ATOMIC 2d10 System

SRD 1.0 (System Reference Document) for Atomic Punk 2160

By The Basic Expert

TBE

OSR

VINTAGE GAMING

ATOMIC 2d10 System

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This is for my wife, daughter, and the hobby as a whole.

Part 1 // Character Creation

All character's are defined by attribute scores called "ATOMIC Numbers". These scores measure a character's physical and mental abilities.

ATOMIC Numbers (Attributes)

Players roll 3d6 for each attribute score starting with **Agility, Toughness, Observe, Might, Intellect,** and **Charisma (ATOMIC)**. Refer to the table below for bonuses and penalties for various ATOMIC Numbers. The ATOMIC Numbers are described below as well. Other methods of generation exist but 3d6 is recommended for this Atomic Punk 2160.

Agility measures a character's deftness and finesse. The bonus for agility can be added to a character's range attacks. Agility modifiers, both penalties, and bonuses, apply to a character's Armor Classification (AC) as well.

Toughness measures a character's physical fortitude. The Toughness score modifier is added to the rolls for hit point totals.

Observe measures a character's ability to intuitively understand both dangerous situations and social ones and to determine what is really going on. It covers common sense and Observance. It is often one's intuition and one's ability to observe or spot potentially hidden things as well.

Might measures a character's physical might and brute force. This is used to modify melee attack rolls and melee/unarmed damage and some thrown weapon attacks and damages.

Intellect measures a character's IQ and knowledge. This is often good for figuring out tech or hacking old-world terminals as well as medical care.

Charisma measures a character's personality and personal magnetism. This can affect the number of hirelings a character can hire.

ATOMIC Number	Modifier	Key ATOMIC Number/ Intellect Bonus
1-6	-1	-5%
7-14	-0	+0%
15-18	+1	+5%

As stated, the Charisma attribute score will determine the number of hirelings a character can employ as well as the hireling's morale score. This also affects an NPC's reaction to the character when social encounters occur.

Charisma	Reaction Modifier	Hireling Morale	Max No. of Hirelings
3	-1	5	2
4-5	-1	9	2
6	-1	11	3
7-13	0	12	4
14	0	13	5
15-17	+1	14	6
18	+1	15	7

Experience Bonuses and Leveling Up

All characters add the specified Intellect percentage bonus (or penalty) to the total amount of XP earned. All characters add the key attribute bonus/requirement (specified by the key attribute requirement for each class) as well. The max bonus allowed with all XP bonuses combined is 15%.

Upon leveling up, a player character is allowed to roll on the class benefit table twice, taking two random benefits from the table. Or a player may select one specific benefit of his choice rather than roll.

Characters level up by defeating monsters and enemies and obtaining loot. 1 Pop Cap (pc) is equal to 1 experience point. The loot is not counted as XP until it is brought back to safety in either the party's home base or a friendly settlement or to another place determined as "safe" by the referee.

Backgrounds

What follows are the basic backgrounds for characters.

Human

ATOMIC Number Requirements: None
Level Cap: None
No. Of Bonus Rolls on Background Skill Table: 3

Humans gain +10% more xp than other backgrounds. Humans are the baseline.

Mutant

ATOMIC Number Requirements: Agility, Might, or Toughness of 15 or more
Level Cap: 8
No. Of Bonus Rolls on Background Skill Table: 1

Mutants reduce the effects of radiation by half to a minimum of one. The number of radiation points gained when halved is always rounded down. The number of times a player can roll on this chart is equal to the number of

attribute scores at or above 15 (to a maximum of 3 times). Mutants cannot gain levels past level 8.

Mutation Table

Roll 1d12	Mutation Description
1	**Reptilian.** -1 to all attacks made against you. +1 to Toughness (to a maximum of 18).
2	**Sight without eyes.** Special organs have a range of "sight" of about 60' regardless of the level of light. These organs are very sensitive and can be overwhelmed by loud noises. +1 to any skill check when searching for something.
3	**Extra arms!** Increase your Agility score by 2 to a maximum of 18. One extra attack when in combat.
4	**Brainiac.** Your Intellect is increased to 17. If it is already at 17 or above, the score is not changed. +1 to any non combat, knowledge based, skill test.
5	**Bugman.** +2 to any skill check when trying to visually spot something.
6	**Beastman.** +2 to Might, Agility, or Toughness (your choice, max 18). +2 to unarmed attacks. Your unarmed attacks deal 1d6 damage.
7	**Transparent skin.** You are also not affected by radiation.
8	**Conjoined.** You have a weak and frail twin. The attached twin has all attribute scores except for Intellect and Observe at a score of 3. You may put a 17 or an 18 in Observe or Intellect (so if you put an 18 in Intellect, Observe gets 17 and vice versa) for the conjoined twin. Any future mutations gained or previously gained belong to the twin with the original attribute scores. Most damage is taken by the twin with the original statistics. However, if a critical hit is landed against you, you must make a saving throw against death. Failure means the conjoined and frail sibling dies. The twin with the original attributes you rolled will die (in 1d4 days) if the conjoined twin's corpse is not surgically removed before infection sets in (TN 14). You still level up as one character. You can use twin for skill checks along with his attribute score modifiers and Intellect XP bonus. +1 to any knowledge, science, or technology-based test when using the intelligent twin for such skill checks.
9	**Slim and fast.** Your Agility is increased by 2 to a max of 18. Your speed is increased by 10'. You can jump double the height and distance of a normal human. +1 to any reaction-based saving throw.
10	**Stretchy.** You have the ability to contort and bend into areas that are ⅓ the size of your body while standing (at the discretion of the referee). Your bones and body are malleable and almost rubber-like. +2 to any sneaky or stealth-based roll.
11	**Healing Factor.** You may recover a hit dice worth of hit points each day.
12	**Might boost.** Your Might score increases by +4 (to a maximum of 18). Your Intellect and Observe score are decreased by 2 each, however (to a minimum of 3).

Revenant

ATOMIC Number Requirements: Toughness of 15+
Level Cap: 10
No. of Bonus Rolls on Background Skill Table: 2

Revenants are called revenants due to their physical appearance. Many

have gray or green skin and look like walking corpses. All revenants have thin strands of patchy hair if the revenant has any hair at all. The eyes generally sink back into the skull and the nose usually falls off early on after the effects of radiation, revealing a gaping nasal cavity. This gives Revenants a skull-like appearance. What the revenant loses in attractiveness he gains in long life (seemingly endless) and a +2 bonus to saving throws made against radiation and diseases. Revenants cannot gain levels past level 10. A character must have a Toughness score of 15 or more to be a revenant.

Background Skills

All characters (except Robots) roll on this table 2 times and gain bonus rolls based on their background. Each background skill is a +1 to skill checks and tests if it is within the purview of that background skill. Characters can roll multiple times or roll once and put what would be one of the rolls into a skill they have rolled for (to a max of +3 at character creation).

d%	Background Skill	d%	Background Skill
1-2	Former wasteland raider	51-52	Wildman/hermit
3-4	Ex con-man(woman)	53-54	Former warlord enforcer
5-6	Former wilderness guide	55-56	Historian
7-8	Former doctor for a faction	57-58	Bodyguard
9-10	Former settlement sheriff	59-60	Caravan guard
11-12	Former traveling merchant	61-62	Former bunker dweller
13-14	Ex settlement guard	63-64	Deal/trade broker
15-16	Ex drug dealer	65-66	Former hit-man
17-18	Ex chemist	67-68	Old world ruin explorer
19-20	Gun nut and tinkerer	69-70	Former radio disk jocky
21-22	Tech specialist	71-72	Street urchin
23-24	Ex field scout	73-74	Ex raider leader
25-26	Big game hunter	75-76	Bladesmith
27-28	Bounty hunter	77-78	Former settlement leader
29-30	Escaped slave	79-80	Ex slaver
31-32	Former farmer/rancher	81-82	Former street thug
33-34	Mechanic	83-84	Investigator
35-36	Gambler	85-86	Locksmith
37-38	Former smuggler	87-88	Cyber security expert
39-40	Robot technician	89-90	Settlement minute man/militia
41-42	Wasteland herbalist	91-92	Begger/pan handler
43-44	Former construction foreman	93-94	Recovered addict
45-46	Armorer/armor smith	95-96	Charaltan
47-48	Former cult fanatic	97-98	Faction soldier
49-50	Ex scavenger	99-00	Wanderer

Classes

Below are the classes available for players to choose from. Each class is good at specific roles. To become a desired class, a player character must meet the class's ATOMIC Score requirements.

The Bastard

Key ATOMIC Number: Agility 9+
Starting Hit Points: 1d6 + Toughness modifier
Armor: Light
Weapons: all melee, all handguns/pistols (including plasma and laser), SMG, hunting rifle, combat rifle
Saving Throws: +2 to saves vs. traps and reflex-based saves
Sneak Attack: The Bastard receives a +4 bonus to attack rolls when the target is unaware of the bastard's presence. Damage is doubled from this attack. If a critical hit is rolled, the target bleeds out the attacking weapon's damage every turn until a successful saving throw is made. **Basic Bastard Skills:** Bastards gain a +1 to any 2d10 skill roll when picking pockets, sneaking, opening locks, listening, climbing, and removing, spotting, or disarming traps

Bastard Benefits Table

1d12	Bastard Benefit
1	+1d6 hit points modified by Toughness score modifier
2	+1 to disguises or identifying objects of worth
3	+1 to a saving throw of your choice or increase hit points by 1d6 plus your Toughness modifier
4	+1 when lying or deceiving or +1 to a background skill
5	+1 to any one basic Bastard skill (climbing, traps, locks, etc.)
6	+1 to streetwise or outdoorsmen or sleight of hand
7	+1 to Attack Bonus to a single weapon
8	+1 to computers or increase the effective ranges of one ranged weapon by 10' to a maximum bonus of 50' to each range of S/M/L
9	+2 to one type of saving throw (poison, radiation, reaction, etc).
10	+1 to surprise or intimidation
11	Increase your sneak attack damage multiplier by 1 tier. So double damage becomes triple, etc.. Quintuple is the largest multiplier attainable. Or Increase one Bastard basic skill by +1
12	+1 to reaction rolls to members of the opposite sex or +1 to attacks made with a specific type of weapon (light pistol, heavy pistol, etc.)

Level	XP Required
1	0
2	1,250
3	2,500
4	5,000
5	10,000
6	20,000
7	40,000
8	60,000
9	90,000
10	120,000
11	240,000
12	370,000
13	500,000
14	630,000

The Caravaneer

Key ATOMIC Number: Charisma 9+
Starting Hit Points: 1d8 + Toughness modifier
Armor: Light to medium
Weapons: all melee, all handguns/pistols (including plasma and laser), SMG, hunting rifle, combat rifle
Saving Throws: +2 vs. area of effect and reflex-based saves
Deal Maker: When making or negotiating deals, gain a +2 to the skill check. +1 to reaction rolls.

Caravaneer Benefits Table

1d12	Caravaneer Benefit
1	+1d8 hit points modified by Toughness score modifier
2	+1 to surprise roll tests
3	+1 smuggling or first aid
4	+1 to speech or insight
5	+1 to outdoorsmen or speech
6	+1 to Attack Bonus to a single weapon type available to the Caravaneer class
7	+1 to bartering or speech or perception
8	+1 to hireling morale (to a max of 11 morale for hirelings)
9	+1 to spotting ambushes or +1 to a background skill
10	+1 to wilderness navigation and +10 pounds to max carry weight (to a max bonus of +50)
11	+1 to vehicles and scavenged tech or +1d6 hit points modified by Toughness score modifier
12	+1 to repair

Caravaneer XP Leveling

Level	XP Required
1	0
2	1,500
3	3,000
4	6,000
5	12,000
6	24,000
7	48,000
8	100,000
9	170,000
10	240,000
11	310,000
12	380,000
13	450,000
14	520,000

The Doctor

Key ATOMIC Number: Intellect 9+
Starting Hit Points: 1d6 + Toughness
Armor: Light
Weapons: One-handed melee weapons, traditional handguns/pistols, SMGs
Saving Throws: +2 to poison and radiation
Bedside Manners: When a doctor uses a medistim on an individual, he can effectively use the medicine to help aid the recovery of hit points. Instead of the usual 1d6+1, the doctor heals 2d4+1.
First Aid: Doctors gain a +1 on any first aid skill test.
Pharmacist: A doctor can also make 1d2 + his Intellect modifier in medistims within a week so long as he has the equipment to do so and 300cc on hand.

Doctor Benefits Table

1d10	Doctor Benefit
1	Improve your hit points by 1d6 plus your Toughness modifier
2	+1 to science or increase a background skill by +1
3	+1 to another individual's saving throw against poison, radiation, or other kinds of injury if you are there within touching distance with an IFAK to aid them. You must sacrifice your next action to use the IFAK
4	+1 to addiction saving throws for the recipient of a narcotic if you are the one administering the drug
5	+1 to first aid or science
6	+1 to investigation or perception
7	+1 to your Attack Bonus with a particular weapon
8	+1 hit points recovered per day for any other character in your care. This bonus can be raised to a max of +3
9	+1 medistims produced or -20cc in cost for medistim production
10	+1 to a background skill you posses

Level	XP Required
1	0
2	1,500
3	3,000
4	6,000
5	12,000
6	24,000
7	48,000
8	100,000
9	170,000
10	240,000
11	310,000
12	380,000
13	450,000
14	520,000

The Gunslinger

Key ATOMIC Number: Agility 9+
Starting Hit Points: 1d8 + Toughness modifier
Armor: Light to medium
Weapons: One-handed melee, any traditional, laser, or plasma gun
Saving Throws: +2 to any reflex-based saving throw
A Fist Full of Hate: The gunslinger can dual wield handguns and fire both without the penalties incurred by most everyone else who would attempt the same thing. The gunslinger only receives a -2 to hit with his offhand handgun or pistol (unlike -4 for everyone else).
Surprise!: Gunslingers deal double damage on surprised enemies.

