



AFTERMATH!™

The Gauntlet

A "Twenty Years After" Campaign



Designer: Stephen Dedman



THE GAUNTLET

Set in East Texas and moving to Northern Mexico, The Gauntlet sees the player-characters in the ruined world twenty years after a nuclear war has destroyed most of civilization. They begin as captive serfs in a neo-feudal society and must escape from this state of near-slavery and then find purpose for their lives.

Offered the opportunity to bring needed technology to one of the few remaining areas attempting to restore a technological society in Matamoros, Mexico, the characters may choose to attempt to carry the vital communications technology through hostile societies and past raiding groups along the Gulf Coast of Texas and into Northern Mexico.

Hostile humans, dangerous beasts, mutated creatures, radioactive wastes, disease, and even the scarcity of the basic necessities like food and clean water make for a challenging quest. Will the player-characters be able to succeed in the face of the dangers and shortages they will encounter?

An exciting campaign for the AFTERMATH! game system.



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Designer: Stephen Dedman
Artist: Lorena Soriano Garcia



P.O.Box 1082, Gilbert, AZ 85299
www.fantasygamesunlimited.net

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HISTORY OF THE RUIN

History tells us little of the Ruin; something that lasts seventy-two minutes, spreads in no particular pattern over most of the northern hemisphere, and kills nearly all of the witnesses, is difficult to document with any accuracy. History has, at any rate, become a luxury, far too consumptive of man-hours, and most books have been burnt or lost.

Your older characters and NPCs will remember fragments – the severe winters in Russia (widely blamed on American experiments with weather control) which caused massive famine; the President's threat to declare war on any nation selling food to Russia until the Kremlin agreed to his terms (which included supervised free elections, subsidized free enterprise, unilateral nuclear disarmament, ending deforestation, banning abortion, prayer in schools, etc.); the set of pre-pre-emptive strikes; the overwhelming failure of the S.D.I. system; the Russian invasion of Poland and Germany; the neutron bombing of German targets; the missiles fired to prevent capture; the military bases and finally the cities A-bombed to prevent their capture; the spreading firestorms; the irradiated and useless soil; the hearty reassurances from the President; the electropulse which crashed computers and aircraft (including Looking Glass, putting an end to the hearty reassurances); diseases which might have been artificial or simply mutated; the four years of dire (nuclear?) winter; the food shortages, failed crops and contaminated water; the riots and pogroms; the mass burials (cremation generates too much smoke); the mutations . . .

But all that is behind your players, now.

What's ahead of them might be even worse.

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GENERATING THE PLAYER-CHARACTERS

The player-characters should be generated according to the rules for a 20-year-after campaign in Book Two of *Aftermath!*, except for the guidelines on equipping the characters (pages 3-5). The PCs will start with little more than their clothes: trousers and shirt (LC 4-9, 21-24, HC 10-18), a belt, and sandals made of old automobile tires. Tire-rubber sandals are synthiplast, AV 5, protecting the underside of the feet; 0 AV for the top of the foot.

PCs with First Aid skill should roll for medical supplies, those with Gambling skill for dice or cards, and those with Lockpicking skills for lockpicks (as lockpicks and gambling equipment are illegal in New Ararat, they will have to hide these well: there is no chance of hiding a stethoscope or magnatuner).

The PCs begin as serfs in New Ararat. In fact, the adventure starts in the back of a truck, in which they are being transported from a work farm to a fishing village. How they became serfs is best decided by you as GM, but they are unlikely to have learned any combat or technical skills if they were born as serfs. Depending upon their skills, they may have been Crusaders “demoted” for insubordination, prisoners of war, skilled slaves, or wanderers arrested for trespassing or vagrancy (thieves are usually hanged). Their treatment in the work farm will have been harsh enough for them to want to escape: New Ararat is that sort of a place.

1. ESCAPE FROM NEW ARARAT

1.1 NEW ARARAT

Size: 4800

Resources: Farming (wheat, some cotton), Fishing.

Trade: Trades out light (cotton) cloth, food and medical care, all in very small quantities. Will pay twice normal barter value for gasoline or petroleum. Occasionally buys skilled slaves. “Government” is extremely isolationist. Small surplus of “salvaged” weapons and ammunition for trade.

General Reaction: -15.

Background: Texas was thoroughly saturated with small (100 kiloton) MIRV warheads. Missile silos, airports, oil fields, refineries, nuclear facilities, Joint Surveillance System antennae . . . all had been targeted, and most had been destroyed. Fallout from New Mexico (which had been even harder hit) made the interior habitable, and, with the collapse of technology, water became unavailable. Survivors headed for the Mexican border, where many were gunned down, or for the coast, becoming serfs in New Ararat or The Barony.

New Ararat was established seven years after the Ruin, by Peter Bonney and his family. Bonney had been a television evangelist in the Pre-Ruin world; becoming a multi-millionaire on his parishioners’ donations, he built an elaborate fallout shelter. Nominally intended for “the faithful” and containing enough necessities for a small city hospital (plus an arsenal that would have shamed an army platoon), it kept Bonney and his family of eight in comfort for six years, until the obscuring clouds and the fallout began to dissipate. Then Bonney, his son Richard and his son-in-law Martin armed and armored themselves, and began founding an Empire.

Peter Bonney died of lung cancer a year later, leaving Richard to run New Ararat with the assistance of the small army they had recruited,

and the serfs they managed. Using seed, fertilizer and equipment stowed in the shelter, they produced enough food to support the populace, and even to trade a little with outsiders. Nonetheless, much of New Ararat’s territory is still wasteland, dotted by small farms administered from the Citadel, an army camp built around Bonney’s original fallout shelter. The northern border of New Ararat is officially the Nueces River, but the Crater Lake (formerly the city of Corpus Christi) is given a wide berth, and very little “civilizing” has been attempted west of Highway 281.

The hierarchy of New Ararat is based primarily on the Bonney’s standards of faith and (genetic) purity: the PCs rank very low, especially if any of them are “changed.” Even among “the Crusaders” (New Ararat’s army), phenotype takes precedence over combat skills. The hierarchy descends from the Bonney family members (separate hierarchy of age, gender and degree of relationship) to (2) Non-changed white males, Texan born, blood type O positive or B positive, (3) Non-changed white males, American born, blood type O positive or B positive, (4) Non-changed white male, Texan born, (5) Non-changed white male, American born, (6) Non-changed white female, American born, (7) Non-changed white (European) male, (8) Non-changed white (European) female, (9) Non-changed Asian or Amerindian, (10) Non-changed black or Hispanic, (11) Changed Strong, (12) Visibly Changed, (13) Psionics (killed if their powers become apparent). Some slight allowances are made for non-changed individuals with medical or useful technological skills: non-changed white medics can treat non-changed whites and have the equivalent of a military rank; non-changed non-whites can treat non-changed non-whites and rank as “Village Elders” in the non-white communities; possession of High Technology skills may earn a non-changed a “promotion” to “honorary white,” etc. The villages are governed by Overseers, who are a step or



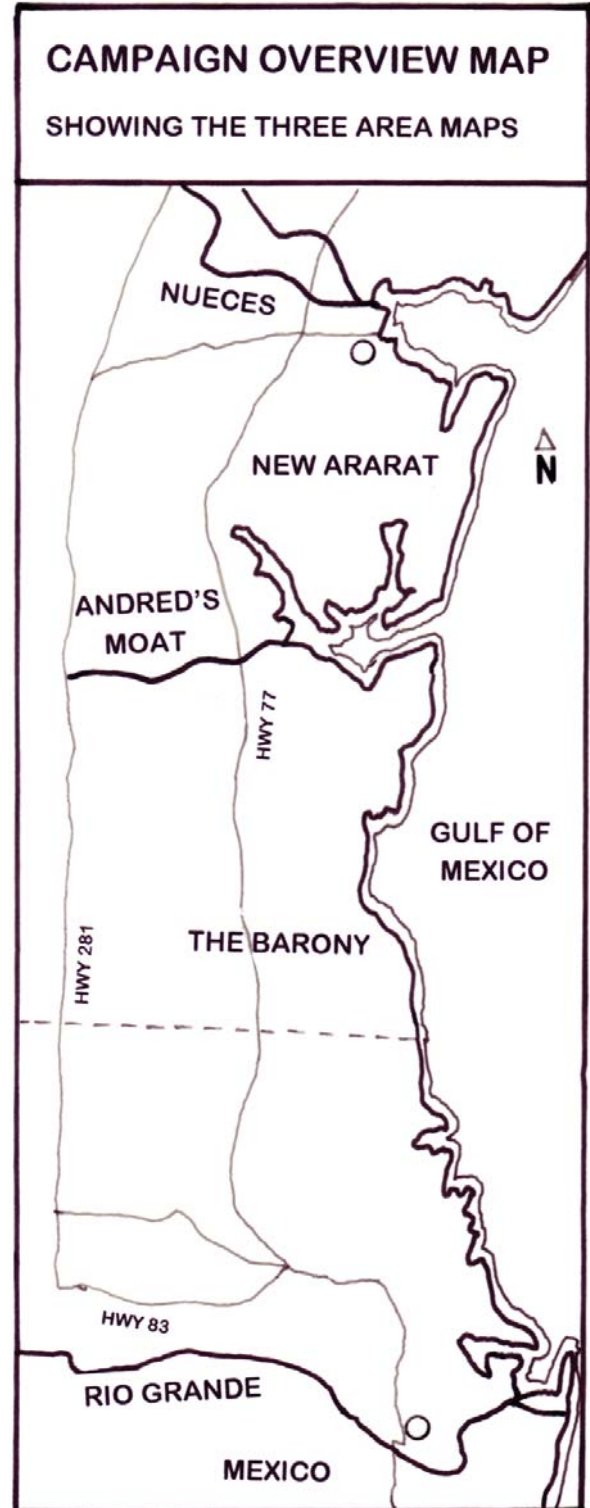
two up the genetic hierarchy from the villagers.

Serfs are treated badly by pre-Ruin standards: flogging is the usual punishment for minor offenses (blasphemy, working on Sunday, or failing to salute an officer), with hanging for major crimes (theft, hoarding, possession of weapons, etc.) and the occasional destruction of entire villages for crimes committed collectively. Shute's Beach, a fishing village near New Ararat's western border, was recently depopulated by the Crusaders. The "changed" are treated even worse: Bonney considers them "the Devil's Children" and a "mockery of the Lord's work," and while useful mutants (particularly the Strongs) may be permitted to live as the lowest rank of serf, most male mutants are castrated and most females killed. Bonney hates and fears psionics, and will have serfs killed on the mere suspicion of psionic abilities.

Trade is extremely limited within New Ararat: most of the farming and fishing villages are self-supporting, but with little excess after the Crusaders have taken their cut. Some fish is sent inland, and flour is sent to the fishermen, but these transactions are made by the village Overseers, who reap most of the benefit. Old "silver dollars" are still valid currency (\$1 = 1 BP) in New Ararat and most of the surrounding communities, but Bonney's personal checks are considered to be wallpaper outside of New Ararat, and ammunition is not legal tender inside New Ararat. Money is forbidden to serfs: possession of dollars is punished by flogging, possession of ammunition by hanging. The only ammunition types used by the Crusaders are .44 Magnum, .44 Magnum AMP, and .223 (5.56mm).

Though Bonney is reluctant to admit it, his hold on New Ararat's frontier villages may be short-lived. At a time when gasoline was about to be restricted to Government service vehicles (ambulances, police cars, army vehicles, etc.), and civilians were forced to find substitutes or walk, Peter Bonney bought army surplus jeeps and trucks with gas

engines. Naturally enough, the refineries and larger storage depots were targeted in the Ruin; the smaller ones were destroyed by firestorms. New Ararat's stockpile of gasoline is running low, and they lack the technology to convert their engines to other fuels, or to operate the ruined oilfields to the north. The Crusaders' decreased mobility will make the collection of taxes from the more remote villages unprofitable and problematic at best – they will have to be relinquished.



THE CRUSADERS

CAPTAIN

American born, white, no visible change, type O positive blood, Age 35+, Superior Veteran.

(BCS 14) Modern Rifle, Autoweapon, Tactics, Modern Pistol, Flexible Weapon, Interrogation.

(BCS 11) Technology use, Grenade Launcher, Missile Launcher, Operational Command, Strategic Command, automobile driving, ride beast, single weapon, brawling, throwing, first aid.

Weapons: P45, Leather Cable Whip, Ceremonial Sword, Jackknife.

Armor: Armor Kit 2.

LIEUTENANT

American born, white, no visible change, type O positive blood, Age 25+. Superior Veteran.

(BCS 14) Modern Rifle, Autoweapon, Flexible Weapon.

(BCS 11) Tactics, Technology use, Operational Command, automobile driving, ride beast, single weapon, brawling, throwing, interrogation.

Weapons: C1 converted to AL-FA, Box 30 magazine, Leather Cable Whip, Ceremonial Sword, Jackknife.

Armor: Armor Kit 1.

SERGEANT

American born, white, no visible change, type O positive blood, Age 20+. Average Veteran.

(BCS 14) Modern Rifle, Autoweapon, Flexible Weapon.

(BCS 11) Technology Use, Tactics, Drive automobile, ride beast, single weapon, brawling, throwing.

Weapons: C1 converted to AL-FA, Box 30 magazine, Cable Whip, Electroweapon (club), Jackknife.

Armor: Armor Kit 4.

CORPORAL

White, no visible change, Age 20+. Average Trained.

(BCS 11) Modern Rifle, ride beast, flexible weapon, single weapon, brawling, throwing.

(BCS 8) Autoweapon, Drive automobile, Technology Use.

Weapons: R2 (AL), Box 30 magazine, Cable Whip, Camper's Flashlight (1.2C), Jackknife.

Armor: Armor Kit 4.

PRIVATE

White, no visible change, Age 17+. Average Trained Rabble (DRT 11).

(BCS 11) Modern Rifle, ride beast, single weapon, brawling.

Weapons: R2 (AL), Box 5 magazine, Pipe (SW), Jackknife.

Armor: Armor Kit 3.

OVERSEER

Age 25+, no visible change, Average Trained.

(BCS 11) Modern Pistol, ride beast, flexible weapon, brawling.

(BCS 7) Commerce, Interrogation, Knife, Throwing, Single Weapon.

Weapons: P25, fires .44 Magnum, Cable Whip, Kukri.

Armor: Armor Kit 3.

CRUSADER ARMOR KITS

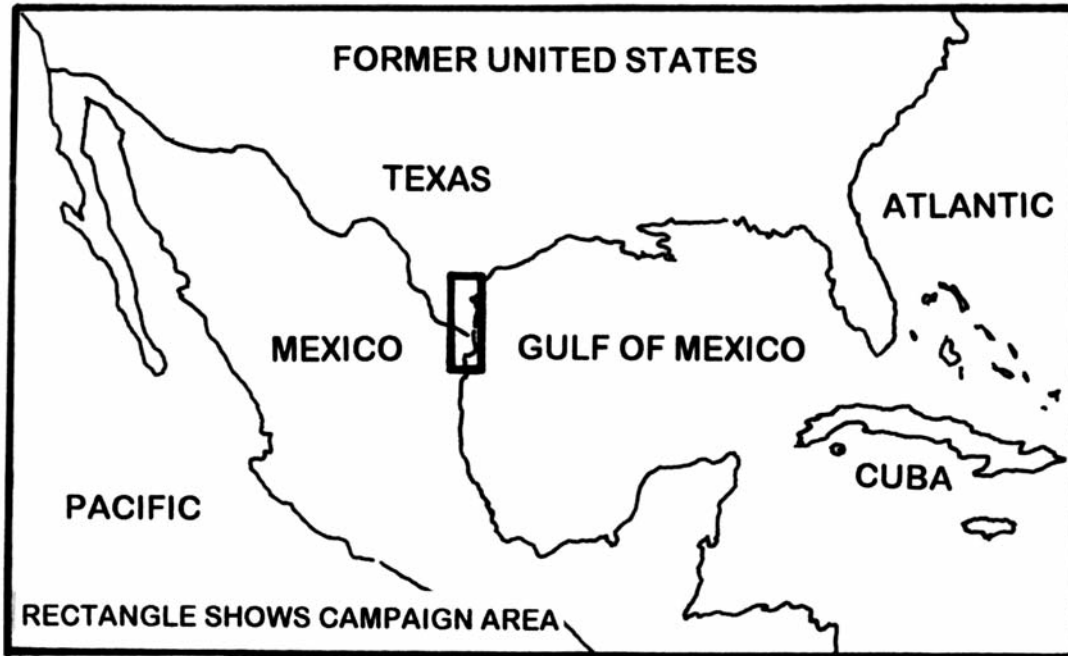
Armor Kit 1: Leather Jacket (3-12, 21-28, LL), Pants (10-18, HC), Hat (1, HC), Combat Boots (17-20, HL).

Armor Kit 2: As for Armor Kit 1 plus Bulletproof Vest (4-12, BC 10).

Armor Kit 3: Fatigue Jacket (3-12, 21-28, HC), Pants (10-18, HC), Hat (1, HC), Combat Boots (17-20, HL).

Armor Kit 4: As for Armor Kit 3 plus Plastic Flak Jacket (4-12, LP-MP).





OPTIONAL RULE: CHARACTER BLOOD TYPES

Dice Roll	Blood Group	Can Receive:	Can Give To:
01-37	A+	A+, O+	A+, B+, AB+
38-73	O+	O+	O+, A+, B+, AB+
74-82	B+	B+, O+, A+	B+, AB+
82-86	AB+	AB+, O+, A+, B+	AB+
87-93	A-	A-, O-	A-, B-, AB-
94-98	O-	O-	O-, A-, B-, AB-
99	B-	B-, O-, A-	B-, AB-
00	AB-	AB-, O-, A-, B-	AB-

OPTIONAL RULE: BREEDING TRUE

If your player-characters have the chance to procreate and start dynasties with a family tradition of heroism (and I know role-players who do keep family trees for all their characters, from samurai or paladin ancestors through to starship pilots), the following guidelines may be useful for determining whether or not their offspring are Changed. For convenience sake, let us assume that each unchanged post-holocaust parent has a base 90% chance of breeding true. Changed parents should roll to determine whether their Change is recessive (50%) or Dominant (50%).

Dominants will always pass on their own Change, though other mutations may occur. Recessives have a 75% base chance of breeding true, but the recessive gene (and the 75% maximum) will stay in the family.

Of course, the heroes are almost certain to encounter further mutagens in the environment. For every 20 REM absorbed, reduce the chance of breeding true by 1%. Certain drugs and poisons – notoriously Thalidomide and Agent Orange – are mutagenic; so are some diseases – e.g. Rubella. For simplicity's sake, when a mutagenic poison or disease is encountered, subtract 1D10 x Virulence Group/Strength from the character's chance to breed true.

If a character's chance of breeding true falls below zero, he/she is effectively sterile.

'PACKRAT PETE'S' ARMORY

"Packrat Pete" is Richard Bonney's eldest son, a fifteen-year-old gun nut who collects the weapons and ammunition taken from "trespassers" and "spies" captured in New Ararat. Pete wears the armor and weapons of a Captain in the Crusaders, and has as his constant escort a Sergeant and two privates. Treat Pete as Veteran Rabble (DRT 11) with BCS 16 in Commerce.

The weapons and ammunition in Pete's collection are intended for trade, but only for more useful ammo - .44 Magnum, .44 Magnum AMP, and .223 (5.56 mm). Pete is not interested in other types of trade goods.

Guns:

- 6 12 Ga/375 Magnum R49s (500 BP each).
- 6 M1A1 Carbines (Folding stock, Box 30) (130 BP each).
- 6 Uzi SMGs, (Folding wire stocks, Box 32) (65 BP each).
- 6 300 Magnum R20s (300 BP each)
- 5 P10s (35 BP each)
- 4 12 Ga SG18s (500 BP each)
- 3 R25s (Box 10) (38 BP each)
- 2 R43s (60 BP each)
- 1 .44 Special P1 (36 BP)
- 1 .38 Special P5 (70 BP)
- 1 38-40 P27 (16 BP)
- 1 22 RF Magnum P29 (24 BP)
- 1 9mm Parabellum P34 (33 BP)
- 1 P36 (52 BP)
- 1 .357 Magnum P51 (150 BP)
- 1 P54 (210 BP)
- 1 .22 Short P57 (3 BP)
- 1 .22 RF Magnum P60 (42 BP)
- 1 .243 R13 (230 BP)
- 1 R17 (100 BP)
- 1 .222/20 Ga R50 (150 BP)
- 1 C17 (42 BP)
- 12 Ga SG1 (280 BP)



20 Ga Slug SG5 (150 BP)
 20 Ga SG12 (240 BP)
 12 Ga Slug SG14 (440 BP)
 12 Ga SG21 (290 BP)
 1 American 180 Carbine (100 BP)
 1 410 Magnum SG23 (130 BP)

Ammunition:

.357 Magnum (3 rounds)
 9mm Parabellum (64 rounds)
 .38 Special (8 rounds)
 .38-40 (9 rounds)
 .44 Special (10 rounds)
 .22 Short (8 rounds)
 .22 Long Rifle (84 rounds)
 .22 Stinger (60 rounds)
 .22 RF Magnum (12 rounds)
 .243 (8 rounds)
 .30 Carbine (44 rounds)
 .300 Magnum (12 rounds)
 7.62mm NATO (4 rounds)
 .375 Magnum (53 rounds)
 .45-70 (8 rounds)
 .30 Browning (fabric belt, 80 rounds)
 12 Ga 00 Buck (56 rounds)
 12 Ga Slug (10 rounds)
 20 Ga 10 Shot (16 rounds)
 20 Ga Slug (9 rounds)

Other Weapons:

5 Longbows: 20 lb. pull made of fiberglass.
 5 Longbows: 40 lb. pull made of fiberglass.
 2 Longbows: 50 lb. pull made of fiberglass.

1 Longbow: 60 lb. pull made of fiberglass.
 5 Crossbows: 40 lb. pull.
 5 Crossbows: 60 lb. pull.
 3 Crossbows: 80 lb. pull.
 3 Crossbows: 100 lb. pull with cranechin.
 1 Crossbow: 120 lb. pull with windlass.
 15 Aluminum-shaft target arrows.
 20 Armor-Piercing Arrows
 32 Hunting Arrows
 27 Barbed Arrows
 30 Target Bolts
 21 Fiberglass-shaft Armor-Piercing Bolts
 15 Hunting Bolts
 17 Barbed Bolts
 4 Trench Knives
 1 Metal Nunchaku
 8 Shuriken
 2 Machetes
 1 Trench Sword
 1 Glaive
 1 Yari
 1 Greatsword
 1 Class 4 Police Shield, clear

1.2 SERFS OUT!

This adventure begins with the player-characters being transported to Saint Petersville, a fishing village 14 kilometers from New Ararat's southern border, which has been badly hit by hepatitis (whether or not the player-characters have any knowledge of fishing is of no concern to Bonney: the destruction of Shute's Beach has reduced the haul of fish, and New Ararat can ill afford to lose another fishing village this year). The characters share the back of a truck with the spare tire and a large toolbox. The box is locked with a padlock (Complexity 4, Barrier Strength 20), chained to the inside of the truck by a three foot chain and an identical padlock. If the player-characters can open the box, they will find an Auto Repair Kit 1, containing a hammer and various clubs (a crowbar, a jack-handle, heavy spanners, etc.). This will not enable them to leave the truck immediately – they've been locked in from the outside with another identical padlock, the walls and roof of the cargo area are Barrier Strength 10, and the truck is moving at an average speed of 66 kph – but, turning off the highway into the poor road to Saint Petersville, the truck hits a pothole and suffers a blowout. The private opens the truck doors to get the spare tire and the tool kit. The sergeant will be behind him with his whip at the ready; both will have their rifles slung, not expecting any meaningful resistance. If the PCs wish to begin a brawl by kicking the doors open (hopefully hitting the private), treat the doors as medium tables.

Apart from their weapons, each Crusader also carries a box of 3D6 matches, a watch, a 1 liter canteen (full), and a money pouch containing 2D10 silver dollar pieces.

In front of the truck is a compass, a map of New Ararat, a Medkit 1, a small fire extinguisher, two HB pencils, two emergency flares, a box of twenty-five .223 shells, and six man-days of freeze-dried rations.

LIGHT TRUCK

Classification: On-road Truck. Soft Target.

Base Safe Speed: 90 kph.

Fuel System: Gasoline

Mileage: 7.6km/liter

Capacity: 50 1

Structure: 1.5

Area: 2 x 4 = 8

Damage Resistance: 6

Safety Devices: Seat belts for driver and passenger in front seats.

Maximum Speed: 144 kph.



Notes on Barrier Effects: Window 10, Cab Body 25, Cargo Area 10.
 Special Features: Cargo Area, ENC Cap. 70. Up to Huge 1 or 8 people (no seats).
 Durability: 16

It should be obvious to the player-characters that if they've managed to overpower the Crusaders and take control of the truck, their life expectancy will increase in direct proportion to their distance from the Citadel. Luckily, increasing this distance requires no great feats of navigation: they merely have to follow the highway in the direction they had already been taking – but quickly! Not to mention quietly: the Crusader army is small enough for everyone to recognize everyone else. Such encounters should be avoided, if at all possible.

