



Bounty Hunters

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An Exodus OPS Campaign Adventure

Requires the *Exodus Survivor's Guide* and *Exodus OPS Campaign Manual*

To help keep the peace in Reno, law enforcement agents frequently posts Wasteland wanted posters and other dangerous tasks at the Serpent's Pit in Outer Reno. Dare you answer the call of the bounty hunter? Bounty Hunters is an Exodus OPS campaign scenario for 4 to 6 characters of 1st to 3rd level.

This scenario has been updated from the original to reflex the new Experience system used in the Exodus OPS campaign. OPS players that have already played this scenario, cannot re-play it, or gain any benefits from the changes within.

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OPS Introduction

This is an *Exodus OPS* campaign adventure designed for the OPS setting and consumes between 3 to 5 hours of game time. This adventure can also be used outside of the OPS setting as a stand-alone home game adventure within a post-apocalyptic setting.

This adventure requires the *Exodus Survivor's Guide* and the *Exodus OPS* campaign manual. The *Exodus* campaign manual can be found at the GCG website listed above. All game mechanics are denoted by chapter/topic and book. Those not presented with an aforementioned book above are included within this scenario as a sidebar within the encounter or an appendix at the end of the adventure.

Preparation

First, you should print this scenario. This scenario supports single and double-sided printing. There is enough room along the inside margin to bind the adventure.

Read this entire scenario at least once before you run your game. Familiarize yourself with any special rules or new equipment not presented in the books listed above. Highlighting particularly important passages may help with the flow of the game mechanics.

A grid map (one-inch square) or graph paper and a representation of adventurers, NPCs, and creatures will enhance game play, along with the other necessities (scrap paper, writing materials, and a set of dice) needed to run the game.

Game Time

Have the players prepare their characters according to *Exodus OPS* campaign rulings, get them to the scenario start point, and read the scenario introduction.

There is descriptive text in this scenario that is written so that you may present it to the adventurers, while other text is for your eyes only. Text for the players is bold text. It is strongly recommended that you paraphrase player text instead of reading it aloud. Some of the text is general and needs to be adapted to the specific situation, or to the actions of the adventurers.

Bounty Hunters

Exodus OPS

Scenario 2

Bounty Hunters

Location: Outer Reno

Number of Characters: 4 to 6

Average Character Levels: 2

Max EL (12)

Max Purchasable Equipment Value: 500 coins

Adventure Summary

The characters are in the Serpent's Pit, when a Trans-Genetic Mutant enters and goes over to a post board and staples several wanted posters to it. Several Wasteland warriors will go and view the posters, with a few taking a poster. This is the plot hook and there are several options to get the players involved to pursue this avenue.

The characters will need to gather information, and can do so at several locales in Outer Reno, in order to ascertain their bounty's whereabouts. After learning of a couple desert locales within a few days travel, the characters are off in search of their bounties.

At a small town ruins two days north of Reno, the characters are assaulted by a group of wasteland warriors seeking the same bounty. At the second locale 1-1/2 days north-west of Reno at a cave, the characters find the lair of the Black Jacks, however the leader is not there and the player's will need to intimidate/torture a Black Jack to learn of a third location. Going to the final location at an abandon church, the leader of the Black Jacks is held up with some captives.

Returning to Reno, the characters have a few options that are presented to them, and need to make a decision on the fate of the leader of the Black Jacks.

Reno

Population: 410 citizens (95% human, 3% Mutant, 2% Ghul)

Military: 50 New Reno soldiers, 20 TransGenetic Mutant Commandos

Trade Goods (Outer Reno) – Uncommon up to 1000 steel

Trade Goods (New Reno) – Infrequent up to 4500 steel, Rare (5%) up to 8000 steel

Services (Outer Reno) – Kitchen meal, Pit Fights, Prostitution (poor)

Services (New Reno) – Doctor, Kitchen meal, and Repair

Reno, the twin towns, is separated into two districts by a security wall catering both to the rich and poor. While the rich enjoy luxury within their walled town of New Reno in the heart of the Reno ruins, the poor flock to the surroundings of what they cannot obtain, creating Outer Reno.

Reno's attitudes on Outsiders

Reno is a neutral settlement and its citizens hold no ill-will toward any particular race or organization, beyond the normal prejudices of man. Reno generally will tolerate *Ghūls* as they offer valuable services in the repair fields. Trans-Genetic Mutants are the law enforcers of Reno, but are generally not tolerated in the inner city due to their violent nature.

In Outer Reno, many caravan, merchant, and trade companies hire *Ghūls*, because they are adept in repairing haul carts and bed-haulers and general maintenance. Trans-Genetic Mutants are hired muscle for show because raiders tend not to attack caravan with Trans-Genetic Mutant guards.

Ghūls that wander around Outer Reno are subject to persecution. The human inhabitants of Reno will verbally abuse *ghūls* with racial epitaphs and physically attack a lone *ghūl* should a chance present itself.

Trans-Genetic Mutants that wander Reno will get looks of disdain and the silent treatment, unless he is a Reno enforcer (which is not an option for players). People are afraid of Trans-Genetic Mutants and will generally give them a wide berth.

Introduction - Reno

Reno, known in the Wasteland as the twin towns displays a segregation of the high class and the survivors of the Wastes. The town has two districts, New Reno and Outer Reno, separated by a fifteen tall wall that surrounds New Reno and contains only one point of entry with a high-security checkpoint.

New Reno consists of high-class living and requires a citizen license or the invitation from a high councilor or Overseer of Reno in order to enter past the high-security checkpoint. No weapons of any type or heavy armor are allowed in New Reno and must be forfeited upon entry at the Security Locker. Four Trans-Genetic Mutant guards are on duty at all times to enforce the laws of entry into New Reno.