Gunslinger Benefits Table

1d12	Gunslinger Benefit
1	Improve your hit points by 1d8 plus your Toughness modifier
2	+1 to Attack Bonus with a handgun/pistol of your choice
3	+1 to tracking
4	+1 to initiative rolls
5	-1 to enemy surprise checks
6	+2 to any save type of your choice (reaction based, poison, radiation, etc.)
7	+1 intimidation or increase a background skill by +1
8	+1 to initiative
9	+1 damage with pistols
10	+1 to a background skill you posses.
11	+1 to concealing pistols and handguns on your person
12	+1 to perception

Gunslinger XP Leveling

Level	XP Required
1	0
2	2,500
3	5,000
4	10,000
5	20,000
6	40,000
7	80,000
8	160,000
9	320,000
10	640,000
11	740,000
12	840,000
13	940,000
14	1,040,000

The Survivalist.

Key ATOMIC Number: Observe 9+
Starting Hit Points: 1d8 + Toughness modifier
Armor: Any
Weapons: Any
Saving Throws: +2 to any radiation, poison, or disease-based saving throw
Scrape the Bottom of the Barrel: The survivalist always finds 1d6 more in gathered materials. Be it food, herbs, ammunition, or scrap. Any consumable being salvaged and found except for money is subject to this ability. The Survivalist only has to be within a reasonable distance of a search to allow this bonus (as determined by the referee).

Survivalist Benefits Table

1d12	Survivalist Benefit
1	Improve your hit points by 1d8 plus your Toughness modifier
2	+1 to the Attack Bonus for all traditional rifle size weapons
3	+1 to tracking
4	+1 to Attack Bonus (all available weapons to the Survivalist class)
5	+1 outdoorsman
6	+1 extra attack with a single melee weapon or ranged weapon per combat (you only get the bonus attack when using that weapon)
7	+1 to a background skill
8	+1 to animals
9	+2 to a save of your choice or increase your hit points by 1d8 plus your Toughness modifier
10	+5 pounds to max carry weight (to a max bonus of 25 pounds)
11	+1 to scavenging and gathering
12	+1 to stealth

Level	XP Required
1	0
2	2,500
3	5,000
4	10,000
5	20,000
6	40,000
7	80,000
8	160,000
9	320,000
10	640,000
11	740,000
12	840,000
13	940,000
14	1,040,000

The Wasteland Warrior

Key ATOMIC Number: Might 9+
Starting Hit Points: 1d10 + Toughness Modifier
Armor: Any
Weapons: Any
Saving Throws: +2 to any save vs. death and poison
Bloodlust: When a wasteland warrior is reduced to half of his hit points or less, he gains a +2 to his attack rolls, damage, and attacks against him receive a -1 penalty.

Warrior Benefit Table

1d12	Survivalist Benefit
1	Improve your hit points by 1d10 plus your Toughness modifier
2	Improve a save of your choice by +2
3	+1 Attack Bonus (all weapons)
4	Increase the bloodlust bonus by 1
5	+1 to initiative rolls and +1 Attack Bonus to a weapon of your choice
6	+1 attack per round with any weapon
7	+1 intimidation or increase a background skill by +1
8	+1 to leadership
9	+5 lbs. To max encumbrance and weight carried (to a max of 25 lbs.)
10	Improve hit points by 1d10 plus your Toughness modifier or +2 to all saving throws
11	+1 attacks per round with a weapon of your choice (you only gain a bonus attack when wielding that weapon)
12	+5% to armor breakage checks.

Level	XP Required
1	0
2	2,500
3	5,000
4	10,000
5	20,000
6	40,000
7	80,000
8	160,000
9	320,000
10	640,000
11	740,000
12	840,000
13	940,000
14	1,040,000

The Robot

Key ATOMIC Number: Must have at least 2 physical attributes (Agility, Toughness, or Might) of 13+
Starting Hit Points: 6d8 + Toughness Modifier
Level Cap: 6
Armor: Robots start with default armor equivalent to hardened metal armor.
Weapons: Any
Saving Throws: None but immune to radiation, poison, and disease
Ambidextrous: Robots do not have an "off-hand" and therefore suffer no penalty to duel wielding.
Perceptive: Robots have bleeding-edge tech in regard to scanners and sensors. They gain a +2 to surprise check rolls.

Robots are a special case of "Background-as-Class". Robots only roll once on the background skills. You can see there are no hit-point improvement options for robots. This is because the 6d8 plus Toughness modifier is all the hit points the robot will ever have. It will never have more as this is restricted by the model and type. Hit points can be repaired on the robot but requires scrap materials and pop caps. It costs 200pc in pop caps per hit point to be repaired on a robot (robots are very high maintenance). Robots can improve armor by modifying the default armor of their bodies at a rate of 1000pc in pop caps per single -1 to that would be applied to all attacks made against them.

Robots are often feared. If a robot is in the party there is a -2 to the reaction roll.

If a robot is "killed", there is a 50% chance of the core surviving. If the core survives, it can be installed into a new robot body or placed into the repaired robot body if repair is at all possible. It takes a TN 17 to safely remove a surviving core if the core does need to be removed.

Robot characters can use these background skills as human, mutant, and revenant characters use theirs. A robot may have the single background skill rolled at +2.

Robot Background

1d8	Robot Background
1	Old world manufacturing and repair robot
2	Combat/military bot
3	Domestic service bot (butler, maid, childcare, etc.)
4	Emergency response robot (police and fire)
5	First aid/surgical bot
6	Entertainment bot
7	Cooking bot
8	Customer service bot

Robot Benefits Table

1d4	Robot Background
1	+1 to Attack Bonus with a single weapon type
2	+1 to background skill
3	+1 attack per round with any weapon
4	Repair 1d6 hit points

Robot XP Leveling

Level	XP Required
1	0
2	4,000
3	12,000
4	36,000
5	108,000
6	324,000

Part 2 // Skills and Saving Throws

Skill Tests

Skills are an important part of the game and Atomic Punk 2160 uses a 2d10 to resolve non-combat skill checks as well as combat. Not only that, but skills are broad and without much explanation. Background skills are useful in that they are broad areas of knowledge that can be applied to many different kinds of situations and can be combined with different ATOMIC Number attribute modifiers. It is up to a referee to determine if a skill or area of expertise can be applied as a bonus to a skill test or saving throw.

All non-combat skill tests are performed on 2d10 against a base Target Number (TN) of 11. Referees can use the guidelines below to determine how hard a task should be based on what is being attempted. If the test is against another character or creature, then it is an opposed roll, and whoever rolls the greater success wins. If it is against a monster, ties go to the player. If it is against another player, re-roll. If a character is attempting to track a 5HD (Hit Dice) monster, the number of hit dice are added to the base 11 target number for difficulty. So tracking the 5HD monster has a 16 TN to meet or beat for success (TN11 plus 5HD equals TN16).

TN7: Easy
TN11: Average
TN16: Challenging
TN20: Very difficult tasks

Some people may want to help with tests are tasks where a referee deems it appropriate. When this occurs, a single person makes the throw but receives a +1 for one to two helpers, a +2 for three to four, and so forth. The number of those that can help will be limited at the judgment of the referee.

Saving Throws

Saving throws are often called for against death, paralysis, addiction, poison, radiation, disease, bleed out, and other such dangerous situations. If a monster causes a saving throw to occur, and no TN for the throw is explicit, a referee can use the above formula of TN11 plus the monster's HD to produce a target number.

Part 3 // Equipment

Starting Money

A player must roll 3d6 and multiply the total by 10 in order to determine his character's starting wealth in Pop Caps (pc)..

Armor

Armor is simplified here to allow referees to have guidelines to create custom armors. Atomic Punk 2160 uses a basic weapon vs armor and range matrix. After both weapons and armor are explained, a weapon vs. armor matrix is given along with a weapon range matrix. These are to be referenced and used to determine combat outcomes and attacks with 2d10 attack rolls.

Armor Breakage Dice (Optional Rule)

If an attack beats the TN of 11 by 5 or more, the character must perform an armor breakage check. If the player character or person controlling the character rolls the percentage number or below on a d%, then the armor is broken and no longer affords any benefits to the wearer.

Armor Types

Armor Type	Armor Breakage %, Power Source %	Armor Type	Repair TN Modifier	Suggested Cost	Weight
No Armor	-	-	-	-	-
Leather Jacket	40%	Light	-1	20pc	5 lbs.
Leather Armor	35%	Light	-3	30pc	15 lbs.
Hardened Leather Armor	25%	Light	-3	40pc	15 lbs.
Metal Armor	20%	Medium	-4	50pc	45 lbs.
Syndicate Armor	17%	Medium	-6	90pc	15 lbs,
Hardened Metal Armor	17%	Medium	-5	60pc	45 lbs.
Combat Armor	15%	Heavy	-6	90pc	50 lbs.
SF Combat Armor	10%	Heavy	-7	120cc	50 lbs.
Atomic Armor	20%, 30%	Heavy	-8	500pc	300 lbs.
Hardened Atomic Armor	15%, 25%	Heavy	-9	650pc	350 lbs.
Guild Atomic Armor	10%, 20%	Heavy	-10	800pc	400 lbs.

Weapons

Weapons in the wasteland come in various forms. There are melee weapons, traditional firearms, plasma guns, and lasers.

Ammunition

Traditional ammunition for traditional firearms will be relatively plentiful in the wasteland. Power cells for lasers, rockets for rocket launchers, plasma ammo, and especially beefy boy mini nukes will be rare and precious. Light handguns and light revolvers can accept the same type of ammunition. The same is true of heavy pistols and heavy revolvers as well as hunting rifles and combat rifles.

Weapon Type Ammo	Cost per 20 Rounds/Charges
Heavy/Light Handgun/SMG	10pc
Hunting/Combat Rifle	20pc
Shotgun	15pc
Heavy Precision Rifle	30pc
Machine Gun	40pc
Minigun	50pc
Regular/Heavy Laser Handgun/SMG	20pc
Laser Rifle/Pistol	40pc
Heavy Precision Laser Rifle	60pc
Regular/Heavy Plasma Handgun/Pistol	40pc
Plasma Rifle	60pc
Heavy Plasma Rifle	80pc
Crossbow bolt	2pc

Melee Weapons

Weapon	Damage	Range (S/M/L)	Cost	Weight (lbs.)
Axe, Battle	1d8	-	7pc	6
Axe, Hand	1d6	10/20/30	4pc	3
Club	1d4	-	3pc	5
Club, Heavy	1d6	-	5pc	3
Staff	1d6	-	5pc	4
Knife	1d4	10/20/30	3pc	1
Spear	1d6	20/40/60	3pc	3
Blade	1d6	-	7pc	3
Normal Sword	1d8	-	10pc	6

Traditional Firearms

Traditional firearms have special effects which are listed in the descriptions below. Traditional firearms have the following qualities:

Bleed Out: Traditional firearms cause massive internal damage on soft targets along with deadly exit wounds. Because of this fact, if the TN11 is beaten by 5 or more, the target is bleeding out. The target takes half the damage every round from the initial gunshot attack. Robots and other mechanical targets are not affected by the bleed out effect.

Burst Fire: Characters can choose to fire in a burst fire mode. Doing so expends 3 rounds from the magazine (or power cell) of the firearm. Doing so gives the shooter +1 to attack rolls and damage (but expends 3 rounds of ammunition).

Full Auto: Some handguns, and all submachine guns, combat rifles, machine guns, and miniguns are capable of full auto or select fire. The area of effect is a cone with a length equal to a weapon's short distance and 15' wide. The attacker using full-auto rolls an attack roll at -2 for the first target in the cone of fire and a -2 for every target beyond (this stacks). So the second target has a -4 penalty, the third has a -6. Regardless of whether or not a shot lands, a target must make a reaction saving throw against death. Success means they are unaffected by this secondary effect. Failure means the target, even if not struck, must go prone to avoid fire. It will take an action to stand back up. A character forced to go prone must remain prone for 1 combat round and cannot move or shoot back as they are pinned.

Crossbows: Crossbows are a special weapon and can take an entire combat round to reload.

Weapon	Damage	Range (S/M/L)	Cost	Magazine Capacity	Weight (lbs.)
Light Handgun	1d4	30/90/180	20pc	17	2
Light Revolver	1d4+1	30/90/180	15pc	6	2.5
Handgun	1d6	50/100/200	25pc	15	2.5
Revolver	1d6+1	50/100/200	20pc	6	3
Heavy Pistol	1d8	75/150/250	30pc	7	3
Heavy Revolver	1d8+1	75/150/250	35pc	6	3.5
Shotgun	1d10	40/80/160	40pc	Variable	7.5
Submachine Gun (SMG)	1d6	50/100/200	90pc	30	5
Hunting Rifle	1d8	125/250/500	35pc	5,10	8
Combat Rifle	1d8	100/200/400	80pc	20,30	7
Heavy Precision Rifle	2d6	1.25k/2.5k/5k	1200pc	5	10
Machine Gun	1d8	125/250/500	300pc	100+	20
Minigun	2d6	200/400/800	350pc	100+	50
Crossbow	1d6	60/120/180	10pc	1	7

Laser Weapons

Laser weapons use power cells which deplete with use. Laser weapons have the following qualities:

Long Range: Laser weapons do not have three distance numbers. Instead there are only short and long distances. Short is rolled with the short distance bonus and long is rolled without penalty. This is because lasers are light, there is no drop off or windage that affects the laser's path to the target. Any shot beyond the long distance is done with a -3 penalty for every increment of the first distance the target is beyond the long range number.

Position Lost: Laser weapons are energy and light which means that once a shot is fired from concealment or from hiding, the position of the shooter will be known (at the discretion of the referee).

Burst Fire: See traditional firearms.

Full Auto: See traditional firearms.

Weapon	Damage	Range (S/L)	Cost	Charge Capacity	Weight (lbs.)
Laser Handgun	1d6	50/200	50pc	30	3
Heavy Laser Pistol	1d8	75/250	75pc	20	5
Laser SMG	1d6	50/200	200pc	100	9
Combat Laser Rifle	1d8	125/700	300pc	80	15
Heavy Precision Laser Rifle	2d6	1,250/9,000	800pc	20	22

Plasma Weapons

Plasma weapons are guns that shoot… well… plasma. Plasma weapons generally have a slower rate of fire and a lack of distance that both traditional firearms and lasers have. What plasma has in its favor is its ability to affect armor and deal higher damage. Plasma weapons have the following qualities:

Anti-Armor: Plasma has the ability to destroy armor on rolls that beat the TN10 by only 3 or more. When performing an armor check, the roll is made twice. The least favorable roll to the defender's armor is taken.

