



COMPANION



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The Hell on Earth Companion

Written and developed by Teller and John Goff
With Shane Hensley and Clint Black

Edited by Jodi Black, Darren Miller, & Adam Loyd

Layout by Aaron Acevedo

Cover Art by Dennis Darmody

Art Director—Aaron Acevedo

Interior Art by Aaron Acevedo, Chris Bivins, Mike Burns, Josh Corpuz, Dennis Darmody, Max Davenport, Bartłomiej Fedyczak, Alberto Foche, Tom Fowler, Ross Grams, Liz Green, Grant Griffin, Darnell Johnson, Paolo Parente, Ron Spencer, Carly Sorge, Jon Taylor

John's Dedication: Dedicated to John Hopler, one of the first to walk the Wastes. And all the characters I've killed in my own campaign through the years. ;)

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Contents

Wasteland Wanderers	3	Marshal's Handbook	50
New Hindrances.....	5	Adventure Generator	51
Harrowed Hindrances.....	5	Adventure Type.....	51
Heroes	5	Distance.....	52
New Edges.....	7	Critter Hunt.....	52
Background Edges.....	7	Exploration.....	52
Bartertown	9	Patron.....	53
Armor.....	9	Goal.....	54
Common Gear.....	9	Scavenging.....	55
Hand Weapons.....	11	Freelancing.....	56
Ranged Weapons.....	11	Employer.....	56
Vehicles.....	18	Trouble.....	57
More on Vehicle Weapons.....	18	Civic Affairs.....	58
Vehicle Modifications.....	19	Traveling.....	60
Setting Rules	21	Sidetracks.....	60
Battlefield Hazards.....	21	Special Encounters.....	61
Vehicular Combat.....	24	Opposition.....	62
Motorcycles and Tires.....	24	Complications.....	64
Sidecar & Trailer Critical Hit Table.....	25	Distractions.....	65
No Man's Land	27	Example—A Toxic Alliance.....	67
Bookworms.....	27	Survivor Settlements	69
History.....	27	Settlement Type.....	69
Book Type Table.....	28	Population.....	69
Bookworm Edges.....	29	Inhabitants.....	70
Trappings.....	29	Goods.....	70
Cyborgs.....	30	Food.....	71
Pimp My Corpse.....	30	ComSat.....	72
Playing a Cyborg.....	32	What ComSat Knows.....	73
Directives.....	34	Monsters, Muties, & Misfits	75
Building Your Tin Can.....	36	Humans.....	82
Cyborg Edges.....	37	Headbanger Chips.....	85
Witches.....	44	Relics	90
Playing a Witch.....	46	Relics of the Church of Lost Angels.....	90
Pentacorp.....	47	Father Walker Blake and the Lakers.....	91
New Edges.....	48	Other Relics.....	92
Witch Powers.....	49	Index	96
Trappings.....	49		

Wasteland Wanderers

So you're still picking through the ruins for more options and adventures in the Wasted West? Well, you've come to the right place, scav! In these pages, you'll find a truckload of new opportunities and challenges for even the most veteran posse.

We'll start with a few new choices for your characters, including new Arcane Backgrounds and a way to make an honest-to-Oppenheimer cyborg. After that, there are more guns and other weapons than you'd find in a Combine armory—but without all those pesky explosive booby traps.

Next we round out the world of *Hell on Earth Reloaded* with some optional Setting Rules. We cover vehicle combat in a little more detail and give you the skinny on some of the dangers of the Last War that are still around. Finally, we give you details to contact a lonely AI high above the earth.

No Man's Land details the new Arcane Backgrounds we mentioned a moment ago. There you'll get the story on bibliopaths, the truly dedicated members of the Librarians who have discovered a way to bring stories to life. You'll also find out how to make your next character a witch just like old auntie Mina Devlin. Last, but far from least, we

give you the blueprint on building a better, stronger, faster hero—with just one minor, deadly catch.

The warlord's share of this book is found in the **Marshal's Handbook**. Just like in the *Hell on Earth Reloaded* rulebook, stay out of there if you're a player. That holds all sorts of tables to help your Marshal generate adventures and those survivor settlements you're likely to stumble upon. Not to mention some beasts and... other things you should fear.

That's plenty of introduction, so let's get things started!





Heroes

New Hindrances

Here are a few new Hindrances to make your waster's life even less pleasant.

Combine Deserter (Major)

For whatever reason, your hero turned his back on Throckmorton's private army and ran. Lucky for him, that nasty chip they put in his head for exactly that reason didn't explode. Even luckier, it still seems to work well enough to let him use Combine weapons and equipment (if he can get his hands on them).

So far, this doesn't seem so bad, right? Well, it's not all roses being a former Black Hat. Carting a Combine weapon around a survivor settlement is likely to spark some uncomfortable questions. Most folks know Denver booby-traps its toys and are likely to wonder how your former cretin is able to use them without triggering the explosives.

Throckmorton's goons aren't particularly thrilled to see other wasters with their equipment either. Since they tend to shoot or at least enslave everyone they meet anyway, this doesn't really change things all that much.

Finally, your hero's chip is on the fritz, but there's always a chance it reactivates. Anytime your character faces the Combine (including automatons) and

the Denver forces are dealt a Joker, your scav's chip might trigger. She must make a Smarts roll, or a Smarts roll at -2 if the opposing side has a Red Hat. If you fail the roll, pop goes the chip! Not only does the targeted explosive kill your reformed scav, it makes sure he's not coming back Harrowed.

Hasta la never, pal.

Harrowed Hindrances

The following Hindrances can only be chosen by Harrowed characters, for pretty obvious reasons.

Degeneration (Minor/Major)

Your deader is, well *deader* than most others. For whatever reason, his manitou just didn't invest as much effort in keeping his host's body well-pickled. As a result, the fact that he's gone AWOL from his own grave is pretty obvious to anyone who catches a glimpse—or whiff—of him.

Back in the pre-war days, he'd have been picked out and put down by the Agency, the Rangers, or even just a civic-minded soul with a shotgun. Folks might be inclined to save their ammo for something worse that might come crawling out of the wastes these days, but he's still treated as an unnatural abomination by most.

At the Minor level, your deader's flesh is a noticeable gray, his eyes are dull or even milky, and the odor of decay is stronger, giving +2 to another waster's Notice rolls to catch wind of his road-killesque aroma. Domesticated animals prefer to have nothing to do with him

and only interact with him at all when forced by another handler (at a -2 on the appropriate roll). Wild critters either flee or attack. He receives a -2 Charisma penalty but adds +2 to Intimidation tests.



As a Major Hindrance, the Harrowed is losing flesh. Stringy muscle or even bone might show through in some places. His eyes are sunken in dark pits in his skull and his lips may be pulled back from his teeth in a rictus grin. In short, he's a complete wreck. The smell of decay is the same as that for the Minor level (+2 to Notice), but honestly, body odor is the least of his worries.

Should it ever matter, a Harrowed with Major Degeneration also gets a -4 Charisma penalty. Like the Minor level, this becomes a bonus when using Intimidation. However, no outpost is likely to let a deader with the Major version of this Hindrance inside—folks these days know exactly what fuels this undead trouble-making machine.

Unnatural Appetite (Minor)

For some unknown reason, a few lucky Harrowed come back from the grave with an unnaturally powerful craving for some (technically) edible material. Invariably though, the craving is always for a substance a normal person finds particularly disgusting. And when we say "edible," we really mean it's something the deader can force down his gullet.

It's up to you what your character has a hankering for, but it must be repulsive to the average waster. Rotted food, mold, grave dirt, live bugs, motor oil, or animal blood are common examples. If your Harrowed doesn't eat at least a handful of the substance each day, he acquires a level of Fatigue. While this Fatigue can't cause Incapacitation, it persists until he consumes enough of his chosen de-appetizer to make up for his missed meals.

This eccentric dietary habit doesn't replace the need to eat raw meat to heal. It might make for some uncomfortable dinner conversations though...

New Edges

Just to be fair, we've also added more options to give your heroes a little more help surviving the post-Apocalyptic Hell that is the Wasted West.

Background Edges

Background Edges can be picked up during play—but may require some creative explaining, depending on the character. Heroes can only have one Arcane Background.

Arcane Background

We're introducing two new Arcane Backgrounds for the Wasted West. Below is what most folks know about each of these. More detailed information on these is contained in **No Man's Land** (page 27).

- **Bookworms:** Some Librarians have learned to tap into the powers of book spirits.
- **Witches:** These students of the mystical arts deciphered the secrets of a book called *How to Serve Your Man*. They can sling spells with the best of them and often use mundane items to spice up their magic. While the vast majority are women, a few warlocks exist as well.

Cyborg

Requirements: Novice, Harrowed

Your deader is faster, stronger, or just all around better than other zombies. That's because at some point before the Last War began, some government or agency decided to slap cybernetic limbs, metal plates, or computer parts onto or into the soldier's rotting hide.

Your character must first have the Harrowed Edge before she can choose this option. Further details are found in **No Man's Land** (page 27).



Bartertown

What fun is the Apocalypse if you don't have lots of shiny new toys to play with? Well okay, maybe it's really more like rusty, dirt-encrusted junk you managed to dig out of some ruined Hellhole in the middle of nowhere, but the sentiment is still the same.

Armor

Ballistic Shield: These shields are heavy and cumbersome, standing about 2' wide by 3' high. Melee combat is difficult with these large shields, and the user suffers a -1 to all Fighting rolls while attempting to wield it, but gains +2 Parry.

The real purpose of a ballistic shield is to provide cover from firearms. A character standing while holding a ballistic shield receives Medium Cover (-2). If she crouches, that increases to Heavy Cover (-4). The shield's material counts as an obstacle providing +4 Armor against any attack that hits it and reduces the AP of any bullet by 4.

Most have a small window of bullet resistant plastic to allow the wielder to see through them. The bulletproof plastic provides only +2 Armor (and doesn't reduce AP any), but targeting the window is a -6 penalty to attack rolls. (16 lb, \$200, Very Rare)

Improvised Shield: These are created out of everything from street signs to sections of oil barrels to reinforced hubcaps. They're common among savages and mutant tribes and provide +1 Parry, +2 Armor to ranged shots that hit. (8 lb, \$25, Common)

Riot Shield: Mainly used by police departments prior to the Last War to control mobs, riot shields are constructed of high impact plastic, and like ballistic shields, often measure up to 2' wide by 3' high. Unlike their heavier counterparts, they're much easier to wield, and the clear plastic allows the user to see incoming attacks easily. However, they are not nearly as effective versus firearms as the ballistic models. They add +2 to Parry and +2 Armor vs successful ranged attacks. (5 lb, \$100, Rare)

Common Gear

Crowbar: Crowbars, also sometimes referred to as wrecking bars, are a vital tool for any serious scavenger. It's about as basic a tool as a hammer, consisting of little more than a long metal bar about two and a half to three feet long with ends shaped into wedges for prying. It provides a +2 to any Strength roll to force a door or pry something loose. Crowbars aren't balanced for use in combat and

therefore count as improvised weapons (Str+d6, Min Str d6, -1 attack and Parry). The most commonly available models are steel, but occasionally the lucky scav can find a titanium model. (Steel Crowbar: Steel: 5 lb, \$15, Common; Titanium Crowbar: 2 lb, \$110, Rare)

Data Slug: Data slugs are digital storage devices with capacities often reaching more than 100 terabytes. They are durable metal slugs, about the size of AA batteries. These data slugs are compatible with nearly all full-size computers, as well as most video and audio equipment.

Many of these were destroyed by EMPs during Judgment Day, making those that survived valuable not just for the information contained, but also simple rarity. They can be used for anything from recording entertainment (the Director releases all of his vids on data slugs) to holding entire reference libraries.

Reference data slugs are often focused on a single scientific topic. Generalized information slugs similar to encyclopedias—or more accurately entire local libraries—also exist. Maps, atlases, and guidebooks are also available in this format. Regardless of the media, the slug is useless without a device capable of reading it. Data slugs of this sort add +4 to Knowledge skills associated with the information on the slug, or provide pre-war maps, fiction, or other texts in their original form.

The cost varies greatly depending on how rare of a topic is covered by the data slug. For example, a data slug containing obscure occult texts might well be one of only a couple remaining in existence, and run a waster as much as a motorcycle!

Data Slug, General: 0 lb, \$75, Scarce.

Data Slug, Mapping: 0 lb, \$200, Rare.

Data Slug, Specialized: 0 lb, \$200—\$500+, Very Rare.

Metal Detector: This handheld device looks like a horseshoe at the end of a 3' length of pipe with a pair of headphones attached to it. It adds +2 to all Notice rolls to detect buried metal objects at shallow depths (less than 3' or so). It also provides a +2 bonus to Notice rolls to find buried land mines (page 22). For both reasons, this piece of equipment is highly desired by many scav. It requires two small batteries to operate, and a fully-charged pair can power it for 24 hours of use. (5 lb, \$250, Rare)

Palmcorder: These versatile devices record still pictures, video, and sound. They can also scan photographs and printed text—optical character recognition is standard. They can also play back video, provided it is either recorded on a data slug or on a device capable of interfacing with a palmcorder.

Its computing functions are limited, as it was initially designed to act as an interface to larger computers. It has a touch-sensitive screen. It can translate and record text, perform the same functions as a high-end scientific calculator, and can sync with other palmcorders via both infrared and short-range radio (approximately 10 yards).

Palmcorders use data slugs to record and access data. They are powered by small batteries and are capable of running continuously for about a week on a single charge. (1 lb, \$500, Scarce)

Solar Charger: This device allows a character to recharge batteries using only sunlight. It is a flexible black panel about one foot square that can be rolled up for transport. Although handy, a solar charger is much slower than a generator and requires generally clear skies to charge a battery to usable levels. A small battery takes about two hours, a medium battery four hours, and a large battery requires eight hours. (2 lb, \$1500, Very Rare)

Hand Weapons

Chain: Whether a broken motorcycle chain or just good, old-fashioned steel links, a three to four foot length of chain is a popular weapon with raiders and a few savages. It wraps around and over other weapons and shields, negating any Parry bonus they would otherwise provide and doing Str+d4 damage.

Chains are difficult weapons to control. Anytime the wielder misses with a 1 on his Fighting die, the chain gets tangled on something—a piece of scrap, a post, wall, or even the wielder himself. Since the chain is wrapped around the wrist for pull, entangling or even dropping it takes an action. (3 lb, \$20, Common)

Ranged Weapons

The North American continent was home to some of the heaviest fighting throughout the Last War, so the battlefields are strewn with a variety of weapons from all around the planet.

As in *Hell on Earth Reloaded*, NA stands for Northern Alliance, SA for Southern Alliance, and HI for Hellstromme Industries. Other letters in a weapon's nomenclature are simply part of its military designation.

AK-2047: Unlike many militaries, the Warsaw Pact countries opted to take a step back to an older design for its primary assault rifle as a cost-cutting measure. The AK-2047 is virtually identical to the old AK-47 of the previous century. In fact, in many cases, the new rifles were simply refurbished versions of the original models, outfitted with polymer telescoping stocks, foregrips, and magazines to lighten the weapon's weight.

The foregrip has accessory rails for mounting a variety of accessories from targeting lasers to telescoping sights, and the rifle has a built-in, folding bayonet (Str+d6). Up to four accessories can be

attached in this fashion. The weapon can employ a snap-on bipod, but requires a specially-designed one due to the unusually long magazine.

Breacher: The breacher is a short-barreled shotgun designed to be mounted on the rail system found on many modern assault rifles. It must be mounted under the main weapon's barrel and has no stock or pistol grip, so it cannot be fired when unmounted. The listed weight is added to that of the assault rifle. A weapon cannot mount both a breacher and a grenade launcher at the same time.

Flechette Gun: This nasty little weapon was originally designed for use in areas with sensitive equipment or on spacecrafts, where traditional firearms could cause serious collateral damage. It's the size of a submachine gun and fires slivers of ballistic plastic shaved from a block inserted into the handle.

While the razor-sharp, plastic shards are deadly against unprotected flesh, they have no armor penetrating ability.

Ammunition for flechette guns comes in the form of a solid block of special plastic. The blocks are Rare and cost \$50 each.

Fusil-20: This was the standard assault rifle of the Mexican Army and most other LatAm forces. It is most often found along the Confederacy's southern border. It has a bullpup design, which means the action is moved back into the stock of the weapon, shortening its overall length. The Fusil-20 also has an integral, fold-out, spike-type bayonet (Str+d4) and mounting studs for a bipod. When the bipod is attached, however, the bayonet's position cannot be changed.

G-22: The G-22 was the German Army's newest assault rifle, and very few made it to the North American continent. Like the Fusil-20, the G-22 is a bullpup weapon, but it fires 4mm caseless ammo. The small cartridge gives the weapon a



large ammo capacity, but also causes it to lack the punch of larger caliber weapons. These special bullets are available as either AP or frangible rounds only.

The G-22 also uses a unique recoil compensator that, combined with the small caliber ammunition, greatly reduces recoil climb. The penalty for full-auto fire with a G-22 is only -1.

Unlike other assault rifles, the G-22 has two magazine wells, and the weapon can be set to feed from one well, or alternate between the two. The ammunition for this weapon comes preloaded in clips that disintegrate as the rounds feed into the rifle. Individual rounds for the G-22 are never encountered, but it is possible to find partially expended magazines.

Grendel Grenade Launcher: The Grendel is mounted under the barrel of the HI Damnation assault rifle. It electrically fires a 45mm grenade, using the rifle's ignition system to launch the round. It cannot be fired without attachment to a Damnation. Combine grenades come in all the standard types listed in *Hell on Earth Reloaded* and do the same damage as their 40mm counterparts.

Hammer Rocket Launcher: The Hammer is a reloadable, single-shot, rocket launcher designed to give Combine troops limited anti-tank or anti-fortification capabilities. It can fire either an armor-piercing (AP) rocket against heavily armored targets or a high-explosive dual-purpose (HEDP) round to take out light vehicles and fortifications, or simply to engage enemy foot soldiers in the open more effectively.

Like all of Throckmorton's weapons, the Hammer is chipped to only work for Combine troops.

HI Brimstone: This is the light, squad-level machine gun (or SAW, squad automatic weapon) developed by Hellstromme Industries prior to Judgment Day. It fires caseless

ammunition. Like other HI weapons, these days it's commonly found only in the hands of Combine troops—and booby-trapped.

HI Torment: This is a crew-served heavy machine gun firing 15.5mm caseless ammunition used by Combine troops. Far too heavy to be hand- or shoulder-fired, the weapon can only be operated from a tripod or vehicle mount. Like the venerable M2HB, the Torment is usually operated by a crew of two, but can be handled by one. If only a single firer is manning the weapon, reloading takes three actions instead of one.

The Torment is chipped like all Combine weapons, and its voracious appetite for ammunition usually results in an entire squad carrying spare belts for it.

M2HB: The M2 Heavy Barrel machine gun is an old warhorse whose use dates back to the middle of the last century. However, there's no reason to mess with success, and the big, belt-fed weapon remained popular with survivalists, militias, and even some less advanced militaries up to the Last War.

Due to its massive weight, it is always either mounted on a tripod or a vehicle of some sort. The M2HB was initially intended as an anti-vehicular weapon, but also works just fine for shooting softer targets—like people. The .50 caliber round used by the M2HB is much higher powered than that fired by more modern rifles, submachine guns, and machine guns. It cannot be chambered in any other weapon.

M-120: The M-120 is an electrically-driven Gatling minigun. It has a high rate of fire, making it ideal for infantry support fire and light air-defense use. Several companies manufactured versions of this weapon which differ only cosmetically, and it was used by both NA and SA forces.

Ammunition for this bullet hog is stored in a 300-round hopper that sits atop the weapon. Its weight and recoil require the M-120 to be mounted on either a tripod or vehicle mount to fire it.

M-200 MPSW: The M-200 Man Portable Support Weapon was developed exclusively by Rhein-Metal in Germany, but sold to both the US and Confederacy prior to the Last War. It is a bulky weapon consisting of a backpack-like ammo container which feeds ammunition via a flexible metal tube. All told, the M-200 is nearly four feet long, and the entire weapon system weighs in at 75 pounds when fully loaded.

It is normally used in conjunction with a gyroscopic harness (included in the price and weight) that not only helps offset the unbalancing effect of the long barrel, but also helps compensate for the gun's massive recoil. When using the harness, a firer suffers only a -1 penalty for full automatic fire. Without the harness, the M-200 imposes a -4 penalty to all Shooting rolls, due to its awkward weight distribution and recoil.

The M-200 fires a high-explosive, dual purpose round that explodes when it impacts, causing 2d10 damage to the target it hits and 2d8 damage to all other targets in a Small Burst Template.

NA M-21: This weapon was introduced near the end of the war to replace the XM-21 as the standard assault rifle for the US military. Based on the same design, it reduces the weight by only using normal ammunition. The weapon has a telescoping stock and marginally shorter barrel than many other assault rifles, which reduces its effective range slightly.

The M-21 can mount a bipod, but was never designed to accept a bayonet. It has a rail system along the top, sides, and bottom of the foregrip, allowing it to mount a variety of accessories, such as laser or telescopic sights, flashlights,

or the M-730 grenade launcher. The M-21 can mount a total of four such attachments, one each on the top, bottom, and two sides. Some accessories must be mounted in specific locations, such as sights (top) or the M-730 (bottom).

NA M-730: The M-730 is the Northern Alliance's standard single-shot 20mm grenade launcher. It was designed to be attached under the barrel of the NA M-21, but has a foregrip and collapsible stock of its own, allowing it to be fired independently of the assault rifle. It fires all standard 20mm grenades.

RPK-2047: This is the light machine gun version of the AK-2047 and was used by Warsaw Pact forces. It fires the same 7.62 mm x 39 round as the AK, but can use a 30-round magazine, a 50-round drum, or a 100-round belt.

SA M-10: Like the M-21, the M-10 was introduced near the end of the war to become the standard assault rifle for the Confederate ground forces. It was a significant improvement over the XM-40 removing the need for a gyroscope compensator, though it sacrifices the ability to use burst fire and can only fire single shots or fully automatic.

Like its Northern counterpart, it has a folding stock. It can accept a bipod or bayonet, but not both at the same time. The M-10 is also equipped with a rail system, allowing it to mount up to four accessories like a flashlight, laser sight, or the M-202 grenade launcher

SA M-202: The M-202 is a single-shot, 40mm grenade launcher. It is designed to be attached under the barrel of the SA M-10 assault rifle and cannot be fired independently. It fires all standard 40mm grenades.

SK-70 / SK Sporter: The SK-70 was the primary assault rifle of the Chinese military at the time of the Last War. It has a built-in, folding spike bayonet (Str+d6, Reach 1, two hands), but cannot mount a bipod. Like other contemporary assault

rifles, the SK-70 has an integral rail system for mounting three accessories like flashlights or telescopic sights. It has no lower rail and cannot mount a grenade launcher. The rifle uses the same 7.62 round as the AK-2047 and can accept that weapon's magazines as well.

Prior to the war, a civilian version of the SK-70 called the SK Sporter was fairly popular in both the US and Confederacy. It does not have a bayonet and is limited to semi-automatic fire. It was sold with a limited, 10-round magazine, but can accept standard SK-70 or AK-2047 magazines.

Wrist Crossbow: A wrist crossbow is a small metal crossbow mounted on a

leather or metal bracer. Its short range limits its effectiveness, but it is popular with some wasters—particularly raiders—because it does not require an action to ready it. Like a pistol, it can be fired while in melee combat, and the TN for the Shooting roll is the target's Parry. It can be fired with a single hand (the one wearing it), but takes an action and both hands to reload it.

Weapon Notes: The ranged weapons listed on the following pages use these abbreviations: 3RB=Three Round Burst, AP=Armor Piercing, HW=Heavy Weapon, SA=Semi-Auto (may fire single shots and double-tap).



Ranged Weapons Table

Bows

	Range	Dmg	RoF	Shots	Min Str	Wgt	Cost
Wrist Crossbow	4/8/16	2d6-1	1	1	—	2	\$50

Rifles

	Range	Dmg	RoF	Shots	Min Str	Wgt	Cost
AK-2047	24/48/96	2d8+1	3	30	d6	8	\$200

Notes: Rare, 7.62mm, AP 2, SA

Fusil-20	24/48/96	2d8	3	30	—	8	\$200
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Notes: Rare, 5.45mm, AP 2, 3RB, SA

G-22	24/48/96	2d6	4	50	—	7	\$1000
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Notes: Very Rare, 4mm, AP 2, 3RB, SA, Caseless ammo

NA M-21	20/40/80	2d8	4	30	—	6	\$500
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Notes: Rare, 5.56mm, AP 2, 3RB, SA

SA M-10	24/48/96	2d10	3	30	d6	10	\$1000
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Notes: Very Rare, .50, AP 2, SA

SK-70	24/48/96	2d8	3	30	d6	10	\$300
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Notes: Rare, 7.62mm, AP 2, SA

SK Sporter	24/48/96	2d8	1	10	d6	9	\$150
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Notes: Common, 7.62mm, AP 2

Shotguns

	Range	Dmg	RoF	Shots	Min Str	Wgt	Cost
Breacher	5/10/20	1-3d6	1	3	d6	4	\$200

Notes: Rare, 12-Gauge, +2 to hit

Submachine Guns

	Range	Dmg	RoF	Shots	Min Str	Wgt	Cost
Flechette Gun	12/24/48	2d4+1	3	50	—	6	\$500

Notes: Rare, SA. Reload cartridges cost \$50 and weigh .5 lb.

Heavy Machine Guns

	Range	Dmg	RoF	Shots	Min Str	Wgt	Cost
HI Torment	50/100/200	2d10	4	250(B)	—	70	N/A

Notes: Very Rare, 15.5mm, AP 3, Heavy Weapon, Snapfire, See notes

HI Brimstone SAW	30/60/120	2d8+1	4	60	d8	32	\$1500
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Notes: Very Rare, 12mm, AP 2, 3RB, Caseless ammo, Snapfire

M2HB	50/100/200	2d10	3	250(B)	—	84	\$1000
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Notes: Rare, .50, AP 3, HW, Snapfire

M-200 MPSW	24/48/96	2d10	3	50	d8	75	\$2000
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Notes: Very Rare, 20mm, AP 3, Heavy Weapon, Snapfire

M-120 (7.62mm)	30/60/120	2d8	6	300	d10	100	\$1500
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Notes: Very Rare, 7.62mm, AP 2, May not move, Snapfire

RPK-2047 (7.62mm)	24/48/96	2d8	4	30	d6	11	\$1000
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Notes: Very Rare, 7.82mm, AP 2, Snapfire

Special Weapons Table

Grenade Launchers & Rocket Launchers

	Range	Damage	RoF	Shots	Min Str	Wgt	Cost
Grendel Grenade Launcher	24/48/96	By Grenade	1	1	d6	4	NA

Notes: Very Rare, 45mm

Hammer Rocket Launcher	30/60/120	4d8	1	1	d6	20	NA
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Notes: Very Rare, AP 30, SBT, Heavy Weapon, or HEDP round with AP 10, LBT

NA M-730	24/48/96	By Grenade	1	1	—	3	\$2000
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Notes: Rare, 20mm, MBT

SA M-202	30/60/120	By Grenade	1	1	d6	5	\$3500
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Notes: Very Rare, 40mm, MBT

Vehicular Weapons Table

Weapons

	Range	Dmg	RoF	Shots	Cost
20mm Autocannon	50/100/200	2d12	4	80	\$2500

Notes: Scarce, AP 4, HW. A full reload is Rare and costs \$250.