Outer Reno is the complete opposite of New Reno. Outer Reno is a scum pit of the destitute, low class, and wasteland warriors attempting to get a license to move on to a better life. Many wasteland merchants and scavengers have set up shop just outside the New Reno checkpoint, creating a tent-town bazaar skirting the wall. Ramshackle housing can be found circling New Reno in all directions for a least a mile. This housing is built from the remains of the buildings that once stood before the Exodus.

One building remains in Outer Reno with faded paint on the bricks stating to those that can read it "Serpent's Pit." The Serpent's Pit is Reno's only bar, and an interesting cast of characters are normally found there no matter the hour. The Pit is run by Charlie Daniels and his posse and has the finest booze and water north of Vegas.

It is just your luck that today you find yourselves in the Serpent's Pit, enjoying the house special of snake-kabob in blood sauce, and drinking the house special of dirt water and BJ Swill. During your meal, the noise of the bar quiets as a Trans-Gen Reno Enforcer enters the Serpent's Pit and walks over to a makeshift long wooden post board hanging from the wall. The Enforcer pulls out several large pieces of paper and a staple gun and posts five posters on the board.

Several Wastelanders move to the post-board as the Enforcer leaves the Pit, each eager to view the posters. A tall, muscular man with a Mohawk, wearing all leather, with several guns and melee weapons, pushes his to the front and pulls down two posters, and exits the bar. Some of the Wastelanders give him a dirty look as he leaves, and then go back to viewing the remaining posters.

The bounty poster is the plot hook for the adventure, and if the characters fail to pursue this avenue and go on the bounty hunt, then the scenario has a quick ending: it's over. Should the character not have the initiative to view the poster or go on the hunt, it is your job as the Overseer to get the poster to them and convince them to go hunt. Below are a few examples of getting lazy characters involved in this scenario; however, you can always make up something different that will get them on the hunt but do not compromise the rewards of the scenario as defined on the *OPS* log.

Alternative Plot Hook A: The bounty hunter Bobby Fret is interested in taking the hunt, but his normal crew is majorly injured and recuperating from their last hunt. He sees that the characters are well armed, and will attempt to convince them to go on the hunt in his stead, offering to get the characters set up with some special connection to get hard to find armaments through the Security Locker. They will need to turn over McCreedy to him, and will get the full bounty and particle credit for the successful hunt.

Alternative Plot Hook B: A drunken man who pulls one of the bounty posters from the post board, stumbles to the characters' table and takes a seat. He will mumble on to his "companions" about if he could catch this son of a bitch raider he could buy his way into New Reno and new opportunities would jump his way. Once he realizes the characters are not his companions, he stumbles away leaving the poster on the table.

Reno Informants (SC 1-3)

The character will not have a starting point to go to until they gather a little information on the Black Jack Raiders and Marty McCreedy. The characters can gather information from the following locations with a successful Gather Information check and bribe or payment. The character will receive all of the DC information up to his Gather Information check and bribe or payment amount.

The Serpent's Pit

Many occupants fill the Serpent's Pit daily and traverse the Wastes. These NPC characters and the bartender have the following general knowledge on the Black Jack Raiders and McCreedy should the party offer a bribe and convince the information out of the NPC character.

Gather Information check DC and minimum bribe:

- ☛ DC 5 – (5 steel) The Black Jack Raiders are a large group of raiders that reek havoc across the northern region of the Wastes from Reno.
- ☛ DC 10 – (10 steel) The Black Jack Raiders operate out of the ruins of small pre-Exodus towns in the desert north and northwest of Reno, but constantly move from town to town to keep opposition such as bounty hunters and Steel Disciples from tracking them down.
- ☛ DC 15 – (20 steel) A group of cocky Black Jack Raiders have been seen about two days north of Reno in the ruins of a small town, stock piling stolen caravan goods to take to their nearby hideout.
- ☛ DC 20 – (35 steel) The Black Jack Raiders are lead by a large network of raiders, with many leaders, and have rumored ties to the Vegas Mafia and NEMO in the southern reaches. Marty McCreedy is just a leader of a small cell of about 20 soldiers that attack caravans and travelers heading towards Reno.
- ☛ DC 25 – (50 steel) It is rumored that the Black Jacks operate out of a military bunker that is located in a cave system a few days travel northwest of Reno. The bunker is well hidden.

New Reno Checkpoint

The New Reno checkpoint is the entrance to high society living, and is guarded at all times by four Trans-Genetic Mutants. If questioned about the bounty on the Black Jack Raiders, the mutants will offer up the following information (no gather information check needed) and then tell the characters to leave:

"The Black Jacks are a large group of raiders that wreak havoc across the northern region of the Wasteland from Reno and generally operate out of the ruins of small pre-Exodus towns, but constantly move from town to town to keep opposition, such as bounty hunters of Reno and the Steel Disciples, from tracking them down. You can gather more information from individuals that have encountered the Black Jacks, such as merchants or other bounty hunters."

Outer Reno

Outer Reno contains many destitute Wastelanders that will sell information cheap to get their next meal. Characters will need to make a Gather Information check and make a small donation in order to get the following information.

Gather Information check DC and donation:

- ☛ DC 5 – (1 steel) The Black Jack Raiders are a fearsome group of raiders that reek havoc across the Wasteland and do not hesitate to use their superior firepower to kill anyone they want something from.
- ☛ DC 10 – (2 steel) Bounty hunters search the ruins of small towns to the north looking to track down raiders for the bounty.
- ☛ DC 15 – (3 steel) Marty McCreedy is a murderer and thief. Besides attacking caravans he steals the daughters of Reno for his Wasteland brothel.

