**Event – Bandit Toll Blockade**

As we were driving along the skirting of a seemingly unending cliff-face, we came across a large opening leading to the other side.  
  
However, the opening had a large metal gate with two poorly constructed watchtowers behind, both adorning banners emblazoned with red skulls. Armed men in ragged spacesuits patrolled from above.

Choices –

**1]** Keep searching for a safe route

**2]** Approach the checkpoint

**1[**We couldn’t take any chances with bandits, so we spent an extra day searching for a new route.

**2[**As we approached, they reacted immediately and trained their weapons on us.

The gate opens fully and a large man waves us over.   
  
Once we cautiously approach, the man states that this is a tool booth, and if we wanted passage we would have to pay them some supplies

Choices -

**I]** Hand over some supplies

**II]** Politely decline, and keep searching for a safe route

**III]** {Ex-Bandit} X sees if they can spot anyone familiar

**I [**We hand over their toll, and a grin appears on his ugly mug. He turns and whistles to his comrades, and a clear path is made for us to continue driving through the checkpoint.

**II [**The large man curses, turns angrily and walks away as the gate seals shut behind him. We back the rover out, and make our retreat. In the end, we had to spend an extra day searching for a new route.

**III [50% SUCCESS/ 50% FAIL**

**SUCCESS [**X exits the vehicle and looks at the patrolling guards, and recognizes one of them from his old raiding gang. They both have a quick wave at each other, as the guard gives the thumbs up to the large man. The large man grumbles and offers a discount toll instead.

Choices -  
**A]** Pay the discounted toll

**B]** Politely declines, and keep searching for a safe route

**A [**We hand over their toll, and a grin appears on his ugly mug. He turns and whistles to his comrades, and a clear path is made for us to continue driving through the checkpoint.

**B [**The large man curses, turns angrily and walks away as the gate seals shut behind him. We back the rover out, and make our retreat. In the end, we had to spend an extra day searching for a new route.

**FAIL [**As X pops his head out of the rover door and locks eyes with the large man. The large mans face distorts with murderous intent, pulls out his weapon and takes a shot at X. This in turns makes the checkpoints patrols begin firing at the rover.  
Our tires screeched against the dirt as we booked it out of there, dodging as much fire as possible.   
After we escaped, we had to spend an extra day searching for a new route. We were able to deduce that maybe X double-crossed some people in his bandit days.

**Event – Drinking Contest**

As we were driving along, we saw in the distance a stationary rover. After approaching it, we received a message over the comms.  
  
*“Hey buddies, you got any –hic- alcohol on board? We’ll uhh… Play ya for it! Send out ya strongest liver!”*

Choices –

**1]** Send someone over to the contest with a keg of homemade mars moonshine

**2]** Decline the invitation and move on

**3]** {Alcoholic} Send X over with a bottle of mars finest

**4]** {Charlatan} X’s eyes gleam at opportunity to swindle a bit of liquor

**1 [50% Success / 50% Failure]**

**Success [**After some time had passed, an uproar of laughter is heard over the comms. Our crewmate returns, swaying left and right with a wide grin smacked on their face, dragging 2 kegs of homemade mars moonshine.

**Fail [**After some time had passed, an uproar of laughter is heard over the comms, followed by a loud thud and cheering. Not long after, two of the other rover’s passengers were seen dragging our unconscious crewmate back to our rover.   
After dropping them off, they thanked us for an entertaining night and left back to their rover.

**2 [**The other rover voiced their disappointment but understands. We parted ways amicably and continued onward with our journey.

**3 [**X stands up and take a swig of his personal flask, grabs a keg and slings it over his shoulder without a word to anyone else. It was clear to us that the other rover had no idea what they were dealing with.  
  
Not 10 minutes later, X returns with 2 kegs in tow.

**4 [70% Success / 30% Failure]**

**Success [**X grabs a few bottles of our strongest clear spirits, emptying one of them and filling it with water, giggling to themselves.   
X explains that they will challenge all the other rover occupants into a chugging match, wait till they are all unconscious, and loot all their alcohol.  
  
Not 5 minutes later, X returns with 3 kegs in tow, obviously proud of his accomplishment.

**Failure [**X grabs a few bottles of our strongest clear spirits, emptying one of them and filling it with water, giggling to themselves.   
X explains that they will challenge all the other rover occupants into a chugging match, wait till they are all unconscious, and loot all their alcohol.  
  
Not 5 minutes later, the rover door swings open, and X falls to the ground with a blood covered face. Guess X needs to work on his drunken impression.