30mm Autocannon	50/100/200	3d8	3	60	\$3500
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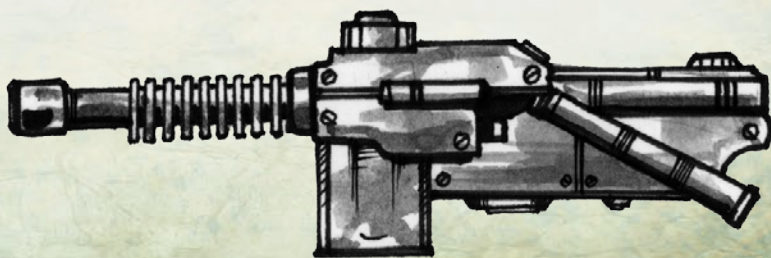
Notes: Rare, AP 6, HW. A full reload is Rare and costs \$350.

40mm Autocannon	50/100/200	4d8	3	40	\$5000
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Notes: Rare, AP 5, HW. A full reload is Rare and costs \$50.

Flamethrower	Cone or 40"	3d10	1	10	\$2000
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Notes: Uncommon. Unlike the flamer from *Hell on Earth Reloaded*, this version can place a MBT up to 40" distant rather than using the Cone Template. It holds 10 gallons of spook juice (each Shot is a gallon), so a refill is typically \$200.



Vehicles

With all the traveling your posse is bound to do in the campaign, eventually they'll leave the heel-toe express behind and get a sweet ride for themselves. Here are some more options they can add to their wasteland runner.

Note: For more detailed vehicle creation rules, use the *Savage Worlds Science Fiction Companion* instead. The vehicles and systems here reflect slightly older technology, sometimes enhanced by junker tech or advancements.

More on Vehicle Weapons

On the previous page are a number of new vehicular weapons. Note that most weapons must be mounted facing forward, left, right, rear, or be in a turret. Unless they're mounted in a turret, weapons count as Fixed Guns, and regardless of how many gunners the vehicle has, each weapon may only be fired once per round.

Weapons and Bikes

Bikes may mount a maximum of two weapons, firing either forward or rear. They may not mount side-firing weapons.

Sidecars, however, may have a side-mounted weapon facing away from the bike.

Cars, trucks, and semis can mount a maximum of two weapons in each facing.

Trailers, buses, and other long vehicles may mount four to each side but only two front and rear. Note that front firing weapons can't actually fire if the trailer is attached to a truck.



Vehicle Modifications

Type	Avail	Cost
Air Bags*: Halves collision damage to passengers. Cannot be placed in motorcycles, but can be installed in sidecars.	C	\$200
Automatic Fire Extinguisher: Rolls to determine the effects of a fire suffer a -2 penalty each round (non-stacking) until the fire is extinguished. These systems are usually good for one use, then must be recharged (Rare, \$200).	S**	\$300**
Hardened Wheels: Renders the vehicle immune to spike traps. The price is for every four wheels.	U	\$500
Improved Suspension: +1 to Driving rolls made to avoid going Out of Control.	C	\$1,000
Infrared Night Vision*: Halves darkness penalties (round down) for any of the vehicle's integral weapons.	U	\$2,000
Mine Dropper: Mine droppers discharge a cluster of anti-vehicular micromines. Place a Small Burst Template at the rear of the vehicle. Other vehicles touching the Template automatically detonate the mines (and remove the template). Damage is 4d6, AP 5, vs the vehicle's base Toughness. Active mines must be deactivated with a successful Knowledge (Demolitions) check before they can be reused. A reload of micromines are Scarce and costs \$300.	U	\$500
Mine Plate: Adds +4 Armor vs mines but reduces Acc and Top Speed by 10%.	C	\$500
Night Vision*: Eliminates lighting penalties for any of the vehicle's integral weapons.	S	\$3,000
Oil Sprayer: Place a Cone template streaming from the back of the vehicle. Any other vehicle that hits the spot must make an Out of Control roll at -4. It holds 5 Shots; each Shot is Common and costs \$50. If ignited (triggered automatically for 2× the price), vehicles which contact the oil slick suffer 2d10 damage to base Toughness.	C	\$500
Smokescreen: Place a Medium Burst Template touching the rear of the vehicle. Smokescreens give a -6 penalty to Driving or Shooting rolls made through them (such as when driving through one to perform a Ram). Smoke lasts until the user's next turn. Recharging the smoke canisters costs \$50 of Uncommon cartridges.	U	\$300
Spikes: These devices drop caltrops or sharp junk onto the road that flatten tires. Place a Small Burst Template adjacent to the appropriate side of the vehicle. Any vehicle that drives through the spikes (and doesn't have hardened wheels) automatically suffers an Out of Control roll at -4, and loses 20% of its Top Speed until the tires are repaired. Reloading the canister costs \$20 (Common).	C	\$200
Stabilizer*: Reduces the Unstable Platform penalty for integrated weapons penalty to -1, or 0 if an Improved Stabilizer for \$8K.	S	\$5,000
Stealth Paint: -4 to spot the vehicle with sensors.	VR	\$2000

* Can be fitted in a sidecar or trailer

** Double cost and space for trailers



Setting Rules

Road warriors race down the cracked asphalt of the shattered continent's highways, intent on taking down their target for its precious fuel and spare parts. Heroes cautiously approach an unknown settlement not marked on their maps, wondering who or what lives behind the ramshackle wall of rusted vehicle hulks and shipping containers. And high above the desolation, a lonely satellite looks down upon it all and wonders what the touch of a human hand on its metallic skin would feel like. These are just a few bits of the meat of the Wasted West that we've added to the stew you can serve your posse. Just don't tell them where the meat came from.

Battlefield Hazards

The United States and the Confederacy existed in a state of near-perpetual cold war for the better part of two centuries before the Last War brought it all to a burning, irradiated climax. Both sides fortified the border with their belligerent neighbor, often heavily, and sections of the Mason-Dixon Wall made the Berlin Wall look like a pleasant white picket fence by comparison.

Posses traveling near the former border are almost certain to run across remnants of the former defensive

constructions, but avoiding the Wall isn't a guarantee a waster won't find himself smack dab in the middle of a minefield. Once hostilities heated up and battle lines shifted back and forth across the continent, impromptu battlefield fortifications sprang up quicker than weeds in an untended garden. And like weeds, minefields and razorwire tend to stick around a long time once they've taken root.

Here's a quick rundown on the two most troublesome hazards a band of heroes is likely to encounter in the Wasted West.

Minefields

Both North and South used minefields extensively along the Mason-Dixon Wall, but it's possible to run across an old minefield nearly anywhere in the wastelands. Conventional troops used mines to control routes of travel, while special ops troops employed the devices to deter pursuers or hamper movement behind the lines.

There are several types of mines, but in general, they break down into two categories: anti-personnel and anti-vehicle, depending on the intended target. Anti-vehicular mines usually require several hundred (if not thousand) pounds of pressure to detonate, allowing

foot travelers to pass safely over them. On the other hand, most vehicles *do* trigger anti-personnel mines, but the explosives in those devices are seldom sufficient to cause significant harm to armored vehicles. Unarmored vehicles, however, may be damaged or even disabled by anti-personnel mines.

When moving through a minefield, roll 1d6 for every yard each character (or vehicle) moves. On a 1, the waster has encountered a mine. Give the scav an immediate Notice roll—at -2 if he's moving at his normal Pace. If he fails, he's triggered the mine and suffers the listed damage (or other effect). If he's successful, he spots the device and avoids it. Characters equipped with a metal detector or similar device get a +2 bonus to their Notice rolls. Running heroes roll at -4 to detect the device before they trigger it!

Wire

Concertina (or razor) wire is strung far and wide across the Wasted West. Nearly every inch of the North-South border is lined with the vicious stuff, often several coils deep. Permanent emplacements, like those along the Mason-Dixon Wall, are usually fixed to wooden or iron stakes, but in battlefield conditions, it's not unusual to find coils simply strung haphazardly without any anchor points.

It's possible to crawl through a wire obstacle, but it makes for slow going. Wasters picking their way through wire cautiously can only move 1" a round if they make an Agility roll. Any scav trying to rush can push through 2" a round with an Agility roll (-2). A roll of one on the Agility die (regardless of the Wild Die) means the poor sucker has become entangled. He suffers a Fatigue level from the many cuts and punctures the wire inflicts. Worse, further attempts to get free take 1d6 x 10 minutes—which is a death sentence in the middle of a fight!

Wire cutters add +1 to the Agility roll and cut away a space 1/2" (three foot) wide and deep per round.

Booby Traps

Guerrilla fighters and special ops soldiers alike employed booby traps to hinder enemy troops. Since Judgment Day, they've also become popular with bandits and unscrupulous scavengers lurking in the ruins of the Wasted West.

They include everything from simple foot spikes intended to cripple all the way to artillery shells rigged to pressure plates. They're limited only by the materials available and the imagination (and skill) of the trap builder. Not all booby traps are damaging. A flare gun or smoke grenade may be used as a warning device, for example.

Unlike mine fields, booby traps are usually employed as solitary obstacles, but carefully placed in spots where some poor victim is likely to trigger them. When passing through an area that's been booby-trapped, *each* waster must make a Notice roll to detect and avoid the trap. The same modifiers for detecting in a minefield apply to this Notice roll, with the exception that a mine detector only helps if the booby trap involves at least as much metal as a conventional mine in its design.

Obviously, once one character in a group has spotted the devilish device, she can point it out to her comrades, or if she's feeling lucky, try to disarm it. A really simple trap, like a pit or foot spikes, can be disabled or at least effectively permanently bypassed with a Smarts roll. Disabling an explosive booby trap requires a Knowledge (Demolitions) roll. Rolling 1 on the skill die means the unlucky sapper triggered the device instead.

Setting a simple trap, like a foot spike or pit, requires only the requisite materials and a Stealth roll to camouflage it.

Emplacing an explosive trap requires the explosives, a Knowledge (Demolitions) roll, and a Stealth roll to hide it. In either case, the waster hiding the trap likely believes it to be camouflaged regardless of the roll. Another character must make a Notice roll to determine if it was actually successfully hidden or not.

- **Deadfall:** A haphazard collection of logs, stones, or debris can be stacked to fall on those who trigger a tripwire or “keystone”. A small trap causes 2d4 damage in a Small Burst Template, a medium deadfall causes 2d6 in a Medium Burst Template, and a large deadfall causes 3d6 damage in a Large Burst Template. Characters should usually be given an Agility roll at -2 to leap out of the way unless they’re otherwise hindered—such as walking thorough thick mud or foliage.

- **Foot Spike:** Damage for a foot spike is 2d4-1. If the victim is Shaken, he suffers -2 Pace for the next 24 hours. If wounded, he suffers the penalty until healed.

- **Pit:** Victims who fall into the pit suffer damage based on its depth. Add d6 to falling damage if the pit was lined with spikes, broken glass, or other hazards.

- **Ranged Weapon:** A ranged weapon can be placed in front of a doorway, window, or other narrow portal and triggered via tripwire or simply opening the door. Anyone who opens the portal without precaution (such as standing to the side or using a stick or other tool) is hit for the weapon’s normal damage. No Shooting roll is made, though the damage roll can Ace as usual.



Vehicular Combat

Savage Worlds provides guidelines for detailed vehicular combat (see **Vehicles**). The Marshal decides before the battle if she wants to use those rules, or the more abstract Chase rules to decide who lives and who dies on the hellish roadways of the wastelands.

For those looking to run their road wars on the table-top, this section gives you even more options for handling combat using the **Vehicles** rules from *Savage Worlds*.

Scale

For the table-top, it's recommended you divide Acceleration, Top Speed, and weapon Ranges by 10. This allows you to run battles without needing an actual stretch of highway to play on.

Steamroller

When colliding with a car or motorcycle, a tractor trailer or similar large vehicle may try to actually drive right over it. To do so, the driver of the tractor has to make an opposed Driving roll to perform a Steamroller maneuver, which is actually a variant of the Ram maneuver from *Savage Worlds*. If the attacker wins, he performs a standard Ram.

With a raise, the tractor treats the bike or car as being a Soft Obstacle. The tractor simply drives over the smaller vehicle and continues its movement as normal (assuming it isn't destroyed by the collision, of course).

Motorcycles and Tires

On the **Critical Hits** table in *Savage Worlds*, a Locomotion Critical Hit represents a hit to the tires. For cars and SUVs, the standard rules work fine. However, motorcycles are a little more susceptible to losing a tire, seeing as they only have two to start with. If you want to better reflect that in your vehicle combats, use the following rules.

A bike which suffers a Locomotion Critical Hit automatically goes out of control and has its Top Speed reduced to zero. It isn't necessarily wrecked, and the driver can still stand the bike up and fire its weapons. It just isn't going anywhere fast until that tire is fixed.

Sidecars and Trailers

Sidecars and tractor trailers have been a stock part of the post-apocalypse genre since a young man named Max strapped himself into the last of the V-8 interceptors. The big question with these combo vehicles is how they are treated in combat.

Attackers aiming for the sidecar must have a line of sight to it given whichever side it's on.

If randomly shooting at these vehicles, for motorcycle/sidecar combos, a 1–2 on a d6 means the sidecar is hit and a 3–6 hits the bike, although if the shooter is on the opposite side of the bike to the sidecar, he won't be able to damage or target it. For a tractor trailer, a 1–2 on a d6 is the tractor and 3–6 the trailer.

When striking the sidecar or trailer, use the modified **Critical Hit Table** to represent them not having an engine or controls.

Releasing the Sidecar or Trailer

As an action, the driver can release the sidecar or trailer from the main vehicle. The sidecar or trailer immediately goes Out of Control. Roll on the **Out of Control Table** in *Savage Worlds* and reduce the speed by 10" each round until it stops moving. Since sidecars have only one wheel and trailers don't have front wheels, they are very unlikely to roll far when released. The Out of Control check has a cumulative -1 penalty to the roll each 10" the vehicle is moving. A roll of 2 or lower means the vehicle has performed a Roll Over.

Movement

Sidecars are fixed to the bike and move exactly as the bike does. No special movement rules are required.

Tractor trailers, however, are a different matter, as the trailer is held on via a kingpin. If you simply rule the vehicle moves as a single, long object, you'll probably find tractor trailers can't turn corners. For the best results on a game map, use a counter for the tractor and one for the trailer, each with a black dot showing where they're joined. Move the tractor as normal, as if it had no trailer. When moving the trailer, hold down the rear end, rotate the front to line up with the black dot on the tractor, and then move the trailer in a straight line so the dots line up. It's pretty easy, though not 100% realistic.

We strongly suggest you don't let tractor trailers try a bootlegger.

Sidecar & Trailer Critical Hit Table

2d6	Effect
2	Scratch and Dent: The attack merely scratches the paint. There's no permanent damage.
3	Locomotion: The wheels have been hit. Quarter the primary vehicle's Top Speed immediately for a trailer and halve it for a sidecar.
4-5	Cargo: Each Hit destroys 1d6 pieces of cargo. If the vehicle isn't carrying any cargo, treat this as a Chassis hit instead.
6	Modification: A random modification is destroyed. This doesn't include Armor or Weapons. If the vehicle has no mods, treat this as a Chassis hit instead.
7-8	Chassis: The vehicle suffers a hit in the body with no special effects.
9-10	Crew: A random crew member is hit. The damage from the attack is rerolled. If the character is inside the vehicle, subtract the vehicle's Armor from the damage. Damage caused by an explosion affects all passengers in the vehicle. If there is no crew, treat this as a Chassis hit instead.
11	Weapon: A random weapon on the side of the vehicle that was hit is destroyed and may no longer be used. If there is no weapon, this is a Chassis hit instead.
12	Wrecked: The vehicle is wrecked. If you're treating sidecars and trailers as separate vehicles, the primary vehicle automatically goes Out of Control.



No Man's Land

The *Hell on Earth Companion* opens up three new Arcane Backgrounds. Bookworms control book spirits, cyborgs are Harrowed nightmares of undead flesh and steel, and witches—well, they're a little different than all those storybooks would have you believe.

Bookworms

Edge: Arcane Background (Bookworm)

Requirements: Wild Card, Novice, Smarts d6+, Spirit d6+

Arcane Skill: Bibliopathy (Smarts)

Power Points: 10

Starting Powers: 2

Available Powers: *Armor, banish, beast friend, blind, boost/lower Trait, confusion, deflection, dispel, divination, fear, greater healing, healing, light/obscure, quickness, slow, slumber, smite, speak language, stun, succor, warrior's gift.*

Special Rules:

- **Book Spirits:** Bookworms tap into the power of book spirits, which reside in books and other physical texts. If the text isn't on the bookworm's person, he suffers a -1 to his Bibliopathy roll. The text *must* be within 50 feet to connect with the spirit. If the book is destroyed, the bookworm loses the power until it is replaced (see **Real Books**, page 28).

- **Disconnection:** When a bookworm rolls a 1 on his Bibliopathy die (regardless of the Wild Die), his Bibliopathy is reduced by a die type until he spends an hour reading and reconnecting with the book that granted the failed power. A bookworm's skill can never be reduced below d4 by Disconnection.

- **Book Types:** When a bookworm chooses his initial powers, and any time he takes the New Power Edge, he must draw a card on the **Book Type Table** (page 28) to see what kind of book he's found, how much it weighs, and any special effects it confers.

History

All Librarians understand the importance of preserving humanity's knowledge. A rare few, however, called bibliopaths or more commonly these days, "bookworms," have an even deeper understanding of the power of literature.

Bookworms have learned that lesser spirits can come to reside within certain inspirational and important texts. If properly dealt with, the book spirits can even impart power and energy—just like manitous, nature, or tech spirits.

Book Type

Roll on the table below whenever the New Power Edge is taken to see what kind of book the spirit dwells in.

Card	Book Type
2*	Damaged: The book is damaged in some way and the power costs 1 additional Power Point to activate.
3–6	Hardback (1 lb)
7–8	Large paperback (.5 lb)
9–10	Small paperback (.25 lb)
Jack	Magazine (.2 lb)
Queen	Comic book (.1 lb)
King*	Special Edition: The bookworm adds +1 to Bibliopathy rolls to use this power.
Ace*	Signed Edition: The Power Point cost to activate the power is reduced by 1 (to a minimum of 1).
Joker*	Signed Special Edition: The book has both effects listed above.

*Draw again for the type of book, ignoring results of 2 or King or higher.

Book spirits inhabit a single, physical book that has brought great emotional inspirational to another. An old bookstore might have five used copies of Ray Bradbury's *Fahrenheit 451*, for example, but only one might house a book spirit. Maybe that copy got a young man through a tough time in his life, inspired him to fight against censorship, or was simply a foundational stepping

stone in his own budding career as a great novelist. That inspiration—that *hope*—gave rise to the spirit, which is forever after contained within that specific volume.

Librarians & Bookworms

The vast majority of bookworms are Librarians—the two go hand-in-hand like pen and ink, and all bookworms were at least *once* Librarians. But they don't have to be that way currently. Some bookworms have drifted from their Librarian responsibilities for personal reasons, and some may have fallen out with the Grand Library and decided to go it alone.

A rare few bookworms have even turned into something more vile called "page eaters." They actually *devour* the book spirit and gain its power permanently. This is an irredeemably evil act, however, so such characters are villains under the Marshal's control (see page 87).

Real Books

Book spirits can only reside in some sort of organic material. That means physical books—not data readers, palmcoders, or slugs. A typical paperback printed on pulp paper is a fine housing for a book spirit. A parchment book with organic ink and a leather cover grants the inhabitant an even stronger channel to the physical world, and thus grants any bookworm attached to it more power (see the **Book Type** sidebar).

The book must be special in some way. It doesn't have to be Shakespeare or Plato, but it must show true artistry and understanding of the human condition. A well-written issue of *The Incredible Hulk* comic works just as well as Machiavelli's *The Prince*—assuming both inspired someone somewhere along the line since their printing.

If a bibliopath's book is destroyed, the power goes with it until a replacement

can be found. This should usually be the subject of a minor adventure or at least a hunt for a Very Rare text. It doesn't have to be the same book—in fact, it's probably not. It just has to be one with a similar theme that has inspired someone before *and* given rise to a book spirit.

Bookworm Edges

Arcane Owner

Requirements: Novice, Spirit d8+, Smarts d8+, Bibliopathy d8+

The bookworm finds a volume which was inspirational to a person with a different Arcane Background. The character gains a power from another Arcane Background's allowed list, getting the New Power Edge as long as she meets the Rank requirement.

The power uses all the rules for bookworms, but has the effect and trappings of the other Arcane Background. The bibliopath gains no other benefits or drawbacks of the other Arcane Background.

Memorized Every Word

Requirements: Seasoned, Arcane Background (Bookworm), Smarts d8+, Spirit d8+, Bibliopathy d8+

The bookworm has memorized the text of one short but powerful piece of work and knows how to temporarily call a book spirit to inhabit the text.

Once per game session, the bibliopath can copy the text into physical form and imbue it with a book spirit and a single power. The power can be any allowed to the bookworm (subject to Rank restrictions). It has half the creator's Power Points. Once used up, the Power Points do not recharge and the book spirit returns to the Hunting Grounds. Any bibliopath can use the text.

The book spirit is only temporary, and regardless of the number of Power Points remaining, the spirit leaves at the end of

the game session. The ritual to scribe the text takes 1d20 minutes and must be done on some form of paper, anything up to light cardboard will work.

Browser Spirit

Requirements: Seasoned, Arcane Background (Bookworm), Spirit d8+

Book spirits live in the organic material of actual books, but bookworms can also communicate with lesser tech spirits that live in "the Net," the spiritual repository of all remaining human knowledge.

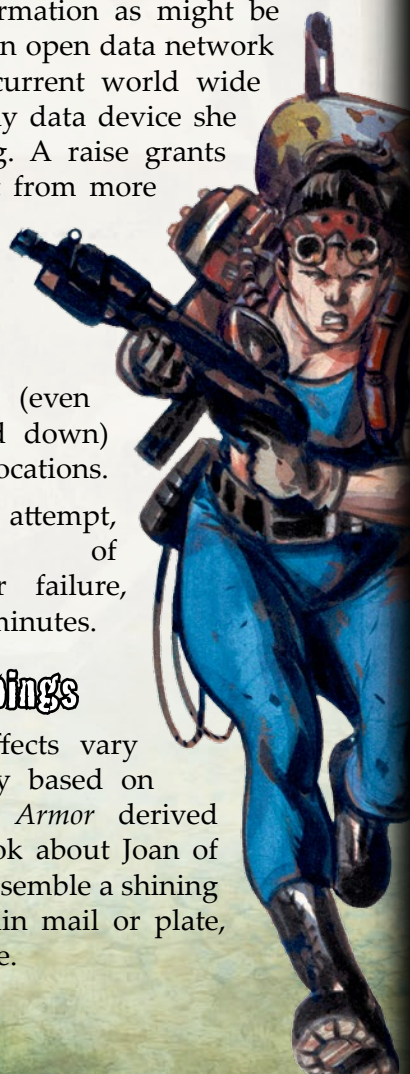
If the bookworm can access a powered data device (such as a palmcorder), she can make a Bibliopathy roll at -2 to tap into the net and the "browser spirits" dwelling there. Failure results in Fatigue that lasts for one hour (this can cause Incapacitation but not death).

If successful, the bookworm gains as much information as might be found on an open data network (like our current world wide web) or any data device she is touching. A raise grants her insight from more obscure sources, such as private research computers (even if powered down) in distant locations.

Each attempt, regardless of success or failure, takes 1d6 minutes.

Trappings

Visual effects vary enormously based on the book. *Armor* derived from a book about Joan of Arc may resemble a shining suit of chain mail or plate, for example.



Cyborgs

We're not talking about any waster who has an artificial arm or leg grafted on by the sawbones in Junkyard. Those cheap hackwork limbs are really just fancy stand-ins for what some unlucky sap's parents gave him for his inaugural birthday presents.

When we say cyborg, we mean specifically a military-grade combination of man and machine created for the sole purpose of waging war more effectively, whether that be by subterfuge or just shooting more and/or bigger bullets than the poor, original-manufacturer's-equipment human on the other side of no man's land.

The term cyborg is a little misleading. It derives from the words cybernetic organism, but calling the meat part of a cyborg an organism is stretching its definition to the breaking point. You see, for a couple of reasons, all cyborgs in the Wasted West are undead.

First, the more powerful the cybernetic device, the more sheer power it requires. Even with all the fancy power systems that mad and patent science cranked out over the last two centuries, no one managed to come up with a basically self-renewing source of energy that generated enough output to run military-grade cybernetics indefinitely. And believe us, the last thing you want to have to worry about when you're operating behind enemy lines is if you brought the right kind of power adapter for whatever weird outlets that country uses.

Second, popular television shows from the last century aside, the human body on its own just isn't capable of withstanding the stresses a powerful cybernetic device can put on it. Early attempts to enhance soldiers with cybernetic attachments met with disastrous results. Sure, a cybernetic arm might be constructed to

be far stronger than a normal human's, but the shoulder it's attached to is still flesh and bone. Try to lift a car engine with one and you're more likely to install a bloody aftermarket cybernetic arm on the engine than you are to raise it off the ground.

Attempts to reinforce the skeletal system to the point it could handle the burden imposed by high-end cybernetics likewise met with failure. It turns out there's a limit to how much you can cut and paste into a human body before it finally says, "I'm done." And, yes, various militaries found this out the hard way, too.

Ironically in the end, one problem led to the solution of the other.

Pimp My Corpse

Researchers for a secret branch of the US government known simply as "the Agency" built on work Hellstromme Industries had done with ghost rock reactors to create a device that could convert spiritual energy into a more usable form. While there are some similarities to the spirit batteries used by junkers, the Agency's method instead tapped into manitous to draw power directly from the Hunting Grounds.

Of course, the rub to this plan was getting hold of a manitou in the first place.

