



EXODUS

**POST-APOCALYPTIC ROLEPLAYING
ADVENTURE**

Station X

by Neal Bailey and John Wyatt

Edited by: Aijalyn Kohler

Play Testers: Kaitlin Mitchell, Jason Sanford,
Melinda Reid, Scott Reid, Wayne Ward

An Exodus OPS Campaign Adventure

Requires the *Exodus Survivor's Guide* and *Exodus OPS Campaign Manual*

The Steel Disciples and Techno Reapers are constructing a short-wave communication network. However, their territories are 800 miles apart with the Mutant Army, Tribal Nation, and Vegas Mafia in-between. They are looking for a few good men to aid in the construction and protection of these radio towers within their territories, as well as a few extra guards on the envoys that seek treaties with neighboring factions. Station X is an Exodus campaign scenario for 4 to 6 character of 3rd to 5th level.

This scenario has been updated from the original to reflex the new Experience system used in the Exodus OPS campaign. OPS players that have already played this scenario, cannot re-play it, or gain any benefits from the changes within.

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OPS Introduction

This is an *Exodus OPS* campaign adventure designed for the OPS setting and consumes between 3 to 5 hours of game time. This adventure can also be used outside of the OPS setting as a stand-alone home game adventure set in a post-apocalyptic setting.

This adventure requires the *Exodus Survivor's Guide* and the *Exodus OPS* campaign manual. The *Exodus* campaign manual can be found at the GCG website listed above.

Preparation

First you should print this scenario. This scenario supports single and double-sided printing. There is enough room along the inside margin to bind the adventure.

Read this entire scenario at least once before you run your game. Familiarize yourself with any special rules, or new equipment not presented in the books listed above. Highlighting particularly important passages may help with the flow of the game mechanics.

A grid map (one-inch square) or graph paper and a representation of adventurers, NPC's, and creatures will enhance game play, as well as the other necessities (scrap paper, writing materials, and a set of dice) needed to run the game.

Game Time: Have the players prepare their characters according to the *Exodus OPS* campaign rulings, get them to the scenario start point and read the scenario introduction.

There is descriptive text in this scenario that is written so that you may present it to the adventurers, while other text is for your eyes only. Text for the players is bold text. It is strongly recommended that you paraphrase player text instead of reading it aloud. Some of this text is general and needs to be adapted to a specific situation, or to the actions of the adventurers.

Station X

Exodus OPS

Scenario 11

Station X

Location: Bullshead, Vegas, Alamogordo, and the ruins of Socorro

Number of Characters: 4 to 6

Average Character Levels: 4th

Max EL: 24

Max Purchasable Equipment Value: Alamogordo (2500 steel), Bullshead (750 steel in trade), Vegas (4000 steel)

Adventure Summary

The Steel Disciples are looking for extra bodies (laborers and guards) to man missions across their own and allied territories to help in setting up a short range communication network. Unfortunately for the players, their characters have been signed on as part of a peace-treaty envoy heading into the Tribal Nation and Vegas territories. The characters sit backseat to the Disciples in the treaty talks in both Bullshead and Vegas, having just a little time to collect information. During this time, a mysterious radio signal is picked up intermittently in the Disciples' vehicles.

The talk with the Ghost Dancer in Bullshead is a failure. The envoy heads to Vegas for the same result with the Bordello Family. The Bordellos decide to take a hit out on the Steel Disciples as soon as they start to leave the meeting – killing two of the four commanders, critically wounding one, and injuring the last. While the Disciple forces provide an escape route, the characters are tasked to take the Communication Network Plans to the Techno Reapers in Alamogordo.

Escape from Vegas is the name of the game. Several options present themselves towards the task of delivering the plans to Alamogordo and escaping Vegas. The characters can hoof it back to Bullshead, attempt to get a Disciple vehicle, betray the Disciples by selling the plans to the Mafia, or attempt to book passage on a caravan heading south.

Once the characters have a goal in mind, another choice presents itself: whether to go it alone in the desert or get aid in Bullshead, from passage on a caravan to hiring a Tribal scout. Should the characters go it alone, they'll encounter a sand storm. If the party seeks aid, they will miss the storm and will end up at a Trading Post four days north of Alamogordo.

Halfway to Alamogordo, the characters will encounter a battle between mercenaries and the Mutant Army. This encounter can be bypassed or the characters can join in. The radio signal is detected again, here and at the trading post, stronger than before.

Reaching Alamogordo and giving the Techno Reapers the plans, the characters are offered another little job finding out where the Radio Signal is coming from. They will be given the general location, roughly 180 miles northwest of Alamogordo. Finding the radio station broadcasting the signal is not a difficult task. However, it is deadly, since the area is plagued with radiation. The station is being run by a single *Ghūl* who has been living in it for several years, scavenging goods from the ruins nearby. The *Ghūl* was an engineer before the Exodus. After a lightning strike on the tower restored some power, he began to make sure that the radio station would never run out of power again. He fixed up the station and listened to its database of music. While attempting to fix the control panel, he occasionally (and accidentally) started to broadcast.

Returning the Alamogordo is a simple task. Rewards and favors are collected, and thus ends another journey across the wasteland.

Introduction (SC 2)

Over the last month, the Steel Disciples have been all throughout the northern lands hiring on extra help in the form of laborers, mechanics, and extra gun hands. It is just your luck that today a Steel Disciple recruiter has approached you with an offer of work.

There are several reasons why the character was approached by the Steel Disciple recruiter. Choose the option from the list below that best reflects the character's background and fame.

- ☉ **Steel Disciple Initiate, Techno Reaper Background, or Steel Disciple Fame (5% +):** The characters who are Steel Disciple Initiates or Techno Reapers are directly sought out by Paladin Steward and asked to help in this mission as part of their organizational obligations (sorry no payment). Characters with 5 or more points of Steel Disciples fame are recognized through their achievements and are offered a job for 500 steel to escort a mobile unit, as either additional guards or laborers, to Bullshead and Vegas.

A man with the proud bearing of a Steel Disciple Knight approaches from out of a nearby doorway. Upon recognizing your affiliation, he quickly waves you over.

"I'm Knight Kristoff of the Steel Disciples, and I see you count yourself amongst our allies. This is a most fortuitous meeting. I and the rest of Paladin Steward's entourage are currently en route to Bullshead to conduct a meeting of grave import. We wish to set up a radio network between the Disciple and the Techno Reaper territories. This project has the potential to change the wastes for the better. However, we need more guards and laborers for the journey. Surely you will assist us in our noble cause!"

- ☉ **Laborer/Hired Gun Recruitment:** The local towns that these characters are in are abuzz with news. The Steel Disciples are running a recruitment drive, and they're offering great pay, good food, and a shot at entry to the organization. The character will come across a Disciple's recruiter just outside the local marketplace or the local bar. Use the following intro:

A man bearing a Steel Disciple Knight emblem stops you and states "See the World! Serve the people! Be an elite warrior! Learn a skilled trade! Join the Disciples now! You gentlemen look like you are just what we need, guards and skilled labor. There's no pressure - we're recruiting for guard duty and some minor labor tasks while a small entourage of Disciples makes its way to the Tribal Nation and possibly Vegas on the bounce. You'll be paid 250 steel and, if you impress one of the commanders, perhaps be offered a position as an initiate. What say you, friend?"

Steel Disciples Information

After the characters have been recruited, they will be taken to DS-5 (Eureka) to meet up with a mobile unit entourage that consists of three dune buggies and two Dodge-N-Evade heavy duty pickup bed trailers. The characters will ride in one of the pickup bed trailers. Each trailer can hold up to 7 passengers and contains simple technical supplies (transceiver parts and wires).

Once the characters have arrived in DS-5, their job detail will be elaborated. First they are hired guards, and second they are laborers (who detail building and repair tasks). The character will be briefed on the job at hand. The Steel Disciples are building radio towers throughout their domain and some of their allies' domains and they need many skilled laborers and guards. However, some of the towers will need to be built in neighboring non-ally territories and treaties will need to be made. The characters will not be going out with a tower building team, but with a treaty detail to Bullshead and Vegas. They are not the negotiators; that's the commanders' job detail. They are there just as hired guns, until the crap hits the fan in Vegas.

If the characters have purchased animals or carts from other scenarios, they will be left in the care of the Steel Disciples until retrieved by the characters upon their return at the end of the scenario. The dune buggies and haulers move at triple the speed of a haul or pack animal.

The characters will be riding in the haulers with the Steel Disciple Initiates for the duration of the trip.

Introducing the Steel Disciples

The Steel Disciple entourage consists of 12 individuals.

- **Paladin Steward:** The leader of the group. Paladin Steward is direct, honest, fair, and somewhat prone to being a little too visionary at times. He's convinced that this cooperation between the Disciples and the Techno Reapers heralds the resurgence of law and decency in the wastelands. He's a pleasant enough guy to deal with. Paladin Steward wears a suit of Combat Armor Mk II and carries a combat knife, a Desert Eagle .44, and an FN FAL rifle. He also wears a satchel across his chest, which contains the plans to build the towers across either the Tribal or Mafia lands to connect with the Techno Reapers in New Mexico.
- **Sage Dallas:** Dallas is a quiet, bespectacled man with an immense body like that of a body builder. He spends most of his time tinkering with tiny machines or reading, so no one has any idea why he's so huge. Dallas will answer knowledge-based questions and will perform small repairs on minor items the party members have broken, free of charge. Sage Dallas wears loose-fitting robes and carries no visible weapons, but fiddles constantly with a multipurpose tool and scans through some manuals that he is carrying.
- **Knight Kristoff:** A young Knight, earnest and quick-witted. Kristoff is tall, strong, and black-haired. Kristoff wears a suit of Combat Armor and carries a combat knife, a Desert Eagle .44, and a Pancor Jackhammer shotgun.
- **Knight Ash:** A young woman with extremely blonde (almost white) hair tied back in a ponytail. Ash is soft spoken, but serious and stern, accustomed to spending a lot of time fending off the advances of initiates. Ash wears a suit of Combat Armor Mk II and carries a combat knife, an FN FAL rifle, and a Desert Eagle .44.
- **8 Initiates:** An interchangeable mass of lesser characters whose purpose is to chat with the party and fill out the group. The initiates wear a variety of armor, carrying combat knives and SMGs.

During the trip from the character's recruitment locale to the first stop, Bullshead, the characters can chat with the Steel Disciples and gather information as to exactly what is going on.

The Knights, Paladin, and Sage are too busy to speak with the characters beyond the job requirements of hired labor. The Steel Disciple Initiates, however, have nothing better to do and will respond differently to the party depending on the degree of fame they have with the Steel Disciples faction. For purposes of Diplomacy checks:

- ❖ If the party has no fame or any degree of infamy with the Disciples, the Initiates start at Unfriendly.
- ❖ If the party has between 1% and 10% fame, the Initiates react at Indifferent.
- ❖ If the party has over 10% fame or has a member of the Steel Disciples amongst them, the Initiates react at Friendly.