**Event – Well Dressed Survivor**

Our sensors picked up a single slow moving entity in the distance. After approaching closer, we discovered a single lone survivor. He had a crudely painted on moustache and monocle on his visor, and a poorly coated jacket and tie on his suit. A large brown rucksack is slung over his shoulder. As he notices you, a message is sent to your comms.  
  
*“Good day fellow travelers! Congratulations on being today’s first customer! I have a proposition for you all. If you were to supply me with an ample amount of X, in return you can have all that is within my bag of treasures!”*

Choices –

**1]** Accept the trade

**2]** Refuse the trade

**3]** {Charlatan} Attempt to convince the Well Dressed Survivor into revealing the contents of the rucksack

**4]** {Gambler} Propose a coin toss, where the winner gets it all.

**1 [This event will involve getting 1/20/40/60 of a resource**One of us quickly gathered the requested supplies, and hands it over to the Well Dressed Survivor. He exclaims,  
  
*“Oh my oh yes! Not often you find fine people like yourself with such quality X! I sincerely hope that you are happy with my parting gift. Until we do business next time gentlemen!”*After returning to the rover, we opened up the rucksack to reveal an X amount of X.Before anyone could comment on its contents, someone commented that the Well Dressed Survivor was nowhere to be seen, with even the sensors falling silent.

**2 [**A tearful sniffle was heard from inside his suit, as the Well Dressed Survivor turns his back to the rover, and walks towards the horizon  
  
*“You can never find trustful people nowadays. What is society coming too?”*

**3 [SUCCESS 30% / FAILURE 70%]**

**SUCCESS [**X remarks that the Well Dressed Survivor’s rucksack could be filled with rocks for all we know. That piqued the Well Dressed Survivors interest with a straightened posture.  
*“Ah, so we have a fellow businessman on board? Very well, peruse my wares! I do hope you consider my offer…”*The Well Dressed Survivor opens his rucksack, and reveals a **SMALL/DECENT/LARGE** pile of X.  
Choices -   
**I]** Accept the trade

**II]** Refuse the trade

**I [“***Oh this is just superb! Nothing beats a well-negotiated trade. Ta-ta for now!”*

After returning to the rover, we opened up the rucksack to reveal an X amount of X.Before anyone could comment on its contents, someone commented that the Well Dressed Survivor was nowhere to be seen, with even the sensors falling silent.

**II [“***Oh? Not agreeable terms? Well, I won’t force you! I only have satisfied customers in my book, so Ta-ta for now!”*

The Well Dressed Survivor turns away from the rover, and begins to walk into the distance, whistling to himself as he goes.

**FAILURE [**X remarks that the Well Dressed Survivor’s rucksack could be filled with rocks for all we know. The Well Dressed Survivor hangs their head in disappointment.  
  
*“Taking away the fun now are you? No… no… no… that won’t do. With the state of this economy, chance is the only friend we truly have.”*Choices -  
**I]** Accept the trade

**II]** Refuse the trade

**I [“**Oh this is just superb! Nothing beats a well-negotiated trade. Ta-ta for now!”

After returning to the rover, we opened up the rucksack to reveal an X amount of X.Before anyone could comment on its contents, someone commented that the Well Dressed Survivor was nowhere to be seen, with even the sensors falling silent.

**II [“***Oh? Not agreeable terms? Well, I won’t force you! I only have satisfied customers in my book, so Ta-ta for now!”*  
The Well Dressed Survivor turns away from the rover, and begins to walk into the distance, whistling to himself as he goes.  
  
**4 [50% SUCCESS / 50% FAILURE]**

**SUCCESS [**The Well Dressed Survivor quickly agrees to the wager with a glint in his monocle. X pulls a coin out of their pocket, and flips it in the air.

*“Heads!”* the Well Dressed Survivor shouts.  
  
X catches the coin on their wrist, revealing it landed on Tails.  
 *“Oh my, what an adrenaline rush to start the day! Enjoy your spoils!”*

The Well Dressed Survivor drops the rucksack to the ground, and begins to walk into the distance, whistling to himself as he goes.  
  
**FAILURE [**The Well Dressed Survivor quickly agrees to the wager with a glint in his monocle. X pulls a coin out of their pocket, and flips it in the air.  
  
*“Tails!”* the Well Dressed Survivor shouts.  
  
X catches the coin on their wrist, revealing it landed on Tails.  
  