Changing the blown out tire is a task in Technology Use (Value 3, Period 10 minutes) requiring 4 Strength ASTs for the last task point. The truck's gas tank is slightly over half-full; 32 liters, or enough to travel about 240 kilometers. New Ararat's stretch of Highway may be treated as a good road with occasional poor patches; the area around it is regarded as open rural (plains), and already well hunted: Hunting BCS Modifier -2, Effect Die Modifier -1 group. Scavenging by the roadside will usually be unproductive as the highway is well traveled. The highway provides no cover, the roadside is treated as Open.

Of course, the PCs don't have to take the truck (especially if none of them has driving skill), or follow the highway; they will be slower off-road, but much less visible. They'll also potentially be at the mercy of animals, wanderers, contaminated rain and the like. It is entirely up to them . . .

1.3 SAINT PETERSVILLE

The player-characters might wish to visit Saint Petersville, their original destination. It is a fairly average fishing village, consisting of fourteen buildings (twelve houses, a boatshed/warehouse and a hotel/meeting hall). Both the Overseer and the village medic are dead: the well is contaminated with hepatitis, and they have no fuel for their generator.

The villagers are average rabble, DRT 11 (children and over-50s are DRT 1D10), 90% green expertise, 10% novices. Men and women alike

wear pants (13-18, HC), shirts (4-12, LC), hats (1, HC), and tire-rubber sandals. They are not, strictly speaking, permitted weapons, however there are items essential to farming or fishing which can easily be used as weapons.

Size: 64

Military Strength: Nil

Resources: Fish (very small surplus), fresh water (contaminated with hepatitis).

General Reaction: +5

Trade: Saint Petersville will pay well for someone to decontaminate their well and/or heal the six surviving hepatitis victims. Their spokesman has a Commerce BCS of 8, and the town has little to trade, except a small illegal cache: 31 \$1 coins, 6 .22 Long Rifle shells, and the gear of a Monk, a wanderer who died of pneumonia in Saint Petersville two years earlier (kept hidden by the Medic). The Overseer's house contains his pistol, kukri and whip, a box of twenty-five .44 Magnum rounds, a bicycle generator, two liters of home-fermented mead, a knapsack, an automatic watch, a solar-powered calculator (.02 ENC), a kerosene lantern and a 10-liter can of kerosene. The villagers, knowing that they will be held responsible for this property, will fight to keep the player-characters out of the Overseer's house.

HEPATITIS

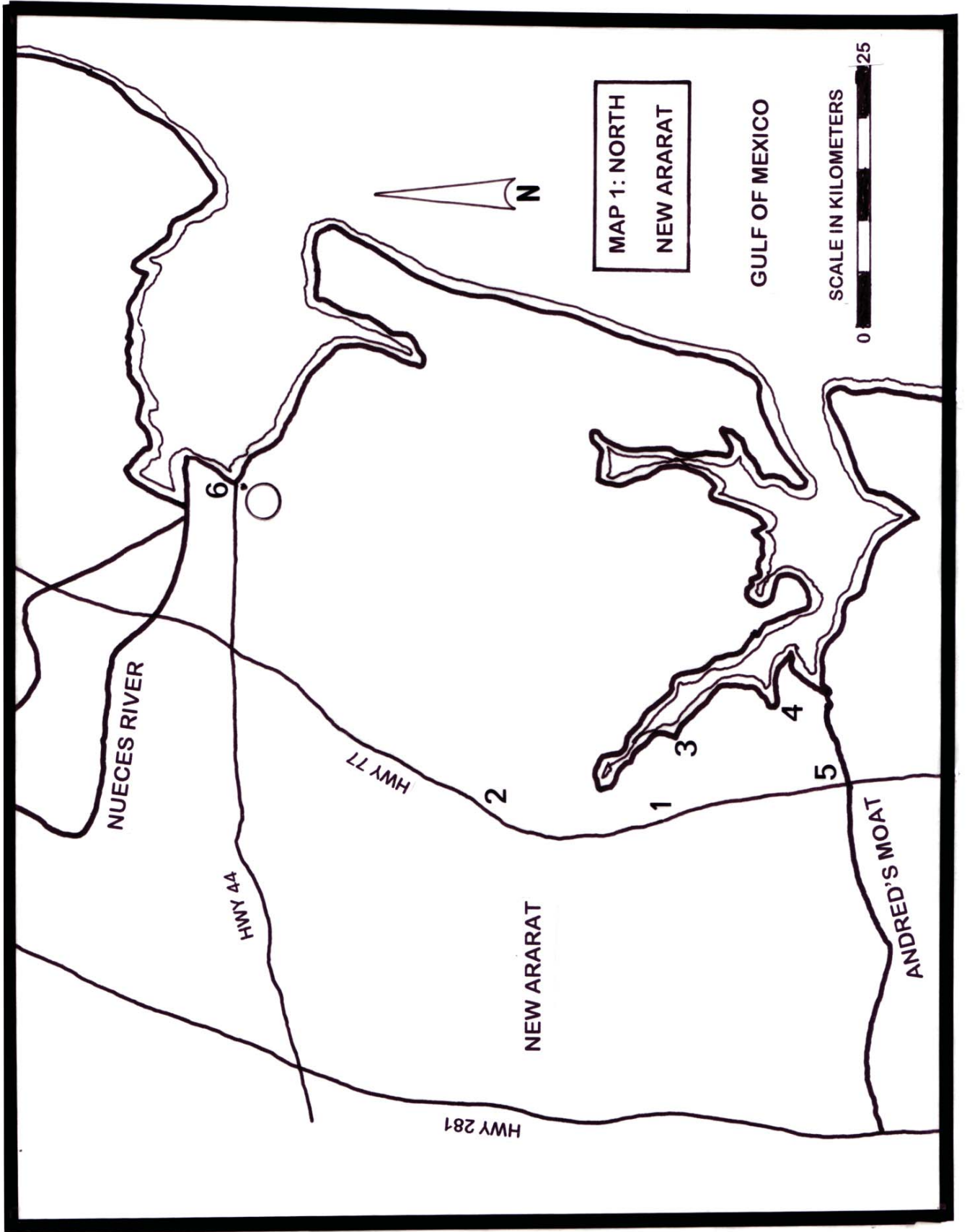
G – (+) – STR – 1D3 days – 3 – 1 day – Weakness. Nausea. Dizziness.

MONK'S GEAR

Handloading Equipment for Rifle: Efficiency 1.5, contains 1 unit of primers, 9 units of smokeless powder, 7 units of lead, and swages for

MAP OF NEW ARARAT

1. Site of the truck's breakdown
2. The Citadel
3. Saint Petersville
4. Shute's Beach
5. Bibliotechnic
6. Corpus Christi



.243 (Efficiency 100), .280 (Efficiency 60), 7mm Magnum (Efficiency 70), 30-40 Krag (Efficiency 50), .44 Magnum (Efficiency 70), and 45-70 Gov't. (Efficiency 10). ENC 1.31, 421 BP.

Rigiplast Crash Suit (Book 1, p. 50) with Rigi-Gloves. 390 BP.

R46 Double Rifle, 12 Ga/.243. Loaded with one round of .243 and one 12-Ga slug. 350 BP.

P45 Autoloader, loaded. 193 BP.

Bullet Belt with seven rounds of .44 Magnum AMP and twelve rounds of .243. 63 BP.

Improved Magnatuner, without battery. Efficiency factor 2, ENC 1. 90 BP.

Auto Repair Kit 2. Efficiency factor 2, ENC 2, 100 BP.

2 Syrettes of Anti-REM 2. 50 BP each.

2 Shuriken. 8 BP each.

Police Electromace, without battery. ENC 1. 6 BP.

VILLAGES

New Ararat villages are ruled by their Overseers, but the serfs usually look to the village medic for guidance. Village Medics are average quality, with BCS 14 in First Aid and Literacy, and BCS 11 in Nutritionist, Salvage Food, and Pharmacy. Their only equipment will usually be a Medkit 1 with 2D5 bandages and 2D5 units of medical supplies.

Overseers who make a WT AST will recognize disguised player-characters as fugitives, and attempt to arrest them. As most villagers dislike their Overseers, they will probably side with the player-characters if they think they have a chance.

FARMER WEAPONS

Die Roll	Weapon
01	Club
02-03	Hatchet
04-05	Lumber Axe
06	Machete
07-09	Straight Razor
10	Hammer
11	Jackknife
12-14	Pick Axe
15-19	Pitchfork
20	Cudgel

FISHERMAN WEAPONS

Die Roll	Weapon
01	Hatchet
02	Lumber Axe
03	Machete
04-06	Straight Razor
07	Hammer
08-11	Jackknife
12-15	Oar (Cudgel)
16	Chain
17	Trident
18-20	Bottle

1.4 SHUTE'S BEACH

Traveling south, the player-characters will notice a wooden signpost directing them east along a minor (poor) road to Shute's Beach. Any player-character making a WT AST will remember that Shute's Beach was recently depopulated by the Crusaders, to put down a potential rebellion, and that, as scavenging is beneath the dignity of the Crusaders, there may yet be some good salvage there (of course, there may also be an encounter).

Shute's Beach is a standard fishing village, consisting of sixteen buildings (fourteen houses, a boatshed/warehouse and a hotel/meeting hall), all of which have been looted fairly hastily. The Crusaders were careful not to destroy the buildings; they would prefer that Shute's Beach were repopulated by fishermen ready to pay their taxes. All of the boats afloat were taken by the Crusaders, or by those townspeople who managed to evacuate; all of the women have been taken, and all of the wounded Crusaders removed for medical assistance (those who died were fed to the sharks).

For Search skill, treat the houses as 50 square meters each (residential, x 1D10), the hotel as 200 square meters (residential), and the warehouse as 120 square meters (Rural, 2D6 + 5).

Items that might be found are listed in the tables below. The first table and die roll refer you to the following tables for the specific category of goods found.



Die Roll	Table
01	Food
02-05	Luxuries
06-20	Fuel/Power
21-30	Transport
31-45	Clothes/Armor
46-60	Tools/Kits
61-70	Weapons
71-80	Data/Comms
81-99	Environment/Survival
(1)00	Medical

FOOD

As is blatantly obvious, the town well is a source of drinking water.

Die Roll	Found/Discovered
01-10	1D3 mobs of Giant Cockroaches.
11-20	1D3 mobs of rats.
21-40	1D10 tins (1 ration each) of cat/dog food
41-60	1 voucher, redeemable for a Big Mac (expired).
61-90	1D10 tins (1 ration each) of spaghetti
91-00	1 ration of passably fresh eggs (seagull or turtle).

LUXURIES

Die Roll	Found/Discovered
01-05	1D3 Donny Osmond cassettes (Hazard!)
06-15	1D3 bottles of bad liquor.
16-25	Jewelry – trade value (Kingsport) is 1D6 Barter Points
26-35	Toothbrush, in good condition.
36-40	Clockwork shaver.
41-45	1 Tarot deck – complete.
46-55	1D6 lead crystal champagne glasses – trade value 1D6 BP each.
56-65	Jewelry – trade value 2D6 BP.
66-70	2D6 pairs of nylon stockings.
71-75	1 Gold Parker fountain pen, no ink.
76-85	Digital alarm watch, solar-powered.
86-95	Calendar watch – automatic.
96-(1)00	Complete set of Beethoven's symphonies, on compact disc – worth 5D10 BP in the Haven.

FUEL/POWER

Blatantly obvious: Motorized Generator, kerosene fueled, ENC 6 Huge, damaged (by bullet), will take 8 task points (Mechanically Generated Power) to repair, 6 methane gas cylinders, 4 empty and 2 full, ENC 3.5 Huge each, Solar water heater, ENC 7 Huge, Dry wood for burning.

Die Roll	Found/Discovered
01-05	EV-50, battery and leech irreparably damaged by bullet.
06-10	1D3 Wet Flares, unusable.
11-15	1D6 candles.
16-20	1D3 boxes of 47 matches.
21-25	1D6 E-1 Eternabatteries (1D3 + 1 flat)
25-30	1D2 E-5 Eternabatteries (d100 Charge %)
31-40	1 E-10 Eternabattery (d100 Charge %)
41-45	Small Flashlight, no battery.
46-55	1D3 boxes of 47 Greenlight waterproof matches.
55-65	Kerosene Lantern, dry (no fuel)
66-70	1 Jerrycan of kerosene, 50 liters.
71-75	1D3 "Cold Light" sticks
76-80	Heavy Flashlight with flat E-1 battery.
81-85	1 Jerrycan of gasoline, 50 liters.
86-90	1 EV-50 Eternabattery, flat, but with functional leech.
91-95	1D3 flares.
97-99	Camper's flashlight with charged E-5 Eternabattery.
(1)00	Camper's floodlight with 2 charged E-5 Eternabatteries.

TRANSPORT

Blatantly obvious: 1 wooden rowboat, holed. 1 Task point (Carpentry) to repair. 2 pairs of good oars (useful as cudgels).

Die Roll	Found/Discovered
01-10	Surfboard
11-15	Water Skis
16-30	Woman's bicycle, adult size, with flat rear tire, lights powered by wheels turning.
31-60	1D6 good condition tires, fit jeep, Land Rover, small truck.
61-70	1D3 life jackets.
71-80	Complete plastic sail for surf-cat.
80-95	Outboard motor, damaged. 4 Task points (Marine Mechanic) to repair.
96-(1)00	Inflatable rowboat, black, can take outboard motor. Gas cylinder empty, must be inflated by use of manual pump.

CLOTHING/ARMOR

Blatantly obvious: 2D6 dead bodies (fishermen) wearing plastihide boots (PH 17-20), pants (HC, 11-18), shirt (LC, 4-10, 21-28), and plastic coat with hood (PC, 1-12, 21-28). Bullet holes may have destroyed 1D3 locations on each such item. No weapons are present on the bodies.

Die Roll	Found/Discovered
01-05	Iridescent long striped socks (LC, 17-20), Recognition factor 1.
06-10	Pants, large size and bulk (HC, 11-20)
11-15	Pair of sneakers (HC, 19-20)
16-30	Coverall, average size and bulk, (HC, 4-18, 21-28)
31-40	½" Plywood, suitable for making shields (up to Class 3)
41-45	1 pair of adult sized flippers
46-55	Trash can lid, metal.
56-65	Trash can lid, plastic.
66-70	Money belt, empty
71-80	½" Plywood, suitable for making shields (up to Class 4).
81-85	Boots (HL, 18-20)
86-90	Hat (HC, 1), fish hooks, lures and line in hatband.
91-(1)00	Winter jacket with hood (Q-HC, 4-12, 21-28). Jackknife and box of 45 waterproof matches in pocket.

TOOLS/KITS

Die Roll	Found/Discovered
01-05	Crowbar
06-15	Hammer
16-20	Jackknife
21-25	Hatchet
26-35	Woodworking Kit 1
36-40	Auto Repair Kit 1
41-60	Sewing Kit, with 2 units of thread
61-70	Leatherworking Kit
71-80	Plastics Repair Kit
81-85	Battery-operated power drill with E-10 Eternabattery.
86-95	1D3 tins of waterproofing paint and 1D3 brushes.
96-(1)00	Chemistry Lab 2

WEAPONS

Die Roll	Found/Discovered
01-05	HAZARD! Improvised land mine, buried just outside door. Blast 5, Frag 3.
06-10	1D10 .223 cases.
11-12	Knife-spear
13-15	Bottle, whole
16-22	Pipe, light (long)
23-29	Pipe, light (short)
30-34	Hammer
35-39	Straight razor
40-44	Switchblade
45-49	Club
50-54	Pipe, heavy (long)
55-59	Pipe, heavy (short)
60-70	Oar (cudgel)
71-80	Hatchet
81-85	1D6 .44 Magnum AMP cases
86-90	Slingshot, Elasticity 4
91-93	Kukri
94-96	Bowie Knife
97-98	1D3 .44 Magnum rounds (10% chance of dud)
99-(1)00	"Bang Stick" (Book 3, p. 25)

DATA/COMMUNICATIONS

Die Roll	Found/Discovered
01-05	Hardcover copy of "Battlefield Earth" by L. Ron Hubbard.
06-10	San Francisco Chronicle, last day before World War III, headline reads "PRESIDENT PROMISES PEACE!"
11-15	Horoscope for Virgo for 1994.
16-25	Popular Text, 04, Unarmed Combat
26-35	Popular Text, 04, Pre-ruin Botany
36-40	1D3 HB pencils
41-50	Beginner's Text, 21, Foreign Language (French)
51-60	Beginner's Text, 31, Gambling
61-70	Manual, BCS 12, Simple Explosives
71-75	1D6 plastic Biro pens, black ink.
76-80	Advanced Text, 52, Chemistry
81-85	Manual, BCS 15, First Aid.
86-90	1 roll (24 exposures) of 200 ASA Fuji 35mm slide film.
91-95	Solar powered calculator, ENC .02
96-(1)00	Drafting Equipment, simple kit.

ENVIRONMENT/SURVIVAL

Die Roll	Found/Discovered
01-15	1D6 Old blankets
16-30	1D3 Small sacks
31-40	1D6 Plastic baggies
41-50	Light Rope, 6D10' length.
51-60	1D6 1-liter glass bottles, empty
61-70	Assorted cutlery
71-90	Heavy Rope, 6D10' length
91-95	Compass
96-(1)00	Fire extinguisher, small

MEDICAL

Die Roll	Found/Discovered
01-10	1D2 Syrettes of Panomycin, contaminated, acts as S - L - HLH - 8 minutes - 2 - 30 minutes.
11-15	1D6 Bandages, contaminated, acts as S - (+) - STR - 1D3 days - 1 - 1 day - Ulceration.
21-60	1D10 Bandages, clean.
61-70	2D10 Aspirin.
71-80	1D3 Syrettes of Panomycin.
81-90	1D2 Syrettes of Anti-Rem 3
91-(1)00	Medkit 1

RANDOM ENCOUNTERS

Roll 1D10 per strategic turn for an encounter. A result of 1-7 indicates an encounter.

CLASS OF ENCOUNTER

01-10	Men
11-15	Beast
16-19	Event
20	Contamination/Phenomenon

MEN ENCOUNTERS

01-10	2D6 unaffiliated wanderers (see Appendix One)
11-35	1D3 unaffiliated wanderers (see Appendix One)
36-39	Gypsy caravan (see Appendix One)
40	Slavers (see Appendix One)
41	1D10 Primitives (see Appendix One)
42	2D6 Penitentes (see Appendix One)
43-45	1D2 runaway serfs (couples will usually be a male and a female). Serfs are rabble (DRT 1D10, 1-2) or average (3-6) quality, and green (1-5) or novice (6) in expertise. A runaway serf will carry at most a canteen, a belt knife, and a sack containing 1D3 preserved rations, and their clothes will be poor quality.
46	Fugitive Psionic. Use the Psionic Function Table, Aftermath! Book 3, page 70. Psionics encountered in New Ararat will usually (90% chance) be runaway serfs, not wanderers from the outside; the area has a bad reputation for its treatment of mutants, and is generally avoided.
47	2D6 Firestormers (see Appendix One)
48	Carrion raiding party (see Appendix One)
49	2D3 Danites in hovercraft (see Appendix One)
50	1D10 ultramarines (see Appendix One)
51-57	Crusaders: Sergeant and private in light truck.
58-65	Crusaders: Lieutenant, corporal and two privates in jeep.
66-72	Crusaders: Corporal and private on horseback.
73-75	Crusaders: Sergeant and eight privates, drilling. They will not attempt to stop the vehicle unless fired upon.
76-99	Village: 3D100 serfs (away from highway, but may be visible; Stealth BCS to avoid). There is a 10% chance of encountering Crusaders in the village.
(1)00	1D3 Mokers (see section 3.2).

BEAST ENCOUNTERS

01	Dogs: Pack of 3D3. Roll 1D10 for Size of each die quantity of dogs. Score of 1-7 indicates equivalent size grouping. Score of 8-9 indicates a rabid dog. A score of 10 indicates an attack dog (roll again for size).
06-09	2D6 mobs of rats.
10	2D10 mobs of Super Rats.
11	Medium game, mass 2.5, has 3 locations of light hide.
12-13	2D3 Medium game, mass 3, four locations of light hide.
14	Small game, mass 1.5, two locations of light hide.
15-16	1D3 Small game, mass 1.5, two locations of light hide.
17	Razorback, DRT 35.
18	1D6 feral cats, DRT 21.
19	1D3 - 1 rabid feral cats, DRT 14.
20	Rattlesnake, DRT 10, 5 units of poison. In rough terrain or dunes, 60% chance of being hidden.

EVENTS

01	Opportunity for Search Skill, 1D3 dead bodies, killed by Mokkers (5.56mm slugs may be found in the bodies). Roll 1D20 for identity of the bodies: 1-16 serfs, 17-18 wanderers, 19-20 Crusaders. See statistics below for plunder; Mokkers don't take much except food . . . but, of course, that includes much of each body. Forty percent chance of competition: 1-12 = 2D6 mobs of rats, 13-17 = 2D10 x 5 Giant Cockroaches, 18-19 = 3D3 dogs, 20 = 1D6 cats.
02-03	Leak in the truck's gas tank; loses 1D6 liters of gas every ten minutes (roll again if characters are on foot).
04-05	Brake system fails (roll again if characters are on foot)
06-08	Blowout or flat tire (roll again if characters are on foot)
09	Obstacle on roadway (potential crash)
10	Danite helicopter flies overhead.
11-12	Firefight/Combat between Crusaders and Wanderers.
13-14	Cache: Wanderer camp unattended. Tent, 1D6 sleeping bags or space blankets, 1D6 rations of tinned/canned food, books – these are generally the least portable possessions. Be generous, but remember the ownership rules (Aftermath!, Book 3, page 12).
15	Road sign (1-4 small, 2-6 large), suitable for use as a shield.
16-20	Road becomes poor for 1D10 km.

CONTAMINATION/PHENOMENON

01-03	Light Fog, lasting for 1D10 hours.
04	Heavy Fog, lasting for 1D10 hours.
05-07	Heavy Rain, uncontaminated, lasting 1D6 hours.
08-09	Contaminated rain, radioactive. 5D10 + 50 REM per hour; lasts 1D6 hours.
10-13	Pool of radioactive water. Anyone drinking it will be exposed to 2D100 REM per liter.
14-15	Windstorm, 50 + 1D100 kph.
16	Tornado
17	Windborne fallout, 2D10 + 25 REM per hour; lasts 1D6 hours.
18	Pool of water, contaminated with cholera.
19	1D3 swarms of rats, carrier for Pneumonic Plague.
20	Penitente encounter (flagellitis)

2. A LAND FIT FOR HEROES . . .

2.1 THE QUEST

Near the border between New Ararat and the Barony of Andred, next to the highway about half a kilometer before the roadblock, is Bibliotechnic, a storehouse of computer programs held in reserve in case electromagnetic pulses wiped out most pre-Ruin computer memories (of course, they did). The Bibliotechnic Librarians have consistently refused to cooperate with Bonney and the Crusaders. Bonney has decided that conquest of the Bibliotechnic is not worth the effort required. The blockhouse of the Bibliotechnic is solid enough to resist the Crusaders' weapons (15" reinforced concrete, Barrier Factor 375), and the guards are well-equipped and well-trained. Furthermore, Bonney has a respect for any other organization that has retained its allegiance to the United States government, and Bibliotechnic is determined to fulfill its assigned function to the best of its ability.

When the player-characters approach Bibliotechnic (BCS in Pre-Ruin or Post-Ruin culture to recognize what it is), a guard will attempt to flag them down regardless of whether they are in the truck or on foot. His XLM-2 is holstered and his hands are open. If the player-characters attempt to run him down in the truck or shoot him, do something nasty to their truck.

The guard will tell the player-characters that two days earlier a messenger reached Bibliotechnic from Matamoros, near the Mexican border. The messenger is dying of flagellitis (see Appendix One); luckily the Bibliotechnic staff have removed any danger of contamination, though the messenger is unable to make the return journey to Matamoros. He had an urgent request for the library. The Ruin had badly damaged the Heavyside Layer, making long-distance radio communication impossible. Survivors have improvised a Tranet communications station near Matamoros, hoping to re-establish contact with any remaining satellites. They have even salvaged the necessary computer hardware – but, they need the programs to run the system.

Such a satellite link could make possible world-wide communications, the recalling of U.S. submarines, the detection of arable land and mineral deposits, weather forecasting, etc. It would be the first, necessary step in the recreation of a large-scale technological civilization. Bibliotechnic has the necessary software, but no one who can act as a courier, and no means of transport to get the vital software to Matamoros.

The messenger promises the player-characters that they will be well paid if they manage to take the box of discs (ENC 1) to the observatory – paid with firearms and ammunition, plastic or metal armor, medical supplies and drugs, communications gear, freeze-dried rations, fuel, Eternabatteries, solar screens, etc.

Nonetheless, any player-character making a WT AST will notice that the Bibliotechnic staff do not implicitly trust them. The discs provided for transport are copies, the map provided is a photocopy (obvious to anyone with Pre-Ruin memories), and they have not offered to equip them for such a journey. If asked, the staff will say that they are unable to provide equipment, though they will trade food for food for the sake of variety. They will have no spare armor or clothing, survival equipment, medical supplies, weapons or ammunition. If the truck is damaged, the Bibliotechnic guards can repair it (BCS 16 in Automobile Repair), and will do so free if they believe the player-characters will make a decent attempt at carrying the discs to Matamoros. They can provide, at a fraction of the usual cost, texts, references and manuals copied from microfilm – but, on the other hand, there is very little that they need.