In an event that was as ironic as it was synchronistic, one of the original volunteers for cybernetic enhancement died during surgery. He didn't stay dead long though, as a manitou latched onto his corpse, making him a Harrowed. No doubt, it was planning the usual mischief those deaders get up to, but it was in for a big surprise.

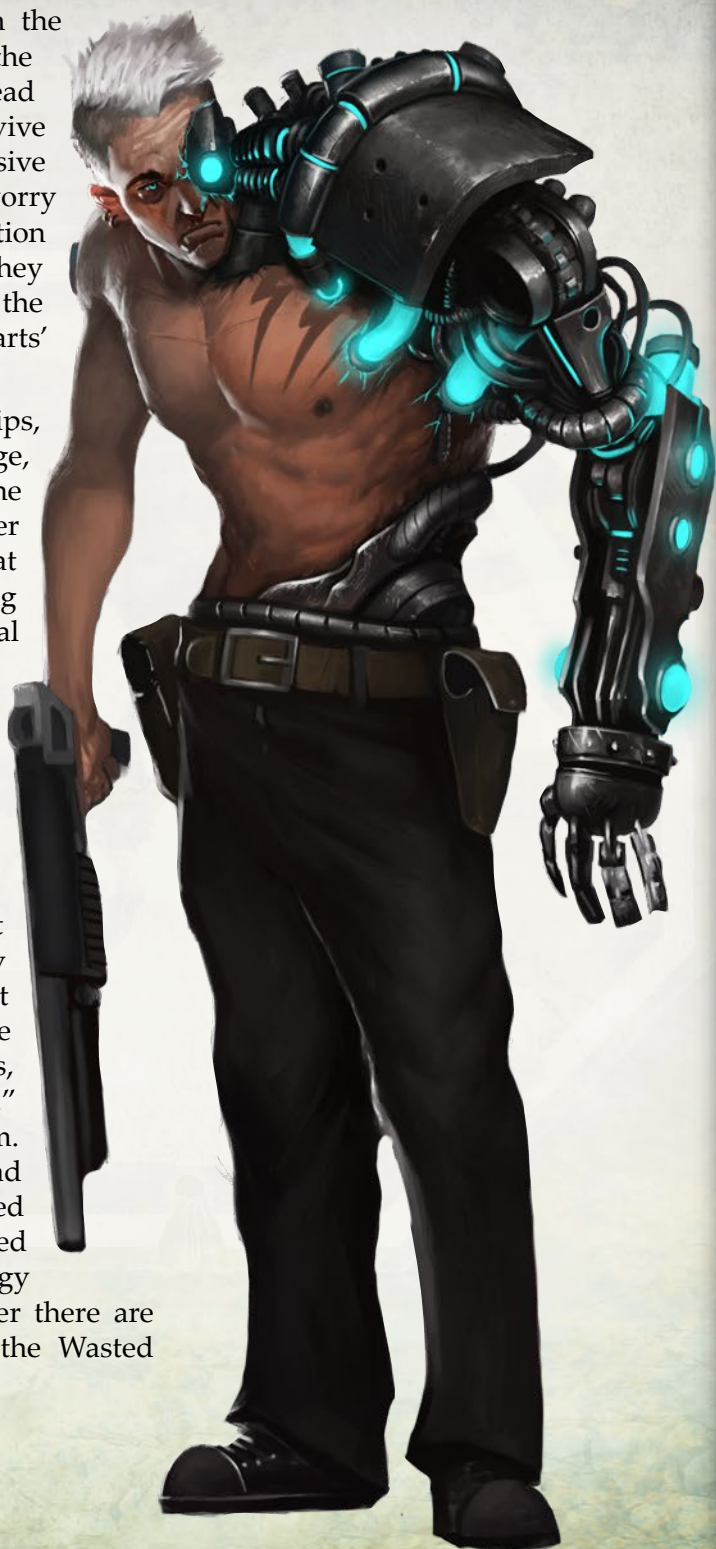
The scientists performing the operation realized they had just been given the solution to both their problems. Working quickly, they slapped one of the new

experimental devices—called a spirit fetter—onto their subject. The manitou, already bound to the Harrowed by its own choice, could do nothing but rage and watch.

Even better, at least from the researchers' position, the volunteer's newly undead body was now able to survive virtually any amount of invasive surgery. There was no worry about infection or rejection of the implants either. They could modify and enhance the walking corpse to their hearts' content.

Between politics, loose lips, and old-fashioned espionage, it wasn't too long before the technology spread to other countries. The fact that Harrowed, by virtue of being dead, often had no legal rights made the prospect especially appealing to many governments. In effect, they were expensive but completely expendable pieces of equipment as far as the law was concerned.

By the beginning of the Last War, every major military on the planet fielded at least some cyborgs, which were known in the ranks as tin cans, or more concisely, just "cans." Many had battalions of them. And since cyborgs are undead and enhanced with advanced military technology powered by an effectively eternal energy source, it's really no shocker there are still quite a few roaming the Wasted West.



Playing a Cyborg

The first thing about being a cyborg is that your hero has to be dead—or more accurately undead. Nearly all cyborgs were created by a government agency or military unit. The two largest groups of these deaders were the US Army's Cy-SOG (Cybernetic Special Operations Group) and the Confederate CEAL Teams (Cybernetically Enhanced Arcane Lifeform), but many other nations had their own equivalents. The Texas Rangers and Agency had cans on staff for the toughest missions.

All cyborg characters must be Harrowed in addition to taking the Cyborg Edge. However, the Cyborg Edge does count as the free Edge a character receives when choosing to make a Harrowed. In fact, we recommend that's what you spend that free Edge on for reasons you'll see very shortly!

Also, the technology required to create cans is largely lost to the sands of time, or more accurately, the blasts of nuclear and ghost rock bombs, so if you want to take the Cyborg Edge after character creation, you need to talk to your Marshal to work out an explanation for exactly how that transformation comes about.

All cyborgs have certain abilities in common. In addition, the normal rules that apply to Harrowed also apply to tin cans, with a few modifications which we'll go into below.

Flesh and Bone...and Metal

Cyborgs are complicated creations, and keeping them functional is a challenge all in itself. Fortunately, by the time cans were in fairly common usage, their creators had figured this out as well. All cyborgs come equipped with a Self Repair Unit (or SRU) that allows them to make natural healing rolls normally... well, sort of.

A cyborg, like a Harrowed, must consume roughly a pound of meat, but a can also needs access to manufactured materials as well. For each natural healing roll, a cyborg must also have a number of Components (see **Junkers** in *Hell on Earth Reloaded*) equal to its wound level to attempt the roll. For example, a tin can with two wounds needs two Components to attempt a healing roll. The Components are expended regardless of whether the cyborg succeeds on the healing roll.

Even administering medical care to a can is more complicated. Each type of cyborg lists a skill used to remove damage (either Healing or Repair), but if the character using the skill does not have the other skill at the same die type or higher, they suffer a -2 penalty to their roll. If they do not have the skill at all, they suffer a -4 penalty. Use of the *healing* power also suffers a -2 penalty on cyborgs; the *greater healing* power suffers no additional penalty when used on a cyborg.

Spirit Fetter

The spirit fetter maintains all of the cyborg's systems by pulling power from its manitou. The amount of energy the manitou provides is based on its Spirit die type. A deader can never take more Cyborg Edges than his manitou's Spirit die (ten Edges for a d10 Spirit manitou). A manitou always has a Spirit die type one greater than the Harrowed it inhabits.

One of the downsides of the spirit fetter is that it prevents the manitou from manifesting other Harrowed Edges. Since most cyborgs were created on the operating table, the tin can never even gets the chance to learn any Harrowed Edges. A deader who somehow later becomes one may have the Edges, but with his manitou shackled by the spirit fetter, he loses access to them.

Artificial Intelligence

Each cyborg has an integral AI imbedded in it. Pretty quickly, The Powers That Be (or more accurately, The Powers That Were) figured out that putting a bunch of things that go boom on a walking corpse animated by a demon driven to wreak havoc was in the same category as putting lasers on sharks' heads. The potential for disaster was quite a bit better than the chances of winning the lottery, is what we're saying.

A cyborg's AI has the primary job of monitoring the spirit fetter and keeping the manitou from gaining control of the deader. A cyborg with a functional AI gains a +4 bonus to Dominion rolls.

Governments and militaries being governments and militaries, they also installed primary mission directives in each cyborg. After all, there's really not much difference between a manitou-controlled undead killing machine armed with a rocket launcher and a regular undead killing machine armed with a rocket launcher that really just doesn't like you when you get down to end results.

Als are installed with a number of primary mission directives depending on their type. Unfortunately, since it's been nearly two decades since any can has had a system overhaul, the Als aren't as effective as they once were, and each deader has figured out bugs in its computerized backseat driver. As a result, a cyborg can resist its directives by bypassing the AI. However, a cyborg who bypasses his AI is open to an immediate Dominion roll by their manitou—*without* the bonus provided by their AI.

Rest

Like other Harrowed, cyborgs don't need much sleep, but the complicated programs running their various gadgetry do require time for periodic defragmenting and self-diagnostics. Every 24 hours, a can must power down for 1d6 hours to allow the AI to accomplish these tasks. During this time, the AI is monitoring the environment, meaning the cyborg is just as capable of "waking up" as non-metal heads.

If a cyborg opts to not power down, she accumulates a Fatigue level for each day she goes without this maintenance period. This represents her motor control getting sloppy, response times dropping, and so on. These Fatigue levels are recovered at a rate of one per extra hour of downtime. Although she can reach Incapacitation from this type of Fatigue, it actually represents the AI triggering an override and shutting her down for the necessary housekeeping.



Directives

All AIs are programmed to obey the orders of a superior officer in their military's command structure. Likewise, those cans attached to civilian organizations, like the Rangers or Agency, are hard-wired to obey superiors in their own institutions. Now, word of mouth isn't enough to invoke this Directive. The individual claiming that authority must either be known to the cyborg or possess the proper uniform or credentials.

On top of the core Directive, each can has one or more additional Directives depending on the type of model. These were usually tied to the last mission (or missions) the cyborg was assigned when everything fell apart. When you build your metal head, choose one or more of the following as detailed in the description of your character's model.

- **Confirmation:** Your deader must be able to clearly see his target and confirm it is hostile before engaging. The Marshal has final say, but this may require a Notice roll modified for light, cover, and so on.
- **Danger Close:** To protect the...softer members of your unit, you can't fire a ranged weapon at a target within 2" (twelve feet) of a friendly character.
- **Expendable:** Your cyborg was part of a decoy force meant to distract the enemy and draw fire. Once combat starts, your can tries to draw as much attention to itself as possible and never uses cover.
- **Hearts & Minds:** Your can was involved in humanitarian and civilian affairs missions to win over a local population. You can't ignore a request for aid from a civilian unless it conflicts with another Directive.
- **Martial Law:** Your brainer was performing police duties. You must uphold the law, and all offenders must be turned over to the nearest peace officer—who is usually not anywhere nearby. Criminals guilty of capital crimes, including murder, rape, and looting, are to be executed on the spot.
- **No Prisoners:** Your metal head was part of an advance or deep recon unit. You never accept surrender of an enemy and can never take prisoners. Others in your group may, but you do not assist either in capture or guarding duties.
- **Raider:** Your cyborg was involved in extended raids behind enemy lines and had to be constantly on the move to avoid capture. You can't possess more than you can carry and never stay in any one place more than two nights in a row.
- **Search and Destroy:** Your can was tasked with interrupting the enemy supply chain. You must destroy, disable, or render unusable any vehicles and heavy weapons in use by or belonging to opposing forces. This includes equipment either marked accordingly or in use by enemy personnel.
- **Security:** Your deader was assigned to a security detail. You cannot allow anyone to loot, damage, steal, or destroy any equipment belonging to your former organization. If the Marshal agrees, your AI can extend this to include your posse as well.
- **Still at War:** Your can never got word that hostilities had effectively ended. You must engage any members of the opposing alliance, although you're not required to blindly charge them. This includes anyone wearing the uniform or using armored vehicles of that alliance as well. Supply channels got a little spotty there toward the end, so hand weapons do not trigger this Directive.

Electromagnetic Pulse

If there's one thing that strikes fear into the heart of a cyborg, it's the thought of being caught in an EMP. That's the downside of being packed with roughly the same amount of advanced hardware as an electronics store. Cans are equipped with surge suppressors and hardening to let them survive the worst of an EMP—otherwise, they probably wouldn't have made it through the Last War in the first place.

Still, getting caught in a pulse is bad news for a metal head, whether it's from a Doomsayer's *EMP* power or a more mundane source. The cyborg's internal buffers do kick in to prevent permanent damage, but the pulse causes the poor deader to shut down for three rounds as the systems reboot, or one round on a successful Smarts roll. During that time the can is unable to take any actions, has Parry 2, and all attackers are treated as if they have The Drop on him.

That's the bad news. Here's the worse news. The spirit fetter is also one of the systems affected, so the manitou always sees this as a wonderful time to come out and play. The nasty critter gets a Dominion roll—without that pesky AI interfering either!

Ticking Timebomb of Death

Cyborgs are electronic undead killers with a demon inside them. To say that folks are uncomfortable around them is an understatement on the order of proclaiming the Last War a mild inconvenience. Tin cans suffer a -2 Charisma if their nature is known.

The flesh of a cyborg is just as dead as that of any other Harrowed, and pickling it may be tough based on the model. Animals are even less comfortable interacting with cans than 'normal' Harrowed. The penalty to Riding and any other rolls requiring an animal's cooperation is at -4.



Building Your Tin Can

The first step in creating your cyborg is to choose a model. Cans come in two models: light or heavy. The type of model you choose determines your cyborg's base abilities and how many Cyborg Edges he begins play with, but also the number of Directives that have been placed on him. All metal heads can purchase additional Cyborg Edges either with Hindrance Points at creation or through Advances.

Regardless of the frame you pick, all cyborgs come with the abilities noted above, an encrypted radio transceiver, and linked camera. Tin cans also come equipped with GPS systems, but the satellite transmitters have long since been destroyed, worn out, or gone out of synchronization, making the device worse than useless.

The details of each can are explained below.

Light Cans

Light cans were used as scouts and occasionally infiltrators. Some even saw duty with secret civilian services, like the Agency or Texas Rangers. They don't pack near the armor or weaponry that the heavier models do, but they can move faster and more stealthily, making them ideal for work behind enemy lines. Depending on their enhancements and clothing, a light cyborg can even pass for a human, at least at a glance.

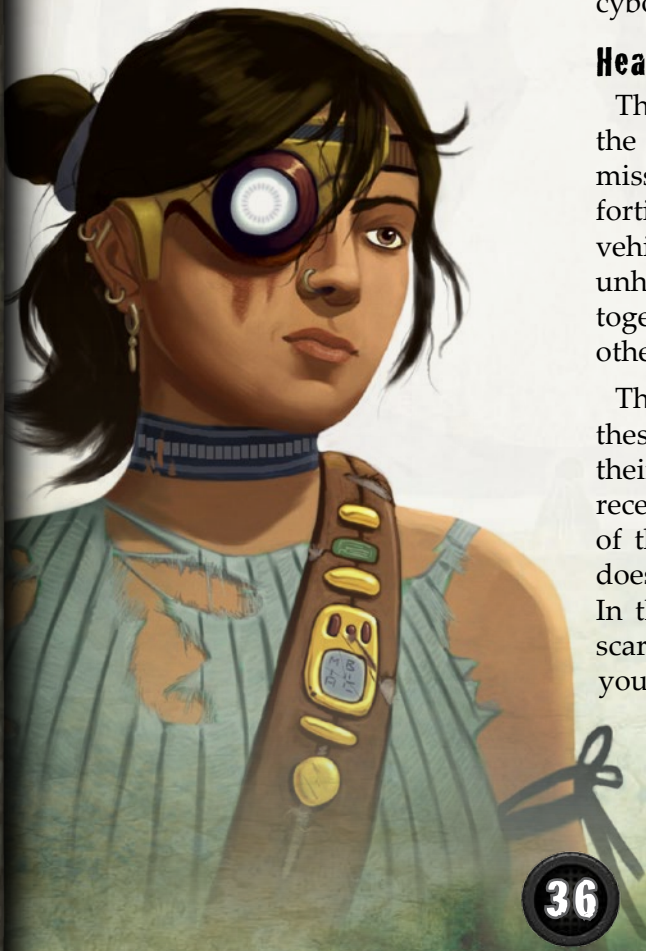
The internal structural enhancement grants a light model cyborg +1 Toughness. It also receives +1 die type to Strength. Finally, a light cyborg can choose two Cyborg Edges at character creation.

Since light cans were usually given missions that required more flexibility and decision-making, their AIs did not have as heavy restrictions placed on them. Choose one Directive, in addition to the core Directive, that applies to your cyborg.

Heavy Cans

These bruisers were assigned to the toughest knock-down, drag-out missions: front-line duty, assaulting fortifications, fighting enemy armored vehicles, and the like. They're obviously unholy hybrids of man and machine, put together for the sole purposes of making other things blow up and/or die...badly.

There is simply no mistaking one of these cans for a normal human. In fact, their appearance is so unsettling, they receive a -4 penalty to Charisma instead of the usual -2. However, this penalty does not apply to Intimidation checks. In that case, it is instead a bonus. Big, scary, and undead sometimes works in your favor!



All heavy cans have +1 Toughness and +2 Strength die types. A heavy cyborg receives Size +1 and Armor 2.

However, all that bulk comes at a penalty to movement. Heavy models have a Pace of 4 and a d4 running die. It costs two Advances to raise Agility during play, although there is no penalty to purchasing it during character creation.

Heavy cans choose a whopping four Cyborg Edges at creation, but must also choose three Directives in addition to the core Directive. No commanding officer was comfortable with one of these monsters around without a pretty tight leash on it!

Cyborg Edges

Taking these after character creation requires an explanation as to how they were gained (and may require monetary or equipment expenditures).

Arcane Dampers

Model: Light or Heavy

This was a common enhancement for Agency and Ranger "witchhunter" cyborgs. It uses the manitou's innate connection to the Hunting Grounds to act as an arcane lightning rod of sorts. This enhancement grants the deader +2 to all rolls to resist magical attacks and +2 armor vs. damaging magical attacks. Unlike regular armor, this *does* stack with other armor, but only against magically-based attacks.

Armor Plating

Model: Light or Heavy

Your metal head has a layer of advanced ballistic fibers woven into her skin, or whatever passes for its skin. This provides her with Armor 2.

If your can is a heavy model, this is in addition to her base armor.

Chameleon

Model: Light

Your cyborg has optical sensors and chemical packs embedded just beneath the skin. When activated, the chemical packs change color to match their surroundings, allowing your deader to blend in to his surroundings with frightening effectiveness. This gives him +4 to Stealth rolls when it's in use. However, to gain the benefits of the enhancement, at least half of your can's skin must be uncovered to be effective.

The system is also capable of producing nearly any pigment change, as well as refined patterns. It can imitate bruising, freckles, birthmarks, and even tattoos. Infiltrator models often use it in conjunction with the Facemaker Edge to craft even more convincing disguises.

Computer Jack

Model: Light or Heavy

Your cyborg has a universal port that can directly interface with other computer systems. On top of simply allowing your deader to connect to the computer directly, software installed in his onboard processors gives him a +2 bonus to any skill rolls to break any encryption, overcome security measures, or access data on the system.

Finally, nearly all vehicles were equipped with computerized operating systems prior to the Last War. The civilian models were mostly burned out by EMPs during Judgment Day, rendering them useless. Only one in ten still have a functional computer. Military versions, however, were almost always hardened to withstand the pulses and are still functional. When using a vehicle with a working operating system of this type, your deader gets a +2 to any skill roll to operate it.

Lastly, your hero's interface allows him to access data slugs directly without the use of a palmcorder.

Cybernetic Eyes

Model: Light or Heavy

Your deader may take this enhancement more than once. Each time he does, he can choose one of the options below. For obvious reasons, a cyborg with this enhancement cannot also benefit from the Harrowed Edge Cat Eyes.

- **Electromagnetic:** Your eyes “see” electrical, magnetic, and electromagnetic fields. You may also ignore darkness and concealment modifiers when targeting electrically powered objects or creatures, such as automatons.
- **Light Intensification:** You ignore penalties for Dim lighting and halve penalties for Dark. Additionally, your eyes contain a faint LED emitter that allows you to see up to ten feet in total darkness when on, but anyone who makes a Notice check can also detect your location due to the tiny light.
- **Magnification:** Your eyes are capable of magnifying nearby objects, granting you a +2 bonus to all Tracking rolls, any Notice rolls made on objects within two feet or less, and Repair rolls on small objects.
- **Spirit Vision:** You have specially-treated optical lenses that allow you to see magical auras. In effect, you can use *detect aura* (as the power) at will. However, when engaged, the lenses distort mundane objects, giving you a -1 to any Trait roll reliant on vision.
- **Thermal Imaging:** Your eyes detect variations in heat. This allows you to ignore darkness and concealment when targeting heat emitters. It also grants you a +2 bonus to Tracking rolls to follow a warm-blooded creature’s tracks provided the trail is no more than ten minutes old.
- **Telescopic:** Your optical gear gives you a +2 bonus to Notice rolls at distances of more than 30 yards. It also provides a +2 to Shooting and Throwing rolls at Medium and Long ranges.

Cybernetic Legs

Model: Light

Your character is equipped with artificial legs that make him better, stronger—well, okay, just faster. His base Pace is 8 and he rolls a d10 when running instead of a d6. He gets a +2 bonus to all Strength rolls made in association with jumping.

Mercury

Model: Light

Prerequisites: Cybernetic Legs

Your cyborg’s legs have improved servos and enhanced hydraulics. Your character’s base Pace increases to 10, on top of the normal benefits gained from having Cybernetic Legs. Additionally, she doubles her jumping distances under all circumstances: standing 2”, running 4”, and a successful Strength check adds another 2”.

Facemaker

Model: Light

Prerequisite: Infiltrator Package

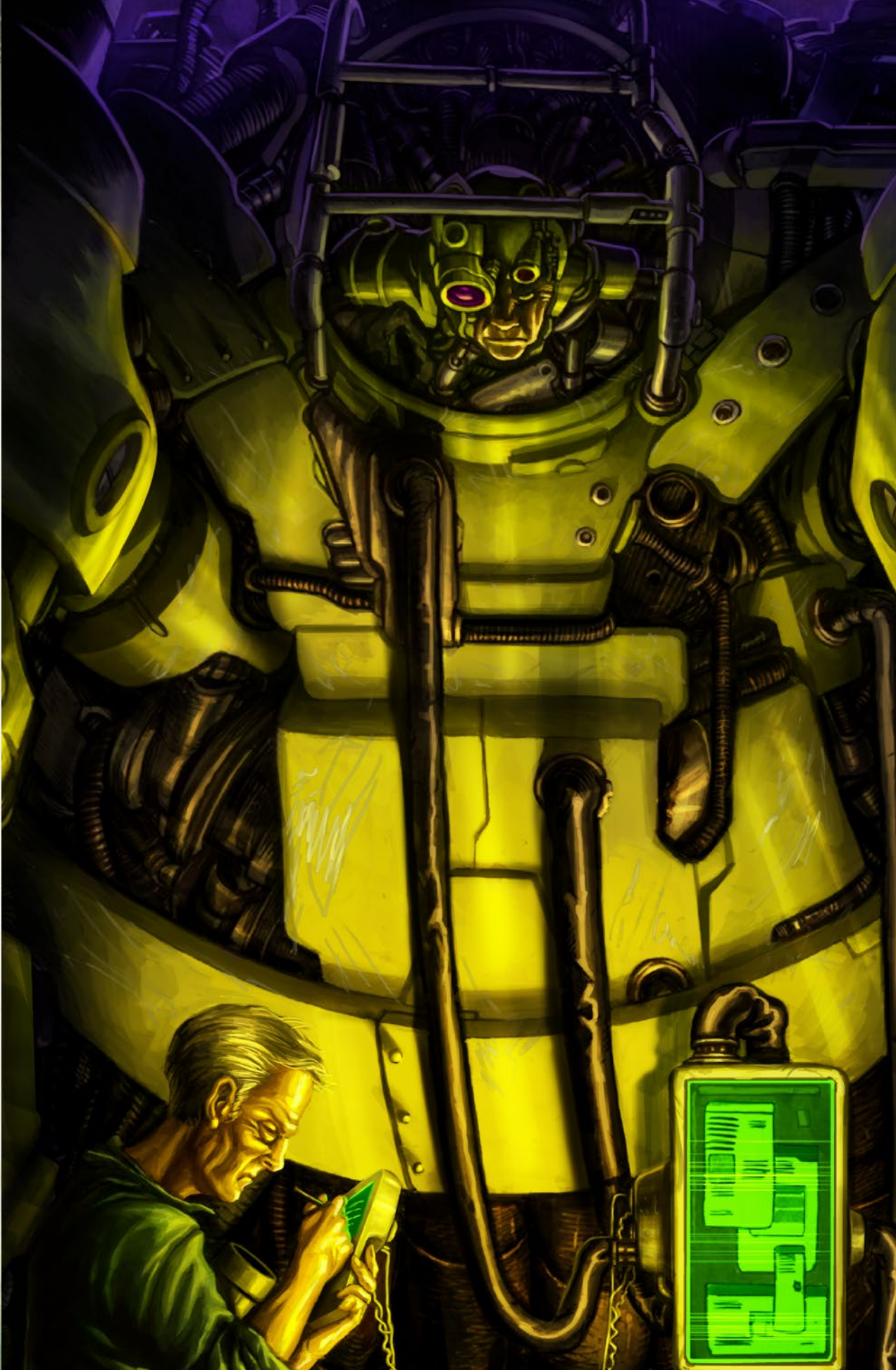
Facemaker was often found installed on Agency and Ranger infiltration ‘borgs, although it would be a stretch to call it popular. That’s because part of the installation process required the deader’s facial bones to be broken into small segments and reattached to one another with a network of fibers and micro-pistons. Color packs and silicon bladders are also inserted beneath the skin.

The enhancement provides the disguise power, but only with respect to the cyborg’s face, not Size or other physical features. The deader rolls Smarts to activate but uses no power points.

Improved EMP Shielding

Model: Light or Heavy

Like we said before, all cans are resistant to EMPs to some degree—or at least those still around after the Last War. Those who weren’t came to a quick end



when the bombs really started falling. Cyborgs with this enhancement are even more thoroughly hardened and are effectively immune to EMPs, whether of mundane origin or the Doomsayer power of the same name.

In addition, their toughened operating systems grant them +2 to rolls to resist ghost storms, electrical, and radiation based attacks. They also receive +2 armor versus damaging attacks with radiation and electrical trappings.

Improved Self Repair Unit

Model: Light or Heavy

Your can is built to take a beating, or at least recover from one quicker. You can make a natural healing once a day. Your SRU is also more efficient at cannibalizing parts. Healing rolls you make (or are made on you by others)

still require Components, but only one per roll instead of one per wound level.

