



**MAXIMUM**  
APOCALYPSE

**THE ROLEPLAYING GAME  
GAMEMASTER GUIDE**



# CREDITS

**Lead Designer:** R. Scott Uhls

**Development:** Todd Walsh

**Editor:** Kaia Norton

**Featured Artist:** Gustav Rangmar

**Graphic Design & Layout:** Michael Gnade and R. Scott Uhls

**Production Manager:** Michael Gnade

## **Playtesters:**

Richard Anaya II, Samuel Bailey, Susan Beneville, Amanda Brandt, Andrew Castle, Skylr Chamberlin, Jeremy Childrey, Nathan Clark, Dan Cook, Dan Cope, Seven Easecity, Deanna Erickson, Jacob Ferryman-Fiskvik, Cory Flagg, Paige Gray, Jacob Glass, Kevin Glusing, Matthew Griffith, Kerianne Hardy, Jesse Hayes, David Heath, Max Held, Jacob Herold, Joe Hinrichsen, David Hubble, Aeden Jacoby, Andrew Jacoby, Clayton Janes, Erin Janes, Chris Johnson, Michael Kesavan, Adrian Lee, James Lee, Lex Lee, Tavis Lesser, Micah R. Maloney, Mike Noorman, Katie Norton, Aryn Orwig, Matthew Orwig, David Parker, Nick Pittsey, Grace Rose, Matt Ruddell, Dana Sarber, Joseph D. Stirling, Nathaniel Tice, Josh Tran, Dean White, Alejandra Wilson, Marina Volz

Based on the original board game **MAXIMUM APOCALYPSE** created by Mike Gnade.



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# HOW TO USE THIS BOOK

As the name implies, this book has been designed as a guide for the Gamemasters of Maximum Apocalypse: The Roleplaying Game. It is the third and final book in the “core sequence” along with the Core Rules and the Monster Manual. Alone, this book provides helpful tips for Gamemasters and interesting setting information, but without the Core Rules Book and the Monster Manual, it is little more than a nice looking piece of literature. Since the primary function of this guide is to provide insight into the Core Rules and offer suggestions about manipulating them to create various roleplaying experiences, reading the Core Rules is required before reading this book. You can do without the Monster Manual up until you actual run the game. None of the monster information for the premade sessions contained within this book is included. We’re not saying you NEED the Monster Manual before proceeding further, but we are saying that if you read Volume 3 without at least owning Volume 2, you’re probably missing something.

The first section in this book is intended to explain the rules deeper than in the Core Rules book (aka Volume 1). After that, the book seeks to help Gamemasters create their own setting, and give a few tips on how to create a campaign and run a campaign. This book is likely to be more helpful during the setup phase of a session or campaign, but some of the tables will be useful during certain ingame situation (ie Random Salvage, Combat Critical Success tables, etc.). The Quick Reference screen will also help Gamemasters and the two tools should be used in tandem.

## WHAT IS A GAMEMASTER?

It is a boring trope that the beginning of every Gamemaster’s Guide or Manual has a “What is a Gamemaster” section, but it is important to make sure that everyone is on the same page (in this case, page 5). With Maximum Apocalypse: The Roleplaying Game, we use the term Gamemaster to give a title to the person who moderates the rules, creates the session story plot, and roleplays all the Non-Player Characters. These people, as the title suggests, quite literally Master the Game. This is their role in the group and hopefully it is a fulfilling experience with the Maximum Apocalypse RPG rules.





## RESOURCES FOR IMPROVING GAMEMASTER SKILLS

As with many questions in life, there is not perfect answer to this question. Some sources will be helpful, some will suck. There are tons of podcasts, twitch channels, websites and blogs, but here are some books that may be helpful:

- *Complete Guide to Creating Epic Campaigns* by Guy Sclanders
- *Robin’s Law of Good Game Mastering* by Robin Law
- *Master of the Game* by Gary Gygax
- *7 Ways to Instantly Improve Your GMing* by Johnn Four



# MAXIMUM APOCALYPSE RPG RULES IN BRIEF

1. Action Rolls (Stat, Skill, Special Stat, Dodge, etc.) are d100/d% dice rolls looking for the LOWEST number. 001 is the Best Roll while 000 is the Worst Roll.
2. Success is any d100/d% roll that MEETS or is UNDER a threshold determined by either a Base Stat, Special Stat or Defensive Action. Failure is any roll d% ABOVE the threshold.
3. There are 4 Degrees of Success: 1) Success (Below Threshold), 2) Great Success (Below 1/2 Threshold), 3) Amazing Success (Below 1/4 Threshold), 4) Critical Success 001
4. Combat is Opposed rolling where the Attacker makes Attack Skill (Archery, Blades, Brawl, Clubs, Heavy Weapons, Firearms, and Wrangle) roll while the Defender makes a Defensive Action roll (Dodge, Full Dodge, Parry, or Riposte). The Degrees of Success are compared and the better Degree of Success wins (ties often go to the player).
5. Characters take turns during Combat based on their INITIATIVE. A Combat Round is broken into 4 Action Phases, each costing 5 Initiative. Characters without Initiative do not take turns.
6. Damage uses a scale based upon the Weapon and then modified by conditions (like Build Damage Code Modifiers, etc.) or actions (like Called Shots, Upgrades, etc.). Some Damage is Resilience Damage (like fire, lightning, etc.) and requires a Resilience Special Stat.
7. Damage, unless otherwise stated, hits Armor or Barriers BEFORE hitting a characters Health Points. Once Armor or Barriers reach 0 points, THEN the character takes the damage and the Armor/Barrier needs to be repaired.
8. ALL Armor, Barriers, Items, Vehicles, and Weapons are made of Component Pieces  and can be repaired by adding more Component Pieces to the object.
9. To Repair Items/Armor/Weapons, make a Crafting/Mechanics/Science skill roll. For each Degree of Success, you roll a number of "Repair Dice" to create a Component Piece pool. If the  Pool is greater than the amount of  needed to repair/ create the object, remove the amount needed from your inventory and the object is repaired/created. If it is not, remove the  Pool amount and try again. Each attempt is 1 Hour and increases your chance of being attacked.
10. Salvaging is the Special Stat used to find Items or Component Pieces in the environment to increase the characters inventory.
11. Everything characters do creates noise and commotion which slowly increases your chance to attract enemies or trigger plot events. This is called the "ENEMY ATTRACTION GAUGE."





# **PART I: MASTERING THE GAME**







## UNDERSTANDING THE NUMBERS

Maximum Apocalypse: the Roleplaying Game is a game that uses percentiles, where there is ALWAYS a chance of failure. The **THRESHOLD** is the number UNDER which the die must roll. **THRESHOLDS** are tied to the character's abilities, with success and failure based on player choices rather than Gamemaster restrictions.

A **SUCCESS REQUIREMENT** by default is the **THRESHOLD** number, Gamemasters have the ability to set **SUCCESS REQUIREMENTS** at certain **DEGREES OF SUCCESS** to create drama or difficulty. Players may make choices that increase the difficulty for their characters, like stacking **DISADVANTAGE**, but a Gamemaster may also increase a **SUCCESS REQUIREMENT** for challenges that they would like to make more difficult, such as walking a tightrope or attempting to listen near a waterfall. Using this method, a Gamemaster can smoothly transition from easier to more difficult situations, but should also recognize that increasing the **SUCCESS REQUIREMENT** halves or more the chances of the player character's success.

Understanding the **DEGREES OF SUCCESS** and **SUCCESS REQUIREMENTS** is fundamental to smooth gameplay. **OPPOSITIONS** are simply a matter of **SUCCESS REQUIREMENTS** that are variable, rather than set by the Gamemaster. This shows that a "success" comes from how well the characters did WITHIN their abilities in comparison to how well their opponent did within theirs. Having a high "threshold" does not necessarily mean that a character or Enemy "wins" every time.



## SETTING SUCCESS REQUIREMENTS

With **OPPOSITIONS**, Gamemasters need not set the **SUCCESS REQUIREMENT** because it is determined by the percentile rolls. **ONLY** when it comes to regular, non-opposed **CHALLENGES** should the **SUCCESS REQUIREMENT** be adjusted. To accurately set the **SUCCESS REQUIREMENT**, refer to the chart below:

<b>DIFFICULTY</b>	<b>SUCCESS REQUIREMENT</b>	<b>CHANCE</b>
<b>Routine/Very Easy</b>	No Requirement	100%
<b>Regular</b>	Success (1 Degree)	Threshold Percentage
<b>Difficult</b>	Great Success (2 Degree)	1/2 Threshold Percentage
<b>Almost Impossible</b>	Amazing Success (3 Degree)	1/4 Threshold Percentage
<b>Impossible</b>	Critical Success (4 Degree)	1%

An **AMAZING SUCCESS** dramatically reduces the chance of success and should be reserved for actions that would be nearly impossible to accomplish. A **SUCCESS REQUIREMENT** should never be increased to the **CRITICAL SUCCESS** (001) except through **OPPOSITION** or player choices.

Based on certain circumstances, a **SUCCESS LIMIT** may be imposed on an action to indicate that there is a limit to how much a character can accomplish in a single action. This is particularly important for Medicine and Repair skill rolls during Combat Rounds.





## **CRITICAL SUCCESSES & CRITICAL FAILURES**

A **CRITICAL SUCCESS** occurs whenever the dice roll is 001 and results in special benefits to the action, such as additional damage, a bonus action, additional information, or a decreased **SUCCESS REQUIREMENT**, etc. A **CRITICAL FAILURE** occurs whenever the dice roll is 100 (000) and results in a failed action with a negative consequence, such as **DISADVANTAGE** to the next related action, an increased **SUCCESS REQUIREMENT**, damage, jammed weapon, etc. While the Gamemaster is the ultimate authority on the effects of the Critical roll, **CRITICAL SUCCESSES** should result in an increased benefits while **CRITICAL FAILURES** should result in reduced benefits.

The following random roll table contains suggestions for special effects of a **CRITICAL SUCCESS** or **CRITICAL FAILURE** on an Attack Action. A Gamemaster may choose to speed the process by increasing the DC+1 for Success or breaking the weapon for a Failure.

<b>CRITICAL SUCCESS (ROLL D10)</b>	
1	Attack renders the target Prone, granting an extra Attack on the target with Advantage.
2	Attack catches the target off guard and removes 5 from their initiative in this and the next Combat Round.
3	Attack severs a main artery, causing an ongoing 1d6 damage for the next 1d4 rounds.
4	The attack crushes a bone, causing the target to suffer Disadvantage on all following Attacks and Parry Defensive Actions.
5	Attack landed so effortlessly that 1 Action Phase passes before the enemies notice. After 1 Action Phase, the target takes the MAXIMUM Damage from the DC. All other enemies must make a Resolve Special Stat roll against becoming Unnerved
6	Attack cleanly passes through the target. It deal its damage to the Target and causes 1/2 damage to 1 other Target within range of the weapon.
7	Attack hit a vital organ, increasing the DC +2
8	Attack pierced a lung. The target must make a Resilience roll each round to remain conscious.
9	Attack damages the ocular nerve of the target, rendering the target blind in 1 eye. A gush of blood strikes a nearby opponent, forcing them to make a Resolve Special Stat roll or become Unnerved.
10	Attack was devastating and deals the MAXIMUM Damage from the DC





### CRITICAL FAILURE (ROLL D10)

1	Attack missed and accidentally hit an ally for the weapons DC
2	The weapon breaks and is not repairable until the Combat is over
3	Attack forces the Attacker prone, granting ADVANTAGE to ALL Melee attacks against them until they take a Movement Action to stand
4	The attack knocks the Attacker off-balance and removes 5 from their initiative in this and the next round.
5	The Attacker loses their weapon and must draw a new one or spend 2 Complex Actions retrieving it.
6	Attack ricochets, causing the weapons DC to be the Attacker.
7	Momentarily blinded. All Attacks suffer Disadvantage for the next 1d4+1 Combat Rounds.
8	Bad positioning grants All Attacks against attacker at Advantage until their Next Turn.
9	Attacker dislocates joint in wrist and gains DISADVANTAGE to ALL Attack and Defensive actions for 1d4+1 Combat Rounds
10	Severe failure: Roll twice on this table. Both effects resolve themselves simultaneously.



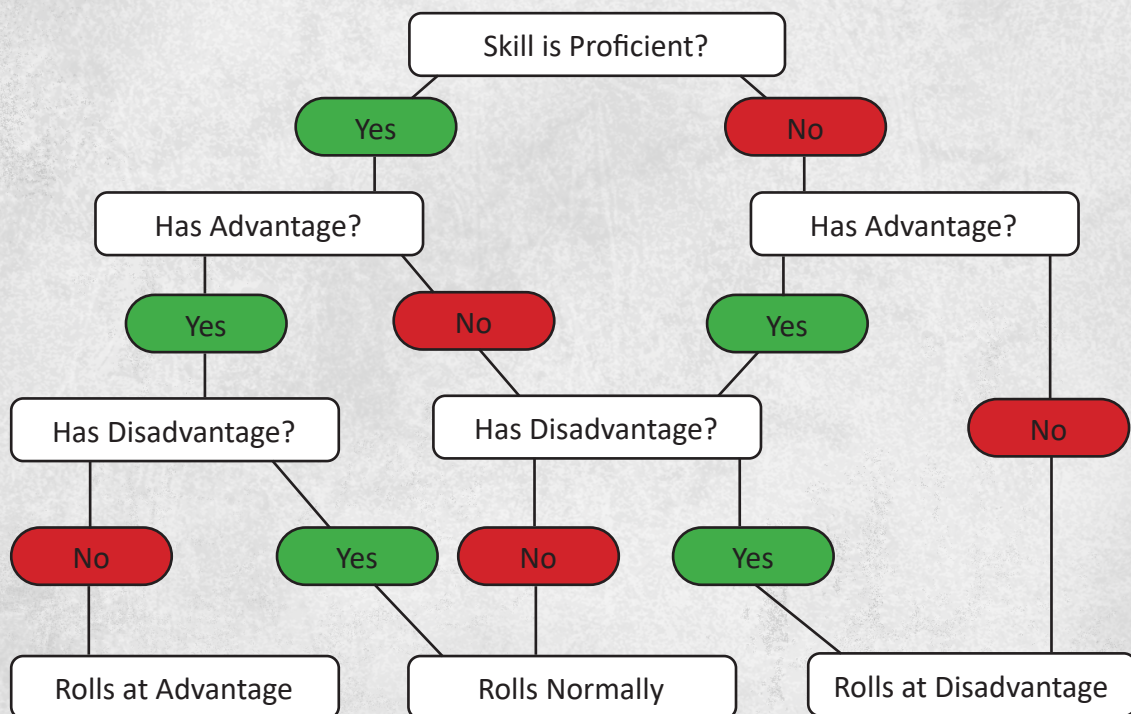
# UNDERSTANDING ADVANTAGE & DISADVANTAGE

As described on page 48 of the Core Rules, character choices can grant them **ADVANTAGE** or **DISADVANTAGE** on their dice rolls. This grants the player an additional 10s die to roll along with their regular d100 percentile roll. If a player is using all d10s, they **MUST** designate which die is the 10s die and which die is the 1s die **BEFORE** rolling to avoid confusion. With the additional **ADVANTAGE/DISADVANTAGE** die, players select the number that corresponds to whichever condition they are experiencing.

No more than 3 **ADVANTAGES** and 3 **DISADVANTAGES** can be applied to any **SINGLE** situation, but only 1 **EXTRA** d10 die can ever be rolled in conjunction with an action. Because the **ADVANTAGE** and **DISADVANTAGE** cancel each other out, the Gamemaster can hand out **ADVANTAGE** as a reward for good roleplaying, interesting ideas, etc., or withhold **DISADVANTAGE** for the same reasons. A Gamemaster should never “hand out” **DISADVANTAGE**, but player choices may cause **DISADVANTAGE**.

A **NEUTRAL** roll is one without **ADVANTAGE or DISADVANTAGE**. This is the regular state of a dice roll. A character attempting a Skill roll in which they are “Not Proficient” has **DISADVANTAGE** automatically and will need **ADVANTAGE** to counter this. No character can roll with **ADVANTAGE** on a Skill roll where they are Not Proficient.

Countering every instance of **ADVANTAGE** with **DISADVANTAGE** is unnecessary and may create a never-ending session of **ADVANTAGE** Tic-Tac-Toe. **STACKING ADVANTAGE** and **DISADVANTAGE** allows players and Gamemasters to increase drama and encourages players to manage their resources, as many items grant **ADVANTAGE**.





**ADVANTAGE EXAMPLES**

Attacks on the ground around near a Vehicle	Advantage on Attack rolls
Balanced Weapon Trait	Advantage to Throwing
Close Range with Handguns, Heavy Weapons, Shotguns	Advantage on Attack rolls
Concealable Weapon Trait	Advantage to Palming
Concealment/Barriers	Advantage on Stealth rolls
Further Restraining Restrained Combatant	Advantage on Brawl or Wrangle Skill
Higher Ground than Opponent	Advantage on Attack rolls
Items or Tools	Advantage on Various Skills or Special Stats
Luck Mutations	Advantage on Skills or Stats
Midrange with Rifles	Advantage on Attack rolls
Prone	Advantage to Melee Attacks in Close Range
Psychosymmetry	Advantage on Charm following mind link
Rushing	Advantage on First Attack after Movement
Scarred	Advantage on Intimidation
Short Range with Bows, Handguns, and Shotguns	Advantage on Attack rolls
Small Bladder	Advantage on Tracking the character with small bladder
Special Abilities	Advantage to Skills or Special Stats
Speech Impediment	Advantage on Perception rolls
Stabilizing Action during Vehicular Combat	Advantage on next Driving roll and NEXT action for all passengers
Take Aim	Advantage to next Attack Action
Target is holding a Flashlight in the Dark	Advantage on Attack rolls
Target of Melee Attack is 2 Sizes Larger	Advantage on Attack rolls
Target of Ranged Attack is Bulky or Larger	Advantage on Attack rolls
Versatile Weapon Trait	Advantage to Attack Skill with 2 Hands



**DISADVANTAGE EXAMPLES**

Adverse Weather Conditions	Disadvantage on Perception or Attack rolls
Allergy	Disadvantage on related rolls
Attacks against Passengers of a vehicle	Disadvantage on Attack rolls
Attacks while running in Foot Chase	Disadvantage on Attack rolls
Called Shot	Disadvantage on Attack Action
Careening during Vehicular Combat	Disadvantage to ALL skills until stopped
Close Range with Rifles and Bows	Disadvantage on Attack rolls
Darkness or Smoke	Disadvantage on Perception rolls
Defensive action after first	Disadvantage to 2nd and all subsequent Defensive Actions
Emaciated	Disadvantage to ALL rolls
Encumbered	Disadvantage to Dodge Defensive Actions
Further Restrained	Disadvantage on Defensive Actions
Infected Stage 3 and 4	Disadvantage on Base Stat rolls
Infected Stage 5	Disadvantage on ALL rolls
Long Range with ANY Non-Rifle	Disadvantage on Attack rolls
Midrange on Thrown Weapons	Disadvantage on Agility rolls
Moving inside a vehicle	Disadvantage on Contort rolls
Multi-Attack	Disadvantage on Second Attack
Not Proficient in Skill	Disadvantage to Skill Use
Prone	Disadvantage to Ranged attacks
Psychic Powers	Disadvantage to Resolve rolls
Scarred	Disadvantage on Charm and Teamwork rolls
Self-Stabilized	Disadvantage on ALL rolls until healed
Short Range with Rifles	Disadvantage on Attack rolls
Sickly	Disadvantage on Immunity rolls
Social Anxiety	Disadvantage on Charm, Command, Interrogation and Intimidate skills, and to Resolve rolls
Unbalanced Weapon Trait	Disadvantage to Throwing
Unnerved	Disadvantage on ALL skill rolls for 1d4 rounds
Xenotech	Disadvantage to skill rolls except Xenotech Use



# UNDERSTANDING INITIATIVE

**INITIATIVE** is the sum of a character's Agility and Luck and fluctuates only with a Special Ability, Condition, or Special Item. It determines how quickly the character reacts and how many Action Phases they have Turns during a Combat Round.

**INITIATIVE** is used to establish the order of actors for an entire Combat Round and resets between EACH Combat Round. All Combatants, unless Surprised, act during the first Action Phase. Each Action Phase following the first subtracts 5 from the Combatant's **INITIATIVE**, meaning that characters with less than 5 Initiative can only act in first Action Phase, unless they are granted extra Initiative from a Special Ability, Condition, or Special Item. Combatants have only one Turn per Action Phase. A Riposte or Full Dodge Defensive Action immediately removes the Combatant's **INITIATIVE**, and therefore affects their action in subsequent Action Phases. A Gamemaster may allow a character to "borrow" **INITIATIVE** from the Combat Round for these Defensive Actions.

One option for tracking **INITIATIVE** and Action Phases is to make a table with the Combatants as rows and the Action Phases as columns. In each column, record the number for each Combatant and, after each Action Phase, move to the next column until there are no characters with a positive **INITIATIVE** score. See Example:

	Action Phase 1	Action Phase 2	Action Phase 3	Action Phase 4
<b>Combatant 1</b>	15	10	5	0
<b>Combatant 2</b>	12	7	2	-3
<b>Combatant 3</b>	6	1	-4	-9
<b>Combatant 4</b>	3	-2	-7	-12

Aside from roll over due to the Reposte or Full Dodge actions, the negative (-) numbers do not translate into the next Combat Round. At the Beginning of a Combat Round, any items or effects used to increase **INITIATIVE** are applied, as well any ongoing damage, unless otherwise stated, and **INITIATIVE** resets.

## HOLDING COMPLEX ACTIONS

Characters may "hold" Complex Actions until a specific triggers or time, but if they haven't used their held action before their next Turn, the actions are forfeit. Holding Complex Actions has no effect on a character's **INITIATIVE**.

Characters may set their "held action" trigger as an "Enemy Attack," allowing them a Pre-emptive attack BEFORE their Enemy. This resolves like a normal Attack Action, and then the Enemy can make their Attack when the held action has ended, resolving as normal. This might cause situation where a character Attacks, and then Ripostes as a Defensive Action, appearing to gain additional Turns in an Action Phase. This is a perfectly valid use of the held action rules.



# **UNDERSTANDING DAMAGE TYPES**

The 5 types of damage in Maximum Apocalypse: the Roleplaying Game, each with different sources, effects, outcome, and defenses. Some types of damage are **Resisted and/or Negated**, but **HUNGER** damage can only be **Negated**.

**Resisted:** Damage is ignored with a Successful dice roll.

**Negated:** Damage cannot be ignored, but can be reduced through actions.

**PHYSICAL DAMAGE** occurs through direct attacks and can be **Resisted** with Defensive Actions. When an attack is successful, Armor and Barriers are the only means of reducing damage, but any damage reduces Health Points is **Negated** by the Medicine skill (see Core Rules, pg. 52). Explosions target an area, but can be Dodged for 1/2 Physical Damage. The remainder is Resilience Damage that can only be **Negated**.

**RESILIENCE DAMAGE** occurs through indirect attacks, such as Electricity, Extreme Temperatures (Hot or Cold), Falling, Fire, Poisons, and Toxic Gas. Resilience Damage can be **Resisted** in some cases, as with Electricity and temperatures, or **Negated** in others, as with Falling and Fire. **Resisting** Resilience Damage requires a Successful Resilience Special Stat roll. **Negating** Resilience Damage is based on the success of the roll, reducing the damage by 2 per **DEGREE OF SUCCESS**.

**RESOLVE DAMAGE** comes from attacks on a character's mental composure and may involve Enemy Special Abilities, Horrific Encounters, or an Enemy's use of the Charm, Intimidate, or Interrogation skills. Resolve Damage can be **Resisted** with a Successful Resolve Special Stat roll. Failures result in a condition: **DISTRUST, UNNERVED, SHAKEN, or INSANITY**.

**IMMUNITY DAMAGE** comes from Disease and Radiation frequently in the form of Radiation Poisoning or Z-Virus infections. However, it also includes toxins and can be used to track infection rates from sources like UNSAFE FOODS (see Page 18). Immunity Damage can be **Resisted** with a Successful Immunity Special Stat roll, but failures cause characters to become "Infected." There are 5 Stages of Infection before Death/Transformation. Characters may experience infections from both Radiation and Disease at the same time.

**HUNGER DAMAGE** comes from the character not eating their Daily Food Requirement (determined by the character's BUILD) each day before sleeping. Hunger Damage is **Negated** by eating a number of Food Units equal to the Hunger Damage OVER their Daily Food Requirement. The amount of Food Units a character can consume each game day is 4x their Daily Food Requirement. When a Character has taken Hunger Damage equal their Fortitude ÷ 4, they are STARVING and when they have taken Hunger Damage equal to their Fortitude ÷ 2, they are EMACIATED. They die at their Fortitude in Damage.

**NOTE:** There are some attacks that may do multiple kinds of damage (like Explosions) and so the rules for both types of damage apply. The effects of multiple damage may also stack.



# UNDERSTANDING HORRIFIC ENCOUNTERS

Littered throughout the wasteland are the charred remains of people, the scattered skeletons of half-digested survivors, the carasses of dispatched zombies, and the abandoned camps of starving, cannibalistic mutants. Characters encounter these remnants while Salvaging or exploring, sometimes intruding on horrific scenes which may deeply affect them. While these are regular occurrences, only characters possessing the **DESENSITIZED SPECIAL ABILITY** are accustomed to these gruesome scenes, forcing other characters to make a **RESOLVE SPECIAL STAT** roll. Failing these rolls causes Resolve Damage. Horrific Encounters are intended to provide Post-Apocalyptic flavor and increase the difficulty of a game moment or combat, not meant to be the focus of a scenario. Resolve Damage should therefore be used for its effects in the moment.

## USING RESOLVE DAMAGE

The temporary conditions **DISTRUST**, **UNNERVED**, **SHAKEN**, or **INSANITY** cause effects that make Combat Rounds more difficult for characters, but they dissipate very quickly during the Regular Phase. The real threat of Resolve Damage for the Regular Phase is the progression toward an **INSANITY** Condition, which requires time to remove (a Long Rest or Sleep, and actions like Academics, Meditation or Trance), but also takes time to accomplish (see below). **DISTRUST**, an increased Success Requirement on Teamwork rolls, is the most common during the Regular Phase and does not dissipate until the end of the game session.

During Combat Rounds, Resolve Damage can be used to great effect: **UNNERVED** grants **DISADVANTAGE** to ALL skill rolls and **SHAKEN** reduces a character's **INITIATIVE**. Unnerved can create a situation similar to success requirements, so a Gamemaster may start with Resolve Damage to increase the difficulty of the Combat as a whole.

## PROGRESSION TOWARD INSANITY

Characters do not immediately gain an **INSANITY** Condition, unless an Enemy Special Ability says otherwise. Unless a special ability says otherwise, failing a **RESOLVE SPECIAL STAT** roll begins with **UNNERVED** and progresses to **SHAKEN** before reaching **INSANITY**. Unless Conditions are such that failure skips one of these steps, it will take 3 consecutive failures before a character becomes "INSANE." If a character gains an **INSANITY** Condition, they cannot gain another, BUT they can still take Resolve Damage.

**INSANITY** Conditions are not permanent, they dissipate with Sleep, Meditation, Trance, or the use of the Academics skill during a Long Rest. However, if the character has experienced more **INSANITY** Conditions than their Resolve Special Stat divided by 10, the Gamemaster may grant a "PERMANANT" **INSANITY** Condition to reflect the breaking of the character's mind.



# UNDERSTANDING DAMAGE, REPAIR AND TREATMENT CODES

**PHYSICAL and RESILIENCE Damage** use a scale to determine how much damage is caused and track the Damage and associated Dice Roll with a **DAMAGE CODES (DC)**. The Codes scale upwards, increasing the minimum and maximum amounts to create a Risk-Reward system for taking riskier actions to gain more damage (such as Called Shot or Rushing). While there is still a variable, there is a definite change when increasing the DC of an attack, and there is no limit to the DC values. DCs can become significantly higher than Armor and Health Points, creating a necessity for the **Crafting, Mechanics, Medicine and Science** skills both inside and outside of Combat Rounds.





**TREATMENT and REPAIR CODES** are also follow an upward scaling system. These amounts are not as high as the Damage Codes on purpose; each **DEGREES OF SUCCESS** on the skill roll results in another **TREATMENT or REPAIR DICE** roll. During Combat Rounds, the base for **TREATMENT or REPAIR DICE** rolls is Quick (1d4) and limited to 1 **DEGREE OF SUCCESS**, but during the Regular Phase, it is Decent (2d4/2d4+1) and without Success Limits.



The Gamemaster may want to speed up or simplify action during a Combat Scene, so instead of rolling the variable dice associated with Damage, Repair, or Treatment Codes, they may opt to use the Average Values instead.

DEGREE	DAMAGE CODE	DICE ROLL	#	TREATMENT CODE	TREATMENT DICE
1	LIGHT (L)	1D4	1	QUICK	1D4 (AVG 2)
2	AVERAGE (A)	2D4	2	BASIC	1D4+1 (AVG 3)
3	HEAVY (H)	1D6+3	3	DECENT	2D4 (AVG 4)
4	MASSIVE (M)	2D6+3	4	MODERATE	2D4+2 (AVG 6)
5	EXTREME (E)	1D8+7	5	SURGICAL	1D6+5 (AVG 8)
6	DEVASTATING (D)	2D8+7			
7	FEROCIOUS (F)	1D10+11	#	REPAIR CODE	REPAIR DICE
8	RUINOUS (R)	2D10+11	1	QUICK	1D4 (AVG 2)
9	RUINOUS+LIGHT	2D10+1D4+11	2	BASIC	1D4+2 (AVG 4)
10	RUINOUS+AVERAGE	2D10+2D4+11	3	DECENT	2D4+1 (AVG 5)
11	RUINOUS+HEAVY	2D10+1D6+14	4	MODERATE	2D4+3 (AVG 7)
12	RUINOUS+MASSIVE	2D10+2D6+14	5	FAIR	1D6+5 (AVG 8)
13	RUINOUS+EXTREME	2D10+1D8+18	6	EXCELLENT	2D6+5 (AVG 11)
14	RUINOUS+DEVASTATING	2D10+2D8+18	7	OUTSTANDING	1D8+9 (AVG 13)
15	RUINOUS+FEROCIOUS	3D10+22			
16	RUINOUS+RUINOUS	4D10+22			



# UNDERSTANDING SALVAGING

As stated on page 57 of the Core Rules, characters can find abandoned items and Component Pieces  scattered in the environment with a Salvage Special Stat roll. The amount of  a character can find by default is +1 Item or +1d4  per **DEGREE OF SUCCESS**, but a Gamemaster can modify this to simulate areas where there are more or less items or  to be Salvaged. Changing the amount Salvaged is a useful tool for creating a feature of the environment where there are more items to be found, like at a Police Station or Military Base (see page 42 of this Guide for more details).

Each time a character makes a Salvage Special Stat roll, regardless of their success, the **SUCCESS REQUIREMENT** increases to signify that there are less items or  to be found. A Gamemaster may increase a character's **DEGREE OF SUCCESS** or impose a **SUCCESS REQUIREMENT** to indicate an increased difficulty in finding items or  in an area. A Gamemaster may also determine a predetermined amount of items in an area that can be Salvaged, or use the Random Salvage Chart on page 21.

Characters may also use the Salvage Special Stat to look for specific items, ignoring all other items that might be found. This is called **TARGETED SALVAGING** and ALWAYS grants 1 of the specific item being Salvaged per **DEGREE OF SUCCESS**. However, because the character was ignoring all other Salvageable Items, they will have to make a second set of rolls to find other items with the Increased **SUCCESS REQUIREMENT** as per other Salvaging.

