

ALTERNITY

SCIENCE FICTION



ROLEPLAYING GAME

THUNDER RUN



• RICHARD BAKER •



ALTERNITY[®]

SCIENCE FICTION  ROLEPLAYING GAME

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THUNDER RUN

You knew it had to happen sooner or later: War, plague, and then everything fell apart. They say the year's 2044, but no one's been keeping count lately. What's left of the United States consists of dangerous towns, xenophobic outposts, and marauder gangs fighting over the pick of the ruins. Life is cheap and ammo is precious in this post-apocalyptic wasteland.

Thunder Run is an adventure for the *ALTERNITY* Science Fiction Roleplaying Game. We've provided six pregenerated characters and a few special rules so that you can play through a screaming heavy metal death-ride across the wastelands of eastern Washington—the appropriately named Scablands.

Gamemaster Preparation: If you haven't done so already, download the *ALTERNITY SFRPG Quickstart Guide* and read through it. *Thunder Run* is based on the rules presented in that booklet. (If your players aren't the sort to read rules ahead of time, you can teach them *ALTERNITY* with the *Escape from the Institute* mini-adventure, which is part of the download packet.)

To get started, hand out one pregenerated character to each player. Encourage your players to share who their characters are and why they're in El Burg. If you're short-handed on players, make sure that the characters you hand out include at least one with the *Vehicle: Driver* skill and one with the *Mechanics* skill (they could be the same character).

CHARACTERS

Tiger Ax, Tribal Warrior (has *Vehicle: Driver*)

La Tiradora, Gun for Hire (has *Mechanics* and *Vehicle: Driver*)

Doc Turbo, Mad Inventor (has *Mechanics* and *Vehicle: Driver*)

Ronin Billy, Mercenary Tracker

One-Eye Jack, River Pirate (has *Mechanics*)

Motor Valkyrie, Death on Wheels (has *Vehicle: Driver*)

Don't use the Quickstart Guide for gear in this adventure. Instead, refer to the Postapocalyptic Gear table at the end of this adventure.

SETUP

The Free City of Spokane has a problem: the Shaking Plague. The doctors in El Burg have the answer: a priceless sample of antiviral serum to save the victims and prevent an outbreak. But someone's got to get the serum from El Burg to Spokane. It's 170 miles of wasteland, dead towns, feral animals, and marauding bandit gangs—and the PCs have got to find a way through.

When you're ready to begin, read the boxed text:

El Burg is a small trading town on the east slopes of the Cascades, one more flyspeck outpost in the wasteland of the West. Here a few hundred people do their best to scratch out a living and keep marauders at bay. Each of you has a different reason to be in El Burg, but at sunset you're summoned to the Dean's Hall to "talk business" with Dean Grady, El Burg's head man.

Dean Grady is a gray-bearded chieftain who used to be a professor in the old world. He greets you, then gets right to the point. "Spokane radioed us for help this morning," he tells you. "They've got an outbreak of the Shaking Plague, and a fire at Gonzo University just destroyed their last stores of vaccine. We still have some. If we send them a few vials of the vaccine, the Gonzo docs can make enough to save a lot of lives and stop the outbreak in its track. They'll pay us a king's ransom in guns, ammo, batteries, and salvage for our serum—but only if we get them the vaccine.

"So here's the deal: I need you to make the run to Spokane because you're the toughest bastards in town. It's a hundred-seventy miles down the old highway across the Scablands. You'll have the Bus and all the gas you need. It's going to be dangerous, because that's right through the middle of marauder territory. But I think it's a gamble that's worth taking. You in?"

If the heroes ask for more information . . .

Marauders? "The Scablands Horde. Bad news. They've got eyes and ears everywhere. They'd take the damn serum just to watch Spokane die. Let's hope they don't find out what we're up to."

Why should we help Spokane? "No one wants the Plague again! And they're rich and they can pay us in things we need. I want Spokane around to help keep down the Scablands marauders."

We set this adventure in eastern Washington, but you could easily adopt it for your own home state. Well, probably not Hawaii. Or Rhode Island.

The setting for this adventure is a real place—the stretch of I-90 from Ellensburg to Spokane. You can find plenty of images online if you'd like to get a sense of what it looks like!

Why do I want to go into a plague outbreak? "You all got the vaccine or survived the Plague years ago. It's the kids who have never been exposed or vaccinated who will die if this outbreak spreads like the last one."

What's in it for me? "Jack gets a pardon. La Tiradora gets a hundred rounds of ammo. Doc gets his pick of Spokane's machine shop. Billy gets paid. Tiger Ax and Valkyrie, you're going because you're the best we've got."

What's the Bus? "Doc Turbo's war wagon. It's bigger than anything else you're likely to run into out there."

Who's in charge? "Tiger Ax and Motor Valkyrie are our best warriors. I'm trusting them with this mission. The Bus is Doc Turbo's responsibility. If the rest of you want to get paid, you'll need the El Burg people to vouch for you when you get back."

THE BUS

"The Bus" is an old yellow schoolbus that's been built and rebuilt into a gas-snorting war machine. The top's been chopped down and the seats removed, leaving an open-top wagon 3 meters wide, 8 meters long, with 2 meters of hood. Crude sheet-metal armor and a welded-on cattle-guard protect the motor, wheels, and chassis, and the driver is protected by extra cage armor. Four roll bars span the open bed.

- Characters inside get half-cover from outside attacks (–2 steps to enemy attack rolls). The driver gets improved cover (–3 steps to enemy attack rolls).
- Climbing over the side takes a 2-impulse move action and an *Athletics* check (+3 steps); on a failed check, the climber must make an *Acrobatics* check or fall off.
- See "Vehicles in Combat" at the end of this adventure for more details.

THE ROUTE

The run from El Burg to Spokane can be broken into three segments: The Columbia Gorge, Moses Lake, and the Scablands.



Columbia Gorge: The run from Ellensburg to the Columbia River descends through the Cascade foothills and dry ponderosa forest to the town of Vantage. The I-90 bridge at Vantage is gone, but there's a ferry across the Columbia on the site of the old highway bridge. It's about 30 miles, and it's safe; most marauders stay east of the river.

Moses Lake: The road climbs back out of the Columbia's gorge on the east shore and heads straight east about 40 miles to the dead town of Moses Lake. This is rolling, dry, desert country, virtually uninhabited in the present day. The lake from which Moses Lake takes its name is now dry, but I-90 offers the best route across the lakebed. Marauders occasionally pick over this area, but it's mostly desolate.

The Scablands: It's 100 miles from the ruins of Moses Lake to Spokane. This stretch of road cuts through the arid badlands known as the Scablands: mile after mile of low basalt ridges and gullies along the northern edge of the Palouse. Most of this is marauder territory, but patrols from Spokane protect the last 20 miles or so of the road; once you hit Cheney or Medical Lake and you start to see trees again, you're pretty safe.

Other Routes: Lots of roads crisscross the area, but the Scablands are a significant obstacle—getting from El Burg to Spokane without using I-90 isn't easy. Routes 26, 262, or 170 might work, but those roads go deeper into the Palouse and marauder territory. For purposes of this adventure, you can set the action in Scenes 2 and 3 in any town along the route the PCs choose, and the running battle in Scene 4 can take place on any 2-lane blacktop the PCs choose in preference to I-90.

TRAVEL ARRANGEMENTS

Ask the players how they're arranging themselves on the Bus when they set out. There's room in the back for Motor Valkyrie to stow her motorcycle, or she may choose to ride ahead as a scout for the party. (She can carry one passenger if the party prefers to have two characters scouting.) Someone needs to drive the Bus, of course. Ask the other players if their characters are positioning themselves to watch ahead, behind, left side, right side, or just resting up.

It's a bad idea to travel after dark—the Bus has no working headlights, and the road is in such bad repair that it would be easy to drive into a wash-out or old wreck if you can't see it coming. The Bus can average about 40 mph on I-90 in its current condition, or 30 mph on any secondary roads.

It doesn't really matter which character guards what side of the bus. You just want the players to think that it might.

ENGLISH AND METRIC

We're mixing up metric and English measurements in this adventure because most US players "get" miles per hour when you're talking about vehicle speeds and distances. Use metric for tactical distances in the game; you can substitute yards for meters, if you like. When you convert vehicle speeds to tactical movement, 1 mph = 1 meter per impulse (or close enough, anyway).

SCENE 1: THE VANTAGE FERRY

The drive from El Burg to the Columbia is uneventful. But when the heroes reach the ferry, they run into their first obstacle.

The road from El Burg to the Columbia is mostly clear—you have to detour around a few ancient pile-ups and collapsed overpasses, but the territory from the town to the river is pretty safe. This is scrubland, dry and hilly, with scattered stands of ponderosas and sage-covered slopes. The Columbia itself is a significant obstacle: It's nearly a mile wide here, and 500-foot bluffs overlook the river on both the east and west side. The old highway bridge across the river is long gone. These days, travelers use a ferry at a place called Vantage.