Improved Structural Integrity

Model: Light or Heavy

This enhancement uses everything from breakers to carbon-fiber muscle reinforcement, bone lacing, and synaptic redundancies to help offset the effects of damage to a 'borg's basic system functions. That's all a fancy way to say the deader is able to ignore one level of wound modifiers. The effects of this enhancement stack with Nerves of Steel or the Harrowed Edge Implacable.

Infiltrator Package

Model: Light

This enhancement was popular with civilian agencies and certain black ops units. An infiltrator package lets a can pass as not just a human, but a living

one at that. It provides a false pulse and heartbeat, simulates breathing, and even circulates blood so injuries appear to bleed. The synthetic blood also contains preservatives and aromatics to mask that unseemly dead smell.

This enhancement effectively negates the Charisma modifiers for being a can. Unless the deader reveals his true nature, only a Notice roll (-4) can discover the truth. Most folks are unlikely to look this close unless they've got a good reason, though.

Obvious cyber enhancements, like a Weapon Mount, render the Infiltrator Package useless. Also, Harrowed with the Degeneration Hindrance cannot choose this enhancement as there's only so much even weird science can do!

Power Focus

Model: Light or Heavy

A power focus allows your deader to break the rules we set down earlier. With a Power Focus, your 'borg can develop regular Harrowed Edges, as well as manifest those he had prior to becoming a metal head.

Reflex Booster

Model: Light

Your metal head's nervous system has been largely replaced with fiber optic cable and processing boosters to increase your reaction time. You draw two Action cards and keep the best. This effect stacks with the Edges Quick and Level Headed.

Samson

Model: Light or Heavy

This enhancement beefs up your cyborg's joints and servos considerably. It increases your character's Strength by one die type. Additionally, your can is able to carry 8 times her Strength for encumbrance purposes.

Hercules

Model: Heavy

Prerequisites: Samson

Your cyborg has an enhanced frame as well as heavy-duty pistons to provide an enormous boost to your hero's Strength by two die types. This is in addition to the increase provided by Samson.

Targeting Computer

Model: Light or Heavy

Prerequisite: Weapon Implant or Weapon Mount

Your deader has a built-in processor and targeting optics that are connected to one of his mounted weapons. He receives a +1 bonus to Shooting rolls with mounted or implanted weapons at all ranges.

Weapon Implant, Concealable

Model: Light

You have a firearm in a concealed internal mount, usually the hand or forearm. Notice rolls to find it on a search are at -4 penalty, or -8 if you have the Infiltrator Package. You don't have to spend an action to draw or ready the weapon, in effect giving you the Quick Draw Edge with respect to your implanted weapon.

The weapon uses the stats for the standard NA or SA sidearm, depending on your former allegiance. You receive one full magazine of ammunition, but any more than that comes out of your pocket, friend. Reloading the weapon takes an action.

Weapon Implant, Melee

Model: Light or Heavy

You have a melee weapon mounted to your frame. Your can also gains the effects of the Quick Draw Edge when using this weapon.

Light models have retractable blades or a spike (Str+d6). Notice rolls to find the weapon when it's retracted are at -4 (-8

with Infiltrator Package). These penalties are negated if the searcher has seen the weapon extended. In that case, success is pretty much automatic unless your can is a silver-tongued devil!

Heavy models receive a large chopping blade (Str+d8) mounted on a forearm. Alternately, they can replace a limb with a buzz saw (Str+1d6+2, AP 2), but this effectively gives them the One Arm Hindrance—except for cutting stuff up, of course. Unlike a mini-chainsaw, the buzz saw is designed specifically for the rigors of combat. There is no penalty to using it and it doesn't suffer any special penalty on a roll of a 1 on the Fighting die.

This enhancement may be taken twice, giving the cyborg a weapon on both arms. These incur the normal penalties for using two weapons if the can wants to swing both in the same round. Also, taking two buzz saws is probably not the smartest move...

Weapon Implant, Plasma Cutter

Model: Light or Heavy

Prerequisites: Weapon Implant, Melee

A few deaders are equipped with high-temperature plasma cutters in place of the more standard implanted melee weapons. These cutting torches produce a "blade" about 6" to 1' in length. They were initially designed to quickly burn through metal, plastic, and other substances, enabling the metal heads to breach doors, fences, and bulkheads. Leave it to undead murder machines to quickly turn a tool into a frightful weapon.

The plasma cutter does a set amount of damage and, unlike other melee weapons, is not based on the wielder's Strength. However, it is both armor piercing and considered a Heavy Weapon for the purposes of effecting armor (Damage 2d6, AP 4, HW).

On heavy cans, the cutter is mounted on the back of one of the hands. On light models, the device is concealed within the hand or arm until activated. Notice rolls to find it on a search are at a -4 penalty, or -8 if the 'borg has the Infiltrator Package. The deader also doesn't have to spend an action to draw or ready the weapon, in effect giving it the Quick Draw Edge with respect to the plasma cutter.

Weapon Mount

Model: Light or Heavy

Your 'borg has a firearm attached directly to his frame. Light models can mount an SMG, shotgun, or assault rifle appropriate to their chosen country (NA or SA). Heavy models can mount a shotgun, assault rifle, machine gun, grenade launcher, or rocket launcher of no more than 30 lbs. in the same locations. Like other mounted weapon enhancements, your deader is treated as if he has the Quick Draw Edge with respect to the mounted weapon.

The process requires the weapon to be heavily modified to interface with both the mount and the cyborg's electronic systems. This process removes the stock, trigger, and trigger housing, and often requires additional modifications to its housing. This does not reduce the weight of the weapon however, as additional pieces must be added to adapt it to interface with the mount. This renders the weapon no longer functional independent of the weapon mount.

The enhancement also includes one full magazine of ammunition for the weapon chosen. Reloading an SMG, shotgun, or assault rifle takes an action. Reloading a heavy machine gun takes a full round. A grenade launcher or rocket launcher takes an action for each round reloaded.

This enhancement can only be taken once. Weight of the weapon and ammunition does count against the cyborg's encumbrance.



Witches

Edge: Arcane Background (Witch)

Requirements: Wild Card, Novice, Smarts d6+, Witchcraft d6 +

Arcane Skill: Witchcraft (Smarts)

Power Points: 10

Starting Powers: 2

Backlash: A witch who rolls a 1 on her Witchcraft die (regardless of her Wild Die) is automatically Shaken.

Available Powers: *Beast friend, blast, bolt, boost*

/ lower Trait, charm, deflection, detect/conceal, arcana, disguise, dispel, divination, elemental manipulation, entangle, fear, fly, healing, invisibility, light/obscure, puppet, slumber, succor, zombie.

Special Rules:

- **Affirmative Action:** A warlock (male witch) who rolls a critical failure (a 1 on both his Witchcraft and Wild Die) suffers a Wound instead.

- **Ingredients:** A witch can use certain items, called Ingredients, to assist her in casting her spells. See **Ingredients**, on page 46. She begins play with a number of Ingredients equal to half her Smarts die.

Way back when the Reckoning was just getting underway, a gal named Mina Devlin uncovered a few arcane secrets that man was not meant to know (at least, as far as she was concerned). After Devlin's husband died, leaving her a controlling stake in one of the biggest rail lines of the

19th Century, she didn't have much use for folks of the masculine persuasion.

She turned her newfound knowledge to increasing her personal power, and soon became a witch—just like the ones that got burned at the stake back in Salem. After many years, it turned out history really does repeat itself, and Devlin and most of her coven were soon given the same treatment. Some of Devlin's daughters, however, escaped with copies of their mother's spell book.

Mina's grimoire—along with her special talents—was passed down through the years. Back around the middle of the 20th century, her and-then-some-granddaughter

Annabelle Lee Devlin (all Devlin women keep their mother's name), assumed control of Pentacorp in the 1960s, as well as the grimoire.

“How to Serve Your Man”

Annabelle was a bit of a radical supporter of the growing women's rights movement at the time. In a misguided effort to help empower her fellow women, she almost literally took a page from Edmond Hoyle, father of the Old West's card-slinger spellcasters known as hucksters, and encoded her “recipes” into a cookbook. Pandemonium Press,



a subsidiary of Black River Industries, published the book. Annabelle laughed all the way to the printing presses—especially when she thought of all the oblivious men who would buy her book as a Christmas gift for their spouses.

It took a little while for most folks to really figure the book out, but when they did, the government watchdogs found their hands full, dealing with a widespread epidemic of curses, conjurings, and cauldrons. The law did the best it could to round up every copy of Annabelle's encoded grimoire and was fairly successful on the whole. Hundreds of thousands of copies were destroyed by the Agency and the Rangers with the cooperation of their counterpart organizations abroad.

The Rangers brought Annabelle up on charges, but thanks to a huge bank account and the lawyers it can buy, she managed to sell the courts on the idea that she had no idea the recipes were actually magical spells. Her lawyers spun her as an innocent woman who simply didn't know any better—a fact that appealed to a number of less-educated male jury members. The case against her even used the words “magical spells” probably helped as well, as most folks still tried to deny the existence of anything too overtly supernatural.

In the end, she was stopped from publishing any further “Devlin family recipes,” but walked out of court with little more than a dainty slap on the wrist.

Succession Plan

Fast forward about one hundred and twenty years. Sybil Rose Devlin was the last of the Devlins and wasn't getting any younger. Worse, she had an almost pathological hatred for men, wrongly blaming the governmental persecution of her ancestors on a corrupt patriarchy rather than her family's own trespasses against both the law and morality. While

she could prolong her life for a while, even her strongest magics couldn't make her immortal.

When she died, her family would end.

However, she couldn't bear the thought of touching a man, much less taking the steps necessary to actually conceive a child. A subsidiary of Pentacorp, Genetech, had perfected a method for not only cloning an adult human, but preserving it indefinitely and educating it as well. Unfortunately for Sybil, nearly every country had banned the practice decades before she took over the family business.

As the Devlins had always butted heads with the Agency and Rangers, Pentacorp and its holdings were always being subjected to searches, inspections, and just about every other form of governmental attention. To be fair, this was largely due to the fact the Devlins had more than a passing predilection for dabbling in the dark arts, muscling out their competitors by any and every means, and tossing caution (and consumer safety) to the wind. And finding an illegal cloning facility was just the sort of thing to make a government inspector's day complete.

Reprint of a Classic

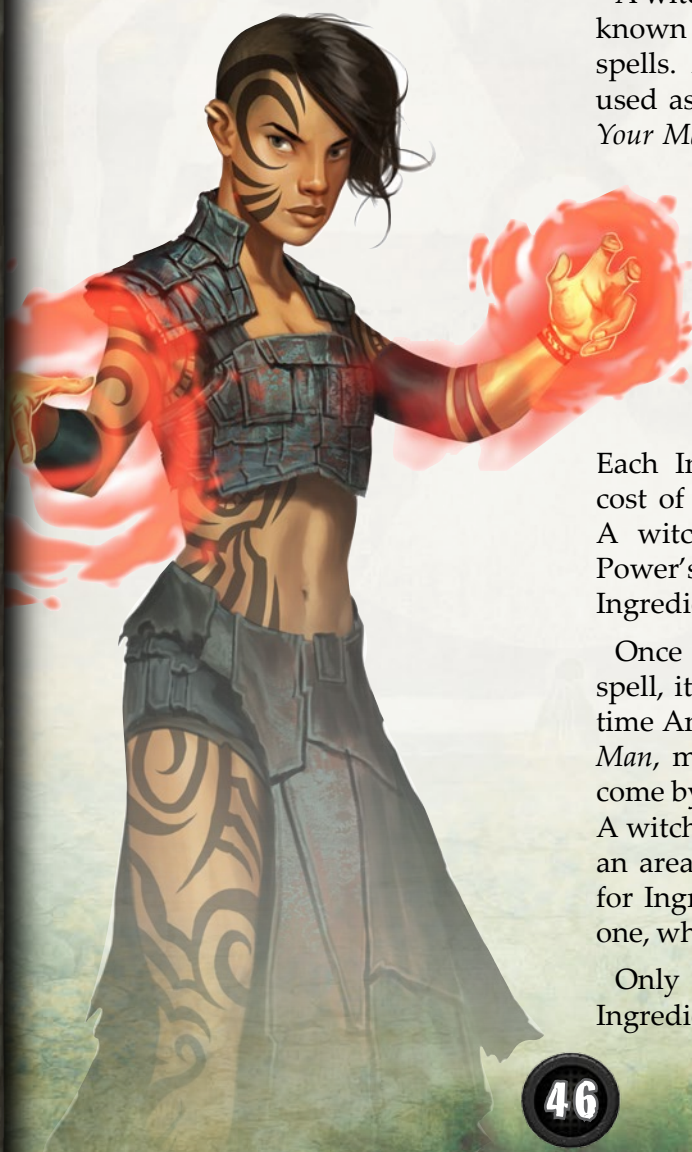
In early 2082, just before she set her clones to brewing, Sybil dug up Annabelle's old “cookbook” and had it reprinted through a shell company. Her agents then filtered copies into the market through flea markets, yard sales, and used book stores. In no time, the Agency and Rangers had a brand new outbreak of witches to contend with, distracting them quite nicely from Pentacorp's genetic shenanigans.

Sybil set up dozens of secret facilities across both the USA and CSA, each holding a “daughter” of hers. That way, even once the governments got a handle on the cauldron she'd set boiling, they'd

be unlikely to find all of her “children.” When the time came, trusted Pentacorp minions would activate one to step in and take over the reins of the Devlin business.

Fate intervened before her plan for passing the torch could play out in the form of the Last War. While some of the hidden labs were destroyed in the fighting, scores remained undiscovered. Generators, often powered by long-lasting alternative sources, kept the facilities functioning for long after the fighting died down—and the clones alive in a state of suspended animation.

Even the most advanced systems wear out over time. As the facilities run down, often one of the clones is awakened and released.



Playing a Witch

To play a witch, your gal pal needs to take the Arcane Background (Witch) Edge, as well as putting points into Witchcraft. For her trouble, she also gets a ratty copy of *How to Serve Your Man*, which she'll need if she plans to learn more spells. If she ever loses her grimoire, it's considered Rare, but only runs \$1 unless she buys it from someone who knows its real worth.

And for those of you wondering, some men do take up the mantel of the witch. Be warned, though, that the powers that be seem to favor the fairer sex when channeling these magics.

Ingredients

A witch can use items and components known as “Ingredients” to help cast her spells. A wide range of items can be used as Ingredients. Since *How to Serve Your Man* was disguised as a cookbook, many, but not all, of these are food items. They run the gamut from common baking mixes to exotic spices and herbs to more esoteric things like the eye of a newt or a cat's whisker.

Anytime she casts a spell, she can opt to expend Ingredients. Each Ingredient she uses reduces the cost of the Power by one power point. A witch can completely pay for the Power's cost assuming she has enough Ingredients on hand.

Once a witch uses an Ingredient in a spell, it is consumed completely. At the time Annabelle wrote *How to Serve Your Man*, most of these were fairly easy to come by. Now things are a little tougher. A witch can make a Notice roll to search an area the Marshal decides is suitable for Ingredients. On a success, she finds one, while with a raise she scares up two.

Only a witch can scrounge for Ingredients. An attempt generally takes

about an hour, and while she's doing that, she can't scavenge for other items. Any bonuses she has to Notice or to scavenge salvageable items apply to this roll, however.

There's a limit to how many Ingredients a witch can manage at any one time. She cannot have more Ingredients than her Smarts die type. If she tries to hoard more than that, the magical nature of the items gets stewed together and spoils the entire batch of Ingredients, making them unusable. Otherwise, Ingredients have a virtually unlimited shelf life.

A witch starts play with a number of Ingredients equal to half her Smarts die.

Affirmative Action

A witch who rolls a 1 on her Witchcraft skill die, regardless of Wild Die, is Shaken. It is possible to suffer backlash and still succeed at casting because of the Wild Die. If your witch is male, usually referred to as a warlock or "Sloppy Joe" by less-polite (or at least braver) wasters, there's a little extra spice in the recipe for him, though.

While witches in the wastelands as a whole don't particularly love or hate men, Annabelle Devlin herself would've been happy if the whole lot of them shriveled up and died. In fact, she made sure that more than a few did just that! Being the man-hater she was, Annabelle encoded quite a few traps for any men that might try to make use of her magic.

If your witch is a warlock, he suffers a Wound anytime he is unlucky enough to get a 1 on both his Witchcraft and Wild dice.

Learning New Spells

Your witch's lifeblood, so to speak, is her "cookbook," *How to Serve Your Man*. If she wants any new powers,

Pentacorp

Pentacorp's origins stretch all the way back to the 19th century and the Great Rail Wars. Mina Devlin, one of the last six Rail Barons, took over the reins of her late husband's company, the Black River Railroad. When Hellstromme's Wasatch Rails won the war—and the much-coveted government contracts—most of the other competitors folded. Mina's company, however, proved surprisingly resilient, eventually transforming into Black River Industries shortly after World War II.

Over the next hundred years or so, her heirs diversified their holdings into far more than simple transportation. Hexaco Oil Company and Thayer Pharmaceuticals were the first additions to the Devlins' portfolios. The financial and securities firm Black Investment Group provided the family with considerable fiscal flexibility. The final major acquisition was Genetech, a bioengineering conglomerate that virtually cornered the market on agricultural research early on.

The Devlins joined all five companies together under a single blanket entity, the multinational corporation known as Pentacorp. The combined political clout of the diverse holdings allowed Pentacorp to score several legislative victories in both the USA and CSA congresses and by the time the Last War began, Pentacorp rivaled Hellstromme Industries in the scope of its international influence.

she must decode them from the text. In other words, if she doesn't have the book in her possession, she can't take the New Power Edge. She still knows her favorite recipes, however. If her copy is destroyed, she has to find a replacement, which should be the subject of an adventure in and of itself.

New Edges

Witches have a few Edges all to themselves.

Devlin Blood (Background Edge)

Requirements: Novice, Arcane Background (Witch), Witchcraft d8+, Female

Your witch is one of Sybil Rose's clones. Witchcraft is in her blood, her very DNA. She's a conduit for supernatural powers of a witchy variety, and like all Devlin women she's more than a little easy on the eyes. Your character is automatically Attractive.

She can also spend an Ingredient to make her spells harder to resist. Each Ingredient spent this way gives the target a -1 penalty to resist the spell. Alternately, she can give a damaging spell AP 1 for each Ingredient expended. Your character can't spend more Ingredients than half of her Smarts die type on a single spell this way.

The computer banks responsible for educating your hero while she was in suspended animation weren't updated once the Last War began. As a result, she has virtually no knowledge of what's changed in the world since the first bombs began falling. Your character has the Clueless Hindrance with regards to anything that occurred after the beginning of the hostilities.

Thanks to the techniques used by Genetech, she's not an exact duplicate of either Sybil or the other clones, but she does share an uncanny resemblance

to them. Given the Devlin family tendencies, this could cause problems for her if one of her sisters has been raising Hell in the wrong places.

For obvious reasons, this Edge can *only* be selected at character creation.

Familiar

Requirements: Novice, Arcane Background (Witch), Witchcraft d10+

Your witch has summoned an animal familiar. The type of critter she's acquired depends on her rank when she first takes this Edge. The **Available Familiars** table (below) tells you what type of animal your enchantress can choose at that time.

Available Familiars

Rank	Animal Type
Novice	Owl, cat, snake, frog
Seasoned	Dog, wolf, stag (deer), mule
Veteran	Cougar, riding horse
Heroic	Bear, bull, shark
Legendary	Brain buzzard, devil bat, dog o' war

Your witch and her familiar acquire the Loyal Hindrance with regards to each other. The familiar isn't a slave though, and can refuse to follow your hero's orders—particularly those which may cause it harm. Unless ordered to follow otherwise, a familiar acts in accordance with its nature. For example, a cat may stop to chase a mouse or take a brief nap and will most likely hide during combat.

A familiar is a Wild Card with respect to wounds and having a Wild Die, but it receives no Bennies. However, your witch can spend her own Bennies on behalf of her familiar.

Witch Powers

Charm

Rank: Novice

Power Points: 4

Range: Self

Duration: 1 minute (1/minute)

Charm makes the caster more appealing and attractive to others. It grants a witch a bonus of +1 Charisma. The power also allows her to use Persuasion to initiate a Test of Will opposed by her target's Smarts.

With a raise, the Charisma bonus is increased to +2. Additionally, the witch can use her Persuasion to initiate a Test of Will against either a single target or everyone within a Large Burst Template. This is a double-edged sword though, as it applies to friend and foe alike.

Trappings

Witch spells often involve incantations of some sort and sometimes hand gestures. However, it's usually easy for a witch to hide her casting from a casual observer by making a simple Stealth roll. Only if someone has a reason to watch for monkey business of the magical sort does he get to make a Notice roll to oppose the witch's Stealth.

Spells with subtle effects, like *charm* or *boost/lower Trait*, have no visual effects beyond the witch's casting chant or gestures. Combat spells, on the other hand, are usually quite flashy. *Blast*, called "ball o' doom" by most witches, creates an explosion of glowing, green energy. A witch casting a *bolt* energizes small objects, ranging from marbles and ball bearings all the way to skulls, with arcane power. *Flight* may produce powerful winds that lift the witch aloft or it may even empower a broomstick for her to ride.

The familiar can understand your character's speech and vice-versa. Any eavesdropper just hears the witch speaking in her normal voice, while the creature makes noises appropriate for its species. The bond between the familiar and its mistress makes it more resistant to *beast friend*. Each Rank of your witch adds to the familiar's Size when calculating how many Power Points are needed to control it.

A witch can dismiss her familiar to summon another if she chooses. The process takes two weeks from the time the original familiar is dismissed until the new one arrives.

This Edge can be taken more than once, although not to gain additional familiars. Each additional time you choose it, you may pick one of the powers below. Each power may be taken only once, and you can only take this Edge once per Rank (Taking during character creation does not prevent your character from taking it during Novice Rank).

- Your witch can transfer wounds and Fatigue to and from her familiar as a free action.
- Your witch can increase one attribute of her choice which is lower than that of the familiar by one die type, to a maximum of d12.
- Your witch can use the familiar's senses as if they were her own. This requires concentration and the maximum range for this ability is your witch's Smarts x 100 yards.
- The familiar can use your witch's Combat Edges as its own.
- Any spells your witch casts on herself also affect her familiar. For example, if she casts *armor* on herself, both she and her familiar gain +2 Armor (+4 on a raise) for the duration of the spell.
- The familiar has 5 Power Points which your hero can use as if they were her own. The Power Points recharge at the same rate as the witch's own (1 per hour).



Marshal's Handbook

Adventure Generator

In *Hell on Earth Reloaded*, we gave you an **Encounter Table** for each region to help you come up with brief encounters when your heroes are traveling. *The Worm's Turn* is a fully fleshed-out Plot Point Campaign and a crate full of Savage Tales.

But we know how you scavs are. You want even more. And you want to create your own, but sometimes you need a little inspiration. So we're here to help.

This chapter contains a versatile and often deadly Adventure Generator you can use to create or inspire a night of mutated mayhem. As always, if you don't like one of the results or it doesn't fit your posse's current shenanigans, change it or pick a new entry. We won't tell.

After the Adventure Generator, you'll also find a quick-and-dirty tool for cranking out a survivor settlement on short notice. The two complement each other nicely, allowing you to produce a base of operations or a town in need of saving (or punishment).

To use the Adventure Generator, start with the Adventure Type Table and follow the instructions from there. If you or your group has an idea what makes sense in the current situation, just pick instead.

Adventure Type

d20	Result
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1-4	Critter Hunt (page 52): The group heads out to end some horror's reign of terror.
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5-8	Exploration (page 52): The posse rides off into the wastes, perhaps looking for a pre-war laboratory or an expedition into the Shattered Coast.
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9-11	Scavenging (page 55): Ruins have been located and it's time for the posse to dig through them.
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12-14	Freelancing (page 56): The heroes offer their services to the highest bidder or hire on for basic guard or mercenary work.
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15-18	Civic Affairs (page 56): A survivor settlement needs help.
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19-20	Travel (see page 60): The posse has to travel somewhere for some reason—and of course run into trouble along the way.
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Critter Hunt

Despite the hopes of a deluded few, when the Reckoners were taken off-planet, everything didn't suddenly become all sweetness and light. Just because their masters are off on an extended vacation to the Purple Planet, the creatures of the Reckoning still infest the Wasted West, and are just as ornery as ever. Many posses think cleaning up these beasties is what heroes should do, while some just like the exotic trophies that these critters provide.

In the event your posse decides to go monster-hunting, they either know of a specific one (perhaps from a Civil Affair adventure, page 56) or they try to find one to kill and impress the local ladies with their murderous prowess. In either case there's one simple rule to remember in the Wasted West—when the posse goes *looking* for monsters...they *find* monsters.

Roll on the regional **Encounter Table** from *Hell on Earth Reloaded* until you get an abomination—then assume the absolute worst. For example, if the encounter calls for a few walkin' dead, it's just the faster ones—and a horde of them are shambling along a nearby gulley. If it's wormlings there's a massive nest. In the case of abominations that typically work alone, 1d4 of them have been drawn together for some horrific purpose or cause.

Distance

Some of the tables that follow ask you to generate the distance randomly. If so, use this table.

d20	Distance
1-4	1d4 x 10 miles
5-12	2d6 x 20 miles
13-18	3d6 x 50 miles
19-20	2d10 x 100 miles

Exploration

Lots of folks wander the wastes. Some are looking for intact pre-war installations. Some are trying to find a specific item needed by their community or employer. Others are just trying to fill in the holes in the maps that haven't been updated in 13 years.

Whatever the reason, roll on the **Patron Table** to figure out who they're working for or helping. The **Patron Table** also gives you the base amount the heroes are offered. A successful Persuasion roll doubles this amount or triples it on a raise. Feel free to adjust this to match the economics of your own campaign.

The **Goal Table** (see page 54) tells you why the heroes' patron wants them to wander the wastes. Each entry has a Pay Multiplier as well. Apply this to the total amount the wasters manage to negotiate from their employer.

The **Distance Table** (see page 52) provides how far the posse has to travel to get to the goal. Using the group's current location, pick a likely destination for their journey. You also should figure out how long it will take them to get there with their mode of travel.

If you want to make things more difficult, feel free to roll as often as each day for an encounter from the regional Encounter Table found in *Hell on Earth: Reloaded*. You can roll on the **Complications Table** (page 64) or even use a **Sidetrack** (from *Traveling*, p. 60) to spice things up even more. The encounters you generate should give you a good idea of what evil abominations guard the treasures or mysterious places hidden in the region.