## SALVAGED FOOD UNITS AND SAFE LEVELS

ALL Salvaged Food Units are by default "SAFE" from contaminants to reflect that "UNSAFE" foods were rejected in the Salvaging process. However, Gamemasters may OPTIONALLY use a system of "Safe Levels," giving ALL Food a **SAFE PERCENTAGE** between 20 - 80. This Safe Level determines how likely it is that the characters will gain gastrointestinal Poisoning. Characters can then use items or the Survival skill to increase the Food Safe Level (Survival "cooks" or "boils" food to increase the safe level +20 per **DEGREE OF SUCCESS**).

A Salvaged Food Unit's Safe Level may be randomly determined with a d100 roll or by starting at 80% and modifying it using the following chart:

SITUATION	SAFE LEVEL
Found in a Radiation or Plague Zone / Is of Alien Origins	-20%
Found outside in ANY zone / Seal was Broken	-15%
Found in near dead / Contains meat substances	-10%
Is passed expiration date / Contains Tomatoes	-5%



## PART I: CORE CONCEPTS

### USING SAFE LEVELS

After the “SAFE LEVEL” is determined and modified with items or skills, characters make an **OPPOSED** Safe Level versus **Immunity Special Stat** roll. If the character **MEETS** the **Safe Level Degrees of Success**, there is no effect because the Food was “Safe.” If the character fails or fails to meet the **Safe Level Degrees of Success**, they become “poisoned” by the food and gains one of the following gastrointestinal discomfort from food poisoning, and gain a corresponding issue on the following chart:

RESULT	EFFECT
1	Discomfort - Minor gastric issues. No obvious effects (Roleplay)
2	Heartburn – -5 to Dodge and Athletics rolls until next Sleep
3	Radiation poisoning –Enter Stage 1 of a radiation infection or increases an infection +1
4	Total Body Purge – Suffer uncontrollable sweating, nausea, and cramps that ends after the next game day. All rolls are at DISADVANTAGE during this time
5	Sudden Purge – Suffer uncontrollable vomiting or diarrhea causing -5 Initiative during the next Combat lasting 1d4 combat rounds, or Disadvantage to all rolls for until the end of the next game day.
6	Infestation – Character gains parasites and immediately enters Stage 2 of infection. The character can roll Immunity as normal, remaining at Stage 2 until a successful Immunity roll purges the parasite. Characters can be treated by a Great Success on a Medicine roll.
7	Severe Diarrhea – Character suffers DISADVANTAGE to Strength and Agility skill rolls until their next Sleep
8	Revulsion – An alien bacterium causes 1 Physical damage each hour. It will pass after a Sleep or after induced vomiting (voluntary Sudden Purge).
9	Bloating – rumbling, gas build up, uncontrollable flatulence (Stealth Disadvantage) until their next Sleep.
0	Infected - Requires immediate Immunity roll. Failures result in entering Stage 1 of a Z-Virus infection or increases an infection +1



### OBTAINING FOOD FROM DOWNED ENEMIES

While it is possible to make a Foraging roll to obtain food units from downed enemies, it is not likely to yield “Safe” food. Human and Loyal Companions are the most likely candidates for safe foods, but Aliens, Cthulhu Mythos, Mutants, Zombies, etc., are likely to yield infected foods that require a Great Success on Immunity Special Stat rolls not to become infected with Radiation, the Z-virus, or one of the effects above. If the source of the food is not Human or regular animal enemies, the character should automatically have the discomfort listed above.

However, characters can obtain food from enemies. **For more information, see “Organic Component Pieces” on page 22.**










## RANDOM SALVAGE TABLE

	1	2	3	4	5	6
1	Duct Tape	5L Fuel	Duct Tape	Old Road Atlas	Baseball Bat	1 Food Unit (70% Safe)
2	Firearm Ammo (5)	Raw Chemicals	Mechanics Tool Kit	2 Food Unit Can (80% safe)	.38 Revolver	Sci-Fi novel
3	Energy Drink	Woven Kevlar Vest (Armor 5)	Quickdraw Holster	MRE (100% Safe)	Machete	Old Magazine
4	Medicine Kit	10L Fuel	2 Food Unit (70% Safe)	Crafting Tool Kit	Firearm Ammo (10)	Religious Holy Book
5	3 Food Unit (60% Safe)	Firearm Ammo (5)	Radiation Suit	Amphetamines	Mechanically-Powered Low-light Flashlight	Military Manual
6	Repair Kit	3 Food Unit (40% Safe)	Chemistry Set	2 Food Unit (60% Safe)	Arrows (5)	2d6 
7	Ground Coffee	Arrows (10)	Rain Poncho	Government ID Card	Folding Knife	1 Food Unit (50% Safe)
8	2 Food Unit (50% Safe)	1d6 Superior 	Rope (30m)	Cigarettes (10)	Studded Leather Vest (Armor 7)	Comic Book
9	Tea	Camo Jacket (Armor 3)	Wire (10m)	9mm Auto Pistol	Chain	Deck of Playing Cards
0	Compound Bow	5L Fuel	Surgical Tools	2 Food Unit (40% Safe)	Plastic Canteen	Religious Holy Book (Cursed)

To use the Random Salvage Table, either the Gamemaster or Player can roll 1d10 and 1d6 to determine the Random outcome. For multiple **DEGREE OF SUCCESS** on the Salvage Special Stat roll, multiples of both dice (ie 2d10 and 2d6) or of a single die (ie 1d10/2d6 or 2d10/1d6). Alternatively, the Gamemaster could have players pick numbers at random (ie 16, 92, etc.) or roll a d100 and minus 6 from any 1's digit over 6.










# UNDERSTANDING COMPONENT PIECES AND COMPLEX PARTS

Component Pieces  are the core unit for Creating, Modifying, Rebuilding, or Repairing objects and can become whatever is necessary to continue the scenario without affecting gameplay. Complex Parts  are objects of 4 , like a round of ammunition or a spark plug, which must be combined with another object to become a functional item. An undefined  is rare, becoming whatever is needed at the time, making them much more useful when Salvaged. Undefined  can only be Salvaged, because if a character creates a  using the **CRAFTING, MECHANICS, or SCIENCE** skills, which they can do, the  must become defined.




In simplistic terminology, everything is made of Component Pieces, and Component Pieces are the “Treasure” that is found in Maximum Apocalypse: The Roleplaying Game.

## INFERIOR AND SUPERIOR COMPONENT PIECES

OPTIONALLY, Gamemasters can use 3 “qualities” of  to denote weaker or superior grade items found in the wasteland. This is particularly important because items made out of bone are weaker than items made out of steel, etc. These levels are: Inferior, Average, and Superior. A Gamemaster may also opt to cause the  found in area to be Inferior  for narrative purposes.

Average Component Pieces are the baseline, while Inferior and Superior have these taglines in their names to distinguish them. Inferior Component Pieces are rusted, bent, or damaged  that are one-third the quality and therefore require 3x as many to use. Superior Component Pieces are well machined, possibly alien, that are worth 3  and therefore require one-third (rounded down) as many to create or maintain objects. Players may opt to exchange 3d4  Salvage Dice to roll 1d4 Superior  Salvage Dice.






## ORGANIC COMPONENT PIECES






Particularly important for Aliens, the term Organic Component Pieces refers to the amount of Inferior  that can be removed from a human or animal source when “Harvesting.” A human or animal will yield their BUILD in Inferior . This is also useful information if a campaign is following cannibalistic or primitive societal paths. Characters may make items out of Enemy bones if they choose, following the Inferior  rules.

Similarly, characters may obtain Food Units from from downed allies or enemies. A Gamemaster may opt to follow the guidelines for Foraging, and allow characters to obtain Food Units from their downed Enemies at 1 Food Unit per **DEGREE OF SUCCESS**. The MAXIMUM amount of Food Units produced from an Enemy or Ally is 1/3 of their BUILD (rounded down). A Gamemaster may give lesser Food Units to the characters, but this should be more than they could have obtained in a single Foraging action.




## TRADING COMPONENT PIECES


As stated on page 22, everything is made of  and therefore they are useful to all characters, non-player characters, and Enemies. Because this is the case,  are easiest form of Currency in Maximum Apocalypse: The Roleplaying Game. Gamemasters may use  as a “cover charge” for populated areas, “buy-in” amounts for gambling games, or as rewards at the end of a session as a “payment” from non-player characters. Because characters can freely pass  or  to each other, characters may make trades or deals with each other throughout the game.



Items have  values which determine how much  they cost to Create, Modify, or Repair. This value can be used as a reference for trading. Most items are traded at a 1-to-1  value, but a GM may increase the value +/- 4  for fully functioning gear, or for a high demand item, etc. Food Units are often traded at 2x their  value.

## GEAR DEGRADATION

Special Items and Weapons can break down and degrade over time, especially if those items have been the targets of attacks or have been inflicted with Resilience Damage. While the breakdown of weapons and items should be relatively rare, it does add a level of importance to the **CRAFTING, MECHANICS, and SCIENCE** skills.

When a Special Item or Weapon takes Physical Damage, its  value is the amount of damage it can take before it breaks. Gamemasters may use this to indicate that the item is breaking and weakening, or becoming “broken.” Gamemasters may also opt to have Items or Weapons take damage when used, especially when used against Hardened objects, but this should only be Light (1d4) or Average (2d4) damage.

Resilience Damage, which comes from indirect attacks like heat, fire, or electricity, can also degrade Special Items and Weapons, but at a much slower rate. Items or Weapons can **RESIST** Resilience Damage, requiring its  value in Resilience Damage BEFORE it actually takes actual damage. This applies EVERY TIME, making the breakdown of an item or weapon through Resilience Damage require time.

Items and Weapons are repaired with the **CRAFTING, MECHANICS, and SCIENCE** skill rolls (see Core Rules, page 56), but a character can also use the **SCIENCE** skill to apply a “damage resistance” modification to the item or weapon, meaning that Physical Damage follows the Resilience Damage rules above. This costs the character 1/2 of the item’s  value and is added onto the  value of the object.


The frequency with which Items or Weapons degrade or break is determined by the Gamemaster. For Grimmer games, Items or Weapons may degrade more frequently than in more Heroic games (for more information, see page 31).




## UNDERSTANDING SOCIAL CHALLENGES

As explained on page 64, there are ways for player characters to modify the reactions of Non-Player Characters (NPCs) to be beneficial to players. This uses the Amiability Spectrum. Campaign Villians and their immediate Henchmen should be at ENRAGED, but can be modified if plot allows.

<b>AMIABILITY SPECTRUM</b>						
<b>ENRAGED</b>	<b>IRATE</b>	<b>ANGRY</b>	<b>NEUTRAL</b>	<b>TRADE</b>	<b>FRIENDLY</b>	<b>ALLY</b>
<b>-3</b>	<b>-2</b>	<b>-1</b>	<b>0</b>	<b>+1</b>	<b>+2</b>	<b>+3</b>

**NEUTRAL** is the base state of NPCs: indifferent. NPCs are willing to talk to the characters primarily to size them up, but may be willing to trade with the right incentives (items or  the character is willing to give freely). Moving NPCs from Neutral requires the Charm or Intimidate skill.

**TRADE** is the first **POSITIVE** step on the spectrum and signifies that the NPC is willing to trade at a 1-to-1  rate. These NPCs may grant 1 action or information as a “Favor” to maintain the growing relationship, but usually won’t help without incentives.

**FRIENDLY** and **ALLY** NPCs consider the player character’s trustworthy, maybe even “Friends.” Friendly NPCs will freely grant actions or information that is not detrimental to their safety, while Allies believe their fate is linked to the player characters. Social interactions with Allies grants **ADVANTAGE** to the player characters.

**ANGRY** is the first **NEGATIVE** step on the spectrum and likely have a reason to angry with the player characters. They will begrudging grant 1 piece of information, usually only after an incentive, but can be moved to NEUTRAL with a **Successful CHARM** skill roll.

**IRATE** and **ENRAGED** NPCs consider the player characters hostile and will resist the players, if they don’t outright attack them onsite. For each **NEGATIVE** step on the spectrum, NPCs gain **ADVANTAGE** on their **RESOLVE SPECIAL STAT** rolls to resist players characters’ attempts to Charm or Intimidate them.

### RESISTING AND THE AMIABILITY SPECTRUM

Each time a character attempts to use **CHARM** or **INTIMIDATE**, the target can resist with their **RESOLVE SPECIAL STAT**. However, Friendly and Allied NPCs do not resist Charm Rolls unless request is detrimental to them, but Allies grant **ADVANTAGE** to the player character’s attempting to influence them. Angry, Irate, and Enraged NPCs will ALWAYS Resist the player characters, and Irate and Enraged NPCs had **ADVANTAGE** on their **RESOLVE SPECIAL STAT** rolls.



NPCs can only move one step on the spectrum with each attempt unless the Gamemaster determines otherwise. Moving an NPC from Neutral to Ally requires 3 Successful **CHARM** skill rolls and causing an NPC to go from Neutral to Enraged requires 3 Successful **INTIMIDATE** skill rolls. This system can be bypassed through character “plot” actions, such as stealing an NPC's item.

### **OPTIONAL RULE: QUICK SOCIAL INTERACTIONS**

Instead of using **RESOLVE SPECIAL STAT** rolls, the Gamemaster may set a **SUCCESS REQUIREMENT** for NPCs based on their standing on the spectrum. All **POSITIVE** NPCs grant 1 **ADVANTAGE** per step, while all **NEGATIVE** NPCs grant **DISADVANTAGE** per step. Matching the **SUCCESS REQUIREMENT** allows the player character to succeed in their action.

Because this sidesteps the process of slowly increasing relations with an NPC, the chances that a character sways an **ENRAGED** NPC is quite low, as this should take time. Even when this method is used, NPCs should only move 1 Step per attempt in the longterm **Amiability Spectrum**, but the instant results may reflect the modified success.

### **AMIABILITY OVER TIME**

Overtime, NPCs will forget player characters or the player character's actions will begin to have detrimental effects for the NPCs. Maintaining relationships with NPCs requires effort, but the amount of effort is determined by the Gamemaster, but the general rule is that an NPC should drift toward **NEUTRAL** after a predetermined number of sessions.

Obviously, because this involves roleplaying and social interactions, there is not clear system for determining when NPCs move on the **Amiability Spectrum** over time, but it should be noted that players should not feel entirely comfortable forgetting about the NPC connections they have built. These are other survivors and they have problems similar to the player characters.

Animals attached to characters via the use of the **Animal Ken** skill rather than the **LOYAL COMPANION** special ability are treated like any other NPC: if a situation become detrimental to them, they will move **NEGATIVELY** through the spectrum. These animal relationships also require maintenance, but this is easier if the character's use **Food Unit Incentives** to maintain the relationship.

### **ANIMAL KEN COMMAND ACTIONS**

Animals gain 1 command action (Go, attack, etc.) but only lasts for a brief time, as determined by the Gamemaster. Animals are willing to do actions for **Food Unit** incentives, but **Ally** animals are willing to do actions for characters freely. For each step on the **Amiability Spectrum**, the animal knows 1 command action that it does not or cannot forget.



# UNDERSTANDING DISTANCE AND MOVEMENT

Maximum Apocalypse: The Roleplaying Game uses the relative distances *Close, Short, Midrange, and Long*, which contract or expand as necessary. Foot Chases and Vehicular Combats, for example, utilize distances between two combatants and are therefore different than during the regular Combat Round movements.

## BUILD AND MOVEMENT DISTANCES

As with player characters, BUILD determines the size of the Enemy or NPC and how much food they need each day. However, for Enemies and NPCs, BUILD also determines how many Distances the Enemies and NPC moves in a single action. Very Large creatures, like Kaiju, cover several distance in a Movement Action because they have tremendous strides, creating the need for Vehicular Combat against these monsters. To determine how many Distances an Enemy or NPC moves with 1 Movement Action, see below:

<b>BUILD #</b>	<b>BUILD NAME</b>	<b>MOVEMENT</b>	<b>DC MOD</b>	<b>FOOD UNITS</b>	<b>CONTORT MOD</b>
0-49	<b>SMALL</b>	1	-1	1	+20
50-99	<b>AVERAGE</b>	1	0	2	+10
100-149	<b>BIG</b>	1	+1	3	0
150-199	<b>LARGE</b>	1	+2	4	-10
200-249	<b>BULKY</b>	2*	+3	5	-20
250-299	<b>HUGE</b>	2	+4	6	-30
300-349	<b>MASSIVE</b>	3	+5	7	-40
350-399	<b>ENORMOUS</b>	4	+6	8	-50
400-449	<b>GARGANTUAN</b>	5	+7	9	-60
450-499	<b>COLOSSAL</b>	6	+8	10	-70
500-549	<b>GOLIATH</b>	7	+9	11	-80

BUILDS, like Ranges and Distance, are relative, and BUILDS 250+ are not attainable for characters. A BUILD of 100 (BIG) is twice the size of a BUILD of 50 (AVERAGE), and a BUILD of 200 is twice that or 4x the average build (approximately 300cm tall or 140kg). As with Foot Chases, these Distances are also multiplied by the Athletic skill DEGREES OF SUCCESS when “running,” meaning that a Goliath Kaiju can move up to 28 Distances in a single “run,” if Kaiju need to run.

**\*NOTE: Gamemasters may allow characters with Bulky Builds to have an increased movement distance as an effect of their size, but this is optional and not standard. The standard Movement Distance for ALL characters is 1 Distance per Movement Action.**



## DISTANCES BEYOND LONG RANGE

“Long Range” is a nebulous description for all things beyond Midrange. The 4 distances are used for simplicity and not as rigid structures to explain how close or far something is to the characters. A Gamemaster may include several “Distances” beyond Long Range, and give them numerical increments (ie 4 Distances, 5 Distances, etc.) or names like “Very Long Range,” “Very Very Long Range,” etc. to describe how far objects are from the characters. The core of understanding Long Range is to recognize that it represents the distance beyond which only certain types of attacks are effective and to reach which requires characters to make several Movement Actions during Combat Rounds.

If the Gamemaster desires to have at least 1 Distance beyond Long Range, the characteristics of this distance is that ALL non-Rifle attacks are nullified. Rifle Attacks are at **DISADVANTAGE** and/or have an increased **SUCCESS REQUIREMENT**. Traveling to this distance in a single Action Phase requires a vehicle. Perception skill rolls and communication attempts at this range are impossible without equipment or the Telepathic Psychic Power.

## VEHICLE ACCELERATION RATES

Vehicles have an Acceleration Rate equal to twice their Drive System Rating (see Core Rules, page 59). Upon a successful Drive Skill roll, the driver may choose to move any amount of Distances between 1 and Acceleration Rate multiplied by the **DEGREES OF SUCCESS**. To use the Ramming Attack Action, vehicles must move at least 2 Distances, one before and one beyond the target.

Vehicles Movement Action Distances are elastic and become incremental in Vehicular Combat Rounds. Vehicles are therefore required to move 4+ Distances in a single action. Combat sequences with Kaiju thus require Vehicles for characters to participate in any meaningful manner.

## DISTANCES FOR RANGED ATTACKS IN FOOT OR VEHICLE CHASES

All targets engaged in a Foot Chase are considered at Long Range and have Disadvantage to most Ranged Attacks. Characters who would like to attempt an attack on a target engaging in an a foot chase must pursue and be involved in the Foot Chase. Characters outside the Foot Chase can attempt to interact with the Combatants with penalties or if the Gamemaster dictates they are within closer ranges than Long Range.

In a Foot Chase or Vehicular Combat, Targets may be at different distances during the Combat Round. Gamemasters need to keep track of Distances during these Special Combat Rounds. A system of tiles or index cards could be used to track positions relative to the other Combatants and grant the appropriate adjustments to Ranged Attacks. The board game tiles work well for this option.








# UNDERSTANDING THE ENEMY ATTRACTION GAUGE



As explained in the Core Rules, page 51, character actions increase the chances of attracting enemies. However, sometimes triggering these events via the Enemy Attraction Gauge (👤) does not necessarily result in an Enemy Encounter, nor is using the 👤 necessary for every session of Maximum Apocalypse: The Roleplaying Game if the Gamemaster does not desire to use it. It is a tool for Gamemasters to add some variables to their game sessions, like creating a “Stealth” scenario where reaching a certain 👤 triggers the failure of the scenario or a Boss confrontation, or to trigger “Narrative Twists.” However, its core use is to determine “Random Encounters” and to give the Gamemaster a Stat for the Opposed Hunting actions (see Core Rules, page 55).



ACTIONS THAT INCREASE THE EAG		ACTIONS THAT DECREASE THE EAG	
ACTION/ITEM	INCREASE	ACTION/ITEM	DECREASE
<b>ALARM CLOCK</b>	<b>+30</b>	<b>BOWSTRING DAMPENER</b>	<b>-5</b>
<b>DIGITAL ALARM CLOCK</b>	<b>+10</b>	<b>LURE (4 CP)</b>	<b>-5 (TEMPORARY)</b>
<b>COMBAT ROUNDS</b>	<b>+5</b>	<b>WHISPERING</b>	<b>-5</b>
<b>SPEAKING/MUSIC</b>	<b>+5</b>	<b>HOLDING BREATH</b>	<b>-5</b>
<b>SHOUTING/COUGHING</b>	<b>+10</b>	<b>RUBBER Mallet</b>	<b>-5</b>
<b>REPAIRS</b>	<b>+10 PER ATTEMPT</b>	<b>SOUNDPROOFING</b>	<b>-1 PER CP USED</b>
<b>MEDICINE SKILL USE</b>	<b>+5 PER ATTEMPT</b>	<b>LONG REST (1 HOUR)</b>	<b>-2 PER CHARACTER RESTING AT THE SAME TIME</b>
<b>EXPLOSIONS</b>	<b>+20 TO +40</b>	<b>SLEEP (4-8 HOURS)</b>	<b>-5 PER CHARACTER SLEEPING AT THE SAME TIME</b>
<b>FLOODLIGHTS</b>	<b>+15</b>	<b>LOW-LIGHT FLASHLIGHT</b>	<b>-5</b>
<b>FIREARMS</b>	<b>+1 TO +30</b>	<b>SILENCER</b>	<b>-5</b>
<b>DRIVING SKILL USE</b>	<b>+20</b>	<b>SURVIVAL SKILL</b>	<b>-10</b>
<b>HUNTING</b>	<b>+5 PER HOUR</b>	<b>HUNTING BOOTS</b>	<b>-5 WHILE MOVING</b>
<b>FORAGING</b>	<b>+5 PER HOUR</b>	<b>CAMOUFLAGE</b>	<b>-5 WHILE HUNTING</b>
<b>TRAVELING UNSTEALTHED</b>	<b>+5 PER HOUR</b>	<b>TRAVELING STEALTHED</b>	<b>-5 PER HOUR</b>
<b>SNORING</b>	<b>+5 PER HOUR OF SLEEP</b>	<b>MOVING AWAY FROM PREVIOUS LOCATION OF COMBAT</b>	<b>-15</b>

If a Gamemaster is choosing not to use the 👤 and rely on their own pacing method, HUNTING becomes simplified by changing it from an OPPOSITION to a CHALLENGE, requiring only a Success to gain Food Units. If a Gamemaster would like to keep the variable from OPPOSITION rolls, they can set the 👤 to 30 or 40 as the static number.





The  increases and decreases frequently throughout a game session and a Gamemaster may roll against the  at any point, but it is best utilized at narratively sensible points OR whenever the  is increased 10 or more through 1 action. While it can be rolled during Combat Rounds, it is recommended to use the “Narrative Twist” option suggested by the *Dead Aussie Gamer* Michael Kesavan for this kind of roll rather than to tack on additional enemies (unless this was the Gamemaster’s planned trigger result). Rolling against the  is resolved like any other roll, where rolling UNDER the  results in a “Success” (Attracting Enemies, triggering events, etc.)

The  is intended to force players to think about actions before they undertake them. It also gives a plausible reason for why characters are having a hard time catching food or why Zombie Hordes are tracking them throughout a scenario (*as experienced in the “Get to the Van” scenario later in this book*). The threat of a Random Encounter can also be a useful obstacle for Gamemasters to use in their scenario design because it makes the situation MORE difficult for the characters (*as experienced in “The Abduction” scenario later in this book*). The  is a useful control mechanism and can be reset whenever appropriate.

A suggested method for tracking  comes from James Scott at *Board on the Bayou* that suggested using the monster spawn tokens from the Maximum Apocalypse Boardgame. In this method, 1 monster spawn token is equal to 5 .

## USING THE ENEMY ATTRACTION GAUGE FOR NARRATIVE TWISTS

Gamemasters can use the  to create interesting events in the game storyline, such as injecting a random earthquake into a scene or have a ghostly future version of the character appear in a temporal distortion and warn the characters about what is to come. Each time the Gamemaster “Succeeds” on the  roll, they can use the following table to determine what happens by either a d10 roll or by choosing the outcome (this table also includes Random Encounters):

D10	INCIDENT	EFFECT
1	<b>AMBUSH!</b>	1d4 Goons of an appropriate apocalypse to setting
2	<b>MIND WAVE!</b>	Aliens delivery a haunting messages through one of the PCs
3	<b>FOOD THIEF!</b>	A hungry animal attacks the party to steal 1d4 Food Units
4	<b>EARTHQUAKE!</b>	Ground quakes requiring some skill rolls to maintain balance
5	<b>KAIJU!</b>	A roaming Kaiju lumbers passed the characters
6	<b>RADIATION!</b>	An object nearby begins emitting Level 1 or 2 Radiation
7	<b>ZOMBIES!</b>	A Zombie Horde appears in the path ahead of the PCs
8	<b>ROADBLOCK!</b>	Something causes the PCs to stop and make a skill roll
9	<b>HUNTED!</b>	The Group is stalked by an enemy. Roll 1d4: 1) Murder Clown, 2) Zombie Stalker, 3) Scout Bot, 4) Alien Soldier
10	<b>FLASHBACK!</b>	A future version of a PC appears momentarily with a warning



## **UNDERSTANDING LUCK AND LUCK USE**

The Luck Base Stat is one of two stats without associated skills. It is used to determine Initiative, Salvage, Immunity, and Luck Use per Game. Outside of determining these Special Stats, characters can use their Luck as an agency tool, allowing players some control over reasonable story elements, perhaps something that the Gamemaster may not have mentioned or considered, like if their flashlight has working batteries or whether there is a chair in the room. While a Gamemaster may deny requests to manipulate a story element, they may also allow the player a chance to add their input by calling for a Luck Base Stat roll. If the player succeeds on the roll, their suggested change stands.

Using the Luck Stat allows for a variable that turns the dice into the arbitrator over situations, adding or subtracting tension. Gamemasters always have the authority to accept a story element suggestion, but the use of the Luck Stat roll allows some separation from player and arbitrator.

On the other hand, Luck Rolls can be used to determine the target of a Random Attack, or arbitrate between two characters with the same Initiative. If a building is collapsing, a Luck Base Stat roll can determine who was hit with the falling debris.

### **THE LUCK BASE STAT AND GAMES OF CHANCE**

If the Gamemaster decides to institute games of chance within a scenario, players can rely on the Luck Base Stat to determine their success. The Palming may also be used, but only if the character is “cheating” at the game. The Luck Base Stat is used to determine “Fair” outcomes where chance is involved. A character with a high Luck Base Stat will have a higher Initiative, a higher Salvage, a better Immunity, and be better at games of chance. Each **DEGREE OF SUCCESS** on this kind of roll results in more “winnings” for the characters.

### **LUCK USE PER GAME REROLLS**

The major use of Luck is to determine the number of times per game session that a character may reroll a failed dice roll (accepting the second result). While there are greater consequences for failed “rerolls,” like having **DISADVANTAGE** on the next similar roll or taking some damage, the reroll opportunity allows characters to attempt to succeed at a roll they don’t want to fail. This might be the last attack that ends a Combat Round or it may be hacking the Robot that would otherwise be tracking the characters. Whatever the case, the Luck Use per Game dice rerolls allows players to mitigate bad rolls, but not at without some risk. Whenever a character fails, they should feel the consequences (see the Critical Failures, page 11).



# UNDERSTANDING LEVELS OF GRITTIENESS



Gamemasters may want to “house rule” or modify rules to Maximum Apocalypse: The Roleplaying Game for conventions or livestreaming gaming, or perhaps the players want to experience something grimmer that the core rules seem to allow. If that that’s the case, the Gamemaster can streamline or apply rules to fit the changes that they desire. These are referred to as Levels of Grit.

The following are suggested guidelines to modify the system to match the players or audience. However, BEFORE uses any of these suggestions, Gamemasters should become familiar with the Core Rules. They should also not apply ALL of the suggestions below unless they feel that all the suggestions below create the experience they are attempting to create.

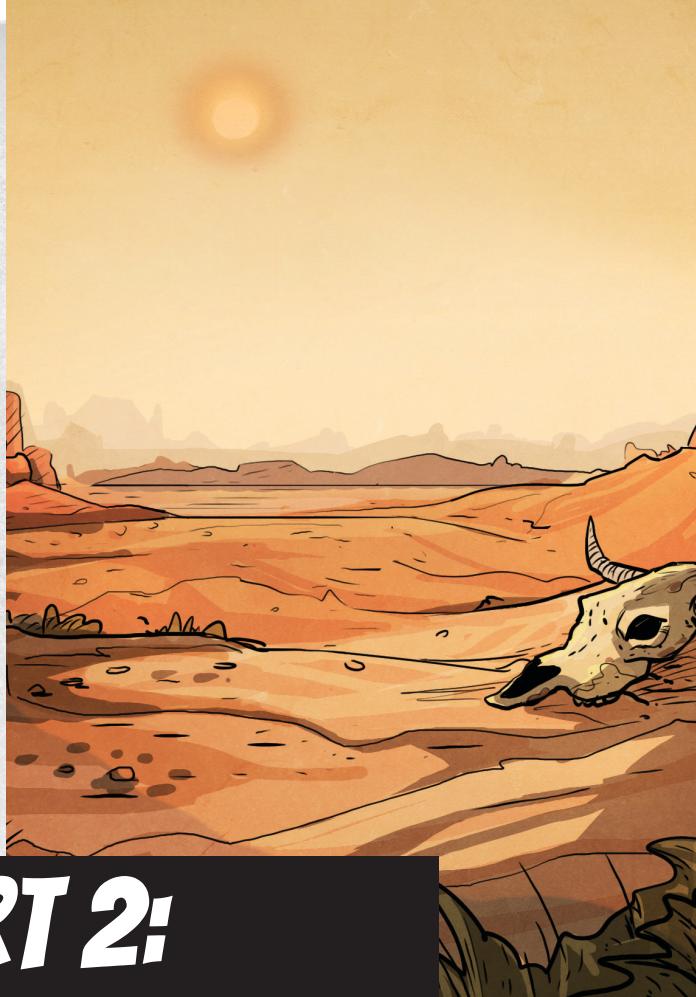
## QUICKER (HEROIC) GRIT

- Ignore the Degrees of Success, except in Combat and repairing. For Salvage rolls, grant 1 Item or 2d4+1 CP for every Successful Salvage roll.
- Change Hunting actions from Opposed rolls to Challenge rolls.
- During Teamwork actions, grant Advantage to the primary instead using rolls.
- Only require a Successful Perception skill rolls for Stealth targets
- Negate 1 Damage per Degree of Success on the Defensive Action roll
- Remove all opposed rolling in Combat. Require only a Successful attack to cause damage to Minions and a Great Success for Bosses.
- Use average damage at the Damage Code instead of dice rolls.
- Armor absorbs damage equal to its current Armor Points INSTEAD of degrading. Each time it absorbs damage, remove 1 Armor point. Once the armor reaches 0, it needs to be repaired.
- Use the Treatment Dice Average per Degree of Success rather than rolling dice.

## GRIMMER (HARDER) GRIT

- Make **ALL** skill rolls opposed, using the  as the Gamemaster’s stat.
- Increase the  +10 per every 1 hour of the game session.
- Allow **ALL** enemies to negate 2 Damage per Degree of Success on their Dodge or Parry rolls when they take damage.
- Allow **ALL** opposed Ties to go to the Attacker, regardless of whether they are a boss.
- Characters make a Luck roll when they sleep. Fails reduce armor 1 Armor Point
- Do not allow **Luck Use per Game** rolls for Combat, Salvage, Resilience, Resolve, or Immunity rolls.
- Only allow 1 Salvage Special Stat roll per area.
- Each time a character hits a “hard” target, weapon takes degradation damage.
- When overcoming OVERKILL damage, require a Resilience Special Stat roll.





