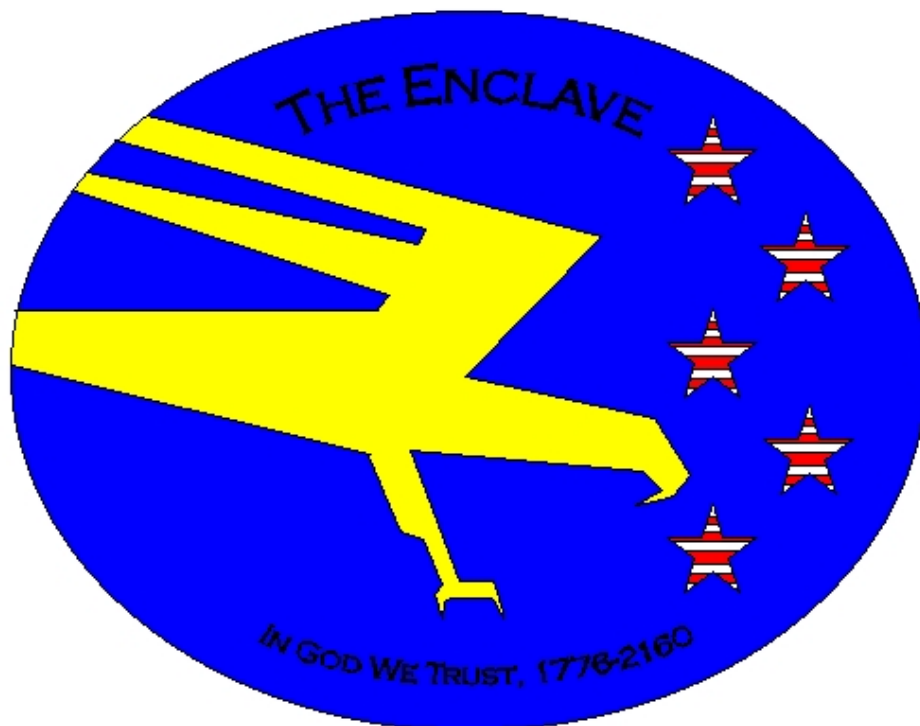# Fallout: The Enclave Of The United State Of America

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Artificial Intelligence Machines Project

THE ENCLAVE OF THE UNITED STATES OF AMERICA

"*We, the citizens of the Enclave, who do believe in the Enclave as the legal continuation of United States of America, rule that we will do everything that our country, its government, or citizens may need to achieve our goal of resurrecting the United States of America once again*"
-- Constitution of The Enclave, First Paragraph

Prologue:

This text is considered to be an extension of Fallout Pen & Paper currently available at www.iamapsycho.com/fallout and written by Jason Mical (unasoda@hotmail.com). Reading just this file won't allow you to play the game.

Any comments you have please send to Jan Domanik (domanik@wp.pl). I wish you good gaming. I'm aware of the fact that some things vary from what it was approached in Fallout series but those are not any major changes and do not affect general gameplay.

GM information:

Enclave expansion is recommended either for high-level (12 and above) player characters form the Wastes or can be played from the very beginning (level 1) when using player characters that are Enclave citizens.

You should also be aware that this is a high-tech add-on and it introduces many cyberpunk ideas which can sometimes not fit into your post nuclear world but in my opinion when used in moderation it provides good gaming opportunities. For further information on playing Enclave characters turn to chapter IV.
You have been warned.

I. History of The Enclave:

EnclaveNet: Online
File: General Jason L. Richardson's note about The Enclave
Security status: none
Date of modification: December 21st 2097

Many years have passed since the foundation of The Enclave and not many remember its origin and history. I feel responsible for the education of my descendants. I shall store this valuable data in the EnclaveNet computers so it will remind our people of what we once were and what we will become again. The story begins in year 2055, when the US government became aware that a nuclear conflict with our enemies would lead to a total collapse of governmental infrastructure. The mythical Armageddon made real, if you will. A private company called Vault-Tec was licensed to construct a series of underground shelters in case of a war, called Vaults. These would help average citizens survive but we needed to have a command and government centre that would also survive and would be much larger than a Vault.

Northern California and Nevada were chosen because of the relative lack of targets compared to the vast open spaces. Then some Pentagon specialists found an old oil platform that would form an excellent base for construction of an underwater city. Construction of this top-secret base started in 2057 and Hydropolis, the capital of what was to become The Enclave, was finished by 2074. The government also built some outposts in the mainland.

Unlike the Vaults, which contained only sufficient supplies and knowledge to survive after the war, the knowledge of

humanity was stored in the EnclaveNet computers, much like a modern-day "Library of Alexandria." The first citizens came to Hydropolis in 2076 and the maximum population of 250,000 was to be achieved by 2081. In 2077 the much-feared war broke out stopping further construction and leaving some outposts unfinished.