Outer Reno Merchants

The Merchants of Reno, generally talk to caravans masters and wasteland scavengers, while purchasing goods and are a good source for general knowledge and rumors, but nothing comes for free. The merchants will offer up information for the following prices.

Minimum Price:

- ☛ 20 steel – The Black Jack Raiders are a large group of raiders that reek havoc across northern region of the Wastes from Reno to Tahoe and some of the Steel Disciple outposts. It is rumored that raiders operate out of the ruins of several small towns.
- ☛ 35 steel – A caravan has reported that a group of Black Jack Raiders have been seen about two days north of Reno in the ruins of a small town, stock piling stolen caravan goods. A wasteland scavenger has reported that he seen a group of raiders enter a hidden cave about a day and a half out to the northwest of Reno.
- ☛ 50 steel – Marty McCreedy is just a leader of a small cell of about 20 soldiers that attack caravans and travelers heading towards Reno, Tahoe, and the northern DS Outposts. Rumor has is that McCreedy is very fond of young ladies, and has a harem somewhere in the northern Wastes.
- ☛ 100 steel – It is rumored that McCreedy's brothel is in an old Wasteland church, and he allows his soldiers to partake in his ladies when they score a huge payload of goods. This Wasteland brothel's whereabouts is a well kept secret only Black Jack Raiders know for sure.

In addition to gathering information on the Black Jack Raiders, the player can purchase a map of the northern regions from Reno. This map costs 10 steel. If the players purchase the map, give them the Players Map at the end of the scenario. An Overseer's Terrain Map has been included too, with locations not listed on the Player's Map.

Small Town Ruins (CEL 3)

After traveling through the Wastelands north of Reno, the ruins of an uninhabited city appear on the horizon. Approaching closer, this small city appears to lay mostly in large piles of rubble. Only the skeletal remains of a few concrete buildings near the center of the rubbish still stand, defiant of their surroundings.

As the characters approach the town, they will be subject to Radiation (low) exposure gaining 2.5 RAD per minute (25 RADs every ten minutes) and will begin to feel the effects if they remain in the area more than two hours. If a character owns a Geiger Counter and is detecting for radiation, the Wasteland 4 miles before the town displays a weak rating, at 2 miles a mild rating, and 1000 feet from the edge of town low radiation.

As the characters begin to explore the ruins, already picked clean of any salvable goods, and move towards the skeletal remains in the center of the city, they will begin to notice several seagulls hanging around the ruins squawking at

Flock of Seagulls

Large Swarm; HD 5d8; hp 22; Mas —; Init +2; Spd 10ft., fly 40 ft. (average); Defense 14, touch 12, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap —; Atk swarm (2d8); FS: 15ft. by 15ft.; SV Fort +2, Ref +4, Will +2; Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6.

Skills: Listen +6, Spot +6.

Feats: Weapon Focus (Beak)

Special Abilities

Swarm: In order to attack, a single swarm moves into the opponents' spaces, provoking an attack of opportunity. It can occupy the same space as a creature of any size, since it can fly and land all over its prey, but remains a creature with a 15-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with spacing, a swarm is shapeable. It can occupy any twelve contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures.

Like any swarm, a Flock of Seagulls seeks to surround and attack any living prey it encounters. A flock deals 2d8 points of damage to any creature whose space it occupies at the end of its move.

A Flock of Seagulls is immune to all attacks that do not have an area of effect or blast radius damage. Normal attacks will kill one seagull and won't damage the flock that consists of 500 or more seagulls.

each other and fighting over the remains of small rodents and some human remains. When a character closes in on one of the skeletal buildings, the seagulls will take flight and form a flock and dive-bomb the character closest to the ruins.

Should the characters explore the other two city ruins on the Overseer or Player's Map they suffer the exposure to radiation only. The Flock of Seagulls is only in the first town ruins that they explore. There are no salvable or scavenged goods in any on the towns.

The Steel Disciples (SC ½)

While the characters are going either between the Ruins and the Hideout or vice versa they will come across a Steel Disciple scouting party. The Steel Disciples are expanding their empire and are looking for suitable settlements to set up a new outpost in this region of the desert. The Disciples will take note of the characters, not seeing them as a threat, and will continue about their exploration. The Disciples consist of a Knight in Power Armor, four men in combat armor, and twelve men/women in leather armor. The latter are carrying supplies and leading four bisons pulling two haulers, while the others act as guards following the Knight. All of the Disciples are armed with various firearms--with the Combat Disciples carrying laser pistols, and the Knight a laser rifle--that can be identified with a Knowledge (technology) skill check DC 12.

If characters have questions for the Disciples, the Knight will address the speaker, and will answer general questions about his organization of the Steel Disciples (refer to the *EXS* for more information) and what they are doing this far from a DS Outpost. If a character is interested in learning more about the Steel Disciples, he will be told to go east to one of the DS Outposts or Wendover and seek a recruitment officer.

The Hideout (CEL 4/SC 3)

The Black Jack Hideout is located in a partially collapsed mine in the foothills of the Nevada desert north of Reno. The characters may have learned some information on this hideout when gathering information in Reno. In order for the characters to find this mine, they will need to wander into the Wastes into the general region to find signs of life.

Should the characters wander the Wasteland in search of the Hideout they will have little chance of finding it since its entrance is hidden with a large desert canvas. If the characters have bought a map of the region, and search the northwest rocky area, they have a slightly better chance of locating the Hideout. The characters may make a Survival check DC 40 to blindly stumble upon the locale; if they have the map of region they gain a +10 circumstance bonus.

