roleplaying Game - Settlers*** and ***The Winter of Atom.*** Nothing presented here requires access to any book except the ***Core Rulebook***, but they can be used alongside the rules presented in additional materials.

## NEW CHARACTER ORIGINS

When you choose an origin while creating your character (***Fallout: The Roleplaying Game Core Rulebook***, pg.51), you can select an origin from the following options in addition to those offered in the core rules. Your origin describes your character's background—their birth, upbringing, community, and way of life. Each origin defines limits on your character's S.P.E.C.I.A.L. attributes and skills and gives them a unique bonus to surviving in the Wasteland.

The origins in this book, while presented as part of the locales in ***Royal Flush***, are not inherently tied to them—and can be used in other campaigns with the gamemaster's approval.

### ENCLAVE REMNANT

You were once part of the Enclave, an authoritarian paramilitary organization, a direct continuation and successor to the government of the United States of America. One of the core tenets of the Enclave's structure is 'purity'—the rejection of mutant-life in all forms. On more than one occasion, this has escalated to full-scale attempted genocide, each attempt more amoral than the last, and each thankfully halted by outside forces. Of course, there were internal dissenters, voices that spoke against such murderous actions. Such voices were rapidly and violently silenced—with such alacrity as to ensure that others were too afraid to echo those same words.

In the Wasteland of New California, the Enclave engaged in open warfare against both the New California Republic and the Brotherhood of Steel, a war that thankfully ended with the near total annihilation of the Enclave's forces. Of the few who survived, many fled into the Wasteland, either going into hiding or traveling far from their old homes.

Once the dirt of the Wasteland dug into their skin, whoever the survivors were to the Enclave was buried, at least for the most part. Both conformists and dissenters alike abandoned the trappings of their old lives, fearing the persecution such items would bring to their door. Weapons, research, and lives were buried so deep that only their previous owners could ever find them again. From there, they took to new lives—trading in their skills for safety, going into hiding and trusting in anonymity to hide them from the NCR, the Brotherhood of Steel, and an endless stream of independent bounty hunters looking to cash in old bounties for Enclave deserters.

You are such an individual, having lived in hiding for many years to avoid those who would happily see any ex-Enclave member strung up with a bullet in their head. Your skills, though partially rusted from time, are no less useful, and though your past is buried deep, it is not lost.



## Trait: Hidden & Hunted

You gain one additional Tag skill, which must be either **Sneak** or **Survival**. Since its fall, ex-Enclave members have been marked with sizable bounties, wanted by both the NCR and the Brotherhood of Steel as war criminals. Should your identity become public, both Factions will become Hostile to you, and Bounty Hunters may hunt for you. If using the Reputation rules (***Fallout: The Roleplaying Game Gamemaster's Toolkit*** pg. 6), increase the difficulty of all Reputation tests with the NCR and Brotherhood of Steel by 2. When you fled the Enclave, you hid the remnants of your old life in a small number of caches around the Wasteland—ready to be reclaimed when needed. When you build your character, after determining your Luck Attribute, create a number of **Supply Caches** equal to half your Luck (rounding up). To create a Supply Cache, select three Item Categories (or roll on the table below), and either discuss with your GM one item from each category that would make sense to be within the Cache or randomly generate one item from each category. Once per Quest (or game session for longer Quests), you may spend 1 Luck Point to declare one of your Supply Caches is nearby, allowing you to visit it and retrieve the items within. If, however, your previous identity has become public, make a **LUC + Stealth** skill test at difficulty 1 upon arrival. If you fail or roll any complications, then your Cache has been discovered.

| D20 ROLL | ITEM CATEGORY |
|---|---|
| 1-3 | Ammunition |
| 4-5 | Armor |
| 6-8 | Clothing |
| 9-11 | Food |
| 12-14 | Beverages |
| 15-16 | Chems |
| 17-18 | Weapons |
| 19-20 | Oddities |

Characters who select the Enclave Remnant origin may select one of the Wastelander equipment packs in the ***Fallout: The Roleplaying Game Core Rulebook*** (pg.79).

In addition, even after burying your previous life, you kept a couple of old personal effects nearby—just in case. You may select one of the following equipment packs that are hidden near or within your place of residence. However, should they be discovered, your previous identity is more than likely to be discovered as well.

## FORMER ENCLAVE SCIENTIST

You once served the Enclave as a scientist, living and working in the Research & Development division of an old outpost before you went into hiding.

You have the following equipment hidden nearby:

- Lab Coat and Gas Mask
- Laser Pistol and a Fusion Cell containing 6+3 shots

## FORMER ENCLAVE SOLDIER

You served the Enclave in the military, fighting its many enemies before you went into hiding.

You have the following equipment hidden nearby:

- Military Fatigues and Combat Armor Chest Piece
- Laser Rifle (Laser Gun with Standard Stock and Long Barrel) and a Fusion Cell containing 8+4 shots or an Assault Rifle with 8+4 rounds of 5.56mm Ammunition



## FOLLOWER OF THE APOCALYPSE

The Followers of the Apocalypse are idealists and humanitarians, an organization that has dedicated itself to spreading peace and knowledge and helping those in need. Generally well-liked by people but disliked by those in power, the Followers tend to move according to need rather than permission—heading where they believe they can be the most help, regardless of the danger to themselves. When they arrive, the aid they bring comes in many forms; medical care, instruction in vital sciences, or simply sharing food and water.

While disdainful of conflict, the Followers are willing to protect both themselves and any in their care. As a whole, their members come from many walks of life and will generally accept anyone willing to put in the work and help others. However, they have been known to refuse membership to those they see as a threat to themselves and their works. The organization is highly decentralized, with most day-to-day decisions made at a local level by singular leaders or administrators, including the recruitment of new members.

However you became involved with the Followers, you are encouraged to divide your time between expanding your skills and knowledge and applying that information to the betterment of those around you. Typically, for any Follower on the road, this manifests as sharing what you know with those it may help—a disposition more likely to make you friends among those needing aid and enemies among those who greedily horde it. Most Followers are cheerful, treating everyone they meet with the bedside manner they would bring to a dying friend. Though, in time, even the kindest heart may be ground down by the realities of the world. Some Followers become jaded, potentially even doubtful if what they're doing even matters anymore, giving more to the world than they will ever get back.

### *Trait: Trying to Make a Difference*

You gain one additional Tag skill, which must be one of the following, either **Medicine**, **Repair**, **Science**, or **Speech**.

The Followers' reputation means that you may re-roll 1d20 on any **CHA + Speech** test made to convince someone that you are sincerely offering help, but conversely increases the difficulty of tests to intimidate or threaten others by **1**. While the Followers believe in non-violence, they are not ignorant to the ways of the world, though they do try to improve on them. When reducing another character to 0 HP, a Follower must leave that character alive and cannot choose to kill them. Should they aid others to kill or cause the death of another character through indirect actions, the Follower loses a Luck Point.



## FOLLOWER SCHOLAR

You're a researcher, scientist, engineer, or scholar for the Followers of the Apocalypse, traveling the Wasteland to spread knowledge and help others.

You receive the following equipment:

- Either a Heavy Coat or Utility Coveralls
- Either a Switchblade, Pipe wrench, or Knuckles
- Either a Pipe Gun, with 6+3 rounds of .38 Caliber Ammunition, or a Syringer, with 6+3 rounds of Tranquilizer Ammunition
- Food for the road: roll twice on either the Food or Beverage tables (*Fallout: The Roleplaying Game Core Rulebook*, pg.202)
- Holotape player
- 35 Caps

## FOLLOWER DOCTOR

You're a physician for the Followers of the Apocalypse, traveling the Wasteland to provide medical assistance by healing injuries and curing diseases.

You receive the following equipment:

- Either a Heavy Coat or a Lab Coat
- Either a Pipe Gun, with 6+3 rounds of .38 Caliber Ammunition or a Syringer, with 6+3 rounds of Tranquizer Ammunition
- 2 Stimpaks and one dose of either Med-X or RadAway
- Doctor's Bag
- 20 caps

### *Tranquilizer Ammunition*

Tranquilizer ammunition—sometimes shortened to tranq—is Syringer ammo filled with a non-lethal narcotic that can neutralize enemies without killing them. Similar ammunition was made available to some Vaults (mainly ones whose inhabitants maintained a moral objection to killing), and their like has found use amongst slavers, bounty hunters, and anyone else inclined to keep their foes alive.

| AMMO NAME | EFFECT | COST |
|---|---|---|
| Tranq Ammunition | The weapon gains +1 damage and the Stun damage effect. Enemies reduced to 0 HP by this ammunition are unconscious instead of dead. | 15 |

## VIPER INITIATE

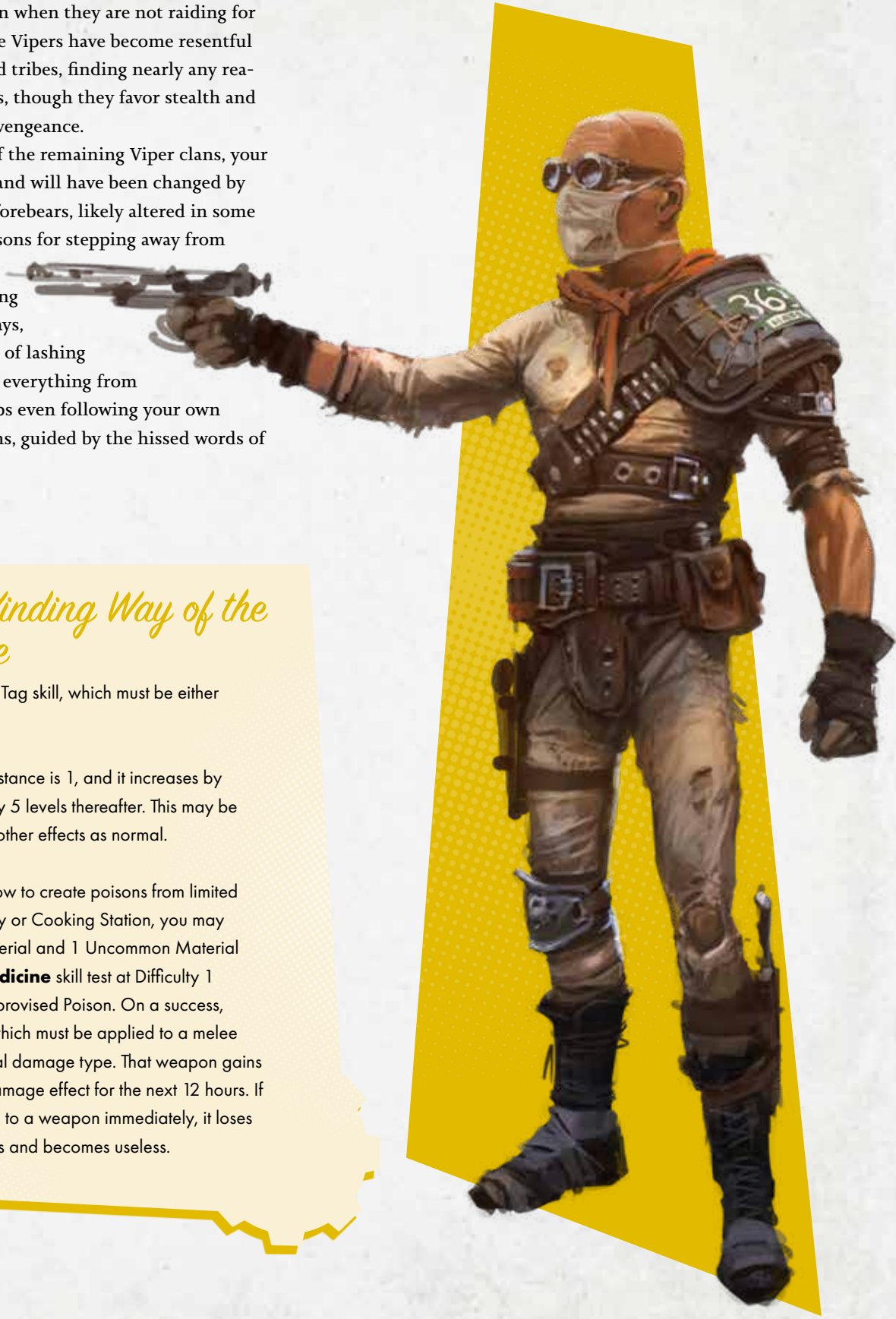
Years ago, the Vipers were a tribal clan of Raiders feared by many, bound under the leadership of Jonathan Faust, and guided by their belief in The Way. Ophiolatreia, the worship of snakes, formed the core of The Way—with each Viper giving praise to the God of the Pit, a hungering, capricious deity that demanded regular sacrifices. Or so Johnathan insisted after he himself suffered a divine delusion at the base of the same sacrificial pit they built their home around.

For 28 years, Jonathan led the Vipers as a religious figurehead until he died defending his people following an ill-fated raid against the Brotherhood of Steel, a raid that ended with both the Brotherhood and the NCR hunting down the Vipers almost to a man.

The few surviving Vipers reformed into bands of

lawless raiders, attacking settlements and caravans for supplies. These actions have done little to endear them to the NCR. Even when they are not raiding for necessary supplies, the Vipers have become resentful of the other Wasteland tribes, finding nearly any reason to attack outsiders, though they favor stealth and poison to enact their vengeance.

As a member of one of the remaining Viper clans, your outlook of the Wasteland will have been changed by he traditions of your forebears, likely altered in some esoteric way. Your reasons for stepping away from the clan will be your own, perhaps distancing yourself from their ways, finding a new manner of lashing out at those who took everything from your people, or perhaps even following your own venom-induced visions, guided by the hissed words of your ophidian deity.



## Trait: The Winding Way of the Great Snake

You gain one additional Tag skill, which must be either **Medicine** or **Sneak**.

Your starting Poison Resistance is 1, and it increases by +1 at 5th level and every 5 levels thereafter. This may be increased by Perks and other effects as normal.

In addition, you know how to create poisons from limited resources. At a Chemistry or Cooking Station, you may expend 1 Common Material and 1 Uncommon Material and make an **INT + Medicine** skill test at Difficulty 1 to attempt to craft an Improvised Poison. On a success, you create the poison, which must be applied to a melee weapon with the physical damage type. That weapon gains the Persistent (Poison) damage effect for the next 12 hours. If the poison is not applied to a weapon immediately, it loses its potency after 12 hours and becomes useless.

Characters who select the Viper Initiate origin may select one of the following equipment packs:

## VIPER RAIDER

You are a warrior in service to The Way of the Great Snake, a cunning and ruthless fighter with a dangerous reputation for using deadly poisons.You receive the following equipment:

- Tough Clothing
- Either a Metal Armor Chest Piece *or* a Metal Armor Arm, and a Metal Armor Leg (you choose which arm and leg)
- Either a Combat Knife, Switchblade *or* Machete
- A Pipe Gun, with 10+5 rounds of .38 Caliber Ammunition
- Either one dose of Jet *or* RadAway
- Stimpak
- 2 Common Materials and 2 Uncommon Materials
- 15 caps

## VIPER PRIEST

You are a devotee of the Great Snake, maintaining the traditions and rituals of your people as best you can. You receive the following equipment:

- Tough Clothing
- Either a Combat Knife, Switchblade *or* Machete
- A Pipe Revolver, with 6+3 rounds of .45 Caliber Ammunition
- A Personal Trinket (Viper Fang Amulet)
- Venomous Tinctures: roll twice on the **Chems** table (***Fallout: The Roleplaying Game Core Rulebook***, pg.204). The Chems rolled are brewed with pit viper venom and act normally for anyone with the Viper Initiate origin but inflict 4 Poison damage on anyone else who takes them, with no additional effect.
- 25 Caps



# CAMPING

## USING CAMPING RULES

More often than not, the Wasteland fails to provide a hospitable place to lay your head for the night, so most travelers have gotten used to throwing a camp together from what they can find lying around. Burned-out buildings, abandoned caves, even the back of a scavenged van—all are equally good options when the alternative is sleeping in the open where any old Deathclaw can wander up for an impromptu midnight snack.

Setting up camp doesn't guarantee the safety of its inhabitants, but it certainly helps. A camp allows characters a moment's reprieve from some of the terrors of the Wasteland, check their resources, and rest and recharge. Unlike a settlement, which provides all the same benefits, a camp is quick to set up and pull down on the move, as well as providing a degree of customization to fit the needs of the group setting it up.

Camps allow characters to spend an extended amount of time out in the Wasteland, delving deep into the ruins of the old world. Some travelers completely abandon the small settlements available to them in favour of the homes they carry on their backs.

Adding Camping to your game is simple; the process of preparing a camp is broken into three steps. Locating a safe space—or clearing one out—then setting the camp up and making use of it before tearing it back down. These steps are elaborated on below.

The Camping Rules presented here act as an extension of the ones presented within the ***Winter of Atom*** quest book and can be used in conjunction with or separate from those.



## SETTING UP CAMP

Before anyone can look at setting up a Camp, you need to know where you're setting up is safe. There's nothing worse than waking up in the middle of the night to find out your roommate is a Feral Ghoul.

To locate a safe camping space, a character must pass a **PER + Survival** test with a base difficulty of 1. If the area they are searching is particularly dangerous or inhospitable, increase the difficulty accordingly. Once the test is passed, the characters have located a potential camping spot; however, if any complications were rolled, they aren't the only ones there. Roll on the table below to determine the nature of the area's current inhabitants or create your own.

Once you've determined if the area is inhabited, work out what form the location takes—if that's a truck bed just out of the highway, the front of a broken-down coffee shop, or something in between. Different areas will lead to different potential campsites, with a few examples listed below.

### EXAMPLE CAMPSITES

| TERRAIN | EXAMPLE CAMPSITES |
|---|---|
| Hills | Old Mine, Shack, Fire Warden Tower |
| Mountains | Radio Relay Station, Cave System |
| Deserts | Oasis, Abandoned Tents |
| Ruins | Stores, Houses, Gas Stations, Basements |

### CAMPING INHABITANTS

| DICE ROLL | DESCRIPTIONS |
|---|---|
| 1-2 | An odd selection of travelers seems to have taken over the area. A man in a badly damaged Brotherhood outfit, a couple of Scavengers, a Raider, a Mr. Handy, and a Super Mutant. They seem to be in a friendly argument about the best snack in the Wasteland... |
| 3-4 | A Trader is setting up shop in the area. While they may be friendly enough, their guards don't seem to be happy to see you. Wonder why? |
| 5-6 | A Mr. Handy and a group of Protectrons seem to be trying to fix the place up for someone, perhaps a well-equipped Tinkerer or a long dead owner with some very forward-thinking orders? |
| 7-8 | A couple of Scavengers are working the area over. Might be some good loot around if they're here? |
| 9-10 | Ghouls. Why is it always Ghouls? A pack of Ferals have taken to squatting in the area. |
| 11-12 | The addition of a sprung trap with a fresh leg poking out of it isn't the best sign, especially combined with the otherwise quiet ambiance. Keep an eye out. |
| 13-14 | The hanging bodies from the high points of the area, stripped of gear and smothered in graffiti, are normally a sign of Raiders. The raised, Psycho-addled voices somewhat help to confirm those signs. |
| 15-16 | "No Super Mutants Inside!" promise the bright green words outside the area. I'm sure they can be trusted. Right? |
| 17-18 | Anyone who's been wandering the wastes long enough can recognize the signs of a Deathclaw. Those claw marks? The shed scales? Yup, that's a Deathclaw nest. |
| 19-20 | A broken open cage atop a destroyed cart is a curious sign in the Wasteland, however the recently dead Brahmin at its head is a bad sign. Something was in there, and that something has gotten out. It's also clearly hungry. |

Each campsite can be treated as a Scavenging Area (***Settlers*** pg.24), normally no larger than a *Small* location, allowing characters an opportunity to pull more out of the area before establishing their Camp. If a campsite has hostile inhabitants, then they will need to be cleared out before the PCs can set themselves up.

Once the area is clear, the PC's must decide how complicated a Camp they wish to put together. There are 6 levels of campsite available, with a basic Camp being relatively cheap and easy to put together, and higher level ones requiring more time and the expenditure of more resources. If any Junk is collected from a campsite before attempting to build the Camp, characters may Salvage it for materials as part of the campsite building process. The more complex the Camp, the more **Traits** it gains.

Once a Camp level has been determined, a group **PER + Survival** test at the difficulty level listed below is required to finish the Camp, in addition to the expenditure of the materials listed in the **Camping Materials Table**. Should the test fail, then the Camp is created at level 1, but the expended materials are lost—either damaged, unusable, or otherwise removed.

### CAMPING MATERIALS

| LEVEL | DIFFICULTY | MATERIAL REQUIRED |
|---|---|---|
| 1 | 0 | 2 Common Materials |
| 2 | 1 | 3 Common Materials |
| 3 | 2 | 4 Common Materials<br>2 Uncommon Materials |
| 4 | 3 | 5 Common Materials<br>3 Uncommon Materials |
| 5 | 4 | 6 Common Materials<br>4 Uncommon Materials<br>2 Rare Materials |
| 6 | 5 | 7 Common Materials<br>5 Uncommon Materials<br>3 Rare Materials |

## CAMP TRAITS

Once the level of Camp has been chosen, PCs can determine the Traits they would like to add. A Trait is an item or feature the Camp possesses to increase its usefulness, such as a warm fire, comfy beds, or even just a small defensible wall. When building the Camp, the PCs pick a number of Traits equal to the level of their Camp and add them to the Camp; they may also spend 3AP to add another Trait beyond the level limit if they choose. Certain items will allow PCs to bypass the cost of adding to the Camp; those items will be listed below alongside the features available.

Some campsites will naturally provide certain features, and it is encouraged that you consider the benefits some areas would provide your characters without effort on their part. A cabin in the woods, for example, would naturally provide the **Shelter** feature, whereas a boat on the water may provide the **Alarmed Site** benefit as anything approaching will disturb the water.



## CAMP TRAITS

| TRAIT | EFFECT |
|---|---|
| Campfire | Provides warmth to help protect from Cold Exposure for short periods. However, a campfire also signals your position to potential threats. If the camp lacks the Shelter feature, then roll 1 , +1 per hour camped, when checking for Campsite Encounters. |
| Shelter (Camping Tent) | Provides shelter to protect characters from weather hazards as well as shade to protect from Heat Exposure. When combined with a Campfire or heat source, warm shelters allow campers to sleep, rest, and recover from Fatigue gained from Cold Exposure. |
| Comfortable Bedding (Bedroll) | Bedrolls or makeshift cots provide better rest. Campers who sleep on them for eight or more hours wake up Well Rested and gain +2 Maximum HP until they sleep again. Bedding also helps characters avoid Diseases which do not count as Sleeping Rough if bedding is available. |
| Cooking Station (Portable Stove) | Provides a temporary Cooking Station with an open flame and tools necessary to craft food and beverages. While a cooking station doesn't provide an abundance of warmth, it does allow enough heat to help protect a single camper from Cold Exposure. |
| Alarmed Site | Anyone attempting to enter the camp must take an AGI + Stealth test with a difficulty equal to your campsite's level or set off an alarm that alerts you to their presence. The alarms normally give campers a Round's warning to react to any potential new threats. |
| Cleaned Site (Geiger Counter and Hazard Suit) | The surrounding area has been cleared of any sources of disease or poison, and irradiated spots are marked so characters can easily avoid them. Thanks to this, the campers reduce the difficulty of any END + Survival tests to resist the effects of Disease by 1 while resting at this Camp. |
| Concealed Site (Camouflage Kit) | The campsite has been disguised, making it harder to spot. Survival tests to track campers to the site increase their difficulty by 2. When checking for Campsite encounters, roll one less than normal to determine if an encounter takes place. |
| Defensible Site | The site has makeshift walls and other structures built to provide optimal cover from attacks. While making use of their defenses, campers gain 2 cover. This feature may be chosen multiple times, increasing cover by 1 (to a maximum of 4) for each instance after the first. |
| Water Source (Drip Purifier) | A basic filtration system is better than none and allows the characters to create 1 +1 units of Purified Water every eight hours. This feature may be chosen multiple times, increasing the amount of water purified by 1 for each instance after the first, |
| Hunting Traps (Critter Traps) | With a few cleverly placed traps, the camp can provide dinner for you! A Hunting Trap will provide 1 +1 units of Critter Meat. This feature may be chosen multiple times, increasing the amount of Critter Meat produced by 1 for each instance after the first. |

## CAMPING ITEMS

Some shops in the Wasteland stock a few bits and pieces that will make the avid camper's lives slightly easier. Some of the items presented here are featured in the ***Core Rulebook***, but their descriptions have been repeated here for simplicity.

| ITEM | EFFECTS | WEIGHT | COST | RARITY |
|---|---|---|---|---|
| Camping Tent | Provides the Shelter feature for two characters while camping. | 10 | 30 | 2 |
| Bedroll | Provides the Comfortable Bedding feature for one character while camping | 5 | 15 | 1 |
| Portable Stove | Provides the Cooking Station feature for a camp. Comes with enough fuel to be used 3 times. | 5 | 50 | 4 |
| Camouflage Kit | Each Camouflage kit is provided with a subtype linked to an environment (i.e., Ruins, Plains, etc.) and provides the Concealed Site feature to a camp of four or fewer characters. | 20 | 80 | 3 |
| Drip Purifier | Provides one instance of the Water Purifier feature for a camp. | 3 | 70 | 3 |
| Critter Traps | Provides one instance of the Hunting Traps feature for a camp. | 5 | 35 | 1 |
| Camping Kit | When setting up camp, a character equipped with a Camping Kit generates 1AP that can only be spent on skill tests linked to the camp or to add additional features to a camp. | 10 | 40 | 2 |
| Critter Meat | Food item. Heals 4 HP and has Irradiated 1. | <1 | 8 | 1 |

## CAMPING ENCOUNTERS

When Camping, there's always a risk you may attract unwanted attention. For every 8 hours spent in a camp, there is a chance that it may be discovered by a secondary group. To determine if that happens, at the end of an 8-hour period, roll 1 , plus one additional for every other (1, 3, 5) numbered level of the camp. If any effects are rolled, then roll on the table below to determine the nature of the camp's unexpected guests.



## CAMPING VISITORS

| D20 ROLL | VISITOR TYPE |
|---|---|
| 1-10 | Despite the feeling of unease in the air, it's a quiet night. Take it for what it is, and get some rest. Tomorrow may not be so merciful. |
| 11-12 | The glint of a lens shows someone, or something, lurking nearby, keeping an eye on the camp. Whatever it is, it doesn't seem to have much interest in coming closer. |
| 13 | The whimper of a hungry dog alerts the camp to its presence. It seems to be bordering on starvation, though otherwise in good health. |
| 14 | A trader approaches the campsite, looking for a bit of shelter and safety. They carry a handful of goods with them and may be willing to trade the party something they need. |
| 15 | A small group of overly cheerful men and women approach, their smiles slightly too large for the location you find them in. They're incredibly curious about who you are and where you're going, though you get the impression they may know the answers before you give them. |
| 16 | The waving of a white flag is unanimously accepted as a sign of surrender and peace, even when waved by a bunch of leather-clad Raiders with machetes on their belts. They're notably nervous... |
| 17 | A howl in the air sounds like Ferals. The bright light of a Glowing One cutting across the landscape and the horde of Ghouls at its back is notable even from a distance. It doesn't appear like they've spotted you...yet. |
| 18 | A man in leather armor wielding a large axe and his son appear; there isn't an ounce of hesitation in their approach. The man drags a dead Radstag with him, and his son offers to share their meal if you're willing to share the campfire. |
| 19-20 | A sudden screeching sound snaps you awake, and a bright flash of light lances across the sky. A second passes before an impact and explosion rocks the area. Whatever that was, it crashed nearby. |

## MAINTAINING AND TAKING DOWN CAMPS

If the PC's have a lot of business in an area, they may elect to leave their camp set up while they get on with other things. If they do so, there's always a risk they may return to find things have fallen apart or the camp has been invaded or reclaimed. Any damage to the camp may not have been malicious intent; it may just be a bad twist of the weather or poor craftsmanship when setting it up.

For every 6 hours that a camp is unattended, roll a . For every point of damage, one feature of the camp (picked at random) has become damaged while the PCs were away and will require an **INT + Repair** or **Survival** skill test of **1** and the expenditure of 2 Common Materials to repair. If the test is failed or the PCs don't have the resources, then that feature has been destroyed. If an effect is rolled, then another group has moved into the camp. Roll on the Camp Inhabitants table on page 18 to determine the nature of the new owners.

When the PCs have finished with a camp, they have two options to disassemble it.

- **Strike Down** the camp. This only requires 5 minutes work per camper but destroys the materials spent to set it up. The only real reason to do this is to hide where the camp was to cover the PC's tracks.

- **Recover** the camp. This allows them to recover half the materials they spent when setting the camp up, with an additional material recovered per AP spent. This takes a bit longer, 15 minutes per camper, and requires an **AGI + Survival** skill test at difficulty **1** to complete. Regardless of the manner of disassembly, any Camping items used when setting the camp up are always recovered unless undue complications have taken place.

# DESERT WASTELAND

The arid climate of the Mojave and Sierra provides additional challenges and dangers to those bold enough to explore. Mutated cacti, radioactive dust, and the beating sun represent just a handful of the exciting ways to die here, provided the local fauna doesn't do the job first. Those who wish to step out into the Mojave will need their wits about them and a full canteen if they hope to survive its shifting sands.

## DESERT ENVIRONMENTAL CONDITIONS

Due to the low humidity and arid landscape, the conditions in a desert can change on a dime. High winds, heat waves, and flash floods are ever-present dangers to those who wander the sands.



When Player Characters spend any time traveling between two locations using either the **Traversing the Mojave** (pg.25) or another means, there is a chance that the weather will turn for the worst. This can be implemented in a variety of ways, such as as a complication, but should always feel narratively appropriate for the story.

Environmental Conditions have a Duration of 1+2 hours on average but may last longer or shorter if required by your narrative.

When it feels appropriate to introduce an Environmental Condition, roll on the **Desert Environment Table** below or choose the effect that feels the most relevant. It is advisable to only implement an Environmental Condition when PCs are active in a scene.



## DESERT ENVIRONMENT TABLE

| ROLL | CONDITION | EFFECT |
|---|---|---|
| 1-4 | Refreshing Rainfall | Light, clean water falls from the skies. If characters have appropriate containers, they may collect 2+2 bottles of Purified Water. |
| 5-8 | Heat Wave \ Flash Freeze | Extreme heat, or bitter chill, grips the air, depending on the time of day. END tests increase in difficulty by +1 while exposed directly to the weather, and the difficulty increase grows by +1 for each additional hour exposed. |
| 9-12 | Heat Haze | Buffeting heat causes a variety of visual distortions, making it difficult to see. PER tests that rely on vision and attacks at extreme range or further increase in difficulty by +2. |
| 13-16 | Flash-Flood | Sudden violent rainfall unsettles both earth and sand, causing mudslides and dune collapses. At the start of a creature or character's turn, if they are exposed to the flash flood, they must pass a STR + Athletics test at difficulty 3 or fall prone. At the beginning of their next turn, if they are still prone, they must make an END + Survival test at difficulty 2. On a failure, they move 2 zones away, following the flow of the flood, and suffer 3 breaking physical damage as they are dragged across rocks and struck with debris. |
| 17-20 | Dust Storm | Heavy winds whip up sand particles, hurling them into the air, interfering with vision, and choking the air from the lungs of those within the storm. PER tests that rely on vision and attacks at Medium range or further increase in difficulty by +2. END tests that rely on breathing made by exposed creatures or characters also increase in difficulty by +2. When rolling to determine the duration of the storm, if any effects are rolled, the Dust Storm becomes a Rad-Dust Storm (see below). |
| SPECIAL | Rad-Dust Storm | In addition to the effects of a Dust Storm, at the start of a creature's or character's turn, if they are exposed, they must make an END + Survival test at difficulty 3. If they fail, they suffer 5 Vicious Persistent Radiation damage. |

## *Exposed*

Some Environmental Conditions check to see if a character or creature is **exposed**. In general, a creature, character, or object is exposed to an Environmental Condition if it is in the open, with no cover or significant protection between it and the Condition at play. For example, a character would be considered exposed to a Dust Storm if they were walking through the Mojave without aid but would not be considered exposed if they were driving through it in a sealed vehicle.

In general, use your best judgement to decide when someone, or something, is considered exposed. Remember that being exposed to an Environmental Condition and the Exposure rules (pg.43) cover different aspects of survival in the Wasteland and have different mechanical meanings.

# TRAVERSING THE MOJAVE

This section expands on the **Navigating the** This section expands on the Navigating the Wasteland rules in the Gamemaster's Toolkit. (pg.9) It covers the inclusion of the more dangerous traveling conditions (as described in Chapter 2, Desert Wasteland and Exposure (pg.23), and the inclusion of Vehicles in travel. .

## WALKING THE WALK

When your players are looking to move from location to location, they prepare to **Navigate the Wasteland**. This is a four-step process that breaks the journey into simple stages, each of which can be roleplayed as much or as little as you choose.

### STEP 1: DETERMINE DESTINATION AND DIFFICULTY.

The first step of any journey is to determine where you are going. The travelers determine their destination, selecting a location they have been to before, or have rough directions to. This will also inform how far away it is, which will inform how long it takes to reach (See **Speed times Distance pg.26**). Next, determine the difficulty of the journey. All journeys begin with a difficulty of 0 and are adjusted by the following modifiers:

- If the travelers are unfamiliar with the area or final destination: +1 difficulty
- If the destination is blocked by difficult terrain: +1 difficulty
- If the destination, or surrounding area, is controlled by a hostile faction: +1 difficulty
- If the destination is over a day's travel away: +1 difficulty
- If the destination has no major recognizable landmarks: +1 difficulty
- If one or more of the travelers have been to the destination before: -1 difficulty
- If the destination is connected to your origin point by a road or path: -1 difficulty
- If the destination is well known or has a notable set of landmarks: -1 difficulty

The above list is not exhaustive, so feel free to alter the difficulties to match additional conditions that are presented within your narrative. Regardless of the modifiers, no journey can have a difficulty higher than 5 or lower than 0. Once the difficulty has been determined, move to **Step 2: Choose a Navigator.**

## Speed times Distance

Once you have determined a destination, you will need to check how far away it is—this is up to the gamemaster. Different characters move at different speeds, so how quickly a party can travel is dictated by a number of factors which are detailed in the ***Gamemaster's Toolkit*** (pg.9). As a baseline, however, a group moves only as fast as its slowest member, with average Speed being dictated by a character's Agility, listed here:

- **AGI (4-5):** 2 Miles per hour
- **AGI (6-8):** 3 Miles per hour
- **AGI (9+):** 4 Miles per hour

## STEP 2: CHOOSE A NAVIGATOR

After determining the base difficulty of the journey, the travelers select their **Navigator**. This is the character who will be responsible for the skill test in Step 4. The Navigator need not be a PC and could be an NPC allied to the travelers but will be making the decisions for the remaining steps of the journey. Once selected, move to **Step 3: Decide Speed.**

## STEP 3: DECIDE SPEED

Once the Navigator has been selected, they are able to set the planned pace for the trip. Pace has a variety of effects and is a key part of the planning process for any trip, as it will affect the chances of complications, the amount of time risking exposure, as well as the supplies needed for the trip. To determine the duration of a trip, reference the **Speed times Distance** box-out (above), then the Navigator picks a pace from the following list:

- **Cautious**: Double the journey duration. Decrease the navigation test difficulty by 2. Complications cannot be rolled in the Navigation test.
- **Normal**: Do not change the journey duration. Decrease the navigation test difficulty by 1 and set the complication range to 2 (19-20).
- **Hurried**: Halve the journey duration. Set the complication range to 4 (17-20).

Once a pace has been determined, modify the base difficulty accordingly and move to **Step 4: The Navigation Test.**

## STEP 4: THE NAVIGATION TEST

After determining Speed, the travelers prepare to make the Navigation Test, an **END** + **Survival** test with a difficulty equal to the final number calculated in Steps 1 & 3. Navigation Tests will always have a difficulty between 0 and 5.

The Navigation test is made by the Navigator, but they can be assisted by other characters. Those characters can either assist with their own **END + Survival** test or other combinations that are justifiable (for example, a Mr. Handy with extensive digital maps could ask to assist with an **INT + Survival** test, but the decision is made by the GM).

Keep in mind that during travel, time will still pass, so PCs will still need to expend Food and Beverages to avoid starvation or dehydration. In addition, **Desert Environment Conditions** and **Exposure** are always a risk during travel and will come into effect after the navigation test has been conducted.

The Navigation Test is made once and ends in one of two ways:

**Success:** If any complications are suffered during the test, roll on the **Journey Complications** table (pg.27) and resolve the appropriate complication. Afterwards, the travelers arrive at their destination after the allotted duration.

**Failure:** If any complications are suffered during the test, roll on the **Journey Complications** table (pg.27) and resolve the appropriate complication. Afterwards, the party becomes lost in the Wasteland. The journey ends halfway through its duration in a random (and likely confusing) location. Following this, they must attempt to **Navigate the Wasteland** again, starting from the new origin point in the middle of nowhere!

## JOURNEY COMPLICATIONS TABLE

| ROLL | COMPLICATION |
|---|---|
| 1-4 | An essential piece of gear was damaged during the journey. Select a traveller at random, and a single item they carry, that item is now Damaged. It cannot be used again until it is repaired at an appropriate workbench (Fallout: The Roleplaying Game Core Rulebook, pg. 210) |
| 5-9 | The travelers are interrupted partway through their journey by enemies. Prepare an encounter using The Encounter Deck (pg.35), drawing a number of cards equal to the number of complications rolled. |
| 10-15 | During the journey, the weather takes a turn for the worse. Apply an effect from the Desert Environment table (pg.24), interrupting the journey if the Condition calls for it. Otherwise, the Condition lasts for its full duration after the travelers arrive at their destination. |
| 16 - 20 | The sun beats down mercilessly. Each traveller must consume one additional beverage per four hours of travel or degrade their Thirst State (pg.42). |

## *Travel Montages*

From a short run between the safety of ruins to the long marches from New Reno to New Vegas—travel is an ineffable part of Wasteland life, and no Quest is ever complete without moving from one location to another. However, when managing active gameplay at the table, it is important to know when to take your time and savor the journey or shortcut a trip for the sake of the narrative. When you are preparing a section of travel in ***Royal Flush***, consider the following:

- Does the journey matter to the players, or is it just the destination that holds interest?
- Does your narrative focus on the survivalist aspects of the ***Fallout*** universe?

If the answer to either question is "no," then consider shortcutting the travel. Rather than following the rules presented here, ask one player to lead the group in an **END + Survival** test with a difficulty equal to the number of days traveled. If they succeed, then they arrive at their location with a short description of their travel. If they fail, then they get lost somewhere along the way and could run into an **Encounter** (pg.35) or an alternative problem that seems appropriate. Either way, keep the issue short and easily resolved. The focus should be on the Quest, not the walk to the Quest.

# MOJAVE VEHICLES

Working vehicles are a rarity across the Wasteland; however, need breeds innovation—and in the Mojave, there is a significant need for rapid and safe methods of travel under the blistering heat. During the course of ***Royal Flush***, the player characters are likely to come across a variety of vehicles, from armored vans to small methanol-powered bikes, so knowing how to use them will be pivotal to this adventure. The full rules for vehicles can be found below, along with a few new vehicles unique to this adventure.

## OPERATING A VEHICLE

When inside a vehicle, characters are either **passengers** or **crew**. Passengers take no active role when in a vehicle, literally being only in it for the ride, while crew take active part in the operation of the vehicle, taking on a **role** while embarked.

### CREW ROLES

Characters inside a vehicle acting as crew will each have a role in its operation, with each crew member taking on one or more of those roles. Unless otherwise stated, not all roles must be filled for the vehicle to function properly. However, a crew member must be assigned to a role to perform the function of that role. For example, a Vertibird has both a Gunner and Pilot role. A crew member can operate the Gunner role without another crew member acting as a Pilot, but if this were the case, the Vertibird couldn't move since that's the pilot's job.

- **Pilot**: Most vehicles can have only a single pilot. A pilot makes the actions necessary to move their vehicle (see *Vehicular Movement* below). 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 can't move. If a vehicle is already moving and loses its pilot, it automatically fails all tests related to movement until the pilot role is filled.
- **Gunner**: A gunner operates weaponry mounted on the vehicle (see *Vehicular Attacks*, pg.30). For a vehicle with multiple weapons, a gunner can only operate one weapon each turn, and any single weapon may only be operated by one gunner each Round.
- **Additional Roles:** If a vehicle includes other equipment or functions beyond moving and attacking—for example, radio operator or bombardier—other passengers may operate that equipment as a separate crew role.

### *Splitting Focus*

A single character can attempt to simultaneously assume multiple roles as long as those roles can be feasibly operated at the same time. Should they do so, all tests made for each roll have their difficulty increased by 1. Vehicles with the ***Single-Seat*** quality avoid this increase in difficulty.

## VEHICULAR MOVEMENT

A character filling the pilot role is able to make the following movement actions for the vehicle they are piloting. 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 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 Driving (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.

## VEHICULAR ZONES AND TERRAIN TESTS

Vehicles move in combat zones like any other combatant in an action scene, from Reach to Extreme range. Vehicles, however, do not maneuver like characters do, and some zone effects may affect different vehicle types differently:

- Some terrain types only affect vehicles of a specific scale. For example, a narrow pass may only block vehicles of Large Scale or larger, allowing Small vehicles to pass through with ease.
- Some terrain types only affect vehicles with a specific quality, such as Watercraft vehicles.
- Some obstacles can be easily avoided with careful piloting, such as a narrow street or tight corner, meaning a Careful Piloting test can be used to avoid the issue entirely.

Pilots make terrain tests using **AGI + Pilot**. If the terrain would be more difficult for larger vehicles, the gamemaster may increase the difficulty, complication range, or both by an amount equal to the vehicle's Scale.

### *Out of Control!*

It's a constant fear for a pilot to lose control of their vehicle; they can cause a great deal of havoc if they get out of hand. The most common outcomes of a failed vehicle terrain test are below, and the GM determines which applies in each case. Some of the results below cause the vehicle to stop, which means the vehicle immediately loses any remaining movement it had from that action, and it comes to a halt in its current zone.

- **Jarring Stop**: The vehicle comes to an immediate halt, losing the rest of its movement from that action. Each character in the vehicle immediately suffers 3 Stun physical damage.
- **Skid**: The vehicle moves in a random direction (dictated by the gamemaster). If the vehicle collides with an object that would make it stop, inflict 1 Piercing 1 physical damage to the vehicle, +1 for each zone it moved.
- **Spin**: The vehicle loses the rest of its movement from the action, and it is turned to face a different direction. The next vehicle movement action increases in difficulty by +1, or it needs a test if it didn't before.
- **Stuck**: The vehicle loses the rest of its movement from the action, and it is held in place by the terrain. The vehicle cannot move out of the zone until either the obstruction holding it is removed or the pilot succeeds on a difficulty 2 **AGL + Pilot** test.
- **Plummet**: This can only happen to aircraft. The aircraft descends in a rapid and uncontrolled manner towards the ground. The aircraft moves one zone forward and three zones down. If it reaches a ground-level zone during this movement, it crashes. 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.

## VEHICULAR ATTACKS

Vehicles can be targeted for an attack like any other combatant and lose HP just as a character or creature would. Vehicles have Physical and Energy Damage Reduction, but like robots, they are immune to Radiation and Poison Damage. When a vehicle is attacked, roll on the vehicle's Hit Location table, included in the vehicle's stat block, to determine where it has been hit. Attackers may target a specific location on a vehicle, just as with a character or creature, by increasing the difficulty of the attack by 1.

Crew operating in the gunner role may make attacks with mounted weapons in the same way as a personal weapon, using whatever skill applies to the weapon (typically **AGI + Small Guns**, **PER + Energy Weapons**, or **END + Big Guns**). All weapons mounted upon a vehicle are treated as if wielded in two hands, and remove the Recoil (X) quality if they have it.

If the vehicle has the Exposed quality, then passengers may make attacks with their own weapons normally. When an attack is made against a vehicle, it is always considered to be Defense 1 if it is moving or Defense 0 while stationary.

## Attacking Passengers

When a character or creature makes a successful attack against a vehicle with the Exposed quality, they can spend 2 AP to hit an exposed passenger instead.

Attacks with the Blast quality will hit both the vehicle and passengers if either is exposed. Attacks with the Arc or Burst damage effects (or similar abilities that may hit additional targets) that target an exposed vehicle can treat the passengers as additional targets.

### RAMMING

The pilot of a vehicle that moves during its turn can attempt the **Ram** action against a target within Reach of the vehicle, a melee attack using the vehicle itself as a weapon. To do so, the pilot makes an **END + Pilot** test, with a difficulty of 1. If the attack is successful, it deals the vehicle's Impact rating in physical damage. When a vehicle rams another vehicle or building, the attacking vehicle suffers half the impact rating, rounding up, in physical damage.

## VEHICLE HP AND INJURIES

Vehicles, as objects, do not suffer fatigue from hunger, thirst, or lack of sleep. However, they have a **Fuel Track** and deal with **HP** and **Critical Hits** in a similar way to creatures or characters.

### FUEL TRACK

Every vehicle has a Fuel Track, a rating between 1 and 5 that represents the vehicle's available fuel. The Track is listed on the vehicle profile as **Maximum Fuel,** which notes the upper limit of that vehicle's Fuel Track. Unlike HP, Fuel Tracks begin at 0 and must be increased by adding fuel to the vehicle; adding fuel increases the Track to a limit of its Maximum Fuel Value.

Typically, 1 gallon of fuel (alcohol, petroleum, etc.) converts into a single point on the Fuel Track. A single bottle of hard liquor (such as a bottle of Whiskey) contains up to a liter of alcohol, requiring roughly 5 bottles to convert into a single point on the Fuel Track.

The Fuel Track degrades with use, and in some cases, due to complications or damage. Follow the table below to determine rough Fuel Usage, but feel free to tailor it to your needs during your game. The Standard Use column indicates how many miles of travel a vehicle must undertake to degrade its Fuel Track by 1, whereas the High-Quality Use column indicates the same, but for vehicles with the **High-Quality Engine** quality.

## Fuel Usage

| VEHICLE SCALE | STANDARD USE | HIGH-QUALITY USE |
|---|---|---|
| 0 | 40 Miles | 48 Miles |
| 1 | 35 Miles | 42 Miles |
| 2 | 30 Miles | 36 Miles |
| 3 | 25 Miles | 30 Miles |
| 4 | 20 Miles | 24 Miles |
| 5 | 15 Miles | 18 Miles |

This table does not cover all eventualities. Traveling across Difficult terrain in a vehicle can be taxing unless the vehicle possesses the **All-Terrain** quality. If not, traveling reduces the Fuel Usage characteristic by 20%, rounding down where applicable. For example, if a character were to drive a Bus across Difficult Terrain during that time, it would degrade a step on the Fuel Track after 16 miles rather than 20.

In addition to Difficult Terrain, other effects can cause a Fuel Track to degrade. Engine Injuries (pg.32) cause vehicles to leak fuel, degrading its Fuel Track at the start of each of its turns. Complications during combat or travel could represent burst or damaged fuel lines, a leaky engine, or other issues, all of which could reduce the Standard or High-Quality Usage Ratings of a vehicle by a set amount until repaired.

When a vehicle's Fuel Track is at 0, its Speed rating (below) is reduced to 0 until it is refueled.

## VEHICLE HP

Like any creature or character, a Vehicle has HP, which operates exactly the same as the HP of any other object or creature. When a vehicle suffers damage, it reduces its HP by the appropriate amount (after accounting for resistances). When a vehicle is reduced to 0 HP, it suffers a Critical Hit and also stops working, going **Out of Control** (pg.30) if it had moved during its pilot's last turn. At this point, the vehicle is rendered inoperable and can no longer be used.

Vehicles can be repaired in the same way as robots. If a vehicle has been reduced to 0 HP and has more injuries than its size, then the vehicle is destroyed and cannot be repaired. At best, it can be stripped for parts and materials.

## VEHICLE CRITICAL HITS

Vehicles are more resilient to Critical Hits. When suffering damage, a vehicle adds its Scale to the amount of damage required to have a Critical Hit inflicted. For example, a Scale 1 vehicle would need to suffer 6+ damage in a single attack to suffer a Critical Hit rather than 5.

Injuries suffered by a vehicle from Critical Hits vary based on the hit locations. Each Injury can only be suffered once but remains until it is repaired.

**Chassis** Injuries weaken the structure of the vehicle. Attacks against a vehicle with a Chassis Injury deal +2 additional damage.

- **Engine** Injuries result in leaking fuel and potentially catastrophic fires. At the beginning of each of its Turns, a vehicle with an Engine Injury degrades its Fuel Track by 1. In addition, if a vehicle is reduced to 0HP and has suffered an Engine Injury, roll If an effect is rolled, the vehicle explodes, inflicting 6 Energy damage to everyone within Close range.
- **Weapon** Injuries disable associated weapon systems mounted on the vehicle until repaired.
- **Wheel, Wing,** and **Rudder** Injuries make the vehicle harder to control. Pilot tests to operate the vehicle increase in difficulty by +1, and the vehicle's Speed is reduced by 1.

### *Bumps and Bruises*

Whenever a vehicle is damaged, it's possible the passengers will be hurt as well. Whenever a vehicle suffers one or more Injuries, roll a for each passenger. On an effect, that character suffers 4 Stun physical damage.

# VEHICLE PROFILE

Every vehicle has a profile, which is broken down into the following scores and values:

## SPEED

A vehicle's Speed shows the maximum number of zones it can move in one turn (when using the Hasty Piloting action). It also includes 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 reduces the amount of damage inflicted on the vehicle by matching damage sources.

### COVER

The vehicle's Cover rating indicates how much cover resistance it grants exposed passengers.

### IMPACT

A vehicle's Impact is a damage rating in challenge dice that is used whenever the vehicle is used to perform the **Ram** action. This value is always noted as physical damage.

### PASSENGERS

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

### QUALITIES

Vehicles come in a range of different types, from nimble motorcycles to rugged trucks and everything in between. A vehicle's qualities describe how it navigates the terrain around it and how characters use it. Vehicles always have at least one quality, and a vehicle's type is a trait that influences the difficulty of skill tests.

### WEAPONS

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

## *Passengers and Cargo*

A vehicle can carry a number of passengers, including the crew, as noted in its entry. This represents the number of dedicated spaces for passengers in or on the vehicle—in many cases, the number of seats the vehicle has.

Unlike characters, a vehicle cannot naturally carry extra items based on its STR or Scale, as a vehicle needs places to stow those items in order to carry them effectively. Additional cargo space is covered by the Cargo X quality.

Items can be stored in passenger spaces instead of passengers—each passenger space can carry up to 200lbs of items in this way. Similarly, passengers can ride along in cargo space, with each passenger taking up the space of 200lbs of items. Passengers in cargo space are liable to have an uncomfortable or unsafe journey in their improvised space, suffering an additional +2 damage from any impacts the vehicle suffers.

## VEHICLE QUALITIES

- **All-Terrain:** This vehicle is built for tough terrain, able to cover the worst surfaces with relative ease. When making a skill test affected by Difficult Terrain, the pilot of this vehicle may re-roll a single d20. In addition, this vehicle ignores any increases to Fuel Usage caused by traveling over Difficult terrain.
- **Cargo X:** The vehicle may carry up to X lbs of additional cargo.
- **Cumbersome:** The vehicle is bulky and unresponsive. Increase the difficulty of movement-based tests for this vehicle by +1.
- **Enclosed**: The vehicle is completely enclosed, protecting crew and passengers within. Crew and passengers cannot be targeted by attacks from outside the vehicle but also cannot use their own weaponry to attack external targets. Passengers and crew inside Enclosed vehicles do not suffer radiation damage from environmental effects.

- **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.
- **High-Quality Engine:** This vehicle's engine has been built for the best performance possible. It uses the High-Quality Column (*Fuel Usage* pg.31) when determining fuel usage.
- **Flying:** The vehicle flies through the air, through 'empty' zones above the ground level of the battlefield. If the vehicle goes out of control, it **Plummets** (pg.30).
- **Nuclear Powered:** This vehicle has been fitted with a Nuclear Engine, which accepts Fusion Cores instead of other fuel types. When a Fusion Core is fitted, this vehicle's Fuel Track gains an amount of Fuel equal to the number of charges in the Fusion Core (This is the vehicle's Maximum Fuel). In addition, if this vehicle has 0HP and suffers an Engine Injury, it begins to **Meltdown**. Roll a  at the beginning of the next Round and each Round thereafter. If an effect is rolled, the vehicle explodes, dealing 10  (plus additional  equal to the vehicle's Scale) Breaking, Radioactive, Vicious damage to everything within Close range.
- **Rugged:** Operate tests to repair Rugged vehicles are reduced in difficulty by 1.
- **Single-Seat:** A single-seat vehicle is designed to be operated by a single pilot. The pilot can also assume the role of a gunner without the normal penalty.



# THE ENCOUNTER DECK

When the PCs move from place to place, there is a high chance that they will run into trouble on the road. In ***Royal Flush***, as in life, there is no real way of knowing what is around the corner, a fact that is normally dealt with in TTRPGs via rolling on a pre-generated table of potential encounters—however, in ***Royal Flush***, we use the **Encounter Deck**. The Encounter Deck is a deck of playing cards, with each card representing a specific problem, obstacle, or danger. You can make use of these cards to inspire you when you create a scene or to add a random element to the kinds of threats and problems that the PCs will encounter.

A normal deck of playing cards is all you need for this, though if you want to manipulate the deck, you might want more than one deck of cards so you can have duplicates of certain cards. Using the Encounter Deck is entirely optional, but it's a useful way to spur some unexpected creativity and send the adventure off in a new direction.

## SETTING UP THE ENCOUNTER DECK

At the start of each Quest, you'll need to prepare your Encounter Deck. A normal Encounter Deck contains fifty-two cards in total, one of each card. However, the Encounter Deck you use for each Quest doesn't have to be exactly the same.

To prepare a custom deck, start by consulting the Deck Results table (pg.36) and look for any results you don't want to appear or do not feel appropriate in the upcoming sessions. The tables are intended to cover encounters in the Mojave Wasteland and the surrounding areas, so if you're playing in a different region, you may wish to alter what the cards represent to suit the factions and environment you're playing in.

Similarly, you can add in extra duplicates of some cards to make them more likely to appear. For example, if you're in NCR territory—adding a few extra copies of NCR cards might be helpful. Some common results are already duplicated within a standard deck, as they're intended to appear more often than others.

Once you've removed any results you don't want and added any you want to emphasize, shuffle the deck. It's fine to delay this until you're ready to start a session, so you can do it in view of the players and use the shuffling of the deck as an announcement that the game is about to start. Begin your opening narration as you shuffle, and maybe even get a player to cut the deck as you hand over play to them. At this point, the deck is ready to use.

## DRAWING FROM THE DECK

At the start of any scene, you may choose to draw from the Encounter Deck. To do so, draw a number of cards, one at a time, from the deck depending on your current chapter (see table below). These cards are placed face-up near the middle of the table, visible to everyone.

| CHAPTER | CARDS DRAWN |
|---|---|
| Welcome to the Mojave | 1 |
| Bishops, Queens, and Kings | 2 |
| High Hand | 3 |

The threats, obstacles, and foes represented by those cards are added to the scene. Depending on the scene, they may be the only thing present, or they may be an additional problem on top of what's already happening. Each suit of cards is themed to reflect a particular type of problem or faction. For example, all Clubs cards represent wild animals, while Hearts represent Raiders. Further, higher-value cards typically represent more dangerous or potent encounters.

When a player rolls a complication during a scene, you can use that complication to draw an additional card from the Encounter deck, adding it to the others currently face-up. No more than five cards should be drawn and revealed during any scene.

At the end of the scene, the face-up cards are set aside. These are then discarded and can't be drawn again until the end of the Quest and the deck is rebuilt for the next one. At the end of a scene, you may

spend 2 AP to take any number of these discards, add them back to the Encounter Deck, and shuffle the Encounter Deck once more. This puts results back into the deck so that they can come up again. When you add discards back in, you can always choose to leave any cards in the discards that you don't wish to come up again.

As cards may represent foes from different factions, the introduction of extra NPCs may not necessarily be a problem for the PCs: it may signal the arrival of allies or a third party that will distract an enemy.

## Wild Cards

At the GM's discretion, when using the Encounter Deck, they may include or exclude Jokers. If Jokers are included in the deck, they are considered Wild, meaning that they can stand in as any other card of their choice when drawn. An Ace may count as any other drawn card of the same suit. If there are multiple cards of that suit drawn, then the Ace may only duplicate the lowest-value card. Should there be no other cards of the same suit, then it can be used as any card within that suit.

## ENCOUNTER DECK TABLE

| CARD | CLUBS | HEARTS | SPADES | DIAMONDS |
|---|---|---|---|---|
| Ace | Aces Wild! | Aces Wild! | Aces Wild! | Aces Wild! |
| 2 | 4+4 Radroaches | 3+3 Raiders | Standing Water (one or more zones have pools of dirty water: difficult terrain) | Group of Travelers (3+3 Wastelanders) |
| 3 | 2+2 Molerats | 4+4 Raiders | Cloudburst (sudden heavy rain across the area) | Scavengers (2+2 Scavengers)* |
| 4 | 2+2 Bloatflies | 3+2 Raiders and 2+2 Mongrel Hounds | Smoke or Fog (fills several zones, moves from round to round, and obstructs sight through occupied zones) | Mercenary Band (2+2 Mercenaries) |
| 5 | 3+3 Bloatflies | 1 Raider Psycho | Toxic Chemical Spill (one or two adjacent zones, inflict 2 poison damage to any creatures and characters within) | 1 Eyebot |
| 6 | 2+2 Mongrel Hounds | 1 Raider Scavver | Minor Rad Source (one or two zones, inflict 2 Piercing 1 Radiation damage to creatures and characters within) | Traveling Trader (1 Trader, 1 Brahmin) |
| 7 | 3+3 Mongrel Hounds | 1 Raider Psycho and 2+2 Raiders | Irradiated Water (one or two zones of difficult terrain, creatures and characters within take 2 Persistent Radiation damage) | Pack of Feral Ghouls (3+3 Feral Ghouls, 1 Glowing Ones) |
| 8 | 1+2 Bloodbugs | 1 Raider Scavver and 2+2 Raiders | Radstorm (all creatures and characters in the open suffer 2 Radiation damage at start of each turn) | Roaming Robot (1 Assaultron or 1 Mr. Gutsy) |
| 9 | 2+3 Bloodbugs | 1+1 Raider Psychos | Sandstorm (creatures and characters without shelter can't see beyond Close range into the storm and suffer 2 Piercing 1, Spread Physical damage each turn) | NCR Patrol (1 NCR Sergeant, 3+2 NCR Troopers)* |



## ENCOUNTER DECK TABLE (CONT'D...)

| CARD | CLUBS | HEARTS | SPADES | DIAMONDS |
|---|---|---|---|---|
| 10 | 1 Radscorpion | 1+1 Raider Scavvers | Frag Minefield (1 or 2 zones contain Frag Mines) | Band of Super Mutants (2+2 Super Mutants, 1 Super Mutant Brute) |
| Jack | 1+1 Radscorpions | Raider Veteran and 2+2 Raiders | Plasma Minefield (1 or 2 zones contain 1+2 Plasma Mines) | Brotherhood Expedition (1 Paladin, 1+1 Knights, 1+1 Scribes) |
| Queen | Deathclaw | Raider Veteran and 3+3 Raiders | Rad Sandstorm (creatures and characters without shelter can't see beyond Close range into the storm, and suffer 2 Piercing 1, Spread Physical and Radiation damage each turn) | Legion Scouts (1 Veteran Legionary, 3+3 Recruit Legionaries)** |
| King | Yao Guai | Raider Boss and 3+3 Raiders | Bomb Crater (One zone has a major radiation source that deals 5 Radiation damage each turn to all creatures and characters within; all adjacent zones inflict 2 Radiation damage each turn) | Caravan (1 Caravan Boss, 2+2 Caravan Guards, 3+1 Pack Brahmin)* |

Some of the Encounters above are marked with either *, or **. Encounters marked as such contain NPC's in the **Fallout 2d20** expansion books: Settlers* or Wanderers**.

# DESIGNING ENCOUNTERS

During ***Royal Flush***, there will be moments where you, as the gamemaster, will need to craft an encounter for your players, to challenge them either socially, intellectually, or physically in a manner that does not risk the narrative of the story, or unbalance things too much. This section covers some rough guidance on how to create engaging encounters that push the feeling of ***Royal Flush*** without creating narrative dissonance.

| ENCOUNTER LEVEL (AVERAGE LEVEL OF PCS) | XP BASELINE | 3 PCS | 4 PCS | 5 PCS | 6 PCS |
|---|---|---|---|---|---|
| 1 | 20 | 60 | 80 | 100 | 120 |
| 2 | 30 | 90 | 120 | 150 | 180 |
| 3 | 40 | 120 | 160 | 200 | 240 |
| 4 | 50 | 150 | 200 | 250 | 300 |
| 5 | 60 | 180 | 240 | 300 | 360 |
| 6 | 70 | 210 | 280 | 350 | 420 |
| 7 | 80 | 240 | 320 | 400 | 480 |
| 8 | 90 | 270 | 360 | 450 | 540 |
| 9 | 100 | 300 | 400 | 500 | 600 |
| 10 | 110 | 330 | 440 | 550 | 660 |
| 11 | 120 | 360 | 480 | 600 | 720 |
| 12 | 130 | 390 | 520 | 650 | 780 |
| 13 | 140 | 420 | 560 | 700 | 840 |
| 14 | 150 | 450 | 600 | 750 | 900 |
| 15 | 160 | 480 | 640 | 800 | 960 |
| 16 | 170 | 510 | 680 | 850 | 1020 |
| 17 | 180 | 540 | 720 | 900 | 1080 |
| 18 | 190 | 570 | 760 | 950 | 1140 |
| 19 | 200 | 600 | 800 | 1000 | 1200 |
| 20 | 210 | 630 | 840 | 1050 | 1260 |
| 21+ | +10 per level above 20 | +30 per level above 20 | +40 per level above 20 | +50 per level above 20 | +60 per level above 20 |

## BALANCING COMBAT ENCOUNTERS

Fights in the Mojave are often unfair and unbalanced. Players should expect to have to think tactically and retreat when necessary. ***Royal Flush*** is written to start player characters at level 1 and level them up at regular intervals. Accordingly, the adventure is written with the expected power levels of the PCs throughout, so as long as the players are not rushing through the main quests and ignoring side quests, they should be leveled accordingly.

However, when preparing to travel from place to place or setting up encounters using the **Encounter Deck** (pg.35), it can be beneficial to understand a baseline for how to scale fights.

### XP BASELINES

Each NPC character and creature in ***Fallout*** has an XP Value, which explains not just how much Experience that NPC is worth as a reward in an encounter but how dangerous it is. When creating an encounter, the total XP Value of all of the involved NPC's creates a baseline for how dangerous that encounter will be, should the PCs choose to solve their problems with violence. The table below lists some rough guidance on appropriate XP limits for play.

To determine an Encounter Level, determine the average level of your PCs. A normal encounter will have an XP Baseline equal to that level (shown on the below table). To increase the difficulty of an encounter, increase the Encounter Level by 1 to 3 levels, and vice versa for reducing the difficulty of an encounter.

## MAKING HARD ENCOUNTERS FUN

Either through use of the above table or throughout the campaign, your players may come into contact with an encounter beyond their capabilities—one they lack the skills or firepower to overcome. However, that doesn't mean such an encounter should be unenjoyable, and in ***Fallout***, it's often the alternative solution that brings the most fun.

There are many ways to make otherwise too-difficult encounters more enjoyable for your party. One is to use a range of encounter types and to focus encounters on an objective other than killing the enemy. This allows the players to still feel a sense of achievement even if they end up running away. The following sections outline a few ways to adapt difficult encounters in a manner that will help your players feel like the heroes, no matter the odds.

### PROVIDING NON-COMBAT GOALS

Creating alternate goals for an encounter first requires you to consider the reason why those involved are fighting. Generally, there should be something that goes beyond "I want them dead." Most of the time, the answer will be valuables, caps, or sustenance, especially when an encounter centers around wild animals or desperate Raiders. In these examples, perhaps the animals in question are simply defending their territory—a space that, sadly, the players need to cross. Raiders may not be violent in their desperation but will perhaps approach others for help.

Disparate groups and animals often have simplistic non-combat goals; after all, they are often in dire need of simple things and as at the whims of the Wasteland as anyone else. Organized groups, on the other hand, are likely to have far more sophisticated needs, like maintaining order, enforcing the law, or attempting to get the PCs to take specific actions. Different groups seek to mold the Wasteland in different ways, and every encounter with them should mirror that goal in one way or the other. For example, both the NCR and Caesar's Legion would have reason to set up a roadblock along a readily traveled route—but their reasons may vary. The NCR may simply be tracking numbers, how many people are passing through and why, so they know best how to treat the road. The Legion, on the other hand, is more likely to be collecting tribute and stringing up anyone unwilling to pay, all to show who controls that space. Regardless of what they are attempting to do, these goals should always be made to oppose the players, creating the core source of conflict for that random encounter.

In any of the above scenarios, there is always an alternative to fighting. With the animals, the party could try and placate them with food or scout around them. The Raiders clearly need something, and help could come in many forms. The NCR offers no threat to those willing to be cataloged, and the Legion may let anyone with enough caps pass. In every situation, the players can bypass the threat without pulling a gun if they are patient enough to try.

## GO UNNOTICED

Sometimes, simply moving through a location is an encounter in itself, even more so when said location is inherently dangerous. Going unnoticed is a very common goal for PCs, whether they are sneaking through Legion territory under cover of darkness or attempting to walk past Bishop's men after crossing the crime lord.

Scenes like this often rely on the PCs being unable to effectively fight back or have alternative costs to being found—like allies in danger or a required path being easily blocked. When planning scenes like this, plan for what the players are actively moving around, and remember that often, a fight is the least interesting thing they could be avoiding.

## ESCAPE UNHARMED

Escaping unharmed isn't something many people enter an encounter trying to do, but it can rapidly become a goal for the party or secondary group in a bad fight. This goal doesn't just cover bravely running away; it can include talking their way out of a fight, making a terrifying display of force, or otherwise ending an encounter without a scratch.

Just because a group has chosen to flee from a fight does not mean that the encounter needs to be over. Instead, it could shift to an extended task, as the PCs are pursued from the battlefield or pursue others. The intent in these situations should always be to keep the encounter exciting instead of something to be shortcut or avoided altogether. When players try to flee, ask where they intend to run to and build out the rest of the encounter from there.

Should they try and talk their way out of a firefight, really encourage them to lean on their roleplaying ability, rather than just a roll of the dice, to determine success, and vice versa. The interest in these moments comes from HOW they intend to finish the encounter non-violently, not that they are seeking to avoid violence in the first place.

## CAUSE (OR STOP) SOMETHING FROM HAPPENING

Almost all conflict begins when two opposing forces meet, with one trying to achieve a goal antithetical to the other's plans. In these scenarios, the important thing boils down to "Does one side achieve what they set out to achieve?" over any other factor. In these moments, an alternative goal to simple combat revolves around either stopping one side from completing a goal or completing the goal yourself, regardless of the obstacles.

When preparing an encounter with this goal, consider what one side is attempting to achieve and why the other is trying to prevent it. Perhaps a Settlement is trying to tap a new well, but a band of Raiders, wishing to keep the settlers reliant on their own stolen water supplies, are attempting to sabotage the well. Or perhaps, instead of Raiders, the settlers are attempting to divert water flow from a small oasis—one a Yao Guai is using to keep her cubs watered, who is, therefore, interrupting the settlers.

Whatever the attempted achievement is, once the players become involved, keep it obvious and easily tracked, and provide non-combat methods of interacting with the objective, be those social, mechanical, or otherwise engaging. This could also happen over a longer period of time, as part of an entire extended side quest—or long conversation. Implemented correctly, even a conversation dictating the terms of a deal can fall within this space, with one side seeking terms that would disadvantage the other.

## WHERE ARE YOU FIGHTING?

Another fantastic way to make hard fights enjoyable is to give players dynamic and interesting places to fight. Consider not only what the players are fighting but where and what opportunities or obstacles that location might introduce.

**When preparing individual zones for an encounter, consider the following:**

- **Interactables:** What exists in each zone that can be interacted with? Are there doors to open, minecarts that can be pushed, or tables that can be upended to create cover? What test will be required to interact with them, and what exactly will they do? Not every zone requires an interactable, but it's good to have at least two in each encounter.
- **Verticality:** Are there any points that are significantly higher or lower than other points, and how do PCs reach them? Adding verticality to an encounter can drastically increase the number of options presented to players, from pushing enemies from cliffs to climbing a tower to get a better angle on their targets.
- **Cover:** Where can combatants take cover, and is the cover particularly effective against a particular type of weapon? Does the cover also block sight, and can it be destroyed or moved? Is the cover less effective when attacked from above or from a particular direction?
- **Hazards and Dangerous objects:** What dangerous things exist on the battlefield, and how are they triggered? Barrels of radioactive waste, abandoned cars with atomic fuel cells, deliberate traps, or naturally occurring dangers?



# STAYING ALIVE

Under the unabashed glare of the sun, heat is as dangerous as any bullet. Water, shade, and a cool place to sleep are as pivotal to survival as any weapon in those stretches of the Wasteland, and all are now in shorter supply than the firearms trickling into the hands of those who call the Mojave and Sierra's home.

The rules presented here are expanded variations of the **Staying Alive** rules (***Fallout: The Roleplaying Game Core Rulebook***, pg.190-192), specifically the **Thirst** and **Exposure** sections.

## THIRST

Dehydration is always a danger in the Wasteland, with clean water being a carefully guarded rarity for those with access to it. In the desert heat, danger turns into a threat, however—as the blistering heat that assails the area can drive the normal need for hydration to untenable levels.

The rules presented here act as an alternative to those presented in the **Thirst** section of the **Staying Alive** chapter in the ***Core Rulebook*** (p. 190) and are an optional inclusion to any adventure, including ***Royal Flush***.

### THIRST STATES

All non-robot characters and creatures have a Thirst State. These states are **Hydrated, Thirsty, Dehydrated**. Typically, when first introduced, all characters are Hydrated unless the narrative requires otherwise.

Every **four hours** in game time, characters and creatures degrade their Thirst State by one step (moving from Hydrated to Thirsty to Dehydrated) unless they are already Dehydrated. Each time a character or creature drinks a beverage, it improves its Thirst State by one step (moving from Dehydrated to Thirsty to Hydrated) unless they are already Hydrated. Characters and creatures suffering from **Exposure** (pg.43) instead suffer this degradation at different speeds, as listed in the Exposure rules.

