



QUICKSTART

MADNESS AND MAYHEM IN THE POST-APOCALYPSE



POWERED BY





ROLEPLAYING IN THE POST-APOCALYPSE OF THE DEVIL'S RUN



BASED UPON
THE DEVIL'S RUN BOARDGAME
FROM WORD FORGE GAMES



POWERED BY



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The Waste

The plume of smoke kicked up by the lone rider as he powered across the arid wastes could be seen from the heights of the canyon. Down on the hardpan valley floor, the parched earth gaped open in fissures like a million maws descending into the bowels of the planet, all desperately yawning for some rain to wash down the souls of humanity with. Souls that had been sucked into Hell for their indifference. It was the greatest of crimes under the ever-watchful eye of God that it could come to this.

The angry sky overhead was shot through with crimson and stained from the dust of the desert's bowl. Occasional shafts of light smote through cracks in the ash-laden heavens, like suppurating wounds in the flesh of the firmament.

The rider was gunning it below this backdrop, intent upon the promise of the distant horizon and entrenched in the exhumed gases of a land gone toxic. Extra fuel canisters were secured across the battered T140 to keep her in drink, as the old horse had gotten thirsty since the before times. Himself, he was dressed in an old NBC suit. Nothing much got made new anymore, leastways, not this side of the poisoned seas.

Spence Shylock ran though it all again as he bounced along the parched earth. He had monitored the air traffic from the bunker at the laboratories. Humanity had been on the brink of destruction, some say had fallen into the Abyss. But he knew better. Somewhere out on the west coast, a bomb hadn't gone off. People lived on. There was a place of law and order. If Spence could get there, see what they'd made of things, surely he could help them. He'd bided his time and long prepared for the road trip. He'd ridden through wind and rain, lightning and dust storm. Had evaded death by radiation sickness and escaped the bands of wasters and mutants scattered across dead America. He'd even made a dart gun that carried the antidote to the Virus, one that, if refined, could possibly even reverse its effects. He'd run out though, thanks to one too many zombies left in his wake. But when he reached San Fran, he could make more of his formula. It was meant to be—because he was destined for this greatness. The things in his head! He'd studied. Lived a long time on his own. The bundle of rad pills he carried could detox, could immunize, and they were just the beginning! Why, with help, what couldn't he achieve? He could be the savior of humanity! Pull 'em back from that brink! He'd be a hero.

Head full of dreams, the lone rider raced on...

"He's got to be 'avin a chuckle," came the gruff voice, as though gravel had been the diet for all living memory.

With a wicked grin across his face, Stardust looked over his shoulder at the speaker. "I think we can take him." A trademark, sardonic sneer accompanied the statement. "Though it's wise to be cautious, haven't you learned that yet?"

"You wanna try and teach me to be cautious, do ya, sunshine?" Raizar snarled. The armored man was a brute, and if he wanted

to forego caution, Stardust wasn't about to chastise him for it. He liked having teeth.

"Now, now, boys. The only bloke who needs that lesson is down in the valley," admonished Nerubian.

"Yep. Let's get this done," replied Raizar. A meaty fist smacked into a waiting palm. "Hood's intel says this dipstick's bringing a shipment of rad pills to the boys in blue. Can't be 'avin' that!"

The first sign that civilization lay ahead came in the form of a dust cloud rising up ahead on the lonely stretch of highway. Bright lights flickered into life. Spotlights pierced the encroaching blackness below darkening crimson skies. Spence felt his heart begin hammering in his chest. He had made it! This was it! The beginning of the rebirth!

As the canyon drew closer, he became dimly aware of movement in his periphery from the cliff he was approaching. Another dust cloud. He couldn't see what was kicking it up because of the poor light and his NBC suit. But the uniform kept him safe. Kept the toxins out.

The vehicle steadily closing in was bigger than a car, and soon Spence could tell it to be a van. Armored. So, they had trouble with wasters even out here then, did they? Shame, but that was how it seemed to be now. Spence thought he'd left all that behind. Even so, paradise might await, given time. Application. Work.

It wasn't slowing down...



Easing off the throttle, Spence twisted his neck to scrutinise another dust cloud to his right. This one was being thrown off by some kind of buggy as it careened down from a lofty position and bounced about on the uneven terrain. He steered left, intending to stop, but the van twisted off the road and kicked up yet more dust. As it bore straight for him, he picked out the business-end of a flamethrower jutting from the front, along with some serious crash bars. These were not the law enforcers he'd communicated with. Not the people he was supposed to meet here.

His mind screamed in sudden awareness of the danger—they're trying to ram me! He revved it up and snaked the aged Triumph aside at the last second. The van screeched past and attempted to sideswipe him, but fish-tailed and only narrowly missed the bike and rider. Spence, now wide-eyed, looked over his shoulder.

A heavy impact from a collision threw him into a moment that stretched out forever and reinforced the truth of having made a terrible mistake. Time seemed to draw out endlessly until he landed on his back and sprawled end over end in the hard dirt, while his bike catapulted back into the beyond. The pain seared through his everything, his brain twisted and contorted in parody of his limbs, and his lungs barely able to fuel the screaming he was doing. There was a roar of engines and distant sounds, all of which were meaningless to Spence as he lay there on the forlorn road, bleeding and trying to move limbs made suddenly awkward, now the broken spars of a storm-tossed ship that had never been a galleon to begin with.



The buggy, the van, and the CabCroozer came to a halt. Their drivers all stepped out of their vehicles, fanned out, and advanced on the twitching heap. Three Misfits. They looked about themselves in the dying dusk, just to make certain that they were out here on their own with their prey.

"Guess he didn't see you comin' up behind me," one commented as he casually strolled toward their victim.

"Low viz. Didn't know what hit him," stated another, a woman, as she stared ruefully at the wreckage of the bike. "Too easy."

"He's still on the twitch," snapped a third, whose wiry frame now cast a shadow over Spence as he lay gasping in agony at his assailants' feet. He looked up at the three strangers, confusion clouding his mind even as he glared out from behind his tattered and bloody headgear. He could barely focus beyond wondering if the thunder in his skull was an impending hemorrhage, or if his cranium was as splintered as his ribs. He took in the forms of a thuggish, shaven-headed brute wearing rudimentary armor and a lithe female, dusky as the dusk itself, comfortably toting a pistol. She wasn't even bothering to keep it trained on him. A bizarre-looking young man

stood to their left, looking over Spence, all trench coat and spiked shoulder plates, punk red hairdo and red lightning-bolt war paint. Or was that a tattoo?

"What is he wearin'?" asked the woman, as much to herself as to anyone else. Of course, she'd have never seen a uniform like the one Spence wore. All three of the Misfits were too young to know how much of a debt they owed to such ancient protections.

"Dunno," said the redhead tetchily as he stooped to get a better look at the NBC gear. All the grime and weathering from the long journey, along with the strange respirator and goggles, sent a sneer across his face. "Looks a bit of a bell in it, to be fair. You think he's an old-world soldier?" Perhaps he recognized something from the old world. Pictures in old tomes from before the fall, maybe, of uniforms that appeared similar to this one. He straightened and spat into the earth.

The bald man was walking away toward the wrecked bike. Spence groped at nothing as he tried to swallow, to speak. He was panicking, the realization dawning on him that if he perished, the secrets of the vaccination would die with him. These stupid people didn't know what they were doing! They couldn't grasp the magnitude of the repercussions of their actions! But Spence was in small part wrong, because the Misfits had some idea of what they were about.

"Got your rad pills, little man," sneered the brute, gesturing back to the damaged T140 as he returned from a quick but thorough search of the mangled frame. "Lot of fuel burst out there," he added with a grin.

Would he find the log? The notes? Frantic questions stormed Spence's addled brain. Somewhere at the back, fresh pain seared through his head. Was he going to die? What about the formula scrawled in his book? That book—the one he now saw in the big hands of the barbarous, shaven-headed savage as he came back into full view.

"My...my..." Spence tried to speak but it hurt so much! My notes! My formula! They're the only important things! I must get them to the Law, so we can produce and distribute it as agreed!





The redhead watched on with interest, a mischievous smile tugging at his lips. "Yes, mate, your bike's a bit knackered now," he said matter-of-factly. "I don't think you'll be riding it again."

There was chilling finality in that statement.

Stardust watched the wounded man writhe over the state of his trashed vehicle. Probably shell-shocked and unaware of the severity of his own physical condition, he guessed. Imagine caring about your bike that much! He would hate to lose his own modified Muggy, but the horror in the man's eyes was comical.

He recognized the model of the motorcycle; a few such had survived the end times. "You've suffered quite a humiliation of defeat for someone riding in on a Triumph," he cackled. The pun drew a loud groan from Nerubian.

"Not much left of it, and didn't have much gear. Found these pills, though," Raizar stated, as he handed the bottle to Stardust. "Some silly old notes too, mate. Nothing much." Raizar scoffed as he held up the roll of papers crushed in his left hand and glowered at the stricken stray. "Aww. What's that he's saying?"

"My, my," mimicked Nerubian, mocking the traveler as he lay sprawled in the dirt. "I do believe the little boy is upset about his ride."

"What? That trash?" A thought occurred to Raizar. "Your bike, mate? A bit gutted, are you?" Sensing a means to torment his victim further, he took out a lighter and absentmindedly waved the flickering flame under the manuscript. The man writhed at their feet, croaking and bucking helplessly. The three Misfits laughed at the panic he demonstrated. It was fun to take someone down and show them that siding with the Law was a bad mistake. A lot of satisfaction in it. Humble them before you kill them, so said the Rules of the Gent and Sundry.

"Your bike's gonna burn in the fires of Hell," taunted Raizar. "How do you feel about that, you stinking creep?"

Raizar let the flames claim the book, then laughed as he tossed the burning bundle onto the wreckage. All three Misfits took a step back in the moments before the bike went up. The whoosh of the flame seemed to take the life out of the man on the ground, even as it sucked the breath from his lungs. He rolled onto his back and stared blankly up at the night, managing only an agonized wheeze, whatever words of protest he intended lost.

"Yeah, I bet that hurts, don't it, son?" laughed Raizar. "You got done, and now your ride's a flamin' wreck! Got a message for you from Lord Hood. The only law you need deal with or worry about, mate, is the law of the jungle."

The brute's guffaw was a maniacal boom over the bleak, dark sands. Stardust shook his head for the second time that night. The Lord Protector would have his treasure. The world in ash was a harsh place. Raizar continued to laugh as he strode away, but the albino loomed a moment longer over the dying man, a ghost against the night, and delivered his own message.

"Welcome to San Francisco."



Chapter I: An End To Order

It was hardly a matter of how, but more a question of when the world as we know it would rocket past its tipping point. Armed manoeuvring and heated political statements had been exchanged with ever more frequency between the two great superpowers of the United States and Russia shortly before the end. A U.S.-led coalition of NATO forces stationed along Russia's eastern front led to border skirmishes between the two sets of militaries, until finally, fatefully, the leader of the western world launched a nuclear first-strike.

For the surviving nations and factions in the world of the Devil's Run, the Day of the Apocalypse is a grim and distant memory. Despite having occurred only some twenty or so years ago, that horror-filled night has become a tale from another world for most—a bedtime story of bloodshed and the wonders of a lost age to terrify or enchant unruly children with—for the coping mechanisms of contending with daily survival have made it seem to the survivors as though centuries have passed.

The descendants of the survivors living amongst the ruins of the West Coast of the former United States understand that life is all too often a question of what they would kill for, what they would die for, and how far they would be willing to fall to survive.

Welcome to the post-apocalypse. Prep your engines for the Devil's Run. Choose a side. Fight. Survive.

Post-Apocalypse

A post-apocalypse deals with the aftermath of world-changing events that have caused the decimation and decline of entire civilisations. In a modern literary sense, this also often equates to a technological degeneration and a collapse of civil order. In the setting for the Devil's Run, the entire world has been affected by a short but intense nuclear war that destroyed three superpowers and drove their survivors to the brink of extinction. Not every country in the world is in terminal decline, however, as some have even managed to prosper in the days since the Earth stopped shaking.

POST-APOCALYPSE TECH

Technology in this post-apocalypse hasn't necessarily gone backwards or stopped working, although for the survivors of the West Coast, it's often poorly understood and is frequently accorded a mystical or supernatural status. From the sonic and microwave weaponry of the Avant Guard faction, to the jetpacks and acidic weaponry of the Justice, technological "advances" have largely followed the historical pattern of creating innovations that deal death and destruction; an occurrence that humanity seems to be unable to escape. Built from the scraps of the old order, these marvels of ingenuity have been dubbed Post-Apocalypse Tech, or PAT, by those nations outside of the Quarantine Zone that still concern themselves with the affairs of the survivors within.

PREVIOUS RUNS

Conceived through the platform of an exciting and fun rolling-road board game called the Devil's Run: Route 666, the setting itself has grown beyond all expectations thanks to a second board game in the form of Devil's Run: Hell's Highway, several expansion packs, a full range of 20mm miniatures, and two novellas.

Intended to provide fast-paced games of vehicular carnage and mayhem, the board games focus on desperate missions that can range from gathering supply drops to eliminating notable enemy characters. The rulebook for the initial board game established the San Francisco "safe zone" as its backdrop, gave a brief introduction to the setting as seen through the eyes of 'Doc' Matters, an alleged survivor from the days before the apocalypse, and introduced seven of the zany factions that vie for domination of the streets and highways of the once-Golden City.

Many of our own popular influences can be seen within the Devil's Run RPG, though always with an extreme and wild twist or play. These themes and influences will still be found within the roleplaying game, though the sheer depth available to a pen-and-paper medium will allow players to explore the themes of desperate survival and resultant loss of humanity in more depth. It's also conceivable that it's not all doom and gloom within a post-apocalypse, however, which is another theme that will also be explored through the introduction of one or key new factions.

TIMINGS

For a number of reasons, the actual date for the Day of the Apocalypse has been left intentionally vague. First, our own time has already advanced one or two years since the initial board game's first production; leaving the date unset provides for a little flexibility where the ultimate timing for the apocalypse of the Devil's Run is concerned. Second, the key trigger event for the nuclear war has not been defined. A number of notable events have transpired on the world's political stage during recent years, any one of which could have escalated into global warfare on an apocalyptic scale where the history of the Devil's Run is concerned. GMs should bear this in mind when establishing a campaign and either define an event that led to the apocalypse, or assume that these facts have been lost to the chaos and trauma that followed.

The roleplaying game is currently set within the board game's time-frame, some twenty years or so after nuclear fires and a deadly virus wrought untold destruction. Future products will seek to explore other time frames, such as the days and years immediately following the apocalypse, or the possibilities that might have transpired in the decades and centuries to follow.

Chapter 2: The Devil s Run

By a fair margin, the critical infrastructure, resources, and population centres of the northeast and southeast regions of the former United States received the heaviest retaliatory nuclear bombardment. Other regions also saw nuclear detonations, but the atomic fires burned brightest along the eastern seaboard. Those cities and states that did escape nuclear annihilation were not spared the horror of death, however, for their homes were instead subjected to the evils of the Revenant Virus.

All across the west coast, airbursts delivered their deadly chemical payloads and turned cities into mausoleums populated by the walking dead, for the Revenant Virus not only killed the living, it then reanimated them as rage-fuelled zombies whose only instinct was to tear the living apart and feast on their flesh.

The Revenant Virus

Popular fiction of our time often predicts that a zombie bite will transfer or stimulate the virus that turns the living into undead, but this isn't the case with the Revenant Virus. Although the virus itself is a virulent and terminal strain that will kill and reanimate, it also mutates as it does so. Once a corpse has risen, the only danger is the Revenant itself.

The Revenant Virus itself is a potent liquid strain somewhere between a bacterium and virus in classification. Under the right conditions, the Revenant Virus can also become airborne, which makes it a terrible danger to all human life. Unlike a virus, it can survive almost indefinitely outside of a host, but, unlike a bacterium, it doesn't multiply. The Revenants that were spawned in the wake of the first bombardments have long since turned to dust, but the virus still lurks in the dark corners and basements of the empty cities and streets along the West Coast, patiently waiting for its second coming.

Law, order, and civilisation collapsed into barbarism along the West Coast as the survivors of the deadly attacks there fought with all the ferocity and tenacity they could muster in order to merely stay alive. Almost as if carried by the wind, word seemed to spread of a single city that had been spared from destruction: San Francisco, the Golden City. Groups of survivors made their way there by any means they could, with some arriving years after the death of the United States. Few, if any, found the sanctuary they were looking for, however, as the streets and highways of the city were now firmly in the grip of a new Law.

Throughout the twenty-odd years since the Day of the Apocalypse, the streets and tenements of San Francisco have become hotly contested turf between two rival factions. The security offered by the so-called "safe zone" has also drawn the attention of several gangs from outside the city, while one or two other communities that have managed to survive and thrive tend to their own borders and steer clear of the rivalry.

WEST COAST RIVALRY

The current factions of note that operate in San Francisco or other areas of the West Coast are briefly explained below.

AVANT GUARD

Relative newcomers on the scene, the fierce Avant Guard appears to have trekked southwards from the frozen climates of Canada. They have had several run-ins with the Jets along the way, but their vehicular juggernaut seems hell-bent on steaming into San Francisco. Their strange mix of sonic and microwave weaponry might just carry them across the threshold.



BRITATTACK

The founding members of BritAttack originally hailed from Texas, though the faction now calls Pacifica its home. The First Governor of BritAttack, Miles Ponsonby-Smythe, has established intricate layers of gang-style honour—the Rules of Gent and Sundry—that apply to all members. The Gents, as they are sometimes called, control a number of sub-gangs that largely govern themselves so long as they adhere to the rules and answer the First Governor's call.



FREELANCERS

The Freelancers aren't truly a faction on their own, as they're less a unified society and more disparate groups of mercenaries and individuals that hire themselves out to the highest bidder. Despite the odds, the Freelancers manage to survive on their own in a dog-eat-dog world that grinds the weak into the dust and hammers relentlessly at the strong. Their skills are often highly sought-after for this very reason, although the strange practices of some Freelancers can sometimes mean that the employer ends up contending with more than they bargained for.



HAUL'S ANGELS

The fierce brothers and sisters of the Haul's Angels dominate the southern streets and buildings of San Francisco. Their intense rivalry with the Law is a blood feud that has been fuelled by a number of incidents, with neither side now willing to back down. The Haul's Angels operate as autonomous Chapters, but will never fail to answer a call from another Brother or Sister.



THE HUNTERS

More global TV phenomenon than faction, the Hunters spend their time chasing down criminals and dangerous notables for the state-owned Brazilia entertainment company Rio de Janeiro Empresa de Radiodifusão. They are given the best equipment and vehicles that the superpower can supply in order to complete their missions, whilst live TV recordings of their brutal runs ensure that they stay on top the world's ratings.



JETS

The vast complex known as the Boeing Everett Factory was a perfect place to ride out the raging storm of the apocalypse. Even the tide of Revenants that marched past their doors couldn't detect the presence of ripe, living flesh from within the environmentally sealed structure. The faction that grew out of these survivors has a penchant for jet turbines and Avgas that often leaves others choking on their dust.



JUSTICE

Though they chafe under the arrangement, the Justice has been a loose ally of the Law Haulage Co for over a decade thanks to a deal brokered between Richard Law and the then High Justice Miriam. Governed by a set of strictures called the Litany of Justice, this matriarchal society governs the island of Alameda and operate unique PAT such as their jetpacks and Sentencer handguns.



THE LAW HAULAGE CO.