If the characters look for signs of life, such as beer bottles, human waste, and the like once in the Hideout region, have the characters make a Search check DC 18. If successful, reduce the Survival check DC above to a DC 25 (or DC 15 if they have the map). Additionally, the characters can attempt to find tracks from the signs of life to follow to the mine entrance; however, this is difficult due to the blowing sands and requires a Track check DC 19 to find (firm ground and 4 hours of blowing sand).

The characters can also look for raiders in the general location of the northwest rocky area. Once every four hours, a raider will leave the mine to go relieve himself of some bodily fluid and sometimes partake in a few brews. The raider will travel up to a mile away from the mine entrance to leave behind his gifts to the Wasteland. This keeps the Wasteland critters away from the mine. To Spot a raider, the characters need to have a lookout or several lookouts and spend at least 4 hours scouting the area and succeed a Spot check of DC 15. If successful, the characters have spotted a raider and can attempt to capture, follow, or kill the raider and follow the tracks back to the mine with a Survival check DC 15.

Nevada had over 300 recorded mines, plus many illegal mines, just before the fallout and Exodus. A character with Knowledge (history) or Knowledge (geography) may know this fact with a successful Knowledge check DC 15. Most of the mines, such as this one, suffered heavy damages, and complete collapses. This mine is

Rusted Metal Bar Door

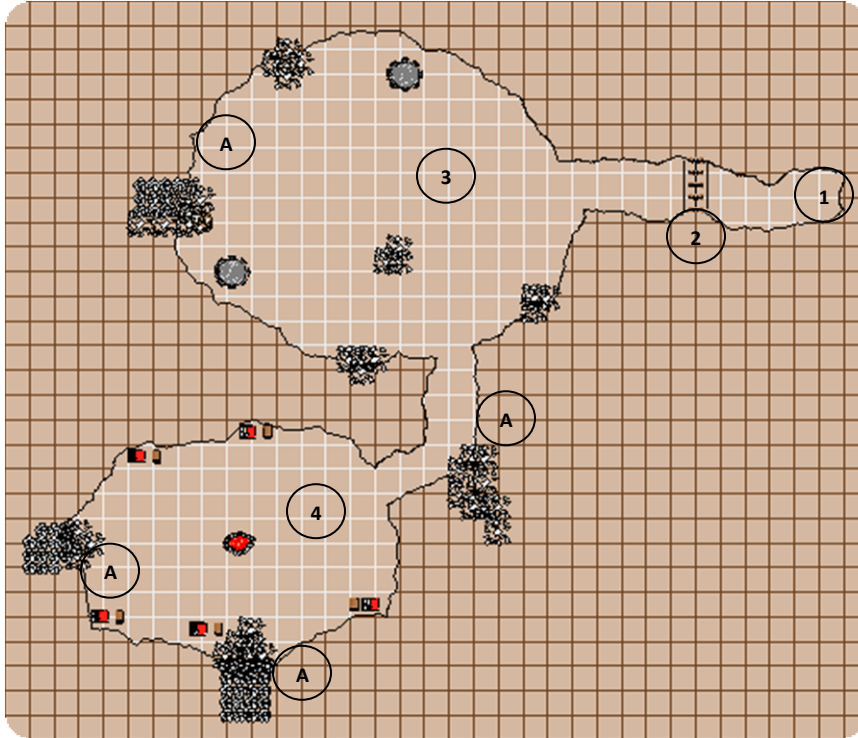
Hardness 8; hp 60; Break DC 18; Disable Device (open locks) DC 20.

3-part Wooden Bar

Hardness 5; hp 20 per section (60 total); Break DC 11; Repair (to remove spikes) DC 5.

detailed below with each section numbered.

There are eight raiders (detailed below) in the mine when the players enter it unless they spotted a raider prior to entering and eliminated him in the Wasteland. The raiders' locations are detailed in the encounters description below, but if a gunfight breaks out, or an alarm is raised, they will converge in area 2 or 3 depending on the situation, to eliminate the threat.



1) The Entrance

The entrance is difficult to locate, unless a raider has been tracked back to the hidden entrance. If tracks are followed, or the characters shadow a raider back to the mine, then no Spot check is required as the entrance is revealed. If the characters find the mine location without following a raider or tracks, they need to make a Spot check DC 18 to detect the mine entrance behind a desert camouflage tarp.

One raider guard (C-H) is on duty just inside the entrance sitting in a chair at all times. The six guards take 4-hour shifts, guarding the entrance. If this guard is attacked he will raise the alarm by shouting down the corridor and then running to the barricade to defend himself.

2) The Barricade

After descending 10 feet down a steep slope, a wooden and metal barricade blocks the 10 foot wide mine shaft. The barricade is made in the fashion of bars that reach the from the floor to the ceiling. Each bar consist of three wooden 6 foot long 6x6 mine planks attached together with railroad ties. In the middle of the barricade is a metal bar door. This door is locked and requires a Disable Device (open locks DC 20) skill check to open. The door or bars can be burst open, with a successful Strength check DC 18. Two of the barricade bars need to be removed in order for a character to squeeze through (or one bar for a character with the Trait: Small Frame); if three bars are removed then a 5 foot opening is created. If a character attempts to break two or three bars at once, since three bars occupy a 5 foot square, then add +2 for each additional bar to the Break DC. Breaking through the door or bars creates enough noise to attract the raiders from area 3 and 4. On the opposite side of the barricade, the shaft descends 20 feet to a large room. If the raiders are alerted by the barricade being busted up, they will be waiting for the characters by the entrance of section three, using rock piles as cover and spring a surprise attack on the characters. If the guard from area one alerts the raiders, they will converge on the barricade and the gunmen will open fire through the bars; the melee guard will open the door and proceed to engage in hand-to-hand combat. The bars offer a +4 defense cover bonus against gunfire and other ranged attacks unless the barrel of the gun is placed in-between bars.