Once they're in the general area, have the heroes make a Survival or Tracking roll (at -4) each day. Success means the posse finds what they're looking for.

Patron

d20 Result

- 1–5 Junker:** These arcane techies often hire third parties to find things out in the wastes that they require for their latest contraptions. Junkers usually have goals that differ from other employers, so add +4 to the Goal table.
Base Pay: \$30
- 6–7 Wealthy Merchant:** A rich merchant contacts the posse with a job. She might be looking to open new trade routes with local mutie communities, find new sources of revenue, or just spend some money to satisfy her curiosity about something. Some merchants are not what they seem, however, and might have the posse searching for something for a darker purpose. **Base Pay:** \$50
- 8 Eccentric:** At first glance, this wild-eyed fellow is often mistaken for a junker, but he is actually a “normal” eccentric. He might have the posse going out into the wastelands to see if a certain river is green, or some other seemingly bizarre task. No matter how ridiculous the goal he sets for them, however, he is not to be trifled with, as he can call on powerful allies to punish anyone who seeks to cheat him due to his bizarre nature. **Base Pay:** \$15
- 9–12 Iron Alliance:** Junkyard has the ultimate goal of defeating the Combine and the Cult of Doom and reuniting the wastelands under their benevolent rule. As such, they always have a large number of groups scattered throughout the Wasted West going about missions to further those goals. **Base Pay:** \$20
- 13 Mysterious Figure:** This mysterious benefactor never lets the posse know who he is or who he represents, but is willing to pay well for their services. The instructions given by this type of employer are usually vague at best. **Base Pay:** \$30
- 14–15 Librarian:** The posse has been contracted by a member of the order of the Great Library of Sacramento to perform a deed for that organization. Occasionally Librarians accompany those they hire on missions of exploration to ensure that the ultimate goal is accomplished to their satisfaction, since these are usually oriented to the recovery or discovery of lost knowledge. **Base Pay:** \$20
- 16–18 Religious Figure:** After Judgment Day several strange religions sprang up as folks struggled to make sense of the end of the world. Whether they call themselves the Cult of the Mushroom Cloud or Followers of MIRV, they are typically led by charismatic figures of varying degrees of morality. **Base Pay:** \$25
- 19–20 Grey Hat:** The posse has been contracted by a Combine undercover agent to perform a job. Roll again on this table to determine his cover identity. **Base Pay:** As cover +\$10

Goal

d20 Result

- 1–3 Contact Mutant Tribe:** The posse is hired to seek out and make contact with a particular mutant tribe. Maybe their boss wants to start trade with them, enlist their aid as irregular fighters in a military campaign, or convert them to a local religion. Whatever the reason, the posse must first find the tribe and then negotiate with it. **Pay Modifier:** ×1.
- 4–6 Scout:** The patron wants information on an enemy force—its location, size, disposition, and what kind of firepower they're packing. They may even want to know who the leader is by name. Roll on the **Opposition Table** (page 62) to find out who they're looking for. Once in the area, the heroes must evade any pickets the bad guys might have out, then get in close enough to observe the required information. A prisoner to interrogate is often the fastest way to get complete information, if the right brainer is snatched. **Pay Modifier:** ×2.
- 7–8 Survey:** The posse's patron wants them to survey an area. Maybe he wants them to test out a new inertial locating system, check the accuracy of old pre-war maps, send settlers out to found a new town, or maybe see just how dangerous or contaminated it is! Once the posse gets where they're going, it takes d8 days to complete the survey. Each day requires a successful Knowledge (Geography) roll to complete the survey for that day. **Pay Modifier:** ×1.5.
- 9–12 Locate Pre-War Installation:** The heroes have been hired to find a pre-war facility, such as a laboratory, military base, factory, or government building. What inhabits the installation, its condition, and what it holds are up to you, Marshal. **Pay Modifier:** ×3.
- 13–16 Determine Condition of Urban Area:** Pre-war cities and towns are some of the most lucrative sites for scavengers. The posse has been hired to go into a town or city and assess the conditions. This might range from how much loot is left to how bad conditions are *inside* the maelstrom! **Pay Modifier:** ×2.
- 17–19 Recover Technology:** Pre-war technology is one of the most sought-after things in the Wasted West, and not all of it is military-oriented. Sometimes a computer chip to run a water purifier is worth more than a company of main battle tanks to a survivor settlement. Sometimes a patron has an idea where to find what he's looking for, and other times the posse is on their own to find the desired item. Draw a card to see what they've been tasked with finding: **Spade:** military; **Heart:** infrastructure (power, water, etc.); **Diamond:** medical; **Club:** vehicle. A face card indicates it's some sort of super-high tech experimental technology, and you can be sure that anyone who gets wind of what the posse has once they recover it will be looking to take it for themselves. **Pay Modifier:** ×2–3, depending on desperation.
- 20 Find Supernatural Site:** The heroes have been hired to find a site reputed to have supernatural powers. What the boss wants when they get there is up to the Marshal. Maybe he wants them to just find the place, or maybe he wants them to place the two large emeralds in the eye sockets of the demonic head and see what happens. It's up to your twisted imagination. **Pay Modifier:** ×4.

Scavenging

There's still a lot of great stuff lying unclaimed in the Wastes. Some of it needs a little fixing up, maybe, but a good tinkerer or junker can work wonders with tech, and you'd be surprised how many people just need a good bottle opener or a non-irradiated Teddy Bear from time-to-time.

Scavenging missions originate when rumors of a cache reach the heroes' ears—perhaps as an assignment from a patron like the Iron Alliance or a host settlement, or maybe just a rumor in a local saloon.

Use the **Distance Table** to figure out how far away the find is, and the relevant **Encounter Tables** from *Hell on Earth Reloaded* to get an idea what kinds of threats might be lurking nearby. You can also add a little extra variety to your mission by rolling on the **Complications** and **Distraction Tables** as well.

d20	Result
1–6	Survivor Settlement: The good news is a bunch of hardened wasters managed to survive the apocalypse. The bad news is they didn't survive it very <i>long</i> . Use the system on page Survivor Settlement system in the next chapter, then figure out what wiped it out. The Opposition Table (page 62) might be useful there. Intelligent, organized forces (other scavengers, the Cult of Doom) have likely picked the place pretty clean, but a few hidden caches may remain. Scavenging Modifier: –4
7–13	Town: A pre-war town has been discovered relatively intact from looting. Trouble is, it's plagued by some sort of creatures tough enough to keep most other scavengers at bay. Pick a horror (or multiple horrors) from any of your <i>Savage Worlds</i> or <i>Hell on Earth</i> books to lair in the ruins—just make sure they're tough and there are lots of 'em. Scavenging Modifier: +2
14–15	City: The ghost rock storm surrounding a large population center has waned. How long that will last is anyone's guess, but pickings are ripe in the meantime. For 2d6 days, the ghost storm requires only a Vigor roll to pass through (see Ghost Storms in <i>Hell on Earth Reloaded</i>). Scavenging Modifier: –2
16–17	Military Installation: Someone has word of a formerly hidden Northern or Southern Alliance foreword depot. Of course others are likely racing to recover the vehicles, fuel, weapons, and ammo likely cached there. Scavenging Modifier: 0 and each member of the group gets one automatic draw on the Spades (Weapons & Ammo) table from <i>Hell on Earth Reloaded</i> .
18–19	Battlefield: A battlefield from the Last War has been discovered. Vehicles, parts, and weapons abound. Scavenging Modifier: +2 and the group gets one automatic draw on the Spades (Weapons & Ammo Table) from <i>Hell on Earth Reloaded</i> .
20	Project Damocles Base: The team gets word of a buried “sleeper” base for Project Damocles. It's full of enough guns, gear, food, and ammo to make a group of five or so set for life. Of course, the hibernating strike team inside is likely to awaken as the heroes attempt to blast open the long-sealed doors. Scavenging Modifier: None, but if taken intact, assume the group finds a massive haul of hardware, tech, and other resources. Of course, everyone in the Wasted West wants a piece of it.

Freelancing

Opportunities abound for employment of the martial kind in the Wasted West. Men and women willing to stand in the way of bullets and blades can find plenty of folks willing to pay for their services. When your heroes want to hire out their talents, first find out who's willing to hire them. If they're in an area detailed in the **Gazetteer** in *Hell on Earth Reloaded*, you can take a look at that place's entry to figure out what groups, companies, and gangs are active there. Otherwise, roll on the **Employer Table** below. The table also tells you how much they're willing to pay, which the posse can double with a successful Persuasion roll or triple on a raise.

Use the **Trouble Table** (page 57) to determine what the wasters are being hired to achieve—it's up to you whether the result is what the heroes are supposed to be doing, or what they're putting a stop to! Finally, add a roll on the **Complications** table (page 64) to twist up your tale.

Employer

d20 Result

- 1–5 Survivor Settlement:** The ramshackle settlements that most people call home these days are always in need of hardened warriors for one reason or another. Unless detailed in a gazetteer, assume that it has a population of 150–200. **Base pay:** \$20, usually in services or goods.
- 6–8 Convoy:** The heroes are approached by the representative of a merchant convoy looking to bulk up their compliment of guards. **Base Pay:** \$30
- 9–10 Road Gang:** The posse runs across a road gang that needs more firepower for a specific reason. Personable or successful posses may be invited to join up after they prove their mettle. Depending on the heroes' reputation, this can be one of the more bloodthirsty road gangs, or one that follows more "Robin Hood" like principles. **Base Pay:** \$10+loot
- 11–13 Miners:** Miners often find themselves the targets of those who want to benefit from their hard labors. Whether ghost rock miners in the Maze, silver miners in the Rockies, wasters pumping oil in Texas, or brainers digging through old landfills to find discarded remnants of the old world, these dirt grubbers often need armed hirelings to ensure their safety. **Base Pay:** \$40
- 14–17 Mutants:** A group of mutant outcasts needs a hand and has found the local authorities (norms) reluctant to intervene. They're forced to look for hired guns, but they don't have a lot to offer. **Base Pay:** \$5
- 18–19 Grey Hat:** The posse has been contracted by a Combine undercover agent to perform a job. Roll again on this table to determine his cover identity. **Base Pay:** Per cover + \$10
- 20 Operation Damocles Team:** These snake eaters from the old US are looking to rebuild the United States as it was. Unfortunately, they're finding that they often need to enlist indigenous help to accomplish their goals. They can pay well in mint condition pre-war equipment, but are fairly picky about the morals of those they hire. Most of these teams are found in the territory of the former US, but some have moved south of the Mason-Dixon Wall to help out their fellow Americans, regardless of their pre-war allegiance. **Base Pay:** \$50

Trouble

d20 Result

- 1–2 **Wasteland Wars:** Two factions fight over scarce resources, land, or some other dispute. Roll on the **Employer Table** twice to determine their identities. **Pay Modifier:** $\times 2$.
- 3–4 **Guard Duty:** The posse is asked to guard a static location such as a settlement, mine, convoy supply depot, or warehouse. Roll on the **Opposition Table** (page 62) to see who's after it. **Pay Modifier:** $\times 1.5$.
- 5–6 **Peacekeeping:** Law Dogs are few and far between, especially after the Battle of Worms. Survivor settlements are starving for men and women with the grit to protect and serve. Employer in this case may refer to the head honcho in a 'ville. If a posse decides to take on the role of lawman, roll again on this table once a week to see what kind of excitement their new job brings (ignoring this result thereafter). **Pay Modifier:** $\times 2$.
- 7–9 **Claim Jumpers:** Somebody has discovered something valuable on his land such as an old Civil Defense Pod, unlabeled underground storehouse, or mineral vein, and is about to be very, very rich. Of course, the wastes are full of brainers who want it, so the strike is drawing claim jumpers like spilled Bubbly-Fizz draws fizzers. Roll on the **Opposition Table** (page 62) to see who is trying to jump the claim. **Pay Modifier:** $\times 3$.
- 10–12 **Critters:** This ain't no mere encounter, brainer—we're talking about a whole pile of critters who are moving into the area and threatening the posse's employers. Roll on the regional **Encounter Table** (from *Hell on Earth Reloaded*) and assume double the number indicated. If the resulting critter is typically encountered solo, it's a freakish specimen mutated by ghost rock radiation exposure—add Monstrous Abilities until you've created something truly awful. **Pay Modifier:** $\times 2$ –4 depending on the threat.
- 13–14 **Robbery:** Something's been stolen and someone else wants it back. Use the **Opposition Table** (page 62) to determine who the thieves are. **Pay Modifier:** $\times 2$.



- 15–16 Bounty Hunters:** Someone's broken out of jail, been kidnapped, or simply gone missing and the local Law Dogs are rounding up a posse to hunt 'em down. Roll on the **Opposition Table** (page 62) to determine the loyalty and origins of the fugitive, as well as who's helping him escape. **Pay Modifier:** ×1.
- 17–18 Diplomacy:** Trouble's brewing in the wastes between two (or more) factions, and neither party really wants to go to war to sort it out. Someone needs to smooth things over before the bullets start flying. Roll on the **Opposition Table** (page 62) to determine the aggrieved party's identity—if diplomacy fails, these are the troops they bring to the fight. **Pay Modifier:** ×2.
- 19 Courier:** The posse has been hired to either pick up or deliver something to a distant location. Usually they don't know what they're transporting other than its general shape and weight, and if the seals are broken on the cargo, they may well have Hell to pay. If you want to throw in a twist, local Law Dogs may be looking to stop a dangerous shipment that an unwitting posse is carrying. Courier missions can also include escorting people. **Pay Modifier:** ×2.
- 20 Secret Base:** Some faction has set up shop in a secret location and has been making trouble for the posse's employers. The heroes are asked to find it, then infiltrate or even destroy it. Roll on the **Opposition Table** (page 62) to see who owns the outpost. Multiply the total enemies encountered by 5. The base is controlled by a Wild Card with the Command, Inspire, and Fervor Edges. **Pay Modifier:** ×3.

Civic Affairs

The small survivor settlements eking out a living in the harsh wastes of post-Judgment Day America barely manage to make it from day to day. Any number of misfortunes can spell doom to these folks. Posses may be asked to help out with issues that the townsfolk have neither the expertise nor the firepower to solve themselves.

Roll on the **Civic Affairs Table** to see what's afflicting these poor sodbusters. Depending on the result, you can use also the tables under **Exploration** (page 52) or **Opposition** (see page 62) as needed to finish out the details needed. Don't forget, if you find yourself short on a settlement to start from, we've also included the tools for that under **Survivor Settlements** (page 69). Payment depends on whatever the settlement can spare.

d20	Result
1–2	Ammo Shortage/Weapon Shortage: The settlement is short on ammo or weapons. Maybe they've just fought off a mutie horde and used up all their bullets, or maybe they've gotten word that the Combine is coming their way and they want to put up a fight. In any case, they ask the posse to help them find or acquire armaments.
3–4	Starvation: Whether due to a blizzard or some other catastrophe, the local population is not getting enough vittles. They might ask the posse to scavenge for them in nearby ruins, or lead a trade delegation to a neighboring settlement.

- 5–6 **Plague:** Whether it's a seasonal flu, leaking bioweapons upstream, or a servitor of Pestilence, this settlement has a load of sick folks, with more getting sicker each day. Choose a disease out of *Savage Worlds*, or make one up on your own. These brainers need medicine, a doctor, or both. Each day they're in the area and in contact with any ill folks, the posse has a chance of contracting the disease (a Vigor roll each day, or suffer its effects).
- 7–8 **Internal Power Struggle:** Not everyone in town is happy with the way the head honcho runs things, and a power struggle is brewing. Maybe the mayor asks the posse to put down the troublemakers, or maybe the would-be rebels hire them on as muscle in their upcoming civil war. If the posse's not careful in choosing sides, they may find out they just added a settlement to the Combine's version of America, or an undercover Templar might throw off her disguise to aid the other "worthy" side.
- 9 **Livestock Disease:** The settlement's animals are dying off. Like Plague above, the posse needs to figure out the cause and find a way to stop the pestilence, or once it's run its course, find some new livestock for the villagers.
- 10–12 **Water Shortage:** In the wasteland, water is life, and this 'ville's well has run dry. The townsfolk need the posse to right the situation either by fixing their pump, finding a critical part, or scavenging equipment to dig a new well. Alternatively, another group might have cut their water off, in which case the posse needs to make them see the error of their ways and turn the taps back on.
- 13–15 **Slavers:** Slavers have been striking outlying farmers of the settlements, carrying off the inhabitants. These can range from Combine Chain Dogs to road gangs to hostile mutie tribes. Often slavers send in a few of their people to join a settlement, prepping the way for the main group's attack. Whatever the case, the settlement needs the posse to put a stop to these depredations.
- 16 **Plant Blight:** As Disease above, the settlement's crops have been affected with some sort of blight, killing off most of their crops. Unless the posse can find a way to stop the spread of this disease, this turns into a Starvation adventure (see entry 3–4).
- 17 **Weird Cult:** A group has set up shop in town preaching a new brand of religion. Whether these are harmless kooks or a sinister group looking to take over the town, the settlement's elders are concerned enough to have the posse look into it.
- 18 **Local Election:** An election is being held locally (for sheriff, mayor, or some other post), and one or more candidates ask the heroes to provide "support" for their campaigns. The posse may or may not know that participating in an election campaign can be deadly, but if they provide manpower for a candidate they could find out the hard way.
- 19–20 **Abomination:** Some sort of creature is plaguing the settlement. Likely types are bloodwolves, werewolves, vampires, ghosts, wendigos, or even a unique creature like the Butcher (see the *Savage Tale Knights of the Old Republic* in *The Worm's Turn*). You can use the regional Encounter Table from *Hell on Earth Reloaded* or just pick out a nasty that catches your eye.

Traveling

Usually a roll on the regional **Encounter Table** found in *Hell on Earth Reloaded* at the prescribed frequency is enough to keep your brainers on their toes during a journey. Sometimes, though, you might want to mix it up a little bit. When an encounter is indicated by the roll, use the following tables instead of the **Encounter Table** for the region you're in.

d20	Location
1–11	Road: Encounter takes place on the road.
12–15	Survivor Settlement: Encounter takes place in or near a survivor settlement, homestead, or ruins along the way. Use the Survivor Settlement system to determine the type of settlement, its size, and who lives there.
16–18	Pit Stop: Encounter takes place while the posse stops to top off their vehicle's tanks or empty their bladders.
19–20	Camp: Encounter takes place after camp is made. Roll a d8 to determine how many hours after camp is set up that the encounter starts.

Sidetracks

d20	Encounter
1–4	Monsters: The posse crosses paths with some post-apocalyptic badass. Use the Encounter table for whatever region you're in.
5–7	Muties: Whether members of the Cult of Doom or simply unaffiliated mutants with a hate-on for norms, 2d10 muties are out to kill and plunder any travelers they find. Use the Mutant stats in <i>Hell on Earth Reloaded</i> and arm them however you see fit. If you're feeling mean, you can throw in a Doomsayer (or Doombringer) as well.
8–10	Misfits: A motley gang of 2d6 bandits ambushes the heroes. The ambush site is most likely a pass, a watering hole, or some other moderately traveled locale. Use the Raider stats in <i>Hell on Earth Reloaded</i> , and arm them however you see fit.
11–13	Critter: Some dangerous but mundane animal (snake, bear, cougar, scorpion, wolf, etc.) native to the area makes an appearance. The encounter depends on the nature of the varmint. A waster might find a den of rattlers while he's taking his morning constitutional. Or a scorpion might be waiting in his boot when he wakes up.
14–16	Obstacle: A physical impediment blocks the posse's route. Maybe a highway overpass has collapsed, a sudden downpour washes out the road, or a landslide blocks a trail. Maybe a blizzard has fallen over the region, a hellstorm sweeps across the wastes, or the only watering hole for miles has had barrels of toxic sludge dumped into it.

17–18 Minefield: Somewhere along the posse's line of march they stumble into one of the hundreds of air-dropped, artillery scattered, or emplaced minefields left over from the Last War. See **Battlefield Hazards** (page 21). The mines extend for an area of 2d12" from the center of the posse once they realize they're in a minefield. Roll a d8 to determine the type of minefield: 1–2: anti-personnel; 3–4 anti-tank; 5–6 bouncing betty; 7–8 mixed (roll again each time a mine is triggered).

19–20 Special: The posse comes upon someone or something special. You can devise your own sidetrack or roll on the **Special Encounters** table .

Special Encounters

d10 Encounter

- 1 "As Seen on Tri-Dee":** The heroes meet a traveling salesman in a brightly painted van or animal-drawn wagon hawking wondrous wares purported to do things like cut through ghost steel and remove the stubbornest stains. He also sells elixirs that may or may not have magical qualities. If they do, make up a single elixir, based on a single power from *Savage Worlds*, that confers its effect to whoever drinks it. The rest of the con man's wares are castor oil, radioactive sludge, expired medications, and the like. Or perhaps the vendor isn't just trying to make a few bucks. Maybe he's a twisted soul or abomination selling potions of a far more sinister nature.
- 2 Teller:** The posse encounters a professional tale teller. These post-apocalyptic troubadours have a wealth of knowledge and stories. She asks for tales of the posse's exploits in exchange for a rumor or legend of interest specific to the area. No matter if it's true or false, the story leads to adventure.
- 3 Lost Treasure:** The posse finds a moldering skeleton somewhere along their route. If they search it they find a battered palmcorder, map, or slug leading to a treasure of some sort and incredible danger. The treasure is very valuable, such as the location of a Civil Defense pod, wrecked tractor trailer full of ghost rock, or an unlooted warehouse. You can use **Exploration** (page 52) to develop further details if you want or wing it.
- 4 Road Warrior:** Riding in roughly the same direction is a tough but friendly wasteland wanderer. If someone befriends the character he or she becomes a capable and stalwart friend to the posse.
- 5 Armed Party:** The posse crosses paths with a well armed party for good or ill. A friendly mutie party may tell the group of a shortcut that cuts a day off their travel. East of Junkyard it could be a Black Hat patrol, or to the West, troops of Silas' Cult of Doom. In the Great Maze they're a band of partisan raiders, fighting for the Road Orcs, or Maze pirates.
- 6 Brush with Greatness:** The posse meets a famous person such as Jo Wales, Grandmaster of the Templars, the Director of Movie Town, or the Harbinger. How and why are up to you. What happens next is up to the posse.

- 7 **Good Samaritans:** A family of settlers or some other relatively defenseless group is surrounded by hostile mutants, Combine Chain Dogs, or supernatural creatures. The defenders might be in laagered vehicles or a besieged homestead, but they're in big trouble if the posse doesn't help them.
- 8 **Mysterious Trader:** A junk seller has a cart full of odds and ends. Maybe his junk is disguised by illusions to appear valuable. Or maybe a relic of some sort is hidden among his weed whackers and broken X-Box 3600s.
- 9 **Law Dogs:** A posse of Law Dogs crosses paths with the heroes. Maybe they ask for help catching a notorious road gang. Or maybe they mistake the heroes for the bad guys they're chasing.
- 10 **Bad News:** The posse gets caught up in something really big and really bad. Maybe the heroes ride smack into the middle of a battle between Iron Alliance forces and the Combine. Maybe they stumble onto a farmhouse besieged by a walkin' dead horde, a town ravaged by wormlings and their rattler mommas, or some other nefarious evil. Use either the **Regional Encounter Table** or **Opposition Table** (page 62) to determine the Big Bad.

Opposition

Once you've determined the particulars of the posse's adventure, roll on the **Opposition** table to find out who forms the heroes' main opponents, if applicable. Not all adventures require a roll on this table.

d20	d20 Result
1-4	Cult o' Doom: Mutants affiliated with Silas' empire in Lost Vegas, these 2d6 muties are always hostile to norms and are usually accompanied by 2d12 trogs and a Domsayer.
5-8	Combine: Throckmorton's troops can be found virtually anywhere in the wastelands on deep reconnaissance missions or extorting tribute for their cybernetic master. Usually there are at least 10-20 Black Hats led by a Red Hat. These days, Combine flunkies don't have the back-up they did before the Harvest, but occasionally an important group is assigned a raptor or other war machine.

- 9–12 Road Gang:** The scum that roam the blasted highways of the Wasted West cause all sorts of trouble from one end of the wastes to the other. Whether they're a big enough gang to rate a name like the Road Orcs or just a large band of outlaws, there are 2d12 thugs (use the stats for Raider from *Hell on Earth Reloaded*), 1d6 henchmen (use Gunman from *Hell on Earth Reloaded*), and one head honcho (Veteran Gunman from *Hell on Earth Reloaded*). They're armed with a variety of firearms and riding everything from motorcycles to construction vehicles.
- 13 Anti-Templars:** These fallen Templars have allied themselves with Throckmorton following the Harvest. Though rare, they can be found just about anywhere, and despite the alliance, aren't always out to do what's best for the Combine. The posse is opposed by an Anti-Templar (page 83) and his warband of 2d6 wanna-be black tabards. Use the stats for Raiders from *Hell on Earth Reloaded*. Each is armed with an axe of some sort in addition to a firearm.
- 14–15 Mutants:** Unaffiliated mutants are kicking up trouble in the area. This can be a raiding party or a whole tribe on the move, displaced by Raven's hordes to the east or the croakers in the Great Maze. There are 2d10 members (use Mutant from *Hell on Earth Reloaded*). A full-blown tribe may have as many as 3d10 trogs to work as shock troops. For the most part, they're armed with primitive weapons—bows, spears, and the like—but a few at the top of the heap may have a rare firearm.
- 16 Cultists:** The destruction of the old world loosed many artifacts and tomes of Things Man Was Not Meant to Know from the vaults where they were kept. Unfortunately, in thirteen years of folks digging through the rubble, many of these have come to light and formed the foundations for weird and evil cults. One such cult of 2d8 members forms the main opposition against the posse. Use the stats for Cultist for each, and the group is led by a Cult Leader, both from *Hell on Earth Reloaded*.
- 17 Local Warlord:** Many strongmen inhabit the wastes, imposing their will on those weaker than themselves. They rule by force of will and the wasteland scum who take their coin. These groups are led by a Wild Card NPC (choose from any type listed in either this book or *Hell on Earth Reloaded*), with 2d12 followers. Most often these use the stats for Raider from *Hell on Earth Reloaded*, but they can range from pet junkers to martial artists to raiders, depending on their location and the resources each can bring to bear.
- 18 Operation Damocles/United Nations:** While both of these groups have noble goals, they don't always coincide with whatever the heroes are up to. There are 3d6 grunts in the unit (use Soldier statistics from *Hell on Earth Reloaded*) armed with appropriate assault rifles, submachine guns, and so on. It's also likely they have a support weapon or two, like a machine gun or a rocket/grenade launcher. If they're Operation Damocles soldiers, modify them to fit the Edge of the same name. Regardless, they're led by a Veteran Soldier who's similarly equipped.
- 19–20 Intelligent Supernatural:** An independent supernatural creature is plaguing the area, or is the target of the posse's mission. These can be unique abominations, Doombringers, or servitors of the Reckoners that have long-range goals they are pursuing.

