

Who's afraid of the Big Bad..?

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Dubois, Wy

The town has an approximate year-round population of 500 persons. The average annual snowfall in town is 13 inches, the rainfall 9 inches. The average temperature in January is 35 degrees F, 79 degrees in July. In addition, the area enjoys about 300 days of sunshine each year.

Located 50 miles from Grand Teton National Park and 80 miles from the south entrance to Yellowstone National Park, Dubois was an easy access and home base for the park's visitors. Badlands stretch for miles around Dubois, The beautiful variegated colors provide the visitor with numerous vistas. The isolation of the badlands attracted the adventurous spirit since the days of Butch Cassidy.

Dubois History:

Millions of years passed and the valley was completed - built by the many forces of nature. On one side were the brilliantly colored badlands that still hold fossil shellfish that lived when these cliffs were an ocean bed. On the other side were the tumbled rocks and gravel left by glaciers that carved deep canyons through the mountains. On all sides were the mountains-lava and limestone rising toward the granite of the highest peaks.

The upper valley of the Wind River became the hunting grounds of the Crow Indians. The Shoshones from the south and Blackfeet from the northwest disputed the ownership in sharp battles with the Crow. The Astorians, in 1811, plodded up the valley and went through Union Pass on their way to Oregon. Later Kit Carson, Jim Bridger, Captain Bonneville, and countless less famed trappers sought the precious beaver here.

Then, about 1866, the first family arrived in a wagon from Iowa to build a log cabin ten miles up the river from present Dubois. Slowly others came. They trapped and hunted. They gathered wild horses. They harvested wild hay. They raised cattle and children. Finally, the first "business house" opened in what is now Dubois. As in most western settlements, it began with a saloon followed by a general store. The mountains, streams and lakes around Dubois were already named.

Ramshorn Peak had looked like a ram horn to an early trapper. An old timer had a still and a cache of whiskey on the mountain south of town and it became Whiskey Mountain. An Indian guide named Togwotee, who's name came from pinpoint accuracy with a feathered spear in the game "bulleye", gave his name to the pass over which a highway now leads to Jackson Hole. General Phil Sheridan, on a reconnaissance through Indian country, left his name on Sheridan Creek and Sheridan Pass. Changes have come to the Upper Wind River Valley, Jim Bridger and Kit Carson seeing it now would doubt their senses. In their days there were no ranches, pleasant homes, paved highways, fences, electric lights, schools, motels and restaurants. But still they would know the land where they once explored, trapped and hid from Blackfeet war parties.

The moose, elk and deer are still here. There are beaver in the creeks, mountain sheep still play on the high peaks and always the river runs its course, year after year, fed by unfailing crystal clear creeks. All the years that have seen Indians, trappers, settlers and tourists take their turn in the valley have made no changes in the everlasting wonder and beauty of the mountains. Today they still guard and shelter Dubois.

The town's major employers were its schools, Wyoming Transportation Department, and the U.S. Forest Service. Dubois had an elementary, middle and high school, a pre-school and two day-care centers. The Medical Clinic is staffed by a physician's assistant on a daily basis, as well as by a dentist. The town operated an airport with a 6,100-foot asphalt runway that could accomodate small planes.

Services were abundant in Dubois. The town and its surrounding area had dozens of motels, guest ranches and bed and breakfasts, offering visitors a wide range of accommodations throughout the year. It was also served by a number of eating establishments with diverse menus at reasonable prices and boasted a number of stores specializing in Western arts and crafts, and sportswear and equipment.

Antelope, deer, elk, moose, bear, mountain lion, and bighorn sheep abound in the valleys and surrounding mountains. Camping, horseback riding and pack trips were offered by area guest ranches and outfitters, providing an educational and fun experience. Big game hunting is another popular activity with locals today as well as in earlier times. For the angler, variety and excellence describe the fishing in the lakes and streams in the Dubois area. But only with the proper permits. Llamas had been introduced by one of the guest ranches in the area, as pack animals. Llamas are remarkably gentle, sure footed creatures native to the Andes Mountains of South America where they have been domesticated for use as pack animals for 6,000 years. The average llama weighs 350 lbs and is capable of carrying 65 to 100 pounds for many miles. These graceful creatures have a low impact on the environment, having padded, doglike feet, and they forage like deer.