*“Oh yes oh my! The fates sure were good to me today!”* exclaims the Well Dressed Survivor.  
  
Keeping our end of the bargain, X forks over the supplies. We started up the rover to continue out journey onwards, as the Well Dressed Survivor places his winnings in his rucksack.

**Event - Surrendering Rover**

*Side Note: Could have precursor event later*  
  
After we scaled a sand dune, at the bottom of its base we spotted an overturned rover. It was clearly battle worn, being covered in scorch marks and bullet dents.   
As we approached it cautiously, our rover’s comms fired up.

*“Please, no more! We surrender, just take whatever we have and don’t hurt us!”*Two oxygen tanks and a large tin of fuel is thrown from behind the overturned rover towards us.

Choices -   
**1]** Accept their offer of surrender

**2]** Explain that you are friendly  
  
**1 [**We all exited the rover with our weapons trained on the overturned rover. One of us collected the supplies and hauled them back to our storage. After we all returned to the vehicle, we drive away leaving them in the dust.

**2 [**A heavily injured survivor shuffles from behind the overturned rover. The same voice over the comms returns.  
  
*“Oh thank god. Bandits attacked us about an hour ago and took most of our supplies and trashing our rover. We just assumed you were one of their secondary parties. Our rover is almost repaired. Bless your souls for not taking advantage of us.”*

The survivor returns to their rover with hope on their face.  
We took this as our cue to leave.

**Event – Hostage Situation**  
  
We picked up a distress beacon, with a computerized voice repeating,   
*“UNDER ATTACK – SEND HELP”*. Approaching the coordinates, we discovered a small alcohol producing settlement with a commotion happening in the center.  
  
Three bandits have guns trained on a civilian kneeling in front of them, shouting at the crowd watching.  
  
*“We warned you worthless low lives, what would happen if you missed out on another oxygen payment. I hate to do this, but we gotta make an example of ya.”*

Choices -   
**1]** Help out the settlement and pay the oxygen

**2]** Attempt to reason with the bandits

**3]** {Pacifist} Point out that killing the survivors wont solve their problem

**4]** {Trigger-happy} Attempt to take out the bandits before they can act

**1 [**We quickly alerted the bandits to our presence, and offered pay the ransom in exchange for letting the civilian free.  
  
The bandits smile and one kicks the civilian to the floor, walks over to our rover and takes the oxygen. The bandits pile into their rover and leave.  
  
The crowd profusely thanks us for our selfless act. One mentions that they could not reimburse us for our oxygen, but have plenty of alcohol and some fuel that they will gladly give.

**2 [25% SUCCESS / 75% FAILURE]**  
**SUCCESS [**One of our crewmembers attempts to reason with the bandits, promising them that the settlement will pay the oxygen price next time. This is met by nodding in the crowd.   
  
The bandits look to each other, and the middle one grows a scowl in his face, and spits on the civilian further pushing the gun barrel into his back.  
  
*“You scum ain’t gunna get another chance! Don’t make that mistake again”*The bandits walk away into their rover, and drive off into the distance. The crowd breaths a collective sigh of relief, and turns back to work.

**FAILURE [**One of our crewmembers attempts to reason with the bandits, promising them that the settlement will pay the oxygen price next time. This is met by nodding in the crowd.  
  
The middle bandit smiles and pushes the gun barrel further into the civilians back.  
  
*“None of you will learn that way then though, would ‘ya? Business is business.”*The bandit fires, with the civilians body slumping to the ground. The bandits turn and leave to their rover, and drive off. The crowd hangs their heads, and returns back to work.

**3 [**X reasons with the bandits, explaining that killing them won’t get their payment any quicker, they have learnt their lesson and to just leave with their heads held high.  
  
The bandits look at each other. The middle bandit grows a scowl on his face, spits on the civilian while shouting towards the crowd  
 *“You worthless low-lives ain’t gunna get another chance. Make sure we get it next time!”*The bandits walk towards their rover and drive off into the distance.  
  
We got a few thank yous from the crowd, but ultimately they went back to work, and we continued onwards with our journey.

**4 [50% SUCCESS / 50% FAILURE]**

**SUCCESS [**X quickly draws catching the bandits by surprise. Three quick shots later, all three bandits lie dead in the dirt. The hostage scrambles to his feet and rushes towards the crowd.

The farmers look shocked at what happened, with one angrily exclaiming

*“You stupid idiots! Why did you go and do that? They are only a collection party, the rest will come once they find out what happened.”*

In a panic, some of the farmers drag the bodies away in an attempt to hide them. Its now clear nobody wants us to stick around. We looted the bandits’ rover of their supplies, and left the settlement.