Gathering information works in a similar fashion. For every 5 points of fame that a character has amongst the Steel Disciples, he gains a +1 situational modifier to any gather information checks made when speaking with the Initiates. The group provides the following information:

Steel Disciples

Gather Information (Job Details/General Rumors)

- 🗣️ DC 5: The Steel Disciples are setting up a communication network of radio towers. The command wants to place some on Tribal lands to bridge connections. This will function as an early alert system to warn against attack from enemy factions to the west and south.
- 🗣️ DC 10: We (The Disciples) have set up a deal with the Techno Reapers on the other side of the Tribal lands. We want to connect our network to theirs.
- 🗣️ DC 15: If Paladin Steward can't convince the Tribals to allow us to build a few towers on their lands, then we'll have to go to the Vegas Mafia and see if we can build through their territory. That could be pretty expensive, if they choose to cooperate at all.
- 🗣️ DC 20: There've been reports of broadcasts from the south over random WT channels. We don't know anything else about it right now, but plan to inquire with the Techies.

Encounter 1: Part 1

Appeal to the Tribal Nation

The first encounter of this adventure has the players in a very secondary role. Paladin Steward is calling the shots and undertaking all the important negotiations, so it's possible that the players will feel left out or powerless. That's why it's important that they realize that they've been hired on as basic, low-level guards whose service may allow for a Disciple Initiate's position later on. They are expected to be obedient soldiers, not maverick heroes – the heroic stuff doesn't come until *later* in the adventure. Try to establish a military feel when dealing with the Steel Disciples, and stress the order and decency of the rest of the crew. You want the players to *like* the Disciples, so that they're more likely to help them when the dramatics start in the later encounters.

After several days of swift travel through the wastelands, the Disciples' mobile unit stops at a spectacular sight. A craggy canyon perhaps 100 feet deep stretches across the path, running north and south as far as the eye can see. A wide, blue river murmurs far below, still large and powerful but obviously very much reduced by the hot sun. There seems to be no way across this canyon, save for a single, stout wooden bridge of planks and thick, hemp rope. The bridge is at least 300 feet long and flanked on either side by a pair of dour-looking tribal guards. Across the chasm, several tents stand erect on a pavilion hugging the chasm, followed by an adobe styled building that ascends a low incline, ending in some taller buildings resembling Aztec pyramids.

The Steel Disciples are forced to stop their vehicles here and cross the bridge on foot. Knight Ash and half of the Initiates stay behind to watch the three dune buggies and technical carts used to get here.

Immediately across the bridge stands a small tent city, obviously geared towards trade and commerce. A collection of large hide and canvas tents with broad open entrances provides shade for shoppers. Stone walls circle the area, as do a variety of leafy desert trees. The far end of this open pavilion area is dominated by a large gateway that seems to lead to more substantial housing – adobe mud houses with curved walls and peaked, thatched roofs. A group of six powerful looking guards lounge around the gate, laughing as their enormous dogs fight over the remains of a man-sized desert lizard.

After their approach into Bullshead, the party is told to wait with the Steel Disciple Initiates in the Pavilion district while Paladin Steward, Sage Dallas, and Knight Kristoff meet with the Ghost Dancer. The pavilion is the site of those colorful flags in the opening description – it's right across the bridge. The Paladin, Knight, and Sage proceed towards the Casino District beyond the gate to speak with the Ghost Dancer, Locomotive Breath, about setting up some radio towers on Tribal land; this process takes about 3 hours during the height of the afternoon.

Bullshead

Trade Goods – Uncommon up to 500 steel in trade.

Services – Kitchen Meal, Cheap Motel Room

Bullshead is a large Tribal Nation community overseen by a Ghost Dancer named Locomotive Breath. The town is situated on a small ridge along the banks of the (greatly diminished) Colorado River and is surrounded by a palisade. Visitors without the favor of the tribes can't go anywhere in town past the pavilion district, an area created specifically to trade with outsiders. The characters will be spending their time in that region.

Tribal Nation attitudes on Outsiders

Tribals fear the presence of *Ghūls* (the walking dead) and Trans-Genetic Mutants. The presence of walking dead in Tribal territory is an omen of the coming of the Bahana (the journey to the underworld). Tribals will avoid *Ghūls* like a plague, and Tribal Warriors will attempt to kill the Bahana messengers to prevent the next Apocalypse.

Trans-Genetic Mutants are viewed as the Spirit of the Coyote, as they are known to steal young Tribals and destroy livestock and crops. Tribals will carefully watch single mutants, and they will flee from groups of them. Beastmasters and Tribal Warriors earn ranks of honor for killing these beasts and wear trophies taken from the bodies.

Bio-Genetic Mutants are looked at as oddities. The Tribals are currently neutral against this new species of the human race.

Trade

The party can seek to trade with the merchants at the pavilion. Travelers from many different parts of the wastelands gather here to trade a variety of goods that range up to a value of 500 steel of infrequent quality or lesser goods. The Tribals don't use steel coin, instead relying upon trade to barter goods. The collective merchant traders have a Barter skill of 1d6+5.

Upon Paladin Steward's Return

The negotiations are ultimately unsuccessful. Some 3 hours after Paladin Steward and his officers went to the meeting, they return. Read the following:

After several hours, Paladin Steward and his officers file back out of the guarded gateway. Their expressions betray them – the negotiations were a failure. The Paladin approaches you, and the various Steel Disciple Initiates begin to filter in from the pavilion.

"It looks like the Tribal Nation has decided not to participate. They say we're not permitted to set up any towers on their sacred lands. Attempting to do so by force wouldn't solve the problem – we can't guard them forever, and eventually the towers would fall to sabotage. Plus, there's no sense in making an enemy of them over this. As it stands, we have few options. As I mentioned at the outset of this journey, our second choice would be to cut a deal with Vegas – so that means a slightly longer journey for us. We'll be leaving right away; I think we've overstayed our welcome here anyway."

Paladin Steward and his officers filter out of the Pavilion and return to their caravan across the bridge. This brings us to **Encounter 1: Part 2 Onward to Vegas**.

Encounter 1: Part 2 Onward to Vegas (SC 4)

Here, the party and the Steel Disciples are making the trek north from Bullshead to Vegas. They follow a series of ruined old highways in the desert, driving at a quick clip, so this is more of an interlude than a complete encounter. The entire journey is only about 100 miles. Given the condition of the roads, it'll take about 5 hours.

During the trip, a radio receiver in one of the vehicles picks up a partial broadcast signal. The signal is from the radio station in El Morro, New Mexico – it's quite weak and constantly fades in and out. After the players are on the road for awhile and night is starting to fall, read the following.

Suddenly, there's a crackling noise from the radio receiver in the cab of the technical. Looks like a signal is fading in and out. It's really weak, but you can make out an excited sounding voice from amongst the static.

"...Yes! This is X...the only...Crackle...." The signal fades back into static, dead again.

"What the hell was that?" Paladin Steward smacks the receiver. "Do we have any idea where that came from? Somewhere around here?"

One of the initiates fiddles with a few of the knobs and dials before shrugging in resignation. "I have no idea. That could've come from anywhere."

Of course, the players can make a few checks here to see if they can get a better read on it than the Disciples. A Knowledge (technology) check and a bit of fiddling can glean some information from the radio receiver – use the following list.

- DC 15: the signal is fairly weak, and is probably bouncing off the ionosphere – the clear night conditions are just right for long distance AM radio transmissions at the time the party is traveling at.
- DC 20: The signal seems to be coming from the east.
- DC 22: The tower that it's broadcasting from is also quite powerful and probably over 400 miles away.

If the party succeeds in gaining any of this information, Paladin Steward looks at them in surprise and complements them on their knowledge. He then mentions that he'll have to try to find the signal again at a later date and perhaps look for the station. No matter what the players do, the signal can't be found again.

Should the characters show interest in heading to the south to explore the radio signal, Paladin Steward will simply tell them that they can choose to leave the company, however they will be breaking their contract with the Disciples and will forfeit their pay for the job they were hired for. If this is the case, the characters will be left to fend for themselves at Bullshead. Proceed to **Encounter 5: Into the Wilderness**, then **Encounter 6: A Skirmish in New Mexico**.

Arrival at Vegas

Vegas lights up the desert like jewels glinting in the fading sun. A thousand winking lights in reds and blues shine from Vegas' refurbished buildings, reflecting off the smooth paved roads. Flashing signs, repainted apartments, box stores, and casinos jut from out of the wrecked landscape. While still dwarfed by the expansive sprawl of the ruins of Old Vegas, the Vegas Strip is clean, well-maintained, and teeming with people of all kinds

The Steel Disciples will park their vehicles at the garage and then depart, after arming a security system that involves a complex explosive device built into the dune buggy frames. This is detailed in **Encounter 2B: The Repo Man**. Once the vehicles are armed the Disciples will proceed to the Strip and head over to the Big Bordello Casino. Paladin Steward, Sage Dallas, and Knight Ash enter into the Casino to start negotiations. The characters and the other Initiates are left under the command of Knight Kristoff and will be ordered to set up a perimeter in a 100 foot range around the casino and keep a look-out.

There will be roughly an hour for the characters to interact with Vegas natives on the streets before the next encounter takes place. Should the characters gather the DC 30 information, they'll gain a +4 circumstance bonus to their Initiative when the fight breaks out in **Encounter 2: A Mafia Hit**.

Vegas

Trade Goods – Infrequent up to 4500 steel.

Services – Everything!!!

Vegas, the city of sin, remains a corrupt and populous area, even 30 plus years after the Exodus. The new city is built in the southern ruins of Old Vegas and focuses on businesses that surround an old prewar road, known as The Strip. Rare equipment and services can be found in Vegas if one looks hard enough or is connected with one of the five Mafia families that control the city. Vegas caters to the sins of man, attracting more and more residents every year.

Vegas' attitudes on Outsiders

Las Vegas citizens tolerate *Ghūls* as mechanics and engineering consultants but as nothing else. A district run by the Mario Brothers houses the *Ghūls* and slaves that maintain Vegas' streets and buildings. *Ghūls* attempting to live in the limelight of Vegas will be put in their place or six-feet under.

The Vegas Families use Trans-Genetic Mutants as personal escorts and bodyguards. The Families watch free roaming Mutants closely. Citizens give Mutants a wide berth and services are closed to them, unless the merchants know them as working for a Family or they have a mark of the Families.

Gather Information (General News/Rumors) 1d4 min

- ☛ DC 10 (1 steel): Several Tribal slaves have recently escaped captivity from the slave pit in the ruins of Vegas. The MacDuggin and Sullivan families are looking for a rat who disclosed the slave pit's location to outsiders.
- ☛ DC 20 (10 steel): The Steel Disciples have contacted the Bordello family, wishing to enter some type of treaty agreement.
- ☛ DC 30 (50 steel): The Bordello family has been swelling its ranks of gang members over the last few weeks in anticipation of an encounter soon to come.

Encounter 2: A Mafia Hit (SC 4)

About 50 minutes after the Disciple Commanders enter the Casino, allow the characters a Spot DC 18 skill check. To the north and south several men (about a dozen each) are congregating, and they are armed with melee weapons. It should appear like two rival gangs, denoted by colors worn (blue and red), are getting ready to rumble on the Strip. This is not the case, however. They will slowly advance towards the Casino over the 10 minutes, until the Sniper makes his move. A Knowledge (underworld) DC 20 skill check will reveal that gangs in Vegas are not denoted by colors but by brands and tattoos. When the Disciples leave the Casino, allow the characters two more Spot checks: DC 18 to notice more gang members assembling on the side streets and DC 30 to notice the sniper rifle emerging from a 4th floor window of the Casino.