The Absaroka Ranch

Is located 16 miles northwest of Dubois, Wyoming, on the slopes of the Absaroka mountain range, overlooking the immense Dunoir Valley. Wildlife abounds here - elk, deer, moose, bighorn sheep, bear, eagles, beaver, and badger. The valley is surrounded by Wilderness, offering the peace and solitude that is rare to find in the West today. This area is unspoiled and unchanged. Owned and operated by the Betts family since its inception, it remains a haven, with a catch.

At an elevation of 8,000 feet, the ranch enjoys one of the most delightful spring, summer, and fall climates to be found anywhere. The air is crisp, the nights cool, and the days pleasantly warm. This was a small guest ranch accommodating no more than 18 guests at a time.

Snow - capped peaks, lush alpine forests and meadows, rolling, sage-covered hills, secluded lakes and streams, wildflowers, wildlife. This added to the ranch's beautifully rustic, sap-stained barns, cabins, and main lodge made a stay at the Absaroka Ranch one of those once-in-a-lifetime vacations for everyone. Meals are served family style in the main lodge. Cooking is gourmet quality with the freshest ingredients, always delicious.

There is a place in Northwestern Wyoming to the Northeast of Jackson Hole and adjacent to Yellowstone National Park that is the largest intact Wilderness area in the lower 48 States. By virtue of the Wilderness Act of 1964 this area had been set aside as a place where the only possible means of transportation within are by foot or upon a horse. There were no permanent structures allowed. You came and went leaving nothing, save the matted earth where you lay down the night before and the dampened campfire.

This is special country, home of many of the great mountain ranges of the West: the Tetons, the Wind Rivers, and the Absarokas. The scenery is nothing less than spectacular - crystal clear mountain streams, awesome snow - capped peaks, cool green river valleys, lush alpine forests.

Riding in search of wildlife: deer, elk, moose, bighorn sheep, trumpeter swans, eagles, bear, beaver; and riding upon the grandest of high country, the Continental Divide; hiking into a patch of Rocky Mountain wildflowers as multi-colored as an artist's palette; fishing for cutthroat, brook, and rainbow trout in the cool, dark holes of the nearby river or creek. This is the land of many famous Mountain Men and many Indian tribes - an America past.

When the war happened there were no guests at the ranch. Times being what they were there just didn't seem to be much use in dudeing it out. The fire in the park the previous year had also put a large damper on things. As they were already prepared for a long isolated winter, and the abundant natural resources in the area, supported them very well. They hunkered down and prepared for the worse. Their prime location and resources allowed the first Nuclear winter to brush past with barely a ripple. Over the years they learned to cope with all manner of problems, first the crazies, and ravagers, later the changes in the climate. They developed a shoot first and ask questions later approach. As time went by they learned to work with and support Dubois, and also they either bought out or "acquired" the other smaller ranches in the area. At this time there are only two large ranches in the area, the other outlined below.

T Cross Ranch

The outside world is all but forgotten once you enter the T-Cross gate and gaze upon the incredible granite spires of the Absoroka Mountain range. Guests step back in time on this piece of history which lies in a secluded meadow completely surrounded by the spectacular Shoshoni National Forest - the oldest and first national forest in the U.S.

T Cross was homesteaded in the late 1800's by a fugitive from the Johnson County Cattle Wars and had been operated as dude ranch since 1920, by the O'Neal family. The Main Lodge and cabins were gradually hand crafted by Tiebacks from the ranches own lodge-pole pine. Unique in its authenticity, T Cross remains a true vision of the Frontier West

Fishing was a popular pastime on picturesque Horse Creek, which winds through T Cross. There is an ongoing fish habitat improvement program, and fish farm, and currently there is a healthy population of Rainbow Trout as well as Brook Trout, Cutthroat Trout and an occasional Mountain White Fish. However, occasionally fish are kept for breakfast or dinner enjoyment. A fishing license is required and may be purchased at the ranch.

Situation:

As these are the largest ranches and most wealthy, their voices can be heard, very far and quite well. Theirs' are also the largest and best armed security forces in the area. They enjoy an almost complete monopoly on all domesticated animals, fish, wool and leather products in the area. There are a number of smaller subsistence level farms in the area, but they don't have any of the influence these do.

The only things that keep these ranches from ruling completely is the abundant natural resources of the area. The presence of the breeders in nearby Yellowstone Park, and a new threat from wolves, which also limits their control.