The Law Haulage Co wasn't the first faction to arrive in San Francisco following the apocalypse; its members were already living there. Their leader, Richard Law, ruled the entirety of San Francisco with an iron fist for several years until the Haul's Angels arrived to challenge his dominance. The gang mostly controls the north of the city and relies on the Justice to protect their eastern flank. Separated into both districts and divisions that parody the jurisdictions and paraphernalia of the law enforcement agencies of old, the members of the Law are more extortionists, racketeers, and thugs held together by a vicious dictator than anything else.



LOS NIGROMANTE

Los Nigromantes—The Necromancers—were an insidious death cult gaining increasing popularity prior to the Day of the Apocalypse. In its aftermath, they have become an institution and new religion. The priests of the Los Nigromantes use fear, intimidation, and superstition to administer their flock, whilst anyone who doesn't agree with their philosophies is ushered into the ranks of the Revenants that they unleash on their enemies.



SAN LUIS DIABLOS

The survivors of the Merced County area have built a floating utopia on the fresh waters of the San Luis Reservoir, which is once again full thanks to the replenished waters of the Sacramento. The small faction is a close ally of the Jets, who use their engineering expertise to maintain the delicate system of pumps that fill the reservoir and filter its water.



SEVEN FIRE REBORN

The indigenous tribes that called the lands of North America home long before the United States was ever conceived had already been through one apocalypse that decimated their people and destroyed their heritage. Though they bear many scars from this second apocalypse, the numerous indigenous survivors have drawn together and established a multi-tribal community that is thriving both spiritually and economically. It may not be long before they reclaim much of the land that was once stolen from them.



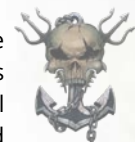
SKINNERS

The savage faction known as the Skinners is a group of degenerates, psychopaths, and cannibals that have lost any shred of humanity in the years since the apocalypse—assuming that some of them had any before, of course. Their leader, Skulltaker, is a former Chapter Master of the Haul's Angels who failed at his attempt to become president. As a result, the entire Skinners faction consider the flesh of the Angels to be a delicacy.



THE TEAMS

Although they were just as unprepared as anyone else for the raging undead that the Revenant Virus unleashed, the Navy SEALs teams at the Naval Amphibious Base Coronado reacted with swift and decisive action to secure their own borders. Over the days, months, and years since that fateful day, the survivors and their descendants have grown into a close-knit family that order their daily lives according to strict military codes. The Teams live on and honour their lost and fallen.



THE VYKERS

Not everyone on the eastern side of the Pacific Coast and Sierra Nevada ranges has been lost to nuclear devastation or chemical attack, although those who did survive usually gave something of themselves in order to do so. The Vykers were founded by a close-knit group of friends that had spent far too long prior to the apocalypse lost in online games and television shows. At the cost of an oath to Odin the AllFather, the Viking-like society they established has saved many from Ragnarok.



NEW SUPERPOWERS

Three Superpowers annihilating each other overnight could have all too easily plunged the entire globe into an escalating spiral of utter annihilation, but luckily, cooler heads prevailed amongst the leaders of the world's other nations. As an immediate response to the shock and horror of the brutal nuclear exchange, the heads of many governments looked to their own borders and populations. Issuing an immediate declaration of global emergency, each country instituted its own internal plans in preparation for the resultant fallout. One or two countries were even able to provide assistance to other nations once their own plans were underway, which began to lay the foundations for the emergent Superpowers that hold sway now, twenty years after the apocalypse.

BRAZILIA

Just a few short months following the Day of the Apocalypse, the combined nations of South America completed work on the hastily erected security zone called the Panama Defence Barricade (PDB), an impenetrable wall designed to keep Revenants and survivors alike out.

In the years since then, the continent of South America has become a combined nation of two distinct social classes: the ruling aristocracy and their indentured citizens. Brazilia is separated into fiefdoms that answer to their president, which is a position that is traditionally held by the strongest of the ruling elite. The rest of the population either work to ensure that the opium trade remains productive, join the military, or seek escape from their virtual enslavement through incentives such as The Hunters TV phenomenon.

DUAL KINGDOM

The Dual Kingdom was born out of a coalition that saw the nations of Australasia and the United Kingdom beat back the desperate forces of the Republic of China after the apocalypse. Having salvaged and

The Continental Allied Quarantine

In an effort to coordinate the delivery of relief and support to survivors in North America, Russia, and China, NATO established an emergency headquarters in London. It quickly became apparent, however, that the east coast of the United States and large swathes of Russia and China were unapproachable due to radioactivity. South American countries also pledged support, which empowered their combined efforts with the ability to establish relief zones and focus them in key areas of the United States.

With the Revenant Virus sweeping the North American continent, however, support to continue efforts on the ground disappeared rapidly. Perhaps to assuage their guilt over the establishment of the Panama Defence Barricade, the countries that had helped to establish the relief zones instead agreed to create a system of air-dropped supplies and committed to continue them indefinitely.

Spotting a wing of flying fortresses in the midst of dropping their pallets and crates of gas, food, medical supplies, and other commodities is enough to launch the gangs of North America into a frenzy of violent action as they race to become the first to claim the valuable stash.



mustered all of the forces they possibly could from their shattered homeland, the remaining military might of the Republic of China descended on Australasia with a grim determination to establish a new empire. Of the international powers left in the world, only the United Kingdom answered the call for assistance from their old allies.

Following a year of intense conflict and heroic actions from both opposing forces, the armies of the Republic withdrew to the shores of Taiwan. The war left the nations of Australasia leaderless and in turmoil, so the King of England offered to install his brother as steward of a temporary government that would oversee the rebuilding of the region. With the king's brother now firmly established as the ruler of Australasia, and with several other countries in the region now allied, the Dual Kingdom's continuity seems guaranteed for the foreseeable future.

SUPER REPUBLIC OF INDIA (SRI)

India's initial reaction to the nuclear conflict was to look to their own borders and ensure they could protect as many of their own as possible from the resultant fallout and global economic crises. Their border with the Republic of China, which had suffered heavily under the first-strike, meant that they endured an extended period of catastrophically altered environmental conditions and hazardous weather patterns. India's people persevered against adversity, however, and turned the second-hand technologies so common within their country towards new incentives that would not only protect and defend them from an altered global stage, but would also allow them to flourish.

Recently, one visionary man who had established himself as the richest person in the world shared almost the entirety of his personal

wealth with his fellow citizens in India and their neighbouring supporters, thereby giving rise to the Super Republic of India with one single instant of humility and generosity. The Refurbished Utopia, as some have come to call it, is a spiritually and economically enlightened place that has rapidly become one of the wonders of the reshaped world.

UNITED COUNTRIES OF EUROPE (UCE)

The member states of the European Union were some of the few countries to look beyond their own borders following the initial devastation. In an attempt to spare as many lives as they could from the ensuing fallout and nuclear winter, they quickly agreed a mutual support system that would allow them to pool their resources. Working alongside South American countries, their humanitarian efforts even extended to establishing the Continental Allied Quarantine. Unfortunately, these incentives spread those very same resources too thinly and resulted in the deaths of millions. Five years after the apocalypse, the decimated populations of Europe that had survived those dark times came together and signed an alliance that bound them more deeply than ever before. In addition, they agreed to a system of governance from the strongest seat of power amongst them: France. The UK was the only nation that refused to sign the treaty.

Despite commanding superior technology, the United Countries of Europe (UCE) have never fully recovered from the decimation of their populations. They have also depleted their remaining resources to critical levels, which has recently caused the UCE to adopt a policy of aggressive reclamation.



Chapter 3: the Basics

Check your oil levels, top off your fuel, strap on your favourite weapons, and release those nitro valves. The Devil's Run awaits, and you're about to do or die!

CHARACTERS

The Devil's Run roars to life through both the 2d20 and Savage Worlds systems, two lightweight rulesets that seek to keep the action focused on the players through unique and interesting features. This Quickstart does not provide an overview of the Savage Worlds rules or character creation for either system. So that the action can begin without delay, however, four pre-generated characters and a free adventure have been included at the end of this guide—including relevant statistics for both systems.

ATTRIBUTES

Each character is defined by a collection of seven attributes. These attributes indicate a character's inherent abilities and their physical and mental limitations. Most attributes for player characters have values from 6 to 12, with 8 representing the human average. Higher attribute ratings represent greater ability.

- **AGILITY:** Physical and manual dexterity, sense of balance, body control, and reflexes.
- **AWARENESS:** Perceptions, sensory acuity, gut feelings, and instincts.
- **BRAWN:** Strength, toughness, endurance, and the ability to apply physical force.
- **COORDINATION:** Hand-eye coordination and spatial awareness.
- **INTELLIGENCE:** Wit, intellect, logic, reason, and the ability to apply knowledge or interact with technology.
- **PERSONALITY:** Charisma, comfort in social situations, and the ability to be threatening or charming as required.
- **WILLPOWER:** Grit, determination, and psychological resilience.

SKILLS

Skills represent a player character's (PC's) specialised training within a certain field—knowledge, proficiency in tools or devices, conditioning, special techniques, and so forth. Each skill is associated with an attribute, representing the logical connection between that skill and the character's basic capabilities; Engineering and Wild Tech are skills based on Intelligence, for example.

SKILL EXPERTISE: A character's Expertise in a skill is their grasp of the subject. Expertise with a skill increases the likelihood of success.

SKILL FOCUS: A character's Focus in a skill is achieved through constant practice, superior discipline, and deeper insight. Focus with a skill improves the quality of success.

TARGET NUMBER

Determine the Target Number (TN) of the skill test by adding the character's relevant attribute to their Skill Expertise.

What You Need

In addition to a Gamemaster and one to six players, you will also require the following for this Quickstart:

CHARACTERS:

- One pre-generated character sheet for each player.

DICE:

- Two to five d20s per player and a dozen or more d6s for the group.

PAPER & PENCIL:

- To draw maps, keep notes, and track conditions.

TOKENS OR BEADS:

- Five per player to track Salvage Points, a dozen or more for the Gamemaster's Fallout pool, and an optional third set to track Momentum.

COMBAT DICE

Combat Dice, or , are a particular way of rolling a d6 to determine damage and govern special effects. When rolling , ignore any results of 3, 4, or 5. Results of 1 and 2 are added together to determine the total damage, while 6s—referred to as Effects (see p. 19)—can trigger certain special abilities.

Skill List

AGILITY

Acrobatics, Melee, Stealth

AWARENESS

Insight, Observation, Survival, Thievery

BRAWN

Athletics, Resistance

COORDINATION

Drive, Firearms, Heavy Weapons, Pilot

INTELLIGENCE

Engineering, Lore, Medicine, Science, Wild Tech

PERSONALITY

Animal Handling, Command, Counsel, Persuade, Traffic

WILLPOWER

Discipline

DIFFICULTY

A task's difficulty (a value from 1 to 5) is determined by the Gamemaster (GM). The levels of difficulty, and some examples of what tasks might fall into each level, are described on the difficulty table below.

BASIC SKILL TEST

The player rolls 2d20. For each die with a result equal to or less than the test's TN, the character scores a success. A number of successes equal to or higher than the difficulty of the test means they succeed at their task. Each result that is a success and is also equal to or lower than the PC's Focus in that skill generates a bonus success, which is in addition to the standard success accrued for rolling equal to or less than the TN.

COMPLICATIONS

A Complication is an inconvenient change of circumstances introduced by the GM in response to certain die rolls. Examples include a new obstacle to overcome (an explosion that cuts off an escape route), a loss of resources (a Reload), something that impairs the character (a tyre blowing out), or an embarrassing situation (a social blunder).

When making a skill test, a Complication occurs every time the natural result of a d20 roll falls within a certain range, known as the Complication Range. Normally the Complication Range is limited to a roll of a natural 20. Some circumstances may increase the range in which a Complication occurs, which is simply known as an increase to the Complication Range. Multiple Complications can be triggered by a single skill test.

The inconvenience of the Complication is independent of success or failure, meaning it is possible to succeed at a skill test while simultaneously generating a Complication that will make things a little more interesting for the characters. The Complication should never turn a success into a failure, however. If a character's gun runs out of ammunition on a successful attack, for example, it happens only after their last shot strikes the target.

FALLOUT AS COMPLICATIONS

If the GM dithers for a good Complication in the moment, they can instead add 2 Fallout to their pool. If an NPC suffers a Complication, the players can similarly choose to have the GM remove 2 Fallout from their pool. Fallout is covered on p. 21.

MOMENTUM

When the number of successes scored on a skill test is greater than the difficulty, then each excess success becomes a single point of Momentum. Momentum can be spent immediately to perform the task faster or more effectively, or it can be saved for the group and applied to subsequent actions.

Momentum can also represent group dynamics, leadership, action coordination, and other forms of teamwork. Momentum is a powerful resource not only for individuals but for groups working in concert. Players are encouraged to be creative in their use of Momentum as they build success on top of success.

SPENDING MOMENTUM

A player may spend Momentum they have generated freely on whatever benefits they wish, including on the action that generated it.

DIFFICULTY TABLE

NAME	SUCCESSES REQUIRED	EXAMPLES
Simple (D0)	0	Opening a slightly stuck door. Researching a widely known subject. Cruising languidly along the freeway.
Average (D1)	1	Overcoming a simple lock. Researching a specialized subject. Shooting an enemy at optimal range.
Challenging (D2)	2	Overcoming a complex lock. Researching obscure information. Shooting an enemy at optimal range in poor light.
Daunting (D3)	3	Overcoming a complex lock in a hurry. Researching obscure pre-apocalypse information. Shooting an enemy at long range in poor light.
Dire (D4)	4	Overcoming a complex lock in a hurry, without the proper tools. Performing a bootleg at speed in wet conditions. Shooting an enemy at long range in poor light and heavy rain.
Epic (D5)	5	Overcoming a complex lock in a hurry, without the proper tools, and in the middle of a firefight. Performing a bootleg at speed in wet conditions with only three tyres intact whilst under fire. Shooting an enemy at extreme range in poor light and heavy rain.

Each Momentum spend may be used only once on any given task, unless that spend is noted as Repeatable. So long as they have sufficient Momentum—and assuming the chosen spend does not have a cap—Repeatable Momentum spends can be used as often as the character desires.

EXAMPLES OF MOMENTUM SPENDS

- **CREATE OPPORTUNITY:** Spend Momentum to add bonus d20s on a skill test before rolling. The first bonus die costs 1 Momentum, the second costs 2 Momentum, and the third costs 3 Momentum. (Repeatable to a maximum of three bonus d20s at a total cost of 6 Momentum).
- **CREATE OBSTACLE:** Spend 1 Momentum to increase the difficulty of an enemy's skill test by 1. Repeatable to a maximum of Epic [D5]), with an increasing cost similar to above.
- **BONUS DAMAGE:** Spend 1 Momentum to add 1 damage to an attack (Combat Momentum spend; Repeatable).
- **DISARM:** Spend 1 Momentum to disarm an opponent (Combat Momentum spend).

Additional spends are listed in Combat on p. 18.

SAVING MOMENTUM

Players may save unspent Momentum for the group. Up to 6 Momentum may be saved in this way at any one time, and any player in the group can draw from this pool of saved Momentum, spending it in addition to any Momentum generated on a skill test. A unique d6 or a pool of tokens are an easy way to track group Momentum.

MOMENTUM DEPLETION

At the end of each scene, or the end of each round during an action scene, the group pool loses 1 Momentum (if there is any).

MOMENTUM AS FALLOUT

The GM does not need to track saved Momentum for each individual NPC. Instead, NPCs with unspent Momentum at the end of their turn convert that remaining Momentum into Fallout

OPPOSED TESTS

When two characters are in direct opposition to each other, each character involved in the task performs a skill test. The character who achieves the greatest quantity of Momentum succeeds, achieving their goal. In the case of a tie, the character with the higher Expertise in their skill wins.

If there are no other factors involved, the difficulty of an opposed test is usually Simple (D0), i.e., the winner of a straight race will simply be the character with the better skill test.

Opposed tests with higher difficulties represent situations in which it is possible for everyone participating in the task to fail. Adding rain and strong winds to the previous racing example, for instance,

might increase the difficulty of the test by 2. If either side has some circumstance which would make the test more challenging for them than for their opponent, simply adjust the difficulty of that individual's test.

UNTRAINED SKILL TESTS

A character can make a skill test using a skill in which they possess no Expertise. Since they have no Expertise to include, the TN for the test is simply equal to the relevant Attribute. As the test is untrained, however, the Complication Range is increase by 1.

IMPROVING YOUR ODDS

Skill tests of Daunting (D3) and above require more than two successes, which is obviously difficult for a character rolling only two dice. This is an inherent feature of the system, as more difficult tasks require some degree of effort above and beyond simply attempting the test. There are several ways to add d20s to a character's skill test, but regardless of the method used, a character cannot add more than three bonus d20s to a single test.

MOMENTUM

A character can use the Create Opportunity Momentum spend to buy additional d20s before a skill test.

SALVAGE POINTS

A character can spend a Salvage Point (see p. 21) before attempting a skill test in order to add a bonus d20 to the test. This die is not rolled, however, but is simply set on the table with the '1' facing up and otherwise counted normally. This means it will automatically count as a success, and characters with any Skill Focus will automatically gain additional successes.

TEAMWORK

If the situation, time, and GM allow, several characters can work together as a team while attempting to perform a task.

One character is designated as the leader, and the other characters are designated as assistants. In order to assist with a skill test, each player must describe how their character is assisting the leader. If the GM approves, each assistant rolls a single d20 using their relevant attribute and Expertise.

To benefit from assistance, the leader must score at least one success. If they do, then all successes generated by the assistants are added to the leader's total. If the leader fails, the successes of any assistants are lost.

Complications rolled by the leader and their assistants are all totalled and take effect regardless of the leader's outcome.

The leader and assistants may buy additional dice using Momentum as normal, but the maximum bonus of +3d20 applies to the group as a whole.

ACTION SCENES

In the post-apocalyptic future of the Devil's Run, actions often speak louder than words.

The characters will find themselves opposed by rivals and adversaries of all shapes and sizes as they traverse the ruined highways of the former United States. In the Devil's Run, these conflicts are resolved through the heightened stakes of action scenes.

Action scenes in the Devil's Run RPG are high-octane, action-packed encounters. Characters have the abilities and the edges to accomplish dangerous and seat-of-the-pants feats that will leave their rivals choking on their dust.

ROUNDS

Action scenes are divided into rounds of no fixed duration, as each round represents a distinct slice of time during which characters attempt actions and respond to the actions of their enemies. The length of a round varies based on the encounter in question; an intense firefight in the cramped streets of San Francisco may have rounds that last only 10 seconds, while an aerial gyrocopter duel through tight canyons could have rounds lasting for minutes.

ACTIONS

Regardless of how much time a round may represent, each character benefits from only a single turn each round. A character can use their turn to take a single Standard Action, a single Minor Action, and any number of Free Actions. Specific actions are listed on page 17, but a character's actions are not limited to only those listed here.

FREE ACTIONS

Free Actions require very little time or effort. Unless the GM deems otherwise—due to time or circumstance—a character can usually perform any number of Free Actions on their turn, but cannot perform the same Free Action more than once.

MINOR ACTIONS

Minor Actions require little energy or effort but do require a certain level of focus. A character can also use a Minor Action to perform any number of Free Actions.

STANDARD ACTIONS

Standard Actions are the focus of action scenes and take up most of a character's attention and effort. A character can also use a Standard Action to perform any Minor Action.

REACTIONS

Reactions take place outside of a character's turn. They are special actions triggered by some other event, such as an enemy attack. A character may perform several Reactions during a round but suffers an increasing cost to do so. The first Reaction a character attempts during a round requires the payment of 1 Fallout, which is moved into or out of the Fallout pool dependant on whether the character

is a player character (PC) or non-player character (NPC), respectively. Each successive Reaction costs 1 more Fallout than the previous one, i.e., the second Reaction costs 2 Fallout, the third costs 3, etc.