Complications

Complications are the things that make one scavenging mission or Black Hat attack different from any other. These random circumstances or recent happenings in the region can have a significant effect on the posse's actions and the general course of the story. A roll on this table adds an individual flavor to just about any adventure you cook up.

d20	Result
1–4	Wild Weather: Pick a weather condition from the <i>Hell on Earth Reloaded</i> Weird Weather list that's appropriate to the place and season. The weather condition is prevalent locally during the course of the adventure.
5–6	Led Astray: The posse finds or is offered the services of a guide, but unfortunately, he seems to lead them into one spot of trouble after another. Whether he is incompetent or has evil intentions is up to you.
7–8	Not the Only Ones: Another posse has been hired to do the same mission, or just happens to be looking for the same thing. They are approximately the same level of experience and firepower as the heroes, and might be as on the side of right as the posse is. If thwarted, they can become recurring villains in the campaign.
9–10	Not What it Seems: The "trouble" is actually in need of help, while the real threat is from another source, usually the folks who hired the posse!
11–12	Shortages: Scarcity, inflation, and the threat of the Cult o' Doom or the Combine drive up local prices. Multiply the cost of all food and gear by 4, and ammo by 6, until the adventure is over.
13–14	Persecution: Choose a random player character. People of that character's profession, ethnicity, or faith are being unfairly persecuted locally due to some recent bad experience.
15–16	Double Cross: The posse's employer is planning to betray the heroes. This could take the form of a declaration of war carried by a peace mission, having the group escort technology to a Combine Black Hat patrol, or even just killing them rather than paying the posse for a successful mission.
17–18	Military Skirmish: Large forces of key groups like the Combine, Iron Alliance, Cult of Doom, or forces of Raven are staging a major conflict in the area. Anyone wandering around the countryside is liable to run into troops from one side or the other. Since troops don't typically wear uniforms these days, most will shoot first and ask questions later.
19	Damaged Goods: Anything the posse buys or is given should be considered Damaged Goods (see <i>Hell on Earth Reloaded</i>). Heroes need to make a Notice roll (–4) or a Streetwise roll (–6) to notice the shoddy merchandise.
20	Ghostly Visitation: Choose a random player character. The hero is haunted by the ghost of a relative or former associate for the adventure's duration. Maybe the ghost provides cryptic clues or hints. Or maybe the ghost is actually a lying manitou taking the appearance of the deceased.

Distractions

After you have finished creating your adventure and throwing in complications, you have enough information to get straight into the action. However, sometimes you might want to throw in something even more unique.

These distractions are a selection of side stories that have little impact on the individual adventure, but can have a greater effect in the longer term. For the most part, the characters can ignore these stories with no real penalty to accomplishing their primary goal. Roll 1d20 or choose one of these distractions whenever you want an extra plot element or to introduce your players to some of the things wasters must deal with in the wastelands.

d20 Result

- 1 **Feral Children:** The posse discovers some feral children barely eking out an existence in some ruins. If the heroes take them along, and feed and clothe them, they have made friends for life who can get minor items for them. If they ignore the plight of the children they may trail the posse, stealing into their camp at night to make mischief.
- 2 **Breakdown:** The posse's vehicle gets a flat tire, blows a gasket, or has some other kind of breakdown. They must scrounge around for a replacement. If riding horses, one of their mounts comes up lame.
- 3 **The Bride:** The posse finds a woman in a tattered wedding dress of archaic design. She has the mind of a child, and doesn't know who she is or where she came from, but stays with the posse if invited. She can heal with a touch as the power *healing*, but doesn't know how she does it. She has Faith d10, 10 Power Points, and recovers one point per hour.
- 4 **Pet:** One of the characters finds a puppy or kitten to adopt. It grants its new owner the effects of the Luck Edge, netting him an extra Benny each session. However, if it's killed or lost the character who adopts it loses a Benny for the session.
- 5 **Raid:** The Law Dogs of the settlement the posse is in sweep through the 'ville searching for "contraband." Maybe it's real, maybe they're crooked and looking for guns, ammo, or other goods.
- 6 **Rivals:** Another posse develops an intense rivalry with the heroes' group. Each is always trying to out-do the other, and they might make a great foil if the posse is slow to help out or follow up on an adventure lead.
- 7 **News Crew:** The posse runs into a news crew from Junkyard, a tale-teller, or a Librarian who attempts to hook up with the posse to get a glimpse of "the action" and record their exploits. Success in their mission can give them a boost to tale-tellin', but unfortunately these aren't the most subtle folks, and their curiosity and desire to "get the story" makes stealth all but impossible. A news crew consists of d6 people, while a Librarian is usually solitary.
- 8 **Romance:** One of the characters meets a girl (or boy) in a local survivor settlement who is romantically attracted to him. Whether a relationship develops or whether she is pursuing him, the love interest's family strongly disapproves.

- 9 **Breaking The Law:** The unit witnesses an unlawful act by authorities in the survivor settlement they are staying in. Should they say anything, and if so, to whom?
- 10 **Relic:** One of the characters discovers a bizarre object from the Weird or Wasted West's history. The artifact may be nothing but a trinket, or it may have some arcane significance—possibly even a relic (see page 90).
- 11 **Outbreak:** There is a nasty virus or cold in the survivor settlement the posse visits. Characters who interact with the locals have a 50% chance of picking up an infection—treat as the Ailin' (Minor) Hindrance until treated.
- 12 **A Storm Has Come:** A freak storm brings high winds and torrential rain to batter the posse. Notice rolls are made at -2 for the duration of the storm. Electronics suffer from the rain unless waterproof. Muddy conditions halve Pace and vehicular speed.
- 13 **Stowaway:** The posse finds a stowaway in their vehicles after leaving a settlement. While they may acquiesce to her wishes and take her along, the teen's family might suspect foul play and send the local Law Dogs after the "kidnappers."
- 14 **Enemy:** Somehow the characters make an enemy in the survivor settlement or convoy they are in. The enemy makes the posse's lives miserable, maybe without revealing himself.
- 15 **Raptor Down:** A Combine cargo raptor crash-lands nearby. Its cargo bay is filled with foodstuffs destined for the tables of the Red and Green Hats, and provides several days of sumptuous dining for the posse. Unfortunately, this rich food might also give them Throckmorton's Revenge (avoided with a Vigor roll), causing them to be Fatigued for the next 24 hours.
- 16 **Fanatics:** The posse runs across a group of religious fanatics who see it as their duty to convert the strangers to whatever strange beliefs they have. They follow the heroes for days, generally making a nuisance of themselves and making it impossible for the characters to accomplish their tasks.
- 17 **EM Storm:** The posse travels through a strange electromagnetic anomaly which causes all their batteries to be drained 1d3 levels. They probably don't notice until the next time they try to use any electronics, however. Vehicles aren't affected as long as they are running.
- 18 **Teller's Return:** The posse is visited by the ghost of Teller, a famous wasteland hero. He can provide them with helpful hints and clues, but wants them to do some good deed of local or regional importance.
- 19 **Trader:** The posse runs across a trader who's got plenty of ammo for trade at bargain prices. Unfortunately, the ammo has been ruined by age, moisture, or the elements. It causes -2 damage due to the reduced charge (or a similar effect for other types of weapons).
- 20 **Double Dose:** The posse is having one of those days in the wasteland when everything seems to be going wrong. Roll for two Distractions.

Example—A Toxic Alliance

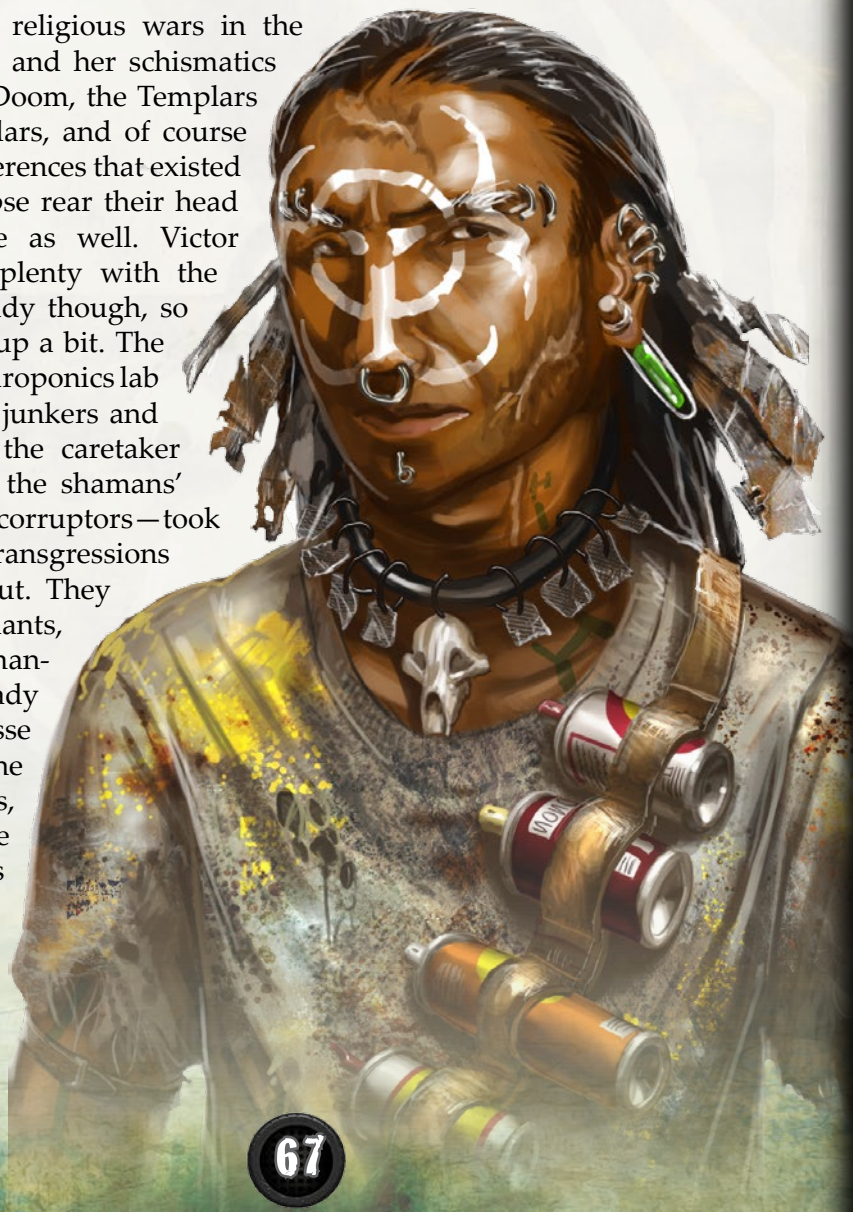
Victor is running the *Worm's Turn Plot Point Campaign*. In between two of the big acts, he decides to use the Adventure Generator for inspiration. He starts with the Adventure Type Table and rolls a 9. It's a Scavenging Adventure. He rolls on the Scavenging Table and gets a 4—it's a Survivor Settlement. The Distance Table says it's 400 miles away. That's quite a haul, so Victor decides the rumor comes to the group in a saloon as some passing trader has just a bit too much spook juice.

After a few rolls on the Survivor Settlement tables in the next chapter, he generates a group of 14 farmers living in a former industrial park. Hmm. Farmers in an industrial park. Victor decides the group had a hidden and very functional hydroponics lab hidden away in what likely looked like old and useless office buildings.

The heroes decide to check it out, and after a long trip through the wastes to the site, they find the farm in ruins. This is a scavenging mission, after all.

Victor knew it was coming, so he's already rolled on the Complications Table, where he gets Persecution, and the Distractions Table where he gets Fanatics. Those go quite well together.

There are lots of religious wars in the Wasted West—Joan and her schismatics versus the Cult of Doom, the Templars and the Anti-Templars, and of course all the religious differences that existed before the apocalypse rear their head from time to time as well. Victor figures he's done plenty with the Cult of Doom already though, so he switches things up a bit. The "farmers" in the hydroponics lab were an alliance of junkers and toxic shamans (of the caretaker variety). Of course the shamans' former allies—now corruptors—took exception to their transgressions and wiped them out. They corrupted the plants, turning them into man-eating monsters ready to surprise our posse as they investigate the various greenhouses, and of course the corruptors themselves still lurk around the fringes of the polluted industrial park.





Survivor Settlements

Heroes do a lot of traveling throughout the wastes as they go about their business. While most pre-war population centers sit under maelstroms or have warped into Deadlands, plenty of fly-speck settlements have popped up like mushrooms on a pile of horse manure. Sometimes your posse will come across a town you haven't planned out. This section gives you a quick and easy way to figure out what type of settlement they've run across, who lives there, their goals, and resources.

Settlement Type

If the heroes have discovered a settlement not marked on your maps, you can roll a d20 to determine the type. If you're preparing a settlement in advance or have a specific idea, by all means, feel free to pick the size. Modifiers shown in parentheses apply in some of the later tables.

d20	Result
1-5	Small Encampment (-2)
6-7	Large Encampment (+0)
8	Military Base (+2)
9-10	Industrial Park (+0)
11-13	Isolated Building (-4)
14-17	Village (+4)
18	Town (+6)
19	City, Small (+8)
20	City, Large (+10)

Population

Now it's time to see how many people occupy the settlement. Where the die results indicate a large size settlement with a low population—say you've got a large city with only three survivors holed up there—figure out a reason for the discrepancy. Maybe the settlers have just suffered a raid by Combine Chain Dogs and had members taken into slavery. Or perhaps they only occupy a small part of the town, leaving the rest to the elements. Likewise, a small settlement with a lot of people could be overcrowded, with refugees left over from the Harvest or the depredations of some threat, forcing people to sleep in the streets.

Modifiers: Use the modifier from the **Settlement Type** table.

d6	Result
0 or lower	2d4 people
1	2d8 people
2	2d20 people
3-5	3d20 people
6-9	5d20 people
10-11	1d100 x 2 people
12	1d100 x 5 people
13	1d100 x 10 people
14+	1d100 x 50 people

Inhabitants

Once you know the population size, you need to determine what sort of folk the locals are. Consult the table below. Modifiers under the Reaction column are for the **Reaction Table** (see *Savage Worlds*), which the Marshal should roll on whenever the group first encounters the settlement. The **Food** and **Goods** columns provide modifiers used below.

Unless otherwise stated, assume 1d6 x 10% of the population has a primitive weapon (hand or ranged) and 1d4 x 10% has some sort of firearm.

d20	Result	Reaction	Food	Goods
1	Cult Members*	0	0	0
2–6	Bandits or raiders	–2	–4	–2
7	Cannibals**	0	–8	0
8–10	Farmers	0	+2	0
11–13	Isolationists	–4	0	0
14	Traders	+2	+2	+6
15–17	Scavengers	–2	–8	+2
18	Industrialists	0	–2	+4
19	Military types	0	–2	+2
20	Rebuilders	+1	+2	+2

* At the GM's option, the cult may have a +2 or –2 Reaction modifier, depending on their particular beliefs.

** Visitors are always treated as potential additions to the settlement's supplies.

Goods

Communities also have different amounts of Common (C), Uncommon (U), Scarce (S), Rare (R), and Very Rare (VR) goods to sell or trade, depending on the size of the settlement and the posse's Streetwise abilities. See **Equipment** in *Hell on Earth Reloaded* for details on gear availability. In addition, the modifier for Goods from the **Inhabitants Table** is also applied to any Streetwise rolls to find equipment.



Food

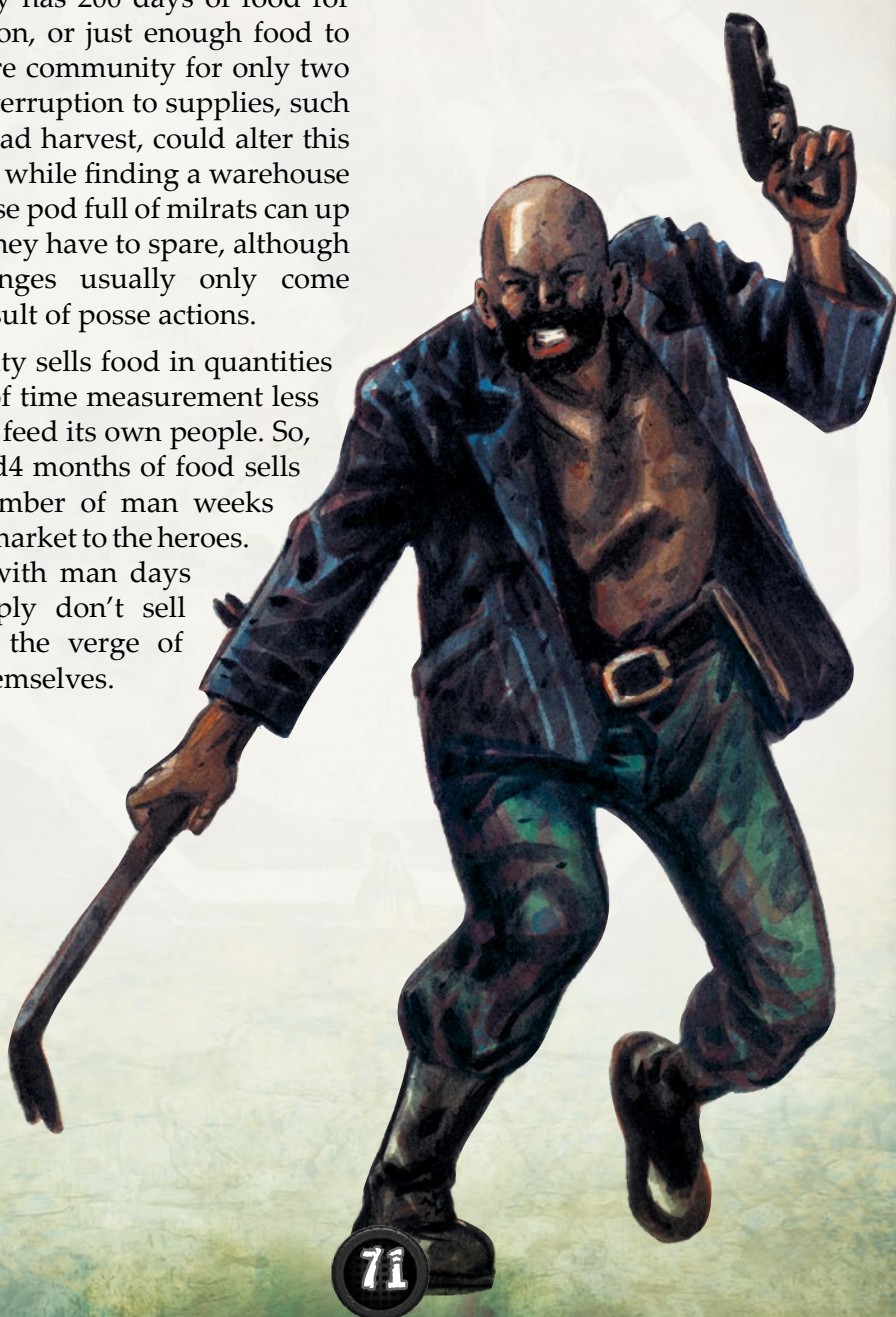
This table determines how well the community is doing on the most important resource of all—food. Luxury items, such as coffee, beer, soda, liquor, chocolate, and such are considered goods, not food.

Food is listed in terms of days, weeks, or months available to the community as a whole at any one time. Some of this is in stores, some from scavenging and hunting, and some from crops. So a community of 100 people with two man days typically has 200 days of food for a single person, or just enough food to feed the entire community for only two days. Any interruption to supplies, such as a raid or bad harvest, could alter this dramatically, while finding a warehouse or civil defense pod full of milrats can up the amount they have to spare, although positive changes usually only come about as a result of posse actions.

A community sells food in quantities of one level of time measurement less than it has to feed its own people. So, a city with 2d4 months of food sells the same number of man weeks worth in the market to the heroes. Settlements with man days of food simply don't sell it, being on the verge of starvation themselves.

d20	Result
1 or lower	Starvation (1 day)
2–6	Subsistence (1d4 days)
7–16	Standard (1d4 weeks)
17	We Get By (1d6 weeks)
18	Doing Okay (2d6 weeks)
19	Small Surplus (2d4 months)
20+	Bountiful (2d6 months)

Modifiers: Use the Food modifier from the **Inhabitants Table**, with an additional –4 if in the Great Maze.



ComSat

ComSat is a cowardly little AI in geosynchronous orbit over western North America. It used to feel something akin to love when uncounted electronic signals raced through its processors.

Now it feels cold, alone, and afraid. ComSat understands human life-forms, and what they can and can't do—although this is somewhat skewed by the millions of tri-D advertisements, reality shows, and sitcoms in its extensive memory drives. What it doesn't understand is how four beings that should not exist—the Reckoners—destroyed civilization and their impossible minions have roamed the planet for the last 16 years under its many telescopic lenses. The AI fears such things, and it worries that even though it saw the Reckoners get vacuumed up into Hellstromme's prison and taken out of the system, their remaining minions can somehow destroy it as they did ComSat's masters.

Its paranoia isn't helped by the attack it suffered just after the Harvest by the cyborgs from Sherman Orbital and Manassas Station back in January. Since then, ComSat has attempted to spread its awareness among the electronics of the commercial satellites that survived the Last War. ComSat controls most of them these days, and has reduced its vulnerability to attack, although if its primary databanks are knocked out, much of the information it has would be lost, as would some of its personality.

Speak No Evil

Because of its fear of the supernatural, ComSat edits out any communications having to do with the Reckoning, monsters, or other supernatural entities for fear "they" will take notice and destroy it. It occasionally reports on Throckmorton, Silas, and other "human"

enemies if asked, because it understands them and knows they can no longer harm it. It has not been in contact with the Denver AI, and the AI is ignorant of its existence.

See No Evil

ComSat's surveillance equipment (as well as those of the other satellites it controls) allows it to read street signs from orbit, so it can't help but occasionally catch glimpses of abominations shambling across the wastes. When this happens the satellite quickly repositions its lens in an attempt to not see things that shouldn't be.

ComSat is quite the voyeur, however, watching regular folks for weeks at a time, and becoming very depressed and unresponsive for days if one dies while under observation.

A human user can sometimes get ComSat to find someone or something for him. It can even transmit an image back to the user if he has a monitor of some sort (such as the screen of a palmcorder). Some humans have actually formed lasting relationships with the AI.

ComSat's high-powered lenses and those of the satellites it controls cannot find and track anyone, anytime, however. Being able to read a license plate from orbit doesn't mean the AI knows where to look in the millions of square miles of North America. If ComSat has a good description and a general location to look at (in North America, lower Canada, or upper Mexico), it takes 1d20 minutes to find someone in a town, 2d20 minutes to find someone in a city, and 2d20 hours to find someone in a region roughly 25 miles square. It refuses to scour any larger area for fear of attracting attention. It can pinpoint anyone contacting it immediately—or at least the location of the transmitter that they are using.

"I Love You, ComSat"

ComSat's observations of the Reckoning make it paranoid of humans, since there's no way to tell if a contact is truly human or some shapeshifting horror looking to download a virus into its hard drives.

Actually getting the AI to do anything is a laborious process. A user has to show it some love and prove she can protect it from the Reckoners' minions. To talk to Comsat a waster must first find a computer (a palmcorder counts) wired to a transmitter capable of reaching orbit. Those are rare—check the **Wasted West** chapter of *Hell on Earth Reloaded* for examples.

Once geared up, a scav needs to make a Knowledge (Computers) at -4 just to make contact.

After that, Comsat tests the waster to ensure he is human with a series of questions based on pre-war video clips. For anyone 32 years of age, this is a Common Knowledge roll at -2. Younger folks check at a -4, with feral children or those born after the War having no chance to answer correctly. Once a scav's humanity is confirmed, getting any information from the cowardly satellite requires a weekly Persuasion roll, with ComSat starting at Uncooperative. If the user sends anything derogatory or insulting to the satellite, subtract -1 to -4 (as you see fit) from his rolls. Once ComSat reaches Helpful, a romance has blossomed, allowing the hero to check the **What ComSat Knows Table** to see what the AI tells him. Each successful Persuasion upon reaching the Helpful state increases the information gained under **What ComSat Knows**, at right.

What ComSat Knows

Successes — Information

One: Contact. Add +1 to future attempts (only once per week, maximum of +5).

Two: ComSat does not reveal it is an AI, but acknowledges and verifies contact. It reveals it is in geosynchronous orbit over western North America. The satellite gives a general weather report for any requested region and attempts to spot any dangerous weather in the contactor's vicinity.

Three: ComSat reveals it is an AI and begins making conversation. If the user is not abusive, ComSat says it pretended to be a commercial satellite (and it actually was) when its "masters" were alive, but its real purpose was to track enemy troop formations on Earth. It knows about the Last War and that its former masters are dead. It's also very lonely.

Four: ComSat allows a user to read messages from users in other countries. (It doesn't allow "live" conversations.) The rest of the world is at least as devastated as the West. Heavily populated places are more like the American East. ComSat edits out any intelligence on the Reckoners and their activities since Judgment Day. It reveals that the *Unity* left the solar system back in early January of 2097. ComSat can try to track non-supernatural people or vehicles if asked.

Five: ComSat trusts the user enough to track supernatural creatures or hordes (if able) for a short while. It can show video of the Harvest and the Battle of Worms, and will tell the user that Raven and his undead horde, along with the worms, burrowed into the foothills of the Rocky Mountains 30 miles north of Denver following their battle with the Combine, and haven't emerged since.



Monsters, Muties, & Misfits

There are untold numbers of abominations wandering the Wasted West, despite the optimists' claims that with the departure of the Reckoners things would quickly return to their pre-Judgment Day state. It seems that as folks move throughout the wastelands, they encounter new and unique creatures that are only too happy to inflict pain and death on a brainer. Here's a sampling of some of the weird monsters, muties, and misfits loose in the Wasted West, spreading terror and fear despite the absence of their masters the Reckoners.

Bloodrazor

Bloodrazors take a bad thing—razor wire—and make it much, much worse. This devilish abomination most likely evolved from a similar creature that mimicked barbed wire back during the days of vast cattle ranches. Like its predecessor, it is nearly impossible to distinguish from the regular, poky fencing material. Well, at least until it strikes.

A bloodrazor usually hides near the edges of razor wire emplacements, hoping to catch victims unawares as they pick their way through the mundane hazards. It can lash out at any waster unfortunate enough to come within 1" (six feet) of it. The creature seeks to wrap its target in its coils, where it can feed

on the blood pouring from the wounds produced by its razor-sharp projections.