As they are a signatory to the Casper State constitution they must follow its laws, but; their somewhat isolated location grants them special consideration. There is an RTO Tower in Dubois, but as it is controlled by a member of the O'Neal family, information tends to be unofficially censored. As the Garrison commander is a member of the Betts family, the control of this area is assured. Its not that these people are despots, its just that you take care of family a little better than everyone else. It is interesting to note that a local cottage industry, is the raising of attractive looking sons and daughters so that they can marry into one of these families.

Enter into this situation the following problems:

A group of miners have petitioned the CCF to allow placer mining in the potentially wealthy areas to be found in this area. Under tacit approval, they have come into the area with high hopes. Those were summarily dashed by the local government and the O'Neal and Betts families. Until a local referendum, on the matter, they are restricted to panning for their gold. This hasn't improved the situation much. At first they were going out alone or in small groups, but the recent disappearance of some of them has the rest spooked. The denial on the part of the locals in the disappearances, has only fueled the fire. The locals, not surprisingly are not too worried about this, and see it as a possible solution to their problem.

The last three winters have been real hard on this area. Many of the game animals, typically used to help support the local populations, have been in short supply. This in conjunction with an increased level of raids from the ravagers (Breeders) in Yellowstone, have limited the ability of the common folks to resist their lords and masters. The situation is volatile to say the least. A scapegoat is way over due.

As things would have it, one just wandered into the situation. In an unlikely form to be sure, but as they say, any port in a storm.

A pack of Wolfen, (see below) has entered the area. They normally kept to the very high mountain areas in the park, and were unknown to everyone. They have also been injured by the harsh winters and have come down looking for better hunting grounds. The first thing they had to do was eliminate all the other natural predators in the area. They have done this quite well.

There have been almost no sightings of mountain lions in the area in the last few months. This hasn't gone unnoticed, but the locals have been busy with other things. The sightings of Dire Wolves increased, as these creatures are attempting to move on before they become the next victims of their lupine superiors. Blessed with high intelligence and large size they still don't stand a chance with these master hunters.

The next thing they had to establish was; who were these primitive two legged prey? What were they doing digging in the ground? Were they any good to eat? The answers to these questions have been learned and the Wolfen have developed a taste for the finer things.

The pack matriarchs have decided that this prey is quite tasty, but has the potential to be dangerous. Pack lore has it that the "Kind" suffered in the past from these creatures. The consumption of these will be done very carefully, as to not arouse their suspicions.

Several prize animals have been taken as a result. This has roused the humans' anger and made anything that looks like a wolf, a target. This has resulted in the systematic extermination of the Dire Wolves. Now this is not a problem to the "Kind" as they were rivals in the food chain. All this stumping around in the woods by the humans has, however, put the "Kind" on alert.

Stalker of Elk, is a member of the Cherokee nation and moved into this area about 30 years ago, to avoid the angry father of a young girl, he "knew" quite well. As such he carries with him the verbal legends and history of his people. He knows something about what the people are up against. He has gone to ground, at his little ranch and has started staking out as many animals as he can afford to, and has left "offerings" to the wolf gods. If properly approached at his small farm, he will relate this information. Otherwise, he will let things progress as they will. He knows the following:

They can see two looks ahead. **(+5 to initiative)**

They can hear a cloud pass before the moon. **(sub-sonic hearing)**

They can kill you before the scream leaves your throat. **(1/2 str + 4/50lbs of body weight)**

They can see fear, and smell lies. **(hyper-acute hearing and thermal sight)**

Theirs is a more finished culture, more complete. **(genius human level intelligence)**

Use of tools, or mechanisms indicates a primitive mind, and weakness.

In their world there are no lies, no suspicion.

In their eyes, man is the primitive beast.

We exist to feed their needs.

Move between the tick and the tock.

Can move unseen. **(+25% hide, and +45% move silently)**

In any tense situation, someone is going to screw up. And it happens three days before the team rolls into Dubois.

The Tapert family had a small farm/sheep ranch about ten miles south of Dubois. Theirs was a small operation, just a little beyond the subsistence level of their neighbors. This was due in part to the marriage of Becky and Jeff. Becky was a member of the O'neal family, and it was considered a miracle, that old Jeff managed to land her. Jeff was a simple farmer who'd inherited the ranch after his dad's death three years ago. The younger siblings and ranch hands, accepted this as they had accepted everything else in their lives.