When someone moves into a new Thirst State, consult the table below to see the effects of that state. If a Dehydrated character or creature would degrade Thirst State while already Dehydrated, they suffer its effects again.

### THIRST STATES EFFECTS

| THIRST STATE | EFFECT |
|---|---|
| Hydrated | Gain one Action Point. |
| Thirsty | Suffer a point of Fatigue. |
| Dehydrated | Suffer a point of Fatigue and roll once on the Dehydration table (pg.43). Dehydrated characters and creatures cannot recover Fatigue. |

### DEHYDRATION

When becoming Dehydrated or suffering its effects again, characters and creatures must roll on the Dehydration Table, suffering the rolled effect. Effects gained this way last until the character or creature is no longer Dehydrated. If the same effect is rolled again when gaining a new effect, re-roll until a new effect is gained—if they cannot, they instead are dropped to 0HP.

## DEHYDRATION TABLE

| D20 ROLL | SYMPTOM | EFFECT |
|---|---|---|
| 1-2 | Dry Mouth | Speech tests increase in difficulty by 1, and eating becomes harder. Whenever you attempt to eat, they must first make an END + Survival test with a difficulty of 1. On a failure, you are unable to swallow the food and do not gain any benefit from the consumable. |
| 3-4 | Can't Sweat | Each time you would suffer Fatigue from exposure to heat, you suffer two Fatigue instead. |
| 5-6 | Extreme Thirst | Each time you encounter a water source for the first time, make an INT + Survival test at difficulty 2. If you fail, you must consume as much of that water as possible, regardless of whether it is safe to drink. |
| 7-8 | Dizziness | AGI tests increase in difficulty by 1. Whenever you attempt the Sprint action, roll 1 on an effect, you instead fall prone and end the action before moving. |
| 9-10 | Swollen Feet | At the end of every two hours of heavy travel on foot, you must make an END + Athletics test at difficulty 1. If you fail, suffer 1 Fatigue. |
| 11-12 | Weakness | STR tests increase in difficulty by 1. In addition, your carrying capacity is decreased by 50 lbs. |
| 13-14 | Confusion | INT tests increase in difficulty by 1. In addition, the Interact Minor Action becomes a Major Action. |
| 15-16 | Headache | PER tests increase in difficulty by 1. In addition, your Initiative score is decreased by 2. |
| 17-18 | Raising Heart and Breath | END tests increase in difficulty by 1. Suffer 1 Fatigue at the end of any Action scene. |
| 19-20 | Fainting | Whenever you gain Fatigue, make an END + Survival test with difficulty equal to your total Fatigue, or 5, whichever is lower. If you fail, you fall unconscious for a number of rounds equal to your total Fatigue. |

## SLEEP AND THIRST

When sleeping, the body conserves water more efficiently than while awake. When a character or creature is asleep, double the amount of time required to degrade to the next Thirst State. This means that a **Hydrated** character would wake up **Thirsty** rather than **Dehydrated** after sleeping for eight hours under normal conditions.



# EXPOSURE

Traveling the deserts of the Wasteland is a dangerous, unpleasant business at the best of times, regardless of the weather. However, sometimes extreme temperatures can turn these trips into life-threatening slogs, where the ill-prepared are rendered little more than sun-baked skeletons or half-frozen corpses before making it even halfway.

The rules presented here are an alternative to those presented in the **Exposure** section of the **Staying Alive** chapter in the ***Core Rulebook*** (pg.190) and are an optional inclusion to any adventure, including ***Royal Flush***.

### EXTREME HEAT

Being hit by short bursts of extreme heat is uncomfortable, certainly, but not deadly. However, extended travel can lead to sunburn, exhaustion, and dehydration. At the end of a travel scene during which the player characters have been Exposed to Extreme Heats (temperatures over 90° F/32° C), each PC must pass an **END + Survival** test with a difficulty equal to the number of hours traveled, adjusted by the following modifiers.

### EXTREME HEAT MODIFIERS

| CONDITION | DIFFICULTY MODIFIER |
|---|---|
| If they were Exposed to Extreme Heats for more than half the travel time | +1 Difficulty |
| If they were wearing heavy clothing or armor | +1 Difficulty |
| If they covered difficult terrain or had to overcome an obstacle | +1 Difficulty |
| If they were Thirsty or Dehydrated | +1 Difficulty |
| If they took breaks inside shelter or shade | -1 Difficulty |
| If they were Hydrated | -1 Difficulty |

If they fail the test, they suffer 1 Fatigue for every hour of travel.

In addition, characters and creatures operating in Extreme Heat degrade their Thirst State at double speed, meaning that it degrades by one step every two hours. This places extra onus on the PCs to ensure that they have the supplies needed before engaging in extended travel.

#### *Traveling at Night and Extreme Cold*

Should players elect to travel at night to try and avoid the worst of the heat, they may instead suffer the dangers of Extreme Cold. Should this be the case, they must still perform the check as noted above, but things that would cause issues during the heat will help during the cold and vice versa. For example, the difficulty increase from wearing heavy clothing or armor would instead reduce the difficulty, whereas light clothing would increase it. Furthermore, Thirst States are unaffected by the cold, so use your discretion when creating the test for this kind of travel.

## GAMBLING AND GAMES OF CHANCE

People have played games of chance for longer than anyone can remember. Even the oldest Ghouls don't recall a time without games played with dice or cards, and they're a common way to pass the time across the Wasteland. In some places, such as the casinos of New Vegas, gambling is a way of life, with caps and other currency wagered on gaming tables by countless patrons seeking to win their fortunes.

### PLAYING GAMES OF CHANCE

While it would be entirely possible to get out a deck of cards or a couple of six-sided dice and actually play Blackjack, Poker, Caravan, or Craps during your ***Fallout*** games, that's not really ideal. So, what follows is a set of rules for allowing characters to wager their caps on games of chance in a quicker way so you can resolve an entire session of gambling in a few rolls.

**Stakes:** When gambling, first set the stakes. This will normally be an amount of money (in caps, NCR Dollars, a quantity of casino chips, or some other currency) or something else valuable. Determine how much those involved are willing to bet: this will affect how much can be won (the more you bet, the more you can win).



**Risk:** The GM will determine the risk involved with the game you're playing. This is the difficulty for a skill test. Guidance for what difficulty to set for different games and different kinds of bets is provided below in **Variations and Different Games**, but in non-specific games, it begins at difficulty 1.

**Chance:** The character then makes a test, which will always use **LUC** combined with a secondary skill determined by the game itself. The difficulty of the test will also be determined by the game and listed in its description.

**Winner:** If the test is passed, then the player has broken even and regains their stake. They may then spend AP to increase their winnings. As each game is different, the exact manner in which they may increase differs—but some examples include:

- **Double Down:** The player wins their original stake again, effectively doubling their money. This can be chosen multiple times but halves in effectiveness each time. So, if chosen twice, they would win their stake and an additional half again.
- **Alternative Bet:** If playing for something more esoteric than money, then they may win an item from those they are playing with.
- **Favor:** By tricking someone into betting more than they have, they win a favor from another gambler—to be called in later.

A player may spend as much AP as they have available after passing the test, choosing multiple options each time.

**Loser:** If you fail the **LUC test**, the player loses what they have staked. Depending on the game and stakes, they may lose more than expected.

### MULTIPLE GAMBLERS

Sometimes, multiple player characters may be involved in the same game of chance. When that happens, there are a few ways of playing out the interaction. Some games, as listed below (**Variations and Different Games**), allow for multiple players; however, should you wish to simply shorthand the game, you have two options.

- **Us Vs The House:** The players are all working together against a group, such as a casino, or in a group game against one opponent. Each PC joins in one skill test, led by a single character and assisted by the others against a raised difficulty. Normally, increase the difficulty of the test by one for every two assisting characters.
- **Each for their own:** If each player is looking to play for their own gain, then instead of the standard test, it becomes an opposed test between all players. The player with the most successes wins the pot (the collective value of all the stakes placed at the beginning). If two or more players gain the same number of successes, each player with less is removed from the opposed tests, and the winners make another opposed test against each other until there's a single winner.

## VARIATIONS AND DIFFERENT GAMES

The mechanics above offer enough detail for 'conventional' gambling, but each game is unique and requires a different skill to master—the list below offers some examples of traditional games and can act as a baseline for your own interpretation.

- **Blackjack** has elements of skill and strategy, so characters with a head for maths can often improve their chances. When playing Blackjack, the basic difficulty is 2, and characters may use **LUC + Science** for the skill test. Winning in Blackjack wins the player The Pot (the total value of all stakes placed at the beginning of betting), which cannot be increased monetarily via AP spends.

- **Caravan** is played against a single opponent and involves strategic thinking as well as luck. When playing Caravan, the **LUC** skill test becomes opposed between the two characters playing. Both players make a **LUC + Science** skill test at difficulty 1, with the winner being whoever generates the most AP.
- **Craps** and **Roulette** are pure luck, though there are many superstitions and 'strategies' that hardcore gamblers claim will work… If characters choose to engage in Roulette, you may offer to let them take bets on the roll of a D20, gaining the AP listed below if they guess right.
- **Odd or Even:** 1 AP
- **1-4, 5-9, 10-14 or 15-20:** 2 AP
- **Exact Number:** 3 AP.

If players choose to play Craps, you may even attempt to learn the rules and engage them in play!

- **Poker** is played against several opponents, and cunning and deception are common strategies. Unlike other games, there are multiple ways to attempt the skill test for Poker, with different players favoring different tactics. Most commonly, tests are made with **LUC + Science** or **LUC + Speech**; however, different skills may be used depending on the player's reasoning. Poker is commonly played against multiple players and uses the **Each for their own** rules.



# SETTLEMENTS

The **Settlements** presented within ***Royal Flush*** are shortened versions of how settlements are represented in ***Settlers***. Instead of having a breakdown of the specifics of each aspect of the location, they are instead shortened to four distinct values: **Defenses, Outlook, Supplies,** and **Reputation**. Each settlement has a value that shows how prepared, happy, or abundant the settlement is with regard to each attribute. Some settlements have already been shown in various ***Fallout*** media, while others are specific to this adventure.

As the PCs complete Quests, these values may change. Sometimes, this change will be dictated by the Quest itself, but if the PCs do something that will actively alter them in a meaningful way, they can change even if the Quest doesn't specifically say so. As a result, use your best judgment when making these changes. For example, detonating a Fat Man in a village's water supply may reduce that value and make the denizens unhappy (in addition to damaging the PCs' reputation), while organizing a militia and building fortifications may improve a settlement's defenses. Track these values to keep a tally of how events change the settlements that the characters encounter.

## SETTLEMENT ATTRIBUTES

| ATTRIBUTE | VALUE | DESCRIPTION |
|---|---|---|
| Denizen Outlook | 0-5: Very Grim, Somewhat Grim, Satisfied, Somewhat Happy, or Very Happy. | A settlement's outlook determines the general mood of the townsfolk, how it treats both its citizens and outsiders. When a settlements Outlook reaches 0, it's people become hostile to not just outsiders, but internally volatile and likely to dissolve as a whole. |
| Defenses | 0–5: None, Very Weak, Somewhat Weak, Moderate, Somewhat Strong, or Very Strong. | A settlement's defenses determine how well positioned it is to defend itself from outside threats, whether by geography, armed defenders, or other means. When a settlement's defenses reach 0, its people are utterly helpless against threats. |
| Settlement Reputation | 0–5: Hostile, Cautious, Neutral, Friendly, Trusting, or Allied. | Unlike other variables, a settlement's reputation rank relates directly to the community's overall trust and relationship with the Player Characters as a group. The better their rank, the more support PCs receive from a settlement. When their settlement reputation rank reaches 0, the residents refuse to grant PCs entry or are outright hostile towards them. |
| Water Supply | 0–5: None, Scarce, Limited, Just Enough, Stocked, or Very Strong. | Clean, drinkable water is at a premium in most parts of the Mojave. When a settlement's water supplies reach 0, its people disband to move elsewhere or die. |




PAWN SHOP
JOE'S



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Chapter 2

# WELCOME TO THE MOJAVE

Since the Great War, the communities of the Mojave have resisted the attacks of Raider bands. Settlers repel assaults from small groups of desperate robbers and from entire tribes. Lone survivors and tiny groups have little hope against such threats, but the large cities with militias and defenses are able to maintain order and sturdy walls—at the cost of their own internal problems. The old wars may be over, but that doesn't make the desert any less dangerous.

## RUNNING THIS CHAPTER

The events of ***Royal Flush*** start near the city of New Reno in 2280, dealing with the strife preceding the Second Battle of Hoover Dam. For a group of newly-made characters, simply place them near the city of New Reno and start with the scene *Courier, Interrupted* (pg.60). For a group that's a bit more experienced, they can still encounter the *Courier, Interrupted* scene in the wild, but you'll want to make sure that it's close enough to New Reno that it makes sense for them to find it. For groups some distance from New Reno, you need to present them with a reason to make the trip, such as one of the following:

- **Captured by Enclave remnants**: The party has been slated for various uses and are being shipped by Vertibird toward a secret location. However, the Vertibird is shot down close to New Reno by a small NCR force. A small firefight breaks out, giving the PCs the chance to escape.
- **Caravanners:** While working with a long-haul caravan, as either guards or traders, the convoy comes under fire from Raiders. Most of the group are killed or captured, with the caravans raided and burnt by their attackers. After the dust settles, the characters find that they are close enough to New Reno to take a trip there.
- **Serve the NCR:** The NCR hires the characters directly, as an army captain becomes concerned about the loss of contact with the eastern parts of the Republic and decides to send some contractors to investigate.

Since ***Welcome to the Mojave*** is an introduction to the campaign, it has a set of encounters designed to guide the players towards the rest of the story. Players still have the latitude to handle challenges in a variety of ways, but there's an overall direction to follow as they investigate the problems of the region near New Reno. At the outset, the Quest provides one clue to follow so the players have a clear direction.

Later, their opportunities for self-direction expand. Following the example of West Coast *Fallout* games, players can decide where to go and what challenges they want to face, but they can also get themselves into trouble if they head into dangerous territory while unprepared or find themselves running off doing side missions instead of the main Quest.

As the gamemaster, your goal should be to present the players with a wide Wasteland to explore while presenting the Main Quest as a principal task to complete. Just as the *Fallout* video games give the player a list of Quests to complete, keep a note page with the various Quests in progress for the players, with Main Quests on one section and Side Quests on another. Cross off Quests as players complete them, and encourage them to pass the sheet around as a reminder of their tasks at hand. Since you, as GM, have a lot to do wrangling the adventure, you might offer a player a bonus AP for keeping track of this list and adding or crossing off Quests as the group encounters them. This way, the players can always keep their eyes on the various problems that they've encountered, and you can always tap the list to remind them to stay focused on the Main Quest if they're getting off-track.

While the player characters have the opportunity to explore the Mojave as they wish, there is a time limit. If Boulanger isn't stopped (in part three of the Main Quest), she accelerates strife in the region, so when the Second Battle of Hoover Dam hits in 2281, the NCR are too weak to protect it. This means that the PCs have about a year to handle the main plot. The events of ***Welcome to the Mojave*** probably shouldn't take more than a few months—though an organized and driven group might handle the main problems in just a week or two!

PCs probably won't stumble across every Side Quest presented here. If your players are completionists, they may go hunting for things to do but don't be afraid to skip Side Quests that feel like they won't resonate with your group or that might detract from the main story. Side Quests provide additional experience and reward, as well as a chance for players to flex their characters' skills and stories, but PCs who spend a lot of time tracking down Side Quests may discover that events have moved on without them! Characters who engage in multiple Side Quests should notice that escalation is rising in the region, and the people they interact with should tell them that tensions are flaring. This should serve as a reminder that they need to deal with the Main Quest before matters spiral out of control.

## LEVELING UP

The PCs begin this chapter at level 1. Since the introductory mission *Courier, Interrupted* (pg.60) immediately puts them on the path of the story, it's likely that they'll follow up on the courier's note at once, which puts them in contact with the city of New Reno and its environs. They should reach level 3 before starting ***Main Quest: Rattler Rumble*** (pg.75) and reach level 6 through Side Quests and other encounters before they tackle ***Main Quest: MIM Jagger*** (pg.86).

If you decide to grant levels at milestones instead of using experience awards, consider the following points to reward the players with a level-up:

- After the PCs complete a Main Quest
- After the PCs complete two Side Quests
- If the PCs manage to de-escalate or wipe out the entire false Viper Raider band in ***Main Quest: Rattler Rumble*** (pg.75)
- If the PCs manage to de-escalate or wipe out the entire Jagger gang in Tahoe during ***Main Quest: MIM Jagger*** (pg.86)

## HOME ON THE MOVE

The PCs are likely to look for a home base in New Reno or possibly in one of the other surrounding communities, at least for this early part of the adventure. New Reno is a dangerous town to stay in, as crime is rampant, and there are always people looking to exploit visitors. Other settlements like Carson and Virginia City may be more friendly, especially if the PCs take on Side Quests to solve local problems.

Making friends with locals and earning their trust gives the PCs access to better gear, a safe place to rest, and useful information networks.

Eventually, though, the PCs need to head south to track down the source of the local problems. Communities they help can become useful points of retreat or a place to store gear, especially if they can travel rapidly with vehicles. Once the PCs establish a home base, they can move back and forth between the various northern Mojave locations, always coming back in between adventures.

Once they settle the problems of the New Reno/Tahoe region and track their source further south to Bishop, they'll have to decide what to do with all of their gear and their friends. PCs who like to travel light may simply bid their associates adieu and head south, but if they have access to vehicles or a brahmin caravan, they might take everything with them. This, of course, provides a great opportunity for new problems: Vehicles need maintenance, and caravans attract Raiders.

Ultimately, PCs should figure out how they want to balance the need to travel with the possibility of growing attached to a given community. By the end of this chapter, they need to be ready to head south, but they can always come back… if they survive.

You can add new side quests by following the examples in this book and the **Fallout: The Roleplaying Game *Core Rulebook***, *Chapter 9: Gamemastering* (pg. 324). At this early stage, Side Quests should be short and serve up palate cleansers that may not be directly involved with the core themes and problems of the story.



**Some possibilities include:**

- A small band of NCR troops go AWOL and either beg the PCs to help them escape to the north or try to threaten the PCs into giving them money for their attempted getaway. Killing them raises suspicions later, if their bodies or dog tags are ever found, while capturing them and turning them in to the NCR guarantees that they'll be sent to the NCR Correctional Facility.
- A local chef offers to pay the PCs to hunt down some exotic fare to add to her table. She wants more than the typical radroaches and brahmin—she asks the PCs to hunt down a mutated, glowing radscorpion or radstag with unusual (and dangerous) traits so that she can make a culinary extravaganza.
- A wealthy collector asks the PCs to keep an eye out for pristine pre-War cultural artifacts, like music posters, toys still in their boxes, or holotapes of famous movies. Add these intermittently to encounters and salvage locations so that the PCs are always on the lookout, and offer a bonus for a complete collection or smaller payments for ones in poor condition.
- The Followers of the Apocalypse hire mercenaries, potentially including the PCs, to protect a large shipment of medical chems that they're moving from one facility to another. Not only do Raiders or Fiends have plans to steal the shipment, but some of the mercenaries may secretly be planning their own heist. The PCs can protect the shipment and earn the gratitude of the Followers or join the heist to gain a large supply of Stimpaks, Rad-X, and Radaway at a great cost to their reputation.
- A young resident of one of the small communities along the eastern Sierras becomes smitten with one of the PCs and wants to accompany them on their travels. The youth has limited survival experience, and skills focused primarily on subsistence homesteading. If the PCs refuse to allow the settler to join them, the hopeless romantic sneaks away from home to follow them, doubtless getting into trouble (or being stalked as well and bringing trouble right to the PCs). Worse still, the PCs' reputation suffers unless they can either convince the wayward settler to go home and stay safe or somehow train the settler to survive and then convince their family that the young recruit needs to be free to pursue their own destiny.

Side Quests are where you have the opportunity to really lean into the PCs' choices. Check with your players to see which skills they've chosen as Tag skills and design challenges that those skills can solve. Build a supporting cast who tie into the PCs' motivations and stories: A character who lost their family to Raiders might be called upon to save another family from a Raider attack, bringing back memories of that traumatic event and giving them a chance to keep it from happening to someone else. A PC who learned their knowledge of technology from a kindly old mentor might have a chance to pay it forward by teaching a youngster some tricks. Side Quests can provide a break from the pacing of the Main Quest and a chance to interact personally with the PCs' character goals, histories, and personalities.

Don't worry too much if the PCs gain extra levels or bonus resources from their Side Quests since you can always change the pacing of your challenges by throwing an occasional harder problem at the players (see **Making Hard Encounters** pg.39). Feeling like they have the right tools to tackle the bigger problems later can also give satisfaction and allows you to vary the pacing by interspersing challenging Side Quests with the Main Quest. Slide the difficulty of a Side Quest up or down so that it runs counter to the pacing of your Main Quest—if the PCs are having a hard time, give them some easy Side Quests as breathers; if they are powering their way through the Main Quest, give them a few unexpected challenges with the Side Quests.

# MOJAVE AT A GLANCE

The Mojave has been a forbidding stretch of denuded desert for as long as people can remember. War never changes, and neither does the Mojave.

As seen in *Fallout*, *Fallout 2*, and *Fallout: New Vegas*, the Mojave is a vast and lonely region studded with tiny settlements and odd remnants of the old world.

New Reno dominates the northern stretch of the Mojave. A bustling town and hub of vice, New Reno is a reconstructed remnant of the pre-War city, dominated by the Bishop family—essentially a crime syndicate—and nominally an ally of the NCR. Other settlements in the region trade with New Reno, and caravans move through the city regularly.

Thanks to the Sierra mountain range on the west, the region is connected to the rest of the NCR by one route: the winding road passing into the Truckee mountains, through Tahoe, and over to the far side. The only other ways through New Reno are south along the mountain range or through the desert to New Vegas, or north and around to Klamath and Redding.

The mountains are at least somewhat hospitable; water flows down the slopes in various areas, and a variety of edible plants and animals inhabit the biome. The further one heads into the desert, though, the more challenging the terrain becomes. Roads and trails become scarcer and more challenging, water extremely rare, and animals more dangerous and adapted to survival in those harsh conditions.



## AT LEAST IT'S A DRY HEAT

The principal concern for anyone traveling in the deserts of the greater Mojave region is water. Rain is extremely rare in some parts of the desert, falling only once or twice a year. Standing water is also rare and tends to be tainted. Mountain runoff doesn't make it far into the desert, either collecting in lakes at the feet of the mountains, flowing into the remnants of water systems made for pre-War communities, or giving way to evaporation and absorption.

Residents of the region huddle around viable water sources as literal oases in the desert. Only a source with enough water to support people, animals, and crops allows for a functional town. In small communities, water may come at a premium, and visitors passing through may have to trade for it. In larger locations like New Reno or ones with a large water supply like June Lake, water may be freely available, but this means that there's a burgeoning population, which usually comes with other problems.

Alongside the desert heat is the metaphorical heat of the conflict between the NCR and Caesar's Legion. The Legion commands a huge swath of desert territory to the southeast, and its troops are used to traveling and surviving in desert conditions. NCR troops, by contrast, rely on fortified outposts and supply lines. Both fight over sources of water for their logistical needs, the largest of which is the infamous Hoover Dam near New Vegas, the looming symbol of how water and power dominate the fortunes of the entire region.

## KEY FACTIONS

The hub of power in the northern Sierra region is New Reno, the crumbling remnant of a pre-War city turned ostensible NCR ally. A generation ago, New Reno was a city in turmoil, torn between the ambitions of three crime families: the Bishops, the Mordinos, and the Wrights. By 2280, the power dynamic shifts as the Mordino family falls, and the Wrights and Bishops contest with the Van Graff energy weapon arms syndicate for continued control. Each of these groups—the Wrights, the Bishops, and the Van Graffs—has its own goals for the city and can serve as a patron or enemy for the player characters.

At the outset of this adventure, the PCs have a starting Reputation with each of these factions of **2 (Neutral)**, though this can be increased or decreased during play, see **Settlements** (pg.48).

### THE WRIGHTS: BOOTLEGGERS AND FAMILY BUSINESS

Of the three groups, the **Wrights** are potentially the most "elevated." Due to their family history, they have a strong aversion to dealing drugs, and they similarly refuse to allow trading in people as property. They aren't afraid to use violence, though, and they control the trade in alcohol throughout New Reno. Since alcohol production isn't regulated by the NCR, this makes them a major trade partner for caravans, which stock up on Wright-produced hooch and resell it in other parts of the NCR. (Of course, every city has someone with a still who can produce firewater, but the Wrights have decades of experience and name recognition. Wright whiskey is found on the shelves of NCR politicians throughout the region.) The Wrights are a true family, with only blood or marriage relatives taking positions of power, though they aren't averse to hiring outside muscle or consultants for special jobs. The Wrights are a notably contradictory lot: By 2280, they wear dapper suits and style themselves as respectable businessfolk and politicians, but they also project a "back country moonshiner" style. They keep their word in business dealings but demand high standards from their employees, even projecting a judgmental attitude toward those who consume the very products that they sell.

### THE BISHOPS: POLITICAL INFLUENCERS AND GANGSTERS

The **Bishops**, subverted by the actions of the Chosen One in the 2240s, are essentially a pre-War crime family. They include anyone who has skill and ambition, and their family line has forked several times due to the infidelities of its principal members. In addition to dealing in chems and entertainment media, the Bishops have a taste for politics; they're the ones who brokered a deal with the NCR to bring New Reno into the fold. Good relations with the Bishops provide an opportunity for further political dealings in the NCR. Low-level Bishop operatives are usually hired muscle; members of the direct family tend to be intelligent, ambitious, and manipulative.

### THE VAN GRAFFS: HIGH VOLTAGE AND BRUTAL BUSINESS

The **Van Graffs** originated in Redding and quickly spread throughout the NCR as dealers in energy weapons and expensive rarities. In the wider Mojave and Sierra region, they're known predominantly for selling refurbished laser and plasma weapons to anyone with the caps and for the cautiously high security that they keep at their storefronts. The Van Graffs hope to use their wealth to buy further influence in the NCR and New Vegas, but they are also ruthless and brook no disloyalty or moonlighting from their employees. Van Graff employees are frequently money-hungry, suspicious, and always looking for opportunities to eliminate competitors.

## OTHER NEW RENO AREA FACTIONS

Besides the main power groups of New Reno proper, the broader region boasts a variety of organizations, all jockeying for influence and resources.

### THE NEW CALIFORNIA REPUBLIC

In 2280, New Reno and the surrounding communities are nominally part of the **New California Republic**, though, with the current crisis in dealing with Caesar's Legion, troops are spread thin, and enforcement of NCR laws and norms is lax. Still, NCR-affiliated traders and civilians pass through New Reno regularly as both tourists and merchants. NCR troops similarly come through in groups on their way to points east to fight against the Legion. Anyone who wants to know more about the NCR or to impress the brass need only look for the signature NCR armor of its desert troopers.

### THE FOLLOWERS OF THE APOCALYPSE

As the NCR spreads its influence, so too do the **Followers of the Apocalypse**, the altruistic faction of post-War doctors and scientists hoping to build a better world by salving the hurts of the post-nuclear age. Followers operate clinics in all major cities in the NCR, including New Reno; thanks to the lax policy enforcement there, the Followers suffer less political harassment than they do in other NCR cities, where they are sometimes derided as "anarchists" or "communists." Earning acclaim with the Followers is easy: help the helpless, comfort the wounded, and encourage people to work together to make a better society.

### THE ENCLAVE

Hidden in various remote locations are small boltholes of the **Enclave**, the remnants of a powerful government-military-industrial-complex conspiracy that planned to retake the world after the Great War. The Enclave's major operations came to a sudden end thanks to the actions of the Chosen One in or around 2241, but they had safehouses and cells active throughout the Wasteland, and the full extent of their remaining resources is unclear. The Enclave's goal was to rebuild the society of America in its pre-War image through their hold on pre-War technology and the judicious use of a private army, but with those dreams shattered, they are now mostly isolated zealots in hiding, trying to avoid capture by the NCR (where they are wanted for various high crimes). The Enclave has no love for outsiders from the post-nuclear world but is not above recruiting useful dupes to serve its own purposes.

### RAIDER TRIBES

In addition to these groups, the region is home to several tribes, some known for raiding other communities. Some Raider tribes, such as the Great Khans, have long since been scattered; those in the west were either incorporated into the NCR or eliminated, and those in the east likewise were converted or killed by Caesar's Legion. Two tribes best known in the area were the **Vipers**, a group of charismatic snake-handlers who suffered the loss of much of their culture and customs as the tribe fractured and was hunted down by the NCR, and the **Jaggers**, a group living among old timber camps in the mountains and informed by the remains of logging operations.

Both are eager to find ways to survive the shifting political winds of the region, where the NCR wants to stamp out "primitive" groups.


NCR

# MAIN QUEST: COURIER, INTERRUPTED

This Quest is available at the start of *Royal Flush*. **Add 2 Action Points per PC to the GM's pool when the Quest begins.** Read or paraphrase the included box-out text to start the Quest:

> *Continued tension between the NCR and Caesar's Legion means that the east Sierras and the Mojave are the site of constant troop movements and reconnaissance. Into that comes increasing instability as unexpected raider attacks rise in frequency and savagery. The sleazy city of New Reno hopes that the Legion's struggles near New Vegas herald continued safety and independence for the northerly city since the Legion and the NCR are busy fighting over Hoover Dam. Surviving with its resource base intact means that New Reno has the chance to become a supply and manufacturing powerhouse in the post-conflict period. The various factions in New Reno all hope to benefit from such a boom… but the city has come under increasing pressure from raiders recently, and with the NCR busy in the south, New Reno is desperate for more troops for its own protection.*

In this quest, the PCs have the following objectives:

- Investigate the remains of Courier Twelve and retrieve the courier's NCR documents.
- Turn over the documents to a power group, possibly in exchange for a reward, and learn of the increasing problems with Viper raids in and around New Reno.
- Investigate the increasing Raider activity in the region.

Once the PCs finish their initial investigation, they realize that they're about to be in the middle of a large, organized Raider strike. If they can handle it, they may earn some caps, some favors, and some fame!

## SCENE ONE: IT ALWAYS STARTS WITH A BODY

Before you start *Royal Flush*, have a quick discussion (a session zero, as it's often called) with your players about their characters' motivations. If they're just survivors looking to eke out a living in the desert, that's fine. If they have more nuanced motivations, they may be part of a traveling caravan, fleeing prosecution, going to meet with an employer or family member, or looking for work in another town. Once you establish the characters' reasons for being in the region, give them a reason to be together. In *Fallout*, traveling is dangerous, and just having a little mutual safety may be enough of a reason! You can then ask the characters to make some introductions or share their names and a little bit about themselves from the tales they've swapped on the trail.

The important part is that they find the body of an NCR courier with an important package, whether out in the desert near New Reno, in a nearby settlement, or even on the streets of the city itself.

Earlier in this chapter, we discussed alternative starts to the campaign. If you choose one of those alternatives, then while they may still encounter the courier's package, there is equal chance they come across the letter it contains by alternative means. One option is that the players themselves are issued the package directly, in which case you may use the Read-aloud text below. Give some thought to the most characterful manner in which your players may get involved and tailor the adventure's opening to them.

*"With all that's happened, you weren't sure what you were expecting... but a diplomatic courier pouch from the NCR, addressed to Mr. Bishop of New Reno? Definitely not near the top of the list, and definitely worth something to the right people. The unopened mail parcel bears a diplomatic seal, and the fact that it's miraculously still glued shut means that it still has value."*

***The oppressive heat of the desert is in full force today. The rock-festooned trail, with its overturned chunks of asphalt and accompanying twisted low brush cover, leads toward a small mound in the road, a slumped-over body on its side, with attendant bloatflies buzzing over it.***

The characters are at Long range when they spot the body and the Bloatflies. A number of Bloatflies equal to half the number of PC's (minimum 1) hungrily buzzabout the expected corpse

## Bloatfly

***Level 2, Mutated Insect (17 XP)***

| BODY | MIND | MELEE | GUNS | OTHER |
|---|---|---|---|---|
| 5 | 4 | 1 | - | 2 |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 6 | 9 | 2 |

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

**ATTACKS**

- **LARVAE DART: BODY + Melee** (TN 6), 4 Radioactive physical damage

**SPECIAL ABILITIES**

- **IMMUNE (RADIATION, POISON):** A Bloatfly cannot suffer damage or effects from its listed immunities.
- **IMMUNE (RADIATION, POISON):** A Bloatfly can move freely through the air. It ignores most ground-level obstacles and difficult terrain effects, and they can move through "empty" zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked prone, it falls to the ground, suffering 3 Stun physical damage, +2 for each zone above ground level it was before it fell.
- **LITTLE:** Bloatflies are smaller than most characters and are slain by any hit that inflicts an Injury.

**INVENTORY**

- **BUTCHERY:** With a successful difficulty 0 END + Survival, a dead Bloatfly yields 1 portion of Bloatfly Meat and 1 Bloatfly Gland.

Use this initial conflict as a means to introduce your players to *Fallout's* combat systems and a chance to show what their characters can do. Characters can use the bushes on the sides of the road for cover, try to snipe at the bloatflies from range, or simply charge into melee.

Since diplomacy isn't an option, violence is the likely outcome, but don't be afraid to lean into *Fallout*'s tradition of giving players choices: The PCs might lure the bloatflies away with fresh meat or try to start a large fire and hope that the smoke drives the bloatflies away. If the PCs kill the bloatflies, they can also use their survival skills to harvest the corpses for Bloatfly meat. Be sure to remind the players that harvesting food and materials like this is something they're expected to do so that they get in the habit of doing so in future encounters!

Once the PCs defeat or drive off the bloatflies, they can investigate the body. The woman's corpse stinks from exposure to the sun and wears a ragged, tough outfit consisting of blue jeans, a simple button-down shirt, worn-down boots, and a zipped-up jacket—greedy or desperate characters might take the clothes, but they carry the stink of the rotting body, and working washing machines aren't exactly common.

Of specific note, the woman carries an empty courier satchel (a shoulder bag) and has a stitched tag with the number 12 on her left shoulder.

When investigating the body, have the characters make a group **PER + Medicine** test with a difficulty of 0. Characters can then spend AP to **Obtain Information** about the corpse.

- The tag and the satchel indicate a Mojave Express courier, often employed to carry mail or items across the deserts.
- The body has a bullet wound, which is what killed her.
- The neck and face are bloated more than usual from decay, with a swollen black tongue indicating signs of poison. Since the bullet killed her, the poison must've been applied while she was dying.

Investigating the courier's body is probably the first time your players use the ***Obtain Information*** AP action. Consult the ***Fallout Core Rulebook***, *Chapter One* (pg. 18) for these rules. Recommend this system to your players so that they learn how to use it (or remember it if they've played before) and know to use it again in the future.

In addition, the PCs notice that the woman's jacket was torn up by the bloatflies as they prodded at the body. Stuffed into it is a thin manila envelope, now somewhat stained. The envelope is slightly larger than a letter-sized page of paper and has a seal affixed to the flap, with a picture of a two-headed bear emblazoned with the logo "NCR—Sensitive Documents." The envelope also bears scrawled writing on the front: "Deliver to Mr. Bishop, New Reno."

This envelope is the Quest hook for this story. The players might decide to open it, or they may realize that tampering with the seal could make it difficult for them to pawn off the contents, as anyone would know that they could already have read the documents within.

If the PCs open the envelope, they find a single page of paper within, neatly typed. Read the following aloud:

## THE COURIERS LETTER

***Mr. Bishop,***

***The NCR is currently heavily engaged along the southeastern front. All of the troops that you have seen moving through New Reno from Redding and Vault City are scheduled for deployment to Hoover Dam, and the Ranger outposts outside of the dam. Further support for New Reno is both strategically unnecessary and unavailable.***

***If you continue to have problems with local tribal raider groups, I recommend that you engage the services of mercenary contractors with your family's financial resources. Furthermore, our local intelligence reports that rumors of Legion activity in your region are inaccurate. If, however, you should discover an actual Legion patrol in your area, I recommend that you engage them with the legendary entertainment resources of your city; after two days, they should be capless and unable to walk straight.***

***Yours,***

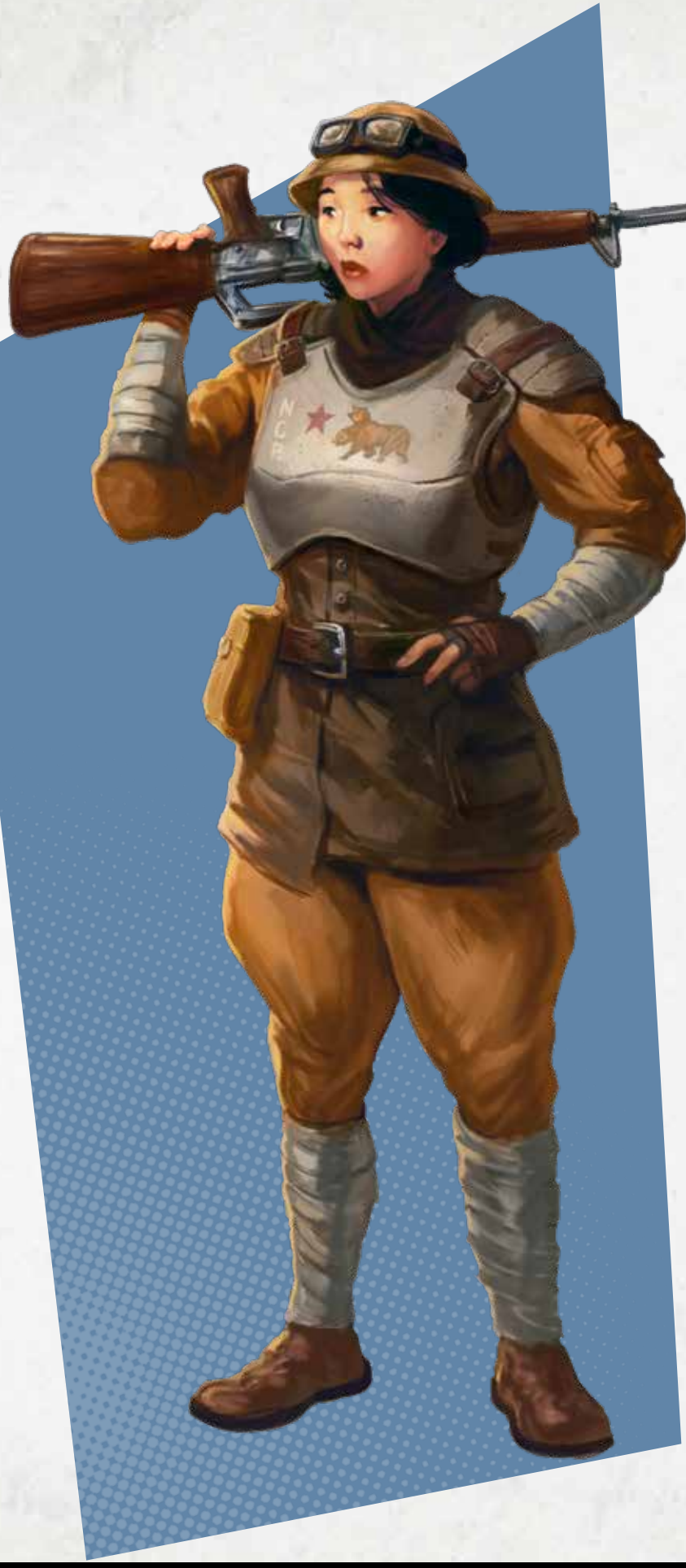
***Gen. Lee Oliver***

At this point, your players may have questions about the current military and political climate of the NCR. Feel free to remind them of the following commonly known points:

- The NCR beat back an invasion attempt by the Legion at Hoover Dam in 2277 (three years ago). The Legion remained unbroken, however, and its troops have been seen throughout the eastern regions of the NCR.
- Mr. Bishop is the head of the Bishop family in New Reno, one of the most influential people in the city and the one with the strongest ties to the NCR.
- General Lee Oliver is the commander in charge of NCR army forces.
- Since this document is marked "sensitive" and sealed, it is considered a military secret, which is the sort of thing that could be worth money… or be good for getting into trouble!

The players may deduce that the courier was robbed (since the courier bag is empty), but the letter was missed (since it was under her jacket). They may also deduce that the courier was poisoned after she was shot, presumably to confuse the means of her death in the event of someone finding her body.

To proceed with the story, the PCs should take the documents (open or not) and decide where to bring them. The obvious choice is to take them to Mr. Bishop in New Reno, nearby, but they could also decide to try to take the documents back to an NCR-held location like Vault City in hopes of turning them over (presumably for a reward) and then washing their hands of the incident.



If the PCs head to Vault City (which is not covered in this book.) or another NCR settlement, when they arrive and find an NCR officer, they're told (with some embarrassment) that the NCR entrusted this letter to a Mojave Express courier because they provide fast correspondence, and it needs to get into the hands of Mr. Bishop, quickly. So long as the envelope is unopened, the characters are paid $100 NCR scrip for their trouble (**CHA + Barter** difficulty 2 to raise the reward to $150) and are promised additional payment when they deliver it to Mr. Bishop in New Reno. (The officer writes out a receipt for them for another $100 upon delivery. Remember that NCR scrip is less valuable than caps; see the accompanying **NCR Dollar Exchange Rates** box.)

If the PCs try to head directly to Tahoe or Redding, skip ahead to the sidebar *Early to the Party* (pg.86 ) to see what to do when PCs show up in Tahoe before figuring out the intervening story beats.

Ideally, the PCs decide to take the letter to Mr. Bishop in New Reno, a journey of 30 miles that takes about two days of hiking. Use this to introduce the rules for travel, dehydration, and camping (pg.17-23, pg.25-27, and pg.42-44).

If the PCs take the parcel to New Reno with the intention of dropping it off at a Mojave Express office, they discover that the town doesn't have one yet—in 2280, the Express hasn't reached that far. This courier made a one-way delivery trip with the parcel and their courier satchel at some expense. Clever players, or those who make an **INT + Barter** (difficulty 1) test, realize that this means that this parcel was a special delivery package and someone paid a good deal of money for its transport, which means it's more important than regular mail.

## NCR Dollar Exchange Rates

Generally, a common exchange rate is around 2 dollars to a cap, and so where caps or dollars are listed in the starting equipment packs, if it makes more sense for your character to have the other currency, double the number of NCR dollars, or half the number of caps (rounding up or down at your discretion).

| NCR DOLLARS | BOTTLECAPS |
|---|---|
| $2 in $1 coins or bills | 1 cap |
| $5 bill | 2 caps |
| $20 bill | 10 caps |
| $100 bill | 50 caps |

If you would ever roll randomly for receiving or looting NCR dollars, and the entry is in caps, just double the static number and the number of combat dice you would roll.

## SCENE TWO: MR. BISHOP

The characters' arrival at New Reno is likely a momentous event. Whether the PCs have been here before or not, it's an impressive site: A full city, inhabited by thousands, thriving in the Wasteland. Read or paraphrase the accompanying box text.

***New Reno: The Biggest Little Town in the West. Compared to the other settlements dotting the wastes, it's a metropolis, home to thousands of grungy, desperate people. Precariously leaning dingy walls prop up a mixture of pre-War establishments and post-War shanties. In front of some storefronts, dangerous-looking men and women in patched suits watch carefully while the streets harbor people going about business, moving in cautious groups, or enjoying the local liquor. Heat rises from the degraded asphalt, and everyone is armed. Raucous sounds of laughter, music, and entertainment drift from multiple bars and casinos while squalid junkies and underachievers crouch in the alleyways.***

## "We'll Sell Military Secrets to the Legion!"

Particularly opportunistic players might decide to sell this information to the Legion. It does, after all, confirm that the NCR isn't planning to station troops at New Reno. If the Legion could move its troops northwest, they could outflank the NCR, take New Reno with a lightning strike, and use it as a base for further attacks against other NCR locations. Sounds like the sort of strategic information that could be worth a few caps, doesn't it?

Unfortunately for the players in this scenario, the letter is also right about there not being any Legion camps close to New Reno. To reach the Legion, the PCs must travel east across the desert and into Legion territory, probably crossing the desert for several days before they find a Legion scout camp of three Legion troops and one officer. When they reach it, they must first convince the Legionnaires to listen to them instead of immediately attacking (**CHA + Speech** difficulty 2), then talk to a Legion officer who's literate and show him the letter. At that point, the officer notes that holding New Reno is logistically impossible for the Legion at this time (foreshadowing the possible conversation between the Courier and Legate Lanius in ***Fallout: New Vegas***), and Hoover Dam is the important strategic goal, so the letter is useless to the Legion. He then orders the PCs killed.

Give the PCs a tough fight to escape, and hopefully, they learn an important lesson: Don't try to broker a deal with the Legion! ***Then*** they have to cross back away from Legion territory and toward the NCR once more before they have any more Legion run-ins. At least they might have some supplies that they took from the Legionnaires...

While **New Reno** (pg.98) is ostensibly an NCR city, the Bishops negotiated a great deal of leeway, so it remains a den of vice. As a result, the PCs are likely to run into hustlers, pickpockets, and con artists before they find one of the local officials. This is a great opportunity for a short Side Quest (pg.100-119), or improvised scene, as the PCs accustom themselves to the city.



Once the PCs have a few awkward encounters, they're eventually directed to the Shark Club, home of the Bishop family. The Bishops have their own private guards, who check for weapons at the doors and watch people coming and going with a good deal of caution. If the PCs decide to pick a fight, the Bishop guards call out for help, the doors are barricaded, and the characters find themselves in a firefight with most of the city. This probably ends poorly, so their better options are to divest themselves of weapons in exchange for a claim ticket and then enjoy the casino and comedy show on the ground floor or to announce that they are couriers with a letter for Mr. Bishop. In the former case, they're eventually approached by a pit boss who tells them that they don't fit the profile of the usual customers and asks what they're really there for. Eventually, they should either hand over the letter or demand to see Mr. Bishop.

## Smuggling Weapons

Trying to smuggle weapons into the Shark Club or another casino or family base in New Reno is very difficult: PCs can only smuggle weapons with the Concealed quality, and the guards are all trained to look for such contraband. Instead of having the guards make a check (***Fallout* Core Rulebook,** pg.90 ), have the players carrying holdout weapons make an **AGI + Stealth** check (difficulty 2). If a concealed weapon is found, that character is ejected from the building, and the weapon is confiscated. If more than one PC is caught trying to conceal a weapon, then the whole group is banned from the establishment. At that point, if they are still trying to deliver the letter, they may need to enlist a local to do it for them.

Once the PCs reveal the letter, the pit boss asks to take it to Mr. Bishop. With a **CHA + Speech** difficulty 1 check, the PCs can convince the pit boss to take them for a personal audience. If they do entrust the letter to the pit boss, the boss disappears upstairs, then comes back down three minutes later and tells the PCs to come up with him.

Read or paraphrase the following text once the PCs meet with Mr. Bishop.

> ***Your escorts take you to the second floor of the club, down a creaking hall, and through a pair of heavy doors with more guards out front. Knowing nods between the employees show that they've done this before as you move into a large, lavish chamber appointed with stuffed, elegant furnishings. The Bishops clearly want for little: The furniture matches, the lamps work, and the paint on the walls isn't peeling.***
>
> ***Mr. Bishop stands facing away from you, looking out the window with his hands folded behind his back. Between you and him is a large wooden desk, neatly organized, and there are several chairs and a large couch on your side of the room. He does not deign to turn to face you when you enter, instead simply saying, "You brought this to the right place. Let's talk business."***

Mr. Bishop is a mysterious figure, rumored to be a descendant of a visitor to New Reno who had a dalliance with a member of the Bishop family. Though he took over the family as a young teen, he proved an able businessman and politician and equally capable of violence. A few years of travel in the NCR and the wastes sharpened his skills, and he returned to rule the Bishop family as an iron fist in a velvet glove. Portray him as intelligent, charismatic, and a hard negotiator. He knows that, compared to the PCs, he has massive wealth and power at his fingertips, and he expects that he can employ them easily because his pocket change constitutes an astonishing bounty for them.

Mr. Bishop opens by paying the characters what they're owed for the delivery, 100 caps (not NCR scrip)—either because they went to the NCR and were sent to deliver the letter here or as an opening gesture to establish his goodwill. He then asks the characters to answer some questions for him.

- *"Where did you find this parcel?"*
- *"Why did you bring it to me instead of someone else?"*
- (If it's opened) "*I presume you read it; your thoughts?"*

Mr. Bishop wants to establish how much he can trust the PCs and how competent they may be. He answers their return questions with as much brevity as possible, often a simple "yes" or "no." If the PCs ask why General Oliver sent this letter, he explains that he sent a formal request for an NCR troop presence in New Reno to help protect the city against increasing Raider violence.

After both sides have had questions answered, Mr. Bishop suggests that they have some refreshments, as he has a proposal. He turns around, still partially obscured by the dim light of the room, and takes a seat at his large desk. Pressing a button on an intercom, he tells one of his employees to bring refreshments for everyone, offering the PCs a choice of wine, whiskey, Nuka-Cola, or water.

Once everyone has their beverage of choice, Mr. Bishop explains to the PCs that caravans and travelers near New Reno have seen an uptick in violent confrontations with Raiders. He needs the city to remain a safe haven, but the NCR is too busy dealing with the Legion to take the matter seriously. As a precaution, he needs someone to look into the matter, and this is an excellent opportunity for the PCs to earn some additional rewards and show their mettle.

Note that even if the PCs are unfriendly to Mr. Bishop, he makes this offer since it's a win-win situation for him: If the PCs are competent, they may deal with the problem; if they are hostile, the problem might take care of them for him. Either way, he eliminates an adversary.

Mr. Bishop tells the PCs that they should do some legwork to find out who's been attacked, probably by looking for survivors who made it to town and asking them about their circumstances. Establishing a pattern of the attacks may provide a direction to investigate.

If the PCs ask Mr. Bishop for more information, he folds his hands and, with some exasperation, tells them that this is what he is hiring *them* to do: Go shake down some caravaneers and find out who's been attacked, where, and by whom.

If the PCs agree, then it's just a matter of the incentive. Mr. Bishop opens with an offer of 50 caps for bringing back relevant information, but he easily ups this if the PCs make a **CHA + Speech** test, difficulty 1; each success gets him to offer an additional 25 caps. He also offers the PCs 25 caps of credit per person at the gaming tables of his casino upfront and warns them not to get "too wild" with it—he expects them to get to the job quickly, not spend the rest of the day wagering in the casino.

Once the PCs accept or reject his offer, Mr. Bishop thumbs his intercom once more, and his guards return to escort the PCs back to the first floor of the casino, at which point they are free to go.

## ALTERNATIVE SCENE TWO: TWO WRONGS FOR A WRIGHT

If the PCs decide to sell the letter to a different interested party, the results lead them in a slightly different direction, depending upon whom they approach:

- The Wright family gladly pays 75 caps up front for the correspondence or 25 if it's been unsealed. Afterward, they are cagey about the contents, but a day later, one of the Bishop guards comes to find them and asks them to come to an interview with Mr. Bishop with an offer of employment. (Mr. Bishop has his own information sources and finds out that the Wrights got their hands on the letter.) This meeting proceeds as described in *Mr. Bishop*, but this time, Mr. Bishop is a bit more hard-line with the PCs, telling them that they made a bad opening move in the power games of New Reno. He still tells them about the current Raider problems and offers to pay them to investigate, but he also tells the PCs that they owe him due to their lack of discretion, and they are getting an offer that they can't refuse.
- The Van Graffs try to tell the PCs that the letter is worthless to them, but with **CHA + Speech** difficulty 2 can be persuaded to pay 25 caps for it. Afterward, the Van Graffs offer the same deal to the PCs that Mr. Bishop would've: In exchange for some caps and goods, they'll pay for an investigation into the Raider attacks (the attacks hurt their bottom line, too). That meeting proceeds much like the one with Mr. Bishop, but with Sylvia Van Graff, and in addition to offering caps, the Van Graffs offer a pair of 8-charge fusion cells for the PCs to use or sell.
- Taking the letter to an NCR official (such as an army officer with a platoon passing through the city) results in the PCs being told to deliver the letter to Mr. Bishop.

### Destroying the Evidence

If the PCs discard or destroy the letter, they're free to explore New Reno and pursue a Side Quest so that they earn a little notoriety, after which they're approached by a couple of Bishop family men with an offer of employment. Mr. Bishop wants someone to deliver a follow-up letter to the NCR to find out what happened to his prior request since he hasn't heard back. This puts the characters in contact with Mr. Bishop, who then sends them to the NCR to deliver a follow-up letter. That results in them traveling to Tahoe, where they'll encounter the source of the problem and decide how they want to deal with it.

Some Side Quests that could provide local notoriety include:

- Protecting deliveries for one of the three power groups (Bishops, Van Graffs, Wrights).
- Organizing protection for poor locals, such as a farm co-operative or group of street merchants, and standing up to street toughs.
- Coming back after a successful hunting party with food supplies gathered from the wild.
- Breaking into a locked, untouched pre-War building and turning it into a base of operations.

In short, if the PCs show that they have skills and courage, Mr. Bishop notices them and ropes them back into the main quest.

## SCENE THREE: CHATTING IT UP

Once they're released into New Reno, the PCs have the opportunity to take the money and run, but more likely, they'll want to follow up on the job—it's money in their pockets, after all, and it can't hurt to earn a little favor from one of the local families. To do so, they need to visit a variety of locations and chat up folks until they're able to gather intel from caravaneers.

How this scene plays out depends upon what kinds of gameplay your group enjoys. If the group likes roleplaying, this is an excellent opportunity for them to talk to quirky locals and make some friends. If they enjoy fighting, their meandering about the town sets them up for a confrontation. Read the three parts of this scene and play one or both of the first two according to your players' style preferences. If your group enjoys talking and diplomacy, have them play ***The Chattering Skull*** (below) first. For groups looking for a little action, play out ***Fine Young Cannibals*** (pg.70). Then, introduce the second encounter before proceeding to the third, ***Snake Eyes*** (pg.72).

### THE CHATTERING SKULL

This encounter introduces Lindy, local ghoul and the town's gravedigger, an invaluable source of information about all dead things passing through New Reno. Intended as a roleplay-heavy encounter, lead into *The Chattering Skull* if your players begin to ask around town for information, meet a few locals, learn about the power players, and perhaps haggle over goods. Each time the players speak with a new local, have the PC doing the majority of the talking make a **CHA + Speech** test (difficulty 1); on a successful test, have the local point them to another person of interest (**Meeting the Locals**, opposite), after the third person, they are then directed to Lindy, the local gravedigger, as she always has the most interesting news.

### *Meeting the Locals*

Since New Reno has over a thousand inhabitants, people here have all kinds of jobs, and you can make up a wild variety of supporting cast. Some local sorts that the PCs might meet while asking around for useful information:

- A street vendor selling grilled cactus and gecko kebabs
- A hustler running an unsanctioned alley dice game (only talks if the PCs play a round with him)
- A handyman (or woman) scavenging for parts among a collapsed building
- A chem addict eager to earn some caps for another hit
- A child who pickpockets strangers
- A wannabe filmmaker eager to expand a collection of pre-War movies

PCs can earn extra success with their negotiations if they do things that directly benefit the person with whom they're speaking, such as buying kebabs from a street vendor or helping to remove dangerously sharp rebar from ruins while talking to a scavenger.

If you aren't good with making up names on the spot, just pick a familiar story or situation, like naming everyone after the characters in a movie or people you knew in school, and write them down alongside their occupations.

Lindy lives in a shack on the southeast side of the town, with a sagging fence, a lone brahmin, a cart, and a stack of wooden planks. The PCs quickly discover that Lindy keeps these as part of her trade: She makes coffins and uses her brahmin-drawn cart to take corpses to the neighboring graveyard of Golgotha for interment. She isn't too picky about who she buries; she won't bury someone alive but will inter a nameless body for a few caps, leaving nothing more than a simple stick for a marker. For a larger fee, she'll place a tombstone with a name carved in it or even perform a funeral service. Lindy has several outfits in her shack, corresponding loosely to various religious garb, and is more than happy to make up some theological-sounding lines while overseeing a burial. She buries bodies for 2 caps, no questions asked, 5 caps with a coffin, and 10 caps with a service.

## Lindy

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

Lindy is a ghoul, a particularly emaciated one, with nearly skeletal features. Locals tend to give her a wide berth, both because she's a gravedigger and because she has an offbeat sense of humor with a tendency to be alienating, leaning on gallows humor. In spite of this, she is extremely intelligent and uses humor as a deflection mechanism to keep people out of her business. Anyone who doesn't keep up with her jokes is someone

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

| SKILLS | | | |
|---|---|---|---|
| Athletics | 1 | Medicine ■ | 4 |
| Barter | 1 | Speech | 1 |
| Melee Weapons | 2 | Survival ■ | 2 |
| Repair | 1 | Unarmed | 1 |
| | | (■ Tag Skill) | |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 9 | 10 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 205 lbs. | — | — |

| PHYS. DR | ENERGY DR | RAD. DR | POISON DR |
|---|---|---|---|
| 2 (Arms, Legs, Torso) | — | Immune | — |

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 7), 2 Physical damage
- **SHOVEL:** STR + Melee Weapons (TN 8), 3 Physical damage

**SPECIAL ABILITIES**

- **IMMUNE (RADIATION):** Lindy cannot suffer damage or effects from her listed immunities.
- **GHOUL:** Lindy is healed by radiation and regains 1 HP for every 3 points of Radiation damage prevented by the Immune (Radiation) ability.

**INVENTORY**

Utility Coveralls, Shovel, Whiskey, Wealth 1.

When the PCs arrive at Lindy's shack, read or paraphrase this text:

> ***In front of a leaning wooden shack, you see an emaciated ghoul woman in a smock, adjusting the harness of a brahmin hitched to a cart. After the ghoul woman finishes setting the traces, she picks up a shovel and tosses it next to a wooden coffin that's already loaded in the back.***
>
> ***Pausing in her work to look in your direction, the ghoul fixes her deeply sunken eyes on you and says, "Dropping off?"***

If the PCs are armed and armored, Lindy quickly takes their measure. Her task for the day is to bury a body in Golgotha, but she isn't above changing plans if there's a chance for money or something to be learned.

She is more than happy to answer questions, but she always peppers her responses with something oddball and dubiously humorous, such as:

- "Brings a new meaning to the term 'road kill.'"
- "Poison is a terrible way to go, except compared to burning. Or being skinned alive, I suppose. And starvation. I guess poison is pretty far down on the list. At least I don't have to worry about radiation sickness."
- "You'd expect that after their pals got shot up, the survivors would dig the bullets out and melt them down to make new bullets, but I guess they just don't have that entrepreneurial thinking."
- "Crimson Caravan gets their name from all the blood splashed on their carts, apparently."

When talking to Lindy, the PCs can make a **CHA + Speech** test (difficulty 1) to learn the first of the following details. They can also spend AP to learn one additional detail per AP spent. Regardless of the conversation, Lindy will decide that the person with the highest **CHA** or lowest **LUC** is her new best pal.

## DETAILS

- Lindy has been burying more people of late due to Raider attacks on travelers and caravans around the region.
- Several of the people that she's buried showed signs of poisoned wounds.
- Some of the deceased were also shot, typically with small-caliber firearms.
- Aside from independent owner-operators who run small one-brahmin sales outfits, the group most impacted is the Crimson Caravan.

Use Lindy to provide some offbeat levity and a memorable character. Lindy has a reasonably secure life in New Reno since her services are always in need, so she isn't inclined to go running off into the hinterlands. That said, if your players take a shine to her, she might be convinced to close up shop and take to the road, preferably for both good company and a good paycheck.

If Lindy joins the PC's on the road, you can use her to pass on hints, especially if the players are feeling lost. Thanks to her high Intelligence, she has a good deal of common sense and sharp insights, so she can provide reminders and clues that the PCs might have missed.

## FINE YOUNG CANNIBALS

If your players are getting agitated or simply looking for something to get the blood pumping, *Fine Young Cannibals* can be introduced to up the ante. As the PCs familiarize themselves with the streets of New Reno and ask the locals about recent caravan raids, they run afoul of a local gang—or a would-be gang composed of four young toughs looking to establish their bona fides by violence. How you get the PCs into this predicament depends upon how they might run into danger.

Some possibilities include:

- The PCs hear someone calling for help down an alleyway, followed by screams
- The PCs get cut off while trying to find their way through some rubble-blocked areas
- A young tough offers to sell a gun cheaply to the PCs, claiming to need money fast, but leads them into an ambush

Read or paraphrase this text:

> ***Your brief jaunt takes a turn for the worse as you discover that it's an ambush. Short figures slip out from the surrounding buildings and move to close you off in the corner of this filthy cesspit.***

The enemies here are all young humans who have had the bright idea of picking off strangers and slicing up their corpses for kebabs, inspired by the tale of Doc Morbid that one of them read in *Tales of a Junktown Jerky Vendor*.

Sadly (for them), the youngsters haven't fully thought this through. Ambushing strangers is a good way to find out that nobody comes to New Reno unarmed. The youths *do* know enough to realize that if they are caught trying to murder people and sell their parts as food, they'll likely be crucified at Golgotha, so it's not possible to talk them down—though they could be intimidated into fleeing, especially if one or two of them suffer gruesome ends.

The toughs pick their moment when the PCs are moving through an alley or inside of a derelict building. This makes it a fairly isolated battle rather than one in the middle of a crowded city street.

The ambushers equal the number of PCs minus one (to a minimum of one). Only one Young Cannibal carries a Pipe Gun; the others all use Tire Irons.





## Young Cannibals

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

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

| SKILLS | | | |
|---|---|---|---|
| Medicine | 1 | Sneak | 1 |
| Melee Weapons ■ | 4 | Survival | 1 |
| Repair | 1 | Throwing | 1 |
| Small Guns ■ | 2 | Unarmed | 2 |
| | | | (■ Tag Skill) |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 8 | 11 | 1 |

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

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 8), 2 Physical damage
- **TIRE IRON:** STR + Melee Weapons (TN 8), 4 Physical damage
- **PIPE GUN:** AGI + Small Guns (TN 8), 3 Physical damage, Range C, Fire Rate 2, Close Quarters, Unreliable

**SPECIAL ABILITIES**

- **LET RIP:** Once per combat, the Young Cannibal may 'let rip' with a volley from their Pipe Gun. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 5 total).

**INVENTORY**

Road Leathers, Pipe Gun, Tire Iron, Wealth 1

Once the characters fend off the would-be gang, the easiest way to dispose of the bodies is simply to dump them in the cesspits. Among the Raiders' meager possessions, the characters discover a crumpled piece of paper, a flyer from the Crimson Caravan advertising positions available for caravan guards and mule-skinners. It indicates that the Caravan is looking for steely-eyed gunslingers to protect cargo on the Tahoe-New Reno route. A hand-scrawled note added to the flyer reads, 'Hit them while they are weak?' Ideally, this clues the PCs in to pay a visit to the Crimson Caravan for more news about local problems.

However, if the PCs choose to try and capture one of their attackers, interrogating them turns up only the foolish attackers' plan and that they acted on their own initiative. Since New Reno is nominally an NCR city, it does have *some* local laws, and the toughs can be turned over to a local security force (such as the security officers of the Bishops or the Wrights). Doing so rewards the party +1 Reputation with that Faction. After all, nobody wants cannibal killers loose on the streets.

## SNAKE EYES

After their street encounters and any side quests, the PCs are encouraged to make their way to the Crimson Caravan offices to find out more about the recent attacks. When they do, read or paraphrase this text:

***Sticking out from between two crumbling concrete buildings is a newer wooden one, painted deep red and emblazoned with the ornate logo of the Crimson Caravan company. The old concrete building on the right has its own set of side doors; it looks like it might have once been a large garage or storage facility, and a pair of pack brahmin is tied to a post outside, tended by a matching pair of brahmin-skinners.***

***Nobody prevents you from entering the establishment, which has the look of a rustic country office. A trio of desks in various corners catch the light through the windows, and accountants work diligently to keep books as a stubbled middle-aged man with tough clothes and a set of fragile glasses approaches with a tired "Can I help you folks?"***

The Crimson Caravan serves as a wholesaler, shipping goods in and out of New Reno, whether it's exporting Wright whiskey or bringing in ammunition and electronics from the western NCR. The tired man approaching the characters is **Sol Hernández**, a veteran of the Crimson Caravan and mid-level manager. Having spent twenty years on his feet traversing the various roads of the Mojave and the NCR, he earned a posting at the relatively recent New Reno office. While the Crimson Caravan started in the Hub, it has expanded along with the NCR and has outposts in most major cities in and around the NCR by 2280. Sol has the unenviable task of handling accounts for a multitude of shipments. Any time something goes wrong with a caravan, he's the one who has to send a letter back to the corporate office explaining the problem. This means he's already in a bind, and the PCs are just the people to solve it. As soon as the PCs tell him that they're here to ask about the caravan attacks, he is immediately helpful. "Finally!" he says, "The NCR sent someone to look into this. Please, take a seat over by my desk."

Sol is happy to discuss matters openly in the office. Everyone knows that the company's situation is bad, as the combination of caravan losses and reduced caravans on the route has cut into profits, meaning the entire office might be shut down if the problem isn't resolved. Sol is somewhat disappointed if the PCs admit that they weren't sent by the NCR, but he's still eager to have them resolve the problem.

During the discussion, Sol reveals the following facts:

- The Crimson Caravan has a route that passes from Redding through Tahoe down to New Reno and Vault City. These caravans connect the eastern and western portions of the northern stretch of the NCR and are vital to commerce between the coastal cities and the inland areas.
- Most of the caravan hits have been south of the city, in the valleys near Virginia City. They don't happen consistently in a specific location, though, just somewhere between the mountains and Reno while following the old paved roads.

- The attackers use a variety of weapons, including pistols in good condition and knives smeared with poison. This information comes partly from the few survivors and from examination of the bodies found by survey teams sent to look for the lost caravans.

Sol further tells the team that they're in luck: a caravan is conveniently scheduled to arrive soon (at the speed of plot—depending on how much downtime you want the PCs to have for side quests before they move on to the next main quest). If the PCs can leave the day before the caravan is scheduled to arrive, they can meet it in Hidden Valley, where most of the attacks have happened. He also gives them a letter of introduction that he signs so that the team can introduce themselves to a caravan en route without being mistaken for Raiders themselves.

Of course, there's the matter of payment. Sol complains that finances are tight because of the attacks, but he promises to pay the PCs with the following:

- x1 Pipe Gun with the Long Barrel mod
- x12 rounds of .38 ammo
- A set of either Utility Coveralls **-or-** Road Leathers
- x6 Mutfruits
- x2 Stimpaks
- 150 Caps worth of credit with the Crimson Caravan*

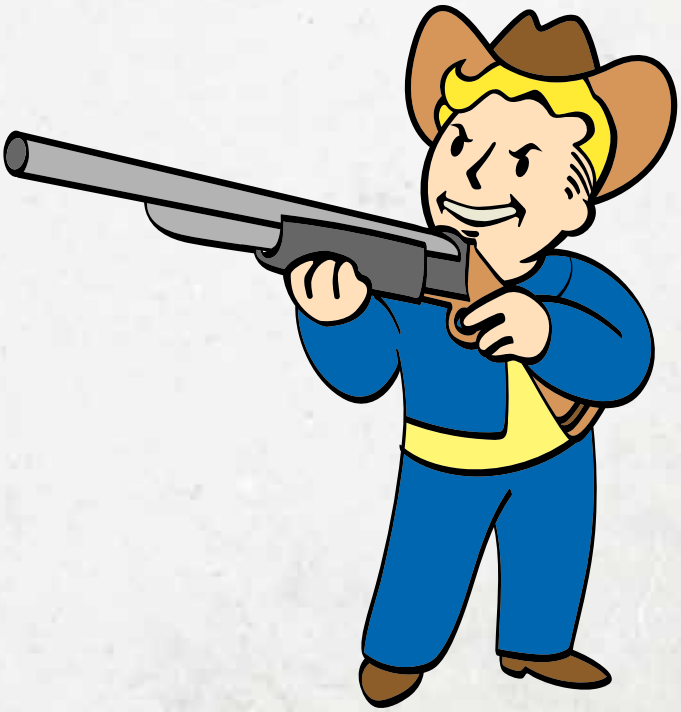
*Credit can be used at any Crimson Caravan site and is noted via a receipt. As wholesalers, the Caravan is able to sell all manner of clothes, guns, food, or scrap.

With a successful **CHA + Barter** skill test at difficulty 1, Sol agrees to give the PCs the Pipe Gun and ammunition in advance so that they can use it on the job.

In addition, Sol assigns two Crimson Caravan guards—**Hexe** and **Wilson**—to aid the PCs in the presumptive battle. The two guards are young adults in their 20s. Hexe is a former Great Khan who took on jobs with caravan companies after the breaking of her tribe back at the Battle of Bitter Springs; she styles herself similarly to some Raiders, with grease under her eyes and her blonde hair chopped short for practicality. Wilson, by contrast, is a local who is just scraping by. He hopes to save enough money to find himself a decent place to fix up and settle down, but he's spending too much disposable income on booze and gambling while his job doesn't pay enough to get him anywhere. Both are reasonably loyal employees, albeit unenthusiastic and not exceptionally skilled.

Since the PCs have a little time to kill, give them the opportunity to do some shopping, engage in a side quest, or roleplay either with one another or with the Crimson Caravan guards. Alternatively, they might reject Sol's offer or come up with a different plan. If they have a better idea, Sol's willing to entertain the notion, as long as it doesn't require a huge investment of time and money, as the Crimson Caravan offices in New Reno have neither luxury. Give them time to finish any last-minute shopping, but encourage the players to prioritize this investigation. If necessary, characters like Sol can remind them that while this problem remains unsolved, the city is at risk.

Once the players have finished their business in New Reno, wrap up anything they've got going on and move on to ***Rattler Rumble*** (pg.75).



## *Crimson Caravan Guards: Hexe and Wilson*

***Level 3, Human, Normal Character (24 XP)***

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

| SKILLS | | | |
|---|---|---|---|
| Athletics | 1 | Repair | 1 |
| Barter | 1 | Small Guns ■ | 2 |
| Medicine | 1 | Speech | 1 |
| Melee Weapons | 2 | Survival ■ | 2 |
| | | Survival | 1 |

(■ Tag Skill)

| 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 7), 2 Physical damage
- **MACHETE:** STR + Melee Weapons (TN 8), 3 Piercing 1 Physical damage
- **DOUBLE-BARRELED SHOTGUN:** AGI + Small Guns (TN 7), 5 Spread, Vicious Physical damage, Range C, Fire Rate 0, Inaccurate, Two-Handed

**INVENTORY**

Road Leathers, Machete, Double-Barreled Shotgun, Wealth 1

## NOTES AND CLUES

The PCs should put together two clues before they take on the next phase of the job:

- First, the attacks mostly happen to the south.
- Second, that the attackers are using poisoned weapons.