What Type of Action Is It?

Most actions's types are specified in their definition; taking the Withdraw action to get out of an enemy's Reach, for example, is a Standard Action. The GM will need to make a judgment call about what type of action is required for actions that are not defined, though there are some rules of thumb to assist:

- Actions that can be resolved in the blink of an eye, such as dropping an item held in a hand, or undertaken whilst simultaneously focusing on other tasks, like talking, are probably Free Actions.
- Most tasks that require either a Simple (D0) test or no test at all are Free Actions. Characters wishing to roll a skill test in order to generate Momentum, however, increase the action to a Standard Action.
- Any action that requires significant focus but does not require a skill test is probably a Minor Action.
- Unless otherwise specified, any action that requires a skill test is usually a Standard Action.

TURN ORDER

Unless circumstance or Fallout dictate otherwise, the PCs act first in each round. The players agree amongst themselves which PC will act next, but each PC must resolve all of the actions they wish to take in that turn before another PC is able to take their turn.

Once all the PCs have taken their turns, all the NPCs take their turns in any order the GM decides.

A round is over once all PCs and NPCs have taken their turns in a round. The group loses 1 saved Momentum (if any) and a new round begins.

Dithering

If the players spend too much time deliberating and discussing their choices during an action scene rather than actually acting, the GM can take 1 Fallout as a warning that they are ceding the initiative to their opponents. At their discretion, the GM can take additional Fallout if the dithering continues.

SEIZING INITIATIVE

At the start of the round before anyone has acted, or at any time between one PC finishing their turn and another starting theirs, the GM can spend 1 Fallout to interrupt the PCs and allow an NPC to immediately take their turn.

SURPRISE

When one group of characters attempts to gain an advantage over another group of characters by taking them by surprise, the attempt is resolved as an opposed test. Each side nominates a leader who will attempt the skill test, while the other members of the group assist the test as normal. The skills se depend on the exact scenario: typical surprise scenarios include an ambush (Stealth vs. Observation), breaking a Mexican stand-off (Firearms vs. Firearms), or betraying your supposed allies at a social event (Persuade vs. Insight).

If the group attempting surprise succeeds at the opposed test, each character on their side reduces the difficulty of the Exploit action by one step and may act immediately at the start of combat (even if they are an NPC).

If the group attempting surprise fails the opposed test, the losing side may choose to pay to gain the benefits of surprise anyway. PCs add 2 Fallout to the pool or spend 1 Salvage Point to gain these benefits, while NPCs can gain the benefits but removing 2 Fallout from the pool.

ZONES

During an action scene, knowing the whereabouts of each character can be crucial to the encounter. Noting both where someone or something is in the scene (absolute positions) and where they are in relation to friends, foes, or objects (relative position) is important. To keep the spotlight focused on the action, rather than diluted with the counting of squares and agonizing over exact relative positions, the Devil's Run RPG divides the setting of the scene into abstract zones and comparative distances.

At the start of an action scene, the GM will define the zones which make up the setting, with each identifying a small, contiguous area. Each zone will be adjacent to one or more other zones, with the number of adjoining zones extending as far as sufficient to encompass the action. Three to five zones is a good starting point, although this number can vary dependant on the nature of the scene and may even grow as the action progresses.

There are no hard-and-fast rules when it comes to defining the size or boundaries of a zone, but the identity of a zone will generally flow naturally from the divisions and logic of the setting.

For example, a Haul's Angel Patchmember exchanging gunfire with a Law Haulage Co. Trooper in the hallway of a dilapidated building might dive out of the line of fire into one of the apartments lining the hall. The hallway is one zone; the apartment is another.

Similarly, think about the landmarks by which people will define their position. On a street outside of the San

Francisco Safe Zone, for example, Law Haulage Co. members approach a building where they suspect BritAttack scouts are laying low. When shots ring out, they look around for cover and see a rotting car and a rusting steel skip. You can easily imagine them running from their car (one zone), across the street (another zone), to the skip (a third zone).

Because zones are of no fixed size, they can also be varied to accommodate other factors in the scene. A battle amidst the twisting roots of the overgrown Golden Gate Park in San Francisco, for example, might be divided into many small zones amongst the trees, which are difficult to navigate and offer lots of cover, and one or two larger zones representing clearings, which provide easy sighting and running routes.

Creating Zones With Distance

If you want to create a scene in which there are only two zones of interest which should nonetheless feel distant from each other, you can fill the space between them with any number of "empty" zones in order to create the right feel.

RANGE AND MOVEMENT

To keep things simple and fluid, the distance between zones is handled in an approximate manner via five broad range categories:

Reach is when an object or character is within arm's length. Characters enter Reach to interact with objects manually, to attack in close combat, and to perform any other actions where they may need to touch the target of their action. A character can move within the Reach of a target as part of any movement action that ends in the same zone as the target. Moving out of an enemy's Reach may be risky, as it leaves the character open to the Retaliate reaction unless they take a Withdraw action.



ATTACK TABLE

ATTACK	SKILL	RANGE	DAMAGE TYPE	DEFENCE REACTION
Melee	Melee	Reach	Physical	Melee or Acrobatics
Ranged	Firearms or Heavy Weapons	Per weapon, +1 difficulty for each additional range category outside of effective range.	Physical	Acrobatics
Threaten	Persuade	Close range, +1 difficulty for each additional range category.	Mental	Discipline

HIT LOCATION

D20	LOCATION
1 - 2	Head
3 - 5	Right Arm
6 - 8	Left Arm
9 - 14	Torso
15 - 17	Right Leg
18 - 20	Left Leg

Close range is defined as the character's current zone. Moving within Close range is a Free Action.

Medium range is defined as any zone adjacent to the character's current zone. Moving to a point within Medium range is a Minor Action.

Long range is defined as any point two zones away from the character's current zone. Moving to a point within Long range is a Standard Action.

Extreme range is defined as any point three or more zones away from the character's current zone. A character cannot move to Extreme range in a single action.

A character cannot perform more than one movement action per turn, i.e., they cannot use a Movement Minor Action to move to an adjacent zone and then use a Sprint Standard Action to move an additional two zones.

RANGE AND PERCEPTION

The further away something is, the harder it is to notice. Increase the difficulty of Observation tests by 1 at Medium range, by 2 at Long range, and by 3 at Extreme range.

ZONE EFFECTS

Individual zones can—and often should—have terrain effects defined by the GM. Only a few key options are described here, but a wider variety will be found in the Devil's Run RPG Corebook. GMs are also encouraged to create their own terrain effects to fit the scene.

COVER: To gain the benefits of cover in a zone, a character must move within Reach of it. A character in cover gains a bonus to their Soak. Light cover provides +2☹ Soak. Heavy cover provides +4☹ Soak. (Soak is described later in this booklet.)

DIFFICULT TERRAIN: Moving into, out of, or within a zone of difficult terrain requires an Athletics or Acrobatics test, with the difficulty of the test determined by the terrain's impact. Failure on the test

means that the character makes no progress after the point where the test was required—so a character attempting to enter a zone stops before they enter the zone.

HAZARDOUS TERRAIN: A zone of hazardous terrain works like difficult terrain, but with an additional consequence for failure—damage, a condition, or some other peril, such as becoming trapped or stuck. For example, a character failing to jump across a gap would suffer damage from the fall following a failed skill test.

ATTACKS

There are three different methods of attacking a target: Melee, Ranged, and Threaten. As a Standard Action, an attacker specifies a single target within range and declares the type of attack they are making.

The target has the option of performing a Defence Reaction, in which case the attack is resolved as an opposed test using the skills shown on the Attack Table. If the target eschews a Defence Reaction, the attacker makes an Average (D1) test using the relevant skill for that type of attack. Note that the difficulty of the test may be adjusted for range and other factors, such as poor lighting, etc.

DAMAGE

If the attack is successful, it inflicts damage. The amount of damage is determined by the damage rating of the weapon or technique used. Damage ratings are a combination of two numbers—a fixed value (normally 1 or 2) and a number of ☹. Some characters may inflict bonus damage when using a particular attack, which has been noted on the pre-generated character sheets where appropriate.

BASIC ATTACKS

All characters have a basic means of attacking for each attack type. All basic attacks deal 1+2☹ damage if successful.

DAMAGE TABLE

DAMAGE TYPE	PERSISTENT SOAK	CONDITIONAL SOAK	STRESS	HARM	RECOVERY	TREATMENT
Mental	Courage	Morale	Nerve (Will + Discipline)	Trauma (Awareness, Intelligence, Personality, Willpower)	Discipline	Counsel
Physical (Creature)	Armour	Cover	Vigour (Brawn + Resistance)	Wound (Agility, Brawn, Coordination)	Resistance	Medicine
Physical (Object)	Armour	Cover	Structure	Fault (tests involving object)	—	Engineering

DEMORALIZE

A basic demoralization attack deals 1+2☹ damage. If you threaten the target with a weapon, you can instead deal the weapon's damage as Nerve damage. If one or more Effects are rolled, the target suffers the Staggered condition for 1 round per Effect.

THROWN OBJECT

A thrown rock, bottle, or similarly hard and dangerous object. If one or more Effects are rolled, the target suffers the Staggered condition for 1 round per Effect.

UNARMED STRIKE

A melee attack made without a weapon deals 1+2☹ damage. If one or more Effects are rolled, the target suffers the Staggered condition for 1 round per Effect.

OTHER DAMAGE SOURCES

Some environmental effects can also inflict damage, such as falling from a great height, being set on fire, being covered by an acid cloud, or encountering something terrifying.

SOAK

As shown on the Damage Table, certain forms of protection—referred to as Soak—can shield against damage from each type of attack. Soak operates as both Persistent (static values) and Conditional (random values). Conditional Soak is generated by rolling the stated number of ☹ at the same time as damage. All Soak reduces damage on a 1-for-1 basis, to a minimum of 0.

HIT LOCATIONS

The amount of Armour Soak a set of armour provides will depend on the part of the body hit by the attack, i.e. a PC wearing a flak jacket will have Soak on their chest, but not on their head. Successful melee and ranged attacks, therefore, use the Hit Location table, above left, to determine where the attack has struck. To speed things up during combat, a different coloured d20 can be rolled with the attack test to determine hit location.

STRESS AND HARM

When a character takes damage from any source, it reduces the value of the relevant Stress; either Vigour or Nerve, as shown on the Damage Table.

Stress damage is considered incidental unless 5 or more damage have been inflicted in a single blow or the Stress has been reduced to 0 or less. If either of these events occur, the character suffers a Harm. If both events occur, they suffer 2 Harms.

A character with 1 or more Harms increases the difficulty of the skill test by 1 when using skills associated with the type of Harm they are suffering, as shown on the Damage Table. Each Harm also inflicts an additional negative effect on the PC. Subject to GM approval, the effect is generally determined by the character inflicting the Harm and varies based upon the type of attack, the target of the attack, and the attacker's goal. Sample effects include bleeding or inflicting the Dazed or Staggered condition (see below). Harms have different names and effects depending on what caused the Harm, indicated on the Damage Table. The effects of multiple Harms stack.

INCAPACITATION AND DEATH

If a PC suffers four Wounds or four Trauma, they become incapacitated and can only take an action by spending a Salvage Point. If they take a fifth Wound or Trauma, they die.

NPCs can endure fewer Harms before they are incapacitated. Lackey NPCs are taken out after the first Harm, and Elites are incapacitated after the second Harm. Nemesis NPCs, however, suffer damage in the same manner as PCs. The GM may declare whether or not any incapacitated NPCs are killed.

RECOVERY

Vigour and Nerve can be recovered quickly and with few issues. A character will fully recover both Stress tracks at the end of an action scene.

Harms, on the other hand, must be treated using the appropriate skill—indicated on the Damage Table—with a difficulty equal to the number of Harms the patient has. On a success, one of the patient's

Harms are treated, plus 1 additional Harm for each Momentum spent (Repeatable). A treated Harm no longer imposes any penalties, but they are not completely healed. If a character suffers another Harm of that type, then the penalties from all treated Harms return in full, as new damage aggravates old injuries.

Completely healing from Harms takes time, proper attention, or a combination of both. This occurs at the GM's discretion, normally between adventures. (More advice will be offered in the *Devil's Run RPG Corebook*.)

COMBAT ACTIONS

ALLEVIATE (STANDARD)

As a Minor Action, a character can attempt a skill test to end a condition they are suffering from (such as Bleeding or Staggered). If the condition has a specific rating (such as Burning 3), the difficulty of the test is equal to the rating. If not, the test is Challenging (D2).

Physical conditions require a Resistance test, technical conditions an Engineering test, and mental conditions a Counsel test.

BRACE (STANDARD)

Unwieldy weapons (see p. 20) increase the difficulty of an attack and the weapon's Complication Range by 2. Performing a Brace action removes these penalties until the weapon is moved.

DROP ITEM (FREE)

The character drops a single item held in one or both of their hands. The item falls within reach.

DROP PRONE (FREE)

The character immediately drops to the ground. Ranged attacks targeting a prone character at Medium range or further are made at +1 difficulty and the prone character gains +2 Soak for each Effect rolled on Cover Soak. Melee attacks and ranged attacks made at Close range, however, gain 1 bonus Momentum. When making a Movement Minor Action, a prone character moves one fewer zone than normal. A character cannot Drop Prone and Stand in the same turn.

EXPLOIT (STANDARD)

The character takes additional time and concentration readying his next attack in order to find vulnerabilities in his target's defences. The character nominates a target they can perceive and attempts an Average D1 Observation test (modified by distance, lighting, and so forth as normal for Observation tests). If this succeeds, the character's first attack before the end of his next turn gains the Piercing 2 quality. If the character wishes, he may spend 1 Momentum (Repeatable) on this test to gain one bonus d20 to the attack's skill test and +1 to the attack's damage. Bonus d20s from Momentum count towards the normal limit of three bonus d20s on any skill test. A character can benefit from Exploit only once per round.

READY (STANDARD)

A character may declare that they are waiting for a certain situation or event to occur before performing a Standard Action. To Ready an action, both the action and the triggering condition must be specified. If the triggering condition occurs, the character with the readied action temporarily interrupts the acting character's turn to resolve the readied action. Once the readied action is resolved, the acting character continues their turn normally. Characters who take a Ready Action can still use Minor and Free Actions during their turn. If the triggering condition for a readied action does not occur before the start of the character's next turn, the Ready Action is lost.

RECOVER (STANDARD)

The character hunkers down, grits their teeth, and fights through the pain. The character pays 1 Fallout as a Standard Action, chooses a single type of Stress, then attempts an Average (D1) skill test; Resistance for Vigour or Discipline for Stress. On a successful test, the character regains 2 of the chosen Stress, plus 2 more for each Momentum spent (Repeatable).

SPEAK (FREE)

A character talks to allies, bellows a war cry, shouts an order, threatens a rival, or otherwise converses with a few sentences or phrases as a Free Action. Conversely, any verbal action which would require a Command, Persuade, or other skill test requires a Standard Action.

STAND (MINOR)

A prone character can take a Minor Action to stand up, losing all the benefits and disadvantages of being prone. A character cannot Drop Prone and Stand in the same turn.

WITHDRAW (STANDARD)

As a Standard Action, a character can Withdraw to any point within Close range which is not within reach of an enemy. A character performing a Withdraw cannot be targeted by a Retaliate reaction that turn.

COMBAT REACTIONS

COVERING FIRE

As a Reaction at any time, a character can provide covering fire to an ally by expending a single Reload from their ranged weapon. To provide covering fire, a character must be able to see either the ally they are supporting or the enemy they are trying to suppress. Until the beginning of the character's next turn, all attacks made against the assisted ally are made at +1 difficulty. If multiple characters provide covering fire to support a single ally, the effects stack.

DEFENCE

As a Reaction to an attack, a character can attempt to defend themselves against an attack. The attack becomes an opposed skill test. The skill used by the defender depends on the type of attack (see Attack Table on page 15).

GUARD

A character within Reach of an ally may aid in their defence by standing in harm's way. The guarding character makes a Challenging (D2) opposed skill test using the skill listed for the relevant attack on the Attack Table (p. 15). If they fail, the original target remains the target of the attack. If they succeed, they become the target of the attack and can use Momentum to defend as per the Defence Reaction.

RETALIATE

If an enemy moves out of Reach without taking the Withdraw action, a character can Retaliate by making one free melee attack against the retreating combatant. The retreating combatant cannot use the Defence Reaction in response to this attack.

RETURN FIRE

After being declared the target of a ranged attack, a character can Return Fire if they have a suitable weapon equipped. The character returning fire makes an immediate ranged attack against the triggering enemy, though they cannot spend more than one Reload on this attack. Both attacks are resolved simultaneously—that is, damage (and other effects from either attack) is applied after both attacks have been made, so that neither attacker suffers any penalty on the attacks they're making from damage taken from those attacks.

COMBAT MOMENTUM

Momentum is a key tactical resource during conflict scenes. When a character generates Momentum in combat, they have numerous options available which can help overcome enemies, empower allies, and bolster the character's own prowess.

The following table provides a number of options available to a character when they generate 1 or more Momentum in combat, but players should remember that they always have the option of creating new uses for Momentum. (GMs may also establish scene-specific Momentum spends.) An "R" in the Cost entry indicates that this spend is Repeatable.



COMBAT MOMENTUM TABLE

MOMENTUM SPEND	COST	EFFECT
Bonus Damage	1 R	A character can increase the physical or mental damage inflicted by an attack. Each Momentum spent adds 1 damage.
Confidence	1 R	The character gains 1 Morale Soak per Momentum spent (maximum 3) until the start of their next turn.
Defend	1	The character designates a target within Reach (including themselves). The difficulty of the next attack against that target before the start of their subsequent turn increases by 1.
Disarm	2-3	One weapon held by the target is knocked away and falls to the ground within Reach. This costs 2 Momentum if the target is holding the weapon in one hand or 3 Momentum if the weapon is braced or held in two hands.
Penetration	1 R	The damage inflicted by the current attack ignores an amount of Soak equal to twice the Momentum spent.
Reroll Damage	1	The player may reroll any number of damage dice from the current attack.
Secondary Target	2	A second target within Reach of the primary target is also affected by the attack and suffers half the attack's damage (rounded down).
Swift Action	2	The character gains an additional Standard Action, adding 1 difficulty to any subsequent skill test required. This can be done only once per round, but it can be done in addition to spending a Salvage Point to gain a Standard Action.
Withdraw	1	The character leaves the Reach of an enemy without triggering any Retaliate reactions.

Example of Combat

Nerubian kicks in the door of Old Ma's Taco Hell and demands that Eduardo Chavez surrender. Chavez dives over the bar as a Free Action and takes cover. Having moved from Close range to within Reach of the bar at the end of his movement, Chavez declares that he's taking advantage of the cover it provides. He then grabs the ancient twin-bore he spies there and lets rip with both barrels as a Standard Action. The shotgun has Burst 1, allowing Chavez to spend a Reload to gain a bonus d20 to his Firearms attack test. There's no Momentum for him to spend, so he chooses to contribute 3 Fallout to the pool to Create Opportunity and gain two additional d20s.

Nerubian pays 1 Fallout in order to take the Defence reaction. Since she's defending against a ranged attack, she'll be using Acrobatics for her defence test. Nerubian rolls 2d20 and generates 1 success. Chavez simultaneously rolls 5d20 and generates 3 successes. Nerubian is hit and Chavez gains 2 Momentum.