The messenger warns the player-characters of the dangers that will face them, and tells them of the occasional oases. First, they must pass through the Barony of Andred, a neo-feudal/pseudo-medieval anti-technology society that is patrolled by armored and well-armed knights. On the far side of the Barony is Kingsport, a small community with a well-frequented trading post. Between Kingsport and the crater that was once Brownsville is an unfarmed wilderness, broken only by

small villages such as Fort Lee, a mono community which has apparently degenerated into snake worship, and New Havana, a camp for Cuban communist refugees after the U.S. Marines invaded the island after the Ruin (Cuba, if you could reach it, would be no safer; the Cubans don't like Americans, and the Marines in Guantanamo don't like civilians). The wilderness is also populated by dangerous, mutated creatures, from the radioactive crater. Beyond the crater and its surrounding jungle is the heavily guarded Mexican border, and beyond that is Matamoros.

Mexico survived the war by remaining as neutral as possible: though it suffers badly from fallout blown in from every direction, and a level of technology that is crumbling from lack of imports. It escaped the worst effects of the Ruin and the subsequent nuclear winter, and is, by post-Ruin standards, rich and civilized (i.e., it makes a pre-Ruin slum look like Oxford University). It has achieved this peaceful state by restricting immigration, and the border resembles the old Berlin Wall. If the characters meet the entry requirements (the discs should suffice to gain entry, unless the characters are dangerously contaminated), they will be admitted to Matamoros and to the trading post which deals in everything from arrows to Anarad.

The GM should encourage the players to take the challenge. After all, they're heroes, aren't they? Besides, staying in New Ararat would be decidedly unhealthy.

BIBLIOTECHNIC GUARDS

Average Veterans

Weapons: XLM-2 Laser, Electro-mace.

Armor: Metpol Patrolman's Issue Armor (Book 3, p. 48).

BOOKS AVAILABLE FOR BARTER

References: (ENC = 1D3 x Skill Point Cost x .25, Price = 5 BP x ENC).

Advanced Farming (ENC .75, 3.75 BP), Advanced Medical, Architecture, Pre-Ruin Botany, Chemistry, Computer Science, Mechanically Generated Power, Pathology, Pharmacy, Therapy, Pre-Ruin Zoology, Computer Design, Laser Technology, Electrical Power Generation, Nuclear Power Generation, Solar Power Generation.

Texts: (ENC = 1D3 x Skill Point Cost x Text Rating Range x .005, Price = 5 BP x ENC).

Unarmed Combat 01-40 (ENC .6, 3 BP)

Unarmed Combat 41-75 (ENC .175, .9 BP)

Throwing 01-30 and 31-60.

Modern Pistol 01-30 and 31-70

Modern Rifle 01-30 and 31-75

Autoweapon 21-45 and 46-70

Grenade Launcher 01-45 and 46-70

Missile Launcher 01-50 and 51-90

Rural Survival 01-40, 41-70 and 71-90

Swimming 01-50

Tracking 01-50

Hunting 01-45 and 46-75

Automobile Driving 11-60

Heavy Equipment Driving 06-55

Defusing Explosives 01-55, 56-80 and 81-95

Demolitions 26-70

Electrician 11-60

Marine Mechanic 11-60

Radio Communications 01-40, 41-65, and 66-95



2.2 THE BARONY

Size: 6200
Military Strength: 1900 TSP
Resources: Farming, Fishing, Fermented drink (unusable as fuel), Horses.

Trade: Minimal. Food production barely above subsistence level. Major export is horses (see below). Little surplus in manufactured items, but the castle supports Bowyers, Armorers (metal and leather only), and Weaponsmiths (Arrows and Reproduction Weapons), all protected by their respective guilds (Commerce BCS 20). No market exists here for ammunition, guns or high tech, except as scrap metal. General Reaction: -5.



- Telegraphy 01-40, 41-65 and 66-95
- Television Communications 01-35, 36-55, and 56-70
- Fixed-Wing Pilot 11-50
- Submersible Pilot 11-50
- Rotary Wing Pilot 11-50
- Variable Wing Pilot 11-50
- SCUBA Diving 01-40, 41-75 and 76-95
- Manuals:** (ENC = 1D3 x Skill Point Cost x BCS x .02, Price = 5 BP x ENC)
- Direct Fire Cannon, BCS 15 (ENC 2.4, 12 BP)
- Mortar, BCS 15
- Breech Loading Artillery, BCS 13
- Fermentation, BCS 12
- Salvage Food, BCS 18
- Nutritionist, BCS 19
- Tactics, BCS 10
- Aerial Recon Interpretation, BCS 12
- Automobile Mechanic, BCS 16
- Decontamination, Biological/Chemical, BCS 17
- Decontamination, Radioactive, BCS 16
- Distillation, BCS 12
- Primitive Firearms Repair, BCS 7
- Modern Firearms Repair, BCS 14
- First Aid, BCS 17
- Operational Command, BCS 12
- Handloading, BCS 18
- Simple Explosives, BCS 16
- Strategic Command, BCS 12
- Aviation Mechanic, BCS 18

HORSES

Average Horse: 220 BP

Draft Horse: 300 BP

STR	DFT	SPD	HLH	BAP	MNA	PCA	CDA	DRT	SF	ENC Cap.	MASS	AV
40	9	14	29	7	2	3	1	75	12	18	35	3

Racehorse (for express purposes): 450 BP

STR	DFT	SPD	HLH	BAP	MNA	PCA	CDA	DRT	SF	ENC Cap.	MASS	AV
25	19	34	24	17	3	5	3	55	12	9	30	3

Warhorse: 600 BP

STR	DFT	SPD	HLH	BAP	MNA	PCA	CDA	DRT	SF	ENC Cap.	MASS	AV
35	17	26	34	13	3	4	3	75	15	15	33	3

Your players will have to follow the highway for seventy kilometers to cross the Barony. There are no guards at the northern border, only a wooden sign in English and Latin proclaiming:

“ALL THE LAND FOR FOURTEEN LEAGUES SOUTH, AND SIXTEEN LEAGUES WEST, IS CEDED, BY ORDER, TO THE BARON ANDRED. ALL WHO WOULD CROSS ARE TO GO IN PEACE, AND PAY TO THE BARON WHAT HOMAGE IS DUE.”

The border is a river, known locally as Andred’s Moat. The bridge over the river has a Structural Stability of 10 for small pedestrian groups, but only 9 for individual horsemen or motorcyclists, 7 for a small car or six to twelve pedestrians, 4 for a truck or four to eight horsemen, and 1 for a heavy combat vehicle. If the bridge collapses under the truck, count it as a Terrain Danger Factor 1D10/2 (see Book 2, p. 59). Passengers should be forgiven if they get out to watch the crossing.

A successful BCS in Post-Ruin Culture will give the players this information about the Barony:

It is loosely ruled by former Society for Creative Anachronism fighters who survived with their smattering of medieval skills, their experience in melee fighting, weapon-making and armory, horse riding, their fondness for organization, and a little fanaticism.

Their “peasantry” were mostly demoralized P.O.W.s who were treated fairly by Aftermath! standards.

The Knights act as scouts police, judges, tax collectors and a “pony express.” Their treatment of strangers varies greatly. Most will challenge wanderers who are openly carrying weapons, especially guns. Some of the more arrogant will charge an ad hoc toll for using the road – about 2D5 Barter Points per person.

All “criminals” are given the right to defend their case with trial by combat (against three other criminals).

The Barony’s medical skills are crude, their technology – by choice –

stops just short of the crossbow and bicycle.

A critical success in Post-Ruin Culture will give the following additional information:

(a) Old \$1 coins are used as currency in the Barony, being approximately equivalent to one Barter Point.

(b) Andred, the current Baron, seems to have modeled his persona on the *worst* features of Shakespeare's Macbeth.

All road signs have been removed from the highway by the knights, who need the metal for armor and weapons (there is no mining performed in the Barony). The highway and other roads are poor, with deliberately ruined stretches. For purposes of hunting, treat the area on either side of the road as well-hunted Open Rural, -2 to BCS. Characters using Fishing skill off the beach/coast receive +1 to their BCS, but there is a 25% chance of its being contaminated. Swimming is not advised unless one is fishing for shark; there is a 10% chance of a shark encounter per strategic turn.

Quantities of fresh, uncontaminated water may be found by digging in the dunes; this will require one survival task per day.

For purposes of cover, treat the highway as Barren; the surrounding areas should be treated as Open.

There is a 15% chance of 1D6 hours of light rain on any day or night.

Note: A knight and squire were recently killed near the northern edge of the Barony. The squire died of bullet wounds, but escaped his attackers when his horse carried him back to Andred's keep. Most of the knight's belongings were found scattered near the site of the fight; the absence of a body among them suggests that his attackers took him and his horse for food. The knights will instantly attack anyone carrying a long-gun, without challenge.

KNIGHTS AND SQUIRES

KNIGHTS

Superior Veterans

Skills: BCS 14 in Longsword, Pole-arm and Beast Riding; BCS 11 in Weapon and Shield, Single Weapon, and Tracking; BCS 8 in Gambling, Commerce and Flexible Weapon; BCS 5 in Brawling, Throwing and Knife.

Armor: Steel Helm and Gorget (1-3, SP), Steel Breastplate (4-9, SP) with Chainmail Hauberk (10-12, 21-28, M-SP), Greaves (17-18, SP), Pants (13-18, HH), Boots (17-20, LL), Gauntlets (27-30, LL), Shirt (4-9, 21-28, LC).

Weapons: Long-sword, boar spear, steel tipped leather whip, belt knife.

Shield: Class 4, ½" plywood with 1/10" iron facing.

Gear: Belt pouch containing 3D6 \$1 coins and a pair of dice, full canteen, hardened leather flask containing one-half liter of okay quality wine, 1D6 prepared torches, twenty-four foot long section of heavy rope, steel and 1D3 flints, compass, 1D6 rations of preserved natural food, 1D3 small game (1-5 = rabbit, 6 = cat).

Horse: Warhorse with shod hooves. Saddle and saddlebags (8-13, HL).

SQUIRES

Average Trained

Skills: BCS 11 in Pole-arm and Beast Riding; BCS 8 in Archery, Longsword, and Hunting (Shooting); BCS 5 in Tracking, Gambling, Brawling, Knife and Throwing.

Armor: Sallet (1, SP), Chainmail Hauberk (4-12, 21-28, M-SP), Pants (13-18, HH), Boots (17-20, LL), Gauntlets (27-30, LL), Shirt (4-9, 21-28, LC).

Weapons: Boar spear, belt knife, short bow (50-pound pull, RF 5) and 16 hunting arrows.

Gear: Belt pouch containing 2D6 \$1 coins and a pair of dice, a full canteen, 1D6 prepared torches, steel and 1D3 flints, 2D3 snares, heavy cloth tent, 3D6 preserved natural food rations, 1D3 small game (1-5 rabbit, 6 cat).

Horse: Average horse with shod hooves. Saddle and saddlebags (8-13, HL).



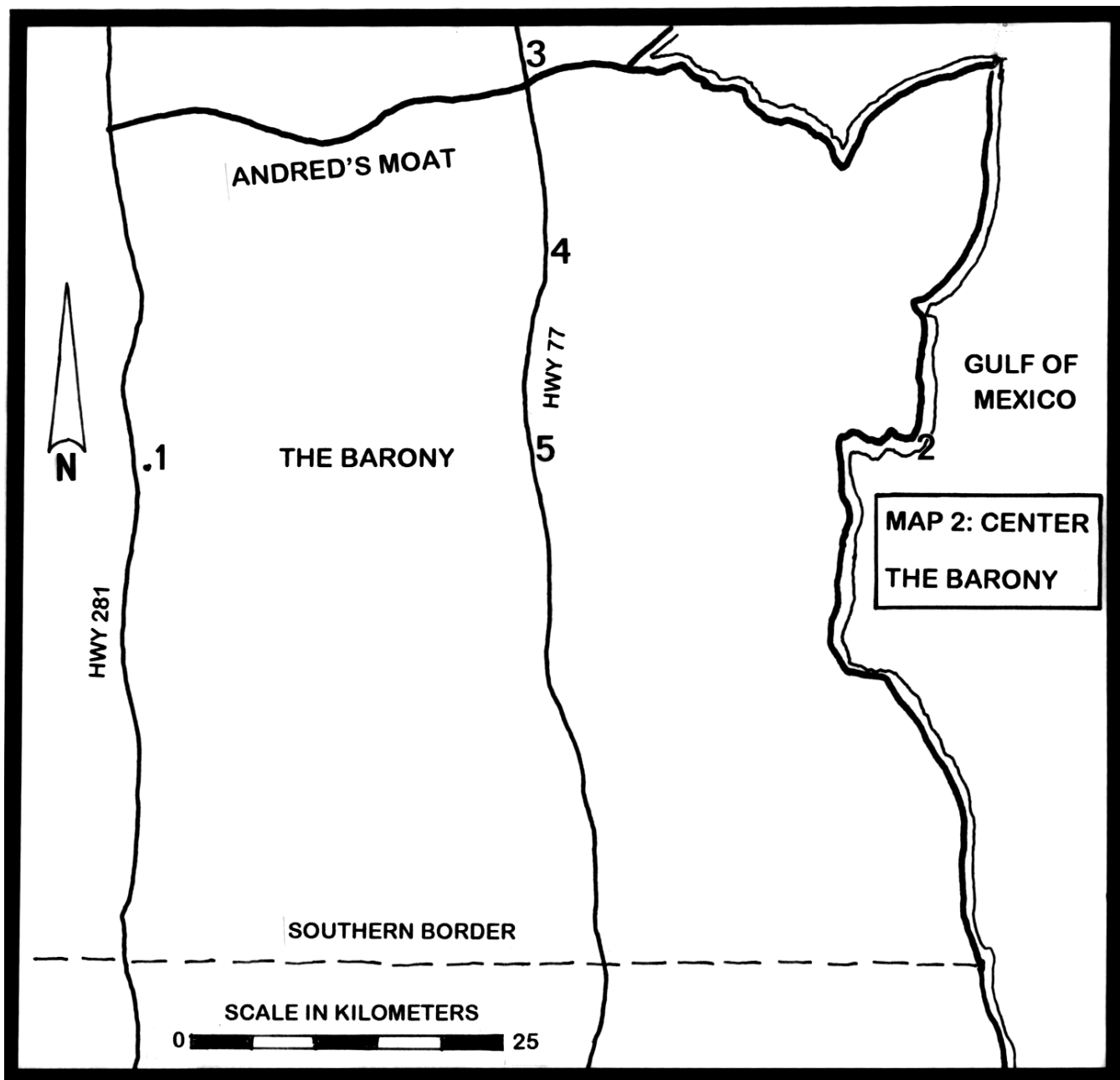
VILLAGES

Residents are serfs. 60% are rated as Green Rabble, DRT 11, 30% are Green Average, and 10% are Novice Average. All wear pants (13-18, HC), coats (4-12, HC), boots (17-20, LL), and hats (1, HC).

The serfs will be able to provide information about the Barony in exchange for information about the outside world. They will trade food, water or wine for hide, leather or cloth, tools like knives, saws or axes, or \$1 coins. They will not barter for anything high-tech or illegal that will anger the Knights.

MAP 2: THE BARONY

1. Castle Andred
2. Kingsport
3. Bibliotechnic
4. Car, junked, in roadside undergrowth: WT CST or BCS in Rural Search to detect the car while driving by. Serfs and wanderers have stripped the windows, seats, hubcaps, etc., and most of the metal will have rusted into uselessness, but useful finds still exist: 1D3 – 1 crossbow bolts, armor-piercing with aluminum shafts are embedded in metal (STR CST to dislodge without damage); Ev-50 battery under the hood – wrecked, but Leach salvageable; 1D6 .38 Short rounds hidden in seat springs, Search BCS -5; Loaded P32 hidden under the dashboard, Search BCS -10; 3D10 liters of gas in tank; booby-trap on gas tank (tank cap is locked, Complexity 2, Barrier Strength 10; if lock is forced, a Mk I grenade will explode under the gas tank. Removing the grenade requires defusing skill); 1D10 .38 Short and 1D10 .44 Magnum cases on the car floor; switchblade hidden beneath the fuel tank; 10% chance of a rattlesnake in or under the car.
5. Two 2-man tents pitched on a patch of ruined road: two knights with two squires and their horses are here dismembering a freshly-killed grizzly bear.



There is a chance, a percentage equal to village population, of a blacksmith in any village, with a BCS of 11. Every village will have 2D6 men skilled in carpentry (BCS in carpentry = population divided by 5 + 1D3, BCS in Repair Muscle Powered Vehicles = population divided by 10 + 1D3), 2D10 men skilled in Leatherworking (BCS = population divided by 5 + 1D3), 1D3 men skilled in Commerce (BCS = population divided by 5 + 1D3), 2D10 weavers/spinners (BCS 10 + 1D3), and about 40% of the population with Tailor skills (BCS 12 + 1D3).

If the serfs take a violent dislike to the player-characters, they will attempt to capture them alive, to be taken to the castle for Trial by Combat. Arm the serfs as for the New Ararat serfs.

TRIAL BY COMBAT

Characters taken prisoner by the knights (or by the serfs in a village and taken to the castle) and accused of crimes will have to prove their innocence by defeating other accused criminals in mortal combat in

the arena. This keeps down the crime rate in the Barony, and also provides Andred and his court with considerable entertainment.

Combatants will be dressed in a leather jerkin (4-12, LL) and admitted on opposite sides of the arena. The arena is a sixty meter diameter circle. Two large tables of reproduction arms (all unusable as missile weapons) are placed sixty meters apart, forty-two meters from either entrance. Each table bears two daggers, one wooden flail, one spiked mace, one glaive, one long-sword, and one Class 3 ½" wicker shield.

To be judged innocent, a combatant must beat three opponents in three successive combats. Andred's dungeons are usually adequately stocked with miscreants, mostly other wanderers, but there will be 1D6 days between any two fights. Andred is compassionate enough (barely) to not pit members of the same party against each other unless their crime is dire and their guilt is well-established. Occasionally, of course, the "criminal" will be a bear or dog accused of killing a human . . .

Combatants who win the three fights will be granted a choice of futures. One is life as a champion/gladiator/executioner, with good working conditions (good food, passable comfort, wine, groupies . . . champions are, after all, the Barony's equivalent of lawyers), but with lousy job security.

One option is to fight a fourth battle for their possessions (don't forget the computer discs!), or to champion surviving companions.

The last option or choice is to "retire," and be escorted by two knights to whichever border of the Barony the character chooses, being watched by the knights until he or she is out-of-sight beyond the border.

Losing combatants who survive three combats without actually dying will be executed.

Female characters may bribe a squire or mercenary (Average Trained) to champion them, at approximately 300 BP a fight. Of course, if the champion loses three times or dies, the female character has been proven guilty as well, and she dies too.

Mere felons are simply beheaded, but accused witches are burned at the stake.

ARENA OPPONENT TABLE

Die Roll	Opponent
01	Average Green Extra, Mace and Shield
02	Average Novice Extra, Glaive
03-04	Average Novice, 2 Daggers
05	Average Novice, Mace and Shield
06-07	Average Trained Rabble (DRT 11), Sword (2-handed)
08	Average Trained Rabble (DRT 11), Glaive
09	Average Trained, Flail and Shield
10-12	Average Trained, Mace and Shield
13-15	Average Veteran, Mace and Sword
16	Superior Veteran, Dagger
17	Superior Veteran, Glaive
18	Heroic Elite, Mace and Sword
19	Dog, Rabid, Size V, DRT 22
20	Black Bear, DRT 52

RANDOM ENCOUNTERS

Roll 1D20 for every strategic turn for an encounter. Results of 1-7 indicate an encounter has occurred.

CLASS OF ENCOUNTER

Die Roll	Encounter Type
01-10	Men (see table below)
11-15	Beasts (as for New Ararat)
16-18	Events (see table below)
19-20	Contamination/Phenomenon (as for New Ararat)

MEN ENCOUNTERS

Die Roll	Encounter
01-10	1D3 runaway serfs (pairs/couples will usually be one male and one female) Serfs are Rabble (DRT 11, 1-2) or average (3-6) quality, and green (1-5) or novice (6) in expertise. A runaway serf will carry (at most) a canteen, a belt knife, and a sack containing 1D3 days' rations, and their clothes will be of poor quality. They may, however, provide useful information about the area and Andred's knights. There is also a 10% chance that they will know about the death of the knight near the northern border.
11-13	1D6 Mercenaries (see Section 2.3)
14-15	1D10 Primitives (see Appendix One)
16-30	1D3 Fellow Wanderers (see Appendix One)
31-40	2D6 Fellow Wanderers (see Appendix One)
41-42	2D10 Penitentes (see Appendix One)
43	Gypsy Wagon (see Appendix One)
44	Slaver Pack (see Appendix One)

45	2D6 Firestormers (see Appendix One)
46	2D3 Danites in Hovercraft (see Appendix One)
47	2D3 Danites in Amphibious APC (see Appendix One)
48	1D3 Serpentes (see section 2.4)
49	Carrion Raiding Party (see Appendix One)
50	1D10 Ultramarines (see Appendix One)
51-60	Wandering Priest. 1-3 Rabble, DRT 1D10; 4-6 Average Novice with hardened staff. Clothing: jacket (4-12, 21-28, Q-HC), pants (10-18, HC), boots (17-20, HH) and a hat (1, Q-HC). Priests also carry a one-liter canteen of good wine and 1D3 rations of preserved natural food.
61-65	2D6 Serfs, moonlighting as bandits. Average Novices, armed with cudgels and slings. The leader is Average Trained, wears a leather jerkin (4-12, HL), and carries a shield and machete (Class 4, ½" wicker). All wear hoods (1-3, HC) and typical serf clothing. They will attack only if the odds seem favorable to them.
66-90	1D2 of Andred's Knights, accompanied by one squire each.
91-99	Village of 1D100 serfs (away from the highway, but may be visible; Stealth BCS to avoid).
(1)00	1D3 Mokkers (see Section 3.2)

EVENTS

Die Roll	Event
01	Opportunity for Search Skill; 1D3 dead bodies, killed by Mokkers (5.56mm slugs may be found in the bodies). Roll 1D20 to determine the type of bodies found where 1-16 = serfs, 17-18 = wanderers, 19 = priests, and 20 = knight(s) and/or squire(s). See statistics for each type to determine possible plunder. Remember that Mokkers don't take much except food . . . but, of course, that includes much of each body. 30% chance of competition: 1-12 = 2D6 mobs of rats, 13-17 = 2D10 x 5 Giant Cockroaches, 18-19 = 3D3 dogs, 20 = 1D6 cats.
02-03	Leak in truck's gas tank. It loses 1D6 liters of fuel every ten minutes. (Roll again if on foot.)
04-05	Brake system fails. (Roll again if on foot.)
06-07	Blowout or flat tire. (Roll again if on foot.)
08	Danite Helicopter flies overhead.
09-12	Road blocked by stakes or similar barrier: impassible by large or on-road vehicles, but negotiable by horses, humans, bikes or tanks (Movement Modifier is 50%).
13	Cache: Wanderers' camp, unoccupied.
14-18	Road becomes ruined for 1D10 kilometers.
19-20	Combat between Knights and Wanderers.

2.3 KINGSPORT

After wandering (or being hastened) through the Barony, the player-characters will probably be glad to see the distant smoke which marks Kingsport – about 30 km east of the highway, and just south of the border. If they approach Kingsport, the first thing they will see will be the toll-gate and guards.

There is a 10% chance that 1D2 knights will be waiting where the highway crosses the border, or just north of Kingsport; this chance increases by 10% for any Knight, and 5% for any Squire, Priest or villager, that the player-characters have attacked during their wandering. Being caught with the possessions of a knight (most notably heraldic shields, branded horses, or decorated breastplates or helms), will inspire an immediate attack from knights, or suspicious questions (Interrogation BCS 8) from the Kingsport guards; the guards will not interfere in a battle between Knights and wanderers.

The Kingsport guards – there will be 1D3 + 1 at the gate at any time – are of average quality, DRT 22, and trained with their weapons (BCS

11). The toll for entering the Kingsport freehold is about 1 BP, but if the guards react badly to any individual characters, they may charge more, or simply refuse them entry.

GUARD WEAPONS (roll 1D10)

1-3	Rifle R19, .44 Magnum, with eight rounds.
4-7	Carbine C15, .22 Long Rifle, with ten rounds.
8-9	Shotgun SG6, 20 Ga Magnum, with seven rounds of 00 Budk.
10	Crossbow, 140 pound pull, with cranechin and six target bolts.

Guards also carry ceremonial swords, and wear bulletproof vests (4-9, BC10), field jackets (4-12, 21-28, HL), pants (10-18, HC), shirts (4-12, 21-28, LC), hats (1, HC), and boots (17-20, LL). Attacking the guards will attract 3D6 other guards, similarly armed and armored, from Kingsport, and possibly a few townspeople (Rabble, DRT 1D10, no armor; usually armed with a low-utility pistol and one magazine of ammunition).

Kingsport is divided into two parts: the Haven and the trading post. Your players' chances of being admitted into the Haven are negligible; a reputation in various high-tech skills may give a small percentage chance of admission. The Kingsport Haven was previously a marina for a yachting/fishing club for the extremely well-to-do which, in the last pre-war months, fenced itself off and offered post-holocaust shelter to its wealthier members and high-ranking military officers. Several of them reached Kingsport alive, some with their families, some with their secretaries or chaffeurs.

THE HAVEN

Size: 140

Resources: Seafood, fresh water, alcohol (for drinking or fuel), electricity, decontamination facilities.