Jeff had met Becky at a barn raising last year, and it was love at first sight. The beautiful and haughty land barons' daughter was immediately smitten, and thereafter took every opportunity to visit the handsome young farmer. Jeff, had no idea what was going on, until he was forthrightly asked when he was going to propose to her. Becky had always been assertive but this surprised everyone, not to mention poor Jeff. His reluctance to commit, had many folks in the area, puzzled, but highly amused. The direct intervention of Charlie O'neal, the clan patriarch, finally settled the matter. Never what folks would consider a diplomat, Charlie quietly informed Jeff that he'd better go or get off the pot. Considering the alternatives, Jeff went.

The wedding was, for this area and time a lavish affair. The newlyweds were deeply devoted to each other, and folks generally agreed that motherhood was a good thing for Becky. She really mellowed out and started to fly right. The next year was good, all things considered, for this small family and farm. That was until three days ago...

Jeff, Becky and Jeff's younger brother Elmer were out checking the families trap lines, when they found a surprise. The badly mauled and mostly consumed body of an adult mountain lion. This was a large shock to the group as they couldn't figure out what would and could, do that much damage to an animal that large. They also discovered their trap lines to be completely empty. The traps had been sprung, but with the exception of some blood and small bits of fur, no animals were to be found.

As they were at the end of their lines, and re-setting them had taken a lot of time, they decided to rest up in one of the many old cabins, in the area. Finding one of sufficient quality, they bedded down for the night. They were awakened by the screams of their horses outside. Jeff and Elmer went to check it out. Elmer was the only survivor. Both Jeff and later Becky were taken off into the woods. The only traces that remain of them are several large bloodstains and some shredded clothing.

Elmer, upon wandering back out of the woods has the following to relate.

We was out checking traps and had stopped for the night.
About moon-rise, they were awakened by the horses screaming.
They saw two of the horses down, bleeding, and moved up to find out what happened.
Something large, black and fast knocked Jeff to the ground and unconscious.
When he woke up, Jeff, Becky and the horses were gone.
He tried to track them but after about three hours, decided to go for help.
He saw, what looked like wolf tracks, but they way too small.
He doesn't know why he's still alive. (he has Cancer and wasn't considered good dinner material)
Its taken him three days to wander back in, where he was picked up by a patrol.

What really happened: A pack of Dire wolves moved in and went after the horses. They were being stalked by a pack of Wolfen, who were quite miffed that the Dires had the temerity to move in on their territory. Upon the arrival of the Wolfen, the Dires, quite smartly took their dinner and ran.

The Wolfen attack on Jeff and Elmer was in part due to self-defense. Jeff spotted one of them and opened fire. He missed but his aggression triggered the hunting instinct and truly pissed off the Alpha in charge. He and later Becky didn't stand a chance. Elmer was excluded and forgotten as he had been knocked out early in the fight. When he was noticed, the pack Alpha decided that he wasn't worth the time to kill and eat. He has a Cancer which has metastasized into his major organs. He has about a month left to live.

The team, which was sent up here to assist with the assembly of a new radio tower, is suddenly caught up in the middle of this war. The odds are definitely against the Wolfen, but they have the advantage of surprise, intelligence, and knowledge of the terrain.

Charlie O'neal and Skip Betts are organizing a huge wolf hunt. Using their influence they are about to go out en masse against any four legged dog lookin animal. This is an all out war. Unfortunately for them, the Wolfen packs see it the same way.

There are currently about 5 packs in the area. This makes their numbers of combatants at about 60. Adding to this is the continued presence of the Dire Wolves who are merely trying to get the hell out. There are about four packs of these giants, with about 30 combatants.

All this with humans running around with guns, scared to death. The situation is about to get real ugly. With any casualty on any side, the stakes will escalate. The Wolfen won't leave as they are sure that they are in control of the situation, the same as with the humans. The Dires just want out, but are not adverse to getting a little dinner to go, so to speak.

Enter our Heroes...

NAME: Wolfen

TYPE: Mutant Wolf

LOCATIONS: All

NUMBER: 12-24 with approximately ½ of the pack as juveniles, or non-combatants.

ST/CN: 12-18

DX/ACC: 16-20

SP/BP: 244 -424

ARMOR CLASS: 1

H&M: 12-14 special see below.

ATTACKS: per movement score,

Type of Attacks: bowl over, claw, claw, bite; will attempt to bowl over, or incapacitate first, then close in for the kill.