The ferry landing consists of a battered old wooden wharf. The ferry itself is a big, flat-bottomed barge with a diesel engine; it's tied up to the wharf. Two log bunkhouses—the homes of the dozen or so people who live here—sit back about fifty yards from the riverbank. But when you sight the ferry landing from the top of the bluffs, you discover a problem: There's a second boat tied up next to the ferry, and some kind of commotion at the shore. It looks like river pirates are raiding!

The PCs are about 500 meters away when they spot the trouble; no one at the landing sees them yet. At the moment, the entire village population of 13 people (Doreen the ferrymaster, her family, and four hired hands who help run the ferry) are holed up in bunkhouses ashore. Nine pirates on foot surround the log houses, staying behind cover. They're trying to figure out how to smoke out the ferrymaster and plunder the place.

If the player running One-Eye Jack asks, Jack recognizes the pirate boat. It's the *Seahawk*, a notorious raider under the command of a man named Captain Lynch. Jack thinks it's possible to negotiate with Lynch.

Getting Closer: The PCs can continue to the landing and get as close as they like. However, the pirates hear them coming if they drive a vehicle (either the Bus or Valkyrie's motorcycle) any closer. Warn the players

The ferry is an old LCM-8 landing craft, if you're curious.

that the sound of engines will carry a long way. When the PCs get close enough for a good look (about 100 meters), add the following:

It looks like ten or so pirates surround the bunkhouses, threatening or negotiating with the people inside. Some of the pirates behind a woodpile—out of sight of the people in the bunkhouses—look like they're readying Molotov cocktails.

If the pirates hear the Bus or the motorcycle coming, add:

The roar of your engine echoes from the bluffs and across the water. The pirates catch sight of you approaching, and quickly turn to face you with crossbows or hatchets at the ready.

The PCs have three options: wait, negotiate, or fight.

Wait: Lynch and his bandits get the ferryman to capitulate in an hour by threatening to burn down the bunkhouses with Molotov cocktails. They drag out the people, kill a few, rob the rest, and move on the next day, leaving the place a mess. The pirates damage the ferry, but it can be repaired. To repair a damaged ferry, the PCs must accumulate 6 successful *Mechanics* skill checks (an excellent success counts as 2, and a stellar success counts as 3). Each check requires 1 hour. Failed checks simply extend the amount of time it takes to finish the repairs.

Negotiate: Lynch would love to get his hands on some good weapons and maybe a Bus, but he's smart enough to be careful about starting a fight against six tough-looking PCs. He'll let the heroes take the ferry and cross in exchange for some interesting barter or loot (like an iPod, binoculars, or road flares). Persuading Captain Lynch to accept a bargain requires a successful *Interaction* skill check; add a bonus step or two if the offer seems especially good. On a failed check, Lynch refuses the deal. The PCs will need to up their offer and try again. If the PCs fail three times, Lynch decides that a deal just isn't going to happen and orders his pirates to attack the party.

Fight: The pirates are only too happy to fight. Lynch hangs back from the fight, letting his crew serve as cannon fodder. The pirates "double up" on PCs who

There's no real time pressure here, but the players don't know that. Let them worry about delays.

SCENE 1: THE VANTAGE FERRY

seem to pose the biggest threats, and ignore PCs who avoid the fighting. (They figure they can deal with noncombatants later.)

- 8 river pirates
- Captain Lynch

You can find the bad guys' stats on page 20.

The ferrymaster and her people play no role in the fight: They're worried that the PCs are another band of marauders, so they wait it out.

The pirates attempt to flee or surrender when Captain Lynch is killed, or when five or more of their fellows are killed or subdued. The preferred escape route



The PCs might also capture a pirate boat. It won't help them get to Spokane, but it could be a fun follow-up adventure.

is to get back to *Seahawk* and cast off, possibly abandoning stragglers to the PCs' tender mercies.

Next: If the PCs defeat or drive off the pirates, the ferrymaster (a lean old woman named Doreen) is very grateful. She and her people don't have much to spare, but they promise free passage, a meal, and a place to crash for the PCs any time they happen to pass through in the future.

When the PCs get across the ferry, the road continues east to Moses Lake.

SCENE 2: BREAKDOWN

The next 30 miles go smoothly enough. The road is open, and no marauders seem to be around. But the heroes have a problem: The Bus was sabotaged back in El Burg, and it breaks down in the middle of nowhere.

After the trouble at the ferry, you find it's clear going for a good 30 or 35 miles through the desert country west of the Columbia. The road is mostly clear, and you're making good time. Then . . . BANG! There is a puff of steam from under the hood, and the engine suddenly dies. You coast to a stop on the open highway, a couple of miles west of the ruins of Moses Lake.

No one else is in sight—this isn't an ambush. When any character trained in *Mechanics* inspects the engine, add:

The problem isn't hard to find: The serpentine belt snapped. Without the belt, you've got no water pump, no alternator, no steering, and no engine. Replacing the belt is straightforward—if you had a replacement belt. You'll need to loot one from an old parts store or a wreck with the right size of belt. Fortunately, the dead town of Moses Lake isn't too far off.

This skill check is just to give the player a chance to make a check. If you want the players to definitely find out about the sabotage, you can just tell them.

Ask the player whose character inspects the engine to make a *Mechanics* check. Give the PC a +3 die step bonus if the player tells you he's specifically looking for sabotage or examining the break point of the belt. On a success, the character notices that the belt was cut halfway through by something sharp before it snapped.

If the players discover sabotage, Doc Turbo recalls that an unsavory trader in town the day before the PCs

set out expressed a lot of interest in the Bus and took a close look at the engine. (The trader, a filthy, toothless man named Ratskinner, is a spy for the Scablands Horde. He heard about Spokane's message to El Burg, and sabotaged the Bus in the hope that it would break down where his fellow marauders could get at it.)

Fixing the Bus: The heroes need to find a replacement belt. Nothing in Doc Turbo's repair kit or in the spare parts stored on the Bus will do the job. The PCs have to scavenge a new belt from somewhere—and the nearby ruins of Moses Lake seem like the best bet.

Go on to Scene 3 when the PCs head into Moses Lake to find a replacement belt.

Pushing or Towing: If the PCs don't want to leave the Bus unattended, they can push it toward Moses Lake. It's much too big to tow with Valkyrie's bike. Three characters working together can push the Bus at a walking speed (about 2 mph), but it's hot and tiring work. Each character pushing must make an *Endurance* check once per hour. On a failure, the character becomes fatigued for an hour, and takes a –2 step penalty on Strength, Agility, and Vitality skill checks (and all combat skill checks).

Installing the Replacement: When the PCs return from Moses Lake with a belt, any character trained in *Mechanics* can install it. The character doing the work can attempt a *Mechanics* check (+2 step bonus) once per hour; 3 successes completes the repair. An excellent skill check counts as 2 successes, and a stellar skill check counts as 3.

Tracking down Ratskinner is another possible follow-up adventure.

It's a Cummins 5.9-liter diesel. The good news is you can find one in some pickup trucks.

SCENE 3: MOSES LAKE

The PCs have to deal with feral dogs while looking for parts.

Moses Lake is one of the many dead towns around the area. Whatever people once lived here moved on or died out a long time ago. Usually ruins like this have been picked over thoroughly, but maybe you'll find a wreck or an old parts store with a belt you can use to fix the Bus. Abandoned cars, burned-out houses, and old commercial buildings with broken windows sprawl along streets that follow the shores of the now-dry lakebed.

Searching for a usable wreck or an unlooted auto parts store takes time—there are several belts in Moses Lake that can be used on the Bus, and it's just a matter of how long the heroes have to spend searching before they find one.

Ask the players if they want to stick together or split up, and how they'll stay in touch with each other or meet up again. The built-up areas of the old town stretch a couple of miles along the interstate, so each group of PCs is going to be at least 500–1000 meters from the next closest group as they scatter out and search.

Finding a belt requires 6 successful skill checks (again, an excellent success counts for 2, and a stellar success counts for 3). Each group searching makes 1 check per hour with *Deduction* or *Survival*; the character with the best skill check in the group makes the check.

If Motor Valkyrie splits off to cover ground on her bike, she (or a character riding with her) can make 3 checks per hour instead of 1.

Wild Dogs: Moses Lake is abandoned, but it's not uninhabited—packs of feral dogs slink through the ruins. While the heroes are searching the station, a pack of dogs catches their scent and moves in to



attack. The dog pack attacks the largest group of PCs searching on foot.

► 8 feral dogs

If *all* of the PCs split up, then two different characters each face a small pack of 3 feral dogs. Randomly determine which two characters run into the small packs.

When a search group is attacked by a pack, have the characters in the group make *Awareness* checks. If any character succeeds, the group spots the pack 100 meters away. Otherwise, the encounter begins when the pack is 30 meters away from the PCs.

When at least half the members of a pack are killed, the rest of the pack breaks off and scatters. At the GM's discretion, characters might be able to distract attacking dogs with food by throwing rations to the pack, or hold them at bay with fire.