Once Paladin Steward and his officers emerge from the Casino and reach the middle of the street, an assassin fires on Steward, shooting him in the head and killing him. Sage Dallas grabs the satchel from Steward and runs over to Knight Kristoff. Knight Ash will call for the Initiates and characters to form a defense line against the emerging gang members springing out and advancing from all around the characters.

It has been an hour since Paladin Steward and his company of officers went into the Big Bordello Casino to speak with the Bordello family. Steward strides out of the Casino onto the Strip, motioning for the Disciples to converge on his locale. Then a shot rings out high into the sky. Steward looks up, almost confused, before falling lifeless to the ground, a plume of blood shooting out of a large crater in his head. One of the disciples screams "Sniper!" while pointing towards the roof of the Casino.

Unfortunately, there is no helping Paladin Steward; he was just shot in the head by a high-powered .50 sniper rifle. Quite frankly, there isn't much of his face left. At this point, you can have the players roll for initiative. Roll for the Steel Disciples, the sniper, and the incoming thugs as well.

Note: There are no stats for the sniper. His actions and success/failure are completely scripted as they are necessary for the advancement of the plot. However, to provide the illusion of an actual foe, you can roll dice to make it look like there's some luck involved here. If the characters attempt to spot the sniper, it is a Spot DC 30 skill check to locate the barrel of the sniper rifle. The characters will never see the shooter. If the characters attempt to shoot the barrel of the rifle, it has a defense 23 and a harness of 10 with 30 HP.

The Battlefield

The fight takes place in the street, directly in front of the Big Bordello Casino. The street runs north-south, with the south direction leading out of the city. The thugs pour out from behind Armament nation, to the northwest, and the auction block, to the northeast. All of the thugs are coming from a northern direction.

Bordello Goons (2nd level aggressive) (150):

Medium Humanoids; HD 2d10+6+9; hp 31; Mas 16; Init +1; Spd 30 ft.; Defense 14 (+1 Dex, +2 class, +1 cloth armor), touch 13, flat-footed 13; BAB +2; Grap +5; Atk Various +5 melee (1d6+1d4+4); FS: 5 ft./5 ft.; SV Fort +6, Ref +1, Will -1; Str 17, Dex 13, Con 16, Int 10, Wis 9, Cha 8.

Feats: Brawl, Street Fighting, Toughness (x2)

Skills: Knowledge: Underworld +5, Spot +4

Talents: Melee Smash

Background: Gangster

Occupation: Criminal

Traits: Physically Fit

Equipment: A motley selection of weapons (baseball bats, cleavers, pipes, knives, spiked knuckles). In general, assume their attacks deal 1d6 damage and count as light weapons with a regular chance to critical.

The sniper is firing from the 4th floor of the Big Bordello.

Round 1: This is the round immediately after surprise. Obviously on cue, a huge gang of goons pours out from the streets around the Big Bordello. Their individual stats are to the left. Use as many as it takes to force the characters into a retreat (40 to start should do it). Consult Overseer's Map 1 for character layout.

Round 1 Tactics and Events

The thug horde isn't concerned with staying behind cover amongst the niceties of ranged combat. There are a horde of these guys, they're angry, and they want to tear the Disciples and the characters into pieces. So, they wade into melee, fists, pipes, bats and knives swinging.

The Knights will call for a tactical retreat towards the east to the merchant warehouse. Sage Dallas will grab the satchel and proceed to Knight Kristoff at the

warehouse. The sniper fires on Knight Ash, hitting her square in the head, as well. She's dropped to -1 Hit Points and is concussed, but not killed outright.

The Steel Disciple Initiates, in stark opposition to the Mafia thugs, are taking a much more tactical approach, using their SMGs to cut down some goons while retreating to the warehouse.

The characters have an opportunity to save Knight Ash, after she is shot in round 1. She has a Concussion (see the EXS errata), unconscious at -1 hit points, and is dying (losing 1 HP/round). A med-pak will bring her to consciousness, but she'll only be able to make a single standard action each round. If she is saved and taken with the characters to Alamogordo, they'll earn the "Steel Disciple Initiate Quest" requirement to join the Steel Disciple Initiate Advanced Class as denoted on the OPS log.

Round 2: During this round, more thugs are mowed down by fire from the Steel Disciple Initiates, as they continue toward a defensive position at the warehouse. Knight (Kristoff) takes cover behind a few barrels in front of the merchant's warehouse, while Sage Dallas arrives at the warehouse to be killed by the Sniper, with a head shot, similar to Paladin Steward.

Round 3: Kristoff will retrieve the satchel from Dallas and will be shot in the shoulder by the Sniper. The Initiates will set up a perimeter at the warehouse and continue to lay down fire on the advancing goons. At this point, the characters should be with the rest of the Disciples at the Merchants' Warehouse. If they are not, keep pummeling them with goons until they do retreat.

Round 4: If any characters are around Kristoff, he'll hand them the satchel and tell them to gather the other recruits and to take it to Lana Flame of the Techno Reapers in Alamogordo. The Disciples will provide cover for them to escape into the eastern ruins of Vegas.

Rounds 5- 8: During these 4 rounds, the Disciples will provide cover for the characters to escape this battle. Each round, two Disciples will fall to either the Sniper or goon horde. Kristoff will survive by retreating into Vegas.

At this point, the party has several options, all detailed in **Encounter 3: Escaping Vegas**. If they decide to seek out and meet back up with Knight Kristoff, head to **Encounter 3A: Knight by Night**. If they attempt to liberate a Disciple vehicle, head to **Encounter 3B: Repo Man**. If they opt to flee into the desert and attempt to make their own way to Alamogordo, head to **Encounter 5: Into the Wilderness**. If they try to make some kind of transport deal with the Mafia, head to **Encounter 3C: Corruption in the Ranks**. Finally, if they want to try to make their way back to Bullshead to hop onto a caravan heading to Alamogordo, you want to hit up **Encounter 3D: Caravan Hopping**.

Encounter 3: Escaping Vegas

The characters have several options for escaping from Vegas. Each option is detailed below and may lead to another option presented in this encounter.

Encounter 3A: (CEL 5/SC 2) Knight by Night

After the dust clears, the characters may attempt to find any surviving Disciples before departing Vegas. Steel Disciple Knight Kristoff, who was holding off Mafia forces to allow the characters escape, survived the battle, retreating into the ruins of eastern Vegas (or so the Mafia thinks). Finding Kristoff is complicated by the fact that he deliberately headed off in another direction into Vegas, so as to draw attention to himself and give the party a clear opportunity to make a break for it with the plans. The party has several options in terms of tracking the Knight down.

Obviously, there will be a few witnesses to a giant street war, and some people may be able to point out where

Vegas

The characters can attempt to locate any remaining Steel Disciples in Vegas after a few hours have passed and hostilities have calmed down. If they attempt to Gather Information, only bribes will work with a successful check.

Gather Information (Steel Disciple Fight) 1d4 minutes

DC 20 (10 steel): Saw the scuffle on the strip. A man in combat armor headed through the marketplace to the southeast.

DC 20 (25 steel): A Steel Disciple survived the attack from the Bordellos and headed into eastern ruins of Vegas.

DC 20 (50 steel): A Steel Disciple survived the attack from the Bordellos and headed towards the eastern ruins of Vegas. He may have attempted to receive sanctuary at Godiva's.

Kristoff went. This requires extensive bribery, however, because most people don't want to get involved in Mafia business if it isn't in their own interests. This is considered 'Specific' information and requires a Gather Information DC 20 check and a bribe. Consult the sidebar for the info the characters receive if they spend the right amount of steel.

Gathering Information at this stage has a chance of attracting the attentions of the Mafia, of course. Each time the party makes a Gather Information check, they have a chance of attracting unwanted attention from the Mafia gangs of Vegas. If the characters fail their Gather Information check twice (whether as individuals or as a group), it will attract some Mafia gang members.

A group of thugs wearing baseball outfits with white face paint and toting baseball bats approaches, their eyes fixed on you. They break into a jog, closing on your locale.

Clearly this is bad news. The party may attempt to use bluff, diplomacy or intimidation, flee or fight. Diplomacy's difficulty varies based on the request.

Bribe/Diplomacy/Intimidate	DC	Bribe
These are not the Disciples you are looking for	25	+2/10 steel
You're messing with the wrong guys	20	—
We're looking to speak with a Boss	20	+2/10 steel

Any failed check results in a scrap. If a fight with the Mafia goons starts, one of them runs off at the beginning of their first turn, and groups of 3 goons start appearing each round after that until the party is captured (see **Conclusion: Arrested by the Mafia**), killed, or driven out of Vegas. A successful check with the 'Make a deal with your boss' offer sends the party towards **Encounter 3C: Corruption in the Ranks**. Successes with either of the 'We're not causing any trouble' or the bribery option just sends the Mafia goons on their way and resets the counter on the *goon check*.

Mafia Goons (2nd level aggressive) (4):

Medium Humanoids; HD 2d10+6+9; hp 31; Mas 16; Init +1; Spd 30 ft.; Defense 14 (+1 Dex, +2 class, +1 cloth armor), touch 13, flat-footed 13; BAB +2; Grap +5; Atk Various +5 melee (1d6+1d4+4); FS: 5 ft./5 ft.; SV Fort +6, Ref +1, Will -1; Str 17, Dex 13, Con 16, Int 10, Wis 9, Cha 8.

Feats: Brawl, Street Fighting, Toughness (x2)

Skills: Knowledge: Underworld +5, Spot +4

Talents: Melee Smash

Background: Gangster

Occupation: Criminal

Traits: Physically Fit

Equipment: A motley selection of weapons (baseball bats, cleavers, pipes, knives, spiked knuckles). In general, assume their attacks deal 1d6 damage and count as light weapons with a regular chance to critical.

Tracking Kristoff

Alternatively, the characters can resort to tracking. Fortunately, the knight is shot up and left a few clues behind for the party to follow. Unfortunately, the ground is hard (tarmac, generally), it's nighttime, and there are a lot of people around.

Kristoff was wounded – he took a grazing shot in the arm from a *sniper rifle*, and so he's left a faint trail of blood in his haste to escape through the Merchant Warehouse. The Track DC is 23. If the track check succeeds, the party can track Kristoff to Godiva's Brothel and Museum. Kristoff has arranged the Safehouse package, as detailed below.

Godiva's Brothel and Museum is at the edge of the Strip close to the edge of town. This is an independent business operated by the Lady Beatrice Page. She has the respect of all the Mafia families, much like a Made Man.

Following the faint signs of Kristoff's passing has led you to a two-story building made of brown brick. Red lights shine from several windows on the side and front of the building. A glowing neon sign of a naked woman dancing on a pole is affixed to the front of the building. A painted wooden sign over the front entrance states "Godiva's Brothel and Museum."

Read the following if the characters enter into the brothel:

Godiva's interior is immaculate. Red plush carpet fills the lobby with several brightly colored velvet couches and chairs that sit strategically about the perimeter. A glistening, oaken staircase ascends to the second floor. A pair of oaken double doors sits behind an elaborate desk across the lobby from the entrance. Behind the desk is a very attractive female with long dark hair wearing a black dress suit and a clip-on nametag emblazoned with "Roxy." A sign to the left of the entrance points into a small room. The sign reads "Pre-Exodus Adult Collectables Museum."

Characters can enter into the museum or inquire with Roxy about the entertainment services the brothel offers. If the characters are interested in entertainment or another service, Godiva's provides the following services as denoted on the chart to the right.