Burst Fire: See traditional firearms.

Weapon	Damage	Range (S/M/L)	Cost	Charge Capacity	Weight (lbs.)
Plasma Handgun	1d8	25/50/100	100pc	30	6
Heavy Plasma Pistol	1d10	25/50/100	120pc	20	8
Combat Plasma Rifle	1d12	50/100/200	500pc	80	20
Heavy Plasma Rifle	2d8	625/1.25k/9k	1.2k pc	20	30

Demolitions

This section is for weapons that do not fit cleanly in any of the previous categories. Generally these are powerful explosive weapons that can cause deadly amounts of damage within a particular area of effect. Weapons that launch with an arc will have trouble in confined places (such as a low ceiling) with the ability to hit targets beyond the short range. There is a great risk as determined by the referee if the weapon strikes a surface (and therefore for detonating or affecting its trajectory) before the explosive hits the intended target. Referees are encouraged to create more weapons for this classification. Such weapons will be coveted by players and highly desired (and useful). These weapons are listed on the attack matrix tables listed later in this sections.

Frag Grenade

Damage: 3d6 in a 5' radius
Range: 10/20/40
Cost: 120pc
Magazine Capacity: Nil
Weight: 1 lbs.
Special: Grenades are thrown explosive weapons. Characters in the blast zone are given a saving throw. Success on the throw means the defender takes half damage. After pulling the pin on a grenade, the grenade will explode in one combat round. If a character forgoes his movement action, he can attempt to "cook" the grenade. The character must make a skill check with a TN10. Failure means that the grenade explodes in his hand dealing

damage to the character and all those in the blast radius, otherwise the grenade explodes prematurely along its path to the target (probably in the air). All grenade attacks are done with modifiers from Strength plus any relevant background skill and abilities.

Grenade Launcher
Damage: 3d6 in a 10' radius
Range: 50/100/200
Cost: 1,200pc
Magazine Capacity: 4
Weight: 20 lbs.
Repair: TN -4
Special: Any creature in the blast radius is given a saving throw and the weapon is merely a mechanical way of launching grenades that, effect-wise, are similar the Frag Grenades listed above though the blast radius is larger and these grenades cannot be cooked.

Mine

Damage: 3d6 in a 10' radius
Range: Nil
Cost: 800pc
Magazine Capacity: Nil
Weight: 5 lbs.
Special: Mines are explosive devices that are tripped by a wire, pressure plate, or some other kind of triggering mechanism. After being triggered, the victims of the mine are given a saving throw. Success means the target only receives half damage. The roll is against players is made as an attack by the referee against a TN10.

Molotov

Damage: 2d6 in a 5' radius
Range: 10/20/40
Cost: 20pc
Magazine Capacity: Nil
Weight: 1 lbs.
Special: Molotovs are generally improvised explosive weapons. Most molotovs are glass bottles full of a flammable liquid. A rag is often inserted into the top of the bottle. When ignited and thrown, the weapon burns for 1d6 rounds on impact causing the initial damage above. Each round thereafter deals 1d6 damage to any creature within the affected area. Atomic Armor is unaffected by this weapon.

Rocket Launcher

Damage: 4d6 in a 15' radius
Range: 75/150/300

Cost: 2,000pc
Magazine Capacity: 2
Weight: 40 lbs.
Repair: TN -5
Special: The rocket launcher can be treated with the same effects as the grenade launcher or frag grenade. The difference being that this weapon has a larger area of effect and greater damage than the grenade launcher. Saving throws for full or half damage should be made for all parties affected by the blast.

Note on Missed Grenade and Missile Attacks: Missed attacks land in a random location which is explained later in the **Combat Encounter Section**

Beefy Boy

Damage: 6d10 in a 50' radius (see below)
Range: 200/400/800
Cost: 9,000pc
Magazine Capacity: 1
Weight: 75 lbs.
Special: The beefy boy is a mini nuke launcher. This item is extremely rare but owning one with even one nuke is enough to send a message. The beefy boy launches a small mini nuke at a target. Creatures with less than 4 HPD are instantly killed on a successful hit. Stronger creatures that are not instantly killed are given a saving throw for half damage against radiation (extremely deadly radiation level), otherwise the creatures take full damage (and radiation). The beefy boy is launched in an arc. Mini nukes are extremely rare because of their power and old wold origins. Merchants will not be carrying them. Instead, players will have to find them during scavenging and adventuring. The Beefy Boy nukes can be turned into mines with a TN modifier of -9 skill check (they are extremely dangerous).

Weapon Modifications

Most weapons from every category are capable of having various accessories and attachments installed that either give a weapon a new function or improve a basic function of the weapon.

Bayonet

A bayonet is a simple bladed weapon that can be attached to the end of most rifles. Such an attachment allows the rifle to function as a shorter spear that deals 1d4 damage. A bayonet costs 3pc and weighs 1 lbs..

Bipod/Tripod

This item allows a weapon to have a solid base from which fire can be delivered. Using a bipod or tripod increases a character's attack roll by +2.

However it takes the equivalent of a character's movement or attack action in regards to time to set up and take down the bipod or tripod. The item must be used while the character is prone or on a half wall or barricade of some kind. This item weighs about 1 lbs. and costs 20pc.

Foregrip

A foregrip is a grip attached to the front of a rifle or SMG. It provides the shooter with a more stable firing platform. The use of a foregrip gives the shooter a +1 attack rolls. Foregrips weigh less than 1lbs. and cost about 15pc.

Red Dot Sight

A red dot sight gives a shooter a +1 to all ranged attacks. A red dot weighs less than 1 lbs. and costs 150pc.

Suppressor

A suppressor (sometimes called a silencer) is a weapon designed to minimize noise and completely eliminate muzzle flashes from traditional firearms. The use of such a device forces a -3 penalty on any check made to determine where the shots are coming from. Generally such a device is used for surprise attacks, ambushes, and other such tactics. A suppressor weighs about 1 lbs. and costs 100pc.

Telescopic Sight

These optics allow for the magnification of distant targets and increase the medium and long distances by 25%, rounding down to the nearest increment of 5 (better sights can of course increase these distances more). The drawback is that short range attacks incur a -1 penalty to attack rolls. These optics weigh about 3 lbs. and cost about 200pc.

Melee Weapon vs. Armor Attack Matrix (2d10)

Weapon Type	No Armor	Leather Jacket	Leather Armor	Hardened Leather Armor	Metal Armor	Hardened Metal Armor	Syndicate Armor	Combat Armor	SF Combat Armor	Atomic Armor	Hardened Atomic Armor	Guild Atomic Armor
Empty Hand/ Wrrestling	+0	+0	+1	+1	+1 [+2]*	-5 [+2]*	-3	-6 [+2]*	-6 [+2]*	no	no	no
Axe, Battle	+4	+3	+2	+2	+0	-2	+2	-3	-3	-4	-5	-6
Axe, Hand	+2	+1	+1	+0	-1	-2	+1	-4	-5	no	no	no
Claws	+3	+1	0	-1	-3	-3	-2	-3	-4	-5	-6	-6
Stinger/Natural Piercing Weapon	+2	+1	+0	-1	-2	-3	-2	-3	-4	-5	-5	-6
Teeth	+2	+1	+0	-1	-3	-3	-1	-4	-4	-5	-5	-6
Hooves/Natural Bludgeoning	+3	+3	+2	+2	+1	+1	+3	+2	+2	-4	-4	-5
Club	+0	+0	+0	-1	-2	-3	+0	-2	-3	no	no	no
Club, Heavy	+1	+1	+1	+0	-2	-3	+1	-2	-3	-6	no	no
Staff	+0	+0	+0	+0	-2	-3	-2	-3	-4	no	no	no
Knife	+2	+1	+0	-1	-3	-4	-1	-4	-4	no	no	no
Spear	+3	+3	+2	+1	+0	-1	-1	-3	-4	-5	-5	-6
Blade	+3	+2	+1	+1	+0	-1	-1	-3	-4	-5	-6	no
Normal Sword	+3	+2	+1	+0	-1	-2	+0	-3	-3	-4	-5	-6

"No" means that it is impossible to damage a target wearing that armor or a monster who has natural defenses of equivalent type. The numbers in brackets for unarmed are for grappling specifically with the other number being physical strikes like punches and kicks. If no number is in brackets, both wresting and strikes use the same modifier.

Ranged Weapon vs. Armor Attack Matrix (2d10)

Weapon Type	No Armor	Leather Jacket	Leather Armor	Hardened Leather Armor	Metal Armor	Hardened Metal Armor	Syndicate Armor	Combat Armor	SF Combat Armor	Atomic Armor	Hardened Atomic Armor	Guild Atomic Armor
Light Handgun/ Revolver	+1	+1	+1	+1	-1	-2	+0	-5	-6	no	no	no
Handgun/ Revolver	+1	+1	+1	+1	+0	-1	+0	-5	-5	no	no	no
Heavy Pistol/ Revolver	+2	+2	+2	+2	+1	+0	+1	-4	-5	-6	-6	-6
Shotgun	+3	+3	+3	+3	+1	+1	+0	+1	+1	+0	-2	-3
SMG	+3	+3	+3	+2	+1	+0	+2	+0	+0	-6	-6	-6
Hunting Rifle	+3	+3	+3	+3	+2	+2	+1	+0	-1	-4	-5	-6
Combat Rifle	+4	+3	+3	+3	+2	+2	+2	+1	0	-3	-4	-5
Heavy Precision Rifle	+4	+3	+3	+3	+2	+2	+3	+2	+1	-2	-3	-3
Machine Gun	+4	+4	+4	+4	+3	+3	+4	+2	+1	-2	-2	-3
Minigun	+4	+4	+4	+4	+4	+3	+4	+3	+2	-2	-3	-3
Laser Handgun	+2	+2	+3	+3	+3	+1	-3	+0	+0	-2	-3	-3
Heavy Laser Pistol	+3	+3	+2	+3	+2	+1	-3	-1	-1	-2	-2	-3
Laser SMG	+3	+3	+2	+1	+0	-1	-2	-1	-1	-2	-2	-2
Combat Laser Rifle	+3	+3	+3	+2	+1	+0	-1	+1	+0	+1	-2	-3
Heavy Precision Laser Rifle	+4	+4	+3	+3	+2	+1	-1	+2	+1	+0	-1	-1
Plasma Handgun	+2	+2	+2	+2	+3	+2	+1	+1	+0	+3	+2	+1
Heavy Plasma Pistol	+3	+2	+2	+2	+3	+2	+1	+1	+0	+3	+2	+1
Combat Plasma Rifle	+4	+4	+3	+3	+4	+3	+2	+3	+2	+4	+3	+2
Heavy Plasma Rifle	+4	+4	+4	+3	+4	+4	+2	+3	+3	+3	+2	+1
Crossbow	+2	+2	+2	+2	+1	+0	-1	-4	-5	no	no	no

Weapon vs. Range Attack Matrix (2d10)

Weapon Type	Short (S)	Medium (M)	Long (L)
Light Handgun/Revolver	+1	-2	-4
Handgun/Revolver	+2	-2	-4
Heavy Pistol/Revolver	+2	-1	-3
Shotgun	+3	-2	-4
SMG	+2	+0	-2
Hunting Rifle	-2	+1	+0
Combat Rifle	+0	+2	-2
Heavy Precision Rifle	-4	+0	+2
Machine Gun	+1	+2	-2
Minigun	+1	+0	-4
Laser Handgun	+2	-	-1
Heavy Laser Pistol	+2	-	-
Laser SMG	+3	-	-4
Combat Laser Rifle	+0	-	-1
Heavy Precision Laser Rifle	+1	-	+0
Plasma Handgun	+2	+0	-4
Heavy Plasma Pistol	+2	+1	-3
Combat Plasma Rifle	+3	+2	-3
Heavy Plasma Rifle	+3	+2	-4
Crossbow	+0	+1	-1
Axe, Hand	+2	-1	-2
Knife	+2	+0	-1
Spear	+2	+0	-1
Grenade Weapons*	-2	-3	-5

This is for all grenade like weapons that thrown or fired, including molotovs.

Basic Adventuring Gear

Item	Weight	Cost
Backpack (30 lbs. capacity)	-	5pc
Bedroll	2 lbs.	3pc
Booze	1 lbs.	2pc
Canteen	1 lbs.	1pc
Crowbar	2 lbs.	5pc
Grappling Hook	3 lbs.	5pc
Flashlight	1 lbs.	10pc
Locksmith tools	1 lbs.	25pc
Matches (12 matches in a pack)	-	1pc
Mechanics/Tech Tools	25 lbs. +	100pc +
IFAK (Individual First Aid Kit)	1 lbs.	15pc
Rations (day)	1 lbs.	2pc
Rope (50')	1 lbs.	1pc
Sack (15 lbs. capacity)	-	1pc
Sack (30 lbs. capacity	-	2pc
Shovel	3 lbs.	5pc
Spikes (12), metal	5 lbs.	5pc
Stakes (12), wooden	2 lbs.	1pc
Tent	3 lbs.	20pc

Special Consumables and Gear

The following items are non combat items that are incredibly useful (and often rare in the wasteland).

Antitoxin/AntiRad

Antitoxin and AntiRad medicine is a kind of pill that provides a +4 bonus to saving throws against poison and radiation respectively (or to skill checks if used in time). These medicines can be had for 200pc if it is available at all. Antitoxin can be taken within 3 rounds of being poisoned. Otherwise it must be taken as a preventative medicine for radiation. The medicine lasts for 24 hours when taken a preventative way.

HEV Suit

HEV suits are suits designed to be worn in hazardous environments. The armor value can be applied to the various armors already listed (this feature can be a special feature added to a piece of armor). If the suit breaks, the benefits of the suit are lost as the suit is punctured or compromised at that point. HEV suits provide a +4 bonus to saving throws made against radiation. Having the HEV feature on a piece of armor should increase its cost or value by 25 to 50%.

MediStim

This is a kind of medicine that is often injected into patients. It restores 1d6+1 hit points when used. Analeptic medicines like this are valuable in the wasteland and will often go for as much as 175pc or more each.