The Cavalry Arrives: Most PCs in different search groups are too far away to help characters attacked by dog packs (or even realize their friends are in trouble). However, the sound of gunshots carries a long way—if a PC in a group involved in combat fires a gun or otherwise makes something explode, the other search groups hear the shot. Motor Valkyrie (and anyone riding with her) can get to the scene of the fight by Impulse 1 of the 4th round of the fight. No one else is close enough to help.

If you feel like players are missing out because some are fighting dogs and some aren't, feel free to sic 2 dogs on each other character.

SCENE 4: THE SCABLANDS

Naturally, the road to Spokane isn't clear. The PCs have to fight their way past a band of Scablands Marauders to complete their mission.

You're finally on your way again. The sun's at your back, and the road is good. You make thirty or forty miles from Moses Lake without trouble, cutting through the Scablands along the northern edge of the Palouse. But then a glint of light from a low rise to your right catches your eye—sunshine on a windshield. A moment later, you spot a large puff of dust from the hillside, and battered old trucks and road-bikes bounce down toward the freeway to block your way!

This scene is a great place to add an audio track to your game. Crazy Train or Highway Star work great if you're a classic rock fan.

This final scene consists of three stages: Blockade, Motorcycle Gang, and the War Bronco. The marauders aren't interested in negotiating, but the PCs have a few options.

Ram Through: The best option is to run through the blockade. Run the Blockade stage first. Then, after the Bus gets through, the Motorcycle Gang catches up a couple of minutes later. Finally, the War Bronco catches up to the Bus for the third stage of the fight.

Off-road Around: It's not really an option. The Bus can't handle the rough off-road terrain here, and the marauders are blocking the shoulder as best they can. This option winds up looking a lot like Ram Through, so run the three stages in the same order.

Stop and Fight: Bad plan. The PCs face all three groups of marauders at the same time. Begin with the Blockade group fighting on foot. On Impulse 1 of the second round, the Motorcycle Gang roars into the fight on their bikes. On Impulse 1 of the third round, the marauders from the War Bronco arrive on foot and join the fight. The PCs may need to get back on the Bus and retreat, in which case surviving marauders chase them—run the Motorcycle Gang stage and the War Bronco stage as they chase after the Bus.

Retreat: The PCs might turn the Bus around and head back the way they came, looking for another route or hoping to draw the marauders into a chase. If so, change the order of the stages. The first group to catch up is the Motorcycle Gang, followed by the War Bronco, and finally the heavy buggies used for the Blockade.

VEHICLES IN COMBAT

You'll find some basic guidelines on driving vehicles in combat at the end of this adventure. We're trying to keep it simple in this scene: It's a straight highway and the PCs don't have to make any turns. You can handle the three stages of this scene with some GM fiat if you want—just use your best judgment and a bit of cinematic license to describe what happens when marauders on motorcycles try to board at high speed or when a big SUV tries to sideswipe the Bus.

SCENE 4A: BLOCKADE STAGE

The marauders block the road with two heavy buggies, hoping to force the Bus to stop.

The marauders take up a position on the road in front of you. Two heavy buggies stop across the road by an old wreck, blocking the freeway ahead of you. Several motorcycles and a big war-built SUV wait a short distance off-road. It looks like about 15 or so marauders in three vehicles and four motorcycles altogether.

Begin this stage when the Bus is 200 meters from the two blockading buggies. The PCs begin at any speed they like—they've had plenty of time to accelerate or slow down to meet this challenge. The rest of the marauders are about 50 meters off the road. They don't take part in this stage, but it's possible a PC might decide to shoot at them as the Bus goes by.

- 2 marauder buggies (parked across the road)
- 4 marauder wilders (on foot, taking cover behind the parked buggies)

The marauders in this stage hold their fire until a PC comes within 100 meters. They fire crossbows at the approaching PCs as long as they can, and then try to dive out of the way if it looks like the Bus is about to ram the blockading buggies. If any survive after the Bus goes by, they continue firing until the Bus is more than 100 meters away, at which point this stage of the encounter ends.

Ramming: Spectacular and effective. See the Vehicles in Combat section at the end of the adventure; the Bus driver automatically succeeds on the *Vehicle: Driver* check since the buggies are motionless, and the Bus loses half its speed when it hits (which may provide marauders in this stage a chance to run up and board).

Any marauders still behind the buggies when the Bus rams are instantly killed.

Characters on the Bus other than the driver must make *Acrobatics* skill checks on impact (allow the PC a +3 die step bonus if the player tells you he or she is bracing before the collision). On a failure, the

It's not likely that the heroes will stop and talk to the bad guys. If they try, the marauders just attack. Ramskull, the marauder chief, isn't really a talking kind of guy.

Describe this collision with GREAT enthusiasm!

Do your players want to wipe out both buggies by driving right through the middle? AWESOME! Let 'em.

character falls prone in the Bus and sustains a wound of 1d8 damage.

Using the Shoulder: The PC driving the Bus can try to pick a way around the blockade by using the shoulder or risking a little off-roading. The driver can go by safely by slowing down to 30 mph or less. To go by faster, the driver must make a *Vehicle: Driver* check (–1 step penalty per 10 mph above 30 mph). On a failure, the Bus sustains 3 damage boxes (1d8 damage each; ignore armor) and slows down to 20 mph. This may give the marauder buggy riders more time to shoot at the PCs, or even try to run over and board.

Motor Valkyrie: Valkyrie can evade the blockade automatically on her bike—there's plenty of room to slip by. Have Valkyrie make an *Extreme Sports* skill check (+2 die step bonus). On a failure, she slows down to 20 mph when she passes the blockade because she loses traction and speed when she swerves. Otherwise, she goes through at whatever speed she likes.

Next: When the PCs go through or around the blockade, the two remaining marauder groups scramble into pursuit. If any marauders boarded the Bus, resolve one more action round of combat, then go on to the Motorcycle Gang stage.

SCENE 4B: MOTORCYCLE GANG

The first group of marauders to catch up with the Bus are the motorcycle riders. They overtake the Bus from behind, positioning their passengers to climb on board while sniping at PCs who show themselves.

INFORMED DECISIONS

It's okay for you to provide players with a bit of guidance about vehicle interactions and allow them to make informed decisions. For example, you can tell the player driving the Bus that he or she'll need to slow down to pick his way around the blockade and might risk some off-roading damage, or that ramming the blockading vehicles must happen at high speed or the Bus might come to a stop. Characters might not know the exact odds, but they ought to have at least a sense of whether something is possible or not.

The marauders come roaring after you in hot pursuit! Four patchwork motorcycles zip up behind you. Each carries a rider and a passenger. The passengers perch on the seats, getting ready to board you!

Begin this stage of the encounter with the motorcycles 200 meters behind the Bus. Motor Valkyrie can position herself anywhere within 100 meters of the Bus.

- 4 marauder motorcycles
- 4 marauder bikers and 4 marauder wilders

What's important in this stage is relative speed, not actual speed. If the Bus is going 60 mph and the motorcycles are doing 90 mph, just move the motorcycles 30 meters closer to the Bus each impulse since they're closing at a relative speed of 30 mph.

If the marauder driving a motorcycle is killed, the motorcycle wipes out and the passenger is killed too.

Boarding: If a motorcycle gets within 2 meters of the Bus, the passenger can attempt to board. The passenger must use an action to move and attempt an *Acrobatics* check with a +3 die step bonus (–1 die step per 10 mph difference in speed between the motorcycle and the Bus). On a success, the boarder is clinging to the side of the Bus—but must use another action to climb up and get onto the Bus. On a failure, the passenger wastes the action and must succeed on a *Dodge* check or fall off the motorcycle (likely dying on the hard and unforgiving pavement).

Aggressive Driving: The PC driving the Bus may be tempted to use the Bus to sideswipe a motorcycle or stomp on the brakes to cause a rear-ending. See the *Vehicles in Combat* section at the end of this adventure.

Next: When all the motorcycles have gotten their passengers onto the Bus, the motorcycles drop out of the fight. Continue for one more round of combat with any remaining boarders, and then go on to the next stage. (Or go on when all the motorcycles are destroyed.)

Did your players just decimate the bikers without any challenge? Just add more. You can have another group waiting up ahead to join the chase.

Once or twice during this chase, tell the player driving the Bus that there's an old wreck ahead on the highway. Make the driver spend an action not hitting something on this long straightaway.

SCENE 4C: THE WAR BRONCO

After the motorcycles comes the final group of marauders: A gang of five in the big, battle-armored SUV. They overtake the Bus from behind, trying to force a crash with a collision, pick off PCs with ranged weapons, or get close enough to board.

The biggest of the Horde vehicles roars up from behind you. It's a big SUV armed with some kind of heavy weapon in the back—you can see two marauders in the open bed, working on the mount. The driver's protected by a steel cage where the cab ought to be, and two more marauders cling to the sides. They shake their weapons and shout in defiance.