**FAILURE [**X quickly draws and fires killing two of the bandits however it seemed that the third one was quick on his feet in a panic he rushes to his rover and drives off

The farmers look shocked at what happened angrily exclaiming

*“We didn’t need your help now you’ve just screwed us when the survivor gets back to their base”*

We leave while they are panicking

**Event – Bandit Bounty**

A public broadcast is picked up by the rover comms. A robotic voice requests,  
*“This is a public request from the MSS organization. A bounty has been placed on Razor and his Bloodhound Bandits. Crimes listed, Homicide, Aggravated Robbery, Extortion, and Public Indecency. Reward, sufficient living supplies. Return message for last known coordinates”*Choices –

**1]** Accept bounty, spending an extra day to hunt the bandits

**2]** Refuse bounty

**1 [**After returning the message, coordinates appear on our map.   
  
A days trip later, we reach a fortified scrap yard in the dead of night. Turning our rovers lights out, we make a stealthy approach. One crew member scouts the small compound, and notes that there are 6 bandits scattered around, one of which having a blade protruding out of an amputated left arm. This was the tell tale sign of the bandit called Razor whom the bounty was placed upon, as he sat on a chair sharpening his blade.  
  
Choices –

**I]** Open fire from cover, hoping to take the bandits by surprise

**II]** It’s too risky, we decide to leave and let someone else take this bounty

**III]** {Ex-Bandit} Trick the gang into lowering their guard, and attacking them.

**I [**A hail of gunfire is erupted towards the bandits, taking them by surprise as they dive for cover. Both sides return fire to each other for an extended amount of time.  
  
It doesn’t take long until the bandit’s side falls silent. After we cautiously approached from the side, it was clear that all the bandits were dead. It didn’t take long to locate Razors corpse, and take his arm blade as proof of our bounty.  
  
After handing in the proof, we received our bounty reward of X and continued onwards with our journey.

**II [**A few resources aren’t worth any of us eating any bullets. We quietly packed ourselves back into the rover, and continued our course to the sister base.

**III [**X walks through the front gate of the compound and announces his presence to all the bandits. He claims that his raiding party was killed, and is looking for a new gang to join. Razor stands up and his boisterous laughter fills the compound.  
*“Sure thing buddy, the more the merrier for my squad!”*X mentions his enthusiasm, and that if people could just help him unload his loot from his rover it would be helpful. All of the bandits agree and follow X towards the compounds front gate.

It doesn’t take long until the bandits all group together to funnel through the entrance, where they are met by a barrage of gunfire from our crew. Some of the bandits fired some quick shots at us,

**2 [**We don’t have time to worry about other people’s problems. We keep our course for the sister base.

**Event – Sonar Filled with signals**  
Just as our rover edged over the side of a sand dune, the radars picked up at least 50 slow moving life signals ahead. Looking in the distance reveals that the signals belong to a large pack of hounders.

Choices -

**1]** Wait for a safe path

**2]** Sneak Through

**3]** {Driver} Find the most efficient path straight through the hounders, and blast it

**1 [**We lost some time but the mass soon moved on.

**2[30% SUCCESS / 70% FAIL**]

**SUCCESS [**Turning off our equipment, we quietly snuck around the animals and eventually made it to a safe location, and booked it outa there

**FAIL [**Turning off our equipment, we quietly snuck around the animals. The rover drives over a large rock, shattering it with a loud bang. The group of animals flies into a frenzy and give chase. In an effort to escape the animals, we give full speed where we accidentally crash into a large rock, injuring us. Pulling away from the shitty position lets us escape from the group all together.

**Event – Rouge AI**

A voice cracks the silence of the rover as the comms fire up to a local distress broadcast coming from a nearby settlement.  
  
*“Oh for god’s sake, anyone PLEASE! Our supply lifting drone has gone bloody nuts, it crushed our mechanic and we cant do shit. Someone please come and stop this thing!”*

Choices -  
**1]** Follow the distress signal

**2]** Not our problem, move on

**1 [**Once we reached the settlement, it seemed the distress signal was pretty spot on. The drone had multiple large metal arms flailing wildly while moving erratically. What few people lived in the settlement were taking cover in their homes. A red splotchy mess is splattered across the dirt near the drone.