After discovering this and preparing to move to the next step, the PCs should have a little money in their pockets, giving them the opportunity to purchase some additional weapons and armor or to gamble and sample the charms of one of the casinos of New Reno.

At the start of this adventure, the PCs have a base **Reputation Rank of 2 (Neutral)** for the Wrights, the Bishops, and the Van Graffs. If their Reputation becomes 0 (Hostile) at any point, they become wanted by the power group in question, who will send bounty hunters to capture or eliminate them. While they could try staying in a part of town controlled by a different faction, it won't last long term. The three groups have an uneasy alliance, but they are allies and will eventually broker a deal to rid themselves of the pesky PCs.

## REPUTATION

Adjust the PC's Reputation with the noted factions according to the following events before beginning ***Rattler Rumble***:

- **Returned the Letter:** If the PCs returned the letter (pg.64-67) unopened (or undetectably so) to Mr. Bishop, increase their **Bishops** Faction Reputation rank by 1.
- **Side Quest:** If the PCs resolve a Side Quest in a manner that benefits one of the Factions, increase their Reputation with that Faction by 1. In general, this means completing tasks, providing useful and actionable information, or defending the Faction from attackers.
- **Caused Trouble in Town:** If the PCs harassed locals, picked fights with toughs from one of the Factions, engaged in larceny, or simply overstayed their welcome in a casino after winning a suspicious amount of money, reduce their Reputation with the offended Faction by 1. Similarly, if the PCs hindered a Faction, injured its people, or stole its possessions in the course of a Quest, they may suffer a reduction in Reputation with that Faction.

# MAIN QUEST: RATTLER RUMBLE

This Quest becomes available when the player characters have completed the prior quest, *Courier, Interrupted*, and at least three side quests. If the group didn't start with *Courier, Interrupted*, move to this Quest after the team finishes their introduction to New Reno and at least three side quests. **Add 2 APs per PC to the GM's pool when the Quest begins.**

*Rattler Rumble* is a straightforward knock-down, drag-out fight as the PCs face down with the Viper gang that's been raiding caravans south of New Reno—or so they think. In truth, these 'Vipers' are, in fact, members of the Jagger gang from Tahoe, disguising themselves to throw suspicion onto the Vipers in order to hide their escalating militarization.

Once the characters start to investigate the areas around New Reno, they can visit nearby Virginia City or wait along the road for the next Crimson Caravan and see if it's ambushed. While the PCs can certainly explore to the north, that direction won't turn up any leads, and to the east, the deserts are likewise empty unless you decide to add a side quest or a random encounter.

In this quest, the PCs have the following objectives:

- Unearth the identity of the Raiders attacking caravans near New Reno.
- Travel to southern communities to gather information and possibly allies.




## SCENE ONE: SNAKES IN THE GRASS

The heart of this main quest element is the rimson Caravan ambush—and what the PCs can learn from it. While they may want to try and ambush the attackers, none of the caravan attacks happen at the same point along the road (as they may have learned from Sol in *Snake Eyes*), so the characters' best shot is to meet the caravan and accompany it until an attack happens.

When the PCs meet up with their caravan, they find it made up of:

- One Carvaneer, who leads the convoy as both guide and front-man
- Three Pack Brahmin, beladen with various cargo
- Four Caravan Guards

When you introduce the various caravan NPCs, try to give each member a name and personality; differentiate them from one another, and make the PCs feel the weight of their lives during the upcoming attack.

When moving with the caravan, it's possible that the PCs may scout ahead to keep an eye out for their attackers. If they do, ask them to make a **PER + Survival** test, at difficulty 2, to locate their ***Ambush Point*** (below).

## THE JOURNEY

The terrain in this area is mostly open shrubland with a few stubby trees. The caravans follow the remains of old pre-War roads, mostly to avoid getting lost. A few small remains of housing developments dot the valley, but a stretch several miles long in the middle is completely devoid of these ruins.

Play up the austere setting of the desert countryside. For part of the trip, the landscape is visible for miles in every direction, just flat, barren land studded with weeds and rocks, with the occasional small lizard or scorpion scurrying away from the caravan. When the group reaches another small stretch of ruined houses, the cracked road suddenly feels almost claustrophobic, with the sagging, creaking structures on either side hemming in the caravan and reducing visibility.

## THE AMBUSH POINT

If the PCs scout ahead, they may find the ambush point before the Caravan arrives, giving them a chance to try and end the attack before it starts. The Raiders have set up their ambush among the ruins of a small run of suburban homes, a natural choke point in the caravan route that funnels the road into a kill-zone between two buildings. The rubble of the buildings gives the ambushers convenient cover so that they're hard to spot from the main road, as well as being able to set up a small campfire and sleeping area while they wait.

If the PCs manage to find the ambush point, they can make a difficulty 2 **AGI + Sneak** test to move within Close range of the camp without notice. At this point, they may use the ***Obtain Information*** AP spend to determine the following:

- There are a number of Raiders equal to the number of PCs plus four
- One of their number carries a Hunting Rifle, whereas the others are equipped with Combat Knives and 10mm Pistols
- Their weapons are in remarkably good conditions, and the Raiders have the appropriate care tools for them
- The Raiders are not enacting any rituals or actions one would normally expect of members of the Vipers

It's possible, if challenging, to de-escalate this conflict. To do so, the PCs must understand the motivations of the Jaggers. These Raiders are stealing to ensure they can keep trading goods for the high-quality weapons that help them dominate the area. Dissuading them of this course of action will be difficult, to say the least.

Convincing the Jaggers to change strategies means finding an alternative way for them to live in the style to which they've become accustomed. Some possible options include:

- Trading some of the party's own goods to convince them to leave the caravan untouched
- Offering them a smaller selection of caravan goods as tribute without the need to fight
- Offering them a plausible alternative target
- Telling them that their home is under attack, the PCs escaped to carry this warning, and they should head back immediately.

Any of these is a formidable **CHA + Speech** test, difficulty 3.

If the PCs do manage to de-escalate the conflict, they can likely determine the Raiders' point of origin, either by questioning them or following the group back to its base: southwest, into the mountains near Tahoe.

## THE RAIDERS STRIKE

The Raiders attack from one of the ruined houses, running out with screams and waving their guns; one shouts "Cobraaa!" as they launch their strike. Because of the narrow street passing through the ruins, the Raiders come in at Medium range, in a zone adjacent to the caravan.

The attack is crude: The Raiders all strike from one side of the caravan, which allows the defenders to take cover behind their wagons and concentrate their fire in one direction. Once the convoy and its defenders return fire, the Raiders realize that they've made a mistake and scatter to find cover.

If the PCs don't have a character with the Viper Initiate origin, they won't recognize these Raiders as anything but the Vipers that they appear to be. A PC with the Viper Initiate origin immediately notices that their war cries and dress are all wrong and figures out that these aren't Vipers; they're pretenders.

The False Vipers number four, plus one per PC.

### False Vipers

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

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

| SKILLS | | | |
|---|---|---|---|
| Medicine | 1 | Small Guns ■ | 2 |
| Melee Weapons ■ | 2 | Sneak | 4 |
| Repair | 1 | Survival | 1 |
| | | Unarmed | 2 |
| | | (■ Tag Skill) | |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 20 | 17 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 230 lbs. | +2 | 2 |

| PHYS. DR | ENERGY DR | RAD. DR | POISON DR |
|---|---|---|---|
| 5(All) | 5(All) | 5 | 0 |

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 8), 2 Physical damage

**ATTACKS**

- **COMBAT KNIFE:** STR + Melee Weapons (TN 8), 3 Piercing 1 Physical damage
- **PRISTINE 10MM PISTOL:** AGI + Small Guns (TN 8), 4 Physical damage, Range C, Close Quarters, Reliable
- **HUNTING RIFLE:** AGI + Small Guns (TN 8), 6 Physical damage, Range M, Two-Handed, Reliable.

**SPECIAL ABILITIES**

- **LET RIP:** Once per combat, the False Viper may 'let rip' with a volley from their 10mm Pistol. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 6 total).

**INVENTORY**

Road Leathers, Combat Knife, Pristine 10mm Pistol or Pristine Hunting Rifle (only one carries a rifle), Snakeskin Boots, Vial of Rattlesnake Venom, Wealth 1

### Pristine Weapons

Some of the weapons noted in ***Royal Flush*** are 'Pristine,' representing their 'off-the-shelf' quality. Pristine weapons gain the *Reliable* quality if they do not already have it and fetch a higher price (on average, 5-10 Caps more than a standard variant) to those who recognize the impressive nature of the weapon.

## THE AFTERMATH

Once the "Vipers" are killed, captured, or driven off, the characters can investigate the bodies, interrogate any survivors, and use the ***Obtain Information*** AP spend to learn the following useful information:

- All of the 'Vipers' carry rattlesnake venom in small vials, but they don't use poisoned weapons. This is not in itself conclusive, as many Vipers have lost their tribal customs and become little more than gunslingers with a cosmetic affectation for snakes.
- None of the 'Vipers' bear the telltale snakebite marks common to their Clan. A PC with the Viper Initiate origin recognizes this with a simple inspection. Other characters may recall this pertinent bit of information with a test of **INT + Speech**, difficulty 1.
- The Raiders' weapons are in remarkably good condition. None show the signs of wear and repair common to most wastelander gear. Their clothes, however, are a mix of scavenged and handmade materials.
- If questioned, none of the Raiders know where the new weapons came from, only saying that their tribe's leader, **Ripsaw**, provided a large supply of brand-new pistols and then fired up the tribe to enrich itself at the expense of other communities in the area.
- Following the Raiders tracks (**PER + Survival** difficulty 1) or interrogating them about their origins (**CHA + Speech** difficulty 1) indicates that they operate in the mountains to the southwest, in the Tahoe area. Anyone local to the NCR knows that Tahoe is a small NCR-controlled community.

Surviving Raiders are uncooperative, expecting to be executed, so they are unhelpful unless the PCs are able to properly 'motivate' them. If the PCs lean toward a vicious approach, the Crimson Caravaneers remind them that torture isn't useful; the victims will just say whatever they think their interrogators want to hear. Instead, the PCs could offer something in exchange for cooperation, which can be as simple as medical treatment for the injured. The Raiders initially try to keep up the façade that they are Vipers but quickly change their tune if the PCs give good reason to disbelieve that story. They try to be vague about their place of origin but give up information about the Jaggers in Tahoe if the PCs treat their wounds and promise not to kill them.

The Crimson Caravan employees note that it's typically up to the caravan master to decide whether to finish off fallen Raiders or just leave them wounded for the desert to claim, but they let the PCs handle that particular choice.

## NEXT STEPS

The information gained from this fight helps point the PCs in the direction of the real problem: that the Raiders attacking caravans around New Reno are better armed than usual and pretending to be Vipers in order to create confusion. While a few pistols and a rifle may not seem like impressive firepower, the fact that the guns are all in brand-new condition indicates that these Raiders have a supplier with impressive resources. If the PCs figure out that the Raiders are based out of Tahoe, they can proceed there after reporting back to Sol in New Reno and figuring out their next steps. Otherwise, they need to do some additional legwork.

If the PCs discuss this with a representative of the Crimson Caravan, either someone from the convoy or Sol, they will point out that heading straight to Tahoe is likely a poor plan. While the PCs know that Raiders are operating out of the area, they also know that they've been getting guns from somewhere else and then pretending to be someone else. Why go through all this trouble? The representative (should the PCs not come to this conclusion themselves) points out that this demonstrates an unusual level of planning for local Raiders, implying something bigger is going on. Lindy, Hexe, or Wilson will suggest that the next logical step, in their opinion, would be to return to the Crimson Caravan and tell them what the PCs have learned. This not only ends in them getting paid for their work but also ensures that a secondary party knows what is going on should matters get worse.

At this point, you should guide the PCs onto additional side quests to dig further into the situation and gather more information. This allows the PCs to engage with any side quests they have missed until

this point, such as ***Clown Shoes*** (pg.105) or ***Who's the Master Now?*** (pg.100).

Use a character from one of those side quests to comment to the PCs about the Vipers while they have a chance to chit-chat. While talking about their exploits, one of the characters in a side quest could mention that there are still a few older ex-Vipers in town.

If the PCs decide to ask around New Reno about the Vipers, the townspeople note that the Vipers have been in decline for years and that, indeed, there's a former Viper living in New Reno, now working as a chemist for the Followers of the Apocalypse, leading the PCs to **Scene Two: Old Wisdom.**



## SCENE TWO: OLD WISDOM

To learn more about the Vipers, the PCs need to talk to a Viper from the area, and though they aren't common in New Reno, there's one that many of the locals know—**Neheb Leatherman**. Having retired from the Raider life some years before, this ex-Viper now uses his knowledge of chemistry and poisons to aid the Followers of the Apocalypse. Since the Followers are an open society with a local clinic, it's easy to track them down and, through them, him.

Alternatively, if the PCs include a Viper Initiate, that player may spend one AP to establish that they already know this ex-Viper and have a pre-existing connection.

### SNAKE BITE

Neheb is a dark-skinned, thirty-something man with close-cut hair and an air of wariness. He works as a chemist, helping to produce medical supplies for the Followers of the Apocalypse, using knowledge that he gleaned in his time with the Vipers. As a true initiate, he bears the signature snake-bite scars on the inside of his left arm, usually hidden beneath the long-sleeved working shirt that he wears while handling chemicals. Like many Vipers, he drifted away as attrition, NCR persecution, and age wore down the gang. He parlayed his familiarity with poisons and knowledge of desert ecosystems into a safer existence in New Reno a decade earlier, though he doesn't try to hide his roots, so anyone asking about Vipers in the town eventually crosses paths with him.

Finding Neheb is as easy as finding the **Followers Clinic** (pg.99) in New Reno, as he lives and works in the adjoining two-room apartment building, crudely reconstructed with one room for sleeping and the other for a kitchen. Despite working with and living beside the Followers, he is not one of them—preferring to remain separate from the organization. Since he lives in the city, Neheb has both friends and neighbors, so people will notice if he disappears or if fighting erupts near his home or workplace. Picking a fight at the Followers' clinic would be an especially bad idea: All the Factions benefit from the Followers' medical aid, and nobody wants them hurt or spooked. Should the PCs start any disturbances while near the Followers' Clinic or attack Neheb, news will rapidly spread and reduce their Reputation by 1 with every Faction in New Reno.

When approached, Neheb is cooperative but suspicious, answering questions with more questions the moment the Vipers are brought up. He wants to know why the characters want to know these things, why they came to him, and who sent them. If the party is especially evasive or threatening, he clams up and refuses to talk to them anymore. If the team is honest and forthright with him, he returns the favor.

Once Neheb has some idea of what's going on, he becomes concerned. He doesn't want ex-Vipers like himself falsely implicated in some scheme. He suggests that the PCs should inform the Crimson Caravan of the fact that the Raiders are from another group pretending to be Vipers and find out who else, if anyone, has been subjected to these attacks. He suggests that they should visit both Virginia City and Carson, if they haven't already, to investigate what's been happening in those locations.

### A FAVOR FOR A FAVOR

Neheb also asks the PCs to help him with a favor, in exchange for which he'll give them more information. At his work in the Followers' clinic, he helps to distill chems for medical use, but he's hampered by old, damaged equipment. If the PCs agree to help him, he takes them to the clinic and shows them his lab. It is next door to an abandoned pharmacy, which he previously ransacked for materials, but he was never able to open the locked security door to its back room. There are several ways for the PCs to help:

- **Improve the Distillery: INT + Science** (difficulty 3). Tweak Neheb's equipment to make a more efficient distilling process for some of his chemicals.
- **Seek Investment: CHA + Speech** (difficulty 3). Convince one of the local factions (Wrights, Bishops, or Van Graffs) to donate to upgrade his facilities.
- **Open the Door: STR + Athletics** or **AGI + Lockpick** (difficulty 2). Gain access to a supply closet in a neighboring pharmacy that contains several intact machines that he can use to upgrade

his lab. Neheb knows about this pharmacy and its closet but has never been able to get inside the heavy security door.

- **Blow the Door Off: INT + Explosives** (difficulty 1). Blow open the aforementioned security door, though, of course, the PCs need to bring their own explosives (black powder, gelignite, or a tiny dab of C-4 can all do the trick).

Once the PCs have done all they can, Neheb will thank them and share the following information:

- The Viper gangs were dispersed many years ago by the NCR; any organized remnants have long since fled into remote territory.
- The Vipers never had special access to quality weapons and preferred to use poisoned arrows and knives.
- Any "true" Viper would have the signature bite marks of initiation, which Neheb grudgingly shows if asked. Neheb came from a band that considers the Viper rites to be a personal religious experience, so he is hesitant to show his marks to non-members.
- If the PCs mention that all of the caravan attacks are to the south, Neheb notes that along that route lie Virginia City, Carson, and Tahoe, and he recommends checking to see if anyone in those settlements knows anything.

Virginia City is about 26 miles south-southeast of New Reno, just a couple days' hike. If the PCs already have food and ammunition, nothing can stop them from leaving at once if they so choose, except perhaps checking in with Sol over at the Crimson Caravan to let him know what they're doing next. Once the PCs have their gear and their information, they're ready to leave New Reno and move into **Scene Three: Snakes in the Dust**.

## SCENE THREE: SNAKES IN THE DUST

Once the characters head out of New Reno, they're in dangerous territory. The local Raiders have been stepping up their aggression as of late, eager to fill their pockets with stolen goods. The moment the PCs step out of the safety of New Reno and into the Wasteland, they become a meal-ticket for any Raiders willing to spend the time, blood, and bullets.

This scene revolves around an ambush against the player characters as they move from New Reno to their next destination. How the encounter starts depends highly upon strategies that the PCs use while traveling. A group that travels by night without lights, stays some distance off the road, stops if they spot movement in the distance, and checks perimeters of ruins carefully might ambush the Raiders while they're encamped, while a team that moves without precautions finds the Raiders coming out of the desert to encircle them. If the party gets ambushed, go to **Surprise Raid** (below); if they are cautious, however, go to **Raiders Surprised** (pg.82).

Either way, this is the first opportunity you will have to run a scene using the ***Vehicular Attacks*** rules from the ***Mojave Vehicles*** (pg.28) section of this book, so it is advisable to read that first.

### SURPRISE RAID

If the PCs are brazenly moving out in the open, after a half day of travel, read or paraphrase this text:

> ***You hear an unusual sound, a sort of grinding whine, and in the distance to your south, you see dust kicked up in a large cloud. As you come closer, you hear whooping and screaming and realize that you're in a crossfire!***

The Raiders, all dressed in the same False Viper outfits as those who ambushed the convoy in ***Rattler Rumble***. Attacking from the back of a pair of Motorcycles, two Raiders sit on each bike—one driving and the other opening fire with their 10mm Pistols. When in an advantageous position, they will slow and fire with a crossbow before pulling away to reload at a safe distance and then returning to continue the process. They will actively avoid melee combat where possible and focus their firepower on any PCs carrying ranged weapons. If either bike is destroyed in the fight, the Raiders on the intact bike will attempt to flee, valuing their gear more than the potential spoils.

## RAIDERS SURPRISED

If the PCs are cautiously moving through the Wasteland, ask the Navigator (pg.26) to make a **PER + Survival** test (difficulty 1) as night falls on the first day of travel. If they succeed, read or paraphrase the below text; if they fail, they simply miss the encampment and run the risk of ambush at a later date.

> ***You spot a small encampment ahead, partly concealed by rubble but only haphazardly so. A small ring of three people are sprawled near a stone fire circle, asleep, while a fourth works on a pair of motorcycles on kickstands nearby.***

After spotting the camp, the PCs can make an **AGL + Sneak** (difficulty 1) test to sneak up on the Raiders and get the drop on them while they sleep. Should they succeed, then when they arrive, the motorcycles will be on kickstands not far from a small camp circle where all but one Raider sleeps, with the remaining engaged in vehicle maintenance.

If the PCs fail their test, or after they make their presence known, the Raiders will rush to their bikes and try to flee the area in a fighting retreat, with every intent of returning later with more friends to return the favor.



### *Jagger Skirmishers*

***Level 6, Human, Notable Character (90 XP)***

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

| SKILLS | | | |
|---|---|---|---|
| Medicine | 1 | Small Guns ■ | 2 |
| Melee Weapons ■ | 2 | Sneak | 1 |
| Pilot | 3 | Survival | 1 |
| Repair | 1 | Throwing | 1 |
| | | Unarmed | 2 |

(■ Tag Skill)

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 11 | 12 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 210 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 8), 2 Physical damage
- **PRISTINE 10MM PISTOL:** AGI + Small Guns (TN 8), 4 Physical damage, Range C, Close Quarters, Reliable
- **CROSSBOW:** AGI + Small Guns (TN 8), 5 Physical damage, Suppressed, Two-Handed, Slow Load

**INVENTORY**

Road Leathers, Pristine 10mm Pistol (driver) or Crossbow (rider), Snakeskin Boots, Vial of Rattlesnake Venom, Wealth 1. In addition, the Raiders have a small cache of personal effects in their motorcycle side saddles. This includes a random food item (roll on table in ***Fallout The Roleplaying Game Core Rulebook*** pg. 202) and a Raiders Journal (pg.84).

## New Weapon: Crossbow

| NAME | WEAPON TYPE | DAMAGE RATING | DAMAGE EFFECTS | DAMAGE TYPE | FIRE RATE | RANGE | QUALITIES | WEIGHT | COST | RARITY |
|---|---|---|---|---|---|---|---|---|---|---|
| Crossbow | Bow | 5 | — | Physical | 0 | M | Suppressed, Two-Handed, Slow Load | 3 | 44 | 2 |

**Slow Load:** The weapon loads especially slowly. After this weapon has been fired, you must spend a Minor Action to reload the weapon before it can be fired again.



## Raider Motorcycles

If the Raiders' motorcycles aren't destroyed, the PCs can try to use them: Both are mid-sized two-seaters made from cobbled-together parts and built to use alcohol fuel stored in oversized tanks. (This also means that they don't risk a radioactive explosion if the engine is breached.) Both have about six hours of runtime before they exhaust their fuel.

PCs can fuel them with methanol, easily made with a still and vegetable mash. Assuming the team has access to a portable still and a fire, they can refill a tank after four hours of grueling work breaking down and distilling methanol from leaves, needles, cacti, and any other vegetable matter that they can find. Of course, finding such materials in the desert may present an **INT + Survival** challenge.

PCs might also want to sell the bikes at the Chop Shop (pg.99) back in New Reno (or in another settlement after arriving); a working motorcycle of this sort can fetch $300 in caps (more with a **CHA + Barter** test, an extra $50 per success), while the parts can be stripped for salvage or sold to the chop shop for half that price.

### METHANOL FUELED BIKES

Produced in small volumes at Blackbeard's Bikes, these alcohol fueled-bikes are a rare but welcome find in the Wasteland. Able to run off a range of potent liquors, these bikes are rough around the edges but just reliable enough to undertake longer journeys.

| SCALE | HP | COVER |
|---|---|---|
| 0 | 8 | 0 |

| SPEED | PASSENGERS | IMPACT |
|---|---|---|
| 2/60 mph | 2 | 3 |

| D20 ROLL | LOCATION | PHYSICAL DR | ENERGY DR |
|---|---|---|---|
| 1-7 | Chassis | 2 | 2 |
| 8-11 | Front Wheel | 1 | 1 |
| 12-16 | Engine | 2 | 1 |
| 17-20 | Rear Wheel | 1 | 1 |

| MAXIMUM FUEL | QUALITIES |
|---|---|
| 8 | All-Terrain, Cargo 25, Exposed, Added quality, Single-Seat |

This encounter is purely for high-octane action. These false Vipers don't have a specific plan; they're just whooping it up and shooting at passersby for their own amusement. As with other Raiders from their group, they don't have direct information about where the guns are coming from: All they know is that their leader has distributed weapons to various members of the tribe and encourages their use. Sometimes, people in the Mojave don't want to talk; they just want to commit violence.

After the PCs defeat, drive off, or escape from the Raiders, they can continue their journey and eventually reach locations further south to conduct additional side quests or try to investigate Tahoe.

## Raiders' Journal

The leather-bound handmade journal carried by the Raiders bears the written inscription *'Bartek Alonso, New Reno'* inside. It details his attempt to discover a cache at the Hidden Valley Country Club, one that he tracked down after finding notes on an old computer terminal in the remains of Reno.

The PCs can try to follow up on his notes and search the country club, which is overrun with Mutant Hounds (***Fallout: Core Rulebook*** pg.349), who have been slowly chewing through the remains of their old master—a Super Mutant who called the club home and set up a small number of traps around the location, before falling afoul of one of them himself.

Use this side jaunt as a way to introduce some extra loot if your team hasn't picked up better weapons and armor yet. At this level, an appropriate windfall could include 2 pieces of metal armor, 5 stimpaks, and one weapon that fits what your group needs: a submachine gun with a full stock, a laser gun with a short scope, or a barbed aluminum baseball bat. Toss in 6 common scrap and 3 uncommon scrap.



## THE FALLOUT

At this point, the PCs should have hard evidence that the problem isn't Vipers—it's someone else. They should also know that all signs point to the attackers inhabiting a space somewhere to the south. Since there are multiple settlements in that direction, solving the problem means visiting some or all of them to find out what they know.

By now, the PCs should also be spreading this information to the other factions in New Reno. The NCR and the Crimson Caravan don't have enough manpower available to protect the caravan routes to the south, but a joint effort by the Bishops, Wrights, and Van Graffs may secure Hidden Valley and at least make the area closest to the city safe.

Should the PCs choose to report their findings to any of the Factions they have ties to, they will gain +1 Reputation with that Faction and receive the following feedback:

- **Bishops:** Mr. Bishop keeps his thoughts to himself but shares the concern that the Raider attacks are increasing in frequency. He immediately recognizes that their use of new or nearly-new guns indicates that someone is supplying them. He encourages the PCs to stake out the territory south of New Reno and pay a visit to Virginia City and/or Carson to find out if they've had any problems with Raiders, too.
- **Crimson Caravan:** Sol expresses dismay that Raiders are going to impact the caravans with increasing frequency. He asks the PCs to take Hexe and Wilson (if they are still alive) with them to accompany a caravan that plans to travel to Virginia City to trade food for salvage, then to Carson to trade salvage for brahmin leather goods before returning to New Reno. He offers to pay the group a flat 250 caps or double that in store credit with the Crimson Caravan to travel with the caravan and keep their ears open in each settlement.
- **Lindy:** The ghoulish gravedigger notes that she has heard of a famous gunslinger and lawgiver in Carson named **Black Eye** (pg.115). Lindy suggests that the PCs should talk to them to get more information about problems in the area.
- **The Followers of the Apocalypse:** Despite their pacifist outlook, the Followers state that unless the Raider problem is solved, more people will be hurt. They recommend taking a trip to Virginia City to ask about Raiders or unusual travelers. The Followers, having familiarity with the other settlements, mention the quirky traditions of the people of Virginia City and suggest that the PCs make an attempt to acquire pre-War top hats, tailcoats, and ball gowns for such an expedition, both for their own social standing and for trade.

Depending on how the fight with the Raiders went, the PCs may wind up as owners of a pair of working **Motorcycles** (pg.83). For a group of more than four people, or Super Mutants and robots, this may not be very helpful, so they might be better served by selling them and using the funds to upgrade their gear. However, a small group can use these to travel quickly across the Wasteland, and due to their alcohol engines, the bikes are easy to fuel. Don't forget to call for the occasional **INT + Repair** test to fix incidental problems, sometimes requiring a salvaged component.

The likely next steps for the PCs are side quests in Virginia City (pg.117) or Carson (pg.187). The PCs can decide if they want to visit one of those settlements or strike out into the Wasteland to try to look for the Raiders. If they don't visit the settlements, use the Wasteland as a site for a few more random encounters with dangerous animals or more Raiders. When the adventure moves towards the continued hunt for the False Vipers, continue to the **Main Quest**: **MIM Jagger,** where the PCs will deal with settlements further south and eventually visit Tahoe and confront the Jaggers.

# MAIN QUEST: MIM JAGGER

This quest becomes available when the PCs have completed the prior quest, *Rattler Rumble*, and at least three side quests. **Add 2 AP per PC to the GM's pool when the Quest begins.**

Now fully aware that the Vipers aren't the culprits behind the attacks near New Reno, the PCs can put the pieces together and realize that a different gang operating out of the mountains to the west is ambushing caravans and travelers, but they still don't know where the gang is getting its mint-condition guns. They might know the name of this gang's leader, **Ripsaw**, but they know little about him other than that he's been handing out guns and telling his followers to go forth and seize the Wasteland.

In this quest, the PCs have the following objectives:

- Talk to the other local communities south of New Reno to learn more about increasing local violence.
- Track down the new gang to the Tahoe area and find out where they came from, what they're doing there, and how they got their guns.
- Either disperse this gang, intimidate them enough to leave, or find a nonviolent solution to the problem.

This quest ends when the PCs settle the problem of the Jagger gang one way or another and learn that the weapons distributed in this area came from even further south.Assuming that they haven't alienated the power players of New Reno, the PCs should also report back what they've found, especially if they manage to save the city from the Jaggers.

## SCENES WITHOUT THE NUMBERS

Instead of providing a series of scenes in order, this quest involves two discrete steps: gathering information and acting on it. The first part involves completing side quests in Virginia City or Carson to gain the trust of the locals and learn more about the region's history. The second part comes when the PCs feel like they're ready to head to Tahoe to take on the Jaggers.

### *Early to the Party*

If the PCs come to Tahoe before they reach level 6, they may not be ready for the challenges here, especially if they don't have allies and improved weapons.

The Jaggers have a plan to take over this entire region, but to do so, they have to lie low... at least for now. That means that if the PCs arrive in Tahoe before the Jaggers are ready, the gang members are doing their best to fit in and make it look like there's nothing unusual going on. They may even pretend to be worried about Raiders and the attacks that they've "heard about" to the north and east. The Jaggers use this ruse to let NCR troops pass through the area towards New Vegas. Despite this, the townspeople of Tahoe are nervous and agitated—understandably so, since they're under the boot-heel of an occupying force. The Jaggers try to make sure that nobody is ever unaccompanied, and they keep any particularly rowdy townspeople locked up in one of the hotels on the east side of the lake. Still, they can't be everywhere, and clever PCs may find a ruse to talk to one of the townspeople unobserved, thereby finding out what's really going on.

At this point, the PCs should realize that Tahoe is under hostile occupation and that they don't have the firepower to deal with it. Since the NCR is sending its troops south to bolster Hoover Dam, they also aren't willing to commit to a siege of Tahoe if they even believe reports that the town has been taken. The power players in New Reno aren't willing to throw their muscle into the grinder and risk being weakened, so it's up to the PCs to warn other communities, make allies, and gather the weapons necessary to solve the problem... assuming that they want to!

### A SIDE OF SETTLEMENTS

Characters who head to Carson or Virginia City can deal with side quests in those locations to gain favor with the locals and learn more about current problems. The side quests starting on pg.100 provide opportunities to strengthen the bonds between the PCs and Settlements. Once a Side Quest is finished, as long as it ended positively, the locals open up and tell them enough information to give them more context on the situation.

The below information represents the core pieces of information the locals will pass on:

- The rash of Raider attacks is very recent, starting within the last year.
- The Raider groups appear to be Vipers, often carrying poisoned knives, though, like many post-diaspora Vipers, they also use guns. These weapons are almost always pristine.
- A few settlers have friends or family in Tahoe. These people haven't seen their associates in some time now, coincidentally since just after the attacks started. Even though NCR troops still pass through Tahoe, indicating that the town is safe, there's been no communication.

All this information should give the PCs enough to suspect that something is very wrong in Tahoe and hint that it's time to pay a visit to that mountain community.

## TAHOE

The town of Tahoe consists of a variety of lavish, rustic homes, many made of wood, and a selection of resort hotels and casinos. Even after the War, the site is famous for its varied climate: It's possible to hike through snow on the mountaintop down to the lake to catch warm sun and swim in the water. Civil disorder during the War led to fires and riots that damaged much of Tahoe's cozy small-town dwellings, but the town avoided taking a hit from a nuclear weapon. The remaining structures provided enough shelter for a small number of people to survive the frigid winter months.

Post-War, Tahoe is a subsistence community where the locals fish in the lake and use the ample water to grow a variety of crops, including tatos and maize. Seated on the height of the mountain pass that connects the northern part of the NCR from west to east, it sees a reasonable amount of traffic, not least of which is from NCR troops heading to the southeast to reinforce Hoover Dam.

The largest surviving resort site in Tahoe is the Gold Digger Hotel and Casino, a three-story affair that was once lavish but is now partially collapsed.



Before the arrival of the Jaggers, the Gold Digger had been picked clean, and the townspeople used its large, open floor as a town meeting hall to deal with local issues. Once the Jaggers took over the town, they herded the majority of the townspeople into the remains of the Gold Digger casino, forcing them to live in derelict rooms on the upper floors.When the characters first arrive in Tahoe, read or paraphrase the following:

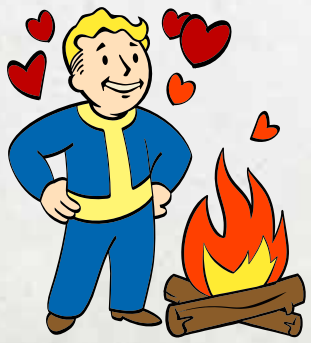
> *After so long spent in the desert, it's easy to forget that green still exists. The massive pine trees surrounding Lake Tahoe seem to have weathered the end of the world quite readily, and some are probably old enough to have been around before the bombs dropped. Nestled in among the trees are narrow, black asphalt roads that have cracked and crumbled over years of shifting weather. Faded buildings that were once glitzy restaurants and cabarets give way to small seasonal holiday homes, now turned into full-time residences for locals who watch you suspiciously while going about their chores. Many of the locals are rugged, wearing old boots and faded flannel, with signs of hard living in spite of the bountiful surroundings.*

### TAHOE SETTLEMENT ATTRIBUTES

**Population:** 66
**Defenses:** Very Weak (1)
**Water Supply:** Very Strong (5)
**Denizen Outlook:** Very Grim (1)
**Starting Settlement Reputation Rank:** Neutral (2)

## KEEP TAHOE BEAUTIFUL

Most of the settlement lies on the east side of the lake, with many of the locals currently incarcerated in the Gold Digger hotel and casino. The Jaggers control the town, with only a few thoroughly cowed locals allowed to handle cleaning, cooking, and collecting food, water, and wood.



The PCs' goal at this point should be clear: Either defeat and disperse the Jaggers, convince them to leave, precipitate a fight between internal rivals among the Jaggers, or find a more creative solution.

## THE JAGGERS

The Jaggers take their name from the logging term: a short piece of wire is a jagger, and the tribe uses these kinds of wire for making hunting traps, garrotes, and tribal decorations.

The Jaggers are a tribe composed of survivors who lived in the remains of logging camps scattered throughout the Tahoe and Sierra mountains. Small in number, they remained hidden in the forested mountains and survived by subsistence hunting and trapping. They passed down knowledge generationally about how to use the various tools of the logging trade and retained a haphazard amount of literacy and knowledge of the pre-War world, but due to their limited exposure to outsiders, they remained at a low level of technical skill.

For many years, the Jaggers have moved from outpost to outpost in the mountains, usually avoiding Tahoe, New Reno, and the other regional settlements. They have become something of a local legend, the "mountain men" who have strong hunting skills and a tribal identity. But up until recently, they were low-key, using only simple tools, old rusty pipe guns, and scavenged parts to get by.

One of the Jagger hunters, **Ripsaw**, had a chance encounter with a traveler moving a large quantity of guns north. The traveler, **Cho Dae**, told Ripsaw that he was willing to *give away* perfectly good firearms to ambitious, aggressive groups ready to take and hold parts of the Wasteland. Ripsaw, an ambitious man thwarted by the circumstances of his tribe, seized this opportunity. He stashed a large quantity of the firearms and went back to the Jaggers to assemble

like-minded people to join him in reshaping the tribe. By the time he announced his intentions, he'd already armed his colleagues and took power in a coup. Intending to make the most of this good fortune, he installed himself as a petty dictator and directed the tribe to war.

Several Jaggers crept away under the dark of night, leaving the most hardened to follow Ripsaw's lead; the escapees fled as far as they could, knowing that to stay in the area meant the possibility of retribution. The remaining Jaggers' initial attacks against caravans and travelers netted them small amounts of food, clothing, and technology; the Jaggers liked what they saw and became full-time raiders. At Dae's urging, the Jaggers made a bold coup against the small town of Tahoe, killing several settlers and taking over the town. Now, they use the town as their own base of operations. With Dae's help, they figured out how to use the town's most important defensive emplacement: A non-drivable MIM-72 missile launcher with four missiles left behind from the War. Dae then headed back south to report his success to his confederates, leaving Ripsaw and the Jaggers to continue their reign of terror. Ripsaw plans to use the threat of the MIM-72 to extort New Reno, demanding trade goods, caps, and whatever else strikes his fancy with the threat of destroying several buildings if he's refused.

## *MIM-72 Mobile Missile Launcher*

The MIM-72 is a pre-War tracked missile carrier. It can carry three people (one driver, one passenger, and one on the missile launcher assembly in back). The MIM-72 is similar to an armored truck, but the back is open, so it only provides cover to people inside the forward driving compartment. As with many military vehicles, it was modified so that its engine can switch between using gasoline or alcohol fuel.

The MIM-72 normally performs short-range air defense, but the missiles can be direct-fired at stationary ground targets, such as important buildings in New Reno. Cho Dae, in an attempt to direct the Jaggers' aggression but not give them a weapon too dangerous to control, has purposefully damaged the tracks for the MIM-72, rendering it unable to be repaired without significant effort, knowledge, and resources—things the Jaggers lack.

### MIM-72 SURFACE-TO-AIR MISSILE SYSTEM

The MIM-72 surface-to-air missile launcher is installed on the back of the truck and can't be carried by an individual, even a Super Mutant. Its missiles are not compatible with a person-portable missile launcher.

| SCALE | HP | COVER |
|---|---|---|
| 2 | 32 | 3 |

| SPEED | PASSENGERS | IMPACT |
|---|---|---|
| 2 zones/40 mph | 3 | 8 |

| D20 ROLL | LOCATION | PHYSICAL DR | ENERGY DR |
|---|---|---|---|
| 1–6 | Chassis | 8 | 8 |
| 7-8 | Weapon | 7 | 6 |
| 9–10 | Front Left Track | 4 | 3 |
| 11–12 | Front Right Track | 4 | 3 |
| 13–16 | Engine | 7 | 6 |
| 17–18 | Rear Left Track | 4 | 3 |
| 19–20 | Rear Right Track | 4 | 3 |

| MAXIMUM FUEL | QUALITIES |
|---|---|
| 8 | All-Terrain, Cargo 400 |

| WEAPON | DAMAGE | EFFECTS | TYPE |
|---|---|---|---|
| MIM-72 surface-to-air missile | 16 | - | Physical |

| FIRE RATE | RANGE | QUALITIES |
|---|---|---|
| 0 | L | Blast, Two-Handed |

Ripsaw plans to become a local warlord, and he's started to collect other Raiders from among loners and small bands across the region. His success and his free hand in arming his people with high-quality handguns have made him popular with his followers. He intends to extort New Reno with threats and use the acquired wealth to bring even more Raiders to his side so that he can increase his forces in Tahoe and then beat the town into submission. Then, he plans to force the NCR to leave the town in his hands and extort a tax from anyone moving through the area. It should be noted that Ripsaw does not know that the NCR has access to Vertibirds and Power Armor. He's currently lucky that the Republic is busy pushing its military assets to the front line instead of dealing with an insurgent warlord.

Recently, Ripsaw's ambitions have exposed a rift among his team. **Skookum** (pg.95), an original Jagger who went along with Ripsaw's plans, has become disenchanted with his increasing brutality and thinks that it's only a matter of time until the NCR gets wind of his plans and crushes him. While she isn't ready to oppose Ripsaw publicly, she's cautiously voiced concerns to a few other Jaggers, pointing out that if even one member of the town escapes to tell their tale or one raid goes sideways, the entire operation could come crashing down before Ripsaw can recruit a full-sized army.

## THE JAGGER PROBLEM

The PC's have no small task ahead of them if they attempt to disrupt the Jaggers, as the Raiders pose a significant threat. They are organized, well-armed, and in control of Tahoe—any direct action against them will undoubtedly end in a violent confrontation, one the PCs are unlikely to be equipped to deal with. When the players discuss their plan of attack, be sure to use any NPC allies they may have to act as confidants to open up any lines of thought they may not have explored or openly offer all the information they have access to a second time to simply reiterate it.

Four specific solutions have been put forward here, but the players may come up with other clever alternatives. If these are good, they should be encouraged.

### FIGHTING THE JAGGERS

Ripsaw now has thirty-five Jaggers and recruits in his camp. They're spread out through the town of Tahoe, with at least two always posted where they can watch regular townspeople and rotating guard shifts at the Gold Digger casino to prevent escapes and uprisings. Small numbers of his band sometimes break off to raid or to scavenge, even going fishing at the lake on occasion.

Defeating the Jaggers in combat is a dicey proposition, and if gunshots are heard, they will move into high alert. They will lock the townspeople into the Gold Digger and start moving through the streets, looking for intruders. With their experience in forest hunting, they excel at tracking, and they move in cautious groups, looking out for snipers and ambushes. It's entirely possible for the PCs to wind up fighting most or all of the gang at once.

A stealthy approach has some potential. If the PCs stick to silent weapons such as bows and knives, they can fight the Jaggers in small groups, just three or four at a time. So long as they can eliminate the Jaggers before anyone shouts for help, they can pick off the groups separately. Once they start, they have to keep going: If the PCs back off to lick their wounds or regroup, the Jaggers quickly realize that they've lost people. They will set up watches and regular patrols.

If the PCs are caught in the open streets and they seem to have the upper hand, Ripsaw orders the use of the MIM-72 against them. Assuming that the PCs didn't already sabotage or steal the vehicle (**INT + Repair**, difficulty 1), the Jaggers rush to fire a missile from the launcher at the PCs. He will only use one missile, as he's nervous about wasting the other three when he needs them for his blackmail plans.

In addition, the Jaggers have two more functional alcohol-fueled motorcycles (pg.83), and if fighting breaks out in the streets, they send out riders on these to harass the PCs with a series of drive-by attacks, never stopping in one place if possible.

## *Assassination!*

The PCs might case the town and decide to assassinate Ripsaw rather than assault him directly, either by sneaking past the sentries at night or convincing one of the hostage townsfolk to deliver poison or an explosive to him at mealtime. Any nefarious plan relies on either getting into the town undetected, smuggling something deadly to Ripsaw, or luring him out undefended.

Sneaking in requires bypassing a perimeter of sentries and then dodging from building to building while avoiding notice. The outer perimeter is alert but sparse, making it an **AGI + Sneak** test at difficulty 2. Once inside the town, the PCs either need to disguise themselves as locals or keep to the shadows and avoid confrontations with the Jaggers moving about the streets. Be sure to throw a few challenges at the players, like:

- A local who spots them and tries to investigate;
- A Jagger who drunkenly stumbles into them by accident and must be tricked or silenced quietly;
- A Jagger assumes a PC to be one of the townsfolk and orders them into one of the small buildings to do manual labor.

If the PCs want to try and convince a captured townsperson to help, they will require a surreptitious meeting, made more challenging because the Jaggers don't let the settlers out. So, even getting the chance to talk to a prisoner requires the PC who intends to make the **Speech** test to have snuck into the location first. Once they have, they must pass a difficulty 2 **CHA + Speech** test, (or higher if the plan is very risky or likely to fail). If they pass, they will have an aid for whatever plan they look to enact.

Once they have access to the area and potential conspirators, the PCs may be able to eliminate Ripsaw without a stand-up fight. Some options are:

- Putting poison into his food
- Smuggling an explosive into his bedroom
- Sneaking into his room while he's asleep and putting an end to him quietly

Once Ripsaw is dead, the remaining Jaggers become disorganized, and over the course of the next three days, Skookum takes control of about half of the remaining tribe prior to making an orderly retreat into the woods to the north. PCs can take advantage of the disorder by attacking immediately; in this case, Skookum tries to arrange a surrender while attempting to retreat half of the tribe into the woods. Otherwise, the remaining Jaggers wind up in an uncomfortable stand-off with the locals, who are ready to pick a fight. If the PCs show up with guns blazing, the entire town erupts into a riot. Use this as an opportunity for a climactic battle where the PCs have a chance to liberate the Tahoans and chase off the last of the gang! When the dust settles, the PCs can interrogate any survivors or track down Skookum and her stragglers to question them further.

## EXPLOITING CRACKS IN THE STRUCTURE

Skookum and about twelve other Jaggers aren't terribly happy with Ripsaw for various reasons, ranging from his increasing megalomania to sympathy for the hostages in Tahoe. PCs who manage to make peaceful contact with her, whether by opening a dialog with one of the Jaggers or by getting captured and then speaking their piece, may convince Skookum to turn against Ripsaw. This is a **CHA + Speech** test, difficulty 3; however, she will *only* turn if the PCs agree to help her and her companions in the ensuing fight against Ripsaw. She knows that he won't back down without a fight, and she means to use the PCs to suck up as many bullets as possible when violence erupts. Skookum's "plan" is simply to stack up her team against Ripsaw's in a confrontation right in the lobby of the Gold Digger, but she listens if the PCs present a different plan with a better chance of success.

Alternatively, if the PCs are unwilling to provoke a fight between two sides, they can try to convince Skookum to simply walk away from the conflict. Her people aren't eager to do so without some compensation. The PCs need to offer them something worth

their time: Caps, food, or salvage, as long as it's enough to last a dozen travelers through the Wasteland to another city where they can start over. The Jagger turncoats also insist on taking their weapons with them. This means that the PCs need to offer the equivalent of about 800 Caps in goods and money, though with a **CHA + Barter** test, difficulty 1, they can negotiate this down to 600 Caps in value. If the PCs come through, Skookum is as good as her word; she and her band melt away the next night.

## POISON

The Jaggers are completely dependent upon Lake Tahoe for their water supply and hunting and foraging for their food. While it's not practical for the PCs to poison the entirety of Lake Tahoe, they *can* poison the Jaggers' food supply—*if* they can get into the smokehouse where the Jaggers cure their meats for storage, apply an ingested poison, and get out unnoticed.

The smokehouse is usually unlocked, but there are always at least two Jaggers in the area. Anyone trying to get inside either needs to wait for the Jaggers to be looking at something else and then try to race inside (**AGI + Sneak** difficulty 2) or make a distraction so that a teammate can get inside.

Most of the poisons listed in the ***Fallout: The Roleplaying Game*** book are injected and are less effective if eaten, but it's not hard to add Abraxo or other cleaning chemicals to the meat if the PCs have some handy. Since the Jaggers eat in shifts at irregular times, poisoning their food will affect an average of six Jaggers out at once, leaving them helpless for a full day. The Jaggers have never faced such a strategy before, and poisoning part of their warband leaves them confused, thinking at first that it must be a disease (as those are common enough in the Wasteland). It takes them a day to realize that everyone affected ate the same food, after which they try to take some precautions to make sure that their food is always under observation during preparation.

## HIJACKING THE MIM-72

The MIM-72 is currently not mobile—its drive system is completely broken down and would need to be overhauled (a job that there's no way to do on-site in Tahoe). The tracks are still intact, though, so it can be towed by a herd of brahmin, which is how Ripsaw plans to move it.

Crafty PCs may decide to hijack the MIM-72 and use its missiles against Ripsaw and the Jaggers or just fire them blindly so that it's no longer a threat. Doing so requires them to either acquire the keys (which Ripsaw wears on a chain around his neck) or break into the MIM with **AGI + Lockpick**, difficulty 3. Once the PCs have access to the MIM, it's an **INT + Big Guns** test, difficulty 2, to figure out its fire control systems; after that, they can fire at will!



## Scavenging During the Occupation

The Jaggers are mostly concentrated on the east side of Lake Tahoe, and the ruined buildings on the west side are uninhabited. This means that it's possible for PCs to take a trip around the south side of the lake and potentially scavenge there. This counts as an Average (30 minutes), partly searched (**PER + Survival** difficulty 1) location. Scavenging finds 2–4 Junk, 1–3 Oddities, 1–2 Weapons, 2–4 Clothing, 0–2 Food, and 1–3 Beverages.

# THE JAGGERS STAT BLOCKS

## Jagger Occupier

***Level 4, Human, Normal Character (31 XP)***

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

| SKILLS | | | |
|---|---|---|---|
| Athletics | 1 | Small Guns ■ | 2 |
| Medicine | 1 | Sneak | 1 |
| Melee Weapons ■ | 3 | Survival | 1 |
| Repair | 1 | Throwing | 1 |
| | | Unarmed | 2 |

(■ Tag Skill)

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 10 | 13 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 210 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 9), 2 Physical damage

**ATTACKS**

- **COMBAT KNIFE:** STR + Melee Weapons (TN 10), 3 Piercing 1 Physical damage
- **PRISTINE 10MM PISTOL:** AGI + Small Guns (TN 9), 4 Physical damage, Range C, Close Quarters, Reliable
- **CROSSBOW:** AGI + Small Guns (TN 9), 5 Physical damage, Suppressed, Two-Handed, Slow Load

**SPECIAL ABILITIES**

- **LET RIP:** Once per combat, the Jagger may 'let rip' with a volley from their 10mm pistol. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 6 total). Jaggers with crossbows can't use this ability.

**INVENTORY**

Road Leathers, Combat Knife, Pristine 10mm Pistol (50%) or Crossbow (50%), Wealth 1.
Half of the Jagger Occupiers use 10mm pistols with and the other half use crossbows. All of them have combat knives and carry thin steel wires, which they use to garrote opponents who're knocked down or incapacitated.

## *Ripsaw, Jagger Leader*

***Level 7, Human, Major Character (156 XP)***

Ripsaw has one very annoying personal foible that should come up if he winds up in conversation with the PCs: He insists on calling the town "Tahoey." He states that the signage wouldn't have the final E if there was no reason for it in the name and insists that the locals must be wrong in their pronunciation. He plans to declare himself the Lumberking of Tahoey once his position is sufficiently entrenched to force the NCR to negotiate with him. Unfortunately for him, his strategy and long-range planning aren't very solid, and while he's managed to capture Tahoe, he lacks the means to hold it against the NCR in the long term. Most of his plans have succeeded due to luck and intimidation rather than solid strategy.

| S | P | E | C | I | A | L |
|---|---|---|---|---|---|---|
| 9 | 7 | 9 | 8 | 4 | 8 | 7 |

| SKILLS | | | |
|---|---|---|---|
| Athletics | 2 | Repair | 1 |
| Big Guns | 1 | Small Guns ■ | 3 |
| Energy Weapons | 2 | Speech | 1 |
| Explosives | 1 | Survival | 2 |
| Melee Weapons ■ | 3 | Throwing | 1 |
| Pilot | 1 | Unarmed | 1 |
| | | (■ Tag Skill) | |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 20 | 15 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 240 lbs. | +2 | 7 |

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

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 10), 3 Physical damage
- **PRISTINE RIPPER:** STR + Melee Weapons (TN 12), 6 Vicious Physical damage, Reliable
- **PRISTINE AUTOMATIC 10MM PISTOL WITH FULL STOCK:** AGI + Small Guns (TN 9), 3 Physical damage, Fire Rate 4, Range C, Burst, Close Quarters, Reliable, Two-Handed

**SPECIAL ABILITIES**

- **AGGRESSIVE:** Ripsaw is quick to act when he senses prey. When Ripsaw enters a scene, immediately generate 1 Action Point. If Ripsaw is an ally, then this goes into the group pool. If he is an enemy, it goes into the GM's pool.
- **TIMBER!:** When Ripsaw reduces a target enemy to 0 hit points with a Ripper melee attack, he gains 1 AP and may make an additional Major Action. This can trigger multiple times in a turn.

**INVENTORY**

Heavy Raider Chest Piece, Sturdy Raider Leg x2, Heavy Raider Arm x2, Pristine Ripper, Pristine Automatic 10mm Pistol with Full Stock and 60 rounds of 10mm ammunition.



## *Skookum, Reluctant Jagger*

***Level 6, Human, Normal Character (45 XP)***

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

| SKILLS | | | |
|---|---|---|---|
| Athletics | 2 | Small Guns ■ | 3 |
| Energy Weapons | 2 | Survival | 2 |
| Melee Weapons ■ | 3 | Throwing | 1 |
| Repair | 1 | Unarmed | 1 |
| | | (■ Tag Skill) | |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 12 | 12 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 210 lbs. | — | — |

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

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 7), 2 Physical damage
- **PRISTINE 10MM PISTOL:** AGI + Small Guns (TN 9), 4 Physical damage, Close Quarters, Concealed, Reliable, Fire Rate 2, Range C

**SPECIAL ABILITIES**

- **AGGRESSIVE:** Skookum is quick to act when she senses prey. When Skookum enters a scene, immediately generate 1 Action Point. If Skookum is an ally, then this goes into the group pool. If she is an enemy, it goes into the GM's pool.

**INVENTORY**

Heavy Raider Chest Piece, Sturdy Raider Leg x2, Heavy Raider Arm x2, Pristine 10mm pistol with 24 rounds of ammunition.

## THE FALLOUT

Once the Jaggers are dealt with, the PCs have control of Tahoe. With the Jaggers exit, the PCs will be able to find the source of their new armaments, a series of old military crates with a faded stamp. The crates used to contain the weapons found in the Raiders hands; and can be found in Ripsaws quarters.

Assuming that the townspeople survived, they're overjoyed to be free and grateful to the PCs who helped them. The townspeople offer free home-cooked meals and lodging to the PCs and happily allow the PCs to collect various weapons from the Jaggers. While the settlers do want to keep some guns for their own defense (so that this doesn't happen again), they'll buy the weapons from the PCs for a fair price from their stash of the caps, food, and spare parts that they were able to hide before the Jaggers took over completely. The PCs can also claim the Jagger's additional motorcycles, potentially bringing them up to a total of four.

The residents of Tahoe are more than happy to write a note for the PCs and sign it to provide testimony and evidence of what happened if the PCs ask for it. If the PCs take such a report back to New Reno to show the entire plot to the various leaders of the settlement, doing so will earn them a point of Reputation for each Faction.

Should the PCs go directly to Mr. Bishop with this information, they will receive an additional reward for passing him all of the information, a replica **Chryslus Highwayman** (pg.96).

He comments that he acquired it from a collector who lovingly restored it before unwisely losing it in a high-stakes casino game. The Highwayman does, however, come with one catch: They must agree to take it south to further investigate the flood of guns pouring into the Mojave, starting with a specific threat that he's been meaning to deal with for some time; the Mordino family. He informs them that the Highwayman will be stored in a personal garage near the back of the Shark Club. When the characters elect to pick up the car, they will be met by **Fallon,** who will feed them additional information about the job and pass them the keys. Keys that will distinctly not be handed over if there is any sign of the PC's not holding up their side of the deal. When the players are ready to move to the next part of the adventure, you may advance them to **Route 95** (pg.127).

## Chryslus Highwayman

A restored pre-War car, the Highwayman is a tough piece of machinery, like the one reputed to have been driven by The Chosen One forty years ago. Indeed, it's been restored to resemble that famous car by a local historian, who sold it to Mr. Bishop recently to pay off some debts.

The outside appearance has been well-restored as it was planned to be a museum display, but the inner workings haven't been rebuilt to the same degree. It runs, but it's somewhat unreliable and inefficient. However, old workshops and garages along the highway may well provide opportunities to refit and upgrade the Highwayman during the course of the campaign.

| SCALE | HP | COVER |
|---|---|---|
| 2 | 28 | 2 |

| SPEED | PASSENGERS | IMPACT |
|---|---|---|
| 2 zones/ 50 mph | 5 | 5 |

| D20 ROLL | LOCATION | PHYSICAL DR | ENERGY DR |
|---|---|---|---|
| 1–8 | Chassis | 3 | 3 |
| 9–10 | Front Left Wheel | 1 | 1 |
| 11–12 | Front Right Wheel | 1 | 1 |
| 13–16 | Engine | 3 | 2 |
| 17–18 | Rear Left Wheel | 1 | 1 |
| 19–20 | Rear Right Wheel | 1 | 1 |

| MAXIMUM FUEL |
|---|
| 7, Special (See Nuclear Powered) |

| QUALITIES |
|---|
| Cargo 200, Exposed, Nuclear Powered (Meltdown: 12, Rugged |

If PCs remain in Tahoe, they instead receive an offer from the Crimson Caravan (**Route 395** pg.153) to do the same investigation, using a collection of repaired motorbikes (using the same stats as the Methanol Fueled Bikes pg.83), with one bike offered per PC.

Assuming that the PCs actually saved Tahoe, their Reputation there increases by 2 points. However, if they deal significant damage or cause too many townsfolk casualties in the process, they only gain 1 point.

Finally, the PCs have another clue, Cho Dae, the traveling arms dealer. They should now know that he is heading back to the south, toward communities further along the Sierra range. To find out why he was handing out pistols to gangs and what this all means, the PCs must follow his trail and visit more towns like Arsenal in the next chapter (pg.124).

The PCs can learn about Cho Dae from Ripsaw, one of his Jagger followers, or from the locals in Virginia City if they complete that side quest.



## Who is Cho Dae?

Should the PCs have cleared the Jaggers out of Tahoe without stopping to question, interrogate, or otherwise ask anyone where their weapons have been coming from, you may hit a stopping point where there is no lead to Cho Dae and, therefore, no pull to the next chapter. Should this happen, attempt to pull the PCs towards **Virginia City** (pg.117) to undertake the Side Quest ***The Hole Deal*** (pg.153) with either word of mouth about a haunted house or perhaps even a genteel invitation to dinner from one of the residents who has heard of the PCs' exploits.

Alternatively, once the Jagger problem has been dealt with, you can have Mr. Bishop reach back out to the party, regardless of whether they reported back to him or not. With word of the Jaggers' defeat having reached him, he's eager to shut down any other threats to New Reno, including an old problem rapidly growing out of control. The Mordino family, out of Silver Springs, has been openly building their forces, and Mr. Bishop fears what may happen if they continue to do so. He also has more than a slight suspicion that their newfound confidence has a connection to whoever was arming the Jaggers.

If the party has already been offered the Chryslus Highwayman (pg.96), Mr. Bishop will offer them 500 caps to deal with the Mordino problem. Or, if he has yet to offer it to them (as they didn't report back to him after dealing with the Jaggers), he will offer it as payment in place of caps.

## Strong Arm of the Lawless

Should your players decide to recover and repair the MIM-72 by some means that doesn't leave it in the hands of another Faction, they will find themselves in control of not only a highly dangerous weapon but an incredibly resilient method of travel.

This is a ***great*** opportunity to cause all kinds of problems. It's not every day that you see a tracked military missile launcher cruising down the desert trails. Anyone who sees it will tell the story far and wide. The NCR, of course, wants to get their hands on it, as do the factions of New Reno, and all of them will make "an offer you can't refuse" to the characters for it.

The initial attempts are diplomatic, with offers of large sums of caps, trade goods, and credit. If that fails, the successive attempts are via theft, ambush, or front on-assault, with the NCR sending in a squad of Rangers to put a halt to the issue. Their force will include at least one member in Power Armor, deployed via air-drop from a Vertibird.

And that's all without the Brotherhood of Steel hearing about it.

Savvy players will recognize that being petty warlords is probably more trouble than it's worth, take the money and prestige, and get back on the road. If your players are having fun tooling around with missile artillery for a while, though, let them. After all, they only have four missiles... how bad could it get?

# NEW RENO

As seen in *Fallout 2*, New Reno is a town that compares itself to its larger, glitzier southward cousin of Vegas. Filled with criminal syndicates, casinos, and vice, it's a town for spending money and getting into trouble. Read or paraphrase the following description when the players first visit.

***"The Biggest Little City in the World" is how New Reno advertises itself. Huddled at the base of the nearby Sierra Nevada mountains, the city still bears the listing, crumbling remnants of pre-War skyscrapers, but the real business happens in the low-slung gray-and-brown buildings that surround the former downtown area. The streets are busy with hustlers, hucksters, and settlers going about their business, and many of the old storefronts and homes have received ramshackle repairs for re-use. Strikingly, electric signs advertise various casinos and shops, showing that at least some parts of this city have restored the comforts of civilization… if you have enough caps in your pocket.***

By 2280, New Reno is nominally part of the NCR, but under a treaty with Mr. Bishop that gives the town a great deal of autonomy. The town pays taxes to the NCR—always somehow a smaller amount than it seems they should owe—and allows the NCR to transport troops through the city, usually luring them to spend both a little time and a whole lot of caps on the way past.

Law and order are not high priorities in New Reno. While you might be eaten by radscorpions or killed by Raiders outside of the city, within it, you'll lose your money, your clothes, and possibly your mind. The ruling syndicates of the Bishops, Wrights, and Van Graffs are primarily concerned with keeping business running smoothly, and they aren't afraid to eliminate upstarts and competitors permanently if the need should arise.

The city has no local police force; instead, security is provided directly by the Three Families, as well as by one overworked NCR Ranger and their two deputies.

Despite its sleazy reputation and its population of hardcases, New Reno does have some amenities to recommend it. Hotels owned by the three families are generally safe because nobody wants to pay for a room where you'll be robbed or killed in your sleep. The city's pre-War university is in ruin, but there's a rebuilt remnant of a geology and mineralogy industry, and the city helps to refine stone and produce concrete, brick, and ceramics.

While the temptations of New Reno are many, it's not a place that most wastelanders want to stay in for too long. The risks are simply too great. Even those who refuse its temptations may find themselves drawn into a petty conflict between drug dealers, procurers, burglars, and muggers.

### NEW RENO SETTLEMENT ATTRIBUTES

**Population:** 3,048
**Defenses:** Very Strong
**Water Supply:** Just Enough
**Denizen Outlook:** Somewhat Grim
**Starting Settlement Reputation Rank:** Neutral (rated for each of three families: Bishops, Van Graffs, Wrights)

## THE FAMILY ESTATES

Each family in New Reno conducts its business from a central location. For the Bishops, this is the Shark Club, a renovated casino that's been rebuilt and repainted. Though parts of it remain damaged, the high roller areas and the upstairs rooms of the Bishop family are carefully restored to the best of local ability. The Wrights use a family mansion on the east side of the city, which has also become a *de facto* center of housing for other business tycoons looking to join the influential world of the New Reno elites. The Van Graffs operate out of a converted car lot, with garages

for storage of their energy weapons and interior offices for business dealings. Each family treats part of the city as its personal fiefdom, and nearby businesses pay a protection tax for the privilege of operating in the shadow of the city's rulers.

## T-RAY'S CHOP SHOP

A small cadre of skilled mechanics has owned and operated a chop shop in New Reno for several decades. The Chop Shop mostly deals in stolen vehicles from unwary travelers but also does business in repairing and refurbishing vehicles for anyone who finds them and provides caps. A typical Chop Shop mechanic has Repair as a Tag skill with a total value of 12, as well as the Blacksmith Perk. PCs who acquire a motorcycle or car can bring them here for repairs.

The Chop Shop also has the tools necessary to repair the tracks on the MIM-72 if it's hauled back to New Reno…but the ruling families will "suggest" that such a military vehicle should remain in the city for its own defense rather than becoming the nucleus of a renegade nomadic force.

## THE CLINIC

The Followers of the Apocalypse established a presence in New Reno only a few years ago. Due to their constant friction with the NCR over their anarchistic leanings, the Followers cut a deal with the local powers to establish a hospital in exchange for protection from NCR harassment. At present, they use a converted single-story department store haphazardly divided into small rooms to offer urgent care. The Followers manufacture a small number of medical chems and provide medical responses in crises, especially for the indigent and for refugees; they earn their money by charging for elective care and treatment of established locals. The Three Families also subsidize the clinic in exchange for the understanding that when a family member is ill, they receive priority treatment.

In a cruel twist of fate, the clinic is next door to a ruined pharmacy that has long since been raided, but the pharmacy has a heavy security door behind which is a significant stash of medical equipment. The Followers have never penetrated the door, partly because they lack the tools and partly because they're worried about accidentally damaging the contents of the secure room if they break through by force. PCs might stumble across this while working with Neheb Leatherman in ***Old Wisdom*** (pg.80).

## NCR OUTPOST

Despite most of New Reno's 'security' being dealt with by the Three Families, the NCR does have a small outpost close to the center of town, if only to just show they're present. This outpost is manned by **Ranger Praya Singh**. The badly overworked NCR lawgiver has been tasked with dealing with direct NCR matters in the city. Her regular petitions for additional support have never come to anything resembling fruition, leaving her only able to sigh in frustration as troops pour through New Reno and south to New Vegas and the Hoover Dam.

Her two deputies, **Maverick Jackson** (a human far more confident than competent) and **Rusty Squim** (a ghoul with a knack for science who uses a modified laser gun) are always either backing her up in an argument or out knocking heads. All three are likely to blow off characters who show up claiming huge regional conspiracies and problems afoot unless they can present real, hard evidence. Even then, however, Praya is an overworked pragmatist. She is more likely to point the characters toward people who can help them solve their problems than to drop what she's doing and solve everything for them.

## GOLGOTHA

Just outside of town to the south lies Golgotha, New Reno's graveyard. Almost every grave here is a shallow one, with proper graves only issued to those with enough caps to be wanted dead in the first place. Not every corpse was laid to rest by **Lindy** (pg.69), the gravedigger; in fact, maybe a third dug their own graves. PCs with a shovel and no moral compunctions can scavenge here by digging up graves, treating this as

a Large area with a scavenging difficulty of 2. However, graverobbing tends to annoy those fond of the robbed, and PC's seen taking part in this action may damage their Reputation.

Criminals are sometimes executed here by hanging or by crucifixion. Occasionally, enforcers for the families march someone out here and give them several shots to the head before dumping them in a ditch. PCs who loiter around here are likely to see business they don't want to see, which can draw the wrong kind of notice if someone thinks that the PCs are spying on them. Someone dumping a body here may be covering up one murder already, so what's another one?

### A Den of Iniquity

As presented in ***Fallout 2***, New Reno was a town of lascivious delights and a near-constant barrage of temptations. You should get the temperature of your players about this presentation before you describe the city; there's likely little story to be gained by playing out a parade of encounters with drug dealers, sex workers, and back alley gamblers. Instead, focus on the story-driving points of the characters' visit to the city while describing the chaotic din of hustlers as a constant background element. Everyone in the city is desperate for something, and the characters' plot-central conversations are a contrast to the venial ambitions of the average street grifter.

## NEW RENO SIDE QUESTS

### SIDE QUEST: WHO'S THE MASTER NOW?

This side quest happens in New Reno, though you could modify it to take place in a different settlement if desired. If your group includes a Super Mutant, you should introduce this side quest early on, as it allows your team's Super Mutant to make a few friends and establish *bona fides* as a friendly visitor. For other groups, use this as some local color that reminds the players of the lingering aftereffects of the Master's plans for the region: Drop it in while the characters are shopping or if they've finished a meeting with one of the families but haven't started their trek to parts south yet.

***A trio of hulking Super Mutants argue with a group of local toughs outside of a storefront. Both groups gesture angrily, the Super Mutants gripping their makeshift clubs and the locals uncomfortably pointing with their guns. Common people on the street start clearing out of the way, heading inside, as it looks like this conversation may boil over into violence.***

Three Super Mutants, named Ellen, Maxy, and Pei Pei, have come to the settlement in search of help for an injured friend named Oro. The group encountered several radscorpions nearby, and while they killed the radscorpions, Oro was pinched and stung multiple times and was badly wounded. Ellen, the smartest member of the group, decided that they need medical help so that Oro doesn't die. Maxy and Pei Pei came with Ellen simply because they didn't know what else to do. The three Super Mutants can be told apart because Ellen always wears a checkered scarf around her neck, Maxy paints her fingernails in bright colors, and Pei Pei still has black hair that she ties into a pair of buns.

The three Super Mutants are survivors from the Master's former army. Having headed away from the Cathedral after the destruction of the Master over a century ago, they have lived a lonely life of scavenging and occasional raiding, usually avoiding human settlements because they frequently come under attack by regular humans. Now, though, Ellen feels that they must risk it in order to save Oro. The people of the town are suspicious, and both sides have weapons, thanks to the influx of guns handed out by Boulanger.

# The Super Mutants: Ellen, Maxy and Pei Pei

***Level 5, Super Mutants, Normal Character (38 XP)***

| S | P | E | C | I | A | L |
|---|---|---|---|---|---|---|
| 9 | 5 | 7 | 4 | 4 | 4 | 4 |

| SKILLS | | | |
|---|---|---|---|
| Big Guns | 1 | Survival ■ | 2 |
| Melee Weapons ■ | 4 | Unarmed | 2 |
| Small Guns | 3 | | |

(■ Tag Skill)

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 12 | 10 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 240 lbs. | +2 | — |

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

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 11), 4 Physical damage
- **BOARD:** STR + Melee Weapons (TN 13), 6 Physical damage, Two-Handed
- **PIPE BOLT-ACTION RIFLE:** AGI + Small Guns (TN 8), 5 Piercing Physical damage, Range M, Fire Rate 0, Two-Handed, Unreliable

**SPECIAL ABILITIES**

- **BARBARIAN:** Ellen, Maxy and Pei Pei each have +2 Physical and Energy Damage Resistance, already included above.
- **IMMUNITIES (POISON, RADIATION):** Ellen, Maxy and Pei Pei cannot suffer damage or effects from their listed immunities.
- **VETERANS OF UNITY:** Ellen, Maxy and Pei Pei are each veterans of the Unity and have been trained to rely on one another. When they are introduced to a Scene they have a group pool of 3 AP that any of them can spend.

**INVENTORY**

Each Super Mutant carries a Board and Pipe bolt-action rifle. In addition, the group collectively shares 23 caps, six chunks of radscorpion meat, two ribeye steaks, a golf club, one frag grenade, and two Common Materials.



There are several choices the PCs can make here to try and solve the problem:

- **Choose Violence**: The PCs may simply choose to attack one side or the other. If they kill the Super Mutants, the locals consider the matter settled. Attacking the locals to defend the Super Mutants earns them some friends but makes a lot of enemies; their Reputation within New Reno (or the settlement you are running this encounter in) drops to 0. Should they be working for Mr. Bishop at the time, they will be 'invited' to come to his office and explain themselves, a meeting that ends in their exile from New Reno.
- **Choose Diplomacy:** A simple **CHA + Speech** skill test at difficulty 1 allows the characters to defuse tensions enough to let the Super Mutants talk. At this point, Ellen explains what's wrong, that the Super Mutants just want help for one of their injured friends. The locals aren't inclined to help but won't stop the PCs doing so.
- **Choose Medicine:** A **PER + Medicine** test, difficulty 1, reveals that Maxy has an angry welt on her arm, which is a radscorpion sting. If it's noticed, the Super Mutant shrugs it off, saying simply that she killed the monster. Ellen then explains the crux of the situation.