Example of Combat Damage

Chavez' borrowed shotgun deals 1+5 damage, an additional +1 from the Reload, and a bonus from his high Awareness (9). He rolls the dice and gets 2, 6, 2, 5, 5, 3, 3. The 5s and 3s would be discarded, but Chavez spends 1 Momentum to reroll them, getting a result of 1, 3, 6, 1. The 3 is discarded, but the rest of the dice are now totalled, along with the base damage, for a total of 6 damage. Chavez spends his second Momentum to add 1 damage, for a final total of 7 damage. Finally, Chavez also rolled two 6s, which triggers the shotgun's Knockdown Effect.

Nerubian is wearing Reinforced Leathers, which gives her an Armour Soak of 1. This is subtracted from Chavez' damage, but Nerubian still suffers 6 Vigour damage. Because she took 5 or more damage in a single hit, she also suffers a Wound. Worse yet, she must also succeed at a Challenging (D2) Acrobatics or Athletics test to avoid being blasted from her feet by the Knockdown Effect. (The two 6s rolled set the difficulty for the Knockdown.)



CONDITIONS

There are a number of detrimental conditions that can affect a character during action scenes. A few common conditions are described below.

BLEEDING: The character suffers 3 physical damage, ignoring all Soak, at the beginning of each of their turns.

BLIND: The character's vision has been severely damaged. Upon being blinded, a character suffers 3 mental damage, and the difficulty of any skill test reliant on vision increases by 2.

BURNING X: The target is set alight. This condition lasts for a number of rounds equal to the number of Effects rolled on the attack that inflicted it. If no were rolled, the cause of the burning effect will list a duration. At the end of the target's turn, it suffers X physical and mental damage (roll once and apply the result to both), ignoring Armour Soak. Any Effects rolled increase the number of rounds that the character remains aflame. If the character is hit by another Burning attack or effect while already ablaze, the existing status is extended by a number of rounds equal to the number of Effects rolled.

DAZED: All skill tests performed by a Dazed character have their difficulty increased by 1.

STAGGERED: A Staggered character can perform only a Standard Action on their turn, and they must pay 1 Fallout to do so. A Staggered character cannot perform a Reaction unless they spend 1 Salvage Point, which is additional to its normal Fallout cost.

WEAPON QUALITIES

A weapon appears in text using the following format: "Antique Pistol: 1H, R/C, 1+4[CD], Burst 1." The name of the weapon is followed by "1H" or "2H," indicating how many hands are required to wield the weapon; the next entry indicates the weapon's range in abbreviations that correspond to the range categories. Damage is listed next, followed by all of that weapon's qualities.

The following weapon qualities are either used by the pre-generated characters or found in the scenario. Some of these effects can trigger as the result of a rolling an Effect on a Combat Die, while others provide special rules or abilities for that weapon.

AREA (CLOSE/MEDIUM/LONG): The attack affects a wide area and multiple targets. Each Effect rolled causes the attack to strike an additional target within the blast's range, starting with the character closest to the target of the attack. A Complication may mean an ally is struck instead. Characters targeted by the attack may attempt separate Defence Reactions against a fixed difficulty of Challenging (D2).

BIOTECH: The weapon relies on biological, chemical, or technological means that bypass conventional armour. Damage inflicted by a Biotech weapon can be defended against only by specialised armour or clothing.

BURST: A weapon's Burst determines the maximum number of Reloads which can be spent when attacking with it.

CLOSE QUARTERS: Designed for close combat, the weapon can be used against targets within Reach without penalty.

CONCEALED X: The item is easy to hide or designed to be disguised as something else. When concealed, any search of the character requires a D(X) Observation test to locate the hidden item. You can spend Momentum gained on a test using the item to stow it away immediately after use: this costs 2 Momentum for items with Concealed 1 or 2, and 1 Momentum for any item with Concealed 3 or more.

INCENDIARY: The target is set alight and gains the Burning X condition for a number of rounds equal to the number of Effects rolled.

KNOCKDOWN: If one or more Effects are rolled on a damage roll, the target is knocked prone unless they succeed at an Athletics or Acrobatics test with a difficulty equal to the number of Effects rolled.

MOUNTED: The item is fixed into position, attached to a vehicle, or otherwise immobile. Use requires physical access to the mounted item.

MUNITION: The weapon expends a single Reload when fired. The Reload provides none of its usual benefits.

NONLETHAL: The attack is designed to incapacitate rather than inflict lasting harm. Any Harms inflicted by a Nonlethal attack are temporary; they are removed entirely when treated or after the next scene, whichever comes first.

PARRY X: The weapon is exceptionally good at turning aside incoming attacks. A Parry weapon grants the wielder X additional Cover Soak, but only against melee attacks. A character wielding two Parry weapons adds their ratings together.

PIERCING X: The weapon's attack ignores X points of Soak for each Effect rolled on its damage roll.

SALVO (KNOCKDOWN): If the target suffers one or more Harms from an attack with this quality, then the target is also knocked prone.

SPREAD X: This weapon is designed to affect a larger area. For each Effect generated on the damage roll, the attack inflicts an additional hit, inflicting half the damage of the first hit. Each of these hits is reduced by Soak separately. If the target has multiple hit locations, roll a separate location for each additional hit.

STUN: The weapon inflicts the Staggered condition on the target if one or more Effects are rolled. This condition lasts for 1 round for each Effect rolled.

SUBTLE X: The item is particularly quiet and draws little attention. The difficulty of any Observation test to hear the use of the item increases by X.

TERRIFYING X: in addition to any other damage, each Effect rolled

inflicts X damage to Nerve.

TORRENT: The weapon fires a stream of deadly liquid, flame, gas, or some other substance that can be swept back and forth across an area to affect a group and overcome cover. Torrent weapons cannot affect targets beyond Medium range and they ignore all Cover Soak. A Torrent weapon is otherwise treated as an Area attack.

TOXIC X: The attack has a lingering, deleterious effect. If the attack inflicts one or more Harms, then the target suffers this alternative Harm instead: the target suffers 1+X, Vicious 1 damage at the end of each of its turns. This extra damage can be of any type, determined by the type of attack that caused it.

UNBALANCED: If the wielder has Brawn of 9 or higher, this weapon can be used one-handed. If Brawn is 8 or less, this weapon is considered to be two-handed for that character.

UNFORGIVING X: This weapon is either exceptionally precise or capable of inflicting much greater harm on a direct hit. If the weapon's wielder uses the Exploit action, the weapon gains the Vicious X quality on the attack.

UNWIELDY: The item is extremely bulky and cumbersome, and not particularly portable. Any test using an Unwieldy item has both its difficulty and its Complication Range increased by 2. These penalties can be removed by taking the Brace action. Unwieldy items cannot be wielded in one hand.

UNSUBTLE X: Any Observation test made to detect the use of the item are made at -X difficulty. (Minimum of 0.)

VICIOUS X: The weapon deals X additional damage for each Effect generated.



Chapter 4: Nitro Boosts

SALVAGE POINTS

Player characters have access to a special type of resource called Salvage Points. This reflects the fact that the PCs have abilities, ambition, and drive above and beyond most people. They can often succeed where others might fail. Whether or not they are viewed as heroes, the player characters are destined for greatness.

A PC begins each session with 3 Salvage Points, and they can never have more than 5 Salvage Points at any point. GMs can award Salvage Points during a session for reaching milestones, creating entertaining moments at the table, and other accomplishments. As a general guideline, there should be two or three opportunities for the PCs to gain Salvage Points per hour of play.

USING SALVAGE POINTS

Here are just a few of the ways in which Salvage Points can be spent during play:

BONUS DIE: Add an extra d20 to a skill test. The extra die is treated as having automatically rolled a 1.

BONUS ACTION: Perform an additional Standard Action on your turn.

SECOND WIND: Recover all lost Vigour or Resolve.

OVERCOME WEAKNESS: Ignore effects of Wounds or Trauma (choose one) until the end of the current scene.

STORY DECLARATION: Introduce a fact or add a detail to the current scene. The GM may veto some story declarations or require multiple Salvage Points for particularly large or significant declarations.

FALLOUT

The GM's biggest tool—beyond their imagination—is the Fallout pool. At the beginning of a session, the Fallout pool has a number of points equal to the total number of Salvage Points at the table; i.e. four PCs with 3 Salvage Points each provides the GM with 12 Fallout.

During each adventure, the Fallout pool will grow and shrink as the PCs take actions and the GM responds (and vice versa). Fallout is an abstract measure of potential threats and dangers: the larger the Fallout pool, the greater the likelihood that something will endanger or imperil the player characters. Spending Fallout turns that potential danger into actual problems.

GAINING FALLOUT

The GM can gain Fallout in several ways:

COMPLICATIONS: When a player character suffers a Complication, the GM may decide to gain 2 Fallout instead of causing a normal Complication.

REACTIONS: A PC pays Fallout when they attempt a Reaction; 1 for the first Reaction attempted each round, 2 for the second, 3 for the third, etc.

MOMENTUM SPENDS: PCs may substitute Momentum spends by contributing Fallout into the pool instead of spending Momentum. As with purchasing bonus dice with Momentum, the Fallout cost increases per die purchased: 1 additional d20 costs 1 Fallout, the second costs 2 Fallout, and the third costs 3 Fallout.

NPC MOMENTUM: NPCs do not bank Momentum as PCs do, instead adding any unspent Momentum directly to the Fallout pool.

USING FALLOUT

NPCs can use Fallout in the same way PCs can, though in reverse; rather than paying into the Fallout pool, an NPC can buy extra d20s for a skill test or take Reactions by spending Fallout from the pool instead. Similarly, just as PCs can add to the Fallout pool when they suffer Complications, an NPC suffering a Complication can cause the Fallout pool to shrink.

NPC RESOURCES: Reloads, reagents, parts, and other expendable resources used to boost the effect of a skill test are not tracked individually for NPCs. Instead, an NPC can be granted the benefit of a single unit of a resource by paying 1 Fallout.

ACTIVATING SPECIAL ABILITIES: Some particularly powerful or experienced NPCs may have access to potent abilities or equipment. As noted in their descriptions, these abilities may require the GM to spend 1 or more Fallout to activate them.

SEIZE THE INITIATIVE: The GM may interrupt the action order and allow one of the NPCs to act by spending 1 Fallout.

TRIGGERING AN ENVIRONMENTAL EFFECT: Dramatic scenes often play out in exciting environments—a firefight in a crumbling tenement, a chase along a crumbling freeway, a dogfight through tight canyons, etc. When describing encounters, the GM is encouraged to provide details to the players to help them visualise the scene. Such details can then be used to bring the environment alive through interesting use of Fallout. Triggering an environment effect comes in two levels of magnitude. For 1 Fallout, a minor effect can add to the difficulty of skill tests or force tests where one was not previously required. They include things like flickering lights, crumbling walls, and thick smoke. For 2 Fallout, a major effect may pose significant impediments to the PCs or potentially cause them harm or short-lived conditions.

OTHER COMPLICATIONS: GMs can also introduce other Complications into a scene. As a general guideline, spending 1 Fallout should create a Complication requiring a Minor Action to fix, overcome, or circumvent. A Complication created by spending 2 Fallout should require a Standard Action to do the same.

Chapter 5: Mobile Carnage

It goes without saying that the highways and byways of the Devil's run setting wouldn't be the scenes of carnage and mayhem that they are without vehicles to hustle and tussle with.

The basic rules offered here cover enough mechanics to satisfy the scenario provided with this Quickstart. The Devil's Run RPG Corebook will introduce additional depth, optional rules, and vehicle upgrades.

These rules apply to vehicles, but in most cases, characters operating a vehicle take actions and interact with Conflict scenes in the same way as any other character. Vehicles generally draw on the physical elements of Conflict, although psychological elements, such as playing chicken with an opposing driver, can still have a big impact.

VEHICLE TYPES

Vehicles come in a range of different types, from sleek and nimble motorcycles, to rugged trucks, and everywhere in between. A vehicle's Type describes how it and its passengers interact with terrain and other characters. A vehicle will always have at least one Type, but may have several.

A vehicle can only move across terrain types allowed by its Type. (For example, a Ground vehicle like a car attempting to drive across a lake will usually just sink. Conversely, a boat will obviously run aground if it tries to leave the water.)

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 personal weaponry.

EXPOSED: The passenger and crew of an Exposed vehicle can be targeted by attacks from outside the vehicle and may attack with their own personal weapons. Some Exposed vehicles may still offer cover to their occupants (indicated in parentheses).

GROUND: The vehicle is designed to move across land.

RUGGED: Engineering tests to repair Rugged vehicles are reduced in difficulty by one step.

SINGLE-SEAT: A single-seat vehicle is specifically designed to be fully operated by a single character. A driver in a single-seat vehicle can simultaneously assume the role of a gunner without penalty.

WHEELED: The vehicle travels on wheels. Wheeled vehicles are swift across open ground, but sometimes difficult to control over rough terrain. A Wheeled vehicle counts its Speed as 1 higher if there is no difficult terrain in any zone it enters, leaves, or moves through during its movement.

VEHICLE PROFILE

In addition to its Type, a vehicle has the following scores and values.

SPEED: A vehicle's Speed determines how quickly it can move during normal use. (This is not the vehicle's top speed, but rather how

quickly the vehicle can move in the difficult circumstances typical of an action scene.)

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.

STRENGTH: A vehicle has a Strength score of its own, which is used when using the vehicle to shift heavy loads or employ brute force. This is also used to calculate the bonus damage for the vehicle's melee attacks. Further, some vehicles have the Superman Strength X special rule, where X is equal to the vehicle's Scale.

HANDLING: A measure of the vehicle's manoeuvrability, with the listed rating providing equivalent bonus d20s to Drive or Pilot tests.

ARMOUR: A vehicle's Armour Soak is subtracted from physical damage dealt to the vehicle.

IMPACT: A vehicle's Impact is a damage rating measuring its weight and the force it can bring to bear against those nearby.

ENVIRONMENTAL PROTECTION: The amount of protection, if any, the vehicle provides against certain environmental effects and weapons with the Biotech quality.

OPERATING A VEHICLE

Characters inside a vehicle are referred to as passengers. Some passengers can take on specific roles within the vehicle; these passengers are referred to as crew.

ROLES

Each role in a vehicle is capable of taking specific actions related to the vehicle. Assuming a role requires a Minor Action (i.e., getting into the driver's seat or manning the .50 cal).

DRIVER: A vehicle can have only a single driver. The driver may take actions to move the vehicle (see Vehicular Movement, below). A vehicle without a driver automatically fails all terrain tests.

GUNNER: A gunner operates weaponry mounted on the vehicle itself (see Vehicular Attacks, below). A vehicle with multiple weapons can have multiple gunners, but any single weapon may only be operated by one of the gunners each round.

SPLITTING FOCUS

Assuming they can reach both functions, a single character can attempt to simultaneously assume the role of both gunner and driver, but their attack roles and Drive tests increase by 1 difficulty.

VEHICULAR ATTACKS

If the vehicle is Exposed, then passengers may make attacks with their personal weapons normally. In addition, a vehicle's gunners may make attacks in the same way as any character does using

the vehicle's mounted weapons. Vehicles can be mounted with any weapon (including those with the Mounted type).

RAMMING

A driver of a vehicle which moves during its turn can attempt a melee attack against a target within Reach using the Drive skill. If the attack is successful, it deals the vehicle's Impact rating as damage. (This includes ramming, side-swiping, and other uses of the vehicle's bulk.)

TARGETING A VEHICLE

Vehicles can be targeted for an attack like any other combatant. They are, however, objects and suffer physical stress as Structure and physical harms as Faults.

FAULT THRESHOLD: A vehicle receives a Fault when it suffers physical damage equal to 5 + its Scale (larger vehicles are harder to seriously damage) or when its Structure has been reduced to 0.

ATTACKING PASSENGERS

Attackers may, when attacking an Exposed vehicle, use the Called Shot Momentum Spend to target crew or passengers instead, though the target will receive Cover Soak from the vehicle.

VEHICULAR MOVEMENT

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

MANOEUVRE (FREE)

The vehicle moves to anywhere within Close range.

PEDESTRIAN DRIVING (MINOR)

The vehicle moves a number of zones equal to half its Speed, rounding down to a minimum of 1.

RECKLESS DRIVING (MINOR)

The vehicle moves a number of zones equal to its Speed. All skill tests made by crew or passengers — including terrain tests — are made at +1 difficulty until the pilot's next turn.

PEDAL TO THE METAL (STANDARD)

The driver attempts an **Average (D1) Drive test**. On a success, the vehicle moves a number of zones equal to its Speed plus an additional zone for each Momentum spent. All skill tests made by crew or passengers — including terrain tests — are made at +1 difficulty until the driver's next turn.

VEHICULAR ZONES

Vehicles take action in combat zones and are generally affected by those zones like any other combatant in a Conflict scene. Vehicles, however, do not always manoeuvre like characters do and, at the

GM's discretion, some zone effects may be conditional, only affecting some vehicles, as follows:

- The terrain only affects vehicles of a specific Scale or higher, representing terrain that can easily be navigated by smaller vehicles.
- The terrain only affects vehicles of a specific Scale or lower, representing obstacles that large vehicles can just power through or over unhindered.
- The terrain only affects vehicles of a particular type, such as wheeled vehicles.
- The terrain has a difficulty of 0, and thus only affects vehicles with an increased difficulty on terrain tests (such as those travelling quickly); this is ideal for tight corners.

VEHICLE TERRAIN TEST: When operating a land-based vehicle, drivers make terrain tests using their Drive skill. The difficulty of vehicle terrain tests is increased by the vehicle's Scale (as larger vehicles can't manoeuvre as easily through rough terrain).

VEHICULAR ACTIONS

ASSUME ROLE (MINOR)

Characters can assume a role operating the vehicle as part of its crew (e.g. driver or gunner) as a Minor Action.

ENTERING VEHICLE (MINOR/STANDARD)

Entering an Exposed vehicle is a Minor Action. Entering an Enclosed vehicle is a Standard Action. Characters may assume a role operating the vehicle as part of its crew as part of this action.

VEHICULAR REACTIONS

EVASIVE ACTION

As a Reaction to a melee or ranged attack against the vehicle, its crew, or its passengers, the vehicle's driver can attempt Evasive Action. The attack becomes a face-to-face skill test opposed by the driver's Drive skill. The difficulty of this test is increased by a number of steps equal to the vehicle's Scale (it's harder to evade with larger vehicles).

If the Evasive Action fails and the attack was targeting a passenger or crew member other than the driver, the original target can attempt a Defence Reaction normally.

VEHICLE HARM EFFECTS

Vehicles suffer Faults like other objects. Typical Fault for vehicles include damage to engines, running gear, or chassis. For now, the GM can impose penalties to skill tests when relying on the vehicle system that has suffered a Fault.

Chapter 6: The Black Rig



Welcome to the post-apocalyptic future of the Devil's Run and the inaugural adventure for the roleplaying game. The GMs role is to guide a group of Misfits along Route 1 of the West Coast coastline as they seek out the secrets of the Black Rig and uncover its master's link to the mysterious cultists of the Los Nigromantes. A selection of pre-generated characters — the Misfits mentioned previously — have been provided for this very task. Throughout this adventure, the players will be introduced to rules and tests that are relevant to each scenario, which will in turn help everyone to familiarise themselves with the 2d20 ruleset; there will be plenty of chances to flex the system and test the limitations and strengths of each character.

For ease of reference, blocks of text have been italicised to highlight any text that should be read aloud for the purposes of establishing the scene for the PCs. Major NPCs that might influence the character's actions have also been fleshed out with characteristics and stat blocks, but GM should feel free to introduce any others as required.