As I was the commander of an elite 101st Airborne Division by then I expected to be sent to front line but instead an order came that me and half of my division were going to defend some top secret base in the middle of nowhere, and the rest were going to war. I was angry then but as time passed, I saw that otherwise I would have ended up as a radioactive heap of bones somewhere in China. We just sat there in Hydropolis and saw as the came out one by one. First the NATO command, then Pentagon and Washington, NORAD, Area 51, Iron Mountain, all those cities in EANU and here, in the States… And we were not allowed to send any transmissions… After all that madness ended we were left alone. We had no contact with anyone, with all satellites shot down and all long-range communicators in the mainland destroyed. We send lots of scouts but they never returned. After losing several hundred of men we discovered that our old T51b Powered Armour just couldn't stop radiation so high as it was by the time. So we just hid underwater, which sheltered us from radiation, and made no contact with outside world ever since. About 25,000 of us live here. I'm no longer the leader of The Enclave (we named it after the war, or rather the War, because we are the only part of USA that survived), we have a senate and a president. Everything is going smoothly and in a few years we will emerge to the outside world once again.

- Jason L. Richardson, General of 101st Airborne Division, Commander-in-Chief of Enclave Army
End of Record, EnclaveNet Off-Line

Well the time has come for me to continue the work of my father. Many years have passed since someone has written down our history but there were many more important things. After my father's death in 2098 many things have changed. The most important is that we once more established a stronghold on the mainland in 2105, and the base called Navarro exists to current day. We once more went into the wasteland and saw that many people survived even though we thought it to be impossible. But they were not interested in rebuilding the USA, most of them being the second generation as the first died out quickly after the war. All they desired was our technology. We also met some foul creatures known as ghouls and mutants for the first time. We quickly learned that we couldn't rebuild the USA with those losers, we had to achieve this task by ourselves. By the time we had regained three missile cruisers - their crew probably killed by radiation - and we had capabilities to make some real shipments to Navarro (later on we also tried to travel to different places but all was the same, radiation or some aggressive locals). We tried to make contact with some Vaults but most of them did not survive the war and others just didn't trust us and refused to open their doors, which is not surprising, as we haven't been heard of before the bombs went. We slowly grew in numbers and even seized control of an old nuclear reactor and built some bases deeper in wasteland but those all had to be deserted from various reasons. Probably the most important thing happened in 2115. The High Commission of Science and Warfare (HCSW) was founded. I would mark this as an end of republic and the beginning of technocracy in The Enclave. The scientists quickly gained control of every important

decision and the senate had something to say only in domestic policy, not to speak about the president. The Army quickly grew enormously large and this assured that HCSW would not give back its power. The positive aspect is that we made a few important discoveries by then, like the Vertibirds or the T67 armor but there were also many negative aspects. Drugs appeared in our society and we started to send weapons shipments into the wasteland to assure that they will have enough weapons to kill each other, with "little" help from our spies. The population wealth grew and no one was or is against us, but I feel that those were not true ideals of the pre-war USA. Well, that was for the good part. In 2145 we sent our scouts to a high tech robot factory from before the war and discovered the only power that could stand against us. This was a long forgotten pre-war project of building an army of battle cyborgs and robots (Artificial Intelligence Machines Project). If not for them, HCSW would probably have finished off most of the towns in Nevada and California and built their own upon their burning ruins. We thought the project was terminated but we were wrong, as our scouts got killed and our attack repulsed. Nobody really knows why the commission launched an immediate attack instead of negotiations, I suspect that our metal enemies(?) might have known something that could break the HCSW supremacy in The Enclave. It's hard to say because all documents regarding those events were given white access code and only the chairman of the HCSW can access them. From that time the HCSW has ordered a blockade and launches an attack from time to time, as do the robots, but the situation has been much of a stalemate for the last 10 years and is causing HCSW popularity to fall. We cannot defeat them and they cannot defeat us, but either us or them cannot allow the other to grow in power. And in my opinion, this will not change if we keep to the same policy, but its not my matter to comment on this. 100,000 of us live in Hydropolis and another 3000 in Navarro. Not much for pre-war standards but it's well for a beginning, however I suspect that the way that HCSW has taken, leads to nowhere but it's up to my descendants to see what will happen. And there is one final thing that I'll write about as last and that will probably cause this text to be given red access code and I'll be arrested, but in my age I do not care what they will do with me and this is the thing that must be written. I know that our soldiers have committed severe atrocities in the name of rebuilding the USA - we destroyed the shore tribes and took some Vaults by force in order to gain access to their supplies. We are probably the most advanced nation in this mad world, but we haven't chosen the best way to rebuild civilization, that's for sure.

End of Record, EnclaveNet Off-Line

II. Enclave Technical Data
EnclaveNet: Online
File: Enclave Security Access Codes
Security status: none
Date of modification: September 7th 2159

Level 0 (black) – everyone is allowed to access such information, even outsiders
Level 1 (green) – all Enclave citizens
Level 2 (yellow) – only government employees are granted this data
Level 3 (orange) – military personnel only
Level 4 (red) – high command military personnel only
Level 5 (white) – High Commission of Science and Warfare only

End of Record, EnclaveNet Off-Line

EnclaveNet: Online
File: EnclaveNet - system description
Security status: green
Date of modification: June 1st 2160

EnclaveNet is a semi-AI computer responsible for maintenance of all systems

in Hydropolis, Navarro and several other facilities that are not accessible since year 2077. EnclaveNet is also made to aid all secondary functions of The Enclave inhabitants such as health, science, entertainment, power control and many others. EnclaveNet is also an assistant to the Enclave Armed Forces HQ and a consultant of HCSW.