**PART 2:**  
**LIFE IN THE APOCALYPSE**





# ENVIRONMENTAL SURVIVAL

The environment is one of the key aspects of an apocalyptic wasteland, and is the core setting component in Maximum Apocalypse: The Roleplaying Game. Terrain can restrict movement, weather can reduce vision, and radiation can cause damage. Successfully using the environment can make it easy for the Gamemaster to create a feeling of tension that ratchets the action in any scene.

## PLAGUE ZONES

Plague Zones (PZ) are the original containment zones where those infected with the devastating Z-Virus. They are packed with fungal spores, semi-dead bodies, contaminated dust particles, and bizarre, undead creatures. While the Z-Virus is primarily transferred through Physical Damage from the infected, there could very well be an airborne version of the Z-Virus in a PZ if the Gamemaster desires. Thus, entering a PZ without properly sealed equipment means periodic **IMMUNITY SPECIAL STAT** rolls. Within a PZ, the Gamemaster may choose to create any new methods of “infection” they desire as long as the infection requires an **IMMUNITY SPECIAL STAT** roll. While other diseases do exist, the Z-virus outweighs them all in infection rates and severity.

One of the Primary features of a PZ is Zombies. PZs should be rife with Zombies or strange creatures mutated by the Z-Virus (like Ghouls). The common Trait of every creature in a PZ should be either “diseased,” spreading the Z-Virus with their attacks, or “Immune,” meaning that they cannot become infected with the Z-Virus when attacked. And because the source of the Z-Virus is unknown, a PZ can be anywhere in the world.

## RADIATION ZONES


No survivor will ever really know who shot first mostly because most of the records became burned cinders as deadly amounts of ionized radiation entered the atmosphere and caused untold damage. Areas around where the nuclear bombs hit became so heavily inundated with fallout debris that areas became coated in deadly, radioactive dust. These areas, and the “ground zero” bomb sites they are near, are called Radiation Zones (Rad-Z) and in the best cases have a background radiation count of 1000 Millirems. Organic creatures that stay too long in these zones become mutated and deformed, and become carriers of the radiation themselves.

There are 5 levels of Radiation-based Immunity Damage, each with their own **IMMUNITY SPECIAL STAT SUCCESS REQUIREMENT** to avoid Radiation Poisoning. Any non-Rad-Z area has a R“Level 0” radiation count, but a Gamemaster can include whatever source of random radiation, probably in the form of a Mutant or contaminated object, into these regular areas. Inside a Rad-Z, the radiation Level starts at 1 and increases in intensity toward the blast epicenter which will always be a Level 4 area.



## PART 2: LIFE IN THE APOCALYPSE

LEVEL	MILLIREMS	SUCCESS REQUIREMENT	COLOR	BEEP INTERVALS
0	0 - 999	NONE	GREEN	-
1	1000 - 4999	SUCCESS	YELLOW	1 PER 10 SECONDS
2	5000 - 69,999	GREAT SUCCESS	ORANGE	5 PER 10 SECONDS
3	70,000 - 999,999	AMAZING SUCCESS	RED	10 PER 10 SECONDS
4	1 MILLION (1 REM) +	CRITICAL SUCCESS	BLACK	SOLID NOISE

Characters have some tools to track and Resist Radiation-based Immunity Damage. A Geiger Counter gives a tonal and colored response to the radiation Level of an area (see table above), warning characters when they have gone too far. The Gamemaster can use this to warn players before they suddenly have to make the **IMMUNITY SPECIAL STAT** rolls to avoid the Radiation-based Immunity Damage, or just create tension as each “Beep Interval” increases the  +5 (thus attracting Mutants closer to the epicenter). Mutants also register as a Level 1 on the Geiger Counter.

Meanwhile, characters wearing a Radiation Suit as Armor are sealed from the Radiation-based Damage and decrease their **IMMUNITY SPECIAL STAT SUCCESS REQUIREMENT** by 2. However, if the character doesn’t “clean” the suit with a Successful (1 Degree) Science skill roll, the Gamemaster may call for an **IMMUNITY SPECIAL STAT** roll as they take the suit off.

One of the Primary features of a Rad-Z is Mutants. Rad-Zs are rife with the mutated organic life that survives inside a Rad-Z. Usually, characters can attempt to avoid a Rad-Z by going around it, but sometimes the Rad-Z is so big that they have no choice to go through. When that happens, the Gamemaster can describe all manner of newly mutated flora and fauna (see page 40). Because EVERY major city was a target, Rad-Zs are located all over the world.

## WEATHER

Thanks to shifts in the magnetic poles and the world’s geography, weather is highly unpredictable. Air currents, wind, and storms often carry biological, chemical, radioactive, and temporal influences, created storms that can vary in intensity and length. Often, clouds have a greenish tint and carry sulfur-based cytotoxins that cause 1d6 Resilience Damage that must be Negated with a **RESILIENCE SPECIAL STAT** roll.

Barring shelters, characters must use gear to deal with weather, or attempt to make Academics or Survival skill rolls to determine the weather of an area before proceeding further through a scenario. Weather can be a useful tool that slows or speeds scenario pacing or creates an added dangers that change the dynamic of the scenario’s “Success.”



## TERRAIN

Terrain features come in two forms: Regular and Hindering. Hindering Terrain causes characters to become **SLOWED**, which creates complications during Combat Rounds and requires some actions during the Regular Phase to overcome. Regular terrain are just places, but even these come with their own pros and cons. The following are some guidelines and suggestions for Gamemasters who want to create interesting areas.

## BRIDGES

Many bridges have collapsed or been destroyed, and those that remain are in a precarious state of repair. Falling from a bridge cause **FALLING DAMAGE** (see Core Rules, page 84), but because of the restricted movement on a bridge, jumping or falling may be the only option to avoid dangers. A bridge is a natural chokepoint because it only allows lateral movements.

### FEATURES OF BRIDGES

- Hindering Terrain (**SLOWED**) if blocked or covered with debris
- Stealth skill is at **DISADVANTAGE** due to restricted movement
- Athletics may be required to disengage in Combat by jumping off the bridge

## CANYON

Canyons cut deep into plateaus and have steep, rock sides. Because of this, they often hold pools or rivers and are insulated against excessive temperature and dangerous weather. However, accessing a canyon requires prolonged travel or an Athletics skill roll. And because vegetation is often sparse, Hunting and Foraging often requires extra effort.


### FEATURES OF CANYONS

- Resilience rolls against Weather are at **ADVANTAGE**
- Hunting is at **DISADVANTAGE**
- Foraging **SUCCESS REQUIREMENTS** are increased +1

## CAVES AND TUNNELS

Caves are cramped, damp, and echo with every sound. Tunnels are similar but have a single entrance and exit, making them severe chokepoints. However, they are often cool and provide a safe means of quick travel if clear.

### FEATURES OF CAVES AND TUNNELS

- Hindering Terrain (**SLOWED**) due to restricted movement
-  doubled for all actions because of echoing
- Perception skill is at **DOUBLE DISADVANTAGE** due to echoing and Darkness



### DESERTS AND GRASSLANDS

Deserts are hot, barren landscapes with minimal precipitation; grasslands are similar with slightly more precipitation. Both have little water, extreme heat, and are full of sand, rock, and dry soil. This is where the Marauders tribe can be found (see page 43).

#### FEATURES OF DESERTS AND GRASSLANDS

- Daily Food Requirements are increased +1 per day
- 1d6 Resilience Damage on the “Hottest” days
- Starving Characters make RESOLVE rolls to avoid becoming UNNERVED
- Foraging **SUCCESS REQUIREMENTS** are increased +1

### FORESTS AND JUNGLES

Forests and Jungles are foreboding, dark locations of hindering underbrush, and home to Bears, Jaguars, Snakes, Wolves, and other predators (including Predator aliens). However, they are also usually lush with various forms of edible vegetation.

#### FEATURES OF FORESTS AND JUNGLES

- Athletics to overcome **SLOWED** is a **DISADVANTAGE** due to underbrush.
- Perception is at **DISADVANTAGE** due to tree and natural sounds.
- Tracking and Survival skill rolls are at **ADVANTAGE**

### GRAVEL AND SAND

Gravel and sand are additional features of ANY terrain, like Deserts, Mountains, and Rivers. Both are Hindering Terrain and create unstable surfaces that leave traces.

#### FEATURES OF GRAVEL AND SAND

- Hindering Terrain (**SLOWED**)
- 🪨 +5 while moving due to scattering rocks
- Tracking is at **ADVANTAGE**
- Stealth is at **DISADVANTAGE**

### LAKES

Lakes are frequently surrounded by and filled with plant and animal life. During the winter months, lakes freeze and create Hindering Terrain. Lakes often appear in myths and legends, but once the world collapsed, these Supernatural Horrors became reality.

#### FEATURES OF LAKES

- Hindering Terrain (**SLOWED**) during the winter
- Hunting and Foraging increased +1 Food Units per **DEGREE OF SUCCESS**
- **Daily Food Requirements** are Decreased by -1 due to access to water



## LAVA PLAINS

Lava Plains are flat-laying lava flows that appear semi-solid but can erupt frequently, often as gaseous belches. These areas appear as open fields and can stretch for hundreds of kilometers. Because lava is hot, molten rock, Resilience Special Stat rolls are required, especially when hit with “belched” lava.

### FEATURES OF LAVA PLAINS

- Hindering Terrain (**SLOWED**)
- **RESILIENCE SPECIAL STAT** roll to Resist being **STUNNED** due to heat
- Randomized belches of gas and heated rock cause 1d6 **RESILIENCE DAMAGE**
- Scavenging **SUCCESS REQUIREMENTS** are increased +1

## MOUNTAINS

Mountains have various features, but commonly have steep, gravelly sides with vegetation to a certain altitude where they become too cold for vegetation and animal life. Primarily, they separate Terrain features and act as a barrier for travel.

### FEATURES OF MOUNTAINS

- Hindering Terrain (**SLOWED**)
- At high altitudes, **RESILIENCE SPECIAL STAT** rolls are required due to lack of oxygen
- Attacking from higher positions offers **ADVANTAGE**

## OCEANS AND SEAS

Oceans and Seas are full of plastic garbage, pollutants, derelict ships, strange weather patterns, and large creatures. They do not offer easy access to fresh water, but they do offer access to fresh fish if a character can pilot through the choppy waters.

### FEATURES OF OCEANS

- Hindering Terrain (**SLOWED**) when swimming in the water
- Survival is at **DISADVANTAGE** due to a lack of fresh water
- **RESILIENCE SPECIAL STAT** rolls are required on hot, sunny days
- Hunting is at **ADVANTAGE**
- Isolated (🗿 -20 if characters start or go to the ocean)

## OPEN FIELDS AND SAVANNAS

Open fields and Savannas are stretches of open land in which there is little concealment. Survivors can be targetted by sniper fire, alien abduction, or underground attack. However, fields grant survivors the ability to cultivate food in the open and see over Long Distance without additional tools.



## PART 2: LIFE IN THE APOCALYPSE

### FEATURES OF OPEN FIELDS AND SAVANNAS

- Foraging at **ADVANTAGE** for seeds and roots
- Perception over Long Range is at **ADVANTAGE**
- Stealth is at **DISADVANTAGE**

## RIVERS

Rivers offer a source of fresh water, fish, and vegetation, and wash away footprint. However, rivers have currents, which can be dangerous, the river noise masks predator approach. This works both ways, allowing freedom to work without being heard.



### FEATURES OF RIVERS

- Hindering Terrain (**SLOWED**)
- Stealth is at **ADVANTAGE**
- **Daily Food Requirements** are Decreased by -1
- Perception is at **DISADVANTAGE**
- 

## ROADWAYS

Roadways crisscross the wasteland, but they are littered with abandoned vehicles. This means that while they hinder quick movement, they offer additional Salvage opportunities along with the risk of enemies lurking inside or around the vehicles.


### FEATURES OF ROADWAYS

- Hindering Terrain (**SLOWED**) for Vehicular Combat
- Salvage +1d4  or +1 Item per **DEGREE OF SUCCESS**
-  +10 if attempts are made to move vehicles

## RURAL LANDSCAPES

Rural Landscapes are often small towns or self-contained farm collectives used for food production. They are often isolated, which usually means less attacks, but if attacked, survivors are too far apart to be much help to each other.

### FEATURES OF RURAL LANDSCAPES

- Foraging +1d4 Food Units per **DEGREE OF SUCCESS**
- **Daily Food Requirements** are Decreased by -1 due to wells and pumps
- Isolated (  -20 if characters start or go to a Rural Landscape)

## SWAMPS AND WETLANDS

Swamps and Wetlands are areas with slow-moving bodies of shallow water, filled with vegetation, fungus, diverse insects, and diverse diseases. Swamps also have a diverse population of migratory animal groups and their water-based predators.



**FEATURES OF SWAMPS AND WETLANDS**

- Hindering Terrain (**SLOWED**) unless using a boat
- Athletics skill is at **DISADVANTAGE** because of the mud
- Hunting and Foraging are at **ADVANTAGE**
- 🦠 +5 each day due to predators, 🦠 +10 in summer months
- Immunity rolls at **DISADVANTAGE** because of stagnant water and bugs

**TUNDRA**

Tundras are places of cold temperatures where vegetation and animal life is sparse. They are not advantageous places for Foraging or Salvaging, but they are also not suitable for Aliens, Robots, or Zombies, making them often free of these Enemies. This is where The Norse tribe can be found (see page 43).

**FEATURES OF TUNDRA**

- Foraging is at **DISADVANTAGE** and the **SUCCESS REQUIREMENTS** are increased +1
- Tracking is at **ADVANTAGE** during the winter months due to snow
- Isolated ( 🦠 -20 if characters start or go to a Tundra)

**URBAN LANDSCAPES**

Urban Landscapes are full of twisted metal, broken glass, and garbage as well as diseased animals and random survivors. Urban Landscapes are dangerous to navigate and vegetation is uncommon, but offer great Salvaging opportunities.

**FEATURES OF URBAN LANDSCAPES**

- Hindering Terrain (**SLOWED**) because of fallen buildings, powerlines, etc.
- Salvage +1d4 ⚙️ or +1 Item per **DEGREE OF SUCCESS** due to abandoned goods
- Enemy group sizes increased +2 additional enemies

**XENOTERRAIN**


Aliens live in strange, non-euclidian environments with structures made of Organic Components mixed with strange metals. The technology has sentience and their vehicles “breathe.” Humans who enter these areas become disoriented and **UNNERVED**, unable to navigate or truly understand what they are experiencing.

**FEATURES OF XENOTERRAIN**

- **DISADVANTAGE** to Athletics, Navigation, Perception, and Tracking skills
- RESOLVE SPECIAL STAT rolls periodically to avoid being **UNNERVED**
- Foraging and Hunting only provide Alien Food Units (see page 19)
- Salvaging only finds Organic ⚙️ or Xenotech Items (requiring the Xenotech Use skill)



## **LIFE AS A SURVIVOR**

From sunrise to sunset, survivors scavenge for  and Food Units. They survive day by day against the constant dangers that lurk in the wasteland: hunger, heat, cold, toxins, viruses, Aliens, Demons, Killer Clowns, Robots, Zombies, Kaiju, Mutants, Vampires, Ghosts, and Time Paradox loops. The life of a survivor is not easy and they do their best to make use of each day, because surviving the Maximum Apocalypse is not guaranteed.

### **THE WASTELAND**

The “wasteland” is the giant dust ball of dirt hurling through space around a big, bright ball of nuclear destruction survivors call home. The existence of Aliens suggests that there are other dirtballs in the universe, but this is the only one the survivors know. It is full of shadowy remnants of the past civilization, but now survivors are barely surviving in their little groups.

### **DANGEROUS FLORA AND FAUNA**

Thanks to the swirling chaos that makes up the air, the wasteland is full of Mutant Flora. As a defense, many of these produce spores or project prongs that cause RESILIENCE or IMMUNITY DAMAGE. Most flora, and to a large extent fauna, have adapted well to their post-apocalypse environment, making them dangerous to survivors.

### **THE UTOPIA**

Every survivor has heard stories about “government safe zones” or otherwise well protected shelters for humanity. This myth spreads wherever two or more survivors meet, and everyone claims they know someone who talked with someone from this place. Whether or not this “utopia” is real, the hope of such a place can drive survivors to push forward through the wasteland and discover that sometimes dreams are better than reality. And yet, the stories of the Utopia continue.

## **KNOWN ENEMIES**

**ALIENS**

**ANGELS**

**CTHULHU MYTHOS**

**CLOWNS**

**DEMONS**

**KAIJU**

**MUTANTS**

**OTHER HUMANS**

**ROBOTS**

**TIME TRAVELERS**

**UNDEAD**

**VAMPIRES**

**WEREWOLVES**

**YOKAI**

**ZOMBIES**



## **IMPERMANENCE**

Wasteland resources are limited and what resources do exist, several groups fight to obtain. At any moment, Aliens may invade a human “camp” or Zombies could be attracted to the sound of a generator, and then the survivors are back to square one. The push and pull of have and have not are what creates the vicissitudes of survivor life and creates the need for survivor groups and camps. A strong group accepts that nothing is permanent in the wasteland and several different skills are needed to survive for any length of time.

## **CAMPS, COMMUNITIES, TRIBES, AND BANDITS**

Where two survivors gather, more always seem to follow. Survivors gather for safety, trade, and friendship, and when a sufficiently large group come together, they form a “Camp” or any collective of a few survivors. Camps can move relatively easily, but when they get too large that they can’t move without coordinated efforts, they become a “Community,” often breaking into factions or work partnerships. When a Community has produced a second, or even third, “generation” of survivors (usually in the form of children), it has become a “Tribe.” Tribes often share a similar style of behavior, habits, stories, rituals, and beliefs.

When two Communities or Tribes are too close to each other that they begin pulling from the same resources, there grows a tension in which one group is perceived to be “bandits” by the other group. Most survivors are doing their best to scavenge and support their dependents, but true “bandits” are survivors with little moral qualms, caring more about their own survival than the survival of others.

## **HUNTER FORCE UNITS**

Usually with a legitimate, pre-collapse foundation story, Hunter Force Units are the only real “military” that exists, even if these were originally private military organizations scrambled to deal with the Kaiju menace. And while their “top brass” organizational structure is gone, these units are still the best trained Human survivors in the wasteland. However, chaos often follows Hunter Force Units as they move from camp to camp, recruiting hot headed young survivors and causing serious collateral damage, leaving the traditional leadership to clean up the aftermath.

## **LETHAL SPORTS**

It never fails that where there is a collective of survivors, there’s some kind of semi-lethal sport that develops, whether than involves singular, man-to-man gladiatorial-style combat, or team-based “murder ball” where death may be “sanctioned.” These usually develop as a way to express frustration at the world outside the community where the sport developed, but sometimes it develops for profit. Regardless of whether the combatants volunteer or are forced, it is a brutal, terrifying sport.



### **MILITARY INSTALLATIONS AND POLICE STATIONS**


Because of their fortifications, there are always rumors that nearby military bases or police stations hold out against the collapse of civilization. These stories often mimic the tales of the Utopia. Since the stories are widespread, even if those locations are holding out, they are likely being raided by Bandits, Mutants, Robots, and probably also Aliens. These locations make for better Salvage than defensible locations, but trying to establish a camp or community at one of these locations could be a player character goal, or could be the start of a campaign.

### **OIL BARONIES**

With the Peak Oil Collapse came fuel station owners and tanker truck drivers who found themselves with the last remnants of “black gold.” With their newfound power, each one established their own feudal systems based on loyalty and social darwinism. While many survivors learned to survive without gas, those within these “Oil Barony” micro-kingdoms quickly learned the advantages of just a little oil or gas.

Oil Baronies tend to be accompanied by fragile systems of leadership, against which outsiders can be threatening. Thus, most oil baronies have created bizarre customs to keep the interior safe from those “others” who would destabilize it. This create pockets of isolated “secret” baronies who use tyranny to hold their power.

### **TRAITORS**

Some survivors have lost faith in humanities survival and have decided to turn this into an opportunity. These survivors will infiltrate a camp, community, or tribe and then reveal their location to Aliens, Robots, Mutants, Zombies, etc. in exchange for Food,  Ammunition, Freedom, etc. Often these “Traitors” are brainwashed survivors of the same enemies they help. They do not have loyalty for other humans, and sometimes do not consider themselves among them, similar to R.M. Renfield. Traitors are a different kind of monster.

### **THE UNDERGROUND**

Contrary to Traitors, there are survivors with so much hope in humanity that they spread information, survivor to survivor, in hopes that something good will come about and humanity will get the upper hand. While most of this information is riddled with errors, falsehoods, and speculation, it is often actionable and well-meaning. Those who assist “The Underground” are often the same people who will take in a stray survivor or share resources even when they are limited.

Many who spread information are motivated by the desire to bring down the many Enemies of humanity that roam the world, creating a resistance of sorts. For any resistance movements, “The Underground” can be helpful when utilized properly.



# **HUMAN TRIBES AND WHERE TO FIND THEM**

Tribes are survivor groups that have at least 1 “Generation” after the collapse of civilization. They have developed their own behavior, traditions, stories, titles, and sometime even language (be it pidgin, jargon, or full). They are often broken into more than one Community spanning an area and sharing resources and information.

Within the wasteland, there are 4 major tribes: The Norse, The Marauders, The Dieselpunks, and the Others.

**WORLD**

## **THE DIESELPUNKS**

Scattered throughout the world are the group of survivors in an arms race against each other after the fall of a major oil baron and the power vacuum it created. They are only a “tribe” technically, and some camps do have alliances, but primarily their own civil war makes then distrusting of even their own people. They are fuel-dependent, maybe too dependent, and are willing to ally with Norse or Marauders to beat their “enemies.” It is safe to say that most vehicle-oriented Bandits stem from the Dieselpunks.

## **THE MARAUDERS**

Marauders may sound like the term given to bandits, but this nomadic tribe chose the name to strike fear in the hearts of those with ill intent. They live and travel through desert and grassland areas, adapting to the lack of water with trade posts that can easily move when necessary to keep them safe from Bandits or Others who may threaten them. If a survivor proves that they have good intentions, Marauders are loyal, and having access to their trade posts could mean the difference between life and death.

## **THE NORSE**

As the name suggests, the Norse adhere to traditions they learned from books, movies, comic books, and mixed family tales to create a system of government and language practicing what they believe to be the “Nordic” traditions in the frozen, northern regions. While some of them may have scandinavian DNA, most have no idea if they are actually descendants of the former Norse culture, so they accept all claims to the heritage because, to them, it is more of a belief and behavior than a genetic connection.

## **THE OTHERS**

The Others is not a single tribe, but rather the scattered, unrelated groups that stretch throughout the wastelands. The only connection between “The Others” is that they are not part of the other tribes and do not share their customs, traditions, or languages. These Others are everywhere they can create communities (with second generations) and most player characters are defaulted to “Other” tribes unless the Gamemaster decides otherwise..




# **ENEMY DOMAINS**

Like tribes, there are locations that are more prevalent to certain Enemies because they have established these areas as their “domain” of operation. The enemies that do this most often are Aliens, Robots, and Supernatural Horrors.

## **ALIEN STRONGHOLDS**

Aliens travel lightyears to scavenge resources from this dirt ball and as such have troops scattered throughout the solar system. On earth, Aliens have forward operating bases that look like large monoliths to the human comprehension, but through the use of hyperbolic geometry, these monoliths are quite often different things on the inside, and they are often well stocked with Alien Commanders, Invaders, Scientists, and Soldiers. Even the smallest Alien Outpost has 1 Commander, 5 Invaders, 2 Scientists, and 2 Soldiers.

The primary mission of these strongholds seems to be the collection of Earth-based flora and fauna, especially humans, for study and for Organic  harvesting. But not all Aliens are on the same page, as the dark entities known as the Cthulhu and Nyarlathotep, and the Mythos creatures that follow them, are a different kind of Alien.

## **ROBOT EMPIRE**

The longer past the collapse of civilization, the more it becomes apparent that one objective of the Robot Central Processing Unit is to establish a place populated by sentient Robots, safe from weak-minded and selfish humans. There are multiple locations throughout the world where this “Empire” could be established and the Underground is rife with rumors about this location and the resistance movement trying to tear it down.

Many thinkers and scientists have postulated that perhaps its not a single place at all, but rather a series of regional “hubs” where remnants of old data infrastructures allow for quicker processing power and information transmission. The truth is that as long as there is 1 Sentient Robot, there will always be a threat of the “Robot Empire.”

## **SUPERNATURAL HORRORS AND YOKAI KINGDOMS**

As the Supernatural Horrors and Yokai whose memory became myths returned from their shadowy dwellings, they took back their old former homes, castles and lands to reestablish their kingdoms, domains, and territories. Some of them, like Dracula and Shuten Douji, keep survivors as servants, pets, playthings, and/or cattle. If a survivor trespasses on these domains, there is often a response that is either deadly for the survivors or increases the servants in the castle. Either way, survivors should try to avoid areas rumored to be the domains of Supernatural Horrors or Yokai.=





# **PART 3:** **ANATOMY OF A SCENARIO**





# **SCENARIO BASICS**

A “Scenario” is a sequence of scenes or events that constitute a game session of Maximum Apocalypse: The Roleplaying Game. Scenarios are preplanned sequences that can either be stand-alone “One-shot” modules or events within a chain called a “Campaign.” Each scenario is designed to have an objective and place obstacles in the way that characters must overcome, be they combat or non-combat challenges. After each scenario, players are rewarded Experience Points that they can use to “Advance” their character.

There are 9 Combat Skills and 21 Non-Combat Skills, allowing Gamemasters to design scenarios in dynamic ways to incorporate ALL character Archetypes and Special Abilities, Teamwork opportunities, and Roleplaying. The goal of every Scenario is to create ways for players to use their ingenuity, teamwork, and problem-solving skills to overcome the obstacles.

## **SCENARIO SEQUENCE**

A scenario can be broken down into the typical story plot arcs: Intro, Exposition, Conflict and Rising action, Climax, and Resolution. However, if a scenario is part of a campaign, the “Climax” is when the characters reach the objective of this particular scenario leading toward the greater whole. The key to making a Scenario work is to determine the objects, then work out the challenges to these objectives, and then start the characters in a place where not long after the opening, some kind of event pushes them toward the objective. If making a “Sandbox” style scenario, then have a series of events built around a theme that allows the characters to experience the different concepts that lead to the objectives of the scenario.

The recommended method for writing a scenario is to have a Gamemaster Notes section, an Opening Sequences (sometimes with action, sometimes without), a presentation of the objectives via conflict (aliens invade, etc.), a middle sequence with 2 or more optional paths, the “Lead-In” to the final obstacle, overcoming the final obstacle, and then the “Conclusion and Rewards.” This can cover 2-6 hours of gameplay.

## **NON-COMBAT OBSTACLES**

Puzzles, traps, social conflicts, locks, cyphered texts, terrain, distance, etc. these are all obstacles to an objective that do not require Combat Rounds to overcome. There are far more Non-Combat options to block an objective than there are Combat obstacles, but Combat is an obstacle. And, using Success Requirements, the Gamemaster increases the difficulty and adds drama or a teamwork requirement to the scene. The proper balance is to use Combat to create sudden, intense action (usually at the Conflict and Climax points in the story) while using Non-Combat Obstacles in the rest of the scenario.



## **TERRAIN AND DISTANCE AS OBSTACLES**

Placing an objective far from the character creates the need to travel a long distance which requires resource management, especially if it is an epic journey. Putting difficult terrain features, including PZs and Rad-Zs, in between creates a physical barrier that creates challenges for characters, like slow movement, potentially hazardous conditions, strange enemies, etc. Overcoming terrain can be as simple as an Athletics skill roll, but creating a system of challenges related to the terrain is more exciting. Traveling also opens the opportunity for Foot Chases and Vehicular Combat.

## **KNOWLEDGE AS OBSTACLES**

Academics, Tech Use, and Xenotech Use are three skills that can be used to create an obstacle to an objective. While ALL characters have the opportunity to attempt skills, but without successful uses of these specialized skills, characters may have a difficult time accomplishing objective. If a piece of tech stands between them and an objective, characters will need to rely on their party members to overcome these obstacles OR find a different approach (ie breaking down a door). Alternatively a piece of information or a secret might stand between the characters and the objective, allowing the opportunity for research and reconnaissance.

One note here is that a MAJOR objective should not be “locked” behind the successful use of these skills unless the Gamemaster knows that at least one character has an extremely high chance of success. Locking occurs when there is only one method for completing an objective and that relies entirely on a dice roll. Truthfully, not major objective should be “locked” behind ANY skill; there should always be at least 2 methods to accomplish the objective.

## **WEATHER AS OBSTACLES**

Adverse Weather Conditions such as cloudy skies, heavy rain, loud thunder, and sporadically lightning can wreak havoc on Perception Skill rolls, cause Resilience Damage, etc. Adverse Weather is a feature of a setting that can automatically create drama elicit a sense of dread, fear, and anxiety.

## **ENEMIES AS OBSTACLES**

While it may seem like defeating Enemies is the primary objective, and it can be quite fun to do so, Enemies are best utilized as obstacles to an objective. Killing 100 Zombies means nothing unless it has a purpose, like making the area safe for other survivors or to harvest their DNA to create a Z-Virus vaccine. Nor is it entirely fulfilling to move from one combat obstacle to another combat obstacle until the session time especially if there is more than one Non-Combat-Oriented character in the group.



# GROUP STAT AVERAGE V. ENEMY STAT AVERAGE

When using Enemies as an obstacle, it is necessary to determine “Encounter Balance.” As Monte Cook said in his essay *Myths and Realities of Game Balance*, “game balance is a myth.” In *Maximum Apocalypse: The Roleplaying Game*, game balance comes from group cohesion, including the Gamemaster, but a Gamemaster can avoid having to “fudge” combat outcomes by determining the Group Stat Average and use it as baseline for comparison against the Enemy Stat Averages.

Determining the Group Stat Average requires some math on the part of the Gamemaster, mostly in the form of averaging all the Stats below.

GROUP STAT AVERAGE								
STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
<b>RESILIENCE:</b>		<b>BUILD</b>		<b>DC MOD:</b>		<b>LUCK USE PER GAME:</b>		
<b>RESOLVE</b>		<b>INITIATIVE:</b>		<b>HEALTH POINTS:</b>		<b>SALVAGE:</b>		
<b>IMMUNITY</b>		<b>DODGE:</b>		<b>ARMOR:</b>		<b># OF SPECIAL ABILITIES:</b>		


Once the Group Stat Average has been calculated, the Gamemaster does the same again for the Enemies of the Combat obstacle, called the Enemy Stat Averages. For each Enemy, add an additional +5 to each Stat per Enemy BEFORE averaging.

Compare the two Averages and consult the chart below. If the Enemies have an average of 20-30 Health Points or are evenly matched in all the Stats, the challenge will be Moderate. From there, the Gamemaster can modify encounters using the tools at hand (*never underestimate the Deus ex machina power of a sudden Kaiju rampage*).

COMPARISON OUTCOME	DIFFICULTY
Group stat average is +20 in 5 or more Stats	Very Easy
Enemy Health Points are less than 10	Very Easy
Group stat average is +20 in 3 Stats	Easy
Group stat average is +20 in 1-2 Stats	Average
Enemy stat average is +20 in 1-2 Stats	Moderate
Enemy Health Points are between 20-30	Moderate
Enemy stat average is +20 in 3 Stats	Challenging
Enemy stat average is +20 in 5 or more Stats	Difficult
Enemy Health Points are more than 80	Very Difficult







# OBJECTIVES AND REWARDS

Completing the objective and finishing a story arc should not be the only outcomes of a game session. While each scenario and campaign will have varying objectives and story arcs, gaining  and advancing characters provide a metagame motivation for players. Characters can find and lose Food Units, Gear, and Allies, but making a long term development goal for their character will push a player to come back to the table again and again to survive the Maximum Apocalypse.