The services provided are mostly self-explanatory. The exceptions are:

Good Night's Rest: This is just that, but in the lap of luxury. The character gains twice his healing rate, as opposed to the normal rate.

Safehouse: If the Mafia is after a character, he can purchase the Safehouse package; the Lady of the house hides the character for a maximum of 24 hours in a dank, dark room in the bowels of the building. After 24 hours, the character is released out a secret entrance about 300 yards outside of Vegas.

Gathering Information from the ladies of Godiva will result in finding out only the general rumors. All of the ladies have been sworn to keep all of the Vegas Mafia's (and other important clientele's) secrets confidential. If the characters demand to see the Knight or Lady of the house, Roxy will pick up a phone and call Beatrice, who will be more than happy to entertain the characters' inquiries. Should the characters inquire with the Lady of the house about the Knight, she will reveal that Kristoff is in a Safehouse, if they succeed a Diplomacy or Bluff check DC 30. Reduce the DC by 5 if the character displays the Steel Disciple coat of arms and by 1 for every 100 steel offered as a bribe. If successful, the characters will be taken to the Safehouse and escorted out into the desert through the secret tunnel.

Should a character go into the museum, read the following:

This small well-lit room contains glass-framed pictures on the wall of famous pin-up girls and other adult stars from pre-Exodus times. Several glass display cases dominate most of the room, leaving very little area to move about. Most of the cases contain the famous wasteland magazine "Cherry Bomb" from issue 12 to 56 with two special editions, the girls of Hawaii and US College Girls. The few other cases that don't contain magazines have bondage gear, sex toys, and VHS tapes with faded tags in them.

All of these cases are locked and trapped with a silent alarm that goes directly to Lady Page's office. Bad things happen to those that attempt to steal from Godiva's. If a character owns a copy of a Cherry Bomb magazine, the secretary has been authorized to purchase it for the collection at full value.

At this point in the adventure, the party has several options about how to progress.

Kristoff will suggest that everyone go and grab the Steel Disciples' vehicle from the mechanic's garage and flee on it, riding back to Alamogordo while he heads to Bullshead to catch a caravan back to his territory and make a report. If they opt to take this course of action, head to **Encounter 3B: Repo Man**.

If the characters would rather make their way to Bullshead on foot, head to **Encounter 3D: Caravan Hopping**. Kristoff will accompany them.

If the party still wants to make a deal with the Mafia for passage out of here, first they'll have to convince Kristoff that it's a good idea (DC 25 diplomacy check). If they manage to pull that off, Kristoff will say:

Godiva's Entertainment	
Service	Cost (in steel)
Bathing "self service"	25
Bathing "with attendants"	80
Confide with Someone	80
Good Night's Rest	90
Massage	110
Prostitution (average)	150
Prostitution (great)	300
Prostitution (exceptional)	600
Safehouse	950

"I can't believe I'm about to do this. So much skulking in the dark like this is not going to look good in my report. Yet, you do have a point in that it is our quickest way out of here. I'll leave my armor buried in the desert and go in civvies; hopefully no one will recognize me."

After this is settled, the party will have to make a DC 17 gather information check to find out where they can contact the Mafia to skip town. If the gather info checks succeed, you want to head to **Encounter 3C: Corruption in the Ranks**.

Finally, the party has the option of heading directly to Alamogordo, which leads to **Encounter 5: Into the Wilderness**.

Encounter 3B: Repo Man (SC 2)

The party's main goal in this encounter is to reclaim the vehicles that the Steel Disciples used to travel to Vegas. The Vehicles were parked at the Mechanic's Garage just south of the Strip, and thankfully they're still there within the protective fenced-in yard that surrounds the garage.

The spot where the Steel Disciples' vehicles were parked is faintly visible in the desert night. It's about 100 feet past the southern edge of the marketplace, lit only by an electrical lantern sitting on the ground nearby – but the flickering light also reveals a flurry of activity. Several Mafia goons are tinkering with the old technical, trying to get it started up. Only the technical and a single dune buggy remain on site – the Mafia must have already commandeered the rest.

The characters can attempt to reclaim one of the dune buggies and the hauler if they think of this option. Reclaiming the buggy will require the characters to speak with Hank the Mechanic with a diplomacy check. Hank is in the garage, so the characters will need to get his attention to get into the lot. The fence that surrounds the Mechanic's Garage is electrified. Any characters touching this 12 foot tall fence, with razor wire on top, suffer 3d6 points of electrical damage each. The razor wire deals 2d4 point of damage if a character comes into contact with it. There is a buzzer the characters can use attached to the gate to get into the lot. This will alert Hank of visitors.

Once Hank is alert, he'll walk over to the gate and investigate the characters. If the characters inform him that they are here to pick up the Disciple Buggies, they'll need to convince him, unless Ash or Kristoff is with them. If the characters don't have a Disciple Commander with them, Hank can be convinced to let them in with a Bluff or Diplomacy DC 20 skill check (this check is reduced because Hank remembers the party with the Disciples on entry). If a character is a Steel Disciple Initiate, grant a +5 circumstance bonus.

Hank the Mechanic, male *Ghūl*
Int 17, Wis 18, Cha 8; Craft (mechanical) +13,
Craft (electrical) +9, Knowledge (technology) +
12, Repair +15, Sense Motive +9.

If the characters gain entry, the vehicles will still need to be disarmed. The vehicles all contain an explosive pack built into the chassis. This cannot be removed without a major repair job and several hours of work. However, the explosives can be disabled with a Demolition DC 23 skill check. If a character attempts to start or hotwire the vehicle without disarming the explosives, or their Demolition check fails by more than 5 points, the vehicle explodes dealing 12d8 points of damage to the characters in the vehicle or the character attempting to disarm and 6d8 points of damage to everyone in a 20 foot radius of the vehicle. Additionally, if the characters did not get a key off of one of the Disciple Commanders, then they'll still need to hotwire the vehicle after disarming it. The vehicle can be hotwired with a Repair DC 18 skill check.

Once the characters have a vehicle and leave the yard, read the following:

Dust billows out from the road beneath your ride, swallowing the buildings of Vegas behind you. The endless wasteland stretches out ahead. Your vehicle rumbles and shakes as it peels over the rocky desert ground. You've escaped Vegas!

Driving the vehicles does not require a Drive check unless the characters are engaging in combat using the vehicle or are attempting to drive faster than one-half of the listed speed of the vehicle. The vehicle can cover twice its speed across the wasteland environment per day in miles.

Once the characters are heading south, they can attempt to navigate the vehicle to Alamogordo, Bullshead, or The Watering Hole. Each location requires a Navigate check DC (Alamogordo DC 25, Bullshead DC 20, or The Watering Hole DC 22).

Encounter 3C: Corruption in the Ranks (CEL 5/SC 2)

There are several different ways the party can arrive at this encounter; from **Encounter 3A: Knight by Night** or just by seeking out the Mafia. If the characters have convinced the Mafia goons to bring them to a bossman, they will be led to the Punch-Out Gym, else the characters will need to make a Gather Information DC 18 check to learn that the MacDuggins hire people out as caravan guards leaving the city. The man that the party is directed to is Frankie Dunn, the person in charge of the Punch-Out Gym. The party's informed that they can probably find him there. When they head there, read the following.

A two story white washed building sits at the end of the street. On one side, a large, red mural is painted, depicting a boxer in a wide-legged stance. The flimsy screen door hangs partially open, allowing neon light to slip out. A few burly looking men are drinking on the steps in front of the building.

The party can walk inside whenever they want. They also have the option of talking to the men outside, who are capable of providing some information, provided they get something in return.

Read the following as the characters enter into the gym:

The Punch-Out Gym is dominated by a boxing ring that is ringed by bleachers running behind it and on either side. Low banks of lights hang from metal rafters above. Most of the lights are off now, and only a single row in the front lends any light to the Gym. A variety of garish posters cover the walls, advertising old fights. A thin man sits on a chair behind what amounts to a ramshackle reception desk – really just a folding card table. He looks up impatiently, “Is there something I can help you with?”

Punch-Out Gym

Gather Information (DC 18) 1d4 minutes

- ☛ (no coin, no drink): This is the Punch out Gym, run by the MacDuggin family. The MacDuggins are the police of Vegas.
- ☛ (5 coins, 1 drink): Our private army sometimes hires out as guards for caravans leaving town.
- ☛ (10 coins, 2 drinks): A lot of people who need to get out of town quick can hop on one of the caravans that ships goods south of here, Frankie usually looks the other way, if you slip him a little coin.

The thin man in question is Frankie Dunn, and he's the man the party needs to talk to. There are several requests the party can make.

Option A: First and foremost, the party can attempt to get themselves passage out of Vegas on a caravan. This option functions nearly the same whether or not the party has a Disciple Knight with them. If the party requests this particular exit strategy from Vegas, they need to make a Bluff or Diplomacy DC 18 check (increase the DC of the check by +2 for each Disciple Knight in the party). If the party succeeds read the following:

Frankie's face breaks into a weedy grin. “Sure, sure, we can always use a little extra cash, heh. We've got some space on a shipment headed south near Alamogordo right now, stopping at a way station a few days north. If you need to make your way out of town, that's your ticket. It's 300 steel a head.”

This is obviously double the standard rate. An opposed Barter check (Frankie has a +13) can reduce the rate to normal rate of 150 steel per member. If the party agrees, head to **Encounter 6: Pit Stop at the Watering Hole**.

If the party managed to fail their diplomacy or bluff check, Frankie is less than impressed.

Can't say I like you guys, and I haven't seen you around here before either. Why are you in town, and why do you want to get out so quickly anyway?”

If this sounds like trouble, that's because it is. The party can either attempt to stammer out an explanation (a bluff check, the initial DC is 18, modify it based on how plausible their alibi is) or try to leave. If they do leave, Frankie lets them go, but once they're starting to get away from the building:

A whistle rings out from behind you. Frankie Dunn is standing in the doorway of the Punch-Out Gym, and the goons that were sitting around the front of the building are slowly getting to their feet.

"Boys, I think those guys are up to no good. Please detain them."

After 3 rounds of fighting, groups of 4 gooks start appearing every 5 rounds until the party is captured (see **Conclusion - Arrested by the Mafia**), killed, or driven out of Vegas (head to **Encounter 4: Back to Bullshead** or **Encounter 5: Into the Wilderness**.)

Option B: The Party can try to sell the Radio Tower plans to Frankie. If neither Disciple Knight is present, proceed to Option C. If a Disciple Knight is with the party at the time, they will actually attack the character with the satchel as soon as the offer is made and attempt to destroy the plans and then flee (see Appendix B for the Knight's stat block). If the plans are destroyed, the characters will earn +1% infamy with the Vegas Mafia. If the Disciple Knight escapes, the characters will earn +5% infamy with the Steel Disciples and they'll gain Betraying the Steel Disciples special on their OPS log.

Frankie will listen to any pitch to sell the radio tower plans. When the plans are mentioned, Frankie pipes up.

Frankie's Gooks (2nd level aggressive) (4):

Medium Humanoids; HD 2d10+6+9; hp 31; Mas 16; Init +1; Spd 30 ft.; Defense 14 (+1 Dex, +2 class, +1 cloth armor), touch 13, flat-footed 13; BAB +2; Grap +5; Atk Various +5 melee (1d6+1d4+4); FS: 5 ft./5 ft.; SV Fort +6, Ref +1, Will -1; Str 17, Dex 13, Con 16, Int 10, Wis 9, Cha 8.