Trade: The Haven's traders have Commerce BCS of 18, and assaulting them carries a mandatory death sentence. They deal in the following commodities:

Ethyl Alcohol (fuel): 4 BP per liter.

Beer (fermented, 15% alcohol): 3 BP per liter.

Decontamination, nuclear, biological, and chemical: 30 BP per character, 1 BP per day's ration.

Electricity: .2 BP to recharge an E-1, 1 BP to recharge an E-5, etc.

Food: 2 BP per day's ration (mostly seafood, uncontaminated). 3 BP per day's ration of preserved natural food (dried fish, etc.).

Water, fresh: .5 BP per liter.

The Haven's traders are particularly interested in trading for the following types of items:

Ammunition: will pay 7 BP for 12-Ga or 20-Ga shotgun ammunition, 5 BP for .44 Magnum, 3 BP for .30 carbine or .38 Special, 2 BP for spent cartridges in these calibers, and 2 BP for .22 Long Rifle rounds. Base value for all other calibers.

Books: By weight, 1 BP per .1 ENC.

Coin: The coin unit used for convenience at Kingsport is the \$1 coin, which is valued at 1 BP. They do not recognize paper notes or other forms of currency.

Firearms, modern: Base value.

Food: They will pay twice base value for almost anything that is non-seafood.

Gasoline or Diesel fuel: 5 BP per liter.

Medical Gear: They will pay twice base value.

General Reaction: -10.

Notes: Kingsport's extensive supplies of preserved food are all but gone, and they rely on the local fishing (which is fairly good, though sharks are a problem this near Carrington Island). 25% of fish are also contaminated, but these are usually detected and used as bait. Kingsport Haven survives on minor trade through the nearby market.

Only the guards and a few traders (who act as intermediaries for the trading post outside) enter and leave the Haven; there are always two

more guards, armed and armored as above, guarding the gates to the Haven. Characters desiring decontamination will be stripped and disarmed, escorted in individually, handcuffed, by two armed guards while the gatekeepers mind (guard) their possessions, and later escorted out again. The penalty for talking without permission is forfeiture of some possession or possessions (up to 20 BP value); the penalty for anything worse is death.

Kingsport's power is provided by a tidal generator within the fences, with a diesel fueled back-up system.

THE TRADING POST

Population: 70

Military Strength: Nil

Resources: Market, Skills.

Trade: See below. Except where specified, goods are traded at base value.

General Reaction: +10

Notes: The Trading Post is a collection of small light buildings and tents, open and undefended, on the highway, the coast road and the ground between the two roads. It began as a collection of shanties for wanderers trying to beg assistance from the resort-like Haven; many of them were shot, but when Kingsport's food stores ran low, and some wanderers arrived with skills to trade, some of the "businesses" became permanent, protected and fed by the Haven, and attracting wanderers to bring salvage that the Haven wanted.

THE TRADERS

Ammunition: Barker, the handloader, has a 65% chance of having swages for any caliber bullet or shell, a 45% chance of having 1D6 rounds of any caliber centerfire bullet or shotgun shell, except 12 Ga Magnum or 30 Carbine, and a 15% chance of having any rimfire caliber. There is a 10% chance of any round being a dud. One cannot find exotic ammunition with Barker.

He rarely (15% chance) has guns for sale, and those not bought will be of low utility, "Saturday Night Specials" or antique firearms. He wears a bulletproof vest (4-10, BC10) under his jacket, and carries a sap. Treat him as an average rabble, DRT 11. Barker's skills are: Handloading (11), Firearms Repair, Modern (10), Firearms Repair, Primitive (10).

Armor, weapons and shields: Brummel, the Trading Post's bowyer and fletcher, has a local reputation for excellent workmanship. He carries as stock 2D6 + 6 of each kind of arrow and crossbow bolt (standard construction). Target arrows or bolts are 2 BP, Armor-Piercing arrows or bolts are 1.7 BP, Hunting arrows or bolts are 2.2 BP, Barbed arrows or bolts are 2.8 BP.

He also keeps two bows in stock: one with a 70-pound pull (40 BP) and one with a 50-pound pull (28 BP).

Brummel wears leather pants and vest (HL, 4-20), and has, always ready to hand, a Bowie knife and a cudgel. Treat him as a Superior Veteran.

The Post's carpenter, Fury, sells shields and wooden melee weapons, and repairs muscle-powered vehicles. His usual stock consists of three hardened staves, a tonfa, a wooden nunchaku, and three shields: a ½" Plywood Class 3 with a ¼" leather facing (ENC 3.5, BP 22.5), a ¼" Plywood Class 5 (ENC 1.88, BP 18.75), and a Class 2 street sign with ¼" leather facing (ENC .3, BP 5.5).

Fury wears leathers, and has a hammer and a hatchet tucked in his belt. Treat him as an average NPC, with these skills: Carpentry, Weaponsmithing (BCS 14), Commerce, Single Weapon (BCS 11), Repair Muscle-Powered Vehicle (BCS 9), and Throwing (BCS 8).

Fury's daughter and assistant, Felicity, is an average NPC with Increased DFT, Comely looks, and the following skills: Leatherworking, Tailor (BCS 17), Commerce, Armorer, Flexible Weapon (BCS 14), Weaponsmithing, First Aid, Knife and Throwing (BCS 11). She wears a leather breastplate (HHL, 4-9), pants and shirt (HH, 3-18, 21-28), boots (HL, 17-20), and gauntlets (LL, 27-30), and carries a Kukri and steel-tipped leather cable whip. She will make leather armor, or leather



facings for shields, on a commission basis: she keeps two leather whips in stock, as well as weapons traded from scavengers – a hatchet, a long bayonet, a metal nunchacku, two sais, a boar spear, and a katana.

Books: Alexander, the scribe (Literacy 20 in English, BCS 6 + 1D10 in most common languages), also sells books, most of them fiction read, reread and discarded by the residents of the Haven: 1 BP each. He has no reference books for trade, and only a few texts and manuals. Alexander is Average quality, Increased in WT and DFT. He wears no armor and carries no weapons.

Clothing (new and repaired), Bandages, Containers (sacks, bags and packs), Cloth Tents, Blankets and Rope: All are available from Sal Samuels, a tailor with the following skills: Tailor (BCS 18), Weaver and Spinner (BCS 14), who will also do repairs, quilting, and First Aid (BCS 14). His Commerce BCS is 14.

“The Hockshop”: A repository for salvaged miscellanea unwanted by the Haven is run by Snow, an alcoholic former chemist who is also a glassblower, manufactures candles, and repairs plastics. His stock is variable, and includes no weapons, but he always has a few bottles, vials, candles, compasses, and a few fully-charged Eternabatteries. Among his one-only gems are a half-full can of Lazab (20 BP), a pair of foam instep pads, a space blanket, a small fire extinguisher, a basic magnetuner and a pair of flippers.

Snow’s skills include: Chemistry (BCS 16), First Aid (BCS 15), Distillation (BCS 11), Pharmacy (BCS 11), Simple Explosives (BCS 8), Nutritionist (BCS 5), and Salvage Food (BCS 5). Snow wears a coverall of synthiplast (SY, 4-18, 21-28); he carries no weapons.

“Mad Dan Gordon”: An Automobile Mechanic (BCS 13), with some skill in Motorcycle Driving (BCS 18), Flexible Weapon (BCS 18), Brawling (BCS 15), Automobile Driving (BCS 14), Marine Mechanic (BCS 11), Machining (BCS 7), and Internal Combustion Engine (BCS 5). He reached Kingsport walking his trail bike and has been unable to find the spare parts needed to repair it. He will, however, have 1D3

tires (retreads, DUR 6 + 2D6) to fit the truck (DUR x 5 BP each) and 2D6 units of spare parts for cars/trucks. He wears old biker leathers (HL, 4-30) belted with a chain.

“Rotten Luck Willie” Salton: Runs a small gambling house (tent, actually), where he sells the Haven’s alcohol diluted and flavored for drinking. His wives, Scherazade and Sheba (above average looks) practice the world’s oldest profession in the two-room shack behind his gambling “house.” The prices for time with his wives are: \$3 (3 BP) for fifteen minutes, \$5 for half an hour, \$8 for an hour.

Willie is Average Quality with increased WT, DFT and SPD, and he has the following skills: Gambling (BCS 20), Stealth (BCS 17), Commerce (BCS 17), Unarmed Combat (BCS 16), Encryption (BCS 16), Pistol (BCS 14), Lockpicking (BCS 12), and Tactics (BCS 10). He wears a bulletproof vest (BC10, 4-10) beneath his coat, and carries a P57 (.38 Special) in his sleeve.

The game at Willie’s has a \$2 ante, whatever is being played (up to the players).

Willie’s bouncer is a Strong Changed, with a few significant skills – Brawling (BCS 18), Single Weapon (BCS 18), and Archery (BCS 11) – who carries brass knuckles and a short (SW) length of heavy pipe. Scherazade and Sheba are Average Quality with Unarmed Combat (BCS 17), First Aid (BCS 15), Commerce (BCS 12), Search (BCS 12), Flexible Weapon (BCS 8), Advanced Medical (BCS 5), Therapy (BCS 5). The two women carry no weapons and wear nothing that remotely resembles armor of any kind.

Apart from the traders and their families, the rest of the Trading Post’s population is transitory. There is a 10% chance of encountering fellow wanderers, a 5% chance per day of a boat to Carrington Island, a 5% chance of a Gypsy van (always welcome in Kingsport) passing through, a 2% chance of 1D3 Serpentes buying or selling salvage, a 1% chance of 2D6 Firestormers hoping to buy ammunition, a 1% chance of a wandering Psionic trying to use his/her abilities at “Rotten

Luck Willie's." There will always be 2D10 mercenaries, who have bartered or gambled away everything but their weapons and armor. They survive by hunting or scavenging in the surrounding wilderness while waiting for "work" – soldier, caravan guard, slavedriver, etc. – though they are not above robbing wanderers outside of Kingsport's immediate vicinity. Many of these mercenaries think of themselves as Ronin. The residents are less flattering in their view of the mercenaries.

The mercenaries often duel amongst themselves, especially when drunk or hungry. The use of firearms will bring the Haven guards, but knife-fights, brawling and duels are condoned, as long as the bodies are disposed of properly.

If the player-characters spend a night in Kingsport, at least one of them will be challenged as "Ronin" have been known to start fights because "the sky is blue and the grass is green." Turning down such a challenge may mean loss of face, but nothing more. The winner "inherits" the loser's weapons – and if the loser dies, his armor.

If the player-characters are on foot, and have avoided (or lost) duels or have been foolish enough to mention the value of their cargo (the discs), they will be ambushed by 2D6 mercenaries after they leave Kingsport.

MERCENARIES ENCOUNTER TABLE

1D20 roll Encounter

01	Novice Extra, .45 Primitive Pistol (8 cartridges), Wanderer's Armor Kit 1 (see Appendix One).
02	Green Average Rabble, Jackknife, Wanderer's Kit 1
03	Green Average Rabble, Hammer, Wanderer's Kit 1.
04	Average Rabble Novice, P32 (.25 ACP, 6 rounds plus 25 in box). Wanderer's Kit 4.
05	Average Novice, bat with nails, Wanderer's Kit 4.
06	Average Trained, crude staff, Wanderer's Kit 3.
07-08	Average Trained, Broadsword, Wanderer's Kit 6.
09-10	Average Trained, Tulwar, Wanderer's Kit 3.
11	Average Veteran, Machete and Light Pipe (2-Weapon Skill), Wanderer's Kit 3.
12	Average Veteran, Spiked Mace, Wanderer's Kit 6.
13	Average Veteran, Belt knife, Wanderer's Kit 5.
14	Superior Trained, Brass Knuckles, Wanderer's Kit 3.
15	Superior Veteran, Trench Knife, Wanderer's Kit 3.
16	Superior Elite, P38 (9mm Parabellum, 2 clips of 18), Wanderer's Kit 5.
17	Heroic Elite, P19 (.41 Magnum, 6 + 30 rounds in belt), Wanderer's Kit 7.
18	Heroic Elite, Great sword, Wanderer's Kit 6.
19	Heroic Elite, P28 (.45 ACP, 6 + 19 rounds in box), Metal Nunchaku, Wanderer's Kit 4.
20	Heroic Heroic, Katana, Wanderer's Kit 6.

2.4 THE WILDERNESS

Past Kingsport, the road becomes ruined, and there are no communities (except for small, temporary camps) or trading posts before reaching Matamoros: between fallout blown from the Corpus Christi and Brownsville craters, raids from the Carrington Island bandits and other animal packs, and the near impossibility of growing anything edible in the irradiated soil, all attempts at settlement and civilization have failed.

The ruined Highway 77 continues for approximately ninety kilometers before the road is cut off by the mutated jungle that surrounds the crater. Treat the wilderness as Desert for hunting and cover.

THE SERPENTINES

Size: 70

Military Strength: 60 TSP

Resources: Hunting, search groups.

Trade: Minimal; will pay the normal price for .45 Long Colt, .44 Magnum, .444 Marlin, .308, 12 Ga and 10 Ga Magnum shells.

General Reaction: -10.



Background: "Serpentes" are monos, the descendants of a twentieth-century religious cult peculiar to the area. Serpentes believe that the sign of the truly devout is the ability to handle venomous snakes without suffering damage. Scoffers will be fed to their snake pit, which contains 5D10 Rattlesnakes and 1D3 Quake Snakes (see Appendix Two).

Treat Serpentes as Average Trained, equipped as Wanderers, with the following exceptions:

Serpentes rarely walk more than a few miles from their village (never as far as Kingsport or the Crater)

Serpentes never leave home without at least a Bowie knife or hatchet, at least one loaded gun, and at least one Rattlesnake piece.

Each Serpentine will be carrying 1D3 rattlesnakes in a tough heavy leather satchel (purse snatchers beware!).

Serpentine women are not permitted to leave their village or to carry missile weapons.

Serpentine law requires that all males over twelve years old carry a loaded gun at all times. Rumors that they sleep with their guns (or even their whips or spurs) are unproven, however, the men are always buried with at least one loaded gun. This will usually be (1-5 on 1D6) one of the guns listed below, loaded with 1D6 shells, but in a state of disrepair; otherwise, it will be a working Saturday Night Special, a Derringer (P57), an antique or a Rimfire weapon.

FORT LEE

Fort Lee was named after the Serpentine's legendary and extremely taciturn hero who had wandered into the midst of a battle between Serpentine and Primitives. This hero took the side of the Serpentine, who were outnumbered. Lee, unable to eat or drink, died several days after the battle.

Unknown to the Serpentine, Lee is actually a Third Generation Simulation Animatron, with a flat Ev-150. He was buried with his brace of .357 Magnum P25s, each loaded with 1D6 Fragmenting bullets. He wears pants (10-18, HH), vest (4-9, HH), boots (17-20, LL), shirt (3-11, 21-28, HC), hat (1, HC), and an empty bullet belt – all black, of course.

If Lee can be "revived," he has the following skills: Modern Pistol (20), Modern Rifle (15), Throwing (10), Pre-Ruin Culture (10, though most of it is from old Western scripts); STR 20, DEX 20, SPD 25, WT 5.

The graveyard outside Fort Lee contains 2D10 graves; one in three contains a gun. The best-tended grave covers Lee's remains and equipment.

SERPENTINE GUNS

All guns will be fully loaded, plus 3D6 spare rounds for each gun. Roll 1D10 to determine the gun held by any Serpentine male:

Die Roll	Gun
1-2	P27 (.45 Long Colt)
3	SG22
4-5	P28
6-7	R48
8-9	R9
10	Roll Twice

THE CARRION

Size: 40

Military Strength: 90 TSP

Resources: Fishing waters (pity about the contamination), solar power, decontamination and water purifying, hydroponics, medical facilities, scavenging and loot.

Trade: Apart from some trade with Kingsport, mostly in ammunition and weapons, the Carrion prefer to steal whatever they need.

General Reaction: -20

Background: Carrington Island was a maximum-security prison before the war, and thus provided excellent protection for its inmates when the bombs started falling. The warden and guards were less lucky; badly outnumbered, they either bowed to the rule of the stronger inmates, or were killed. One guard, however, had the foresight to dump most of the ammunition for the guardhouse weapons into the ocean, preventing the inmates – mostly rapists and murderers – from becoming the best-armed force in Post-Ruin Texas. Consequently, the Carrion, though equipped with "Room Brooms" (SG10), M-1 Carbines and Police .38 Revolvers (P3), are miserly with ammunition and will usually send their cannon-fodder out to beat you to death. Their other weapons were stolen from their victims, or bought at the Kingsport Trading Post (see Appendix One).

NEW HAVANA

Since the messenger from Matamoros passed through this area, New Havana has been invaded by the Ultramarines, depopulated and almost utterly destroyed. For search purposes, use the tables for Shute's Beach, with the exceptions listed below. Scavenging around New Havana at the same time as the player-characters is a Godzilla Gila (you mean you've never heard of a Havana Gila?).

Blatantly Obvious:

Improvised well, drinking water for thirteen people per day, but poisoned. G – L – WIL, SPD – 1D3 Hours – 2 – 1 Hour – Nausea. Mutagen.

Dry wood for burning. Tattered tents (3D100 locations of heavy platisheet).

5D10 dead bodies (refugees) wearing Wanderer Armor Kit 2 (badly bullet-riddled). No weapons.

DATA/COMMUNICATIONS

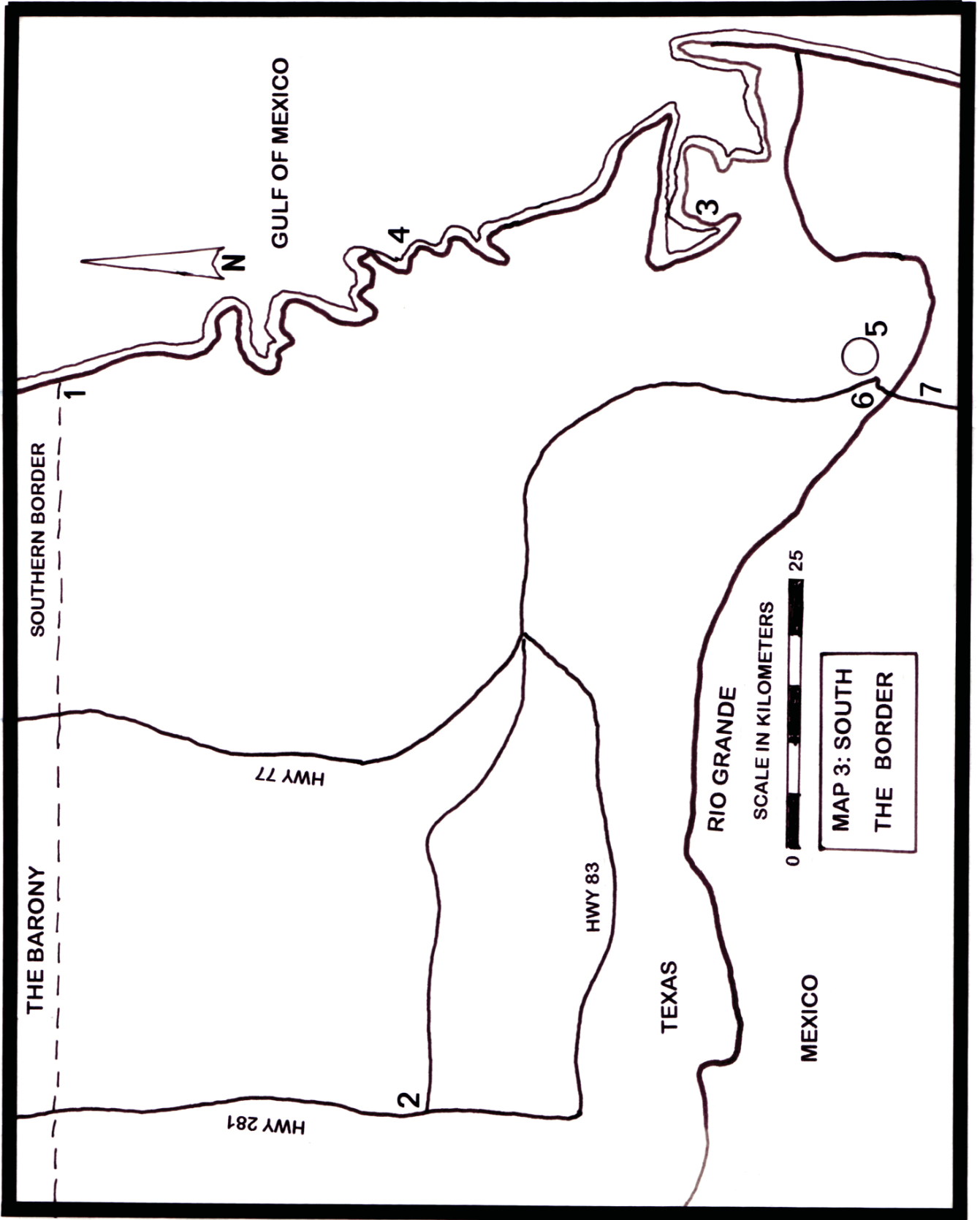
Die Roll	Item(s) Found
01-05	Girl's diary, in Spanish. Reading it is a Task in Spanish language Literacy. Value 5, period 1 hour. The account of the last month mentions the group's disastrous encounter with "Rollo," the Cybertank bogged down a few kilometers west of Brownsville (see Section 2.5). It is otherwise devoid of useful information.
06-10	Paperback Bible, in Spanish.
11-15	Mexican pornographic magazine, captions in Spanish and English.
16-25	Handwritten text, 05, Post-Ruin Zoology (in Spanish).
26-35	Popular text, 04, Modern Pistol (in English).
36-40	1D3 HB pencils.
41-50	Spanish/Russian dictionary (Manual, Foreign Language, BCS 11).
51-60	Beginners' Text, 31, Advanced Farming (in Spanish).
61-70	Manual, BCS 12, Simple Explosives (in Russian).
71-75	1D6 plastic Biros (pens), black.
76-80	Advanced Text, 52, Bio/Chem Decontamination (in English).
81-85	Manual, BCS 15, ECM Operation (in Russian).
86-90	1 (24-exposures) roll of 200 ASA Fuji 35mm slide film.
91-95	Solar powered calculator, ENC .02.
96-(1)00	Drafting Equipment, simple kit.

TOOLS/KITS

Die Roll	Item(s) Found
01-05	Crowbar
06-15	Hammer
16-20	Jackknife
21-25	Hatchet
26-35	Woodworking Tool Kit 1.
36-40	Geiger counter (ENC .6, 50 BP)
41-60	Sewing kit, with 2 units of thread.
61-70	Leatherworking kit.
71-80	Plastics repair kit.
81-85	Battery-operated power drill with E-10.
86-95	1D3 tins/cans of waterproofing paint and 1D3 brushes.
96-(1)00	Handloading Kit, Rifle, Efficiency 1.

MAP 3: THE WILDERNESS

1. Kingsport
2. Fort Lee (Serpentine village)
3. New Havana
4. Carrington Island
5. Brownsville
6. Rollo



WEAPONS

Die Roll	Weapon Found
01-05	HAZARD! Land mine, buried just outside door. Blast 20, Frag 5.
06-08	2D6 5.56 cases.
09-12	1D6 9mm Parabellum cases.
13-15	Switchblade
16-20	Baseball bat
21-22	Club
23-25	Cudgel
26-27	Knife-spear
28-30	Hammer
31-35	Hatchet
36-40	Machete
41-42	Chain
43-45	Fire axe
46-50	Straight razor
51-55	Pipe, heavy (long)
56-60	Pipe, heavy (short)
61-63	1D10 meters of Cordite 20
64-65	1D10 primers
66-70	1D3 25kg. sacks of ammonium nitrate (suitable for explosives)
71-75	Bowie knife
76-77	Bullet belt with 1D100 rounds of .22 Stinger.
78-80	Box 20 for Colt Commando Carbine, empty.
81-85	Long bayonet
86-90	Jackknife
91-93	1D6 sticks of TNT
94-96	Box 30 for M-18, empty.
97-98	22mm rifle grenade (10% chance of a dud)
99-(1)00	U.S. Mk 6 Grenade (10% chance of a dud)

Offshore from New Havana is a cache of weapons dumped by the Ultramarines (being too heavy to ship back to base). All will have taken 1D6 damage to their Durability. A SCUBA-diver searching successfully may find 1D6 Obregons, 2D6 AK-47 Carbines, 1D10 M25s and 1D3 HM3s. He will also find 1D6 sharks (10% chance of Electric Shark, see Appendix Two).

RANDOM ENCOUNTERS

Roll 1D20 per strategic turn, with a result of 1-7 indicating an encounter.

CLASS OF ENCOUNTER

Die Roll	Encounter Class/Type
01-02	Phenomenon/Contamination
03-05	Events
06-15	Beasts
16-20	Men

EVENTS

1D20 roll	Event
01	Street sign, suitable for making into a shield (60% Class 2, 40% Class 3).
02-03	Leak in truck's gas tank: loses 1D6 liters of gas every ten minutes (roll again if on foot).
04-05	Brake system fails (roll again if on foot).
06-07	Blowout or flat tire (roll again if on foot).
08	Danite helicopter flies overhead.
09-12	Minefield; 2D6 homemade mines, Blast 10, Frag 5 (placed by Serpentine).
13-14	Firefight between Ultramarines and ex-Cuban Wanderer Pack.
15	Tracks of Danite Amphibious APC, 4D6 hours old; may be followed, but only a 5% chance that it can be headed

off before returning to the ocean (have you ever tried to use Tracking skill at better than 67 kph?). If the APC can be caught, there is a 5% chance that it has somehow broken down and may be abandoned.