Technical data:
Work speed: 6789 teraflop
Storage memory: 25973 attobytes
Semi-AI IQ: 350
Architecture: Neural net

End of Record, EnclaveNet Off-line

EnclaveNet: Online
File: Enclave power display
Security status: green
Date of modification: March 5th 2160

Main fusion reactor: On, 30%
Secondary fusion reactor: On, 5%
Solar panels: Off
Backup power: Off
Poseidon Oil reactor: Contact Lost
Orbital power transmitters: Destroyed
Fusion fuel reserves: 1553,24 years
Current power usage: 10 MWh
Hydropolis: Powered
Navarro: Powered

End of Record, EnclaveNet Off-Line

EnclaveNet: Online
File: Hydropolis geographical data
Security status: orange
Date of modification: June 26th 2160

The Enclave headquarters are located 175 miles off of the coast of California in the Pacific Ocean. Co-ordinates are 37 degrees 18 minutes north latitude by 120 degrees 7 minutes west longitude.

End of Record, EnclaveNet Off-line

EnclaveNet: Online
File: Hydropolis security status
Security status: orange
Date of modification: June, 2nd 2160

DEFCON: 5
Perimeter defences: Online
Oil Rig defences: Online
Radar: Active
Long range sensors: damaged, 50% operational
Main Laser Batteries: 10/14 operational
Secondary Laser Batteries: 5/40 operational
Main Missile Batteries: 5/12 operational
Secondary Missile Batteries: 10/30 operational
155 mm Guns: 0/10 operational
280 mm Guns: 1/5 operational
650 mm Torpedo Tubes: 1/10 operational
Supercavitation Torpedo Tubes: 0/3 operational
Underwater minefield: Not Present
Deep Charge mortar: 5/15 operational
Defensive bots: On Guard
Security cameras: Active
Forcefields: Inactive
Traps: Inactive
GPS targeting: no satellite present
SDI defences: SDI satellites destroyed
Oil Rig main forcefield: Inactive
Internal turrets: On Guard
Counter insurgency: Inactive
Self-destruction control: 1024 bit access code required

End of Record, EnclaveNet Off-line

III. Population of the Enclave
EnclaveNet: Online
File: Enclave Cloning Centre Information
Security status: none
Date of modification: June 1st 2160
Enclave Population (total): 110,000

Enclave growth is strictly controlled and all citizens are given a "genetic category" – the higher the category the less damage caused by radiation can be observed in their DNA. Only the first two categories

are allowed to have children (75% of Enclave citizens belong to these categories) all others are prohibited to have offspring and usually sterilised. Contraception is common in the Enclave as HCSW set limits of growth each 10 years (thus giving the number of children a family can have) and each extra child raises the taxes for his/her parents. If population growth is less than expected, then clones are made to reach required values. Though many think of the HCSW policy as foolish, it's made by a group of specialists, best fit in requirements and capabilities. If something unexpected occurs plans are modified. The Enclave growth rate is quite high and stays at the level of about 2.5%.
End of Record, EnclaveNet Off-Line

EnclaveNet: Online
File: Enclave Agricultural Information
Security status: none
Date of modification: May 28th 2160

Most of food used by population of Hydropolis and Navarro is being produced in the greenhouses of Hydropolis under artificial light. Process requires the attention of human workers, but robotic ones are also present. All of food produced in the enclave is of plant origin. All meat is either bought from wasteland inhabitants or raised near Navarro. The Enclave has huge surplus of food, 80% of which is wasted.
End of Record, EnclaveNet Off-Line

EnclaveNet: Online
File: Enclave Armed Forces Description
Security status: red
Date of modification: June 1st 2160

Soldier count: 14863
Vertibirds: 100
RAH-88: 15
Vehicles: 343 (with tanks)

Ships present:

CG Clark, a Dragonfly Class Missile Cruiser (25% operational)
Length: 160 m
Displacement: 7200 tons
Maximum speed: 33 knots (8 with current damages)
The Dragonfly is a general-purpose guided missile cruiser built to screen carrier battle groups from air attack. With its one SAM (Surface-Air Missile) launcher, eight Harpoon II missiles (two launchers), helicopter, 5" gun, Phalanx and variety of radars and sonars, this ship has more than adequate point defence, ASW (Anti Submarine Warfare), and anti-surface capabilities. Ship has been badly damaged during the War by a Chinese anti ship missile and most of its electronic equipment and weapons are no more. Hull is badly damaged thus ship cannot operate during high sea states. The rear helipad is also damaged. Enclave uses this ship as a transport ship, with all of its equipment removed and every possible space converted into cargo space.