SETTING THE STAGE

The group begin play as the Misfits, an oddball group that have been shunned as black sheep by their very own Clans amongst the BritAttack. Considered to be bad luck charms by almost the entirety of the Gent and Sundry — the ruling elite and lackeys of the BritAttack — the Misfits gathered together out of sheer determination to remain a part of their birth faction. They have survived on

the scraps of their old Clans for several years and have even earned a name as a competent scouting unit, but all their combined efforts have done nothing to reconcile them with their former Gents.

The second-in-command of the BritAttack, Lord Hood, has recently gathered the Misfits under his wing to make use of them as his odd-job crew. Although Hood has nothing but respect and brotherly love for the BritAttack's ailing First Governor, Miles Ponsonby-Smythe, he is clandestinely laying the foundations for his own rise into the leadership seat for when the day arrives that Miles finally succumbs to the rot and madness that has been slowly robbing his senses; a day that would appear to be not too far in the future. Although they don't have his open support, the Misfits have gained a certain amount of access to equipment and tools that they were sorely lacking before; so long as they perform their tasks well, of course.

At the adventure's outset, almost all of the Gent and Sundry has gathered within an old stadium attached to the ruins of an old high school in Pacifica. The grounds of the stadium have been converted into a rough and ready demolition derby arena. Scaffolding poles and planks have been salvaged to create seating around the former athletics track, while lighting is provided by several oil drums that emit bright flames and toxic fumes from the burning combustibles within. It isn't often that meetings of the entire Realm are called, and no-one seems able to answer exactly why this one is taking place. The Gent and Sundry are here to enjoy themselves regardless, however.

Lord Hood has arranged to meet the Misfits within one of the shadowy areas beneath the scaffolding constructions. The Clans are beginning to get restless by the time he arrives with his chauffeur, Mr Flood, in tow. Hood stays just outside of the circle of light cast by the oil drums and his eyes never leave the action unfolding within the stadium. Flood's stern and serious gaze, however, never strays from the Misfits. Once Hood arrives, read or paraphrase the following to further set the stage:

Lord Hood surveys the scene before him. Life inside the newly renamed Britannia Arena is an assault on the senses; a maelstrom of diesel and dust. Scooters, Buggies and all manner of ramshackle vehicles jockey for position along the arena's edge, while a hastily erected PA system that has been lashed together with red, white, and blue bunting whips the feverish crowd into a unified rage ahead of the next contest.

Your attention is briefly caught by a song from the Old World thanks to its pounding beat and talk of running motors and adventures on highways, but the roar of the gathered Clans soon drowns it out and draws your gaze towards the focus of the outburst.

Off to his left, the First Governor staggers forward and drops to one knee, cursing as the contents of his overfull flagon splashes out around him. Muscular bodyguards lift him to his feet with ease and deposit him unceremoniously into a large chair fashioned from a pile of old tires. Pinching the bridge of his nose between his grubby thumb and forefinger, Lord Hood sighs and turns to face the assembled group.

"So, my little misfits. I have a job for you. Something is spooking the locals south of the city, down beyond Half Moon Bay. Tales of a black War Rig that's darker than the night and driven by the dead! Ha, ha, ha, bloody superstitions! I want you to find this rig for me. If someone is starting a pissing contest on my turf, I want to know why my toes are getting wet. Track it down. Take it if you can. But more importantly, find out who or what is behind the operation. It's all too close to our turf, and... well... if the dead are involved, then send 'em back to their graves! Talk to that beanpole Spits over there, he'll fill you in with the details."

With that, Hood steps into the light of the arena and strides purposefully across to ascend to the First Governor's platform. Patting the slumped man on the shoulder as he passes, he grabs the crude mouthpiece, stands tall, spreads his arms wide and warmly embraces the chaos before him.

'Let the games begin!'

The unfeasibly thin man that Hood had indicated languishes behind a plank and tire bar on the opposite side of the stadium, where he seems to be freely serving something akin to engine cleaner in grime-encrusted glass jars. Dressed in a patchwork of leather

armour and sporting crude tattoos, he introduces himself through gritted teeth as Spits when approached. Fate has not been kind to Spits, as closer inspection reveals that the flesh of his lower jaw and lips has been burned away — likely in some previous crash or conflict — leaving his face fixed in a grotesque rictus grin. His slow and purposeful talking causes saliva to dribble freely through his nicotine stained teeth and provides a permanent sheen to his breast plate, or a free shower for those who stand too close. Without pausing for breath, Spits launches into the following speech:

'My Ma makes some real special treats for travellers inside her food shack. It's in a strip mall down in Half Moon Bay, you can't miss it! Best grub for miles. She sees this rig every few days 'cause they can't resist Ma's cookin' see, and they be stoppin' there like clockwork regular 'round 2am. She don't see 'em much mind, as they ain't got running lights and they're like shadows in the night. She don't much like looking into those red rimmed eyes mind, which means a lot if Old Ma is sayin' it. If youse follow the Cabrillo south, you'll see Ol' Ma's place. Tell her I sent ya. You can wait it out or hunt it down, I don't care either ways, just mind you don't upset my folks.'

Despite his last statement, however, Spits has his very own request to make of the PCs. His Old Ma has a devilish recipe for tobac which has grown into quite a hit with the Gent and Sundry. Although he doesn't want his Old Ma harmed physically by any means, he does want to get his own cut of her profit. He asks the PCs to snoop around and obtain a copy of her tobac recipe. If they can deliver, he will procure an upgrade for one of their vehicle's. Whether they agree or not, Spits hands the group a very rough map before staggering away and disappearing into the rowdy crowd.

THE JOURNEY

Making sense of Spit's map will require the characters to decipher his scribbling, which requires an **Average (D1) Lore** or **Survival test**. If they succeed, they make their way along the coast towards the old restaurant. If they fail, they will need to find Spits and ask him to explain his directions. He'll certainly be annoyed at the interruption to his celebrations, but other members of the BritAttack will also likely want a piece of the Misfits too. Generating a Complication on the test could lead to a run-in with some highway desperadoes, or perhaps one of the PCs running low on fuel due to someone siphoning it while they were distracted with Lord Hood and Spits. Conversely, earning Momentum on either test can mean that they make the journey in record time, or perhaps find some valuable equipment on the way.

As they pass through the city limits it should become obvious that what was once lush green vegetation has long since wilted to a uniform brown. The old trails of McNee Ranch and Montara Mountain are still visible as they cut across the old nature reserve, but that's

because the desiccated trees and dead shrubbery had no chance of ever reclaiming them. Opposite the Ranch, the coastline is bleak and rock strewn, although a long stretch of black and sooty once-golden sands cling to existence under the murky waves that pound against them.

OLD MA S

The remodelled fast-food establishment stands amidst a crumbling strip mall just off a slip road from the old Cabrillo Highway. Having undergone a post-apocalyptic face lift, it's immediately obvious that the windows have been removed and replaced with chicken wire, and someone has taken great pains to re-sculpt the lettering of the B into an H on the once cheery red and yellow sign. Blinking in tandem with a nearby street light, the sign's message has taken on a whole new meaning... Welcome to Taco Hell!

Old Ma runs the pit stop with the help of her two other sons Quince and Elroy; identical twins with little intellect, but enough brawn to be at least slightly useful. Raised on Ma's farm and more accustomed to wringing chicken necks than dealing with much else, they greet arrivals with their own unique form of customer service: lots of

whooping and hollering. Old Ma keeps a sawn-off shotgun handy for unruly customers, which is tucked out of sight under the counter near the till.

The PCs will likely want to poke around prior to the arrival of the Black Rig — particularly if they are on the hunt for the Devil's Run tobac recipe — so allow them time to be a bit nosey. The two areas the residents of Old Ma's are overly protective of are the office and chicken cooler. Disturbing the latter could easily lead to violent repercussions.

CUSTOMER AREA

Read or paraphrase the following text to orient the PCs within Old Ma's:

The air seems laced with three-year-old fat that oozes down your throat and clings to your lungs like limpets to a rock. The once cheery interior of the restaurant has an ochre and black overtone due to lack of hygiene and years of unattended filth. Two ancient cash registers sit atop the counter and hand-written chalkboards display the menu choices. There isn't a vast array on offer besides

MEAT, LIQUOR, POTATOES and VEG.

Under the VEG category, Old Ma advertises her extra potent brand of weed: Devil's Run tobac (see chicken cooler, below). The lady of the establishment staffs the till and takes the orders, immediately bellowing each customer's choice towards the chef with no consideration for others. Her math is suspect, with everything seeming to amount to fifty dollars. She seems intent on clinging to old ways, meaning you must either pay up if you want to eat, or at least offer her something of value.

RESTROOMS

Strangely serviceable, the restrooms appear to be functioning normally, although no one seems to take much notice of the male or female signs. It's as if any self-respecting germs or bugs that may infest this area gave up at the door.

KITCHEN

The large commercial kitchen has been divided into an unhealthy cooking area and a junk pile. Stacks of unwashed and broken pans and plates line the rear of the room. The rancid smell of

rotten food from the festering piles of rubbish outside mingles with the kitchen's pungent odour to add an extra layer of charm.

The cook, Orson, works head down. He's a thin, reedy, and meek man who visibly winces every time Old Ma shouts a new order. When his feet aren't up on a work top, he works with a quiet efficiency that's at odds with the realm of anarchy around him. Orson is the first to run if trouble erupts.



OLD MA (ELITE)

Apparently now in her late sixties, her diminutive stature and leathery skin make her appear much older. Blue eyes that sparkle with intelligence seem at odds to her zany and eccentric ways.

BACKGROUND

Old Ma is the ultimate opportunist. How she has survived this long out in the wilds with only her sons for protection is anyone's guess, but she is well-respected by the gangs of San Francisco. Considered to be inviolate neutral ground by the gangs that use the place, she knows the value of her operation and will remain insistent that there is to be no unnecessary bloodshed amongst her paying clientele.

ROLEPLAYING NOTES

- More stubborn than a mule, Ma isn't easily bribed and refuses any requests to become involved in plans to deal with the crew of the Black Rig as it would harm her reputation for neutrality.
- She is loyal to Spits and his meathead brothers, Quince and Elroy, both of whom she uses as a blunt tool to break up any hostilities that don't involve firearms.
- Old Ma's face is frequently lit with a ruddy glow from the rolled cigarette that constantly dangles from her lips.

KEY INFO

- Old Ma the only one with a key to the chicken cooler and drug supply within.
- Although there is a possibility she might be persuaded to tell all she knows, Old Ma is a tough nut to crack. Following a successful opposed Persuade test, she relates that the Chavez gang — a small-time gang associated with Los Nigromantes — have been more active in the area of late, heading south empty and north-east fully laden. 1 additional Momentum prompts her to reveal the presence of the Gorm. 2 additional Momentum will pry loose the fact that the gang use the old San Mateo road to the east as a transit route (possibly allowing the PCs to stage an ambush). These two Momentum spends may be combined.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
7	10	7	9	10	8	11

FIELDS OF EXPERTISE

Combat	+3	2	Movement	+1	1	Social	—	—
Fortitude	+3	2	Senses	+1	1	Technical	—	—

STRESS AND SOAK

Vigour	10	Nerve	14
Armour Soak	—	Morale Soak	—

ATTACKS:

- SAWN-OFF SHOTGUN:** C, 1+6, Burst 1, Unbalanced, Knockdown, Spread 2

GEAR: See the Office, p. 28.

SPECIAL ABILITIES:

- LONG AND TROUBLESOME LIFE:** Old Ma had been to hell and back during the years since the Day of the Apocalypse. She may re-roll 1 d20 when making a Discipline, Insight, Society, or Thievery test, but must accept the new result. Additionally, any time she needs assistance from others, she applies a -1 difficulty to any test to find a contact. Further, she can recover both Vigour and Stress when taking a Recover Action (rather than choosing one), and may spend 2 Fallout Points to perform Recover as a Minor Action (rather than a Standard).
- TOUGH AS OLD LEATHER (1 FALLOUT):** Old Ma has weathered many turbulent storms. She benefits from 2 Morale Soak. Additionally, when the target of a Persuade test, she may spend 1 Apocalypse Point to apply a +1 difficulty to the acting character's test.

Fields of Expertise

To simplify skills for NPCs, Devil's Run uses six Fields of Expertise (FoE). Each Field has both an Expertise rank and, where relevant, a Focus rank. Whenever an NPC would be required to take a skill test, it uses the appropriate attribute for the test along with the Expertise and Focus of the appropriate Field of Expertise:

- | | |
|-----------|-----------|
| Combat | Senses |
| Fortitude | Social |
| Movement | Technical |

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at odds with the realm of anarchy around him. Orson is the first to run if trouble erupts.

OFFICE

Though faded with time and layered in dust and grime, several framed ‘Best Employee of the Month’ still hang unevenly around the walls of the office in silent testimony to the shack’s past purpose. Old Ma’ sleeps here on a filthy single mattress that has been wedged behind an upturned desk.

She has dug a small cavity out of the wall behind a filing cabinet in the corner of the room and hidden her cash box inside. A **Challenging (D2) Insight** or **Daunting (D3) Observation** test will uncover clues to the hidden cubby, whilst a subsequent **Challenging (D2) Thievery** or **Daunting (D3) Athletics** test will unlock the box. Inside can be found \$1000 of Old World money in notes of various denominations. Now a valuable trade commodity, the notes are worth approximately £5000 BritAttack Pounds (BAPs). Old Ma’s instructions for growing and altering her special tobac are also inside.

DINING AREA

The dining area is light and airy, chiefly due to the partly caved-in wall at its eastern edge; someone obviously had trouble parking! Chairs and tables are strewn around, some upturned, but most

functional. An old juke box is flickering away in the corner and playing very quietly, but an Old-World song that mentions some alien concept called crosstown traffic can just be made out.

Unless a GM plans to include an extra encounter, there are currently no other diners here.

CHICKEN COOLER

What was once a large refrigerator now houses the modified diesel generator that provides all the power to the restaurant. As it is the only hub of power to Taco Hell, Old Ma maintains a tight grip on the only key. Inside, two red wires flow directly from the throbbing machinery to a row of strip lights suspended above green foliage, whilst a vast web of smaller wires in various colours snake across the floor to wend their way throughout the establishment. Dirt has been shovelled in to heaps against the wall and a sickly smell that catches in the back of the throat emanates from tall, spiky-leaved green plants; Old Ma’s notorious tobac. If Old Ma’s food doesn’t cause health problems for the characters, her tobac certainly will.

VEG COOLER

The Veg Cooler, long since broken, seems to be the main storage room for the shack’s MEAT. Piles of skinned, furred, and unrecognizable animal parts are heaped from the front to the back

FREEZER

The freezer is closed and locked, though it can be forced opened with a successful **Challenging (D2) Athletics** or **Thievery** test. A green rivulet oozes from underneath the heavy metal door and passes the

QUINCE OR ELROY (TROOPER)

Quince and Elroy are lumbering identical twins who enjoy the simple things in life. Old Ma claims her eyes are fading now, so she has them wear different hats to help distinguish them.

BACKGROUND

Apparently last in the line when common sense was handed out, they are party-time boys who have stumble their way through life ignoring the bumps that the liquor and drugs obscure.

ROLEPLAYING NOTES

- They hang on Old Ma’s every word, ignore all consequences and — if pushed into action — fight to the death.
- They will mostly just get in the way and ask ridiculous questions.
- Unlike Old Ma, they are easily bribed, making them a great potential source of unfiltered information — though not all of it necessarily relevant.

ATTRIBUTES								
AGI	AWA	BRW	COO	INT	PER	WILL		
8	7	12	7	6	6	9		
FIELDS OF EXPERTISE								
Combat	+1	1	Movement	+1	—	Social	—	—
Fortitude	+2	1	Senses	+1	—	Technical	—	—
STRESS AND SOAK								
Vigour	6			Nerve	5			
Armour Soak	1			Morale Soak	—			

ATTACKS:

- HAM FISTS: Melee, 1H, 1+6

GEAR: None

SPECIAL ABILITIES

- OLD MA’S BOYS: Elroy and Quince are ready to fiercely protect Old Ma and her Taco Hell. They benefit from 1 Morale Soak.

dry storage before pooling in the corner. Once full of fresh food, the contents inside had completely putrefied long before Old Ma inherited the place. She sealed the place up rather than deal with it, which has caused a biological hazard to fester untended. Opening this room unleashes a poisonous cloud of spores that affects anyone within Close range. Characters caught in the cloud must make a **Challenging (D2) Resistance** test to avoid the effects of the spores, which produce an instantaneous effect. (See next page.)

POISONOUS SPORES: Inhaled, Instant 2, Round, 1+2 Vigour

SPECIAL EFFECT: Victim suffers from vomiting on a failed test. For 1 Fallout, the GM can inflict the Staggered condition for 1 round per Effect rolled.

DRY STORAGE

Characters in need of paper cups and serviettes will be thrilled, as this room is filled floor to ceiling with branded boxes of both.

UTILITY

Miraculously, the faucet in the utility area still gushes forth pure, clean water. PCs must avoid letting it touch anything except their mouths, however, as the sink and surfaces alike are coated in detritus, green algae, and various fungi. Harvesting edible fungi may be possible from this area but identifying which to forage requires a successful Challenging (D2) Lore or Survival test. It's also possible for harmful plants to be crafted into a rudimentary poisonous paste, which can then be applied to weapons or mixed into foodstuffs. A successful Daunting (D3) Medicine test can be used to craft a toxin that has similar effects to the Poisonous Spores, above, though its effects occur through injury rather than inhalation. A Complication on either of the aforementioned tests will instead expose the PCs to the effects of the Poisonous Spores.