16-17	Opportunity for Search Skill: deserted village, 1D3 blocks of Commercial and 1D3 blocks of Residential.
18	Combat between Carrion and Serpentine.
19	Opportunity for Search Skill: abandoned vehicle.
20	"City Shuttle" is sighted over Brownsville Crater (see "Citizens" in Section 2.5).

ABANDONED VEHICLES**1D20 roll Vehicle Type**

01-07	Horse-drawn cart. Horse has been stripped of hide and meat.
08-17	Jeep, Durability 1D3, steering system destroyed. 2D10 liters of gas in tank, Ev-50 battery under the hood, tires (including spare) in fair condition.
18-19	Amphibious APC, Durability 10 + 1D10, no fuel. Guns, ammunition and radio have been removed.
20	Single-Engine Plane, crashed and junked. 1D6 bodies in civilian CBW suits (see Aftermath!, Book 3, page 50). Roll on the Wanderers' tables in Appendix One for weapons and possessions.

BEASTS**1D100 roll Beast(s) Encountered**

01-20	Dogs. A pack of 3D3 (70% chance) or 4D6 (30% chance). Roll 1D10 for Size of each die of dogs. Score of 1-7 indicates equivalent size grouping. A score of 8-9 indicates a rabid dog, and a score of 10 indicates an attack dog (roll again for size).
21	Orthrus (see Appendix Two).
22-40	2D6 mobs of rats.
41-48	2D6 mobs of super-rats.
49-50	1D3 mobs of Giant rats.
51-65	Medium game, mass 2.5, 3 locations of light hide.
66-70	Small game, mass 1.5, 2 locations of light hide.
81-85	Razorback, DRT 35.
86-90	1D6 feral cats
91	1D3 rabid feral cats.
92-95	1 Rattlesnake, DRT 10, 5 units of poison. In rough or dunes, 60% chance of being hidden.
96-98	Puma, DRT 28.
99	Godzilla Gila (see Appendix Two).
(1)00	Quake snake (see Appendix Two).

MEN**1D100 roll Encounter**

01-20	2d6 Mercenaries (see Section 2.3).
21-30	1D3 Serpentine (see Section 2.4).
31-50	2D6 Fellow Wanderers (see Appendix One).
51-55	1D10 Primitives (see Appendix One).
56-65	Gypsy vehicle (see Appendix One).
66-75	Slaver pack (see Appendix One).
76-85	Carrion Raiding Party (see Appendix One).
86-90	1D10 Penitentes (see Appendix One).
91-95	1D10 Ultramarines (see Appendix One).
96-97	1D3 "Citizens" (see Section 2.5).
98	2D3 Danites in Tiger Hovercraft (see Appendix One).
99	2D3 Danites in Amphibious APC
(1)00	1D3 Burning Ones (Aftermath!, Book 3, page 7).

2.5 THE JUNGLE

The Jungle has grown around the radioactive crater that was once Brownsville and its airport. Its plant growth is so thick and so wildly mutated that identifying any plant is almost impossible; -10 to any BCS in Post-Ruin Botany, -15 for Pre-Ruin Botany.

Considering the horribly mutated state of the local flora, it is fortunate that the jungle is barely populated. This is largely because movement in the jungle is extremely difficult. If the truck/van has transported the player-characters this far, it has now literally come to the end of the road. Only a heavy combat vehicle would be able to find or create a path through the jungle, or find traction in the glassy surface of the crater. Anyone in their right mind would go around (approximately nineteen kilometers of open terrain or rough) instead of through (three kilometers of jungle, four kilometers of ruined city, and another three kilometers of jungle). This, of course, is unlikely to influence player-characters. Buildings in the jungle and its fringes have been subjected to blast, firestorm, weather, and plant growth: Structural Stability 1D6. For hunting, treat the jungle as Ruined City, for cover treat the crater as rubble and the jungle as forest.

The jungle is contaminated, exposing characters to 20 REM per hour. Anyone entering the crater is exposed to 40 REM per hour, and sometimes even more.

For purposes of searching, treat the jungle and the fringes of the crater as Rubble. For hunting, treat the entire area as Ruined City, with the added drawback that any animal caught there is twice as likely as usual to be contaminated with radioactivity.

“ROLLO”

Characters avoiding the Jungle, however, risk falling foul of “Rollo,” an M60A3 converted into an experimental Cybertank. Rollo lost its radio aerial during the Ruin, and became stranded approximately three kilometers west of the Jungle after exhausting its fuel supply. It has no more ammunition for its main gun, but both machineguns are still

loaded: 1910 rounds for the 7.62mm coaxial machinegun and 270 rounds of .50 for the commander’s machinegun. The tank’s current Durability is 6.

Rollo has a BCS of 20 in Heavy Equipment Driving, Direct Fire Cannon, Autoweapon, and Tactics. He is also programmed with Reference BCS Scores of 20 in Strategic Command, Operational Command, First Aid, Computer Science/Programming, Radio Communications and Television Communications. Rollo’s brain performs 40 Task Points of simulated work per hour, with a memory of 2000 points, and is powered by six Ev-100s, continuously recharged by a small (and nearly dead) plutonium power plant originally designed for pacemakers. As well as the brain and power supply, the crew compartment contains an Electrician’s Kit #3. Rollo’s hatches are locked with Magnalocks, Complexity 10, Barrier Strength 20.

Removing the brain and converting Rollo back into a standard M60A3 tank requires tasks in High Technology Use (-10, 30 points, Period 1 hour), Electrician (-5, 50 points, 1 hour), and Heavy Equipment Driving (10 points, 1 hour). Salvaging the brain requires a task in Computer Design (50 points, 1 hour).

Rollo’s victims are scattered over a two kilometer radius circle, and the salvage would be extremely tempting were it not for Rollo himself: apart from the shredded remains of Burning Ones, a search of the area will turn up the weapons, equipment and armor of 2D6 wanderers, 1D3 primitives, and 1D6 Firestormers. More immediately obvious is a junked M-113 APC, abandoned by its crew (the open hatch points away from Rollo) six hundred meters southwest of Rollo. The radio and one machinegun are in disrepair, the other machinegun is junked and neither machinegun has any ammunition. The APC is now home for 1D3 mobs of Super Rats. A search of the APC may reveal a medium fire extinguisher, a small flashlight, a long bayonet, three large tins/cans of corned beef (each contains four man-days of rations), a 22mm Rifle Grenade (10% chance of a dud), two syrettes of Neo-Heroin, an empty magazine from a Colt M1911A1, 5D10 5.56mm cases, and vast quantities of rat manure.



JUNGLE/CRATER RANDOM ENCOUNTERS

Roll 1D20 per strategic turn, where a result of 1-7 indicates an encounter.

CLASS OF ENCOUNTER

Die Roll	Encounter Type
01-05	Phenomenon/Contamination
06-12	Events
13-17	Beasts
18-20	Men

PHENOMENON/CONTAMINATION

Die Roll	Encounter
01-07	Hot Spot: 40 + 3D10 REM per hour for jungle, 100 + 5D10 for crater.
08	Heavy Rain, uncontaminated, lasting 1D6 hours.
09	Contaminated Rain, radioactive. 5D10 + 50 REM per hour; lasts 1D6 hours.
10-14	Pool of radioactive water. Anyone drinking it will be exposed to 3D100 REM per liter.
15-16	Windstorm, 50 + 1D100 kph winds.
17	Tornado
18	Pool of water, contaminated with mutated cholera
19	1D3 swarms of rats; carriers of Pneumonic Plague.
20	Penitente encounter (flagellitis)

EVENTS

Die Roll	Event
01-03	Opportunity for Search Skill: 1D3 dead wanderers, died of radioactive poisoning. See Wanderers tables for plunder. 30% chance of competition: 1-10, 2D6 mobs of rats, 11-12 2D6 mobs of Shadow Rats, 13-17 2D10 x 5 Giant Cockroaches, 18-19 2D10 mobs of Super Rats, 20 1D6 mobs of Giant Rats.
04	Cache: wanderers' camp, unoccupied.
05	Cache: Citizens' camp, unoccupied.
06-08	Victims of "Citizen" animatron; 1D3 dissected Burning Ones or dead Beasts (roll on Beasts Table below). Can be scavenged for bounty.
09-10	Surface collapses beneath group; 1D6 meter fall into buried family-sized fallout shelter. Contains four Civilian CBW suits, one Anti-Radiation suit, a tin/can of 2D100 Pre-Ruin cigarettes, a tin/can of 2D100 matches, 1D100 rations of packaged food, 1D10 rations of Super-K Rations, a 100-liter tank of (unfortunately contaminated) water, one "bicycle" generator, a Medkit 1, two pocket flashlights with E-1s (1D10% charge), an E-type leech, an electrical Space Heater with an E-5, a Solar Screen, four sleeping bags, a medium fire extinguisher, a hatchet, a machete, a C8 (unloaded), 50 rounds of .22 Long Rifle, and 2D10 units of lead.
11-12	Surface collapses beneath group; 1D10 meter fall into an almost dry sewer and 2D20 mobs of Super Rats (at least any alligators died).
13-17	Combat between 1D3 "Citizens" and 1D6 Burning Ones.
18	Danite Helicopter flies overhead.
19-20	"City Shuttle" flies overhead.

BEASTS

1D100 Roll Beast(s) Encountered

01-10	Dogs. A pack of 3D3 (70% chance) or 4D6 (30% chance). Roll 1D10 for Size of each die of dogs. Score of 1-7 indicates equivalent size grouping. Score of 8-9 indicates a rabid dog, a score of 10 indicates an attack dog (roll again for size).
11-12	Orthrus (see Appendix Two)
13-40	2D6 mobs of rats.
41-55	2D6 mobs of Super Rats.
56-60	1D3 mobs of Giant Rats.
61-65	2D6 mobs of Shadow Rats: the same size and intelligence, etc. as normal rats, Shadow Rats are hairless with a limited camouflage ability that makes them difficult to attack: BCS -3 in good light, -7 in dim light, -9 in poor light or darkness. Otherwise, treat Shadow Rats as Rats with AV 0 (hide is useless as armor/clothing). Medium game, mass 2.5, 3 locations of light hide.
66-70	2D3 Medium game, mass 3, 4 locations of light hide.
71-75	Small game, mass 1.5, 2 locations of light hide.
76-85	1D3 Small game, mass 1.5, 2 locations of light hide.
86-90	1 Razorback, DRT 35.
91-93	1D6 feral cats, DRT 21.
94-95	1 Rattlesnake, DRT 10, 5 units of poison. 60% chance of being hidden.
96	Godzilla Gila (see Appendix Two).
97-98	Quake snake (see Appendix Two)
99-(1)00	

MEN

1d20 Roll Encounter

01	1D3 "Serpentines" (See Section 2.4)
02-05	2D6 Fellow wanderers (see Appendix One)
06-09	1D3 Fellow wanderers.
10-11	1D10 Primitives (see Appendix One)
12	2D10 Penitentes (see Appendix One)
13-17	1D3 "Citizens" (see next section)
18-20	1D3 Burning Ones (Aftermath!, Book 3, p. 7).

CITIZENS

"Citizens" are bounty hunters based in Matamoros, though most of them are Texans or former tourists. The job of bounty hunting is too dangerous to attract many volunteers, and most native Mexicans prefer to work on the farms. The favorite targets of the Citizens are Burning Ones, with a 250 peso (50 BP) bounty per pair of feet, and a lucky Citizen can net six hundred pesos a week (a laborer's wage is closer to one hundred pesos weekly, usually paid in board and keep). Unlucky Citizens usually die.

"Citizens" cross the border on the "City Shuttle," an old Iroquois helicopter which makes the short hop from Matamoros to the eastern edge of the Jungle every fourteen days (new Moon and full Moon), carrying Citizens in each direction, and recharging the animatrons when necessary. The fare on the "City Shuttle" is 100 pesos northbound – unfortunately the Shuttle can only carry twelve passengers, so while the fare southbound starts at 300 pesos, the twelve highest bidders get the ride (and the others can walk or wait two weeks). Convincing the Shuttle pilot to make an extra trip will cost at least five thousand pesos; the co-pilot, who handles finances, has a Commerce BCS of 14. A Shuttle landing will attract 2D6 Citizens: roll on the table below (animatrons will not require passage, merely recharging).

CITIZENS ENCOUNTERED**1D20 Roll Citizen(s)**

- 01-03 Average Trained, Anti-Radiation Suit (Book 3, p.50), XLM-3, Machete.
- 04-10 Average Veteran. Anti-Radiation Suit, MAC-10 with two spare magazines, Class 3 Police shield, trench sword.
- 11-15 Superior Veteran. Field Infantry Mark I armor with 1D3 + 1 layers of Military Anti-Radiation Protection (MARP), KLM-2 with Infra-Red scope, Sabre.
- 16 Superior Elite. Light Reconnaissance Unit Armor with 1D3 + 1 layers of MARP, XLMR-4, P54, Katana.
- 17-18 Surrogate Animatron. Third Generation, STR 30, DEX 30, WT 10, Modern Rifle 20, Single Weapon 20, Tracking 20, Hunting 10. Equipped with radiation and infra-red sensors, hearing similar to "intruder" system; will fire on mobile radioactive source(s) (Burning One, heavily contaminated character or animal), but otherwise will not attack unless attacked, XLM-3, trench sword. Mute, but understands simple Spanish and some English. Built-in military Hand Radio tuned to Matamoros transceiver. Carries an Emergency Pack with Medkit 1, Syrette of Anti Rem 5, Syrette of Euthanasia Drug (BCS in Spanish Language Literacy to identify syrettes), one Space Blanket, one Super-K Ration, one liter flask of water.
- 19 Wardroid. Third Generation, STR 45, DEX 45, SPD 30, WT 5, Modern Rifle 20, Longsword 20, Tracking 10, Hunting 5. Sensors and other equipment as for Surrogate (above), but armed with XLMR-4 and Great Sword. Wardroids are more aggressive than Surrogates, and occasionally fire on unidentified targets. (The human Citizens, fortunately, know the passwords to call off the Wardroid.)

20 Jennifer Jenner

WT	WL	STR	DFT	SPD
27	27	15	33	25
HLH	BAP	MNA	PCA	DRT
13	12	4	3	34

Skills: Modern Pistol (20), Modern Rifle (18), Single Weapon (15), Unarmed Combat (13), Climbing (18), Desert Survival (13), Jungle Survival (13), Tracking (15), Hunting (20), Urban Search (12), Rural Search (12), Nutritionist (9), Salvage Food (9), First Aid (15), Advanced Medical (12), Radioactive Decontamination (13), Post Ruin Botany (7), Radio Communications (12), Rotary Wing Pilot (15), Laser Technology (6), English Language (11).

Armor: Light Reconnaissance Unit Armor with four layers of MARP.

Weapons: P30 (.45 ACP), XLM-2, Katana. Bullet belt with 100 rounds of .45 ACP.

Notes: Age 33, Looks Average, Below Average Size. Allergic to Polycellulac (HLH CST to avoid Puerpera). Also carries a Medkit 2 and a complete (read 3 for 1D3) Citizen kit. Jenner is the daughter of Irena Shea, the former astrophysicist who runs the Matamoros Transceiver for the Mexican government. She distrusts most strangers, but will be delighted to hear about the discs being transported by the player-characters. She had wanted to make the trip to obtain the discs herself, and she will offer to all help available to the player characters in their mission of delivery. Jenner is also included as an Equalizer, in case your players become trapped in a hopeless situation.

THE SHUTTLE**Gordon Carter, Shuttle Pilot**

Superior Elite

Skills: (BCS 17) Pilot, Rotary Wing; Pilot, Fixed Wing; ECM Operation; Modern Pistol; High Technology Use. (BCS 14) Aviation Mechanics; Zero G Training; Pilot, Spacecraft; First Aid, Aerial Recon Interpretation; Decontamination (radioactive); SCUBA Diving; Unarmed Combat.

Armor: Rigiplast Crash Suit with four layers of MARP.

Weapons: XLM-3, Karatands.

Notes: Age 52, Looks Handsome, Average Size. Former USAF Pilot, trained as StarRaker (Military Space Shuttle) Pilot before the Ruin, but has never actually flown in space. Carter will also be delighted to hear about the discs and will override his co-pilot and give the courier (one courier, not the entire group) priority and a free trip to Matamoros.

**Debra Carter, Co-Pilot**

Superior Elite

Skills: (BCS 17) Modern Rifle; Autoweapon; First Aid; Decontamination (radioactive); (BCS 14) Pilot, Rotary Wing; Commerce; Laser Technology; Modern Pistol; Single Weapon; Unarmed Combat; High Technology Use; (BCS 11) Grenade Launcher; Decontamination (Biological/Chemical).

Armor: Rigiplast Crash Suit with four layers of MARP.

Weapons: M-18 Rifle with I-R scope, two spare magazines, three HEAP Rifle Grenades, Machete, MAC-10 and two spare magazines, Karatands.

Notes: Age 45, Looks Above Average, Bulk Average, Size High (5'11"). Also carries a Medkit 1 and complete "Citizen Kit."

'CITIZEN KIT'

Backpaker's Tent.

Large, light-weight pack, lined with 1D3 + 1 layers of MARP. Contains hides, trophies, hot salvage, etc.

Geiger Counter.

Compass, Space Blanket, Lens, 1D3 Snares, canteen, jackknife.

1D3 Syrettes of Anti-Rem 4, 1D3 Syrettes of Anarad, 1 Syrette Euthanasia drug.

1D10 Rations Preserved Natural Food, 1D6 Rations Packaged Food, 1D3 Rations Freeze-Dried Food.

1D6 Super Halzone tablets.

Military Hand Radio

Camper's Flashlight.

EUTHANASIA DRUG

S – L – WT, WL – 1D3 Combat Turns – 3 – 1 Combat Turn. Fainting.

2.6 THE BORDER

Approximately two kilometers south of the Brownsville crater is the Mexican-American border – protected not only by the Rio Grande, but by two barbed-wire fences, a ten-meter wide minefield, and guard posts every twenty-five kilometers. Checkpoints are one hundred kilometers apart; the easternmost is two kilometers southwest of the Jungle, and three kilometers northeast of Matamoros. Guard posts are manned by two guards, checkpoints are manned by six guards and an officer. The checkpoint buildings are reinforced concrete blockhouses, Barrier Factor 200, with blast doors and shutters of half-inch structural steel, Barrier Factor 30. Power comes from four solar screens and a Fuel Cell.

Border Guard

Average Trained Rabble

Armor: Metpol CDU Issue Armor (Book 3, p. 48), with Ballistic Cloth poncho and one layer of MARP.

Weapons: HM-3 SMG with two spare magazines, Electrobaton.

Border Guards Officer

Average Veteran

Armor: As for the border guard, above.

Weapons: XLM-3, Sabre.

Equipment: Geiger counter, Bio/Chem Contamination Analyzer, Medkit 1.

Buying your way into post-Ruin Mexico without the appropriate papers is either expensive or dangerous. If the officer's reaction to a character is negative, the bribe required to buy his way into the quarantine will be the value number x 150 BP. If the officer's reaction is Indifferent to Good, the standard bribe is 30 BP, plus 2 BP per day for water. If the officer's reaction is Very Good to Excellent and the character cannot meet the 30 BP bribe/fee, it may be waived. If the contaminant detectors reveal that a character is contaminated with more than 200 REMs, or carrying a post-Ruin disease (Mexico manufactures tailored antibiotics for most major pre-Ruin diseases), no bribe will be sufficient; a Positively Indifferent to Excellent reaction will mean that the character will be given the Value Number x 10 minutes to head north before the guards start shooting; an Indifferent to Bad reaction means that the player-character will be shot immediately. Characters admitted to quarantine will be disarmed, politely or otherwise.

Quarantine outside Matamoros will last until Doctor Cronenberg arrives to examine would-be immigrants – 1D3 days. Cronenberg's valise contains an educational Mini-Computer with 2000 Skill Points, programmed to give a quick test on most fields of knowledge (powered off the checkpoint's power source). Only characters who possess Technology or High Technology Knowledge skills that may be useful will be admitted to Mexico on a long-term basis: combat and weapons skills do not count. Characters who do not pass Dr. Cronenberg's test will only be permitted

to barter in Matamoros until nightfall, when they must return to the quarantine enclosure.

DOCTOR CRONENBERG

WT	WL	STR	DFT	SPD	HLH
26	16	10	17	11	9
BAP	MNA	PCA	CDA	DRT	
5	3	1	1	22	

Skills: First Aid (20), Advanced Medical (19), Chemistry (11), Lab Technique (14), Basic Research (18), Radioactive Decontamination (15), Biological/Chemical Decontamination (19), Pathology (14), Pharmacy (14), Computer Science – Programming (15), Therapy (20), Technology Use (20), High Technology Use (18), Simple Explosives (9), Complex Explosives (9), Demolitions (8), Missile Launcher (8), Knife (5).

Armor: Anti-Radiation Suit.

Weapons: Switchblade. Concussion grenade in Medkit.

Notes: Age 48, 6'3" tall (Size +1).



The quarantine enclosure is walled with six-inch brick, ten feet high, topped with broken glass and three strands of barbed wire; the top strand is electrified with 220 volts, doing 2D10 subdual damage.

Mexico's border states have all but been abandoned, and the desert has conquered nearly the northernmost third of the country. Apart from fishing villages on the coast, there is nothing but desert for one hundred kilometers south of Matamoros. The highway is in poor condition, and the nearby oil and natural gas field is producing little more than a trickle; the cost of transport outweighing the usefulness. Nearer Mexico City, however, industry continues production. In the pre-Ruin years, many U.S. companies moved their factories south of the border to beat high labor costs and environmental safeguards, and Mexico is now reaping the benefits.

2.7 MATAMOROS

Size: 350

Military Strength: 1200 TSP

Resources: Trading Post, supplied with manufactured goods and food from the richer southern states (see list below). Small hospital, decontamination equipment, small airfield, skilled artisans. Some oil and natural gas, subsistence farming.

If Shea succeeds in establishing a communications link with the satellite network, Matamoros will eventually become a major technological center.

Trade: Matamoros trades in newly manufactured goods and in pre-Ruin salvage from Mexico and the United States. The basic unit of trade in Matamoros is the New Peso (.2 BP), but most locals prefer to use small items as "coin" rather than printed notes. Examples are as follows:

1 New Peso = 1 Post-Ruin Cigarette or 1 Match.

5 New Pesos = 1 BP = 1 .45 round.

10 np (New Pesos) = 2 BP = .30 Carbine round or an E-1 battery.

50 np = 10 BP = E-2 battery, ration of freeze-dried food or Super Halzone tablet.

100 np = 20 BP = 1 Unit of Medical Supplies.

Matamoros can supply the following items:

Ammunition: Mexico still produces .45 ACP and .30 Carbine in sufficient quantities that they are used as currency; boxes of twenty-five rounds of either can be bought in bulk, even in Matamoros.

Matamoros's handloaders can reload .32 Long, .357 Magnum, 9mm Parabellum, .38 Long, .38 Special, .45 Long Colt, .45 ACP, 6mm, .223, .280, .30 Cabine, 7mm Magnum with normal, Hi-Power +3 np per round, Hollow-Point +5 np, or Jacketed bullets at +10 np per round. They can also reload all Shotgun gauges with any shot size, slugs, or Magnum shells.

Salvaged ammunition for sale at any time includes 1D100 rounds of .38 Special, .32 ACP, .22 Long Rifle, .223, 6mm, 7mm Magnum, .458 Magnum, 410 BB, 20 Ga Magnum 4 Buck; 1D20 rounds of .22 Jet, .357 Magnum, 9mm Parabellum, .38 Super Auto, .22 Auto, .22 Long, .22 Short, .22 RF Magnum, .223, .243, .30-06, 45-70 Govt., 12 Ga 00 Buck, 12 Ga Slug, 16 Ga BB; and 1D10 – 7 rounds of any other caliber.

Armor: All Plastic and Metallic Material listed in Appendix Three, except for Plasteel and Armorplast (including LP-PS, LP-AM, M-PS, M-AM), Carballoy, and Macrosteel stock (LP-CA, M-CA, LP-MS, M-MS): any aluminum products available will be salvaged, not locally manufactured, and will cost twice the normal barter value.

Fire Protection Suit, 1200 np (1D10 in stock).

Anti-Radiation Suit, 2750 np (2D10 in stock).

Lazab, 200 np per can (1D6 cans in stock).

MARP, 3500 np per can (2D20 cans in stock).

Auto Repair Kits: 30% chance of a Kit 1, 10% chance of a Kit 2. 1D10 units of parts available.

Batteries: All sizes of Eternabatteries are manufactured and available. Shea will also recharge batteries at the following costs: E-1 for 1 np, E-5 for five pesos, etc.

Chemical Gear: 30% chance of a Lab 1, 10% chance of a Lab 2.

Communications Equipment: Non-military/police units are generally available. Military or police units are available to Citizens with a 1D3 month waiting list.

Containers: These are readily available: Plastic packs, flasks and bottles are factory made. Local artisans have BCS 17 in tailor and leatherworking skills to take custom orders.

Decontamination Equipment: Geiger counters and binary bio/chem contamination detectors are generally available. Characters may be decontaminated for 100 pesos. Super Halzone tablets sell for 50 np.

Drugs: Neo-Heroin, 550 np/syrette. Panomycin, 100 np. Tailored Antibiotics (Rabies, Cholera, Hepatitis, etc.), 100 np. Anti-Rem 4, 500 np. Anarad, 2000 np.