Feats: Brawl, Street Fighting, Toughness (x2)

Skills: Knowledge: Underworld +5, Spot +4

Talents: Melee Smash

Background: Gangster

Occupation: Criminal

Traits: Physically Fit

Equipment: A motley selection of weapons (baseball bats, cleavers, pipes, knives, spiked knuckles). In general, assume their attacks deal 1d6 damage and count as light weapons with a regular chance to critical.

"Of course we're interested in these plans. This is the sort of thing that'll put you in our good graces for sure. Can I take a look at them? I won't make any deal until I've seen them, of course."

If the party allows him to take a look, Frankie's eyes will light up and he'll say:

"I can't say I know that much about radio towers, I gotta give our engineer a chance to look it over before making you lot an offer you can't refuse. It'll take a few hours. Wait here while I make a call."

After two hours have passed, a *Ghul* will shamle into the gym and will look over the plans. Frankie will offer 1000 steel for the plans. An opposed Barter check (Frankie has a +13) can increase the sell price to 1250 steel.

If the characters succeed in selling the plans to Frankie, they'll gain Frankie's Favor. If they do not sell the plans, Frankie's Gooks will attack them as detailed in Option A.

If the party sold the plans to Frankie, they still have the option to search for the radio station; however, the Techno Reapers will not hire the character to seek out Station X, they'll need to find it themselves. Plus, the characters will not have to worry about being run out of town by the Mafia, at the immediate moment. However, the characters will still need to decide their course of action from this point. If they still want to go to Alamogordo or attempt to find Station X, proceed to **Encounter 4: Back to Bullshead** or **Encounter 5: Into the Wilderness** respectively.

Encounter 3D: Caravan Hopping

The party has decided to make their own way into the desert to Bullshead on foot, with or without a Disciple Knight. This is a slightly dangerous course of action – Bullshead is slightly over 100 miles away from Vegas, south-southeast. Most of the travel should be south along US 95, then to the NV 163 east to Bullshead. Of course, the roads are ruined and the desert has taken hold once more.

What remains of the highway curves into the darkness ahead. The ground is wild and flat in all directions, meeting an equally vast and cloudy night sky. A single, rusted road sign juts up amongst the brush and cacti – it says ‘US 95.’

Traveling from Vegas to Bullshead will take the characters just over 3 days to make it there on foot. A simple survival check will keep the party alive, and a DC 17 navigate check (reduce the DC by 5 if Disciple Knight is with them since they drove the route all of a day previous) should keep them on track.

At some point between Vegas and Bullshead, the party runs across the Black Widows biker gang. The bikers will approach the party whether they are in vehicles or not. Read the following.

There’s a distant roar of engines, and suddenly a group of motorcycles streaks into view from the south. All of the bikes are sleek, black, and polished smooth. There are maybe half a dozen; they sweep and weave across the waste like birds of prey on the hunt. The bikers come to a stop across the road and wave as if to flag you down. A large man, with long black hair, waves his hand slightly, and the other bikers rev their engines as one, circling around you in a roaring loop. Slowly, the bikes stop in a circle. One bike with a sidecar turret trains on <Pick the most powerful looking PC>. The large man step off of his Wild Hog, dusting off his black leathers, “Do I know you boys? What the hell do you think you’re doing walking through our territory? Speak up. And use your Big Boy voice!”

Big Jim really doesn’t care how the characters answer, they’re just here to mess with them for a few minutes before departing for Vegas. If the party answers, Big Jim nods and explains that they’re the Black Widows. How Jim reacts to the party is largely dependent on the party’s fame. If they have any fame at all with the Black Widows, Big Jim will recognize them, and say the following.

“I thought I recognized you boys, getting slapped around at the Fork n’ Pork. You’ve been getting around. I’ll tell you what – the Black Widows feel sorry for your plight in not having motorized vehicles and we’ll help you get to that Tribal Nation rest stop.”

Big Jim and the Black Widows will give the characters a ride to Bullshead. Alternatively, the characters may refuse Big Jim’s escort. If the party turns his offer down, Big Jim doesn’t take the snub very well. He’ll simply nod and say “We’ll be seeing you,” but a refusal of the escort results in a +1% to infamy with the Black Widows gang.

If the characters engage in combat, the Black Widows don’t seriously want to kill the party. They’ll fire shots at the ground around the party’s feet, make catcalls, and circle round quickly. They leave after 3 rounds. If the party manages to injure a biker, the rest of the Black Widows open fire more seriously, but they all leave the next round.

Situational Modifiers

Because the Black Widows are moving around so quickly on their bikes, attacks against them have a –2 penalty to hit.

Proceed to **Encounter 4: Back to Bullshead.**

The Black Widows (5 Bikers)

Aggressive 3; Medium Human; HD 3d10+6; hp 26; Mas 14; Init +2; Spd 30 ft.; Defense 15, touch 12, flat-footed 13 (+2 def bonus, +2 Dex, +1 armor); BAB +3; Grap +5; Atk +5 melee (combat knife 1d4+2 19-20 x2) or ranged +7 (Colt 6520 10mm 2d6); SV Fort +6, Ref +2, Will +0; AP 4; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Feats: Archaic Weapon Proficiency, Personal Firearm Proficiency, Power Attack, Simple Weapon Proficiency, Track, and Weapon Focus (Handgun).

Skills: Climb +3, Gamble +1, Hide +3, Intimidate +1, Jump +3, Navigate +1, Spot +1, and Survival +1.

Talents: Gunslinger and Melee Smash

Background: Survivalist

Occupation: Criminal

Traits: Physically Fit Fast Shot, One Hander

Equipment: All Biker’s Equipment: Ammunition (10mm – 48 rounds), Beer (2), Binoculars, Colt 6520 10mm, Deck of Cards, HtH Weapon (chain, pipes, crowbars), Leather Jacket, Meat Jerky (4), Metal Canteen, and 25 coin each.

Encounter 4: Back to Bullshead

If the Party arrives at Bullshead to make travel arrangements to Alamogordo, proceed with this encounter; else go to **Encounter 5: Into the Wilderness**. Utilize the information on Bullshead provided in **Encounter 1: Part 1 Appeal to the Tribal Nation** to flesh out this encounter.

Bullshead is a local trading depot and receives merchants from all over the wastelands and it just so happens that a caravan heading back to Alamogordo is readying to leave just as the party arrives in town. There are other options, of course.

Getting on a Caravan

A group of Techno Reapers is packing up a selection of 'technical artifacts' that they traded from the Tribal Nation at Bullshead. If the party starts looking around for a caravan, read the following.

There's a very large, half gutted rig parked in front of the great bridge to Bullshead. The sides of the semi-trailer behind this old truck are carved away, revealing metal cases, wooden crates, and lashed down cargo stacked high. Rolled up canvases hang from the roof, ready to be unfurled. There are several guards standing around the trailer, loading plastic bins with technical components on the back.

That is exactly what it is. The party is free to look for the head of the caravan – Richard Johnson, the driver and lead Techno Reaper in charge of the mission. If they begin to look for the person in charge:

One man here is quite clearly in charge. He's short and round, wearing tightly fitted clothing that shows off all of his rolls. The man is trying to direct a group of workers who're struggling with a very large and heavy box, but they keep dropping it. Each time, he swears a little louder.

If the party approaches him, read the following.

The man turns around quickly, a dour look on his face. "What is it? I've dealt with enough incompetence today! Are you the new recruits?"

The characters can inquire with the man about the recruits, as he is under the impression that they are the new hired guns that he sent Roberts into Bullshead to recruit. However Roberts jumped caravan, never recruiting anyone, and Johnson is ready to depart. If the characters say yes or are willing to take on the job, continue with the following:

"I'm Richard Johnson. My crew and I am heading back to Alamogordo within a quarter of an hour. We're understaffed right now and hired guns are welcome. We really don't have the time to loiter around. Get your gear and load up."

Johnson will grin broadly and offer them 100 steel a head for guard duty. If the negotiator tries to play up the caravan's vulnerability to attack, the negotiator may make a DC 18 diplomacy check. Success bumps the reward up to 125 steel a head. Travel by this method is slightly over 700 miles and requires 7 days of travel across the poor roads with awful condition of the semi-trailer. Head to **Encounter 7: Pit Stop at the Watering Hole**.

Stowing Away on the Semi

The characters can try to stow away into the semi-trailer. Since the sides are cut away and there are so many boxes, there shouldn't be any real trouble with this. A DC 12 hide check will get a person onto the semi and ready to roll. Stowing away works great, but ask for a hide check for each day of travel (7 days total to hit the **Encounter 7: Pit Stop at the Watering Hole**, which is where this ride stops regardless).

If anyone fails a hide check on any day, the entire party is discovered and forced to get off unless they convince Johnson that they shouldn't be abandoned in the wilderness (DC 25 diplomacy, with a +4 bonus if there is a Techno Reaper in the party. If they're kicked off anyway, consult **Encounter 5: Into the Wilderness**. Proceed to **Encounter 6: A Skirmish in New Mexico**.

Hiring a Tribal Nation Guide

Should the characters not attempt to catch a ride with the caravan presented above and decide to make their own way to Alamogordo, they can hire a Tribal Nation Scout for 500 steel worth of trade goods. A Tribal Scout knows the ways of the wasteland and can get the characters to Alamogordo on foot in 17 days via off the path routes. This service includes food and water from “safe” sources in the wasteland. At the end of the journey, the characters will earn +100 RAD from the route taken and water ingested to any RAD acquired in other encounters. Proceed to **Encounter 5: Into the Wilderness**, however the time is reduced, the Survival check automatically succeeds and the characters do not get lost.

Encounter 5: Into the Wilderness (SC 3)

If for some reason the party decides to head directly to Alamogordo from Vegas or Bullshead, they'll find themselves encountering a potentially deadly wasteland hazard. The journey from Vegas to Alamogordo is 750 miles and requires 5 days by vehicle, 10 days by wasteland animals/hauler, or 25 days on foot; a Navigate DC 25 check is required (see Getting Lost below). It is possible that the party has a Disciple Knight with them. Kristoff will make his way to Bullshead and jump a caravan back to Wendover, while Ash will remain with the characters until arriving at Alamogordo.

Dust Storm

Regardless of how the party is traveling, after they make it 300 miles in, they come across a vicious dust storm. A description follows.

A great red cloud is massing over the ridge ahead, reaching high into the sky. An arm of the cloud blots out the sun, shrouding the area in darkness – it's only then that the speed of the thing is apparent. It must be barreling closer, ballooning forward like a slow motion explosion.

The party has 10 rounds to find shelter. Suitable shelter to survive the storm can be found with Survival DC 18 check. If the characters fail to find shelter, read the following.

Choking dust and grit blasts into you. The world goes orange, then dark red, then completely black as the dust storm envelops the area. It's become impossible to see anything at all.

No travel through the dust storm is possible. Worse yet, the dust is radioactive. The storm lasts for 3 hours and has a mild level of radiation; the characters will gain 200 RAD during the storm if they found shelter or 400 RAD if they did not find shelter after it's all over. If the characters fail the Survival check, the characters will be buried alive under three feet of sand, this will require three Constitution checks DC 12 +1/per hour. If a Constitution check fails, the character falls unconscious at -1 Hit Points, and loses 1 hit point per hour until death or the character is found. Conscious characters can break free of the sand trap with a Strength check DC 12. Buried alive characters can be found with a Search DC 18 check if conscious, DC 23 if unconscious. Additionally, if the characters have a dune buggy, it will need to be unburied from the sand. If characters used this for cover during the storm, they'll receive a +4 circumstance bonus to their Constitution and Strength checks and the Search check is automatically successful.