If the characters defuse the situation, Ellen offers to take them to her friend, who's sleeping on a makeshift bedroll under a craggy, broken freeway overhang a half-mile outside of town, where the Super Mutants set up a makeshift camp with shabby bedrolls and a fire pit. The group arrives just in the nick of time, as another passel of radscorpions have found the camp and mean to eat the wounded Super Mutant!



## Radscorpion

***Level 7, Mutated Insect, Normal Creature (52 XP)***

| BODY | MIND | MELEE | GUNS | OTHER |
|---|---|---|---|---|
| 7 | 5 | — | — | 3 |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 21 | 12 | 1 |

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

**ATTACKS**

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

**SPECIAL ABILITIES**

- **IMMUNE (RADIATION, POISON):** A Radscorpion cannot suffer damage or effects from its listed immunities.
- **BIG:** The radscorpion is bigger than most characters. The creature receives an additional +1 health point per Level, but its Defense is reduced by 1 to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage.
- **BURROW:** A radscorpion can tunnel under the ground to strike at attackers. Burrowing into the ground takes a major action, and while burrowing, the radscorpion is not visible and cannot be targeted by attacks. It burrows two zones as a major action, moving underneath existing zones. It takes only a minor action to emerge from the ground after burrowing. A radscorpion cannot burrow through stone, metal, or wood.
- **WEAK SPOT:** If an attacker chooses to target the radscorpion's head, it ignores the creature's DR. This does not apply against hits that hit the head due to random chance.

Three radscorpions are moving into Close Range of Oro when the characters arrive. Since the radscorpions don't have ranged attacks, players might be tempted to stay back and snipe them, but the radscorpions close in on their wounded prey if the PCs don't move to intercept them. The players might suggest that the other Super Mutants tie the radscorpions up in melee to keep them from reaching their fallen friend, a tactic they take too eagerly. Otherwise, the PCs will need to dive into the fray themselves, or else the radscorpions rush Oro to cut her into bite-sized pieces.

Even if the group defeats the radscorpion, the Super Mutants don't know what to do next; Oro is still in a bad state, feverish and with seeping wounds where she was stung. A **PER + Medicine** skill test at difficulty 1 allows a character to remember that Super Mutants aren't affected by poison, so Oro's problem isn't the poison from the stings but the trauma from the attack itself. Oro has 0 hit points and injuries to both legs and her torso. She is currently stable thanks to some lucky first aid from her associates, but in a fragile state: Any further harm causes her to start dying again.

The PCs can attempt to help heal her, but should the characters fail to assist Oro with their medical skills, they need someone else's help. They can seek a doctor willing to assist them, which is a tall order because what doctor in town is going to risk traveling out into the wastes with strangers to help a Super Mutant? Otherwise, they need medical supplies that can stabilize Oro, like a stimpak. Either way, they likely need to return to New Reno to barter with someone; a medic won't make a risky trip like this without the promise of at least 30 caps in payment and a successful **CHA + Speech** skill test at difficulty 1.

If the characters manage to save Oro either alone or with help, they earn the gratitude and respect of the Super Mutants, who declare them friends. The Super Mutants still distrust humans and are unwilling to enter a town (especially after the poor reception that they initially received), but Ellen tells them that they've at least shown that maybe not all strangers are bad. Ellen further explains that since the destruction of the Master, she and her friends have wandered the Wasteland just looking to survive, but everyone and everything keeps trying to kill them. She is distraught over the destruction of the Unity and does her best to care for the rest of her cadre, but she feels that she can never replace the Master.

The characters can give Ellen advice or not at their whim; she's not especially intelligent but also not as intellectually challenged as the newer breeds of Super Mutants, so she accepts their advice readily. She has no interest in joining the party; she just wants to find a place where Super Mutants can survive and be useful.

## THE FALLOUT

If the characters killed the Super Mutants, the locals congratulate them on protecting their town and scrounge up a reward of 120 caps. A few folks about town will also offer to buy the team a round of drinks at the local saloon. The group gains a +1 bonus to Reputation in the settlement.

If the characters saved the Super Mutants, Ellen and her cohorts go on their way in search of a new place to live, but not before they reward the characters with a **Golf club** and a **Frag grenade**. The characters are also free to butcher the radscorpions that they killed, if they exercised that option. Afterward, the mutants head northeast and away from human-settled lands.

If the characters talked down the initial conflict, saved the Super Mutants, *and* went back to town and explained what caused the problem in the first place, the local townspeople grudgingly realize that perhaps the Super Mutants aren't so bad. The characters earn both sets of rewards (120 caps, +1 settlement Reputation, one **Golf club**, and one **Frag grenade**), and Ellen and her cadre decide to stick around for a while to see if they can pick up odd jobs. Eventually, the Super Mutants become residents, doing jobs like helping guard the town from Raiders and tearing down junk and rubble to make way for new construction.

## Recurring Mutants

Since the wanderers are likely to return to New Reno a few times during their quests, the Super Mutants make excellent recurring characters. If the characters helped the mutants, they return the sentiment, but they also share their problems and ask for advice or help: How to fit in, how to earn enough caps to purchase things that they want, how to avoid getting fleeced by con artists and pickpockets without killing someone and bringing down security on their heads. If the players refused to help the mutants, their reappearance is a chance to let the group turn things around, as the mutants struggle to adapt to the city and have no friends or allies.



## New Weapon: Golf Club

| NAME | WEAPON TYPE | DAMAGE RATING | DAMAGE EFFECTS | DAMAGE TYPE | QUALITIES | WEIGHT | COST | RARITY |
|---|---|---|---|---|---|---|---|---|
| Golf Club | Melee Weapon | 4 | — | Physical | Two-Handed | 2 | 50 | 1 |

| MOD | NAME PREFIX | EFFECTS | WEIGHT | COST | PERKS |
|---|---|---|---|---|---|
| Spiked | Puncturing | Gain +1 damage, Vicious | +1 | +7 | Blacksmith 3 |
| Bladed | Sharp | Gain +1 damage, Persistent | +1 | +6 | Blacksmith 2 |
| Heavy club | Heavy | +1 damage | +1 | +4 | Blacksmith 1 |

## SIDE QUEST: CLOWN SHOES

This side quest takes place while the characters are going about business in New Reno. It can happen in the streets outside of any establishment. Read or paraphrase the accompanying text.

> *You spot a man in multicolored attire with puffballs attached to the front, a large green wig, and a face covered in white paint with red triangles around his eyes and a broad red oval around his lips. He has oversized shoes and a shabby, long-tailed overcoat. Most notably, though, he is in the midst of suffering a serious beating from a pair of goons in suits of the kind associated with the mob families of New Reno. "Where's the money, clown?" one of the goons asks him in between punches.*

"Benny," the alias of **Benson White**, works as a clown in New Reno. The city is just large enough to provide opportunities for him to entertain with comedic routines, stand-up, and even for the occasional child's party, typically for well-to-do families. It's not a lucrative career, but as the only working clown in the city, it's an exclusive one, and it keeps him in enough caps to pay the rent in his shabby lifestyle, just a step above the austerity of the Wasteland.

Benny has unfortunately taken the fall for the recent robbery of the Shark Club, the Bishop family casino. Strangely, the robber wore a clown suit and mask, hitting the casino during a 2 AM shift change, killing one guard and wounding another with a Submachine gun before fleeing. The robber escaped pursuit, but the Bishop family muscle took it upon themselves to find the local clown with the assumption that Benny committed the deed.

Of course, Benny is innocent; he was set up by the real robber, **Vincent "Moose" Mulligan**, one of the Bishop guards. Using his knowledge of the casino's security and schedule, Moose decided to perform a one-man heist. Moose isn't especially clever, but he's a tough customer, and he knows that as a low-level security henchman, he's unlikely to ever become rich. He decided to take advantage of his position to steal several hundred caps and over a thousand in NCR scrip.

While clown costumes aren't exactly easy to come by, there's not much demand for them, and Moose was able to scrounge up an outfit that was close enough to pass muster. Once he fled the casino, he ditched the coat, the wig, and the mask, hid the loot, and then returned to "help the search."

A couple of days later, word trickled back to the Bishops that Benny had been spotted working a street corner for spare caps, and Vincent took the initiative to go rough him up. He brought along one of his fellow casino guards, **Beatrix Cotter**, for backup and to witness the scene. Beatrix doesn't know that Vincent was the real thief and assumes that Benny must be guilty, as there aren't any other (actual) clowns in the town.

The players might decide that this isn't their problem or that they don't want to cross the Bishops and simply leave well enough alone. In that case, Moose drags Benny back to the Shark Club for further questioning. Of course, Benny doesn't know where the money is since he didn't take it; this leads to his eventual demise.

### STEPPING UP

Should the characters involve themselves, Vincent is initially rude and dismissive. He tells them that they should leave matters alone because "This is Bishop business…" and the PCs don't want to be on the wrong side of one of the ruling families of New Reno. Beatrix watches impassively and says nothing unless a character speaks directly to her.

Of course, Vincent won't do anything to incriminate himself, but the characters might eke out some useful information by asking questions. They must get involved if they want to save Benny's life. Vincent, after all, just needs a patsy; if the money isn't found, eventually, the Bishops will write it off and stop looking.

The characters can also ask Beatrix for her side of the story. She tells them in a clipped, no-nonsense fashion that she's just here as backup. She says that she was present at the robbery but was in a backroom and didn't get out in time to stop the thief. When Vincent told her that he'd heard the location of the thief and

was going to confront him, she jumped at the chance to come along and be part of the solution (which is, after all, a good way to be noticed doing work for the family).

Benny is badly injured and blubbers helplessly, begging the players to save him and swearing that he never took any money. He even offers to take everyone to his apartment and let them search it to show that he's sincere. Since he's telling the truth, this should be evident to the characters if they question him and use an Action Point to ***Obtain Information***. If the group agrees to search his apartment, they find that Benny lives in a ramshackle, partly rebuilt tiny domicile on the south side of town, with minimal amenities and only a few caps of savings in a dented coffee can. Vincent makes a show of tossing the place but eventually admits that the money isn't there and, unless stopped or convinced otherwise, resumes trying to extract a confession from Benny.

The easiest way to stop the violence is for the characters to state that they're working for Mr. Bishop. This causes Beatrix to agree to answer their questions and makes Vincent surly but grudgingly cooperative. (In truth, he is fearful of being caught, and if the PCs are "outside contractors," he's uneasy about complications that could blow his ruse.)

## PUTTING TOGETHER THE CLUES

Once the characters commit to this case, they need clues to figure out what happened. There are several to help them arrive at the truth:

- **Benny's Recount:** Benny swears that he was asleep at the time of the robbery, but he has no witnesses to his alibi. His next-door neighbor, **Loren Cole**, an elderly man who makes a living as a bone carver and prospector, reports hearing snoring from Benny's apartment that night, though.
- **Beatrix's Recollection:** Beatrix got a glance at the clown during the altercation, while Vincent claims he wasn't there (it wasn't during his shift, which is usually during the day). If Beatrix is questioned about the suspect, she notes that the thief wasn't wearing clown shoes (he would never have been able to run away if he was), and he was wearing a faded latex mask with a wig instead of make-up. Beatrix doesn't volunteer this information, but she has no reason to hide it from the players, so she reflects a moment and then coughs it up if asked.
- **Timetables:** Beatrix also grudgingly reveals that the thief seemed to know the casino's security schedules. She points out that anyone planning a heist in advance would know this just by watching the Shark Club for several nights, but admits that it could also point to an inside job.
- **Doesn't add up:** If Benny made it out with all of the money, why didn't he skip town? He has no spouse and no dependents. With hundreds of caps plus a bundle of NCR scrip, he could've easily fled to another community and settled down to a lucrative life. Why stay in New Reno and risk being caught like this?

If the players voice any suspicions due to the above information, Vincent will keep pushing to simply execute Benny. He knows that if the clown is taken back to the Shark Club, continued interrogation will turn up nothing (since Benny knows nothing), and other mobsters may become suspicious.

Once they have more information, the PCs can try a few different solutions to solve the issue:

- **Call Vincent out:** If the PCs announce that they suspect that Vincent was involved somehow in the heist and succeed in a **CHA + Speech** test, difficulty 3, he admits to the theft but says that he'll split the money three ways and that everyone should just get out of town. Beatrix is shocked by this admission and refuses to go along, turning the situation into a standoff— she intends to turn him in and recover the money, while Vincent decides that he must kill her to make his escape. Each of them demands the PCs' help; Vincent offers to cut them in fifty-fifty, while Beatrix says that it would be unwise for them to bring down the wrath of Mr. Bishop. The characters can decide how to play the situation out; if they incapacitate Vincent and turn him over to the Bishops, Beatrix receives a commendation and a promotion to a better shift, and the characters receive a reward of 150 caps. If they side with Vincent, he eventually leads them back to his stash, but he tries to escape (or kill them if he thinks he can get the upper hand).

- **There goes the clown:** The players might convince Vincent and Beatrix to let Benny go and then surreptitiously follow the clown (**CHA + Speech** difficulty 1) in hopes that he'll go back to the stash. Of course, since Benny didn't commit the heist, there's no stash for him to return to. If this plays out, after two days, Beatrix becomes convinced that Benny is innocent, but barring other clues, she doesn't know who's responsible. She only realizes the truth when Vincent leaves suddenly without notice, taking the loot with him and fleeing east with the expectation that nobody will follow him if he takes the desert route, only to die in the desert. (You could, of course, have the players stumble across his body in the lonely wastes later, underscoring his grim fate.)
- **Watch the watchers:** The players might convince Vincent and Beatrix to surveil Benny but use that as an excuse to keep an eye on Vincent and Beatrix instead (also **CHA + Speech** difficulty 1). Beatrix goes about her usual business as an enforcer and guard for the Bishops, but after two days, Vincent returns home, takes out the secret stash, throws some bottled water and ammunition into a bag, and sets out across the desert to the east late at night. The players can chase him down and confront him, but if they don't, he eventually succumbs to the desert wildlife.

Depending upon how they play the scenario out, the characters might wind up with the stash of money, or they may return it to the Bishops. Returning the cash earns them a courtesy reward of 150 caps and increases their Reputation with the Bishops by 1, whereas keeping the money (**Where's the Money?** page opposite) is its own reward.



## *Where's the Money?*

Vincent keeps the stash hidden in his room, a dilapidated hotel room located several blocks from the Shark Club. He has a nonfunctional mini-fridge in the room, where he's placed the bag of 557 caps and $1,220 in NCR scrip.

Vincent was clever enough not to keep the incriminating costume pieces: the clown jacket, mask, and wig were hurled into the various alleyways of the city on his way home. However, a lucky passerby may find those pieces and, with a **LUC + Survival** skill test (difficulty 2), could follow the trail of discarded clothes back to the same street as Vincent's home.

### THE FALLOUT

If the characters are particularly sympathetic to Benny, the clown expresses an interest in helping them as payback for them helping him. Benny is a comical figure, prone to puns and flat jokes, and sometimes, it's hard to tell if he's engaging in deliberate physical comedy or just clumsy. As a settler from the city, he has very little survival experience, and simply keeping him alive may be a chore for a while. With time and practice, he can learn and become a valuable ally, but he always keeps a wisecracking, comical side, and he expresses his hope that once things settle down, he can go back to making children smile and laugh again.

Benson has a few surprising skills. He excels at juggling and trick throwing, usually with rings or plastic flowers, but he can also use throwing knives with as much proficiency as he uses juggling pins.

## 'Benny' Benson White

***Level 1, Human, Normal Character (10 XP)***

| S | P | E | C | I | A | L |
|---|---|---|---|---|---|---|
| 4 | 6 | 4 | 7 | 5 | 6 | 3 |

| SKILLS | | | |
|---|---|---|---|
| Athletics | 2 | Speech ■ | 2 |
| Barter | 2 | Throwing ■ | 2 |
| Repair | 3 | Unarmed | 1 |

(■ Tag Skill)

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 5 | 12 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 170 lbs. | — | — |

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

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 5), 2 physical damage
- **WEIGHTED RUBBER CHICKEN:** STR + Melee Weapons (TN 4), 2 physical damage
- **JUGGLING PINS:** AGI + Throwing (TN 8), 3 physical damage

**INVENTORY**

Weighted rubber chicken, 3 juggling pins, spring-loaded plastic flowers, lapel squirter, clown suit, Wealth 1.

| NAME | WEAPON TYPE | DAMAGE RATING | DAMAGE EFFECTS | DAMAGE TYPE | QUALITIES | WEIGHT | COST | RARITY |
|---|---|---|---|---|---|---|---|---|
| Weighted Rubber Chicken | Melee Weapon | 2 | — | Physical | — | 1 | 10 | 3 |
| Juggling Pin | Thrown Weapon | 3 | — | Physical | — | ½ | 10 | 3 |

The Weighted Rubber Chicken can accept one of the following Modifications: **Extra Weighty, Spiked.**

| MOD | NAME PREFIX | EFFECTS | WEIGHT | COST | PERKS |
|---|---|---|---|---|---|
| Spiked | Puncturing | Gain +1 damage, Vicious | +1 | +7 | Blacksmith 3 |
| Extra Weighty | Heavy | +1 damage | +3 | +4 | Blacksmith 2 |

The Juggling Pin can accept one of the following Modifications: **Bladed, Party Favor.**

| MOD | NAME PREFIX | EFFECTS | WEIGHT | COST | PERKS |
|---|---|---|---|---|---|
| Bladed | Sharp | Gain +1 damage, Persistent | +1 | +6 | Blacksmith 2 |
| Party Favor | Surprising | Change to Weapon Type Explosive, +3 damage, Gain Blast and Thrown [M]. | +1 | +4 | Blacksmith 1 Demolitionist 1 |

## SIDE QUEST: FOOL'S GOLDEN GLOVES

This side quest starts while haggling, shopping, or socializing in New Reno, public activities that end in the PCs stumbling across a rather friendly local **Bumper Carr**. A short, talkative man who apologizes profusely after literally bouncing off one of the characters, after checking his pockets to see if anything has been lifted, Bumper strikes up a conversation. He tells the characters that he's a local who grew up in New Reno and has lived here all of his life. He gladly answers questions that they may have about the ruling powers and can even tell a little bit about the nearby settlements of Tahoe, Carson, and Virginia City.

After he puts the characters at ease, Bumper makes an offer. He tells the characters about a boxing match that he plans to visit the same evening—he was tipped off that the match is rigged, and he knows who's going to win. His girlfriend has decided that he's taking her to dinner, though, so he can't make it to the match. Bumper then offers them $100 NCR to bet on the boxer who's slated to win, **Lucius Cobb**, and tells the characters that if they are willing to place the bet for him, he'll meet them up at the same place tomorrow to pick up his share of the winnings. The PCs then receive a small red ticket with a number scrawled on it, usable for admission, and Bumper tells them that the match will take place in a building adjacent to the ruined art museum in midtown.

The building is exactly where Bumper describes, and there's even a pair of toughs checking tickets at the door. A fair crowd has gathered, and the PCs will have to wait a few minutes to even reach the bouncers, so have a moment to consider if they wish to head inside or pocket the cash and leave.

If the characters pocket Bumper's money and go on their way, they don't see him again, and that's the end of that. But should they stay, they are searched for weapons—with everything barring the occasional knife taken and locked away in a nearby strongbox, playfully called the coat check. PCs wishing to hide smaller firearms or melee weapons no larger than a pistol will need to succeed on an **AGL + Stealth** test at difficulty 2.

### WRIGHT AND WRONG

Once they're searched and allowed to pass, they'll be greeted just past the main door by a waitress offering various beverages to purchase. The characters have only a few minutes to place bets. The other guests are, like the characters, visitors to New Reno or traveling merchants who got wind of the match and decided to take in a little excitement.

The interior is a dilapidated office space with a couple walls knocked through and a makeshift chainlink arena inside, as well as two side doors and hanging lighting. The room is set for a match between the aforementioned Lucius Cobb and his opponent, **Maverick Bauer.**

Lucius is a well-built black man in his mid-to-early 20s with fast footwork and long arms, while Maverick is a mustachioed white man with several scars on his arms and shoulders, a constant sneer carved onto his face. Both men wear boxing trunks and already sit in the ring as two dozen onlookers pack around the fences, placing bets with the bookie who eagerly pushes 5-to-1 odds against Lucius.

The match is, of course, a con. After two rounds of bare-knuckle boxing, the main doors burst open, with the now unconscious door guards hitting the floor hard as four gangsters rush in. Another pair of gangsters come in one of the side doors, and they start shouting that this is an unsanctioned match in Wright territory. People panic and scream, the boxers stop fighting and look confused, and the gangsters shoot the ceiling a few times for effect and shout for everyone to put their hands up. A few of the attendees pull their own hidden weapons, and the players are only a few seconds from the lead flying.

As this happens, one of the other attendees points to the side door and shouts, "Quick! Run for it!" Some of the attendees fall to their knees or raise their hands, but this one and a few others run for the side door, which is not covered by the Wrights.

## CHEESE IT!

If the PCs run for the side door, they hear a few more gunshots, but thanks to the mass of bodies pushing for the same exit, they rapidly make their way through into the city streets. From there, a few shots will be fired out of the door, encouraging the attendees to flee—ask the players to make an **AGI + Stealth** roll or a **PER + Survival** roll to navigate the streets and escape pursuit. The results don't matter, but the difficulty is set at 1, with no penalty for failure.

In truth, the Wrights aren't chasing them. Instead, the gangsters and organizers are all in on this together, and none of them are actually Wrights. Their entire plan is that the attendees will flee, counting themselves lucky to escape, leaving behind the money that they bet on the boxers and abandoning their weapons left at the door. They won't go to the Wrights for recompense because then they'd be in trouble for participating in an unsanctioned match in Wright territory.

## NOT TODAY, YA' GOOMBA!

Should the characters choose to stand and fight, four "Wright" gangsters come in through the main door, with two more at the side door. None of these **Gun-toting Goons** (see page opposite) have any plan to stick around to get shot, though; if the characters put up stiff resistance, they retreat back into the streets.

If the characters fight off the gangsters, they eventually discover the nature of the con because the boxers, the door guards (who aren't actually injured), the bookie, and the waitress are all in on it. Shaking them down for their money nets a total of $563 NCR, 67 caps, and a working silver pocketwatch. The characters can also collect their weapons and ammunition.

Alternatively, the characters might decide to turn over the con artists to the actual Wrights. The Wrights gladly take the offenders into custody (never to be seen again) and reward the characters with $250 NCR, 12 rounds of 9mm ammunition and 12 rounds of .45 ammunition, and vouchers redeemable at a Wright-owned local restaurant ("The Wright Stuff") for a one-off all expenses covered steak dinner. The PCs also gain 1 Reputation with the Wrights.

### *Gun-Toting Goons*

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

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

| SKILLS | | | |
|---|---|---|---|
| Medicine | 1 | Sneak | 1 |
| Melee Weapons ■ | 2 | Survival | 1 |
| Repair | 1 | Throwing | 1 |
| Small Guns ■ | 2 | Unarmed | 2 |
| | | (■ Tag Skill) | |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 8 | 11 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 210 lbs. | 0 | 0 |

| PHYS. DR | ENERGY DR | RAD. DR | POISON DR |
|---|---|---|---|
| 1 Arms, legs, torso | 1 Arms, legs, torso | 0 | 0 |

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 8), 2 Physical damage
- **TIRE IRON:** STR + Melee Weapons (TN 8), 4 Physical damage
- **PIPE GUN:** AGI + Small Guns (TN 8), 3 Physical damage, Range C, Fire Rate 2, Close Quarters, Unreliable

**SPECIAL ABILITIES**

- **LET RIP:** Once per combat, the Gun-toting Goon may 'let rip' with a volley from their Pipe Gun. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 5 total).

**INVENTORY**

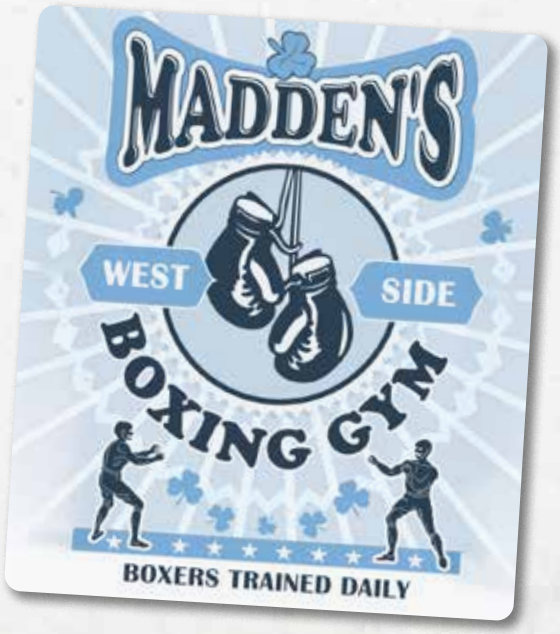
Road Leathers, Pipe Gun, Tire Iron, Wealth 1

## THE FALLOUT

If the characters ran for it, they may be out some money, but they may also count themselves lucky to have escaped. If they fell for the con and engaged in betting with their own money or gear, it's gone—claimed by con artists or sold to pawnbrokers and scattered across the city.

**Chasing Down the Conman:** Bumper, predictably, never shows up the next day, but if you want to give the players a chance to earn back their lost caps, they might run into him by chance (say, by spending a Luck point). In this case, Bumper runs as soon as he spots the characters, so they either need to chase him through the streets (**END + Athletics**) or sneak up on him (**AGI + Stealth**), difficulty 1 in either case, in order to catch him and get him to reveal the hideout of his fellow confederates. He quickly breaks down and reveals that giving them the $100 NCR was a sweetener to make them think that the whole thing is legitimate. After all, if they use it to bet on the boxer and then get scared off, he'll get the money back anyway!

Bumper can lead the characters to the wrecked convenience store in the south side of New Reno (in Mordino territory) that the group's turned into a hideout, where the characters can face down the con artists: two boxers, two "door guards," six fake Wright gangsters, a waitress, and a bookie. Only the guards and the fake Wright gangsters carry weapons.




## *Con Artists*

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

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

| SKILLS | | | |
|---|---|---|---|
| Athletics | 1 | Small Guns ■ | 2 |
| Barter | 1 | Speech ■ | 2 |
| Melee Weapons | 2 | Survival | 1 |
| Repair | 1 | Unarmed | 1 |

(■ Tag Skill)

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 9 | 10 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 200 lbs. | 0 | 0 |

| PHYS. DR | ENERGY DR | RAD. DR | POISON DR |
|---|---|---|---|
| 1 Arms, legs, torso | 1 Arms, legs, torso | 0 | 0 |

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 7), 2 Physical damage
- **MACHETE:** STR + Melee Weapons (TN 8), 3 Piercing 1 Physical damage
- **DOUBLE-BARRELED SHOTGUN:** AGI + Small Guns (TN 7), 5 Spread, Vicious Physical damage, Range C, Inaccurate, Two-Handed

**SPECIAL ABILITIES**

- **LET RIP:** Once per combat, the Con Artist may 'let rip' with a volley from their Pipe Gun. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 5 total).

**INVENTORY**

Road Leathers, Double-Barreled Shotgun, Wealth 1

**Stumbling Across Your Goods:** If one of the characters had a notable, distinctive item that they bet and lost, they might spot it in the hands of a different person while out and about in town. Their gear was spread around several pawnbrokers, who'd already started selling it to other people. The new owner of the stolen item, an everyday laborer, is disinclined to part with it after spending hard-earned caps on it but agrees to sell it if the characters are willing to negotiate. (Of course, the Wasteland is a hard place, and the characters might just take it.) Most importantly, this provides an opening for the players to learn where their possessions were sold, but raiding a heavily armed pawnbroker's store is probably too dangerous for them. At least they can buy back anything that they really need.

## SIDE QUEST: THE DEVIL AND THE DEEP BLUE SEA

This quest becomes available once the players reach Tahoe and can start both before and after they deal with the Jaggers, as this problem is separate from them. Before the Jaggers arrived, one of the residents, **Mickey Carlton**, raised small clumps of mirelurks at the edge of the lake in an attempt to create a sustainable food source. He would butcher the mirelurks shortly after hatching, long before they could become too dangerous, then make crab cakes and trade the leftover mirelurk flesh. Mickey, unfortunately, met his end when the Jaggers took over the town, and his last crop of mirelurks weren't harvested in time…meaning the hatchlings have become aggressive.

Should the PCs pass close to the lake, their first sign of trouble is when they hear a scream for help and spot a local—**Zafira Najjar**—fleeing from a pair of mirelurk hatchlings. Killing a couple of mirelurk hatchlings (pg.113) should prove no issue to any group of PCs at this point, and they may even have alternative means of removing them as a threat. Once they do, they can turn their attention to the startled but thankful Zafira. If asked, she doesn't know where they came from, only that they scuttled out to snap at her while she was going about her daily chores (collecting wood for cooking from the redwoods near the lakeside). Zafira can relate information about Mickey's former business; she remembers him selling his mirelurk patties, though she doesn't know where he got them. Inquisitive characters can garner directions to Mickey's old home (a repurposed half-destroyed diner) with a **CHA + Speech** test at difficulty 1.

The diner is only a short walk away and completely uninhabited—seemingly so for some time, and with so little to offer that it seems to have completely avoided the Jaggers' notice. Searching Mickey's old home turns up little, just his bedding, a couple of clean pairs of socks, a knife, and three bottlecaps on a nightstand.

### *Where do hatchlings come from?*

If the PCs try to determine where the mirelurks came from after visiting the diner or in response to meeting Zafira, they can make an **INT + Science** test, difficulty 1, to recall that mirelurks hatch from waterborne eggs, primarily laid in muddy patches in or near water, so the lake's a natural place to check.

When it comes to finding the hatchlings' spawning location, the PCs will turn to the lake, and while it is large, the group can easily just follow the perimeter, no test required. On the eastern edge of the lake, they eventually find the spawning grounds, where eighteen hatchlings forage for food and rush to eat anyone who comes too close. The hatchlings swarm if they notice any prey, making them dangerous, if only due to sheer numbers.

The spawning grounds are a patch of muddy ground at the lake's edge, where the eggs are placed haphazardly atop piles of muck. Tall redwoods surround this part of the lake, and a few ruined husks of houses sag nearby, providing the PCs with plenty of difficult terrain and cover to block the hatchlings' advance. The hatchlings lack ranged attacks and aren't very tough, but they swarm toward the nearest prey once alerted.

## *Mirelurk Hatchlings*

***Level 1, Mutated Crustacean, Normal Creature (10 XP)***

| BODY | MIND | MELEE | GUNS | OTHER |
|---|---|---|---|---|
| 4 | 4 | 1 | — | 1 |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 5 | 8 | 2 |

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

**SPECIAL ABILITIES**

- **IMMUNE (RADIATION):** A Mirelurk Hatchling cannot suffer damage or effects from its listed immunities.
- **LITTLE:** The hatchling is smaller than most characters. The creature's normal HP decreases to Body + ½ level (rounded up), but its Defense increases by 1. Further, it is slain by any hit that inflicts an Injury.
- **AQUATIC:** The hatchling can swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.

**INVENTORY**

**BUTCHERY:** Scavengers can butcher a dead hatchling with a successful END + Survival test with a difficulty of 0. This yields 1 portion of mirelurk meat.

### THE FALLOUT

Killing all of the hatchlings provides its own rewards (experience and the opportunity to butcher them for meat). The spawning ground still has two dozen unhatched eggs, which the PCs can destroy or leave for the locals to harvest later when they hatch. Defeating the hatchlings and then relaying the location of the eggs to the locals grants a +1 bonus to Tahoe's Reputation, regardless of the town's occupation. Mirelurks are good eatin', after all.

If the players complete this side quest before displacing the Jaggers, the bonus to their Reputation may help to thaw relations a bit. The Jaggers enjoy the amenities of living in a settlement, and mirelurk crab cakes are delicious, at least when compared to two-hundred-year-old canned food. While a few crab cakes won't prevent Ripsaw from going ahead with his ill-formed plans, the characters can parlay this into the opportunity to meet with Skookum and convince her that it may be in her best interests to overthrow Ripsaw and then negotiate a peaceful conclusion. Doing so requires the players to make a convincing argument (with a **CHA + Speech** test, difficulty 3) and then aid Skookum in the firefight that ensues in the Main Quest (pg.90).



# CARSON

About thirty-three miles due south of New Reno, Carson is a day and a half of vigorous hiking away or just a few hours by motor vehicle. While nearby Virginia City prides itself on its beautiful and intact Victorian-style homes, Carson has more of a Western vibe, with rustic wooden buildings of newer haphazard construction interspersed with empty lots and chunks of rubble. The eastern side of Carson is largely cleared due to the industrious efforts of its

inhabitants, who raise brahmin, rabbits, and goats and export meat, hides, and glue. The settlement even boasts a two-room school, a church, and a jail.

Carson's inhabitants are easygoing and tolerate many people coming through their town. Unbeknownst to them, some of these travelers are members of the Jaggers, heading north to raid caravans and travelers, but even if they knew, the locals probably wouldn't care much. They keep their heads down and mind their own business. Local business is good; Carson boasts not one but two saloons stocked with both local agave and Wright whiskey imported from New Reno, a general store, and a dance hall.

Unlike many other settlements in the region, Carson does have local law: The town's sheriff, **Black Eye**, is a ghoul who has won eight gunfights by the simple means of getting shot and simply shrugging it off before plugging their enemy. Black Eye has a trio of deputies who help to keep the town orderly, track down thieves and raiders, and remind travelers coming through that fights aren't tolerated in the town limits.

### CARSON SETTLEMENT ATTRIBUTES

**Population:** 337
**Defenses:** Moderate (3)
**Water Supply:** Stocked (4)
**Denizen Outlook:** Satisfied (3)
**Starting Settlement Reputation Rank:** Neutral (2)



## *Black Eye, Sheriff of Carson*

***Level 6, Ghoul, Notable Character (90 XP***

Black Eye is of ambiguous gender, and they stopped caring about such matters a few decades back. They're a no-nonsense individual who tackles the town's problems in a terse, practical manner. The townspeople have long since learned to appreciate Black Eye's efficiency and economy of speech, and the ghoul has a strong reputation for facing down rowdies and troublemakers. Black Eye carries a pair of .357 Magnum revolvers with Hair Trigger receivers and uses them with ruthless efficiency in gunfights.

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

| SKILLS | | | |
|---|---|---|---|
| Athletics | 2 | Sneak | 1 |
| Melee Weapons | 2 | Speech ■ | 2 |
| Repair | 2 | Survival ■ | 2 |
| Small Guns ■ | 4 | Unarmed | 2 |
| | | | (■ Tag Skill) |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 18 | 15 | 2 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 210 lbs. | 0 | 2 |

| PHYS. DR | ENERGY DR | RAD. DR | POISON DR |
|---|---|---|---|
| 6 (Arms, Legs, Torso) | 9 (Arms, Legs, Torso) | Immune | 0 |

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 8), 2 Physical damage
- **HAIR TRIGGER .357 MAGNUM REVOLVER:** AGI + Small Guns (TN 13), 5 Vicious Physical damage, Range C, Close Quarters, Reliable

**SPECIAL RULES**

- **IMMUNE (RADIATION, POISON):** Black Eye cannot suffer damage or effects from their listed immunities.
- **GHOUL:** Black Eye is healed by radiation and regains 1 HP for every 3 points of Radiation damage prevented by the Immune (Radiation) ability.
- **HAIL OF GUNFIRE:** Once per turn, after making an attack with their .357 Magnum Revolvers, Black Eye may spend 1 AP to make another attack with the same weapon.

**INVENTORY**

Sturdy Leather Armor (arms, legs, chest), Hair Trigger .357 Magnum Revolvers (x2), Wealth 1.

### ARRIVING IN CARSON

Faded photos and billboards of cowboys and wooden western towns immediately spring to mind as Carson comes into view. The aged and sagging ruins common to other settlements have, in many places, been cleared away, leaving a broad road running between more recent construction. Haphazard but functional use of repurposed material gives rise to clean storefronts with apartments above, hand-lettered signage declaring a variety of businesses, and even a school. The hard-bitten inhabitants wear functional, heavy-duty clothing, including work boots and gloves made from leather. The entire place has the attitude—and the smell—of a brahmin town.

## SIDE QUEST: THE JET STREAM

This quest can be started at any time while the PCs are visiting Carson. Midway through a day, either when looking to leave, shopping, or engaging in another activity, the characters are approached by a broad-shouldered young man who strikes up a nervous conversation with them. **Vernon** is a farmhand who's interested in wooing a local sweetheart (named **Sam**) but needs some extra cash for their venture. Vernon offers to sell the PCs several chems: up to six doses of Jet Stream (a modified version of Jet produced in Silver Springs pg.129) and an equal quantity of Psycho. He'll sell for as low as 75% of the usual trade value (with a **CHA + Barter** test at difficulty 1) but stammers and looks over his shoulder the whole time.

If the PCs buy some or all his stock, he gives them a big smile and thanks them quite genuinely. If they ask where he got the chems, he evades the question and says, "Oh, you know, just…had them lying around, never gonna use 'em." and continues to dodge any follow-up questions.

If the PCs refuse him, he looks dejected but says that he understands.

If the PCs make use of ***Obtain Information*** to determine more about Vernon, they realize he has no idea what the chems are actually worth and is eager to get rid of them for some reason or another. As eager as he is, however, he figures that it would be mad to not make some caps for his spoils. The PCs may also note by ***Obtaining Information*** that the Jet inhalers aren't something manufactured locally.

Any way that the situation progresses, Black Eye comes nosing around later that same day, tipped off to the situation via either noticing that Vernon is suddenly flashing caps he shouldn't have, seeing him trying to flog more chems, or even due to simply hearing about the trade-off. Whatever the reason, it takes barely an hour for Black Eye to toss Vernon in jail and swiftly track down the PCs, asking for their side of the story (though they will not pursue the PCs outside of town, instead waiting for them to return before pressing on). Unless the PCs leave Carson within three hours of meeting Vernon, Black Eye comes looking for them.

## *What Actually Happened?*

Vernon is honestly quite innocent in this affair, having acquired the chems as 'payment' when he did a favor for a traveler passing through town, one who had passed through Silver Springs and picked up a few doses of Jet Stream from the Mordino Family (pg.131). He interceded when he found a traveler being roughed up by several other men, knocked out two of the attackers, then brought the unconscious man to one of the saloons to get him into a room and even called on the town's doctor to help. The man left town in a hurry the next day, but not before giving Vernon a small token of his esteem.

Vernon has no use for the chems, but he needs cash. He doesn't want to sell them to a local (the last thing he wants is for one of his friends to start using and have problems), so he hit on the idea of trying to sell to someone just passing through: the PCs.

The simplest way to clear the matter up is for the PCs to talk to Vernon and ask about how he got the chems in the first place (which might happen in jail if they cause trouble and get themselves arrested!). Vernon is resistant to telling the story, but he's a genuinely honest man, so it only takes a **CHA + Speech** test, difficulty 0, to get him to open up. AP earned from this test allows PCs to **Obtain Information** about Vernon's side of the story.

- Vernon didn't make the chems, nor did he want them. He just figured he could get rid of them and get some money for it.
- The chems came from a traveler who came through town recently. He gave them to Vernon as payment for helping him out of a jam in a street fight. The traveler was roughed up by some other itinerant brahmin-hands and slept off the worst of the altercation in a room rented at the saloon.
- Vernon is in a pinch for money, and pawning off the chems seemed like a good way to make some cash and get rid of something he didn't want anyway. He wants to save up to get married.
- Vernon picked the PCs because they're obviously not locals, and so he figured that they might have some money, they might be willing to buy the chems, and they would probably leave town with them in short order.

### I SWEAR, THOSE AREN'T MY CHEMS!

Black Eye doesn't actually care too much about people using chems in Carson, but they don't want anyone setting up a regular chem trade pipeline. They already worry about the possibility of New Reno stretching its influence into the town, and they have their hands full keeping the peace as-is. This means that Black Eye wants to make sure that the PCs aren't actually here to set up a chem trade. Unfortunately for them, Black Eye probably doesn't know anything about Vernon either, so the whole situation looks suspicious.

Vernon's account of taking the traveler to a local saloon is the critical part. While there were witnesses to both the altercation and the stranger's time in the saloon, no one can swear to seeing the stranger give the chems to Vernon. To verify all of the other particulars of his story, the PCs need to pay a visit to the saloon and either buy everyone a round of drinks (paying 20 caps), pay some caps out to loosen a few tongues (**CHA + Barter** difficulty 1 and 10 caps), or convince the folks that local soft-heart Vernon needs them to speak up on his behalf (**CHA + Speech** difficulty 1).

Once the PCs have this testimony, Black Eye relents and releases Vernon from jail with a stern warning not to trade chems again. Assuming he managed to earn some caps with his trading, Vernon thanks the PCs (if they were helpful), then goes to buy a bundle of flowers and a colorful blanket as presents for his would-be date.

### THE FALLOUT

While this side scene is a nonviolent palate cleanser, it does establish that Carson receives a lot of visitors, some of dubious character. Talking to Black Eye about travelers coming through town gives the PCs an opening to ask about Raiders passing through, which Black Eye grudgingly admits is possible, as they don't check everyone's bona fides.

Standing up for Vernon and helping to clear his name also nets the PCs +1 Reputation with Carson.

Carson also has a plentiful natural resource key to Jet manufacturing, brahmin dung. If this issue isn't solved, it foreshadows the creeping possibility of the town becoming a center for Jet distribution. If the characters don't deal with this side quest, Black Eye treats the matter as settled, which leaves an unfortunate blind spot. Later, visitors start up a Jet manufacturing operation that becomes entrenched before it's discovered. If the characters intervened and solved the case, Black Eye becomes a bit more attentive about chems coming through town and tracks down and eliminates possible cartels before they can take root.

## VIRGINIA CITY

Located about twenty-six miles southeast of New Reno, Virginia City is a tiny outpost—not remotely a city—on the fringe of NCR territory. It's hardly considered a speck on the map, as it has a population of less than a hundred people and no industries to speak of. Many of the residents wear old-fashioned clothing such as cravats and top hats and affect mannerisms more appropriate to the 1850s than the 1950s.

Dueling is *de facto* legal here: Insulted individuals may "demand satisfaction," and duels range from first blood to death, depending upon the severity of the insult. The weapons used are as varied as the insults that spark these events, from fisticuffs to pistols to swords. While NCR law would consider this murder, it goes unenforced locally, and nobody from the NCR's law enforcement is around to interfere.

Virginia City's most noteworthy features are the row of undamaged Victorian houses along its downtown walk and the Comstock lode tunnels beneath much of the city. The Victorian homes, carefully maintained and somehow totally intact even after the War, boast prosperous trade families obsessed with social status. The Comstock tunnels consist of miles of mines that once produced silver in huge quantities but are now largely abandoned… though they are secretly connected to passages throughout the remnants of the town.

During the events of the main quest, the citizens of Virginia City have become concerned about the increasing prevalence of "barbaric" raids along the roads near their town. A social committee headed up by the gregarious **Mrs. Victoria Brighton** currently explores the possible options for dealing with this

problem, ranging from diplomacy to creating a militia to appealing to the NCR for protection, but this committee is likely to debate all the way through the Second Battle of Hoover Dam.

If the team visits Virginia City, they find that its residents present themselves as refined and urbane. Making headway in this society requires passing themselves off as socialites and sophisticates, preferably while garbed appropriately; otherwise, they are treated politely and then ignored. Gathering information or support requires visiting social functions such as tea or the local theater and engaging in gossip, small talk, and the airing of petty grievances about one's neighbors.

Virginia City's old houses are also a great place to scavenge for sets of collectible pre-War items if the PCs are on the hunt for such treasures. The locals aren't too keen about doing this in their small neighborhood, but there are plenty of ruined non-Victorian homes just waiting to be picked clean.

### Hipsters Pretending to be Victorians

Virginia City is especially odd because the local upper crust all pretend to adhere to Victorian norms and customs, layered on top of the '40s and '50s Americana of the *Fallout* setting. Since their historical knowledge is incomplete, many of the mannerisms of the pseudo-Victorians are flawed. For instance, they insist on dueling for satisfaction in questions of honor but have no clear idea of what "honor" constitutes. They consider themselves upper crust and sophisticated, with dinner parties and balls, but they don't know any traditional Victorian dances or even how to use a fish fork. They sometimes make up "traditions" or fall back on vintage Americana to fill gaps in their behaviors, so a Virginia City ball might feature well-dressed gentlemen and ladies in ball gowns with their noses in the air, swing dancing to recordings of violin music. Garden parties among struggling weeds sup warm Nuka-Cola from cracked teacups. Gentlemen in top hats and gloves describe the latest society gala as "cool" and "far-out."

#### VIRGINIA CITY SETTLEMENT ATTRIBUTES

**Population:** 98
**Defenses:** Somewhat Weak (2)
**Water Supply:** Limited (2)
**Denizen Outlook:** Somewhat Happy (4)
**Starting Settlement Reputation Rank:** Cautious (1)

### ARRIVING IN VIRGINIA CITY

Much of this denuded town gives off a haunted air. Empty homes and small businesses remain as shells, long ago deserted by their now-dead owners. The cheerful billboards and white picket fences of pre-War Americana have collapsed into faded, disintegrating husks. Looming above some of the remnants is a row of houses on the south side of the town, immaculately kept, repaired with diligence, and even repainted. With their gabled rooftops and tiny widow's walks, these tall homes bring to mind another, more elegant age, attested to by the few people out for a stroll in tailcoats, top hats, and frilly laced gowns.

## SIDE QUEST: THE HOLE DEAL

This side quest becomes available once the PCs meet the locals in the Victorian neighborhood of Virginia City. This quest provides a chance to gather important information about one of the couriers in Boulanger's gift-gun operation, Cho Dae, who handles the northern leg of the distribution network.

While trying to socialize with the locals in Virginia City, the PCs overhear an argument between two gentlemen. The men are arguing about the fate of the Cranston residence, one of the fine Victorian homes downtown. **Mr. Edgar Wallows**, a handsome, middle-aged black man with a white goatee and mustache, argues vehemently with **Mr. Bolger Tyrell**, a skinny white man sporting mutton chops. Both wear archaic suits, colorful cravats, and top hats, and they carry canes. The two are arguing about the recent demise of **Mr. Ponce Willoughby**, found dead in his home after he hadn't been seen for two days and subsequently buried; the disposition of his home is unknown at this time. Mr. Wallows is of the opinion

that Mr. Willoughby died of natural causes and that his home should come to auction. Mr. Tyrell is of the opinion that Mr. Willoughby died of fright due to a ghost haunting his home and that his home should be boarded up and abandoned.

When the PCs successfully make introductions, the two gentlemen ask the PCs to settle the issue for them. Mr. Wallows takes the position that ghosts are superstitious nonsense and that the explanation for this is all perfectly natural. Mr. Tyrell takes the opposite position, saying that the entirety of the town is known to be haunted and that for the good of the town, the house should be left alone so that nobody else suffers as a result.

The house is an elegant two-story Victorian with a bay window, a basement, and a commanding view of the southerly hillsides. It is adjacent to Mr. Tyrell's house, which he says influences his decision: He doesn't want to attract any ghosts! The two men agree that an investigation is merited to get to the bottom of the matter.

The PCs can learn the following by asking questions of the locals and looking into the affair (a difficulty 0 **CHA + Speech** test means the two men divulge the first piece of information, with ***Obtain Information*** allowing for more details to be unlocked):

- Mr. Willoughby died roughly three days ago; his body was discovered and subsequently buried yesterday. His body has already started to decompose, but if the PCs exhume it, a **PER + Medicine** test, difficulty 2, determines that he died of a massive heart attack. Spending AP on ***Obtain Information*** also determines that his lungs are somehow congested as if he inhaled something poisonous.
- Almost everyone in town takes it as a matter of fact that the vast majority of the town's Victorian homes and tunnels are haunted.
- Recently, the town's Planning Committee has decided to encourage the immigration of settlers to refurbish other parts of the town. Principally, this is to build a proper militia for local defense. The posh locals consider themselves "upper class" and above the station of such recruits but are eager to find other people to live here and defend the town.

In addition, the PCs are subjected to a raft of petty gossip and grievances, both real and imagined, which may be spun by the gamemaster as desired.

The Willoughby house, when investigated, seems *unsettlingly creepy*. The PCs routinely hear footsteps on the floorboards above them while they are on the first floor, feel inexplicable cold spots in the house that vanish as quickly as they appear, and jump when doors slam elsewhere in the house. In spite of this, the house is well-appointed, with excellently preserved furniture. Mr. Willoughby died in the middle of his living room, not far from the fireplace, which is festooned with ash, even blown out onto the carpet.

If the PCs remain in the Willoughby house at night, the situation escalates. Sudden winds blow as windows open, extinguishing candles or torches (but not electric lights). Magnetic devices are pulled toward the floor. A voice shouts, "GET OUT," apparently coming from inside the walls. At midnight, a screeching noise is heard in the living room, and then a candelabra sweeps off the mantel and hurls itself at a PC's head! Roll a test as if making an attack with an **AGI + Throwing** of 12 as a non-Tag skill; if it hits, it inflicts one point of damage, plus 1 additional damage from each additional extra success.

## WHAT'S REALLY GOING ON

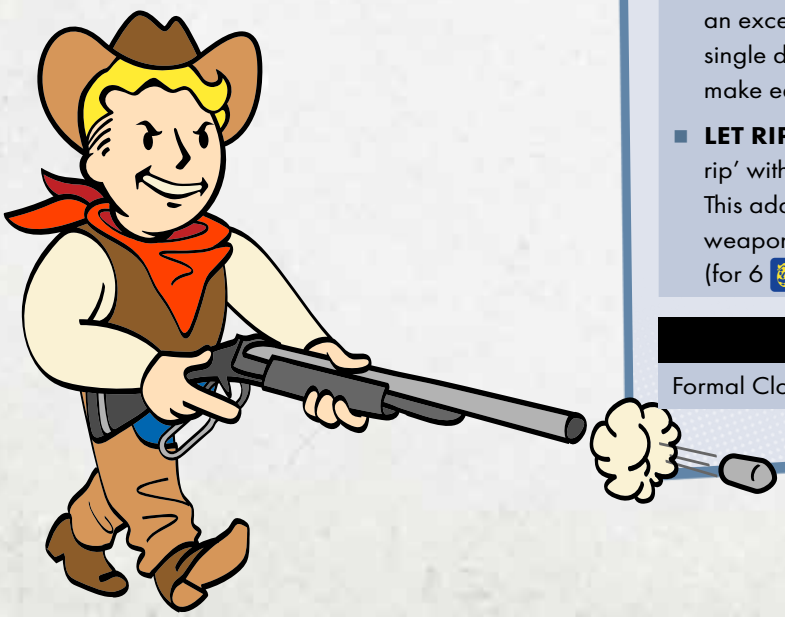
The reality of the situation is that Mr. Willoughby cut a secret deal to acquire weapons from Cho Dae, the same supplier who provided them to the Jaggers. Cho Dae stopped briefly in Virginia City on his way back south, and he passed two cases of guns—a total of six Pristine 10mm pistols and 120 rounds of 10mm ammunition—to Mr. Willoughby on the promise of distributing them. Willoughby devised a plan to use this to form the nucleus of his own bodyguard and started encouraging the town committees to explore the idea of inviting immigrants to settle here in hopes of making a militia, one loyal to him.

Unbeknownst to Mr. Willoughby, Mr. Tyrell long ago discovered a tunnel from the mining complex that allowed him to travel unseen to the basement of Willoughby Manor. The tunnel comes up to rest behind the fireplace, where the grating can be moved aside to allow one to enter and exit the house.

Mr. Tyrell overheard Mr. Willoughby's plans and decided to make them his own. Smuggling in a crude gas grenade, he poisoned Willoughby and left his body there, then two days later made a *'concerned'* statement about not seeing Willoughby at any committee meetings, prompting the investigation that discovered the body. Of course, he'd already removed the guns to his own estate.

Now, Tyrell uses the ghost story to keep people from investigating, and what better way to make it credible than to convince a group of outsiders with no skin in the game that the ghosts are real? Tyrell uses his intimate knowledge of the location to trigger slamming doors and creaking footsteps and isn't above using a Stealth Boy to evade capture after hurling a 'floating' candelabra.

The PCs can crack this mystery by finding the passage in the fireplace and connecting it to Tyrell's house (easily spotted with **PER + Sneak** difficulty 2 or 1 if the PCs call out noticing that there's ash on the carpet or ashy footprints in the hall). If Tyrell spots the PCs, he tries to gas them while they are in the tunnels, dropping a canister from a safe location and flooding the tunnels with gas that inflicts 3 persistent poison damage for three turns. If they go to the committee later to accuse Tyrell, he demands satisfaction by duel; if he loses, the town committee considers the matter settled. If the PCs force a confrontation in the tunnels, Tyrell accidentally gasses himself and chokes to death.



## *Mr. Bolger Tyrell*

***Level 6, Human, Notable Character (90 XP)***

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

| SKILLS | | | |
|---|---|---|---|
| Athletics | 1 | Repair | 4 |
| Barter ■ | 3 | Small Guns | 2 |
| Big Guns | 2 | Sneak ■ | 3 |
| Melee Weapons | 2 | Speech ■ | 4 |
| | | Unarmed | 1 |

(■ Tag Skill)

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 17 | 15 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 210 lbs. | 0 | 3 |

| PHYS. DR | ENERGY DR | RAD. DR | POISON DR |
|---|---|---|---|
| 0 | 0 | 0 | 0 |

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 7), 2 physical damage
- **PRISTINE 10MM PISTOL:** AGI + Small Guns (TN 8), 4 Physical damage, Range C, Close Quarters, Reliable

**SPECIAL ABILITIES**

- **GOOD FIRST IMPRESSION:** Mr. Tyrell makes an excellent first impression and may re-roll a single d20 on one CHA-based skill test they make each scene.
- **LET RIP:** Once per combat, Mr. Tyrell may 'let rip' with a volley from his Pristine 10mm Pistol. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 6 total).

**INVENTORY**

Formal Clothing, Pristine 10mm Pistol, Wealth 3.

## WHAT'S REALLY, REALLY GOING ON

... or did he?

Some of the ***Fallout*** games include overt references to supernatural horrors. Perhaps there really *is* a ghost haunting the house, angered that Mr. Willoughby and Mr. Tyrell decided to sell out their town for their own personal advancement. This is left deliberately unclear. You can decide for yourself whether there really is a ghost or not, but it may be entertaining to simply leave the players wondering with no clear resolution to the matter.

Tyrell has no real way to create cold spots or magnetic anomalies unless he has access to unusual technology. Astute players may notice that there's no simple explanation for some hoaxes, muddying the waters about whether Tyrell is truly responsible for all of the ghostly activity. If you choose not to introduce a haunting, make sure that you have a rational explanation for how Tyrell created each "paranormal" event.

## THE FALLOUT

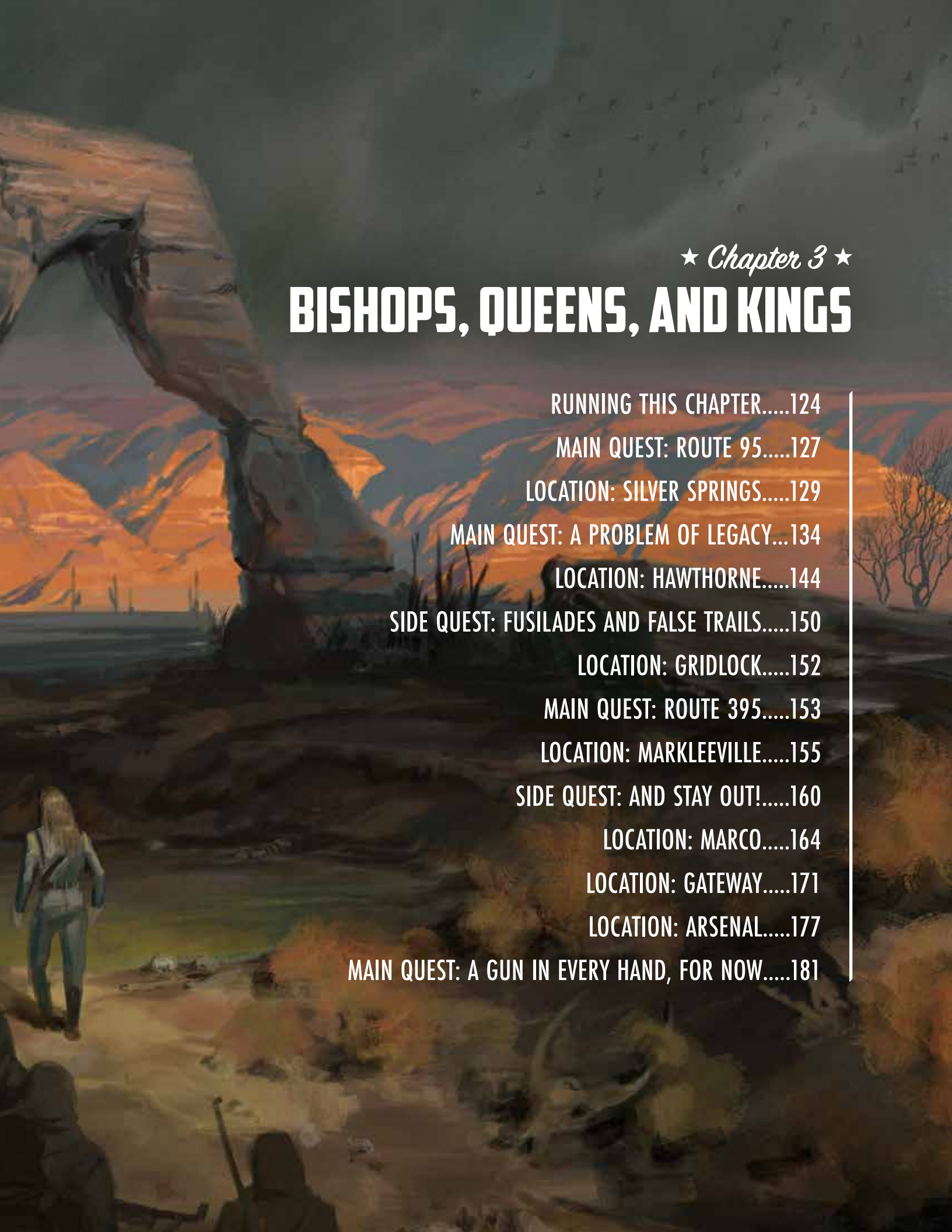
If the PCs figure out that Mr. Tyrell had access to Mr. Willoughby's house, they can sneak into Tyrell's house to steal the cases of guns and ammo, or they can bring the matter up to the city's committee. In the latter case, the committee takes the guns but rewards the PCs with one 10mm pistol and 20 rounds of ammo for their part, as well as ownership of Mr. Willoughby's house. Of course, the PC who takes ownership is expected to maintain the grounds and to comport themselves in the style to which the town is accustomed, that is, wearing a fancy suit or dress and hat while in town!

Solving this problem earns the PCs +1 Reputation in Virginia City.

In addition, this provides another clue about the existence of an arms supplier in the region. Once the team discovers the stash in the Willoughby Manor, asking around about where it came from reveals that Mr. Willoughby had a brief visitor: Cho Dae, a distinctive outsider. The local Victorians know little about him but can state definitively that he came from the south and, after engaging in business with Mr. Willoughby, headed back south, making a comment about taking Route 395.







★ Chapter 3 ★

# BISHOPS, QUEENS, AND KINGS


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Chapter 3

# BISHOPS, QUEENS, AND KINGS

After discovering the suspected source of the Jaggers' fresh-off-the-rack weaponry, as well as the name of their potential supplier—Cho Dae—the player characters should be encouraged to head south, deeper into the Wasteland. This chapter is designed to provide players with a range of interesting locations to pass through as they undertake this journey, opening up the Wasteland and creating landmark locales for the PCs to revisit later in their stories.

To kick this chapter off, the PCs will need to either be set the task of investigating the sudden increase in military-grade weaponry in the Wasteland or merely be interested in it themselves. Once they have gathered enough information in Chapter 2 to point them south, they must select their route and move to the appropriate section of this chapter.

## RUNNING THIS CHAPTER

In the previous chapter, after dealing with the Jaggers, the PCs will have made a decision on how best to proceed with their discovery; either passing the information back to the interested parties in New Reno (chiefly Mr. Bishop) or remaining in Tahoe and being offered work by the Crimson Caravan. Both options leave the PCs being offered additional incentives to continue their investigations into the situation—they merely alter their financier and route to travel. All roads inevitably lead to **Arsenal** (pg.131), where the PCs will encounter the information required to move them onto **Chapter 4: High Hand** (pg.131).

From the end of Chapter 2, you know which location the PCs will be traveling from, which gives a hint about which direction they will take. At this point in the story, they should only have one real lead on their mission—Cho Dae. You should, therefore, move to the appropriate section of this chapter, depending on the route by which the PCs will be traveling. Teams leaving New Reno are likely to travel via **Route 95** (pg.127), whereas teams leaving from Tahoe will find **Route 395** (pg.153) more accommodating.

Both roads will lead the PCs to Arsenal by the end, with enough links to the overarching story to keep them moving from place to place. This chapter is intended to be played out as a road trip, with the PCs moving from location to location, following the length of their appropriate route until they end up in Arsenal.

# ROAD TRIP

One way or the other, the PCs should have access to vehicles to aid in their travel at this point in ***Royal Flush***—either from finding one, fixing up the MIM, or being given appropriate transit by a financier. These vehicles will form the backbone of this portion of the adventure, allowing the PCs quick and easy travel between the locations. Use the following sections to keep the adventure flowing, and make sure that PCs stop over in the locations presented—-not just to hunt for new information, but to see what might be waiting for them.

## LONG ROAD, LITTLE GAS TANK

All of the vehicles presented in ***Royal Flush*** make use of either alcohol or methanol engines, making keeping them on the road and functional significantly easier than pre-War nuclear engines, but rotgut booze doesn't simply spring from the earth—even in the Mojave.

Running out of fuel is a major concern in the Wasteland (see Fuel Tracks pg.31) and no one can carry or create enough alcohol on the road to keep themselves continuously mobile. Stopping to buy or scavenge more fuel will become a necessity as the PCs travel, even more so for teams running multiple vehicles at once.

## HITCHHIKERS

Hitchhiking along the roads of America is a time-honored tradition. Many travelers follow the remaining roads, knowing that inevitably, they will lead to some previously settled place, where they may find shelter or a chance for settlement. They walk alongside with backpacks tightly in place, in small brahmin convoys, alone or with companions—every traveler is different. The thing that unites them all is the journey, long walks under blazing sun and the dispassionate alterations of harsh weather conditions. To many, the sight of the rare passing car or bike is a sign of one of two things—potential danger or potential help.

During the long stretches of travel between settlements, feel free to add the rare hitchhiker along the road—perhaps heading exactly to where the PCs are going or even stopping at that location as part of a much larger trip. These characters can be used to draw PCs to different locations, lay potential plot hooks, or otherwise liven up a potentially dull ride.

## ROADSIDE ATTRACTIONS

Like hitchhikers, roadside attractions are a part of intercontinental road trips in North America. When drawing PCs towards a new settlement or location, use the attached read-aloud text to impart a sense of life to the area, but also use it as a jumping-off point. As you play, you will get to know your PCs and the things that interest them and will draw them in. For example, when arriving at Gateway for the first time, if one of the PCs has an interest in interacting with new vehicles, punctuate the read-aloud text with a description of Eve Chapman's Ferry cutting across the surface of Mono Lake and coming to rest at the dock. If another is in desperate need of a drink, focus on the Dripping Tap and the intricate water distilling set-up quietly supplying the town with fresh drinking water. In short, determine what parts of the Wasteland best draw the attention of your PCs, and focus on those as you enter a new location.

## WATCHING THE WORLD GO BY...

The Mojave is full of interesting, horrifying, and, in their own way, beautiful sights. For those safely encapsulated in the luxury of a premium set of wheels like the Chryslus Highwayman or riding saddle on a motorbike, there is often little more to do than to watch the world go by. Traveling the open road gives plenty of opportunities for sightseeing, spotting old ruins just off the road, buildings smothered in Raider graffiti, and roadside attractions reshaped into bastions. Additionally, life continues. PCs can pass the hours watching the brahmin roam, staring at the terrifying silhouette of a Deathclaw hidden behind heat hazes, and hearing NCR Vertibirds passing in the distance long before seeing them.

Use these moments to remind the PCs that the Wasteland is a living, breathing entity, that it doesn't stop existing because they're moving past it. Occasionally use the Encounter Deck (pg.131) to generate an event happening just outside the window, beyond the PCs' immediate range, that they could choose to interact with or simply pass right on by.

The above options are merely suggestions to help PCs feel like the world around them is still active and alive as they move from place to place and offer up plenty of opportunities to keep them engaged throughout their journeys. Showing the world beyond the settlements is important to show the looming threat that Boolanger's work is causing. As more and more weapons make their way into the Wasteland, Raiders become more common on the road, more hitchhikers are heavily armed, dead brahmin lie in the middle of gunned-down convoys. The Wasteland changes and those changes are spreading.

## LEVELING UP

At the beginning of Chapter 3, the PCs should be at least level 7 but may be higher. Before heading out on the road, if the PCs are below level 7 and still have outstanding side quests from Chapter 2, gently recommend they wrap those up before moving on. Ideally, the PCs should reach level 9 by the time they reach Hawthorne or Gateway (depending on the route they chose) and level 11 by the time they reach Arsenal. Either way, you should aim for your PCs to hit level 13 by the time they finish this chapter.

If you decide to grant levels at milestones instead of using experience awards, consider the following points to reward the players with a level up:

- After the PCs complete a main quest
- After the PCs complete two side quests
- If the PCs manage to remove Casper Mordino from Silver Springs without harming the Mormon community (pg.143)
- If the PCs manage to de-escalate or wipe out the entire Grinner gang in Hawthorne (pg.152)
- If the PCs help to rebuild Tahoe (pg.153)
- If the PCs help to settle the division in Markleeville peacefully (pg.161)
- If the PCs manage to remove Alex Chambers from office peacefully (pg.188)
- When the PCs finish interrogating Cho Dae and discover Hurq (pg.186)
- If the PCs manage to reopen Crimson Caravan Depots in Markleeville, MarCo, Gateway, and Arsenal.

# PICK A ROAD

At the outset of this chapter, the PCs will need to select their Route to Arsenal, which will wholly depend on how they finished Chapter 2.

If the PCs returned to Mr. Bishop with the information they gathered in Chapter 2—or any other person of power in New Reno—they will have eventually been brought in front of Mr. Bishop, who will have hired them on to continue their investigation. Continue to **Main Quest: Route 95 (**pg.127).

If the PCs remained in Tahoe after disrupting the Jaggers or otherwise left the area, they will eventually be approached by **Clair Angels** of the Crimson Caravan with a similar offer to Mr. Bishop. Head south, work out where these weapons are, and stop them. Continue to **Main Quest: Route 395 (**pg.153).

## On the Way to Silver Springs

If the PCs never returned to New Reno to pass on what they learned during their time dealing with the Jaggers or never learned Cho Dae's name in their investigation, then they will need to be drawn towards Silver Springs to continue the adventure. As per the ***Who is Cho Dae?*** box-out (pg.97), Mr. Bishop has additional problems in the area that need dealing with, namely the Mordino Family who call Silver Springs home. Should the above issues be present, as long as the Jaggers have been dealt with, Mr. Bishop will reach out through a messenger and ask them to meet a representative at his garage behind the Shark Tank. This representative is **Fallon**, and the offer is explained in **Route 95.**

# MAIN QUEST: ROUTE 95

This Quest is available after the conclusion of events in Tahoe if they leave the area to speak with Mr. Bishop. **Add 2 Action Points per PC to the GM's pool when the Quest begins.**

Following Mr. Bishop's offer of work, either to continue the player characters' own investigations (following them reporting back to Mr. Bishop about the Jaggers' suspected supplier) or at Mr. Bishop's own behest (to deal with the Morino family), the PCs will need to head to the Shark Club Garage to meet with Fallon, when they are ready to move onto the next step of the adventure.

The Shark Club's garage is, in every way, a point of pride for Mr. Bishop; built up from the employee's



parking section of the old casino, the garage is hidden behind a thick electronically controlled door to the rear of the building—a system supported by an ancient live feed camera, and internal terminal that lets the doorman check to see who's looking to get in. Once the door is opened, the floor slopes into a well-lit parking garage, held in place by a series of concrete pillars that run through the center of the room and separate the parking spaces, laden with a series of carefully arrayed workspaces centered around a selection of three cars in various states of repair—including the Chrysus Highwayman.

**Fallon** is Mr. Bishop's personal mechanic and one of his most trusted enforcers. A thickly muscled man with a handlebar mustache held in place with engine grease, he is more at ease in the guts of a car than in any conversation. When the PCs arrive, he's actively working on the Highwayman, either to hand it over to them (should they have been awarded it in Chapter 2) or to show it off (if they are being hired to investigate the Morino family.). Either way, he takes pride in his work and has spent no shortage of time cleaning up the old girl, readying her for the wider world.

Depending on whether the PCs have been hired to continue their investigations into the weapons shipments or to deal with the Mordino family, Fallon will treat the characters differently and pass them different information.