Rad Med

Rad meds are used to help flush the system of radiation in the patient. This medicine comes in the form of a pill. Each pill can fetch 200pc on the market as radiation medicine is obviously very useful in the atomic wasteland. Rad Meds remove 1d4+1 radiation points from a character.

Water Filter

Filters are needed to make water found in the wasteland safe to drink. Water filters allow a character to obtain a day's worth of water from a potentially unsafe water source. The water filter grants a +4 to the radiation saving throw when the water is consumed. A water filter does not last forever though. A water filter has a 25% of being unusable after every use. They are reliable, but not unbreakable. A personal water filter is a precious item in the wasteland and can be had for 250pc. Often finding cashes of purified water is as important, if not more important, than finding loot or pop caps.

IFAK

IFAKs (Individual First Aid Kits) are emergency tools that can be used to stop the bleed out effect of wounds and they restore 1d3 hit points as well when applied. When used it is consumed. These cost about 75pc in most places.

Narcotics

Narcotics are a commodity, problem, vice, past time, and tool in the wasteland. Below are the drugs that can be found in the wasteland along with the effects of the drug. All Narcotics have a chance of causing addiction. When a character takes a drug, he must make a saving throw. Success means that he has succeeded at avoiding addiction to the narcotic. Failure means the character has become addicted to the substance. This saving throw must be made every time the narcotic is taken. There are different levels of addiction as well, described below. If a character is already addicted and fails his save, he moves up a level of addiction. At the highest level of addiction, the character dies if he fails his saving throw due to an overdose.

Level 1 Addiction: The character must consume the drug once a week. If the character does not partake of the narcotic again, he has a -2 penalty to all rolls and his movement is reduced by ¼ (rounded down) for 3 days. After the 3 days he will recover and no longer be addicted.

Level 2 Addiction: The character must consume the drug every other day.If the character misses a day, he receives a -2 penalty to all rolls and his movement speed is reduced by half (rounded down) for 1 week or until he partakes of the narcotic again.

Level 3 Addiction: The character must consume the narcotic everyday. If the character does not partake in his addiction, he receives a -4 penalty to all rolls and his speed is reduced by half (rounded down) for 2 weeks or until he partakes of the narcotic again. At this level, the character no longer receives the benefits of the drug. He needs the narcotic to function at a baseline rather than for beneficial effects.

Level 4 Addiction: The character must consume the drug every hour or he suffers a -4 penalty to all rolls and his speed is reduced by half for 3 weeks or until he partakes of the narcotic again. Much like level 3, the addict no longer receives the beneficial effects of the drug.

After a character gets clean, he will no longer be addicted to the drug. However, if he consumes the narcotic again and fails the save, he will start at level 2 instead of level 1. If he comes clean again and then falls off the wagon once more, he will start at level 3 and so on. Again, if an addicted character at level 4 addiction fails his saving throw, there is no higher level of addiction. The character simply dies from an overdose. If a referee wishes, someone can save the character with a medical skill check if he is able to do so within 1 turn of the character failing his save.

As far as the cost of narcotics, that is left up to the referee. Such narcotics will be hard to find and possibly expensive.

Berserker

Berserker narcotics are kind of amphetamine that was used by the military. It improves a character's armor by -2 to all attacks made against the user and gives a bonus to any and all attacks by +2. Movement is increased by 15'. Damage is also halved during the duration of the narcotics effects. The narcotic lasts for 1d8 turns, after which the character is tired and has a penalty of -2 to all rolls until he rests for an unbroken full 6 hours.

MetAmp

MetAmp is a meta-amphetamine narcotic that is a hallucinogenic in some cases (%10 chance and the effects are at the referee's discretion) but improves all ATOMIC Numbers by 2 to a maximum of 18 for 1d4 turns.

NuNooh

NuNoohs are a kind of nootropic drug that existed even before the bombs fell. This drug was known for enhancing cognition in the user which increases a character's intellect by 2 (to a maximum of 18) for 1d4 hours.

Op-A

This is a painkiller that reduces damage by ¼ rounded down. The individual who uses this drug also has his intellect reduced by 2 for the duration of the drug's effects. Op-A lasts for 1d6 hours. The saving throw made for addiction with this drug is done so with a -2 penalty as this drug is very addictive when used improperly.

Swoll-Up

Swoll-Up is a steroid-like narcotic that boosts a character's Might by +2 to a maximum of 18. The effect of the drug lasts for 1d4 hours.

Part 4 // Adventuring

Time

Time during exploration in the hostile ruins of the old world is measured in game turns. A game turn is approximately 10 minutes long. When it comes time for combat, time is measured in rounds. A combat round is approximately 10 seconds long. This means there are 60 combat rounds in one turn.

Encumbrance and Movement

Might affects a character's encumbrance and how fast and how far he can move in both game turns and rounds. Use the table below to determine the type of load a character is carrying. Average characters (Might score 9 to 12) are lightly loaded up to 60 lbs.. Beyond that, they become heavily loaded.

Might Score	Light Load in lbs.	Heavy Load in lbs.
3	25	60
4-5	35	90
6-8	50	120
9-12	60	150
13-15	65	165
16-17	70	180
18	80	195

The movement rate of a character or creature is presented as the number of feet said character or creature can move in 1 combat round. A normal human character can move 40' per combat round. When moving during exploration, the movement rate during a 10 minute game turn is three times the combat movement distance. So a character with a movement of 40' will move 120' during a game turn. A character's movement speed will be affected by encumbrance. The weight of the armor worn is not counted towards encumbrance.

Pop Caps (pc) take up about 10 caps to a single pound. Of course the 10 pop caps do not weigh 1 pound. This value is picked not only because of weight but because of bulk as well. So 10pc equals 1 pound on a character's person for calculation reasons.

Armor Type	Lightly Loaded	Heavily Loaded
No armor or light armor	No effect	-5'
Medium armor	-5'	-10'
Heavy armor	-10'	-15'

Doors

Doors can be stuck or barricaded. The difficulty of a door will be based on the type of door that is stuck or barricaded. Old wooden doors will have a skill check modifier of -2. Sturdier doors of wood or synthetic materials will have -4. Other doors can have a modifier of -6 to -8 depending how tough the door is at the discretion of the referee.

Wasteland Wilderness Movement

Use the table on the next page to determine how many miles in a day a character can travel on foot.

Combat Movement	Wilderness Movement (miles)
10'	6
20'	12
30'	18
40' (Normal Character)	24
50'	30
60'	36
70'	42
80'	48
90'	54
100'	60
110'	66
120'	72

Terrain can also affect how fast a character or group of character's moves through the wasteland.

Terrain Type	Adjustment
Thick forests, mountains and swamps	x 1/3
Desert wasteland, forest, hills	x 2/3
Clear plains, trail	x 1
Roads	x 1 1/3

Wasteland Hazards

From environmental hazards to random encounters, a group of wasteland adventurers will need to be prepared for everything.

Getting Lost

Those following roads, rivers or streams, or any other kind of obvious landmark are unlikely to become lost. Becoming lost is a possibility the moment a character or group of characters set off into the less traveled areas. When characters venture off, the referee should make a secret saving throw with the relevant skill bonus plus Observe modifier of whoever is leading the group. Failure at the saving throw means the group of adventurers is lost and it is up to the referee to determine what this means.

Radiation

When a character comes into contact with radiation or a source of radiation, the character must make a saving throw against it. Failure results in the character taking on a specific amount of radiation points. If radiation points exceed a character's Toughness score, the character dies… Most of the time. There is a 10% chance that a non mutated individual can become a mutant instead of dying. If this occurs, the character only gets to roll once on the mutation table found for mutant characters. Use the table below for determining how radiation affects a character. The saving throw penalty is applied to the radiation saving throw (which is a TN 11). Radiation aura is the area of effect of the radioactive item.

Radiation Level	Radiation Points Gained	Saving Throw Penalty	Radiation Aura
Mild	1d4	None	Touch
Moderate	1d6	-1	5'
Dangerous	1d8	-2	5'
Deadly	1d10	-3	10'
Extremely Deadly	1d12	-4	15'

If the radiation points equal more than half of a character's Toughness score, the character is sick with radiation sickness. When a character is sick with radiation sickness, he suffers a -4 penalty to all rolls. Movement speeds are halved as well. After performing any strenuous activity such as running, combat, jumping, swimming, etc., the character must make a saving throw against radiation. Failure means the character loses 2 hit points and 1 point of Toughness (getting to 0 Toughness means the character dies, lowering this score brings the character's total Toughness score closer to radiation points and therefore death). To top off the death spiral of radiation sickness, a character cannot regain hit points through natural healing unless the radiation points are reduced to less than half of his Toughness score. AntiRad medicine will obviously reduce a character's radiation points. Seeking medical help from a doctor who has the proper equipment will also remove radiation points as well.

Random encounters

The wasteland is full of weird creatures and people. Though it is vast and empty, it is possible and sometimes very likely to encounter animals, hungry mutated creatures, and the denizens of the wasteland. Referees roll one d% every two turns while traveling (such as in some old ruins) and d% once every night and once in the day during wilderness travel. On a roll of 35% or less in ruins, the wilderness, or at night, an encounter has occurred.

Water and Food

Water in the wasteland is dirty and irradiated. A referee must first determine the level of radiation in the water (as listed above in the radiation section). Any creature or character that enters the water or drinks it is susceptible to radiation and must make a saving throw with that modifier for the throw. Bodies of dangerous irradiated water may act as a barrier or potentially as a nice surprise at the bottom of a pit trap of some kind.

A character that goes 3 days without water is unable to naturally heal, has a -4 penalty to all rolls, and loses 1d4 hit points every day. The same is true of a character that goes 2 weeks without food. A character needs at least 3 liters of water a day before dehydration sets in. This is due to characters being active adventurers in harsh environments and combat.

Followers and Specialists

Players will often (and should) hire NPC characters as support for help in adventuring or for help back at the character's home base. The following outlines rules for players to hire different kinds of NPCs for the various needs that may be needed by them.

Followers

A follower is hired by an employer (generally a player character or group of player characters) for help during adventuring in exchange for a portion of the loot (usually 15% of what the employer earns) along with support costs associated with weapons, ammo, rations, repairs, etc.. Followers are generally loyal and will follow a player character into ruins or dangerous places (within reason). It is a good idea for referees to use the character generation rules to generate statistics and information for a potential follower, otherwise using the raider statistics listed in the **Enemies and Foes** section is acceptable.

Generally the player character must put out a post or announcement in a settlement of some kind advertising the desire to hire a follower. If this process is successful, one or more NPCs will answer the call. The player character must conduct an interview and negotiate the terms of employment from the potential follower. This part of the process can be role played by the player character and the referee. Once this process is concluded, the referee must roll on the following table to determine how the potential NPC follower reacts. The referee should apply modifiers to the roll that seem appropriate. For instance, a +1 can be given if the player promises the NPC a good weapon and above average rations as part of the terms of employment. ATOMIC Number Score modifiers can be added as well as any relevant background skills. The check is made on 2d10 as all other checks.

Adjusted 2d10 Roll	Result
2 or less	Refusal, -1 to further rolls
3-7	Refusal
8-15	Try again
16-19	Acceptance
20+	Acceptance, +1 loyalty

Loyalty

Loyalty is used in the same way as a morale score is used for monsters and creatures. A follower's loyalty score is 7 plus the hiring characters Charisma score modifier (bonus or penalty). When a morale check is called for to be done by the hired NPC, 2d10 is rolled. The roll must be under his loyalty score. A natural 2 means the NPC's loyalty actually increases by 1 to a maximum of 12 (which means the follower is fanatical for his employer).

Maximum Number of Followers

The maximum number of followers a player character can have at any one time is 4, modified by his charisma bonus or penalty.

Level of Followers

The level of a potential follower will never be higher than half of the hiring player character's level. This means a level 1 character cannot hire a follower.

Sharing Experience Points with Followers

Followers do gain experience and levels. A follower is entitled to an amount equal to 15% of what a player character earns when experience points are divided.

Specialists

Specialists are NPCs that can be hired by players. The difference between these kinds of specialist employees and followers is that specialists do not go on adventures. Instead, these are NPCs who stay back in settlements or home bases to work for the player character.

Animal Trainer

Animal trainers are good at domesticating animals, animal husbandry, healthcare for animals, and other such jobs. An animal trainer can be hired at 250pc to 750pc per month.

Armor and Weapon/Gunsmith

This kind of specialist is skilled at repairing weapons, armor, and ammo reloads from spent casings. These kinds of specialists can be employed, based on skill, at a range of 100pc to 500pc per month.

Doctor

A doctor is a medical professional who is able to be on call for the player characters when a medical emergency arises. The doctor can heal wounds and help a character recover from radiation sickness if need be. Using narcotics under the supervision of a doctor gives the user a +2 to saving throws made against addiction. A doctor can also help in the creation of medical supplies as well such as MediStims and Rad Meds. A doctor can be hired as a specialist at a cost of 1,000pc per month.

Mechanic/Engineer

Mechanics and engineers will need to be hired to build wasteland strongholds and settlements. This kind of specialist can also help to maintain and repair vehicles and other mechanical tools and transportation. A mechanic or engineer can be hired for 750pc a month.

Old World Historian

This kind of specialist is an expert in understanding the lore of the world before the bombs fell. He may know how a piece of old world tech works and how to use it based on his research and depth of knowledge. He may know how to modify and improve pieces of technology if he works with a mechanic or engineer. This kind of specialist can be hired for 1,500pc.

Experience Points

Player characters gain experience points through defeating creatures and enemies in combat (or any other creative way that can be thought up) as well as through the collection of loot found in adventuring. 1 pop cap is equal to 1 experience point.

Part 5 // The Combat Encounter

Reaction Rolls

Sometimes when a party of adventurers encounter a group of monsters or bandits, it is important to determine how the encountered (potential) foes respond. This is done by adding the lead character's (whoever seems in front or interacting first with the potential enemies) Charisma score modifier. If the character is attempting to talk to or negotiate with the encountered enemies, his speech bonus may be used as well. The referee rolls 2d10, adds any relevant modifiers to the roll, and consults the table below.