Getting Lost

It is possible that the characters get lost heading to their location by failing the Navigation check. If the characters fail the check, double the amount of time it takes to get to the location, and they'll end up at the Watering Hole (**Encounter 7: Pit Stop at the Watering Hole**) instead of Alamogordo or Station X.

Encounter 6: A Skirmish in New Mexico (CEL 5)

As the characters make their way south towards their destination, they'll stumble across a battle in progress. It's between a squadron of Mutant Army soldiers and the Red Lightning Mercenary Company. The Mutants have the Red Lightning Mercs pinned down in the crumbling ruins of an old city that the desert has not yet reclaimed.

Cresting a bluff on the path you're following, the sound of gunfire draws your attention to a battle that is quickly emerging through the dust and grime of the desert – large, bulky troops of Mutants are surrounding a smaller, but well-armed force buckled down in the ruins of a old pre-Exodus city.

There are a total of twelve Mutants and seven Mercenaries. If the party just decides to go around the fight, head to **Encounter 7, 8, or 9**, whichever is their destination. Should the characters involve themselves in the fight, 3 Mutants will break off the assault to engage the characters, while the rest engage the Mercs. The Mercs are powerful and will kill one Mutant each round, using cover and tactics to their advantage. When the battle is over, all of the Mutants attacking the Mercs will be dead, as well as two Mercs.

Mutant Gunner (3rd level aggressives, Soldier Occupation) (1):

Medium Humanoids; HD 3d10+9; hp 30; Mas 16; Init +3; Spd 40 ft.; Defense 19 (+2 def, +3 Dex, +4 equip), touch 15, flat-footed 16, PDR 5, EDR 2, LDR 2, XDR 2; BAB +3; Grap +10; Atk M60 LMG 7.62 +6 ranged full auto (2d8 to an 10 foot square, DC 15 reflex to evade); FS: 5 ft./5 ft.; SV Fort +6, Ref +4, Will +1; Str 16, Dex 16, Con 16, Int 10, Wis 11, Cha 7.

Feats: Advanced Firearms Proficiency, Archaic Weapon Proficiency, Brawl, Heavy Weapon Proficiency, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Strafe Shot.

Language: English

Skills: Hide +10, Spot +5

Talents: Increased Speed, Improved Increased speed

Background: Mutant Army

Occupation: Soldier

Traits: Fast Shot

Equipment: Ammunition 7.62 (100 rounds), M60 LMG 7.62, Trans-Genetic Mutant Armor.

Mutant Berserkers (3rd level aggressives, Soldier Occupation) (2):

Medium Humanoids; HD 3d10+12+3+9; hp 45; Mas 18; Init +1; Spd 30 ft.; Defense 17 (+2 def, +1 Dex, +4 equip), touch 13, flat-footed 13, PDR 6, EDR 2, LDR 2, XDR 2; BAB +3; Grap +12; Atk Sledgehammer +8 melee (1d8+1d4+5); FS: 5 ft./5 ft.; SV Fort +7, Ref +2, Will +0; Str 20, Dex 12, Con 18, Int 10, Wis 8, Cha 8.

Feats: Archaic Weapon Proficiency, Brawl, Combat Martial Arts, Heavy Weapon Proficiency, Power Attack, Street-Fighting, Toughness (x2).

Language: English

Skills: Climb +12, Jump +10

Talents: Robust, Thick Skin

Background: Mutant Army

Occupation: Soldier

Traits: Physically Fit

Equipment: Sledgehammers, Trans-Genetic Mutant Armor.

Once the combat is over, the surviving Mercenaries quickly take to looting the Mutants. They'll allow the party to keep the equipment from the three Mutants

they dispatched. The leader of the Red Lightning Crew, Lightning Mac, addresses the party.

An unassuming looking man, decked out in red combat armor, holds up a white cloth. "Thank you for the assist; keep the loot on those three as a reward. I'm Lightning Mac, and this is the Red Lightning Corps. We've been operating in the region looking for raider bases and slaver encampments. What brings your lot here?"

Lightning Mac will offer to share a meal with the characters and any accompanying characters from the path they're following (Disciple Knight, Tribal Scout or Caravan). Mac's offer is met with a degree of caution from Richard Johnson if he is with the party. Should the party mention they are going to Alamogordo, Mac will tell them of a short-cut that will lead to **Encounter 7: Pit Stop at the Watering Hole**. Should they mention the Disciple's Plans, Mac will offer 2500 steel for the plans, and provide escort for the characters to Alamogordo. Selling the plans to Mac will earn the characters +2% fame in Red Lightning Mercenary; Double-Crossing Mac later will earn the characters +3% infamy in Red Lightning Mercenary. The characters will not earn any infamy from the Steel Disciples for not turning the plans over to the Techno Reapers, since Lightning Mac completes their task for the fame.

Should the characters accept the offer for the meal, a ham radio that one of the mercenaries has starts to receive a signal.

"This is X-Radio, the voice of the southwest! You're listening to the X. Next, after the commercial break, we will debut the new single from Metallurgica, Burn the Earth to Cinders!" The signal fades in and out with static before transmitting again, "You too can be like Smiling Bob, the life of the party. Order Ensize online now and we'll double your order..." The transmission abruptly ends.

The characters can attempt to pin-point the broadcast location, now that they are closer to the source. This requires a working ham-radio or modified walkie-talkie. To alter a walkie-talkie to pick up the signal requires a Repair DC 18 skill check. If the characters do not have a walkie-talkie, Mac will sell one of his to them. Mac will not sell his ham-radio to the characters. To locate the broadcasting station requires a Knowledge (science) DC 20 or Knowledge (technology) DC 25 skill check to follow the strength of the signal to the source. If the characters decide to explore the signal before going to Alamogordo, proceed to **Encounter 9: Exploring Station X**, else proceed to **Encounter 7 or 8**.

Encounter 7: Pit Stop at the Watering Hole

Several of the prior encounters lead or drop off the characters at the Watering Hole trading post. This trading post is roughly 120 miles north of Alamogordo in the foothills of the mountains. The Watering Hole consists of an old Ranger Station with a newly built Radio Tower. The trading post is operated by Alan and Bart Terness, and their robot, BB (short for Bird Bot).

This is a roleplaying-based encounter where the party has the option of gathering some information from Bart, passing him the plans to send to the Techno Reapers (with whom he is on good terms), and doing a little bit of shopping.

Two high ridges of reddish stone diverge, revealing a dirt road which winds higher up into the mountains into a small rift valley. At the distant end of the rift, a ramshackle radio tower stabs upward next to a fenced in building.

The whitewashed building, likely the remains of a ranger station, sits at the end of a long, grassy fenced in lot. A few trees cluster here and there, partially obscuring the ramshackle radio tower next to the main building. A round, bearded man is puttering about the addition with a wrench and a box of tools. He's cursing loudly at what appears to be a small robot that follows him around like a dog.

Here we have Bart and BB, trying to perform some maintenance on their radio tower. Bart doesn't notice the party at first, until BB pipes up. Bart will greet the characters and any others with them, especially the caravan from Bullshead.

"Hello there! Nice to meet ya'll. I'm Bart, the owner and proprietor of this here trading post and resort lodge. What can I help you with today?"

Before the party gets a chance to say anything, BB pipes up from behind him.

"Hey Bart, I know you like to let your gums flap, but looks like we've got the signal again!"

The Watering Hole

Trade Goods – Infrequent up to 1000 steel.

Services – Cheap Motel Room, Kitchen Meal, and Repairs.

Questions and Answers (choose the best answer that fits a character's questions from below)

- ☛ We're located about 120 miles north of Alamogordo, and we have connections with people in town.
- ☛ The Techno Reapers wanted us to set up a radio tower for their network here, and that's what we're doing. We're having a few technical difficulties.
- ☛ Lana Flame is the Techno Reaper in charge of this project. She speaks very highly of the Steel Disciples – we all hope to build a better future, but we need to be able to communicate.
- ☛ We've been picking up that "Voice of the Southwest" broadcast for about a week now, ever since a huge electrical storm blew through. It can't be more than a couple hundred miles away.
- ☛ Don't really know much about that at this time, ask a different question.

Within moments, the “X Radio – the Voice of the Southwest!” broadcast wafts from a small radio attached to the tower via a network of ratty cables and wires. Bart and BB frantically adjust connections, but the cables don’t react quite like they wanted them to, and the signal is lost in a shower of sparks.

Bart (Master Merchant)

Int 15, Wis 12, Cha 16; Appraise +8, Barter +18, Diplomacy +8, Handle Animal +3, Navigate +6, Sense Motive +8, Survival +12

The information on the adjoining sidebar can be gathered from Alan, Bart, or BB if they are asked questions about general information or the Radio Tower.

Bart also sells trade goods – treat him as a standard wastelands merchant, except that clean water is 50% of the regular price (he is literally situated on an old water pumping station).

If the characters are interested in exploring the radio signal, Bart can help them convert a walkie-talkie into a ham radio. He can also give them a general location to search, which is directly to the west of the Watering Hole.

If they tell Bart about the Radio Tower plans, he’ll offer to take them to the Techno Reapers, which he will do. If so, the characters will gain the reward for completing the mission (see **Conclusion – Voice of the Wasteland**), but will need to finish in Alamogordo.

From this point, the party can either head to Alamogordo (**Encounter 8: Alamogordo**) or try to figure out where the radio station is located (**Encounter 9: Exploring Station X**).

Encounter 8: Alamogordo (SC 2)

The party has arrived at Alamogordo to pass the radio tower plans on to Lana Flame at the Laws and License Office. The Office used to be located in the Space Museum but has since been moved to a modular near the museum on the main road into Alamogordo.

The town of Alamogordo is built around an old aircraft graveyard. A single stone wedge drives into the sky. This aerodynamic structure is the famed Alamogordo Space Museum, which lies in front of several old aircraft hangers abuzz with mercantile activity. The town proper consists of several modular buildings, south of the museum and hangers. A small modular building sits off of the main road in front of the museum. A sign posted in the dirt states, “Law and License Office”. A small line of people along with a few Trans-Gen Mutants form a line outside of what appears to be a ticket booth attached to the building.

Alamogordo

Trade Goods – Infrequent up to 2500 steel.

Services – Everything!!!

Alamogordo is the home to the Techno Reaper faction. Their base is within the old Space Museum that sits at the forefront of the merchant district. The merchant district is within the old aircraft hangers of the aircraft graveyard, which stretches on for miles east of Alamogordo. To the south of the hangers is the civilian district which contains residences, motels, repair shops, and bars.

Alamogordo’s attitudes on Outsiders

Alamogordo citizens tolerate *Ghûls* as many belong to the Techno Reaper faction and serve the public with their knowledge of the past to bring a better future.

Trans-Genetic Mutants are viewed with distrust and they must purchase a day license (100 steel) to enter into the merchant or civilian districts. This license is only good during daylight hours.