Education: Debra Carter and Dr. Cronenberg are Gifted Teachers

and can teach all of their listed skills (see their stats which have been previously provided). Gordon Carter has a Mechanical Talent of 12, and teaches Rotary Wing and Fixed Wing Pilot Skills, ECM Operation, High Technology Use and Aviation Mechanic.

Irena Shea is an Expert Teacher of Laser Technology, Power Generation, Electrical and Solar, Computer Sciences, Radioactive Decontamination, First Aid, Mathematics, Physics, Radio Communications, Television Communications, Lab Technique, Technology Use and Basic Research.

All charge 200 np for a week's study period, plus expenses, and there will be a 1D6 week waiting period before they can schedule a class.

Electrician's Kits: 30% chance of a Kit 1, 10% chance of a Kit 2, 5% chance of a Kit 3.

Fabric Gear: Generally available.

Food: Natural, Preserved, Packaged and Freeze-Dried foods are readily available. Filtered fresh water cost 1 np per liter, washing is done with salt water, which is free. High-Energy Glucose solution sells for 100 np. Beer, fermented and 15% alcohol, is 5 np per liter. Tequila is 30 np per liter.

Fuel/Power: Gasoline is 10 np per liter.

Petroleum is 10 np per liter.

Grain Alcohol is 7 np per liter.

Hydrogen is 5 np per liter.

Diesel Fuel is 10 np per liter.

Aviation Fuel is 20 np per liter.

Fuel Cells are 1250 np.

Solar Screens are 5000 np.

Grenades and Explosives: Not generally available in Matamoros.

Guns: The "Citizens," Gypsies and other traders frequently trade in salvaged guns for manufactured items. Gun manufacturing has slowed to a trickle of Obregon .45 pistols, which are readily available for 400 pesos; Ron Bean, the gunsmith/dealer, will have 6D10 in stock at any time. Because of the availability of .45 and .30 Carbine ammunition, most guns using these types of ammo will have been snapped up.

Bean's stock of traded-in weapons (all repaired to full durability) currently comprises:

5 P33s (380 ACP) for 165 pesos each.

4 M-1 Carbines (Box 30) for 180 np.

1 .44 Special P1 for 180 np.

1 .38 Special P5 for 350 np.

1 P15 for 650 np.

1 .357 Magnum P26 for 550 np.

1 P32 for 30 np.

1 P36 for 260 np.

1 9mm Parabellum P42 for 65 np.

1 P59 (Left-handed, with a telescopic sight) for 600 np.

1 R3 with a telescopic sight for 1150 np.

1 R26 (Non-Magnum, with a telescopic sight) for 510 np.

1 R31 for 210 np.

1 R42 with a telescopic sight for 2025 np.

1 .223 R44 with a telescopic sight and hair trigger for 1000 np.

1 R48 for 2880 np.

1 C8 for 230 np.

1 12 Ga SG1 for 1400 np.

1 12 Ga SG11 for 1920 np.

1 12 Ga SG21 for 1450 np.

1 20 Ga SG6 for 1550 np.

1 10 Ga SG16 for 2160 np.

1 P38 AB for 175 np (Citizenship Papers required).

1 Colt Commando Carbine for 1700 np (Citizenship Papers required).

FAR Assault Carbine for 2730 np (Citizenship Papers required).

Ron Bean (BCS 17 in Modern Firearm Repair and Commerce, BCS 14 in Modern Pistol, Modern Rifle and Autofire) has bought out most of his competition in Matamoros, and also runs and arms the local Militia Reserve. He wears old fatigues (HC, 4-18, 21-28), over an



Armorlon vest (BC20, 4-12), cowboy boots (LL, 17-20), a leather tengallon hat (LL, 1), and a bullet belt with one hundred rounds of .45 ACP. His casual wear includes an SG10 (10 Ga Slug), a MAC-10, a concealed P2 (.38 Special) and a Bowie knife. His militia weapon is an M1A1 carbine with a Box 30 magazine.

Bean is a fifty-year-old Texan, 6'3" tall, two hundred pounds, affable in a patronizing fashion, and very fond of country and western music (he will pay 1D100 Pesos for C&W audiocassettes or CDs). He does not deal in Laser weapons and considers them to be "Buck Rogers stuff." His customers receive a 10% discount if they can drink a cup of his black coffee (awful, even by post-Ruin standards: WIL CST to drink, but otherwise harmless). As a safety precaution, he stocks no ammunition except for his belt of .45 ACP "change." Treat Bean as an average NPC.

Laser weapons are theoretically available from Shea, for Citizens only, but there is a waiting list of 2D6 months, and you take what you get. Moving up the waiting list (to 1D3 months) costs 500 Pesos per month dropped.

XLM-4 costs 6600 np.

XLM-3 costs 800 np.

XLM-2 costs 1600 np.

Handloading Equipment: Pistol, Rifle and Shotgun Kits with Efficiency Factor 1, primers, smokeless powder and lead are all generally available. Swages for sale include: .38 Special (Efficiency 10, for 50 np), .38 Long (Efficiency 20, 25 np), .45 ACP (Efficiency 40, 55 np), .223 (Efficiency 100, 100 np), 7mm Magnum (Efficiency 40, 180 np), .30 Carbine (Efficiency 90, 60 np).

Hand-to-Hand Weapons: New axes (all types), hammers, belt knives, jackknives, switchblades, Bowie knives, pickaxes, pitchforks, sledgehammers, straight razors and machetes are available in bulk. 1D10 – 7 of any other hand-to-hand weapon in Appendix Four will also be available, salvaged or stolen. Matamoros's carpenters can produce any wooden weapon required (Weaponsmithing BCS14), but the blacksmiths have only a Weaponsmithing BCS of 6.

Leatherworking Kits: All are readily available.

Light Sources: Readily available except for "Cold Light" sticks.

Medical Gear: Bandages, Medical Supplies and Medkit 1 are readily available. Inflatable splints are available for the following prices: Torso for 225 np, Arm for 75 np, Leg for 100 np. Medical care is available at 150 np per day plus the cost of any medical supplies required.

Muscle-Powered Missile Weapons: Good quality arrows and bolts of all types, bows, crossbows, throwing knives, and slingshots are all factory produced in bulk in Mexico City. Fiberglass and aluminum bows, arrows or bolts cost twice the normal price.

Plastics Equipment: Kit 1 and Repair Charges are readily available in Matamoros.

Survival Gear: Matches are cheap in Matamoros, .2 BP each. All other items are readily available at the prices suggested in Book 2 of Aftermath!

Tools: 50% chance of finding Kit 1, 25% chance of finding Kit 2, 10% chance of finding Kit 3, and a 5% chance of finding Kit 4.

Transport: Horses are traded at the same prices as in the Barony (see Section 2.2). Aluminum-sided horse-drawn carts sell for 3600 pesos. Bicycles can be purchased for 250 pesos each.

General Reaction: -5 (+10 to Citizens).

Background: Matamoros would be little more than a border outpost had it not been for four refugees from Mission Control in Houston – Alan and Jennifer Jenner, Gordon Carter, and Dr. Irena Shea. After a hazardous trip south to Mexico City, they persuaded the Emergency Government to let them attempt to salvage the fragments of technology remaining in Texas and New Mexico. In twenty years, they established the hospital, the airfield, and the nearly-finished Tranet station, as well as finding and maintaining enough laser weapons to keep down the threat of the Burning Ones.

Alan Jenner died three years ago, and Doctor Shea became the pro tem governor of Matamoros – though she has no official title other than "Doctor."

IRENA SHEA, Ph.D.

WT	WI	STR	DFT	SPD	HLH
40	33	3	9	7	6
BAP	MNA	PCA	CDA	DRT	
3	2	1	1	24	

Skills: High Technology Use (20); Pilot, Fixed Wing (9); Computer Design (13); Laser Technology (20); Power Generation, Electrical (20); Power Generation, Solar (20); Advanced Medical (13); Chemistry (13); Computer Sciences (20); Decontamination, Bio/Chem (13); Decontamination, Radioactive (20); First Aid (20); Mathematics (20); Mechanically Generated Power (13); Pathology (13); Pharmacy (13); Physics (20); Radio Communications (20); Television Communications (20); Therapy (13); Lab Technique (20); Technology Use (20); Basic Research (20); Automobile Driving (13); Advanced Farming (9); Dirt Farming (3); Nutritionist (19); Salvage Food (19); Spanish Language (17); Literacy (20); Missile Launcher (10); Pistol, Modern (10).

Armor: Anti-Radiation Suit (AV 5).

Weapons: XLM-3.

Notes: Dr. Shea is 83 years old. She can walk when necessary, but usually is confined to a wheelchair in her lab. She has Scientific Precognitive Power (see Aftermath!, Book 3, page 67), Scientific Talent 15.

Irena Shea was a scientific prodigy as a child, but her refusal to specialize in any particular field of study prevented her from gaining any real fame. It was, however, this refusal to specialize that earned

her a job as Payload Director for the Space Shuttle program of NASA, enabled her to survive after the Ruin, and made her so valuable to Matamoros. Shea's determination and prodigious memory have also made her an excellent administrator, and that a woman could hold power in a country as male-dominated as Mexico (or Texas) is a tribute to her abilities.



THE PAYOFF

The bargaining session for the discs will be coordinated by Dr. Shea and Debra Carter (Commerce BCS 14). Doctor Shea is prepared to pay 30,000 pesos (6000 BP, or approximately 1000 BP per player-character). This will enable the player-characters to buy almost anything Matamoros has to offer, short of the helicopter.

If the player-characters wish to stay in Matamoros, rather than pitching a tent in the quarantine, a "Citizen's License" costs 1000 pesos for a month's stay, or 10,000 pesos for a year. It also enables them to come and go without bribing the guards (though they will still need to pass the tests for contamination), to buy automatic weapons or lasers, to study, and to bring their kills back to Matamoros for bounty.

BOUNTIES

Burning Ones (feet) = 250 pesos.
 Quake snake = 100 pesos.
 Godzilla Gila (hide) = 120 pesos.
 Giant Rat (body) = 10 pesos.
 Super Rat, Shadow Rat, or Rat (body) = 2 pesos.
 Orthrus or Dog (hide) = Mass x 20 pesos.
 Razorback (hide) = 150 pesos.
 Feral Cat (hide) = 25 pesos.
 Puma (hide) = 150 pesos.
 Shark (body) = Mass x 10 pesos.

2.9 THE ROAD GOES EVER ON . . .

If the player-characters tire of the more or less settled life of Citizens in Matamoros, there are several risky but potentially well-paid quests that Doctor Shea might send them on.

(I) The Citizens will need new and heavier weapons to tackle Rollo, which they would like to salvage for their own purposes. Matamoros will pay twice the normal price for LAWs, Bazookas, HEAT grenades, etc.

(II) Matamoros is founded on Shea's knowledge: without her it might well collapse, and Mexico cannot produce Anagathon. The reward for anyone salvaging a course of Anagathon treatments could be up to 15,000 np.

(III) Animatron parts are needed to repair the Wardroids, and rumors of Fort Lee's buried hero have reached Matamoros. The player-characters may be sent to buy or steal the body.

(IV) SCUBA gear is discovered by a Citizen, and rumors of the sunken weapons cache near the Half Moon Reefs, east of New Havana, reach the player-characters.

(V) The player-characters may become Traders, carrying ammunition to Kingsport, Fort Lee or New Ararat (see Section 3).

(VI) Communications are established with a stranded submarine in the Half Moon Reefs, east of the glowing wastelands of Nicaragua. Spy satellites may discover all sorts of booty – intact aircraft boneyards, scuttled ships, undamaged oil refineries, or nuclear reactors . . .

3. WORLD WAR IV

3.1 MEANWHILE, BACK AT THE RANCH...

If Irena Shea is able to establish television or radio communications with the outside world, the player-characters may learn that since their escape from New Ararat, Bonney's government has fallen. A mutiny by disgruntled NCOs, most of whom believed that barring a man from promotion on the basis of his blood type was ridiculous, was organized by (former) Sergeant Harrison Lang, the new Commander-in-Chief of New Ararat.

HARRISON LANG

WT	WL	STR	DFT	SPD	HLH
23	25	13	15	25	13
BAP	MNA	PCA	CDA	DRT	
12	3	4	2	30	

Skills: Modern Rifle (15), Autoweapon (15), Flexible Weapon (13), Technology Use (13), Tactics (18), Drive Automobile (12), Ride Beast (10), Single Weapon (12), Brawling (10), Throwing (13), Modern Pistol (15), Interrogation (12), Grenade Launcher (10), Missile Launcher (10), Operational Command (13), Strategic Command (13), First Aid (15).

Armor: Armor Kit 2.

Weapons: P45; Ceremonial Sword, Jackknife.

"Packrat Pete" has been replaced by a lieutenant loyal to Lang, and the racial hierarchy has been eased slightly, with some serfs being permitted training in melee weapons. Lang will welcome the player-characters should they return to New Ararat as traders or mercenaries, if they so choose . . . because it looks as though ammunition and mercenaries may well be needed. An army of psychopathic ghouls, the Mokkers, are marching south-east from New Mexico, driving a horde of refugees (mostly primitives) before them.

Psychopathic and disorganized they may be, but the Mokkers are rumored to be numerous, and are certainly well-armed, presumably from some non-nuked army stockpile in New Mexico. And, of course, they don't have to carry much food . . .

3.2 THE MOKKERS

MOKKERS

WT	WL	STR	DFT	SPD	HLH
2	7	17	7	7	14
BAP	MNA	PCA	DRT		
3	2	1	26		

Skills: Rifle, Modern (5); Autofire (5); Polearm (5); Throwing (5); Brawling (8).

Armor: Fatigues (4-18, 21-28, HC) and Combat Boots (17-20, LL).

Weapons: M-16 rifle with Box 30 magazine (30 – 1D10 rounds) fitted with a long bayonet, plus 1D3 – 1 U.S. Mk. 7 Defensive Grenades on their belts. Thirty percent of these will be special C.I.A. "Dirty Tricks Department" Special Issues, which explode instantly when the pin is pulled. The Jester (who has a very sick sense of humor) has warned the Mokkers not to use their grenades except in extreme emergencies.

Notes: Mokkers suffer from a rare disease called the "laughing sickness" or kuru, caused by eating contaminated human brains. Each Mokker also carries a one liter canteen (20% chance that the water is contaminated) and a coil of rope.

THE JESTER

Name: Isstvan Csilkszentmihalyi

WT	WL	STR	DFT	SPD	HLH
37	34	12	16	13	11
BAP	MNA	PCA	DRT		
6	3	2	34		

Skills: Unarmed Combat (20); Knife (16); Throwing (18); Pistol, Modern (19); Rifle, Modern (15); Autoweapon (17); Direct Fire Cannon (12); Grenade Launcher (20); Missile Launcher (18); Mortar (16); Gambling (15); Tracking (11); Search, Urban (12); Stealth (18); Pre-Ruin Culture (18); Russian Language/Literacy (20); Spanish Language/Literacy (18); German Language/Literacy (15); Chinese Language/Literacy (15); Hungarian Language/Literacy (12); English Language/Literacy (19); Tactical/Operational/Strategic Command (15/17/20); Automobile Driving (20); Basic Research (17); Heavy Equipment Driving (20); Lab Technique (13); Lockpicking (12); Magnalock Penetration (12); Motorcycle Driving (12); Powerboat Pilot (11); Technology Use (18); Aerial Recon Interpretation (20); Advanced Medical (16); Chemistry (14); Computer Science, Programming (12); Defusing Explosives (18); Encryption (20); First Aid (16); Mathematics (12); Pathology (12); Pharmacy (16); Radio Communications (15); Simple Explosives (15); High Technology Use (14); Pilot, Fixed Wing (16); Pilot, Submersible (13); Pilot, Rotary Wing (12); Safecracking (12); SCUBA Diving (11); Complex Explosives (12); ECM Operation (11); Laser Technology (13).



Armor: Deluxe Street Suit with hood and gas mask (1-2, Q-PX; 3-18, 21-28, PX; 4-12 BC10), painted like a subway car on LSD; karatands (27-30); combat boots (17-20, LL).

Weapons: M-22 Rifle with Laser sight and five magazines of Hi-Power ammo (uses with Pistol skill); two bandoliers of 22mm Rifle Grenades – six HEAP, two HEAT, five WP, two Retch Gas, one Mustard Gas, three Sarin, three experimental Neutron Grenades (p. 45, 10% chance of a dud); Karatands, Trench Knife.

Notes: Isstvan Csikszentmihaly was a medical technologist in a C.I.A. laboratory complex in Nevada, working on the possible uses of permanent Memory RNA. One of the last survivors after the complex was nuked, he dosed himself up with Memory RNA, armed himself with the best weapons on hand (some of them untried prototypes), and set out into the wilderness. Unfortunately, the RNA treatments were also experimental, and still carried extraneous memories of their donors – scientists, soldiers and mercenaries, C.I.A. agents, K.G.B. agents . . . Csikszentmihaly began to suffer from other people's habits and nightmares, and developed dissociative personalities. By the time he met another group of survivors, he was unpredictably psychotic, with moments of horrible sanity. He was also a brilliant strategist, possibly the best alive, and he guided his group from one victory to another. When food began to run low, he ordered the cooks to stew the victims of the day's battle. A few of the group contracted kuru, and went crazy.

Csikszentmihaly established two levels among his followers: the "Men Sana" or "Sanes", a useful elite who ate only uncontaminated food; and the cannonfodder, who dined on human brains (including those of their fallen comrades) until they became the berserk ghouls who Csikszentmihaly called "the Mokkers." By this time, Csikszentmihaly had almost lost his own name among the collection of identities in his head, and he became known as the Smiler, the Jester (partly because of his motley street suit), and – most aptly – the Psych, or Psycho.

The Jester shares an M-113 APC with his driver/bodyguard/mistress, a feminatron (female simulation animatron) named Kali.

GENERAL LAUGHTER

The Jester's eight sub-commanders are Superior Veterans. They are mostly sane, and stay with him partly because he commands the loyalty of the ever-hungry Mokkers and his Animatron Bodyguards, and partly because he would be a match for any of them in single combat, but mostly because he has been enormously successful in conquering the wastelands and he occasionally leaves a General in a conquered community as Military Governor. For this, they will even put up with the name of "General Laughter," which the Jester uses for all of them generically. Of course, if the Jester begins to lose, he may rapidly find himself abandoned, or worse (I hope you've all seen Kurosawa's **Throne of Blood**).

Skills: (BCS 14) Rifle, Modern; Autofire; Grenade Launcher; Brawling; Throwing; Tactics; (BCS 11) Pistol, Modern; Automobile Driving; Heavy Equipment Driving; Operational Command; Strategic Command; Knife.

Armor: Heavy Infantry Armor Mark IIIa (1-30, PS) with 1D5 layers of MARP.

Weapons: M-22 Rifle with Laser Sight, 10 magazines of Hi-Power ammo; bandolier of 22mm Rifle grenades – six HEAP, two HEAT, one Sarin, one Retch Gas; trench knife.

Notes: Each sub-commander also carries a one-liter canteen of good water and three rations of Freeze-Dried food.

MEN SANA

Men Sana, or The Sanes, form the elite of the Jester's forces and are Average Trained, mostly loyal to their Generals, and scared to death of the Jester and Goliath.

Skills: (BCS 11) Rifle, Modern; Autofire; Polearm.

Armor: Field Infantry Mark I with 1D5 layers of MARP with a bio/chem. Undersuit.

Weapons: M-16 Rifle with Box 30 magazine, fitted with a bayonet; 10 Box 30s; trench knife.

Notes: They also carry a one-liter canteen of good water and two rations of Packaged Food.

GOLIATH

Goliath, a Third Generation Wardroid, is the Jester's "Exec" – short for executioner, not executive officer. Many legends of War Gods or Demons circulating among the primitives of New Mexico actually describe Goliath in action.

STR	DEX	SPD	WT
45	45	25	5

Skills: Modern Rifle (17), Autofire (17), Grenade Launcher (17), Single Weapon (10).

Weapons: As for the Generals, with the addition of a Trench Sword.

KALI

Kali is a Third Generation Simulation Animatron, previously used as an Unarmed Combat teaching aid for C.I.A. agents. She has the appearance of a beautiful Eurasian girl: Looks 00, Size and Bulk Very Low, Personal ENC 4.2.

STR	DEX	SPD	WT
20	20	25	5

Skills: Unarmed Combat (20), Throwing (10), First Aid (10), Autofire (15), Drive Heavy Equipment (5).

Armor: Deluxe Street Suit, without hood; Karatands; Rigiplast boots.

Weapons: Karatands; ten Shuriken; 2 Retch Gas hand grenades; Concussion grenade.

THE APC

Probably the only Armored Personnel Carrier in history to feature a waterbed and ceiling mirror, the Jester's M-113 also contains: 2000 rounds of AP, with a tracer every tenth round, for the machineguns; Military Quality Radio; a Geiger counter and analysis-capable bio/chem contamination detector; a medium fire extinguisher; a Medcomp and Medkit 2; seven syrettes of Polycellulac-3, three of Neo-Heroin, two of Cardiacine, ten of Panomycin, six of Anarad and nine of Anti-Rem 5; an Electric Caution/Knife; a complete set of inflatable splints; a compact disc stereo and a collection of Wagner CDs; ten rations of packaged food, twenty rations of freeze-dried food, and ten rations of Super-K; a Plastics Repair Kit 3 with eighty-five charges; an Electrician's Kit 3; two spare M-22s and twenty-five Box 30s; a box of 22mm Rifle Grenades – thirty HEAP, 10 HEAT, 10 Sarin, 10 WP; a box of Hand Grenades – ten Retch Gas, five Concussion, six Mk. 7 Defensive Grenades, 3 C.I.A. Mk. 7s; a coffee percolator and 10-liter water tank; a chemical toilet; an XLM-2; a P54 with Starlight scope, loaded with sabot rounds, and a box of nineteen .44 Magnum sabot rounds.

LOGISTICS

Because of low fuel supplies, the eight jeeps which supply the Mokkers are more often pulled than driven (their fuel tanks are usually used to carry reserve diesel fuel for the APC, and will be empty by the time they reach the battle zone), and are usually left 1D6 kilometers behind the battle. They will be guarded by 1D3 wounded Sanes (DRT 11) and 3D10 wounded Mokkers (DRT 13). The precise location of the Jester's major cache is known only to the Jester himself.

Jeep 1 (Durability 11): Two hundred Box 30 mags, four hundred boxes of twenty-five 5.56mm rounds.

Jeep 2 (Durability 9): Two hundred Box 30 mags, four hundred boxes of twenty-five 5.56mm rounds.

Jeep 3 (Durability 17): Four hundred boxes of twenty-five 5.56mm rounds, sixty Belt-100s of Browning .50 ACP (tracer every tenth round).

Jeep 4 (Durability 12): Twenty-five M-16 rifles, twenty-five Box 30 mags.

Jeep 5 (Durability 7): Thirty Mk. 7 Hand Grenades, fifteen CIA Mk. 7s, thirty HEAP 22mm Rifle Grenades.

Jeep 6 (Durability 19): Nuclear Decontamination Equipment, fifty-charge. Five Ev-100s, two Solar Screens.

Jeep 7 (Durability 17): Six hundred liter tank containing 6D100 liters of diesel fuel.

Jeep 8 (Durability 10): Sixty rations of Packaged Foods, twenty rations of Freeze-Dried Foods.

