Setting

In a post-apocalyptic world PC is part of an organization called “The Ordinance” which is effectively a group of gun runners who make and supply weapons across the wasteland.

Player and Enemies

You play as a courier for the Ordinance and have to deliver weapons to different factions, rival factions and raiders will try to stop you to steal your package (enemy)

(Mechanics)

You are using the client’s weapons and ammo so every shot you fire decreases your pay at the end of the round.

Money can be used to buy simple upgrades to your character  
running speed  
health

Jump height

etc

Useable weapons change with the delivery forcing you to change up your combat style