Begin this stage with the War Bronco 200 meters behind the Bus. As in the previous stage, relative speed is all you need to worry about—the War Bronco is a little faster than the Bus, so the marauders should be able to slowly overtake the PCs during this last part of the encounter.

- marauder War Bronco
- 3 marauder wilders
- marauder gunner
- Ramskull, marauder chief (driving)

The marauders first intend to close within 50 meters and try a few shots with their grenade launcher (ammo is precious, so they don't want to waste any grenades on long-range sniping). Then they move in to ram or board, hoping to finish off the Bus.

Grenade Attacks: The marauders have only 3 grenades. The marauder firing at the Bus aims for the exact middle. On a miss, the impact point is $1d4+2$ meters off the aiming point; roll a d4 to determine if the impact is long (1), right (2), short (3), or left (4). The Bus is 8 meters long and 2 meters wide, so a miss might still hit somewhere in the Bus or close enough to the side to endanger characters nearby.

Each grenade produces a 4-meter burst; characters inside the burst make *Dodge* checks to get out of the burst. (The grenade also damages the Bus, of course; the Bus can't dodge.) If a character is incapacitated by

In our playtest, Ronin Billy killed the War Bronco by hitting Ramskull with a black powder bomb arrow and getting a stellar success!

a grenade blast in the Bus, you can assume that he or she is blown clean out of the Bus to a spectacular and fiery death on the highway.

More Aggressive Driving: If the grenade attacks don't stop the Bus, Ramskull tries to close in and ram the Bus in the hope of knocking the Bus out of control or giving his wilders a chance to board. Ramskull gives up if the War Bronco becomes badly damaged and the Bus looks like it's still in good shape. Otherwise, he pushes on until the Bus or the War Bronco is wrecked.

Next: When the PCs defeat or drive off the marauders, they win—there are no other obstacles between them and Spokane.

If the Bus is wrecked but the PCs successfully defeat the marauders, they may be able to commandeer or repair some of the marauders' vehicles, or even continue to Spokane on foot.

Not everyone needs to go back to El Burg. Ronin Billy or One-Eye Jack might decide to move on.

CONCLUSION

When the heroes reach Spokane, read the following:

The walls of Spokane are a welcome sight. The fortified town stands in the middle of the old ruined city, surrounded by a wide belt of razed buildings and hardscrabble farm plots. The warriors guarding the town gate scramble to their defensive positions when you approach—but once you get close enough that they can see you're not marauders, they raise a wild cheer. "It's El Burg!" they shout. "They got through! El Burg's here!"

This marks the end of the Thunder Run! The people of Spokane are relieved and grateful for the PCs' efforts. The handful of doctors that now make up the remains of Gonzaga University immediately take custody of the serum, while the Lord Mayor—the ruler of the Free Town—makes good on his part of the bargain, providing the goods and salvage he promised Dean Grady of El Burg.

The PCs can stay in Spokane as long as they like or return to El Burg. The return journey is uneventful, and Dean Grady lives up to his end of any bargains or promises he made with the individual characters. Of course, the Scablands Horde is going to be looking for the heroes who carved up one of their road gangs...

ADVERSARIES

SEAHAWK PIRATE

Pirates are a serious threat on the Columbia and the Snake Rivers. They salvage what they can from the dead towns along the river, but when pickings are slim they go looking for homesteads and outposts to raid.

Senses normal
Awareness 15/20/25
Initiative 14/19/24
Speed 10 meters
Str 3, **Agi** 3, **Vit** 3, **Int** 2, **Foc** 3, **Per** 2

Attack Actions
Hand Axe (Speed 3): Melee; 14/19/24 (+1 step); 1d6+1/5 physical.
Hand Crossbow (Speed 3, reload 1): Medium; 15/20/25 (+1 step); 1d6+1/5 physical.

Durability
Armor 2 physical, 1 energy
(1 to 9 damage) ☐ -1 step on all checks
(10+ damage) ☐ incapacitated
Dodge 17/22/27
Endurance 17/22/27
Willpower 17/22/27

Skills Awareness 2, Combat: Melee 3, Combat: Primitive 2, Profession 3 (sailor) (15/20/25)
Gear Leather coat, light crossbow, hand axe

CAPTAIN LYNCH

Lynch is the captain of the *Seahawk*, a notorious pirate boat that roams the Columbia River. He puts on a show of being big, brash, and loud, but beneath his larger-than-life façade he's a clever, calculating man.

Senses normal
Awareness 16/21/26
Initiative 13/18/23, +1 step
Speed 8 meters
Str 4, **Agi** 3, **Vit** 4, **Int** 3, **Foc** 4, **Per** 3

Attack Actions
Short Sword (Speed 3): Melee; 13/18/23 (+2 steps); 1d6+1/6 physical.
Shotgun (Speed 4): Medium; 13/18/23 (+1 step); 1d8+1/7 physical.
Deals +1 wound at Close range.
Unarmed (Speed 3): Melee; 13/18/23 (+1 step); 1d4+0/3 physical.

Durability**Armor** 3 physical, 1 energy

(1 to 6 damage) ☐ ☐

(7 to 9 damage) ☐ ☐ –1 step on all checks

(10 to 12 damage) ☐ –2 steps on all checks

(13 to 15 damage) ☐

(16+ damage) ☐ incapacitated

Dodge 17/22/27**Endurance** 16/21/26**Willpower** 16/21/26**Skills** Combat: HTH 3, Combat: Melee 3, Combat: Firearms 3,

Command 3 (14/19/24), Profession 3 (sailor) 14/19/24

Gear Mail and leather armor, shotgun, short sword, 20 shotgun shells**FERAL DOG**

Wild dogs are a real threat in the abandoned towns found throughout the Scablands area. Individually they're not very dangerous, but a pack is a different story.

Senses normal, scent**Awareness** 13/18/23**Initiative** 12/17/22**Speed** 20 meters**Str** 3, **Agi** 4, **Vit** 3, **Int** 1, **Foc** 4, **Per** 1**Attack Actions**

Drag Down (Speed 3): Melee; 14/19/24; 1d4+0/3 physical, and the target must make an *Athletics* check or be knocked prone.

Go for the Throat (Speed 3): Melee, prone target; 14/19/24 (+1 step); 1d4+1/5 physical.

Traits

Cowardly When a feral dog is wounded, it uses its next available action to move at least 10 meters away from the enemy that wounded it.

Durability

(1 to 9 damage) ☐ –1 step on all checks

(10+ damage) ☐ incapacitated

Dodge 16/21/26**Endurance** 17/22/27**Willpower** 16/21/26**Skills** Awareness 3, Combat: HTH 3, Survival 4 (12/17/22)

MARAUDER BIKER

Bikers are the scouts and skirmishers of the Scablands Horde. They generally avoid pitched fights, letting the wilders go first.

Senses normal
Awareness 15/20/25
Initiative 13/18/23
Speed 10 meters (or motorcycle)
Str 3, **Agi** 4, **Vit** 3, **Int** 2, **Foc** 3, **Per** 2

Attack Actions
Mace (Speed 3): Melee; 15/20/25 (+1 step); 1d6+2/6 physical.
Hand Crossbow (Speed 3, Reload 1): Medium; 13/18/23 (+1 step); 1d6+1/5 physical.

Durability
Armor 2 physical, 1 energy
(1 to 9 damage) ☐ -1 step on all checks
(10+ damage) ☐ incapacitated
Dodge 16/21/26
Endurance 17/22/27
Willpower 17/22/27

Skills Awareness 2, Combat: Melee 2, Combat: Primitive 3, Extreme Sports 3 (13/18/23)
Gear Leather coat, light crossbow, mace

MARAUDER WILDER

Wilders are the cannon fodder of the Scablands Horde. Desperate to earn a name for themselves, they take insane risks and throw themselves into battle.

Senses normal
Awareness 18/23/28
Initiative 15/20/25
Speed 10 meters
Str 4, **Agi** 3, **Vit** 4, **Int** 2, **Foc** 2, **Per** 2

Attack Actions
Hand Axe (Speed 3): Melee; 13/18/23 (+1 step); 1d6+1/5 physical.
Crossbow (Speed 3, Reload 2): Long; 15/20/25 (+1 step); 1d6+3/7 physical.

Durability**Armor** none*(1 to 9 damage)* ☐ -1 step on all checks*(10+ damage)* ☐ incapacitated**Dodge** 17/22/27**Endurance** 16/21/26**Willpower** 18/23/28**Skills** Athletics 3 (13/18/23), Combat: Melee 3, Combat: Primitive 2,
Vehicle: Driver 2 (15/20/25)**Gear** Hand axe, crossbow**MARAUDER GUNNER**

The gunner is one of the Scablands Horde's rare technical experts. The Warlord trusts only the most reliable marauders with heavy firepower.