## HUNT DOWN THE SUPPLIERS

After informing Mr. Bishop about Cho Dae and their shipments, Fallon was ordered to prepare the Highwayman for the PCs, a task he has since completed, albeit begrudgingly. When the PCs arrive, he will be loading a small box filled with 6 bottles of Purified Water into the back of the car, having just fitted the engine with a new Fusion Core (6 charges). Once done, he'll introduce himself to the PCs and let them know what Mr. Bishop has told him; if the players are here to collect the Highwayman and follow up on their Cho Dae lead, read or paraphrase **Potential Origin.** Otherwise, read or paraphrase **The Mordino Problem**:

**Potential Origin:** *"Heard about Tahoe; nice work. Jobs like that get noticed. Looks like you got Mr. Bishop's eye, like this whole gun-runnin' issue. He's been worried, so the boss did some digging. Turns out there's an old munitions depo down south—place called Hawthorne. Typically, it's NCR nowadays, but the big man reckons that there's a fair chance it's connected to all this. It's about 100 miles south, right down the 95. First, though, you're going to need to head down to Silver Springs and deal with that radrat Mordino. This beaut'll get you there right fast. Just installed the new core myself. Word to the wise, though: when you roll into town, she's going to draw all sorts of eyes to you, so best be ready with a plan."*

**The Mordino Problem:** *"Right then, you lot the wasters the boss pulled in to go stomp on Mordino? I'm sure yer much scarier than you look. Best be, Mordino's a right radrat; small, hairy, nasty bite, and infectious as a rusty nail in still water. He's down in Silver Springs, last of his lot and bitter about it. He's a chem runner, Jet mostly, nasty shit too, twice as addictive as what you see 'round most places. Used to be that he, like most rats, was just too small to be worth the bullet, but recently he's been nesting in Silver Springs, uppin' his numbers and shoving guns into the hands of anyone thick enough to take his caps. Mr. Bishop has a simple job for you. Head down to Silver Springs, put a bullet or three in Mordino, and find out where his new toys are from."*

If you read **Potential Origin**, Fallon will treat the PCs with the respect of a fellow professional, entrusting them with his pride and joy. However, if you read **The Mordino Problem**, he will be less trusting. He will see the team as potential liabilities and certainly not worth wasting a car on. Once he's passed the above information on, he points out Silver Springs—a small settlement 30 miles due west of New Reno—on a map and hands it over. He can then be pressed for more information and has no reason to hide anything but will work on a nearby car while he talks, more eager to work than chat.

- **If asked about Silver Springs**: *"Dumpy little place, an airfield, reservoir, and a bunch of old ruins split between some religious nuts and the Mordino's. Used to be, as I get it, that they were at odds for a while, but*

*with Mordino pulling guns out the air, ain't the case no more."*

- **If asked who Mordino is**: "*The last Mordino, rat, can't even be bothered to remember his first name. His lot used to be big in New Reno 'til the boss stepped in and put them down. Chem dealers, slavers, scum—up to now, nothing worth worrying about, but now he's got numbers and guns. Suddenly, Boss wants 'im dead. Funny that.*"
- **If asked what's in it for them**: Depending on which block text you read above, Fallon's answer will alter.
- **If you read Potential Origins:** *"The car, nothin' else; it's part of the job. Boss wants you to find what's going on out there and gave you a one-of-a-kind beauty to do the job. You want more, well, I guess take that up with the boss yourself. Though, Wasteland rule is Wasteland rule; you find stuff out there that ain't got anyone claiming it, guess it's yours. Just make sure you toe the line with the boss…"*
- **If you read The Mordino Problem:** "*Boss has a couple choices for you if you bring back Mordino's head on a spike and proof of where he got his new gear, of course. Cold hard caps is the easy one; five hundred if you just pop the guy, six fifty if you work out his supplier. But if you're after something a bit nicer, well, the Highwayman here's up for grabs. Not sure I see eye-to-eye with the boss on this, but guess he wants her out on the road, not rotting away in here. Do your job, you get your pick. Plus, good old Wasteland law while you're out and about, of course."*

Should the PCs wish to try their luck after seeing the distance between them and Silver Springs, they may choose to try and talk Fallon into letting them borrow the car first, either to speed up the job, act as a downpayment on their work, or whatever else hare-brained idea may occur to them. Should they choose to try, they'll need to pass a **CHA + Speech** test at difficulty 3. If they fail, Fallon will brush them off; if they pass, however, he will accept and say he'll talk to Mr. Bishop afterward. He will warn them that, should they try and vanish without doing the job, the Bishops always find a way to collect their debts.

Once the PCs are content that they have all the information they need from Fallon, they can leave the garage and either head back into New Reno for supplies or make their move toward Silver Springs via Route 95, a road clearly identified by a large sign on the outskirts of town, one any random passerby can point out.

## SILVER SPRINGS

A modest little town about 30 miles east of New Reno, Silver Springs is a place divided. The two dominant factions at present are the Mordino family—far depleted from their heyday in New Reno 40 years before, with only a single actual Mordino left in their ranks—and the Mormons, many of whom proudly claim that their families have lived in Silver Springs since before the War.

The Mordino-controlled part of the town is to the north, between the old airport and the reservoir that provides the town's water, whereas the Mormons tend to gather a few miles south, clustered around a pre-War church. While the two groups do not get along for a few reasons (not least the Mordinos' chem business and the Mormons' moral objection to drugs and alcohol), neither group can entirely go it alone, and neither is willing to abandon good land or good water. Thus, the town exists in an uneasy truce.

The town boasts trade links beyond its size, thanks to its placement at the intersection of Highway 95 and Highway 50. Several caravan companies, including the Crimson Caravan and Happy Trails, regularly pass through Silver Spring. Though too small to host any outposts or draw the attention of the NCR, the regularly passing caravans bring enough trade to keep caps in the pockets of the town's inhabitants.

### SILVER SPRINGS SETTLEMENT ATTRIBUTES

**Population:** 294
**Defenses:** Moderate (3)
**Water Supply:** Stocked (4)
**Denizen Outlook:** Somewhat Grim (2)
**Starting Settlement Reputation Rank:** Reputation in Silver Springs is split between the Mordinos and the Mormons.
**Mordino Rank:** Cautious (2)
**Mormon Rank:** Friendly (3)

## ARRIVING IN SILVER SPRINGS

When the PCs arrive in Silver Springs, the town is buzzing with frantic, nervous activity. Downtown is packed. Mercenaries, Raiders, and similarly minded people are gathering in the town's few bars and drug dens, brawling in the streets, and generally causing a lot of trouble. They're restless, armed, hopped up on Jet (or jonesing for another dose), and spoiling for a fight.

## SILVER SPRINGS AIRPORT

An old military airstrip turned small local airport turned right back into military airstrip mid-way through the War. Silver Springs Airport was co-opted by the US Air Force to train pilots in the last years of the War, meaning that a great quantity of machine parts, fuel, and other valuable resources were abandoned when the bombs fell, leaving the area a scavenger's dream. Of course, over the years, most of this has been picked clean and used to set up both an old machine shop and garage, which have been a major source of wealth and trade for the town.

In recent years, **Casper Mordino** arrived with a small force of disparate guns-for-hire, who took advantage of the Mormons' passivity and set up shop following their exile from New Reno. Over this time, they have ruthlessly locked down the airport, limiting access to its resources to themselves and those who pay for the privilege.

The airport's workshop contains:

- Weapon Workbench
- Power Armor Station
- Garage
- Three Chem Workbenches (with a staggering level of Jet and brahmin dung stored nearby)

The scrapyard and workbenches are behind a sturdy fence with a locked gate, which is constantly watched by a team of four Mordino Thugs (Mercenaries). They swap shifts every four hours but otherwise ensure the gate is constantly defended. Anyone can pay 500 caps at the gate for a single day's access, and Casper Mordino has been known to let certain individuals pass for free—if they've done enough for him. The gate's lock can be picked with a Difficulty 2 **AGI + Lockpicking** skill test or opened with a key that Casper carries, assuming one can get past the guards. The airport is guarded by Mordino's men (ten Mercenaries—four at the gate, the other six either on patrol or resting), who will shoot trespassers on sight; if caught, the PCs' Reputation with the Mordinos is immediately reduced by 2.

## CASPER MORDINO

Casper is the last known member of the Mordino family that once controlled the New Reno chems trade. Claiming to be a distant cousin of the crime family that some say *created* Jet, Casper arrived in Silver Springs in 2241, surrounded by a small entourage of loyal killers. He took control of whatever he could of the town through a blend of violence, intimidation, and selling addictive chems, but found the town's Mormon congregation to be intractable. This has left the two groups in a stalemate for the last three years, with the Mordinos lacking the raw firepower to move on the Mormons due to their numbers and the Mormons content enough with the setup to not worry about it. However, times change, and a fully loaded pistol in the hands of the wrong man can change a lot of things.

Casper wants to run things the "good old fashioned way," the way his pops used to do things. Unfortunately, Casper was barely a part of the family, little more than a jumped-up thug with the right name. Accordingly, he has nothing more than a violently romanticized view of '*how things should* be' to go off, with not an ounce of business acumen to go by. Thanks to this, Casper has never been able to grow his operation beyond Silver Springs, limited to trading with passers-through while doing his best to set up a supply chain that rarely survives contact with the NCR or rival distributors. He continues his efforts, though, fueled by ignorance, youth, and a burning desire to prove himself, no matter how many bodies he has to leave on the streets to do so.

## Jet Fuel, a Family Recipe

In the late 2230s, the Mordino crime family rapidly grew in power due to the development of an even more addictive form of Jet. They ruthlessly exploited any who became addicted to the drug and attempted to use it to take over the mining town of Redding.

The specifics of the Mordinos' Jet formula—commonly named Jet Stream—were believed to be lost when the family's fortunes collapsed in 2241. Still, the remaining drug dens under Casper Mordino's control produce sizeable quantities using a half-remembered version of the family's old formula.

Jet Stream—and Jet derivatives—obtained in Silver Springs force users to roll 1 additional when rolling for addiction (number of doses taken +1) due to the more addictive formula used. This addiction is also harder to cure. Roll 1 when an attempt is made to cure Jet Addiction from Mordino Jet: it is only cured if an Effect is rolled.

## Casper Mordino

***Level 5, Human, Notable Character (76 XP)***

Blunt, arrogant, and convinced he's the best person in any room he inhabits, Casper hates talking to those 'below him.' He looks for any reason to degrade others and resents interacting with his lessers. Chiefly, Casper wants to prove he is everything a mobster in the Wasteland should be and is quick to bury anything or anyone that befouls his self-image or gets in his way.

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

| SKILLS | | | |
|---|---|---|---|
| Barter | 1 | Small Guns ■ | 3 |
| Medicine | 2 | Speech ■ | 4 |
| Melee Weapons | 1 | Survival | 2 |
| Science ■ | 2 | Unarmed | 1 |
| | | (■ Tag Skill) | |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 17 | 16 | 1 |
| **CARRY WEIGHT** | **MELEE BONUS** | **LUCK POINTS** |
| 210 lbs. | 0 | 3 |

| PHYS. DR | ENERGY DR | RAD. DR | POISON DR |
|---|---|---|---|
| 2(All) | 2(All) | 0 | 3 |

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 7), 2 physical damage

**ATTACKS**

- **PRISTINE MODIFIED .357 MAGNUM REVOLVER:** AGI + Small Guns (TN 10), 5 Vicious Physical damage, Range M, Fire Rate 2, Close Quarters, Reliable
- **PRISTINE SWITCHBLADE:** STR + Melee Weapons (TN 7), 2 Piercing 1 Physical damage, Concealed, Reliable.

**SPECIAL ABILITIES**

- **BLAZE AWAY:** Twice per combat, Casper may 'let rip' with a volley from his Modified .357 Magnum Revolver. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 7 total).
- **AN HONEST THREAT:** When making a Barter or Speech test, Casper may re-roll 1d20 if he has a weapon in hand or an armed follower present.
- **HIS OWN SUPPLY:** Casper has built up a tolerance to toxins and chems, giving him 3 Poison Damage Resistance. Further, due to his own abuse of Jet Fuel, he gains +1 AP at the start of each of his turns.

**INVENTORY**

Pristine Modified .357 Magnum Revolver (Long Barrel and Hair Trigger mods), 6+3 .357 Magnum rounds, switchblade, Formal Clothing with Ballistic Weave, Formal Hat with Ballistic Weave, 1+1 doses of Jet Fuel, Wealth 8, key to Silver Springs Airport gates.

## DOWNTOWN

The Downtown area of Silver Springs is a loose collection of shacks and other simple buildings—some old, some new—clustered around a small number of older brick buildings near the highway junction. The older buildings are dominated by local businesses—a couple of taverns and drug dens—and infrastructure like the water main that filters water from the nearby reservoir and pumps it across the town.

Several of the buildings close to the airport are devoted to the main trade of the Mordinos: the production of chems. These can normally be distinguished by scorch marks and other signs of fire, as large-scale chemical production can be volatile. The buildings closest to this section center of Downtown are home to Mordino's most loyal lieutenants and hired muscle, while those further out tend more often to be ordinary people who haven't yet decided to leave and find somewhere better to live.

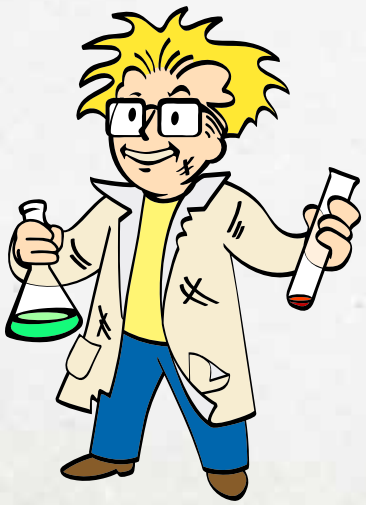
Beyond that, at the section closest to the main road, is a series of cobbled-together homes, small farmsteads, and humble dwellings pulled together from scrap, wood, and good old elbow sweat. At their center, a simple chapel sits, as ramshackle as the houses around it, but with a clear dedication to the love and respect of the people who live their lives for all the chapel represents. These buildings serve as the communal space of the Mormons who call Silver Springs home, a simple location where every building and amenity has been built by those living there—giving the entire location a homely feel when contrasted against the rest of Silver Springs. The Mormons living there do so wholly within their own means, scavenging, farming, and hunting to get their hands on anything they may need, then bringing anything spare to the local trade store and selling it for some well-earned caps.

Unlike the Mordinos, the Mormons are relatively peaceful, happy to keep to themselves as long as their way of life isn't disrupted. So far, the Mordinos haven't actively stepped over the line enough to warrant any significant backlash, and as long as they keep their chems from spilling into Mormon territory, an uncomplicated peace holds—at least for now.

## BISHOP ASH

A ghoul of indeterminate age, Bishop Ash has led the Mormon congregation in Silver Springs for longer than anyone can remember. Though he never talks about it, he was alive before the War. Despite his age, Ash has spent the majority of his extended life here in Silver Springs, doing his best to build what he hopes will be a place where people can live good, honest lives. His ghoulification came after the War, and he spent a good dozen years or so in the worst of the Wasteland after emerging terrified from an underground bunker. The things he saw were enough to send him home, lessons learned, and desperate to carve out some form of normality. In time, others came, and a community began to build up in the ruins of the airfield. Now, some 200 years later, the community has burgeoned, and several of its number are even Ash's direct descendants.

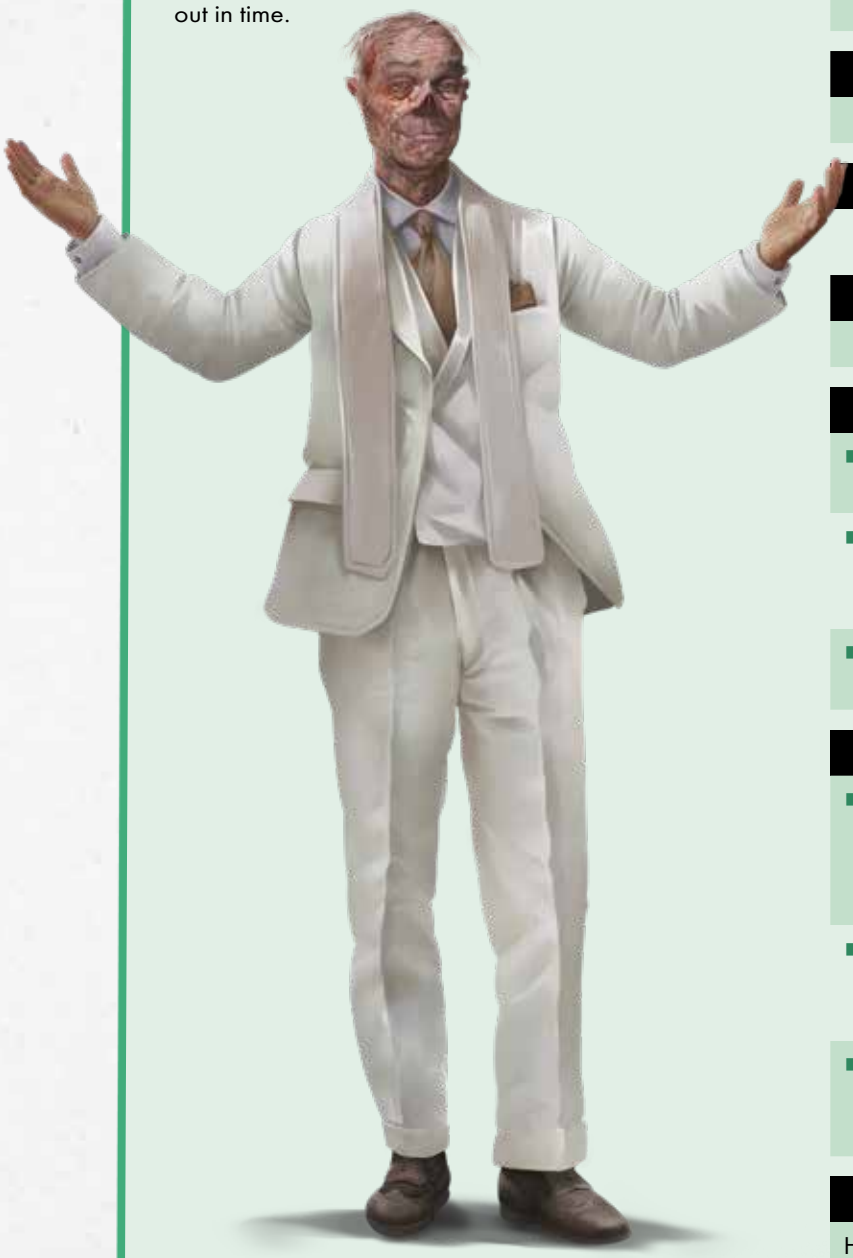
Ash's congregation is mainly hunters, farmers, and craftspeople, and while they are armed with a variety of hunting rifles, shotguns, and simpler blades and will defend themselves if necessary, their beliefs don't allow them to take aggressive action beyond self-defense.



# Bishop Ash

***Level 7, Ghoul, Notable Character (76 XP)***

Ash is a gentle, contemplative old ghoul with a whispery, raspy voice. Time has tempered all the haste from him, leaving him calm and unhurried, almost too much so, leaving him often missing opportunities that would benefit both him and others. While generally kind and grandfatherly, he can also be condescending and dismissive of 'the young,' which, compared to him, is basically everyone. Still, he does genuinely care about his congregation, even if he's slow to act, but as far as he's concerned, most problems sort themselves out in time.



| S | P | E | C | I | A | L |
|---|---|---|---|---|---|---|
| 4 | 6 | 8 | 8 | 8 | 5 | 7 |

| SKILLS | | | |
|---|---|---|---|
| Athletics | 1 | Small Guns | 1 |
| Barter | 2 | Sneak | 1 |
| Medicine ■ | 3 | Speech ■ | 5 |
| Repair | 1 | Survival ■ | 4 |
| Science | 1 | Unarmed | 2 |
| | | (■ Tag Skill) | |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 22 | 13 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 190 lbs. | 0 | 4 |

| PHYS. DR | ENERGY DR | RAD. DR | POISON DR |
|---|---|---|---|
| 0(All) | 0(All) | Immune | Immune |

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 6), 2 physical damage
- **HUNTING RIFLE:** AGI + Small Guns (TN 6), 6 physical damage, Range M, Fire Rate 0, Two-Handed
- **WALKING CANE:** STR + Melee Weapons (TN 6), 3 physical damage

**SPECIAL ABILITIES**

- **GHOUL:** Bishop Ash is healed by radiation and regains 1 HP for every 3 points of Radiation damage prevented by the Immune (Radiation) ability.
- **IMMUNE (RADIATION, POISON):** Bishop Ash cannot suffer damage or effects from his listed immunities.
- **ANCIENT AND PONDEROUS:** Bishop Ash takes only a minor action or a major action each turn without spending AP.

**INVENTORY**

Hunting rifle, 6+3 .308 rounds, walking cane, formal clothing, Wealth 3.

# MAIN QUEST: A PROBLEM OF LEGACY

Exactly as Fallon and Mr. Bishop said, Casper Mordino has been slowly consolidating his powerbase in Silver Springs thanks to two core facts:

## OPIATES FOR THE MASSES

The Mordino Jet operation has moved to mass production. Though an imperfect formula, the workers under Mordino's employ have become incredibly adept at churning out vial after vial of Jet. Yes, due to a precise mixing of cut ingredients and dangerous shortcuts, but fast nonetheless. This new access to vast quantities of Jet has not just bolstered the supply chain but also Mordino's confidence and forces. Raiders and Jet-heads from nearby eagerly flock to Silver Springs now, where Mordino thugs are all too happy to put vial after vial into their hands for a discounted price. Casper has gone so far as to inform his men that as long as people are willing to fight for him, he doesn't even care if they pay. At this point, the Jet is worth less to him than the bodies.

## TOOLS OF WAR

Soon after Mordino began to build his army, someone was kind enough to arm them. Cho Dae, the traveling arms dealer, passed through Silver Springs recently and, after failing to pass a single weapon off to the Mormons, saw in Mordino the perfect opportunity. After a brief meeting with the young head of the family, Cho Dae passed over four additional crates of Pristine 10mm Pistols, claiming them to be a gift for the aspiring warlord—an act so appealing to Casper's ego that he didn't even question it. After the crates exchanged hands, Cho Dae bid farewell and headed off, content to move to his next stop.

Now, with an army of Jet-addicted killers, the weapons to arm them, and enough youthful ignorance to think an army of chem-fuelled junkies is a good idea, Casper Mordino is ready to make his move on New Reno.

## END IT BEFORE IT STARTS

As soon as the PCs arrive in Silver Springs, the danger of the situation should become apparent. Dozens of Jet-fuelled Raiders fill the streets, most toting brand-new pistols and more than happy to show them off.

Meanwhile, Mordino mercenaries and thugs do their best to force the rabble into shape, leading to violent altercations in public as the usually belligerent Raiders simply refuse to fall in line. If Mordino continues as he is, then there is no path that ends well for those nearby. Either the Raiders go rogue, and Mordino's new army falls in upon itself, likely destroying both themselves and the majority of Silver Springs, or Mordino actually manages to keep the Raiders in line and marches on New Reno, leading to far more bloodshed.

The PCs need to reach Mordino and decide what they should do. One way or the other, Casper will not stop with Silver Springs if his ambition goes unchecked, a fact that will become apparent to the PCs as soon as they arrive.

## WELCOME TO SILVER SPRINGS

### *Fancy Wheels, Splashy Entrance*

Should the PCs arrive in Silver Springs by the Chryslus Highwayman, they'll be spotted by Mordino's men long before they arrive in town; Mordino is watching the road from New Reno, specifically for any signs of NCR or Bishop interference. The Highwayman is such an obvious status symbol that Casper will immediately draw the conclusion that Mr. Bishop is involved. However, arrogant or not, Casper isn't willing to show his hand straight away, instead letting the PCs be until they stir up trouble or ask too many questions.

Approaching Silver Springs from Route 95 will always lead the PCs through the Mormon part of town first, directly past tilled fields and the ramshackle housing of the Downtown outskirts—a sight that may cause the characters to question the reports they were given by Fallon and the Bishops. Curious faces from among the Mormon community may even come to windows or wave from the streets and fields, (more so if the PCs are well-dressed or appear to be anything more than chem-addled Raiders). The view is almost picturesque until the road reaches the interior of Silver Springs.

Once the border is reached, things take a rather sharp turn; the quiet rolling Wasteland and wooden buildings give way to shouting Raiders and concrete, and at the line where Mordino and Mormon territories intersect, the PCs will spot a pair of young missionaries beset by Raiders.

## THE BEST INTENTIONS

The two missionaries, **Aro** and **Loria Ballard**, are siblings from the Mormon community, both full of youth, vigor, and goodwill, eager to help those who have walked the wrong path find their way back to the right one. Sadly, their current audience, a horde of bored, armed, and chem-boosted Raiders (equal to the number of PCs +2, see *Mordino's Army* "Mordino's Army" on page 136), aren't exactly interested; meeting their hopeful words with bricks, bottles, insults, and given enough time, bullets.

As they move past, the PCs should get a strong feeling that the situation will inevitably spiral if left unchecked. They have a couple of options:

- **Leave it:** Ignoring the situation will end only in bloodshed. Aro will be shot by a drunk Raider halfway through his speech, dying instantly. Loria, shocked and horrified, tries to flee before also being gunned down. Their bodies will be left to rot in the streets.
- **Help out:** The PCs can attempt to de-escalate the situation by either calming or entertaining the Raiders (a **CHA + Speech** test at difficulty 2 either way). Succeeding at this will cause them to disperse after a while, leaving the two missionaries both relieved and safe. They will thank the PCs and invite them to eat with them later that day in thanks. Their home is beside the chapel in the Mormon community, where they live alone and offer the PCs a hearty meal of brahmin steak and milk.
- Should the PCs fail to disperse the Raiders or take more violent actions, then the Raiders will eagerly pick up weapons and fight, whooping and hollering the whole time. Aro and Loria will try to flee, largely ignored by the Raiders. If they meet again afterward, they will thank the PCs for helping but do not condone the violence.

## GETTING THE LOWDOWN

After dealing with, or ignoring, the above situation, the PCs can start asking around town to learn more about what is going on; however, things are inclined to get violent. Few in Mordino's 'army' are particularly talkative, but they're not especially secretive either. While they won't answer direct questions from strangers, they can be overheard talking amongst themselves about the fun they plan to have when they 'hit New Reno.'

Asking about the source of the guns doesn't yield much information either: most of the raiders don't really care where the guns came from, they're just happy to have them. Looking around near raider hangouts—bars and chem dens—will reveal a couple of empty crates piled amongst the trash. These crates, like the ones found in Tahoe (pg.131), are marked as belonging to the U.S. Army and contain 10mm pistols and boxes of ammunition.

All in all, no one in town actually has much in the way of information on Mordino's plans, where he obtained his guns from, or much else beyond the fact that he is eager to bring even larger numbers of Raiders in and has the spare Jet to pay them. However, should the PC's keep digging, a fight will inevitably break out. Many in Mordino's army are little more than chem-addicts with guns and are happy to exchange blows for even minor inconveniences, so much so that violence is apparent on almost every street corner. Accordingly, these fights are unlikely to spread, as they're a routine occurrence here and should rarely be against more than two or three Raiders at a time.

The first time a fight breaks out in this manner, little more will happen. After two or three fights, Mordino will hear word of the PC's goings-on and send a group of six Mercenaries to 'collect them,' willingly or otherwise, forcing the PCs to directly interact with Casper.

If the PCs make their way into Mormon territory, they will be able to gather a little information from the more amicable locals, with an **INT** or **CHA + Speech** test at difficulty 1 revealing that a gun runner passed through recently, though he was swiftly moved on by Bishop Ash, who may know more. Ash, however, is a busy man with little in the way of spare time, and it may be a day or two before they can speak to him.

However, if the PCs managed to peacefully resolve the issue with the Raiders earlier on and have made friends of Aro and Loria, they will also pass on the same information, as well as be more than happy to set up a meeting with Bishop Ash the next morning. Whichever way the PCs manage it, when they arrange to meet Ash in the chapel, go to **Talking to Ash** (pg.142).

## MORDINO'S ARMY

The forces Mordino has gathered are hired guns and violent killers, with loyalty to Mordino ensured by a steady supply of Jet.

### Mordino Family Raider

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

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

| SKILLS | | | |
|---|---|---|---|
| Medicine | 1 | Sneak | 1 |
| Melee Weapons ■ | 2 | Survival | 1 |
| Repair | 1 | Throwing | 1 |
| Small Guns ■ | 2 | Unarmed | 2 |
| | | (■ Tag Skill) | |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 8 | 11 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 210 lbs. | 0 | 4 |

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

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 8), 2 Physical damage
- **COMBAT KNIFE:** STR + Melee Weapons (TN 8), 3 Piercing 1 Physical damage
- **PRISTINE 10MM PISTOL:** AGI + Small Guns (TN 8), 4 Physical damage, Range C, Close Quarters, Reliable

**SPECIAL ABILITIES**

- **JET:** The Mordino Family Raider may take a dose of Jet as a minor action. Until the end of their turn, they may take an extra major action by spending 1 AP.
- **LET RIP:** Once per combat, the Mordino Family Raider may 'let rip' with a volley from their Pristine 10mm Pistol. This adds the weapon's Fire Rate of 1 to the weapon's damage for a single attack (for 5 total).

**INVENTORY**

Pristine 10mm Pistol, Combat Knife, Road Leathers, 4+2 10mm Rounds, Jet, Wealth 1.

### Mordino Family Mercenary

***Level 6, Human, Normal Character (45 XP)***

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

| SKILLS | | | |
|---|---|---|---|
| Athletics | 1 | Small Guns ■ | 3 |
| Big Guns | 1 | Sneak ■ | 2 |
| Energy Weapons | 1 | Speech | 1 |
| Medicine | 2 | Survival | 1 |
| Melee Weapons ■ | 2 | Unarmed | 1 |
| | | (■ Tag Skill) | |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 12 | 12 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 210 lbs. | 0 | - |

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

| ATTACKS |
|---|
| ■ **UNARMED STRIKE:** STR + Unarmed (TN 7), 2 Physical damage |
| ■ **COMBAT KNIFE:** STR + Melee Weapons (TN 8), 3 Piercing 1 Physical damage |
| ■ **PRISTINE 10MM PISTOL:** AGI + Small Guns (TN 9), 4 Physical damage, Range C, Close Quarters, Reliable |
| ■ **MOLOTOV COCKTAIL:** PER + Explosives (TN 6), 4 Persistent Energy damage, Blast, Throwing, Range M. |

| SPECIAL ABILITIES |
|---|
| ■ **JET:** The Mordino Family Mercenary may take a dose of Jet as a minor action. Until the end of their turn, they may take an extra major action by spending 1 AP. |
| ■ **LET RIP:** Once per combat, the Mordino Family Mercenary may 'let rip' with a volley from their Pristine 10mm Pistol. This adds the weapon's Fire Rate of 1 to the weapon's damage for a single attack (for 5 total). |

| INVENTORY |
|---|
| Pristine 10mm Pistol, Combat Knife, Molotov Cocktail, Combat Armor (Chest, Leg x2, Arm x2), 6+4 10mm Rounds, Jet x2, Wealth 2. |

## *Mordino Family 'Officer'*

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

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

| SKILLS | | | |
|---|---|---|---|
| Athletics | 1 | Small Guns ■ | 2 |
| Energy Weapons | 1 | Sneak | 1 |
| Melee Weapons ■ | 3 | Survival | 2 |
| Repair | 1 | Throwing | 1 |
| Science | 1 | Unarmed | 1 |
| | | (■ Tag Skill) | |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 14 | 12 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 230 lbs. | 1 | - |

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

| ATTACKS |
|---|
| ■ **UNARMED STRIKE:** STR + Unarmed (TN 8), 2 Physical damage |
| ■ **COMBAT KNIFE:** STR + Melee Weapons (TN 8), 3 Piercing 1 Physical damage |
| ■ **PRISTINE 10MM PISTOL:** AGI + Small Guns (TN 7), 4 Physical damage, Range C, Close Quarters, Reliable |
| ■ **MOLOTOV COCKTAIL:** PER + Explosives (TN 7), 4 Persistent Energy damage, Blast, Throwing, Range M |

| SPECIAL ABILITIES |
|---|
| ■ **PSYCHO JET:** As a minor action, the Mordino Family 'Officer' may take a dose of Psycho Jet. Until the end of their turn, they add +2 damage to all attacks, and they gain +4 physical DR until the start of their next turn. They immediately gain 4AP, which is lost if not spent this turn. |
| ■ **LET RIP:** Twice per combat, the Mordino Family 'Officer' may 'let rip' with a volley from their Pristine 10mm Pistol. This adds the weapon's Fire Rate of 1 to the weapon's damage for a single attack (for 5 total). |

| INVENTORY |
|---|
| Pristine 10mm Pistol, Combat Knife, Molotov Cocktail, Road Leathers, Casual Hat, Combat Armor (Chest, Leg x2, Arm x2), 8+6 10mm Rounds, Psycho Jet x2, Wealth 2. |



## TALKING TO MORDINO

If the PCs ask around the Downtown area, they'll draw attention and be approached by a group of six Mordino Family Mercenaries, who will 'encourage' the PCs to accompany them to speak with Mr. Mordino. If the PCs resist, the Mercenaries are under orders to kill them without a second thought. Inevitably, this will draw attention from other family members, so make it clear that they are woefully outnumbered, with an **INT** + **Small Guns** test of difficulty 0 revealing that there is more than enough firepower on the street to mow the party down in seconds.

Assuming the PCs relent and are led to Mordino, his office is located in the old air traffic control tower—beyond the locked gates into the scrapyard—the tallest structure in town. Two well-oiled, but clearly faulty, turrets whir in place on either side of the front door (Machine Gun Turrets Mk I ***Fallout: The Roleplaying Game Core Rulebook*** *pg.376*), while the interior of the tower is manned by a set of three Mercenaries and one 'Officer,' as well as Caspers 'personal assistant' a reprogrammed Miss. Nanny with a sultry feminine voice, Ms. Smith.

Mordino's desk sits in the center of the upper floor of the tower, upon a raised platform that looks down onto the staircase, meaning that Casper is always talking down to his 'guests.' The room's outer edges are lined with desks and the shells of broken computers, and with floor-to-ceiling windows looking out over the town and the airport.



## *Ms. Smith*

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

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

| SKILLS | | | |
|---|---|---|---|
| Big Guns | 2 | Repair | 1 |
| Medicine ■ | 3 | Small Guns | 1 |
| Melee Weapons ■ | 3 | Speech ■ | 3 |

(■ Tag Skill)

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 16 | 17 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 150 lbs. | 1 | — |

| PHYS. DR | ENERGY DR | RAD. DR | POISON DR |
|---|---|---|---|
| 1 (All) | 1 (All) | Immune | Immune |

**ATTACKS**

- **PINCER:** STR + Melee Weapons (TN 9), 2 Physical damage
- **BUZZSAW:** STR + Melee Weapons (TN 9), 3 Piercing 1 Physical damage
- **FLAMER:** END + Big Guns (TN 7), 3 Persistent Energy damage

**SPECIAL ABILITIES**

- **ROBOT:** Ms. Smith is a Robot and cannot use food, drink, or other consumables. She cannot heal naturally, and the Medicine skill has no effect on her. She must be repaired.
- **IMMUNE (RADIATION, POISON, DISEASE, HUNGER, THIRST, SUFFOCATION):** Ms. Smith cannot suffer damage or effects from her listed immunities.
- **MISS NANNY:** Ms. Smith has 360' vision and an improved sensory system that can detect smells, chemicals, and radiation. Reduce the difficulty of all PER tests that rely on sight and smell made by Ms. Smith by 1. She is unaffected by difficult terrain and obstacles.

**INVENTORY**

**SALVAGE:** On a successful INT + Science test of 1, Ms. Smith can be salvaged for 2d20 Flamer Fuel, 2 common materials, and 1 uncommon material for each effect rolled.

Mordino (*pg.136*) doesn't know who the PCs are, and in many ways, he doesn't care; they've been causing trouble in his town, and that's enough. There are few things Casper likes more than an excuse to make an example out of someone. If, however, he knows they arrived from New Reno (either by arriving in the Highwayman or by openly telling people), he will innately distrust every word from their mouth, assuming that '*Old man* Bishop' sent them. One thing will always ring true: he doesn't control them; therefore, he doesn't like them.

When they arrive, Casper will keep two 'Officers' in the room with him, one on either side of the PCs, and open the conversation with an accusation, folding in Mr. Bishop's name (Solely referred to as *Old Man Bishop*) should he suspect his involvement.

### THE THIRD DEGREE

Opening with a simple derogatory statement, Casper will demand that the PCs tell him who the hell they are, why the hell they are in his town, and why the hell he shouldn't shoot them, carve out their chests and use them as latrines for his men. He will pursue this topic rigorously, shooting down any attempt to divert from it, literally. He keeps a loaded and highly modified 10mm pistol in his desk and will fire it into the ceiling to make a point and into a PC if he feels he has to make it again.

Use the points below to guide the conversation as Casper judges how useful the PCs may or may not be to him. At the end of the day, Casper is looking to expand his forces with talented killers to aid in his inevitable attack on New Reno. If he believes the PCs can be of help, he will try to determine any other allegiances they may have and find a way to undercut them. On the other hand, should he feel they are opposed to his goals in any way, he will try (briefly) to dissuade them but otherwise will quickly resort to violence:

Should Casper accuse the PCs of working with Bishop and they refute it, he will continue to push it. He doesn't trust them in the slightest and is looking for an excuse to pull his pistol and put them down.

He will press them for the following;

- Why have they come to Silver Springs?
- Who sent them here?
- What do they know about his business?
- Are they looking for work?

- If the PCs ask where the guns came from, Casper will initially tell them that it's *"None of their god-damned business."* However, should they push the matter, they may attempt a **CHA** or **INT + Speech** test at difficulty 2; success will push Casper into revealing that "*Some weaselly looking fella' came from down south with a token of his appreciation, no fee, 'cause he knows his betters.*" he won't discuss the matter any further, saying "*He left his details with Ms. Smith, she deals with the lower lot for me."* In truth, he doesn't actually care why he has more guns now; he's just glad to have them. If the PCs continue to ask about the gun runner, Casper will make sure they know that he doesn't know or care about the runner—but he is curious why the PCs care so much. If they come off as looking to undermine Mordino's efforts, he will take offense; however, if they do not, he will once again tell them to speak with Ms. Smith.

- Ms. Smith, if asked about the gun runner, will happily divulge that a "*Handsome young salesman by the name of Cho Dae booked an appointment with Mr. Mordino two weeks ago and informed him that should anything else be required, to send all follow-on orders to the town of Arsenal.*" Beyond that, she has no further information other than adding: "*Mr. Mordino thinks that the man may have come from Hawthorne.*"

- If the PCs try to confront Mordino about his planned attack on New Reno, he won't admit to anything, but he won't deny it either. If pressed (a **CHA + Speech** test with a Difficulty of 1), he'll simply admit that he has some unfinished business with the families in New Reno.

- If he gets the feeling that the PC's allegiances are more tied to caps than loyalty, he will move to make them an offer. Join him and reap the rewards. Casper will ask the PCs to work for him, inform him what they know about Mr. Bishop and the situation in New Reno, and then join him on his planned attack in the near future. For this service, he will offer up the services of his mechanics (should the PCs own a vehicle) to tune up their rides or full access to his scrapyard as and when they please. He will also happily offer as much Jet as the PCs could ever want, even going so far as to pull several doses from his desk and throw them to the characters.

- If he feels the PCs either can't be bought or are simply opposed to his goals, it won't take him long to pull out his pistol and take a shot at the PC he views as the easiest to kill.

**If the PCs accept Mordino's offer:** Casper is clearly happy and asks the characters to swear allegiance to him. Should they do so, he then asks his men to guide the PCs to the scrapyard to pick up whatever they please (On a daily basis, the scrapyard can be looted for 1 rare Material, 5 uncommon Materials, and 10 common materials). If they have a vehicle, they will instead be taken to Casper's mechanics, where each vehicle can be fitted with a single Vehicle Mod (*Vehicle Mods: Silver Springs pg.141*). After this point, the PCs will be each handed a Pristine 10mm Pistol and sworn into Mordino's army to be used as the young crime lord sees fit; see *The Fallout* section (pg.142) for what comes next.

**If the PCs do not accept Mordino's offer or annoy Casper sufficiently:** As demonstrated, Casper is not a patient man. Should the PCs reject or annoy Casper, he will place his pistol on the table—something that causes his 'Officers' to point their weapons at the PCs' backs—and tell them he tried to be nice. He will offer them another choice: leave immediately or join him before counting down from ten. If the PCs have not made a decision at the end of that time, he will open fire. Should they leave, however, he will allow them to get outside of the building before addressing the entire town via the PA System on his desk and ordering his army to kill them.

**If a fight breaks out:** Regardless of who fires the first shot, should a fight break out, the PCs' Reputation with the Mordino Family drops to 0, and Casper will do all he can to see them dead. Mordino himself is not a massive threat; with only him and two Officers (Ms. Smith is not programmed for violence and will abstain unless actively attacked), the PCs will have a challenging but not deadly fight on their hands.

However, if Mordino is left alive for more than one Round of combat, he will spend a Minor Action to tell his army outside via a PA System on his desk to kill the PCs. As a result, even when Casper himself is dead, the PCs will have to deal with a small army's worth of Jet-addicted Raiders outside. Once the fight is over, the PCs will be approached by Ms. Smith, who will check their wounds and offer aid, giving the PCs the opportunity to ask about Cho Dae.

However, if the PCs manage to kill Mordino before he can sound the alarm, nobody outside knows that he's dead, and they're unlikely to find out for a few hours unless the PCs tell anyone. This allows the PCs to move about the town a little more easily if they can keep things contained and means they can leave town at their own leisure. In addition, by looting Casper's corpse, they will also be able to find his workshop key, which allows them access to the Scrapyard and his Vehicle Workshop, wherein they can spend 1 rare material, 3 uncommon materials, 6 common materials, and 2 hours work to attempt an **INT + Repair** test at difficulty 2. Succeeding on this test will allow them to modify one vehicle with a single Mod from the **Vehicle Mods: Silver Springs** sidebar. If they try to fit a second Mod, the delay will give the Mordino Family the time they need to discover Casper's death and pin it on the PCs.

## Vehicle Mods: Silver Springs

If the PCs take the opportunity to upgrade their car at Silver Springs, they may select one (and only one) of the following vehicle mods. The mechanic in Silver Springs Airport can install any of these.

- **Cargo Capacity:** A reinforced trunk and roof bars that bulky items can be fastened to. The vehicles **Cargo 200** rule is upgraded to **Cargo 300.**
- **Fusion Core Regulator:** A power regulator salvaged from a derelict old Vertibird. The vehicle gains the **High-Quality Engine** quality.
- **Tune-Up:** General improvements and refinements to the vehicle's performance. The vehicle is now more **reliable** and ignores the first complication rolled each scene.



## TALKING TO ASH

If the PCs arrange a meeting with Bishop Ash in the temple, they will quickly get to see the other side of Silver Springs: a loose collection of homes and small farms spread around the sides of Highway 95. A modest herd of brahmin can be seen outside one of the larger farms, and any character with a Science skill of 2 or higher will realize that fertilizer made from brahmin dung is the main ingredient in Jet, which may be where the Mordinos are sourcing their supply—and why they haven't ousted the Mormons yet.

Bishop Ash can be found in his office at the Mormon temple at the heart of that community. He seldom goes anywhere else. He's polite to the PCs but somewhat wary of them, especially if the team contains any Super Mutants or if they look particularly aggressive. Out of hospitality, he'll offer them a drink when they start to talk: he has purified water and brahmin milk.

Overall, Bishop Ash has no particular wants or desires outside of peace; he's too old to desire war and believes that Casper Mordino is a child playing warlord, something that time will deal with—his people are safe and happy, which is all that matters. God will provide, no matter what comes. He will answer any questions the PCs have without any difficulty.

- If asked about the gun runner, Ash will explain that a man named Cho Dae arrived two weeks ago with a pack brahmin laden with firearms. He was traveling up Route 95 from the south, looking to offload a few crates of pistols to anyone with 'ambition.' He moved on up towards the other part of Silver Springs after finding that the Mormons weren't interested. Ash can give a description of Cho Dae that matches other descriptions of him.
- If pressed further, Ash will mention that the crates were marked 'U.S. Army,' and the only place nearby that would have Army supplies would be the old army munitions depot at Hawthorne. If asked for directions, he comments that it's a few hours further south on Route 95 before adding that Cho Dae had mentioned, "*Should anyone change their minds, to reach out to him in Arsenal.*"
- If asked about the state of the town, Ash sighs and explains: *"It'll pass in time. Mordino will burn himself out seeking power and vengeance, and then we'll have peace again."* So far, the Mordinos have kept to their side of town and, barring the occasional theft of brahmin dung, keep to themselves, which is enough to dissuade Ash from further action.
- The PCs may try and convince Ash to act, but he's content to wait Mordino out. If the PCs promise to remove Mordino from power (or if they already have), Ash can be persuaded to try and move into the Downtown area to try and establish some order and peace: this is a **CHA + Speech** test with a difficulty of 3, or difficulty 2 if Mordino is already dead.

## THE FALLOUT

**If the PCs agree to Mordino's terms:** With a deal struck, Casper has two jobs for the PCs at that point; kill Bishop Ash so he can supplant their leadership with his men, forcing the Mormons into subservience. If they accept this task, they will find Bishop Ash in the chapel with a number of Wastelanders (***Fallout: The Roleplaying Game Core Rulebook*** pg.397) equal to the number of PCs plus four, all of which are ready to fight and die for their community. Once this is done, the Mordino Family will move to violently take over the Mormon territory before the PCs are ordered by Casper to head out and secure more weapons, ideally from Cho Dae. This path keeps the PCs moving to hunt down the source of the weapons, but rather than to shut it down, to put them in the hands of a warlord. Violence in the region only escalates, and the PCs increase their Reputation with the Mordinos by 1 and reduce it with the Mormons and all New Reno Factions by 1.

**If the PCs leave without killing Mordino:** Casper, unchecked, continues to build his forces and spreads in a disorganized orgy of violence. Within a few weeks, a large-scale assault is launched on the Mormon community by Mordino's army, killing most and causing the others to run. Silver Springs becomes a haven for Jet addicts across the Wasteland as Mordino builds his forces, setting his eyes on New Reno and waiting for a moment's weakness to capitalize on. Mordino remains a threat in the area, and the PCs reduce their Reputation with the Mordinos, Mormons, and New Reno Factions by 1.

**If the PCs kill Mordino and leave:** With Casper dead, his army is leaderless, and a brief but violent period of change will begin. Several officers will try to take control of the family as Jet production starts to slow down, and the addicts either dissipate or violently seek more. Without direct opposition, the army will collapse, and the now uncontrolled forces will turn on each other, leaving few alive and Silver Springs in ruins. With Bishop Ash still in control, the Mormons will be passive at this time, so much so that many of them die in the chaos that breaks out. Many others will flee, and the community will be abandoned. The Raiders serve as a brief but manageable threat to larger settlements, but the PCs gain 1 Reputation with the New Reno families.

**If the PCs kill Mordino and convince Bishop Ash to take control:** As above, with Mordino dead, a violent power struggle begins among his 'Officers,' but if Bishop Ash and the Mormons have been galvanized into action, they will move into the space and drive off the remains of the now fractured Mordino Family. This leads the Mormons to begin the substantial work of reforming Silver Springs into a better place, shutting down the Jet labs, reopening the scrapyard, and opening the town once more to wider scale trade. It will be a long, arduous road, but Bishop Ash is nothing if not a patient man. The PCs gain 1 Reputation with both the New Reno Families and the Mormon community.

### *Bring Me His Head*

If the PCs kill Casper Mordino, they may head straight back to New Reno to present Mr. Bishop with the news. If they do so, they gain the rewards offered by Fallon and Mr. Bishop at the beginning of this Quest (**Route 95**, pg.127) and are thanked for their work. At this point, if the PCs have not already been tasked by Mr. Bishop to hunt down the source of the weapons flooding the area, he will ask them to get back to work; if not, he will task them with that job, offering the same rewards as mentioned at the start of the Main Quest.

## BACK ON THE ROAD

Once the PCs leave Silver Springs, regardless of how, they may continue their journey south along Route 95. At this point, they may have two destinations in mind, either Arsenal or Hawthorne, according to the following potential facts:

**Arsenal:** Via either Bishop Ash or Mordino's assistant, Ms. Smith, the PCs should have the name Arsenal as a location where they may find Cho Dae. PCs can, at this point, ask around to discover that Arsenal is a town to the far south, which they will need to pass through Hawthorne to reach.

**Hawthorne:** Mr. Bishop and Fallon will mention Hawthorne when they ask the PCs to continue to dig into the weapons issue (pg.144), specifically as a potential source. Following Silver Springs, Hawthorne will likely be the PCs' natural next stop along the journey.

Should the PCs, for some reason, have not heard of either location during the course of the Quest so far, feel free to have a passing trader on the road mention Hawthorne—as long as the PCs are drawn there, the Quest can continue.

Hawthorne itself is an 80-mile trip, following Route 95 as it winds past a few significant landmarks:

- **Fort Churchill Power Station - 15 Miles:** The Power Station can be seen a few miles from Route 95, with signage and a small road leading directly to it. The facility is still somewhat intact and is the perfect place to scavenge spare fusion cores—if the PCs are able to bypass the current residents. A brood of Mirelurks is recovering from the death of the Queen, which was set upon by the swarm of Feral Ghouls: the old staff of the station, long since mutated into ravenous monsters.
- **Yerington - 30 Miles:** A ruin since the Great War, Yerington sat in the middle of particularly bad nuclear fallout and still suffers from particularly high levels of ambient radiation. Numerous attempts to settle it have failed. Instead, Raiders and scavengers aplenty set up small camps on its outskirts, using them as staging grounds for

excursions into the ruins. However, many who go in don't come out, and rumor is that Yerington is cursed, potentially even haunted.

- **Walker Lake - 50 Miles:** A large body of water sits in the shadow of a mountain; Walker Lake is dangerously irradiated thanks to a handful of unexploded nukes within its depths. Despite this, a small town flourishes at its western bank—Walker's Hope—fed by the unusually mutated creatures that call its waters home. Walker's Hope is occupied solely by xenophobic ghouls, who see anyone from the outside world as a potential risk to their carefully cultivated ecosystem and are more than happy to hurl trespassers into the lake.

Whether you use these ideas, random encounters, or encounters of your own devising, it's recommended that the PCs be at least Level 9 by the time they reach Hawthorne.

# HAWTHORNE

Tucked within a valley and well-defended, the military town of Hawthorne emerged from the Great War mostly unscathed. Thanks to the munitions depot at its center, Hawthorne has been the target of numerous Wasteland groups, each attempting to gain control of the invaluable bounty of weapons within. However, as the Great War came to a close, Hawthorne was still actively garrisoned by military personnel, so as the new age dawned, the depot was already protected. These personnel, true to their past, held their posts—protecting the depot against all manner of threats, from mutated animals, Raiders, and even the machinations of the Enclave.

The protective nature of Hawthorne's inhabitants warped the settlement's politics, becoming an isolationist regime under the control of the military remnants. Rejecting all outside offers of trade or aid—assuming them to be ploys to gain access to the depo—Hawthorne turned inwards, fortifying their walls and keeping their guns trained on the world outside. Until the Grinners came out of the Wasteland.

'Rictus' Vaughn, a self-styled 'Raider-Baron' arrived at Hawthorne a few months ago, lured in by tales of untouched vaults of weaponry and wealth beyond imagining. Sadly for Hawthorne, their isolationism left them unable to call for aid and faced with a sizable—and patient—threat, they found that all the bullets in the world wouldn't help them against the most common danger in the Wasteland, starvation.

The Grinners waited for Hawthorne's supplies to run dry, and, when the cries for help began, offered up exactly what was needed—food in exchange for subjugation. Once the Raiders got in, they dropped their act and devolved into violence. Soldiers were killed, most settlers hid in their homes, and those not fast enough to do so lay dead in the street. Hawthorne belongs to the Grinners now and is ruled by 'Rictus' from his throne inside the Ordnance Museum.

### HAWTHORNE SETTLEMENT ATTRIBUTES

**Population:** 186
**Defenses:** Very Strong (5)
**Water Supply:** Scarce (1)
**Denizen Outlook:** Very Grim (1)
**Starting Settlement Reputation Rank:** Cautious (1)

## HAWTHORNE ARMY DEPOT

Originally established in 1930 as the Hawthorne Naval Ammunition Depot, the Hawthorne Army Depot was a major location for the storage, manufacture, renovation, and disposal of ordnance and munitions for the United States Armed Forces and was regarded as the largest ammunition depot in the world. It had once consisted of several thousand individual storage bunkers spread across the valley south of Walker Lake, but in the mid-21st century, these were phased out in favor of a smaller number of deep subterranean storage facilities built using many of the same technologies developed by Vault-Tec for their survival shelters.

The depot bunkers are heavily secured, with sophisticated electronic locks, automated turrets, and robotic

guards. These defenses aren't foolproof; anyone with the right tools can unlock the doors and bypass the defenses, but the town leaders have been cautious and added extra traps and barricades over the years.

These extra defenses, even after Hawthorne's occupation, have put a stop to the Raider-Barons' attempt to sack the depot—much to his chagrin. No Raider has been able to get into the depot bunkers. Many have tried and been slaughtered in the process.

Once the PCs become aware of this, it's simple to draw the conclusion that the weapons flooding into the Wasteland aren't from here—if no one can reach the stockpile, no one can give them away.

## HAWTHORNE ORDNANCE MUSEUM

Built around the same time as the original Navy Ammunition Depot, the ordnance museum has long contained examples of decommissioned weapons and munitions from the depot, representing the evolution of armaments across the 20th and 21st centuries. The displays of shells, missiles, artillery pieces, and combat vehicles—including an antique tank from the mid-20th century—are accompanied by newspaper clippings and other documentation, displays of old uniforms, medals, and other memorabilia. Just before the Great War, the newest display installed was a history of Power Armor, showing complete suits of each of the models of Power Armor used by the U.S. Army since its introduction.

All these weapons, munitions, vehicles, and Power Armor are decommissioned and completely useless. At this point, it would be easier to break them down into scrap than to repair them and bring them back to use.

The Raider-Baron has set up his 'court' here, surrounded by the history of war.

## 'RICTUS' VAUGHN, THE RAIDER-BARON OF HAWTHORNE

A clever and unusually ambitious Raider, Richard 'Rictus' Vaughn gained his nickname for the trophies made of grinning human heads hanging from his armor (though, in truth, it was mainly to replace his first name because he felt nobody would fear or respect a Raider named Richard). Vaughn's ambition has seen him slowly but successfully gather a warband of Raiders—dubbed "Rictus' Grinners"—whose loyalty is based on their continued successes in raiding and plundering. The Grinners can normally be identified by a couple of warpaint designs on their face or helmet: a crimson 'grin' from ear to ear or a white skull.

Since arriving in Hawthorne, Vaughn's victories have seemed increasingly distant: having rallied an army of Raiders with the promise of powerful weapons from Hawthorne, the lack of success has come to mean that his men are restless, dissatisfied, and increasingly prone to fighting amongst themselves or taking out their frustrations on the townspeople. Vaughn doesn't really care about anyone but himself, but he recognizes that he's losing control over his 'army.'



## 'Rictus' Vaughn, the Raider-Baron of Hawthorne

***Level 11, Human Raider, Major Character (243 XP)***

Vaughn's crude manner of speech belies a limited but surprising intellect, one born from countless hours poring through pre-War military history books. Now in Hawthorne, he spends much of his time staring at the museum exhibits, partly searching for some hidden secret that will open the army depot, partly because he's genuinely interested in the history of warfare. Often quoting—or misquoting—historical figures and great military leaders while talking, Vaughn believes himself to be a great thinker despite his violent tendencies. With no qualms about inflicting violence on anyone who displeases him, he believes absolutely that might makes right and that strong men should be willing to kill for their beliefs and ambitions.

| S | P | E | C | I | A | L |
|---|---|---|---|---|---|---|
| 7 (11) | 7 | 9 | 10 | 7 | 7 | 8 |

| SKILLS | | | |
|---|---|---|---|
| Big Guns ■ | 5 | Science | 1 |
| Energy Weapons | 3 | Small Guns ■ | 3 |
| Explosives | 2 | Sneak | 1 |
| Medicine | 3 | Speech ■ | 3 |
| Melee Weapons ■ | 4 | Survival | 4 |
| Repair | 1 | Unarmed | 2 |
| | | (■ Tag Skill) | |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 36 (7 Head, 7 Arms, 7 Legs, 10 Torso) | 18 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 220 lbs. | 1 (3) | 8 |

| PHYS. DR | ENERGY DR | RAD. DR | POISON DR |
|---|---|---|---|
| 6 (Head) | 4 (Head) | 7 (Head) | 0 (All) |
| 8 (Torso) | 6 (Torso) | 9 (Torso) | |
| 4 (Arms, Legs) | 3 (Arms, Legs) | 7 (Arms, Legs) | |

### ATTACKS

- **UNARMED STRIKE:** STR + Unarmed (TN 13), 5 physical damage
- **.50 CAL MACHINE GUN:** END + Big Guns (TN 14), 7 Burst physical damage, Range M, Fire Rate 3, Two-Handed, Recoil (9)
- **STAGGERING SLEDGEHAMMER:** STR + Melee Weapons (TN 15), 8 Stun physical damage
- **FRAG GRENADE:** PER + Explosives (TN 9), 6 physical damage, Blast, Thrown (M)

### SPECIAL ABILITIES

- **LET RIP:** Once per combat, Vaughn may 'let rip' with a volley from his .50 Cal Machine Gun. This adds the weapon's Fire Rate of 3 to the weapon's damage for a single attack (for 10 total) and allows him to use the Burst damage effect without spending ammo.
- **POWER ARMOR:** Vaughn is wearing a salvaged suit of Raider Power Armor. He uses the armor's STR of 11 instead of his own. He is immune to falling damage and inflicts 3 physical damage to all creatures within Reach of his landing. He can breathe underwater and in toxic environments.
- **RAIDER-BARON:** Vaughn leads the Raiders in Hawthorne, and he has a jury-rigged speaker system on his armor. He may take a minor action to order a Raider of lower level within Long range to perform a minor action. Alternatively, he may take a major action to order another Raider within Long range to take a major action.

### INVENTORY

.50 Cal Machine Gun, 4+2 .50 rounds, Staggering Sledgehammer, Raider Power Armor (Head, Torso, Arms, Legs), 3 Frag Grenades, Wealth 5

## ARRIVING IN HAWTHORNE

The valley around Hawthorne is mostly empty, filled by partly dismantled bunkers, with the road passing between them. Small groups of Raiders squat in the bunkers, searching for anything worth looting, hunting for people who've escaped from the town, or just fighting amongst themselves.

During their entrance, if the PCs choose to stop and investigate the bunkers, then they will be attacked by a group consisting of a Grinner Veteran and a number of Grinners (pg.148) equal to the number of PCs plus 2. This is a chance encounter and could happen at any point along the road before reaching Hawthorne.

The gates into Hawthorne itself are still open, covered with the boiled skulls of the old soldiery of the town. Grinner Raiders watch the entrance, happy to allow anyone entrance in exchange for some form of payment—be that caps, bullets, or any goods equating a rough value of 10 caps per person entering. If the PCs pay, they will be allowed access to the mostly empty town, whereas refusing will result in the gate guards (One Veteran and four Raiders) opening fire. This reduces the PCs' Reputation by 1 and turns the Grinners hostile.

Should the PCs gain entrance, they will find Hawthrone depressingly quiet. The streets are deserted, barring a selection of bored Raider groups making their way to and from various locations. However, while the PCs move through the area, they should come across a small group of Raiders chasing down a single settler, an older man dressed in bloodied rags, carrying an old, soot-stained teddy bear he refuses to release. This man is an escapee of the town who recently tried to get away with his daughter. She didn't make it, and the Raiders plan on ensuring the same is true for her father. Left to their own devices, the Raiders will herd the man towards the main gate before hanging him from the walls as a demonstration to the other settlers still trapped within their homes. The PCs can choose to intervene, but any form of open violence will cause the Grinners as a whole to turn on them.

From this moment, the PCs are able to do as they choose within Hawthorne, though the town lacks any amenities of worth. They could ask around after Cho Dae or the increased number of weapons, but the Raiders are uncooperative and either require bribing or a **CHA + Speech** test at difficulty 2 to divulge information according to the questions asked;

- **If the PCs ask about Cho Dae:** A Raider or local might mention that they saw someone matching that description traveling past the town with a brahmin a few weeks ago. The person was coming from further south and didn't bother to stop in Hawthorne.
- **If the PCs ask about guns in U.S. Army crates**: They'll be told that no weapons have left Hawthorne in months. Locals will explain that the depot vaults were sealed when the NCR garrison left town. Raiders will grumble that they've not managed to get into the vaults, but if they had, they wouldn't be giving out guns for free.

Information in hand, the PCs can choose to leave Hawthorne as it is, even though doing so leaves it under Rictus's control. This leaves Rictus as a danger in the region for the foreseeable future.



## Grinner Raiders

***Level 5, Human Raider Normal Character (38 XP)***

The ordinary rank-and-file of the Grinners are tougher and better-armed than the majority of wasteland Raiders. They've also picked up a few tricks for cracking into secure locations, as that's where the best loot is

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

| SKILLS | | | |
|---|---|---|---|
| Lockpick | 1 | Science | 1 |
| Medicine | 1 | Small Guns ■ | 3 |
| Melee Weapons ■ | 3 | Survival | 1 |
| | | Unarmed | 2 |
| | | (■ Tag Skill) | |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 11 | 12 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 220 lbs. | 1 | - |

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

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 9), 3 Physical damage
- **SUBMACHINE GUN:** AGI + Small Guns (TN 10), 3 Burst Physical damage, Range C, Fire Rate 3, Inaccurate, Two-Handed
- **TIRE IRON:** STR + Melee Weapons (TN 10), 4 Physical damage

**SPECIAL ABILITIES**

- **LET RIP:** Once per combat, a Grinner may 'let rip' with a volley from their submachine gun. This adds the weapon's Fire Rate of 3 to the weapon's damage for a single attack (for 6 total) and allows use of the Burst quality without spending ammo.
- **RICTUS GRIN:** Grinners enjoy killing up close and personal. When they make an attack against an enemy within Close range, they may re-roll one d20 without spending Luck.

**INVENTORY**

Submachine gun, 8+4 .45 rounds, switchblade, Tough clothing, Sturdy Raider Chest Piece, Army Helmet, Wealth 1.



## Grinner Veteran

***Level 7, Human Raider Notable Character (120 XP)***

Rictus's veterans have served with him for several years and match some of his militaristic countenance. Armed according to their station, Veterans issue orders from the front, as eager for blood as they are for victory.

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

| SKILLS | | | |
|---|---|---|---|
| Athletics | 2 | Small Guns ■ | 4 |
| Explosives | 1 | Sneak | 1 |
| Medicine | 1 | Speech | 2 |
| Melee Weapons ■ | 4 | Survival ■ | 3 |
| | | Unarmed | 2 |

(■ Tag Skill)

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 21 | 17 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 220 lbs. | 1 | - |

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

### ATTACKS

- **UNARMED STRIKE:** STR + Unarmed (TN 9), 3 Physical damage
- **COMBAT RIFLE:** AGI + Small Guns (TN 11), 5 Physical damage, Range M, Fire Rate 2, Two-Handed
- **MACHETE:** STR + Melee Weapons (TN 11), 4 Piercing Physical damage
- **FRAG GRENADE:** PER + Explosives (TN 8) 6 Physical damage, Blast, Thrown (M)

### SPECIAL ABILITIES

- **LET RIP:** Once per combat, a Grinner Veteran may 'let rip' with a volley from their Combat Rifle. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 7 total).
- **RICTUS GRIN:** Grinners enjoy killing up close and personal. When they make an attack against an enemy within Close range, they may re-roll one d20 without spending Luck.
- **VIOLENT ORDERS:** Grinner Veterans hold their positions through violence rather than respect, issuing orders through thrown rocks, barely missed shots, and other means. As a minor action, a Grinner Veteran may deal 2 Physical damage to a Raider of a lower level within Medium range to order that Raider to make a minor action. Alternatively, they may spend a major action and deal 3 physical damage to order that Raider to make a major action instead.

### INVENTORY

Combat Rifle, 10+6 .45 rounds, Machete, Frag Grenade, Tough clothing, Heavy Raider Chest Piece, Army Helmet, Wealth 2.

## SIDE QUEST: FUSILLADES AND FALSE LEADS

The PCs can continue their investigation, or they may look into ending the Raiders' occupation of Hawthorne. The longer the PCs stay in town, the more likely it is that a group of Grinners will try their luck and attack, eager for some way to alleviate their boredom. Each hour that passes with the PCs in town, roll 1  ; if an effect is rolled, the PCs will be attacked by a group of Grinners (One Veteran and four Raiders). Fighting back in this scenario will not cause the rest of the Faction to turn on the PCs.

Spending more time in Hawthorne reveals that the locals have been relegated to their homes, hiding inside to protect themselves. When the Grinners arrived, they made it clear they had no interest in the locals; Rictus wanted the depot, and as long as people stayed out of the way, they would be spared. That was several months ago, however. The Grinners are bored, and Rictus has become annoyed at the lack of progress, so people are being dragged from their homes and taken to the depot vaults to open the doors. Needless to say, if they can't (and none of them can), they are summarily executed.

In truth, all one needs to access the vaults is a small RFID key that, once in the vicinity of the vault, will cause the security systems to shut down. Unfortunately for Rictus, the old ranking officer of Hawthorne destroyed the key when the Grinners gained access and died long before he could admit to it. Rictus believes that a key has been hidden somewhere, but that is not the case. The only way to access the vaults is to dismantle the significant traps that lie in wait and blast the doors open. This would require specialist equipment simply beyond the reach of most Wastelanders.

As Rictus is unaware of this, he has taken up likely permanent residence in Hawthorne.

It's easy enough to find out that he now 'holds court' in the Ordnance Museum and that he picked the location because he believes that the secret to opening the vault is in there.

A simple truth prevails in Hawthorne: Rictus is obsessed with opening the depot vaults and will happily kill everyone within the town if he thinks it will help him achieve that goal. Left to his own devices, Hawthorne will become a charnel house, and when there is no one inside the walls left to kill, Rictus will use it as a staging ground to continue his war against the Wasteland, with or without access to the depot.

Should the PCs wish to try and dismantle this threat, the simplest way is to cut off the head of the snake and go straight to Rictus. They may also just want to talk to him. Either way, he will be in the museum as expected, though his location will differ throughout the day. Throughout most of the day, he can be found holding court in the main exhibition room, sitting on a makeshift throne (strong enough to host a man in Power Armor) upon the chassis of an old 20th-century tank. He spends the evenings in the back office, poring over old records and trying to get into the terminal to find some secret that will let him into the vault.

### MEETING WITH A WARLORD

If approached peacefully and within daylight hours, Rictus will be holding court with a select group of five Veteran Grinners, discussing plans to enter the vault, and organizing raiding parties to head out and obtain more resources. Upon arrival, a young Raider will announce the PCs' arrival, and Rictus will graciously speak with them, mainly to see if he can sway them to help him. He trades information freely but doesn't have much patience for those he feels have little to offer him. He is primarily after any information that may get him into the vault or otherwise strengthen his 'army' and will trade either his own information or goods from his stash (pg.151) in exchange. Should the meeting conclude peacefully, and both sides feel happy with what they have gained, the PCs will be able to leave Hawthorne to its fate.

He has the following information to trade:

- **If asked about the weapons flooding into the area:** Rictus hasn't heard anything about this, having been too focused on his own activities. However, he is interested in more information himself—eager to bolster his own reserves.

- **If asked about Cho Dae:** He remembers a report from some of his men about a trader moving through Hawthorne with a heavily laden brahmin, who paid good caps to move through the area unmolested. He didn't directly interact with the man, but the description lines up. If pressed for more information, he'll point out that the man either came from Gridlock or Arsenal, the only places further south on Route 95 particularly welcoming to caravans.

If approached aggressively or significantly angered during the meetings, Rictus will quickly draw his hammer, meeting violence with violence. Rictus is unsubtle in battle, and the sounds of combat are likely to draw other Raiders to the fight. At the end of the second round of combat, roll 2 ; for every damage rolled, a Grinner Raider will join the fight from a nearby location, and for each effect rolled, a Grinner Veteran will join them.

If Rictus is slain, the PCs have free access to the back office, including Rictus' stash; at the cost of now having the Raiders of Hawthorne as their enemies.

## Rictus' Stash

If the PCs either make a deal with Rictus or kill him, they can get access to his stash, a collection of weapons and armor he's claimed from Hawthorne while searching for the depot vault key.

This stash doubles as his personal armory and is proudly displayed in his office—a locked room to the back of the museum that requires either his key or a Difficulty 3 **PER + Lockpick** test to unlock.

Roll three times each on the Melee Weapons, Ranged Weapons, Thrown/Explosive Weapons, Armor, and Ammunition tables to determine what Rictus has managed to obtain in his raids. He has also installed both a Weapons and Armor workbench in his quarters beside his personal terminal. This terminal can be used to answer the same questions as noted in **Meeting with a Warlord**, as well as allow the PCs to use the ***Obtain Information*** AP spend four times regarding the area in and around Hawthorne without spending AP. Rictus' stash also contains two spare Fusion Cores, which he keeps on hand for his Power Armor.



## THE FALLOUT

If the PCs choose to just move on from Hawthorne with Rictus still alive, things will escalate. Despite his inability to access the depot, Rictus is still a threat and one that will only become more dangerous as his attention turns back to the Wasteland.

If Rictus is slain, things begin to calm down. The Grinners, now leaderless, will lose their cohesion and split into different groups before wandering off in search of easier targets over the next couple of days. Until then, they'll bully anyone they think they can coerce, but they're too selfish to stand up to anyone who looks like they can defend themselves. The locals can more easily defend themselves against uncoordinated, unmotivated raiders, and the town swiftly returns to the hands of the townspeople.

If the town is freed from the raiders with Rictus' death, and the PCs are willing to wait, one of the townsfolk, Harriet Gray, one of the previous town's leadership, will approach them and offer 500 caps as a reward in way of thanks. Though it will take time, the people of Hawthorn will slowly start to resettle and open up to trade for supplies for the first time in decades; though, because of the raiders, the traders in town don't have anything with a rarity above 1.

By this point, the PCs should have clues that lead them to Arsenal, a large town about 120 miles south. If they've got any doubts or are still asking around, one of the locals suggests that they've heard some rumors from Arsenal that their mayoral election is heating up, and one candidate, the incumbent Mayor Chambers, is advocating for everyone to be armed. They hand over a flyer, something carried from Arsenal to Hawthorne by a trader who passed through before Rictus' Grinners arrived in town.

# GRIDLOCK

Once the PCs leave Hawthorne, the road to Arsenal is relatively uneventful, with the journey requiring them to follow Route 95 for an additional forty miles until they hit a small town called Gridlock. From there, they will need to follow Highway 360 for twenty miles towards Route 6, then an additional sixty miles on Route 6 until they reach Arsenal proper.

Gridlock itself is no ruin; in fact, it is a rare demonstration of a town built up post-war. It is a bewildering array of shacks made from scrap metal salvaged from cars, trucks, and other vehicles.

### GRIDLOCK SETTLEMENT ATTRIBUTES

**Population:** 63
**Defenses:** Modest (3)
**Water Supply:** Limited (2)
**Denizen Outlook:** Somewhat Happy (4)
**Starting Settlement Reputation Rank:** Neutral (3)

Gridlock is mainly a trading stop for people moving along the highways: sitting on the road between New Reno and New Vegas is convenient. Recently, they've been charging a toll for anyone traveling through town—25 caps per person—but as the town is a helpful place to stop for supplies and rest up, it's encouraged that the PCs stop here before continuing their trip to Arsenal.