3) The Hideout

Once the door is bypassed the characters can proceed into the main chamber of the Black Jack Raiders' hideout. Should the raiders have been alerted from the characters busting down the Barricade, read the following if they survived the attack, else read the "Caught with our Pants Down" below.

Several hanging lamps illuminate this large cavern outlining the walls attached to thick wire hanging from the ceiling. Several piles of rock and sand dominate the room, mostly by the cavern walls. Two large wooden tables--one close, the other across the cavern--can be seen. Both tables have several bottles dominating them. A passage descends further into the mine to your left. From behind a pile of rocks two men stand up and fire shots into your group. Several other men emerge from the passage to your left and from a depression on your right with melee weapons and close with your group.

Caught with our Pants Down

Several hanging lamps illuminate this large cavern outlining the walls attached to thick wire hanging from the ceiling. Several piles of rock and sand dominate the room, mostly by the cavern walls. Two large wooden tables--one close, the other across the cavern--can be seen. Both tables have several bottles dominating them. One of the tables has four men playing cards that have yet to take notice of you. A passage descends further into the mine to your left.

Should the characters not attract the attention of the raiders from area 2, they will find four of the raiders (Raiders A, B, D, and E) playing cards at the far table and completely oblivious to the characters nearby. The other four raiders are in area 4 resting.

Abbot and Costello (Raider A and B)

Aggressive 2; Medium Human; HD 2d10+4; hp 19; Mas 14; Init +2; Spd 30 ft.; Defense 15, touch 12, flat-footed 13 (+2 def bonus, +2 Dex, +1 armor); BAB +2; Grap +4; Atk +4 melee (combat knife 1d4+2 19-20 x2) or ranged +6 (Colt 6520 10mm 2d6); SV Fort +5, Ref +2, Will +0; AP 4; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Background: Survivalist

Occupation: Raider

Feats: Archaic Weapon Proficiency, Personal Firearm Proficiency, Power Attack, Simple Weapon Proficiency, Track, and Weapon Focus (Handgun).

Languages: English.

Skills (10): Climb +3, Gamble +1, Hide +3, Intimidate +1, Jump +3, Navigate +1, Spot +1, and Survival +1.

Traits: Bloody Mess, One Hander

Talents: Gunsel

Equipment: Ammunition (10mm – 48 rounds), Barricade Key, Beer (2), Binoculars, Colt 6520 10mm, Combat Knife, Leather Jacket, Meat Jerky (4), Metal Canteen, and 25 coin each.

Abe, Blade, Kenny, Remo, Spike, and Vern (Raiders C, D, E, F, G, and H)

Aggressive 1; Medium Human; HD 1d10+2; hp 12; Mas 14; Init +2; Spd 30 ft.; Defense 13, touch 13, flat-footed 11 (+1 def bonus, +2 Dex); BAB +2; Grap +4; Atk +3 melee (1d6+3); SV Fort +4, Ref +2, Will +0; AP 4; Str 15, Dex 15, Con 14, Int 9, Wis 10, Cha 8.

Background: Survivalist

Occupation: Raider

Feats: Archaic Weapon Proficiency, Personal Firearm Proficiency, Power Attack, Simple Weapon Proficiency, and Track.

Languages: English.

Skills (4): Climb +3, Intimidate +1, and Survival +1.

Traits: Bloody Mess, One Hander

Talents: Melee Smash

Abe's Equipment: Baseball Bat, Beer (2), Meat Jerky (2), Metal Canteen, and 15 copper coin.

Blade's Equipment: Beer (2), Crowbar, Deck of Cards, Meat Jerky (2), Metal Canteen, and 25 copper coin.

Kenny's Equipment: Ammunition (9mm – 12 rounds), Lead Pipe, Meat Jerky (4), Metal Canteen, Wine Cooler (4), and 5 copper coin.

Remo's Equipment: Baseball Bat, Beer (2), Meat Jerky (2), Metal Canteen, and 15 copper coin.

Spike's Equipment: Beer (2), Crowbar, Deck of Cards, Meat Jerky (2), Metal Canteen, and 10 copper coin.

Vern's Equipment: Ammunition (10mm – 12 rounds), Lead Pipe, Meat Jerky (4), Metal Canteen, Water Bottle (4), and 5 copper coin.

A) Cave-In

Loose rubble in the mouth of a cooridor is evidence that there was a passage here going somewhere, but it has since collapsed under several hundred tons of rock and sand.

There are several passages in the Hideout that show signs that this mine had many junctions but did not stand up to the Exodus or time.

4) Sleeping Quarters

Taking the passage from the main room leads to another sizable chamber in the mine. It appears that the raiders have made this chamber into sleeping quarters. A fire pit dominates the center of the chamber and gives off the only illumination in the chamber. Five beds each spaced a good distance apart from one another can be seen circling the fire pit at a good fifteen to twenty feet away. Each bed has a wooden box next to it. Lastly, more piles of rock dominate the far side of the chamber and to your left.

If there are sleeping raiders in this chamber, add that four of the beds are occupied. The sleeping raiders keep their equipment in the wooden footlockers while sleeping. The footlockers do not contain locks and can be opened with ease.

Development: Once the Mine has been cleared, or if a character captured a raider, they will need to interrogate the raider in order to find the location of Marty McCreedy at the Church of Ill Repute to the north of the Hideout. A successful Intimidate check DC 20 is required in order to learn the location of the Church. Raiders A and B can give details of the Church layout and the sentry on the roof, but will not say anything about the traps. Raiders C – H have never been to the Church, but know it is one day north and have heard general rumors about the slave girls.