SPECIAL ATTRIBUTES: Jaws are incredibly strong ½ str +4/50lbs of body weight. Thermal vision, sub-sonic hearing, exceptional sense of smell, +45% to move silent, +30% to tracking, +25% to hide, sound mimicry.

DESCRIPTION: Large Wolf, with intelligence rivaling and in some ways exceeding that of man.

Notes: These are an ancient breed/mutation of wolves. They are incredibly intelligent with a culture and history all their own. They existed alongside primitive man, and the native American peoples. They hunt for food, but will kill for protection, or territory. Legends state the following:

They can see two looks ahead.

They can hear a cloud pass before the moon.

They can kill you before the scream leaves your throat.

They can see fear, and smell lies.

Theirs is a more finished culture, more complete.

Use of tools, or mechanisms indicates a primitive mind, and weakness.

In their world there are no lies, no suspicion.

In their eyes, man is the primitive beast.

We exist to feed their needs.

Move between the tick and the tock.

Can move unseen.

They always existed among man, but after the war; their numbers have greatly increased. They don't normally breed out side of their species but there are a few exceptions. This may have contributed to the increase of intelligence in the Timber/Dire wolves. Life-span approximately 30 years. Can mimic sounds they've heard with about 75% accuracy. This is very useful when decoying prey.

Special Note: The existence and use in your campaign of psionics is a question all P.D.'s have to answer. If you do use them in your campaign, I recommend that they be made available to these creatures. With the incorporation of psi skills, this makes them a truly formidable opponent.

Basic Attributes: 4D6 minus 4

Movement: Dependent on Dexterity.

0 - 4	-----1
5 - 8	-----2
9 - 13	-----3
14 - 18	-----4
19 - 20	-----5

Maximum Weight for 5_, 4_, 3_, 2_, 1_, see conventions sheet.

Skill Points: Add all Basic Attributes and multiply by Age Group, see conventions sheet.

sex, hair, eyes, is determined by pd, starting age is 3D10 years.

Weight is determined by multiplying Str X Con - 50lbs.

1/2 Strength and 1/4 strength are self-explanatory.

Structure Points/Blood Points: Strength X Constitution + 100 = SP/BP

Area Hit Points

1 - 3 = SP/BP X .06	4 - 9 = SP/BP X .38 /6	10 - 11 = SP/BP X .01
12 = SP/BP X .01	13 - 14 = SP/BP X .08	15 - 16 = SP/BP X .01
17 - 18 = SP/BP X .05	19 - 20 = SP/BP X .04	21 - 22 = SP/BP X .01
23 - 24 = SP/BP X .02	25 - 26 = SP/BP X .01	27 - 28 = SP/BP X .02
29 - 30 = SP/BP X .01		

SKILL POINTS: based on Age group.

AGE:	Group	Formula: All basic attributes added together X Age group = Skill Points.
3 - 10	1	
11 - 20	2	
21 - 30	3	

All points on 1-1 Basis.

No starting Skill Above 80%.

Maximum Weight Carried: Strength X 4 in kg.

Maximum Weight for 5 Moves: Str X 4/16

Maximum Weight for 4 Moves: Str X 4/8

Maximum Weight for 3 Moves: Str X 4/4

Maximum Weight for 2 Moves: Str X 4/2

Maximum Weight for 1 Move: Str X 4

Basic Stat Modifiers:

	8 - 12	13 - 17	18 +
Strength	-	+5	+10
Dexterity	-	+5	+10
Intelligence	-	+5	+10

Strength Modifies: climb, swim, jump, hand to hand,

Dexterity Modifies: move silently, stalking,

Intelligence Modifies: mark territory, tracking, camouflage, hide, forage, scrounge, hunting

Template:

Name: _____ Age: ____ Sex: _____ Move: _____

1/2 Str: _____ weight: _____ Hair: _____ Eyes: _____ SP/BP: _____

STR: _____ INT: _____ DEX: _____ CHR: _____ PSI: _____ CON: _____

LUCK: _____ PER: _____

MOVEMENT: _____ 5 _____ 4 _____ 3 _____ 2 _____ 1

HAND TO HAND _____ MARK TERRITORY _____ TREAT POISON _____

DETECT DISEASE _____ TRACKING +30% HIDE +25% CAMOUFLAGE _____ LISTEN _____

MOVE SILENTLY +45% CLIMB _____ JUMP _____ SWIM _____ HUNTING _____ STALKING _____

FORAGE _____ SCROUNGE _____ SOUND MIMICRY 75%

Areas: _____ 1 _____ 2 _____ 3 _____ 4 _____ 5 _____ 6 _____ 7 _____ 8 _____ 9 _____ 10