CGN Shandara, a Leopard Class Aegis Cruiser (87% operational)
Length: 182 m
Displacement: 7946 tons
Maximum speed: 30 knots
The Leopard was the most powerful anti-aircraft ship in the pre-War US fleet. It was designed to defend carrier battle groups against aircraft and anti-ship missile threats. It also has excellent anti-submarine capabilities. The Leopard greatest asset, however, is its Aegis system, which completely integrates the ship's weapons and command systems. This Aegis system allows each Leopard to automatically detect, track, classify, and engage multiple air targets. Ship is armed with four Phalanx 20mm point defence cannons (able to destroy incoming missiles and air targets) two cruise missile launchers (those are operational but Enclave has no missiles) two torpedo tubes and one 127mm multi-purpose gun. Ship has only some minor damages and can

operate almost normally. At the back of the ship there is a helipad with space for two helicopters (or Vertibirds). Leopard class ships are powered by a nuclear propulsion unit.

DDG Leyete Gulf, an Arleigh Burke MK III Guided Missile Destroyer (33% operational)
Length: 149 m
Displacement: 6800 tons
Maximum speed: 36 knots (current: 28 knots)

The US Navy's Air defence destroyer, the Burke class incorporated vertical launch and Aegis fire control technologies from the initial design stages. Primarily intended to stop air attacks, the Burkes are also capable anti-surface and anti-sub platforms, although the class lacks full helicopter facilities. The ship is able to launch Standard 2 SAM's, Tomahawk and Harpoon II SSM's (Surface-Surface Missile), and ASROC (Anti Submarine Rocket) standoff anti-submarine weapons. It lacks of helicopter facilities. Leyete was damaged by a nuclear blast and even now is somehow radiated thus it cannot be operated without anti radiation protection. Most of its external arrays were either torn off by the blast or just molten by the temperature (thus the Leyete looks like there was a fire on board) as the ground zero was only 5 kilometres away from the destroyer, and no one really knows how it survived. However external damage is massive most of internal facilities are in quite good condition and the ship is able to operate.

CG – Cruiser Guided – description of ship class, any cruiser armed with guided missiles
CGN – Cruiser Guided Nuclear - description of ship class, any nuclear powered cruiser armed with guided missiles
DDG – Destroyer Guided - description of ship class, any destroyer armed with guided missiles

The Enclave Armed Forces (EUSAF – The Enclave of United States Armed Forces) consist of approximately 15000 men ready to give their lives for the Enclave. All military actions are under direct command of HCSW. Enclave Forces rarely operate in groups larger than 25 men, and usually just 5-person patrols are sent into the wasteland. Long-range missions are usually conducted by 1 or 2 transport Vertibirds - one carrying soldiers and the other with a light recon vehicle. Sometimes an assault Vertibird (or even a RAH-88 Inca) is added if any hostile presence is expected.

If an Enclave patrol is not sent on a "seek and destroy" mission, soldiers are prohibited to take high-tech equipment such as Powered Armours or plasma rifles in order to reduce chance of attracting attention. When a "seek & destroy" mission is sent, there will be no survivors that could possibly spread any information about the Enclave. Enclave soldiers have no mercy when eliminating any possible witnesses.

The three missile cruisers that are at possession of the Enclave are heavily damaged, but there are no proper docking facilities to perform all repairs so the ships are used as transport ships between Hydropolis and Navarro (only USS Shandara is able to use its weapons, however there are not many targets) and only when weather conditions are good. Those ships are far too valuable to be lost at sea.

Enclave forces are not often sent beyond Hydropolis, and as much as 2000 are always somehow engaged in a conflict with AIM, however most of them are just ready to be sent in case of danger and only about 500 are on the front lines, as there have not been many confrontations recently and supplying large troops without being tracked by the Brotherhood of Steel (or someone else) would be problematic.

End of Record, EnclaveNet Off-Line

EnclaveNet: Online
File: Enclave Government
Security status: none
Date of modification: January 22nd 2160
The highest legal power in The Enclave is The Enclave Senate, which is thought to be the continuation of US Senate. The Senate consists of 60 senators and the first speaker. Most of decisions are made by the vote of 50%+1 but sometimes 2/3 or 3/5 are required. The Enclave has a president, elected for a 10-year term. Their entitlements are much similar to those of pre-war USA. The official form of government is a republic but because 75% of the senators are usually scientists or technicians, the real government type is gravitating towards a technocracy. All the citizens of The Enclave participate in all elections. The Senate is elected once per 8 years, but only 50% of senators are elected, the rest is nominated by the noble HCSW, which takes this uneasy task in order to establish the best policy for the Enclave as the HCSW is the only part of the Enclave that knows all dangers of the outside world.
Taxation is at level of 45% (linear tax). Trading outside The Enclave is allowed only to companies indicated by the HCSW, and even then, the traders must not in any way show that they come from The Enclave. Many traders from the wastes who knew too much, were arrested or even killed by our soldiers in order to assure our safety.

Justice is out of the control of the senate, the president or the HCSW. The death penalty is allowed, thought usually applied only to out-of-Enclave spies and other wastelanders.

End of Record

Encrypted Add-on
Security status: white
The real power in the Enclave is the HCSW, which consist of 6 high-rank military officers, 6 scientists and technicians and the EnclaveNet Semi-AI as an advisor. The HCSW makes 90% of important decisions and the leaves only the decisions in domestic policy to the senate. The HCSW has also ability to control elections for judges, advocates and procurators, thus controlling the justice department. The High Commission for Science and Warfare is the true power in The Enclave.