If a raider or several raiders flee the mine, Raider A and B will head to the Church, while raiders C – H will flee into the Wastes afraid that McCreedy will kill them for failure to protect the Hideout.

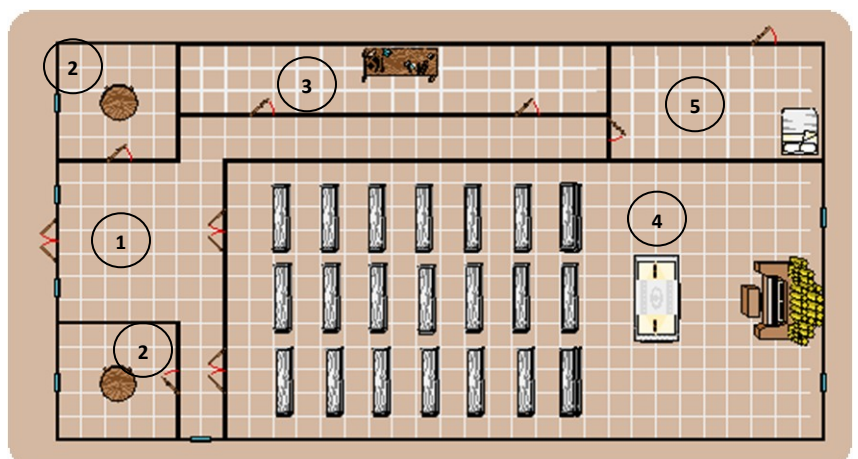
Pilgrimage of the Union

When the characters leave the Hideout and either head back to Reno or to the Church of Ill Repute, they will view a pilgrimage of twenty men and woman crossing the Wasteland heading west towards Tahoe to the Union. All of the pilgrims are rag-tagged Wastelanders heading from DS Outposts and further Wasteland communities to the east. They seek to find a new existence through the Union.

If stopped and questioned, one of the pilgrims will tell the characters about the pilgrimage and Unity. The pilgrim does not know anything about anything—except, what the 3rd degree Unionite told him about the Union and Unity (refer to the *Exodus Southwest Wasteland Guide* for more information).

The Church of Ill Repute (CEL 4/SC 3)

Black Jack McCreedy is hold up in an old church in the desert one day north of the Hideout. The Church is the only building in the area for miles and must have been on the outskirts of some community before the Exodus. McCreedy has a lookout on the roof and some kidnapped ladies inside of the church. The Church is a single story ranch style church with several boarded up windows. The boards can be pried free with a Strength check DC 12.



Farsight (lookout)

Aggressive 2; Medium Human; HD 2d10+4; hp 19; Mas 14; Init +2; Spd 30 ft.; Defense 16, touch 13, flat-footed 13 (+2 def bonus, +3 Dex, +1 armor); BAB +2; Grap +4; Atk +3 melee (combat knife 1d4+2 19-20 x2) or ranged +6 (Colt Rangemaster .223 2d8); SV Fort +2, Ref +6, Will +0; AP 5; Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Background: Wanderer

Occupation: Raider

Feats: Archaic Weapon Proficiency, Armor Proficiency (light and medium), Personal Firearm Proficiency, Point Blank Shot, Simple Weapon Proficiency, and Weapon Focus (Rifles).

Languages: English.

Skills (10): Climb +3, Gamble +1, Hide +2, Intimidate +1, Jump +1, Navigate +1, Spot +4, and Survival +1.

Traits: Fast Shot, Lucky

Talents: Remain Conscious

Equipment: Ammunition (.223 – 30 rounds), Beer (2), Binoculars, Colt Rangemaster, Combat Knife, Leather Jacket, Meat Jerky (4), Metal Canteen, and 5 steel.

1) Entrance

The entrance of the Church is unguarded and the rotted double doors are unlocked. In front of the right door is an active landmine that will detonate when 20 pounds of pressure is applied to the area.

A perceptive character may notice that the right door has not been used by the lack of tracks in front of the door, and all of the tracks giving the area a wide berth to the left door. To notice the track around the door allow characters approaching within 10 feet of the area a Spot check DC 12. Finding the landmine requires a search check DC 18 and a Demolitions check DC 18 to disarm.

Land Mine

Mechanical trap; weight trigger (20 lb); Reflex DC 20 (half damage); damage 4d12 direct, 4d6 in 15ft radius; Search (DC 18); Disarm (Demolition DC 18).

2) Slave Rooms

These two rooms contain four women each that have been captured from traveling merchants and pilgrims. These women are horrified, having been sexually abused and tortured by McCreedy and his men. Each of the four woman are chained together to the wall, with the chain long enough to almost reach the door or window. Unchaining the woman requires a Disable Device (open locks) DC 18, and once unchained, they will run off into the Wasteland unless physically restrained or by succeeding a Diplomacy check DC 20 to calm them down. If the landmine in area one has not been disabled, or has not exploded, one of the women will detonate it killing the group of women.

3) Kitchen

This room was once a kitchen, but now is bare except for a table that contains some canned foods, tools, and a large chunk of dried meat.

4) Membership Hall

This large hall is where the church members would gather for a sermon, however it now lies in ruins. The pews are rotted, unable to support weight. The preacher's podium has been vandalized and shot up. The only thing that is still in working order is an organ at the back of the room. .give or take a bullet hole in the pipes.

5) McCreedy's Room

This room is McCreedy's room. He is usually in this room when at the church with one or more of his ladies friends entertaining.

The door that exits McCreedy's room to the outside is trapped with a sawed-off shotgun. When the door is opened the shotgun fires point blank at the doorway hitting the door and possibly whoever opened the door with a slug.