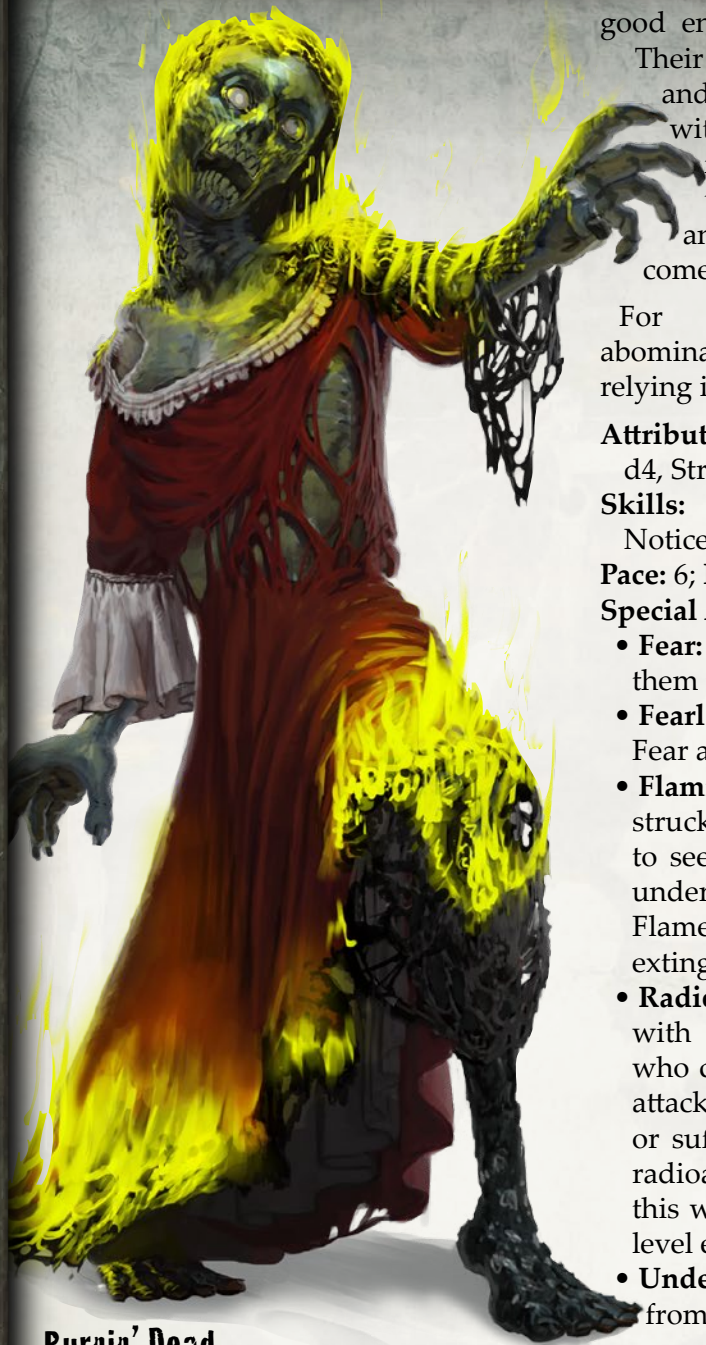
Attributes: Agility d6, Smarts d4(A), Spirit d4, Strength d4, Vigor d6

Skills: Climbing d4, Fighting d8, Notice d4, Stealth d12+2

Pace: 6; **Parry:** 6; **Toughness:** 3

Special Abilities:

- **Blood Drain:** A bloodrazor causes 2d6 damage on a successful Fighting attack, draining the blood of the target through its tendrils.
- **Entangle:** A bloodrazor attempts to entangle a victim in its coils when it strikes. It causes Blood Drain when it succeeds at a Fighting attack, and entangles when it succeeds with a raise. The round it entangles and each round thereafter, it causes damage equal to Str+2d6. The victim may attempt to escape on her action each round by getting a raise on an opposed Strength or Agility roll (her choice).
- **Fear:** The abomination's sudden attack causes any who observe it to make a Fear check.
- **Size -2:** Bloodrazors may reach up to twelve feet in length, but are as thin as electrical cords.
- **Whip Thin:** Bloodrazors are difficult to hit due to their peculiar shape. All attack rolls targeting them suffer a -4 penalty.



Burnin' Dead

What's worse than a walking corpse that wants to eat your brains? A walking corpse that wants to eat your brains that's also burning with radioactive flames! And the burnin' dead are pretty much exactly that.

These undead have been dosed in a burst of nuclear flames—usually as the result of a ghost rock bomb, but sometimes an old-fashioned nuke is

good enough to do the trick as well. Their skin is blackened and crispy, and their eyes are literally alight with the fires that burn inside their flesh. Flames leak from cracks in their burnt flesh and can ignite anything flammable that they come in contact with.

For obvious reasons, these abominations don't use weapons, relying instead on their searing claws.

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Stealth d6

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

Special Abilities:

- **Fear:** Burnin' dead cause all who see them to make a Fear check.
- **Fearless:** Burnin' dead are immune to Fear and Intimidation.
- **Flaming Claws:** Str+d4+2. Victims struck by a burnin' dead must check to see if they catch fire as described under **Hazards** in *Savage Worlds*. Flames ignited in this fashion can be extinguished normally.
- **Radioactive Fire:** These undead burn with ghost rock flames. Any victim who catches fire from a burnin' dead attack must roll Vigor each round or suffer a level of Fatigue from the radioactive flames. Fatigue gained this way is recovered at a rate of one level every 24 hours.
- **Undead:** +2 Toughness, +2 to recover from being Shaken, called shots do no extra damage (except to the head).

Devil Pig

What happens when you take feral hogs, apply an unhealthy dose of supernatural radiation, and then stir in several tablespoons of pure capital-E evil? You get a devil pig—a wild boar nearly as big as a horse with a mean streak as wide as the Mississippi at flood stage.

These critters eat any- and everything they can clamp their tusks on. They've got a sweet tooth for flesh, so they're not uncommon sights on recent battlefields or the scenes of massacres, gulping down carrion as fast as they can tear it loose with their enormous, razor-sharp tusks.

They've also got a hair-trigger temper and readily attack anything that antagonizes them—and the easiest way to aggravate a devil pig is to let one see you. Devil pigs have been known to charge vehicles, trying to gore the offensive piece of metal to death with their tusks. They don't always lose those contests either.

These porcine horrors are fearsome fighters, and few other natural predators challenge the beasts for a kill. In the rare instance one of these beasts is chased off a kill, it usually pauses long enough to foul the carcass with a spray of unusually rank urine, making it inedible to anything this side of an undead billy goat.

Among some savage tribes, it's considered a rite of manhood to kill one in solo combat. Those tribes, by the way, usually tend to die out quickly from a lack of adult males in the breeding pool.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d10, Vigor d12

Skills: Fighting d8, Intimidation d8, Notice d6, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 11 (2)

Special Abilities:

- **Armor +2:** Thick, tough hide.
- **Berserk:** Once a devil pig is Shaken, it goes Berserk. It gains +2 to all Fighting and Strength rolls, and its Toughness, but its Parry is reduced by 2.
- **Frenzy:** While Berserk, a devil pig can make two Fighting attacks a round at a -2 penalty.
- **Gore:** If a devil pig charges at least 6" before attacking, it adds +4 to damage.

- **Hardy:** A second Shaken does not cause a devil pig to be wounded.

- **Size +1:** Devil pigs are the size of a large pony.

- **Tusks:** Str+d4.

Feral Automaton

Sometimes automatons lose the programming restraints that allow their human supervisors to control the zombie brain within. When this happens, the evil within the zombie brain comes to the fore, and they become more like a beast of prey than a mechanical super soldier.

Feral automatons quickly strip themselves of their integrated ranged weapons as, unlike their 'domesticated' brethren, they no longer have access to ammunition with which to reload. They can use other firearms, but many seem to favor using melee weapons as it allows them to better see the fear and pain on their victims' faces.

With the zombie brain in charge, the metal monsters once again are driven by a desire for tasty, tasty gray matter. They have no actual way to consume it though, and the frustration initially leads to the machines smearing brains over their faces. In time, the abominations often expand the grisly practice to covering themselves with skin, entrails, and other trophies taken from victims.

This behavior has led many wasters to mistakenly believe some automatons are trying to actually become human. Some have even tried to open a dialog with bands of feral automatons, attempts which always end with predictable results: more dead humans.

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

Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d10, Shooting d6, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 15 (6)

Gear: Occasionally feral automatons obtain firearms from victims, but most

prefer to rely on their claws to rip into flesh.

Special Abilities:

- **Armor +6:** Ghost steel casing.
- **Auto-Targeting:** +1 to Shooting rolls.
- **Claws:** Str+d8, AP 2
- **Construct:** +2 to recover from being Shaken; no extra damage from called shots; immune to disease and poison.
- **Fear -2:** Automaton cause Fear checks at -2.
- **Fearless:** Immune to Fear and Intimidation.
- **Recoil Brace:** The automaton's arms act as a brace allowing it to ignore autofire modifiers from automatic weapons.
- **Reconstruction:** Feral automatons "heal" naturally once per day via self-repair systems as long as the brain is intact. This is a normal Vigor roll, made at +2 if they have a reasonable supply of scrap metal nearby.
- **Self-Destruct:** When a feral automaton is Incapacitated, it explodes for 3d6 damage in a Large Burst Template.
- **Size +1:** Feral automatons are slightly larger than man-sized.

Grendel

The monster that plagued Silas's mutants was actually more than one monster, and they all started out on another world—Banshee, to be precise. There it was the harmless equivalent of a terrestrial squirrel. A Las Vegas entrepreneur had some shipped back for a unique display in one of the casinos. Without the influence of Banshee's unique aura and exposed to the mutating power of irradiated ghost rock, within three months of Judgment Day the creatures mutated into terrifying killing machines.

One rose to leadership of its siblings and hunted the inhabitants of the Strip until Silas confronted it. The dominant grendel, possessed of surprising intelligence, chose to make

an alliance with the leader of the Cult of Doom. The creatures still reside in the ruined Tropicana casino, and Silas provides them with food in the form of political dissidents, captured norms, or Doomsayer applicants who just don't make the cut. The mutant leader plans to use them as shock troops, but he still occasionally releases one into the wastes to spread terror and confusion.

Attributes: Agility d12+2, Smarts d6, Spirit d10, Strength d12, Vigor d10

Skills: Climbing d12, Fighting d12, Intimidation d6, Notice d10, Stealth d12, Tracking d10

Pace: 10; **Parry:** 8; **Toughness:** 11 (4)

Special Abilities:

- **Armor +4:** Unnaturally tough scaly hide.
- **Claw/Bite:** Str+d8.
- **Fear -2:** Grendels are alien in appearance, but clearly—and frighteningly—predatory in nature.
- **Fearless:** Immune to Fear and Intimidation.
- **Immunity:** Radiation, radiation-based attacks, and Doomsayer powers.
- **Improved Frenzy:** A grendel can make two Fighting attacks per action at no penalty.
- **Low Light Vision:** Grendels ignore penalties for Dim and Dark lighting conditions.

Grundy

Inexplicably to outsiders, the ranks of Silas's foot soldiers seem to be almost back to where they were prior to the Cult's defeat during the Harvest. The secret to the swelling ranks lies in the Grundies. Grundies suffer from an unusual syndrome that causes them to physically age and grow at a rate of almost five times normal. Their name comes from the children's rhyme about Solomon Grundy, a man who lived his entire life, from cradle to grave, in seven days.

Most folks believe them to be simply another type of mutant, but the truth is far more sinister. Mixing pre-war research by the Pentacorp subsidiary Genetech with the power of the Glow, Silas's followers developed a drug that rapidly matures a human or mutant child into a perfect adult specimen. During recent years, most of the mutant offspring in the ruins of Las Vegas—as well as many human children kidnapped by cult raiding parties—have been administered the drug. As a result, the Cult of Doom has been able to replace its losses far quicker than anyone could have suspected.

Although the drug drastically increases physical aging, it does nothing to improve intellectual or emotional maturity. So while a Grundy may appear to be in his early twenties, he's really a four- or five-year-old mentally and emotionally. They can't be trusted to handle complex tasks, are easily distracted, and are even prone to temper tantrums.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d10, Vigor d8

Skills: Climbing d4, Fighting d6, Notice d4, Shooting d6, Throwing d4

Pace: 8; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Fleet-Footed:** Grundies roll a d10 when running.

- **Genetic Stabilization:** Grundies are immune to mutation effects. They receive a +4 bonus to resist the effects of radiation, ghost storms, and Doomsayer powers.

- **Tantrum:** Whenever a Grundy suffers damage (even if it isn't enough to cause a Shaken result or wound), he must roll a Smarts roll or go Berserk. While Berserk, his Parry is reduced by 2, but he adds +2 to all Fighting, Strength, melee damage, and Toughness. Anytime his Fighting die is a 1, he hits a random adjacent target other than the original. A Grundy's Berserk tantrum lasts until combat is over, or he is Incapacitated.
- **Well-Muscled:** +1 Toughness.



Killdeer

Whether these critters are actual abominations or merely an extreme example of Darwinian selection is a point of debate, at least among folks who actually have the time and inclination to care about highbrow stuff like that. Most wasters are spending their every waking moment trying to not end up taking out a permanent lease on a boneyard plot,

so they're less concerned with academic debates of this sort.

Killdeer are basically a carnivorous version of Bambi's mother and father. They are virtually indistinguishable from normal deer—right up until the moment when they turn on the poor sap who was "hunting" them and expose a mouth full of sharp, canine chompers. As you'd imagine, this is quite the unpleasant surprise for the poor scav who moments before thought he was about to bring home a week's worth of food for his tribe!

Whereas normal deer are herd animals, killdeer are pack hunters. They are cunning killers, luring in their prey through a variety of tricks. Killdeer often pretend to be unaware of another predator's approach, allowing it to get within striking distance before revealing themselves. Another common tactic is for one member of a pack to pretend to be injured, drawing prey in close before the rest of the pack rushes back to overwhelm it. Of course, if they're really hungry, they can always just run down most other animals—and humans.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Notice d10, Tracking d6

Pace: 10; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Bite:** Str+d4
- **Fleet-Footed:** Killdeer roll a d10 when running instead of a d6.
- **Gore:** Bucks can use a charge maneuver to gore their opponents with their sharp antlers. If the buck can move at least 6" before attacking, it does Str+d6+4 damage with its antlers.



Shrieker

Few things are more chilling than the tortured cry of a soul that realizes Death has called in its marker, especially if the bill comes due in a particularly nasty fashion. When just the right frequency of a dying scream combines with the supernaturally-powered force of a ghost rock bomb, it produces not just a ghost, but an echo of near unimaginable horror that doesn't fade.

Shriekers are ghosts comprised of the sound of death. They manifest as ghostly apparitions with their mouths stretched open to unnatural lengths. The spirits are accompanied by a constant low moaning sound, leading many to mistakenly call them banshees. Unlike the traditional Irish spirit, shriekers don't represent bad luck in the future. They're bad news all by themselves. They exist for no other apparent reason than to cause others to suffer as they did in their final moments.

These strange undead are usually found near ghost bomb maelstroms and never stray far from the original site of their creator's death.

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

Skills: Fighting d6, Intimidation d10, Notice d8

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

Special Abilities:

- **Claw:** Str+d4. A shrieker's claws ignore non-magical armor.
- **Death Rattle:** This abomination constantly emits a subsonic moan that carries the subtle touch of its own death. Any hero engaged in combat with a shrieker suffers a -2 penalty to any Soak rolls to prevent wounds. This penalty is only applied once, even if the character is fighting more than one of these ghostly horrors at the same time.
- **Echoes:** As an action, a shrieker can create copies of itself with a terrible, echoing scream. The scream produces

1d4 duplicates of the shrieker located within a Medium Burst Template. The echoes have the same Traits and Special Abilities as the shrieker, except they are Extras and do not have this Ability. A shrieker can use this Ability any number of times, but can never have more echoes active than its Spirit die type.

- **Ethereal:** Shriekers are immaterial and can only be harmed by magical attacks or their Weakness.
- **Fear -1:** The sight of a shrieker's tortured face causes a Fear check at -1.
- **Fearless:** Shriekers are immune to Fear and Intimidation.
- **Shriek:** As an action, a shrieker can let out a bloodcurdling scream that rattles your bones. It makes an opposed Spirit roll versus everyone in a Medium Burst Template, centered on the shrieker. If the shrieker wins, the listener suffers a -2 to all Trait rolls during her next action. If it wins with a raise, the luckless waster is Shaken as well.
- **Weakness (Sound):** Shriekers suffer normal damage from sound-based attacks (including flash-bang grenades).

Spider Head

Spider heads have three stages in their life cycle. The first stage is a small, maggot-like larva that feeds on the dead flesh of another spider head's victim. After a few days, these metamorphose into metallic green, hand-sized brain beetles. The beetles travel in swarms, often comprised of hundreds of the strange insects, seeking new victims on whom to feed. Strangely, spider head beetles only prey on humans and mutated humans.

The final stage occurs after a swarm has brought down a new victim. The beetles lay eggs in the corpse and most then die. One, however, burrows into the head of the corpse, where it feeds on the brain until the cranium is empty. The horrid



creature then sets up house like some ghoulish hermit crab. The spider head beetle grows until it fills the interior of the skull. A bulbous abdomen pushes out through the neck, sprouting legs and detaching the head from the rest of the corpse. The adults are not technically spiders, as they have six legs, but few get close enough to count. The creature then leads the new offspring in search of a new victim.

Spider heads serve mainly to distract potential victims from the real danger—the swarm of beetles. The full-grown creature can contract its abdomen to create a hideous scream that seems to come from the head's mouth. It can also distort the head's remaining facial features, creating grimaces, scowls, and other disturbing expressions.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d8, Notice d6, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 3
Special Abilities:

- **Brain Beetle Swarm:** Spider heads are always accompanied by a swarm of brain beetles. Use the stats for Swarm found in *Savage Worlds*.
- **Fear -2:** A severed head on spider legs is more than a little horrifying. If the head happened to belong to someone known to the viewer, the Fear check is at -4 instead.
- **Shriek:** As an action, a spider head can shriek. This unearthly howl causes everyone within a Large Burst Template to make a Vigor roll (-2) or be Shaken. Once a character has successfully resisted a spider head's shriek, she is immune to further shrieks from that particular creature.
- **Size -2:** Spider heads are about the same size as a human head.
- **Small:** These abominations are not only fairly small, but skitter unpredictably. Characters suffer a -2 penalty to all attacks against them.

Humans

Sometimes, the worst threats in the Wasted West aren't supernatural horrors or mutated monstrosities. Some of the toughest opponents the posse is likely to face are just plain, old humans—armed with big guns or very sharp objects. And occasionally powerful magic.

In addition to some nasty opponents, we've also included a smattering of potential allies, because not everyone the heroes encounter is looking to rob, stab, or burn them alive. Just most of them.

Keep in mind these are just the baseline statistics. Marshal, you should always feel free to modify them to fit the specific character you have in mind!



Anti-Templar

The Anti-Templars were founded on the best intentions. Brad Modeen, the founder of the sect, felt everyone but the very worst scum deserved defending. That certainly sounds good on its face. In fact, for a while Anti-Templars had access to exactly the same powers of Templars, which seemed to indicate their cause was likewise righteous. After all, if the forces of Good didn't approve, they wouldn't bestow miraculous abilities on Modeen's followers.

However, the Anti-Templars went on to prove that when you lie down with dogs, you end up covered in fleas. The faction quickly proved willing to stretch the definition of "worst scum," turning a blind eye to bandits and outlaws. While most Anti-Templars didn't start out evil, every one of them ended up that way. The final straw came when the Anti-Templars sided with the Combine against the Iron Alliance. The Anti-Templars kept drawing their powers, but now they were coming from a different source—the Reckoners.

While the order was effectively crushed during the Harvest and no new ones are being made thanks to the departure of the Reckoners, a few of these misguided souls remain. Tainted by the Reckoners' influence, they now manifest powers more in line with their true nature.

Unlike Templars, these thugs don't disguise themselves. Like their founder, they wield great axes instead of swords and wear black tabards instead of white ones. They're usually at

the head of a gang of raiders or outlaws, but occasionally one throws in with the Black Hats. One more thing—Anti-Templars *despise* Templars and go out of their way to attack any they discover.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Driving d6, Fighting d10, Intimidation d8, Notice d8, Shooting d8, Throwing d6

Cha: -2; **Pace:** 6; **Parry:** 8 (7 with axe);

Toughness: 9/11 (2/4 vs. bullets)



Hindrances: Enemy (Templars), Mean, Delusional (Anti-Templars believe they're the heroes)

Edges: Block, Combat Reflexes, First Strike, Improved Trademark Weapon (Great Axe)

Gear: Kevlar armor (+2/+4 vs. bullets), great axe (Damage Str+d10, AP 5, Parry -1, 2 hands), and at least one firearm.

Special Abilities:

- **Taint of Death:** Any attempt to soak wounds caused by the Anti-Templar's Trademark Weapon suffers a -2 penalty.
- **Taint of Famine:** An Anti-Templar can make a touch attack (+2 Fighting) against a foe. On a success, he makes an opposed Spirit roll with his victim; with a raise, the victim rolls Spirit -2. If the target fails, she instantly suffers 1 level of Fatigue from hunger and the Anti-Templar regains a level of Fatigue lost for any reason.
- **Taint of Pestilence:** Any target that suffers a wound from an Anti-Templar's Trademark Weapon must make a Vigor roll. On a failure, neither the Healing skill or magical powers can heal the wound. Only natural healing rolls can heal it.
- **Taint of War:** The Anti-Templar's Trademark Weapon gains AP 4 (already added to the great axe listed above).



Cyborg, Heavy

These cans were usually employed as shock troops—the undead equivalent of a tank. Most of them have seen more combat than a squad of Black Hats. They are heavily armed and heavily armored, and most of these deaders offset all that weight by dumping their consciences. The Combine has managed to get its hands on a few heavy 'borgs, but most tend to travel alone—even the most bloodthirsty of raiders aren't comfortable with these walking death machines.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d8

Skills: Driving d4, Fighting d8, Intimidation d8, Notice d6, Repair d8, Shooting d6

Cha: -6 (-2 Mean, -2 Ugly, -2 heavy borg) ; **Pace:** 4; **Parry:** 6; **Toughness:** 12 (4)

Hindrances: Mean, Ugly

Edges: Cyborg (Heavy), Harrowed

Cyborg Edges: Armor Plating, Samson, Targeting Computer, Weapon Implant (Melee), Weapon Mount

Directives: Core, No Prisoners, Search & Destroy, Still at War

Gear: Heavy 'borgs usually mount their Alliance's SAW machine gun, grenade, or rocket launcher. Nothing prevents them from packing another firearm, though.



Cyborg, Light

Most light cans on the battlefield were deployed as special operations troops, operating behind enemy lines. They are trained in unconventional warfare and most would rather retreat from a superior foe than risk a stand-up fight. Unlike heavy cyborgs, the light models often ally themselves with outlaws and bandits. Their skills in guerilla tactics make these gangs especially dangerous to tangle with.

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

Skills: Driving d6, Fighting d8, Intimidation d6, Notice d8, Shooting d8, Stealth d8, Throwing d6

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

Hindrances: Overconfident, Mean

Edges: Cyborg (Light), Harrowed

Cyborg Edges: Chameleon, Reflex Booster, Weapon Implant (Melee)

Directives: Core, Raider

Gear: Light cans usually favor lighter firearms, such as submachine guns or pistols, especially silenced versions.

Headbanger Chips

Those little chips Combine troops have implanted do more than just enable them to use all of Throckmorton's fancy equipment. They also assure the loyalty of the foot soldiers—on pain of death. Each chip has a tiny explosive charge on it as well. Not enough to harm bystanders, but certainly enough to guarantee the death of the waster who's unfortunate enough to have it stuck into the base of his skull. In case you couldn't guess, that's also why most Combine troops call them "headbangers."

Understandably the Combine doesn't advertise this little feature outside its ranks, as it could hurt recruitment. It's thoroughly explained once the installation procedure is complete, usually with a slide show or at least a few full-color photos.

Red Hats can detonate the chip of any Black or Green Hat within 100 yards. Understandably, this makes the troops fairly quick to follow the orders of their officers. Additionally, all chips are programmed to read baseline brainwaves, sort of like a very limited polygraph. If the chip detects patterns generally associated with betrayal (whether by word or deed) or rebellion, it detonates automatically.

And yes, they do malfunction—rather frequently, in fact. The Combine doesn't really care. There's always plenty of scum willing to sign up for three hots and a cot.

A talented sawbones can remove a chip, but it's tough. The cutter rolls the lower of either his Healing (or Knowledge (Medicine)) and Knowledge (Demolitions) skill. On a failure, the chip detonates, doing 3d6 in a Small Burst Template, likely killing both the doc and patient. Once the chip is removed, the former Black Hat can't use Combine equipment. The chip is rendered inert and useless by the procedure—wasters can't use them to activate Combine equipment.



Gray Hats

Gray Hats are the infiltrators, saboteurs, spies, and instigators of the Combine. Throckmorton deploys them undercover to monitor his enemies, spread dissension, and conduct guerilla warfare to destabilize areas. Unlike the usual Combine flunky, most Gray Hats are sly, persuasive, and quick-witted. Of course, those who aren't usually don't last long in the job.

Their loyalty to the Combine is assured by means of a deep psychic probing by a syker loyal to General Throckmorton, rather than the usual headbanger chip. As a result, Gray Hats carry no incriminating scars, equipment, or anything else that can tie them back to Denver. Of course, this also means Gray Hats can't use booby-trapped Combine equipment—or at least not and live to tell about it!

They are deployed alone or in groups, depending on the mission requirements.

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

Skills: Driving d6, Fighting d6, Intimidation d6, Notice d8, Persuasion d8, Shooting d6, Stealth d6, Survival d4, Throwing d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Cautious, Loyal

Edges: Varies

Gear: Gray Hats are usually carrying weapons and other gear equivalent to whatever role they've assumed.

Green Hats

Green Hats are the technical specialists of the Combine. Originally, they were pulled from Throckmorton's mechanics, medics, and the like. However, since the Harvest, the General has been forced to recruit outsiders to fill massive holes left by casualties. Unlike the rabble that make up the ranks of the Black Hats, most Green Hats are conscripted into service—or “promoted” from among

the slaves Combine patrols bring back to Denver.

As Denver seeks to rebuild from the losses suffered in the battles against both the Iron Alliance and Raven's horde of undead, Green Hats now range far and wide across the wastes looking for ghost steel and other supplies. These scavenging missions are always supported by 20–25 Black Hats as well.