End of Record, EnclaveNet Off-line

EnclaveNet: OnLine
File: Enclave Policy Towards Outsiders
Security status: green
Date of modification: April 15th 2160
Rebuilding the new USA will require us to restore its original population and this cannot be done with the outsiders. Most of them are far too radiated and primitive to become citizens of the new country. We see only one organisation that can be possibly assimilated into The Enclave - a group that calls themselves the Brotherhood of Steel - as they also seek their roots in pre-war America. The best thing about them is they also seek technical knowledge for themselves and are not too much interested in supplying it to others (however such things have happened and this must prevented in future). All other inhabitants must be exterminated or forced to leave the territories of the United States. We must tolerate their presence for now, as we are not numerous enough to populate those territories and they at least keep the

land clean from wild animals. A matter of grave importance is denying technical knowledge to the wasteland "civilizations". Concerning Vaults, their inhabitants might be used in later parts of our project but their citizens are not to be allowed to leave those shelters as this may result in losing their value. If the Vaults are not willing to co-operate, the Enclave is permitted in use of deadly force. No outsider should be accepted as an Enclave citizen but outsiders may be recruited as spies.

End of Record, EnclaveNet Off-line

EnclaveNet: Online
File: Enclave Research & Knowledge Status
Security status: green
Date of modification: April 15th 2160
We posses all the knowledge known in pre-war America, however much of it has little or no use in current circumstances – for example space flights. We also have our own laboratories that have made significant research since 2077 - e.g. cold fusion, Vertibirds, T67 Powered Armour. Research and storage of knowledge are one of the Enclave's main goals.

End of Record, EnclaveNet Off-line

EnclaveNet: Online
File: Enclave Currency
Security status: none
Date of modification: August 21st 2164

United States Dollars (USD) are the official currency in the Enclave. They exist in two forms: as printed banknotes or on credit cards, the second form being more popular among Enclave citizen. When trading with outsiders either NCR dollars are used or just commodity-to-commodity barter.

End of Record, EnclaveNet Off-line

EnclaveNet: Online

File: Enclave Deathclaw Intelligence Enhancement Program
Security status: red
Date of modification: June 23rd 2165
Since year 2150 Enclave has conducted some top-secret research in order to enhance intelligence of the creatures usually known as deathclaws. In the Hydropolis genetic engineering department, a team of Enclave scientist created a modified version of the FEV virus called the FBDV (Forced Brain Development Virus) that was used on group of deathclaws to make them smart enough to become independently-acting warriors for the Enclave. Even though 90% of experiment subjects died, the experiment itself proved to be a success. The surviving deathclaws were gaining intelligence quickly and were quickly able to understand orders given to them. Enclave used those deathclaws in a few missions in the wastes with much success. Everything seemed to progressing in the best possible way until one day (about 8 months after the first mission) a deathclaw assault team didn't return form a training mission in the wastes. Enclave forces were sent to enquire - they found all human supervisors slain by the deathclaws, who were missing. Airborne troops were sent almost instantly to hunt down the fugitives but with little success. Science teams made lots of research to ascertain what has happened. It turned out that the deathclaws' learning curve had been far superior to what was suspected and they gained much more intelligence than anybody thought they possibly could. Also their aggression was much lower with the growth of intelligence. As intelligent as they were, deathclaws planned an escape, as they didn't want to be exploited by the Enclave to commit atrocities. The project was terminated and soon everyone forgot about the case but in year 2154 an enclave assault team caught a talking deathclaw (the ones that were trained by the Enclave never shown abilities to speak). After research on this subject, it has become

clear that with time the deathclaws' intelligence has grown even more and they are nearly as intelligent as humans and call themselves Grey Tribe. The Order was given to Enclave troops to exterminate any deathclaw they meet (as Grey Tribe does not vary in appearance form other deathclaws) but this had little effect. The Enclave had to reconcile itself to Grey Tribe existence but tries to eliminate those deathclaws whenever possible.

End of Record, EnclaveNet Off-Line

EnclaveNet: Online
File: Enclave Cities
Security status: yellow
Date of modification: September 23rd 2159

The Enclave Oil Rig with Hydropolis

The Oil Rig is only the upper part of an underwater city built before the war, named Hydropolis, which is the capital of the Enclave. There is no more oil to extract so all power is collected either from cold fusion(!) or solar panels on the surface. The Oil Rig houses solar panels, many defensive installations (just in case) and a huge Vertibird base with hangars and landing pads. Also a ship-docking facility is present there. Hydropolis is home for 50,000 people and it's probably the biggest settlement in the whole post-nuclear world even if the pre-war city was planned for 800,000 citizens (major parts of Hydropolis are unpopulated). The Enclave Senate, president and all main laboratories are based here. Also the main army barracks are situated here. Due to underwater location there is no radiation (0 rads!) in Hydropolis, however a few rads are present at surface (the Oil Rig).

Navarro Army Base

Navarro is a huge military base and Vertibird refuelling station. About 2000 soldiers of the Enclave are located here. There is also 1000 technicians, scientists and other civilian workers. About 80% of the Enclave vehicles are stationed here.

