

THE FALLOUT



A FIASCO PLAYSET BY
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THE FALLOUT

CREDITS

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BOILERPLATE

This playset is an accessory for the Fiasco role-playing game by Bully Pulpit Games.

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“When you play, play *hard*.” - Theodore Roosevelt

THE SCORE

LAST HOPE FOR CIVILISATION

When everything else has gone to shit, the only thing you can be sure of is there will be fallout.

The world has ended, civilisation has fallen, society crumbled. Mankind huddles together in a small community for an illusion of safety. People pretend that life goes on, that there is something left to hope for. They distract themselves with blood sports, fast cars and scraping together the necessities for life, all the while pretending the dangers of the wastelands won't notice them.

The people of Freedom Falls have built a semblance of a world lost. The town lies west of nowhere, isolated, alone and ripe for the picking by bandits and warlords. Food is scarce, clean water rare. Watch your back, because nobody looks after nobody but themselves.

MOVIE NIGHT

The Road, Mad Max (all of them), Doomsday, The Day After, The Book of Eli, Omega Man, Tank Girl, Red Dawn, Jeramiah (TV), Jericho (TV).

RELATIONSHIPS...

1 FAMILY

- Clones
- ◻ Aunt / Niece or Uncle / Nephew
- ◻ Cousins
- ◻ Siblings
- ◻ Parent and child
- ◻ Parent figure and adopted child

2 FRIENDSHIP

- Friends with benefits
- ◻ Former rivals
- ◻ Old friends from before the End
- ◻ Bully and toady
- ◻ Spiritual Advisor and truth seeker
- ◻ One humiliated the other

3 WORK

- Struggling homesteaders
- ◻ Con man and shill
- ◻ Trader / customer (snake-oil salesman, junker, caravaner)
- ◻ Hunters
- ◻ Former nomads
- ◻ Pit fighters

4 COMMUNITY

- ◻ Elected officials (Mayor, gate keeper, judge)
- ◻ Law keeper and deputy
- ◻ Members of the same congregation / cult
- ◻ Secret Society (anti-mutant league, thieves guild, US Government)
- ◻ Gang members
- ◻ Known troublemakers, liars and nee'r do wells

5 ROMANCE

- ◻ Your love has turned ice cold
- ◻ Happily married
- ◻ Incestuous relationship
- ◻ One-time fling
- ◻ Secret lovers
- ◻ Stalker and crush

6 THE PAST

- ◻ Former slave and master
- ◻ Bounty hunter and mark
- ◻ Fought beside each other in the War
- ◻ "You killed my brother!"
- ◻ Fought over the same man / woman
- ◻ "I owe you my life"

...IN THE RUINED FUTURE

NEEDS...

1 TO GET RICH...

- through lying and trickery
- by leaving the safety of Freedom Falls
- by stealing the generator
- by cheating the Mad Hawks motorcycle gang
- and you don't care who you have to hurt to get it
- by stealing from friends

2 TO GET RESPECT...

- from everyone in town
- by killing someone
- from the town leaders
- from the wasteland cannibals
- by finding a fresh source of water
- from your peers

3 TO GET IN...

- good with the Mad Hawks motorcycle gang
- to the old bank vault
- good with the law, by feeding them information
- shape, ready for the big trip
- trouble, risk something and live a little
- good with the family, to show them you have changed

4 TO GET EVEN...

- ◻ with the small minded folk of Freedom Falls
- ◻◦ with the people who humiliated you
- ◻◦ with the slavers
- ◻◦ with a family member
- ◻◦ with the traders who ripped you off
- ◻◻ with the local congregation

5 TO GET LAID...

- ◻ by an old lover, to see if sparks fly again
- ◻◦ by anything that moves
- ◻◦ to prove them all wrong
- ◻◦ by a mutant, because that shit is freaky!
- ◻◦ in exchange for something you need
- ◻◻ by that guy/girl you've been watching from afar

6 TO GET THE TRUTH...

- ◻ about the old bunker
- ◻◦ about what the homesteaders are digging up in the wastes
- ◻◦ about your real family
- ◻◦ about the forbidden oasis
- ◻◦ about the hotted up Interceptor
- ◻◻ about the deal with the Mad Hawks motorcycle gang

...IN THE RUINED FUTURE

LOCATIONS...