Senses normal**Awareness** 15/20/25**Initiative** 13/18/23**Speed** 10 meters**Str** 3, **Agi** 4, **Vit** 3, **Int** 3, **Foc** 3, **Per** 2**Attack Actions***Hand Axe (Speed 3):* Melee; 14/19/24 (+1 step); 1d6+1/5 physical.*Grenade Launcher (Speed 4):* Long; 14/19/24 (+1 step); 4-meter blast;
2d8 physical and target knocked prone (*Dodge* check to avoid blast,
Endurance check to resist being knocked prone).**Durability****Armor** 2 physical, 1 energy*(1 to 9 damage)* ☐ -1 step on all checks*(10+ damage)* ☐ incapacitated**Dodge** 16/21/26**Endurance** 17/22/27**Willpower** 17/22/27**Skills** Awareness 2, Combat: Melee 3, Combat: Heavy 3, Vehicle:
Driver 2 (14/19/24)**Gear** Leather coat, hand axe, grenade launcher (hard-mounted on the
War Bronco)

RAMSKULL, MARAUDER CHIEF

The boss of this marauder gang is Ramskull, so called because he wears a helmet adorned with curling ram horns. Ramskull is not the Warlord of the Scablands, but he is one of the Warlord’s important lieutenants. Killing him sends a strong message to the Warlord.

Senses normal
Awareness 15/20/25
Initiative 13/18/23
Speed 8 meters
Str 4, **Agi** 4, **Vit** 3, **Int** 2, **Foc** 3, **Per** 3

Attack Actions
Pistol (Speed 3): Medium; 12/17/22 (+1 step); 1d6+2/6 physical.
Katana (Speed 4): Melee; 13/18/23 (+2 steps); 1d8+2/7 physical.

Durability
Armor 4 physical, 1 energy
(1 to 6 damage) ☐ ☐
(7 to 9 damage) ☐ ☐ -1 step on all checks
(10 to 12 damage) ☐ -2 steps on all checks
(13 to 15 damage) ☐
(16+ damage) ☐ incapacitated
Dodge 16/21/26
Endurance 15/20/25
Willpower 17/22/27

Skills Athletics 3 (13/18/23); Armor Training 3; Awareness 2, Combat: Melee 3, Combat: Firearms 4; Endurance 2, Vehicle: Driver 3 (17/22/27)
Gear improvised plate, light pistol, katana, CB radio, 2 clips of 10 bullets each

POST-APOCALYPTIC GEAR

Laser pistols? Powered armor? You’re not going to find them in El Burg. This adventure takes place in a setting where the best weapons are modern-day firearms—and those are now prized possessions. Most armor and weapons available to the heroes of this world are either pre-industrial in design, or improvised from salvaged junk. This is an age of leather, chainmail, crossbows, and the occasional black-powder grenade.

ARMOR

Armor	Physical	Energy	Move	Penalty	Special
Mail Vest	3	0			
Leather Coat	2	1			
Mail and Leather	3	1	-2 meters	-1 step	
Improvised Plate	4	0	-4 meters	-2 steps	

HAND TO HAND AND MELEE WEAPONS

Weapon	Skill	Type	Speed	Damage	Special
Unarmed	Hand	Brawl	3	1d4 + 0/3 physical	
Combat knife	Hand	Knife	3	1d4 + 1/5 physical	Throw (Close range)
Hand Axe	Melee	Striking	3	1d6 + 1/5 physical	Throw (Close range)
Mace	Melee	Striking	3	1d6 + 2/6 physical	
Short Sword	Melee	Light Blade	3	1d6 + 1/6 physical	+1 step accuracy
Lance	Melee	Spear	4	1d8 + 2/8 physical	+1 wound when assaulting
Katana	Melee	Heavy Blade	4	1d8 + 2/7 physical	+1 step accuracy
Big Axe	Melee	Striking	4	1d10 + 2/7 physical	

RANGED AND HEAVY WEAPONS

Weapon	Skill	Type	Rg	Mag	Spd	Damage	Special
Javelin	Primitive	Thrown	M	1	3	1d6 + 1/5 physical	
Light Bow	Primitive	Bow	M	1	3	1d6 + 0/4 physical	
Long Bow	Primitive	Bow	L	1	4	1d6 + 2/6 physical	
Hand Crossbow	Primitive	Bow	M	1	3	1d6 + 1/5 physical	Reload 1
Crossbow	Primitive	Bow	L	1	3	1d6 + 3/7 physical	Reload 2
Light Pistol	Firearms	Pistol	M	10	3	1d6 + 2/6 physical	
Heavy Pistol	Firearms	Pistol	M	6	4	1d8 + 1/6 physical	
Draagoon	Firearms	Assault	C	1	3	1d6 + 1/7 physical	+1 wound at Close range, Reload 5
Shotgun	Firearms	Assault	M	5	4	1d8 + 1/7 physical	+1 wound at Close
Flamethrower	Heavy	Direct	C	1	4	1d8 + 1/8 energy	Can hit 2 adjacent targets; +2 steps accuracy; reload 10 minutes
Bomb Arrow	Primitive	Bow	M	1	4	1d8 + 2 energy	Blast 4m
Grenade Launcher	Heavy	Indirect	L	5	4	2d8 energy	Blast 4m; <i>Endurance</i> check or knocked down.

Reload: Weapons with the Reload special property must be reloaded after every shot. This requires an action. The Reload value is the number of impulses that action takes. For example, it takes 3 impulses to attack with a light crossbow, but then you can't attack with it until you use a 1-impulse action to reload it.

(Some one-shot weapons such as bows don't have a reload requirement—you can draw and nock an arrow as part of making the attack, as long as you have arrows handy.)

VEHICLES IN COMBAT

The Spokane Run involves a couple of scenes in which the PCs may be fighting from a moving vehicle against enemies who may or may not be in vehicles too. We haven't hammered out comprehensive vehicle rules for the *ALTERNITY* game yet, so here's a basic system to govern vehicle combat.

You can also slam on the brakes and decelerate at twice your normal rate, but you need to make a control check.

- Each impulse, vehicles move straight ahead a distance equal to their current speed, moving at the end of the impulse.
- 1 mph equals 1 meter per impulse; for example, a vehicle moving at 30 mph moves 30 meters (yards) in an impulse.
- To speed up, slow down, turn, or perform any other maneuver, the driver must use a 2-impulse action to change what the vehicle's doing. Usually no skill check is needed.
- Vehicles can accelerate or decelerate up to the values given in their description in one driver action.
- Vehicles can drift or sideswipe 1 meter per 10 meters of forward movement in one driver action, or make a turn appropriate to their speed (sharp if going slow, gradual if going fast).

LOSING CONTROL

Wild maneuvers like turning too fast at high speed or braking more than the vehicle's deceleration require a *Vehicle: Driver* skill check. On a failure, the vehicle

doesn't complete the maneuver, and is now Out of Control. You can also lose control by failing to take an action to maneuver when you need to (say, if the road bends but you're too busy shooting bad guys to steer).

If a vehicle is out of control, the only maneuver the driver can attempt is regaining control (another *Vehicle: Driver* skill check). The vehicle wrecks at the end of the impulse 5 impulses after it goes out of control unless the driver regains control.

We'll leave the consequences of a wreck to GM judgment. A low-speed wreck might just be a spin-out or running off the road and coming to a stop. A high-speed wreck results in spectacular destruction of a dramatically appropriate nature.

If the players wreck the Bus in a high-speed disaster, ouch. Each character makes a Dodge check. On a failure, the character takes 1d4 wounds of 1d8 damage. On a success, the character takes 1d4-2 wounds of 1d6 damage.

RELATIVE POSITION

If multiple vehicles in a combat situation are heading in the same direction, don't try to keep an actual plot of who moves how far each impulse. Just choose one vehicle to be the reference point for the scene (the Bus, for example) and track how other vehicles move relative to the reference.

For example, if a marauder motorcycle coming up from behind is going 20 mph faster than the Bus, then it moves 20 meters closer to the Bus each impulse until it passes the Bus, at which point the distance opens by 20 meters per impulse as the marauder pulls ahead. If both vehicles are headed directly at each other, then you add their speeds together to figure out how fast they're closing each impulse.

DAMAGE

Vehicles take damage just like characters do. When a vehicle is "wounded," the wound penalty applies to any *Vehicle: Driver* skill checks the driver makes. In addition, each time a vehicle receives a major "wound" (anything that causes a wound penalty), the driver must make an immediate *Vehicle: Driver* skill check or lose control of the vehicle.

Ramming also works on pedestrians. Bad guys, of course.

RAMMING

A vehicle driver can ram by drifting, turning, or accelerating as needed to move into the target and making a *Vehicle: Driver* skill check. If the check succeeds, the ram is successful. The driver of the target vehicle can attempt a *Vehicle: Driver* skill check to avoid the ram (although the target might choose not to avoid).

A successful ram deals damage to the target equal to the ramming vehicle’s Ram damage, and the ramming vehicle takes damage equal to the target’s Ram damage. The impact speed is equal to the vehicles’ combined speeds (for head-on hits) or the difference between their speeds (for vehicles heading in the same direction when they hit). If the impact speed is greater than 40 mph, the ram deals double damage boxes. If it’s greater than 60 mph, the ram deals triple damage boxes.