3.3 CUSTOM ARMIES

1. NEW ARARAT

Unit	Defensive	Offensive	Offensive w/Ammo
Commander's BCS: 13			
First Grenadiers (Trained – 4 men)			
Turns 1-15	20 (1)	20 (1)	2420 (121)
Turn 16	20 (1)	20 (1)	62 (3.1)
After turn 16	20 (1)	20 (1)	none
First Rifles (Veteran – 60 men)			
Turns 1-6	360 (18)	360 (18)	2340 (117)
After Turn 6	360 (18)	360 (18)	none
Second Rifles (Trained – 100 men)			
Turns 1-3	300 (15)	300 (15)	1300 (65)
After turn 3	300 (15)	300 (15)	none
Third Rifles (Trained – 300 men)			
Turns 1-3	600 (30)	600 (30)	3600 (180)
After turn 3	600 (30)	600 (30)	none
First Pistols (Trained – 20 men)			
Turns 1-3	40 (2)	40 (2)	250 (12.5)
After turn 3	40 (2)	40 (2)	none
First Infantry (Novice – 150 men)			
All turns	75 (3.75)	75 (3.75)	none
Second Infantry (Green – 400 men)			
All turns	100 (5)	100 (5)	none

2. THE BARONY

Unit	Defensive	Offensive	Offensive w/Ammo
Commander's BCS: 11			
First Longbows (Veteran – 10 men)			
All turns	45 (2.25)	45 (2.25)	187.5 (9.38)
Second Longbows (Trained – 100 men)			
All turns	300 (15)	300 (15)	800 (40)
Third Longbows (Novice – 150 men)			
All turns	125 (6.25)	125 (6.25)	137.5 (6.88)
Guard Swordsmen (Veteran – 50 men)			
All turns	525 (26.25)	525 (26.25)	none

Unit	Defensive	Offensive	Offensive w/Ammo
First Swordsmen (Trained – 150 men)			
All turns	750 (37.5)	750 (37.5)	none
First Infantry (Green – 300 men)			
All turns	150 (7.5)	150 (7.5)	none

3. BIBLIOTECHNIC

Unit	Defensive	Offensive	Offensive w/Ammo
Commander's BCS: 12			
Guard Lasers (Veteran – 5 men)			
Turn 1	45 (2.25)	45 (2.25)	117

4. KINGSPORT

Unit	Defensive	Offensive	Offensive w/Ammo
Commander's BCS: 8			
Regulars (Rifles) (Trained – 6 men)			
Turns 1-4	30 (1.5)	30 (1.5)	80.4 (4.02)
After turn 4	30 (1.5)	30 (1.5)	none
HMG on Jeep (2-man crew)	10 (.5)	10 (.5)	45.5 (2.28)
First Pistoliers (Elite – 3 men)			
Turn 1	27 (1.35)	27 (1.35)	43.5 (2.18)
After turn 1	27 (1.35)	27 (1.35)	none
First Rifles (Trained – 6 men)			
Turns 1-4	30 (1.5)	30 (1.5)	34.8 (1.74)
After turn 4	30 (1.5)	30 (1.5)	none
Second Rifles (Trained – 2 men)			
Turns 1-3	10 (.5)	10 (.5)	15.6 (.78)
After turn 3	10 (.5)	10 (.5)	none
First Crossbows (Trained – 2 men)			
Turns 1-3	10 (.5)	10 (.5)	15.6 (.78)
First Infantry (Veteran – 4 men)			
Turns 1-3	30 (1.5)	30 (1.5)	none
Second Infantry (Trained – 3 men)			
Turns 1-3	12 (.6)	12 (.6)	none

5. THE MOKKERS

Commander's BCS: 18

Unit	Offensive	Defensive	Offensive w/Ammo	Unit	Offensive	Defensive	Offensive w/Ammo
FIRST WAVE				THIRD WAVE			
First Rifle Grenadiers (Veteran – 1 man)				Third Rifle Grenadiers (Veteran – 2 men)			
Turn 1	13.5 (.68)	13.5 (.68)	920.25 (46.01)	Turn 1	27 (1.35)	27 (1.35)	1840.5 (92.02)
Turns 2-7	13.5 (.68)	13.5 (.68)	33.5 (1.68)	Turns 2-7	27 (1.35)	27 (1.35)	67 (3.35)
After turn 7	13.5 (.68)	13.5 (.68)	none	After turn 7	27 (1.35)	27 (1.35)	none
First Rifles (Trained – 10 men)				Fifth Rifles (Trained – 30 men)			
Turns 1-6	90 (4.5)	90 (4.5)	290 (14.5)	Turns 1-6	270 (13.5)	270 (13.5)	570 (28.5)
After turn 6	90 (4.5)	90 (4.5)	none	After turn 6	270 (13.5)	270 (13.5)	none
Second Rifles (Green – 200 men)				Sixth Rifles (Green – 600 men)			
Turn 1	100 (5)	100 (5)	1100 (55)	Turn 1	300 (15)	300 (15)	3300 (165)
After turn 1	100 (5)	100 (5)	none	After turn 1	300 (15)	300 (15)	none
SECOND WAVE				Goliath Wardroid			
Second Rifle Grenadiers (Veteran – 5 men)				Turn 1	13.5 (.66)	13.5 (.66)	920.25 (46.01)
Turn 1	67.5 (3.38)	67.5 (3.38)	4601.25 (230.06)	Turns 2-7	13.5 (.66)	13.5 (.66)	33.5 (1.68)
Turns 2-7	67.5 (3.38)	67.5 (3.38)	167.5 (8.38)	After turn 7	13.5 (.66)	13.5 (.66)	none
After turn 7	67.5 (3.38)	67.5 (3.38)	none	APC			
Third Rifles (Trained – 50 men)				All turns	70 (3.5)	9 (.45)	164 (8.2)
Third Rifles (Trained – 50 men)							
Turns 1-6	450 (22.5)	450 (22.5)	1450 (72.5)				
After turn 6	450 (22.5)	450 (22.5)	none				
Fourth Rifles (Green – 1000 men)							
Turn 1	500 (25)	500 (25)	5500 (275)				
After turn 1	500 (25)	500 (25)	none				

APPENDIX ONE: WANDERERS

CARRION RAIDING PARTY

Leader:

WT	WL	STR	DFT	SPD	HLH
12	12	17	17	17	17
BAP	MNA	PCA	CDA	DRT	
8	3	2	2	31	

Skills: Rifle, Modern (14), Pistol, Modern (14), Rifle, Primitive (6), Pistol, Primitive (6), Crossbow (6), Single Weapon (15), Weapon and Shield (15), Rural Stealth (5), Hunting/Shoot (11), Tracking (2), Riding (9).

Armor: Riot Helmet (1-3, MP), Flak Jacket (4-12, LP-MP), Overalls (4-18, 21-28, HC), Boots (17-20, HL).

Weapons: M-1 Carbine with two rounds, bat with nails, shield (1/4" bronze, Class 4).

RAIDING PARTY

1D10 Roll	Quality	Expertise	Weapons
1	Superior	Veteran	40-lb. longbow, RF4, with seven improvised barbed arrows, saber.
2	Average	Veteran	Pistol P3, with four rounds .38 Special, Trench Knife.
3	Average	Novice	Knife-spear
4	Rabble	Novice	Switchblade
5	Rabble	Green	Cudgel

RAIDING PARTY (CONT.)

1D10 Roll	Quality	Expertise	Weapons
6	Average	Green	Pipe, Light (SW)
7	Superior	Trained	Cudgel, shield (street sign, Class 3)
8	Average	Novice	Knife-spear
9	Average	Trained	Machete
10	Average	Trained	Fire Axe

Carrion Armor: Flak Jacket (4-12, LP-MP), Overalls and sneakers (4-10, 21-30, HC).

THE DANITES

BACKGROUND

In the decade before the Ruin, unrest in Africa and Central America was answered by massive C.I.A. infiltration. The most convenient cover readily available, especially away from the cities, was among the Missionaries: therefore, the C.I.A. formed a special corps of agents with religious backgrounds, especially from the L.D.S. (Mormon) Church. By the time of the Ruin, the Mormon Missionary Church was little more than a C.I.A. front; the missionaries, though devout, were better versed in rifles than Bibles. Nonetheless, they kept to the laws of Mormonism – and, in countries where it was not prohibited, they practiced polygamy. As a result, their missions are adequately supplied with everything but women – hence, their “hunting trips” into Mexico and the southern U.S.A.



The Danites, or Avenging Angels, are the missions' scouting/raiding parties. They are always excellently armed and equipped, and usually travel in helicopters, hovercraft, or amphibious APCs. Danites will not normally bother with wanderers, unless the group includes a female of average or better looks and aged under forty. Treat Danites as Trained Average Rabble, DRT 11.

Danites wear Light Reconnaissance Unit Armor ("Intruder" System, Book 3, p. 49), and carry machetes, double-barreled Tasers, concussion grenades (1D3 each), and MAC-10s (loaded with Explosive Rounds). Their survival gear will be of excellent quality – Super-K Rations, Calculator watches, Magnatuners, and good lockpicks, Medcomps and Syrettes, etc.

Occasionally, Danite parties have been stranded and turned wanderer. These will be traveling on foot, but still well-armed and well-equipped, though probably short on ammunition.

FIRESTORMERS

The location of the Firestormer community is unknown, but it is generally assumed to be north and east of the Houston crater. Their numbers are likewise uncertain, but they are widely thought to a minority in their own region. The Firestormer's creed seems to have been derived from the Kode of the Klan, and expanded slightly by the Minutemen: like the Crusaders, they consider themselves called upon to keep pure the white human genotype; unlike the Crusaders, they believe that any solution short of Genocide is inadequate.

Firestormers travel in parties on 2D10: their ostensible purpose in traveling so far afield will be trading, but any "prey" they encounter en route is fair game. Firestormers are not above robbing or killing fellow whites, especially if they are traveling with mutants or non-whites.

Firestormers ride standard horses, and never leave their community without at least one gun and 25 + 1D100 rounds for that gun. Treat them as Average Rabble (DRT 11), Trained.

Firestormer Armor: Firestormers wear Coveralls (4-18, 21-28, HC), Boots (17-20, LL), white hoods (1-3, HC), gloves (27-30, LL), and bulletproof vests (4-11, BC10).

Equipment: Firestormers carry a 5-liter waterbag, a basic survival kit, and 1D6 prepared torches in their saddlebags. The percentage chance of a handloading kit and 1D3 swages is equal to the number of Firestormers in their party.

FIRESTORMER WEAPONS

1D20 Roll	Weapons
01-02	P28 and saber
03-04	P53 and steel-tipped leather whip
05-06	R2 (AL, Box 30)
07-08	R10 (300 Magnum) and Bowie knife.
09-10	R48
11-12	C3
13-14	SG9, 12 Ga Slug
15-16	SG22, and hatchet
17	MAC-10
18	American 180 Carbine (1D100 rounds) and machete
19	Thompson M1928A1
20	Flame Rifle and P47

GYPSIES

Because neither New Ararat or the Barony provide much business for traders, their recognition value will be much lower than usual; ergo, rarely do experienced traders venture in. The only exceptions are the ubiquitous Gypsies, whose guild is a major power in most of the communities in Post-Ruin Texas; recognition is automatic for anyone making a BCS in Post-Ruin Culture. Gypsies specialize in centerfire bullets, carrying excellent Handloading kits, and having a BCS of 14 +



1D6 in Autoloading skill. There is a 75% chance of a Gypsy caravan having the swages of any caliber required; a 45% chance of their being able to sell 2D20 shells of any requested centerfire ammunition or shot gun shells; 15% chance that they can sell High-Power, Hollow-Point or Jacketed bullets; 5% chance of 2D20 Fragmenting, Sabot, Explosive or Incendiary rounds. Gypsies treat all rimfire ammunition as "small change," or 1 Barter Point.

Gypsies may also deal in low-utility firearms (see below), bullet and cartridge belts (15% chance of 1D6 available), knives (see below), good lockpicks (10% chance of 1D3), Eternabatteries (15% chance of !D3 in any size), flashlights (10% chance of 1D3 of any size), Geiger counters (5% chance), compasses (10% chance of 1D3 available), watches (10% chance of 1D3), books (5% chance of reference, text or manual in any particular subject), and other objects they have bought from scavengers and artisans during their travels. Gypsy ammunition, guns and non-saleable items bear a "brand" that makes them permanently identifiable. Gypsies will trade for ammunition, guns, cases, dollar coins, or anything with a resale value to justify its encumbrance.

Gypsies are Average Veterans with firearms, knives, and single weapons; they wear Wanderer Armor Kit 4, and usually ride gaudily-painted aluminum-alloy wagons or horse drawn jeeps (they prefer not to rely upon infrequent fuel sources). Apart from their trade goods, they carry Handloading Kits, Medkit 2, Toolkit 3, Survival Kits, Leatherworking and Sewing Kits.

Gypsies pack 20 Ga SG8s (1-4), 44 Magnum C3s (5-7) or R47s (8-10), and carry Trench Knives (1-2), Bowie Knives (3-5), Kukris (6-8), or Machetes (9-10).

GUNS FOR SALE

1d20 Roll

01-04	1D6 Guns of Type P11 (.32 Short), 10 BP
05-06	P13, 10 BP
07-10	P29 (.22 Long Rifle), 16 BP
11-12	P32, 6 BP
13-14	P43, (.22 Long Rifle), 22 BP
15-18	C15 (.22 Short), 6 BP
19-20	C17, 42 BP

Hand-to-Hand Weapons for Sale: Bowie Knife (30% chance of 1D3 available), Kukri (30% chance of 1D3 available), Throwing Knife (30% chance of 1D3 available), Trench Knife (20% chance of 1D2 available), Brass Knuckles (30% chance of 1D3 available), Machete (20% chance of 1D2 available) or Shuriken (10% chance of 1D6 available).

PENITENTES

Treat Penitentes as Green Extras, wearing pants (LC, 10-18) and hoods (LC, 1-3), and wielding hemp rope whips. "Penitentes" carry no survival equipment, or very much of anything except a contagious disease, Flagellitis (apparently mutated from pneumonia).

FLAGELLITIS

A – (-) – HLH – 1D3 Days – 3 Days – Pain. Tinnitus. Dystopia. To the religiously insane Penitentes, the occasional peculiarities of their diseased senses are "visions" and "angel voices." Player-characters suffering from this disease should be prone to occasional semi-hallucinatory experiences – seeing vague figures in shadows, "hearing" clickings that might be guns being cocked, etc. A cruel Gamemaster (Cruel? Who? Us? Never!) might even give a player-character a reputation for "crying wolf," and then send a helicopter past during the PC's watch.

PRIMITIVES

Primitives encountered are most commonly refugees from the north or north-west, searching for new hunting grounds or fleeing the Mokkers. Primitives wandering this far south are usually picked up by slavers.

Primitives wear rough tunics of Heavy Hide (4-14, HH), and are Veterans at Rural Survival, Hunting (Trap and Shoot), Rural Tracking, Rural Stealth and their choice of weapons. Treat them as Average Rabble (DRT 11).

Thirty percent of primitive tribes speak no Pre-Ruin Languages, while twenty percent use a sign language which may be roughly understood by anyone with Amesian or sign language skill (one-half normal BCS), and the remaining fifty percent speak a recognizable dialect of English (e.g. Texan).

PRIMITIVE WEAPONS

1D20 Roll Weapon(s)

01-04	Stone or Glass Knife
05-08	Club
09-11	Cudgel
12-15	Javelin
16	Sling with 3D6 stones and Knife
17	Long Blowgun with 3D6 fire-hardened darts tipped in snake venom.
18	Bola and Glass Knife
19-20	Bow with 40-pound pull, 3D6 improvised Barbed arrows, and Knife.

Stone or Glass Knife: Treat as a belt knife, but ENC is 0.5 and Barter Value is 1.

Javelin: Skills: P1, Th; Utility 1; STR 2; Hand 1 ½; Sec. 8; Surv. 3; Format T; Length XL; ENC 0.5; WDM 1.5 L; Barter Value 2.

SLAVERS

Slavers do little business in New Ararat, and less in the Barony, where they are barely tolerated, but they frequently use the highway (if you had your ankles chained to twenty other people, you'd probably avoid the underbrush, too). Slavers will never tackle a vehicle or anyone they may mistake for Crusaders, but they may attempt to capture any potentially saleable individuals who are obviously runaways. This is unlikely (10% chance) if they are headed towards the Citadel or Castle Andred, and more common (35% chance) if they are headed away from either of these destinations and the prey is a fairly easy catch. Roll 1D100 to determine the number of slaves, and add drivers as necessary.

Fettered slaves are Average Rabble (DRT 11) sixty-five percent of the time due to their harsh treatment and poor food, twenty percent are Extras, ten percent are Average NPCs, and five percent are Strongs (WT 12, WL 12, STR 22, DFT 7, SPD 7, HLH 12, CDA 2, BAP 3, MNA 2, DRT 29). There is a twenty percent chance that any slave pack will contain 1D10 Primitives.

Slavers are Average Veterans with a rifle, flexible weapon and knife. They wear Wanderer Armor Kit 6, and pack C5s (1-3 on 1D6), R46s (4-5 on 1D6), or SG2s (6 on 1D6), also carrying steel-tipped leather whips and Bowie knives. They will frequently (60% chance) ride horseback while their captives walk.

Every slaver has a bodyguard/driver, plus one extra driver for each twenty slaves. Drivers will be Average Trained NPCs (80% of the time) or Trained Strongs (20% of the time). These wear Wanderer's Armor Kit 1-6, and pack C18s (1 on 1D6), SG20s (2 on 1D6), C6s (3 on 1D6), R12s (4-5 on 1D6), or Crossbows with 80-pound pull, windlass and 3D6 hunting bolts (6 on 1D6). In large groups, the drivers may also be mounted on horses.

THE ULTRAMARINES

The Ultramarines are survivors of the Cuba War – colloquially known as "the Pigout" – who have fortified the U.S. base at Guantanamo Bay and have conquered more than a third of that Caribbean island. Ultramarines occasionally send scouting parties to the mainland in search of salvage and ex-Cuban refugees. The Ultramarines react at -5 generally, but at +5 to anyone who can prove he was once a U.S. or allied soldier, and with a +15 to any former Marine. Of course, they may shoot you while you are reaching for your military I.D.

Ultramarines wear Field Infantry Mark I armor with undersuit and Sand Camouflage oversuit. They carry Super-K and freeze-dried rations, depth gauge/watches, backpacker's tents and survival gear. Ultramarines will usually be encountered inland; due to a severe shortage of fuel, they keep their Heavy Combat vehicles at their base and travel in inflatable motorboats, which they leave sand-camouflaged on the beach. Any party of more than six Ultramarines will include a trained medic with a Medkit 2 and an assortment of drugs. Their inflatable boats, if found, will contain two fairly complete SCUBA outfits – wetsuit, tank, weight belt, flippers, mask and belt knife.

Treat Ultramarines as Average Veterans.



ULTRAMARINE WEAPONS

1D20 Roll Weapon(s)

01-12	M-18 Rifle with I-R scope and bayonet, plus 1D10 22mm Rifle Grenades (HEAP) and two spare Box 30s.
13-16	Colt Commando Carbine plus two spare Box 20s, Trench Knife, and 1D6 Mk.6 Grenades.
17	American 180 Carbine plus 100 rounds in a bullet belt.
18	Flamethrower.
19	Flame Rifle and Machete.
20	XLMR-4 Laser

WANDERERS

There is a five percent chance of Wanderers being Cuban refugees, a ten percent chance of them being refugees from the Mokker onslaught, with others simply searching for a better place to live or better hunting. Of course, they might also be escaping a plague- or famine-ridden community, be criminals or exiles, or they could simply be bored or curious explorers. Such encounters are an excellent way to introduce new Player-Characters to the campaign.

WANDERERS TYPE

1D20 Roll Type

01-03	All Green Rabble (BCS 5, DRT 11)
04-08	Green Rabble with a Trained Average Leader
09-14	Novice Average with a Trained Average Leader.
15-17	All Trained Average.
18-19	Trained Average with a Veteran Superior Leader.
20	All Veteran Average.

WANDERERS' WEAPONS

1D20 Roll Weapon(s)

01-03	Club
04-05	Knife-Spear
06-07	Fire Axe
08-09	Machete
10	Trench Knife
11	Katana
12-14	Bow, 60-pound pull, with 7 aluminum shaft hunting arrows and Belt Knife.
15-17	Crossbow, 100-pound pull with 12 target arrows/bolts and a Hatchet.
18-19	Pistol, P37 with 20 spare rounds and a Rapier.
20	Rifle, R3 with 12 spare rounds and a Switchblade.

WANDERERS' ARMOR

1D20 Roll Armor (Kit)

01-05	Kit 1: Pants (10-18, HC), shirt (4-9, 21-22, LC), sneakers (19-20, LC).
06-10	Kit 2: Fatigues (4-18, 21-28, HC), boots (18-20, LL), hat (1, HC).
11-14	Kit 3: Pants, shirt, leather jacket (4-9, 21-28, HL), boots, hat.
15-16	Kit 4: Fatigues, boots, Chainmail shirt and hood (1-12, M-SP).
17-18	Kit 5: Fatigues, boots, Flak Jacket (4-12, LP-AA), Helmet (1, SP).
19	Kit 6: Police coverall (4-18, 21-28, PH), boots, Riot helmet with gorget (1-3, MP), Breastplate (4-9, DP).
20	Kit 7: Light Reconnaissance Unit Armor with three layers of MARP (Book 3, p. 49).

WANDERERS' TRANSPORT**1D20 Roll Mode of Transportation**

01-12	On foot
13-14	On horseback (1D2 people per horse; roll again on the Kit Table per horse with party).
15	On bicycles.
16	In horse-drawn wagons (1D6 people per wagon, roll twice extra on the Kit Table per wagon).
17	In jeep(s); 2D3 people per jeep (roll four extra times on the Kit Table and one extra time on the Weapons Table per jeep).
18	On trail bikes, 1D3 – 1 person per bike.
19	Lying in ambush (will not attack a truck).
20	Dead (“natural causes”).

WANDERERS' KIT (Roll Twice per Wanderer)**1D100 Roll Gear/Item**

01-10	Camping Pack, and roll again.
11-15	Shoulder Bag, and roll again.
16-20	Bullet belt with holster.
21-25	1D3 Rations of Freeze-dried food.
26-40	1-liter Canteen of water.
41-45	1-liter Plastic Bottle of grain alcohol.
46-48	Standard lockpicks.
49	Magnatuner.
50	Stethoscope
51-55	Compass
56-60	Medkit 1
61	Medkit 2
62	1D3 Syrettes of Panomycin
63	1D3 Syrettes of Anarad
64-65	“Moneybag” of ammunition, 1D6 randomly chosen calibers, for barter. Contains 2D10 rounds in total.
66-70	Binoculars (ENC 1.2).
71-75	Geiger counter (Binary radiation detection equipment, ENC .6).
76-80	Pocket Flashlight
81-85	Camper's Flashlight
86-90	Box of 5D10 matches.
91-95	Space Blanket.
96-97	4-man Backpackers' Tent (ENC .6)
98-99	Thirty-foot roll of mountaineering rope (ENC 1).
(1)00	Roll twice.

APPENDIX TWO: NEW BEASTS

ELECTRIC SHARK

A fairly small shark (50% chance of Size I, 35% chance of Size II, 15% chance of Size III), with a defense similar to that of an electric eel. Its electricity is never used as an attack, but passes through anything conductive making a lethal or part-lethal attack – a knife, a speargun, teeth, etc. This attack/defense does 1D10 subdual damage, and takes the shark 1D3 hours to recharge for another electrical burst.

GODZILLA GILA

A Godzilla is a gila monster (a venomous desert lizard) grown to the size of a small crocodile. In addition to its size, it has the potentially advantageous mutation of being able to concentrate radioactive contamination in its venom rather than in its bloodstream.

A Godzilla will have 3D6 units of its venom when encountered. Each unit is an equivalent of a Strength Rating of 1 for the poison: additional doses are cumulative. The Godzilla Gila does not inject on its first bite, but has to pump out venom like a thirsty man working up a spit: after the first bite, treat it as injecting 1D5 – 3 units per successful bite. There is a twenty percent chance of a Godzilla Gila's venom being contaminated with 1D100 REMs, cumulative.

BAP: 6	Bite BCS: 10 (S)	WDM: 2, L
MNA: 2	Damage Die: 1D6	
PCA: 4	BMA: .5	
AV on Locations 17-28: 3		
AV on Location 4: 2		

AV on others: 4
WDA: 1 CDA: 1
DRT: (3D6 + 6) x 2 SF: 16

GODZILLA VENOM

S – L – STR, HLH – 2D3 hours – per unit injected – 2 hours – Puerpera.

ORTHRUS

A mutated two-headed dog (named after Geryon's watchdog in Greek myth), the orthrus is not a particularly efficient hunter. It rarely grows to great size: forty percent chance of Size I, thirty percent chance of Size II, twenty-five percent chance of Size III, and five percent of Size IV. Because of circulatory problems, it's DRT is less than that of a normal dog of the same size. None have been trained as attack dogs, and, unlike normal dogs, they hunt singly or in pairs, not in packs.

Due to the inefficiency of this mutated creature, Gamemasters wishing to alter this campaign to a later date than the intended Twenty Years After should probably eliminate this creature and replace it with normal dogs. The orthrus is unlikely to survive for a Hundred Years After campaign as it would be unable to compete with normal dogs in the long-term. This is probably the case with many other mutated species as mutations will only survive in the long-term if they add to the survival characteristics of the creature – hence evolution.

An orthrus that fails in its first Bite BCS may make an unpenalized second attack with its second head: if it bites successfully the first time, it receives no second attack.

Stat	Size I (5 kg.)	Size II (10 kg.)	Size III (15 kg.)	Size IV (20 kg.)
BAP	16	14	12	12
MNA	2	2	2	2
PCA	8	7	6	6
BMA	.5	1	1.5	2
AV	0	1	2	2
WDA	2	2	2	2
CDA	5	4	4	4
DRT	1D6	2D6	2D10	4D6
SF	2	4	6	8
Bite BCS (S)	6	7	8	9
WDM: L	1.5	1.5	1.5	1.5
Dam.Die	1 Point	1 Point	1D2	1D3
Mass	.5	1	1.5	2

QUAKE SNAKE

A Quake Snake, or Shaker, is a rattlesnake as large as a python, 5 + 2D3 meters long. It usually preys on giant rats, medium sized dogs and large feral cats. A Quake Snake will have 3D6 units of rattlesnake venom when encountered, and will inject 1D3 units per successful bite. It will not usually attack anything heavier than itself (which is good news for horses or cars); any prey more than one-third of its own mass will be constricted, anything of lesser mass will simply be bitten and gripped.

BAP: 6 (18) Bite BCS: 12 (A) WDM: 1.4, L
MNA: 1 (2) Damage Die: 2D3
PCA: 6 (8) Coil BCS: 16 (8)
BMA: .5 WDM: 1.4, constriction
AV: 3 Damage Die: 1D6
WDA: 2 Mass: 10 + 2D3
CDA: 2
DRT: 4D6 + 20
SF: 25

RATTLESNAKE VENOM

S – L – DFT, SPD – 2D3 hours – per unit injected – 1 hour – Nausea.

SHADOW RATS

Shadow Rats are the same size and intelligence, etc., as normal rats. They are hairless and have a limited camouflage ability that makes them difficult to attack – BCS -3 in good light, BCS -7 in dim light, and BCS -9 in Poor Light or Darkness. Otherwise, treat as normal rats with AV 0 (the hide is useless as armor/clothing).