_____ 11 _____ 12 _____ 13 _____ 14 _____ 15 _____ 16 _____ 17 _____ 18 _____ 19 _____ 20

_____ 21 _____ 22 _____ 23 _____ 24 _____ 25 _____ 26 _____ 27 _____ 28 _____ 29 _____ 30

Encounters:

1. Miners Roll d6

Odd – 20-30 (town or camp) Total 40

Even – 5, work crew/patrol

ST/CN: 12 H&M: 7
DX/ACC: 11 TECH LVL: b
SP/BP: 240 ½ STR: 6
 ¼ STR: 3

Weapons: Rifle Marlin 1894c (ef=14) load is 100 rounds

Pistol .44 Peacemaker (ef=9) load is 30 rounds

If encountered in the town mode, they are miners GM discretion. If in patrol or work crew mode, they are out doing field work. They will be friendly, but very cautious. This is a new group of individuals that have moved into the area. Working with the permission of the Casper confederation, these guys are beginning to annoy the O'neal family. They plan to use Placer equipment to look for gold, aluminum, tin, and copper. The O'neal family is dead set against this as it will ruin the water ways in the area. They are currently awaiting a referendum election that has been called. Until then they are panning for gold in every water way in the area.

2. Casper Patrol # appearing 30

ST/CN: 12 H&M: 7
DX/ACC: 11 TECH LVL: b
SP/BP: 244 ½ STR: 6
 ¼ STR: 3

Squad deployment: 6 men., 1 corporal and 5 privates.

Patrol Deployment: patrols are 5 squads that consist of 1 lieutenant, 5 sergeants, 4 corporals, and 20 privates.

Weapons: Saber ½ strength + 5 plus 1 addl. Point/kph in charge (all)

Pistol .45 1911A1 (ef=8) load is 40 rounds 5 magazines (officer's sidearm)

Pistol .44 Peacemaker (ef=9) load is 60 rounds (corporals and sergeants)

Rifle Marlin 1894c (ef=14) load is 100 rounds (enlisted)

T-26 Garand (ef=16) load is 128 rounds (officer's long arm)

Bayonet ½ strength + 2 or ½ strength + 5 if mounted (all)

Transportation:

Horses with small transport wagon.

There are currently 2 platoons of troops in the area. Totaling 60 men. They are under the command of Capt. John Betts. He is the eldest son of Skip and next in line for the succession. He will resign his commission immediately upon the death of his father. These troops are dispersed in the following manner. 30 are in the town, residing in the garrison there. 15 are at the O'neal ranch, augmenting the internal security there. The last 15 are at the Betts, ranch, with their Captain. This group consists of mainly admin types and REMF's.

3. Ranchers # appearing: 5-12

ST/CN: 15 H&M: 7
DX/ACC: 10 TECH LVL: E (B)
SP/BP: 325 ½ STR: 7
 ¼ STR: 4

Weapons: Rifle Marlin 1894c (ef=14) load is 100 rounds

Pistol .44 Peacemaker (ef=8) load is 30 rounds

Transport: Horses

These people are escorting livestock to market or feeding grounds. They will not attack unless provoked, but will fight to the last to defend their herds or selves. If encountered in the field they are hunting wolves, or anything that looks like one. These people are on very tense relations with the miners.

4. Ogrs # encountered 7-15

ST/CN: 24 H&M: 0
DX/ACC: 12 TECH LVL: F
SP/BP: 676 ½ STR: 12
 ¼ STR: 6

AC= 12 Thick Skin

Weapons: Spears ½ str + 5
 Rocks ½ str
 Bows (ef=24) 20 arrows
 X-bows (ef=30) 15 bolts

Transport: none.

These mutants are exceedingly dangerous, between 9-12 feet tall and immensely strong. Savage, they eat anything they encounter/kill. Will rarely run, and once engaged will not surrender. Their dense hide makes them very hard to kill. Not intellectual giants, but they are cunning and will use traps if necessary. Will stand off and soften up a target with range weapons when possible. Thankfully there are not many of these creatures in this area, but they are present. They will immediately attack anything other than themselves. These creatures seem to be the only thing that the Wolfen fear.