VEHICLE STATS

MOTORCYCLE

- Top Speed 120 mph
- Acceleration 20 meters per action
- Deceleration 30 meters per action
- Driver Cover none
- Ram Damage 1d8 physical

DURABILITY

- Armor 4 physical, 2 energy
- (1 to 3 damage) ☐
- (4 to 6 damage) ☐ -1 step penalty
- (7+ damage) ☐ destroyed

MARAUDER BUGGY

- Top Speed 90 mph
- Acceleration 12 meters per action
- Deceleration 30 meters per action
- Capacity driver and passenger in cab; up to 2 riders clinging to outside frame
- Cab Cover Medium (-2 steps to enemy attacks)
- Ram Damage 2d6 physical

DURABILITY

Armor 5 physical, 2 energy

(1 to 6 damage)	☐	
(7 to 9 damage)	☐	-1 step penalty
(10 to 12 damage)	☐	-2 step penalty
(13+ damage)	☐	destroyed

MARAUDER WAR BRONCO

Top Speed 80 mph

Acceleration 10 meters per action

Deceleration 20 meters per action

Capacity driver and 2 passengers in cab; up to 3 riders in the open bed

Cab Cover Heavy (-3 steps to enemy attacks)

Ram Damage 2d8 physical

DURABILITY

Armor 7 physical, 3 energy

(1 to 6 damage)	☐ ☐	
(7 to 9 damage)	☐ ☐	-1 step penalty
(10 to 12 damage)	☐ ☐	-2 step penalty
(13 to 15 damage)	☐	-3 step penalty
(16+ damage)	☐	destroyed

THE BUS

Top Speed 70 mph

Acceleration 8 meters per action

Deceleration 20 meters per action

Capacity driver in cab; up to 15 riders in the open bed

Cab Cover Heavy (-3 steps to enemy attacks)

Ram Damage 2d10 physical

DURABILITY

Armor 7 physical, 3 energy

(1 to 6 damage)	☐ ☐ ☐	
(7 to 9 damage)	☐ ☐ ☐	-1 step penalty
(10 to 12 damage)	☐ ☐ ☐	-2 step penalty
(13 to 15 damage)	☐ ☐	-3 step penalty
(16+ damage)	☐	destroyed

TIGER AX

LEVEL 1 HUMAN BATTLER

Big, strong, and covered in orange and black warpaint, Tiger Ax is the fiercest warrior in El Burg. It's just a matter of time before the Dean makes Tiger Ax the warchief of the town. Until then, if it's hard, if it's dangerous, if it offers a chance to win glory, then Tiger Ax claims the honor of going first.

STRENGTH	6	INTELLIGENCE	2
AGILITY	3	FOCUS	3
VITALITY	5	PERSONALITY	4
Move	10m	Hero Points	2
Initiative	14/19/24, +1 step		
Big Ax	9/14/19, 1d10+3/8 physical, +1 step		
Combat Knife	10/15/20, 1d4+1/5 physical, +1 step		
Unarmed	10/15/20, 1d4+0/3 physical		
Javelin	15/20/25, 1d6+1/5 physical, +1 step		

DURABILITY		
Dmg	Description	Wounds
1-3	Minor (no effect)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4-6	Light Wound (no effect)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
7-9	Serious Wound (-1 die step)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
10-12	Major Wound (-2 die step)	<input type="checkbox"/> <input type="checkbox"/>
13-15	Critical Wound (-3 die step)	<input type="checkbox"/> <input type="checkbox"/>
16+	Incapacitated (cannot act)	<input type="checkbox"/>

Armor: Resist 4 physical, 1 energy

TALENTS

As a battler, Tiger Ax can protect his friends and stand up to more punishment than most characters.

Improved Armor: Improve the damage resistance of your armor by 1 (included above).

Threat: You can choose to threaten enemies you attack in melee or at close range. If you do, the threatened enemies take a -2 step penalty to attack any of your allies until your next action.

Hard Hitter: Add 1 to the damage you deal with a melee striking weapon (included above).

Berserker: When you attack in hand to hand or melee combat, you can choose to go berserk. If you do, you gain a +1 step bonus to all hand to hand and melee attack rolls and you ignore wound penalties for the rest of the scene. In addition, if you drop a foe with an attack, you can immediately move 2 meters and make a bonus attack against any other foe nearby. You can't dodge or aim while berserk, and enemies gain a +1 step bonus to attack you.

SKILLS

<i>Name</i>	<i>Ability</i>	<i>Pts</i>	<i>Skill Score</i>
Academics	Int		
Acrobatics	Agi		
Armor Training	St/In	1	13/18/23
Athletics	Str	2	12/17/22
Awareness	Foc	2	15/20/25
Combat: Hand	St/Ag	4	10/15/20
<i>+1 step with knife</i>			
Combat: Heavy	St/In		
Combat: Energy	Ag/Fo		
Combat: Firearm	Ag/Fo		
Combat: Melee	St/Ag	5	9/14/19
<i>+1 step with striking weapon</i>			
Combat: Primit.	Ag/Fo	2	15/20/25
<i>+1 step with javelin</i>			
Command	Per	2	14/19/24
Computers	Int		
Culture	Per		
Deduction	Int		
Dodge	Agi	0	17/22/27
Endurance	Vit	2	13/18/23
Engineering	Int		
Entertainment	Per		
Extreme Sport	Agi		
Influence	Per		
Interview	In/Pe		
Mechanics	Int		
Medicine	Int		
Misdirection	Per		
Profession	In/Pe		
Resilience	Vit	2	13/18/23
Science	Int		
Security	Ag/In		
Stealth	Ag/Fo		
Survival	Vi/Fo	2	13/18/23
Vehicle: Driver	Agi	1	15/20/25
Vehicle: Pilot	Ag/In		
Willpower	Foc	0	17/22/27

GEAR

Mail vest (3 physical, 0 energy)

Big Ax (1d10+2/7 physical, Speed 4)

Knife (1d4+1/5 physical, Speed 3)

3 javelins (Medium range, 1d6+1/5 physical, Speed 3)

Binoculars, iPod

LA TIRADORA

LEVEL 1 HUMAN STRIKER

A wandering bounty hunter, enforcer, and gun-for-hire, the slender woman known only as La Tiradora has killed dozens of marauders (and a few would-be husbands) in the course of her career. Her prized possession is a Smith & Wesson .357 revolver, the sort of weapon usually found only in the hands of the strongest—or most dangerous—warlords.

STRENGTH	3	INTELLIGENCE	4
AGILITY	6	FOCUS	5
VITALITY	3	PERSONALITY	2
Move	10m	Hero Points	2
Initiative	9/14/19, +3 steps		
.357 Revolver	9/14/19, 1d8+2/7 physical, +1 step		
Short Sword	10/15/20, 1d6+1/6 physical, +1 step		
Unarmed	13/18/23, 1d4+0/3 physical, +1 step		

DURABILITY		
Dmg	Description	Wounds
1-3	Minor (no effect)	<input type="checkbox"/> <input type="checkbox"/>
4-6	Light Wound (no effect)	<input type="checkbox"/> <input type="checkbox"/>
7-9	Serious Wound (-1 die step)	<input type="checkbox"/> <input type="checkbox"/>
10-12	Major Wound (-2 die step)	<input type="checkbox"/> <input type="checkbox"/>
13-15	Critical Wound (-3 die step)	<input type="checkbox"/>
16+	Incapacitated (cannot act)	<input type="checkbox"/>

Armor: Resist 2 physical, 1 energy

TALENTS

As a striker, La Tiradora wins fights by shooting first and making her shots count.

Expert Dodge: When you Dodge while taking an action, increase the penalty to enemy attacks by 1 step. (Your Dodge is worth -3 die steps when this talent is included.)

Fast Draw: You gain a +1 step bonus on initiative rolls (included above). You can draw a weapon as a free action when you attack.

Skirmish: When an enemy makes an attack against you and misses, you can immediately move 2 meters as a free action.

Fan the Gun: You can make up to 3 attacks in one attack action by fanning your revolver. No two targets can be more than 6 meters apart and the targets must be at Close range. You take a -1 step penalty to each attack, and you empty your revolver. You must have at least 3 rounds in your revolver to use this talent.