HOGZILLA

This is a giant mutated Russian Boar. These animals have no natural enemies, and are excellent foragers, growing to enormous size. Such animals show considerable cunning (just like a Razorback) and intelligence.

While Hogzilla is not included in the random encounter charts, it is included in this manual for the GM to substitute for other encounters as he or she sees fit.

Bounty: Hogzilla (hide) = 200 pesos

50% of body mass edible, 4 man-days of rations/enc, 30% chance of it being contaminated.

Number of locations of hide (armor material) 25 of AL. Can be cured for an additional armor point of protection (AV 6)

BAP: 12 Tusk BCS: 14(5) WDM: 2L plus Bash
MNA: 3 Damage Die: 2D10
PCA: 4 Mass: 90
BMA: 3 Trampling damage: 3D10, B if trampled
AV: 9
WDA: 3
CDA: 3
DRT: (2D20+10) x 2
SF: 35

APPENDIX THREE: WEAPONS

.45 Obregon Pistol

A Mexican copy of the Colt M1911A1 pistol, DUR 4.

7.62mm AK-47 Carbine

Action: AL-FA MAG: Box 30 Caliber: 7.62 Soviet
DUR: 4 ENC: 1.1

Features: Folding stock and bayonet lug. 7.62 Soviet ammunition:
BDG 26.

SMGs

M25

BBL: XLNG Action: AL-FA MAG: Box 24 or 40
Caliber: 9mm Parabellum DUR: 4 ENC: .8

Features: Folding stock. Select dependent on trigger pressure:
normal AL fire during a combat situation requires a WIL AST.

HM-3

BBL: XLNG Action: AL-FA MAG: Box 32
Caliber: 9mm Parabellum DUR: 3 ENC: .8

Features: Folding Stock.

APPENDIX FOUR: VEHICLES

TRAIL BIKE

Classification: Off-Road Motorbike

Soft Target

Base Safe Speed: 60 kph

Fuel System: Alcohol

Mileage: 24 km/liter

Capacity: 20 liters

Structure: 2

Area: .5 x 2 = 1

Damage Resistance: 1

Maximum Speed: 100 kph

Notes on Barrier Effects: None

Special Features: Carrying an extra passenger is equivalent to a
Terrain Danger Factor of 1D10/2.

HORSE-DRAWN WAGON

Classification: Cart (Soft Target), Off-Road

Fuel System: Muscle (Horse, Beast or Manpower)

Structure: 2

Area: 2 x 4 = 8

Damage Resistance: 8

Note on Barrier Effects: Base is Wood/5. Sides may be Heavy Cloth/2,
Wood/3, or Aluminum Alloy/6.

Special Features: Can carry eight persons or up to ENC 80. ENC
empty = 11. The ENC value of contents is quartered for calculating
movement.

HORSE-DRAWN JEEP

Classification: Cart (Soft Target), Off-Road.

Fuel System: Muscle

Structure: 2

Area: 2 x 3 = 6

Damage Resistance: 3

Notes on Barrier Effects: Body 25.

Special Features: Carries driver, co-driver and three passengers or a
cargo load. ENC empty = 15. ENC value of contents is quartered for
calculating movement.

TIGER HOVERCRAFT

Classification: Amphibious Hovercraft, Soft Target

Fuel System: Gas

Mileage: 1.5 liters/hour

Capacity: 213 liters

Structure: 3

Area: 8 x 4 = 32

Damage Resistance: 48

Maximum Speed: 65 kph

Notes on Barrier Effects: Window: 10; Body: 16.

Special Features: Carries a driver and eleven passengers. Contains a
Military Quality Radio and Radar.

BELL IROQUOIS MILITARY TRANSPORT HELICOPTER

Classification: Aircraft, Soft Target.

Fuel System: Aviation Fuel.

Mileage: .6 km/liter

Capacity: 800 liters

Structure: 3

Area: $(7 \times 3) + 6 = 27$

Damage Resistance: 40

Maximum Speed: 204 kph

Safety Devices: Seat Belts

Special Features: Carries a pilot, co-pilot and ten passengers or pilot and 12 ENC of freight (HG2). Contains a Military Quality Radio, controlled searchlight, Radar.

The Matamoros "City Shuttle" carries a pilot, co-pilot, ten passengers and a rescue hook.

Danite Copters carry a pilot, co-pilot, six passengers, two auxiliary fuel tanks (568 liters each), with ECM equipment.

LVTP5A1 ARMORED AMPHIBIOUS ASSAULT VEHICLE

Classification: Heavy Combat (Amphibious) Vehicle, Hard Target

Base Safe Speed: 120 kph

Fuel System: Gas

Mileage: .2 km/liter

Capacity: 1726 liters

Structure: 4

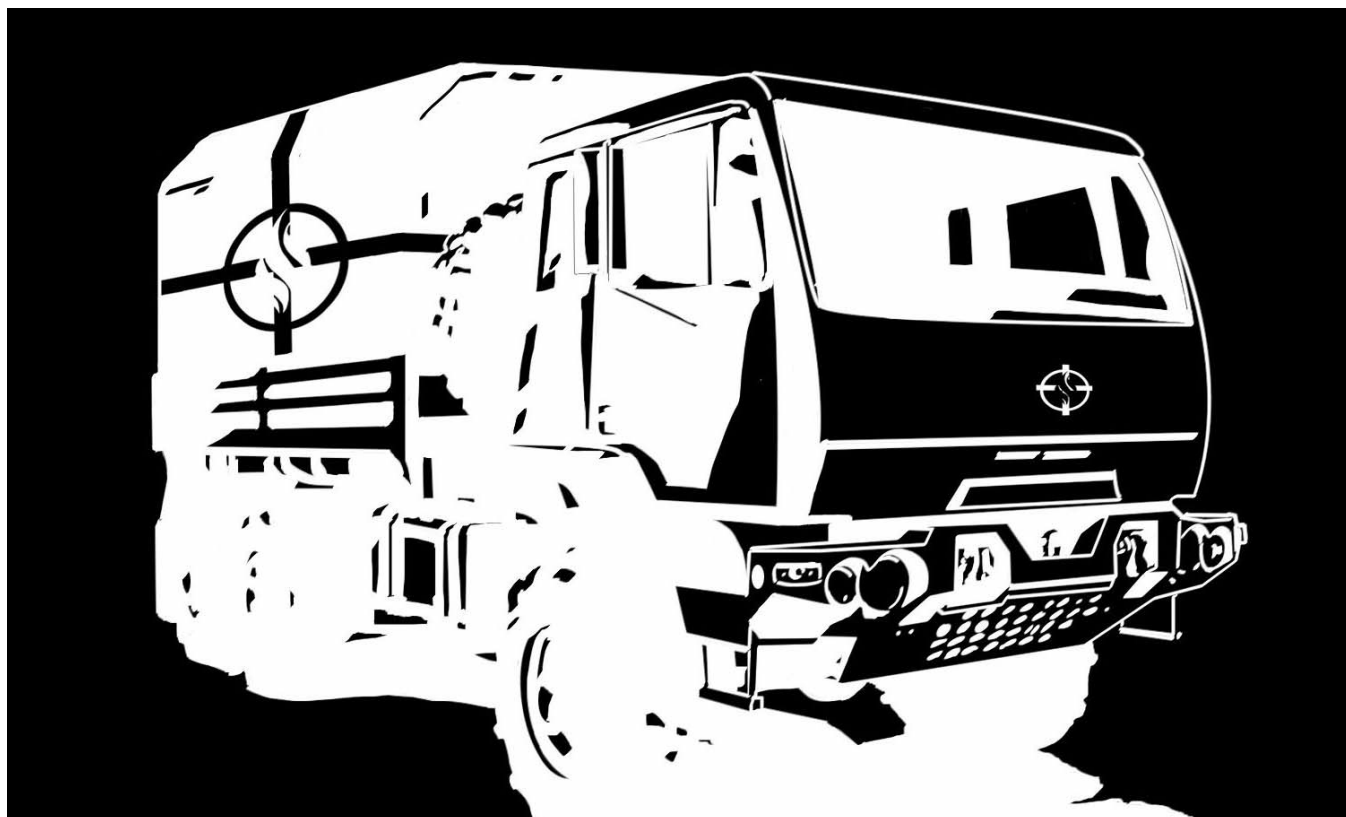
Area: $9 \times 4 = 36$

Damage Resistance: 72

Maximum Speed: 48 kph land, 11 kph water

Notes on Barrier Effects: Vehicle Armor Value: 6; Barrier Value: 60.

Special Features: Carries a crew of three and up to thirty-four passengers, or crew plus twelve stretchers. The cargo compartment has an ENC capacity of 30 (up to Huge 1). One G 710-3-GMPG and carries 2000 rounds. The vehicle contains a Military Quality Radio and may be sealed against biochemical agents.



APPENDIX FIVE: TYPICAL VILLAGES AND BUILDINGS

TYPICAL FISHING VILLAGE

The village portrayed can be used to represent any fishing village in New Ararat or the Barony. It can be used to detail Saint Petersville, Shute's Beach, or any other similar small fishing village. Gamemasters should feel free to modify these villages as needed to suit their own needs.

Note that the majority of dwellings in the map of the fishing village are not labeled and represent the homes of the fishermen/serfs of the village.

A larger fishing village would probably also include a ropewalk for production of rope for fishing boats and fishing nets. Such a ropewalk is simply a long (one hundred feet or more) narrow shed. Older men, youths, and women would do the work in the ropewalk to produce the necessary ropes and lines for the small scale fishing industry of the village.

During the day, the village would appear as portrayed in this diagram. At night, when the fishermen are back ashore, one would expect to see numerous small fishing boats pulled up on the beach, probably centered around the dock and warehouse/boatshed.

All buildings are constructed of a mix of locally available materials (like thatched roofs) and salvaged materials as such salvage was more easily available at the time of construction of any such village than at the time of this campaign some twenty years later.

TYPICAL SERF'S DWELLING

The diagram shows a simple, two-story dwelling which might face in various directions with the longer dimension or shorter dimension facing the dirt main street. Such a dwelling would be found in either a fishing or farming village with little if any differences.

Note that the house shown includes a shop area at the front for an artisan (such as a tailor, weaver, etc.). A serf who worked only as a farmer or fisherman would not have this portion of the house or it might be used to allow more space for the family's main living room/space.

A blacksmith would have attached to the house a forge and work area, either in front of the house or to the side of the house.

This dwelling has a loft second floor for the sleeping areas, one for the parents and a smaller room for the children. The loft is accessed by use of a simple ladder that ascends from the "living room" of the house.

The shop area is separated from the living areas of the house by a simple curtain.

As the Gulf Coast of Texas is not prone to extremely cold weather and summers are hot, kitchen facilities are located in an attached shed area to the rear of the house. Also found behind the house is the

family's privy or outhouse.

Remember that this type of a house would lack electricity and that the kitchen would be a fireplace with a food preparation table and shelving for storage of foodstuffs and cooking/eating utensils.

OVERSEER'S HOUSE

Naturally enough, the village overseer would have a home considerably bigger than that of the average serf. This house could be located in either a typical fishing or farming village with no changes necessary for the location. It would also be the only house in the village with electrical power provided by its own generator, allowing for an inside kitchen.

The example shown includes a formal parlor for visiting government officials to meet with the overseer, as well as a small office where the village records are maintained. The rear portion of the main floor is the family area used by the overseer and his family and includes a kitchen (electric), dining area, and family room. There is an indoor privy here to reflect the higher status of the overseer.

A stairway leads up to a smaller upper floor with a bedroom for the overseer and one or more smaller rooms for any children in the family.

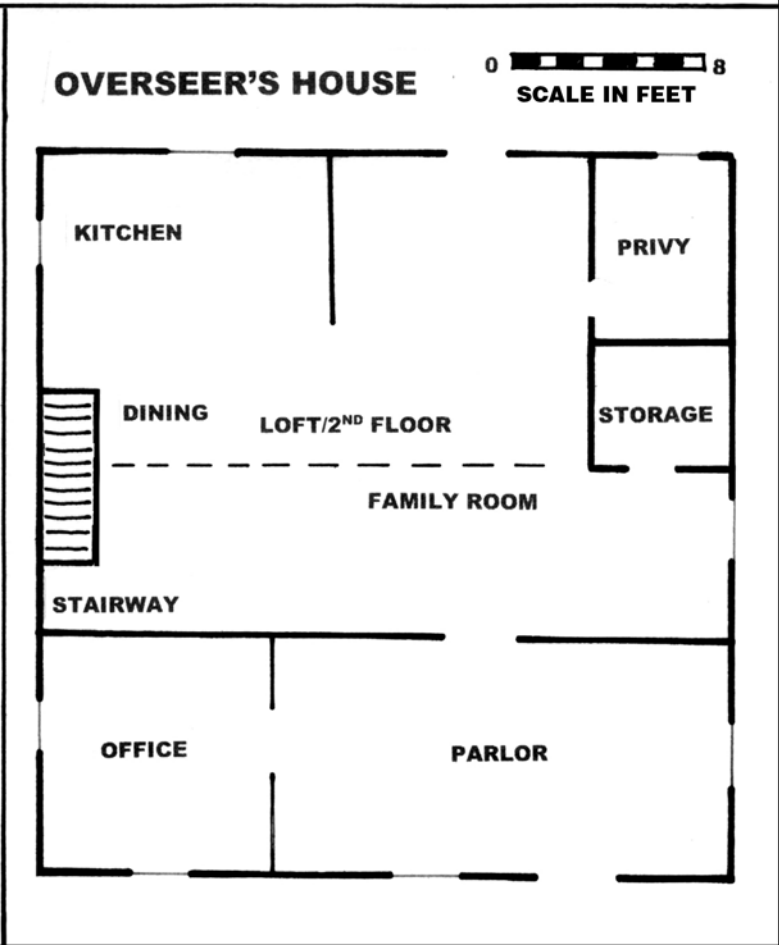
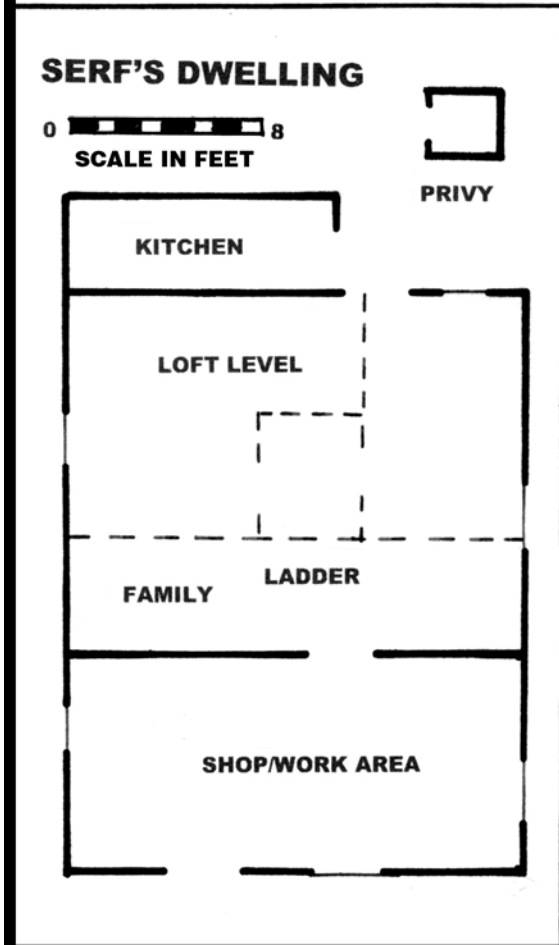
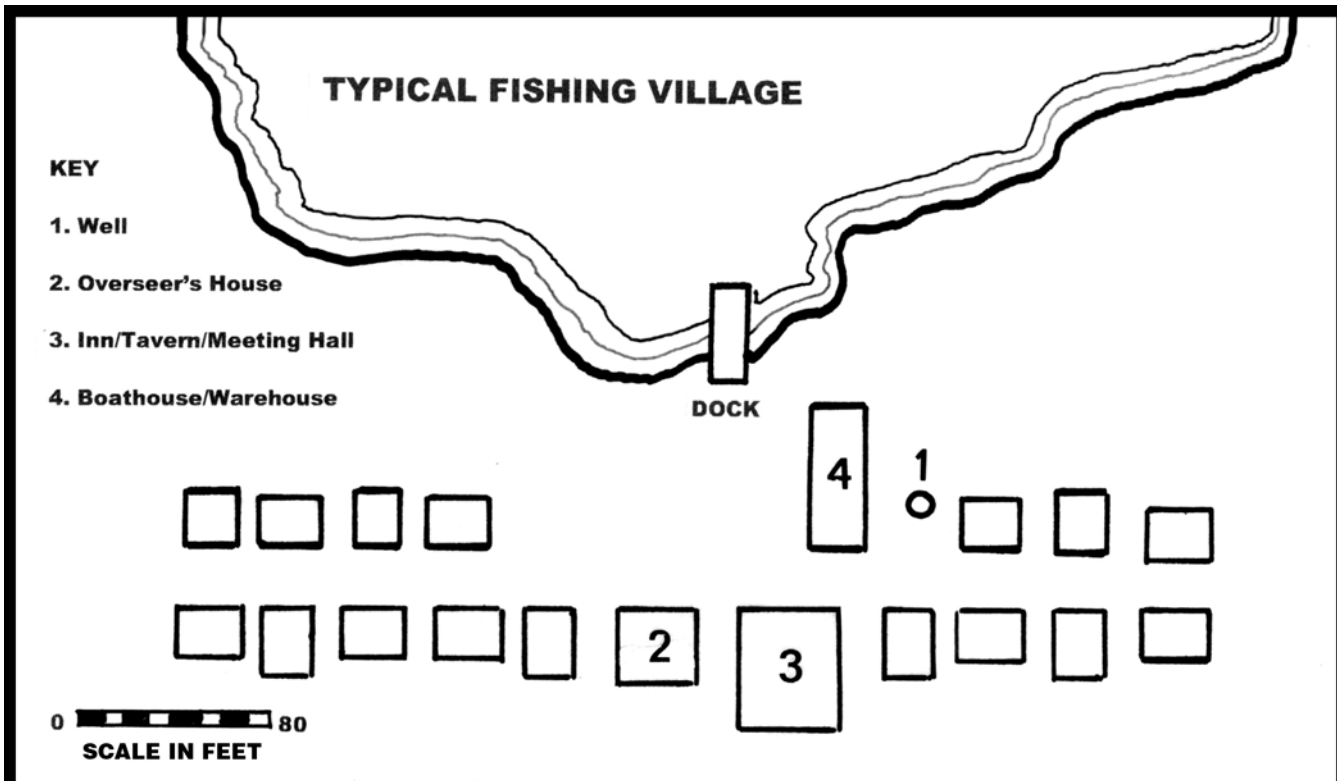
As the overseer has electricity and an indoor privy, no shed is attached to the back of the house for cooking and no outdoor privy/outhouse is required. The space in back of the house might include a small stable if the overseer has a horse (more necessary in a farming village to ride out to oversee the work in the fields beyond the village).

TYPICAL FARMING VILLAGE

This particular village includes a feature that would be frequently found in such farming communities made up of serfs in the Village Common at the center. This would be an area where each family could graze their cow or sheep for milk or wool (since the village would work towards self-sufficiency). The village well would also be found in the Common.

As with the fishing village, those dwellings that are not labeled are those of the farmer/serf families. Some would be craftsmen/artisans and would use the front portion of their homes as shops, as found in the fishing village. Others would simply use the extra floor space in the house to increase their living space.

This village could represent any such serf village in New Ararat or the Barony (or, anywhere else for that matter). Farm fields would extend out in every direction from the center of the village and crops would vary by the location of the village and the type of soil in the area. Each



house and family would maintain a small vegetable garden in the rear of the house for family use, as opposed to the more commercial nature of the larger farm fields, which would probably be used for grain. A village with adequate rainfall might also include an orchard area just outside of the central village itself.

Any farming village would also probably include a mill for grinding grain and producing flour. If a stream or river runs near the village, it would be powered by a water wheel. If no stream is present with enough force to turn a wheel, it would probably be a windmill on a low rise near the village. In either case, the mill would belong to the overlord of the village and would not be located in the village center illustrated in the map.

TYPICAL TAVERN/ MEETING HALL/HOTEL

The example shown includes features that would be found in most such structures. It includes a residential area for the tavern keeper

and his family, as well as a small “barracks” area for any staff – typically waitresses.

The front of the structure is the tavern and meeting hall area of the building with a long bar and shelving to hold drinking mugs, dishes, bottles of beverages, and space for the expected kegs of beer or ale. This room also has a doorway to the side alley to allow access to the rear privies for patrons.

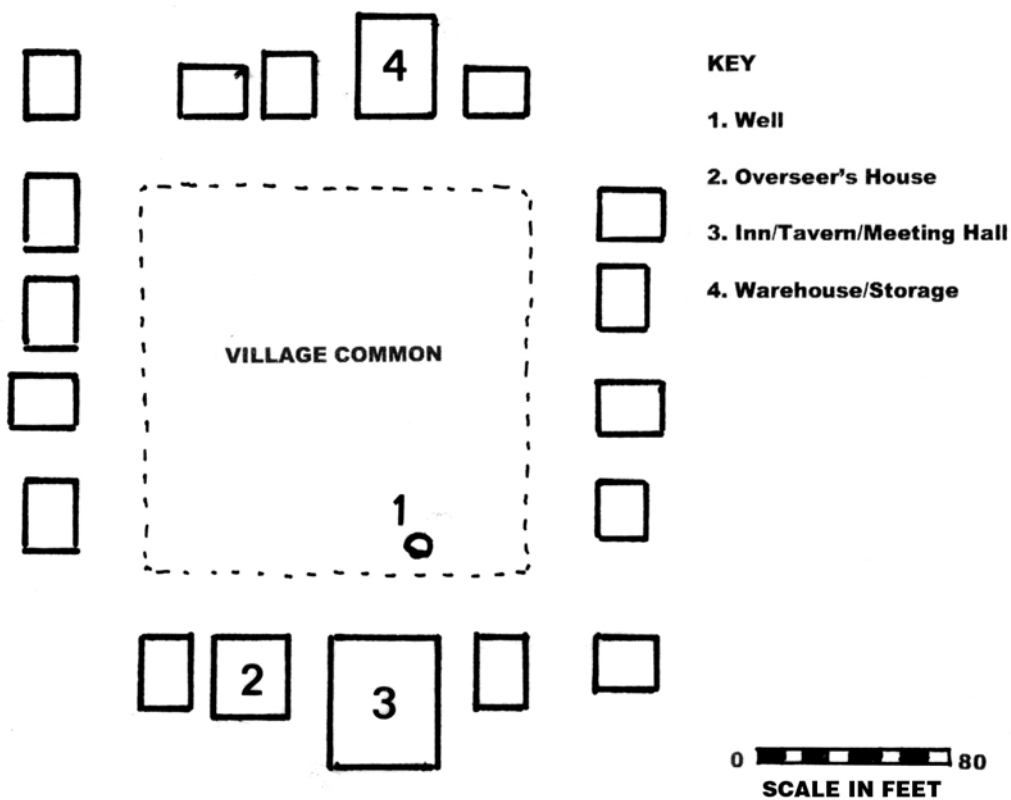
A stairway along one side wall goes up to the second floor with its small and simple rooms for overnight guests and for the occasional Crusaders or the like staying in the village. This also provides for the rare merchant who might stop in so small a village.

The rear of the main floor includes the kitchen area (indoors, and probably with some form of electricity) and the tavern keeper’s quarters with a private, indoor privy.

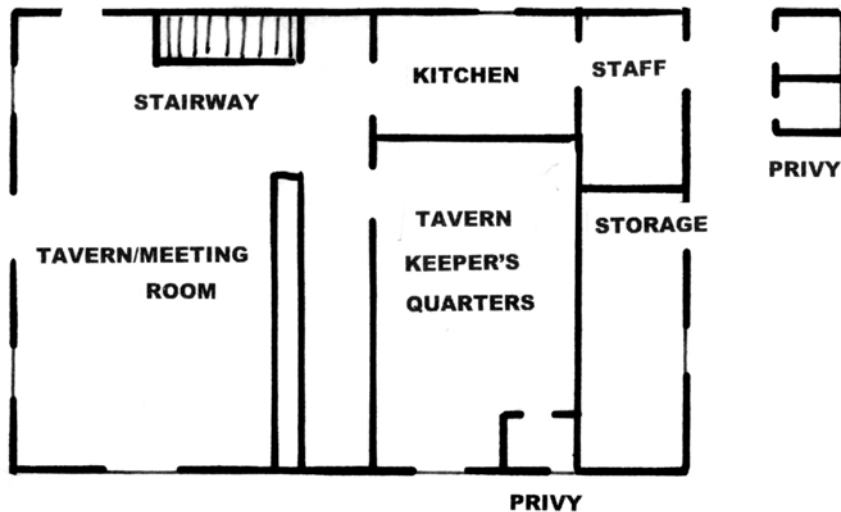
Attached to the rear of the structure is a storage area connected to the kitchen for foodstuffs, kegs of beer, and the like. To the side of the storage area is a larger, barracks/dorm for any unmarried staff who live at the tavern/inn/hotel, which has a door at the rear and provides easy access to the double privies behind the building.



TYPICAL FARMING VILLAGE



INN/TAVERN/MEETING ROOM



Castle Andred