5. Maggots # encountered 25-50

ST/CN: 10 H&M: 0
DX/ACC: 16 TECH LVL: F
SP/BP: 200 ½ STR: 5
 ¼ STR: 2

Weapons: sharpened bone ½ str+2
 Club ½ str +4
 Rock ½ str
 Claw ½ str
 Bite ½ str.

Tool use, at the Cro-Magnon level. Very fast gestation period they breed faster than rabbits. Omnivorous. Bright light will hurt or kill them. Short life span. Three attacks per round, claw, claw, bite. Attack in packs. Carry contagious diseases which they are immune to. They are, while small; VERY dangerous. Night vision like IR goggles. There are a lot of these creatures in the area, and to this point the Wolfen have been a blight on their existence. They would gladly do anything, within their understanding, to rid the area of these.

6. Wolfen # 12-24 with approximately ½ of the pack as juveniles, or non-combatants.

ST/CN: 12-18 H&M: 12-14 special see below.
DX/ACC: 16-20 Tech Lvl: n/a
SP/BP: 244 –424 ½ strength: 8
 ¼ strength: 4

ARMOR CLASS: 1

Weapons: Type of Attacks: bowl over ¼ str + 1/50lbs
 claw, 1/2 str + 1/50lbs
 claw, 1/2 str + 1/50lbs
 bite; ½ str + 4/50lbs
 will attempt to bowl over, or incapacitate first, then close in for the kill.

ATTACKS: per movement score, or 1-3

SPECIAL ATTRIBUTES: Jaws are incredibly strong. Thermal vision, sub-sonic hearing, exceptional sense of smell, +45% to move silent, +30% to tracking, +25% to hide, sound mimicry.

DESCRIPTION: Large Wolf, with intelligence rivaling and in some ways exceeding that of man.

Notes: These are an ancient breed/mutation of wolves. They are incredibly intelligent with a culture and history all their own. They existed alongside primitive man, and the native American peoples. They hunt for food, but will kill for protection, or territory.

7. Dire Wolves # 4-8 with approximately ½ of the pack as juveniles, or non-combatants.

ST/CN: 14 - 20 H&M: 8.

DX/ACC: 16 Tech Lvl: n/a

SP/BP: 300 - 500 ½ strength: 8

¼ strength: 4

ARMOR CLASS: 1

ATTACKS: Bite; ½ str + 3/50lbs

SPECIAL ATTRIBUTES: Semi – intelligent, smarter than a dog.

Description: Large throw-back wolf, back to pre-historic times.

Other Groups in the area.

NAME: BREEDERS

GEOGRAPHICAL LOCATION: Everywhere.

NUMBER FOUND: 2D6 Per patrol

TECH LEVEL: C-B

TRANSPORT: Cars and trucks

POWER/RESOURCES: Combustion engines, some generated electricity and batteries.

WEAPONS: Dart guns, shotguns, rifles, gas grenades, explosives

PRIMARY BASE: Yellowstone National Park

SPECIAL ATTRIBUTES: Semi-scientists with religious convictions.

H&M Average: 6

H&M Range: 2-9

DESCRIPTION: These people hunt throughout the country for pure, un-mutated uncontaminated human stock, for the purpose of breeding what they consider to be a "Super-Race" (A.K.A. Hitler's supermen). They also capture any mutants they encounter (or just out and out kill them) to study what has caused the mutation them. They are starting to discover the possibility of extra dimensions as a lot of these mutants simply could not have evolved into an entire race in a matter of 150 years. These people are descended from a group of genetic scientists who survived the war.

NAME: NEW AMERICAN INDIANS

GEOGRAPHICAL LOCATION: all

NUMBER FOUND: 10D100

TECH LEVEL: D-F

TRANSPORT: Motorcycles, Horseback.

POWER/RESOURCES: Steam power if any, motorcycles, hunting, farming, some mines.

WEAPONS: Edged and light firearms, explosive, poisons.

PRIMARY BASE: None

SPECIAL ATTRIBUTES: Good trackers and farmers.

H&M Average: 12

H&M Range: 8-18

DESCRIPTION: After the war these people found it easy to revert to their old ways on their reservations. Their population grew rapidly through their own tolerance of wanderers. Well organized and peaceful people who will fiercely defend what is theirs. They will never again allow themselves to be subjugated as their ancestors were. In the local area they are located on the Wind River Reservation. This particular group is Very xenophobic, and will take prisoner or kill strangers. This is due in part to continued predation on their group by the Breeders.