Devil's Run Tobac

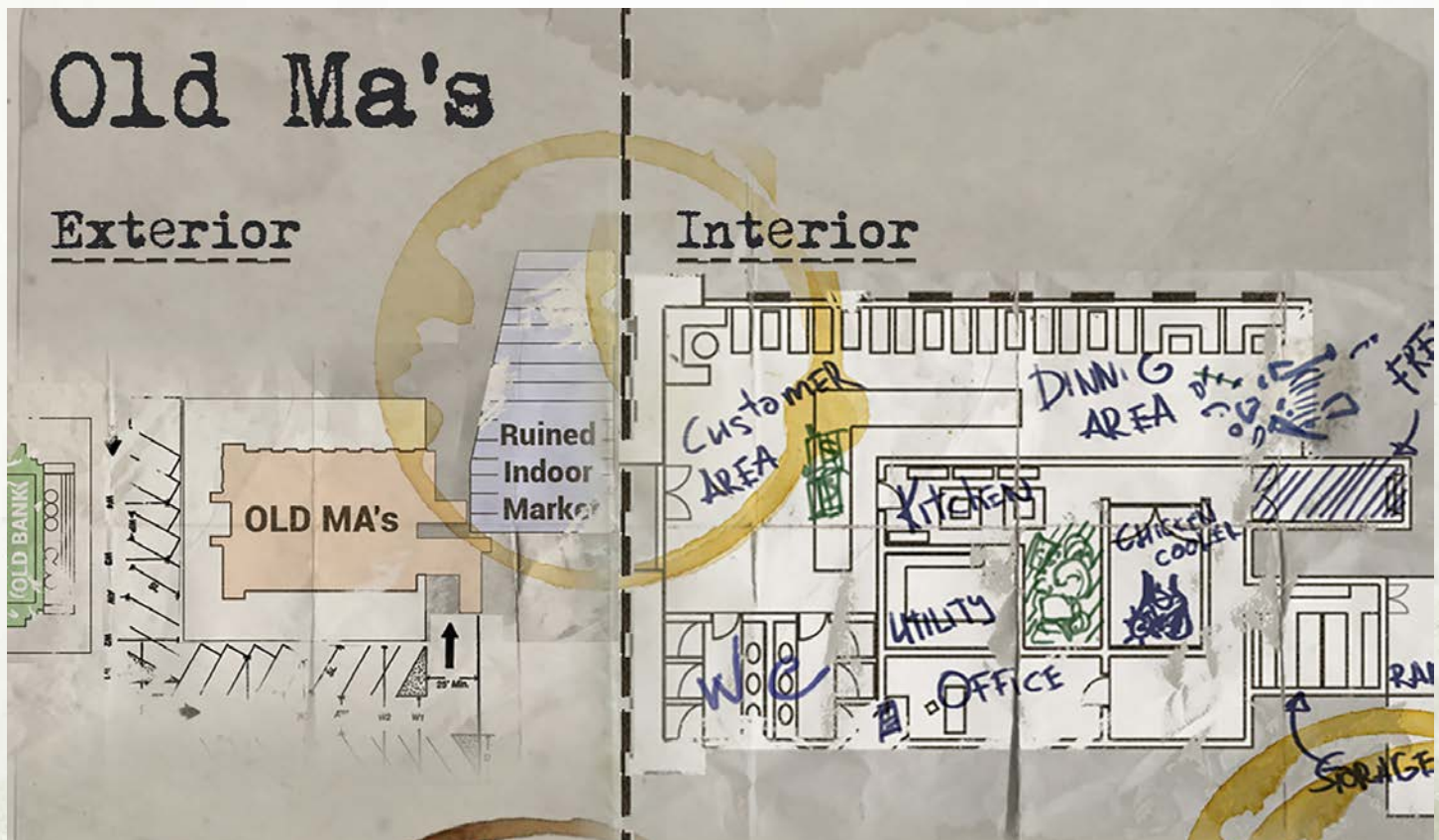
Old Ma's special ingredient introduces the mechanical effects of drugs to the game. In the standard format for the Devil's Run RPG, Devil's Run tobac will be presented using the following statistics:

DEVIL'S RUN TOBAC: Ingested or Inhaled, Complex 3 (2 Momentum), Hour, 1+2 Nerve, Addiction 2 (1 dose), Compulsion 2, Withdrawal 1 (1+2 Nerve and shaking fits)

SPECIAL EFFECT: The victim gains the Dazed condition for the period. If a Harm is inflicted, they also gain the Staggered condition. A Complication will induce vomiting and 1 Vigour damage.

This can be broken down into the following:

- **INHALED/INGESTED:** Devil's Run tobac has the potential to affect anyone who ingests or inhales the drug.
- **COMPLEX 3 (2 MOMENTUM), HOUR:** Those who do so must make a **Daunting (D3) Resistance test** each hour as part of an ongoing complex test. Characters must continue to test until at least 2 Momentum have been gained, at which point the character shakes off the drug. (This requires 2 Momentum as a running total from any or all of the tests, not 2 Momentum from one single test.)



DEVIL'S RUN TOBAC CONT.

- **1+2☞ NERVE:** In addition to any Special Effects, each failed test also inflicts 1+2☞ Nerve to the character.
- **ADDICTION 2 (1 DOSE):** The drug is highly addictive, as suffering the Special Effect of even 1 dose will require the character to make an additional **Challenging (D2) Resistance test** to avoid becoming hooked.
- **COMPULSION 2:** Any character addicted to Devil's Run tobac that has the opportunity to take the drug must make a **Challenging (D2) Resistance test** to avoid taking the drug.
- **WITHDRAWAL 1 (1+2☞ NERVE AND SHAKING FITS):** Once the drug has worn off, the character must make a Discipline test or suffer the withdrawal damage and effects (listed in brackets).
- **SPECIAL EFFECT:** Failing the initial Resistance test for inhaling or ingesting the drug inflicts the Dazed condition. Any character who suffers a Harm from the resultant damage also gains the Staggered condition. Rolling a Complication induces vomiting and inflicts 1 Vigour damage.



APOCALYPSE IN HELL

While Complications can be a fun way to introduce challenging predicaments for the PCs, GMs can and should convert one or two into Apocalypse Points for the pool. Engaging ways to use Apocalypse Points around Taco Hell include introducing inclement weather or having the diesel generator run out of fuel (reducing visibility) or throwing debris into a vehicle's path during a freeway chase (prompting Drive tests to avoid collision) or having the Gorm slip his chain prior to a fight (thereby initiating combat regardless), or having the aroma of the Devil's Run tobac be so pungent within a certain area that it prompts Resistance tests for anyone breathing the air there. Jotting down a few extra unique Apocalypse Point spends before running this adventure will mean the GM avoids having a surplus at the session's end.

2AM

Regardless of how the Misfits decide to spend their time at the restaurant, 2 am rolls round all-too quickly, as does a dark, dank and haunting sea mist that rolls in from the tar-tinged coastline. As if on cue, the changing of the hour is accompanied by the sound of grinding gears and engine breaking as a huge War Rig crunches its way onto the forecourt, narrowly missing the group's transportation as it does so. With a hiss of released air, the Black Rig comes to rest at the far end of the car park and it isn't long before it jettisons its unsavoury occupants. The Chavez gang are low ranking, drug-addled lackeys trucked in by the local Hounigan of Los Nigromantes to take advantage of a refuelling opportunity. Their leader and the driver of the Rig is Eduardo Chavez.

Three huge men sporting dreadlocks play-fight their way towards Old Ma's. Tattoos and piercings adorn their exposed skin, whilst patchwork leathers and clothing cover the rest of their bulk. Anything they wear that wasn't once alive is garish and bright, contrasting their obvious dark demeanour. A rattling chain links one of the men to a huge hulking creature whose angry red skin is crisscrossed with a multitude of blood vessels and bulging varicose veins. Tattered shorts and a baseball cap allude to the youth that this creature once possessed, though any other clues are now lost to its tortured and twisted form. The creature shuffles forward on all fours, though its elongated arms allow it to do so without stooping.



Seatbelt straps seem to have been wrapped around its knuckles as an act of random kindness. The beast follows the gang members meekly, although its actions are hurried by a sharp yank on the chained collar attached to its throat.

A successful **Average (D1) Observation test** allows the characters to spot the smoke rings out of the driver's open door, which are being illuminated by the truck's cab lighting, on their journey. Clearly someone is still manning the Rig.

TIME TO ACT

The PCs have several options open to them, many of which can be discussed and prepared for during the down time prior to the Los Nigromantes' arrival:

AMBUSH THE RIG PRIOR TO ITS ARRIVAL

Old Ma doesn't know which direction the Rig arrives from, as the gang members have been close-mouthed about their travels. An hour or so of searching the roads in the area and a successful **Daunting (D3) Survival** or **Dire (D4) Observation test** will allow the characters to establish the fact that the Rig arrives from the direction of Highway 92.

Setting up an ambush can be done in a number of ways, but the most prudent might be to lay some traps that affect the Rig's wheels. A successful **Average (D1) Survival test** will furnish the characters with enough scrap for the construction of rudimentary spike traps. Bearing in mind that the Black Rig travels without headlights, spotting the traps will require Eduardo to succeed at an opposed Observation test adding 1 difficulty. The difficulty of the test may be further increased if the PCs make efforts to hide the traps.

If Eduardo fails to spot them, the spike traps inflict 1+3 damage with the Piercing 2 quality. Faults (Harms) manifest in the form of a blown tire or two. Each point of Momentum on the Survival or Engineering test to either create or hide the spike traps can be used to add 1 damage. Each Fault inflicted to the Black Rig's in this way will add 1 difficulty to Drive tests required to manoeuvre the rig, to a maximum of 3 Faults and an increase of 3 difficulty. Eduardo will press on to Old Ma's if 1 or 2 Faults are suffered, otherwise he'll attempt to wrestle the rig to a screeching halt using a **Daunting (D3) Drive test**. Once the Rig is at a standstill, the entire crew jump down and survey the damage. If Eduardo loses control of the Rig as a result of failing the Ram on the Brakes test, one of two things will happen: it will either slam into an obstacle, such as a building, or flip. The choice is left to the GM, but either one could make things interesting for the Misfits!

AMBUSH THE GANG ON ARRIVAL OR DEPARTURE

If they are overhead discussing this option by Old Ma, she tells them in no uncertain terms that they'd best be causing trouble elsewhere as she remains successful under the protection of most of the gangs

around San Francisco because of her impartiality, and that's the way she'd like it to stay. In addition to calling in Elroy and Quince, if she feels they're needed to back up her words, she will also make sure the Misfits understand that they'll draw the wrath of every gang for miles around if they cross her. Although she hasn't ever taken to inflicting her wares on visitors — for some strange reason, most people come here of their own volition in search of her horrendous tobac — she might be convinced to slip something a little special into the drinks of the Chavez gang in order to dull their edge once they're out on the road. Talking her into this requires a successful opposed Persuade test.

USE STEALTH TO CAPTURE EDUARDO OR RECOVER THE INFORMATION

The Chavez boys spend at least ten minutes inside Old Ma's whilst they haggle for tobac and swig moonshine, which could provide the Misfit's stealthier members with the time and opportunity they need to ambush Eduardo. The passenger door of the Rig's cab is locked shut, meaning that this will need to be undertaken from the open driver's door. A successful Stealth test opposed by Eduardo's Observation will get a character close enough to be able to surprise him. Possible Complications here can involve a gang member resurfacing from Old Ma's sooner than expected, or Eduardo stepping out of the cab for some fresh air. Incapacitating Eduardo won't be easy, so there is a real danger here of a prolonged fight attracting the attention of the gang members inside Old Ma's.

ATTEMPT TO ENGAGE THE GANG IN CONVERSATION

Unless they recognize them as fellow members of the Los Nigromantes, the Chavez gang will barely acknowledge anyone inside of Old Ma's. Attempts to draw them into conversation are met with suspicion and hostility, adding 1 difficulty to any social test. If the characters have somehow become aware of the gang's connection to the Los Nigromantes, they can always attempt to pass themselves off as new recruits or visitors, but this will require a successful **Challenging (D2) Lore test** to recall anything at all about the Los Nigromantes in the first place. If this test fails, then the characters will do nothing other than make fools of themselves and draw the gang's suspicion. Passing the Lore test, however, will allay any suspicions and dissipate hostility. The gang will want to take the conversation outside and introduce the PCs to Eduardo before loosening up further, but if they pull it off, this will be a great way to garner valuable intelligence.

ATTACK THE RIG ON THE ROAD

Although not impossible, this is certainly the most dangerous option for the Misfits, but perhaps also the most fun! As with the spike traps described above, their best bet may be to inflict Faults on the tires of the Rig. Otherwise, someone could attempt to board the rig from another PC's vehicle (likely Nerubian's or Stardust's, as these are open-topped). Eduardo has no qualms over using his truck as a weapon, while the other members of the gang will take every opportunity they can to blast away at any chasing vehicles. Unless the Misfits bring

the Black Rig to a stand, Gorm will remain a motionless observer, though he springs into action once the truck stops. Regardless of how they decide to contend with the Black Rig, you should remind the group that simply killing the group and/or destroying the Rig was not Lord Hood's request. For him, information is power.

THE BLACK RIG

Following a fairly standard configuration, the Rig has a series of fuel control valves located half-way along the storage tank, but also sports the addition of an unusually large mechanical claw that has been mounted atop the tank next to a hastily fabricated cabin. The Black Rig has four areas of interest:

MAIN DRIVERS CAB

This is normally occupied by Eduardo. Searching it will yield a full schedule of collection and delivery between an oil refinery in Santa Maria and a Los Nigromantes cell in San Jose. The death cultists are clearly up to something right on the very doorstep of San Francisco. The large, long-nose truck has been re-sprayed matt black. In keeping with the occupant's dress, it has also been treated to a panoply of various symbols that are reminiscent of Day of the Dead imagery. The symbols appear to have been finely etched over the entirety of the truck's front surface, as shallow scratches can be seen to reveal the paint scheme underneath. The rear of the cab's interior has been fortified with heavy sheeting and contains numerous gun slots.

THE FUEL STORAGE TANK

Although full of vapour and fuel residue, the tank is currently empty. One of the easiest ways to sabotage the rig itself would be to access the fuel valves and ignite its flammable contents, though it will require an **Average (D1) Athletics test** to get the valves open. Anyone caught within Close range of the exploding Rig must make a **Challenging (D2) Acrobatics test**, suffering 2+5 damage with the Knockdown, Spread 2, Stun, Torrent, and Vicious 1 qualities if they fail. or two points of Death Row and are knocked prone if they succeed. Passing the test results in 1+2 damage with the Knockdown and Stun qualities.

THE REAR CLAW

Perched atop the fuel storage tank itself is a small cabin housing the controls for a large grappling claw. Although not in working order, it could be repaired with the right equipment and a successful **Challenging (D2) Engineering test**. When the rig is traveling, this station is manned by one of the thugs. It holds various personal effects, including a semi-automatic pistol taped to the cabin roof.

THE REAR GUN SHIELD

Defending the rear of the rig is a small compartment accessed by an under-floor hatch near the rear axle. It is occupied by a thug when on the road. The compartment sits behind sheet steel which contains a small slit to allow rear firing of weapons. Several shotguns are housed in a rack welded to the compartment wall.

THE BLACK RIG ENCLOSED, GROUND, WHEELED

A tough, rugged vehicle designed for transporting fuel. It lacks in grace, but makes up for it with solid construction and expansive capacity.

ATTRIBUTES

SCALE	SPEED	BRAWN	HANDLING
3	2	14 (+3)	0

DETAILS

Max. Passengers	Impact
5	4+6

DEFENCES

Structure	10	EP	1
Armour	4		

SPECIAL ABILITIES:

- **REAR GUN SHIELD:** A single passenger may occupy this small space, allowing them to fire hand-held weaponry rearwards and remain protected by the rig's armour.

HITTING THE ROAD

Once they have dealt with Eduardo and his gang, the Misfits will either be in control of the Black Rig, or it will be a smouldering wreck on the roadside. Either way, they should end up in possession of the manifest, which will lead them on to further opportunities to investigate the Los Nigromantes' activities in either San Jose or Santa Maria.

It would be prudent for the characters to return to Lord Hood in order to deliver their findings and — hopefully — their prize. If they choose to do so, read them the following:

You are greeted heartily by Lord Hood upon your return to the Britannia Arena.

'You Misfits have certainly surpassed my expectations! Really stuck it up 'em I hear. I bet their bloody witch doctors didn't see that coming ...ha ha ha! Now relax, drink, and eat for tomorrow, 'cause I'm going to send you back! I'm done putting up with this crap right under my nose. We're going to find out what they're up to and bring down the wrath of the Gent and Sundry if we have to!'

If the PCs return with the Devil's Run tobac recipe, Spits will be greatly appreciative, which will net them certain benefits when seeking new resources. If they bargain hard enough, he might also agree to a slice of the profit from its distribution, which will net them a small but regular income.

The Quickstart adventure ends here, though it will continue within future instalments!

CHAVEZ GANGER (TROOPER)

Muscular brutes with cock-sure attitudes, they proudly sport a variety of tattoos connected to the Mexican Day of the Dead. Numerous piercings adorn their exposed skin, whilst Old World heavy metal patches hold together well-worn leathers mixed with other scraps of dead animal.

BACKGROUND

The Chavez Gangers are drawn from foot-soldiers of Los Nigromantes. Frequently bullied and intimidated by their peers despite their size, they seek any opportunity possible to pass the brutality on to anyone unfortunate enough to cross their path.

ROLEPLAYING NOTES

- Suspicious of anyone who isn't a Los Nigromantes member
- Physically and verbally aggressive
- Prone to arm-waving when talking, usually with a weapon in hand

KEY INFO

- They have little notion of Los Nigromantes' plans
- Houngan Willie is the leader of Los Nigromantes cell in the area
- Los Nigromantes are using a refinery to the south

ATTRIBUTES													
AGI		AWA		BRW		COO		INT		PER		WILL	
8		7		10		8		6		6		10	
FIELDS OF EXPERTISE													
Combat		+2	2	Movement		+1	—	Social		+1	—		
Fortitude		+2	1	Senses		—	—	Technical		—	—		
STRESS AND SOAK													
Vigour			5					Nerve			5		
Armour Soak			1					Morale Soak			1		

ATTACKS:

- **ANTIQUE PISTOL:** R/C, 1+4☠, Burst 1, 1H
or
- **RAMINGTON SHOTGUN:** C, 1+4☠, Burst 1, 2H, Blazing 1, Knockdown, Spread 1

GEAR: Armoured Vest (Torso 1)

SPECIAL ABILITIES:

- **TOUCHED BY DEATH:** Initiation into Los Nigromantes is a harrowing affair that leaves little to fear afterwards. The Gangers benefit from 1 Morale Soak.

EDUARDO CHAVEZ (ELITE)

A mean and spiteful man with a huge chip on his shoulder, he is a short man with a huge temper. Unfortunately for him, he is the smallest of cogs in the machinery of the local Los Nigromantes cell.

BACKGROUND

Eduardo Chavez used to enjoy a certain amount of privilege amongst Los Nigromantes, thanks to his position as logistics guru for their drug network that connects outlying cells. A series of critical losses to rival gangs led to his rapid fall from grace and a huge unpaid financial debt that will take a lifetime of shipments to repay. Out of fear of further losses, Eduardo doesn't hesitate to shoot anyone that crosses either him or his gang.

ROLEPLAYING NOTES

- A smidgen over 5 feet tall, he snaps and snarls orders to everyone around him as if they were worthless
- Frequently waves his large, powerful handgun in people's faces if he isn't getting his own way
- Petrified of any possible gang retributions means he won't be easily bribed

ATTRIBUTES								
AGI	AWA	BRW	COO	INT	PER	WILL		
7	10	7	9	10	8	11		
FIELDS OF EXPERTISE								
Combat	+3	2	Movement	+1	1	Social	—	—
Fortitude	+3	2	Senses	+1	1	Technical	—	—
STRESS AND SOAK								
Vigour	7			Nerve		11		
Armour Soak	—			Morale Soak		—		

ATTACKS:

- **.44 MAGNUM:** R/C, 1+6☠, 1H, Knockdown, Vicious 1

GEAR: The Black Rig

SPECIAL ABILITIES:

- **HARDENED TRAILRUNNER:** Chavez has lived a nomadic life of constant travel along the crumbling freeways of the post-apocalypse. He may re-roll 1 d20 when making a Drive, Discipline, Survival, or up to 2☠ when making a Firearms test, but must accept the new results. Additionally, he reduces the range penalty by 1 when using a firearm outside of the weapon's optimal range, to a minimum of 0.
- **TOUCHED BY DEATH:** Initiation into Los Nigromantes is a harrowing affair that leaves little to fear afterwards. Chavez benefits from 1 Morale Soak.

THE GORM (ELITE)

The Gorm is a Revenant. The Gorm's forearms and upper arm bones have grown at an accelerated rate until becoming out of proportion with the rest of its body, and these huge appendages are fed nutrients by engorged arteries and veins. Although docile when chained, the Gorm has been trained with rewards for its actions and will follow simple attack instructions from any of Chavez' crew.

ROLEPLAYING NOTES

- Surprisingly fast, it will bludgeon any foe within its considerable reach.
- Docile and unresponsive when chained
- Raging tornado of destruction against Los Nigromantes' enemies when not... what?

BACKGROUND

Exposed to an altered strain of the Revenant Virus as an adolescent, the ravages it inflicted flensed the creature's mind and played havoc with this its prepubescent hormones.