Navarro is surrounded by vast areas of minefields patrolled by combat bots and soldiers to eliminate all non-Enclave presence. It is the main base for the Enclave missions in the surrounding wasteland and the main resupply route for soldiers fighting with AIM. Many Enclave agents, spies and saboteurs travels from here all over wasteland to perform various missions and gather information. Radiation level is very low (about 0,45 rads a day or even less). However, it reaches about 20 rads a second (so only about half a minute without ABC protection suit is necessary to acquire fatal amount of radiation) in some parts of Navarro borders as fallout was intentionally brought there to scare off and/or kill any trespassers.

Sierra Army Depot

Long ago abandoned weapon storage, now run by an AI computer – Skynet. SAD was thought to be The Enclave strike base but it proved impossible to keep it hidden because of close presence of New Reno and Broken Hills. Even now groups of raiders make attempts to break the security defences and gather some modern technologies. Skynet is still in contact with the Enclave and scout and technical teams from Navarro occasionally arrive here. Base security is at 95% operational. Radiation level is about 10 rads/hour.

Poseidon Oil Nuclear Reactor

Thought to be the first Enclave city in California it had to be deserted because of a major reactor leak (therefore only one of four power domes had been built), which caused surrounding area to become radiated, ending all plans to build a city here. Now a Ghoulish city of Gecko is located here, but the Enclave doesn't oppose as most of the high-tech equipment has been evacuated long before. Radiation levels are high here but it makes no difference for the ghouls (however it does for the inhabitants of Vault 8). What many people do not know of is that the main

Gecko computer – which runs the plant – is under Enclave control.

Santa Maria Missile Base
This recently founded base is situated in a pre-war ballistic missile base, located in Sierra Nevada. All main base facilities are placed in the underground bunkers and about 100 Enclave soldiers and technicians live here. The base also provides resupply for all long-range Vertibird patrols and scout teams. Main part of the base are huge storages that hold weapons, food and energy reserves. The base is well-equipped and located in an easy-to-defend site.

EnclaveNet: OnLine
Reading System Update
This file is only to be accessed in case of direct threat to Hydropolis.
Security Status: Access Not Available
Date of modification: CLASSIFIED

Astropolis
This is the most guarded secret of the Enclave, a city the construction of which construction begun in 2030. This huge city was built near the surface of the asteroid Eros by robotic construction teams and its construction was finished in 2074. It consists of two parts: Astropolis Star Base and Tijuana Military Bunker.

A) Tijuana Military Bunker
This is the surface part of the city located near Tijuana, Baja California, USA (this area belonged to the US after war with Mexico in 2023). Now the bunker is ruined and most of its 10 levels are destroyed or damaged beyond repair due to a nuclear impact but one of the most important base facilities is still operational. Most of the base is of little value, although something might be scavenged there. Deep beneath the ground, on level ten, that still has active defensive systems (by an emergency power unit), beyond impenetrable seals, there is a tunnel leading to a nearby mountain, under which a rail launcher was built. The rail launcher is a rail line

accelerator that uses electromagnetic fields to accelerate a specially designed craft (two versions exist - one for up to 50 persons and the other for 25 tons of supplies). Launcher tube is 3000 metres in length and the craft is guided by a special track in order to maintain desired course. Final speed is of about 8 km/s and this allows the shuttle to reach the orbit where it engages its own ion engines to reach Astropolis. The drawback of the launcher is its excessive power consumption during each launch. After launch there must be at least 4-hour break to allow launch generators to recharge. It's one of the most advanced man-made, land-based facilities.

B) Astropolis Orbital Town
Construction works of Astropolis begun in 2030 and it at first designed to be a mining base but the company that built it got bankrupt in 2039, and the base was left unfinished. In 2044 USAF Space Warfare Division bought it in order to create a training facility for its pilots. Work continued to 2056 when the base was officially abandoned due to lack of cash to complete it. But unofficially, the construction still continued. The base was thought to be an add-on to VaultTec War Survival Project. The base was equipped in order to allow it to function on its own after a nuclear holocaust on Earth. It has been constructed near the asteroid Eros and equipped with its own propulsion, which was used to move it from Eros orbit to the high orbit of Earth in 2077 (it arrived in late 2078), just after the War broke out. As the War was much more rapid and devastating that anyone could have thought it was clear that there would be no-one to use the base by the time it was to arrive so information about it was hidden in the EnclaveNet and Astropolis became a reserve in case Hydropolis was to fail. The ase is ellipsoidal in form – 5 km in length and about 200 metres of radius in the central part (50 metres at end). Most of the space in it is full of life support, construction facilities, hangars, weapon

stores, robotic factories and other necessary facilities and there is room for only 1000 crewmembers. A semi-AI computer is responsible for running the base when unmanned. The base has hangars able to launch spacecraft (unfortunately no shuttles were abroad as those present on board were returned to Earth in order to exchange them for more advanced ones, but the War interrupted this) and suborbital craft (they cannot go into space but are able to descend to surface and then return but cannot lower their speed to less than mach 4 as the would be unable to accelerate again, 5 of those are present abroad), but the best way to reach is the Tijuana Rail Launcher. Astropolis is well defended: 20 laser turrets and 10 missile launchers are ready to attack anyone who fails on IFF. Also many MECHs and defensive turrets are present inside the base and if all of those failed there is a self-destruct system able to destroy the whole base.