## 'ROAD RAGE' GUNS & AMMO

A stall in the back of a cargo container. The owner, Barney, a ghoul with a nearly unintelligible accent and boisterous personality, sells weapons and ammunition of up to Rarity 2. Small Guns are plentiful and cost about 10% less than normal, but Energy weapons are rarer and cost 50% more. Ammunition is available at a premium and costs double the normal amount. Fusion cores found are partially depleted (3+3 charges remaining, and halves any bonus charges from a PC's Science or Perks) but still cost full price. The trader has 100+3d20 caps available for PCs wishing to sell things.

## CRASH WAGON

Built around an old ambulance, the 'clinic' is small and cramped, but the local doctor is skilled. Known only as 'Doc,' they have an INT of 6 and Medicine as a Tag Skill at 3. They charge 100 caps for each of three services: healing (using a stimpak and a skill test),

radiation treatment (a dose of RadAway and a glass of purified water), or addiction treatment (a dose of Addictol). He'll also sell Chems of up to rarity 2. Doc won't buy anything from customers.

### GENERAL STORE

Made of a couple of hollowed-out cargo containers and run by a clueless Super Mutant named Harrogate (they read it on a bottle once and liked how it sounded), the store sells any item of up to rarity 1. The store has 100+3d20 caps to trade for PCs wishing to sell.

### RESTFUL VISIT INN

Made from the parts of a couple of old Recreational Vehicles, the inn is about the only place for miles for a traveler to get a halfway-comfortable bed for a night. There are 6 beds, each available for 25 caps a night. It's currently run by a Mr. Handy called "Innkeeper 21", one of a long line of Mr. Handys that build their own replacements out of spare parts before dismantling themselves.

### THE SCRAPYARD

The town contains a workshop with a garage, which is normally used for salvaging vehicle parts to expand the town. PCs can buy any one vehicle mod they haven't already taken for 100 caps, using the available options in the 'Vehicle Mods -- Silver Springs' sidebar on pg.129.

After the PCs have rested up, they can continue their journey to **Arsenal** pg.177.

## MAIN QUEST: ROUTE 395

This Quest is available after the conclusion of events in Tahoe. **Add 2 Action Points per PC to the GM's pool when the Quest begins.**

Should the player characters remain in Tahoe following the defeat of the Jaggers in Chapter 2 or otherwise never return to New Reno to speak with Mr. Bishop, they may never be pushed to leave. Should that be the case, the PCs will be approached by **Clair Angels,** a representative of the Crimson Caravan, with a simple job request.

### TAHOE, AFTER THE WORST

After the Jaggers are removed from Tahoe, the town slowly recovers from the damage inflicted by the Raiders. The PCs can get involved in the repairs, using any relevant skills they may possess to reinforce the town's infrastructure (***Many Hands, Light Work*** pg.154). They may also use Tahoe as a new home base to start building out from, embarking on side quests or otherwise. Eventually, members of the Crimson Caravan will start to reach out to Tahoe with the intent of reopening trade routes after the perceived elimination of the Raider threat.



While this may be true, the Caravan has no guarantee that that is also the case for the extended routes past Tahoe. Accordingly, they have tasked the veteran caravaneer **Clair Angels** with commissioning a pathfinding expedition along Route 395. After a week of time in Tahoe, or the next time the team stops in town for the night, they will be contacted by Clair directly, either in person or through a secondary connection (potentially Hexe or Wilson if they survived the events of **Chapter 2**) with an offer of employment. Should the PCs choose to talk with her, she tries to set up a meeting with them in a newly opened drinking establishment, 'The Second Chance,' run by two survivors of the Jaggers' invasion out of an old diner.

## Many Hands, Light Work

After the Jaggers, Tahoe is in a state of disrepair, and despite the efforts of the locals, there is a lot to do. Should they wish, the PCs can hold back and help with the efforts, spending time and using their own skills to bolster the town as it grows. If they choose to help, ask each character to select a skill from the list below and make a difficulty 2 test, with success gaining the town the listed benefit.

- **Barter**: The PC negotiates with an outside group to donate luxury goods to the growing town. Increase Tahoe's Denizen Outlook by 1.
- **Big Guns/Energy Weapons or Small Guns:** The PC trains several of Tahoe's settlers with advanced weaponry, preparing them for the worst. Increase Tahoe's Defenses by 1.
- **Explosives/Lockpick:** The PC helps settlers break into old locked safes in the old Casino, uncovering wealth to help with trade. Increase either Tahoe's Denizen Outlook or Water Supply by 1.
- **Repair/Science:** The PC helps repair water purification systems across Tahoe. Increase Tahoe's Water Supply by 1.
- **Speech:** The PC moves through the town to bring up the spirits of the settlers. Increase Tahoe's Denizen Outlook by 1.

Players may also offer their own ideas to help Tahoe. After resolving these tests, be sure to narrate to the players how their efforts are helping Tahoe grow and either offer an XP reward or monetary payback and gifts to the PCs linked to the tests they have completed.

## DRINK UP, THERE'S A ROAD TO WALK

Meeting Clair in The Second Chance is a quiet affair; the bar is still being built, and the two owners, **Marcy** and **Lindsey McCall**, are simply happy for the custom. In time, they aim to serve their own *'Lucky Stars Moonshine'* but are content serving Whiskey, Beer, and Purified Water sourced and scavenged from nearby. If the PCs have been helping around town (**Many Hands, Light Work,** see page opposite), they will actively refuse their caps when offered. Though while they aren't serving, they will be fixing tables, cleaning off the bar, and preparing to mount their signage.

Clair Angels, when met, is a softly spoken, business-minded woman with a fondness for flowery language and description; as well-kept as anyone who lives on the road may be, with the distinct smell of cut flowers about her (from a water-based perfume she makes herself). She is more than happy to meet with the PCs, word having reached her that they were an efficient bunch and exactly what she needs for the upcoming work.

With the recent burst in Raider activity, the roads are under more threat than ever, and good caravan guards are hard to find. The Crimson Caravan Company simply can't keep risking shipments on the roads as they are now, and due to that, word from settlements further south has dried up, alongside communications from their own depots in those locations. In short, the supply chain south has been disrupted, and the Caravan needs someone to run Route 395, clear out any disruptions, and send word back to reopen the trails. Not an easy task, she will point out, but at least it's a straightforward one. Additionally, they would like someone to dig into where these Raiders seem to be pulling their new armaments from and either shut it down or open them for negotiations to trade via the Caravan.

Obviously, Clair and the Caravan are aware that there is significant risk involved in the job, as well as a lot of distance to travel, and they are positioned to offer substantial motivation for the work. Clair will offer the below and these offers can be increased (or decreased) via the use of a **CHA + Barter** skill test, with a difficulty of 3, with success increasing the offer to the second amount listed.

## THE OFFER

- A downpayment of Caravan marked Motorcycles, fueled and ready for use
- 200 (300) caps per settlement visited
- 500 (650) caps for disrupting the Raiders' weapon supply chain
- A lifetime 10 (15) percent discount at all Crimson Caravan Company trade stores
- Two crates (Three crates) of Premium Bourbon or a liquor of the PCs choice

### Caravan Motorcycles

The Caravan will offer one bike per two PCs, as well as a pulley cart that can be hooked between two bikes to carry larger characters. Those bikes will be fully fueled and marked with a bright red paint job and the Crimson Caravan logo.

If the PCs already have access to bikes, those offered by the Caravan will come with the **Cargo 50** special Quality already included.

Should the PCs accept the offer, then Clair will pull out a handwritten contract for them, a simple declaration of the job and negotiated rewards, as well as a list of the settlements marked for the PCs to check. Those settlements are Markleeville, MarCo, Gateway, and Arsenal. Once the contract is signed, Clair will thank them for their time and roll it up. She will arrange to have the bikes delivered to them by the following morning and give them directions to their first stop, Markleeville (below).

With their business concluded, the PCs can spend the rest of their time in Tahoe as they please, preparing to head off toward Markleeville when they see fit.

# MARKLEEVILLE

Markleeville sits thirty-two miles from Tahoe, following Route 395 along a worn, winding road carving through the flat-bottomed valley. Thanks to the work of a talented local, Markleeville has become one of the greatest vendors of vehicles in the Mojave, supplying small numbers of methanol-fueled bikes to those with the caps to spare. The town is of mostly wooden construction that has fared poorly in the years since the Great War, with only a few houses still standing, clustered around the breadth of Highway 89 running through its center. An oddity in the Mojave, the town is lush with greenery, nestled within a small forest, crisscrossed by smooth running streams and brooks—a stark contrast to the surrounding landscape of brown rolling hills.

### MARKLEEVILLE SETTLEMENT ATTRIBUTES

**Population:** 58
**Defenses:** Moderate (3)
**Water Supply:** Stocked (4)
**Denizen Outlook:** Somewhat Grim (2)
**Starting Settlement Reputation Rank:** Hostile (0) if mistaken for the Vipers otherwise Cautious (1)

### A Town Divided

Thanks to the attacks from the Jaggers, still masquerading as Vipers, the community of Markleeville has divided into two distinct groups, the Locals and the Resistance. Both are led by a single voice and aim to pull the town in different directions to deal with the raids.

- **The Locals** are the majority of the population, roughly forty members strong. Eager to simply keep their heads down for the time being, the Locals, led by **Audry James**, know they haven't the weapons or skills to fight back and are instead focused on waiting out the threat until the NCR comes to their aid.
- **The Resistance** contains the remaining population of Markeville, numbering ten or so people. Headed by **Levi**, they are outraged at the complacency of the Locals and feel that it's only a matter of time before the Vipers redouble their efforts and cause irreparable damage to the town. They believe the only option left is to fight.

## CREEKY'S

Creeky's Saloon and Lodge stands proudly at the center of Markleeville. A spectacle of Wasteland engineering, Creeky's is a two-story "hotel" built atop an old lodge. Fashioned of reclaimed wood and scaffolding from a pre-War renovation project, Creeky's is neither pretty nor quaint. The building visibly sags and shakes throughout the day, the timber groaning as people bustle around inside. Beside the ramshackle building lies what remains of the town taphouse; walls and ceiling long lost, it now proudly hangs a sign from a ruined doorframe, proclaiming that the "Open Air Bar" is open. Fortunately for the town, the taps still work and are well supplied by the small distillery in the basement.

He sides with the Locals, but the community split weighs heavily on his mind. Should the PCs enter, they will find the bar completely uninhabited, barring Carlos and the sole customer, **Robin 'Rosy' Cheeks**. Robin is the town drunk and self-proclaimed '*smell-oly-air.*' He is a constant patron of Creeky's, either whiling away his hours drinking at the bar or across the street at Blackbeard's Chopshop, brewing his very own fuel/alcohol **Marklee Magic** (below).

If PCs spend any great amount of time in Creeky's, either Carlos or Robin will strike up a conversation with them about how it's been a few weeks since anyone passed through, barring the recent trader with the brahmin that stopped for the night. This trader was Cho Dae, who paid upfront for a night's stay before heading off the next morning, making some comment about stopping by MarCo, a weapons dealership some 30 miles south of Markleeville. The two will comment they found him remarkably rude, considering how briefly he was there.

### *Marklee Magic*

Served by the shot or by the gallon, Marklee Magic was made to fuel engines, but times change. Poured into a fuel tank or down the gullet, either way, it burns like a Cazador sting.

| BEVERAGE ITEM | HP HEALED | OTHER EFFECTS | IRRADIATED? | WEIGHT | COST PER BOTTLE | RARITY |
|---|---|---|---|---|---|---|
| Marklee Magic | 2 | Alcoholic. When this is consumed, make an END + Survival test with a difficulty of 3. On a failure, take 5 persistent poison damage. On a success, gain +2 physical Damage Resistance to each hit location until the end of the scene, as your body becomes numb to pain. | - | 1 | 41 | 3 |

| COOKING ITEM | MATERIALS | COMPLEXITY | PERKS | SKILL | RARITY |
|---|---|---|---|---|---|
| Marklee Magic Mash | Purified Water x1<br>Razor Grain x 2 | 2 | - | Survival | Uncommon |
| Marklee Magic | Marklee Magic Mash x1<br>Rotten Tato Skin x 1 | 4 | Chemist | Science | Rare |

### HOME

Closer to the center of town, overlooking the highway that divides it in two, lies Home, a large stone building with distinctly foreign architecture. Once the village's courthouse and civic center, Home has been slowly pulled apart over the years, its wooden structure repurposed into the wooden housing found throughout Markleeville. Inside, the stone sub-structure lies untouched, allowing for the numerous rooms to be converted into several smaller apartments alongside a large communal space at the center. Though not the most comfortable of locations, it provides excellent protection from the weather, keeping out both sun and snow.

During a normal day, **Audry James** can be found in what could loosely be called an office, dealing with the general day-to-day running of the town. Having recently become the de-facto leader of Markleeville, Audry has been forced into the center of the division of its people. A little over eighteen, Audry is woefully under-experienced for her work, but the death of her father earlier this year has propelled her into this position, and she'll be damned if she lets him down.

Strong in the belief that the NCR will return eventually, she feels that waiting out the Raiders is the best plan, keeping the gates closed and doing whatever needs to be done to ensure the town's survival with the lowest risk possible. Her father was the previous leader of the town, an NCR retiree of good standing, **Bruce James**—a decorated officer whose name still holds some weight as one of the few Rangers who retired peacefully.

### BLACKBEARD'S BIKES

Having come into new management in the last ten years, the Chopshop has gone from selling knick-knacks and trinkets to producing small batches of the motorbikes that now dot the surrounding area. Situated in an old museum, the Chopshop was built by Blackbeard, a pre-War ghoul that rode into Markleeville ten years back. By moving some old machines from an abandoned bike shop nearby, Blackbeard transformed the museum's historic blacksmith display into a surprisingly functional workshop.

**Blackbeard** is a squat man with disintegrating flesh and a patchy black beard. Though generally friendly, it is not uncommon for people to mistake his "lighthearted jokes" as severe insults. This isn't helped by his general appearance; what little skin he has left is decorated with tattoos that can be seen underneath a now ill-fitting biker's cut. Before the War, Blackbeard was a motorcycle technician who worked on the Lone Wanderer line of bikes. In this new world, he does his best to keep this passion alive and pass his enthusiasm for the craft to others.

Recently, Blackbeard has been joined in his workshop by **Beverly Swann**, a Crimson Caravan reseller who operated out of the old Post Office until the raids got bad enough for the main gates to be closed off. Since then, she has moved to work next to Blackbeard, who she had a close working relationship with, due to Markleeville's chief exports and imports passing mostly through him.

## ARRIVING IN MARKLEEVILLE

When the PCs first travel down the road to Markleeville, they will be ambushed by nine Resistance members and their leader Levi (use the Mercenary Stat Blocks presented on page 392 of the ***Fallout* 2d20** Core Rulebook for each). This party has been lying in wait on a valley road for a couple of days now, preparing to ambush the next party of Raiders that pass through. Sadly, as the Jaggers have already been dealt with, and news has yet to spread south, the PCs will bear the brunt.

### THE AMBUSH

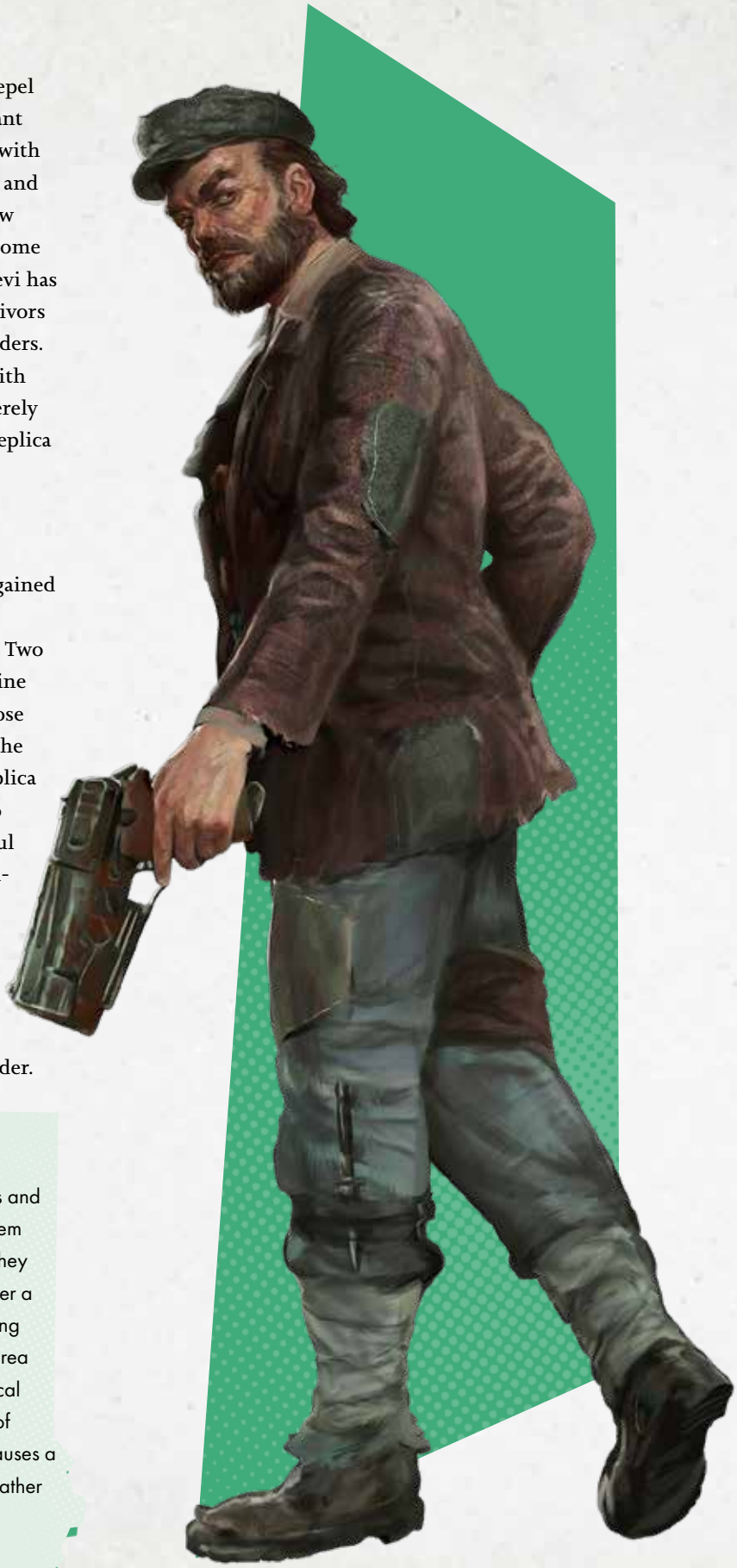
Seven miles north of Markleeville, along Route 395 and on the outskirts of the abandoned ruins of Alpine Village, the Resistance lie in ambush in a small copse on the northern side of the road. While they are relatively well hidden, if the PCs are scouting ahead of their route, they can be detected with a **PER + Survival** test with a difficulty of 3. The ground on the southern side of the road slopes steeply upwards, making it dangerous to walk up without specialized equipment. Further down the road lies a small wooden shack, behind which is one of the Resistance members with a replica Fatman.

## SENDING A MESSAGE

The Resistances' only goal with the attack is to repel the perceived Raiders, not to beat them. They want to hit hard and fast, disabling the Raiders' bikes with road spikes, before springing from their ambush and holding their foes at gunpoint, letting them know that they won't be extorted any longer. Though some among the group have revenge on their mind, Levi has requested they show mercy since they need survivors to carry their message back to the rest of the Raiders. Should the ambush face significant resistance, with three or more Resistance members killed or severely injured, the entire group will retreat, using the replica Fatman as a deterrent to cover their escape.

## ALL ABOUT LOOKS

Thanks to Cho Dae, the Resistance has recently gained access to some newer firearms, though in much smaller quantities than they had initially hoped. Two carry Pristine Combat Rifles and two more Pristine 10mm Pistols—ironically, the same design as those carried by the Jaggers. In the small shack down the road, however, a Resistance member carries a replica Fatman; a demonstration model that was used to explain how the weapon 'might work.' Any careful inspection of the weapon (**PER + Big Guns**, difficulty 2 at range greater than Close, or 0 at Close) reveals it to be a fake, but at a glance, it appears quite real. The member carrying it has strict orders to wait until the Resistance fires their first salvo before stepping out from behind the shack and loudly demanding the Raiders' surrender.



### *Road Spikes*

The Resistance has fashioned a series of small caltrops and road spikes out of twisted rebar and ropes, placing them in their ideal ambush location. While difficult to spot, they aren't well hidden—allowing an approaching character a **PER + Survival** test of 2 to notice them before getting too close. Any wheeled vehicle traveling through an area containing Road Spikes suffers 4 Piercing 1 Physical damage to its tires; a vehicle cannot travel over a set of Road Spikes without suffering damage. This hazard causes a critical hit if it deals 3 or more damage in a single hit rather than the listed critical threshold of the vehicle.

## Extended Task: IT'S NOT US

As the encounter begins, the PCs can attempt to convince the Resistance members that they are not the Vipers. At the start of each round after the first, one PC can work towards completing the extended task by attempting to reason with the Resistance members, possibly over the sound of gunfire.

- **Effort**: 15
- **Breakthroughs Required:** 4
- **Resistance**: 0
- **Base Test Difficulty:** 3

## Special Rules

The Resistance are unaware of the Jaggers' defeat and are understandably resistant to any attempts the PCs make to convince them to lay down their weapons. How hard this ends up being will greatly depend on the PCs' actions during the fight, drastically increasing or reducing the difficulty.

- **Too much blood:** If any Resistance member dies at the hands of the PCs, the task immediately fails; the Resistance won't forgive any of their own dying here.
- **No shots fired:** Each full round that passes without the PCs making an attack action against any of the Resistance will contribute two breakthroughs towards the extended task.
- **Helping out:** If a PC wishes to help in the discussions, they can make a **CHA + Speech** test at difficulty 0 to generate AP. Alternatively, a PC can take the Assist major action to help the character undertaking the extended task, rolling 1d20 using a relevant attribute and skill.

Once all four breakthroughs are achieved, Levi calls for a ceasefire and approaches the PCs with caution. The Resistance will continue to treat the PCs with suspicion until their actions in Tahoe are revealed. If this happens, the Resistance will apologize for the attack and offer to patch up any wounds they've caused, then escort the PCs back to Markleeville.

However, should the Extended Test fail and the Resistance suffer three or more casualties, they will try and pull away, retreating back towards Markleeville. The PCs may choose to follow or even plug bullets into their backs—either way, The *Fallout* (below) will explain what happens next.

## Viper Initiate

PCs with the Viper Initiate origin (pg.14) may struggle to convince the Resistance of their innocence. Proving that neither they nor the actual Viper clan were involved in the attacks will be difficult, if not impossible. If the character leading the extended task is a Viper Initiate, the effort required to complete the "IT'S NOT US" task is increased by 2.

## THE FALLOUT

How this encounter resolves will depend on whether the PCs convinced the Resistance of their identities, or had to fight them off.

**If the PCs convince the Resistance:** The Resistance will break the fight off, lay down their arms, and apologetically guide the PCs to Markleeville with the intent of introducing them to the other residents. However, there is still tension between the Resistance and the Locals, leading to **And Stay Out** with the Resistance as allies.

**If the PCs fail to convince the Resistance or force them to flee:** The Resistance flee back to Markleeville, but with a **PER + Survival** skill test at difficulty 1, they can be followed. If the PCs' bikes were disabled, they will lose sight of the Resistance even if they can track them—the Resistance knows the ground better. Once they catch up, the Resistance is at the gates in fear during **And Stay Out**.

**If the PCs kill the Resistance:** After moving past the corpses, the PCs will eventually find Markleeville by just following the road. Upon their arrival, they are likely to again be mistaken for the Vipers if approaching on bikes. However, they meet little resistance from the Locals—even more so when it becomes evident they aren't the Raiders that have been plaguing the town. This will lead the PCs to avoid **And Stay Out**, instead meeting Audry and a handful of Local Guards at the gate, who will require a **CHA + Speech** skill test

at difficulty 2. Passing this will allow the team entry to the town, where they will be able to make use of its amenities and continue their own work (**Waking Around Town** pg.163).

## SIDE QUEST: AND STAY OUT

If the PCs allied themselves with the Resistance or scared them off back to Markleeville, they will find the town locked by a large main gate constructed from wood and scrap. A single guard armed with an old hunting rifle watches the road from a makeshift watch tower, ringing an alarm bell when he spots anyone approaching. Doing so summons Audry, who is working nearby, to come up to the tower herself, where she will see both the PCs and Levi.

**If the PCs allied with the Resistance:** Audry will be surprised to see Levi and the Resistance traveling with what appears to be Raiders from a distance, disarming her slightly. She is still cautious and directly opposed to Levi's world view, but the sight does a fair amount to temper her mind.

**If the PCs caused the Resistance to retreat:** By the time the PCs arrive, the Resistance is already at the gates, and the Locals' militia has arrived to reinforce Audry. Levi and Audry are already in a heated discussion, which breaks down as the PCs arrive and the Resistance turns on them, weapons drawn—causing Audry and the Locals to do the same.

### WE'RE ALL FRIENDS HERE!

The PCs and Levi have a simple but difficult conversation to get through; they must convince Audry to let them in, all the while determining how Markleeville will continue to work following the destruction of the Jaggers.

How this proceeds depends on the completion of an Extended Task (***See Reason***), though prior to doing so, the PCs must pick a side; will they choose to agree with Levi and 'Prepare for the worst' or agree with Audry and recommend they 'Keep their heads down'?

### LOOK, THERE THEY ARE!

If the PCs chased Levi back to Markleeville, they will find that both the Resistance and Locals are skittish and more than willing to defend themselves against any perceived threat. The PCs will need to rapidly de-escalate tensions, allowing them to reattempt the ***IT'S NOT US*** extended task from their first interaction with the Resistance. If they fail, the Locals will retreat and bar the gates—leaving the Resistance to their fate. They will fight to the death, having lost hope with alternative options. If they pass, the situation calms enough to allow all parties to talk, progressing to the ***See Reason*** extended task.

### PREPARE FOR THE WORST

Levi is aware that he is fighting a losing battle, trying to convince others to prepare, but hopes that he can sway at least a few of the town's more sympathetic members to his cause. Levi thinks that the world outside of their borders is changing, and they need to start preparing themselves, reinforcing their walls, and buying more guns. This path will cause the town to become more militarized but at the cost of happiness.

### KEEP THEIR HEADS DOWN

Audry believes that nothing good can come of letting the Resistance members back into town. She wants them to take a few supplies for the road and leave. She knows that she stands with the majority and confidently claims that the only options left for the Resistance is are leave now or be taken into custody to be offered up as recompense to the Vipers. Deep down, she is horrified by the prospect of handing anyone over to the Vipers but hopes that the threat is enough to keep things from escalating. In the long run, this will leave the town happier, but at the cost of their friends and being left less defended.

## *Extended Task: See Reason*

Before starting this Extended Task, the PCs must pick a side in the argument or attempt to make their own. If they don't pick a side, increase the requirements to the bracketed details below..

**Effort**: 10 (12)

**Breakthroughs Required:** 3 (4)

**Resistance**: 0 (2)

**Base Test Difficulty**: 2
Suggested Skills

**AGI + Athletics:** To reach the discussion in time to have an impact

**CHA + Speech:** To convince people that you are not the Vipers

**CHA + Barter:** To de-escalate tension between the two groups

### THE OUTCOME

If the PCs do not engage with, or fail, the extended task, then the majority will win, and Audry will exile the Resistance from Markleeville, with Levi unable to change her mind. However, should they become involved, the side they pick will determine the outcome.

### SIDE WITH LEVI

The gates are begrudgingly opened by Audry, who accepts Levi's point of view. The Resistance and PCs are allowed access to Markleeville on a permanent basis, and Audry cedes leadership of the town to Levi, who begins the slow process of reinforcing its defenses and arming its citizens. Over the course of a week, Levi reaches out to MarCo, an arms dealership in the south (and may even ask that the PCs travel there on his behalf) to purchase a shipment of firearms. Slowly but surely, Markleeville becomes militarized, but the citizens are affected by the stringent new rules Levi enforces. Increase Markleeville's Defenses by 1 and reduce its Denizen outlook by 1.

- **AP Spend:** After completing the test, the PCs may spend 2 AP to suggest that Levi and Audry work together to better run the settlement. Doing so will cause more stability in the long run. The Denizen outlook is not reduced if this occurs.

### SIDE WITH AUDRY

The gates temporarily remain closed, and the Resistance are sent away. Levi hatefully accepts and takes his people into the woods, never to be seen by Markleeville again. After they leave, Audry opens the gates and allows the PCs access. Levi and the Resistance will become guerilla fighters, operating out of the forest until they bite off more than they can chew and end up gunned down by passing Raiders. Word will never reach Markleeville of their death.

- **AP Spend:** After completing the test, the PCs may spend 2 AP to suggest that Levi and the Resistance be allowed to act as a security force for Markleeville. This will allow both sides to exist in unity without one or the other gaining a stronger hold. Increase the Denizen outlook and Defenses by 1. In addition, Audry will thank the PCs for their help if visited in Home later on, going so far as to gift them her father's NCR Ranger Combat Armor.



## NCR Ranger Combat Armor

Long before the bombs dropped, NCR Ranger Combat Armor—more colloquially known as 'Black Armor'--- served as simple riot gear. Now, however, it has taken up not only a new purpose but a dangerous reputation. Worn solely by the NCR's elite Rangers, this armor has become a sign of both hope and horror—purely dependent on the viewer's allegiance to the NCR.

When either the NCR Ranger Combat Armor or Ranger Helmet is worn, the wearer gains the following benefits:

- Increase your Reputation with NCR allied groups by 1.
- You are not considered **Exposed** (Exposure pg.43) to hot weather conditions.
- Gain +3 Poison damage resistance against any airborne or gaseous poisons and prevent the wearer from being affected by any effects relating to gas or dust.

| Item | Damage Resistances | | | Locations Covered | Weight | Cost | Rarity |
|---|---|---|---|---|---|---|---|
| | Physical | Energy | Radiation | | | | |
| NCR Ranger Combat Armor | 4 | 4 | 0 | Arms, Torso, Legs | 30 | 750 | 5 |
| NCR Ranger Helmet | 4 | 4 | 0 | Head | 3 | 250 | 5 |



## WALKING AROUND TOWN

After gaining entry to the area, the PCs will naturally spend time moving around Markleeville, potentially even engaging with the tasks they were sent here to undertake.

## RECONNECTING THE CARAVAN

Asking around town even briefly with regards to the Crimson Caravan will have the PCs pointed to Blackbeard's Chopshop and Beverly Swann. Swann will be delighted, happy that the trade route will be reopened, and she will head back to the old Post Office to begin preparations to reopen. Blackbeard will also be thankful, happy to see his friend back to work and offer to tune up the PCs' bikes for free—offering an upgrade from those available in the **Markleeville Mods** sidebar below. Afterward, Swann will hire a settler to head out on one of Blackbeard's bikes to carry news back to Clair Angels, completing the first leg of the PCs' job.

### *Markleeville Mods*

If the PCs reconnect the Crimson Caravan or visit Blackbeard's Chopshop and pay him 100 caps per mod, they will be able to install the following mods.

- **Cargo Capacity:** The Vehicle gains the **Cargo 100** special rule, allowing it to carry up to 100lbs of items.
- **High-Preformance:** The engine is tweaked, and the vehicle gains the **High-Performance** special quality.
- **Risky Alteration:** This upgrade can only be taken on a motorbike. By making some alterations to the engines, Blackbeard increases the Speed of the bike to 3/90 mph, but the vehicle gains the **Unreliable** special quality.

## A MAN WITH A BRAHMIN

If the PCs ask around after Cho Dae or tangentially ask the Resistance members where they obtained their new weapons, they will gain similar information. Asking about Cho Dae will have the PCs pointed towards Creeky's, where he stayed for a time. Either Carlos or Robin will recount their interactions with him there.

Alternatively, speaking with the Resistance will unveil their own short interactions with the man who they met on the road roughly a week ago. Returning from his time in Tahoe, Cho Dae passed this way with the last few bits of his inventory, which he seemed more than happy to offload onto the burgeoning Resistance. He also said that, should they need additional firepower, they can call for him in Arsenal or just stop by MarCo to the south if they're in need of 'lower-quality' fare.

## SOUP FOR MY FAMILY

Despite an abundance of water, Markleeville is struggling for food. An enterprising man by the name of **Ron Crump** intends to solve that problem with the easiest of all foods to keep good (in his opinion), soup. He is willing to pay passersby handsomely for the raw materials needed to make soups of all kinds (***Fallout: The Roleplaying Game Core Rulebook*** pg.216), namely meats, vegetables, and any liquid that may make a nice broth. If provided with enough interesting ingredients, Ronald will take to the road as a Soup Seller, potentially turning up in the oddest locales hunting for ingredients. He is, above all things, very pro-soup.

## THE WAY TO MARCO

When ready to move on, any resident of Markleeville will be able to give the PCs directions to their next stop: MarCo. Some Locals, such as Levi, may even ask the PCs to send word to MarCo that they're looking to set up a trade agreement for weapons or send them with alternative tasks of your choosing.

# MARCO

Seventy-five miles from Markleeville, just off the main road near Sonora Junction, lies this bustling arms dealership. Once a mountaintop military training base, it's not only easily spotted from the road but is a prime candidate in the PCs' search for military crates bearing pre-War markings. Run by a group of Raiders named the Green Thumbs, MarCo has grown substantially since its founding. While they initially arrived at the base to scavenge for weapons, they were surprised by the sheer number of them, to say nothing of the quality. They rapidly realized that there were more caps to be made by putting guns in living hands than prying them from dead ones. MarCo serves small-time buyers, preferring to sell to individuals over larger factions—with the singular exception of the NCR, as they have reached an understanding. The Green Thumbs traded the NCR access to the pre-War training tapes found at the base in exchange for pardons and independent trading rights. Despite their success, the store is selling weapons far faster than they can replace them, creating concerns for the longevity of their business.

### MARCO SETTLEMENT ATTRIBUTES

**Population:** 25
**Defenses:** Somewhat Strong (4)
**Water Supply:** Moderate (3)
**Denizen Outlook:** Satisfied (3)
**Starting Settlement Reputation Rank:** Neutral (2)

## DEALINGS WITH ALEX CHAMBERS

Having heard of **Alex Chambers'** (pg.180) campaign for Mayor of Arsenal from their new staff member, **Jude** (pg.165), the leader of MarCo reached out to him via a mutual friend, Cho Dae, with an offer of partnership. Alex rejected the offer quite publicly but then privately offered a very different agreement. He struck a deal with MarCo to supply them with additional arms in exchange for a cut of the profits—after which Cho Dae passed Trigger a pair of fresh weapons crates. Trigger sold these cheap to their buyers, taking advantage of the free weapons to undercut the market and ensure long-term customer loyalty.

## MARCO'S FUTURE

**Trigger (below)** is more than happy with the deal, seeing it as a great way to secure both his and MarCo's future. He can see the accelerationism at play and is eager to create a strong ally before things come to a head. However, his plans do not stop with Chambers; he is taking great care to establish himself as a pillar of both the local arms trade and community. Though plans are not yet in place, he hopes to establish MarCo as a ceasefire zone, keeping it free from violence, a space where anyone can purchase the security offered by a premium firearm.

## THE GREEN THUMBS

Originally a small Raider band with a propensity for the lush landscapes surrounding some of Route 395, the Green Thumbs were Raiders through need rather than desire, unable to settle in one location for very long, mostly due to a total inability to grow crops or put down roots. Accordingly, they stayed on the road, stealing from ruins and killing anyone they viewed as a direct threat. Unlike a lot of Raiders, they only did what they must to survive rather than savoring the violence they inflicted.

## TRIGGER, THE MAN WITH A PLAN

**Trigger** is a slimy individual in his mid-40's with a winning smile and the force of personality to match. Trigger was once the least-liked and least influential member of the group; however, his affinity for numbers catapulted him into a leadership position soon after they set up shop at MarCo. Unfortunately, his newfound position of power has done little to improve people's opinion of him. If it weren't for Trigger's propensity for being right all the time, it's unlikely that anyone would willingly follow any of his instructions.

## SPARKS, KNOWS WHERE EVERYTHING IS

**Sparks** is a short, seemingly dainty woman of Asian descent. Despite pressure from Trigger to man the front desk (as it's "A shame to hide such a pretty little face"), she has adamantly remained the group's

quartermaster, moving merchandise around MarCo and managing inventory. Extraordinarily strong and a trained Power Armor pilot, Sparks often puts men twice her size to shame when it comes to all manner of physical labor.

## SHAWN, STUCK AT HIS WORKBENCH

**Shawn "Quick Fix" Ramírez** is the group's technician and original leader. He was once a volatile man whose greed for power was second only to his love for gardening. All that changed when he was injured shortly after settling at MarCo. Now unable to walk more than a few feet without help, he has been forced to take life a little slower and has developed a respect for the quieter things in life. While in recovery, Shawn took to fiddling with the surplus arms at the base to keep his mind busy. It wasn't long before he worked out how to get them up and running again, and so the idea for 'MarCo' was born.

## BOLT, MISSES THE BAD OLD DAYS

**Bolt** is a large and often dissatisfied man with short-cropped hair and pale green eyes. He looks distinctly uncomfortable in the military fatigues he wears but tries to hide that fact as best he can. Secretly, Bolt wishes he could go back to the time before MarCo, much preferring the violence of his old life to acting as security for a "stupid business."

## JUDE, THE NEW GUY

**Jude** can be a little too friendly for some but is a welcoming face in comparison to most folks at MarCo. A recent addition to the team, Jude was a resident at nearby **Arsenal** who had had enough of the town and wanted to make a name for herself. Trigger took a shine to her when she passed through the area, quickly offering her a job. In need of caps, Jude gladly accepted but soon came to regret the decision, as she now finds herself fending off the unwanted affections of her new employer.

### *Border Patrol Guard*

***Level 6, Human, Normal Character (45 XP)***

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

| SKILLS | | | |
|---|---|---|---|
| Athletics | 2 | Small Guns ■ | 3 |
| Lockpick | 1 | Speech | 1 |
| Melee Weapons | 2 | Survival ■ | 3 |
| Repair | 2 | | |

(■ Tag Skill)

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 12 | 13 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 200 lbs. | 0 | 0 |

| PHYS. DR | ENERGY DR | RAD. DR | POISON DR |
|---|---|---|---|
| 1 (Arms)<br>2 (Legs,Torso) | 2(Arms, Legs, Torso) | 0 | 0 |

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 6), 2 Physical damage
- **PRISTINE COMBAT KNIFE:** STR + Melee Weapons (TN 8), 3 Piercing, Physical damage, Reliable
- **SUBMACHINE GUN:** AGI + Small Guns (TN 10), 3 Physical damage, Range C, Fire Rate 3, Inaccurate, Two-Handed, Reliable

**SPECIAL ABILITIES**

- **LET RIP:** Once per combat, the Border Patrol Guard may 'let rip' with a volley from their Submachine Gun. This adds the weapon's Fire Rate of 3 to the weapon's damage for a single attack (for 6 total) and allows them to use the weapons Burst quality without expending ammunition.

**INVENTORY**

Pristine Submachine Gun, .45 Ammunition 8+4, Pristine Combat Knife, Combat Armor (Torso, Arms, Legs), MarCo keys, Wealth 2.

## ARRIVING AT MARCO

There is only one real way to approach MarCo, via the road. A long stretch of relatively intact road stretches out from Route 395, leading directly to MarCo uphill, with the only obstacle being the front gate itself. Standing prominently against the surrounding fence, the checkpoint is the only official way in or out of MarCo. Protected 24/7 by the Border Patrol and manned by **Bolt**, who sits by the front gate in a small concrete hut, nobody is allowed in without first surrendering their weapons and "leaving any conflict at the door." Nothing about the frontage of the entrance demonstrates a welcoming atmosphere, from the belligerent Guards that accompany Bolt to the rolls of barbed wire rolling over the top of the fences and the triple-barreled automatic turret patiently waiting for an excuse to open fire.

When the PCs arrive, they will find the guards generally languid. There is a pair of them dressed in old riot gear and carrying well-maintained but far-from-pristine Combat Rifles. Neither guard is particularly interested in the PCs, more engaged in their long-standing conversation on whether it would be safer to fight ten Mole rat-sized Deathclaws or one Deathclaw-sized Mole rat. Under the watchful eye of the security turret, they inspect the PCs and ask they leave any and all weapons, which will be stored safely in the nearby hut (alongside a currently napping Bolt). All they are checking for is any hint of the PCs smuggling weapons inside, which they will stop by either simply denying entry or opening fire. However, as long as the PCs acquiesce and hand over their weapons, they will be allowed access without issue.

### THE STORE FRONT

Further inside the compound, following a direct path from the gate past a variety of disused outbuildings and a parade ground, the PCs will find the Store Front. The way up is carefully observed by groups of patrolling Border Guards—rarely in groups of more than three—who, alongside the various signs, keep potential customers from wandering off.

Past a set of heavy steel automated doors, the store consists of a single waist-high counter that loops around the side of an old cafeteria. Tables and podiums have been arrayed in the center, which are being carefully perused by a small number of Wastelanders from all walks of life. Each podium is covered with a number of laminated images and technical manuals for each of the store's stocked weapons, separated into categories such as caliber size, ammunition type, and, mostly, cost. To help protect the staff, a fine mesh fence has been erected atop the waist-high counter, along with a panic button connected to a terminal near the back exit. Once ready to order, customers head to one of the small openings in the grating to talk to **Jude**, who will take payment and send a message to **Sparks** to deliver the chosen arms to the entry checkpoint, where clients can retrieve their surrendered weapons and any of the new toys they purchased at MarCo.



## Potential Customers

Depending on the state of the Wasteland, different customers may have made their way to MarCo. The more the PCs have been closing off groups affected by Cho Dae and dealing with dangerous situations in a peaceful manner, the less likely it is that MarCo will be full of customers. However, should the PCs have been answering violence with violence and generally allowing the Raider groups to continue to hold sway across the Wasteland, the more likely it is that dangerous individuals are purchasing equally dangerous weapons. Use the following examples to populate the area.

- MarCo is almost deserted, with only a few straggling wasters idly perusing the wares. They comment on their concerns about the upcoming conflict at Hoover Dam and want something in case things go sideways.
- A group of three Raiders and their boss, decked out in mining overalls, are in a heated debate at the door of the store; they seem unable to agree on what weapons are the most likely to help them take down a set of rivals further south, claiming that whatever they can buy here doesn't match up to what the others have.
- A roboteer is standing in the store, attempting to sell Jude a pair of working Assaultrons; Jude has no clue how to deal with them and is desperately punching the button that will bring Shaun to the shop—he's just taking a while.

### SHOP INVENTORY AND PRICES

MarCo is stocked with a wide variety of both stock and modified Small Guns and Melee Weapons. No weapon sold is above Rarity 3, barring a small selection of old Military Surplus Big Guns, namely a single Pristine Minigun, a pair of Missile Launchers, and a Heavy Incinerator—though each of these is sold at a higher rate (10% increase) as they are display pieces as much as actual stock. The following Small Guns are sold here, not only at a discount but boasting the Pristine Quality, as they are part of the stock Trigger obtained from Alex Chambers.

- .44 Pistol - 85 Caps
- 10mm Pistol - 40 Caps
- Assault Rifle - 120 Caps
- Combat Rifle - 100 Caps
- Hunting Rifle - 47 Caps
- Submachine Gun - 88 Caps
- Combat Shotgun - 75 Caps
- Combat Knife - 20 Caps
- Ripper - 40 Caps
- Power Fist - 85 Caps




## Who's Your Supplier?

Should a PC purchase a weapon from MarCo, once they pick it up back at the gate, they should recognize the Pristine nature of the weapon immediately. This will likely spur them to return to the Store Front and demand to know where those weapons came from, though they may already have asked.

Should that be the case, they will need to pass a **CHA + Speech** test at difficulty 1 to convince Jude to let them speak to a higher-up. Jude will then bring Sparks to the PCs, who informs informs them that where they get their guns is frankly "***None of their Waster-damned business.***" They will then require a **CHA + Speech** test at difficulty 3 to get a meeting with Trigger, who Sparks will take them to, even if it's only to get them out of her hair. Trigger is in his office in the hanger, a short walk out of the main door and across the normally guarded portion of the base.

## SELLING IN MARCO

The traders at MarCo are only interested in purchasing arms and ammo and won't buy from just anyone; they have a reputation to uphold. Those who supply MarCo need to be able to provide a constant supply of weapons in reasonable condition and only do so after meeting with Trigger to discuss pricing and logistics. Due to the current landscape, Trigger is looking for sellers anywhere he can, so he would gladly open discussion with PCs, if they are willing to take on his conditions. Convincing someone to allow the PCs to meet with Trigger as potential suppliers is slightly easier than asking to speak to him regarding the weapons he's already selling—providing they have something to demonstrate they can actually provide that service. Use the difficulties shown in ***Who's Your Supplier?*** to convince the MarCo workers to allow the PCs to meet with Trigger, reducing the difficulty of convincing Sparks by 2 should they have sufficient weaponry to demonstrate their ability to supply. Additionally, the PCs should remember to mention their connection to the Crimson Caravan, who are still eager to reopen trade with MarCo—should the outfit alter their views on mass sales. Mentioning this will allow the PCs to open dialogue with the same difficulties as if they were attempting to sell to MarCo.

# HANGER

The main storage area for MarCo is a large aircraft hangar with reinforced walls that sits in the exact center of the base, at the end of a long runway spotted with various cargo crates, none of which match those the PCs are looking for. The hanger itself is relatively barren on the interior, though scuff marks on the floor and oil patterns on the walls indicate that it was once stacked high with crates and other components. It now consists of only a dozen or so crates along with a weapons workbench and a Power Armor stand, where Shawn Ramirez sits, tinkering with various weapons, rolling between workbenches on an old wheeled office chair, using a decommissioned hunting rifle as a makeshift crutch. If the PCs have been escorted here by Sparks, she will point them to a rickety metal stairwell that rises up into an overlooking room, saying, "*That's the office. Knock once and say 'Spark's sent us.' Trigger'll hear you out, and we can go from there.*" She will then return to taking inventory of the crates dotted around the room. A quick glance at the crates shows military markings, but only a more detailed check (**PER + Survival** or **Small Guns** difficulty 2) reveals that two of the crates exactly match the kind that the PCs have been finding, delivered by Cho Dae across the Wasteland. If asked about them, neither Sparks nor Shawn knows anything about them and instead tell the PCs to speak with Trigger.

## TRIGGER'S OFFICE, MEETING WITH THE BOSS

Trigger's office is a small but lavishly appointed room, filled with only the finest pre-War paraphernalia and comfort goods—though moth-bitten and devolved by time. Walking into the room is akin to looking through a cracked window to the past as Trigger sits at an old military desk bedecked in knick-knacks, the air practically laced with the heady scent of his aged cologne. Trigger wears fine clothing, a single .50 caliber bullet hanging on a necklace, and a smile plastered across his face—the typical upselling gun-jockey. Trigger loves his new work and life and is emboldened by the position he finds himself in, thanks to the deal with Alex Chambers. If meeting the PCs under the pretense of them selling him weapons or negotiating trade with the Crimson Caravan, he will speak from a position of power, believing that they need his caps more than he needs their weapons. He will offer them cooled Purified Water as they talk, even as he sips whiskey from a crystal glass. Should they instead be here to talk to him about his supplier, they will place him on the backfoot; he will try to ply them with alcohol and speak around his supplier. Despite his trade, Trigger has no taste for actual violence and, if threatened (**STR + Speech** difficulty 2), will quickly back down and spill various secrets. Otherwise, he requires a pointed question and a passed **CHA + Speech** test (difficulty 3) to unveil any information about his operation.

## TRIGGER'S SECRETS

As the PCs speak with or interrogate Trigger, the following secrets can be uncovered:

- MarCo had run out of actual guns until recently; the Green Thumbs blew through the original stockpile quickly and have been seeking a new supplier for some time. The weapons on sale now represent the bulk of their stock, so they're eager to buy up new items where possible. He is, however, emboldened by a recent deal.
- Thanks to Jude, Trigger was recently put in touch with Alexander Chambers, the mayor of the town of Arsenal further south. Chambers has access to a surplus of pristine, military-grade weaponry and a willingness to trade that surprised Trigger. Never one to look a gift-horse in the mouth, Trigger has signed a deal with Chambers to sell weapons from the mayor's supply in exchange for cutting him in on the profits.
- After reaching out to formalize a trade deal with Arsenal, Trigger was turned down by Mayor Chambers, which made his follow-on offer all the more surprising. Through an under-the-table offer, Chambers gave the guns away for a cut of the profits, which Trigger considers as good as any trade agreement. The deal was negotiated by a friend of both men, Cho Dae, who stopped by MarCo about a week ago with both the deal and a small shipment of good-faith weapons. After signing, Cho Dae left to return to Arsenal via the town of Gateway—a fact Trigger doesn't feel he needs to hide.
- Thanks to this new abundance, as well as a promised delivery of two to three crates a month, Trigger has taken to trying to undercut the competition, selling his weapons at a notable discount, making MarCo THE place to buy from. He's aware this will likely paint a target on his back but is confident that no bad will come of it.
- He's not overly interested in setting up a trade deal with the Crimson Caravan, wanting to avoid reseller fees where possible. However, with some shrewd negotiations (**INT** or **Cha + Barter**, difficulty 3), the PCs can convince him that having a Caravan seller based in MarCo will do nothing but benefit the business. This will end in him sending Sparks out to Tahoe (or Markleeville if the Crimson Caravan outpost was reestablished) to negotiate a deal.
- Trigger can reveal how politically important he is around the Wasteland, currently holding trade deals with the NCR and Arsenal and having sent word out as far as New Reno and Vegas to establish new connections. A PC can determine, with an **INT + Barter** test at difficulty 2, that removing either Trigger or MarCo as an entity would be damaging for a number of groups—so much so that if word ever reached them that Trigger was dead, whoever was responsible would likely become a target for retribution.

## THE FALLOUT: FINISHING TALKS

Depending on the PC's actions, there are a few ways the conversation with Trigger can end.

- **The PCs turn Hostile:** If, for some reason, the PCs elect to attack Trigger or any other members of MarCo, they will have a fight on their hands. Despite their change in work, all of the core members of the Green Thumbs were hardened Raiders and fight as such. Use the ***Raider Boss*** (***Fallout: The Roleplaying Game Core Rulebook*** p.387) statistics for Trigger and Sparks, **Raider Veteran** (pg.390) for Shawn and Bolt, and **Raider** for Jude, though altering their inventories to match those presented in the **Green Thumb Gear** sidebar. In addition, there are roughly 20 Border Patrol Guards in MarCo, who will fight until either all of the Green Thumbs and half their own number are dead, or they are bribed enough to give up. Should the PCs succeed in their attack, they will come into control of MarCo's full inventory and can plunder Trigger's office for a bevy of old-world loot and roughly 5000 caps and 1000 caps worth of various goods. However, doing so will also make enemies of the NCR, Arsenal, and numerous other linked Factions (of your devising) who benefitted from MarCo's supplies.
- **The PCs buy weapons and leave:** MarCo continues to operate as usual; however, if the weapons supply from Chambers slows down, the Green Thumbs will be forced to take desperate methods and begin raiding settlements and caravans using their Border Guards to keep supplies up, becoming a new threat and endangering their deals with the NCR.

- **If the PCs meet with Trigger and don't set up a deal with the Caravan:** With whatever information they have gained, the PCs leave MarCo to its own business, running the same risks as listed above. If the PCs threaten Trigger for information, though, he becomes embittered and shortly hires a band of assassins—four ex-Gunners led by a renegade Brotherhood Paladin* (***Fallout: The Roleplaying Game Core Rulebook*** pg.383 & 392) to hunt down and kill the PCs. Increase Reputation by 1, or Reduce by 1 if the PCs threatened Trigger.
- **If the PCs meet with Trigger and set up a deal with the Caravan:** Thankful for the trade deal, Trigger will offer the PCs a bottle of Wine from his own reserve and 200 caps of store credit to 'treat themselves.' Shortly after they leave, Trigger will send Sparks out to negotiate with the Caravan directly, and after two weeks, a Caravan representative arrives to set up shop. This protects MarCo against dissolution if their weapons supply dries up, as Trigger turns to alternative methods to keep the camp supplied—though having to abandon his discounts to do so. Increase Reputation by 2.
- **If the PCs meet with Trigger and set up their own deal:** Much akin to setting up a trade deal with the Caravan, should the PCs have the ability to keep MarCo supplied with arms and ammo, they insulate the operation from dissolution if the shipments from Arsenal stop. They will be able to negotiate their own trade deal with MarCo, which will be paid out once per month or when the PCs visit. Trigger will be incredibly gracious with his new business partners, offering them a crate of Wine (6 bottles) and 100 caps of store credit to each PC. Increase Reputation by 3.

## Green Thumb Gear

Each Green Thumb uses the statistics of a specific Raider type (see pg.169) but with their inventories swapped for the equipment listed below. Should the PCs pick a fight with the Green Thumbs for any reason, be sure to alter their Attacks and Damage Resistances accordingly.

- **Trigger:** Formal Clothing, Modified Pristine .44 Pistol (Powerful, Comfort Grip), 6+4 .44 rounds, Bullet Necklace, Wealth 4.
- **Sparks:** Military Fatigues, Power Armor Frame, Pristine Power Fist, Wealth 3.
- **Shawn:** Utility Overalls, Welder's Visor, Hunting Rifle Crutch, Modified Pristine 10mm Pistol (Automatic, Long Barrel, Large Quick-Eject Magazine), 12+6 10mm rounds, Repair Tools, Wealth 2.
- **Bolt:** Tough Clothing, Sturdy Combat Armor (Helmet, Chest Piece, Legs, Arms), Modified Pristine Assault Rifle (Automatic, Ported, Recoil-Compensating),14+6 .5.56mm Rounds, Combat Knife, Wealth 3.
- **Jude:** Casual Clothing, Casual Hat, Pristine 10mm Pistol, 12+4 10mm rounds, Serrated Combat Knife, Wealth 3.



# GATEWAY

Just shy of 50 miles along Route 395 from MarCo is Mono Lake, a naturally verdant location deep into the Mojave. Gateway is barely even a settlement, more a single large lodge that plays host to the local ferry that ships people across the lake to Paoha Island. Due to the numerous streams, rivers, and waterways all leading into the lake, Mono Basin has remained relatively clean and free of radiation, barring a local maul of Yao Guai that has taken up residence in the hills nearby. This means that not only do the people of Gateway and Paoha have easy access to water, but fish as well. Even Gateway Lodge, a small and relatively undefended space, has avoided decimation by all number of Wasteland threats due to a combination of good sense and the ability to cook a meal unlike anyone else nearby—a treat many are not keen to mess with, no matter how tempting it might be.

In addition, twice a day, the ***'Dancing Betty'*** —a ferry manned by Captain Chapman— makes dock to bring passengers to and from the town of Paoha, the real treasure of Mono Lake. Paoha is a rare jewel in the Mojave, completely self-sufficient and safely tucked away from the outside world thanks to the lake surrounding it. The town has blossomed into quite the residential and commercial marvel, hosting all manner of businesses and people. Though their isolation has protected them, it has also left them woefully unaware of the plight of the greater Wasteland, which makes them seem detached and almost irritatingly content to visitors.

### GATEWAY LODGE SETTLEMENT

**Population:** 6
**Defenses:** Somewhat Weak (2)
**Water Supply:** Very Strong (5)
(**See Lake Mono Water Sidebar**)
**Denizen Outlook:** Friendly (4)
**Starting Settlement Reputation Rank:** Neutral (2)

### PAOHA ISLAND SETTLEMENT

**Population:** 300
**Defenses:** Somewhat Strong (4)
**Water Supply:** Very Strong (5) (**See Lake Mono Water Sidebar**)
**Denizen Outlook:** Friendly (4)
**Starting Settlement Reputation Rank:** Neutral (2)

### *Lake Mono Water*

Mono Lake is a natural reservoir; the surrounding rivers and streams all flow inwards to feed the lake. With only evaporation and ground drainage to empty the lake, sediment has gradually accumulated over the years, leaving the water extremely salty and alkaline. This leaves the water undrinkable without processing but also renders it extremely buoyant and easy to swim in.

## ARRIVING AT GATEWAY LODGE

When the PCs arrive at Gateway Lodge for the first time, they will find the owner, **Mavis Chapman,** at the main door into the lodge, Hunting Rifle in hand, puffing herself up in front of a **Yao Guai** that is currently meandering about on the main road. The Yao Guai itself is young, a cub that has strayed from its pack, and will quickly run away from the lodge if startled by any loud noise (such as a roaring car or bike engine) or by any character with the know-how to scare it off (**CHA + Survival** difficulty 2). If attacked, the Yao Guai cub will return the aggression and let out an ear-splitting roar upon death (***Mama's Angry*** pg.172). After the Yao Guai cub is dealt with, Mavis will thank the PCs for their help, though she will critique them for killing it if they do so. Introducing herself and her business, Mavis will welcome them into the lodge and offer them a drink, giving them a rundown on the area and letting them know her daughter will be by in the next hour to take people to Paoha Island should they choose.

Mavis operates Gateway Lodge with her husband, Frank (who hasn't left his chair overlooking the lake in the last four years, or so locals say), and their four kids, including Eve, who operates the ferry. While at the Lodge, characters will be offered a 'Bang up Fish Supper' for 15 caps a head, which offers all the benefits of Deathclaw Steak.

## HAVE YOU SEEN A MAN?

It will be natural for the PCs to ask at Gateway after Cho Dae or even "a man with a brahmin." Should they do so, Mavis will happily say that a man came by trying to pass off a few guns for free. But as her momma used to say, "*Free's never free.*" She didn't like the look of him, so she sent him away. He left a few days ago, heading in the way of Arsenal as best as she could tell.

## MAMA'S ANGRY

Should the PCs kill the Yao Guai cub upon their arrival, an hour later, another roar can be heard from nearby as a Mother Yao Guai arrives looking for her cub. Upon finding the body, she falls into a despair-ridden rage and will try to kill everyone she can see, going so far as to try and break down the lodge walls if possible.

### *Yao Guai Cub*

***Level 4, Mutated Mammal, Normal Creature (31 XP)***

| BODY | MIND | MELEE | GUNS | OTHER |
|---|---|---|---|---|
| 7 | 3 | 2 | — | 2 |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 11 | 11 | 1 |

| PHYS. DR | ENERGY DR | RAD. DR | POISON DR |
|---|---|---|---|
| 1 (ALL) | 1 (ALL) | Immune | 2 (ALL) |

**ATTACKS**

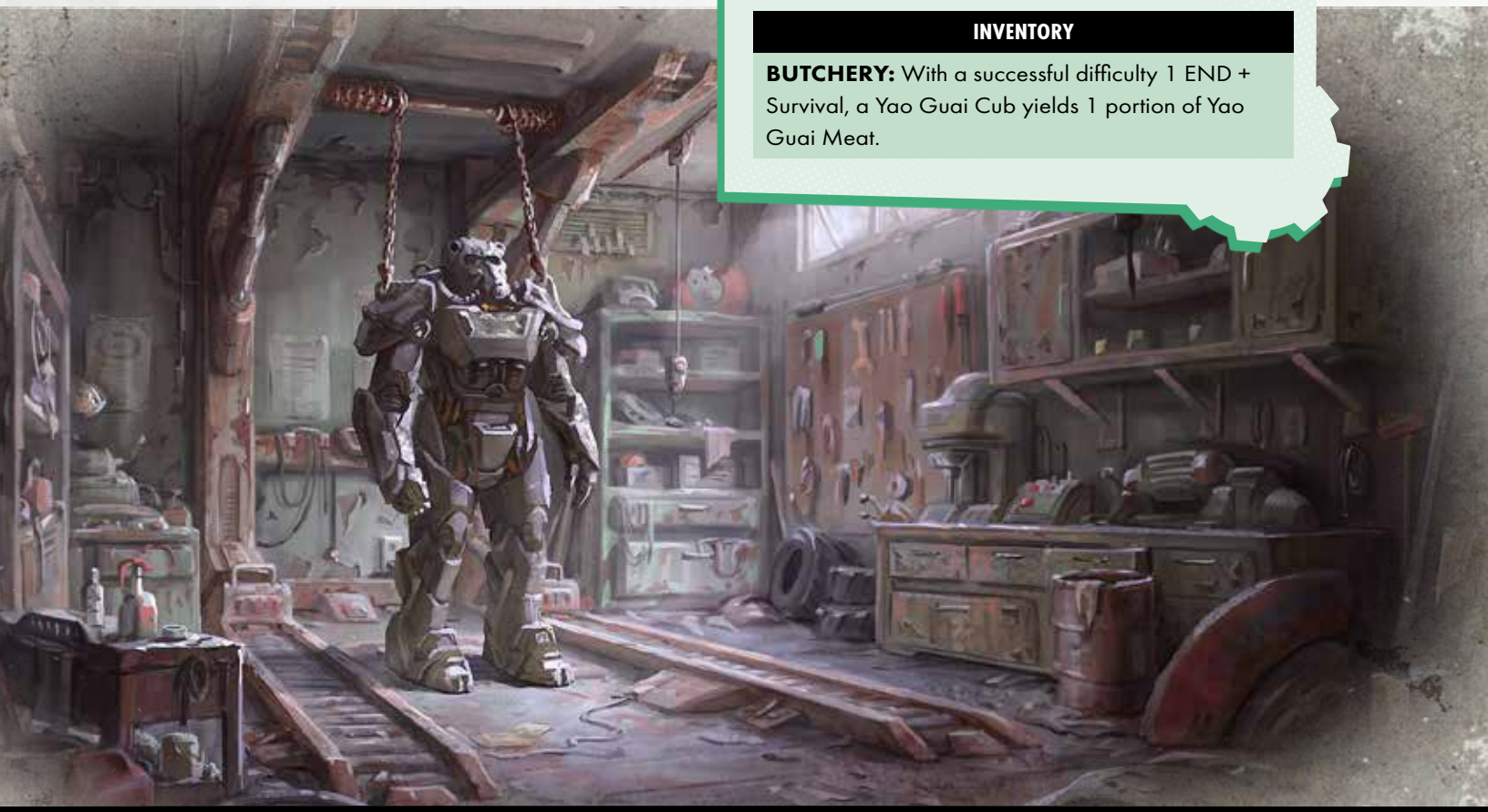
- **CLAWS:** BODY + Melee (TN 9), 4 Vicious Physical damage
- **BITE:** BODY + Melee (TN 9), 5 Piercing Physical damage

**SPECIAL ABILITIES**

- **IMMUNE (RADIATION):** A Yao Guai Cub cannot suffer damage or effects from its listed immunities.
- **AGGRESSIVE:** A Yai Guai Cub is quick to action. When a Yao Guai Cub enters a scene, generate 1 Action Point.

**INVENTORY**

**BUTCHERY:** With a successful difficulty 1 END + Survival, a Yao Guai Cub yields 1 portion of Yao Guai Meat.



## *Mother Yao Guai*

***Level 14, Mutated Mammal, Mighty Creature (204 XP)***

| BODY | MIND | MELEE | GUNS | OTHER |
|---|---|---|---|---|
| 11 | 6 | 5 | — | 4 |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 74 | 15 | 1 |

| PHYS. DR | ENERGY DR | RAD. DR | POISON DR |
|---|---|---|---|
| 2 (ALL) | 2 (ALL) | Immune | 2 (ALL) |

**ATTACKS**

- **CLAWS:** BODY + Melee (TN 16), 9 Vicious Physical damage
- **BITE:** BODY + Melee (TN 16), 10 Piercing Physical damage

**SPECIAL ABILITIES**

- **IMMUNE (RADIATION):** A Mother Yao Guai cannot suffer damage or effects from its listed immunities..
- **BIG:** A Mother Yao Guai is bigger than most characters; it only suffers a Critical Hit if an attack inflicts 7+ damage in a single hit.
- **AGGRESSIVE:** A Mother Yao Guai is quick to action. When a Mother Yao Guai enters a scene, generate 1 Action Point.

**INVENTORY**

**BUTCHERY:** With a successful difficulty 1 END + Survival, a dead Mother Yao Guai yields 3 portions of Yao Guai Meat and 1 Uncommon Material per effect rolled.

### THE FERRY

**Eve Chapman** runs the ***Dancing Betty***, the one-and-only local ferry, a small motor-powered yacht capable of carrying seven people and a medium sized vehicle between Gateway Lodge and Paoha. In the past, the ship would travel each hour, but recent engine damage due to a Yao Guai attack has left the schedule somewhat erratic. Enterprising PCs could offer to repair the engine, returning the ferry to its former glory and earning the PCs free trips for life; doing so requires an **AGI + Repair** skill test at difficulty 3 and the expenditure of 1 Uncommon material and 2 Common materials. Otherwise, trips cost 5 caps a head and are relatively cramped affairs that take ten minutes or so from Gateway to Paoha.

Eve herself has run the ferry at Gateway for the last five years. Practically raised on the boat by her mother, she is a skilled captain who knows the lake like the back of her hand. A generally quiet soul, Eve spends a lot of her days people-watching and listening in on the conversations of passersby. Despite this, she is far from a gossip and rarely shares any of the information she gathers with anyone other than her wife and boyfriend.

## PAOHA

Located on a small volcanic island in the middle of Mono Lake, the Paoha is a safe haven unlike many in the Mojave. Well-defended but easy enough to reach via the ferry, the island was a natural place to settle once found by the Chapman family a century or so back. Now festooned with a range of scrap-built shacks, houses, and structures, Paoha is home to an entire community. Paoha is also home to a large number of migratory birds that flock to the island between April and August. The majority of homes reside on the west side of the island, away from their natural nesting grounds. From the docking port on the western edge, the town spreads up and into the center of the island, avoiding the borders of the birds' territory—when passing around the island on the ferry, passengers get to see the full breathtaking scenery from afar, before being dropped at the dock where The Dripping Tap is their first sight; with the rest of the town sprawling behind.

### PAOHA ISLAND SETTLEMENT ATTRIBUTES

**Population:** 300
**Defenses:** Somewhat Strong (4)
**Water Supply:** Very Strong (5)
(See Lake Mono Water Sidebar)
**Denizen Outlook:** Friendly (4)
**Starting Settlement Reputation Rank:** Neutral (2)

## THE DRIPPING TAP

At first glance, most visitors would assume that a Water Bar would serve no function in a town bordering a lake. Those visitors quickly change their tune after actually trying the water. Almost twice as salty as the ocean, the water here is a deathtrap for the thirsty Wastelander unless they know how to distill it properly. Fortunately for the residents, the art of distillation is widespread, but no drink in the basin is quite as good as the Dripping Tap. Run by head brewer **Nancy** out of what was once a chemist, the Tap is an institute as old as Paoha.

Nancy herself is the owner and chief distiller of the Dripping Tap and styles herself off pre-War beachside postcards, sporting a perm and striped blouse. Generally warm and friendly, she is a bit of a gossip and regularly eavesdrops on the conversations at the bar.

The Dripping Tap sells all manner of beverages and is one of the few locations with a working freezer, meaning they have access to Ice Cold beverages (an Ice Cold beverage restores an additional point of Fatigue when drunk if the drinker is suffering from Fatigue). Nancy has 75+3d20 caps to trade with.

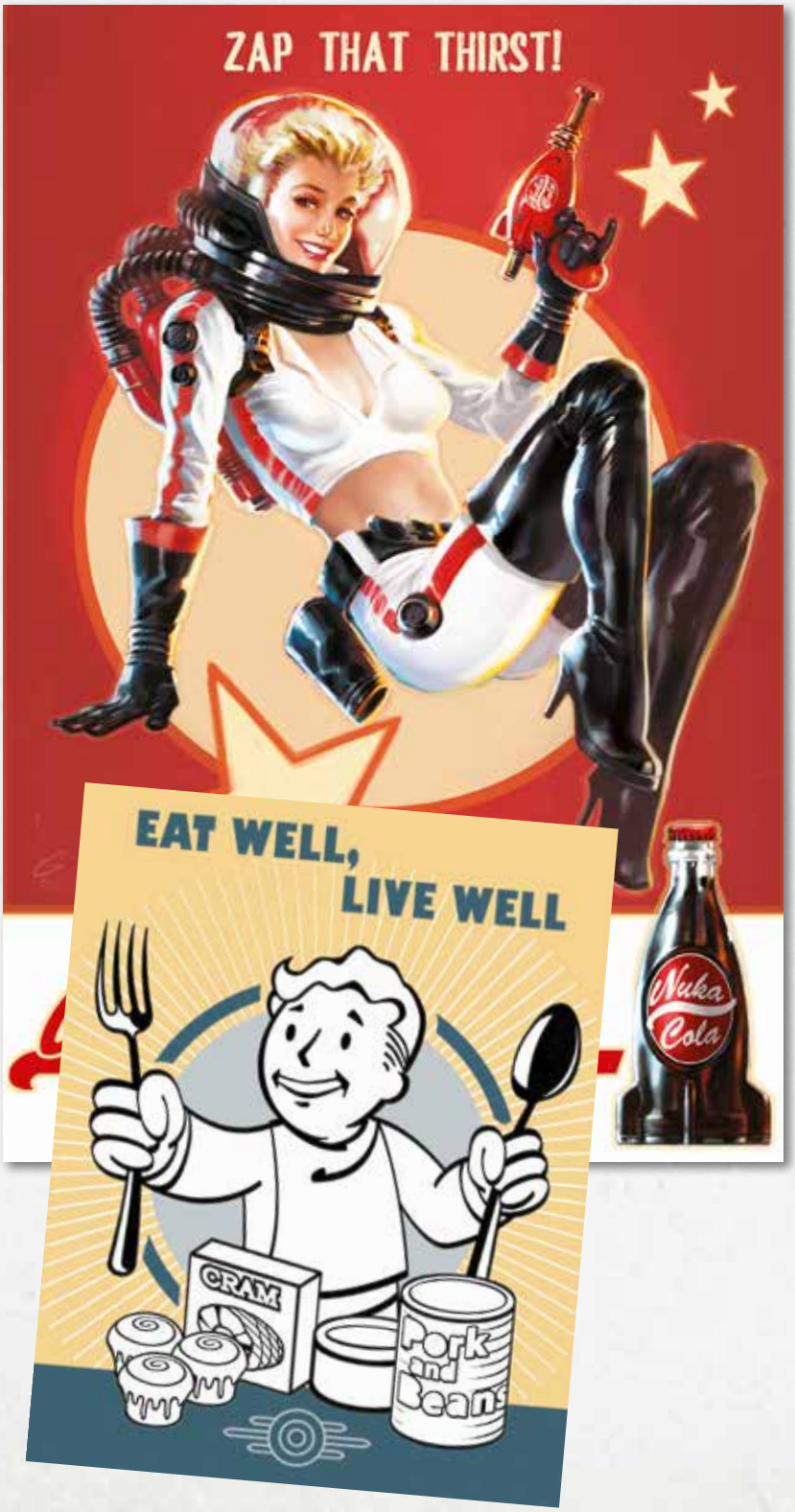
## MUSEUM OF WASTELAND LIFE

Slightly further up into Paoha, overlooking a sheer drop into the lake, stands the Museum of Wasteland Life. Run in his off time by **Old Mr. McCall** (who is effectively an exhibit himself, with a thick white beard and checked shirt, he's been walking the island for the past 40 years). The museum is dedicated to cataloging important figures in the Wasteland, though always with a pinch of inaccuracy as all of the information comes from passers-through. The exact specifications of what is shown are up to the GM, as all the exhibits are cloaked in bias and unreliable information, though Mr. McCall will be damned if anyone can tell him they're wrong.