SKILLS

<i>Name</i>	<i>Ability</i>	<i>Pts</i>	<i>Skill Score</i>
Academics	Int		
Acrobatics	Agi		
Armor Training	St/In		
Athletics	Str		
Awareness	Foc	1	14/19/24
Combat: Hand <i>+1 step unarmed</i>	St/Ag	1	13/18/23
Combat: Heavy	St/In		
Combat: Energy	Ag/Fo		
Combat: Firearm <i>+1 step with pistols</i>	Ag/Fo	5	9/14/19
Combat: Melee <i>+1 step with light blades</i>	St/Ag	4	10/15/20
Combat: Primit.	Ag/Fo		
Command	Per		
Computers	Int		
Culture	Per		
Deduction	Int		
Dodge	Agi	3	11/16/21
Endurance	Vit	0	17/22/27
Engineering	Int		
Entertainment	Per		
Extreme Sport	Agi		
Influence	Per		
Interview	In/Pe	1	17/22/27
Mechanics	Int	2	14/19/24
Medicine	Int		
Misdirection	Per		
Profession <i>Gunsmith</i>	In/Pe	4	12/17/22
Resilience	Vit		
Science	Int		
Security	Ag/In		
Stealth	Ag/Fo	3	11/16/21
Survival	Vi/Fo		
Vehicle: Driver	Agi	1	13/18/23
Vehicle: Pilot	Ag/In		
Willpower	Foc	0	15/20/25

GEAR

Studded Leather Coat (2 physical, 1 energy)

Heavy Revolver (Medium Range, 1d8+1/6 physical, Speed 4)

Speed Loader (reload 6 rounds as 1-impulse action)

24 additional rounds of .357 ammo

Short Sword (1d6+1/6 physical, Speed 3)

50 meters of nylon rope

DOC TURBO

LEVEL 1 HUMAN LEADER

Anyone who can figure out how to get an old motor running again or build a working fuel still is worth his weight in gold. Doc Turbo's one of the best, a salvager and mechanic always on the lookout for the next bit of scrap metal. He's not afraid of the Scablands Horde—to him, it's just a question of building the right war rig to solve that problem for good.

STRENGTH	4	INTELLIGENCE	5
AGILITY	5	FOCUS	3
VITALITY	4	PERSONALITY	3
Move	6m	Hero Points	2
Initiative	12/17/22		
Crossbow	11/16/21, 1d6+3/7 physical, +1 step		
Flamethrower	13/18/23, 1d8+1/8 energy, +3 steps		
Unarmed	15/20/25, 1d4+0/3		

DURABILITY		
Dmg	Description	Wounds
1–3	Minor (no effect)	<input type="checkbox"/> <input type="checkbox"/>
4–6	Light Wound (no effect)	<input type="checkbox"/> <input type="checkbox"/>
7–9	Serious Wound (–1 die step)	<input type="checkbox"/> <input type="checkbox"/>
10–12	Major Wound (–2 die step)	<input type="checkbox"/> <input type="checkbox"/>
13–15	Critical Wound (–3 die step)	<input type="checkbox"/> <input type="checkbox"/>
16+	Incapacitated (cannot act)	<input type="checkbox"/>

Armor: Resist 4 physical, 0 energy

TALENTS

Doc Turbo is all about improvisation and teamwork. He's at his best with a good team around him.

Quick Assessment: You can make a *Command* skill check as a 1-impulse action.

Tactical Command: You can use your action to direct one ally of your choice within 10 meters to immediately take an action of your choice (usually a move or an attack). Your action takes as many impulses as the action you direct your ally to take. Your ally's next action is not affected.

Combat Driving: You gain a +2 step bonus on any check to ram or run over an enemy while driving. When an enemy driver attempts to ram a vehicle you're driving, you can immediately attempt a *Vehicle: Driver* check to avoid the attack.

Resourcefulness: You gain a +2 step bonus on any check to interact with a terrain feature and trigger its special effect (if any).

SKILLS

<i>Name</i>	<i>Ability</i>	<i>Pts</i>	<i>Score</i>	<i>Armor</i>
Academics	Int	2	13/18/23	
<i>+1 step with History</i>				
Acrobatics	Ag			-2 steps
Armor Training	St/In			
Athletics	Str			-2 steps
Awareness	Foc			
Combat: Hand	St/Ag	0	15/20/25	
Combat: Heavy	St/In	2	13/18/23	
<i>+1 step with direct</i>				
Combat: Energy	Ag/Fo			
Combat: Firearm	Ag/Fo			
Combat: Melee	St/Ag			
Combat: Primit.	Ag/Fo	4	11/16/21	
<i>+1 step with bows</i>				
Command	Per	2	15/20/25	
Computers	Int			
Culture	Per			
Deduction	Int	1	14/19/24	
Dodge	Ag	0	15/20/25	-2 steps
Endurance	Vit	2	14/19/24	
Engineering	Int	1	14/19/24	
Entertainment	Per			
Extreme Sport	Ag			-2 steps
Influence	Per			
Interview	In/Pe			
Mechanics	Int	5	10/15/20	
Medicine	Int			
Misdirection	Per			
Profession	In/Pe			
Resilience	Vit			
Science	Int	2	13/18/23	
<i>+1 step with chemistry</i>				
Security	Ag/In			
Stealth	Ag/Fo			-2 steps
Survival	Vi/Fo			
Vehicle: Driver	Ag	4	11/16/21	
Vehicle: Pilot	Ag/In			
Willpower	Foc	0	17/22/27	

GEAR

Improvised Plate Armor (4 physical, 0 energy)

Crossbow (Long range, 1d6+3/7 physical, Speed 5); 20 bolts

Flamethrower (Close range, 2 adjacent targets, 1d8+1/8 energy, Speed 4, +2 steps accuracy bonus; target can attempt *Dodge* check to reduce the attack success by 1 level; 1 shot per scene.)

Mechanic's toolkit (+1 step bonus to *Mechanics* checks)

RONIN BILLY

LEVEL 1 HUMAN SURVIVOR

Masterless warrior of the wastelands, killer for hire, cold-hearted mercenary... Ronin Billy is many things, but sentimental is not one of them. Helping the people of a miserable little outpost like El Burg isn't the sort of thing you'd expect from Billy. But the Dean was able to offer Billy the one thing she can't refuse: the chance to stick it to the Warlord of the Scablands. Years ago the Scablands Horde took everything that Billy cared about, and she's been paying them back ever since.

STRENGTH	5	INTELLIGENCE	3
AGILITY	3	FOCUS	6
VITALITY	4	PERSONALITY	2
Move	10m	Hero Points	2
Initiative	11/16/21		
Longbow	9/14/19, 1d6+3/7 physical, +1 step		
Katana	11/16/21, 1d8+2/7, +2 steps		
Unarmed	15/20/25, 1d4+0/3		

DURABILITY		
Dmg	Description	Wounds
1-3	Minor (no effect)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4-6	Light Wound (no effect)	<input type="checkbox"/> <input type="checkbox"/>
7-9	Serious Wound (-1 die step)	<input type="checkbox"/> <input type="checkbox"/>
10-12	Major Wound (-2 die step)	<input type="checkbox"/> <input type="checkbox"/>
13-15	Critical Wound (-3 die step)	<input type="checkbox"/> <input type="checkbox"/>
16+	Incapacitated (cannot act)	<input type="checkbox"/>

Armor: Resist 2 physical, 1 energy

TALENTS

Ronin Billy is a dedicated killer. She's hard to fool, hard to stop, and a crack shot with a longbow.

Iron Will: You can't become distracted in combat. Reduce the check penalty you take for being wounded by 1 step.

Sniper: If you aim when you attack, you can ignore range penalties and you reduce penalties for the target's cover (if any) by 2 steps.

Bow Expert: Add 1 to the damage you deal when you attack with a bow (included above).

Shrug It Off: You can make *Resilience* checks to downgrade wounds as a 1-impulse action instead of a 3-impulse action. You can make up to two *Resilience* checks to downgrade a wound per action scene.

SKILLS

Name	Ability	Pts	Skill Score
Academics	Int		
Acrobatics	Agi		
Armor Training	St/In		
Athletics	Str	1	14/19/24
Awareness	Foc	3	11/16/21
Combat: Hand	St/Ag	0	15/20/25
Combat: Heavy	St/In		
Combat: Energy	Ag/Fo		
Combat: Firearm	Ag/Fo		
Combat: Melee	St/Ag	4	11/16/21
<i>+1 step with heavy swords</i>			
Combat: Primit.	Ag/Fo	5	9/14/19
<i>+1 step with bows</i>			
Command	Per		
Computers	Int		
Culture	Per		
Deduction	Int		
Dodge	Agi	3	14/19/24
Endurance	Vit	0	16/21/26
Engineering	Int		
Entertainment	Per		
Extreme Sport	Agi		
Influence	Per		
Interview	In/Pe		
Mechanics	Int		
Medicine	Int		
Misdirection	Per		
Profession	In/Pe		
Resilience	Vit	2	14/19/24
Science	Int		
Security	Ag/In		
Stealth	Ag/Fo	4	10/15/20
Survival	Vi/Fo	3	11/16/21
Vehicle: Driver	Agi		
Vehicle: Pilot	Ag/In		
Willpower	Foc	0	14/19/24

GEAR

Studded leather coat (2 physical, 1 energy)

Longbow (Long range, 1d6+2/6 physical, Speed 4); 20 arrows

Katana (1d8+2/7 physical, +1 step accuracy, Speed 4)

3 black powder bomb arrows (4m blast, 1d8+2 energy, targets can dodge; on a stellar success with your attack, deal 1d6+6 physical damage for the arrow, and then trigger the blast.)