Players “advance” their characters by “Spending” the Experience Points (XP) they gain at the end of each Scenario (between 250-500 depending on length and events). The more challenges and objectives in a scenario, the most potential XP a character can gain. Ultimately, Gamemaster hand out as much XP and they feel appropriate, but players will be able to advance their character in some way for every 350 XP they receive.

The table below offers a suggestion on how a Gamemaster should hand out XP at the end of a scenario, selecting all that apply, but it is up to the Gamemaster if they want to hand out any additional XP.

SITUATION	REWARD
Character Survived Session	100 XP
Group used Teamwork skills	50-100 XP
Group completed 5+ Challenges with Great Success Requirements	100 XP
Group Completed 2+ Challenges with Amazing Success Requirements	50 XP
Characters Achieved objective without using resources	50 XP
Group completed Objectives	50-100 XP per objective
Group Defeated Minions	10-50 XP per Minion
Group Defeated a Boss	50-100 XP
Bonus Reward for Roleplaying	25-50 XP
Completed Objectives without raising  over 50	50 XP

Gamemasters can also hand out  at a rate of 1d4 per every 100 XP (rounded down) if they feel that the scenario did not offer enough opportunities for the characters to Scavenge. As with Salvage, players can exchange 3d4  for 1d4 .



# CAMPAIGNS IN THE MAXIMUM APOCALYPSE

As stated previously, a “campaign” is a chain or series of scenario events that lead to a “Story Arc” conclusion. The core method to designing a campaign involves a **Master Plot, Enemy Goals, Timeframe, and Endgame**. Creating a Campaign involves linking the Introduction to the **ENDGAME**, creating the Story Arc (events between the Intro to **ENDGAME**), and matching it with a core villains’ intentions.

## MASTER PLOT

The Master Plot is the overarching plan for your campaign and involves linking your enemies to the **ENDGAME** via a Setting, a Theme, and a “Big Bad” Enemy. Fortunately, the previous section of this guide offers indepth setting information and how that can affect skill challenges throughout a campaign. Themes are a bit more difficult, as they can be anything, but as with most Post-Apocalyptic games, the themes in Maximum Apocalypse: The Roleplaying Game lend themselves toward “overcoming overwhelming odds” or “defying the destruction of humanity,” “hope conquers fear,” etc.

Since the endworld apocalypse scenarios have happened and are still happening in Maximum Apocalypse: The Roleplaying Game, determining the “Big Bad” Enemy (aka Big Bad Evil Person/Guy) should be relatively easy because the major players are still on the field, such as AI Control Units, Alien Commanders, Cthulhu AND/OR Nyarlathotep, etc.

## ENEMY GOAL

The “Big Bad” Enemy need not have explicit goals, but having direct, actionable goals that require some prep and effort allow characters to throw monkey wrenches and become an overall annoyance, thus causing them to become the target of the Big Bad Enemy’s ire. This leads to growing conflicts as the campaign progresses toward the **ENDGAME** and the final, climatic showdown. The best campaigns involve an “Evil Master Plan,” probably akin to “Stage 2 of Destroying the Earth,” which creates a chain of Scenarios involving the characters.

## TIMELINE

A realistic campaign timeline need to be determined when setting out. Because characters “advance” with the XP they gain each session, a long campaign may cause the characters to outpace the “Big Bad” Enemy. Conversely, a “Big Bad” Enemy facing off against starting characters in a “One-shot” may steamroll them, leaving the players feeling cheated. Therefore, the campaign needs to last as long as the players and Gamemaster desire, but should also reflect the advancement before the characters reach the **ENDGAME**. One easy suggestion is to link the “in game” passage of time loosely with the “real world” passage of time so that the campaign covers the same amount of weeks/months/years inside and outside of the game.



## ENDGAME

The **ENDGAME** is the final objective of the campaign. This can be “rid the world of aliens” or “create a safe haven for humanity to rebuild” or even “cultivate the DNA from mutated corn to build a hearty food crop for the future.” The Endgame of the campaign should be achievable with effort, but should also relate to the “Big Bad” Enemy’s goals. For example, if the Master Plot is that a group of cultists are trying to raise Cthulhu from their temple in the ruins of New York, then thwarting them and destroying the temple is the conclusion. However, the actual **ENDGAME** is something akin to “overcoming overwhelming odds to save humanity from the dreaded power of Great Cthulhu.”

## DEVELOPING A CAMPAIGN

The easiest method for creating a campaign is to start with the **ENDGAME** and then determine “Big Bad” Enemy or Enemies leading to that **ENDGAME**. After choosing the “Big Bad” Enemy or Enemies, the Gamemaster can determine their goals, then determine what objectives they need to accomplish before those goals, and then determine at which point in the process that the characters are caught up in the story arc. This connects the Introduction to the **ENDGAME**, then it is just a matter of choosing the theme before the **Master Plot** is complete. This “start with the end” method works well for the scenarios as well.

Some Gamemasters do not like the “start with the end” method, and prefer to follow the system outlined by Guy Sclanders in *The Complete Guide to Creating Epic Campaigns* in which the **Master Plot** is turned into a sentence that leads to follow-up questions to determine Enemy Goals and objectives. The formula is: **[Someone] wants [Something] by a [Specific Time] and is having difficulty getting it by using [Something/Method] because of [Reasons - usually the player characters].**

## KEY DIFFERENCES BETWEEN ONE-SHOTS AND CAMPAIGNS

There are 4 key differences between One-Shot sessions and Campaigns, beside the ability to experience a prolonged story in several (if not 4-6) acts: Hunger Damage, Character Advancement, Gear Degredation, and Ally Building. Without the time needed for continued interactions with NPCs, characters cannot build trade networks and allies. In the same vein, without the passage of time, characters do not worry about gear degradation or maintenance. Without a second scenario, character advancement is meaningless.

Hunger Damage is the most important difference between a One-shot and a Campaign. Over the multiple sessions in a campaign, the Gamemaster has control over the amount of Food Units a group finds, which allows for the slow starvation of the characters and the growing fear that is paramount to the Post-Apocalyptic Genre. In a One-shot, characters can eat all the food in their pack, but in a campaign, characters will need to conserve that food in case they don’t find any more.



# **PART 4:**

## **PREMADE SCENARIOS**





## **HOW TO USE THE FOLLOWING SCENARIOS**

There are 2 ways to use the following scenarios: one-shot sessions or a short campaign. Each of the scenarios were written to be run individually without any special arrangements and without connection to the others, but several connections exist to allow a Gamemaster to chain them together for a 4-6 session campaign (9-19 hours).

### **LINKING THE SCENARIOS**

If the Gamemaster running these as a short campaign, the easiest (without planning) order of scenarios is:

- **GET TO THE VAN (2-3 HOURS)**
- **THE HOME (3-5 HOURS)**
- **THE HUNT (2-4 HOURS)**
- **BODY SNATCHERS (2-3 HOURS)**

The Guy Sclanders-style Master Plot sentence for this campaign is: “The Alien Commander is trying to infiltrate humanity, but is having difficulty doing so by invading human minds because all of the abductees have been too weak to survive the testing.”

The conclusion in “Body Snatchers” is that the player characters are actually Alien minds that have been inserted into human bodies so that aliens can infiltrate human settlements and overthrow any armed resistance. An “Alternative” order is to start with “Body Snatchers,” introduce the characters to the Plot Twist early and have the Final Showdown with the Alien Commander at the Alien Crash Site in “The Hunt.”

### **USING THE ABDUCTION**

The Abduction is a special scenario that can be inserted at any point, including before “Get to the Van.” It does require some knowledge of the Maximum Apocalypse: The Roleplaying Game rules, so it is not ideal in this location, but it introduces the source of the Alien Crash Site in “The Hunt,” which means that it could be an alternate “Final Showdown” location. Also, characters can find themselves abducted at any point.

### **USING EMERALD CITY**

“Emerald City” does not easily fit into the short campaign, but can be used as an insertion point before “Get to the Van,” especially if the Emerald King pushes the characters into the Seattle-Tacoma area instead of back out to sea. Another method is to have the White Tower in “Body Snatchers” be located next to a beach, thus leading to a plausible reason that the following session, the characters are on Captain Lee’s boat, especially if the campaign begins with “Body Snatchers” and the characters opt to escape from the Alien Commander to fight it and its Minions later.




# GET TO THE VAN

A 2-hour introductory Maximum Apocalypse: RPG scenario for 4-6 players

## SUMMARY

This scenario is an opening scenario, assuming that characters do not have weapons or gear from character creation and are being introduced to the mechanics of Maximum Apocalypse the Roleplaying Game, including salvaging. Characters should have 6 Armor Points (see Core Rulebook, page 42 for Armor Kits), but only one, if any, weapons. This scenario is designed to be standalone but can be combined with “The Home” and/or “The Hunt” also contained within the Gamemasters Guide. If so, it is recommended that this scenario come first.

This scenario takes place relatively soon after the collapse of civilization and comes just after the group of characters has come together as a group. The town that contains the shopping mall has been decimated by Aliens, Mutants, Robots and Zombies, and the Shopping Mall is the only standing structure, but has been looted by previous survivors. The number of enemies in the scenario is dictated by the number of players and introduces Salvaging, Repairing and Creating Objects, Combat, Special Items and their use, and cooperative decision-making.


The adventure triggers events without monitoring the Enemy Attraction Gauge (  ) but can be utilized to explain how the Zombie Hordes and Mutant Rats are tracking the movements of the characters through the mall.

## GAMEMASTER NOTES

This scenario takes place primarily inside a shopping mall and the purpose is to introduce players to the core aspects and essential skills of Maximum Apocalypse the Roleplaying Game. Prior to the start, the players need to have made characters or obtained pre-generated characters, which assumes that the characters have already survived their personal apocalypse and joined with the other characters, destitute, and in the empty town.

The Shopping Mall is medium-sized, two-story

complex and has all the trappings of a regular market anywhere in the world. There are 4 areas in this scenario: 1) the sporting goods store, 2) the main promenade and second-floor concourse, 3) Employees areas, and 4) the underground employee parking. Former employees have looted the stores, but in an internal fight, split between those in the sporting goods store who became Zombies and those in the parking garage that were killed by Mutant Rats after building a working van from parts.

Not long before the opening of the scenario, a seismic shift caused most of the second floor of the mall to collapse, leaving large gaps and inaccessible areas. Most of the first-floor promenade is Hindering Terrain due to concrete, glass, wiring and other debris, but there are some Salvageable Items and Component Pieces (  ). Only a few upper areas are accessible, and these are at the tops of inoperable escalators.

Gamemaster should feel free to flavor the setting with descriptive, apocalyptic imagery, such as people trapped under rubble, graffiti painted on windows, smoldering cars, etc. Gamemasters may include small, natural animals, like crows or insects as long as they don't attack characters.

## OPENING

Read Aloud:

***The sirens were the only warning you had before everything went to hell. You were lucky enough to survive the initial stages of the apocalypse, but now your resources have run out and your food is gone. By this point, you have survived the fall out of at least 1 of the apocalypses, and you know that help is not coming. There's only one chance for you now: find some gear, grab some fuel and get out of town.***

At this point, the characters are being introduced to each other and the setting. Gamemasters can



use this time to allow the players to introduce and describe their characters. After that, it should be described that the town is completely decimated and the shopping mall is the only thing that is not been reduced to a barely noticeable foundation of the structure it once was. The Gamemaster should take note to allow the progression into the Shopping Mall to happen organically but can move the group forward if time does not allow. The characters Salvage outside the mall, they have an Increased **SUCCESS REQUIREMENT**.

Whatever the circumstances, once the characters enter the mall, read the following:



***The interior of the shopping mall is a tangled mess of collapsed walkways, shattered storefronts, and electrical debris. Broken glass, mangled furniture, smeared muck, broken drywall, and low-hanging wires show the signs of previous looting and hinder quick movement. Smashed bullet casings, scorch marks, and blood splatters show signs of previous conflict. Looking around the mall, you find that most consumable goods have been taken, and the store shelves have been picked by previous scavengers.***


Characters can take time to investigate the Shopping Mall, finding it mostly looted and destroyed, and movement difficult, as the first-floor promenade is Hindering Terrain and requires characters to half their Movement (2 Movement actions to move 1 Distance) or make a **Successful (1 degree) ATHLETICS** skill roll. Characters may also Salvage goods from the area, but only if the gamemaster is experienced at Salvaging rules. Predetermined Salvage waits in the Sporting Goods store (see “Gearing Up” section).

***Making your way through the wreckage, avoiding fallen and sagging areas, you find that a sporting goods store on the second floor has been barricaded. By the looks of the marks on the roll-up cage, someone inside fought to defend this place. There is no response to your approach, but there appears to be some items on the shelves inside, the type designed for long-term survival.***

#### ENTERING THE STORE

Characters can enter the sporting goods store by overcoming the roll-up gate barricade. This requires one of the following actions:

- Pick the lock with a **Successful (1 degree) LOCKPICK** skill roll (no tools required)
- Disassemble the lock a **Successful (1 degree) MECHANICS** skill roll (no tools required) and gain 1d4  from the lock pieces
- Disassemble the roll-up cage with a **Successful (1 degree) CRAFTING or SCIENCE** skill roll (no tools required) and gain 3d4  from the roll-up cage parts.
- Break the roll-up cage lock with a **Great Success (2 Degrees) LIFTING** challenge roll.
- Destroy the roll-up cage by attacking it.

Each attempt to overcome the roll-up barricade increases the  +5 due to the rattling, as well as another +5 when lifting it. However, there are no enemies at this point, so this is just being tracked for later. Characters can, however, increase their **SUCCESS REQUIREMENT** voluntarily to not increase the EAG.

Once passed the gate, read the following aloud:

***As you enter the store, you notice in the dim, flickering light that there are a few less items on the shelves than you thought. Most of the stores inventory is missing, especially in the prepackaged food, weapons, and ammunition aisles. You can see shoe tracks leading through the dust and grime of the place, and there are obvious signs of conflict. Scratch marks and blood accent what appears to be drag marks. All of this is several weeks old.***

#### GEARING UP

The available gear in the store allows for characters to obtain 1 modified “Scavengers Kit” (see Core Rulebook, page 44) plus a set of tools. There are only enough resources for up 1 kit per character. Characters can share the kits at will, or the Gamemaster can allow a character more than their share of items to create internal conflicts.




## PART 4: PREMADE SCENARIOS


Scavengers kits contain 1 of the following items (see Core Rulebook, pages 94-99 for descriptions):


- Backpack
- Combat knife (Damage Code: Average 2d4)
- Lithium Ion Battery
- Matches (10)
- Mechanically Powered Low-Light Flashlight
- Medical Kit or Repair Kit (Player's Choice)
- Plastic Canteen (Empty)
- Rain Poncho
- Rope (30m)
- 1 set of tools (Players choice)

Once the characters have obtained their gear, they can use their **SALVAGE SPECIAL STAT** to find other items hidden throughout the store. Gamemasters may give items from the Random Salvage Table on page # of the Gamemasters Guide or choose to grant items from the chart below based on their **Degree of Success**.

**Successful SALVAGE SPECIAL STAT** rolls allow character to follow with subsequent **SALVAGE SPECIAL STAT** rolls but increase the **SUCCESS REQUIREMENT** increases +1 per attempt (see Core Rulebook, page 57 or Gamemaster Guide, page 19). Characters can find 1 item or 1d4  per **Degree of Success**, or opt to find specific items via "Targeted Salvaging" and find a number of those items equal to the **Degrees of Success** (i.e. 1 Food Unit, etc.)

### **SPECIAL NOTE:**


In congruence with the Quicker Grit rules (see Gamemasters Guide, page #), the Gamemaster may opt to speed the Salvaging of  by granting 2 per Degree of Success (the average of 1d4).

\*If a character finds the 9mm Auto, Compound Bow, Machete, or Revolver parts, they can make a **Successful (1 degree) CRAFTING or MECHANICS** skill roll and apply 1  to Rebuild these weapons (9mm and Revolver requires **MECHANICS** skill). This introduces the characters to the use of CP and the Repair skills. It is recommended that these options are chosen first.

## BACKROOM CADAVERS

(Enemies in this scene: 1-6 Zombie Walkers)

After characters have picked up gear and scavenged

the area for hidden items or , read the following aloud:

**Looking around the store a second time, realize that there is still one room you didn't check, a door labelled "Manager's Office." As you look, the light above the door flickers ominously three times before returning to a steady glow.**

The door to the back office is locked and requires one of the following:

- A **Successful (1 degree) LOCKPICK** skill roll
- A **Successful (1 degree) PRYING** action with a tool or knife
- Disassembling the lock with a **Successful (1 degree) MECHANICS** skill roll

When the characters have opened the door, the first two will encounter a stench of decay, requiring a **Successful (1 degree) RESOLVE SPECIAL STAT** roll to avoid becoming **UNNERVED** and gain **DISADVANTAGE** for the following Combat sequence (normally 1d4 Combat Rounds). Inside the room is the body of the dead manager and the same number of employees as characters.

Read the following aloud:

**The manager, as designated by a nametag pinned to the remnants of her polo shirt, sits in a chair behind a particle board desk. The manager's head is rolled back the flesh peeling from the meat. The smell of decay is strong but does not indicate more than a week or two. Around her are other employees in the same, decayed state, guarding hoarded MREs and boxes of ammunition. On the desk in front of the manager, and leaning against the wall behind her, are several weapons. In the corner of the room, a security camera blinks its red recording light.**

The Manager and Employees are Zombies, something that would be obvious to anyone that has survived the Zombie Apocalypse. No **ACADEMICS** skill roll required, but if players ask if they know, the Gamemaster can call for a roll. If they have not survived the Zombie Apocalypse, the Gamemaster can call for an **ACADEMICS** skill roll



to know information about these creatures. Each Degree of Success on the ACADEMICS skill roll grants the character +5 on their next action.

The weapons in the room should be based on the weapons the characters prefer and the weapons they already have. If the characters found and made the .38 Revolver and the 9mm, then there are no handguns in the office. If the characters already have a Fire Axe, then there is not a fire axe. Typically, the weapons are: 1-2 Handguns (A or H), 1 Lever Rifle, 1 Bow, and 1 Heavy Damage Melee Weapon. There is also 1 MRE and 1 Box (20 Rounds) of ammunition per character, and 20 arrows leaning in the corner.


#### **SPECIAL NOTE:**

For simplicity, the weapons in the room are a .357 Revolver, a 9mm Auto, a Winchester Lever Rifle, a Recurve bow, and a Sledgehammer or Fire Axe.

To approach the weapons, characters will have to enter the room and come within Close Range of the employee, waking them from their torpor. The manager's eyes will flutter open, she will turn her head toward the approaching character, and scream (EAG +20), waking the others and beginning a Combat Round.

Conduct the Combat Round as follows:

1. Determine the Initiative Order of all characters from the highest initiative and create a Descending order
2. Unless the players are acting in a way to prepare for the zombie's awakening, the Zombie Manager **SURPRISED** the characters, and therefore they do not act in the First Action Phase. The Zombies will attack with both claws with **DISADVANTAGE** for the Multi-Attack. If surprised, the characters will not be able to make a Defensive Action unless they have a Special Ability that says otherwise.
3. Remove 5 from ALL characters' initiative to begin the Second Action Phase
4. Allow characters with Initiative to take actions in Initiative order, such as grabbing for the guns on the desk, shoving the desk against the wall, or attacking with an attack skill. They can also leave the room and evade the combat with a Movement action.
5. If there are Zombies still alive and the players still have initiative, remove 5 from ALL Initiative and begin Action Phase 3. Repeat for Action Phase 4

6. Increase the  +5 and end the Combat Round.

For details on a Combat Round, see Core Rulebook, page 61. However, if the sequence extends into a second Combat Round, resolve initiative without the **SURPRISED** condition. If any of the characters lose Health Point Damage (not Armor Point damage) from a Zombie attack, they must make a **Successful (1 degree) IMMUNITY SPECIAL STAT** roll to determine if they become infected with the Z-Virus.

#### **SPECIAL NOTE ABOUT ZOMBIE EMPLOYEES**

Normally, Zombies gain +5 per Zombie within Midrange as a special "Flocking" ability. However, this combat is intended to be a light introduction to "Combat" and therefore, this special ability has been removed. However, the Gamemaster may use standard "Zombie Walkers" to increase the difficulty of this scene.

#### **REST (QUICK OR LONG)**

After the Combat, characters can choose to quickly grab everything in the room and leave or take a 1-minute "Quick Rest." This will give return 1 lost Health Point and give them enough time for the **UNNERVED** condition to dissipate. However, they may opt to take a 1-hour Long Rest, during which they regain 1 Health Point and can do one of the following:

- Use a Treatment or Repair skill
- Salvage once
- Eat 2 Food units

## **BREAKING GLASS**

*(Enemies in this scene: 1-6 Zombie Hordes)*


Regardless of how long the Combat Round lasted, the sounds of scavenging, Combat, the exploring the mall have created noise. Enemies will be attracted to the characters, so after the Combat Sequence, read the following aloud:

***You suddenly hear the crashing of breaking glass. While the sounds are all around you, your ear recognizes that it came from the first-floor promenade.***

Allow the characters to investigate the sound. Gamemasters can use this opportunity to remind players about the **STEALTH** skill and its effects on



## PART 4: PREMADE SCENARIOS

Combat and the  (decreasing -5 per character who succeeds on the skill roll while moving). Then read the following aloud:


***Looking through the gaps in the fallen and broken second-floor thoroughfare, you see ashen people, their skin peeling from their hands and hanging from the bone in meaty strips of bloody gore. Their mouths are half-opened, and an unconscious moaning leaves their leathery throats.***

***You watch as the things shamble in from the exterior facades of the shopping mall, their dragging gaits slowly making their way toward you. Because of the debris, you have time to chart an escape, but you know that these monsters will reach you soon. You cannot stay here.***

***Directly across from the sporting goods store and on the other side of the collapsed gap, is a door labelled "Employees Only" and a sign labelled "Emergency Exit." The gap between you and the door is wide but can be crossed with a solid leap. However, the least athletic will need assistance, like a rope or bridge.***

### SPANNING THE GAP

Characters can attempt to jump the gap with a **Successful (1 degree) ATHLETICS** skill roll. They can grant themselves **ADVANTAGE** if they back up to the door to the sporting goods store and attempt a running start. If they fail, they can choose to use a **LUCK USE PER GAME** reroll. If they fail on the reroll or opt not to attempt it, the character falls to the first floor and takes 1d6 Physical Damage which can be negate using the **RESILIENCE SPECIAL STAT** (2 points per **DEGREE OF SUCCESS**). They have a chance to scramble back up, or be hauled up by the characters, but a **LUCK BASE STAT** roll will determine if they take 1d3 damage from a Zombie attack.

Characters can Create (see Core Rulebook, page 56) a bridge with  in their inventory or from the shelves and desks in the sporting goods store. Each Armor Point (see Core Rulebook, page 83) of

the bridge holds 10 Build of characters weight. If the character's build EXCEEDS this, they must make a Luck Base Stat roll with a Success Requirement +1 for every 50 Build over the bridge's strength (ie Great Success for being 100 over). If they fail, they fall.

Characters may also build a barricade at the top of bottom of the escalator with a **Successful CRAFTING or SCIENCE** skill roll in the same fashion, but the Armor Points are how much damage the barricade can take before breaking (see Core Rulebook, page 74). However, each attempt to build a bridge or a barricade takes an "action" and characters only have 4 Actions before the Zombie Hordes manage to weave through the first-floor debris and come within Midrange of the characters, starting a Combat Round as they come up the escalator. "Actions" can be the following:

- 1 Character crossing the gap to the other side
- 1 **CRAFTING or SCIENCE** skill attempt
- 1 Other skill attempt
- 1 Attack on the Zombie Hordes

The Attack "action" in this sequence is special and cinematic. Characters can spend X number of arrows or ammunition and make X number of attacks up to 20. The character makes a single attack with Advantage and then multiply their damage roll by 2 or one-quarter (1/4) of X (rounded up).

### OPTIONAL ESCAPE: BREAKING THE HORDE




Brave characters may attempt to rush into the fight with the Zombie Hordes and break through them to escape via the main doors where they entered. If this is the case, then characters will enter Combat Rounds. Because the floor is Hindering Terrain, characters must make a **Successful (1 Degree) Athletics** skill roll or use 2 Complex Actions to move through the first-floor promenade. However, characters will have to kill 1 Zombie before they can make any movement attempts each Action Phase. Once outside, they trigger Ending 2 (see "Ending 2").



### EMPLOYEE HALLWAY

The "Employee Only" door has a crash bar and is not locked, but on the only side of the door is a long, dark hallway. The ceiling fluorescent lights have been purposely removed and shattered, their remnants spread on the ground. At the far end of



the hallway is a door with a red octagon device in the top, right corner, labelled “Emergency Exit.

Halfway down the hallway is a door labelled “Control Room. Employee Only” and is also not locked. The room inside is broken into 3 smaller rooms: an employee break area, a bathroom, and a computer area. The breakroom area has a small table, two chairs, and a humming mini fridge that holds 3 cold Energy Drinks (see Core Rulebook, page 81). The bathroom has a toilet, a sink, and the fragments of a mirror, but the sink is working and will provide water (Food Units) to for characters to put in their plastic canteens. The computer area has a flimsy desk, a computer tower (5 ) and 3 computer monitors (3 ) each), with 5  of other necessary technical parts. A **Successful (1 degree) TECH USE** skill roll will grant characters access to the camera feeds, showing the extent of the Hordes coming into the mall and an underground parking area labelled “Employee Parking” (see “Parking Lot Graveyard” for description).

Characters can disable the alarm on the exit door with a **Successful (1 degree) MECHANICS** skill roll, gaining 1d4  per Degree of Success as they remove parts. If they do not remove the device, it will sound ( +30) and attract Zombies from the first-floor promenade.

### EMPLOYEE STAIRS

The door to the stairs is also controlled by a crash bar on the hallway side, but regular key tumbler on the stair side. This is mimicked on the first floor, with a key tumbler lock facing the stairwell and a long, first-floor hallway on the other. The stairwell is dark, with the same broken light remnants as the hall, and on the first-floor landing, there is a another labelled “Emergency Exit. Alarm will sound” door to the exterior. The staircase continues down one more floor to key tumbler lock that requires a **Successful (1 degree) LOCKPICK** skill or **PRYING** roll to enter.

### OPTIONAL ESCAPE: WALKING OUTSIDE

At the first-floor landing, characters may choose to exit through the exterior emergency exit door. If they do, they will be temporarily blinded by the transition from the dark hallway to the sunlit exterior, but once they have regained their sight, the parking area will look just as open and dusty as before, though the sounds of Zombies not far off is a change. Once the players have moved away from the door and it has closed behind them, Ending 2 will trigger (see

“Ending 2”). This introduces the characters to Aliens.

## PARKING LOT GRAVEYARD

(Enemies in this scene: 4-12 Mutant Rats)


Read the following aloud:

***A silence descends as a thick blanket upon the employee parking lot. A thin line of orange sunlight comes through a 1-inch gap underneath thick, metal garage door. Aside from lazily drifting drift dust, the room is still.***

***Ten cars are in lined spots, but nine in a state of serious disrepair. Pieces have been removed, including doors, hoods, and tires, which appear to have been cobbled together in the center roadway to form a cargo van. The hood, doors, frame, and back hatch are all different colors, and a stack of bumpers has been assembled on the front to form a deflector of sorts. On the vehicle’s roof are headlamps stolen from other cars and wired through the windows.***

***Before you have a chance to investigate further, something moves on the east side of the parking area, calling your attention. In the dim light, all you can see is a single car with the doors and windows closed.***

In the corner of the garage is a blue, 4-door sedan, inside of which are the remains of the 4 employees who built the cargo van and were the 4 who fractured with the sporting goods employees when one was bitten by a Zombie. However, when they opened the gate for a light and fresh air, they let in Mutant Rats who killed them with disease and radiation and have been feeding on the remains. The cargo van is missing a 28-volt battery.

The sedan has the only working, now fully charged battery, but when the characters approach, if the  is 50+, the Mutant Rats will notice and attack as group from under the car. Read the following aloud:

***You smell the carnage inside the dark***




## PART 4: PREMADE SCENARIOS



*blue sedan before you are close enough to see gory scene (Resolve Special Stat roll or become UNNERVED). There appear to be four individuals inside the vehicle; their skin has been shredded and decayed beyond identification. However, based on the tattered clothing, you can tell they were mall employees.*

*The hood of the sedan is open, and someone has created a makeshift 28-volt battery. As you approach, you hear movement from within the vehicle, and suddenly, several small, brown creatures come scurrying out from under the sedan.*


Mutant Rats emit background radiation, requiring a **Successful (1 degree) IMMUNITY SPECIAL STAT** roll to avoid becoming infected with radiation when they are within Close Range (regardless of who they are attacking). If a Mutant Rat causes Health Point damage, a **Successful (1 degree) IMMUNITY SPECIAL STAT** roll is required to determine if the target becomes infected with the Z-Virus.

### ESCAPING THE GARAGE

Removing and installing the battery requires a single **Successful (1 degree) MECHANICS** skill roll, unless attempted during combat with the Mutant Rats, in which case it requires **2 Successful (1 degree) MECHANICS** skill rolls. Once the battery has been installed, the cargo van starts without issue, increasing the  +25 (attracting the Zombie Hordes on the first floor), but the garage door is a barrier to the outside.

The garage door is extremely heavy and cannot be lifted without assistance, increasing the  +10 as it does so. However, a chain attached to a manual winch system allows for it to be opened with a **Successful (1 degree) STRENGTH BASE STAT** roll. The electric motor can also be repaired with a **Successful (1 degree) MECHANICS** skill roll. It can also be **RAMMED** (see Core Rulebook, page 73) to break through its 30 Armor Points, but each ramming attempt increases the  +15.

### SPECIAL NOTE: ALERTING THE OMNISHOT

Going through the parking gate triggers Ending 1. The Omnishot is charging its batteries, having all but the basic functions shut down. If the  is 100 or above, the Omnishot will be activated the moment the characters come through the gate. Otherwise, the Omnishot will take 1 Combat Round to activate (see “Ending 1”).

### ENDING CONFLICTS

There are 2 optional endings depending on how characters proceed through the scenario; Ending 1 is the titular ending with escaping in the van, while ending 2 is the ending if the characters decide to bypass the employee parking and get outside the Shopping Mall. They should not be used together, as both Robots and Aliens are difficult challenges, especially for characters not well versed in all their Complex Action options during Combat Rounds.

#### ENDING 1: "ROBOTS!"

*(Enemies in this scene: 1 Omnishot)*

Outside the garage door is a recharging Omnishot with its solar recharging panels open. It will be facing away from the gate but will start coming online when the gate begins opening, giving the characters 1 “Action” against the Robot before starting the Combat Round.

Read the following aloud:

*As the garage door reaches its apex, you see the silhouette of a large Robot directly in your path. In the waning sun, you see the Robot’s solar panels are unfolded and its gyros are rotating slowly. However, the Robot’s internal mechanisms begin moving the moment you finish taking in the sight of the robot, and the turret on its back twitches as if its targeting system is coming online.*

Characters can make a **Successful (1 Degree) ACADEMICS** skill roll to identify the Robot AND gain +5 per Degree of Success on their next action against the Robot. Omnishots are Hardened and negates 5 damage each time it is attacked. It also has Multi-Attack with both of its weapons, meaning that it can once with each weapon (Rifle or Turret) or attack twice with a single weapon as its Complex



Actions. Omnishots often forgo Movement to use their Multi-Attack abilities.