If the lookout spots the party approaching, he will radio McCreedy on a Walkie-talkie (channel 4). McCreedy will grab some armaments, take a hit of Inferno, and then head to the window south of area 1 and start shooting his shotgun at anything that moves. Shooting from this position gives McCreedy a +7 Defense bonus from cover.

Should the party catch McCreedy by surprise, he will jump up from

Sawed-off Shotgun Door Trap

Mechanical trap; pulley trigger (opening door); Atk: +12 range 2d10 (.12 slug 20/x3); Search (DC 18); Disable Device (DC 18).

the bed, grabbing the girl he is entertaining for cover and gaining a +2 cover bonus. He will reach for his Shotgun on the table next to the bed and go to town on the following action.

Return to Reno

Run this encounter if the party has Black Jack Marty McCreedy. The Red Lighting Mercenary Crew has been watching the north desert an hour outside of Reno for any other mercenary groups to bring in the raiders.

Upon your return trip to Reno, a small group heads in your direction just outside of Reno. As the gap closes the between your parties, one man wearing red armor flags your group down waving a white cloth. From a distance the man introduces himself as Lighting Mac while hold his hand out and slowly approaching. As Mac closes, he speaks plainly, "It appears you have something my mercenary crew is looking for: Marty McCreedy. There is no need for violence here friend. We offer you a deal of 700 steel for the raider, thats 200 more than what he is worth. We'll pay you 50 steel for each additional raider you got also. Do we have a deal, friends?"

Mac and his crew are not looking for a fight and will retreat if a fight starts or the party refuses the offer. Mac's crew consists of six additional men that wear tactical vests and carry rifles. The players can attempt to negotiate a better price with a Barter check. If the Barter check succeeds DC 20, Mac will offer an additional 100 steel; DC 25 200 steel; DC 30 300 steel. If the players agree to sell the Black Jacks to Mac, they will be paid the amount negotiated and read Conclusion C.

Conclusion A

Returning Black Jack Alive

Returning to Reno you turn over Marty McCreedy alive to the New Reno Enforcers at the checkpoint. The Trans-Genetic Mutant Enforcers take the raider(s) off your hands, and pay your group the bounty. One of the four enforcers at the checkpoint congratulates you on a job well done bringing in the raider alive for interrogation, and your group has been noticed by Reno. The Mayor has authorized a purchase from the checkpoint Amenities Locker.

The party receives the bounty on Marty McCreedy of 500 steel and 50 steel for each raider brought in. Also the players may purchase a Rare weapon or armor of 2500 steel or less from Reno at a later date. Additionally, each player gains the following Reputation: +3% fame in Reno; +1% infamy in NEMO. If the enslaved women have been bought back to Reno with the group, they gain an additional + 1% fame in Reno.

Marty McCreedy

Aggressive 3; Medium Human; HD 3d10+6; hp 27; Mas 14; Init +2; Spd 30 ft.; Defense 15, touch 12, flat-footed 13 (+2 def bonus, +2 Dex, +5 armor); BAB +3; Grap +4; Atk +5 melee (baseball bat 1d6+2) or ranged +6 (2d8); SV Fort +6, Ref +3, Will +1; AP 4; Str 14, Dex 15, Con 14, Int 10, Wis 8, Cha 12.

Background: Wanderer

Occupation: Raider

Feats: Archaic Weapon Proficiency, Armor Proficiency (light and medium), Personal Firearm Proficiency, Point Blank Shot, Simple Weapon Proficiency, and Weapon Focus (Shotgun).

Languages: English.

Skills (10): Climb +3, Gamble +1, Hide +2, Intimidate +1, Jump +1, Navigate +1, Spot +4, and Survival +1.

Traits: Fast Shot, Lucky

Talents: Fast-Talk, Gungsel

Equipment: Ammunition (12 gauge – 21 rounds), Beer (6), Baseball Bat, Beretta M3P, Grenade (fragmentation), Inferno x3, Light Duty Vest, Meat Jerky (4), Metal Canteen, Slave Girl Key. and 115 steel.

Conclusion B

Returning Black Jack Dead

Returning to Reno you turn over Marty McCreedy dead to the New Reno Enforcers at the checkpoint. The Trans-Genetic Mutant Enforcers take the raider(s) off your hands, and pay your group the bounty. One of the four enforcers at the checkpoint congratulates you on a job well done bringing in the raider body, and your group has been noticed by Reno.

The party receives the bounty on Marty McCreedy of 500 steel and 50 steel for each raider brought in. Additionally, each player gains the following Reputation: +3% fame in Reno; +1% infamy in NEMO. If the enslaved women have been bought back to Reno with the group, they gain an additional + 1% fame in Reno.

Conclusion C

Selling the Raiders to the Red Lighting Mercenary Crew

Returning to Reno you hear that the Red Lighting Mercenary Crew has captured the entire Black Jack Raiders cell and turned them in for the bounty. The Crew was granted a special award by the Mayor of Reno for their efforts in protecting Reno and keeping the peace of the Wasteland.

Each player gains the following Reputation: +1% fame in Red Lighting Mercenary Crew. If the enslaved women have been bought back to Reno with the group, they gain a + 1% fame in Reno.

Conclusion D

Failing to Locate the Black Jack Raiders

You have spent several days wandering the Wasteland in search of the Black Jack Raiders, only to find failure in your search.

The End...

Experience

Experience is divided into three categories: combat, skill, and role-playing, as denoted below. First, determine the character's APL as it will be important to calculate Combat XP. Second, add all XP earned together and divide by the number of characters to get each character's earned XP. Record their earned XP upon their OPS Certificate Log.