Choices –

**I]** Shoot the drone with everything we got  
**II]** Try to subdue it physically  
**III]** {Cyberpunk} Attempt a routine feedback loop to shut it down

**IV]** {Trigger-Happy} Attempt to shoot out its main power source

**I [**We couldn’t wait around for this thing to hurt anyone else. All of us got into position with our weapons trained on the drone. The drone must have sensed this, as it began moving rapidly towards us.  
  
Once we opened fire, the drone quickly dissolved in the mess of bullets flying towards it, and eventually crumpled into an unrecognizable heap on the ground.  
  
After the commotion ended, a man came out of his house towards us.  
  
*“Finally someone showed up to deal with this shit. I wish we could have saved the drone at least, but I guess its better than nothing. Shame about Joel, he was just doing his weekly maintenance on it and the thing just went nuts, got him instantly. Since you guys really didn’t have to come, your welcome to grab some lunch from our storage.”*

**II [SUCCESS 65% / FAIL 35%]**

**SUCCESS [**This town probably needs that drone to survive, destroying it wont solve their problem. We located an empty house and took refuge inside, taunting the drone by throwing rocks at it through the windows. The drone eventually took the bait, and moved through the door. We all quickly piled anything we had to block the entrance to the house, trapping the drone inside.  
  
Soon enough, a man emerged from one of the other houses, and said  
 *“Finally someone showed up to deal with this shit. Thank you guys for not breaking it, we can figure it out from here. Shame about Joel, he was just doing his weekly maintenance on it and the thing just went nuts, got him instantly. Since you guys really didn’t have to come, your welcome to grab a box or two of rations from our storage.”*

**FAIL [**This town probably needs that drone to survive, destroying it wont solve their problem. We located an empty house and took refuge inside, taunting the drone by throwing rocks at it through the windows. The drone reacted to this act of aggression, and charged towards us instantly

**III [**X notices the model version of the drone, and remembers a rather large vulnerability in its design, in that if its pushed over it has no way of getting back up.

**IV [**

**2 [**We stuck out course for the sister base. We don’t have time to clean up other people’s problems.

**Event – Crashed rover map**  
A crashed rover wreck draws closer directly in our path. Upon closer inspection, it appears to have been deserted for only a few days. Claw marks slashed along its hull with a torn open door suggests a pack of Hounders attacked, and did away with the occupants.   
  
After investigating inside, the rover was clearly well stocked with supplies for a distant journey.  
  
As the last member of our crew enters the rover, its computer powers up and a message blasts from the speakers,  
*“Unidentified occupants, suppress classified information leakage, initiating irreversible self destruct for 10 seconds”*

Time begins ticking down from the speakers. We don’t have time to loot everything.  
Choices -  
**1]** Grab alcohol kegs and boxes of rations

**2]** Grab oxygen tanks and siphon some fuel

**3]** {Cyberpunk} Attempt to get the rovers data stores to find the classified information

**1 [**Amidst the frenzy, someone shouts to grab all boxes and kegs we can carry.  
  
We hastily grabbed what we could and booked it out of the rover towards ours, just as a loud droning noise echoes from the crashed rover, as it begins to fold and compress in on itself continuously, until the rover is just a small ball of crushed jagged metal laying on the ground.   
  
We wondered what information would be so valuable to implement such a desperate function on a rover.  
  
Packing our newfound supplies into our storage, we headed back off into our route.

**2 [**Amidst the frenzy, someone shouts to grab all the oxygen tanks and fuel canisters we can carry.  
  
We hastily grabbed what we could and booked it out of the rover towards ours, just as a loud droning noise echoes from the crashed rover, as it begins to fold and compress in on itself continuously, until the rover is just a small ball of crushed jagged metal laying on the ground.   
  
We wondered what information would be so valuable to implement such a desperate function on a rover.  
  
Packing our newfound supplies into our storage, we headed back off into our route.

**3 [**X is familiar with general rover consoles, and quickly spots the data storage card near the drivers seat. They quickly swiped it and directed everyone to get as far away from the rover as possible.  
  
As we all piled outside, a loud droning noise echoes from the crashed rover, as it begins to fold and compress in on itself continuously, until the rover is just a small ball of crushed jagged metal lying on the ground.  
  
X quickly moved to our rover and plugged in the card to examine the contents. An updated map appears on our console, showing a path cutting straight through a mountain with a storage cache of resources stashes in the middle.  
  
We were able to quickly locate the hidden path, which easily gave us an extra day ahead of the storm. The storage cache within held a few resources, with signs that someone had been here recently. Maybe the hounders weren’t as thorough as we thought.