Roll 2d10	Reaction
2-4	Extremely hostile
5-8	Negative
9-13	Undecided or neutral
15-19	Favorable
20+	Very Favorable

Morale Checks

Any NPC is subject to a moral check (or loyalty check in the case of a follower) during combat. Each monster has a morale score. If the battle seems to be going against the NPC and his allies, the referee may call for a morale check for that NPC or group of NPCs. The referee (or whoever is rolling) will roll 2d10. The roll must be equal to or less than the morale or loyalty score for that monster or follower in question. Exceeding the morale score means the NPC or creature is going to attempt to retreat or surrender. Failing by 1 to 2 means that an orderly retreat will be attempted. Failing by 3 to 4 means the NPC or monster will flee carelessly. This may allow for parting shots as the NPC or monster flees. A failure of 5 or more means the NPC or creature will surrender and beg for mercy.

Surprise

Surprise is rolled when groups of characters and/or creatures encounter one another unexpectedly. Each character rolls 2d10 and must aim for a TN of 8 or more. Any less and the character is surprised. Character's can add any

relevant skills to the roll when checking for surprise. A surprised character is unable to act during the first round of combat.

Initiative

2 initiative systems are offered here. One is group initiative and the other is individual.

All characters involved in combat should declare actions prior to rolling initiative.

Side Initiative: This is a much faster. All opposing sides roll a d6 for their respective sides. The side with the highest number goes first. Ties mean the actions are simultaneous and thus it is a character still gets to roll for damage even if he would be killed in that simultaneous round. A new initiative is rolled every round. A character who has an initiative bonus from a benefit roll will add that bonus to his side's initiative roll. So if his side rolls a 3, and he has a +1 to initiative, he will act on 4 while the rest of his party will act on 3.

Individual Initiative: This is more modern. Each player rolls 1d6 plus his Agility modifier. The character with the highest roll with all bonuses or penalties applied goes first. Once again, ties mean simultaneous action and play out between characters as above.

Combat Actions

Movement

A character may move during his turn in combat. As stated previously, a character can move 40' (this is before encumbrance penalties are factored in). A character can also run. Running characters are not allowed to attack. Running allows a character (or monster) to move double the regular movement speed. A character is allowed to run a number of rounds equal to two times his Toughness score. Monsters can run 24 rounds. A monster or character cannot run again after using up all of its rounds of running until a full turn (10 minutes) of rest is taken.

Charging

Characters and monsters are allowed to charge. To do so, the character or monster must move at least 10'. The direction of travel must be something close to resembling a straight line as well. If the attacker that intends to charge does not have line of sight on the target at the beginning of the charge, then the attacker is not capable of charging that target. The monster or character is allowed to move up to double normal encounter distance when charging. When the charge occurs, the attacker performing the charge

gains a +2 to the charge attack but but give a +2 bonus to enemy attacks made against him until it comes back around to his turn. If the charge attack lands, damage is doubled. Finally the character must have a spear (or similar style weapon) or a firearm with a bayonet attached. Charging counts as running for the purposes of tracking the amount of rounds a character can charge.

Evasion and Pursuit

Combat does not always go the way combatants want it too. If a group of monsters or player characters wish to flee they can begin to do so on their initiative number. While fleeing, the referee may require saving throws or skill checks for passing through doors or making sharp turns while running. Checks and saves can be made for various obstacles that may be in the way of the fleeing monsters or player characters as well. If the fleeing monster or characters are able to get beyond the pursuer's sight for a full round, it means that the fleeing creatures or monsters have been able to lose the pursuers.

Changing Weapons and Reloads

So long as a character is storing weapons, magazines, or power cells on his person (such as storing magazines on a chest rig and having a pistol in a holster with a rifle on a sling), he may holster one weapon and draw another without a penalty to movement. He may also reload as well. The judgment of what is reasonable is up to the referee and the complexity of the action.

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Attack Rolls

Attack rolls are made by rolling 2dd and adding the various modifiers for weapon specialties, Might modifiers (for melee attacks) and Agility modifiers for ranged attacks. Might modifiers are added to damage dice rolls for melee attacks and thrown attacks with things like knives or spears. The weapon used is then cross referenced with the armor worn by the defender as well as the range. For instance, a character is attacking with a handgun. He has a +1 to Agility, and a +1 Attack bonus. He is shooting at short range for a modifier +2. His opponent is wearing Hardened metal armor which means a -1 penalty. This give him a total attack roll modifier of +3 to his 2d10 roll. He is trying to roll 11 or more to hit and score damage.

Multiple Shots

A character can take multiple shots with firearms that are capable of doing so. A character suffers a -2 penalty to each successive shot taken.

Critical Successes and Critical Failures

Critical hits are scored when a character rolls a natural 18 or more on 2d10. Damage is doubled for the hit.

In the event of a critical hit, the attacker gets to choose a body part that was struck. If the body part is hit, refer to the explanation of that body part and the effect that can occur. This is a percentage roll under dice throw. "Extraneous" part is for weird monsters that anatomy that is not "normal". It can signify a weak spot on the creature that doesn't translate to anatomy consisting of arms, legs, torsos or thoraxes, and heads. A character adds any Agility modifier to the percentage chance where every +1 is equal to 5%. So an Agility score modifier of +1 means that the percentage chance of success is increased by 5%. Any Attack bonus that counts towards the attack roll with the weapon also counts a +5% bonus. So if this same character has an attack bonus of +1 for the handgun he is shooting with, he gains a total of +10% to chance of hitting the body part. If he was aiming for the head, he would have a 25% chance of hitting instead of 15%. If the percentile roll under fails, damage is still rolled and doubled. No further benefit is given for the critical hit.

Negative modifiers subtract -5%. So if a character is slashing with a sword and a -1 to Might his modifier and no other attack bonuses, and scores a critical hit, his chance of hitting the head is 10%. His chance of hitting the torso is 35%. Any Attack Bonus for the weapon being used also counts as a percentage bonus for targeting purposes.

Critical Success Locations Table

Location	% Chance	Effect
Head	15%	The target is given a saving throw against death. Failure means the target is instantly killed (reduced to 0 hit points)
Torso	40%	Roll for half damage as additional damage on top of the doubled damage from the critical hit. The target is given a saving throw in response. Failure means the target will bleed out 1d4 hit points for 1d4 rounds.
Arm	30%	The target receives a -4 penalty to all attacks involving limbs. This effect cannot stack.
Leg	35%	The creature's speed is reduced by half. This effect can stack until the creature is unable to move.
Extraneous Part	Special	Referee's discretion

Critical hits against vehicles do double damage and a roll is made on the vehicle critical success locations table. If a character, monster, or creature rolls a total of 2 or less on a d20 when making an attack roll, this is considered a critical failure. Referee's should then tell a player to roll on the following table to determine what effect occurs due to the critical failure.

Critical Success Locations Table

Location	% Chance	Effect
Driver Hit	20%	Roll for weapon damage again, this damage is dealt to the driver along with the critical hit damage that is dealt to the vehicle.
Popped Tire/ Destroyed Tread	15%	The vehicle is slowed by 25%. Any vehicle checks to control vehicle by the driver are made with a -2 penalty.
Passenger Hit	20%	Pick a passenger in the vehicle that is not the driver. Roll for the weapon damage again, This is dealt to that passenger along with the double damage to the vehicle.
Engine Block Hit	40%	Force the drive to make a vehicle check at -4 for keep the vehicle going. Otherwise the vehicle putters to a stop.
Fuel Tank Hit	15%	The vehicle catches fire and will explode in 1d4 rounds.
Armor Destroyed	30%	The vehicle's armor becomes useless and no longer affords any protection.

Critical Failure Table

1d12	Mishap
1	The weapon breaks if it is a melee weapon. If it is a firearm, the weapon jams or malfunctions. The jam or malfunction can be cleared with a skill check of TN11+1d4. Clearing the jam or malfunction consumes a character's full attention and no attack with that weapon can be made until it is clear.
2	The attacker makes a saving throw. Failure means the attacker trips and falls prone.
3	The weapon breaks in the hand of the attacker dealing the weapons damage to the attacker. The weapon is destroyed and broken.
4	The attacker fumbles and drops his weapon as he is about to use it.
5	The attacker fumbles, putting himself in a compromised position. All enemies gain a +2 to attacks against the fumbling attacker until the next round
6	The attacker fumbles with his weapon and receives a -4 penalty to his next attack within the same combat encounter.
7	If it is a melee weapon, the weapon becomes stuck in the ground or wall. A Strength check with a TN11+1d4 will dislodge the weapon. If the attacker is using a ranged weapon, the weapon jams or malfunctions. The jam or malfunction can be cleared with a Repair skill check with a TN11+1d4. The jam is the same as number 1.
8	The opponent the critically failed attack was made against gets a +4 bonus on his next attack against this attacker. The enemy saw the attack and is pissed!
9	Bad aim. The attacker makes a second attack roll against an ally that is adjacent to him or in his field of fire instead of his intended target.
10	Bad luck. The attacker rolls twice on this table and applies both effects to himself. If this is rolled once more, re-roll the effect for that roll.
11	While raising the weapon to attack, the attacker accidentally lets go of his weapon, flinging it 30' in a random direction.
12	When raising the weapon to attack, the magazine falls out of the weapon or an article of clothing, like maybe a belt comes loose (dropping the attacker's pants). The referee will probably get creative here.

Parting Shots and Fighting Retreats

Any creature, character, or monster that moves away from an adjacent opponent will receive a parting shot from that adjacent enemy. This parting shot is rolled just like any other attack roll. A character moving away from enemies can avoid receiving a parting shot if he engages in a fighting retreat. His movement is cut in half while moving away, but no parting shot will be made against him.

Aiming

A character may make use of his whole turn to perform an aimed shot at a target. While aiming, he cannot move or attack. All focus must be on aiming. On the next round of combat, the character may receive a +4 to his attack roll against the target.

Duel Wielding

A character may attempt to duel wield both melee and some firearms (handguns and pistols). The player character may choose which weapon is in the off-hand. The off-hand weapon fired or swung receives a -4 penalty to hit (but not to damage).

Cover

There are two types of cover in Atomic Punk 2160. Full cover and half cover. Full cover offers an improvement of -4 penalty to attacks. Half cover offers a -2 penalty to incoming attacks. Full cover is defined as 90% of the target's body covered by a surface that would stop the rounds (meaning the character is maybe just barely peeking over the cover). This could be a brick wall, a tank, or some other solid item in the wasteland that will stop rounds. Half cover would be 50-60% of a character's body exposed from behind a piece of hard cover. This would be like a character standing behind a half wall made of brick. A character behind partial cover receives half damage for all attacks. A character behind full cover also receives half damage but is also allowed a reaction based saving throw. Success at the saving throw means that the character has ducked back behind cover and takes no damage (though this will not work against a critical hit).

Concealment

Concealment is separate from cover. Full concealment and half concealment (say having a character obscured by smoke) offers the same penalties to incoming attacks. The difference being that concealment does not stop bullets. Damage is always full damage and no saving throw to avoid damage is allowed like with full cover.

Firing into Melee

Discharging a weapon into melee combat may mean that a missed shot strikes a combatant that was not originally targeted. This could even be an

ally. If an attacker fires into a melee and misses, all individuals adjacent to the original target must make a reflex based saving throw. Failure means that that adjacent individual is unintentionally struck. The referee should re-roll the attack and compare it to the character's armor to see if it is struck.

Prone

A prone human sized character forces a -2 penalty to all incoming ranged attacks but can only move at one quarter speed (rounded down). Such a character is considered to be crawling across the ground. Melee attacks against a prone enemy receive a +4 bonus. Prone characters also receive a +1 bonus to ranged attacks as being prone provides a stable platform for shooting.

Wrestling and Grappling

Wrestling and grappling are simply considered unarmed attacks. The attacker attempting to initiate the wrestling or grappling must describe exactly what it is he is trying to do. He then makes an attack roll with his Might modifier (if any) plus any relevant skills against his opponents armor. Success means what the character described happens. Failure could mean that the grappling is reversed or the attacker is thrown and falls prone. That is up to the referee and the skill and goals of the character that is being grappled.

Attacking from Behind

An attack from behind against an opponent gains a +2 to the attack roll.

Subduing Damage

Characters can attempt to use non-lethal damage against an opponent if desired. Generally weapons are designed to kill and maim and deal lethal damage so this causes a -4 penalty at the discretion of the referee (for instance trying to use a sword as a non-lethal weapon). If a character or monster has taken any subduing damage, it means that when reduced to 0 hit points, the character or creature is unconscious rather than dead. Any further damage at this point will kill the character or monster. A character that is knocked unconscious with subduing damage will wake up again with 1 hit point in 1d4 turns or can be awakened at 1 hit point after 2d10 rounds.

Grenade Attacks That Miss

If a thrown or fired grenade misses, the referee should roll 1d10 and consult the chart below. "0" or "10" is behind the target with "1" being in front. Each square represents 10'. Have the damage and effects play out as the rules would specify for the grenade weapon once the missed attack's exact hit location is known.

Missed Grenade Attack Locations

	0	
7	8	9
5	Target	6
2	3	4
	1	
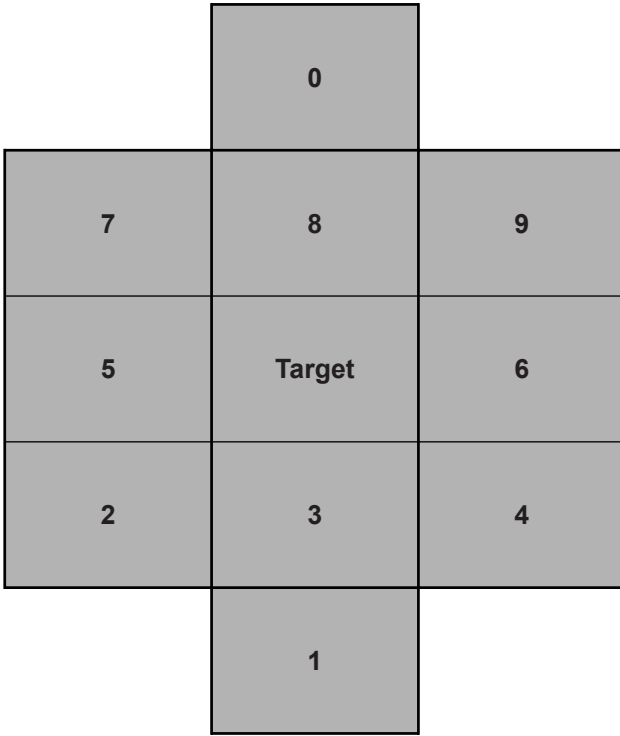
Falling Damage

A character or creature suffers 1d6 of damage for every 10' the creature falls to a maximum of 20d6.