ATTRIBUTES								
AGI	AWA	BRW	COO	INT	PER	WILL		
10	5	14 (2)	8	2	6	10		
FIELDS OF EXPERTISE								
Combat	+3	2	Movement	+1	1	Social	—	—
Fortitude	+3	2	Senses	+1	1	Technical	—	—
STRESS AND SOAK								
Vigour		16		Nerve		10		
Armour Soak		2		Morale Soak		5		

ATTACKS:

- PUMMELLING BLOWS:** Melee, 1H, 3+9, Knockdown, Stun

GEAR: Calcified Flesh (2)

SPECIAL ABILITIES:

- COMMON SPECIAL RULES:**
- APOCALYPTIC 2:** Add 2 to the Apocalypse pool as soon as the Gorm enters the scene.
- FEAR 1:** The first time a character encounters the Gorm, they must attempt an Average (D1) Discipline test or suffer 1+4 Stress
- SUPERHUMAN BRAWN 2:** The Gorm adds 2 automatic successes to Brawn tests, and increases both base melee damage and Vigour by 2 (already included).
- UNLIVING:** The Gorm is immune to extremes of temperature, plus the effects of starvation, suffocation, and thirst.

- DEAD INSIDE:** As a Revenant, the Gorm has no concept of fear. It benefits from 5 Morale Soak and attempts to intimidate it suffer -2 difficulty.



Savage Worlds Appendix

ALLIES AND NEMESIS

SPITS

Attributes: Agility d8, Smarts d8, Spirit d4, Strength d6, Vigor d10
Skills: Driving d6, Fighting d6, Intimidation d6, Knowledge (Local) d8, Notice d6, Repair d6, Shooting d6, Stealth d4, Streetwise d6, Taunt d4

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Ugly

Edges: Hard to Kill, Nerves of Steel, Strong Willed

Gear: Stuzi SMG (Range 12/24/48, Damage 2d6, RoF 3, AP 1, Auto).

Special Abilities:

- **Just What You Need:** Spits is renowned for miraculously sourcing goods - especially alcohol and drugs. Once per game, he can spend a Bennie and attempt a Streetwise test. On a raise, he can lay his hands on the exact item that is being requested.

HIGHWAY DESPERADO

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8
Skills: Driving d4, Fighting d8, Stealth d6, Repair d4, Notice d4, Intimidation d6, Shooting d6, Survival d6, Tracking d6

Charisma: -4; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Bloodthirsty

Edges: Brave

Gear: Antique Pistol (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1, Semi-Auto).

OLD MA

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d4, Vigor d8
Skills: Driving d4, Intimidation d6, Knowledge (Local) d10, Notice d6, Streetwise d10

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Ugly

Edges: Connections, Nerves of Steel, Scavenger, Strong Willed

Gear: Kitchen Knife (Sr+d4).

QUINCE OR ELROY

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10
Skills: Fighting d6, Notice d4, Intimidation d6, Shooting d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Hindrances: Greedy, Clueless, Loyal (Ma)

Edges: Brawler

Gear: None.

EDUARDO CHAVEZ

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d10
Skills: Driving d10, Fighting d8, Intimidation d6, Knowledge (Local) d6, Notice d4, Repair d6, Shooting d6, Streetwise d4, Taunt d8

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Mean, Small, Vengeful

Edges: Command, Los Nigromantes, Strong Willed

Gear: S&W .44 (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1, Revolver).

CHAVEZ GANGER

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10
Skills: Driving d4, Fighting d6, Stealth d4, Repair d4, Notice d4, Intimidation d6, Shooting d6, Taunt d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (1)

Hindrances: —

Edges: Brawny, Los Nigromantes (Immune to a Revenant's Fear)

Gear: Antique Pistol (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1, Semi-Auto) or Remington Shotgun (Range 12/24/48, Damage 1-3d6, RoF 1), Old World Leathers (1).

GORM REVENANT

Attributes: Agility d6, Smarts d4, Spirit d12, Strength d12+3, Vigor d12

Skills: Fighting d10, Intimidation d10, Notice d4

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 13 (1)

Hindrances: Ugly, Clueless

Edges: Brawler, Bruiser, Frenzy, Hard to Kill, Sweep

Special Abilities:

- **Armour +1:** Thick Hide
- **Fear:** Anyone seeing the Gorm must make a fear check.
- **Fist:** Str+d4, Reach 1.
- **Size +2:** Gorm stands a little over 7 feet in height.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poisons; does not suffer wound penalties.

SETTING RULES

There will be specific setting Edges and cultural packages available to Savage Worlds characters created for the Devil's Run setting, such as:

BORN TO THE WHEEL (BACKGROUND)

REQUIREMENTS: Novice, Agility d8+

Your character has a connection with vehicles on an instinctual level that allows him to instantly respond to the dynamics of a high-octane death race. Increase the Acceleration value of any vehicle that the character is driving by one. Additionally, reduce the penalty modifier associated with maneuvers and vehicle wounds by one when using the Driving skill.

VEHICULAR VENGEANCE (COMBAT)

REQUIREMENTS: Novice, Driving d8+

You are adept at causing maximum carnage with your vehicle. Add +2 to any damage roll made with your vehicle.

DEVASTATING IMPACT (COMBAT)

REQUIREMENTS: Seasoned, Driving d8+

When the driver inflicts a Critical Hit to a vehicle, he may shift the result on the Critical Hits table by plus or minus 1.

Cultural Packages allow characters to become closely associated with a particular faction. Initiation Packages are designed to allow characters a simple means of confirming or swapping allegiance during both character creation and play. Each faction will also have a number of Echelon Packages to reflect advancement through the ranks and the benefits of membership to a sub-faction.

BRITATTACK CULTURAL PACKAGE:

RULES OF THE GENT AND SUNDRY: Members of BritAttack are expected to adhere to the convoluted rules of the Gent and Sundry that govern the Clan and its sub-factions. They begin play with d6 Knowledge (Gent and Sundry) and the BritAttack Initiation Package.

LOOK AFTER YOUR OWN: BritAttack characters begin play with 1 free Vehicle Modification, which is in addition to any Modifications their standard vehicle includes.

HONOR THY FAMILY (MAJOR VOW): The Gent and Sundry are sworn to assist other members of the Clan in every way possible when the need is dire. Not doing so will carry severe repercussions with the entire Clan.

BRITATTACK INITIATION PACKAGE:

GUTTERRAT: Anyone who wishes to join the Gent and Sundry must serve time as a GutterRat, running errands and learning their place in the Clans.

ATTRIBUTE REQUIREMENTS: Vigor d6+.

SKILL REQUIREMENTS: Driving, Knowledge (Gent and Sundry) d6+.

BASIC GEAR: Clan-specific vehicle (CabCroozier, Chalkie Van, Muggy, Scooter), basic clothing, one melee weapon, one ranged weapon (pistol, submachine gun, or shotgun).



ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10	9	9	10	9	8	10

SKILLS

SKILL	EXP	FOC	TN	SKILL	EXP	FOC	TN
Acrobatics	2	1	12	Heavy Weaps*	3	2	13
Counsel	2		10	Lore	1		10
Discipline*	3	2	13	Melee	1		11
Drive*	2	1	12	Observation	2		11
Engineering	1		10	Resistance	1	1	10
Firearms	2	1	12	Survival	1	1	10

INCIDENTAL DAMAGE

VIGOUR	NERVE	MELEE	RANGED	SOCIAL
10	13	+1	+1	—

BONUS DAMAGE

MELEE	RANGED	SOCIAL
+1	+1	—

SOAK

HEAD	TORSO	L. ARM	R. ARM	R. LEG	L. LEG
—	1	1	1	—	—

MERCH: 7

TALENTS: **Acrobatics:** Graceful (reroll 1d20); **Drive:** Canonballer (reroll 1d20); **Discipline:** Stubborn (reroll 1d20); **Heavy Weapons:** Rain of Fire (reroll 2), Big Boom (+1 to Spread quality with HWs).

TRAITS: Self-Preservation

WEAPONS

- **Absolution:** Range L, 2+7, Burst 3, Unwieldy, Spread 1, Unsubtle, Vicious 1
- **Bert X:** Range R/C, 1+5, Burst 1, 1H
- **Knife:** Melee, 1+4, Concealed 1, Subtle 2, Thrown, Unforgiving 1

GEAR: 4 Reloads (Absolution), 2 Reloads (Bert X)

A defector from Los Nigromantes, she knew she did not belong and clashed constantly with her Houngan. She fled after robbing a sacred shrine, though her thrill-seeking attitude and fiery nature constantly led her into trouble along the journey. Flirting with almost every faction, her trail led her to the Misfits of the BritAttack. The discipline of the Clan structure is one she inherently understands, but more importantly, one in which she see advancement. Power and influence will greatly please this powerful and untamed force of nature. She has earned the particular ire of the Justice, but they are not alone as victims of her avarice. She fascinates Stardust, a fact she exploits with open defiance when the whim takes her. Her worst enemy is her own impatience to see everyone fall in line behind her. Bone-white dreadlocks and plait define a deadly beauty.

ALSA'S STOLEN MOTORCYCLE

EXPOSED, GROUND, SINGLE-SEAT, WHEELED

Along with capturing their relic, Absolution, Alsa also siezed one of the Justice's motorcycles.

ATTRIBUTES

SCALE	SPEED	BRAWN	HANDLING
0	3	6	2

DETAILS

Max. Passengers	Impact
—	1+3 (Knockdown)

DEFENCES

Structure	6	EP	0
Armour	2		

SPECIAL ABILITIES:

- **WINGS OF JUSTICE:** The razor-sharp blades on the vehicle add Piercing 2 and Vicious 1 to its impact damage.



ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10	10	8	10	8	9	9

SKILLS

SKILL	EXP	FOC	TN	SKILL	EXP	FOC	TN
Acrobatics	1	1	11	Insight	2		11
Athletics	1		9	Melee	1		11
Discipline	2	1	11	Observation	2	1	12
Drive*	4	2	14	Resistance	2	1	10
Firearms*	3	2	13	Stealth	1		11
Heavy Weaps	1		11	Survival*	2	1	12

INCIDENTAL DAMAGE

VIGOUR	NERVE	MELEE	RANGED	SOCIAL
10	11	—	+2	+1

BONUS DAMAGE

MELEE	RANGED	SOCIAL
—	+2	+1

SOAK

HEAD	TORSO	L. ARM	R. ARM	R. LEG	L. LEG
—	1	—	—	—	—

MERCH: 8

TALENTS: **Drive:** Canonballer (reroll 1d20), Horizon Chaser (+2 d20 per Momentum [max. +3d20]); **Firearms:** Marksman (reroll 2), Clear Shot (reduce range penalty by 1 [min. 0]); **Resistance:** Hardy (reroll any unsuccessful dice); **Survival:** Self-Sufficient (reroll 1d20).

TRAITS: Restless

WEAPONS

- **Antique Pistol:** Range R/C, 1+5, Burst 1, 1H
- **Stuzi SMG:** Range C, 1+7, Burst 2, Unbalanced, Vicious 1

GEAR: 4 Reloads each (Pistol * SMG), 2 Reloads (.50 Cal)

A wiry, soot-coloured wraith more slender than an Abyssinian cat, her almond-shaped hazel coloured eyes blaze with a vitality and fervour that belies her undernourished appearance. Smart and savvy, her twin vices of style and flare are plainly apparent in the form of her modish waistcoat and exaggerated pants, though her chic appearance has flatfooted many a careless opponent; the weaponry she has hidden around her person is as dapper and dangerous as her fashion sense. Her other two loves are the customised Croozer she drives and the trail she chooses to forge with it. From sunrise to sunset, she lives for the open road and its windswept caress. She is always the first to lead the advance, though none have yet managed to glean what exactly is chasing her — or at least, anyone who has learned is no longer alive to tell the tale.

NERUBIAN'S CUSTOM CABCROOZER GROUND, RUGGED, VEHICLE

Ejected from the CabCroozer Clan, Nerubian has joined the Misfits and literally left her cab behind.

ATTRIBUTES

SCALE	SPEED	BRAWN	HANDLING
1	2	12 (+1)	1

DETAILS

Max. Passengers	Impact
5	2+5 (Knockdown)

DEFENCES

Structure	14	EP	0
Armour	2		

SPECIAL ABILITIES:

- **.50 CAL:** The rear cab sports a pintle-mounted .50 cal (Range L, 2+6[CD], Burst 3, Mounted, Spread 1, Unsubtle)
- **EXPOSED CAB:** The rear cab has the Exposed (+2[CD] Cover) Trait.



ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	9	12	8	8	9	10

SKILLS

SKILL	EXP	FOC	TN	SKILL	EXP	FOC	TN
Acrobatics	1		10	Heavy Weaps	1		9
Athletics*	3	2	15	Melee	2	1	11
Discipline	1		11	Observation	1	1	10
Drive*	2	1	10	Resistance*	4	2	16
Engineering	1		9	Thievery	2		11
Firearms	2	1	10	Traffic	1	1	10

INCIDENTAL DAMAGE

VIGOUR	NERVE	MELEE	RANGED	SOCIAL
16	11	+3	+1	+1

BONUS DAMAGE

MELEE	RANGED	SOCIAL
+3	+1	+1

SOAK

HEAD	TORSO	L. ARM	R. ARM	R. LEG	L. LEG
—	2	1	1	1	1

MERCH: 9

TALENTS: **Athletics:** Rigorous Training 2 (2 bonus Momentum), Leverage 1 (+1d20 on lifting objects); **Drive:** Canonballer (reroll 1d20); **Resistance:** Hardy (reroll any unsuccessful dice), Resilient (-1 difficulty on test to avoid status condition [D0 min.])

TRAITS: Bloodthirsty

WEAPONS

- **Ramington Shotgun:** Range C, 1+6, Burst 1, 2H, Knockdown, Spread 1
- **Steel Pipe:** Melee, 1+7, Unbalanced, Subtle, Stun

GEAR: 3 Reloads (Ramington), Custom Armour

A hulking brute with a stern gaze and dark sense of humour. His closely shaven scalp proudly sprouts a long braid of golden brambles sprouting from the back of his skull, complete with wicked looking metal shards randomly knotted into the tangles. Vicious shards are also threaded into the thick rubber that has been crafted into armour, while the pieces of tire are themselves affixed to layers of old leather. Hidden below the rubberised carapace, a crude form of chain mail covers his arms and torso and completes his barbaric appearance. Storm cloud grey eyes that hint of deeper thinking and tempered rage glare from beneath a heavyset brow. A trusty shotgun is his favoured bedside companion, though he also sports an assortment of clubs and cudgels. Renowned for being able to receive as much punishment as he can dish out, Raizar's one oddly unique phobia is weapons that slice.

RAIZAR'S PRANSIT

GROUND, RUGGED, WHEELED

An outcast of the Chalkie Clan, Raizar has taken his load capacity and joined it with the Misfits.

ATTRIBUTES

SCALE	SPEED	BRAWN	HANDLING
2	2	14 (+2)	0

DETAILS

Max. Passengers	Impact
9	3+5 (Knockdown)

DEFENCES

Structure	18	EP	1
Armour	4		

SPECIAL ABILITIES:

- **HEAVY FLAMER:** A Heavy Flamer protrudes from the front passenger window (Range C, 2+5[CD], Burst 1, Mounted, Incendiary 3, Munition, Terrifying 2, Torrent)



ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	9	8	9	10	10	10

SKILLS

SKILL	EXP	FOC	TN	SKILL	EXP	FOC	TN
Acrobatics	2		11	Lore	2	1	12
Command	1	1	11	Melee*	2	1	11
Discipline	1	1	11	Observation	1	1	10
Drive*	3	3	12	Persuade*	3	2	13
Firearms	1		10	Stealth	1	1	10
Insight	1		10	Survival	1		10

INCIDENTAL DAMAGE

VIGOUR	NERVE	MELEE	RANGED	SOCIAL
8	11	—	+1	+2

BONUS DAMAGE

MELEE RANGED SOCIAL

SOAK

HEAD	TORSO	L. ARM	R. ARM	R. LEG	L. LEG
—	1	1	1	—	—

MERCH: 7

TALENTS: **Command:** Professional (reroll 1d20); **Drive:** Canonballer (reroll 1d20); **Lore:** Initiate (reroll 1d20); **Melee:** Martial Artist (reroll 1); **Persuade:** Charismatic (reroll 1d20), Shark (+2d20 when attempting to deceive [+3d20 max.])

TRAITS: Unrepentant Manipulator

WEAPONS

- **Ramington Shotgun:** Range C, 1+6, Burst 1, 2H, Knockdown, Spread 1
- **Long Knives:** Melee, 1+3, 1H, Piercing 1, Subtle, Thrown, Unforgiving 1

GEAR: 3 Reloads (Ramington), Leather Coat

So much that was known has been lost. So many of the secrets that mankind had laid bare. But for those that with a keen eye and the right kind of questions, a holy grail awaits. Stardust knew he was different from an early age, knew he was destined. His mortuary white skin stood him apart, while his bloodshot irises marked every person to ever offer ridicule. He absorbed information hungrily growing up, including how the world turns, and what makes people tick. He gathered the Misfits and taught them to listen, for not doing so could mean life or death. His crown of bright red hair and matching war paint mark him out, a portent of what is to come for those savvy enough; games soon wear thin, leaving only his blades to do the talking.

STARDUST'S RETRO MUGGY GROUND, RUGGED, WHEELED

Originally from the Muggy Clan, Stardust has formed his own team and converted his Muggy to his own unique style.

ATTRIBUTES

SCALE	SPEED	BRAWN	HANDLING
1	2	10	1

DETAILS

Max. Passengers	Impact
1	2+4 (Knockdown)

DEFENCES

Structure	10	EP	0
Armour	4		

SPECIAL ABILITIES:

- **ALL-TERRAIN:** The vehicle gains 2 Conditional Soak against damage suffered as a result of failing a terrain test.



ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	10	10	10	8	8	10

SKILLS

SKILL	EXP	FOC	TN	SKILL	EXP	FOC	TN
Animal Hand*	2	2	10	Melee	1		10
Athletics	1	1	11	Observation	1	1	11
Discipline	1	1	12	Resistance	1	1	12
Drive	1		11	Stealth	1	1	10
Engineering	1	1	9	Survival*	3	2	11
Firearms*	3	3	13	Thievery	1		11

INCIDENTAL DAMAGE

VIGOUR	NERVE
12	12

BONUS DAMAGE

MELEE	RANGED	SOCIAL
+2	+2	—

SOAK

HEAD	TORSO	L. ARM	R. ARM	R. LEG	L. LEG
—	1	1	1	1	1

MERCH: 9

TALENTS: **Animal Handling:** Wild Empathy 1 (roll 1 bonus d20 on successful test, adding result to total) **Firearms:** Marksman (reroll 3), Clear Shot (reduce range penalty by 1 [min. 0]), Precise Shot (Called Shot costs 1 Momentum); **Stealth:** Scout (reroll 1d20); **Survival:** Self-Sufficient (reroll 1d20)

TRAITS: Jaded Survivalist

WEAPONS

- **Pioneer Custom Sniper Rifle:** Range L, 1+8, Burst 3, Unwieldy, Unforgiving 2
- **Monkey Wrench:** Melee, 1+6, 1H, Subtle, Stun

GEAR: 3 Reloads (Pioneer), Custom Armour, Leg Brace

Not even ten years old when the Day of the Apocalypse arrived, Pach Man struggled to survive in a land now hostile to life. Survive he has, though, as not even a brush with the Revenant Virus that required drastic action to contain could keep him down. His faithful companion, Blue, kept him sane and fed as he fashioned his prosthetic and trained relentlessly to regain full mobility. More recent adjustments also allow for the limb's use as a brace for his sniper rifle. A man of few words who rarely discusses his years in the wilderness, Pach struck up an odd, silent friendship with Raizar on his and Blue's arrival in Pacifica. Riding in the rear of the Pransit, the pair now act as overwatch and audible alarm for the Misfits' various missions.