Gather Information (General News/Rumors) 1d4 min

- ☛ DC 10: The Techno Reapers are building a communication network, so that they can quickly sent messages to their outposts throughout the wastes.
- ☛ DC 15: The Techno Reapers are building a communication network with the Steel Disciples to the north to create a network of outposts and radio towers for ease of communication between the two allies. However, three factions stand in the way of linking their network: the Mutant Army, the Tribal Nation, and the Vegas Mafia.
- ☛ DC 20: Over the last week, a radio signal has been detected from the northwest by many of the Techno Reapers. The signal is being broadcasted from a highly irradiated area, so it has not been investigated as of yet, but Lana Flame has plans to send some survivors there soon.

The party is expected to seek out Lana Flame at the Law and License ticket booth. The booth is right at the entrance to the city, along the main street – any Techno Reaper guards that the party comes across will guide them to it (in fact, if there are any mutants in the party, they will march the entire group there).

After a few minutes of waiting in line at the Law and License Booth, the characters will see a young fiery haired woman wearing a low cut T-shirt with tight jeans. A name tag denotes her as Lana.

A young lady with fiery red hair, wearing a low cut pink shirt containing an image of herself in a fighting stance with a laser pistol wearing a short purple dress, greets you. “Hello and welcome to Alamogordo! I am Lana Flame, director of the Law and License office. We here at Alamogordo are the brightest Jewel in the wastes – dedicated to preserving technology for the betterment of all. What brings you to our fair town today? Do you need a license or a complimentary copy of our laws?”

Looking into the booth will reveal that Lana Flame (at least according to her nametag, her glossy photo business cards, and the large glamour posters behind her) is something of a narcissist. When she’s given the radio plans, Lana will become somewhat more serious and take the party into a small back room. First, she asks the party to inform her of the situation, then she says:

Lana Flame (Techno Reaper)
Defensive 3/Socialite 6; Human female;
Int 18, Wis 17, Cha 20; Bluff +14, Diplomacy +14, Knowledge (science and technology) +18, Sense Motive +12.

“Thanks for bringing this to me, guys. It appears that you had a difficult time working for the Steel Disciples and getting these plans here. The Techno Reapers thank you for your efforts and will reward you with the amount promised to you by the Disciples. Additionally, for your troubles, we will give you each a hazard pay of 1000 steel.”

For delivering the radio plans to the Techno Reapers, the characters will earn +3% fame with both the Steel Disciples and the Techno Reaper organizations.

If the characters have brought Knight Ash with them, Lana will have her escorted to Saviors Army medical building for treatment. The characters will earn the “Steel Disciple Requirement Quest” to join the advanced class, Steel Disciple Initiate.

Should the characters tell Lana of the Radio Signal, she’ll offer them a job. The Techies haven’t gotten around to exploring the signal region, which happens to be in a radioactive area to the northwest. She will fail to inform the characters of the danger, but you should allow the characters to make a Sense Motive check against Lana’s Bluff check +24 (+14 +10 from Hidden Allegiance) if they ask to.

“We’re aware of the signal, and, in fact, have pin-pointed the locale if you’re interested in exploring this site for us. If you are interested in exploring this site and reporting back, you’ll earn a favor from us. What say you?” She blinks her big brown eyes and makes a pouty lip face.

If the party agrees to go, Lana will give the exact directions to the Station, which is roughly 180 miles to the northwest in the town of El Morra. Also, if there are any Techno Reapers in the party, Lana takes them aside with a *secret mission*.

“You’re a Techno Reaper; I’ve viewed your profile in the database. I have a photographic memory. The “Firm” has authorized me to give a Techno Reaper a secret mission. The Techno Reapers need a better defensive perimeter to battle the threats of the Mafia, Mutant Army, and Tribal Nation to the north, NEMO and the Slavers to the south and west, and god know what’s to the east beyond the psychobots in Roswell. The ability to intercept and jam these groups’ short range radio communications is our goal. The Firm has devised a signal modification chip to be fitted to the broadcast tower through the broadcast board, computer, or server. We need you to sneak it in there and install it. I want as few people to know about this as possible, so try not to let anyone see you. Don’t trust anyone, including your companions, they’ll turn on you like a flock of seagulls on a Taco Crunch wrapper.”

Proceed to **Encounter 9: Exploring Station X**. If they decide not to go or can’t find the station, proceed to **Conclusions**.

Encounter 9: Exploring Station X (SC 3)

Station X is broadcast from a small radio station on the edge of what was once a post-ruin habitation called El Morro. The remains of the ruined valley town are located about 130 miles northwest of Alamogordo. The entire area is part of the Rio Grande valley and is highly irradiated. The radiation is mainly in the valley, so the characters will not feel any effects until they are in the valley itself, the ruins of El Morro and Station X. The characters will gain 25 RADs every 10 minutes that they are within the area of the Radiation. After 30 minutes the characters will need to make a Fortitude save at their level of RAD (see Radiation in the EXS in Chapter 5 under Environmental Dangers). Repeat the Radiation Fortitude saving throw every 30 minutes, until the characters leave the area, then resort to their level of RAD to determine the next saving throw. The maximum RAD the characters can receive from this encounter is 1000 RAD (moderate-high). It is possible that unprepared characters will perish from the effects of Radiation due to Constitution loss. If this happens, they will not rise as a *Ghūl* as this is only possible through Radiation levels of Deadly (8000+ RAD).

The ground drops away into an incredibly wide, broad river valley. Grasses and scrub dot the parched soil in little tufts of green, yellow, and brown, spreading over rocky bluffs and flats that rise up into higher ground along the horizon. Some signs of former habitation are obvious on the flats on the far side of the valley. Skeletal, burnt-out buildings and foundations are here and there, the sprawling remains of a pre-catastrophe town once built on the valley walls. On a plateau near the valley crest lays a rusted radio tower reaching toward the heavens. The shape of a building is next to the tower.

The building and tower is Station X. It was recently struck by lightning, which reactivated the back-up power source and the janitobots (mop and sweep bots). The broadcast tower was discovered by Marcus, an old *Ghūl* that has been wandering the wasteland looking for a purpose. Marcus had worked at a nuclear plant as an engineer for 45 years when the bombs dropped; some 30 years later (putting him into his 90s) he continues to tinker, just now with this preserved radio station.

It will take the characters roughly 30 minutes on foot to reach the tower. Read the following when the characters arrive on the plateau:

The high rusted tower is anchored in the middle of the plateau, sitting next to a very well-preserved building. The building is a low, one-story affair with white-paneled walls and the remains of mirrored windows covering much of its façade. A double glass doorway is the most damaged part of the entire place. However, no broken glass lies in the entryway.

When the power was restored from the lightning strike to the tower, the janitobots cleaned the area. Allow the characters to make a Spot DC 12 check to notice a tiny-sized canister looking robot streak across the floor, leaving a trail of dampness behind, and dart into a crevice in the wall.

Station X's Layout

This is a relatively small building with only a couple of rooms. The first room on passing inside is a reception room. Adjoining this is a washroom. Further in is the studio and a small office.

Reception Room

Upon entry, you see that a reception desk is built directly into the wall, barring a direct path through an open doorway, leading deeper into the building. Several chairs sit around a low table covered with scraps of old magazines, next to the front windows. There's a closed door marked 'washroom' to the right.

There is not much to find here, except for an old mutilated copy of Firearms and Ammunition, all of the articles have been cut out, leaving only pre-Exodus advertisements.

The Washroom

"Water closet" is the perfect description for this room. Like thousands others like it, it's a small, cramped chamber containing only a toilet, a mirror, and a sink with a broken soap dispenser. A yellowed paper, with 'out of order' written on it, is taped to the dispenser.

The janitobots are stationed here. The sweepbot is sitting dormant, hooked up to a port charger, while the mopbot is refilling its water supply through a special tap attached to the bottom of the sink. The character can clepto these, but it will anger Marcus; he like his station clean.

The Office

This is located through the doorway past the counter in the reception room. The counter itself can be swung out easily to allow access to the area past it.

The room is small, cramped, and dark. Two desks sit back to back in the middle of the room. Windows run along the back wall, but the view is blocked with venetian blinds. A large window, next to a door, is on right wall looking into the Studio.

There is nothing to be found here. Marcus has cleaned it up and used most of the filed paperwork as toilet tissue.

The Studio

The studio is through the office in an enclosed room. The door leading into it is clearly marked, and several tattered posters for long-dead bands are plastered around it. Just as the characters approach the door or window, the speakers in the Office and Reception rooms crackle and begin sounding.

“This is Station X – the Voice of the Southwest! Did everyone out there enjoy the instrumental jazz styling of Jennie Gee. Next up on your all request hour, Fozzy Fosborne with Bark at the Loons; but first, a brief announcement from one of our sponsors.”

“Are you called crater face? Do you have more whiteheads than face? Then STP (Snap that Pimple) is the cure for you! Just a dab on your entire face, and then you’ll be living like a rockstar! Warning: May cause oral irritation, nosebleed, gum disease, oily skin, pink eye, vomiting, blurry vision, bloating, gastric discharge, athlete’s foot, and anal itching. If you’re affected by four or more of these side effects, discontinue use, and see a doctor.”

“Now back to your all request hour...”

The music will continue for roughly 10 minutes, before stopping. If the party enters into the studio or peers through the window, read the following:

A large control station sits opposite of the door and window. Several lights of multiple hues blink on and off. Lying on the floor, in a one piece blue jumpsuit, is a man under the control panel next to a Snapper Mini-Toolkit and a crowbar.

Marcus is unaware of the characters entrance into the station. If they make him aware, he’ll be startled and will grab the crowbar and take a defensive stance with it, shouting all sort of threatening (dated) remarks at them. Marcus’ bark is worse than his bite, and he can be calmed down with a Diplomacy or Intimidate DC 15 skill check (add +2 to the roll for each *Ghūl* in the party). Once he is calmed down, he’ll ask the humans (smoothskins) what in the hell they are doing in a radioactive location. Should they tell Marcus, he’ll tell them he found the station about a year ago and was living in it when it was hit by lightning, creating a surge of power, restoring a backup generator and bringing the station online. Using his engineering skill he created a recycling generator out of the existing one, utilizing the radiation of the area as a permanent source of power to keep the building and tower operational.

If the characters ask to take a look at the control panel, he’ll be wary about letting them, since he just got it operational enough to broadcast for 30 minutes at a time. Should one offer to assist in repairs, Marcus will let them take a look at it. This should be enough time for a Techno Reaper with the signal modification chip to install it. Installing the chip requires a Repair DC 15 skill check. Additionally, if the characters want to fix the signal permanently, with no interruptions, they can attempt to fix the control panel and tower connection, which is the problem, this requires a Repair DC 30 check with 2.5 hours of work.

If the characters report back to Alamogordo proceed to **Conclusions**.

Conclusions

The party may have several conclusions based on their actions they took in the adventure. Read all of the conclusions that apply to the party actions or individual actions.

Mafia Sell Out

The party has sold the Steel Disciples' radio tower plans to the Vegas Mafia.

Before leaving Vegas, you decided that the best course of action was to sell out the Steel Disciples. Selling the communication plans to Frankie Dunn an independent, known Made Man, you were paid handsomely and noticed by Frankie.

The party gains +3 fame in Vegas Mafia and Frankie's Favor on their OPS logs.

Captured by the Mafia

The party has been captured by the Vegas Mafia and imprisoned.

While attempting to flee Vegas after the ambush on the Steel Disciples on the strip, you were captured. There is no trial and no jury. The Mafia goons simply dragged you into a small cell, stripped your equipment, and left you there for a day. After this, you were blindfolded and marched out into a work compound or sold into slavery.