Damage from Fire

A character will take 1d6 of damage from fire for every round the character is in fire or on fire.

Defensive Form

A character in melee range of another can assume a defensive form. A character in a defensive form forces a -2 to all incoming melee attacks but also suffers a -2 to attacks the defensive character would make.

Zero Hit Points

A character is dead at zero hit points. Roll up a new one.

Healing and Rest

Characters recover 1 hit point a day if a full night's rest is taken. Or 2 hit points a day if the character only rests and does nothing else.

Recovering Constitution Points

A Character who has lost Constitution points temporarily (due to a disease or radiation, etc.) may regain them with normal rest. The rate of recovery is 1 point per day. If the character has lost more than 1 point, he must make a saving throw and succeed at the throw to restore that final point of Constitution. Failure means that the final point is permanently lost.

Part 6 // Vehicles

Vehicles can be an amazing asset in the wasteland… So long as drivers and operators can keep them fueled up. Fuel is incredibly expensive in the wasteland, regardless of the energy source that powers them. Sources of power are dependent on the GM's discretion. A vehicle can be powered by diesel or gasoline or even nuclear power cells and energy cells that must be recharged or replaced. The choice is the GMs. Vehicles have various attributes attached to them. These attributes are Armor Tier (AT), Hardness (Har), Hit Points (HP), Max Speed (MS), Size (Siz), Maneuverability (Man), Fuel Capacity (FP), and Mount Points (MP). What follows are simple guidelines for creating a vehicle for play. Vehicles will work on a regular 1 inch by 1 inch grid, but a hex grid will probably yield better results.

Armor Tier (AT)

The armor tier of a vehicle is similar to that of a character's armor type. A vehicle's default armor type will be dependent on its size. Sizes are explained later. A driver of a vehicle may add any relevant vehicle driving based skills modifiers as a negative modifier to incoming attacks while driving and in combat. This is to account for the ability of the driver to swerve and maneuver the vehicle to avoid attacks. The armor types listed below are so that the vehicle armor can simply reference the weapon vs. armor attack matrix. Obviously most unarmed and melee attacks will not hit against vehicles but firearms and guns will.

Small Vehicle: as "No Armor" to "Metal Armor"
Medium Vehicle: as "Metal Armor" to "Combat Armor"
Large Vehicle: as "Combat Armor" to "Atomic Armor"

Vehicles can be modified to have increased armor by paying 200pc per armor tier. The vehicle has its speed reduced by 20' per tier of armor added.

Hardness (HAR)

A vehicle's hardness score represents how much damage the frame of a vehicle can absorb before permanent damage is sustained. When an attack is made against such a vehicle, the vehicle's hardness score soaks up that value in damage. Excess damage is then delivered to a vehicle's hit points. If money is spent to increase the armor tier by one, Hardness goes up by one as well. When Hardness and Armor tier increase, speed is reduced by 10 feet.

Small Vehicle: 4
Medium Vehicle: 8
Large Vehicle: 12

Hit Points (HP)

Hit points represent the amount of damage a vehicle can sustain before it is destroyed or ceases to function. When a vehicle reaches 0 hit points, it ceases to function and will stall. If it receives damage any further equal to half its hit points, the vehicle will explode, causing the equivalent of a grenade explosion. Any character still in the vehicle when it explodes is dead. If Armor Tier and Hardness go up by 1, hit points are increased by 2.

Small Vehicle: 2d4 to 2d6
Medium Vehicle: 2d8 to 2d10
Large Vehicle: 2d12 to 2d20

Max Speed (MS)

The max speed of a vehicle is self explanatory. This speed is equal to the furthest distance a vehicle can travel as a movement action in a combat round (10 seconds). It is similar to a character's movement speed (such as 40' for a character). Any improvement in Armor Tier improvements will reduce a vehicle's speed by 20' for every tier of improvement.

Small Vehicle Speed: A small vehicle will vary from 100' for a dirt bike or ATV to 125' for a small one or two seat buggy.
Medium Vehicle Speed: A medium vehicle is someplace around 175' for a buggy or off road vehicle that could seat 1 to 3 passengers not including the driver.

Large Vehicle Speed: A large vehicle will generally have a higher AC and Hardness rating but loses speed because of this. Such a vehicle will be about 100' to 150'.

Size (SIZ)

Size distinguishes the overall weight, speed, armor capabilities, hardness, and hit points of a vehicle.

Small Vehicle Examples: A motorcycle or ATV. This is a very small type of vehicle that probably does not enclose the driver.

Medium Vehicle Examples: This would be a buggy or a car of some sort that can seat 1 to 3 or 4 passengers not including the driver.

Large Vehicle Examples: This would be a lifted truck to an APC troop.

Maneuverability (Man)

Maneuverability is a vehicle's ability to make sharp turns. Generally this is the number of feet that is subtracted from the vehicle's movement speed. A small vehicle subtracts 10', a medium vehicle subtracts 20', and a large vehicle subtracts 40'.

Fuel Capacity (FC)

This measures the overall tank or charge that the vehicle holds in order to power the vehicle. A small vehicle, for instance, will have a smaller tank of fuel or a smaller power cell but will draw less fuel or power for every mile the vehicle travels. Generic numbers are given in relation to one another to show this so that gasoline or power cells can be used.

Small Vehicle: Capacity of 5 units, 0.25 units per mile
Medium Vehicle: Capacity of 9 to 13 units, 0.5 units per mile
Large Vehicle: Capacity of 14+ units, 1 to 3 units per mile

Mount Points (MP)

Some vehicles have mount points for attaching weapons like guns or grenade launchers. This is listed as a number of points where such attachments can be added.

Attacking a Vehicle and Vehicular Combat

If a successful attack is made against a vehicle with a powerful weapon, generally a firearm or an explosive, the individuals in the vehicle take half damage to a minimum of 1 point of damage. Explosive attacks will injure all in the vehicle at half damage as well.

Firearm damage, from say a rifle, must be determined randomly (unless a

critical hit landed and a specific individual is being targeted) if there is more than one individual in the vehicle. For instance, a vehicle that is struck with rifle fire that has a driver and passenger in it will have the driver take damage on a roll of 1 to 3 on 1d6. The passenger will take damage on a roll of 4 to 6.

Vehicle vs. Vehicle combat will play out much like character vs. character. Initiative should be rolled and any obstacles to the vehicles during a chase or combat should have the appropriate TN and skills applied.

Vehicle vs. characters is another story. If a driver attempts to run down another character with a vehicle, the defender is given a reflex based saving throw to avoid getting hit. If the road rage victim fails the saving throw, he is struck by the vehicle. The damage caused by the vehicle towards the character is a number d6 dice equal to the vehicle's hardness score. So a vehicle with a hardness score of 8 will deal 8d6 points of damage to a character on foot. Character's in Atomic Armor take three quarters.

Part 7 // Enemies and Foes

Stats of Monsters and Creatures

Adventuring parties will need foes and enemies to do battle with while in the wasteland. The following explains what each statistic in monster stat blocks mean. It should be very easy to use a monster from your favorite OSR game (though some modifications will be needed) and apply it here.

Name

The name of a creature or monster is self explanatory. It is the identifier of the creature and what people in the wasteland would call the creature or monster.

Armor

This shows how hard a monster or foe is to hit. A referee can use the listing here to know which armor type to reference for the monster or NPC. If a an entry says something like "As leather armor -1", that armor will be read on the attack table as leather armor with a -1 penalty to all attacks made against it. "Melee -1" or "firearms -1" means those kinds of attacks have a penalty.

Hit Dice

All monsters use d8s as hit dice. The number that is shown in this spot is the number of d8s rolled for the creature's hit points. If a number shows 2+1, it means roll 2d8s and add 1 for the creature's hit point total.

Movement

Movement is the distance a creature can move on its turn during combat. Swimming, flying, or any other kind of movement will be stated as such.

Attacks

This displays the number of attacks per round a creature or monster has available. For instance, it may say, "1 weapon" which would mean the creature gets one attack per round with a weapon. If it says, "2 claws/1 bite" it means that the monster can attack with 2 claw attacks and 1 bite attack every round.

Bonus

Attack, skill, and save bonuses are generally determined by monster's HD (hit dice). Use the table below to determine the Attack Bonus and the skill bonus for a creature you may be creating or importing from another game. The first number is the attack bonus, the second is skill/save.

Damage

This shows how much damage a creature will cause if an attack is landed. Sometimes it will say, "by weapon." In such cases, do as it says and roll damage dice based on the kind of weapon the creature or monster is wielding.

Monster HD	Attack Bonus	Skill/Save Bonus
<1	+0	-1
1-3	+1	+0
4-6	+2	+1
7-9	+3	+2
11-12	+4	+3
13+	+5	+4

No. of Appearing

This number specifies, as a dice roll such as 1d6, how many of the particular monster or creature appears when encountered.

Morale

This is a number that must be met or rolled under with 2d6 when a morale

check is called for by the creature.

Loot Type
This shows, as a yes or no, whether or not the creature has loot. Roll on the loot tables as a d% for the trove or on the listed individual loot code. Any modifier to the roll is there to increase the chance of a good loot trove.

XP
This statistic will list how many experience points are earned in defeating or beating (however that may be done) the creature or monster in question.

Monsters and Creatures of the Wasteland

Acid Ant, Giant
Armor:	As hardened leather armor -1
Hit Dice:	4
Movement:	60'
Attacks:	1 bite or 1 acid spray
Damage:	2d6/2d6 (see below)
No. of Appearing:	2d6, Wild 2d6, Lair 4d6
Bonus:	+2/+1
Morale:	11 on first sighting, 16 after being engaged
Loot Type:	Trove - Yes, I1
XP:	157

Acid ants are rather large ants (about the size of a large dog) that will spray acid or violently bite anything perceived to be a threat. If the ant sprays acid, it will spray it in a cone that is 20' long and 10' wide. This acid can damage armor and will force armor to make a breakage roll when a hit is achieved.

Atomic Roach, Giant
Armor:	As leather armor -1
Hit Dice:	1d4
Movement:	60'
Attacks:	1 bite
Damage:	1d4
No. of Appearing:	2d8, Wild 2d8, Lair 4d8
Bonus:	+0/-1
Morale:	10
Loot Type:	No
XP:	10

Giant atomic roaches look much like their ancestors from the old world… They are about the length of a forearm. What they lack in strength is often made up for in numbers. Some roaches can give small amounts of radiation

with their bites.

Brain Tyrants

Armor:	As SF combat armor, see below
Hit Dice:	5
Movement:	40'
Attacks:	1 special, see below
Damage:	1d12 as plasma, see below
No. of Appearing:	1
Bonus:	+2/+1
Morale:	16
Loot Type:	Trove - Yes, +10%, I4
XP:	390

Brain tyrants are rare but dangerous enemies. They are assumed to have once been human as their form is humanoid. Some suspect that radiation mutated particularly intelligent and high IQ humans into these beings. They appear as a floating brain and eyes with the rest of the body being translucent energy field in the shape of a human silhouette. Brain tyrants have an energy attack much like a combat plasma rifle (same range and damage). The brain tyrant can also use a mental attack to mentally enslave a target. The target is allowed a mental saving throw to resist. Success means the attack will not work again on the target. Many brain tyrants have 2d6 thralls that protect them and fight with a morale that will never fail. The transparent form of the tyrant means that only energy weapons can harm the tyrant (laser and plasma). Traditional weapons will pass through the field of it's body without damage. The brain can be targeted to deal damage with these weapons at a -2 penalty (as it is a small target). Mind tyrants are always seeking to learn and experiment, often on their thralls.

Carrion Worm

Armor:	As combat armor, traditional firearms -1
Hit Dice:	6
Movement:	20'
Attacks:	1 bite plus special, see below
Damage:	1d8 plus paralysis, see below
No. of Appearing:	1d4
Bonus:	+2/+1
Morale:	13
Loot Type:	Trove - Yes (around and within the pool of water or hole
XP:	385

Carrion worms live deep underground and in radioactive pools of water (even out in the open at surface level). Carrion worms are very large, about the length of a bus with a body diameter of about 4 feet. They often feast on the flesh of animals (and people) that die near their radioactive pools. They

will attack living prey as well and do so with ambush attacks. Often the gear and loot of past victims scattered about and within the pool can tempt adventurers into being ambushed by the worm. Carrion worms gain a +3 to stealth checks and force a -2 penalty to surprise checks for potential victims. When they bite, they do so with enveloping tendrils from withing their mouths. These tendrils have a mild toxin that causes paralysis. A saving throw at +1 is allowed against the paralysis. A creature that is paralyzed is under the effect for 1d6 turns. This is more than enough time for the worm to consume the victim. The toxin of the tendrils can be harvested. Some who live in the wasteland do so and use the poison for defense as well as for nefarious reasons against others.

Crab-man

Armor:	As hardened metal armor, melee -1
Hit Dice:	3
Movement:	30'
Attacks:	2 claws
Damage:	1d4 each
No. of Appearing:	2d6, Wild 2d6, Lair 5d6
Bonus:	+0/-1
Morale:	12
Loot Type:	Trove - Yes, I3
XP:	77

Crab-men are humanoid shaped crustaceans. No one is quite sure where they come from or how they came about. Their humanoid form hints at human origins. They are either a product of mutation or yet another US government experiment that escaped after the bombs fell. They are found in wet regions or coastal areas. Crab-men have a tough brown and reddish exoskeleton which makes them very tough opponents. Their armor is about equivalent to metal armor. Crab-men, though low intelligence, love scrap and shiny tech. Though they do nothing with it, they seem to horde it. Because of this love of shiny trinkets, crab-men will often raid settlements in search of scrap, metal, and other valuable objects to take back to their lairs. Crab-men will attack any other being that seems to look as if it will have loot or treasure. Some are even smart enough to lay ambushes, especially in habitats they prefer. They will eat anything as well, including their victims.