Average Party Level (APL): To determine APL, add together all of the player character levels, including any animal's CR (that is not an Advanced Class feature) or NPCs that are aiding the characters and then divide by the number of characters, assisting creatures, and NPCs to determine the APL of the group. APL plays a factor in the amount of Combat XP earned and represents the challenge presented by the group.

CEL (Combat Encounter Level)

Combat XP = CEL (plus/minus difference of APL) times total HP of the creatures or NPCs

SC (Skill Challenge)

Skill XP = 250 times SC

RP (Role-Playing)

Conclusion and Story Rewards

Experience		
Combat Encounter (CEL)	Achievements	XP Earned
Small Town Ruins	Defeating the Flock of Seagulls	3 (+/- APL) x 22
The Hideout	Defeating the Raiders	4 (+/- APL) x 98
The Church of Ill Repute	Defeating Farsight	4 (+/- APL) x 55
The Church of Ill Repute	Defeating Jack McCreedy	
Skill Challenges (SC)	Achievements	XP Earned
Reno Informants	Gathering Information on the raiders (gather information)	250 - 750
The Steel Disciples	Identifying Technology (knowledge - technology)	125
The Hideout	Finding the Hideout (search, spot, survival)	750
The Hideout (the Barricade)	Bypassing the Barricade (disable device, STR check)	500
The Hideout	Interrogating a Raider (diplomacy, intimidate)	500
The Church of Ill Repute (Entrance)	Discovering and Disarming Landmine (demolition, search, spot)	500
The Church of Ill Repute (Slave Rooms)	Calming down the Women Slaves (diplomacy)	500
The Church of Ill Repute (McCreedy's Room)	Disarming the Shotgun Trap (disable device)	500
Return to Reno	Selling Black Jack McCreedy for a better deal (barter)	500
Role-Playing (RP)	Achievements	XP Earned
Reno Informants	Gathering information from three location on the raiders	100
Small Town Ruins	Fleeing the Flock of Seagulls (if level 1 characters)	50
The Church of Ill Repute	Freeing and returning the Women to Reno	250
Conclusion A		1000
Conclusion B		750
Conclusion C		250
Divide by the number of players for each player's total EXP		
Time Units Spent: The number of days it takes to complete the task (5 minimum)		

Reputation

Reputation is gained through the actions of the characters as a group or those of a single character during the scenario. Each character earns either fame or infamy in the Reputation category as defined by the actions listed below. Record all of the results on the Scenario Log.

Conclusion A or B: +3% Fame with Reno, +1% Infamy with NEMO

Conclusion C: +1% Fame with Red Lighting Mercenary Crew

Bringing Enslaved Women back to Reno: +1% Fame with Reno

Treasure

To determine the amount of treasure (loot and coin) that a character earns, consult the results below for items and add up the coin earned from the encounters in which the character participated. A chart of potential coin earned is included below for quick reference. Allow the players to determine the items that they are keeping and those they are selling. Only one player can attain items with a quantity of (1), and it is up to the players to determine who gets the item without in-character fighting. A common method to determine who gets a disputed item is a dice roll off; or one of the characters adding the sell value to the coin earned that is split amongst the other characters. Selling items is broken up into three categories below with a base sell price (1/2 cost) and two barter categories (5% and 10%).

All Rare, Very Rare, and Unique scarcity items are no longer listed on the certificate. These items are entered under the acquired items, just as acquiring normal scarcity items unless otherwise noted by the treasure entry.

Encounter	Maximum Attainable Coin
The Hideout	50 Steel, 75 Cooper
Church of Ill Repute	120 Steel
Return to Reno/Conclusion	Up to 1450 Steel

Maximum Items Attainable	Sell Value (individual)	Sell Value (total)	Barter DC20	Barter DC25
Ammunition (.223 – 30 rounds)	2	60	+5%	+10%
Ammunition (9mm – 12 rounds)	2.5	30		
Ammunition (10mm – 108 rounds)	2	216		
Ammunition (12 gauge – 22 rounds)	5.5	121		
Baseball Bat (3)	22.5	67.5		
Beer (20)	.5	10		
Beretta M3P		1125		
Binoculars (3)	200	600		
Colt 6520 10mm (2)	125	250		
Colt Rangemaster		500		
Combat Knife (3)	82.5	247.5		
Crowbar (2)	32.5	85		
Deck of Cards (2)	1	2		
Grenade, Fragmentation		150		
Inferno (3)	200	600		
Landmine		625		
Leather Jacket (3)	125	375		
Lead Pipe (2)	12.5	25		
Light Duty Vest		1000		
Meat Jerky (32)	2.5	80		
Metal Canteen (10)	12.5	125		
Sawed-Off Shotgun (SxS) 12 gauge		400		
Water Bottle (4)	5	20		
Wine Cooler (4)	1	4		
Maximum Totals	—	6718	7053.9	7389.8

Certificate Entries

Reno's Amenities Locker: May purchase one Rare non-energy weapon, field gear item, or light to medium armor up to a value of 2500 steel or less from New Reno's Amenities Locker at the checkpoint. This service can only be redeemed once, and only when in Reno. Note the item purchased on your current *OPS* log (if different than here) and strikethrough this service when cashed-in.

WANTED DEAD OR ALIVE



\$500 Steel
Turn over the
body to the
New Reno
Enforcers

BONUS
\$50 Steel
For each Black
Jack Raider
captured or
killed under
the command of

Black Jack Raider Marty McCreedy

Image by: Craig Petersen
Source: Exodus Survivor's Guide

Overseer's Terrain Map



Terrain KEY

A: Desert Ruins

B: Raiders Hidden Cave

C: Church of Ill-Repute

Player's Map