The Museum Shop sells all kinds of Junk items and has 50+2d20 caps to trade with.

## MARKET

Found in the exact center of Paoha, the market grew naturally over the years as more and more scavengers made their way to Gateway.



## *Paoha Market*

### Crazy Dave's Gold Shack

Named for the cartoony prospector on the front of the building, Crazy Dave's is run by Tim and his shop assistant Pickaxe. The first port of call for anyone looking to visit Paoha, Dave's sells a range of mining and scavenging equipment alongside maps of the whole of Yosemite National Park from the pre-War days, along with simple arms to protect yourself in said park. Most of Tim's clientele are Scavengers stopping by Paoha before heading deeper into Yosemite Valley for treasure, loot, and, most often, Yao Guai-induced death. Of all the stores, Crazy Dave's is the most aware of the current state of the Wasteland, as the recent flood of weapons into the area has caused trouble for their income; despite the shop's theme, few people ever bought anything but weapons.

The two who operate Crazy Dave's are an odd pair; Tim is an exasperated man of Hispanic descent who has been running Crazy Dave's since it first opened. One of the few Paoha residents who regularly leaves the island, Tim keeps the store stocked by heading out and scavenging supplies from the nearby Bodie State Historic Park, which is also where he met his Super Mutant colleague, Pickaxe. A terrifying specimen, Pickaxe is 9'5" and gained his name from the jutting metal spike protruding from the side of his skull, an item he is highly sensitive about and very receptive to any opportunity to remove.

Crazy Dave's sells a combination of Small Guns and Energy Weapons up to a Rarity of 1, as well as Explosives and Melee Weapons up to a Rarity of 3. They also trade in various mining paraphernalia, like Miner's Caps and even some Leather and Metal Armor. They have 125+5d20 caps to trade with.

### The Coup

A small market stall selling freshly caught birds and fish gathered from the surrounding area. The Coup tends to do best during migration season, when all sorts of exotic birds come to nest on the island, and **Jago Ash,** the proprietor of The Coup, takes to hunting with a bow and arrow.
The Coup fills the market with the constant scent of rotisserie seagull emanating from the large brazier at the stall's center.

The Coup sells solely meat and fish and has 100+2d20 caps to trade with.

### Mount Top Mechanics

A completely new building that sits next to the dock, Mount Top Mechanics got its name from a mountain workshop where **Horris**, the owner, found most of the tools he uses on a day-to-day basis. A mess of rusted maintenance vehicles, a handful of the antique boats, bikes, and dune buggies here are still functioning, but most have been stripped for parts and repurposed into smaller machines more useful to the everyday Wastelander. Mount Top also serves as somewhat of a shrine, bedecked in interpretations of the story of the Chosen One, pictures, holotapes, and more—all cataloging their journey, though the accuracy is suspect.

Mount Top specializes, despite the vehicles, in Oddities, Junk, Robot Modules, and Repair Services. It has 200+3d20 caps to trade with.

## SMALL TOWNS, HAPPY PEOPLE

Pahoa is a small, happy place, removed from most of the chaos of the Wasteland. It serves as an excellent stop on the road for PCs who have been dealing with a lot of bloodshed and violence. Use the time the PCs are here to remind them of what may be lost should the world continue its long downward spiral back into war. Paoha should be shown as a peaceful location with smaller-scale problems that allow the PCs to kick back and relax for a while—even potentially engage in some light treasure hunting in Yosemite. Use the following touchstones as points of reference for the players to engage with before making their way back to the mainland and continuing their journey to Arsenal:

### RECONNECTING THE CRIMSON CARAVAN

As the PCs are more than likely arriving at Gateway thanks to their orders from Clair, they will need to enquire about setting up a Caravan contact once more in Gateway. In this regard, Frank Chapman, husband of Mavis, is the man to talk to and who the PCs will be directed to if they ask around. Frank literally manages trade from his armchair and has been incredibly bored since the caravans stopped rolling by. If spoken to, he will express his incredible excitement with a belabored, "*Huh. Nice change'o pace*" before writing a letter to the Market community on Paoha proper to start arranging trade orders once more. After that, he will ask two of his children, Marty and Kid, to get on the road with a letter to the nearest Caravan post (either MarCo, Markleeville, or Tahoe, depending on the PCs' actions) to set up the new route. If the PCs have not been clearing the route on the way down, however, and have left chaos in their wake, then Marty and Kid will never return, lost to Wasteland violence. If they're successful, Paoha will reopen a Crimson Caravan Depot, operating directly out of Gateway Lodge and managing trade to and from the island community. This increases the number of luxury goods coming into the Wasteland and even makes the Museum of Wasteland Life more accurate as Mr. McCall gets far more accurate information flooding in.

### GOLD IN THOSE HILLS!

A group of three prospectors to-be, Tomson (a down-on-their-luck prospector), Sergeant Claireese (an ex-NCR solider looking for a score), and Bites (a chem addict they can't quite get rid of) have gathered in The Dripping Tap to discuss their next foray into Yosemite Park. They have managed to find an old map of the park, marked with vague clues and odd symbols they are convinced will lead them to treasure. Whether that is true or not is yet to be seen.

### A BIRD IN THE HAND

Jago Ash, owner of The Coup, has spotted a rare bird on the eastern part of the island, a mutated Bald Eagle with two heads (though one head is blind). He has his heart set on capturing, bringing it back, and training it, and he is desperately looking for people who might help him do just that. For a decent fee, of course.

### SALTY SPLASH

The yearly Salt Water Splash is just around the corner, a swimming competition from Paoha back to Gateway Lodge. Each year, folks from all walks of life meet at the edge of Paoha as the birds begin to migrate away to see who can swim from one end to the next fastest. There's a prize pool between competitors of 20 caps per person and an all-you-can-eat buffet at the end of it. As a bit of fun, what could go wrong?

### EVEN HERE, EVEN HERE...

If the PCs begin to get too docile with their time in Paoha, they may require a touch of the real Wasteland to return. A small band of Raiders, potentially remnants from previously eradicated groups or offshoots from far-off locations, make their way onto Paoha, armed to the teeth with military-grade firearms. They make it to the island by either holding Eve at gunpoint or killing her and stealing the ferry; how dire things get is up to you.



## Ready to go?

The longer PCs wait at Paoha, the worse the outside world will get but try not to punish your players with that fact—some may be desperate for a bit of downtime after the long task of traveling through the Mojave. Try to allow players a fair amount of time to relax before having word of the troubled Wasteland filter back to them through Eve, or end a side quest with a particularly dangerous note. Eventually, the PCs will have to move on, right back onto the road and back towards **Arsenal** (below).

# ARSENAL, THE END OF THE ROAD

Regardless of the road taken, both Route 395 and 95 terminate at Arsenal, as do all the leads that point to Cho Dae. If the player characters have been sent south under the banner of Mr. Bishop, they should be arriving in Arsenal with the intent of finding who is flooding the area with firearms, meaning they will be hunting for Cho Dae himself. This is a quick solve in Arsenal that leads them towards the next piece of the puzzle: Hurq.

Should the PCs arrive in Arsenal thanks to their contract with the Crimson Caravan, then they will look to engage with the new town Mayor, Alex Chambers, which will naturally cause them to interact with Cho Dae and link them back to Hurq.

In short, all reasons to arrive in Arsenal lead, invariably, back to Cho Dae, Alex Chambers, and Hurq, which will progress the PCs into the final Chapter: High Hand.

## ARSENAL

Once, Arsenal was a tiny town along a lonely route in the middle of the eastern Sierras. Now, it's a regional power, a central stop from New Reno to New Vegas and a staunch part of the New California Republic. A center for brahmin ranching, agriculture, and even light manufacturing, Arsenal is a hub of trade, industry, and the one-stop shop for travelers heading both north and south.

Lying huddled within the shadow of the mountains to the west, Arsenal is promised water year-round, thanks to the snow-capped peaks, and the open flats provide excellent pastures until they give way to the Mojave to the east. Small freshwater ponds offer fishing, and the downtown hub is small but brisk, including a mix of brightly-colored houses, concrete business fronts, and streets that actually receive maintenance for the caravans and travelers that pass through.

Arsenal even has law and order: The town elects a local mayor, who oversees legislative proposals and organizes votes by residents on important issues and policies. Food and water are readily available, the local economy booms with caps from travelers and NCR troops staying the night while passing through, and the town even has an NCR delegate sent to Shady Sands to represent their political interests.

The town takes its name from its history; when the bombs dropped, those who could afford Vault security fled to locations like Vault 15, but people living in the unincorporated hinterlands hunkered down and waited out the end of the world in their small rural communities. The tiny stops along the eastern Sierras were spared many of the nuclear warheads that annihilated the coast, and survivors assembled at the nearest town for mutual aid and survival. With their combined skills in agriculture, animal husbandry, and bushcraft, they were well-positioned to eke out a continued life in the countryside, but of course, they suffered frequent attacks by less well-to-do elements—those who tried to get into Vaults and failed, those who formed roving Raider gangs, and those who became ghouls. Armed with the rifles and shotguns used in their ranching and farming, the people of this town drew upon their arsenal to defend themselves and became a prosperous but xenophobic, isolationist settlement.

Generations of struggle against Raider groups left the town suspicious of outsiders, but as the NCR developed, Arsenal gradually loosened restrictions in order to foster trade. Its locals remained homebodies—why go elsewhere when the town had everything it needed for survival?—and even refused to join the NCR formally until the 2260s.

### ARSENAL SETTLEMENT ATTRIBUTES

**Population:** 1,034
**Defenses:** Somewhat Strong (4)
**Water Supply:** Stocked (5)
**Denizen Outlook:** Satisfied (4)
**Starting Settlement Reputation Rank:** Cautious (1)

## THE POLITICS OF PROSPERITY

Thanks to an abundance of brahmin and crops, Arsenal is a key exporter of food, leather, and other rough goods for both the wider NCR and unaffiliated settlements to the east of the mountains. The locals have a smithy for making nails, a light machine shop for reloading brass and rebuilding components, leatherworkers, and more. Sadly, though, as is often the way, prosperity invites covetous eyes.

The tiny settlements scattered in the Sierras often became outposts for Raiders, and Arsenal finds itself under irregular but frequent attacks. Brahmin rustling has also become a problem, forcing the town to develop its own legal system. This caused the settlers to organize and hold elections for leadership—nominally a Mayor—who then became in charge of proposing additional legislation upon which the town's residents would vote. The success of this model has since become a tradition, with a new mayoral election every four years.

With the town defended and rebuilt, people started looking to settle. Local tensions grew out of the conflict for resources between those who'd lived there since before the War and those who came looking for a place with food, water, and security. Arsenal decided that new arrivals only became residents after a year in town with a stable job and no criminal activity (a condition ripe for exploitation), a choice that would stall the town's growth. It quickly became clear that the locals wanted nothing to do with newcomers.

## LAYOVER FOR THE NCR

By 2280, Arsenal is a thriving town of over a thousand people, but their isolationist nature has not shifted, and they don't want any new blood altering their home. The NCR treats Arsenal as a trading post, largely allowed to tend its own affairs so long as they pay taxes.

Citing the example of Vault City, Arsenal prohibited outsiders from becoming residents without completing a "citizenship evaluation," which includes the aforementioned year of residence with a stable job and no criminal record as well as a literacy test and character testimony from two residents. Transients who try to set up outside of the town limits to get around this requirement find themselves run off at gunpoint.

### A TOWN FOR NORMAL PEOPLE...

Due to their xenophobic streak, the people of Arsenal are especially suspicious of ghouls, Super Mutants, and anyone who doesn't look like a typical human or well-known type of robot. While they won't exactly be shot on sight, they'll be confronted quickly by **Officer Sophia Garcia-Pérez**, a no-nonsense woman in her early 30s who serves as the town's law enforcement, along with a passel of deputies. Sophia is suspicious and hard-edged, but if new arrivals act well, speak plainly, and promise that they're just passing through, she'll let them stay long enough to spend some caps, with a firm admonition that they'd best be moving along soon.

### A GUN IN EVERY HAND, A BULLET IN EVERY GUN

A large part of Alex Chambers' successful mayoral campaign was his driving message: "*A gun in every hand*!" This message rang true for the xenophobic natives of Arsenal. Once the campaign ended and Chambers found himself in office, he, of course, made good on his word thanks to his connections with Hurq, Cho Dae, and, more indirectly, Boolanger. Now, every resident of Arsenal has access to the same firearms that the PCs have been finding in the hands of Raiders across the Wasteland to this point, meaning almost every person they talk to in town will be packing serious firepower—and sadly, a distaste for outsiders just strong enough to warrant its use. PCs will need to be careful with their words, as a single off-color sentence could be construed as a threat, and the law of Arsenal is very much on the side of residents should a shooting occur, regardless of who ends up dead.

## LOCAL COLOR

Arsenal acts as the central meeting and trading point for several large ranches in the area, and the downtown area includes several businesses that the characters may find useful. Shopkeepers tend to be suspicious of strangers but are quick to become friendly when a newcomer flashes some caps or trade goods.

### THE HOSTLERY

A boarding house, garishly painted and colorful. The Hostlery even serves meals, but strangers who try to set up long-term residence here find that the host, **Mallory Pastel**, refuses to provide rooms to guests for more than one week. People who want to stay long-term are advised to seek employment with one of the ranches and live in a bunkhouse with the other ranch hands.

A room for two costs 10 caps a night and comes with a complimentary bottle of Purified Water. In addition, Mallory has some simple drinks and snacks to sell, as well as 100+3d20 caps to trade with.

### *Sign the Book, See a Name*

When the PCs arrive in Arsenal, Cho Dae is staying at the Hostlery, with special dispensation from Mayor Chambers to be able to stay for as long as he pleases. Typically, he spends a hearty part of his morning drinking coffee on his balcony or napping before heading to meet with Mayor Chambers or Holly Healy to talk business. He ends his day with drinks down in the Hostlery bar before heading to bed, eager to enjoy the small comforts before heading back to the road.

If the PCs stay at Hostlery, Mallory will hand them a sign-in book, where a **PER + Survival** test at difficulty 1 will reveal Cho Dae's name, with a sign-in date but no sign-out. Should they choose, the PCs can head straight to his room—where, depending on the time of day, he may or may not be. If he is, then the PCs can finally interrogate him about his part in Boolanger's operation, ***Confronting Cho Dae Alone*** *(pg.185)*.

## THE DOUBLE HEADER

Unendingly busy, the Double Header is a butcher shop. Locally known for selling sandwiches made from brahmin brisket, pastrami, or lengua (tongue), they grow their own mustard and pepper in a garden next door, in the husk of a demolished building. The establishment is run, unsurprisingly, by the **Carver** family, a husband and wife with two teen boys who all work the counter and the slaughterhouse.

The Double Header trades in all kinds of brahmin-based meats, as well as a small assortment of vegetables, their mustard and peppers being the core draws for most. They don't offer trade unless a particularly rare cut of meat or potentially cattle is available, at which point they have 200 caps to trade with.

## THE BIT

A drab, worn building staffed by locals and run by **Holly Healey**—a grease-covered machinist with a passion for all things small and deadly; the Bit is always guarded by a pair of rifle-wielding security who stand at the main door. The primary role of the Bit is refilling spent brass; they'll even pay to buy empty brass (one cap for 10 shells) as long as it's still usable. The machinists at the Bit can also make repairs and modifications at their stations for weapons and armor, though they charge extra for outsiders (+50% of the cost, and they must bring their own components).

The Bit also sells ammunition, though only for conventional, non-explosive firearms. Outside of buying empty cases, they're not interested in additional trade, even more so with strangers.

## RED'S BARN

As the name indicates, Red Barn is a large barn painted in faded red. The proprietor, **Red Yellum IV**, continues his family tradition of using the Barn as a flea market. People come here to trade, and characters can find various random pieces of salvage here if they pay the admission fee of five caps and spend at least an hour browsing through the selections of junk. Roll **PER + Repair**, difficulty 1, to find a specific piece of salvage; the difficulty goes up for rare components.

The Barn doesn't sell weapons or armor but does sell parts needed for upgrades. Buying the piece from the person selling it is a separate **CHA + Barter** matter, naturally.

As a collection of sellers, rather than a single store, each stall tends to have roughly 75+4d20 caps for trade.

## THE BODY SHOP

The local clinic is run by **Milligram Senex**, a chemist with a passing and partial knowledge of medicine. Milligram manufactures a small quantity of chems, principally for use in treating sick livestock. He also removes bullets, stitches wounds, and can even replace a severed digit, though the replacement part isn't always guaranteed to be fresh.

He charges 100 caps for a regular 'service check' and ups his costs for more complex issues. He also sells a small number of specific chems, namely Antibiotics, Buffout, Calmex, Healing Salve, and Stimpaks. He also carries 200+4d20 caps for trade, favoring difficult-to-obtain chems and medical goods.

## THE MAYOR'S OFFICE

A beacon of political power, and a recently painted one at that, the Mayor's Office sits almost in the exact center of Arsenal, the old town hall that proudly acts as a figurehead for everything Arsenal represents. Its doors, once wide open and inviting to the people, are now lined with steel so they can be drawn closed as a bulwark against the outside world. Balconies have become firing points, the open courtyard a kill-zone. The hall is now a point of fear, showing those who walk within how Arsenal must adapt to the threats outside their walls.

These choices have been made by Alex Chambers, whose slogan is plastered onto flyers across the Mayor's Office. The slogan won him the election, and now, with the help of various figures in town, including Cho Dae, he is overseeing the militarization of the town's architecture, a job he sees as integral to his continued political success.

For the time being, he works directly out of the Mayor's Office, overseeing the changes being made to the building personally—often with Cho Dae, his new right-hand man, at his side. Despite his busy schedule, he is sure to still give time to his people. Mayor Chambers holds standard office hours between 11am and 3pm, wherein he will meet with anyone with an appointment (something a non-resident cannot obtain without a **CHA + Speech** skill test at difficulty 3 when talking to his secretary, **Mr. Kensington**, who works out of the office's entrance hall) and hear their woes. Cho Dae has taken to sitting in on these meetings, offering his opinions, no matter how unwanted they may be.

From his office, Chambers distributes weapons to all residents and continues the rhetoric against enemies, outsiders, freeloaders, immigrants, and anyone else who makes a likely target. Chambers makes vague, unsubstantiated claims that Arsenal's way of life is in danger if they don't arm up and prepare now.
He argues that the Wasteland isn't just small roving

bands of Raiders anymore; that Arsenal must be ready to fight off large, organized bands now, and to that end, every man, woman, and child needs to be armed.

Chambers presents himself as a down-to-earth, easygoing man with a ready smile. Substantially sized, trust. middle-aged, and possessing a receding hairline and confident manner, his entire personage engenders

## ARRIVING IN ARSENAL

When the PCs arrive in Arsenal, they will find it at the tail-end of its most recent mayoral election. Residents—each boasting a bevy of pristine firearms on their belts—busy themselves around town removing the banners from the various candidates and leaving a single, bright-red one in front of the Mayor's Office. This banner loudly proclaims, *"A Gun in Every Hand! A Vote for Alex Chambers is a Vote for a Safer Home!"*

In the streets, small teams of locals, again openly carrying weaponry, are moving about in a buzz of construction tasks—building roadblocks, gun emplacements, and more. It's as if the town is preparing for a siege. More worrying than that, however, are the looks each local seems to give the PCs. Distrust is clear on many features, and more than one person reaches for their own gun.

# MAIN QUEST: A GUN IN EVERY HAND, FOR NOW

This Quest is available after the player characters arrive in Arsenal. **Add 2 Action Points per PC to the GM's pool when the Quest begins.**

After arriving in Arsenal, it's not hard to see that the same weapons plaguing the Northern Routes on display here as well. The PCs should have no shortage of evidence that Cho Dae is either in Arsenal or nearby. They may even have reason to suspect the town's new Mayor, Alex Chambers, is in some way involved in the supply of firearms across the area. Finally, they may simply be arriving under Crimson Caravan Trading Company orders to set up a trade route. Whatever the reason, the PCs will be able to finalize the last stages of their investigation in this part of the adventure before discovering the final parts of the puzzle and being led to Boolanger even further south.

To do so, the PCs will need to confront Alex Chambers and Cho Dae, determine their part in the operation, and decide what to do with that information.

### SETTING UP THE CARAVAN

If the PCs have arrived in Arsenal under the direction of Clair Angels and the Crimson Caravan, one of their first tasks will likely be to attempt to reestablish the Caravan's presence in town. Their first blocker in this work is that every single resident and business owner will refer them back to the Mayor, either unwilling or unable to discuss such a matter with an outsider.

## LOOKING FOR CHO DAE

If the PCs have arrived in Arsenal to hunt down Cho Dae, they will find it a relatively easy task; for the first time in their journey, people are able to report seeing him around town, often as recently as the same day. Unless the PCs naturally locate him at the Hostlery themselves, a **CHA + Speech** test at difficulty 1 reveals that he is in the town, and an **INT + Survival** test of difficulty 3 reveals his rough daily routine, enough to reveal where he is going to be during the day.

### CHO DAE'S ROUTINE

**Morning:** Sleep late at the Hostlery before breakfast and coffee on the balcony.
**Early Afternoon:** Visit shops in town, primarily The Bit.
**Afternoon:** Visit the Mayor's Office, sit in meetings.
**Evening:** Return to the Hostlery or stay at the office, enjoy a drink.
**Night:** Sleep at the Hostlery.

## TOO MANY GUNS, TOO MANY BULLETS

If the PCs have arrived in Arsenal purely to try and determine the source of the guns, either thanks to their conversations in MarCo or similar talks elsewhere, then it will only take looking around to see that almost everyone in town (often including children) is carrying at least a pistol. This observation, once confirmed with a **PER + Small Guns** test at difficulty 1, can be combined with a **CHA + Speech** test at difficulty 1 to be informed that all the guns have been supplied by the town's new Mayor, Alex Chambers, though he wouldn't hand them out to strangers. They will additionally find out where they can find Alex at the Mayor's Office. At this point, the PCs should have two options: get a **Meeting with the Mayor** (below) or **Confront Cho Dae Alone** (pg.185).

## MEETING WITH THE MAYOR

Meeting the Mayor sounds easy but requires a booking (The **Mayor's Office** pg.180) to even get through the door, a process that can take weeks. The Mayor is a busy man, after all. Without the proper lubrication (Mr. Fitzgerald, the Mayor's Aide, is greedy and easily flattered; either bribing him with 100 caps or a flirtatious **CHA + Speech** test at difficulty 2 will be enough to obtain a next-day meeting), a meeting can take weeks to arrange, and even then may be rebooked numerous times. This time can be used productively to ask around town and ***Obtain Information*** about him prior to the meeting, should the PCs choose to do so. By spending four hours and passing a **CHA + Speech** test at difficulty 2, the PCs can learn one of the following pieces of information about the Mayor, with an additional piece per AP spent.



## Gossip About the Mayor

- The Mayor's entire campaign focused on making the already xenophobic people of Arsenal even more paranoid, convincing them that the outside world was becoming more dangerous and that the town's only recourse was to hunker down and arm up. **Alexis Wozniak**, another candidate, was realistically the only opposition to this argument, but sadly, as they often do, fear and hate bent the election from her and towards Chambers.
- **Alexis Wozniak** is a dark-haired woman in her mid-30s who has been on multiple caravan trips as part of trade delegations with Arsenal and has visited New Reno and Shady Sands. Currently, she is out of work but used to actively partner with the Crimson Caravan as a representative. Accordingly, she advocates for stronger trade relations, improved patriation of outsiders who wish to become residents (including ghouls), and inviting the Followers of the Apocalypse to run a medical center in Arsenal. She can be found in her home at the now-closed Crimson Caravan office in Downtown.
- Her positions are somewhat unpopular with the population, but she is a dynamic public speaker who puts in effort to make personal connections in order to bring people to the table. She is deeply concerned that Chambers' victory means more violence, especially between locals and outsiders.
- When he took office, Chambers did not hesitate to start handing out pristine new weapons, though few people have any idea where they came from, and even fewer care.
- A handful of people are convinced that Cho Dae, the merchant now regularly seen with the Mayor, is responsible for these acquisitions, but some have pointed out that he doesn't have the manpower or, frankly, a big enough hiding place to keep all those weapons.
- One person, **Clyde Gallow**, a local chem addict and known believer in aliens, has been claiming that he saw Chambers buying guns from a **Giant Alien** and their **Robot Butler** just before the end of the election. Sadly, since the end of the election, Clyde has been isolated in The Body Shop by Dr. Kusanagi to 'detox.' The PCs would need to not only reach Clyde but help him either overcome his issues or dose him with Jet to give him the clarity he needs to recount this information. With a **PER + Medicine** skill test at difficulty 3, a PC can determine this likely means that Chambers met with a Super Mutant, going from the description of the 'alien.'
- Prior to Chambers' run, he was a relative unknown—a man with charisma and aspirations but no financial backing at all. Some members of the community are honestly confused (or impressed) that he managed to build his campaign coffers so quickly.
- Chambers claimed, during the campaign, that he personally funded his own campaign through "caps earned via the sweat of his brow." He also claimed that the guns he has since filled the town with were purchased from MarCo, again, with his own caps.
- **Winston Salazar**, the last of the old mayoral candidates, a conservative rancher living just outside of town, has been decrying Chambers' claims of self-funding for some time. Winston has been a man of means for some time now, enjoying the luxuries of fine imported whiskey, tailored clothing, and a trophy marriage for the last decade. As is often the way, wealth knows wealth—and Winston knows Chambers was not a wealthy man. If spoken to in his ranch outside of town and won over by matching his world view, he will happily tell anyone that Chambers has clearly gained his wealth from outside of town, a fact that not only makes him a hypocrite but means he is likely influenced by whomever it is funding him.

When the characters actually manage to get into a room with Chambers, the more information they have on him, the easier it will be to pull the truth out from among his lies.

With or without Cho Dae in the room, Chambers will not admit to any misdeeds during his run for office. He will claim with his hand on his heart that he did, in fact, pay for all the guns himself, that his funding came from a series of investments he made elsewhere and collected prior to running, and that he definitely knows that the Wasteland is more dangerous now than ever before.

Getting him to admit to wrongdoings is a difficult job, one that requires the PCs to succeed on an Extended Task listed below.

## EXTENDED TASK: MAKE A POLITICIAN TELL THE TRUTH

The more dirt the PCs have on Mayor Chambers, the easier they will find this test, as they'll be able to disarm him with secrets he thought buried. For every three pieces of gossip (***Gossip about the Mayor*** pg.183) the PCs have learned and mention, the Resistance of the test is reduced by one. Each test made during this task equates to roughly five minutes of conversation. After 30 minutes, Chambers will become bored or annoyed with the conversation and rudely end it—before having the PCs ejected from the Office at the hands of his security.

- **Effort**: 15
- **Breakthroughs Required:** 3
- **Resistance**: 4
- **Base Test Difficulty**: 2

**Suggested Skills:**

- **Barter:** One language Chambers always speaks is caps, and using **Barter** to point out the flaws in his 'funding' will cause him to slip up.
- **Small Guns:** Asking him about the guns he's handing out reveals how little he understands about them and where they have originated.
- **Speech:** Chambers is a smart talker but also likes to hear himself talk. Letting him do so will end in him opening holes in his own arguments.

### *What if Cho Dae is There?*

If Cho Dae is with Mayor Chambers when the PCs confront him, he will help the Mayor hide the truth and otherwise attempt to waylay the PCs however possible. Personally, he has no reason to hide who or what he is, but he does enjoy stringing people along. He will act like he would if he was confronted alone (**Confront Cho Dae Alone**,pg.185), but will increase the Resistance and Breakthroughs Required in the Extended Task: Make a Politician Tell the Truth by one (to 5 and 4 respectively). When the test is successfully completed, he will unveil the same information as he would have had he been met alone.

### THE OUTCOME

If the PCs succeed, Chambers will reveal everything that has led to him ending up where he is now, admitting to the following points:

- Alex Chambers, in fact, is not a self-made man. A year ago, he made contact with Cho Dae on the road while the gun merchant was just a traveling merchant. Since then, the two of them have enjoyed a mutually beneficial arrangement where Cho Dae smuggles outsider goods into Arsenal, the kind that most of the residents would look down on due to their external creation and lack of connection to the Crimson Caravan.
- A few months ago, Cho Dae contacted Chambers regarding a potential deal he'd worked out with a Super Mutant from the south—one who represented an anonymous arms dealer. He informed Chambers that the deal was painfully simple; free military-grade arms, directly off the shelf, crated and ready to go. The only cost was to make sure those weapons made their way into the hands of as many Wastelanders as possible. Other than that, no strings at all.

- Chambers originally thought the deal too good to be true, but he relented when he saw the potential benefits of having access to such weapons and took Cho Dae up on the offer, leading the two men to agree to meet with the merchant's contact—Hurq the Super Mutant.
- Hurq, a remarkably depressive sort (in Chambers' words), is a Super Mutant from further south who arranged the meeting via a series of courier-delivered letters before arriving just outside of Arsenal in a heavily armored van. Alongside a strangely decorated Assaultron, the Super Mutant unloaded several crates of firearms, handing them to the two men, alongside a hearty bag of caps to Cho Dae for, and he quotes, "*Good work yet to come.*" Afterward, he climbed back into the van and left, heading straight back to the south.
- Those crates formed the backbone of Chambers' campaign, and Cho Dae was paid to deliver the rest as he saw fit around the rest of the Wasteland. While Cho Dae was away doing so, Hurq returned with another shipment for Chambers, which he has been using to arm the townsfolk and fund MarCo. This time, Hurq mentioned he wouldn't be returning for some time—Chambers has no idea where he will be.

Mayor Chambers has no regrets about making the deal; in fact, he believes it was still the right move for Arsenal. The Wasteland was always violent, after all—he's just insulating his people against the worst of it. In the simplest terms, he's not broken any NCR laws, nor any pre-existing Arsenal ones, so there's little that can be done about his actions. They are, however, deeply antithetical to his own campaign, and those who voted for him may find that any of this coming to light leaves a nasty taste in their mouths.

After their conversation, Chambers will offer the PCs a bribe to keep this information to themselves. Namely, 200 caps per character and access to a weapon from the small selection of customized weapons Chambers kept back for himself. Each PC may choose a single weapon from the following list:

- Plasma Gun (Recoil Compensating Stock, Boosted Capacitor and Improved Barrel)
- Missile Launcher (Targeting Computer and Stabilizer)
- Combat Rifle (Powerful, Vented Barrel, Full Stock and Long Scope)
- Combat Shotgun (Automatic. Ported Barrel, Recoil-Compensating Stock and Quick-Eject Magazine)
- Ripper (Extended Blade)
- Super Sledge (Stun Pack)

If the PCs accept the bribe, Chambers will assume the matter is dealt with and ask the PCs to leave so he can get back to running his town, but not before asking them to stay a while and spend some caps—increasing their Reputation in Arsenal by 1. However, should they not, he will ask the Security of Arsenal (a selection of 12 **Mercenaries**, ***Fallout: The Roleplaying Game Core Rulebook*** pg. 393, armed with Pristine Combat Rifles) to escort the PCs from town, after which he will promptly announce to the people that the PCs have been identified as agitators and banished, changing the PCs' Reputation with Arsenal to Hostile (0). Chambers will then consider the matter dealt with.

### Setting up the Caravan

If the PCs are still under the employ of the Crimson Caravan and they enquire about setting up a trade route, even if Mayor Chambers and the PCs are on amicable terms, he will refuse. Outside help stands against all of his new policies and could be seen as a fault in his governance. However, with a **CHA + Barter/Speech** test at difficulty 3, a PC may convince him to allow the Caravan to set up an office purely for exporting rather than importing. If successful, Chambers will point the PCs to his one-time rival **Alexis Wozniak** (pg.183) to arrange this. She will deal with contacting the Caravan shortly after, happy just to have something to do again.

## CONFRONTING CHO DAE ALONE

Finding Cho Dae isn't a difficult task in Arsenal (see Looking for Cho Dae pg.182). He's not hiding his movements, instead openly enjoying all the perks of residency in Arsenal while he waits for the next delivery. When confronted by the PCs, he will have no idea who they are, nor will he particularly care.

As far as Cho Dae is concerned, he's just a businessman, one doing a very simple job for a very hefty paycheck.

As long as the PCs remain cordial and non-violent in their interactions, they will find Cho Dae rather amicable, though sarcastic and irritating in his mannerisms. However, should they threaten him, he will attempt to remove himself from the situation quickly, even pulling a Nuka-Grenade from his coat if left with no other options. He will pull the pin and hold it via a dead-man switch to negotiate his exit from the area. If confronted in the evening, they will also find that he is drunk, decreasing the difficulty of any and all INT or CHA-based skill checks involving him by 1.

## WHY?

Asking Cho Dae about his activities, why he's done what he's done, and more is a relatively easy interaction. He doesn't feel any need to hide what he's done but does enjoy a good verbal sparring session. He will often answer questions with questions and try to mislead people as they talk, but he will joke about doing so even mid-way through the activity.

Getting Cho Dae to answer any question is a **CHA** or **INT** test, using **Barter** or **Speech** respectively. Regardless of the test taken, it is opposed by Cho Dae himself. For each success, use the answers below to best respond to the PC's questions:

- **Who hired you?:** Cho Dae was hired by a Super Mutant named Hurq, who operated out of an armored metal van. Hurq is described as a melancholy, no-nonsense type, seemingly only interested in his work. Curiously, he still wears armor marked with signs of the old Unity Super Mutants.
- **What did they pay you to do?:** Cho Dae was hired to travel up Route 95, around Route 395, and back to Arsenal, handing out or selling off crates of military-grade arms to any groups he deemed as aggressive, agitatory, or otherwise violent. His task was to ensure that every single crate was passed off—and for doing so, he would be exceptionally well paid, as well as allowed to keep any caps made from sales.
- **Where did they come from?:** South. Cho Dae knows, in a very matter-of-fact manner, that Hurq came from New Vegas way since he has mentioned interactions with a collection of 'strangely dressed idol worshippers' that Cho Dae can identify as The Kings, a gang operating out of Freeside. Beyond that, he doesn't know.
- If Cho Dae is confronted at the same time as The Mayor, Chambers will identify that one of the marks on the crates identifies an old code that aligns with the 'Valley of Fire' further south.
- **When did they hire you?:** About six months ago, Cho Dae was first approached by Hurq; the first major weapons shipment was coming shortly thereafter. Hurq can move around quickly in his van and was able to collect his goods.
- **When will Hurq next arrive?:** No idea. Hurq sends letters via courier directly to Mayor Chambers to arrange for a delivery, and neither Cho Dae nor Chambers have any way of determining when that will next happen.
- **Why do you think you were hired?:** Cho Dae is convinced he is a personality hire, but the honest truth is that he already had a lot of connections with people along the Routes, having traded around there for some time. That, combined with his utter disregard for any life but his own, made him the perfect candidate for handing out guns to unstable buyers likely to use them on others.
- **How could or did you do your work?:** Happily! It was free money for selling people things they already wanted. Cho Dae really doesn't care too much about the wider Wasteland, and once he's completed his next round, he will either head out west to retire or stay in Arsenal if it seems safe enough. He's a natural-born salesman and has no issue using his talents to make a living, regardless of what he's selling.

## THE OUTCOME

After speaking with Cho Dae, he is happy to leave the PCs be, so long as they do the same. He's more than happy to continue his work, and should Hurq never reappear, he has more than enough caps to fund his next caravan, though he's waiting to see what people want before he starts stocking up.

If the PCs turn to violence, he will act as mentioned previously (pg.186).

Overall, Cho Dae is just a salesman. He has no actual links to the originator of the weapons—only having met with Hurq; he can only point the PCs back in the Super Mutant's direction.

### *Cho Dae*

***Level 10, Human, Notable Character (148 XP)***

| S | P | E | C | I | A | L |
|---|---|---|---|---|---|---|
| 5 | 8 | 6 | 10 | 8 | 5 | 5 |

| SKILLS | | | |
|---|---|---|---|
| Barter ■ | 4 | Small Guns | 3 |
| Explosives | 4 | Speech ■ | 4 |
| Energy Weapons | 3 | Survival ■ | 3 |
| Repair | 1 | Unarmed | 2 |
| | | (■ Tag Skill) | |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 21 | 18 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 200 lbs. | - | - |

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

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 7), 2 Physical damage
- **CHO DAE'S PLASMA PISTOL** (TN 11), 6, Vicious Physical/Energy damage, Fire Rate 2, Range M.
- **NUKA-GRENADE** (TN 12), 9, Breaking, Radioactive, Vicious Energy damage, Blast, Thrown (M).

**SPECIAL ABILITIES**

- **LET RIP:** Once per combat, Cho Dae may 'let rip' with a volley from his Plasma Pistol. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for a total of 8).
- **MASTER TRADER, SMOOTH TALKER:** When Cho Dae makes an opposed test with Barter or Speech, he generates one automatic success in addition to any rolled.

**INVENTORY**

Cho Dae's Plasma Pistol (Photon Agitator, Automatic Barrel), Nuka-Grenade, Heavy Coat, Formal Hat, Grape Mentats, Stimpak, Wealth 6.

## THE FALLOUT

After speaking with both Cho Dae and Mayor Chambers, the PCs will have few reasons to stay in Arsenal—while the town is not hostile towards them, it certainly doesn't want them there. They have the information they need to further their investigation into the weapons flooding the Wasteland. Regardless of their employer, the PCs should be ready to make their way out south to hunt down the Super Mutant Hurq, using the clues they've gathered at this point.

This trip will lead them down a long road, with the most direct route leading out of Arsenal via Route 395 for 37 miles, then northwest on Route 168 for 40 miles until they reach the radioactive ruins of Oasis before turning onto Route 266 for 99 miles when it rejoins the 95; which they will follow for an additional 177 miles until they hit New Vegas itself. Before PCs set off, advise them to stock up on food and water. If they took the Mayor up on his bribe, they will be able to reap the benefits of Arsenal as a slightly more friendly space.

For PCs who wish to spend more time in the north, however, a few options present themselves before they go after Hurq in **Chapter 4: High Hand** (pg.192).

## A CHANGE IN MANAGEMENT

It's not unlikely that the PCs may have problems with Mayor Chambers and his way of dealing with things; they may even see issues in the future. In fact, should Mayor Chambers remain in power for long, he will only cause Arsenal to become more and more insular, to the point of militarization and outright hatred of outsiders. The town will set up barricades, shoot strangers on sight with little warning, and otherwise become a blockage between the northern and southern portions of the Mojave, upsetting trade routes and, in turn, the NCR. The NCR will eventually turn on them and send forces to remove the town's leadership—a costly endeavor that will inevitably pull resources from the Second Battle for Hoover Dam.

The only real way to avoid this is to depose Mayor Chambers. As the PCs spend more time there, this will become more and more apparent. A few options exist for how this may happen, but players can also come up with their own ideas:

- **Assassination:** Killing the Mayor is always an option, though doing so openly will make the entire town turn on them. A subtle assassination, such as a poisoning or long-distance shooting, will lead to less chaos, though an investigation and period of turmoil will follow. Eventually, **Winston Salazar** will be elected, leading to a less militant Arsenal but one no less isolationist.
- **Character assassination:** Chambers isn't an entirely honest man, as the PCs should have learned by now. In addition to what they've already discovered, further digging reveals he is forcing people from their homes and buying up their land to rent back to them, setting up smuggling routes, and more. Bringing all of this information to light causes a huge scandal and can force Chambers to step down, thereby triggering a new emergency election, one that **Alexis Wosniak** will win and begin major reforms. This is, however, a long-running option and will require the PCs not only to out the information but to prove it to major figures in town.
- **Force an NCR recall:** An extremely challenging option, the players must figure out some way to get the NCR to become involved and lean on Arsenal significantly enough to overturn the election. This is (rightly) seen as a naked power grab by the locals, who will become increasingly hostile to the NCR and start refusing to pay taxes. The simplest way to do this is to cause trouble for troops coming through town. Once word gets out that NCR troops are being harassed or robbed in Arsenal, the NCR will send a detachment to pacify the town so that it remains a reliable route for soldiers coming from the north. After the Second Battle of Hoover Dam in 2281, Arsenal will win its independence, a bitter blow in the wake of the many losses already suffered by the NCR.

## BACK THE OTHER WAY

PCs, having hopefully now heard of Cho Dae's route through the north, may elect to travel back up the route they didn't take on the way to Arsenal, experiencing the adventure on that route in reverse.

Furthermore, they may return to their employers to report back on what they've learned or even try to cash in on the work they've already done. Doing so will net them nothing from Mr. Bishop unless they killed Casper Mordino in Silver Springs (in which case they receive the payout for doing so), as the weapons originator is still out there. Clair Angels and the Crimson Caravan will pay out the totals earned from reconnecting various Caravan trading posts but request the PCs continue their investigation.

When the PCs have finished any additional tasks they want to take on, they can start to map their route to New Vegas and prepare to move to the final portion of Royal Flush, ***High Hand.***




WELCOME
NEW VEGAS
CIRCUS



★ Chapter 4 ★

# HIGH HAND


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Chapter 4

# HIGH HAND

The old world left many relics but slumbering tools of war above all. The desperate seek security and freedom through warfare and domination by re-creating a shadow of the past. Survivors desperate for meaning try to regain the mythical glory of a time that never really existed. Now, the entangled fates of all the communities in the Mojave are under the gun, both literally and figuratively. To prevent the collapse of scattered towns and frightened survivors, the Player Characters must track the source of the chaos and put an end to her accelerationist machinations.

## RUNNING THIS CHAPTER

***High Hand*** takes place once the PCs settle events in Arsenal and proceed further south to face the architect of all of the strife in the Mojave: Major Boulanger, though they'll have no clue who that is yet. Boulanger is not far from New Vegas with a well-stocked pre-War base of operations; she's entrenched in a defensible position. At this point in the story, the PCs likely know that *someone* is behind all of the chaos, and their next step is to make a direct link so that they can track her down and stop her.

As the finale to ***Royal Flush***, this chapter contains a series of challenging encounters. By this point, the players hopefully have a strong motivation to find and stop Boulanger, and they'll have chances to upgrade their gear and enlist allies as they try. Of course, the PCs could get lucky and head to Boulanger's base in the **Valley of Fire** (see pg.218) early on, but they should quickly realize that it's too tough a nut for them to crack. They'll need some bigger guns.

During this portion of the adventure, it's time to showcase how the PCs' actions have affected the Wasteland as a whole. Solving problems so far may have slowed down the spread of violence; however, as Boulanger's shipments continue, the danger will keep growing. The only way to stop it is to stop Boulanger, a presence they will feel no matter what way they head now, as Hurq personally drops off weapons along the road. Dangerous roadside encounters should become more common; make more use of The Encounter Deck (pg.35) from this point forward.

By this part of the story, the PCs have likely spent several weeks, possibly even months, traveling and dealing with various communities across the Mojave. If they have good reputations, they might spend a little time getting to know people, putting down roots, and making their own homes. This is worth encouraging, as having a stake in the region gives the characters an emotional connection that motivates their actions, especially when their friends and communities are threatened.

They're on the clock, though. If Boulanger keeps supplying weapons to every two-bit Raider in the region, this endangers the security of every small settlement in the area. It also inevitably leads to these weapons trickling into the hands of the NCR and the Legion as those power groups wipe out smaller adversaries, which only increases the bloodshed in the eventual Second Battle of Hoover Dam. The sooner the PCs stop Boulanger's excesses, the more that they can reduce the regional bloodshed… or, for the pragmatically wicked, the more guns they can seize for themselves.

## LEVELING UP

At the start of this chapter, the characters should be at least **level 13.**

If you decide to grant levels at milestones instead of using experience awards, consider the following break points:

- When the PCs complete a main quest.
- Each time the PCs complete two side quests.
- If the PCs manage to resolve the entirety of the side quest ***War in Beatty.***

# NEW VEGAS AND THE MOJAVE

As seen in *Fallout: New Vegas*, the city of New Vegas serves as the lynchpin in the region, with the small communities surrounding it eking out a hardscrabble living from the desert. In this area, people flock to where they can find water: tiny communities like Goodsprings and Primm, even streams out in the Red Rock canyons. If dehydration doesn't kill a traveler out in the rocky wastes, it's a good bet that giant ants, radscorpions, or geckos will.

In 2280, New Vegas is a sleeping giant. The NCR has a military presence here, the Legion has infiltrators inside the city spying and reporting back, and the hidden hand of Mr. House manipulates the three families that oversee the luxury casino hotels that dominate the skyline. Mr. House's Securitron robots keep gangs off the Strip, but without upgrades to their software, they can't serve as an effective military force, so both the NCR and Caesar's Legion cast hungry eyes on the city as they consider the possibility of conquest.

The looming conflict between the NCR and Legion dominates regional tensions. Every town knows that at some point, they'll need to pick sides, and they'll either be conquered by the Legion or paying taxes to the NCR, with few chances for independence. Small stops like Nipton and Novac may try to play both sides. Everyone knows that once open warfare breaks out, it's going to affect every wasteland stopover, so folks are only too happy to arm up and make pre-emptive strikes against other groups that they think may be threats.

Ultimately, New Vegas influences the actions of all of the settlements around it. Both sides want Mr. House to commit to their cause—or to see the mysterious ruler eliminated. Tiny settlements that don't have Vegas' resources see a constant stream of hopeful travelers heading to the city, and many make their living by supplying the tourists. Thus, it's impossible to consider the fate of any one settlement without also thinking about how Vegas fits into its picture. Mr. House doesn't want to waste resources being drawn into what he considers small and petty disputes, so—perhaps as a relief to the players—he does not yet move to have New Vegas take a role in the regional conflicts. He is currently focusing his attention on recovering the Platinum Chip that he needs to upgrade his robot army (as seen in *Fallout: New Vegas*).

## PLAYERS AT THE TABLE

As the PCs arrive in and around New Vegas, they will inevitably encounter some of the major powers of the region beyond the NCR and Caesar's Legion. These Factions, though considered minor, are still players at the table of New Vegas and will inevitably interact with the events of *Royal Flush* in one way or another.

### THE LUCKY 38, MR. HOUSE

In and around New Vegas, the most important player is probably **Robert House**, safely hidden in near-stasis inside a secret chamber in his Lucky 38 casino. Since he issues directives through his Securitrons and various agents at arms' length, nobody ever sees him or meets with him; nobody is ever invited into the Lucky 38. As Boulanger's operations escalate, he takes note of the rising regional tensions and rolls this into his plans for the Second Battle of Hoover Dam. To House's thinking, increasing instability is a plus, so

long as it stays out of New Vegas proper. Then, when all participants have exhausted themselves in battle, he can swoop in with his upgraded Securitrons and become a significant regional powerhouse, openly controlling supply routes and trade while controlling the one safe haven left in the Mojave.

## THE THREE FAMILIES

Mr. House delegates most of his mundane administration to the **Omertas**, the **Chairmen**, and the **White Glove Society**, a trio of former gangs turned casino hosts who handle commerce on the Strip. While Mr. House doesn't interact directly with outsiders (and thus, it is impossible to gain any reputation with him), each of the three factions has its own agenda. Those who spend time in New Vegas may develop a reputation with one or more of these groups; however, these relationships aren't central to the story due to House's disinterest in Boulanger's operation. PCs might still do business with them since each group runs its own territory and offers a variety of chems, services, and information for caps or favors.

## FOLLOWERS OF THE APOCALYPSE

With both a major bastion at the Old Mormon Fort historical building and a smaller medical clinic to the east of the city, the Followers have a significant presence in New Vegas. The Followers of the Apocalypse rely on charitable contributions and sale of high-ticket items, up to and including bionic implants, to fund their works among the poverty-stricken locals. As always, the Followers appreciate anyone who aids them in their humanitarian work, but they also recognize the need for a strong hand to protect against outside threats, especially since other power groups in the region might have an interest in stealing their chems and supplies.

## THE KINGS

The **Kings** are a major gang operating out of an Elvis impersonation school in Freeside, a district of New Vegas just off the Strip. The Kings all affect varying styles of Elvis in their speech and dress but also engage in the kinds of behavior endemic to a local gang. They oversee their turf, engage in spats with other power groups (especially the NCR), and look for opportunities to control local resources such as water and guns. The Kings have benefited slightly from Boulanger's handouts, as they've gotten their hands on working firearms in quantities sufficient to arm many of their members and even to successfully resist being overrun by NCR troops. The Kings can give players a little more information about the weapon situation, but only if the PCs make it worth their while.

## THE VIPERS

The **Vipers**, or what's left of them, have small enclaves dotting the desert hillsides. They often make small camps at intersections of old-world freeways and pick off travelers going into canyon country or rugged terrain east of Vegas. These Viper remnants have lost much of their tribe's former unique culture and become little more than roving bands of gunslinging Raiders. Viper Initiate PCs may find common ground with them, and they may show grudging respect to any travelers who can fight off their attacks or deal with them from a position of strength. Though the Vipers aren't committed to a side in the upcoming war, they could be useful allies if the team needs extra hands for their confrontation with Boulanger—especially if one of the PCs is a Viper Initiate who can re-unify the scattered Raiders.

## THE FIENDS

The **Fiends** are a gang of chem manufacturers, dealers, and users based out of the remains of Vault 3, located a short distance to the southwest of New Vegas. Whenever unrest occurs in the region, the Fiends are sure to be involved, and they've benefited greatly by acquiring shotguns and even a small number of laser weapons from Boulanger's program. This has made them increasingly dangerous to both travelers and the NCR, who have to date considered them too minor to bother pacifying. Crossing paths with the Fiends is unlikely to end positively, with a violent confrontation not just possible but probable. The PCs might unearth some answers while seizing military hardware from the addled and dangerous gang, however.

## THE BOOMERS

The **Boomers** occupy Nellis Air Force Base to the northeast of New Vegas. They are a xenophobic and militaristic faction that waits for a prophesied war in which they believe that they will fly through the

air in bombers and deploy ordnance on a whim. The Boomers don't allow anyone into their base, using artillery to kill anyone who comes too close. They have no direct effect on the events of *Royal Flush* except for the fact that Boulanger was once a Boomer, and she decided to take matters into her own hands to start the glorious war on her own terms. The Boomers remain isolated until contacted by Courier Six during the events of *Fallout: New Vegas*. Anyone trying to force the issue finds that the Boomers are implacably hostile, as they do not want or need contact with the outside world. Outsiders have no simple way to open a dialog since the Boomers' spotters call in artillery as soon as they see someone at the base's perimeter, and anyone with enough armor to avoid being killed by the explosions simply triggers a full counterattack by the Boomers, who strike hard on the assumption that their enemy means to wipe them out. Local drifters and residents of the area around Nellis know about the Boomers' proclivities and warn off any PCs who express curiosity about the base and its inhabitants.

## MAIN QUEST: VEGAS, BABY!

This Quest is available after the conclusion of events in Arsenal. **Add 2 Action Points per PC to the GM's pool when the Quest begins.**

To put a stop to the regional escalation, the PCs must find and deal with the person with all of the guns. That means a trip further south to locate the suppliers and, ultimately, the source of the weapons.

The players probably know about Arsenal's supplier, Hurq, the Super Mutant with an old, armored van. Other than a rough direction of "New Vegas way," they are unlikely to enter this Quest with any more idea of where Hurq may be—meaning that they need to dig up additional information on where to find him. On the drive down to New Vegas, they will pass Beatty, which will give them a little more information, as well as a pair of potential hints from Alex Chambers and Cho Dae, to look at both the Freeside gang The Kings and investigate the Valley of Fire.

One way or the other, they'll have to pass through New Vegas and the outlying communities to reach any of these locations. Ideally, they'll question people along the way about the shipments, who delivers them, and why nobody tries to stop them.

Accordingly, the opening to ***Vegas, Baby!*** should be the PCs leaving Arsenal and beginning their drive towards New Vegas, following the clues they gained in the last chapter. This drive is extensive, and much of the Wasteland along this road is extensively barren —with the first stop being Beatty. However, follow the advice in ***Road Trip*** (pg.125) and use the ***Encounter Deck*** to keep the drive interesting and populated with fun moments that best suit your PCs.

### Stay on the Road

As the GM, your challenge is to keep the players on track during the long task of hunting down Hurq while giving them room to explore in a direction of their own choosing. The easiest way to do this is to let the players tackle a problem or two along the way that leaves breadcrumbs heading in the right direction while giving them opportunities to level up, pick up better gear, and the like on the way.

# BEATTY

On the road from Arsenal to New Vegas, the PCs will travel along the 95 until they pass through the small hub of Beatty, a tiny, desiccated place with no surface water and only a few inhabitants. First impressions of Beatty reveal another small collection of haphazardly patched-up pre-War houses inhabited by a few downtrodden survivors. Occasionally, a lone dog meanders across the road to look for scraps before staring into the distance— as if even the dogs are waiting for something to happen.

### BEATTY SETTLEMENT ATTRIBUTES

**Population:** 30
**Defenses:** Moderate (3)
**Water Supply:** Scarce (1)
**Denizen Outlook:** Somewhat Grim (2)
**Starting Settlement Reputation Rank:** Neutral (2)

## ARRIVING IN BEATTY

Beatty is a tiny town along Route 95 and an unavoidable stop en route to New Vegas from the north. The PCs will spot the small cluster of lonely buildings from a few miles out: the concrete husk of what was once a tall and imposing structure, as well as several ramshackle huts made of corrugated metal and scrap wood. On each side of the road is a large fenced pen holding a collection of sorry-looking brahmin. A Mr. Handy tends to the brahmin on the western side of the road, while the east side has a pack of a half-dozen lounging mastiffs sporting spiked collars. As the PCs approach, the dogs jump up and circle around to the front of one house while the Mr. Handy who was tending the brahmin moves into another.

On the north side of Beatty is a Red Rocket gas station, crumbling just as badly as the rest of the town, with a crudely built hand pump for water installed next to its parking lot. If the team searches the station for fuel and supplies, they find that it's thoroughly stripped of useful salvage and that the pump provides only a slow trickle of water. As they pass through, they notice people peering at them through the windows of the ranch houses to either side of the road.

## SIDE QUEST: WAR IN BEATTY

Beatty is home to two competing extended families—the Stones and the Rosas—each numbering a dozen adults and a trio of children. The Stone family (on the west side of the road) repairs robots that they use to aid in their ranching and home defense, while the Rosa family (on the east side of the road) has a pack of eighteen mastiffs, all well-trained and completely loyal to their owners. Both families are desperate over the water situation, which requires hours of work each day just to keep their herds and families alive, but they refuse to work together due to a long list of grievances. Neither can gain the upper hand due to their respective assets: The robots and the hounds are both too dangerous to risk a brawl.



Neither family will make a first move to interact with the newcomers. If the PCs simply refresh their water and continue on their way, they can leave this dusty stop behind them—but if they call out, knock on a door, or inspect the brahmin, they'll have an introduction. It is up to the characters to decide whether they will go on their way, attempt to solve this dispute or exploit it for their own benefit. If they bypass Beatty, they will not be able to learn about the Super Mutant's regular stops here to repair his assaultron companion or that the water pump was further damaged by his impatience and foul temper.

## TWO HOUSEHOLDS, BOTH ALIKE IN DIGNITY

The respective heads of the families are **Jebediah Stone** and his counterpart **Cerilla Rosa**. Both are middle-aged, deeply protective of their kin, and competent in their respective fields; mechanics for Jebediah and animal care for Cerilla. They share one principle concern: the survival of their families.

Raising brahmin and small vegetable gardens provide survival staples for both families. Any valuables were long ago salvaged by their familial predecessors, and with their collection of weapons and cohorts, they've repelled the occasional attempts by Raiders to steal their meager herds. Their only real connection to the outside world comes from traders who sporadically travel Route 95.

The Stones accessorize their robots in various slapdash costumes and program them with matching personalities. One particular standout is Abraham Logician, a famous president with a stovepipe hat.

The Rosa family trains their hounds to respond to a variety of commands in Spanish. Though they are adept at fighting, they are also well-groomed and incredibly spoiled, sporting spiked collars and coiffed grooms topped off with large bows. Despite their ferociousness, they all possess dissonantly charming names like "Cuddles" or "Baroness von Beefbucket."

## A LITANY OF WRONGS

Due to the mutual suspicion, if the PCs engage one side, the other family will treat them with trepidation. Each family has its own list of offenses that they claim the other has committed, such as:

- Ate the last of the Fancy Lads snack cakes.
- Bought out all of the underwear for sale from the last trader.
- Launched fireworks that upset the dogs.
- Errant graffiti on the chassis of a Mr. Handy (often incredibly rude words).

The families don't agree on the various charges, and each accuses the other of starting and escalating the antagonism. Each tries to convince the PCs to take their side of the dispute: if they see a chance to swing the team in their favor, they will push the PCs to provoke a final confrontation.



## Have You Seen Hurq?

The PCs' main reason for stopping here is likely to ask around for sightings of Hurq, information both sides of the conflict have. As the main thoroughfare between Arsenal and New Vegas, Hurq travels the 95 through Beatty regularly, stopping on occasion if he has run out of water or meat or, even more rarely, for repairs. If the PCs ask either the Stones or Rosas about Hurq, they will hold the following information hostage as payment for services rendered in their ongoing feud:

- Hurq irregularly travels through Beatty from the nearby town of Novac.
- He stops here even more rarely and only ever for one of three services the town offers, though he left on bad terms last visit.
- If his water supplies are low, he will stop to use the pump. Last time he was here, the pump provided little water—causing him to break it out of annoyance.
- If he needs food, he will offer both caps and guns in exchange for a slaughtered brahmin—an offer both families have capitalized on in the past.
- If his Assaultron, Mrs. Claws, is damaged, Hurq will often pay the Stones for repairs. Jebidiah has noted that Mrs. Claws is fitted with a lot of recording equipment for an Assaultron, and if she were to be hacked, one could see everywhere she's been.

### PICKING SIDES OR PICKING UP PIECES

If all that the PCs want is some water or to spend a night in one of the abandoned buildings, the families watch them suspiciously from their windows and keep a safe distance. However, both sides are eager for an outsider to solve their problems, so Jebediah and Cerilla will independently (when they don't think the other is looking) approach the characters with the aim of getting them involved.

The PCs may elect to do so, especially should they ask about Hurq. If they do, there are two potential resolutions to the affair:

- **Hire on:** In exchange for caps and supplies, one family may hire the other to run their competitors out of town. This is a relatively easy task for PCs with sufficient firepower or the ability to pass a **CHA + Speech** test (difficulty 4) to convince the opposing family head that Beatty isn't worth their lives. A show of force is often enough, as neither family head will risk a single of their number in a pointless fight.
  - If this option is chosen, the PCs will be paid with 750 caps, four cuts of Brahmin Meat, four Tatos, and ten units of common materials. They will also get a Polished Metal Armor Chest Piece from the Stone family or a full set of Studded Leather Armor from the Rosas.
- **Bury the Hatchet:** The PCs may try and convince both families to give up the feud, a task that starts by getting the two family heads to sit in a room together and negotiate (two successful **Cha + Speech** tests, at difficulty 3 and 2 respectively), after which they must finish two additional jobs to ensure that peace is kept.
  - Firstly, fix the damaged water pump with an **INT + Repair** test at difficulty 2, 1 uncommon material, and 5 common materials. They could also locate an alternative water source to replace the pump.
  - Secondly, negotiate an agreement between the two for fair exchange for one another's services and the swap of one Mr. Handy for a trained dog. A **CHA + Barter** test at difficulty 3.
  - If the PCs complete the tasks, they are rewarded with a total of 1500 caps from the joint families, as well as eight cuts of Brahmin Meat, eight Tatos, ten units of common materials, and either a Mr. Handy or a Dog to accompany them from then on!

### THE FALLOUT

Beatty doesn't play a large part in the wider regional conflicts of New Vegas—it's too far north and too small to make a target for the Legion, too barren for the NCR to care much about, and too poor for most traders to bother with.

Should the PCs become involved, then they can solve the issues before they escalate. But if they pass through without trying to help, then the next time they pass through Beatty, the Wasteland will have taken its toll. One of the families snaps and, through the use of weapons stashed away after trading with Hurq, wipes out the other. When the PCs arrive, one ranch has been destroyed, and the other family has become dangerously content with the results of violence, eagerly turning their weapons on passersby to demand a toll.

This change can act as a poignant reminder of how the Wasteland continues to shift, even when the players aren't looking, and how small actions, like ignoring a small dispute, can blossom into greater issues.

## NOVAC

Noticeable for its towering dinosaur statue and associated gift shop, Novac is a tiny town of dilapidated pre-War houses and a themed motel. It is a unique sight on the road thanks to the statue and working lights—as well as the eager waving of the motel's owner to any passing vehicles. With regular traffic from traders passing down Highway 95, Novac is a strategic gold mine. While Novac probably couldn't hold off a concentrated Legion assault, the Legion certainly gives it a wide berth for now, with hidden scouts to the east keeping an eye on the town from a safe distance.

#### NOVAC SETTLEMENT ATTRIBUTES

**Population:** 18
**Defenses:** Somewhat Strong (4)
**Water Supply:** Just Enough (3)
**Denizen Outlook:** Satisfied (3)
**Starting Settlement Reputation Rank:** Neutral (2)

### ARRIVING IN NOVAC

Driving into Novac is a simple affair, as **Jeannie May Crawford** (or one of her motel assistants) regularly watches the road from a small chair beside the town sign (a long burnt-out vacancy sign with only the words No Vac remaining). They enthusiastically wave down passersby and hope to get them to stop for the night. Eagle-eyed PCs can attempt a **PER + Survival** test at difficulty 3 when arriving to spot someone in the mouth of the 20ft-tall T-rex statue, someone who appears to be watching them back through the scope of a rifle. This is one of the two ex-NCR First Recon snipers who actively defend Novac, either Craig Boone (***Settlers*** pg.160) or his ally, Manny Vargas.

If the PCs stop, they will be rapidly approached by whoever waved them down and invited to stay the night at the hotel, which offers a warm bed, warmer food, and a night's safety on the road.

### DINO DEE-LITE MOTEL

Owned by Jeannie May Crawford, the motel is one of the nicer spots to sleep this side of New Vegas, with beds only slightly infested with bed bugs. Jeannie charges 100 caps for a night at the Dee-lite but includes a drink (either a single serving of beer, liquor, or purified water) and a warm plate of BlamCo Brand Mac and Cheese at that price.

The motel also hosts a variety of guests from across the area, some staying in the motel permanently in exchange for work, others just passing through. Most are pleasant folks, though those traveling from more dangerous parts of the Wasteland will have their disposition altered accordingly, often openly carrying weapons on their hips. Jeannie's house policy against firing said weapons generally dissuade their use, and if that doesn't work, the snipers outside will.

The Dino Dee-lite Motel stocks most Food and Beverages between rarity 0-2 and occasionally rarity 3, but with a 10% markup in price. They have 500+5d20 caps to trade with.

### DINO BITE GIFT SHOP

Fitted into the base of Dinky the T-Rex, the Gift Shop is owned and run by **Cliff Briscoe**, a close friend of Jeannie (who sends people his way as often as he sends them hers). The store specializes in memorabilia, often dinosaur-shaped but occasionally rocket-themed.

Cliff is a relatively easygoing individual, happy living his life and occasionally chatting with the two men living above his head in Dinky (Craig and Manny). He doesn't want for much and is always eager to show off his wares.

Cliff sells Ammunition, Chems, Explosives, Junk, Melee Weapons, and Small Guns—all in small quantities and with no item ever above rarity 2. He has 400+4d20 caps to trade with.

### An Armored Van? Anyone?

Asking around Novac for information on Hurq isn't overly fruitful, but a **CHA + Speech** test at difficulty 2 (or 1 if the PCs are willing to spend 40 caps on drinks to loosen tongues) in the Dino Dee-lite Motel will reveal one of the following facts, plus an additional one per AP spent:

- An armored van occasionally moves through Novac towards or from Beatty but never stops here.
- The snipers have noted that the van is always driven by a Super Mutant and seems to have an Assaultron in the passenger seat.
- Occasionally, the van has been reported by people stopping through the motel along the Long 15 or surrounding settlements, but mostly along either Route 95 or the 15.
- Once in a while, the van will stop a short distance outside of Novac, and the Super Mutant will camouflage it before sleeping inside and setting off again the next morning.

## NEW VEGAS

The glittering spires of New Vegas promise light, prosperity, and safety. The city is a reminder of the old world's technology and culture, as well as being a post-nuclear era bastion of trade. Travelers come from across the region to spend their caps at the casinos managed by the Three Families—the **Omertas**, the **Chairmen**, and the **White Glove Society**—while behind the scenes, the eccentric **Mr. House** manipulates various factions to keep the city under his influence and independent. The NCR maintains a field office here, and troops routinely move through the city via the monorail that connects to the nearby Camp McCarran, while Caesar's Legion sends infiltrators to spy on the troops and the wealthy brahmin barons that vacation here.

New Vegas is a city on the cusp of great changes, though few people realize it. The local water supply is shared not just between NCR sharecroppers and local farmers but also by the casinos and surrounding settlements, meaning that despite the plentiful water from Hoover Dam, individual farmers often suffer from irregular rationing or allocation fights. Caesar's Legion sees the city as a rich site for plunder, while the NCR wants to take control in order to secure its eastern border and levy taxes on all of the business and gambling within the city. The reclusive Robert House waits in near-stasis for the discovery of the Platinum Chip that will enable his Securitrons to take full military control of the city. Once the Platinum Chip is in play (thanks to Courier Six in 2281), New Vegas' fate spins on the roulette wheel. In 2280, the city still prospers, but the influx of guns to the Fiends and the Kings means that violence is on the upswing.

Located south of New Vegas are the NCR's Camp McCarran and its struggling sharecropper farms, as well as the **Fiends** gang that operates out of Vault 3's remains. The Fiends are a regular problem for the city, ambushing travelers and occasionally striking at Westside, Freeside, and the NCR annexes.

## *Who's Who in New Vegas*

New Vegas is split into several districts, including Freeside, Westside, and the Strip.

### NEW VEGAS SETTLEMENT ATTRIBUTES

**Population:** Approx. 20,000 (varies seasonally)
**Defenses:** Very Strong (5)
**Water Supply:** Very Strong (5)
**Denizen Outlook:** Satisfied (3)
**Starting Settlement Reputation Rank:** Neutral (2)

### FREESIDE

East of the Strip, Freeside hosts a struggle between locals competing for limited resources and NCR settlers moving into the area. The **Kings** gang exercises some oversight of this area and scraps with the NCR but is not organized enough to grab complete control. The Kings see to security in Freeside, offer pricey escorts to visitors, and guard the local water supply. The **Followers of the Apocalypse**, guided principally by **Dr. Julie Farkas**, also operate a major base out of a historical Mormon fort in the area. The Followers have a good local reputation, providing emergency medical services to the community and attempting to defuse antagonistic situations. Local shoppers purchase guns from **Mick and Ralph's**, a small boutique that supplies weapons, armor, and salvage. **Van Graff's** store acts as fierce competition with a well-stocked and heavily guarded shop in the same district. Both sellers are willing to pay caps for weapons in good condition and might offer a job or two for veterans.

### WESTSIDE

The aptly named Westside has a somewhat stronger community organization, with the Westside co-op providing a shared market for sale of local produce and a unified negotiating front against NCR expansionism. The Super Mutant **Mean Sonofabitch** works with Westside's militia to protect the impoverished district from outside threats. **Clayton Ettienne** runs the co-op market that serves as a trading point, but it has little to offer, with food and water supplies already meager for locals. Those hungry for more vicious entertainment may visit the **Thorn**, a (literally) underground fighting arena where warriors clash with wasteland beasts for money and fame, hosted by the animal trainer and promoter **Red Lucy**.

### NEW VEGAS STRIP

Inside the interior walls of New Vegas is the **New Vegas Strip**, patrolled by Mr. House's Securitrons and accessible only by those who come bearing caps or a special permit on behalf of a major faction. The Three Families run three separate casinos: the **Tops** (Chairmen), the **Ultra-luxe** (White Glove Society), and **Gomorrah** (Omertas). Each casino caters to different tastes, and local offerings continue with the Vault 21 Hotel and Gift Shop, Michael Angelo's Artistic Signage, and a variety of appealing street food carts. The NCR hosts a diplomatic embassy here, from which they continually look for ways to gather more intel about the mysterious Mr. House and his plans for New Vegas. The Strip is also home to the monorail, still functional and used by the NCR to shuttle troops back and forth from McCarran.

## ARRIVING IN NEW VEGAS

The PCs cannot simply walk into New Vegas; the entrance is locked behind the stretching slums of Freeside and a carefully monitored checkpoint manned by Mr. House's Securitrons. The initial travel towards the checkpoint is an awkward one, regardless of how the PCs arrive in the area—narrow streets are clogged with rubble and the meandering, destitute residents of Freeside. Characters driving through will find themselves regularly stopped by blockages in the road. The moment their vehicles grind to a halt, people slide out of side-alleys to get a closer look, beg for water, or jam a grimy handgun through their windows in an attempt at robbery.

Those walking in will be accosted a lot faster and will get a much clearer look at the terrible conditions people find themselves in while living in Freeside. Muggings and theft are commonplace; some children chew uncooked rad-rats at the side of the road, while others pick pockets or pull knives on tourists.

One of the key sights that anyone traveling through Freeside will note is **The King's School of Impersonation**, a neon-lit blot of light against the otherwise drab greys of the area, sat right between the entrance to Freeside and the New Vegas checkpoint. More often than not, a small selection of Kings can be spotted at the door, combing their hair in place and doing their best to keep some level of order in town.

Those who pass through Freeside and reach the checkpoint find themselves before a squadron of Securitrons, who will demand a credit check of 2000 caps per person to any groups seeking entrance to The Strip. They will turn anyone without the money away, peacefully or otherwise.