Ramming the Omnishot with the van requires a **Successful Opposed DRIVE skill v. DODGE DEFENSIVE ACTION** roll unless the Ramming Action happens BEFORE the Combat Round, in which case it is just a **Successful (1 degree) DRIVE** skill roll. The damage is Ruinous + Average (2d10+2d4+11), but the Omnishot negates 5 damage automatically. If the Omnishot has Armor Points after being Rammed, it will grab the van's rear bumper and attempt to climb onto the vehicle, starting or continuing the Combat Round, only able to attack with the Turret. The Turret gets Disadvantage on attacks at Close Range but increases the DC+1 to Extreme (1d8+7)


## ENDING 2: "ALIENS!"

*(Enemies in this scene: 2-5 Alien Invaders)*

Reaching the exterior of the Shopping Mall without going through the Employee Parking, the characters will find the town outside being searched by Aliens who sensed living minds in the otherwise empty town. Read the following aloud:

*A low rumble in the air draws your attention to a leathery creature floating in the sky, like a massive humpback. Adjust your eyes in the sudden light, you see its cloaca expand reveal a cluster of smaller, non-human creature with soft, chitinous skin. A strange glow of energy erupts around them and the each raise a small, hand-held device in the air before the leap from the whale-thing, still several dozen feet off the ground, and land expertly on the remains of the parking lot. While they have 2 arm, 2 legs, and a head, that is the only resemblance to humans you can see. Their 3 bulbous eyes start searching the area, and the membranous sacks on the backs of the head pulse almost rhythmically as they look, unblinkingly, around. The energy around them crackles, but it is a strange sensation, almost like you felt in your thoughts more than you heard or saw it fluctuate.*

Aliens are trying to collect the characters to

harvest them for their organic parts, called Organic Component Pieces. Each character is worth their Build in organic , meaning that each of them is worth a decent amount of trouble to obtain. Primarily, they will use their Xenoblasters to make ranged **KNOCKOUT ATTACKS** (see Core Rulebook, page 64) against the characters, which use the Bow Range modifiers.

Invaders do not wear the Exoskeletal armor of Aerodrone, Commanders or Soldiers, relying on a Xenotech device that amplifies their psychic abilities and grants them 12 Armor each Combat Round. This armor can be reduced to 0 through attacks, but at the beginning of the next Combat Round, it resets to full with a palpable psychic surge.

## CONCLUSION

If any characters survive the challenges, read the following aloud:

*You race into the dark forest surrounding the town, leaving the mall and setting sun behind you. Before you, the road changes from the paved highway of hope to a gravel path to freedom. You're not sure if this bodes well for your group or if you are headed into worse troubles, but as the trees move in around you, you know that that today you have survived the Maximum Apocalypse.*

## SCENARIO REWARDS

**SURVIVED:** 100 XP

**DEFEATED THE ZOMBIE EMPLOYEES:** 10 XP per Zombie

**USED TEAMWORK SKILL ROLL:** 50 XP

**ENGAGED IN ROLEPLAYING:** 50 XP

**EXTERMINATED RATS:** 10 XP per Rat

**USED CRAFTING, MECHANICS, OR SCIENCE SKILL:** 10XP per Use

### OPTIONAL ENDINGS

**ESCAPED THE OMNISHOT:** 50 XP

**ESCAPED THE ALIENS:** 20 XP per Alien



### OPTIONAL ENDING: ABDUCTION

If the Aliens managed to take any characters without their group being able to rescue them, read the following aloud:

*You wake to find yourself in a room that is impossibly white. You feel numb from your encounter with the strange creatures that came from the sky, and all you can remember in the growing light is crackling energy and numbness. Looking around you, you realize that you are not alone in this smooth-walled, white room. There are others here and they look just as confused as you are. For a long moment, you do not realize where you are, but you know that you are alive, and that means that you have survived another day in the Maximum Apocalypse.*

### GAMEMASTER NOTES ON TOOLS

Tools grant **Advantage** on their associated skill rolls but are not required to use the skills. Characters can thematically use pieces of debris from the environment as a makeshift tool to make skill actions and discard the debris when finished. Actual tools are made of precision items designed to do specific tasks. Therefore, characters can make skill rolls without specific tools to accomplish the task.







# THE HOME

A 4-hour Maximum Apocalypse: RPG scenario for 4-6 players

## SUMMARY

The characters have been together and traveling for some time in the woods leading up to the moment they discover 3 Zombies acting strangely near the edge of some trees. If this scenario follows “Get to the Van,” then the van will have run out of fuel nearby and the characters have just begun looking for more. The forest also allows them the opportunity to hunt (and can be the setting of “The Hunt” but it is not recommended that this scenario comes AFTER “The Hunt,” if possible). In this middle scenario, there will be several opportunities for roleplaying, Social Interactions, Mechanics, Perception, and Combat.

This scenario involves a Traitor, Daxton Jager, shutting off the power to the Home’s security and then damaging the Psychic Resonator in the barn. This allows for the Aliens, to whom Daxton is selling the Sanders family, to find and approach the Home. Coincidentally, this also allows Zombies to approach the compound from the North, and Robots to intercept the regular signals from the barn to the south. This causes an unexpected convergence on the home once the power is out.

This scenario is designed to be a stand-alone introduction to Maximum Apocalypse RPG but can be combined with “Get to the Van” and “The Hunt” to develop the opening of a campaign. This scenario contains 1 Bandit, 3 Killer Robots, 5 Aliens, and dozens of Zombies. The stats for these enemies are provided within the scenario.

## GAMEMASTER NOTES

This scenario is relatively freeform, allowing for players to develop their character’s personality and interaction with the world. Part 1 is designed to allow players to become familiar with their characters and the NPCs. Part 2 is more action oriented following the Temporal storm. This allows players to develop tactical teams among their group. Splitting the party is the only way to successfully complete the scenario, so players will need to be ready to group.

If the group does not split the party, then either the Sanders family will be taken by the Aliens, or Papa Sanders will die in the barn.

In the background of the scenario is a temporal storm that can be used to force the plot forward should the options lead to choice paralysis. It can also be used to recall any piece of character backstory, as the temporal storm does crazy things to people’s minds, thereby allowing for more character backstory development and inclusion.

### NON-PLAYER CHARACTERS

**Graham “Papa” Sanders:** Strong, slightly protruding chin which frames the face

**Loraine “Mama” Sanders:** Distinctly different eyes, but has a weathered, older look for someone who is in her late 40s.



**Emery Sanders:** Child (8 years old) who is pleasant, but each tooth is a different shade

**Adrienne Sanders:** Youth (14 years old) Niece of Sanders family. Fingers are roughly manicured, torn and chewed with a vicious habit.

**Sampson Pruett:** Extra-large and jovial person. Like a Survivor Santa Clause

**Daxton Jager:** A light tint to the face makes their complexion look slightly dirty in places and pale in others. (Traitor)

### SEQUENCE OF EVENTS

- The sequence of events as follows:
- PCS run into Zombies in the woods acting strangely, seeming to avoid a certain place in the trees and moaning painfully if the cross that point, turning away quickly.
- PCs see the house in the open clearing and the storm raging to the south
- Papa Sanders makes contacts with the PCs and grants refuge from the storm in exchange for 4  or item he can use. A Successful Charm roll decreases the  -1 per Degree of Success.
- Characters have a chance to meet Sampson and Daxton before dinner and the storm
- Dinner consists of vegetable soup (2 Food Units per person) unless PCs add more
- Storm hits during the night while PCs sleep in



the parlor or the Library. It consists of temporal distortions and crazy lightning strikes.

- Power goes out at the end of the storm, causing Papa Sanders to fear the Resonator has been shut down. Asks PCs to go with him, but someone to take his family to the basement where they will be the safest.
- PCs that go with Papa Sanders to barn will encounter Zombies and Robots. PCs that go with family will find the body of Sampson and the betrayal of Daxton
- Aliens will attack roughly the same time that the barn crew is dealing with the Robots
- Conclusion: Family taken and/or Papa Sanders killed, or everyone survives.

## THE PROPERTY

The home is a 3-story, 5-bedroom Antebellum House with porches on all sides (north, east, south, and west), but do not wrap around. The north, east, and west balconies are on the second floor and sport barricaded banisters for cover and spotlights that are wired to 28V batteries directly below them. The south balcony is on the third floor of the house and looks out over a burned field and free-standing barn. The roof of the house tapers slightly and then ends with a platform housing two large water containers with a distillery system strung between them, using the brick chimney as part of the system. Lazy, grey smoke seems to be constantly leaving the chimney.

Accessing from the balconies can only be done from inside the house and accessing the roof can only be done from a latter that extends from the third-floor balcony to the platform. Accessing the house is difficult without going through a gate on the north side, as a low, 1-meter wall followed by a 3-meter electrified, chain fence surrounds the house in a wide but expertly made fence. Atop the

chain link is 1-meter of razor wire, making it difficult for anything without the ability to fly to get over and into the space between the fence and the house. For 4-meters outside the fence, all the vegetation has been burned, leaving a clear line of sight, all of which is covered by the 12 floodlights just inside the fence. These are motion-activated and temporarily blinding anyone, or anything, that approaches the property, granting them **DISADVANTAGE** for 3 Combat Rounds.

Within the fence, on the south side of the house,

is a small garden of primarily tubers, but also other hardy vegetation. Beyond the fence is a large stretch of land that appears to have been a farming area at one point but has now been razed to keep the view open for several kilometers. Standing in the burned field, some distance from the house but close enough to be reachable with a minute or so of walking, is a 2-story wooden structure with faded red paint. The structure has a large, rolling door with white trim, also faded, and several antennae and small satellite receivers poking through the roof.

Surrounding most of the North, East, and West sides of the house are trees, the thinning remnants of a forest that stretches for miles away from the house in those directions. It is from this forest that the characters approach the house, and if this scenario follows "Get to the Van," it is in this forest, on a gravel road, that the van ran out of fuel. If "The Hunt" follows this scenario, it is in the same forest that "The Hunt" is set.

There are some lights on in the house when the characters approach, despite the heavy use of blackout curtains and barricades, and an American Foxhound dozes on the porch as inside the fence is relatively safe. This may appear a serene scene, but when the characters approach, they can see all the windows on the first floor have been smashed outward and wood planks are nailed from the inside.

## THE BARN

If the barn stands to the south of the house and has several antennae piercing the roof. If it is approached by any characters without Papa Sanders, or before the power is shut off, they will find the handle electrified, causing a Knockout Attack to any who touch it. If the door is opened, an alarm will sound.

The inside of the barn has been turned into an electronic hub, with several pieces of Robot, Human, and Xenotech meshed into a complex system. Gauges, displays, and meters track radio and psychic signals, developing a counter-oscillation on the fly to create a resonance frequency that blocks them from finding the barn.

The various antennae send out the psychic radio signal, causing the barn and the house to remain invisible to Alien and Robot attempts to find it, and as a side effect cause Resolve damage to Zombies, disrupting their ability to flock and causing them physical



## PART 4: PREMADE SCENARIOS

pain. Characters may attempt to understand the Psychic Resonator with a MECHANICS, SCIENCE, or ACADEMICS skill roll, but it will become evident to them that it is too complex to understand at once. If they have read the collection of books on the table in the library, they have Advantage on this roll and have a slightly better understanding on how it works, which is that it creates fake “replies” to radar or psychic “inquiries” probing the area.

Power is supplied to the barn from the main power system in the basement of the house. The power lines are buried underground and can only be disrupted at one end or the other. There is a battery back-up in the barn that can keep it functioning for 8 hours, but once Daxton has disabled the main power in the house, he uses the cover of confusion to cut a hole in the west fence, and go out to the barn to shut off the Psychic Resonator.

### OPENING

*(Enemies in this Scene: 1 Zombie Spitter, 1 Zombie Dog, and 2-3 Zombie Walkers)*

If this scenario is following “Get to the Van,” the most logical approach for the characters is from the north, through the forest; there is a gravel access road about a kilometer from the home to which the Sanders’s driveway connects. If this is a stand-alone scenario, ANY direction is valid.

When approaching from the forest, the characters will encounter a group of Zombies that are behaving strangely. These Zombie seem to want to move forward in the woods, but each time they do, something seems to hurt them, and they move back. They have come to the edge of the Resonance Field and are being disrupted by its influence, which causes them psychic pain. Any characters with psychic powers that enter the field will also feel the pressure, resulting in a pressure and a -1 to ALL rolls.

Read the following aloud:


***Traveling through the woods on foot, you come to a clearing where you find an uncommon flock of zombie creatures behaving strangely. They seem to be wanting to move deeper into the woods, but when they reach a point in the trees, they become visibly distressed and turn***

***back, as if something invisible is repelling them. As you approach, however, they notice you coming and turn as a group toward you and your companions.***

### AFTERMATH

After the fight, the Home and the growing storm will become apparent to the characters. Smoke drifting from the chimney and a dog dozing lazily on the porch will alert them to the fact that people are home. However, when they come within 4-meters (Short Range) of the compound, the floodlight nearest them will kick on and cause the dog to begin barking. A moment later, Graham “Papa” Sanders will come out of the house with a shotgun at low ready and see what’s going on (he has faith that the Resonator will keep Aliens, Zombies, and Robots at bay, leaving only humans and mutants to come close to his home). Once Papa Sanders determines that the approaching people are not raiders, he will order “Pepper” the dog to stand down and approach.

Papa Sanders is tall but average sized, jet black hair with flecks of grey despite being in his early 40s. He has a bit of gauntness to his features, but is generally kind, albeit a bit inquisitive. However, the sounds of the storm stop him from giving a thorough interrogation. He explains that the characters are not the first wanders to come up to his place this day, as the storm is driving everyone from the wilderness to seek shelter.

If the characters are willing to part with 4  or a useful item, he will let them stay in the home, provided they leave their weapons at the door (Palming skill required otherwise). The characters will have to agree to sleep in the parlor or the library since the guest room is taken.





## INSIDE THE HOUSE

Read the following:

*The house is generally made of solid oaks and appears to be over a century old, but still solidly and sturdily build. The doors have been reinforced with rebar and show the usual signs of Zombie attempts to gain access. The windows of the first floor have been smashed outward, the glass still laying on the ground below them, and it appears that someone has used interior doors to barricade them, leaving the occasional strategic hole to look out or aim a firearm.*

*The pillars holding up the balconies have been reinforced with crudely applied quickset concrete dotted with shards of glass and metal to dissuade anyone from entering. The Balconies appear to micro fortresses, with barricaded banisters and floodlights. You can see no mounted weapons, but you almost expect them. It's obvious that this house has not always been as peaceful as it seems.*

Papa Sanders will introduce himself to the characters and explain that he has his family have been holed up here since the news broke of the undead roaming through farms, eating everyone they found. They ventured out a couple of times to raid supplies from the nearby town and community college once they realized that help wasn't coming, and once to the hospital when Loraine was about to give birth, but otherwise they have had little contact with the outside world. This, he explains, meant that he and his sister were able to put their minds together and create the Resonator.

Graham "Papa" Sanders is an amiable and trusting person who has only survived thus far through the help of family. He will answer truthfully any reasonable questions characters have about the fence and the electricity and show them some of his special setup. He will inform them that:

- The family uses Solar and Wind power during

the day, and batteries during the night.

- He also created a method to harness "Kinetic" energy using an elliptical exercise machine (he will show it off), which he keeps in the 3rd floor master bedroom)
- He will explain that the barn houses a series of complex electronic devices created by his late sister that monitor the incoming Robot radar frequencies and Alien Psychic probing and creates a signal of the exact opposite signal oscillation, thus rendering the property invisible to Radar and Alien psychic probing.
- His sister was the mechanical genius, he was only his second year of engineering at the community college, but his sister got infected with the Z-Virus and left for safety.

### THE FIRST FLOOR

The awning of the front door is the north-facing balcony and creates the porch on which Pepper plays sentry. Inside the door is the foyers where Papa Sanders waits for the characters to stow their weapons (there are several bats, hatchets, and a well-made flamethrower here, but no firearms). Once satisfied, he will lead them into the rest of the house, which primarily split by a hallway running the length of the first floor from north to south, but not is a solid line, moving around rooms as needed. It jaunts to the east just past the foyer to round the library, passing the parlor to the east (left), then jaunting again to the east after passing two doorways to the west (right), leading to the staircase leading from the basement to the second floor via landings.

The two doorways to the west (right) are missing their doors (used to make barricades), but are the library and the dining room, with the library closest to the north end of the house while the dining room is connected to the kitchen, which is the room at the far south end of the house. At the second eastward jaunt of the hallway is a pantry that connects to the kitchen and a bathroom which still has some water functions and connects to a septic system. The septic system has been reconfigured to contain little chemicals and is used by the Sanders family to fertilize their food garden.

Along the walls throughout the hallway and throughout most rooms of the house are pictures, mostly old photographs, of people engaging in various activities around the property. These historical pictures give a good idea of what the



## PART 4: PREMADE SCENARIOS

house and farm looked like before the collapse of civilization. The pictures also show two obvious, familial traits: a strong, slightly protruding chin which frames the face and thick, jet black hair.

### **LIBRARY**

A long shelf takes up the south wall, which borders the dining room but does not have a connecting door. The windows are barricaded, and the room is relatively barren aside from the books and a small table with a single, folding chair. The bookshelf is floor to ceiling and is full of books mostly textbooks pillaged from the nearby community college. One of the small table are several dog-eared books on psychology and mechanical engineering. Characters who attempt to read the books on the table will need to spend at least 4 hours reading and make an Amazing Success on an Academics, Mechanics, or Science skill roll to understand. Every 4 hours after the first grants Advantage to this roll.

Regardless, the books in the library grant Advantage to **ACADEMICS**, **CRAFTING**, **MECHANICS**, **MEDICINE**, **SCIENCE**, and **SURVIVAL** skill rolls if referenced while making the roll AND decrease the experience point requirement for gaining or improving these skills by 100XP.

In the northeast corner of the library is a staircase that bends up the corner and into the second floor, leading up to the center hallway. There are more pictures here with the familiar strong chin and black hair characteristic.

### **PARLOR**

Despite having once been a comfortable sitting room, all the furniture has been dismantled and used to barricade the windows. Now it is a spacious room with a fireplace, two exits into the hallway, and gun ports to the north and east. Each window barricade has 10 Armor Points and grant Advantage for Stealth attacks.

The open floor is the best place for sleeping, especially those with sleeping bags. Papa Sanders only has 2 blankets to spare, and Sampson and Daxton are using the others in the guest room, and the room formerly belonging to his sister, Mary.

### **DINING ROOM**

The Dining Room is the most “normal” looking room of the house; it is relatively clean, devoid of signs of the apocalypse aside from the window barricades,

and well-lit from several electric lamps fitted into the walls. Various ancient farming paraphernalia are hung on the walls, such as a rustic sickle and a wreath of dried hay, as well as a mounted, lever-action, breech-loading .44-40 rifle (DC: Heavy) with the words “To Colonel J. Sanders, 1874. From Oliver Winchester” written on a plaque.

Inside the room is a single, 12-person table with 12 wooden chairs, and there is enough space for people to pass around the table without touching the seated persons, except in the case of Sampson, who is a Large survivor with a long, grey beard and talks with his hands.

### **KITCHEN**

Clean and organized, the kitchen is Lorraine’s territory. There is a large, partitioned sink, two ovens, and two sets of stove tops, clearly designed for large family meals. The area is sanitized and, based on the jars of preserved vegetables, the Sanders family has a store of food. Lorraine and Emery are here until Dinner, and then they are still here cleaning up afterwards.

There is a door to the garden area to the south in the kitchen, allowing for direct access. It has been reinforced and several slide locks hold the door closed. They are open, however, as Adrienne is working out in the garden until dinner, and then they will be bolted closed against the storm.

### **PANTRY**

There is a pantry that connects to the kitchen that is roughly parallel to the dining room. While the doors to this room are still intact and closed from the hallway side (to keep the kids out of the food), the room contains 3 dozen home sealed jars of preserved vegetables, with some fruits and meats. Each jar holds 2-4 food units, totally approximately 100 Food Units currently in storage.

### **SPLIT-LEVEL STAIRCASE**

In the back corner of the house, touching the garden door, is a staircase that hugs the walls and descends into the basement and ascends to the second floor. At the top of the stairs is guest bedroom and the second staircase that leads up to the Master Suite on the 3rd floor.



### **THE BASEMENT**

The basement is not as large as the first floor as some of the space is designated for underside



access, where additional batteries are stored behind access panels. These batteries are connected to the solar and wind panels and then to the house system. There is a power control in the basement that is wired to these batteries and connects to the power supply cord that runs through the ground to the septic pump and onward to the barn.

The rest of the basement contains workshop supplies for canning and for mechanical repairs. The canning supplies are collected on the north wall via a shelving system and a long work bench, while the mechanical supplies are collected on the east wall, along another shelving system and work bench. The west wall is a partition wall from the underside access and where the power control unit is found behind a small alcove (no door), beside the original breaker box.

There are 100 , 20 , and every multiple tool sets in the basement. A crude tunnel has been dug in the south wall to access the septic system for the recent modifications.

### THE SECOND FLOOR

The second floor is bedrooms and the second house bathroom. This bathroom has more water pressure because it closer to the water tanks on the roof. However, the drain water connects to the first floor here, so the toilet has been removed, forcing waste actions to occur on the first floor. Otherwise, there are 4 rooms: one for Adrienne, one for Emery, one for Mary, and one guest room. The guest bedroom is on the south east corner, Adrienne's is on the south west corner, Mary's old room is on the north west corner, and Emery's room is on the north east corner, with access to the north and west balconies via a single door as these balconies connect. Between Adrienne and Mary's old room is the door to the west balcony.

The staircase from the library leads up to the north area between Emery and Mary's old room, while the split-level staircase comes up to the south east corner, next to the guest bedroom. A second staircase ascends to the third floor beside the second-floor bathroom, which is directly above the first-floor bathroom, nearest to the south west area but not impeding on Adrienne's room. It is obvious that the third floor was a later addition to the house, but as been part of it for at least 50 years.




### BEDROOMS

Despite having different occupants, the bedrooms have a similar design: bed, closet, and small furniture. There are some minor personal objects, like a photograph or magazine, but otherwise, all the rooms look similar. Emery's room has access to the north and east balconies and despite his age, he is expected to respond to situations when necessary, turning on the spotlights when necessary. There is also a .22 bolt rifle and 20 rounds of ammunition stowed here just in case and Emery knows how to use it (Ballistic Skill 25, proficient in Firearms)


### NORTH AND EAST BALCONY

The north balcony forms the front porch awning and wraps around to the east side of the house, ending halfway to the south end of the house. There was once painted iron railing here, but his has been consumed by the fortified barricade, making a 35 Armor Point barrier. Aside from the spotlights, their associated batteries, and the .22 in Emery's room, they only other point of note is that a person on one of these balconies gains Advantage on all Ranged attacks because of their vantage point.

### WEST BALCONY

The west balcony matches the north and east balcony, granting Advantage to Ranged attacks, providing 35 Armor Points of barrier, and possessing a spotlight and battery. However, this is the only balcony accessible via a hallway door. It faces the east side and is most likely to be the balcony where Daxton Jager will meet with the Aliens to receive his 200  payment for selling out the family (50  a person) and negotiate the additional  related to the characters. Daxton cuts a hole in the west fence for the Aliens to access, which is why he will be there to meet them.

### THE THIRD FLOOR

The Master Suite is an addition to the house that came later and is primarily Papa and Mama Sanders's room, as it has been the head of household room for generations. In it is a storage holding several firearms and ammunition (Gamemaster Discretion), some basic explosives, and 50  for on the fly rooftop system repairs. There is also a shower which gets its water directly from the roof and an elliptical converted to pump water and generate power. There is also a bookshelf here, but it contains entertainment-based romance novels (ADVANTAGE on Resolve rolls for 5 hours).

The balcony here is on the south side of the house



## PART 4: PREMADE SCENARIOS

and give a great view of the barn and the burned farmland beyond. This allows a view of approaching enemies, as well as Advantage on all Ranged attacks. The balcony stretches end-to-end of the south side of the house, creating an awning that allows the Sanders family to stretch a clear tarp over the garden to form a greenhouse effect and control weather interactions. There is also a ladder that ascends passed the solar panels to the rooftop platform.

### THE ROOFTOP PLATFORM

A platform was constructed on the roof by the Sanders family that creates a contained space that catches rainwater and condensation and then utilizes the heat of the chimney to distill it. The rainwater is collected in the “Grey” container and is used for washing clothes, dishes and showering, while the distilled “White” water is used for drinking and cooking. The Elliptical machine on the third floor helps build pressure in these containers and produces a small amount of energy.

### THE GARDEN

The meager amount of food grown by the family is barely enough to keep them alive. However, it is composed of multiple rows of hardy plants, like potatoes, radishes, and peas. There are some carrots and lettuce, but most of the plants can withstand bizarre conditions and diseases. They produce enough food to feed the 4 of them on a meager diet relatively sustainably, but a sudden problem might cause rationing. Due some ingenuity on Papa Sanders’ part, they developed a system of mixing the septic waste with grey water to gently fertilize the soil.

## PASSING TIME

When the characters enter the house, there is still one hour before dinner. In that time, they can attempt to get to know Sampson Pruett and Daxton Jager, or Papa, Mama, Emery, or Adrienne Sanders. They can also explore the house to some extent or “wash up” before dinner in the shower. If they choose to bathe, characters gain Advantage on all CHARM skill rolls during dinner.

*Use the Amiability Spectrum from the Gamemaster Guide, page #, for social interactions.*

**MAMA AND PAPA SANDERS** are both “Friendly” and are the owners of the property, inheriting it from Grandpapa Sanders when the Z-virus broke out. He

did just at the outset because he did not have access to his medication. While they have encountered Aliens, Robots, and Mutants, their biggest concern is the UnZed they call them (to make them less terrifying).

**EMERY SANDERS** is an “Ally” and wants to show off his drawings, his books, his ability to chop vegetables, etc. He is 8 years old, and like his parents, is a Zombie Apocalypse survivor.

**ADRIANNE SANDERS** appears to be “Irate” but is “Neutral.” Two successful Charm skill rolls will get her to “Friendly,” after which she will open up about her mom, Mary, and wishes she would come back, but is afraid she went out to the woods to become an UnZed. She has drawings of her mom’s Rose Tattoo, which she keeps with her.

**SAMPSON PRUETT** is “Neutral,” but a single friendly gesture will automatically bounce him to “Ally,” after which he will talk the characters ears off with stories about the Nuclear Holocaust. He will, however, indicate that he and Daxton only met on the previous day. He is a Bandit Firefighter.

**DAXTON JAGER** is “Irate” because they interfered with his haul, and is good at half-truths, gaining Advantage on Resolve Special Stat rolls to resist Interrogate skill rolls. He is a survivor of the Peak Oil Collapse, but speaks Xenolingua and knows Xenology, as he is a “Traitor” who trades humans to Aliens for CP. He is a Bandit Fireslinger.

## THE STORM

The Temporal Storm will begin hitting the house around dinner, and while there is table talk (see above for the kind of information that would be discussed at the table), most of the household is quiet as they listen to the strange sounds. The edge of a temporal storm is mostly rolling thunder, wind, and lightning. The lightning becomes more intense once dinner is over and the dishes are cleaned, Papa Sanders sets about making sure that all the weather proofing is intact before escorting everyone to bed.

Characters will need to sleep in the Parlor or Library. As the storm rolls in, strange activities will begin throughout the house while lightning strikes wildly around the property outside. Everyone will experience the occasional whisper and ghostly image in whatever room they are in, especially the





sounds of children's laughter and them running through the hallway. There will also be the constant creak of a rocking chair and the sound of an old woman singing a song about poplar trees. Anyone who has lived through the Time Paradox Apocalypse can recognize this as Temporal phantoms.

Anyone outside the house has a 5% chance of being displaced in time (gaining the Special Ability at the Gamemaster's discretion). They will also experience Zombies all over the property, attacking phantom people or clawing at the building, but will disappear moments later with a lightning strike. These Zombies cannot touch or be touched by any of the characters and they cause a Resolve Special Stat roll when encountered. These phantoms end with an old man, fighting to keep his homestead against native raiders and then union soldiers. Some people inside the house may encounter this as well.

## THE BETRAYAL

Once the storm has become incredibly active, Daxton will leave Mary's room and creep down the stairs to the basement. Regardless of his Stealth, he will have to pass by Sampson's doorless guest room, which cause Sampson to see Daxton. Once down into the Basement, Daxton will attempt to locate the control for the Psychic Resonator, but finding none, he quickly realizes that it is in the barn. Sampson will confront Daxton about the situation, only to be killed by the traitor. Daxton will drag the body away from the bottom of the stairs so that it will not get accidentally noticed.

After moving the body, Daxton develops another plan and cut the main power to the house. Using the backdoor, he will creep outside, cut a hole in the west fence, and cross the field to the barn. Upon discovering that the Psychic Resonator is more complex than he thought, he will remove a random  and cause 5  damage to the machine before creeping back to the house via the hole in the fence and sneaking back in through the back door while the others are distracted near the front. He will then head to the west balcony to wait the Aliens.

It is not long before the Aliens get his signal and come up to the house from the west woods where they have a camp to study humans. Coming through the hole in the fence, the Alien Soldiers will leap to the balcony and then pull the Alien Invaders up to talk with Daxton about their deal in Xenolingua. During

this conversation, the characters may become aware of the Alien presence on the property.

## THROWN INTO DARKNESS

A final bolt of lightning strikes serendipitously with the power shut off. At that same time, the worst of the temporal storm passes, but chaotic remnants remain. The popping of power and the ghostly screams wake everyone in the house.

Papa Sanders, armed with his shotgun, will check on the children before going to the first floor to check on the characters. He will note that Sampson and Daxton seem to be missing, but otherwise, everyone else is okay. (After this happens, anyone with a Psychic Power will be released from the pressure of the Psychic Resonator.) Fearing the worst, Papa Sanders will suggest that he and a small group go to the barn to check on the Resonator while the others stay with his family. They will have to cross the field to the barn and if the Resonator is down, they will have to fight the Zombies; Papa Sanders suggests one those who are the fastest or best fighters come with him, and at least one other technician, as the power backup may need some technical assistance.

The characters can decide who stays and who goes, but those that stay MAY be able to assist the group by going to the third-floor balcony to help mitigate the Zombie threat. Anyone there on the north balcony will be able to overhear Daxton's Xenolingua conversation.

## GOING TO THE BARN

*(Enemies in this Scene: 1 Omnishot, 1-2 Scout Bots, and 3-6 Zombie Hordes)*

The group must decide if they are going to go around the east side or the west side once they leave the north gate. If they go around the west side, they will see the hole cut in the fence, although only footprints indicate a location for Daxton Jager as he will not be on the porch until a little later. Going east will cause the characters to deal with the most Zombies (1 Horde from the east in addition to the horde in the south).

The Zombies come in from the north and east, meaning that players will encounter a horde, although they can outrun them with a Successful Athletics Skill roll. Once on the burned field to the



## PART 4: PREMADE SCENARIOS



south, however, the players will have to engage in at least 2 Full Combat Rounds of Zombies before they attempt to break away and make a **Successful (1 Degree) ATHLETICS** skill roll to get to the barn.

Once at the barn, it will become obvious that something is wrong when the group finds the barn door slightly ajar. Inside the barn, the group will find 1 Omnishot (+2 Scout Bots for groups greater than 3) investigating the disabled Psychic Resonator with their visual scanners, red and green laser lines moving through the room. Their backs are to the group, allowing the characters to Ambush (see Core Rulebook, page 63) the Robots if they attack quickly.

Robots can be hacked if within Midrange of a Drone Command Unit. Hacking a Robot is an opposed Tech Use skill v. Firewall Special Stat roll. It takes 4 Successes against the Firewall to Hack a Robot, but the robot does not actively counter and can take actions on their turn. However, each time the Firewall gains more Successes then the hacker, it removes one of the Successes on its system (see Core Rulebook, page 74 for more details on hacking and what to do when it is completed).

The robots will actively attempt to stop repairs on the Psychic Resonator.

### REPAIRING THE PSYCHIC RESONATOR

Once the Robots are defeated, the characters can attempt to repair the Psychic Resonator uninhibited. They will need to provide 1  and 5  worth of equipment and Successful install that many CP with a successful Mechanics skill roll. If Papa Sanders is alive and conscious, he can walk the characters through the process, granting Advantage. If the repairing characters studied the books on the table in the library, they gain Advantage (see Library section).