1 THE SCRAPYARD

- ▣ The burnt-out airbus fuselage
- ▣ The caretaker's shack
- ▣ The blood stained car crusher
- ▣ The air traffic control tower
- ▣ The aircraft hanger
- ▣ Hideout in an old school bus

2 THE MAD HAWKS GANG HQ

- ▣ The petrol tanker out back
- ▣ Sid's Bar and Grill
- ▣ The always-guarded garage
- ▣ The old Highway
- ▣ The back-room poker den
- ▣ The tunnel into Freedom Falls

3 OUT IN THE WILDERNESS

- ▣ The half-buried entrance to an old bunker
- ▣ The irradiated wastes
- ▣ The fire-ant nests
- ▣ The monster's carcass
- ▣ The forbidden oasis
- ▣ The old fairground

4 THE TOWNSHIP OF FREEDOM FALLS

- ◻ The radio tower & crows nest
- ◻◻ The gatehouse
- ◻◻◻ Dave's Cash 'N' Guns
- ◻◻◻ The only working gas pump in town
- ◻◻◻ Rami's Rat Kebabs vending stand
- ◻◻◻ The BetaMax Cinema-6 (one screen only)

5 THE HOMESTEADER FLATS

- ◻ The well
- ◻◻ The two-story homestead
- ◻◻◻ 30 acres of struggling crops
- ◻◻◻ The livestock pens
- ◻◻◻ Benson's creek - toxic and luminescent
- ◻◻◻ The slave's bunkhouse

6 THE SHANTY TOWN

- ◻ The Hookah Hut
- ◻◻ The latrine pits
- ◻◻◻ The Fighting Pit
- ◻◻◻ Carmen's Wine-bar & Dentistry
- ◻◻◻ The open market
- ◻◻◻ Bob's Hole

...IN THE RUINED FUTURE

OBJECTS...

1 WEAPONS

- A revolver kept wrapped in oiled rags, in a box under the bed
- A shotgun and 3 rounds in the boot of a car
- A set of six stay-sharp steak knives in a wooden knife block
- A rusty samurai sword
- a charged-up defibrillator
- A fire axe with seven notches in the handle

2 SENTIMENTAL

- A creased postcard with a picture of a waterfall, cheery red-lettering proclaiming "Welcome to Freedom Falls"
- A bible, with highlighted passages and a bullet hole
- A mangy dog
- A pair of baby shoes
- A snowdome with a church inside
- A chipped coffee mug with the words "World's Best Dad"

3 VALUABLE

- 40 gallon drum of fuel
- An automotive repair manual, indexed
- The key to the food locker
- A hidden spring of fresh water
- A fruit tree in a pot
- A sports bag filled with gold teeth

4 TRANSPORTATION

- A beat-up motorcycle and sidecar
- ◻ The helicopter - one day it will fly
- ◻ A flat-bed truck with a machine-gun on the back
- ◻ A dozen boats, in the middle of the desert
- ◻ Flicker, the muty-horse
- ◻ A black police Interceptor

5 INFORMATION

- A list of names, dated from before the war
- ◻ The mayor's real name
- ◻ An overheard conversation
- ◻ A 12 digit code on an old computer print-out
- ◻ A road map marked with the location of settlements
- ◻ The location of the Last Bomb

6 UNTOWARD

- Seven fingers in an old tin
- ◻ A pile of pornography
- ◻ A pet cemetery
- ◻ A corpse in a water tank
- ◻ A chair hooked up to a generator
- ◻ Three bullets, each with a different name scratched on it

...IN THE RUINED FUTURE

A FRAKK'N INSTA-SETUP

RELATIONSHIPS IN THE FALLOUT

For three players...

- * Family: Parent figure and adopted child
- * Work: Con man and skill
- * Community: Gang Members

For four players, add...

- * Romance: Secret lovers

For five players, add...

- * The Past: "I owe you my life"

NEEDS IN THE FALLOUT

For three players...

- * To get rich by cheating the Mad Hawks motorcycle gang

For four or five players, add...

- * To get even with the small minded folk of Freedom Falls

LOCATIONS IN THE FALLOUT

For three or four players...

- * The Shanty Town: Carmen's Wine-bar & Dentistry

For five players, add...

- * The Mad Hawks Gang HQ: The petrol tanker out back

OBJECTS IN THE FALLOUT

For three, four or five players...

- * Valuable: A sports bag filled with gold teeth