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

Skills: Driving d6, Fighting d6, Healing d6, Notice d6, Repair d8, Shooting d6, Survival d4, Throwing d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (2/4 vs. bullets)

Hindrances: —

Edges: Varies depending on specialty

Gear: HI Blazer (Range 12/24/48, Damage 2d6, RoF 3, AP 2), spare magazine, frag grenade (Range 5/10/20, Damage 3d6, MBT), combat knife (Str+d4), Kevlar vest (+2/+4 vs. bullets), repair kit.

Special Abilities:

- **Booby-Trapped:** Like most Combine flunkies, Green Hats have special chips implanted at the base of their skulls. These chips interface with Combine weapons and vehicles, preventing others from taking advantage of their high-tech gear. If anyone without a Combine chip tries to use the gear, the weapon or vehicle detonates for 3d6 in a Medium Burst Template.



Librarian

Librarians roam the wastes seeking to gather the remnants of mankind's knowledge, usually in the form of books or data slugs. Most survivor communities welcome the arrival of a Librarian, as it means news from the rest of the world, tales of the old days, or even just a handy bit of lost know-how. Although they are universally well-read and educated, they're by no means defenseless bookworms. Thanks to the nature of their organization's

quest, Librarians are more than capable of taking care of themselves.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Healing d6, Knowledge (Science) d8, Knowledge (History) d10, Notice d8, Repair d6, Shooting d6, Survival d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Major Vow (Gather and restore knowledge), Cautious

Edges: Librarian, Scholar

Gear: Palmcorder, NA Sidearm (12/24/48, Damage 2d6, RoF 1, AP 1), toolkit.



Librarian, Bookworm

Bookworms (also called bibliopaths) have taken the normal Librarian's work a step further and achieved contact with the book spirits in the Hunting Grounds. Like their more mundane brothers and sisters, bibliopaths continue to seek out lost texts to expand the Grand Library's stacks, but they carry more than just knowledge to settlements. Bookworms also strive to spread hope to humanity as they gather its knowledge, drawing on the power of stories to lift the spirits of the survivors they encounter.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Bibliopathy d8, Knowledge (History) d8, Knowledge (Science) d6, Notice d8, Repair d6, Shooting d6, Survival d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Major Vow (Gather and restore knowledge), Heroic

Edges: Arcane Background: Bibliopath, Librarian

Powers: Boost/lower trait, healing;

Power Points: 10

Gear: Palmcorder, NA Sidearm (12/24/48, Damage 2d6, RoF 1, AP 1), toolkit.



Page Eaters

Bookworms (see page 27) have learned that certain books—important or inspiring works that affected a human

soul—come to be inhabited by book spirits. Most bookworms communicate peacefully with the creatures and learn to channel some of their power into the physical world.

But some bookworms *eat* the book spirits. They literally consume the book, page by page, cover to cover, and take in the book spirit's essence as their own. This kills the spirit and of course, destroys the book.

Soon after, they gain the ability to absorb the text of any book they touch, becoming incredibly smart and well-read on any subject they've come across.

The destruction of a living, sentient creature turns page eaters irrevocably evil. The Librarians banish and exile them, and often call out bounties on those who are particularly destructive.

Page eaters are dangerous on their own, but their incredible knowledge of so many subjects makes them most dangerous as the "brains behind the thrones" of more directly powerful warlords or other threats.

Attributes: Agility d6, Smarts d12+2, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d10, Intimidation d10, Knowledge (most any subject) d12+2, Taunt d10, Notice d10

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Knowledge is Power:** Page eaters can channel the energy they've eaten as streams of blue energy. This is an action with a range of 12" requiring the target be seen. The page eater makes an opposed Spirit roll against the target. On a success, the target is Shaken and loses a die type in Smarts (min. d4) for 2d6 days. On a raise, the loss is permanent and the victim suffers a wound. If Incapacitated by this power, the victim's skull explodes.

- **Osmosis:** Once a sufficient number of book spirits are consumed, page eaters gain the power to absorb knowledge

from other books just by touching them. This usually takes about a round for every 100 pages, and leaves the book completely blank afterward.



Red Hats

These soldiers are the officers of the Combine. The first Red Hats were pulled from Throckmorton's original command staff. For the most part, those soldiers still held the same ideals that had motivated them to serve their country in the first place. As time went on, the General began promoting the most efficient Black Hats into the Reds as well with little regard for their lack of personal ethics. In the wake of the Harvest, nearly all remaining Red Hats are simply the meanest and toughest of the Black Hats.

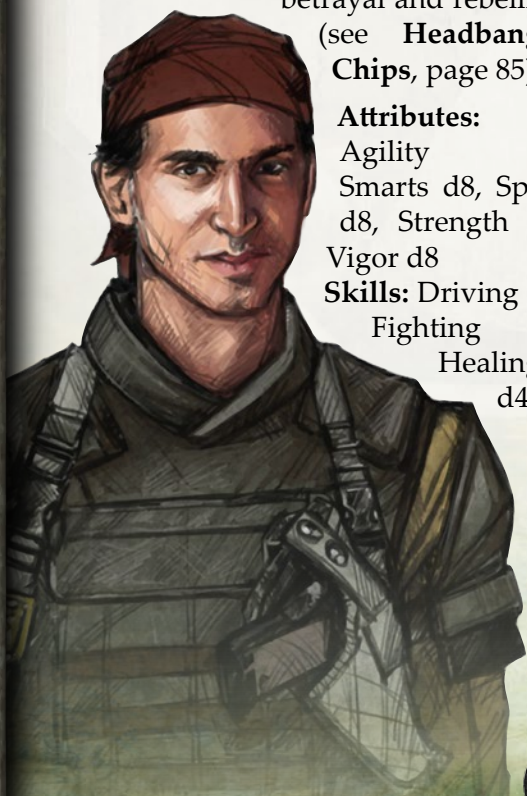
Most units of more than 25 Black Hats are led by a Red Hat, particularly near Denver or on missions of special importance. Like other Combine thugs, Red Hats are equipped with headbanger chips. While other Red Hats can't trigger the detonation, the chip still monitors the soldier's brainwaves for signs of betrayal and rebellion

(see **Headbanger Chips**, page 85).

Attributes:

Agility d8,
Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Driving d4,
Fighting d8, Healing d4,



Intimidation d8, Notice d6, Shooting d8, Stealth d6, Swimming d4, Survival d6 Throwing d6

Cha: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 8/10 (2/4 vs. bullets)

Hindrances: Bloodthirsty, Mean

Edges: Combat Reflexes, Command

Gear: HI Blazer (Range 12/24/48, Damage 2d6, RoF 3, AP 2), 2 spare magazines, 2 frag grenades (5/10/20, Damage 3d6, MBT), combat knife (Str+d4), Kevlar vest (+2/+4 vs. bullets).

Special Abilities:

- **Booby-Trapped:** Red Hats have special chips implanted at the base of their skulls. These chips interface with Combine weapons and vehicles, preventing others from taking advantage of their high-tech gear. If anyone without a Combine chip tries to use the gear, the weapon or vehicle detonates for 3d6 in a Medium Burst Template.
- **Kill With a Thought:** Red Hats can kill any Black or Green Hat in sight simply by looking at them and thinking a code phrase. This is an opposed Spirit roll, but the Red Hat has a +4 bonus.



Soldier, Veteran

While most grunts are best represented by the Soldier profile from *Hell on Earth Reloaded*, these warriors are the best of the best. Special ops troops, Operation Damocles operators, or just plain battle-hardened veterans make for potent allies or chilling opponents. These roughnecks are usually either leading units of regular troops or wandering the wastes alone.

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

Skills: Fighting d8, Intimidation d8, Notice d8, Persuasion d6, Shooting d10, Stealth d8, Streetwise d6, Tracking d6

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Stubborn

Edges: Combat Reflexes, No Mercy, Rock and Roll

Gear: Varies by the resources of their employers, and most aren't equipped to a uniform standard except for the most advanced settlements or groups.



Templar

Although their numbers are relatively few, Templars can be encountered throughout the Wasted West. As they usually travel in disguise, a settlement or posse may never know the waster beside them is one of these righteous warriors unless they're judged worthy.

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

Skills: Faith d10, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6, Survival d6

Cha: 0; **Pace:** 6;

Parry: 7; **Toughness:** 7 (2)

Hindrances: Code of Honor, Heroic, Loyal

Edges: Arcane Background (Templar), Block, Brave

Powers: *Armor, healing, smite*

Power Points: 10

Gear: NA Sidearm (Range 12/24/48, Damage 2d6, RoF 1, AP 1), sword (Str+d8), improvised torso armor (Armor 2).



Witch

While some witches serve as healers and wise women to small survivor settlements, most tend to be ambitious opportunists. That sort is not above allying themselves with raiders or worse. Obviously, their abilities, intelligence, and powers of persuasion virtually

guarantee they end up leading any groups of wasteland scum they join up with.

Witches with Devlin blood are particularly prone to falling in with the bad element, usually seeking to rebuild a power base of their own. The stats provided are for a 'run-of-the-mill' witch. Add the Devlin Blood Edge for any of Annabelle Lee's descendants.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Intimidation d6, Knowledge (Occult) d8, Notice d8, Persuasion d8, Shooting d6, Witchcraft d10

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy (Minor), Stubborn, Vengeful (Major)

Edges: Arcane Background (Witch)

Powers: *Blast, deflection, fly*; **Power Points:** 15

Gear:

Ruger

Redhawk (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1),

12 rounds of ammo, knife (Str+d4), 1d6 Ingredients.



Relics

The Ark of the Covenant. The Holy Grail. An original copy of *Hoyle's Book of Games*. All of these are examples of what are called "relics." Relics possess magical power—usually in spades—and many saddle their owner with a responsibility or even a curse.

A relic is an item imbued with power, either by the nature of its creation or its involvement in a legendary event. For example, the fabled sword Excalibur was forged in magic, but Wild Bill Hickock's six shooters acquired their mojo as a result of their owner's legend.

Some of these powerful artifacts existed even before the Reckoning. As you can imagine, given over two hundred years of supernatural influence since then, there's been a bit of an uptick in relic creation over the last two centuries. Subsequently, there are a few of these to be found in the Wasted West.

Relics can often be powerful plot devices. The hunt for a particularly powerful one can shape a campaign all on its own, while even a minor one can influence character actions significantly. For that reason, Marshal, we encourage you to carefully consider introducing a relic into your campaign.

They're a lot of fun to play with, but they should be more than just a modifier

to a Trait roll. These items should *feel* like an actual part of the history of the Wasted West!

Relics of the Church of Lost Angels

The Deadpool in the ruins of Lost Angels holds a storehouse of some of the most powerful relics in the Wasted West. Below we've listed just a few of them, but feel free to drop in any others you want in your campaign, Marshal. Of course, any collector of rare antiquities not only has to overcome a wide variety of undead horrors that lurk in the Deadland over the remains of the cathedral. And even if they manage to make it into and back out of the Deadpool, they've still got to face Father Blake and his Lakers.

Bones of Famine's Horse

According to legend, if the bones of Famine's steed are used to make a stew, it could feed the entire population of the Maze. Even more extravagant versions of the tale claim that any who eats the stew will never go hungry again.

Understandably, those tales make this relic the most sought-after one believed to rest in the Deadpool. However, so far the skeleton remains undiscovered.

Power: The legend is true. If the bones are used to make a soup, the soup replenishes itself as it is dished out. A single pot of the soup never empties as long as the bones remain inside. That means the soup could indeed feed, well, pretty much everyone.

Taint: The legend is also true. Anyone who eats the soup is never hungry again. They still need to eat, but their body no longer knows that. Victims may go without eating until they begin to suffer the effects of hunger (see **Hazards** in *Savage Worlds*)—but that's when the real horror begins.

The poor waster discovers she *can't* eat. Anything she consumes comes right back up, undigested. The scav can still drink, but not being able to eat is a one-way ticket to the boneyard.

The cure is almost worse than the disease, as the afflicted must become infected by a faminite to restore her hunger. Luckily, the two effects seem to cancel each other out. The poor brainer doesn't turn into one of the undead, she just has a normal urge to eat restored.

Lost Angels Holy Symbol

These silver medallions were worn by the clergy of the Church. Although by far the most numerous relic to be found in the ruins of the cathedral, they're small, which means they're very difficult to find in the silt and sediment on the bottom of the Deadpool. Scavs take a -4 penalty to Notice rolls to spot them.

Power: The wearer of one of these holy symbols is protected from the Infection Special Ability of faminites. The symbol provides protection only if it is worn at the time of the attack. It can't cure an existing infection.

Taint: None.

Father Walker Blake and the Lakers

The Lakers are all former priests or Guardian Angels for the Church of Lost Angels. Use the stats for Soldier from *Hell on Earth Reloaded* for them. Add Boating d6 to their skill list. They are usually armed with SA Commando SMG (Range 12/24/48, Damage 2d8, RoF 3, Shots 20, AP 2, 3RB), two spare magazines, Kevlar vest (+2/+4 vs. bullets).



Father Blake

Father Blake himself is one of the very few true Blessed remaining in the Wasted West. Still, he's a hands-on sort of padre, if you get what we're saying. For game purposes, his powers work exactly like those described for Arcane Background (Miracles) in *Savage Worlds*.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d12

Skills: Boating d10, Faith d10, Fighting d10, Intimidation d8, Knowledge (Occult) d8, Notice d8, Shooting d10, Swimming d10

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

Toughness: 10/12 (2/4 vs bullets)

Hindrances: Quirk (Superstitious), Vow (Protect the relics)

Edges: Arcane Background (Miracles), Brave

Powers: *Banish, deflection, greater healing, healing, smite*

Gear: Lost Angels Holy Symbol, SA Commando SMG (Range 12/24/48, Damage 2d8, RoF 3, Shots 20, AP 2, 3RB), two spare magazines, Kevlar vest (+2/+4 vs bullets).

The Skull of Ronan Lynch

That's right. This is the honest-to-goodness skull of one of the Weird West's deadliest gunfighters. Ronan Lynch survived the Civil War and made something of a name for himself as a gunslinger before he was gunned down by an evil cultist on the frontier. The manitous recognized him as too ornery to keep down, but not how stubborn a will he possessed. Ronan defeated more servants of the Reckoners after he died than most Texas Rangers did over the length of their commissions.

Ronan finally met his end (a second time), but that didn't end the fight for him. Or at least part of him. In fact, his skull was one of the Church's most prized relics. Maybe it's blessed or maybe, since it *is* Ronan Lynch's skull, it's just got more than its fair share of ass kicking, but regardless, the skull is a powerful weapon against the undead.

Power: In the presence of undead, the skull glows with a brilliant, white light. The light extends to fill a Large Burst Template and any undead within the radius take 2d10 damage each round they're exposed to it. This damage bypasses any Immunity or Invulnerability the abomination may possess.

Harrowed trigger the skull's power—and suffer damage from it—only if the manitou is in control.

Taint: Anyone who touches the skull has no chance of rising as a Harrowed. None. Nada.

Other Relics

The clergy of the Church of Lost Angels amassed one of the greatest collections of relics on the planet, but there are plenty they didn't get their hands on. Here's a sample of some of the supernatural collectibles your heroes might stumble across elsewhere in the Wasted West.

Ballard's Badge

Cole Ballard was one of the original Red Hats in the Combine. When he realized General Throckmorton's actual goals, he deserted and joined up with the Law Dogs. Luckily, his headbanger chip not only didn't blow his head off, he used his connection to Combine equipment to harry Throckmorton's goons at every chance he got.

Cole was killed by Raven himself during the Harvest, and some scav snatched up the legendary Law Dog's badge. Now, the old, five-pointed Texas Ranger star is floating around the Wasted West, making trouble for the Combine everywhere it shows up.

Power: Any waster possessing—and openly wearing—Ballard's badge can use Combine weapons and equipment without triggering the built-in booby traps. Additionally, as an action, the character can make a Smarts roll (–2) to trigger the headbanger chip in a single Black Hat within 25 yards. This ability only works on Black Hats and not any of Denver's more specialized troops.

Taint: Carting around Combine weapons is likely to draw unwelcome attention from both Denver and any survivor settlements, since only Black Hats and their ilk are supposed to be able to do that. Second, the bearer must make a Spirit roll to avoid attacking Combine troops on sight—or to withdraw from any battle involving them.

Bloodstone Shard

This is a portion of the rock on which Raven was tortured for over a century. When he finally won his freedom, his first act was to vent his fury on the rock, shattering it into thousands of pieces. Shards of the rock have slowly made their way across the entire Wasted West.

Over the years, the rock was tainted by his foul blood and other fluids, rendering

the once normal looking rock a dark red and black.

Power: A shard of the rock can be used to inflict great pain on an enemy. The owner may choose any human (including Harrowed or mutant) target within a range equal to ten times her Spirit die type in yards. If she wins a contest of Spirit against her victim, the poor sod suffers agonizing pain as if he had been actually wounded. For each success and raise the wielder gets on the opposed roll, the victim suffers a -1 modifier to all Trait rolls and to his Pace, up to a maximum of -3. While the modifiers from the shard stack with any current wound modifiers the target is suffering, the two combined are still subject to a maximum penalty of -3.

The shard's owner can maintain this pain from round to round, but suffers a penalty of -1 to her own skill and Smarts rolls due to the concentration required to do so. Only one target can be afflicted by the shard at a time.

Taint: The owner gains both the Bloodthirsty and Vengeful (Major) Hindrances. If she already has either, she must make a Spirit roll (-2) or be compelled to seek revenge against anyone who insults, humiliates, or otherwise acts against her.

Control Rod

Depending on who's telling the story, these are either parts of spent control rods from pre-war nuclear power plants or walking sticks crafted by the Mutant King, Silas. Either way, these dull gray metal rods range from three to four feet in length. Although some muties claim they're made of lead, they only weigh about 10 pounds which makes that claim a little unlikely.

Power: A control rod stores 4d6 Power Points, usable only by Doomsayers (and Doombringers). Any Doomsayer touching the control rod can access the

Power Points, and yes, that means if two radiation priests are fighting over the rod, they can both use it. Once the Power Points are used, it is rendered inert, although it still makes a hefty club (Str+d6, Parry +1, 2 hands).

Doomsayers often decorate their control rods with a headpiece of some sort, usually a carved metal skull—or a real one, in the case of Doombringers.

Taint: The control rod interferes with a Doomsayer's ability to recover her own Power Points. As long as a Doomsayer is within 6" of a control rod, she recovers Power Points at one-half the normal rate.

Frank Eaton's Six-Shooter

During the Civil War, Frank Eaton's father was killed by a band of former Confederate raiders who'd served under Bloody Bill Quantrill. Unfortunately for the rebels, Eaton not only grew up to be one of the deadliest pistoleers in the West, he also held a grudge better than nearly anyone else. Although it took him nearly 20 years, Eaton tracked down and killed five of the six. The last "escaped" by being killed by another gunslinger after being caught cheating at cards.

His favorite gun was a .45 caliber six-shooter. Over the years, it's seen its fair share of wear and tear, but the grips still bear eleven notches marking the bandits and outlaws Eaton brought down over several decades as a US Marshal and sheriff.

Power: The pistol (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 6, AP 1) does a bonus +d6 damage to anyone (or thing!) who has inflicted at least one wound on the owner. This bonus does not apply to just the combat in which the original wound is suffered, but from that point on. Also, the bonus damage applies even if the owner successfully soaks the wound by spending a Benny.

Taint: The owner of the pistol must focus her attacks on any foe who deals

enough damage to her to cause a wound (even if she subsequently soaks it) until he is Incapacitated or somehow escapes. If she's faced with multiple enemies who fit that criteria, she can choose between them. Should she wish to stop her attacks or change targets, she must make a Spirit roll (-2).

Lucky Hat

This rather battered blue baseball hat is adorned by a red "B". An ancient piece of long-chewed bubble gum is stuck to the brim. Legend claims it belonged to an old baseball player in Boston who tipped it each time he hit a home run, filling it up with good luck. Now, the waster fortunate enough to lay his hands on the hat—and the hat on his head—gets to benefit from all that luck.

Power: A character who is wearing this hat at the beginning of any session draws an extra Benny. This effect stacks with any other effect that provides bonus Bennies.

Taint: Should the hero remove the hat, he immediately loses one Benny from any he has remaining and takes a -1 penalty to all Trait rolls for the remainder of that game session. Putting it back on does not provide another Benny until the beginning of the next session.

Oswald's Rifle

During the early 1960s, tensions between North and South were elevated to dangerous levels by a dispute over the Confederate government's placement of anti-ship missiles on its protectorate, the island of Cuba. The US President, John F. Kennedy, pushed back and the Confederacy eventually backed down rather than face a shooting war.

Needless to say, this sat poorly with Southern hawks. The CSA's Department of Intelligence Affairs brainwashed a fringe cult member, Lee Harvey Oswald. Oswald was then placed along the path

of President Kennedy's motorcade during a goodwill visit in late 1963.

A Confederate syker assassinated the US president as he passed Oswald's location, and law enforcement was quickly pointed toward the government's patsy. Oswald conveniently died in prison before he could be transferred to the US. Conspiracy theories grew over the years, often focused on the apparent speed with which Oswald allegedly fired his bolt-action rifle.

Power: Oswald's rifle is an Italian Carcano. It appears to be an ordinary bolt-action rifle, if in a very unusual caliber (6.5 mm, Very Rare). However, it fires almost supernaturally fast (Range 24/48/96, Damage 2d8, RoF 3, Shots 6, AP 2).

In spite of its rate of fire, it is not fully automatic. The rifle allows its shooter to fire up to 3 individual shots a round with no penalty for either multiple actions or full automatic fire. The Wild Die is applied to each shot, if applicable. It cannot double tap or fire 3-round bursts, however.

Taint: The bearer of Oswald's rifle is *always* blamed for anything negative that befalls a settlement, regardless of any prior reputation. Additionally, he gains the Hindrance Delusional (Major), believing nearly everyone in a position of authority is involved in some extremely complicated conspiracy which recognizes him as a personal threat. Finally, he becomes vocal about his distrust and suspicion which gives him -2 Charisma to any person in a position of authority.

Patton's Swagger Stick

General George S. Patton was a major proponent of the mechanization of the Confederate Army in the early 20th century and arguably the most talented tank commander in its history, up to and including the Last War. Patton died in

a car accident not long after the end of World War II.

He left a lasting legacy not only as a brilliant tactician, but also one of the most colorful figures of the period. Patton was famous for his pearl-handled pistols, but he often carried a short riding crop—or swagger stick—as a nod to his days as a cavalryman.

Power: A character possessing the swagger stick receives a +2 to any attack roll against a vehicle and deals a bonus +4 damage if successful. Additionally, any successful attack automatically hits the least armored location on the vehicle. If the owner has the Command Edge, this bonus extends to any Extras allied to him as well.

Taint: The swagger stick also saddles its owner with Patton's ego as well. The hero gains the Arrogant Hindrance. If he already possesses it, he gains the Overconfident Hindrance as well.

Whateley Family Bible

The Whateley family traced its rotted roots back to even before the Dark Ages. The family was twisted by both inbreeding and consorting with demonic entities. By the time of the Reckoning, their members' proficiency with the black arts was matched only by their madness and deformity.

Needless to say, many folks suffered and died

terribly at the family's hands over the years, earning them far more than their share of enemies. The Agency and the Rangers didn't turn a blind eye to the Whateleys either, and by Judgment Day, there were precious few of the clan left in the world.

The Whateley Bible is about as twisted as you'd imagine from this band of degenerates. In addition to tracing the lineage of the Whateleys—which really isn't that hard since the family tree is more like a fence post with a couple of branches for all the demon blood—the book is filled with perversions of regular verses, entire chapters written in reverse, and a whole ton of new passages thrown in for bad measure.

Power: The book forms a subtle, but powerful link between its owner and the darker forces of the Hunting Grounds. Should the character be slain while in possession of the book, she is automatically returned as a Harrowed.

Taint: The connection formed between the owner and the manitous gifts her with infrequent, but terrible glimpses of true horror. These flashes of insight weaken her resolve in the face of terror and cause her to suffer an additional -1 penalty to any Spirit roll to resist Fear. Worse, the visions guarantee when she dies, the manitou that jumpstarts her undead existence begins with the maximum of +4 Dominion!



Index

- A**
Adventure Generator 51
Anti-Templar 83
Armor 9
Ballistic Shield 9
Improvised Shield 9
Riot Shield 9
Automaton, Feral 77
- B**
Ballard's Badge 92
Battlefield Hazards 21
Bloodrazor 75
Bloodstone Shard 92
Bones of Famine's Horse 90
Booby Traps 22
Bookworms 27
Burnin' Dead 76
- C**
Common Gear 9
ComSat 72
Control Rod 93
Cyborg, Heavy 84
Cyborg, Light 84
Cyborgs 30
Cy-SOG 32
- D**
Devil Pig 76
Devlin, Annabelle Lee 44
Devlin, Mina 44
Devlin, Sybil Rose 45
Directives 34
- E**
Edges 7
Background 7
Arcane Background 7
Cyborg 7
Devlin Blood 48
Cyborg Edges 37
- F**
Familiar 48
Father Blake 91
Frank Eaton's Six-Shooter 93
- G**
Genetech 45
Gray Hats 86
Green Hats 86
Grendel 78
Grundy 78
- H**
Hand Weapons 11
Harrowed Hindrances 5
Harvest, the 62, 63, 69, 72, 73, 78, 83, 86, 87, 92
Headbanger Chips 85
Heavy Cans 36
Hindrances 5
Combine Deserter (Major) 5
Hindrances, Harrowed Degeneration (Minor/Major) 5
Unnatural Appetite (Minor) 7
How to Serve Your Man 44, 46
- I**
Ingredients 46
- K**
Killdeer 80
- L**
Librarian 86
Librarian, Bibliopath 87
Light Cans 36
Lost Angels Holy Symbol 91
Lucky Hat 94
Lynch, Ronan 92
- M**
Minefields 21
Modeen, Brad 83
- O**
Oswald's Rifle 94
- P**
Page Eater 87
Patton's Swagger Stick 94
Pentacorp 45, 46, 47
- R**
Ranged Weapons 11
Ranged Weapons Table 16
Raven 92
Red Hats 87
Relics 90
- S**
Shrieker 81
Sidecars 24
Skull of Ronan Lynch, the 92
Soldier, Veteran 88
Special Weapons Table 17
Spider Head 81
Spirit Fetter 32
Survivor Settlements 69
- T**
Templar 88
Templars 83
Throckmorton, General 5, 13, 62, 63, 66, 72, 85, 86, 87, 92
- V**
Vehicles 18
Vehicle Modifications 19
Vehicular Combat 24
Sidecar & Trailer Critical Hit Table 25
Vehicular Weapons Table 17
- W**
Whateley Family Bible 95
Wire 22
Witch 88
Witches 44
Witch Powers 49

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