### NO PLACE LIKE VEGAS

Despite clues pointing them to the roads around New Vegas and the Kings, PCs may choose to enter the Strip during their time here. If they do, then as long as they can pay the extortionate rate of entry, they can continue to pay through the nose to enjoy the sights and sounds of New Vegas and, with any luck, make some of that money back.

Feel free to create your own side quests and stories within the casinos of The Strip, or simply use the **Gambling and Games of Chance** rules on pg.44 to let your players enjoy a night or three on the town. Just be sure to remember that as they spend time rolling dice and counting cards, the Wasteland will continue to get worse. And no matter how good their luck, the House always wins.

## SIDE QUEST: A FAVOR FOR THE KING

This side quest becomes available when the player characters arrive in Freeside if they discovered through Cho Dae (pg.186) that Hurq traded with The Kings.

Even before their recent windfall, The Kings controlled Freeside, a gang that actually sought to look after the people around them. They believe that 'Every man is a king in his own right,' making them an outlier in an otherwise uncompromisingly grim Wasteland. Recently, they received a delivery of weapons from Hurq, a large number of Pristine 10mm Pistols and modified 10mm Submachine Guns (10mm pistols with the Automatic, Long Barrel, Large Magazine, and Compensator modifications), who had hoped they would use said weapons to press against Mr. House's forces and further destabilize the area, Much to his surprise, they instead used those weapons to cement their pre-existing control of Freeside, and better protect the residents against outside threats.

The PCs were tipped off by Cho Dae about Hurq trading with The Kings and are therefore likely to approach the gang to learn more about him. However, **The King** (pg.209) personally dealt with Hurq and hasn't disseminated any information about the interaction to his people. When the PCs start to ask around

about Hurq in any way, The Kings will direct them to The King. However, getting an audience with The King is no easy task and requires a Reputation with The Kings of **Trusted** (4) or, alternatively, a passed **CHA + Speech** skill test at difficulty 5 at the front door for five minutes of his time.

To earn that Reputation, the PCs will need to spend time and resources performing tasks for The Kings around Freeside, with each completed side quest increasing their Reputation by 1 (from a starting value of Neutral (2)), after which they will be able to **Meet with the King** pg.209.

## LOVING YOU

One of the Kings finds himself in a love quadrangle with a trio of admirers! **Deke**, a passable Elvis impersonator in his mid-20s who can sing, play the guitar, and handle himself in a fistfight, is trying to find his way in the Wasteland and starting his journey by exploring the world of love. At this point, he has three potential partners and simply can't decide who he wants to be with.

He's made promises to each, but it is impossible to reconcile them. None of the would-be lovers know about the existence of the others but suspect they may not be the only person receiving his attention. Deke can be found wandering the streets outside The King's School of Impersonation, lamenting his situation and eager to confide in someone. He needs help and is worried about someone finding out and escalating it into violence. Overall, he's looking for advice in either picking the right partner, juggling several companions, or walking away from them all.

Deke's potential interests are **Glenda**, **Susan**, and **Tex**. Susan and Deke have a past from their time as teenagers, but they split when Deke spent two years traveling the valley to earn money. Glenda is a newer interest who is drawn to Deke because she believes that she can encourage him to take up a leadership role in the Kings. Tex is an ambitious deal-maker—and Glenda's ex—but he's about a decade older than the others, and despite having none of Deke's musical talent, he's drawn to Deke's youthful energy and charisma.



Deke is eager for someone to talk to about the situation and will happily share a beer on the street corner with anyone who will listen to his woes, even more so someone amicable to his romantic worldview. Each suitor presents different challenges, and convincing Deke to pick one will make the other two unhappy unless the PCs can find some alternative solutions.

Arranging a larger combination requires getting everyone to overcome any qualms with one another and initiating a serious conversation about sharing, a difficult prospect, to say the least. Telling Deke that he should take off on his own means he no longer needs to worry about the situation, but his potential paramours will be upset and possibly take that out on the PCs at a later date.

If the PCs do manage to find a happy solution for Deke without encouraging him to leave New Vegas, he will become an advocate for them meeting The King. Furthermore, he'll gift them with a pair of prized possessions: an intact pre-War acoustic guitar worth 2,000 caps and his Combat Rifle 'Introductions' (fitted with the .308 Receiver, Vented Barrel, Marksman's Stock, and Long Scope mods).

## G.I. BLUES

Despite their skill at dealing with the local color, there are always more problems in Freeside than there are Kings—a fact the PCs can help with. By talking to various Kings around Freeside, the PCs can help deal with a recent issue where some Freesiders have been accused by a squad of NCR Troopers of stealing water.

On the southern edge of Freeside, an exposed pipe has burst, causing water straight from the Hoover Dam to leak into the soil. Taking advantage, several Freesiders have taken to the pipe with buckets and bottles to gather up as much as possible. However, it didn't take long for the NCR to arrive and accuse them of causing the damage.

The situation is tense, with the Freesiders naturally arguing against the accusations and the Troopers belligerently ignoring them. The mood is low, and the NCR is looking for an excuse to chase the Freesiders off, but The Kings are insistent that the Freesiders need to be protected.

Negotiating a solution involves using **PER** + **Speech** test, difficulty 3 to get both sides to talk, and then the PCs need to figure out a solution, either by convincing the troops of the actual state of affairs (**CHA** + **Speech** test, difficulty 4), repairing the pipe themselves (**AGL** + **Repair** test, difficulty 3 and 2 uncommon materials), or providing the Freesiders with enough water to get them to move on (at least enough Purified Water for 12 people).Solving this set of problems earns the PCs the gratitude of The Kings as well as a reward of twenty junk items (*Fallout: The Roleplaying Game* p.208) and one copy of *Meeting People* magazine (*Fallout: The Roleplaying Game* p.176).

However, should things become violent, the PCs will have to chase off the Troopers and avoid any further aggression from the NCR—a difficult task at best. This will still earn the respect of The Kings but will inevitably come back to bite the PCs.



## NCR Trooper

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

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

| SKILLS | | | |
|---|---|---|---|
| Athletics ■ | 2 | Sneak | 1 |
| Big Guns | 2 | Speech | 1 |
| Medicine | 1 | Survival | 2 |
| Melee Weapons | 2 | Throwing | 1 |
| Repair | 1 | Unarmed | 1 |
| Small Guns ■ | 3 | | |

(■ Tag Skill)

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 12 | 13 | 1 |

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

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 6), 2 Physical damage
- **GUN BASH:** STR + Melee Weapons (TN 7), 3 Physical damage Stun, Two-Handed
- **COMBAT KNIFE:** STR + Melee Weapons (TN 7), 3 Piercing 1 Physical damage
- **10MM PISTOL:** AGL + Small Guns (TN 10), 4 Physical damage, Fire Rate 2, Range C, Close Quarters, Reliable
- **COMBAT RIFLE:** AGL + Small Guns (TN 10), 5 Physical damage, Fire Rate 2, Range M, Two-Handed

**SPECIAL ABILITIES**

- **LET RIP:** Once per combat, the NCR Trooper may 'let rip' with a volley from their Combat Rifle. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for a total of 7 )

**INVENTORY**

Military Fatigues, Combat Armor (Helmet, Chestpiece), 10mm Pistol, Combat Rifle, Combat Knife, Wealth 2.

## ELVIS ON TOUR

The Kings have heard about a working jukebox with a set of records by the original King, and they want it. Once the PCs have gained a Reputation of Friendly (3) with The Kings, they send one of their number to ask the PCs to retrieve the jukebox from a nearby decrepit steakhouse.

The catch is that not only is the steakhouse inhabited by a small group of Fiends, but another gang—the Chairmen—also wants the jukebox for their own casino. Not only do the PCs need to get the jukebox off these groups but return it in one piece to the Kings.

When they arrive at the steakhouse (just outside of Freeside, identifiable by the series of sail-like rain collectors hanging from its roof), they can simply kick the door in, kill the five Fiends inside, and steal the jukebox, but the Fiends are aware of what they have and are willing to trade. They'll trade the jukebox for a working weapon of rarity 3 or more, a full set of armor (they will accept a mismatched collection), and 250 caps. If the PCs lack sufficient assets, the Fiends may be satisfied with 10 food items—they're a hungry bunch—but despite their willingness to negotiate on the caps, they stand firm on wanting weapons and armor to defend themselves.

Once the PCs start their operation, regardless of tactics, the Chairmen make their move. It's purely coincidental timing: a squad of six Chairmen rolls up— including their leader, **Otto "The Schnoz" Alderman**. The Chairmen mean to intimidate the Fiends into giving up the jukebox for a pittance, and they're quick to try to take advantage of the situation when they show up. They'll either wait for the dust to settle and ambush the PCs if a fight occurs, step in to intimidate and offer an insultingly low price of 50 caps for the jukebox alongside the threat of violence, or simply blow the PCs' cover if the characters are trying to sneak in.

To bring the jukebox to the Kings, the PCs need to prevent the Chairmen from taking it. **The Schnoz** (so nicknamed for his lumpy, broken nose) won't take

"no" for an answer, as he reports to higher-ups within the Chairmen and won't risk returning a failure. If the PCs don't fight off the Chairmen or otherwise drive them away, their only other option is to pay the Chairmen off so that The Schnoz and his crew can go back to their bosses with a reasonable alternative. The Chairmen demand a ludicrous amount of cash (1,000 caps), but if the PCs manage a **CHA** + **Barter** test (difficulty 3), the gangsters will accept a single item with half that value or more. They will readily accept an exchange, providing it's unfair to the PCs— they are not charitable and would only accept a trade worth risking the displeasure of their leaders.

Bringing the *still-working* jukebox back to the Kings is a joyous event for the gang, resulting in the PCs being gifted a six-pack of Nuka-Cola Cherry, a random issue of *Live & Love* magazine (see *Fallout: The Roleplaying Game* p. 176), and a shishkebab named '*Hunka Hunka Burnin' Love'* (with the Extra Flame Jets modification).

## Fiend Raiders

***Level 8, Human, Normal Character (60 XP)***

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

| SKILLS | | | |
|---|---|---|---|
| Athletics | 2 | Survival ■ | 3 |
| Medicine | 1 | Throwing | 1 |
| Melee Weapons ■ | 4 | Unarmed | 2 |
| Small Guns | 3 | | |

(■ Tag Skill)

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 14 | 12 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 200 lbs. | - | - |

| PHYS. DR | ENERGY DR | RAD. DR | POISON DR |
|---|---|---|---|
| 2,3 (Head) | 2 (All) | 0 | 0 |

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 9), 3 Physical damage
- **SPIKED LEAD PIPE:** STR + Melee Weapons (TN 11), 5 Piercing 1 Physical damage
- **DOUBLE-BARELLED SHOTGUN:** AGL + Small Guns (TN 9), 5 Spread, Vicious Physical Damage, Range M, Fire Rate 0.

**SPECIAL ABILITIES**

- **BUFF-UP!:** Once per combat, the Fiend Raider may take a dose of Buffout. For the rest of the Scene, they may re-roll 1d20 on all STR and END tests, they also increase their Max HP by +3.

**INVENTORY**

Double-Barrelled Shotgun, 6+4 Shotgun Shells, Spiked Lead Pipe, Fiend Totem, Spike Armor, Buffout.



## GutSplayer

***Level 8, Human, Notable Character (120 XP)***

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

| SKILLS | | | |
|---|---|---|---|
| Athletics | 2 | Small Guns ■ | 4 |
| Barter | 2 | Survival ■ | 3 |
| Medicine | 1 | Throwing | 1 |
| Melee Weapons ■ | 5 | Unarmed | 2 |
| | | | (■ Tag Skill) |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 21 | 15 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 240 lbs. | - | 3 |

| PHYS. DR | ENERGY DR | RAD. DR | POISON DR |
|---|---|---|---|
| 2,3 (Head) | 2(All) | 0 | 0 |

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 9), 3 Physical damage
- **THE SPLAYER:** STR + Melee Weapons (TN 14), 6 Vicious, Physical damage
- **HAIR-TRIGGER 10MM PISTOL:** AGL + Small Guns (TN 11), 4 Physical Damage, Range C, Fire Rate 3, Close Quarters, Reliable.

**SPECIAL ABILITIES**

- **LET RIP:** Once per combat, GutSplayer may 'Let Rip' with his Hair-Trigger 10mm Pistol, adding the weapons Fire Rate to his damage, for a total of 7.

**INVENTORY**

Modded 10mm Pistol, 8+4 10mm Rounds, The Splayer, Fiend Totem, Spike Armor, Buffout, Wealth 1.

### *New Items; The Splayer & Fiend Helmet*

#### *The Splayer*

| Name | Weapon Type | Damage Rating | Damage Effects | Damage Type | Qualities | Weight | Cost | Rarity |
|---|---|---|---|---|---|---|---|---|
| The Splayer | Melee Weapon | 5 | Vicious, Persistent. | Physical | Debilitating | 9 | 75 | 2 |

The Splayer is a Ripper with the Extended modification, GutSplayer has further modified the chain to include several chunks of awkwardly shaped metal that help it leave excessively painful wounds—giving the weapon the Debilitating quality.

#### *Fiend Totem*

| Item | Damage Resistances | | | Locations Covered | Weight | Cost | Rarity |
|---|---|---|---|---|---|---|---|
| | Physical | Energy | Radiation | | | | |
| Fiend Totem | 1 | - | - | Head | 2 | 15 | 3 |

A Fiend Totem is little more than a war-painted skull strapped to the top of a helmet, a simple statement of intent to those who look at it. A Fiend Totem can be attached to any other helmet by a Fiend or character with the Blacksmith 1 Perk.

**Special:** A character wearing a Fiend Totem can Re-roll 1d20 on CHA based Skill checks to intimidate foes.

## Chairmen

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

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

| SKILLS | | | |
|---|---|---|---|
| Athletics | 1 | Sneak | 2 |
| Barter | 2 | Speech ■ | 4 |
| Small Guns ■ | 4 | Unarmed | 1 |
| | | (■ Tag Skill) | |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 13 | 13 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 200 lbs. | - | - |

| PHYS. DR | ENERGY DR | RAD.DR | POISON DR |
|---|---|---|---|
| 0 | 0 | 0 | 0 |

**ATTACKS**

- **KNUCKLES:** STR + Unarmed (TN 6), 3 Physical damage, Concealed.
- **HIGH CAPACITY SUBMACHINE GUN:** AGI + Small Guns (TN 11), 3 Burst, Physical damage, Range C, Fire Rate 4, Two-Handed, Inaccurate, Unreliable.

**SPECIAL ABILITIES**

- **AGGRESSIVE:** The Chairmen are quick to action when they sense prey. When they enter a scene, immediately generate 1 Action Point for the GM's pool.
- **LET RIP:** Once per combat, a Chairmen may 'Let Rip' with their Submachine Gun, adding the weapons Fire Rate to their damage, for a total of 7 .

**INVENTORY**

High Capacity Submachine Gun, 12+4 .45 rounds, Knuckles, Formal Clothing, Stimpak, Wealth 2

## Otto "The Schnoz" Alderman

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

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

| SKILLS | | | |
|---|---|---|---|
| Athletics | 1 | Sneak | 3 |
| Barter ■ | 4 | Speech ■ | 4 |
| Small Guns ■ | 4 | Unarmed | 3 |
| | | (■ Tag Skill) | |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 20 | 15 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 200 lbs. | - | 4 |

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

**ATTACKS**

- **KNUCKLES:** STR + Unarmed (TN 8), 3 Physical damage, Concealed.
- **MODDED SUBMACHINE GUN:** AGI + Small Guns (TN 12), 4 Burst, Physical damage, Range C, Fire Rate 4, Two-Handed, Unreliable.

**SPECIAL ABILITIES**

- **AGGRESSIVE:** Otto is quick to action when he senses prey. When he enters a scene, immediately generate 1 Action Point for the GM's pool.
- **LET RIP:** Once per combat, Otto may 'Let Rip' with his Submachine Gun, adding the weapons Fire Rate to his damage, for a total of 8 .
- **CAP SAVVY:** When making a CHA based skill test where Otto may financially benefit, he may re-roll 1d20.

**INVENTORY**

Modded Submachine Gun (High Capacity, Compensated, Hardened), 14+6 .45 rounds, Knuckles, Formal Clothing, Formal Hat, Stimpak, Wealth 3.



## MEET WITH THE KING

Once the PCs have completed **Elvis on Tour,** they will have a high enough Reputation to meet with The King, the de-facto leader of The Kings. As the rest of the gang enjoy the music of the jukebox inside the school, the PCs can sit a short meeting with The King, where he will thank them for their work and ask how he can help. When asked about Hurq, he will happily pass on the following information:

- Hurq has repeatedly tried to offer The Kings weapons in the past, but each time, he was politely declined. Recently, however, chaos in the Wasteland has meant the gang needed more firearms to keep dangerous creatures out of Freeside, so they relented and took him up on the offer.
- Hurq arrived in Freeside via the Long 15 with crates marked **Valley of Fire Supply Depo**, full of freshly oiled firearms, and boxes of ammo.
- After dropping off the weapons, Hurq immediately left, heading out of Freeside and towards Route 95 and Novac. He showed no signs of stopping anytime soon with the amount of supplies in the van and seemed to reference a map before leaving.
- Hurq left The King with a Flare Gun, telling him that if he fired it off the top of the school at night, he would return in a day or two with further supplies.

Once The King has passed all of this information on, he'll thank the PCs once more and then turn his attention back to the running of Freeside. However, if the PCs have managed to raise their Reputation with the Kings to Allied (5), he will offer one last deal.

The King isn't happy with the state of the Wasteland, and if the PCs tell him the repercussions of Hurq's actions further north, he will offer to fire off the Flare Gun he was given and help the PCs set up an ambush. But there is one condition: they do it outside of Freeside and without any King support. He can't afford a bloodbath in the streets and only has enough men to look after the place as is. Should they agree, he will be true to his word and take it to the rooftop when the PCs request it.

## The Followers of the Apocalypse

If the PCs have managed to reach Freeside without learning about Hurq's connections with The Kings, they may end up working with the Followers of the Apocalypse, either from hearing about them from strangers on the road or because a PC has the Follower of the Apocalypse origin.

The Followers in New Vegas operate primarily out of the Old Mormon Fort within Freeside; their members can be found all over the area, offering what help they can to those who need it. As they take note of unusual movements, they've spotted Hurq's truck but don't know its significance. If the PCs ask about a cargo truck driven by a Super Mutant, the Followers freely offer up that they've seen it up and down the freeway, coming from somewhere to the east, but they suggest that the PCs should ask the Kings for more details. In the meantime, if the PCs want better reputations or medical assistance, jobs that they can do for the Followers include:

- **Herding the Needy:** Refugees routinely trickle into the New Vegas region, but some are too scared to come into Freeside or don't know about the Followers' clinic. The characters can patrol the area around New Vegas, looking for the wounded, lost, and destitute, escorting them safely to the Old Mormon Fort. Of course, many of these folks are on the run from dangerous foes—be it humans or ghouls or geckos and radscorpions looking for an easy lunch.
- **Restock the Cabinets:** The Followers always need more medical supplies, but few people know how to manufacture useful chems. A character who can construct a chem lab for them and produce a quantity of Stimpaks, RadAway, or Antibiotics can win their favor.
- **A Fellow Faithful:** A character with the Follower of the Apocalypse origin already has the faction's trust and garners information from them without cost unless the character has already done something to alienate the other Followers.

# MAIN QUEST: MONSTER TRUCK

This Quest becomes available after the player characters have gathered additional information on Hurq and feel ready to intercept the Super Mutant on the road. **Add 2 Action Points per PC to the GM's pool when the Quest begins.**

At this point, the PCs should have access to a bevy of information on Hurq, which will boil down to the following points.

- Hurq has been traveling along Route 95, the Long 15, and the settlements surrounding New Vegas, handing out weapons as he does so.
- Typically, unless he is dropping goods off, he does not stop.
- One of the most recorded routes he uses is between Novac and Beatty, both on the way to and from the Northern Routes to Arsenal.
- Hurq travels with an Assaultron companion.
- If Hurq stops to rest, he pulls off the road and hides his van via a large tarp before sleeping inside.
- Hurq has left a Flare Gun with the Kings so they can call him back to them.
- Hurq is driving an Armored Van.
- His goods seem to originate from the Valley of Fire.
- His Assaultron seems to be fitted with recording software.
- He appears to be carrying a marked map.

With access to this information, the PCs are able to begin to extrapolate the rough route Hurq takes, as well as a few potential spots along that route where they may be able to intercept him. Though the players can determine their own method of interception, an example method would be ambushing Hurq outside of New Vegas, on the 95 somewhere between Freeside and Beatty—either with the help of The Kings or without. If The Kings do provide aid, this allows the PCs to better time their attack by using the Flare as bait; otherwise, it may come down to patience.

If the PCs attempt to ambush Hurq on the road, they will have both ruined cars and buildings to use as either cover or a makeshift barricade (though the latter will be looked down on by any NCR who spots it). Hurq doesn't generally take rest stops while he's driving his route: the Super Mutant fills up on food while he's at the Valley of Fire loading up the truck, and when he needs sleep, he pulls off the road, covers the truck under a faded tarp, and disguises his transport as just another wreck. Even if the characters catch him while he's dozing, his Assaultron companion never rests and will wake the Super Mutant at the first sign of danger.

Hurq's exact route is similar to the characters', but in reverse. Starting from the Valley of Fire base, he heads west to New Vegas, then southwest to the small communities nearby. He doubles back toward New Vegas and continues northwest along 95 all the way to Arsenal, handing off weapons along the way and making a final drop-off at Arsenal before returning home.

Regardless of how the players ultimately decide to strike, Hurq tries to fire up the truck and escape on the roads if he can. While his truck can't outrun a tuned-up motorcycle, his Assaultron will lay down cover fire, heedless of its own safety, even climbing on the exterior of the truck if necessary to take shots at attackers. Ideally, this becomes a road chase scene as the characters use their own vehicles to pursue the truck, try to drive it off the road, and either shoot and disable Hurq or damage the truck enough to stop it without destroying it!

## HURQ, THE SUPER MUTANT NIHILIST

It's important to understand Hurq's background and motivations in order to portray him well, and provide players with opportunities to interact with him. While a gunslinging crew of characters might simply attack him, it's also possible to negotiate with him. How he reacts to such overtures depends upon how the players approach him about his complicity in the acceleration of violence around the region, which means that the GM must understand why he's working with Boulanger.

### HURQ'S MOTIVATION

Hurq is a Super Mutant from the Master's original army, as chronicled during the events of *Fallout*. With the destruction of the Master and the end of the Unity, Hurq became despondent and listless. He headed east, as many Super Mutants did, unsure of what he sought. He tired of tangling with various loners or gangs and crushing them with his superior combat skills, so he sought a new purpose.

At New Vegas, Hurq considered settling down, but his angry demeanor and flippant attitude didn't win him any friends. He continued east, killing a few small Legion groups that attacked him before he stumbled across Boulanger's robot perimeter at the Valley of Fire. Boulanger sent one of her robots out to take stock of the Super Mutant, and after a remote conversation, she persuaded him to come inside to talk. Being both clever and manipulative, Boulanger realized what a find she had on her hands—a killing machine in search of meaning. She convinced Hurq to join her plans, supplying a new purpose of arming the Wastes so they could bring about their own end. The Master's plan, after all, was for humanity to become extinct and be succeeded by the Super Mutants. At the very least, Hurq could contribute to the fires of Armageddon.

Craving purpose and leadership, Hurq agreed to her offer and became her courier. He delivers weapons because he is consumed with despair at the failures of the world and the crushing loss of the Master, and he now only finds satisfaction in the thought of setting the pathetic remnants of humanity upon destroying each other.

### HURQ'S TACTICS

If he's engaged while not in his truck and he can't get back into it to leave, Hurq uses an opening shot from a Missile Launcher, then tries to close to melee with his Bumper Sword. If he can't reach his foes, he continues to fire missiles at them. If the PCs actively choose to approach him peacefully or under the guise of potential buyers, they will need to pass a **CHA + Speech** test at difficulty 3.

If Hurq and Mrs. Claws escape an attack, they immediately head back to the Valley of Fire to alert

Boulanger. They describe the attackers in as much detail as possible, which may give Boulanger some idea of what the characters are bringing to what she sees as an inevitable confrontation.

## TALK HIM DOWN

It's possible to talk Hurq into turning away from his plans, though difficult and risky.

Firstly, the PCs must catch Hurq in a situation where they are able to talk to him, either by catching him out of the van, creating a roadblock he can't avoid, or any other tactic they can think of to force him from the van. They will need to open any conversation with a show of good faith, like sending someone up to talk to him unarmed. With a **PER + Speech** test (difficulty 2) and 10 minutes of conversation, a character can determine Hurq's motives (**Hurq's Motivation** pg.211).

Succeeding on that text and following up with an **INT + Medicine** test (difficulty 3) provides preliminary diagnoses of chronic depression and PTSD– revealing that Hurg struggles with suppressed anger. Using the ***Obtain Information*** AP spend at this time will allow the PCs to start connecting to Hurq's needs and potentially use the following points to support their argument:

- Hurq lacks a reason to live.
- He wishes to see humanity destroy itself in recompense for their destruction of Unity.
- He has a deep-seated feeling that his actions are meaningless, so his actions are often deeply self-destructive. He does not care for his own safety in any way.
- Any argument that would look to change his views needs to be based on reaffirming Hurq's sense of self beyond simply serving a new master.

Once one of these facts is understood, a PC may attempt a **CHA + Speech** test at difficulty 5 to convince Hurq to pause his actions and help them find Boulanger. The difficulty of the test is reduced by 1 for each additional fact about Hurq's personality they have, and a further 1 if the speaker is a Super Mutant. If the PCs pass this test, then Hurq will cease any aggressive actions and talk more openly with them (*The Fallout* pg.217).



## *Hurq*

***Level 15, Super Mutant, Notable Character (218 XP)***

| S | P | E | C | I | A | L |
|---|---|---|---|---|---|---|
| 10 | 8 | 8 | 5 | 6 | 7 | 6 |

| SKILLS | | | |
|---|---|---|---|
| Athletics | 1 | Sneak | 3 |
| Barter ■ | 4 | Speech ■ | 4 |
| Small Guns ■ | 4 | Unarmed | 3 |
| | | (■ Tag Skill) | |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 29 | 17 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 250 lbs. | +2 | 3 |

| PHYS. DR | ENERGY DR | RAD.DR | POISON DR |
|---|---|---|---|
| 4 (Head, Legs, Torso, Arms) | 4 (Head, Legs, Torso, Arms) | Immune | Immune |

**ATTACKS**

- **UNARMED STRIKE:** STR + Unarmed (TN 12), 4 Physical damage
- **BUMPER SWORD:** STR + Melee Weapons (TN 15), 8 Piercing 1 Physical damage, Two-Handed
- **BOZAR:** AGI + Small Guns (TN 12), 4 Burst Physical damage, Fire Rate 5, Range M, Accurate, Recoil (8), Two-Handed

**SPECIAL ABILITIES**

- **BARBARIAN:** Hurq gains +2 Physical and Energy Damage Resistance, included in his statistics.

**SPECIAL ABILITIES**

- **IMMUNE (RADIATION, POISON):** Hurq cannot suffer damage or effects from his listed immunities.
- **LET RIP:** Once per combat, Hurq may 'let rip' with a volley from his Bozar. This adds the weapon's Fire Rate of 2 and the use of the Burst damage quality to the weapon's damage for a single attack (for 10 total).
- **PAIN TRAIN:** Hurq may Charge as a major action. When doing so, he may move up to Medium range and make a STR + Athletics (TN 14) test with a difficulty of 2m against a target within reach. If successful, the target suffers 5 Stun Physical damage and is knocked prone.

**INVENTORY**

Bozar, Board, Assorted Human Bones, Wealth 3, Welder's Visor, Welded Raider Armor (Torso, Legs, Arms), Marked Road Map.

### HURQ'S INVENTORY, THE BOZAR AND BUMPER SWORD

Hurq carries a series of unique items (and items not listed in ***Fallout: The Roleplaying Game Core Rulebook***).

A gift from Boulanger after joining her cause, Hurq was gifted a Bozar, a custom-modified Light Machine Gun. The Bozar uses 5.56 ammo in a 30-round magazine and includes a short scope, but it cannot accept any other mods due to its customizations. Hurq's personal armaments also include a Bumper Sword that he keeps mounted in the driver's section of his van.

Finally, Hurq carries a Marked Road Map that lists the various settlements along his route, as well as notable road hazards, and most importantly to the PCs, Boolanger's location. The map handily notes a route directly to her base in the Valley of Fire, as well as noting the Cazador nest that rests at its entrance.

| NAME | WEAPON TYPE | DAMAGE RATING | DAMAGE EFFECTS | DAMAGE TYPE | FIRE RATE | RANGE | QUALITIES | WEIGHT | COST | RARITY |
|---|---|---|---|---|---|---|---|---|---|---|
| Bozar | Small Guns | 4 | Burst | Physical | 5 | M | Accurate, Recoil (8), Two-Handed | 15 | 750 | 5 |
| Bumper Sword | Melee Weapon | 6 | Piercing 1 | Physical | - | - | Recoil (7), Two-Handed | 12 | 125 | 2 |

## Reprogramming Mrs. Claws

Characters with rank 3 of the Robotics Expert Perk (see pp. 70–71 of the ***Fallout: The Roleplaying Game Core Rulebook***) may be able to reprogram Mrs. Claws. To do so, they must somehow disable it first. After reprogramming, a PC may spend AP to learn the following details from the robot's internal memory banks:

| AP SPENT | BENEFIT |
|---|---|
| 1 | An exact route to the Valley of Fire storage depot. |
| 2 | A description of Boulanger's defenses at the Valley of Fire storage depot and Boulanger's plan to accelerate violence throughout the region by arming various smaller factions. |
| 3 | IFF codes that allow players to override the door locks on the Valley of Fire base so that they can enter freely. |



# Mrs. Claws, the Gift Assaultron

***Level 13, Robot, Normal Creature (95 XP)***

**Hurq's companion was gifted to him when he joined Boulanger's cause and guards while he sleeps or distributes munitions. The Assaultron wears a red Christmas hat, placed there by a Fiend during one of Hurq's early stops. Hurq subsequently began to refer to the robot as "Mrs. Claws" because of the clawlike grippers of the Assaultron model. He has a vague impression that this is humorous.**

Mrs. Claws does not have sufficient remote connectivity to communicate back to Boulanger while away from the Valley of Fire base, but if the characters attack Hurq and Mrs. Claws escapes, its computer memory keeps perfect records of them. When it returns to the Valley of Fire base, this gives Boulanger a solid idea of their identities and capabilities.

| BODY | MIND | MELEE | GUNS | OTHER |
|---|---|---|---|---|
| 9 | 6 | 5 | 5 | 4 |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 27 | 20 | 1 |

| PHYS. DR | ENERGY DR | RAD. DR | POISON DR |
|---|---|---|---|
| 4 | 4 | Immune | Immune |

**ATTACKS**

- **CLAWS:** BODY + Melee (TN 14), 9, Physical damage
- **LASER:** BODY + Guns (TN 14), 9, Vicious Energy damage, Range L
- **SELF DESTRUCT:** BODY + Guns (TN 14), 6 Physical damage, Blast (Self-Destruct is centered on Mrs. Claws. Mrs. Claws is destroyed after this attack)

**SPECIAL ABILITIES**

- **ROBOT:** Mrs. Claws is a Robot and cannot use food, drink, or other consumables. It cannot heal naturally, and the Medicine skill has no effect on it. Instead, it must be repaired.
- **IMMUNE (RADIATION, POISON, DISEASE, HUNGER, THIRST, SUFFOCATION):** Mrs. Claws cannot suffer damage or effects from its listed immunities.
- **SENSOR SYSTEM:** Mrs. Claws has an improved sensory system that can detect smells, chemicals, and radiation. Reduce the difficulty of all PER tests that rely on sight and smell made by Mrs. Claws by 1. In addition, Mrs. Claws can see in the dark.
- **SELF-DESTRUCT:** If Mrs. Claws has both its arms or legs injured, or it has been reduced to less than half of its maximum HP, it will move towards the nearest enemy and use its major action to Self-Destruct.
- **EXPERIMENTAL MODS:** Mrs. Claws has an experimental refractive ceramo-metallic surfacing that increases its physical and energy DR by one each (to 4), a reinforced titanium frame that gives it +5 hit points (total of 27), and a fly-by-wire motion system that raises its initiative by 5.

**INVENTORY**

**SALVAGE:** Scavengers can salvage from Mrs. Claws with a successful INT + Science test with a difficulty of 2. This yields 3 fusion cells, +1 per AP spent, and each Effect rolled yields 1 uncommon material. They also salvage its Experimental Mods, which can be fitted to another Assaultron with an INT + Repair test at difficulty 3.

## The Truck Full o' Guns





## The Armored Van



Hurq's van is an old military supply vehicle, built with durability in mind over all things. It has interior locks for the main doors and a remote electronic lock that requires opening from the driver's cab. Despite its heavy-duty construction, the Armored Van is not built for off-road usage and operates best on the road, even when that road is full of radioactive holes.

The truck also has a working radio, which Hurq uses to communicate with the Valley of Fire base when he is returning, mainly so that Boulanger can temporarily deactivate the base's defenses.

| SCALE | HP | COVER | SPEED | PASSENGERS | IMPACT |
|---|---|---|---|---|---|
| 2 | 32 | Enclosed | 2/40 mph | 3 | 8 |

| D20 ROLL | LOCATION | PHYSICAL DR | ENERGY DR |
|---|---|---|---|
| 1–8 | Chassis | 8 | 8 |
| 9–10 | Front Left Wheel | 4 | 3 |
| 11–12 | Front Right Wheel | 4 | 3 |
| 13–16 | Engine | 7 | 6 |
| 17–18 | Rear Left Wheel | 4 | 3 |
| 19–20 | Rear Right Wheel | 4 | 3 |

| MAXIMUM FUEL | QUALITIES |
|---|---|
| 8 | Cargo 400, Enclosed |

## HURQ'S CARGO

When the team ambushes Hurq, the truck has a partial shipment of weapons in it. Should the van be captured by the PCs, they may roll on the Loot tables found on pg.200-208 in the ***Fallout: The Roleplaying Game Core Rulebook***. The Armored Van is considered a Level 15 location; therefore, after making any roll on the tables, the PCs may spend 1 Luck point to add or subtract up to 15 from the value of the roll.

| LOOT TABLES | NUMBER OF ROLLS |
|---|---|
| Ammunition | 1–5 |
| Armor | 0–1 |
| Weapons | 1–5 |
| Oddities | 0–1 |

## THE *FALLOUT*

The characters stop the main source of weapons shipment by removing Hurq from the picture one way or another, though their method of removal will make a big change to their next steps.

**If the PCs kill Hurq:** Killing Hurq means he cannot be interrogated to find out more about Boulanger, so they only have what information they can find in the aftermath. Hurq carries a marked map of his route to and from Boulanger's base, a map that requires a **PER + Survival** test at difficulty 1 to decipher and determine where that base is. In addition, unless Mrs. Claws was destroyed, it can be reprogrammed to unlock its memory banks (***Reprogramming Mrs. Claws*** pg.214). This information, paired with anything else the PCs may have learned, will be all they have access to in their efforts to hunt down Boulanger.

**If the PCs talk Hurq down:** Talking Hurq down means that he is in a position to feed them more information about what they're about to walk into. It also means they can help guide the disillusioned Super Mutant to the next stage of his life. If convinced to stand down, Hurq will give them access to the items in his van, as well as let them know a little about Boulanger herself and the defenses of her base. To begin with, he will pass them his Marked Road Map and point out the base defenses (***Base Defenses*** pg.219) and the cazador nest on the path up towards the base. He'll add that it would be best to drive up during the morning, when the cazadors are docile and resting.

Secondly, he will tell them about Boulanger's mental state or what little he knows of it. That she believes wholeheartedly that the Wasteland is due another war, that people will only improve when Armageddon rains down and the weakest are totally annihilated. He adds that her views are deeply embedded, and people like that don't easily change their minds.

Sadly, even with a change of heart, it is not possible to convince Hurq to take on an entirely new view of the world with a single conversation. While the PCs can suggest that he seek aid from the Followers of the Apocalypse or even offer to help him themselves if he's willing to travel with them, Hurq won't join the group against Boulanger. He has too much trauma from his time with the Master, and his psyche would shatter under the stress of destroying the person giving him purpose.

If the team sends him to the Followers for help or they engage in extended efforts to aid him therapeutically with a **CHA + Medicine** test (difficulty 3), Hurq eventually decides that he must move on from the Mojave and build a new future. This takes months of work, and his emotional scars never fully heal, but he at least has a chance at finding a new life. He will again head north, this time prepared for the journey, and disappear into the wilds beyond Zion.

Regardless of how they rectified the situation, the PCs will now know that the weapons originate from an old military storage facility in the Valley of Fire, an off-road location roughly 30 miles northeast of New Vegas, following the Long 15.

With Hurq dealt with, the PCs have a temporary reprieve from the weapons flooding into the Mojave, which gives the region time to calm as fewer volatile munitions end up in desperate hands. Hurq, if still alive, will point out that this will be temporary at best—Boulanger has a network of agents she will reach out to should Hurq vanish, and it won't take long for the supplies to start making their way out again. When the players are ready, they should now have access to everything they need to hunt down Boulanger and put an end to her mission in **Main Quest: Up the Long 15**.

# MAIN QUEST: UP THE LONG 15

This Quest becomes available when the PCs have completed the prior Quest, ***Monster Truck*,** and located the location of Boulanger's base via a map or other means. **Add 2 AP per PC to the GM's pool when the Quest begins.**

The trip from New Vegas to Valley of Fire is brief but not without its perils. The terrain north of New Vegas, even upon the road, is home to all manner of mutated beasts, but a well-armed, high-level group has little to fear from radscorpions and geckos. Following the directions from the clues they've gathered, they follow the northeast road northeast from New Vegas into the Valley of Fire region, then turn off into a small passage between red and yellow desert rock with sparse bushes marked by outcroppings of stone bedecked with whorled lines. Once here, it's impossible to not see the military base bunkered down into the earth at the end of the road.

## THE NEST

As the team advances into the valley, read or paraphrase the following.

> *The rugged hills on either side hem you in along a cracked and heat-soaked pre-War road. Along the sides of the worn asphalt, hardy desert plants spring up along the rocky slopes. Interspersed among the surviving trees, you spot wide, gray clusters of round shapes with holes on the ends: they appear to be stuck together in bunches and made from some kind of tough fiber or resin, each easily the size of a person. You'll have to get closer to discover what they are.*

Boulanger has an incidental defense in the form of a large Cazador nest just east of the entrance to the valley. Bypassing the nest by going around is only possible on foot— the terrain is too rugged for vehicles, and passing by the nest in any way causes a swarm of Cazadors (equal to the number of PCs plus two) to attack, eager for a fresh meal.

PCs that convinced Hurq to back down, or who timed their trip well, will arrive in this area in the early morning, when the nest is inert and asleep, giving them ample time to pass through the area before any are awake enough to become a threat. One benefit that all PCs will have upon approach, however, is that the nests are clearly displayed in the open and incredibly flammable.



## Cazador

***Level 10, Mutated Insect, Normal Creature (74 XP)***

| BODY | MIND | MELEE | GUNS | OTHER |
|---|---|---|---|---|
| 8 | 5 | — | — | 3 |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 13 | 13 | 2 |

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

**ATTACKS**

- **STINGER:** BODY + Melee (TN 12) 8 Persistent Poison damage

**SPECIAL ABILITIES**

- **IMMUNE (RADIATION, POISON):** Cazadors cannot suffer damage or effects from their listed immunities.
- **FLYING:** The Cazador can move freely through the air. It can ignore most ground-level obstacles and difficult terrain effects, and it can move through "empty" zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked prone, it falls to the ground, suffering 3 Stun Physical damage, +2 for each zone above ground level it was before it fell.
- **EVADE:** Cazadors will home in on any threat to their nests with startling speed. If the Cazador uses the Sprint action, it increases its defense by +1 (up to a total of 3) until the start of its next turn.
- **POTENT STING:** Cazador stings are amongst the deadliest in the wastelands. Whenever the Cazador hits with its Stinger, it is treated as if one Effect is rolled. Any additional Effects rolled are counted as normal.
- **LITTLE:** Cazadors are smaller than most characters. The creature's normal HP decreases to Body + ½ level (rounded up), but its Defense is increased by 1. Further, it is slain by any hit that inflicts an Injury.

**INVENTORY**

**BUTCHERY:** Scavengers can butcher a dead Cazador with a successful END + Survival test, with a difficulty of 1. This yields 1 Cazador egg; if an effect is rolled, this also yields 1 Cazador stinger.

Once the PCs manage to pass the Cazadors and reach the outskirts of the base, read or paraphrase the following.

*The twisting road opens into the scenic panorama of a surprisingly vibrant valley filled with pink and orange rock. The desolate road cuts through one side of the valley, ending at the battered remnants of a chainlink fence that once cordoned off a squat concrete bunker. It doesn't look like much from a distance, but the bunker digs into the hills to an unknown depth.*

*As you stop merely a mile or so from the nest, the road stretches toward a worn chainlink fence with "DO NOT ENTER" signs posted clearly upon it. About 300 feet beyond the fence is an entrance to the subterranean base with "VALLEY OF FIRE SUPPLY DEPOT" painted on the wall. A flat and well-maintained parking area sits to one side, and the bunker boasts six obvious laser turrets with blinking red lights indicating that they are functional.*

## BASE DEFENSES

Boulanger has taken steps to set up defenses for the entrance to the base. Nothing stops someone from entering the front gate—the chainlink fence is sagging and barely intact—but once on the other side, Boulanger's defenses are all too obvious.

### ASSAULTRONS

Four Assaultrons patrol the exterior of the base on a shared network, meaning that should one be eliminated, the others will all be altered (as will Bouglanger). Once the PCs are detected, the Assaultrons will attempt to converge on their location and destroy them with impunity.

## Assaultrons

***Level 13, Robot, Normal Creature (95 XP)***

| BODY | MIND | MELEE | GUNS | OTHER |
|---|---|---|---|---|
| 9 | 6 | 5 | 5 | 4 |

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 22 | 15 | 1 |

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

**ATTACKS**

- **CLAWS:** BODY + Melee (TN 14), 9 , Physical damage
- **LASER:** BODY + Guns (TN 14), 9 , Vicious Energy damage, Range L
- **SELF DESTRUCT:** BODY + Guns (TN 14), 6 Physical damage, Blast (Self-Destruct is centered on the Assualtron. The Assualtronlaws is destroyed after this attack).

**SPECIAL ABILITIES**

- **ROBOT:** The Assualtron is a Robot and cannot use food, drink, or other consumables. It cannot heal naturally, and the Medicine skill has no effect on it. Instead, it must be repaired.
- **IMMUNE (RADIATION, POISON, DISEASE, HUNGER, THIRST, SUFFOCATION):** Assaultrons cannot suffer damage or effects from their listed immunities.
- **SENSOR SYSTEM:** The Assaultron has an improved sensory system that can detect smells, chemicals, and radiation. Reduce the difficulty of all PER tests that rely on sight and smell it made by 1. In addition, it can see in the dark.
- **SELF-DESTRUCT:** If the Assaultron has both its arms or legs injured, or it has been reduced to less than half of its maximum HP, it will move towards the nearest enemy and use its major action to Self-Destruct.

**INVENTORY**

**SALVAGE:** Scavengers can salvage from a destroyed assaultron with a successful INT + Science test with a difficulty of 1. This yields 3 fusion cells, +1 per AP spent, and each Effect rolled yields 1 uncommon material.

### BASE MAIN DOOR

The main door isn't a Vault door, but it's still a heavy blast door with a magnetic lock that uses a trio of heavy steel bars. Boulanger can open and close the motorized door remotely, but a character can overcome its heavy magnetic lock with an **INT + Lockpick** test at difficulty 5. This renders the door permanently unlocked until someone spends time and resources repairing it.

### LASER TURRETS

Six laser turrets with overlapping fields of fire defend the entire area inside of the fence and can shoot at people outside the fence within a limited range. Each turret has its own camera connected to the base's security systems, so Boulanger can use these cameras to see what the player characters are doing and target them. Two turrets are fixed on top of the bunker structure itself, two flank its sides, and two more are built atop concrete platforms on the sides of the rocky valley.



## *Laser Turret, 3-Shot*

***Level 10, Robot, Normal Creature (74 XP)***

| BODY | MIND | MELEE | GUNS | OTHER |
|---|---|---|---|---|
| 8 | 5 | — | 8 | — |

| 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.

**SPECIAL ABILITIES**

- **ROBOT:** The laser turret is a Robot and cannot use food, drink, or other consumables. It cannot heal naturally, and the Medicine skill has no effect on it. It must be repaired.
- **IMMUNE (RADIATION, POISON, DISEASE, HUNGER, THIRST, SUFFOCATION):** A Laser Turret cannot suffer damage or effects from its listed immunities.
- **LITTLE:** Laser Turrets are smaller than most characters and are slain by any hit that inflicts an Injury.

**INVENTORY**

**SALVAGE:** Scavengers can salvage from a destroyed assaultron with a successful INT + Science test with a difficulty of 1. This yields 3 fusion cells, +1 per AP spent, and each Effect rolled yields 1 uncommon material.

### MINES

The entire approach is festooned with a total of 20 remotely activated fragmentation mines between the gate and the bunker entrance. They inflict 6 Physical damage to anyone in the same zone when detonated, and a few are close enough together to catch people in multiple blasts at once. Boulanger can activate these remotely if she spots intruders nearby.

### BOULDERS

The landscape surrounding the area is covered with heavy boulders and other debris; roughly 13 boulders of usable size dot the locale, each offering 3 of cover to any character taking cover behind one.

## STAGING THE APPROACH

The battlefield is broken up into six zones: three outside the fence and three inside the fence with left, middle, and right sides. Use these zones as the PCs approach to determine who's behind cover and who is traversing the minefield, as well as predetermining spots that are subject to area attacks. Smart players may try using grenades and other Blast weapons to destroy an entire zone's worth of mines; picking off the laser turrets from behind the boulders is also a logical move.

Once the PCs launch an attack, Boulanger receives an alert from the base's security systems. She immediately checks the cameras on the laser turrets and commands the Assaultrons outside to defend the base. As a result, the PCs must fight off the robots while also avoiding fire from the turrets. Melee-focused PCs have an especially hard time, as they'll have to close in on the Assaultrons and turrets by crossing a minefield.

### Base Approach Zones

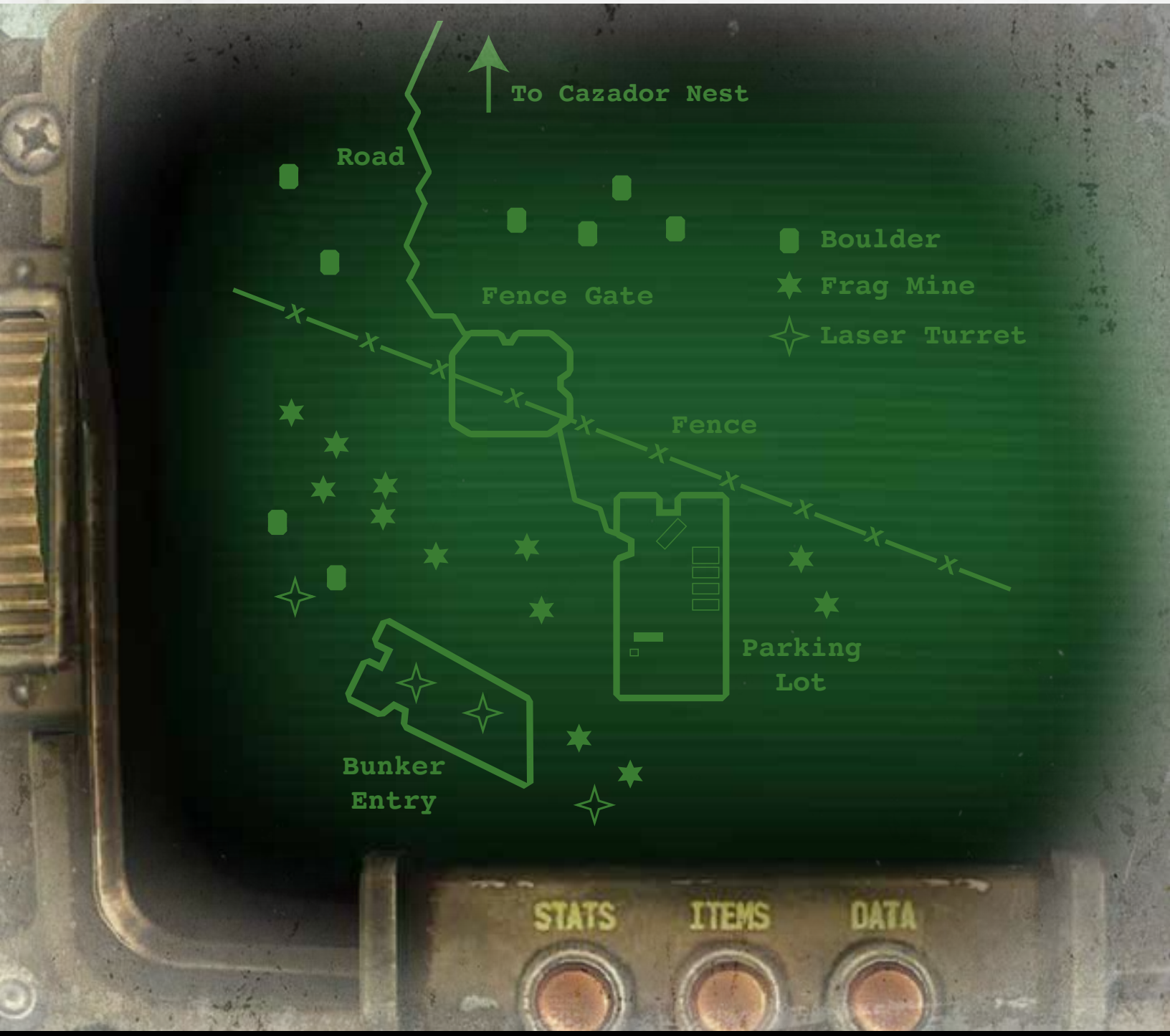
| ZONE | FEATURES |
|---|---|
| 1 | Upper left: Boulders |
| 2 | Upper middle: Boulders |
| 3 | Upper right: Clear |
| 4 | Lower left: 2 laser turrets, 6 mines |
| 5 | Lower middle: 4 laser turrets, 8 mines, bunker entrance |
| 6 | Lower right: 2 laser turrets, 6 mines |

## HURQ TO BASE, HURQ TO BASE...

Regardless of how things were resolved with Hurq, the PCs may still have access to the truck, which has an onboard radio. If they can disguise their voices, they may be able to fool Boulanger into thinking that they're Hurq returning from a delivery run with a **CHA + Speech** test, difficulty 3. Reduce the difficulty by 1 if the character voicing Hurq is also a Super Mutant. If they succeed, Boulanger remotely deactivates the base defenses and allows them to drive right up to the front door—though once they get out of the truck or bring other vehicles past the fence, she realizes that something is wrong and will deploy her Assaultrons.

## THE FALLOUT

Once the players strike at the Valley of Fire depot and gain access to the base, move on to the next phase of the **Main Quest: No Boom Today, Boom Tomorrow**.



# MAIN QUEST: NO BOOM TODAY, BOOM TOMORROW

This Quest becomes available when the PCs have completed the prior Quest, *Up the Long 15*. **Add 2 APs per PC to the GM's pool when the Quest begins.**

Boulanger now knows that she's in immediate danger, and she mobilizes her base defenses to stop the player characters. The explosive final confrontation will happen inside Boulanger's secret base unless she is enticed to meet the characters on the field of battle outside.

To the benefit of the PCs, Boulanger's base isn't a military fortification like Mariposa or even an arms depot like MarCo. It's a secret storage facility with emergency living quarters. A simple secured entry foyer, a side wing with living quarters for six pairs of people, another side wing with a large warehouse space filled with carefully organized crates of supplies, and an underground hangar housing a Vertibird with materials and fuel.

Boulanger knows that the game is up and the war has arrived on her doorstep. In addition to her own weapons and armor, she has a total of eight remaining Assaultrons in the base (though the characters may have defeated four of them previously). She weighs her options and decides on a course of action based on what she sees:

- **If the PCs retreat at any point**: Boulanger will don her Power Armor, pick up her Tesla cannon, and give pursuit via the base's XVB-02 Vertibird, using it to overtake the PCs and deploy any surviving Assaultrons in their way while she rains down fire from above; if the 'bird is forced to land or is disabled in flight, she leaps out to engage directly. A clever team might draw her out by feigning weakness so that she pursues them into a trap or fights them in the open, away from her base.
- **If the PCs push through her defenses:** Boulanger will open the main doors to lure the PCs inside before sealing the door behind them and deploying the eight remaining Assaultrons to funnel them into a single internal corridor, where she meets them fully armed and armored, ready to wipe out her aggressors.
    - If at any point during the fight, Boulanger is reduced to 20 or less HP, she will spend a Minor Action to command two Assaultrons (should they still be operational) to charge the PCs' position and use **Self Destruct** to cover an escape attempt. She will then move to retreat back to her Vertibird, with the intent of covering the exit from the base. If she manages to do so, she will attack any vehicles the PCs arrived in and then begin strafing runs on the PCs when they leave the protection of the bunker. Should they choose to remain underground, she will destroy their vehicles and leave.
- **Talk it out:** Finally, some players may try to convince Boulanger to see the error of her ways. This is an extremely challenging task, as Boulanger is a committed accelerationist. To her, the greatest good is sparking off a war between what she sees as a pair of lumbering, deeply flawed nations boasting nothing but cowardly communities between them. Following the legends of the Boomers, she wants to wipe out anyone who isn't going to be part of a glorious new war.

Boulanger **will not be convinced by any amount of evidence**. Instead, someone must pretend to be sympathetic to her side while slowly unraveling her claims. To do so, they must pass three consecutive **CHA** or **INT** + **Speech** tests, starting at difficulty 2 and increasing by one each time.

This challenge can happen during combat, but it's more likely to happen over radio. In each test, the players must respond to one of Boulanger's positions:

- "The people of the Wasteland will grow back stronger after the weak are culled!"
- "The NCR and the Legion are both inherently flawed and must be destroyed for the people to prosper."
- "It is her destiny to oversee a new conflagration, which must be brought to fruition."

The PCs must convincingly listen to Boulanger; she responds to attempts to refute or belittle her beliefs with hostility. If successfully talked down, she realizes that her plans will never be realized and falls into a depressive slump, dropping her weapon and becoming unresponsive. She will not deactivate her defenses if this is done, meaning the PCs may still have to carve through them to reach her.

## *Major Jean Boulanger*

***Level 16, Human, Major Character (348 XP)***

| S | P | E | C | I | A | L |
|---|---|---|---|---|---|---|
| 7 | 7 | 8 | 9 | 9 | 8 | 9 |

| SKILLS | | | |
|---|---|---|---|
| Athletics | 2 | Repair ■ | 5 |
| Barter | 1 | Science ■ | 5 |
| Big Guns ■ | 6 | Small Guns | 2 |
| Explosives | 2 | Speech | 2 |
| Lockpick | 1 | Survival | 2 |
| Medicine | 1 | Unarmed | 2 |
| Pilot ■ | 2 | | |

(■ Tag Skill)

| HP | INITIATIVE | DEFENSE |
|---|---|---|
| 42 (14 Head, Arms, Legs, 29 Torso) | 19 | 1 |

| CARRY WEIGHT | MELEE BONUS | LUCK POINTS |
|---|---|---|
| 220 lbs. | +1 | 9 |

| PHYS. DR | ENERGY DR | RAD.DR | POISON DR |
|---|---|---|---|
| 10 (Torso)<br>9 (Head)<br>8 (Arm, Legs) | 9 (Torso)<br>8 (Head)<br>7 (Arm, Legs) | 9 (Torso)<br>7 (Head, Arms, Legs) | 3 |

### ATTACKS

- **PUNCTURING POWER FIST:** STR + Unarmed (TN 13 with power armor), 6 Stun Piercing 1 Physical damage
- **TESLA CANNON:** END + Big Guns (TN 14), 8 Arc Piercing 2 Energy damage, Range M, Fire Rate 0, Accurate, Ammo-Hungry (5), Surge, Two-Handed

### SPECIAL ABILITIES

- **AGGRESSIVE:** Boulanger is quick to action when she detects hostiles. When she enters a scene, immediately generate 1 Action Point. If she is an ally, then this goes into the group pool. If she is an enemy, it goes into the GM's pool.
- **CRITICAL RESPONSE:** When Boulanger suffers a Critical Hit, she may immediately take a Major Action at no cost.
- **CYBERNETIC ENHANCEMENTS:** Boulangerf has cutting-edge cybernetic enhancements to address injuries that she suffered in her travels. She can see in complete darkness, has +3 Poison Damage Resistance, and gains +2 to Energy and Physical Damage Resistance even when unarmored.
- **VIOLENTLY STABLE:** Boulanger can spend 1 Action Point to avoid being knocked prone.

### INVENTORY

Puncturing power fist, Tesla cannon, T-60j "Jingoist" Power Armor, Wealth 6

# XVB-02 Vertibird

| SCALE | HP | COVER | SPEED | PASSENGERS | IMPACT |
|---|---|---|---|---|---|
| 4 | 70 | Exposed | 6/ 500mph | 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 Gun) | 5 | 4 |
| 19–20 | Weapon (Door Gun) | 5 | 5 |

| MAXIMUM FUEL | 10 |
|---|---|
| Qualities | Flying, High-Performance, Cargo 300 |

| WEAPON | DAMAGE | EFFECTS | TYPE | FIRE RATE | RANGE | QUALITIES |
|---|---|---|---|---|---|---|
| Nose Gun: Twin .50 Caliber Machine Guns | 7 | Burst | Physical | 6 | M | - |
| Door Gun: Gatling Laser | 3 | Burst, Piercing 1 | Energy | 6 | M | Gatling, Inaccurate |



# T-60j "Jingoist" Power Armor

**The T-60j "Jingoist" Power Armor was a special model designed as a flag-waving vanguard suit. Built with the heaviest T-60 specifications, it offers substantial protection, as needed by a soldier who is put on the front lines for propaganda photos. This T-60 variant includes a massive Commonwealth flag image on the chest, and the arms are emblazoned with the hand-painted text "CRUSH COMMIES" and "WRECK REDS."**

| Name | Physica | Energy | Radiation | Locations Covered | Weight | Cost | Rarity |
|---|---|---|---|---|---|---|---|
| | DAMAGE RESISTANCES | | | | | | |
| T-60j Helm | +2 | +3 | — | Head | +3 | +160 | 4 |
| T-60j Chest Piece | +2 | +1 | — | Torso | +5 | +185 | 4 |
| T-60f Arm | +2 | +3 | — | Leg | +4 | +175 | 4 |
| T-60f Leg | +2 | +3 | — | Arm | +4 | +175 | 4 |

- **AMPLIFIED SPEAKERS:** The armor carries amplified speakers in the back near the shoulders, set with a selection of patriotic tunes that it can play at a deafening volume. A Difficulty 1 **INT + Science** check allows the wearer to reprogram the music database with the music of their choice. These speakers can also be used to amplify voice, allowing the wearer to shout across the battlefield and be heard even over gunfire.
- **FANFARE:** The armor comes loaded with a set of fireworks flares that it can launch once. These are designed to airburst as red-and-blue sparklers, but when fired in an enclosed space, they cause a Stun effect on everyone within Close range of the armor, like a flash bang grenade. This doesn't affect the armor wearer. See ***Fallout: The Roleplaying Game Core Rulebook*** p. 30 for Stun effects. The wearer makes an INT + Explosives test, and each Effect result strikes one selected target. Triggering the fanfare automatically activates the amplified speakers and also causes a pair of plastic Commonwealth flags on small poles to pop up from the shoulder pauldrons.
- **INTEGRATED SYSTEMS:** The T-60j Power Armor includes an integrated flashlight, Geiger counter, and radio, all of which function only while powered.



## *Tesla Cannon*

**Ammunition:** ***Fusion Cell***

The Tesla cannon is a shoulder-mounted directed energy weapon using technology based on designs by Nikola Tesla. The weapon entered limited production pre-War and is a rare sight in the Wastelands, but some branches of the Brotherhood of Steel have sought out the technology and attempted to recreate it for their own needs.

**ARC:** Each Effect rolled automatically hits one additional target within Close range of the primary target. Each additional target suffers half the rolled damage (rounded up). This does not cost additional ammunition.

**AMMO-HUNGRY (X):** The weapon consumes ammo at a much higher rate than other weapons. Each time the weapon is fired, it spends X ammo rather than 1.

In addition, extra damage requires spending X ammo per +1 , with a maximum number of equal to the weapon's Fire Rate. Additional uses of ammunition, such as the Burst damage effect, also spend X ammo for every 1 ammo that would normally be spent.

**SURGE:** The weapon is especially damaging to machines like robots and Powered Armor.
The weapon gains the **Vicious** damage effect against Robots, enemies in Power Armor, and other mechanical or electronic targets (like turrets).

| NAME | WEAPON TYPE | DAMAGE RATING | DAMAGE EFFECTS | DAMAGE TYPE | FIRE RATE | RANGE | QUALITIES | WEIGHT | COST | RARITY |
|---|---|---|---|---|---|---|---|---|---|---|
| Tesla Cannon | Big Gun | 8 | Arc, Piercing 2 | Energy | 0 | L | Accurate, Ammo-Hungry (5), Surge, Two-Handed | 24 | 870 | 5 |



# ROYAL FLUSH: THE FALLOUT

Once your players have put an end to Boulanger, they have finished the adventure as written, and it's time to reward them with recognition of their deeds.

*Fallout* games typically end with a slideshow demonstrating what happened to the Wasteland based on the actions of the player. This tradition provides a satisfying way to wrap up the campaign once the PCs defeat Boulanger. Using the below list of settlements and characters, recount how the PCs interacted with them, referencing *The Fallout* sections of their respective sections before reading or paraphrasing the ***Conclusion*** below. Remember to focus on the consequences of the PCs' direct actions; remind the players how they brought closure—or possibly more problems—to the Mojave.

## THE LONG ROAD TO BOULANGER

- **New Reno**
  - Did the PCs aid Mr. Bishop or ignore him?
  - If the Jaggers were left alone, how did their attack on New Reno end?
  - What happened to the NPCs they met during their time there?
- **Tahoe**
  - Were the Jaggers defeated, run off, or taken under new leadership?
  - What happened to the people of Tahoe?
  - Did the PCs help rebuild?
  - Did the PCs sign on with Clair Angels and help rebuild the Crimson Caravan Trade Route?
- **Carson**
  - Did the PCs solve the mystery of the Jet supply? If not, what happened?
- **Virginia City**
  - Did the PCs visit Virginia City?
  - Did they solve the case of the Haunted House?
  - What happened to the genteel nature of its uniformed populace?
- **Silver Springs**
  - Did the PCs eliminate Mordino?
  - What happened with the Mormon community?
  - Did the PCs sign on with Mordino?
- **Hawthorne:**
  - Were the Grinners eliminated?
  - Was Hawthorne left with a militaristic warlord in charge?
- **Markleeville**
  - What happened with the division of Markleeville? Were the factions reunited or permanently separated?
  - Was the Crimson Caravan outpost set back up?
- **MarCo**
  - Were the Green Thumbs left alone?
  - Did the PCs set up new trade deals with Trigger to support them after Boulanger was eliminated?
  - Was the Crimson Caravan outpost set back up?
- **Gateway**
  - What happened with the residents of Gateway who the PCs interacted with?
  - Will the PCs ever return?
  - Was the Crimson Caravan outpost set back up?
- **Arsenal**
  - Who was left in charge of Arsenal, and what are the consequences?
  - What happened to Cho Dae?
- **Beatty**
  - Was the family feud settled, ended, or ignored?
- **Freeside**
  - How did the PCs' time in Freeside affect it?
  - Do the Kings consider the PCs allies?
  - Did Hurq ever reach the Followers of the Apocalypse for aid?
- **Boulanger**
  - Did Boulanger surrender? And if so, what was done with her?

## Conclusion

*War. War never changes. Threatening the communities of the Mojave and the Sierras once more, war looms like a cloud of ash over a Valley of Fire. With the escalation across the Wasteland suppressed, war is held at bay... for a time.*

*Though the great powers of the NCR and the Legion remain ready for the next conflict, today is a day of peace. The sun rises over the desert as it has over every battle before, and while the violence of a broken world remains a constant threat, a new tomorrow dawns.*

*It is a long and twisting road for humanity to remember the lessons of history, and the ruins of the old world stand as a testament to these failures. Each time that someone fights against the threat of annihilation, there is another chance for survival in a strange yet spectacular world.*

# FUTURE QUESTS

Anyone who fought Boulanger and ended her accelerationist plans has saved the Mojave from devastation, for the moment, though this might not be widely known. Stories of a hidden supply base, an ambitious Boomer with a military arsenal, and a plot to spread chaos and murder across the region are met with skepticism… but if the PCs aided various factions on their trip, their reputation speaks for itself, and slowly, word gets around. Crisis averted, for now.Even so, the war between the NCR and the Legion isn't over, and everyone knows it's coming. Your players could become caught up in that new conflict, fighting for one side or the other, perhaps even crossing paths with Courier Six or engaging in the Second Battle of Hoover Dam.

In the meantime, they have plenty to do to keep themselves safe.

### FROM DEPOT TO CASTLE

The Valley of Fire Supply Depot makes for a formidable home base, but by itself, it's not sustainable. If the PCs choose to turn it into a personal fortress, they need to conduct repairs, bring in food supplies, establish trade relations with neighbors, and secure the desert lands all around. All of these call for adventures.

- PCs need to strike deals with merchants in New Vegas or surrounding areas to acquire regular food supplies or establish their own farms. Farming in the Mojave is back-breaking work, and the local edible animals, such as golden geckos, may prove dangerous to hunt.
- As the PCs settle in, they'll discover strange events and hazards in the lands around their new home. Mirelurk Kings in the northern spur of Lake Mead, to the southeast, gather around a gargantuan statue of junk shaped like an octopus and capture people to sacrifice to their imagined god. Hunters from Moapa Valley whisper of a "ghost deathclaw" that stalks Elephant Rock to the east. Traders along the Long 15, to the north, complain of radscorpions attacking intelligently, in packs, working in tandem with Cazador air support. The PCs must investigate and deal with all of the dangers around their home.
- Once word about the base spreads, people come in hopes of finding a new home. Raiders hope to capture the base and turn it into their own new terror fortress. The Legion sends an assault team to capture the depot for use as an advance base in their war against the NCR. Destitute refugees from across the Mojave arrive, fleeing war and famine, in hopes of finding a place of safety. The PCs must keep their base defended and decide how to deal with interlopers while watching for spies and saboteurs.

- While the depot provides a secure, clean home (with electricity, no less!) for the PCs, they'll need to make repairs, bring in tools and workshops, and improve the site to make it truly livable. That means bringing in more specialists and workers to help. The combination of trade and opportunity means that people ask to live in the valley outside the base entrance and look to the PCs for protection. An entire new town could spring up there if the PCs can figure out how to solve problems like: Where do we get enough water for all these people? What kind of laws do we enforce? How do we plan out the buildings that spring up and prevent outbreaks of fire and disease? And how do we make a little profit along the way?

## THE ROAD TO ZION

If the PCs want to stay on the move, they might head northeast up the Long 15 to Zion National Park. Inhabited by simple tribals in a state of Edenic purity, Zion is a deceptively dangerous territory, filled with winding trails and members of competing factions. If the PCs want to travel with a caravan, the Crimson Caravan has a trading post in New Canaan, and the PCs can easily join up for the trip.

- The canyon offers plenty of water and food, making it a natural site for survival, but it is also the site of a conflict between Caesar's Legion and the local tribes such as the Dead Horses, the White Leg raiders, and the reverential Sorrows.
- The wildlife in Zion is both mutated and hostile, including Yao Guai, geckos, giant ants, spore plants, radscorpions, and, of course, Cazadors. PCs are always at risk of attack by aggressive animals of unusual size, and unlike the Mojave, there aren't towns nearby where the characters can restock on ammunition and medical supplies after a nasty fight.
- Beyond the winding canyons of Zion lies the radioactive ruin of Salt Lake City. Hit by over a dozen nuclear bombs during the War, the city and its environs were flattened and burned to cinders, leaving behind a massive radiation scar, with feral ghouls roaming in packs for miles around the outskirts of the city. The only civilization nearby is the Mormon town of New Canaan, about 30 miles to the north, with the Great Salt Lake to the west. The Canaanites are both proficient shots with their pistols and savvy traders, but they don't know that their doom is coming: Following the trail of the Burned Man, Joshua Graham, the town will come under brutal attack by the White Leg tribe in the coming year.




starlite
TEL


WELCOME
TO
NEVADA



★ Chapter Five ★

# APPENDICES


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Chapter Five

# APPENDICES

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DEFENSES

FOOD SUPPLY

DENIZEN OUTLOOK

REPUTATION RANK

GM NOTES

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## VEHICLE SHEET

| VEHICLE NAME | | | | | |
|---|---|---|---|---|---|
| SCALE | HP | COVER | SPEED | PASSENGERS | IMPACT |
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| MAXIMUM FUEL | |
| VEHICLE QUALITIES | |
| MODIFICATIONS | |

## HIT LOCATIONS

| D20 ROLL | LOCATION | PHYSICAL DR | ENERGY DR | INJURIES |
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## WEAPONS

| WEAPON NAME | DAMAGE | EFFECTS | TYPE | FIRE RATE | RANGE | QUALITIES |
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| D20 ROLL | LOCATION | PHYSICAL DR | ENERGY DR | INJURIES |
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# Play Your Hand



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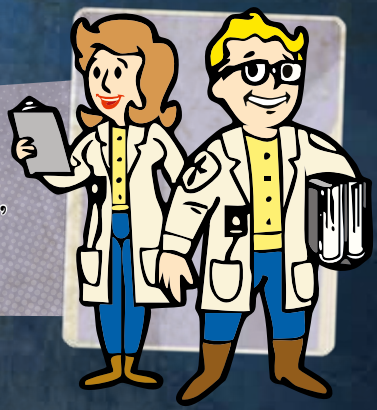
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Published by Modiphius Entertainment Ltd.
39 Harwood Road, London, SW6 4QP, England
Modiphius Europe Ltd. Calle de Peñuelas 43, Local G y H, Madrid, Spain, 28005
Tel: +34614367815 | safety@modiphius.com
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MUH0580239
Batch No: 64230
Manufactured by 4V Games in Lithuania
9 781802 813616