BLUE: Deeper rules for animal companions will be found in the Devil's Run RPG Corebook. For now, directing Blue within a scene is a Free Action (guard, attack, etc.). Blue will automatically defend Pach Man.

BLUE (ELITE)

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WILL
9	9	8	5	5	6	7

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+1	Social	—	—
Fortitude	+1		Senses	+2	Technical	—	—

STRESS AND SOAK

Vigour	8	Nerve	7
Armour Soak	—	Morale Soak	—

ATTACKS:

- **BITE:** Melee, 1H, 1+3[CD], Piercing 1

SPECIAL ABILITIES:

- **GRAPPLER (1 FALLOUT):** In addition to any other triggered Effects, when Blue rolls any Effects on damage dice, he may pay 1 Fallout to grapple his target (must be man-sized or smaller). The target is unable to move or take action except to attempt an Acrobatics or Athletics test with a difficulty equal to the number of Effects rolled. Exploit Actions against Blue's grappled victim are reduced in difficulty by one step. Blue may not move while grappling, though releasing is a Free Action.



ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
8	9	10	9	10	9	10

SKILLS

SKILL	EXP	FOC	TN	SKILL	EXP	FOC	TN
Athletics	2	1	12	Insight	1		10
Discipline	1		11	Lore	1	1	11
Drive	1	1	10	Melee	1		9
Engineering*	3	3	13	Observation	2	1	11
Firearms	1	1	10	Resistance	1		11
Heavy Weaps*	2	2	11	Traffic*	2	2	11

INCIDENTAL DAMAGE

VIGOUR	NERVE	MELEE	RANGED	SOCIAL
11	11	+2	+1	+1

BONUS DAMAGE

MELEE	RANGED	SOCIAL
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SOAK

HEAD	TORSO	L. ARM	R. ARM	R. LEG	L. LEG
—	1	1	1	—	—

MERCH: 9

TALENTS: **Athletics:** Rigorous Training 1 (1 bonus Momentum); **Engineering:** Natural Engineer (reroll 1d20), Greasemonkey (2 bonus Momentum when repairing objects or constructs), Snap Diagnosis (Engineering tests for diagnostics are -1 difficulty, grant Piercing 3 to weapon attack with Exploit); **Traffic:** Fence (reroll 1d20), Network (-1 difficulty to Traffic tests for sourcing a contact)

TRAITS: Stickler for Rules

WEAPONS

- **Shooter:** Range C, 1+6, Burst 1, Unbalanced, Spread 1
- **Monkey Wrench:** Melee, 1+6, 1H, Subtle, Stun

GEAR: 3 Reloads (Shooter), Leather Coat, Tool Kit, 2x Parts

Gregarious and restive, Tera is always on the lookout for her next lucrative deal or untapped contact. Unlike the rest of the Misfits, she has friends and associates throughout the BritAttack despite not being officially tied to any one Clan; she freely drifts between them, arranging transactions and sourcing goods as she goes. She has a long-standing and easy friendship with Nerubian, which in turn has made her an associate of the Misfits. Although she has a scooter for flitting about, she often relies on Neru for longer journeys, chaining her bike to the rear bed and manning the .50 cal when necessary. Tera's mechanical knowledge ensures that she can always find a spare part or upgrade that someone will need. Her respect for the Rules of the Gent and Sundry also ensures that the Misfits generally blur the lines, rather than outright cross them.

TERA'S SCOOTER

EXPOSED, GROUND, SINGLE-SEAT, WHEELED

Relying on her friends and associates for transport more often than now, Tera rarely makes use of her scooter.

ATTRIBUTES

SCALE	SPEED	BRAWN	HANDLING
0	2	5	2

DETAILS

Max. Passengers	Impact
—	1+3 (Knockdown)

DEFENCES

Structure	5	EP	0
Armour	2		

SPECIAL ABILITIES:

- **NIPPY:** Ignore the difficulty increase for the Reckless Driving Minor Action.



A defector from Los Nigromantes, she knew she did not belong and clashed constantly with her Hounigan. She fled after robbing a sacred shrine, though her thrill-seeking attitude and fiery nature constantly led her into trouble along the journey. Flirting with almost every faction, her trail led her to the Misfits of the BritAttack. The discipline of the Clan structure is one she inherently understands, but more importantly, one in which she sees advancement. Power and influence will greatly please this powerful and untamed force of nature. She has earned the particular ire of the Justice, but they are not alone as victims of her avarice. She fascinates Stardust, a fact she exploits with open defiance when the whim takes her. Her worst enemy is her own impatience to see everyone fall in line behind her. Bone-white dreadlocks and plait define a deadly beauty.

NOVICE

ATTRIBUTES: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

SKILLS: Driving d6, Knowledge (Gent and Sundry) d6, Notice d6, Persuasion d6, Repair d6, Shooting d8, Stealth d6, Survival d4

CHARISMA: 0; **PACE:** 6; **PARRY:** 6; **TOUGHNESS:** 6 (1)

HINDRANCES: Greedy (Minor), Outsider, Wanted (Major)

EDGES: Attractive, BritAttack Initiate Package, Los Nigromantes Cultural Package (Immune to Revenant Fear), No Mercy

GEAR: Absolution (Range 30/60/120, Damage 2d8+1, RoF 4, AP 2, Snapfire), 4 Clips (20 rounds in each, Knife (Str+d4), Leather Jacket (1)

NEW CULTURAL PACKAGE: LOS NIGROMANTES

In addition to a free Edge, members of factions receive a cultural package.

- **CULTE DE LA MORT:** Members of Los Nigromantes are taught the truth of the world now that Baron Samedi has blurred the lines between realms. They begin play with d6 Knowledge (Los Nigromantes).
- **LIVING THE AFTERLIFE:** Los Nigromantes canon teaches that the underworld, spirit world, and mortal realm are now one and the same. Death is now truly part of life. All Los Nigromantes are immune to the fear induced by Revenants.
- **SAMEDI'S TAX (MAJOR VOW):** Joining Los Nigromantes is a one-way ticket that ensures service even in death. Steeped in the cult of the afterlife as they are, members of this faction receive a -2 penalty to charisma when interacting with non-members. Los Nigromantes regularly send war parties and Revenants to hunt down deserters.

ALSA'S STOLEN MOTORCYCLE

ACC/TS: 20/32

TOUGHNESS: 9 (2)

CREW: 1

WEAPONS

WINGS OF JUSTICE: These special blades have been designed to rend and tear an enemy vehicle when performing the Sideswipe maneuver. Add +2 to all damage calculations when Sideswiping. Additionally, vehicles with Heavy Armour that have been subject to a Sideswipe add their Armour rating to their Toughness only once when comparing values. Scoring a raise on the opposed Driving roll to Sideswipe a vehicle will permanently reduce the target vehicle's Armour rating by one if it suffers a wound from the vehicle equipped with Blades of Justice.



A wiry, soot-coloured wraith more slender than an Abyssinian cat, her almond-shaped hazel coloured eyes blaze with a vitality and fervour that belies her undernourished appearance. Smart and savvy, her twin vices of style and flare are plainly apparent in the form of her modish waistcoat and exaggerated pants, though her chic appearance has flatfooted many a careless opponent; the weaponry she has hidden around her person is as dapper and dangerous as her fashion sense. Her other two loves are the customised Croozers she drives and the trail she chooses to forge with it. From sunrise to sunset, she lives for the open road and its windswept caress. She is always the first to lead the advance, though none have yet managed to glean what exactly is chasing her — or at least, anyone who has learned is no longer alive to tell the tale.

NOVICE

ATTRIBUTES: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

SKILLS: Climbing d4, Driving d8, Knowledge (Gent and Sundry) d6, Notice d6, Shooting d8, Stealth d6, Survival d6, Tracking d6,

CHARISMA: 0; **PACE:** 6; **PARRY:** 4; **TOUGHNESS:** 5

HINDRANCES: Curious, Outsider

EDGES: Born to the Wheel, BritAttack Cultural Package, BritAttack Initiate Package

GEAR: Antique Pistol (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1, Semi-Auto), 4 Antique Pistol Clips (12 rounds in each), Stuzi SMG (Range 12/24/48, Damage 2d6, RoF 3, AP 1, Auto), 3 Stuzi Magazines (45 rounds in each), Custom CabCroozers

NEW EDGE: BORN TO THE WHEEL

- **REQUIREMENTS:** Novice, Agility d8+
- Your character has a connection with vehicles on an instinctual level that allows him to instantly respond to the dynamics of a high-octane death race. Increase the Acceleration value of any vehicle that the character is driving by one. Additionally, reduce the penalty modifier associated with maneuvers and vehicle wounds by one when using the Driving skill.

NERUBIAN'S CUSTOM CABCROOZER

ACC/TS: 18/40

TOUGHNESS: 14 (3)

CREW: 2+4

WEAPONS

.50 CAL: On centre pintle mount (Range 50/100/200, Damage 2d10, RoF 3, AP 4, Auto, HW)



A hulking brute with a stern gaze and dark sense of humour. His closely shaven scalp proudly sprouts a long braid of golden brambles sprouting from the back of his skull, complete with wicked looking metal shards randomly knotted into the tangles. Vicious shards are also threaded into the thick rubber that has been crafted into armour, while the pieces of tire are themselves affixed to layers of old leather. Hidden below the rubberised carapace, a crude form of chain mail covers his arms and torso and completes his barbaric appearance. Storm cloud grey eyes that hint of deeper thinking and tempered rage glare from beneath a heavysset brow. A trusty shotgun is his favoured bedside companion, though he also sports an assortment of clubs and cudgels. Renowned for being able to receive as much punishment as he can dish out, Raizar's one oddly unique phobia is weapons that slice.

NOVICE

ATTRIBUTES: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

SKILLS: Driving d6, Fighting d8, Gambling d4, Intimidation d4, Knowledge (Gent and Sundry) d6, Notice d4, Shooting d8, Streetwise d4, Taunt d4

CHARISMA: 0; **PACE:** 6; **PARRY:** 6; **TOUGHNESS:** 8 (2)

HINDRANCES: Mean, Outsider

EDGES: Brawny, BritAttack Cultural Package, BritAttack Initiate Package

GEAR: Custom Armor (2), Ramington Shotgun (Range 12/24/48, Damage 1-3d6, RoF 1), 24 Shotgun Shells, Pransit Van

NEW CULTURAL PACKAGE: LOS NIGROMANTES

In addition to a free Edge, members of factions receive a cultural package.

- **RULES OF THE GENT AND SUNDRY:** Members of BritAttack are expected to understand and adhere to the convoluted rules of the Gent and Sundry that govern the Clan and its sub-factions. They begin play with d6 Knowledge (Gent and Sundry).
- **LOOK AFTER YOUR OWN:** The BritAttack share the spoils of war amongst even the lowest of the Sundry. If the character begins play with a vehicle, they gain 1 free Vehicle Modification, which is in addition to any Modifications their standard vehicle includes.
- **HONOR THY FAMILY (MAJOR VOW):** Regardless of their own internal allegiance, the Gent and Sundry are sworn to assist other members of the Clan in every way possible when the need is dire. Not doing so will carry severe repercussions with the entire Clan.

RAIZAR'S PRANSIT

ACC/TS: 5/30

TOUGHNESS: 18 (4)

CREW: 1+8

WEAPONS

HEAVY FLAMER: (Cone Template, Damage 3d8, RoF 1, Ignores Armour)



So much that was known has been lost. So many of the secrets that mankind had laid bare. But for those that with a keen eye and the right kind of questions, a holy grail awaits. Stardust knew he was different from an early age, knew he was destined. His mortuary white skin stood him apart, while his blood shot irises marked every person to ever offer ridicule. He absorbed information hungrily growing up, including how the world turns, and what makes people tick. He gathered the Misfits and taught them to listen, for not doing so could mean life or death. His crown of bright red hair and matching war paint mark him out, a portent of what is to come for those savvy enough; games soon wear thin, leaving only his blades to do the talking.

NOVICE

ATTRIBUTES: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d4

SKILLS: Driving d6, Fighting d6, Intimidation d6, Knowledge (Old World) d4, Knowledge (Gent and Sundry) d6, Notice d8, Persuasion d8, Shooting d4, Taunt d4

CHARISMA: 0; **PACE:** 6; **PARRY:** 6; **TOUGHNESS:** 5 (1)

HINDRANCES: Greedy (Minor; Old World Tech), Outsider

EDGES: BritAttack Cultural Package, BritAttack Initiate Package, Charismatic

GEAR: Long Knives (Str+d4), Ramington Shotgun (Range 12/24/48, Damage 1-3d6, RoF 1), 16 Shotgun Shells, Leather Overcoat (1), Retro Muggy

NEW EDGE: BRITATTACK INITIATE

Anyone who wishes to join the Gent and Sundry must serve time as a GutterRat, running errands and learning their place in the Clans.

- **ABILITY REQUIREMENTS:** Novice, Vigor d6+
- **SKILL REQUIREMENTS:**
Driving, Knowledge (Gent and Sundry) d6+.
- **BASIC GEAR:** Clan-specific vehicle (CabCroozer, Chalkie Van, Muggy, Scooter), basic clothing, one melee weapon, one ranged weapon (pistol, submachine gun, or shotgun).

STARDUSTS'S RETRO MUGGY

ACC/TS: 10/36

TOUGHNESS: 12 (2)

CREW: 1+1

MODS

FOUR WHEEL DRIVE: Ignore Driving penalties for difficult terrain.



DEVIL'S RUN PACH MAN

Not even ten years old when the Day of the Apocalypse arrived, Pach Man struggled to survive in a land now hostile to life. Survive he has, though, as not even a brush with the Revenant Virus that required drastic action to contain could keep him down. His faithful companion, Blue, kept him sane and fed as he fashioned his prosthetic and trained relentlessly to regain full mobility. More recent adjustments also allow for the limb's use as a brace for his sniper rifle. A man of few words who rarely discusses his years in the wilderness, Pach struck up an odd, silent friendship with Raizar on his and Blue's arrival in Pacifica. Riding in the rear of the Pransit, the pair now act as overwatch and audible alarm for the Misfits' various missions.

BLUE: Deeper rules for animal companions will be found in the Devil's Run RPG Corebook. For now, directing Blue within a scene is a Free Action (guard, attack, etc.). Blue will automatically defend Pach Man.

NOVICE

ATTRIBUTES: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

SKILLS: Driving d4, Fighting d4, Knowledge (Gent and Sundry) d6, Notice d6, Repair d4, Shooting d8, Survival d6, Tracking d6

CHARISMA: 0; **PACE:** 4; **PARRY:** 4; **TOUGHNESS:** 7 (2)

HINDRANCES: One Leg, Outsider

EDGES: Animal Companion, BritAttack Initiate Package

GEAR: Custom Armor (2), Custom Prosthetic Leg (acts as bipod), Pioneer Custom Sniper Rifle (Range 30/60/120, Damage 2d8+1, RoF 3), 40 Pioneer rounds, Monkeywrench (Str+d6)

SPECIAL NOTE:

In a generous mood, the GM agreed that Pach Man's trusty companion, Blue, could be upgraded to a Wild Card in return for giving up the vehicle normally granted with the BritAttack Initiate package.

DEVIL'S RUN BLUE

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d10, Stealth d6

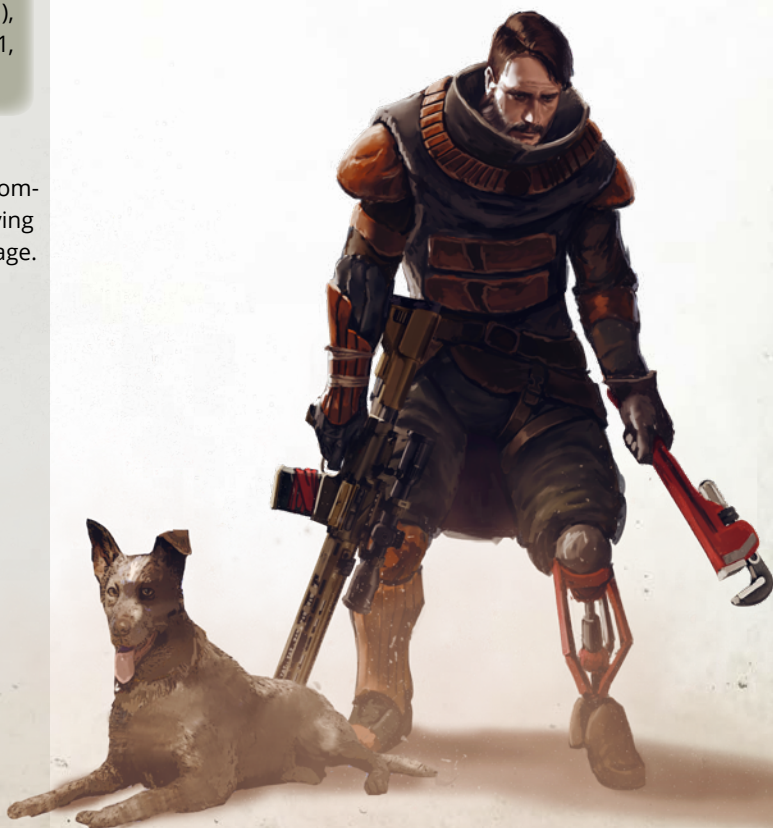
Pace: 8; **Parry:** 5; **Toughness:** 5

Edges: Alertness

Hindrances: Loyal (Pach Man), Quirk (must be carried up or down stairs)

Special Abilities:

- **Bite:** Str+d4.
- **Fleet-Footed:** Roll a d10 when running, instead of a d6.
- **Go for the Throat:** Blue instinctively goes for an opponent's soft spot. With a raise on his attack roll, he hits the most weakly armoured location.
- **Size -1**



Gregarious and restive, Tera is always on the lookout for her next lucrative deal or untapped contact. Unlike the rest of the Misfits, she has friends and associates throughout the BritAttack despite not being officially tied to any one Clan; she freely drifts between them, arranging transactions and sourcing goods as she goes. She has a long-standing and easy friendship with Nerubian, which in turn has made her an associate of the Misfits. Although she has a scooter for flitting about, she often relies on Neru for longer journeys, chaining her bike to the rear bed and manning the .50 cal when necessary. Tera's mechanical knowledge ensures that she can always find a spare part or upgrade that someone will need. Her respect for the Rules of the Gent and Sundry also ensures that the Misfits generally blur the lines, rather than outright cross them.

NOVICE

ATTRIBUTES: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

SKILLS: Driving d4, Fighting d4, Knowledge (Old World) d4, Knowledge (Gent and Sundry) d6, Notice d6, Persuasion d6, Repair d6, Shooting d6, Streetwise d8

CHARISMA: 0; **PACE:** 6; **PARRY:** 6; **TOUGHNESS:** 6 (1)

HINDRANCES: Curious

EDGES: BritAttack Cultural Package, BritAttack Initiate Package, Steady Hands

GEAR: Shooter (Range 10/20/40, Damage 1-3d6, RoF 1), 16 Shooter rounds, Leather Overcoat (1), Scooter, Tool Kit, Monkeywrench (Str+d6)

TERA'S SCOOTER

ACC/TS: 18/28

TOUGHNESS: 8 (2)

CREW: 1

MODS

NIPPY: Reduce the penalty for Maneuver by 1 (Minimum 0)