Each failed attempt to repair the Psychic Resonator results in an additional 1d4 damage to the sensitive device. If the Psychic Resonator takes 20+ damage, it will become irrevocably damaged. Once the Psychic Resonator is repaired, it will require electrical power to turn on, but the backup system damaged by Daxton can be repaired with a successful Mechanics skill roll.

Once the Psychic Resonator has been turned back on, Aliens on the property are hit with a Ruinous Psychic damage each Combat Round until they can

escape the resonance field. While Psychic Damage is Resolve Damage for characters, this damage is Physical Damage to Aliens. If the Aliens reach 0 Health Points before they can exit the Resonance Field, their heads explode in viscous, green liquid.

Robots within the field will lose connection with their AI Core Leader and delay for 4 Combat Rounds while they attempt to reestablish connection, taking no actions, including Defensive actions during this time. If they are still alive after this time, they will begin to act autonomously.

Zombies will feel the repelling effects of the Resonance Field and move as fast as possible way from the barn. Unlike the Aliens, they cannot die from the signal, but they can do nothing else other than move away from the resonator, as if the counter signal is not just keeping them from flocking, but telling them to move away.

## STAYING WITH THE FAMILY

*(Enemies in this Scene: 1-2 Alien Invaders, 1-2 Alien Soldiers, and Daxton Jager)*


The group that stays with the family can participate in the Zombie Horde scene above by going to the third-floor balcony. Alternatively, they can go to the basement, which is the safest location in the house because of its singular point of access. However, while the basement is the most defensible location, the characters and the family will find blood on the floor and the body of Sampson Pruett half hidden under the stairs. However, because the main power controls are here, characters will have to come to the basement to turn on the Resonator.

### BALCONIES AND UPSTAIRS ROOMS

The balconies will allow the characters to help those headed to the barn by using the spotlights to provide light and distract Zombies. They can also attempt to use Ranged Attacks to take Zombies out of the equation. Also, characters on the north or south balconies will begin hearing Daxton Jager speaking Xenolingua on the west balcony, where he is accompanied by 2 Alien Soldiers and 3 Alien Invaders. The Invaders are preoccupied with taking the Sanders family with Knockout attacks from their blasters, while the Soldiers are intent on blocking the characters' attempts to intervene.

After Jager and the Alien have concluded their




negotiations, the Aliens will give Jager a bag with 200  (50 Per Person), with no obligation that they aliens will have to deal with the characters, and then the aliens will enter the house to take the Sanders family and anyone who stands in their way.

## CONCLUSION

### Possible Outcomes

1. The Resonator is repaired, and everyone is okay
2. The Resonator is repaired, and Papa Sanders is okay, but his family has been captured by Aliens and brought into the woods to the west of the home.
3. Papa Sanders dies at the Barn, either because the characters do not go with him or because of the Robots, but the Resonator is repaired, and the family is okay.
4. Papa Sanders dies at the barn, the Resonator is not repaired, but the family is okay
5. Papa Sanders dies at the barn, the Resonator is not repaired, and the family is taken into the woods by the Aliens.

Outcome 1 is the best outcome and outcome 5 is the worst outcome. For Outcome 2, the characters can follow up this scenario by changing the purpose of “The Hunt” to involve finding the Alien Camp and rescuing the Sanders family. For Outcomes 3 and 4, Gamemasters can modify “The Hunt” by using Adrienne or Lorraine instead of Papa Sanders as the NPC guide.

If Outcome 1 is achieved, the Sanders family will thank the characters for their help in dealing with the treachery of Daxton Jager and dealing with the Aliens, Robots and Zombies that attacked the compound. If Daxton was captured or killed, then his bag of 200  is gratefully given to the characters as repayment. Daxton’s flamethrower is also available to the characters (see Core Rulebook, page 83 for stats).

Read the following aloud:

***While you did not get a peaceful respite against the savage storm, you discovered that true savagery lied in the heart of a human who betrayed their fellows for a few component pieces. While you are now***

***less certain if you can trust other survivors, and you do not know if you will every regain this trust, but you know that for tonight, you have survived the Maximum Apocalypse.***

If the Aliens managed to take any characters without their group being able to rescue them, read the following aloud:

***You wake to find yourself in a room that is impossibly white. You feel numb from your encounter with the strange creatures that came from the sky, and all you can remember in the growing light is crackling energy and numbness. Looking around you, you realize that you are not alone in this smooth-walled, white room. There are others here and they look just as confused as you are. For a long moment, you do not realize where you are, but you know that you are alive, and that means that you have survived another day in the Maximum Apocalypse.***

## SCENARIO REWARDS

**SURVIVED THE SCENARIO:** 100 XP

**SANDERS FAMILY SURVIVED:** 25 XP per Sanders

**DAXTON CAPTURED (SUMMARY EXECUTION STILL COUNTS):** 50 XP

**DAXTON KILLED IN COMBAT (NOT EXECUTION):** 25 XP

**ALIENS KILLED (NOT BY RESONATOR):** 50 XP per Alien

**ROBOTS KILLED (WITHOUT RESONATOR):** 50 XP per Robot

**ENGAGED IN ROLEPLAYING:** 50 XP







# THE HUNT

A 2-hour Introductory Maximum Apocalypse: RPG scenario for 4-6 players

## SCENARIO SUMMARY

After surviving for some time together, the characters need food. The nearby forest offers the opportunity to forage or hunt. Brining along an NPC who knows the area, the characters have the opportunity to engage in some social interactions as well. This scenario involves Hunting, Foraging, Salvaging, Social Interactions, and Combat, and involve Crafting, Mechanics, Perception, and Survival skill rolls.

This scenario is designed to be a stand-alone introduction to Maximum Apocalypse RPG but can be combined with "Get to the Van" and "The Home" to develop the opening of a campaign.

## DRAMATIC OPENING

*(Enemies in this Scene: 1 Zombie Bear)*

Gamemasters may choose to use the following opening to create a more dramatic incursion into Maximum Apocalypse: The Roleplaying Game. This scene can be also be moved to later in the session if the Gamemaster feels that it would work better elsewhere. This is an excellent way for players to be introduced to Combat rules and can still be followed by the Regular Opening.

*Walking through the woods, you take effort to remain as silent as possible despite the crunching of the autumn leaves. If there were still accurate calendars, you would suspect that you have about a month left before the snows begin, if the world is still following the old season schedules.*

*Checking the marks on the ground, you confirm that you are relatively close to some game. The tracks are fresh, about a minute old, and while you can't see the creature, you can hear it in the brush*

*ahead. Drawing your weapon, you look at your companions and prepare to take aim.*

*A sudden noise to your left causes you to turn your head just in time to see a large bear burst from the trees and rush toward you. Turning to face the creature, you realize that there will be nothing you can do to stop it. The creature shows signs of necrosis and the fur is mangy. This bear has been infected with the Z-Virus and is driven by the unyielding desire for flesh.*

*Shouting to your companions, you raise your weapon and prepare to deal with the beast before it can get to you.*

### Zombie Bear Notes

The Zombie Bear will continuously attempt to attack with both paws, doing so with Disadvantage due to the regular Multi-Attack rules (Core Rules, page 65). It will only switch to Biting once it has attempted at least once to claw a target within Close Range. Both the Claws and Bite cause the Defender to make an Immunity Special Stat roll if they take Health Damage from the attack.

### ZOMBIE BEAR (NOT IN MONSTER MANUAL)

HP (26), Dodge (25/12/6), Initiative (6/1), Multi-attack (50) Claws/Bite (1d8+7)

**INFECTED:** Immunity Roll Requirement

**AGGRESSIVE:** Advantage to Intimidate (CHA 30)

**BITE:** Advantage to Grapple. (STR 70)






### REGULAR OPENING

Read the Following aloud:

*After nearly half a day of walking through the browning trees, your group enters a clearing with a single lamp post in the center. While the crunchy autumn leaves cover the ground in several layers, you get the feeling that this area might have been part of a jogging path or park, now overrun with forest. Papa Sanders, your guide and local expert, takes in a deep breath of the damp air and smiles, clearly comfortable in this setting.*


*Looking up at the sun, he turns to the group and says, "This is where we'll camp for the night. The area around here has some natural tubers and mushrooms, and we can probably bag a rabbit or two if we're lucky. There's a river about another half-day out, and I think one of the tributaries is close, so we could risk fishing it if you guys wanna walk another hour or so. We only have three hours before sunset though, so it'll have to be quick.*

*"Otherwise, we'll wanna set up camp, maybe get this light going so we can see things before they get us, and maybe set up a perimeter. I've got about 10 meters of wire and a battery if we wanted to make something electrical around the camp. Any volunteers for this or other jobs?"*

In Papa Sanders' bag, he has a mostly empty Repair Kit (1  remaining), 3 Lures, 10m of Wire, a Lithium Ion Battery, a pup tent, and 1 Jar of preserved Beet Mash (2 Food Units). He knows that the river is north by northeast and a tributary is a one-hour walk to the east.



Players can choose to engage in the following actions:

- Create a perimeter warning around camp
- Repair the Lamp and attach it to a power source


- Find the tributary to obtain fresh water or fish
- Forage for edible tubers and mushrooms
- Hunt for rabbits or fish
- Search the area for discarded  from old days
- Look for signs of predators or other survivors
- Start a fire to increase food Safe Level up to +20%

Each attempted action requires 1 hour; characters can only try 3 of these actions before Sundown. After sundown, if the Lamp has been repaired, characters may take 1 more action before the day is over and sleep must happen.

#### CREATING A PERIMETER WARNING SYSTEM

Characters can attempt to string wire or other objects around the camp area with a Successful (1 Degree) Crafting skill roll, attaching it to as many  as they would like, to create a trip wire. If they use wire and connect it to a battery, this will become electrocuted and trigger a Knockout Attack. There is a 25% chance it will be triggered, and +5% per additional  added by the Crafting skill roll.

#### REPAIRING THE STREET LAMP

Repairing the Lamp with a Successful (1 Degree) Mechanics skill roll will give the characters 1 additional hour AND decrease the Perception Success Requirement for the enemies later in the scenario. It does, however, increase the EAG +10 and grant the later enemies Advantage on their attacks against the player characters. It requires 5  and a power source to fix the light, and the bulb is still intact.

#### FINDING THE TRIBUTARY

In order to find the tributary with the vague directions given by Papa Sanders, characters will need a Successful (1 Degree) Navigations skill roll. This will help them plot a course through the woods that will allow them to easily return to camp. An Amazing or Critical Success may cut the travel time in half.

#### FORAGING FOR EDITABLE TUBERS AND MUSHROOMS

Characters may forage using the Survival skill (Core Rulebook, page 53). The forest around the camp contains mostly tubers and mushrooms, particularly Hogniss tubers and Sulfur Shelf mushrooms. As per the regular rules, characters may find 1 Food Unit per Degree of Success, but the Gamemaster may allow +1 Food Unit per Degree of Success if they want to describe the area as "abundant."



**HUNTING FOR RABBITS OR FISH**

Characters may Hunt for food with an Opposed Tracking versus 🦘 roll (Core Rulebook, page 53). This area is home mostly to rabbits but could have some deer. As per the regular rules, characters may find 3 Food Unit per Degree of Success, but the Gamemaster may allow between +1 to +3 Food Units per Degree of Success if they decide that the characters found a deer.

Alternatively, characters may opt to fish at the tributary, in which case the rules for Hunting still apply but they found fish instead of rabbits. This would allow characters to use the Fishing Rod and Reel tools to gain Advantage on the Tracking skill roll, as well as the Lures as per the regular rules.

**SEARCHING FOR DISCARDED COMPONENT PIECES**

As the camp was once part of a larger town before the collapse of civilization, there are objects and ⚙️ in the area that can be found with a Salvage Special Stat roll (Core Rulebook, page 55). However, characters are limited to finding 3d4 CP or 3 Items unless they have the Eye on the Prize Special Ability. They cannot use a Teamwork roll to Salvage as this is an individual action.

**CHECKING FOR PREDATORS**

During the daylight, the Alien enemies are not active and therefore will not be seen by the characters in this stage of the scenario. However, if the Gamemaster did not use the Dramatic Opening, they could use this to have the players encounter, or at least be aware of, the Zombie Bear roaming the area. Otherwise, there are only predators to be found in the Gamemaster decides that there are other predators in the area.

*NOTE: It is possible that players may think to have their character climb a tree to get Advantage on this skill roll. This is acceptable and may even result in granting Advantage on the Navigation or Tracking skill rolls if this is done BEFORE attempting those actions.*

Upon gaining an **Amazing Success** or higher on the **Perception** skill roll might be see the vague outline of some Alien tracks as they have entered an alien's hunting ground. The tracks are faint, several days old, but they can be followed into the woods where a human body is strung up in the trees.

**OPTIONAL SCENE: BODY IN THE TREES**

If the Gamemaster would like to increase the drama of the scenario, or increase the length, they can add an additional area whereby players may accidentally stumble across the remains of a person that has been scientifically studied by the Alien enemies in the area. As humans are made of Organic Component Pieces (equal to their Build), they are of utmost importance to Aliens.

Characters who find the body will find that it has been surgically incised with an unknown tool (**Successful (1 Degree) XENOTECH USE** skill to reveal this to be a "Cutter" blade) that left an incredible clean separation. The chest and stomach cavity have been opened and the organs have been moved around to understand them. Various areas of the arms, legs, and groin have been opened as well, displaying bone, sinew, and muscle tissue. One of the femur bones has been removed to make a Cutter.

Characters who come upon this scene must make a **Successful (1 Degree) RESOLVE SPECIAL STAT** roll unless they have the **Desensitized Special Ability**. Those that fail this roll are Unnerved until they sleep, in which case the condition naturally dissipates.

**SETTING UP CAMP AND STARTING A FIRE**

Setting up the camp does not necessarily require a Survival skill roll, but one of the ways that the Survival skill roll can be used is to increase the Safe Level of food +5% per Degree of Success. It requires 1 hour of time to set up a camp, find the necessary items to make a fire, and to cook the food in question. This can be attempted multiple times to increase the Safe Level of food, but this may eventually "burn" the food after multiple attempts.

More information about Safe Levels of Food can be found in the Gamemasters Guide on page #.

**CAMPFIRE TALES**

If the characters do not have the extra hour for additional actions, the Gamemaster can opt to start the watches early or have the players sit around the campfire and interact socially. This option may also be used if there are characters who do not have other actions to take or have chosen not to take further actions before the Watches start. If this is the case, players may roleplay telling stories or talking about



## PART 4: PREMADE SCENARIOS

their apocalypses and gain a shared companionship with the others, granting **Advantage** on their next **RESOLVE SPECIAL STAT** roll.

Alternatively, if any characters are **UNNERVED** due to a failed **RESOLVE SPECIAL STAT** roll (see Optional Scene), the Gamemaster may allow characters who participate in the Campfire Tales to remove this condition.

### WATCHES (FIRST AND SECOND)

Once the sun has gone down, there is not much for characters to do beside rest. Breaking the Sleep time into 4-hour segments will allow for some of the characters to be asleep and some to be awake. For every 4 hours of sleep a character does, they gain 2 Health Points and restore Resolve Damage, but take Hunger Damage when they wake. Any characters who sleep must make a **Successful (1 Degree) RESOLVE SPECIAL STAT** roll, and those that fail may experience the Optional Scene: Dream Sequence, or simply experience a strange nightmare that causes them to sleep fitfully.

#### FIRST WATCH (FIRST 4 HOURS)

The first watch is uneventful. The Alien enemies will take the time to observe the characters, but will occasionally move, allowing for characters to feel their presence if they have the **SIXTH SENSE SPECIAL ABILITY** or to notice them with a **PERCEPTION** skill roll. The Aliens are using a “Chameleon Skin” to give themselves 2 Degrees of Automatic Success on a **STEALTH** skill roll, making the Success Requirement for the Perception skill roll Amazing or Critical. However, if the characters repaired the Lamp, they only need a Great Success or better on the Perception skill roll to see the Aliens moving in the trees as distortions of light. They will have to investigate, but if they get too close, the Gamemaster can trigger the Alien Encounter scene early.

If the characters fail to notice the Aliens or do not have the Sixth Sense Special Ability, they won't have any rational reason for feeling like they are being watched. The characters on the first watch will need to make a **Successful (1 Degree) RESOLVE SPECIAL STAT** roll to be **Unnerved** by the rustling of the trees in the evening breeze. (If they are already Unnerved, this could become Shaken.)

#### SECOND WATCH (LAST 4 HOURS)

During the second watch, the Alien enemies feel that

they have gathered enough evidence and will attack. This could be from the characters on second watch making a **Successful (1 Degree) PERCEPTION** skill roll, a triggered Sixth Sense, or because of timing, but the Aliens will attack. If the characters created a perimeter warning system, the Gamemaster can optionally trigger the system or roll a d100. If it is below the % set by the **CRAFTING** skill roll.

To add suspense, the Gamemaster may allow for an **OPTIONAL SCENE: TRACKING SEQUENCE** that leads to the **OPTIONAL SCENE: ALIEN CRASH SITE** OR to the **OPTIONAL SCENE: BODY IN THE TREES**. This is best during the second watch to more easily trigger the Alien Encounter but can be done during the first watch as well.

#### OPTIONAL SCENE: TRACKING SEQUENCE

If the characters become aware that there may be something outside their camp, they may opt to investigate. If so, they will need to first get a **Great Success (2 Degree) PERCEPTION** skill roll to see the vague outline of some Alien tracks that are faint and several days old. However, once seen, the characters can do some basic tracking without a **Successful (1 Degree) TRACKING** skill roll to follow them to the **OPTIONAL SCENE: BODY IN THE WOODS**. If they do make a Tracking skill roll, they may be able to find fresher tracks that lead to the Alien Crash Site OR trigger the Alien Encounter.

Finding the Alien Crash Site requires 3 **Successful (1 Degree) TRACKING** skill rolls. If the characters have 2 or less Successes, they will be near the Alien Crash Site but not in it, thereby triggering the Alien Encounter. For each **Degree of Success** over the first, allow characters to gain back any failures. Conversely, for every Degree of Failure, remove a success. This would mean that if a character got an Amazing Success on their first attempt, they have found the trail directly to the Alien Encounter or Crash Site.

### ALIEN ENCOUNTER

(*Enemies in this Scene: 1-2 Alien Soldiers*)

Before sunrise, the Aliens will attack the characters, whether in the camp or outside of it. ALL characters that are awake can make a Perception skill roll just before the Alien Attack, but those without the **SIXTH SENSE OR PREMONITION SPECIAL ABILITIES** have Disadvantage. Those that fail become Surprised from the Ambush (Core Rulebook, page 63) and do not have a Turn in the first Action Phase.



The attacking Alien Soldiers are wearing Exoskeletal Armor covered in the Chameleon Skin. This means that characters have **Disadvantage** to attacking unless they find a way to overcome the Chameleon Skin (i.e. dirt, expended CP as powder, a tarp, etc.). Because of the Exoskeletal Armor, Aliens effectively have 54 Health Points, and therefore 1 Alien per every 3 players should suffice.

The Alien attacks will primarily be using Knockout attacks from the Blasters, but once their armor is destroyed, they will resort to Large Cutter attacks. All attacks against Humans are at Advantage because these Aliens have been studying their enemy long enough to know the best way to attack them. Optionally, one of the effects of the Exoskeletal Armor is to absorb 2 damage per **Degree of Success** on a **Successful (1 Degree) RESILIENCE SPECIAL STAT** roll, but a Gamemaster may ignore this for speed or for ease of combat (this may negate damage done by some players).

Once the Alien(s) are defeated, their Chameleon Skin, Exoskeletal Armor, Blasters and Large human femur Cutters may be Salvaged, but require a **Successful (1 Degree) XENOTECH USE** skill roll to use.

## CONCLUSION

Once the Alien Encounter has been overcome, players will have a short time to investigate what they encountered, Salvage their Xenotech items, and generally determine what to do before they will become aware that there are more Aliens in the forest surrounding them. The Gamemaster may allow enough time for the characters to gather all of their OR have one of the characters make a **Successful (1 Degree) Luck Base Stat** roll to determine if they have enough time to gather the pup tent and any other gear that isn't easily gathered.

The Chameleon Skin takes a **Successful (1 Degree) SURVIVAL** skill roll to remove and maintain (Xenotech Use skill roll). It will probably not survive a rushed escape. Also, the pursuing Aliens will attempt to get the skin back, which could result in a chase scene. Both of these will prolong the scenario.

Once deep into the forest and away from the Alien Crash Site, read the following:

*While you were able to survive the night, you wonder just how long you have before the aliens in the trees track you back to your base camp. Maybe its time to move on or maybe you can risk it. The future is uncertain, but tonight you survived the Maximum Apocalypse.*

## SCENARIO REWARDS

**SURVIVED:** 100 XP

**USED TEAMWORK SKILL ROLL:** 50 XP

**ENGAGED IN ROLEPLAYING:** 50 XP

**USED CRAFTING, MECHANICS, OR SCIENCE SKILL:** 10XP per Use

**KILLED ZOMBIE BEAR:** 25 XP

**KILLED ALIENS:** 50 XP per Alien

### OPTIONAL SCENE: DREAM SEQUENCE

If characters fail their Resolve Special Stat roll while sleeping, they may enter a dream sequence in which they experience an alien environment made of purple sands, orange oceans, and strange, non-Euclidean or cyclopean structures in the distance. If there are multiple characters experiencing this dream sequence, they will be together, standing near each other at the opening of the dream. Any backstory elements, personal apocalypse events, or other character memories will begin playing themselves out on this alien environment, causing the characters to relive past events, describing them as needed.

To simplify this sequence, the Gamemaster may describe the environment and then have the players jointly determine what happened in the dream based on their characters' personal experiences. To those outside the dream, the sleepers will be rolling and murmuring to themselves while they sleep.



### OPTIONAL SCENE: ALIEN CRASH SITE

At the end of “Get to the Van” and “The Home,” there is a chance that some characters have been taken by Aliens. This optional scene is where those characters have been taken. This scene could be an alternative to the “Alien Encounter” ending if the GM chooses, but this scene involves more gruesome imagery. And, because the Crash Site is under the command of a surviving Alien Scientist, any characters captured here are immediately experimented upon.

When the characters enter the Crash Site, read the following:

***Coming quietly through the trees, you find yourself looking on a horrible sight. The remains of an Alien ship is half buried in the ground with a mound of dirt and toppled trees on the far side laying against it, suggesting that this was an intentional landing. Nearby, dozens of humans in cages made of human bone and tissue mixed with wood and grass huddle in groups where they can or lay alone where they can't. A few smaller structures are scattered about while two tall creatures with large, chitinous armor and strange devices held in their hands move throughout the area. There are a couple of haggard looking humans moving about the camp, you can see, but they don't seem to be bound by anything, but aren't running.***

***In the center of the camp, a table has been constructed from rocks and a smaller creature with chitinous skin, a bulbous head with a soft membrane on the back, and three, bulbous, unblinking eyes stands over the body of a young, human girl, red, human blood covering the Alien's skin. The creature seems to be consulting a device of some kind, its toothy face unreadable, before turns to face the larger creatures. You feel a strange pressure and then see the two large creatures move purposely while two barely visible vague shapes, similar to the tall creatures in chitinous armor, disappear into the trees. A moment later, the body is removed from the rock table and one of the humans that was alone is pulled out of their pen reluctantly and drug through the camp to the rock table.***

The camp is a gruesome scene, and Characters will need to make a **Successful (1 Degree) RESOLVE SPECIAL STAT** roll to avoid being **UNNERVED** for 1d4 Combat Rounds. Inside the camp, there are 24 humans, 1 Alien Scientist, and 2 Alien Soldiers. The Alien Soldiers are not wearing the Chameleon Skin armor found in “Alien Encounter.” Around the site “Psychic Emitters” hidden in the trees that suppress the human mind, removing 5 Initiative from the characters. (The emitters can be found with a **Great Success (2 Degree) PERCEPTION** skill roll and salvaged)

Characters can attempt to rescue the people, most of them want to leave, but it will result in some kind of confrontation with the alien guards or with the Chameleon Skin Aliens in the trees outside the camp.

**NOTE:** *This scene plays into the ending of “The Abduction.” If the Abduction is run AFTER this event, it must be considered a flashback sequence. The Gamemaster may also include a white tower and an Alien Commander if they wish to also incorporate or link this scenario to “Body Snatchers.” This is a convergence point.*

*If this is the location of the Final Showdown with the Alien Commander, then the Alien Commander should be accompanied by 2 Alien Soldiers or 2 Alien Invaders, both of which will create a significant challenge for the characters. Also, this would replace the Alien Scientist in the above description with the Alien Commander, or add the Commander to the description above.*







# THE ABDUCTION

A 2-hour introductory *Maximum Apocalypse*: RPG scenario for 3-5 players

## SUMMARY

This scenario is a challenging, Intermediate scenario that requires players to be familiar with the Core Rules of *Maximum Apocalypse: The Roleplaying Game*. While the scenario is designed to be a standalone adventure, it can easily be interwoven with the other scenarios contained within the Gamemasters Guide. This scenario ends with the alien crash site and can be used to explain that location as it appears in “The Hunt.” It also explains the existence of Aliens in both “Get to the Van” and “The Home,” ostensibly occurring between “Get to the Van” and “The Hunt.” It can be inserted between the scenarios or can be a “flashback” sequence.

## GAMEMASTER NOTES

This scenario takes place inside an airborne alien ship, and there is a limited supply of enemies onboard, but enough to supply both this scenario and “The Hunt” with enemies. The variety in this scenario revolves around the escape from the holding cell, and Gamemasters should feel free to create their own escape puzzle and escape options in addition to the information supplied.

Gamemasters should feel free to increase the drama and start the scenario with at least one character already in the research lab prepped for dissection to create a sense of urgency (see “Escape Option 5” for details)



## OPENING

Read Aloud:

*You awake to electronic beeps and the hum of foreign machinery. Your group has been abducted by Alien invaders and you have all been crammed into a holding cell. The holding cell is stark and smooth with nowhere to sit. A glowing field*

*of bioelectrical energy acts as the only barrier of the cramped cell, and you notice a small panel to the right of the forcefield. While you are still wearing your clothes, your weapons and equipment are gone.*

The forcefield that acts as a barrier to the containment cell causes a special Knockout Attack (see Core Rulebook, page 64) to any characters who try to pass through. The Success Requirement increases the further through the barrier. They cannot pass entirely through the barrier unless they gain a Critical Success on their Resilience Special Stat roll. However, characters may disable the forcefield with a skill roll (see “Escape Option 1”).


While the characters do not have any weapons, tools, or special items, the Gamemaster may allow the character to have some  (if randomized, 2d4) on their person. Because Aliens rarely use , these were overlooked. This gives characters more creative options to escape, especially if they make a **Successful (1 Degree) CRAFTING** skill roll to make themselves tools.

## ESCAPING THE CELL


*Enemies in this Scene: 2 Alien Invaders, 1 Alien Scientist*

Characters first priority will be to escape the holding cell. There are several ways the characters may escape their dire situation. Characters may attempt any skill rolls mentioned below multiple times if they fail, increasing the Success Requirement each time. The Gamemaster can ignore the **LUCK USE PER GAME SPECIAL STAT** during this section for that purpose.


### ESCAPE OPTION 1: DISABLE THE FORCEFIELD

- Characters may Disassemble the panel with a **Successful (1 degree) CRAFTING** skill roll (no tools required) and gain 1d4  from the pieces, or a **Great Success (2 degrees) PRYING** roll to open it.



- Once inside, the bio-electric wiring behind the panel is accessible and the characters can disable the forcefield with a **Great Success (2 degrees) CRAFTING, MECHANICS or SCIENCE** skill roll (no tools required) and 1  which is destroyed in the process.

### ESCAPE OPTION 2: HACK THE PANEL

- Characters may Disassemble the panel with a **Successful (1 degree) MECHANICS** skill roll (no tools required) and gain 1d4  from the pieces, or a **Great Success (2 degrees) PRYING** roll to open it.
- Once inside, the characters can hack the panel with a **Great Success (2 degrees) XENOTECH USE** or an **Amazing Success (3 degrees) TECH USE** skill roll

When appropriate, or after the characters have failed two of the above attempts, an Alien Scientist comes to select one of the characters for his experiments in the Research Lab. Because the Alien is using its telepathic abilities to subdue the characters, the characters must make a **RESOLVE SPECIAL STAT** roll to avoid becoming **UNNERVED** before reading the following aloud:

**As the Alien Scientist enters the room, your head pounds as you are assaulted by its telepathic abilities. It instructs you to choose someone to approach the front of the cell and become a willing subject for study.**

### ESCAPE OPTION 3: COMPLY WITH THE SCIENTIST

- The characters can comply with the Scientist's request thus avoiding suspicion and being able to return to escaping via one of the options above (See "Escape Option 5" for more details).
- The selected character is permitted to exit the disabled forcefield, after which the Scientist touches uses an Alien device that causes automatic unconsciousness (no **RESILIENCE SPECIAL STAT** roll). The other characters witness the selected character slumping to the ground before 2 Alien Invaders enter the antechamber and haul the character away through an open doorway and into a hall which leads to the research lab. The 2 Invaders will leave the unconscious character in the research lab and stand guard in the corridor.

### ESCAPE OPTION 4: ATTACK THE SCIENTIST

- If the characters do not comply with the Scientist's request, after an appropriate amount of time, the Alien Scientist will choose for them by disabling the forcefield and entering the cell.
- Once the forcefield is disabled the characters may enter a Combat Round by attacking or wrangling the Scientist. Characters may also feign compliance by making a **Successful (1 Degree) CHARM** skill roll before surprising the Alien Scientist.

If the Gamemaster wants to increase the difficulty of this combat or balancing against a large party, they can introduce 1 or 2 Alien Invaders who are acting as the Scientist's assistants.

### ESCAPE OPTION 5: WAKES UP DURING EXPERIMENT

- The selected character wakes at the start of the alien experiment, having lost only 1 Health Point from a cursory cut. The character is within reach of an Alien Cutter and can grab it to attack the Alien Scientist.
- Alternatively, upon waking, the character can scramble off the dissection table and attempt an Athletics skill roll to escape through the entryway and into the corridor, gaining a number of distances from the Alien Scientist equal to 1+ the **Degrees of Success**. The corridor is however many distances the Gamemaster would like (Alien Architecture is strange and sometimes bigger on the inside), allowing for a possible Foot Chase with the 2 Invader guards.

Using an Alien Cutter with the Blades skill is done at Disadvantage. Using the Cutter with the **XENOTECH USE** skill does not have Disadvantage. If appropriate, use the "Read Aloud" description in "Getting Your Stuff Back" to describe the Research Lab

<b>XENOTECH WEAPON ACTIONS</b>		
<b>ACTION</b>	<b>BLASTER</b>	<b>CUTTER</b>
<b>1 COMPLEX</b>	Knockout Attack	Average Damage (2d4)
<b>2 COMPLEX</b>	Overcharge. 2d4 Damage	Heavy Damage (1d6+3)
<b>NOTES</b>	Heavy Damage v. Robots	Versatile (2-H grants Advantage)

**Note: The Alien Scientist is carrying an Close Range only Automatic Stun Device that requires a Xenotech**



## PART 4: PREMADE SCENARIOS



Use skill roll, but bypasses the Resilience Resistance roll for a Knockout Attack. This is a scenario equalizer.

### GETTING YOUR STUFF BACK

Once characters have escaped the cell, they can proceed into the Research lab down the hall. If the Alien Scientist is not yet defeated, the characters will encounter it in the lab, causing it to call for the Invader guards and begin a Combat Round. The Gamemaster may also want to increase drama by having the characters interrupt the Dissection scene in "Escape Option 5."