Night-vision goggles

ONE-EYE JACK

LEVEL 1 HUMAN BATTLER

Grizzled, gray-bearded, and tough as a year-old piece of jerky, One-Eye Jack is a Columbia River trader (or pirate, more accurately) who’s notorious for his drunken rampages and outrageous boastfulness. The Dean of El Burg let him out of the town jail on the condition that Jack would serve as a guide and interpreter for the Spokane run. Since Jack’s cargo is still under lock and key in El Burg, he’s got a reason to see it through and come back.

STRENGTH	5	INTELLIGENCE	3
AGILITY	3	FOCUS	4
VITALITY	5	PERSONALITY	4

Move	8m	Hero Points	2
Initiative	13/18/23, +2 steps		

Mace	11/16/21, 1d6+2/6 physical, +1 step
Dragoon	11/16/21, 1d6+1/7 physical, +1 step <i>Deals 1 extra wound at Close range</i>
Unarmed	12/17/22, 1d4+0/3 physical, +1 step

A dragoon is basically a blunderbuss pistol.

DURABILITY		
Dmg	Description	Wounds
1–3	Minor (no effect)	☐ ☐ ☐
4–6	Light Wound (no effect)	☐ ☐ ☐
7–9	Serious Wound (–1 die step)	☐ ☐ ☐
10–12	Major Wound (–2 die step)	☐ ☐
13–15	Critical Wound (–3 die step)	☐ ☐
16+	Incapacitated (cannot act)	☐

Armor: Resist 4 physical, 2 energy

TALENTS

One-Eye Jack is a one-man armored assault when he gets good and mad.

Improved Armor: Improve the damage resistance of your armor by 1 (included above).

Threat: You can choose to threaten enemies you attack in melee or at close range. If you do, the threatened enemies take a –2 step penalty to attack any of your allies until your next action.

Fast Draw: You gain a +1 step bonus on initiative rolls (included above). You can draw a weapon as a free action when you attack.

Bash and Shoot: You can attack with a melee weapon in one hand and a ranged weapon in the other. If you do, you take a -1 step penalty on each attack. You can move 2 meters between the attacks if you want.

SKILLS

<i>Name</i>	<i>Ability</i>	<i>Pts</i>	<i>Skill Score</i>
Academics	Int		
Acrobatics	Agi		
Armor Training	St/In	1	14/19/24
Athletics	Str		
Awareness	Foc		
Combat: Hand	St/Ag	3	12/17/22
<i>+1 step with brawling</i>			
Combat: Heavy	St/In		
Combat: Energy	Ag/Fo		
Combat: Firearm	Ag/Fo	5	11/16/21
<i>+1 step with assault weapons</i>			
Combat: Melee	St/Ag	4	11/16/21
<i>+1 step with striking weapon</i>			
Combat: Primit.	Ag/Fo		
Command	Per		
Computers	Int		
Culture	Per	2	14/19/24
<i>First People, Horde</i>			
Deduction	Int		
Dodge	Agi	0	17/22/27
Endurance	Vit	0	15/20/25
Engineering	Int		
Entertainment	Per		
Extreme Sport	Agi		
Influence	Per		
Interview	In/Pe		
Mechanics	Int	2	15/20/25
Medicine	Int		
Misdirection	Per	3	13/18/23
Profession	In/Pe	3	13/18/23
<i>Trader</i>			
Resilience	Vit	2	13/18/23
Science	Int		
Security	Ag/In		
Stealth	Ag/Fo		
Survival	Vi/Fo		
Vehicle: Driver	Agi		
Vehicle: Pilot	Ag/In		
Willpower	Foc	0	16/21/26

GEAR

Battle Dress (3 physical, 1 energy)

Mace (1d6+2/6 physical, Speed 3)

3 Dragoons (blunderbuss pistols; Close range; 1d6+1/7 physical; Speed 3; inflicts extra wound at Close range; 1 shot; reload as a 5-impulse action); 15 rounds

6 road flares

MOTOR VALKYRIE

LEVEL 1 HUMAN LEADER

Valkyrie is a throwback to another age. She thinks of herself as a knight on two wheels, eager to face her people’s enemies with lance in hand. But she is also a skilled healer, quick to help those in need.

STRENGTH	5	INTELLIGENCE	4
AGILITY	5	FOCUS	3
VITALITY	4	PERSONALITY	3
Move	8m	Hero Points	2
Initiative	12/17/22		
Crossbow	11/16/21, 1d6+3/7 physical, +1 step		
Lance	10/15/20, 1d8+2/8 physical, +1 step		
	Deals 1 extra wound when assaulting		
Unarmed	15/20/25, 1d4+0/3 physical		

DURABILITY

Dmg	Description	Wounds
1–3	Minor (no effect)	<input type="checkbox"/> <input type="checkbox"/>
4–6	Light Wound (no effect)	<input type="checkbox"/> <input type="checkbox"/>
7–9	Serious Wound (–1 die step)	<input type="checkbox"/> <input type="checkbox"/>
10–12	Major Wound (–2 die step)	<input type="checkbox"/> <input type="checkbox"/>
13–15	Critical Wound (–3 die step)	<input type="checkbox"/> <input type="checkbox"/>
16+	Incapacitated (cannot act)	<input type="checkbox"/>

Armor: Resist 3 physical, 1 energy

TALENTS

The Motor Valkryie is an angel of battle—beautiful and deadly, but merciful to those in need.

Inspiration: When one of your allies spends a hero point, you gain a hero point (to a maximum of 2). When you spend a hero point, your allies gain a +1 step bonus on their next skill check before your next action.

Combat Riding: You can dodge or assault while driving your motorcycle. If you assault a target that’s on foot, you take a –2 step penalty to your attack roll if you move 30 meters or more during the attack.

Expert Dodge: When you Dodge while taking an action, increase the penalty to enemy attacks by 1 step. (Your Dodge is worth –2 steps when this talent is included.)

First Aid Expert: You can diagnose injury as a 1-impulse action. The success level of your skill check to diagnose injury is the minimum success level for your ensuing treatment check.

SKILLS

Name	Ability	Pts	Check	Armor
Academics	Int			
Acrobatics	Agj	1	14/19/24	-1 step
Armor Training	St/In			
Athletics	Str			-1 step
Awareness	Foc			
Combat: Hand	St/Ag			
Combat: Heavy	St/In			
Combat: Energy	Ag/Fo			
Combat: Firearm	Ag/Fo			
Combat: Melee	St/Ag	5	10/15/20	
<i>+1 step with spears</i>				
Combat: Primit.	Ag/Fo	4	11/16/21	
<i>+1 step with bows</i>				
Command	Per			
Computers	Int			
Culture	Per			
Deduction	Int			
Dodge	Agj	2	13/18/23	-1 step
Endurance	Vit	0	16/21/26	
Engineering	Int			
Entertainment	Per			
Extreme Sport	Agj	5	10/15/20	-1 step
Influence	Per			
Interview	In/Pe			
Mechanics	Int			
Medicine	Int	4	12/17/22	
Misdirection	Per			
Profession	In/Pe			
Resilience	Vit	1	15/20/25	
Science	Int			
Security	Ag/In			
Stealth	Ag/Fo			-1 step
Survival	Vi/Fo			
Vehicle: Driver	Agj	1	14/19/24	
Vehicle: Pilot	Ag/In			
Willpower	Foc	2	15/20/25	

GEAR

Mail and leather (3 physical, 1 energy)

Crossbow (Long range, 1d6+3/7 physical, Speed 5); 20 bolts

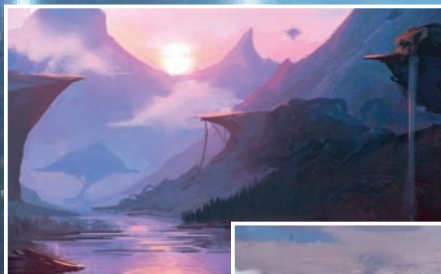
Lance (1d8+2/8 physical; Speed 4; deals 1 extra wound when assaulting)

Motorcycle (200 km of gas)

Medikit (+2 steps on *Medicine* checks to treat injury)

ALTERNITY™

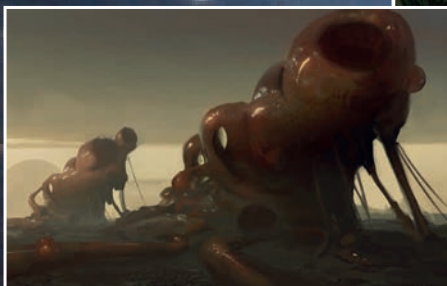
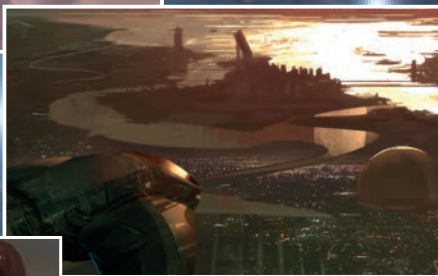
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