The base is equipped to be fully autonomic and allow its crew to survive without contact with the surface but base is not designed to be permanent - just a place from which rebuilding civilization would be easier. Astropolis is probably the last place where ready-to-use nuclear warheads remain. The base engines that were used to move it to Earth's orbit are not potent enough to allow base leave Earth's magnetic field. Astropolis may be seen as a glowing point on the sky at mornings and evenings and sometimes its shadow may be seen moving with great speed across the wasteland.

End Of Record, EnclaveNet Off-line
EnclaveNet System Off-line, It's Now Safe to Turn Off Your Terminal

IV. Special NPC's:

Some NPC's are given here. As well as ordinary ones (traders, soldiers etc.), there are also some special and unique ones. Note that skill points and/or primary statistics can be higher or lower than allowed. This is intentional.

Profession – what the character does for a living

Alignment – only in special characters, I used AD&D 3rd edition alignments, to make it clear how do such a character behave.

Equipment – when "none" is written it means that that NPC's does not have any special/characteristic equipment and anything that GM feels necessary might be given to him/her.

XP value – how much XP is gained for killing that person, note that some of them probably have many bodyguards or friends that will protect and/or avenge particular special NPC.

Name: Major Jane Henderson
Profession: Enclave assassin
Alignment: lawful neutral
Age: 29
Race: human
Sex: F
HP: 80
XP value: 5000
STR: 5   PE: 8
END: 4   CH: 7
INT: 6   AG: 10
LK: 6

Traits: Sex Appeal, Enclave Citizen
Perks: Ghost, Defensive Mode, Assassin, Silent Running, Sniper, Enclave Combat Training (3) (special perk), Enclave Science Training (special perk), Enclave Covert Ops Training (special perk)

Karma: 600

Small Guns: 220%
Big Guns: 20%
Energy Weapons: 40%
Unarmed: 170%
Melee Weapons: 125%

Lockpick: 70%
Throwing Weapons: 60%
First Aid: 70%
Doctor: 50%
Piloting: 55%
Sneak: 110%
Steal: 40%
Traps: 80%
Science: 60%
Repair: 75%
Speech: 105%
Barter: 50%
Gambling: 40%
Outdoorsman: 70%

Equipment: her equipment depends on the mission at hand, but she will almost always be armed with her favourite melee weapon - a wakizashi sword. She tends not to wear any armour that would limit her movement possibilities.

Description: she is one of the most experienced and talented Enclave assassins, able to infiltrate almost any opponent. Her unique sneaking skills followed by her unequalled weapon handling and unmatched hand-to-hand combat abilities make her one of most valuable Enclave soldiers. Moreover, her sex appeal helps her whenever she has to deal with male opponents. Her personal hobbies are martial arts and training in the "art of sword," as she says. Jane sees the Enclave as the only way to restore civilization and will always do everything to serve it. She is very famous among Enclave citizens and soldiers but she pays no attention of her fame. She spends more time somewhere in the wasteland "on duty" than in the Enclave.

Name: Argus McFariley
Profession: merchant
Alignment: chaotic-neutral
Age: 42
Race: ghoul
Sex: M
HP: 50
XP value: 850

STR: 4	PE: 5
END: 6	CH: 5
INT: 9	AG: 6
LK: 7	

Traits: skilled, good natured
Perks: master trader
Karma: 2500

Small Guns: 15%
Big Guns: 5%
Energy Weapons: 45%
Unarmed: 10%
Melee Weapons: 20%
Lockpick: 50%
Throwing Weapons: 10%
First Aid: 50%
Doctor: 30%
Piloting: 40%
Sneak: 20%
Steal: 100%
Traps: 20%
Science: 65%
Repair: 70%
Speech: 170%
Barter: 280%
Gambling: 35%
Outdoorsman: 20%

Equipment: always carries Laser Pistol (just in case), dresses in red leather jacket , red jeans and a straw hat - for sure he cannot be mistaken for anyone else. Tends to use a lot of perfumes as his smell scares of his customers (as malicious say *"it can fend off deathclaw, kill a brahmin and make you buy anything just to leave Argus' presence"*).

Description: Argus is probably the only ghoulish merchant accepted in the Enclave. And probably the only one outsider who was allowed to leave the enclave after he has been down in Hydropolis. Argus knows that both sides profit as long as he pretends that he have never heard of Enclave. Of course he spies for the Enclave, as he is known almost everywhere and no one would ever suspect him of something other than greed. He

knows that his life is in danger if the Brotherhood of Steel ever got to know where does he "find" all those advanced technology pieces he sells among wasteland (officially he says that thanks to his radiation resistance he gathers it from ruined pre-War structures). Some say that he would sell sand in the middle of the desert with profits but even if he earns lots of money on trading he almost instantly loses everything in the casino and in the bar ("Beer for everyone" is what he often says after particularly profitable deal) - probably that's why people like him so much…

Name: Captain Anthony Fassard
Profession: pilot
Alignment: neutral good
Age: 36
Race: human
Sex: M
HP: 120
XP value: 1200
STR: 6   PE: 8
END: 5   CH: 5
INT: 8   AG: 7
LK: 6