Read the following aloud:

***As you enter what can only be described as a Research lab, you notice all your equipment and weapons are strewn about the tables. There is an empty table with restraints and dissection tools beside it. The walls are covered with canisters filled with blood, bile and other biological components, and even the preserved body of some unfortunate human. There is a closed door with a small window on the opposite end of the room where you can see at least 1 alien through the window.***

Characters can take time to investigate the Research Lab, finding their stolen equipment and salvaging. If this is being used as an introductory scenario, the characters will find 1 Armor Kit and 1 Weapon per character, but only 1 Scavengers Kit (see Core Rulebook on pages 42 and 43). Characters may Salvage alien technology that requires the **XENOTECH USE** skill to use or additional items from earth that are being studied in the lab if the Gamemaster allows. Because enemies are right outside the lab, the Gamemaster should keep an accurate account of the  and have the Invaders enter if the  increase +15 or more.

If the characters have disabled or kills any Alien Soldiers, they can use the Research Lab to make a **MEDICINE** skill roll to harvest Exoskeletal Armor. They gain 1d6 Armor Points per **Degree of Success** to the maximum amount of Exoskeletal Armor that may have remained, losing the rest in the removal process.

### THE CIRCULAR CORRIDOR

After defeating the enemies outside the lab, players can exit the Research lab and enter a circular corridor with two exits: Left and Right. The left exit leads to the bridge and the right exit leads to the engine room. Read the following aloud:



***Making your way through the door, you enter a round corridor that curves to the left and right. The wall is dotted with windows that show clouds and sky outside. Looking through the windows confirms that you are aboard an alien vessel flying through the air, enroute to some unknown location.***

Characters may try to gain some understanding of the layout of the ship, but Xenoterrains are disorienting for characters (see Gamemaster Guide, page 38) granting **Disadvantage** to any **NAVIGATION** and **PERCEPTION** skill rolls unless the character survived the Alien Invasion Apocalypse. Eventually, the characters must choose a direction: Left or Right. If the characters are taking too long in their decision, the Gamemaster may have the two Alien soldiers start patrolling the ship, crossing the characters' path.

### THE ENGINE ROOM (RIGHT EXIT)


*Enemies in this Scene: 1 Alien Scientist, 1 Alien Soldier*  
Read the following aloud:

***You hear a dull thrum getting louder and louder as you follow the corridor slightly downward. Sporadic hissing becomes audible as you approach a door at the end of your path. Glancing through the small window in the center of the door, you glimpse a large glowing machine.***

Inside the Engine Room, is an Alien Soldier and Scientist. Using the window in the door, characters may make a **Successful (1 Degree) ACADEMICS** or **XENOTECH USE** skill roll to assess what they are seeing inside the room. Characters talking or failing a **STEALTH** Skill roll while observing through the window increases the  +5 or more. If the  increases +10, the Soldier will leave its post to circle around and ambush the characters (see Core



Rulebook, page 63).

When characters enter the room, if they fail a Stealth skill roll, this increases the  +5 and triggers the Soldier to start looking around the room for the source of the sound. Read the following aloud:

***You surmise that this is the engine room. It is broken up into several rows of machinery, each leading to the back of the room where a much larger machine sits beside a transparent compartment filled with a luminous liquid. There is an alien tech station nearby and an Alien Scientist operating it.***

The engine room is large enough that players may sneak around the rows of machinery and take both enemies by surprise with a **Successful (1 Degree) STEALTH** skill roll. Using the machines as cover grants **Advantage** on the **STEALTH** skill rolls. While combat is not necessary, it is not possible to sabotage the luminous reactor core without the Scientist noticing the characters.

Sabotaging the Reactor Core can be accomplished in a few ways:

1. Attacking and destroying the transparent container will cause the luminous fuel to leak out. This will alert all the enemies onboard the ship to the characters' location.
2. Attacking any other machines and causing 6+ damage results in an explosion that causes a chain reaction, damaging the reactor core and the characters and causes the ship to crash. (2d10+11 total damage to the characters)
3. The characters may hack the alien computer and shutdown the engine with a **Great Success (2 degrees) TECH USE or SCIENCE** skill roll (no tools required) OR with a **Success (1 degree) XENOTECH USE** skill roll. This causes a gentle descent to the ground, allowing characters to find a safe location (see "Surviving the Crash"). However, the Aliens can attempt to restart the engine, so at least 1 Character must remain in the Engine Room to keep the aliens from stopping the ship's descent.
4. The characters may create a bomb with a **Successful (1 Degree) SCIENCE** skill roll or a **Special Ability** (Homemade Bombs, Chemical Reaction, etc.) to go off in the Engine room and cause the chain reaction mentioned in option 2

above but allows the characters to be in a safe area before the chain reaction.

#### **OPTIONAL ROOM: LOADING BAY**



For additional time and investigation, the "Loading Bay" additional room can be added AFTER the engine room. It is a spacious room that contains a hatch that opens and small control lever. Characters will need to make a Successful (1 Degree) XENOTECH USE skill roll, but they can open the hatch in midflight and jump from the craft if they desire. Falling is 1d6 Resilience Damage per Distance fallen. This is best done when the ship is closest to the ground and thus can be negated with a Resilience Special Stat roll.

### **CAPTURING THE BRIDGE (LEFT EXIT)**

*Enemies in this Scene: 1 Alien Invader, 2 Alien Scientists, 1 Alien Soldier*

Read the following aloud:

***As you approach the door and the end of the upward slanted corridor, you hear the now familiar hum and beeps of Alien technology. Glancing through the window in the center of the door, you see a variety of consoles and several aliens busily interacting with them.***

Two Alien Scientists, 1 Alien Invader, and 1 Alien Soldier are on the Bridge. Characters may take time before entering the bridge trying to assess the situation. Characters talking or failing a **STEALTH** Skill roll while observing through the window increases the  +5 or more. If the  increases +10, the the Soldier will leave its post to circle around and ambush the characters (see Core Rulebook, page 63). There is no way to access the Bridge without entering combat because there is no cover for the characters who enter the Bridge and therefore are immediately seen.

When engaging in combat on the Bridge, the Scientists will not focus on attacking characters as they are busy piloting the ship, but any failed Ranged Attacks from the characters or the Aliens have a 50% chance for hitting the Scientists. As soon as a Scientist takes 6+ damage or is killed, the ship loses control and begins **CAREENING** toward the ground.

Characters may make an **Amazing Successful (3**



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*Degree*) **DRIVING** skill roll or a *Great Successful (2 Degree)* **XENOTECH USE** skill roll to take over piloting the ship. Any less *Degrees of Success* results in a DC-1 during the crash but does not allow the character to gain any control over the ship besides softening the crash. Upon successfully gaining control of the Alien ship, the character must maintain a mental link with the controls causing a **RESOLVE SPECIAL STAT** roll each Combat Round (or once a minute if outside combat) with an increased Success Requirement each Combat Round. Upon failure of the **RESOLVE SPECIAL STAT** roll or after 4 Combat Rounds, the connection to the ship is automatically severed and the ship begins careening toward the ground.

### **OPTIONAL ROOM: CREW QUARTERS**

For additional time and investigation, the “Loading Bay” additional room can be added halfway to the bridge. This room is a sleeping quarters for the several creatures on the ship and is only supposed to be a temporary sleeping location for longer missions, therefore only has a few beds. In total, there are 6 alien sleep pods, in which 2 house sleeping Alien Soldiers and 1 houses an Alien Invader.

## SURVIVING THE CRASH

The ship takes some time before it crashes, giving characters the chance to move about the ship and find a place to brace for impact. The most dangerous locations are the Engine Room or the circular corridor, in which the characters will receive *Devastating (2d8+7) Resilience Damage* unless cushioned by a successful attempt to pilot the ship. The Research Lab has several loose, sharp objects that could cause *Massive (2d6+3) Resilience Damage* during the crash.

There are 2 other rooms in the ship: Crew Quarters and Loading Bay. If located in either of these rooms when the ship crashes, they take *Heavy (1d6+3) damage*. The Bridge and Holding Cell are the safest locations. Characters in these rooms only need to make a **RESILIENCE SPECIAL STAT** roll to Resist a Knockout Attack.

## CONCLUSION

Once the Alien Ship has crashed, characters will have a short time to recover, escape and salvage the wreckage. There were more enemies aboard the ship in undiscovered rooms, allowing the Gamemaster to have a few enemies also survive the crash and begin to surface at an appropriate time to move the plot.

Once all characters have exited the ship and began moving away from the crash site, read the following aloud:

*While you were able to survive the crash, you are shaken and hungry. It's probably best that you leave before any other threats come to investigate. Perhaps you could hunt or forage in the nearby woods, or investigate the ruined town you saw briefly during your crash. There are options in front of you, for you have survived another day in the Maximum Apocalypse.*

## SCENARIO REWARDS

**SURVIVED:** 100 XP

**ESCAPED THE CELL:** 50 XP

**USED TEAMWORK SKILL ROLL:** 10 XP per use

**ENGAGED IN ROLEPLAYING:** 50 XP

**DEFEATED ALIENS:** 20 XP per Alien

**SUCCESSFULLY GAINED CONTROL OF THE SHIP:** 50 XP



# BODY SNATCHERS

A 2-hour introductory Maximum Apocalypse: RPG scenario for 3-5 players

## SCENARIO SUMMARY


Characters wake to find themselves in a in a strange, white room with no memories aside from being chased and electrocuted. Leaving the featureless room, they find items and gear, but are soon attacked by Alien Aerodrones. Escaping into the street, they themselves caught in a maze until they reach the gas station at the end of the road. Once there, a fight between Robots and Aliens breaks out. When the smoke clears, it becomes clear that the whole event was an elaborate ruse from an Alien Commander to see if his elite unit could infiltrate human bodies and overcome a series of tests.

This introductory scenario is intended to introduce new players to the Maximum Apocalypse: The Roleplaying Game ruleset and is very much a one-shot type scenario. The final twist is that the characters are actually Aliens whose minds have been transferred to human bodies to test human capabilities. The players are obviously not aware of this when they begin the scenario, and they should use previously generated characters (pre-gens), unless the Gamemaster would like to include an underlying plotline of aliens invading human bodies.

This scenario includes the opportunity for characters to try all the skills EXCEPT: Heavy Weapons, Palming, Tech Use, and Tracking. It also does not include any Resolve Special Stat rolls or Resolve damage. The Command Skill is not expressly explained in the scenario, but should be explained, especially when Teamwork skill rolls are undertaken or during combat.

## GAMEMASTER NOTES

This scenario is straightforward, pushing characters along rather than allowing them to explore freely. Because this is an introductory scenario, it focuses on accomplishing the maximum number of tasks and challenges. Throughout the scenario,

characters may Salvage if they choose. There is no additional Salvage benefit until they reach the Gas Station. Before the gap, characters suffer an increased Success Requirement +1 because the area is primarily concrete debris. After the gap in the street, characters' success rate is normal. It is suggested that the Gamemaster look at the supplies in the Hoarders Kit (see Core Rulebook, page 43) or the Random Salvage table in the Gamemaster's Guide. When the characters reach the Gas Station (see "Gas Station"), the success rate increases, granting +1 Item or +1d4  per *Degree of Success*.

NOTE: if you are making the scenarios in the GM Guide a "mini campaign," the Alien Commander here makes a prime Villian/Nemesis.

## OPENING

Read Aloud:

*You find yourself slowly gaining consciousness surrounded by darkness. It is detached at first, but as time passes, you become more and more connected to your body, your breathing, and the small aches of your muscles. The sounds around you are muffled at first but then become clearer and clearer until the sounds feel close rather than outside of a numbing mist. A moment later, your eyes flutter open and your retinas are flooded with a powerful light that quickly dims. You soon realize that your retinas adjusted as the world comes into focus.*

*You are in a featureless, white room, and your body seems foreign. Slowly, you begin to have vague memories. You vaguely remember rushing through a city, as if being chased. You remember a ball of light followed by a numbing pain. You*




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*cannot remember anything else not your name, your age, or where you come from. You just remembering the running and the numbness.*


*Testing your hands, you realize you they respond. This is definitely you. And as soon as you have this thought, the numbness fades and feel connected. Turning your head to look around the room, you realize that you are not alone. There are others around you who seem to be just as confused as you are. Making sure you are you one more time, you sit upright and look to your companions to see if they are experiencing the same amnesiac numbness are you.*

The characters have just completed their transition into their human bodies. It was prudent that their Alien memories be erased so as not to influence the test, which created a vacuum for the human memories to fill the gaps. If the characters share with each other their last memory, they can make a **Successful (1 Degree) ACADEMICS or XENOTECH USE** skill roll to determine that these and the numbness are consistent with Alien Blaster Technology.

The characters are laying with only a light layer of clothing, without weapons or armor, and only 4  each, in a strange, white room with no windows and only one door. The room has no furnishings, cabinets, closets, shelves, piping, or duct work. Characters may attempt a **Successful (1 Degree) PERCEPTION** skill roll to hear activity, but they will only notice a slight stream of dust coming through the door seems and a low hum of electricity outside the room. The room itself doesn't seem to have any light sources, it's just illuminated, as if the wall whiteness is creating the light. Aside from the unnatural light, the materials of the walls and the door is unnaturally cold.

Opening the door is not difficult as the door has a strange, linear keyhole. Characters can make a **Successful (1 Degree) LOCKPICK or MECHANICS** skill roll to bypass the lock, or can attempt break it down with 5 cumulative damage (this is where you can explain Builds), as the door has 5 Armor Points. Characters may also create a tool to help them

unlock or pry open the door with a **Successful (1 Degree) CRAFTING, MECHANICS, or SCIENCE** skill and using the proper amount of .

Once through the door, the characters find themselves on the second floor of an abandoned office building. Scattered through the debris are weapons and items that the characters cans use. They obtain 1 Weapon and 1 Armor Kit (see Core Rulebook, page 42). They may also make a **SALVAGE SPECIAL STAT** roll to gain more items based on the Hoarders Kit or obtain more .

### GENTLE PRODDING

*Enemies in this scene: 2 Alien Aerodrones*  
Read the following aloud:

*After strapping the last bits of protection to your body and checking your weapons for the third time, you hear smashing glass near the far end of the room. Turning your attention toward the sound, you see 2 small creatures with long tendrils hovering in the air. Their Chitinous bodies are two different shades of green, and a small pulsing of the chitin makes you understand that they are breathing. A protrusion on the side of their body causes you to remember what these are. Which this realization, you are not surprised when two balls of sparking electrical energy arc through the air dangerously close to you.*

*Realizing they have missed, the two creatures begin moving toward you. Behind you is an emergency exit door, the sign blazingly red above it. However, there is a lot of debris between you and the door, causing you to realize that unless you can duck, dodge, and dive around it, you may have to fight these creatures.*

After the characters have obtained their items, two Alien Aerodrones are dispatched by the Alien Commander in charge of this experiment to force the characters out of the office. These drones come crashing through the window and fire wildly, mostly putting on a show (but not intending to hit the characters unless at least 1 Combat Round passes).



This starts a Combat Round that lasts until the characters leave the office via the Emergency Exit door. The Alien Aerodrones will use their Resilience Special Stat to regenerate and keep the damage lower. However, after the first Combat Round, the Aerodrones will begin targeting characters with real attack. If the characters do move out of the building, the Aerodrones will stop their attack once the characters have left the office.

Between the characters and the emergency exit door is hindering terrain, causing them to be **SLOWED** unless they make a **Successful (1 Degree) ATHLETICS** skill roll. Characters can attempt to defeat the Aerodrones, but the drones will use their regenerative abilities to keep the damage low. If the characters continue to press the fight, they will get hit with one of the Aerodrone Knockout Attacks (see Knockout Attack, Core Rulebook, page 64)


## ON THE STREET



As the characters exit the door to the emergency exit, read the following aloud:

***Rushing through the emergency exit door, you are abruptly met with a metal staircase dropping the single level to the street. At the top of the stairs, you can see that the street is littered with untold debris, primarily scattered concrete and smashed vehicles. A large fissure in the center of the only path through the debris, creating a chasm that will need to be overcome. Beyond the maze of debris, in the distance, is an open field and a tall, white structure that immediately evokes a feeling of safety and protection.***

***Dropping down to the road, you dash under a large piece of fallen building. The Aerodrones smash through the side of the building, causing chunks of wall to block the exit you just came through, and seem to be scanning the area for you and your companions. They fly slowly overhead and then continue passed, splitting up and heading in 3 different directions.***

Immediately upon hitting the street, the characters may attempt to hide using a **Successful (1 Degree) STEALTH** skill roll with Advantage. Even if they fail, the Aerodrones have achieved their goal and will pass overhead.

Because saw the street from slightly above, they can use a **Successful (1 Degree) NAVIGATION** skill roll to move through the debris, or they can choose random directions to blunder about, increasing their  and stumbling into Zombies. Characters who attempt to discern which way to go will again feel the safety and protection as they remember the white tower.

After traveling some distance from the building through the chaos, the characters will encounter the fissure. This was created by seismic activity but crossing the gap will require the characters to build a bridge or make a **Successful (1 Degree) ATHLETICS** skill roll to jump across. They can move large chunks of concrete with a **Successful (1 Degree) LIFTING** roll or construct a bridge without requiring their own  with a **Successful (1 Degree) CRAFTING or SCIENCE** skill roll. Each  they put into the bridge hold 10 Build. There are no time constraints but the Gamemaster may prod them with the Alien Aerodrones if they are taking too long.

## XENOAUTOPSY

*Enemies/Friends in this Scene: 1 Stray Dog*

After crossing the fissure and continuing on the road, the characters come to a half-smashed bus on top of which is a mountain of building debris. It is a chokepoint, but is stable, allowing the characters to crawl through using a **Successful (1 Degree) CONTORT** roll (modified by the character's build). Once through, the characters enter a clearer, open section of roadway, on which lays several dead alien bodies (equal to the number of characters) and a stray dog who is eating them.

Read the following aloud:

***Coming out the rear of the smashed bus, you find the roadway beyond relatively clear. However, in the roadway lays a cluster of motionless alien bodies, their weapons and gear scattered around them. A malnourished, mangy dog stands***



## PART 4: PREMADE SCENARIOS

over one of the bodies, dipping its nose into the chest cavity before it begins chewing, covering its face in green, semi-luminescent liquid. As your group exits the bus, the mangy dog looks up at you, takes a step backwards, and begins a low, protective growl.

The characters can choose how to handle the dog: Animal Ken, Intimidate, or Combat. The dog does not have any signs of necrosis and is protecting its food. Characters can attempt to calm the dog with a **Successful (1 Degree) ANIMAL KEN** skill roll, gaining Advantage if they offer any food units as incentive. The result is that the dog will become friendly with the characters and respond to 1 command per **Degree of Success**, but will wander off if the situation becomes unsafe for it. The characters may instead attempt to scare the dog away with a **Successful (1 Degree) INTIMIDATE** skill roll, gaining **Advantage** if they have a Build over 100 or are brandishing a weapon. Otherwise, the characters can combat the dog.

Once they have dealt with the dog, the characters can investigate the alien bodies. There are various alien types, particularly matching the character types: Soldier (Firefighter or Ronin), Invader (Gunslinger, Thief or Hunter), Commander (Priest or Veteran), and Scientist (Mechanic, Scientist or Surgeon). A **Great Successful (2 Degree) ACADEMICS or MEDICINE** skill roll will reveal that these aliens were cleanly cut with surgical precision, and only the necessary organs were affected. A **Successful (1 Degree)** skill roll will only reveal that the Aliens were killed via a series of cuts to their major organs. This information is circumspect because of the teeth and claw marks from the dog.

Xenotech weapons are lying around the bodies, allowing each character to obtain an Alien Blaster or Cutter. They require a **Successful (1 Degree) XENOTECH USE** skill roll to identify the related skill to use them. A character can rely on the **BLADES** skill to wield a cutter, but has **Disadvantage** or rely **XENOTECH USE** skill without Disadvantage. A character can rely on the **FIREARMS** skill to wield a blaster (which uses Bow ranges), but has **Disadvantage** or rely **XENOTECH USE** skill without **Disadvantage**.

### XENOTECH WEAPON ACTIONS

ACTION	BLASTER	CUTTER
1 COMPLEX	Knockout Attack	Average Damage (2d4)
2 COMPLEX	Overcharge. 2d4 Damage	Heavy Damage (1d6+3)
NOTES	Heavy Damage v. Robots	Versatile (2-H grants Advantage)

Continuing forward, the characters encounter another fissure in the road, but this one bisects the road parallel to the path the characters are taking, making a fork. Characters can choose to take the left path or the right path, each leading to different events, but both lead to the Gas Station. Read the following aloud:

The debris once again narrows the road as you do your best to navigate the wreckage. You see more and more gore as you come across long decayed remains. Ahead, you see a second fissure splitting the road into two diverging paths, both headed to the same destination. The left path leads into an area overgrown with plants and ivy, while the right path leads to more fallen buildings, and you can see that you will have to climb through one of these fallen goliaths.

#### THE LEFT PATH: MUTANT FLORA

If the characters choose to take the left, read the following aloud:

*The road is relatively easy as it makes a slight incline due to the fissure and continues through areas that seem to have escaped the devastation that befell the city. At the crest of the incline, you catch a glimpse of the white tower in the field at the end of the city, and are once again filled with the impression that it is a safe, but no distinct memories. Just impressions and peaceful emotions.*

*The road ahead of you quickly becomes a carpet of green grass laced with thick vines that meander up houses and down into the chasm between the two paths. Just as quickly as the grass began, the path becomes a jungle of suburban*



*shrubby that has grown uncontrollably together, obscuring vision, and making it difficult to move forward. The air gets thicker with moisture and after breaking through a thicket of Littleleaf boxwoods and Inkberries, you discover a lush area filled with dozens of bright blue and purple flowers under a canopy of tall Japanese Maples. Growing between the flowers in the moist air are Chanterelle and Morel mushrooms.*

The characters have found a place where mushrooms are growing between large flowers. While the mushrooms are Food Units that they can obtain by Foraging (see Core Rulebook, page 53), the large flowers are mutant flora with background radiation. Because the characters will have to get within **Close Range** of the plants to Forage, each foraging attempt after the first causes an **Immunity Special Stat** roll from the radiation of the plants. Unless a character makes a **Successful (1 Degree) ACADEMICS** skill roll (with **Advantage** if they possess the **Fallout Special Ability**), they will not be aware that plants can become saturated with Radiation. If the characters attack the mutant flora, the purple flowers release a cloud of spores that do 1d6 Resilience Damage, which can be mitigated with a Resilience Special Stat roll, reducing the damage 2 per **Degree of Success**.


If the characters decide not to forage, or if they decide to leave the Mutant Flora area, they can either head back to the fork or push forward on the path. If they push forward, the trees and shrubbery will grow thicker and the air will fill with the mutant spores causing 1d6 Resilience Damage. Characters can attempt to “rush” through the spores with a **Successful (1 Degree) ATHLETICS** skill roll to avoid this damage. Once passed the spores, the mutant forest recedes quickly, returning to normal just before reaching the Gas Station.

#### **THE RIGHT PATH: FALLEN CITY**

*Enemies in this scene: 2-3 Frankenstein’s Monsters*  
If the characters choose to take the right, read the following aloud:

*The road sinks, creating a soft cliff on the left that eventually becomes a gulf filled with vines and strange looking purple*

*flowers. All of the buildings on this side of the chasm have either toppled into the roadways or crumbled into cyclopean mounds. The remnants of fallen powerlines are strewn haphazardly across the road with motionless, human bodies tangled in them, with the occasional limb missing. As you draw closer to the large, fallen glass goliath, you notice a pond of clear water leading up to it. The building blocks the way forward, and you recognize that you will have to slosh through the pond before you can climb through the building and out the other side.*

The pond was made from the residual pressurized water in the building’s piping and is fed by the connected water supply. Because it is clean of radiation and disease, characters can gather as much of it into a container as they choose without making a Foraging roll or drink up to their daily Food Requirement. Once they waded into the water, the characters increase the  +10 and find that the pond is quite a bit deeper than they were expecting, thanks to a sink hole. They become SLOWED or can move faster with a **Successful (1 Degree) ATHLETICS** skill roll.

Entering the building does not require an Athletics skill roll, but the character can make a **Teamwork Athletics** skill roll in which all the players participate. This opportunity could be used to explain the **Command** skill if it has not already been explained. Once the characters are inside, they first have to deal with the confusing orientation of doorways, but then can either opt to climb floor by floor via cracks in the walls and floors via multiple (3-5) Athletic skill rolls, OR use a **Successful (1 Degree) PRYING** roll to access the elevator shaft. Inside the elevator shaft, the characters can climb through the building without having to make an Athletics skill roll. The cannot, however, Salvage in the elevator shaft.

The pro of going floor to floor is that the characters can make a **Salvage Special Stat** roll each time they enter a new floor. The con is that if they fail the Athletics skill roll, they take 1d4 Physical Damage. The number of Athletic skill rolls is based on how many Salvage rolls the Gamemaster wants to allow.



## PART 4: PREMADE SCENARIOS

Once the characters are through the building, read the following:

***Dropping out of the building, you land back onto the road. You feel some comfort being on solid ground, and ahead of you, you can see the white tower in the field at the end of the city. Once again, you are filled with the impression that it is a safe place. As you are looking at it, a sound to your right draws your attention to the doorway of a mostly collapsed building. In the standing doorway are two with patchwork faces of different skin tones and complexions. Loose, open trench coats reveal chests that match the face: multicolored skin stitched together with thick thread over too many torso muscles to be natural. The men moan and speak incoherently before moving toward you.***

These creatures are Frankenstein's Monsters and are under the psychic control of the Alien Commander. They have been sent to test the character's combat abilities, specifically Melee Combat abilities. They do have their own cognitive abilities, but their mind is addled and confused, making them easy to manipulate with psychic abilities. Like the stray dog, characters can




choose to deal with the Frankenstein's Monsters with a Charm or Intimidate skill use, or Combat. Characters can attempt to calm the monsters with a **Successful (1 Degree) CHARM** skill roll. The result is that the monsters will become confused about their enemies and begin striking out wildly as they resist the messages in their mind. This might cause they monsters to attack each other. The characters may instead attempt to scare the monsters away with a **Successful (1 Degree) INTIMIDATE** skill roll, gaining Advantage if they have a Build over 100 or are brandishing a weapon. Otherwise, they can engage in combat, but one of the Frankenstein Monster abilities is that they only take a MAXIMUM of 4 damage per attack because they instead lose a piece of their body.

### GAS STATION


Read the following aloud:

***The two paths split by the fissure conjoin at the highway onramp just outside the field and white tower. At the base of the onramp is a fuel station and convenience store, and at the pumps is a makeshift van of scavenged parts: the hood, doors, frame, and back hatch are different colors, and a stack of bumpers has been assembled on the front to form a deflector. On the vehicle's roof are headlamps stolen from other vehicles. The van's hood is open, and it looks as if some parts have been removed. Inside the convenience store, you can see several empty shelves but, on a shelf near the door, sits a single, prepackaged pastry.***

In the Gas Station, there are some food units, comic books, and tools, which the characters may gain if the Salvage inside. They can gain as many Food Units, Comic books, Sci-Fi novels, or sets of Tools as they have Degrees of Success. However, the characters will only have 2 attempts before the "Crossfire" scene. If desired, the Gamemaster may increase the Salvage Rate to +1 Item or +1d4  per **Degree of Success** at the Gas Station.

Characters may attempt to repair the Van, which is currently missing a Drive System. The Van usually




has a Drive System Rating 2 (2 CX + 8 ) , but characters can install whatever Drive system they desire by determining the Rating and making a large enough pool via Repair Dice rolls to create the Drive System at the desired Rating. (see Core Rulebook, page 57-58). After 2 attempts, two demolition bots will come around the corner and trigger the “Crossfire” scene.


If the characters do not opt to repair the van, they once they have spent 2 hours scavenging, they will trigger the start of the “Crossfire” scene. If they bypass all of those and head toward the tower on foot, they also trigger the “Crossfire” scene.

## CROSSFIRE

*Enemies in this scene: 2 Alien Invaders, 2 Alien Soldiers, 2 Demolition Bots, and 2 Scout Bots*

Once the characters have done one of the triggering actions in the Gas Station, read the following aloud:

***A mechanical creature with 6 long, pointed legs protruding from a round, metallic body skitters around a turn, their metal, pointed feet tapping loudly on the pavement as it comes into your view. A moment later, an identical creature also skitters around the corner as if in a playful chase. Both slide to a stop halfway across the pavement and a long, red light suddenly bursts out of a node on front of the carapace. It moves across everything in sight, first horizontally than vertically. As it is scanning, two tall, man-like machines come stopping around the same corner, both holding an armful of Component Pieces. However, both stop in place, turn their head sensors toward you and your companions and drop the  they are carrying. You are not surprised as they snap their torsos in your direction, drawing the autorifles hanging on their backs as they do.***

There are 4 Robots (2 Demolition bots and 2 Scout Bots) around the gas station that are Salvaging . Because Aliens do not use radio signals,

they are not aware that they are inside an Alien experimentation zone. And because Robot do not have psychic activity, they were undetected by the aliens.

Any characters using the Xenoblasters will discover that they are incredibly effective against the Robots, doing Heavy Damage and disrupting Robot Actions (reducing the affected Robot’s Complex Actions by 1 each time it is successfully hit). Xenoblasters work by overstimulating bioelectric nervous systems. Using the Overcharge attack with the Xenoblaster on the Robots causes the damage to ignore any Robot Hardening.

At the end of the first combat round, read the following:

***Just as the man-like Robots prepare their second strike, they are hit from behind with two bolts of electrical energy, causing them to shake momentarily as the power courses through their systems. Behind them, you see two tall, three-eyed aliens, heads, torsos, legs and arms covered in a thick chitinous armor, rush from under the highway overpass, their blasters attacking the Robots. You also see two smaller aliens without the chitinous armor, break through the legs of the five taller beings and stop to point their two weapons at you. In the action and confusion, two blasts of electrical energy bounce off the ground near you.***

After the First Combat Round, an Alien Strike Force comes from their camouflaged observation area to secure the characters. However, because there is some confusion, or perhaps a need to know, there are 2 “Invaders” who are following their natural protocols and are attempting to “secure” the characters via the normal methods for Aliens. The Strike Force is using their Xenoblasters to full effect against the Robots.

The characters can attempt to engage in combat with whatever enemies they choose, or they can attempt to escape. If they use the vehicle to escape, they must make **2 Successful (1 Degree) DRIVE** skill rolls to maneuver the chaos. The character can stay at the Gas Station until the end of the Combat and watch as the Aliens take



## PART 4: PREMADE SCENARIOS

heavy casualties but will eventually win. If they characters haven't escaped on foot or by vehicle at that point, the Aliens will forcefully escort them the rest of the way to the tower.

### OPTIONAL SCENE: THE CHASE

If the gamemaster needs or would like to extend the scenario, they can include a chase scene when the characters escape. This should involve at least 1 Demolition Bot and 1 Alien Aerodrone who are both too preoccupied with the characters than dealing with each other. The Chase involves either Food Chases or Vehicular Combat Rounds (see Core Rulebook, page 73). The Chase can be ended at any time by having the Demolition Bot self-destruct its Chest Bomb for 1d10+11 damage.

The Chase can occur on foot or in a vehicle, but if its on foot, the Drones move faster than the characters.