Fatfly

AC:	As hardened leather armor
Hit Dice:	2
Movement:	30', fly 60'
Attacks:	1 bite or 1 spray
Damage:	1d6/1d8 see below
No. of Appearing:	1d6, Wild 2d6
Bonus:	+1/+0
Morale:	12

Loot Type:	None
XP:	54

Fatflies are large bloated and mutated insects. They generally fly around corpses where they eat and lay eggs. Fatflies can spray a disgusting slime (a concoction of bile and the flesh of consumed cadavers) from their "mouths" that forces the defender to make a saving throw against poison. Failure means the character will take 1d4 points of damage every turn until the slime is wiped off. It takes 1d4 rounds to wipe off the slime. The slime sprays in a 20' by 5' line.

Feral Revenant

Armor:	As leather armor
Hit Dice:	2
Movement:	30'
Attacks:	2 claws/1 bite
Damage:	1d4/1d4/1d4 plus radiation
No. of Appearing:	2d6, Wild 2d8, Lair 2d8
Bonus:	+1/+0
Morale:	13
Loot Type:	Trove - Yes, I2
XP:	46

Feral revenants are revenants who had their minds eaten away by the nuclear fallout and radiation. The most basic lizard brain parts of the human mind are all that remain. Feral revenants live off of whatever they can kill and they will attack and kill on sight. Any attack received from a feral revenant induces a radiation saving throw. Failure means the defender takes on 1 point of radiation. This makes feral revenants very dangerous in large groups. 1 in 6 is glowing feral and gives off dangerous levels of radiation with each attack (see the radiation section).

Gravefang

AC:	As SF Combat Armor -1
Hit Dice:	11+2
Movement:	40'
Attacks:	2 claws/1 bite
Damage:	2d6/2d6/3d4
No. of Appearing:	1
Bonus:	+4/+3
Morale:	13
Loot Type:	Trove - Yes, plus 1d10 x 1000pc
XP:	2,882

Gravefangs are giant reptilian monsters with a vaguely humanoid shape. They have sharp teeth and razor sharp claws that shred flesh and armor. Gravefangs were once the experiment of the US government for use in combat. Obviously after the bombs fell, the creatures escaped and became the apex predator of the wasteland. These are extremely dangerous creatures that can absolutely savage characters (and eat them). Gravefangs take half damage from traditional firearms and melee. Energy weapons like lasers and plasma weapons deal full damage.

Mantis, Giant

Armor:	As hardened leather armor, melee -1
Hit Dice:	1
Movement:	50'
Attacks:	2 claws/1 bite
Damage:	1d4/1d4
No. of Appearing:	1d6, Wild 2d6, Lair 2d6
Bonus:	+1/+0
Morale:	11
Loot Type:	None
XP:	14

Giant mantis are large mutated bugs. Legends say a bunker of survivors were experimenting in creating these creatures after the bombs fell. The bunker was also experimenting on pesticides. Well the pesticides killed the inhabitants of the bunker but not the giant mantis. These bugs then escaped and began to thrive and flourish in the wasteland.

Mole Rat, Giant

Armor:	As leather armor
Hit Dice:	2
Movement:	30', digging 60'
Attacks:	1 bite
Damage:	1d6 plus disease
No. of Appearing:	1d6, Wild 2d6, Lair 2d8
Bonus:	+1/+0
Morale:	11
Loot Type:	Trove - Yes
XP:	38

Giant mole rats are large, hairless, and have a nasty bite. Mole rats surprise on a roll of 1 to 4 on a d6 or use a DC 17 for a perception check if using that for surprise. Giant mole rats have a 10% chance of passing on a disease. This disease forces the character to have a -4 to all attack rolls and skill checks. Speed is reduced by 5' as well. On top of that, the character

receives a -4 penalty to any other disease, radiation, or health based saving throw. These symptoms will last for 1d6 weeks or until the victim receives medical attention.

Mud Pincher

Armor:	As combat armor, melee and traditional firearms -1
Hit Dice:	2
Movement:	30'
Attacks:	2 claws
Damage:	1d4/1d4
No. of Appearing:	1d6, Wild 2d6, Lair 2d6
Bonus:	+1/+0
Morale:	11
Loot Type:	Trove - Yes
XP:	38

Mud pinchers are a mix of horseshoe crabs, regular crabs, snapping turtles, and lobsters. The vast mix of creatures that seem to form the genetic base for this creature points to it being yet another government experiment gone wrong that escaped when the old world ended. These days these creatures keep to wet and muddy areas like ponds, lakes, and wet subterranean areas. The mud pincher has a very hard shell which is reflected in its tough that allows it to take only half damage from kinetic weapons and melee.

Mutant Man Dog

AC:	As hardened metal armor, laser -1
Hit Dice:	4
Movement:	50'
Attacks:	1 bite
Damage:	2d4 + radiation
No. of Appearing:	1d4, Wild 2d4, Lair 2d4
Bonus:	14
Morale:	13
Loot Type:	None
XP:	146

Mutant man dogs are another government military experiment gone wrong. It was an attempt to blend human genetics with that of canines and other creatures and with the radiation and mutations from the bombs, these abominations turned into something awful. Mutant man dogs are often used by ultra mutants as "watch dogs". An attack from a mutant man dog will cause the victim to make a radiation saving throw. Failure means the victim of the attack takes 1d3 points of radiation. The look of a mutant man dog is horrific. It is often vaguely human in both its head (that has an enlarged jaw and tentacles) to its odd legs that look like a mixture of human and canine

limbs.

Milk Hide

Armor:	As leather armor
Hit Dice:	3
Movement:	40'
Attacks:	2 hooves
Damage:	1d4/1d4
No. of Appearing:	Domestic
Bonus:	+1/+0
Morale:	11
Loot Type:	None
XP:	77

Milk hides are the mutated descendants of cows. They are a source of milk, hide and leather, and meat in the wasteland these days and they are fiercely protected by their owners. Killing or stealing a milk hide is punishable by death in most parts.

Rattleyote

Armor:	As leather armor
Hit Dice:	2
Movement:	50'
Attacks:	1 bite plus poison
Damage:	1d6 plus poison
No. of Appearing:	1d6, Wild 1d6, Lair 2d4
Bonus:	+1/+0
Morale:	11
Loot Type:	None
XP:	46

Rattleyotes are a hybrid of coyotes and rattlesnakes. They appear to have a dog or coyote-like body but the heads and tails are reptilian and snake-like. The tail in particular has a rattle like a rattlesnake. The bite of rattleyote will cause a saving throw vs. poison. Failure means the bite victim will die in 1d6 hours unless medical attention is given. The TN13 is need to save the life of the bite victim. Antitoxin will provide a +4 to the skill check if it can be had. If the antitoxin medicine is taken right after the bite, the +4 can be added to the saving throw.

Scorp, Giant

Armor:	As hardened metal armor
Hit Dice:	4
Movement:	50'
Attacks:	2 claws/1 stinger

Damage:	1d10/1d10/1d6 + poison
No. of Appearing:	1d6, Wild 1d6, Lair 2d6
Bonus:	+2/+1
Morale:	15
Loot Type:	None
XP:	182

Scorps are mutated giant scorpions that are about knee high to a man. These are nasty creatures which have two giant claws which can cause terrible damage to victims. If a claw attack lands, the scorp will hold on to the victim. The victim is allowed a saving throw to break free from the scorp's grasp on its turn. If the scorp is holding an opponent with its claw, it receives a +2 bonus to its stinger attack. A successful stinger attack forces the victim to make a saving throw against the poison or die.

Skeeter, Giant

Armor:	As hardened leather armor
Hit Dice:	1
Movement:	10', fly 60'
Attacks:	1 bite
Damage:	1d4 + 1d4/round of blood drain
No. of Appearing:	1d10, Wild 3d12, Lair 3d12
Bonus:	+0/-1
Morale:	13
Loot Type:	None
XP:	18

Giant skeeters are the offspring of regular mosquito insects before the bombs fell. Giant skeeters are really no different… except for the fact that they are giant. If a giant skeeter lands a successful attack with its bite against a defender, it attaches to the defender and drains blood equal to 1d4 hit points in damage. Any attack to the creature receives a +2 bonus to hit but a miss means the attack strikes the victim of the skeeter rather than the skeeter itself.

Ultra Mutant Grunt

Armor:	As SF combat armor, melee and traditional firearms -1
Hit Dice:	6
Movement:	40'
Attacks:	2 fists or 1 weapon
Damage:	1d6/1d6/or by weapon
No. of Appearing:	1d6, Wild 2d8, Lair 2d8
Bonus:	+2/+1
Morale:	12 to 14

Loot Type:	I3
XP:	312

Ultra mutants are the product of a freak experiment before the bombs even fell. Before the great war that ended it all, the US military was performing experiments to create the "perfect" soldier. The government "accidentally" made a super human strength rage machine instead. After the world ended, these guys survived and thrived. Many ultra mutants wield large two handed weapons or extremely large and powerful firearms like miniguns, machine guns, rocket launchers, and grenade launchers. Ultra mutants love violence and hate humans. The lairs of ultra mutants are often filled with gory trophies of victims. Ultra mutants are so large and muscular (and balled with green skin) that males and females are impossible to distinguish at a glance.

Ultra Mutant Leader

Armor:	As SF combat armor -1
Hit Dice:	13
Movement:	30'
Attacks:	2 fists or 1 weapon
Damage:	1d8/1d8/or by weapon
No. of Appearing:	1d4
Bonus:	+5/+4
Morale:	13
Loot Type:	Trove - Yes +10%, I4
XP:	2,844

Ultra mutant leaders are the head honchos in mutant raiding parties and tribes. The leaders are the strongest, biggest, and most violent of the bunch. Weapons wise, the leaders prefer much of the same kind of weaponry as the grunts.

Wolf

Armor:	As a leather jacket
Hit Dice:	2
Movement:	60'
Attacks:	1 bite
Damage:	1d6
No. of Appearing:	2d6, Wild 3d6, Lair 3d6
Bonus:	+1/+0
Morale:	12
Loot Type:	None
XP:	38

Wolves, though mangy and haggard looking, survived the nuclear fallout relatively unchanged. The tight knit nature of their groups allowed them to

survive. They are always hungry.

Wolf, Giant

Armor:	As leather armor
Hit Dice:	4
Movement:	50'
Attacks:	1 bite
Damage:	2d4
No. of Appearing:	1d4, Wild 2d4, Lair 2d4
Bonus:	+2/+1
Morale:	8
Loot Type:	None
XP:	132

Giant wolves are the most mutated of the wolves seen. They are similar in look to the others, mangy and spotty with fur much like the regular wolves of the wasteland, but just much larger and bigger.

Xi-Ong

Armor:	As metal armor
Hit Dice:	5
Movement:	40'
Attacks:	2 claws/1 bite plus hug
Damage:	1d6/1d6/1d8+2d8 hug
No. of Appearing:	1, Wild 1d4, Lair 1d4
Bonus:	+2/+1
Morale:	12
Loot Type:	None
XP:	205

Xi-Ong are merely just larger mutated bears. They often appear patchy with hair (as most mammals of the wasteland look) and are very ill tempered. Some even have lesions on their bodies from the radiation.

Robots of the Wasteland

BotCo industries had made many different models of robots prior to the bombs dropping on the United States. Many are still around today. Some protect or "work" in the locations where they were employed prior to the bombs falling. They work and protect locations as if nothing has changed. All robots take half damage from traditional firearms and melee weapons.

BotCo Service Bots

	Butler Bot	Combat Bot	Nanny Bot
Armor:	As metal armor	As combat armor	As metal armor
Hit Dice:	4	8	4
Movement:	Hover 40'	Hover 40'	Hover 40'
Attacks:	1 saw/1 laser (handgun)/1 flame	1 saw/1 laser (rifle)/1 flame	1 saw/1 laser (handgun)/1 flame
Damage:	1d6/1d6/2d4	1d8/1d8/2d4	1d6/1d6/2d4
No. of Appearing:	1, Wild 1d4	1, Wild 1d4	1, Wild 1d4
Bonus:	+2/+1	+3/+2	+2/+1
Morale:	18	19	18
Loot Type:	Trove - Yes, 1d6 Quality Scrap	Trove - Yes, 1d6 Quality Scrap	Trove - Yes, 1d6 Quality Scrap
XP:	202	910	202

Before the bombs fell, almost every home had a butler bot or nanny bot while combat bots saw use in war. All three bots rely on the same basic frame with the combat bot being a bit more armored due to its use in combat. Weirdly enough, all models came with the standard equipment of a saw, laser gun, and flamethrower. The logic being that domestic bots like butler bot or nanny bot need to be able to protect the home and family they were tasked with serving.

Orbots

Armor:	As metal armor
Hit Dice:	1
Movement:	Fly 50'
Attacks:	1 laser (laser handgun)
Damage:	1d6
No. of Appearing:	1d6, Wild 2d6, Lair 2d6
Bonus:	+1/+0
Morale:	16
Loot Type:	1d6 quality scrap
XP:	16

Orbots are small orb-like drone robots that were once used for security. Many still float around, protecting the locations and facilities they were once programmed to secure and provide surveillance for.

Security Bot

Armor:	As combat armor, melee and traditional firearms -1
Hit Dice:	9+2
Movement:	30'
Attacks:	1 laser (rifle)/1 laser (handgun)

Damage:	1d8/1d6
No. of Appearing:	1, Wild 1d4, Lair 1d4
Bonus:	+3/+2
Morale:	19
Loot Type:	2d6 quality scrap
XP:	1,502

Security bots were often used as law enforcement, security, medical responders, and firefighters before the bombs fell. Most never wander far from the various charging stations which are needed to keep their power cells full. In fact, if activated by a user with a skill check of TN19, the security bot can be programmed if it is done so while it is powered down and charging in its power station.