All of the characters that have been captured are sold into slavery as detailed by gender and race. Each character earns +2% infamy in Vegas Mafia. Additionally, all of the characters will earn a slavery mark — a tattoo on a visible spot on the character — to denote what faction owns the slave. Allow each character to make up a slaver tattoo, along with the name of the slaver, and note it in on the Log under play notes.

- Human Male characters are sold into a slave labor camp, excavating ruins in the wasteland, and are under watch at all times.
- Human Female characters are sold to a raider brothel somewhere in northern Mexico.
- Ghul characters are put to work in Vegas under the Mario Brothers, as their skill set best fits them.
- Trans-Genetic Mutants are put to work in heavy labor camps in the Junkyard or are used as test subjects in experimental drug programs.

The characters can escape from slavery by spending 60 Time Units. Record this on the Scenario Log.

Red Lightning Sell Out

The party has sold the Steel Disciples radio tower plans to the Red Lightning Mercenary Company.

News spreads across the wasteland that Lightning Mac and his crew of Mercenaries has saved the day by delivering communication plans from the Steel Disciples to the Techno Reapers, so that a communication network can be established in the southwest. Additionally, Mac discovered a radio tower, liberating it from raiders, and giving it to the Techno Reapers as a show of good will in helping out with the communication network.

Of course most of this is not true, but rumor spreads fast in the wasteland. The party gains +2% infamy in Steel Disciples for not completing their objective of getting the plans to Lana Flame.

The Plans Delivered

The party has delivered the Steel Disciples radio tower plans to the Techno Reapers, either at the Watering Hole (through Bart) or in Alamogordo (with Lana Flame).

After a long trek across the southern wasteland from Vegas, you have completed your objective of successfully delivering the Steel Disciples radio tower plans to the Techno Reapers. You have earned the respect of both organizations.

The party gains a +3% fame bonus with both the Steel Disciples and the Techno Reapers. If the characters left from The Watering Hole, they must still go to Alamogordo to get paid for the job and collect hazard pay from Lana Flame.

Fallen Knight

The party has saved the life of Knight Ash by either healing her concussion, or by getting her to Alamogordo to get proper medical care.

Knight Ash thanks you for saving her life in Vegas and offers to sponsor you, should you ever want to join the Steel Disciples as an Initiate in their order.

The characters earn the Steel Disciple Initiate “Quest Requirement” as denoted on their OPS Log.

Voice of the Wasteland

The party has been hired to go to Station X and returns to Alamogordo to report on the outcome to the Techno Reapers.

Upon your return to Alamogordo, you are escorted to Lana Flame, who asks you the details of the Radio Signal. After what seems like a grueling session of questions and answers, she seems extremely pleased by the outcome. “Good job! This was some fantastic work. It looks like we can put our *Ghūl* operatives to work on this job and get a network up and running within just a few weeks. Thank you so much for your help, you’ll always be welcome in Alamogordo. Now go see our doctors and they’ll treat your radiation poisoning.”

The party gains a +2% fame bonus with the Techno Reapers. If the characters successfully repaired the radio station, they’ll also earn the Favor of the Techies on their OPS logs.

Secret Agent Man

A Techno Reaper character has installed a signal modification chip on the broadcast panel of Station X after being given a secret agenda to complete.

Upon return to Alamogordo, you are quickly approached by Lana Flame. She seems extremely pleased with your work. “Good job! You’ll go far as a Techie if you keep this up. Take this as a token of the “Firms” appreciation.” Lana hands you a pink laser pistol with images of herself embossed in the handle.

The individual character completing this mission gains +3% fame with the Techno Reapers and is rewarded with a Mega-Watz 1000 Laser Pistol (write in acquired items on the character’s log).

Station X

The characters have found Station X on their own accord, without being hired by the Techno Reapers.

You have found a glowing stone in the radioactive pool of the wasteland. Station X is indeed a gem that could benefit anyone that can get a squad of *Ghūls* to man the location. Too bad you don’t know any contacts in that field, or do you?

The characters can sell this information to any one of the following organizations to gain 250 steel each and earn +1% fame (Children of the Apocalypse, NEMO, Slavers Union, Steel Disciples, Techno Reapers, Vegas Mafia). Attempts to sell it to a second party result in the character earning +1% infamy in that organization.

The End...

Experience

Experience is divided into three categories: combat, skill, and role-playing, as denoted below. First, determine the character's APL as it will be important to calculate Combat XP. Second, add all XP earned together and divide by the number of characters to get each character's earned XP. Record their earned XP upon their OPS Certificate Log.

Average Party Level (APL): To determine APL, add together all of the player character levels, including any animal's CR (that is not an Advanced Class feature) or NPCs that are aiding the characters and then divide by the number of characters, assisting creatures, and NPCs to determine the APL of the group. APL plays a factor in the amount of Combat XP earned and represents the challenge presented by the group.

CEL (Combat Encounter Level)

Combat XP = CEL (plus/minus difference of APL) times total HP of the creatures or NPCs

SC (Skill Challenge)

Skill XP = 250 times SC

RP (Role-Playing)

Conclusion and Story Rewards

Experience		
Combat Encounter (CEL)	Achievements	XP Earned
Knight by Night	Defeating the Mafia Goons	5 (+/- APL) x 124
Corruption in the Ranks	Defeating the Frankie's Gooks	5 (+/- APL) x 124
A Skirmish in New Mexico	Defeating the Mutants	6 (+/- APL) x 120
Skill Challenges (SC)	Achievements	XP Earned
Introduction	News and Rumors from the Steel Disciples (gather information)	250-500
Onward to Vegas	Fiddling with the Radio (knowledge: technology)	250-500
Arrival at Vegas	News and Rumors (gather information)	500-1000
A Mafia Hit	Noticing the gang members (spot)	250
A Mafia Hit	Identifying the gang members (knowledge: underworld)	500
A Mafia Hit	Locating the sniper attack point (spot)	1000
Knight by Night	Learning of the outcome of the Steel Disciple/Vegas Mafia fight (gather information)	500
Knight by Night	Successfully talking Goons out of the fight (bribe, diplomacy, or intimidate)	250-500
Knight by Night	Tracking Kristoff to Godiva's (survival)	500
Repo Men	Convince Hank for access to vehicles (bluff, diplomacy)	500
Repo Men	Disarm Explosives on vehicles (demolitions)	500
Repo Men	Hotwire vehicles (repair)	250
Corruption in the Ranks	Seeking out the Mafia to escape Vegas (bluff, diplomacy, gather information)	250
Into the Wilderness	Successfully Navigating to Alamogordo without getting lost (navigate)	750
Into the Wilderness	Finding Shelter in the Storm (survival)	250
A Skirmish in New Mexico	Pinpointing the location of Station X (knowledge: science or technology)	500-750
Alamogordo	News and Rumors from Alamogordo (gather information)	250-500
Station X	Calming down Marcus (diplomacy or intimidate)	250
Station X	Installing Techno-Reaper signal modification chip (repair)	250
Station X	Fixing the control panel and tower connection interface (repair)	1000

Role Playing (RP)		Achievements
Introduction	Getting to know your Disciples	50
A Mafia Hit	Rescuing Knight Ash	200
Escaping Vegas	Escaping from Vegas	500
Caravan Hopping	Interacting with the Black Widows and catching a free ride	100
A Skirmish in New Mexico	Aiding the Red Lightning Mercs	100
Watering Hole	Interacting with Bart about Station X	50
Alamogordo	Interacting with Lana Flame	50
Station X	Interacting with Marcus	50
Conclusion:	The Plans Delivered	1000
Conclusion:	Voice of the Wasteland	1000
Conclusion:	Secret Agent Man (Techno-Reaper award only)	100
Divide by the number of players for each player's total EXP		
Time Units Spent: the number of days spent in the adventure.		

Reputation

Reputation is gained through the actions of the characters as a group or a single character during the scenario. Each character earns either fame or infamy in the Reputation category as defined by the actions listed below. Record all of the results on the Scenario Log.

Selling the Plans to Mafia: +3% fame Vegas Mafia

Refusing the Black Widows Offer: +1% infamy Black Widows

Selling Plans to Lightning Mac: +2% fame Red Lightning Mercenaries, +2% infamy Steel Disciples

Betraying Lightning Mac: +3% infamy Red Lightning Mercenaries (cancels out the Sell fame/infamy)

Delivering the Plans: +3% fame Steel Disciples and Techno Reapers

Captured by the Mafia: +2% infamy Vegas Mafia

Voice of the Wasteland: +2% fame Techno Reapers

Secret Agent Man: +3% fame Techno Reapers

Station X: +1% fame or infamy (Children of the Apocalypse, NEMO, Slavers Union, Steel Disciples, Techno Reapers, or Vegas Mafia)

Treasure

To determine the amount of treasure (loot and coin) that a character earns, consult the results below for items and add up the coin earned from the encounters in which the character participated. A chart of potential coin earned is included below for quick reference. Allow the players to determine the items that they are keeping and those they are selling. Only one player can attain items with a quantity of (1), and it is up to the players to determine who gets the item without in-character fighting. A common method to determine who gets a disputed item is a dice roll off; or one of the characters adding the sell value to the coin earned that is split amongst the other characters. Selling items is broken up into three categories below with a base sell price (1/2 cost) and two barter categories (5% and 10%).

All Rare, Very Rare, and Unique scarcity items are no longer listed on the certificate. These items are entered under the acquired items, just as acquiring normal scarcity items unless otherwise noted by the treasure entry

Encounter	Maximum Attainable Coin
Introduction	Up to 500 steel each
Corruption in the Ranks	1000/1250 steel
Alamogordo	1000 steel each

Equipment	Sell Value (individual)	Sell Value (total)	Barter DC 20	Barter DC 25
7.62 ammo (100 rounds)	4	400	+5%	+10%
M60 LMG 7.62		2250		
MW 1000 Laser Pistol		3000		
Various Goon Melee weapons	Varies			
Dune Buggy		10000		
Sledge Hammer (2)	60	120		
Trans-Gen Mutant Armor (3)	500	1500		
Total				

Certificate Entries

Frankie's Favor: By performing a service for Frankie Dunn, you have gained the recognition of a Made Man in the Vegas Mafia. If you get into trouble in Vegas, Frankie will vouch for your action clearing your name, once. Additionally, the character has earned 30% fame recognition towards the Made Man requirement of any family. Cross off this favor when used.

Dune Buggy: You have "acquired or liberated" a Steel Disciple Dune Buggy and the Disciples know you have taken their property. While in possession of the Dune Buggy, you gain +30% infamy in Steel Disciples unless the vehicle is returned to the Steel Disciple organization, at which time the infamy is removed. If the vehicle is sold you still retain the infamy but it is reduced to +20% instead.

Sold into Slavery: You have been sold into slavery by the Vegas Mafia. However, after 60 days of slaving, you managed to escape to freedom. You have no equipment or money and cannot spend TU to earn money until at least one scenario is played. Additionally, you have been branded with a slavery mark (a brand or tattoo) either on your forearm or face.

Steel Disciple Initiate "Quest Requirement": Knight Ash has offered to sponsor your Initiation into the Steel Disciples. By using this Reward, you meet the "quest requirements" of the Steel Disciple Initiate advanced class, and must travel to Wendover, Nevada and spend 60 time units reflecting upon your training after taking your first level in this advanced class.