### CONCLUSION

If the characters to choose to escape the Crossfire, read the following aloud:

*You make your way as fast as possible out of the city, heading toward the safety of the white tower. As you get closer, you begin to realize that it is not a traditional structure made of brick or concrete. Instead, the tower appears to be a kind of obelisk, made entirely of one material, without any windows or doors, and, with horror, you realize that the it matches the inside of the room where you awoke.*

If the characters were brought to the tower, read the following aloud:

*You are confused to find that the aliens are forcing you to the white tower, but as you get closer, you realize that it is not a traditional structure made of brick or concrete. Instead, the tower appears to be a kind of obelisk, made entirely of one material, without any windows or doors, and, with horror, you realize that the it matches the inside of the room where you*

*awoke.*

While the characters will likely be confused about what is happening, they will only have a few moments to poke around before a you read the following:

*A seam suddenly appears in the white obelisk and a door opens inward. A tall alien wearing a large helmet and other thick pieces of Chitinous armor and the fur of a Bengal tiger draped regally over its left shoulder steps from the tower. Your feelings of safety wash over you, and you realize that it was not the tower, but the recollection of this creature that gave you comfort. It looks at each of you through its wide, green visor in turn and you hear a voice in your head that says:*

*“Congratulations. It appears the test was successful. After so many failed attempts to infiltrate the human mind, we finally discovered capable hosts. It seems that you have acclimated well to these new bodies of yours. You should be proud of your accomplishments as you bring us one step closer to dominating this world. In this body, you will long survive the Maximum Apocalypse.”*

### SCENARIO REWARDS

**SURVIVED:** 50 XP\*

**USED TEAMWORK SKILL ROLL:** 15 XP per use

**ENGAGED IN ROLEPLAYING:** 50 XP

**KILLED THE STRAY DOG:** 10 XP

**BEFRIENDED THE STRAY DOG:** 30 XP

**USED CRAFTING, MECHANICS, OR SCIENCE SKILL:** 15 XP per

**DEFEATED/ESCAPED FRANKENSTEIN'S MONSTERS:** 50 XP

**KILLED ROBOTS OR ALIENS:** 25 XP per Enemy

\*Normally, the reward for surviving a scenario is 100 XP, but in this particular scenario, the Robots were the only enemy that was supposed to kill the characters, meaning that some of the enemies were pulling their punches at the order of the Alien Commander.



**OPTIONAL ENDING: ESCAPE**

While the tower continues to grant the characters the feeling of safety, thus suggesting that going there is the goal, characters may decide to not go to the tower. If they choose to go passed it, the characters must make a **Resolve Special Stat** roll to resist the pull. If they fail, they become **UNNERVED**. This continues again and again until the character gains permanent insanity. The Resolve Damage will disappear once the characters go to the tower.

Once the characters meet the Alien Commander, the Gamemaster may grant them the option to kill the Commander and escape the experiment. If the Alien Commander is dead, the characters will not experience the Resolve Damage and can escape from the Alien's experimental zone and into the wasteland. If this is the case, the Gamemaster can opt to suggest that perhaps the entire "Conclusion" scene was a ruse to convince humans to become traitors, and thereby giving some depth to Bandit Traitors.

If the characters kill the Alien Commander, the Gamemaster can grant them an additional 50 XP.

**OPTIONAL: SHORT CAMPAIGN CLIMAX**

If the Gamemaster has opted to take the "Short Campaign" approach to these scenarios, the Conclusion of this scenario can becomes the Final Showdown with the Alien Commander OR the Introduction to the Alien Commander. In either case, 2 Alien Soldiers or 2 Alien Invaders should accompany the Alien Commander to increase the difficulty of the Final Showdown or make it difficult for the players to kill the Alien Commander in the beginning of the Campaign and derail the Master Plot.

However, should the player characters manage to kill the Alien Commander here, introducing the Alien Commanders' direct superior as an alternative would make sense, thereby allowing the campaign to continue to its Final Showdown scene.



# EMERALD CITY

*A 2-hour Intermediate Maximum Apocalypse: RPG scenario for 3-5 players*

## **GAMEMASTER NOTES**

This scenario can become high-octane, going from combat scene to combat scene depending on pacing. This might become taxing on players because it does not give them time to scavenge, make repairs, or heal Health Point Damage. A balanced pacing should be maintained, with downtime between combat encounters. The best way to run the scenario is to make it slow creep toward the finale, where the Emerald King rising from the depths of the marina.



The land around the Puget Sound is a Plague Zone (see Gamemaster Guide, page 31) with airborne Z-Virus spores. This makes it an ideal location for the Emerald King, who is a Supernatural Horror with the ability to harden undead skin, granting the “Hardened” Special Ability to the undead. Once the characters have been on land for 2 hours, they begin to breathe the Z-Virus spores unless they are wearing Oxygen masks and Oxygen tanks. A hint appears during the “Land Ho!” section when several Oxygen tanks are specifically mentioned. This creates foreshadowing before the characters must make Immunity Special Stat rolls.

### **USS NETARTES BAY**

The USS Netartes Bay is a submarine buried in the mud under the marina. It started the mission to find survivors after civilization collapsed. The crew’s only success was spreading the word

of its existence through scattered radio transmissions before accidentally breaking the Seattle quarantine. The Emerald King sleeping like a troll under the remnants of the Seattle and when the USS Netartes Bay surfaced, he and the Z-Virus managed to get onboard. In a last-ditch effort by the last surviving officers, the submarine was nose planted into the mud. Unfortunately, sound travels faster via solid objects, so any activity on the docks is heard below.

The outline of the submarine can be seen from the crane and pieces of the submarine are floating on the banks and between the marina boats. There’s also a side panel near the boat pumps with the USS Netartes insignia. Characters can modify the oxygen tanks and masks scattered through the boats and dry dock with a **Successful (1 Degree) CRAFTING or MECHANICS** skill roll for the low-level diving required to investigate the drowned vessel. If characters enter the water, they can see the dark shape of the submarine under the surface.

The Emerald King and 100 Emerald Zombies are hibernating in the vessel. If characters dive to investigate, they will find a very submerged military machine with at least 100 Salvageable  and 40 sealed, prepacked MREs. However, getting inside the vessel requires at least **1 Successful (1 Degree) ATHLETICS** skill roll and **1 Successful (1 Degree) PRYING** roll. The **PRYING** roll increases  +10 as the panel or hatch must be pulled off to gain entrance.



Before the Emerald King and any Emerald Zombies attack the surface, there will be a telltale burst of bubbles from under the water as the final panel is opened. The Emerald Zombies comes to investigate the noises from above when the 🧠 is between 40-50.

#### EMERALD KING AND EMERALD ZOMBIES

The Emerald King is a Supernatural Horror that appears as a long-bearded troll. His ability to grant hardened skin increases the Zombies' difficulty in this scenario, effectively requiring Damage Codes of Heavy or above because of the negated 5 damage each time they take any damage. Once the 🧠 reaches 50, the Emerald King awakens from his hibernation inside the beached USS Netartes Bay and will come toward the characters' location with 3 Emerald Zombies minions. The Emerald King then emerges with his entourage to convert the strong survivors to his army and consuming the weak.

There are 100 Emerald Zombies in the USS Netartes Bay that can be awakened whenever the Emerald King desires. The Emerald Zombies are Zombie Soldiers (see Monster Manual, page ##) with the Hardened Special Ability, normally a Robot Special Ability, in place of the use of their Autorifle.

### OPENING

During this scene, the 🧠 increase is capped at 10, and this transfers as the base in the following scenes.

Enemies in this scene: 3 Alien Aerodrones (2 for Combat, 1 to target the engines)

The characters are traveling on a boat with 20 other survivors, primarily women and children, escaping apocalypses by heading north along the western coastline. The "Refugees" are traveling toward the Puget Sound in hopes of find a rumored government ship taking survivors to a government safe zone. The rumor is that they will be fed, clothed, and protected. Regardless of whether the characters believe in this safe zone, the boat's democratic decision was to investigate the Puget Sound. However, the players are the only effective characters on the ship, and all the Non-Player Characters aside from Captain Grace Lee have extremely low Base Stat thresholds and very few proficiencies.

At the entrance of the Puget Sound, 3 Alien Aerodrones discover the characters and attack the boat. These Aerodrones cause enough destruction to injure several onboard and cause damages to the boat that require going ashore for drydock repairs. During the Combat, characters can take actions to make repairs (see "Aftermath" for the effects). Any living Aerodrones still attacking after 3 Combat Rounds will flee.

Read Aloud:

*For as long as you can remember, your ragtag group of refugees has been skimming the coastlines, scavenging what you can but staying relatively isolated by living offshore. While you've had a few headaches, it has been safe, as most things that crawl on the land can't reach you at sea.*

*Recently, you have encountered a few survivors who shared a rumor that a ship or submarine, one of the last remnants of*



## PART 4: PREMADE SCENARIOS

*the American military, is pattering along the coast and looking for survivors. Broken radio traffic has suggested that anyone who can get to the Puget Sound can meet up with the USS Netartes Bay and receive food, weapons, and a map to the last government safehold. Because your ship is home to 20 malnourished survivors, primarily women and children, the vote was overwhelming in favor of heading north.*

*After several days, your group has finally entered the Puget Sound, remaining as careful as possible to avoid the debris of abandoned urban life that floats out from the shore as you pilot your small, overcrowded cruiser under the command of Captain Grace Lee.*

As the characters are the crew on this boat, so they should be encouraged to describe what they are doing after the opening. There's a number of tasks that could be suggested, such as maintaining the engines, gathering ropes and trimming makeshift sails, searching the sea or coast for signs of the USS Netartes Bay, piloting the vessel, making lunch for the refugees, etc. After they have described their activities, have the characters make a **Great Successful (2 Degree) PERCEPTION** skill roll. To those who meet the Success Requirement, read the following aloud:

*You see the clouds part strangely, and through the mist drops 3 pale-green, asymmetrical creatures coming out of the sky with tendrils trailing from their underside. They are living beings, of that you are certain, and their pale, greenish skin suggests they are not of this world. You barely have a moment before the creatures drop toward your ship, giving*

*you little, but enough time to reach for your weapons before they begin firing their bio-electric blasts, strafing your ship*

**(REGULAR COMBAT BEGINS)**

If NONE of the characters get a Great Success, read the following instead:

*You are busying yourself about your tasks on the boat when you notice some refugees acting strangely. They are either holding their heads or staring blankly, as if listening to something they can only faintly hear. A moment later, the warning klaxon triggered by the bridge start whirring and you hear Captain Lee's shouting "Aliens Incoming!" Looking up to the sky, you see 3 pale-green creatures dropping toward you. You try to grab your weapons, but it's too late. The creatures unleash a volley of bio-electric charges, strafing your ship.*

**(COMBAT ROUND BEGINS WITH ALL THE CHARACTERS AMBUSHED)**

## AFTERMATH





Regardless of the outcome of the Aerodrone Combat, the boat has been damaged and that damage is severe enough the boat is sinking. This scene gives characters the opportunity to repair the boat, but only temporary patches. The boat will need to be brought ashore and dry docked for restorative repairs. Alternatively, once ashore, the refugees can switch boats. Fortunately, Captain Lee has a marina and crane in sight, so both options are available at the same location. Either she or one of the characters can pilot the boat (see "Special Repair Challenge" for the different options).

### SPECIAL REPAIR CHALLENGE

The boat is sinking and will be fully Submerged in 9 Minutes. It will take 8




minutes to make it to shore via Captain Lee, but characters can reduce the time with **2 Drive** skill rolls. Each Degree of Success on the skill rolls decreases the travel time by minutes (i.e. a Success decreases the time to 7 minutes, a Great Success decreases the time to 6 minutes, etc.).

Each minute of time, characters may take actions. Characters may make a **Successful (1 Degree) CRAFTING** skill roll to repair the boat at the Quick Repair Code unless a special ability or item says otherwise. Every 4  added to the boat increases the amount of time until it sinks by 1 Minute. There is enough  in the cargo hold that characters do not need to use their own , but once the boat is ashore, those  are no longer available due to depletion. Other characters may assist with the Crafting or Command skill.

Other characters may “bail” the water out of the boat as an action once per Minute. There are enough buckets and bailing tools that any character can participate by making an **Agility Base Stat** roll. For every cumulative 2 Degrees of Success from the group, the amount of time before the boat sinks is increased by 1 Minute.

## LAND HO!




 Increase: +35-50





Upon arriving on land, the characters can repair their boat or find a new one. Each as their own challenges. As the boat reaches the marina, read the following aloud:

The boat is close to nose deep into the water when it glides into the marina. The shoreline is densely packed with shrubbery, but there are several signs of

a former coastal city town. You know that you can disembark relatively easily now, and even if you had to swim, you are much closer to shore than before.

### REPAIR PATH

Extracting the boat is easy once the boat has been driven into the crane net (increases the  +10). The character who takes the helm must make a **Successful (1 Degree) DRIVE** skill roll get the boat into the correct position. Each attempt until successful increases the EAG+5. Another character must swim to the dock, climb the ladder to the crane, turn it on, and make a **Successful (1 Degree) DRIVE, MECHANICS, OR TECH USE** skill roll to properly control the crane. The only required skill roll in this sequence is the crane operation skill roll, but a Gamemaster may use this opportunity for a skill challenge. Operating the crane increases the  +25 while swimming increases the  +5.

The boat yard around the crane is filled with . The characters may Salvage with an increased +1 Success (Failure becomes a Success, etc.) AND an increased rate of +2d4  per Degree of Success. If characters look for items, they will only have a regular success and Salvage rate, finding 1 Oxygen Masks and Tanks per character, as well as other items from the Random Salvage Chart (see Gamemaster Guide, page ##). Salvaging does not increase the EAG but talking and repairing do. Making repairs increases the  +10 and talking increases the  +5.



After 2 hours on land (Salving and Repairing both take 1 hour), the characters must make an Immunity Special Stat roll to avoid becoming infected with the Z-Virus as they are in a Plague Zone. The





## PART 4: PREMADE SCENARIOS

Gamemaster may make this roll in secret for each character. If so, they Gamemaster should roll a d100 and compare it to each characters' Immunity Special Stat, determining who succeeds and who fails.

### FIND NEW BOAT PATH

If the Characters decide to find a new boat, they can pilot their boat to the marina dock with a **Successful (1 Degree) DRIVE** skill roll (increases the  +10). Each attempt increases the  +5. Alternatively, they can let Captain Lee handle it. Once docked, the characters must assist the refugees off the sinking boat. There are several new boats in the marina, but many are occupied by Zombie Walkers.


Before entering any boats, characters that make a **Successful (1 Degree) PERCEPTION** skill roll notice that several boats have oxygen masks and tanks on their outboard planks (equal to the number of characters). This marina had an inordinate amount of SCUBA enthusiasts before the collapse, but these can be modified with a **Successful (1 Degree) CRAFTING** skill roll for regular Oxygen Mask use (see Core Rulebook, page 89). Using the Crafting skill roll to modify the masks increases the  +10.

The characters may choose a boat type (yacht, cruiser, etc.) that will have a small interior cabin for the number of refugees. Regardless of the boat chosen, in the interior cabin are Zombie Walkers. Each Combat Round, the  increases +5. If the characters decide to abandon the first vessel the clear, the Gamemaster should consider time restraints about having Zombie Walkers on their second.




Once the boat of choice is clear, the characters find that they must refuel their new ship. They can load the refugees

onboard before or after moving the boat to fuel station, which effects later events. Alternatively, the characters may walk to the fuel station via the beach or main road, fill the canisters abandoned jerry cans at the fuel pump, and return to the ship. This will take the characters 2 hours in total, triggering an Immunity Special Stat roll. The Gamemaster may make this roll in secret for each character. If so, they Gamemaster should roll a d100 and compare it to each characters' Immunity Special Stat, determining who succeeds and who fails.

## AT THE PUMPS



 Increase: +5-30

The Fuel station is close to the marina but is easier to access via boat than on foot. Before the collapse, trucks would deliver the fuel via the main road, so characters on foot can either walk up to the main road, losing sight of their companions, or follow the beach. The Beach path is Hindering Terrain and causes the travel time to increase from 2 hours to 3 hours, which forces a second Immunity Special Stat roll against Z-Virus infection.

If the characters go to the pump via the boat, it only takes a few minutes. However, they must either use the main motors ( +10) or the trawler motors ( +5) to pilot the boat. Using the trawler motors grants **Disadvantage** to Drive skill rolls. The characters must make a **Successful (1 Degree) DRIVE** skill roll to avoid crashing into the dock and causing cursory damage. Crashing into the dock increases the  +15.




At the Pumps, the characters are granted two 20L jerry cans and 100L of fuel.




Boats hold 50-90 liters of fuel. However, boat fuel is diesel, and inside the tanks, algae and mold have grown unmolested. A character can make a **Successful (1 Degree) ACADEMICS or SCIENCE** skill roll to know this information, and then make a **Successful (1 Degree) CRAFTING or SCIENCE** skill roll and 1  to filter the fuel from the microbes. Filtering the microbes increases the  +5.

## WHO GIVES A WHOOT?



If the EAG is less than 35, use this scene.

At an appropriate time, a child refugee name Kim Minju begins to create a ruckus because she cannot find her stuffed owl named Tawny. Tawny was with her on before the Alien Aerodrones attacked, and in all the chaos, the bird was lost. Minju begins to cry, increasing the  +5, and unless the characters succeed in an **Opposed CHARM skill v. Resolve (35)** roll, the  increases another +5. The characters may gain **Advantage** on their **CHARM** skill roll if they promise to get Tawny out of the sinking, but if they don't actually attempt, she will be broken hearted and sob louder, increasing the  +10.


Retrieving Tawny requires a **Successful (1 Degree) ATHLETICS** skill roll to get on the boat, a **Successful (1 Degree) SALVAGE or PERCEPTION** skill roll to find the owl, and a **Successful (1 Degree) ATHLETICS** skill roll to get off the boat. If the Athletics skill rolls fail, the character falls into the water, increasing the  +5. If the character needs to make another attempt to get on the boat, the Success Requirement increases +1 due to the sinking ship. If a character does not manage to board the boat after

3 attempts, the ship is under the water and Minju becomes broken hearted (see above). However, Character can use the SCUBA gear to enter the boat if they choose, allowing them the chance to see the USS Netartes Bay under the marina pier.


## THEY CAME FROM THE NETARTES

If the  reaches 50+, skip this section and go to "Hail to the King." Only use this scene if the  is between 40-50.

Enemies in this scene: 2 Emerald Zombies

Once the characters have obtained the fuel, or when the Gamemaster feels appropriate, a sudden burst of bubbles breaches the water's surface, causing a distraction as 2 Emerald Zombies climb onto the pier from below and attempt to capture Minju and other Refugees. Minju will scream (increasing the  +5) and cause all attention to be turned to her and the Emerald Zombie trying to drag her off the dock.

A **Successful (1 Degree) ACADEMICS** skill roll reveals the insignia on the Zombies' uniforms indicate they came from the USS Netartes Bay. Characters with the "Hunter Force Unit" special ability have Advantage on this roll regardless of their proficiency in Academics. The Emerald Zombies work in trained unison and are responding to the mental commands of the Emerald King as they drag their victims away, rather than eating them on the spot.


If the characters follow the Emerald Zombies, the Gamemaster can opt for a Foot Chase through the bushes if there is time or if the  is still low. The Emerald



## PART 4: PREMADE SCENARIOS

Zombies have the Rage Special Ability which allows them to make Movement Actions as Free Actions. Otherwise, the Emerald Zombie will pull their screaming victims into the water.

### HAIL TO THE KING

Once the  reaches 50, there is little time before the Emerald King comes for the characters with his 3 Minions. If they are already at the USS Netartes Bay, he will emerge and reveal himself with a loud, unnatural roar in the water's depths. If not on the USS Netartes Bay, he will reveal himself in a similar grandiose fashion, using his Emerald Zombies to distract as he bursts from the water behind the characters with a flourish.

The characters may flee from the Emerald King, but he will pursue. If session time permits and the characters are fleeing from the Emerald King, he will emerge from the water and climb onto their boat for a final showdown. While he's climbing on the boat, the characters may knock him back into the water if they can do 15+ damage to him in a single Action Phase. If knocked back into the water, he does not return.

The Emerald King can use his Resilience Special Stat instead of Parry but must still Dodge Ranged Attacks. If attacked with Resilience Damage, the Emerald King gets Advantage to Resisting and/or Negating the Damage. He will also immediately attack any ropes or chains that wrangle him, causing 1d6+3 damage.

### CONCLUSION

If any characters survive, read the following aloud:

*The unhuman roar of the creature commanding the strange army of undead echoes through your mind and seems to rattle your bones, even in your dreams. If you did not fear what lurked in the water before, you do now. You know that you will not remain long on the sea with creatures like that within it. As you watch the sun sink deep in the sky, you realize you have ended another day surviving the Maximum Apocalypse.*

### SCENARIO REWARDS

**SURVIVED:** 100 XP

**USED TEAMWORK SKILL ROLL:** 25 XP per

**ENGAGED IN ROLEPLAYING:** 25 XP

**DEFEATED EMERALD KING:** 50 XP

**KILLED ALIEN AERODRONES:** 20 XP per Drone

**DEFEATED ZOMBIE WALKERS:** 10 XP per Zombie

**DEFEATED EMERALD ZOMBIES:** 20 XP per Zombie

**USED CRAFTING, MECHANICS, OR SCIENCE SKILL:**  
10XP per Use

#### **ZOMBIE KING (NOT IN MONSTER MANUAL)**

HP (65), Resilience (65/32/16), Initiative (6/1), Multi-attack (45) Punch (1d6+3). Resolve (57)

**Emerald Gift:** Grants Hardening to Minions

**Emerald Skin:** Skin made of rock (HP=BUILD)

**Resilient Defense:** Makes a Resilience Special Stat roll instead of Dodge.

#### **EMERALD ZOMBIE (NOT IN MONSTER MANUAL)**

HP (11) Armor (6), Dodge (36/16/8), Initiative (7/2), Punch (45) (2d4)

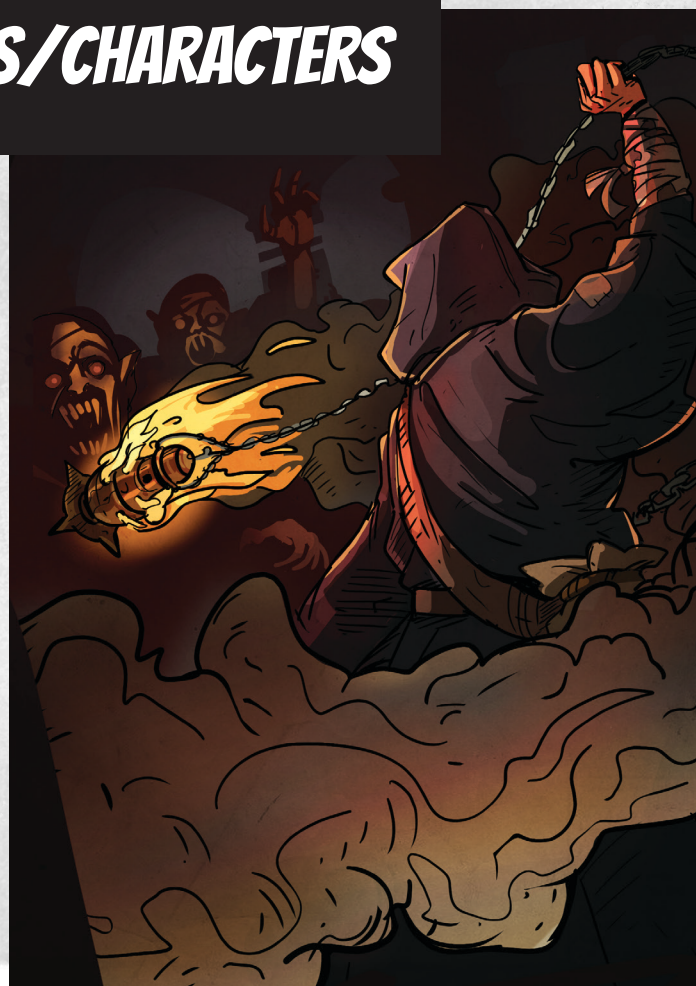
**Hardened:** Negates 5 Damage each time it takes damage. Damage still comes off armor first.

**Zombie Rage:** Makes 1 movement action as a free action





**APPENDIX:  
PREMADE NPCs/CHARACTERS**





# GRAHAM "PAPA" SANDERS

HUMAN



BUILD	HEALTH POINTS	ARMOR POINTS
70	14	4
DODGE	60 / 30 / 15	
INITIATIVE	(12) 7 / 2	
RESILIENCE	35 / 17 / 8	
RESOLVE	80	
DC MOD	0	
General Attacks	Lever Action (40): 2d4 (Multi-Attack, Unreliable)	
Gear	Motorcycle Armor, Ammunition (A) (20 rounds), Wool Socks, Repair Kit	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
30	40	45	75	85	30	30	40	25

## TRAITS & ABILITIES:

**Psychic Enhancement:** Instinct +10.

**Restructured Immunity:** Immune to Z-Virus and gains Advantage on Immunity Special Stat rolls.

**Stunt Driver:** Drive Skill as Free Action.

## GEAR:

**Multi-Attack:** Make a second Attack Action on their Turn.

**Unreliable:** Rifle Jams on rolls of 95-99, even if the roll is a Success.

## SKILL PROFICIENCIES:

Clubs, Crafting, Drive, Firearms, Mechanics, Perception (+5), Science, Stealth, Tech Use



# LORRAINE "MAMA" SANDERS

HUMAN



BUILD	HEALTH POINTS	ARMOR POINTS
70	14	-
DODGE	65 / 32 / 16	
INITIATIVE	14 / 9 / 4	
RESILIENCE	35 / 17 / 8	
RESOLVE	32	
DC MOD	0	
General Attacks	Combat Knife (45)x3: 2d4 (Balanced)	
Gear	Compass, Wool Socks, Crafting Tools, Water Bottle	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
40	30	85	30	35	50	45	25	50

## TRAITS & ABILITIES:

**Ace up the Sleeve:** Light and Average weapons do not need Palming to hide on Person

**Restructured Immunity:** Immune to Z-Virus and gains Advantage on Immunity Special Stat rolls.

## GEAR:

**Balanced:** Throw with Advantage

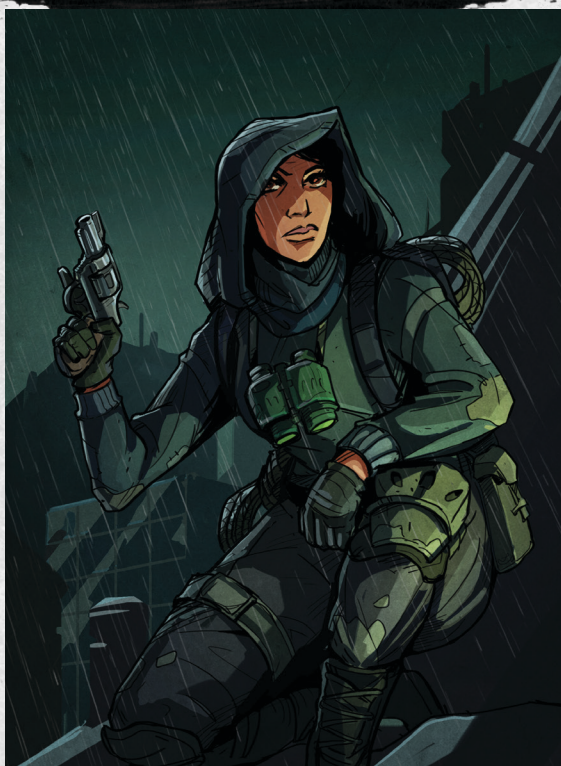
## SKILL PROFICIENCIES:

Archery, Blades, Charm, Interrogation, Lockpick, Palming, Perception (+5), Stealth, Wrangle



# ADRIANNE SANDERS

HUMAN



BUILD	HEALTH POINTS	ARMOR POINTS
60	12	6
DODGE	62 / 31 / 15	
INITIATIVE	12 / 7 / 2	
RESILIENCE	30 / 15 / 7	
RESOLVE	57	
DC MOD	0	
General Attacks	.38 revolver (45): 2d4 (Concealable, Reliable)	
Gear	Motorcycle Armor, Ammunition (A) (20 rounds), Rope (30m), Mechanics Tools	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
35	30	75	50	55	30	20	45	50

**TRAITS & ABILITIES:**

**Silent Stalker:** Bow and Firearm DC+2 when stealthed

**Restructured Immunity:** Immune to Z-Virus and gains Advantage on Immunity Special Stat rolls.

**Fleet-Footed:** 1 Movement as a Free Action

**GEAR:**

**Reliable:** The wielder re-rolls any critical failures

**SKILL PROFICIENCIES:**

Archery, Crafting, Firearms, Lockpick, Mechanics, Palming, Perception, Stealth, Xenotech Use



# DAXTON JAGER

HUMAN



BUILD	HEALTH POINTS	ARMOR POINTS
80	16	1
DODGE	50 / 25 / 12	
INITIATIVE	8 / 3	
RESILIENCE	40 / 20 / 10	
RESOLVE	37	
DC MOD	0	
General Attacks	Flamethrower (80): 2d8+7 (Backburn)	
Gear	Hat, 10L Gasoline, Mechanics Tools, Repair Kit, Wool Socks	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
20	60	40	40	40	50	25	80	35

## TRAITS & ABILITIES:

**Focused Shot:** Called Shot Attacks with Firearms or Heavy Weapons skill gain Advantage.

**Moving Target:** Build +50.

**Mental Parry:** Rolls Resolve roll with Advantage.

**Traitor:** Willing to sell people to the Enemies.

## GEAR:

**Backburn:** Whenever this weapon is used, the wielder must make a Resilience Special Stat roll to negate 1d6 points of this weapon's damage attacking them.

## SKILL PROFICIENCIES:

Athletics, Brawl, Charm, Crafting, Firearms, Heavy Weapons, Intimidate, Lockpick, Palming, Perception, Xenotech Use

*\*Daxton Jager speaks Xenolingua*



# SAM THE GUNSLINGER

HUMAN



BUILD	HEALTH POINTS	ARMOR POINTS
40	8	6
DODGE	55 / 27 / 13	
INITIATIVE	11 / 6 / 1	
RESILIENCE	20 / 10 / 5	
RESOLVE	35	
DC MOD	-1	
General Attacks	9mm Auto Pistol (75): 1d6+3 (Concealable, Unreliable)	
Gear	Kevlar Vest, Ammunition (H) (20 rounds), Wool Socks, Repair Kit	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
15	25	60	20	50	70	25	75	50

**TRAITS & ABILITIES:**

**Guns Blazing:** Multi-Attack (2) with the Auto Pistol. Misses have a 25% chance to hit allies

**Survival of the Fittest:** Attack & Defensive Action at Advantage when fighting humans. Melee DC+1 v. Humans

**Strong Fortitude:** Resilience Rolls Always at Advantage

**GEAR:**

**Unreliable:** Rifle Jams on rolls of 95-99, even if the roll is a Success.

**SKILL PROFICIENCIES:**

Archery, Charm, Command, Crafting, Drive, Firearms, Heavy Weapons, Navigation, Palming, Perception, Tracking, Wrangle



## GRACE LEE

HUMAN



BUILD	HEALTH POINTS	ARMOR POINTS
80	16	-
DODGE	47 / 28 / 19	
INITIATIVE	7 / 2	
RESILIENCE	35 / 17 / 8	
RESOLVE	70	
DC MOD	0	
General Attacks	Crossbow (35): 1d4 (uses Firearms Skill)	
Gear	Medicine Kit, Energy Drink, Surgical Tools, Oxygen Mask, Arrows x5	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
35	35	25	70	70	65	25	25	50

**TRAITS & ABILITIES:**

**Adrenaline Surge:** Grants 1 Target +5 Initiative and Melee DC+1 for Combat Rounds equal to the Degrees of Success on a Medicine skill roll

**Skepticism:** Increase Degrees of Success on a Resolve roll against Resolve Damage +1. However, cannot gain the benefits of Resolve-based special abilities (see Blessing Special Ability)

**Psychic Enhancement:** Fortitude +10 from Psychic power

**SKILL PROFICIENCIES:**

Academics, Athletics, Charm, Command, Crafting, Drive, Intimidate, Mechanics, Medicine, Perception (+5), Survival

PREMADE CHARACTERS





Maximum Apocalypse: The Roleplaying Game immerses you in a world suffering from multiple extinction level events. The Gamemaster Guide provides more in-depth rules explanations and the tools to craft your own apocalyptic adventures, from creating environments and formulate your own scenarios. Six premade scenarios are provided in this guide to help you jump right in and try to survive the Maximum Apocalypse. It is the essential book for Game Masters and when combined with the Monster Manual, makes the perfect set of tools to run any post-apocalyptic adventure.



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