Sentry Bot

Armor:	As atomic armor
Hit Dice:	10
Movement:	30'
Attacks:	1 laser (rifle)/1 plasma (rifle)
Damage:	1d8/1d12
No. of Appearing:	1d2
Bonus:	8
Morale:	None, will not retreat
Loot Type:	Trove - Yes +10%, 1d6 x 10 quality scrap
XP:	1,980

Sentry bots are much larger and more heavily armed and armored robots. Many were used in combat though some were deployed domestically to deal with potential uprisings. They are very tough and very deadly. Most are armed with lasers and plasma weapons.

Raiders and Other Human Enemies

Generally, humans wielding weapons will be the biggest threat most wasteland adventurers encounter. These kinds of human or humanoid raiders and foes can be modified by background abilities. Such as being a ghoul or a mutant etc.. If you wish, there is a 10% chance of the raider being a revenant and a 15% chance of them being a mutant (if the raider is not already a revenant).

	Raider Grunt	Raider Recruit	Raider Veteran	Raider Warlord
Armor:	By armor	By armor	By armor	By armor
Hit Dice:	2	1	4	5 to 7
Movement:	40'	40'	40'	40'
Attacks:	1 by weapon	1 by weapon	1 by weapon	1 by weapon
Damage:	By weapon	By weapon	By weapon	By weapon
No. of Appearing:	1d8, Wild 2d10, Lair 2d10	2d8, Wild 3d10, Lair 3d10	1d8, Wild 2d8, Lair 2d8	1d6
Bonus:				
Morale:	12	12	12	13
Loot Type:	I2	I2	I3	Trove - Yes, I4
XP:	29	24	132	205, 312, or 481

Adding Traditional OSR Monsters

The number of monsters given may not be enough of a variety for a referee or playgroup. Thankfully, the OSR is filled with both traditional and original monsters. The problem is that the game does not use armor classification scores and other such traditional stat blocks despite being very compatible and familiar. Use the table below to convert traditional OSR armor classification scores to that of the game. The scores given are descending with ascending in brackets. Assume a "to-hit armor classification of 0" at 19. These are just suggestions. There is no exact 1 for 1 conversion. Syndicate armor is not listed as this is a special armor.

Atomic Punk Armor Type	Traditional OSR Score
No Armor	9 [10]
Leather Jacket	8 [11]
Leather Armor	7 [12]
Hardened Leather Armor	6 [13]
Metal Armor	5 [14] to 4 [15]
Hardened Metal Armor	3 [16]
Combat Armor	2 [17]
SF Combat Armor	1 [18]
Atomic Armor	0 [19] to -1 [20]
Hardened Atomic Armor	-1 [21]
Guild Atomic Armor	-2 [22]

Part 8 // Loot

Loot Troves

The following are different troves of loot that can be found in lairs, ruins, and in the wasteland. The d% is for a roll to determine the trove type found.

Type	D%	Example	Contents of Loot
T1	1-15	Poor Family Life Savings	1d6 x 10pc, 1d3 scrap
T2	16-25	Well-off Family Savings	1d6 x 100pc, 1d6 scrap, 1 scrap
T3	26-30	Caravan Savings	1d6 + 4 x 100pc, 1d6 cheap supplies, 1d3 supplies, 25% of a weapon, 25% of 1 piece of armor
T4	31-32	Settlement Treasury	1d6 x 100pc, 1d6 scrap, 1d6 cheap supplies, 1d3 scrap, 1d3 supplies, 25% chance of 1d3 weapons, 25% chance of 1 piece of armor
T5	33-34	Warlord Treasury	1d6 x 100pc, 1d10 scrap, 1d6 quality supplies, 1d3 +1 weapons, 1 armor
T6	35-36	Guild Treasury	2d6 + 6 x 100pc, 3d8 scrap, 2d8 fine scrap, 2d6 quality supplies, 1d6 weapons, 1d6 armors
T6	37-38	Syndicate Treasury	3d10 + 2 x 100pc, 3d8 scrap, 3d6 quality supplies, 1d6 + weapons, 1d6 + 1 armors
T7	39-49	Old World Horde	3d6 supplies, 25% chance of of 1d3 weapons, 25% chance of 1d3 armors
T8	51-58	Old World Horde	2d6 x 10 supplies
T9	59-60	Old World Horde	1d6 weapons, 1d6 armors, 2d6 x 10 supplies
T10	61-71	Bug Out Supplies	2d6 x 10 in quality supplies
T11	72-74	Armory	4d6 weapons, 3d6 x 10 in ammo for each weapon found
T12	75-76	Military Cache	4d6 weapons, 3d6 x 10 in ammo for each weapon found, 1d6 x 10 supplies, 1d6 x 10 in scraps
T13	77-88	Petty Loot Amount	1d6 x 10pc
T14	87-96	Substantial Loot Amount	2d4 x 100pc
T15	97-98	Extravagant Loot Amount	1d6 x 1,000pc
T16	99-00	Warlords Purse	2d4 x 1,000pc

Individual Loot

The following are different amounts of loot that can be found on the person of people in the wasteland.

Type	Example	Contents of Loot
I1	Beast Collection	1d6 x 5pc, 1d6 cheap scrap, 50% of 1d6 quality scrap
I2	Raider Wallet	1d6pc
I3	Raider Enforcer Wallet	1d6 x 10pc, 1d6 x 10 of ammo for weapon wielded (if any), 5% 1 quality supply
I4	Raider Warlord	1d6 x 20pc, 1d3 supplies, 1d6 x 10 ammo for the weapon being wielded
I5	Wealthy Warlord	1d6 x 1,000pc, 1d6 x 20 ammo, 1 firearm, 1 armor
I6	Scrap Hoarder	1d6 x 10 quality scrap, 1d6 x 10 cheap scrap
I7	Merchant Purse	2d6 x 10pc, 1d6 supplies, 25% chance of weapon or armor

Supplies

Supplies include items like medicines, food, ammo, power cells, and other consumable or useful items that are not directly combat focused like armor and weapons.

Cheap Supplies

1d20	Supplies	1d20	Supplies
1	1d6 rations, half are spoiled	11	Flashlight that works 50% of the time
2	An IFAK, 50% chance of it failing	12	Mechanic's tools that will break 20% of the time
3	1 Medistim, 30% chance of it failing	13	A random firearm attachment, works 60% of the time.
4	1d6 pistol ammo, 20% chance of causing a jam	14	1d6 crossbow bolts, 20% chance of the bolt breaking in the weapon when fired
5	1d6 rifle ammo, 20% chance of it causing a jam	15	1d6 AntiToxin/AntiRad medicine, works 30% of the time
6	1d6 Laser rifle/pistol power cells, half are half charged	16	1d6 RadMeds that work 30% of the time
7	1d6 plasma weapon power cells, half are half charged	17	1 water filter that works 40% of the time
8	1d6 medistims, one is a random narcotic made to look like a medistim.	18	1 day ration
9	50' of rope, 20% chance of it failing	19	1d6 narcotics of the referees choice, 20% chance of the drugs causing a save vs death, killing the user with a failure
10	1d6 units of vehicle power cells or fuel, 20% chance it causes the vehicle to stall and fail	20	Roll again but ignore any negative effects attached to the loot

Supplies

Supplies can be rolled on the cheap supplies table. Roll twice on the cheap supplies, ignore the negative affects, then roll on the table below as well.

Quality Supplies

d%	Supplies	d%	Supplies
1-4	1d6 x 10 in heavy/light handgun/ SMG ammo	53-56	1d6 in heavy plasma rifle cells
5-8	1d6 x 10 in hunting/combat rifle ammo	57-60	1d6 in crossbow bolts
9-12	1d6 x 10 in shotgun ammo	61-63	1d6 medistims
13-16	1d6 x 10 in heavy precision rifle ammo	64-68	2d6 day rations
17-20	1d6 x 10 in machine gun ammo	69-72	1d3 antitoxin/antirad meds
21-24	1d6 x 10 in minigun ammo	73-76	1d3 rad meds
25-28	1d6 in regular/heavy laser handgun/SMG cells	77-80	1d3 water filters
29-32	1d6 in laser rifle/pistol cells	81-84	1 flashlight
33-36	1d6 in heavy precision laser rifle cells	85-88	50' of quality rope
37-40	1d6 regular/heavy plasma handgun/pistol cells	89-92	A random weapon modification
41-44	1d6 in plasma rifle cells	93-96	1d6 IFAKs
45-48	1d6 in heavy plasma rifle cells	97-98	Roll twice, ignore any result that says to roll again
49-52	1d6 in heavy plasma rifle cells	99-00	Roll three times, ignore any result that says to roll again

Weapons, Armor, Explosives, and Gear

Any (d%)	Weapon or Armor (d%)	Any Except Weapon (d%)	Type of Item
1-25	1-70	-	Weapon
26-50	71-100	-	Armor
51-55	-	1-25	Gun mod
56-85	-	26-80	Survival tool
86-90	-	81-100	Armor Mod
91-95	-	-	1d6 explosives*
96-100	-	-	1 beefy boy

*If explosives are rolled, roll 1d6. On a roll of 1 to 2, grenades are found. On a roll of 3 to 4, rockets are found. On a roll of 5 to 6, mines are found.

Referees should feel encouraged to give out optics, foregrips, suppressors and other such useful items if a gun mod is found. The same goes for survival tools. A water filter will be a fantastic prize to find even if the party already has one. It never hurts to have a backup or one to sell back in town. Armor mods are modifications that can be attached to armors to improve

base armors with a skill check with a TN 15. Roll on the armor table to determine what kind of armor mod is found. Failure on the skill check will destroy the mod.

Weapons Loot Table

d%	Weapon Type	d%	Weapon Type
1-5	Battle Axe	69-72	Hunting Rifle
6-10	Hand Axe	73-76	Combat Rifle
11-15	Club	77-79	Heavy Precision Rifle
16-20	Club, Heavy	80-81	Machine Gun
21-25	Staff	82-83	Minigun
26-30	Knife	84-85	Laser Handgun
31-35	Spear	86	Heavy Laser Pistol
36-40	Blade	87	Laser SMG
41-45	Normal Sword	88	Combat Laser Rifle
46-48	Light Handgun	89	Heavy Precision Laser Rifle
49-51	Light Revolver	90-91	Plasma Handgun
52-54	Handgun	92	Heavy Plasma Pistol
55-57	Revolver	93	Combat Plasma Rifle
58-59	Heavy Pistol	94	Heavy Plasma Rifle
60-61	Heavy Revolver	95-97	Grenade Launcher
62-66	Shotgun	98-99	Rocket Launcher
67-68	SMG	100	Beefy Boy

Weapon Bonuses

d%	Bonus
1-40	None
41-50	+1
51-55	+2
56-57	+3
58	+4
59-75	+1, +2 vs special enemy
76-85	+1, +3 vs. special enemy
86-95	Roll again + special ability
96-98	Bububed
99-100	Bububed, -1

If the weapon is "bububed" while also having a special ability, ignore the special ability. The weapon is just a piece of junk and quite possibly dangerous to fire. A bububed firearm will have a 20% chance of exploding when fired. The referee should secretly make this roll. If a character does wish to inspect a firearm or weapon before use, allow them to use a skill check at a TN14 to determine how safe it is.

Special Enemy and Special Ability

d6	Special Enemy Type	Ability
1	Ultra Mutants	Damage Armor
2	Robots	Bleed Out
3	Revenants	"It Just Works"
4	Bugs or animals	Pink Mist
5	Humans (Includes regular mutant humans and revenants)	Accurate Crits
6	Referee's choice	Powerful Crits

Damages armor. Roll the breakage percentile roll twice, take the least favorable of the two rolls.

Bleed Out. The weapon forces the defender to make a saving throw every round if a successful hit is landed. Failure means the defender bleeds half the weapon's damage from the initial attack rounded down.

"It just works". Roll 3d10 with the attack roll and take the best combination of 2d10 that is in your favor.

Pink Mist. The weapon gets a critical hit on an a natural 17+.

Accurate Crits. When targeting body parts for critical hits, increase the percentages by 10% for every body part.

Powerful Crits. Critical hits deal triple damage instead of double.

These special abilities for weapons are merely examples. Referees would do well to get creative and think of others that the player may enjoy.

Armor Type and Armor Bonus

d100	Armor Type	d100	Armor Bonus
1-35	Light Armor	1-50	-1
36-70	Medium Armor	51-80	-2
71-80	Heavy Armor	81-90	-3
81-97	Hardened armor roll again	91-100	Bububed*
98-100	Atomic Armor		

*Bububed armor will look as if it is -1 armor but in reality it is garbage and is like no armor. The -1 to or -2 means this is the penalty to incoming attacks the armor forces on attack rolls made against the wearer.

Scrap

Use the following tables to determine the quality and value of the scrap found while exploring the wasteland and ruins. 100pc worth of scrap can be used to repair armor and weapons (as an example of the use for scrap).

Scrap Base Value

d%	Armor Type	Base Pop Cap Value
1-20	Common	10
21-45	Uncommon	50
46-75	Rare	100
76-95	Extremely rare	500
96-00	Mythic	1000

Scrap Value Adjustment

2d6	Value Adjustment
2	Next lower value
3	½ value
4	¾ value
5-9	Normal value
10	1 ½ times value
11	2 times value
12	Next higher value tier

Scrap Description

d%	Description	d%	Description
1-4	Metal pieces	53–56	Copper electronic parts
5-8	Metallic pipes	57-60	Gold electronic parts
9-12	Electronic wiring	61-64	Truss
13-16	Silicon components	65-68	Minerals
17-20	Microprocessor	69-72	Vehicle component
21-24	Ceramic industrial parts	73-76	Tool parts
25-28	Wires	77-80	Industrial glue
29-32	Rubber	81-84	Avionics
33-36	Industrial chemicals	85-88	Military grade electronics
37-40	Gears	89-92	Military armor plating
41-44	Hydraulics	93-96	Scanner electronics
45-48	Computer screen parts	97-00	Gyroscopic parts
49-52	Resistors/capacitors		

The weight of scrap is equal to half the scraps value in pop caps divided by 20. This is the weight of the scrap piece in pounds.

Part 9 // Layout and Style Suggestions

Atomic Punk is a 5.5"x8.5" digest sized book. It uses 10 pt. Font Arial font for the text body and **Monofonto** for headers and highlighting important information.

Section headers are Monofonto at 20 pt. font.

Sub-headers are Monofonto at 16 pt. font.