Traits: Enclave Citizen, Fast Metabolism
Perks: Enclave Airborne Training (2) (special perk), Doctor, Night Vision, Mr. Fixit
Karma: 300

Small Guns: 100%
Big Guns: 20%
Energy Weapons: 120%
Unarmed: 45%
Melee Weapons: 55%
Lockpick: 40%
Throwing Weapons: 55%
First Aid: 75%
Doctor: 85%
Piloting: 220%
Sneak: 25%
Steal: 20%
Traps: 25%
Science: 80%

Repair: 120%
Speech: 70%
Barter: 60%
Gambling: 20%
Outdoorsman: 15%

Equipment: none

Description: Anthony was one of the most talented Enclave pilots. He was the leader of 1st Inca squadron and had the best results in whole Enclave air forces many thought he is about to be promoted for a major and later maybe even for a colonel but one day his Inca didn't return from a simple recon mission. He never reported to a refuelling station in the desert where he ought to refill his Inca before returning to Navarro. Enclave sent a massive a rescue force that searched for many days, but they didn't find him nor any sing of what has happened with him and his chopper… Now he is officially listed as MIA but many think that he lives somewhere in the wastes…

GM notes:

Equipment: Anthony wears torn and almost unrecognisable Enclave pilot uniform (with insignia of 1st Inca Squadron – a dragon attacking a sheep and words: "Strike Swiftly"), he is armed with Desert Viper pistol

Description: The truth is that Fassard's RAH-88 Inca actually reported to refuelling station but when he was approaching landing pad suddenly a Hedgehog air defence vehicle standing in a trench near by opened fire at his Inca. Thanks to his abilities he managed to manoeuvre his hopper out of danger zone but it got badly damaged and Fassard himself got badly injured. All of this happened because he started to use his popularity among Enclave soldiers to convince them that they should reveal themselves and help all people from the wastes which was against HCSW policy –

therefore he had to die. The HCSW ordered his chopper to be shot down during landing so then later they could say he was killed by raiders when approaching landing pad at low speed and with no manoeuvre possibilities. But the HCSW members had never expected that he would survive. The rescue force that was sent was actually consisting mostly form HCSW Special Forces and actually wanted to terminate Fassard if they ever found him. Meanwhile Fassard managed to fly his chopper as far as 100 km away into the wastes before he finally crash-landed it in a lake (that's why Enclave soldiers didn't find him). Anthony himself was found half-alive a by a primitive tribe that helped him and thought of him as a divine "man from the skies". He stayed in this tribe for a couple of months and then started a new life as a wanderer among the wastes searching someone that will help him tell the Enclave citizens the truth about his "death" which can possibly overthrow the HCSW rule, but what he doesn't know is that the HCSW has also heard of a man dressed in Enclave airborne uniform and has sent assassins to follow and kill him…

Name: Grumbar
Profession: "berserker"
Alignment: neutral good
Age: 46
Race: super mutant
Sex: M
HP: 250
XP value: 6000
STR: 13   PE: 8
END: 11   CH: 2
INT: 2   AG: 7
LK: 7

Traits: Combat Frenzy, Rambo, Enclave Citizen (in his case it only means he is tolerated in Enclave - it doesn't give him any bonuses)
Perks: none
Karma: 100

Small Guns: 150%

Big Guns: 40%
Energy Weapons: 60%
Unarmed: 180%
Melee Weapons: 140%
Lockpick: 10%
Throwing Weapons: 75%
First Aid: 15%
Doctor: 5%
Piloting: 60%
Sneak: 15%
Steal: 20%
Traps: 45%
Science: 10%
Repair: 10%
Speech: 10%
Barter: 10%
Gambling: 20%
Outdoorsman: 55%

Equipment: Vindicator Minigun, lots of grenades, combat knife

Description: Grumbar is one of few mutants who are Enclave citizens. He joined the Enclave because they offered him more food, more weapons and more action – that being more than enough for him. However Grumbar isn't bright he is valued for his destructive abilities in combat. He often runs into the middle of most fierce combat throwing grenades to left and right and firing his minigun at the same time (he is so strong that he can fire it using one hand only) and then kill everyone without taking a scratch. His battle "roar" causes both his enemies and allies to run for cover as in combat frenzy he will shoot anyone at sight. However he can be dangerous both to his companions and enemies he is much respected among Enclave soldiers (which he likes very much) both for combat and alcohol drinking abilities. When not in combat (or drunk) Grumbar is very affectionate – he like flowers, animals etc. He will probably "damage" anyone who is being cruel to animals (in his opinion even Floater or Deathclaw might be an animal)…

Name: Dr Agnes Tores

Profession: molecular genetic
Alignment: neutral evil
Age: 73
Race: human
Sex: F
HP: 40
XP value: 1000

STR: 3	PE: 4
END: 4	CH: 5
INT: 10	AG: 4
LK: 7	

Traits: Enclave Citizen, Genius
Perks: Educated (2), Swift Learner (2), Healer, Living Anatomy, Enclave BioLab Training (special perk)
Karma: 110

Small Guns: 10
Big Guns: 0
Energy Weapons: 15
Unarmed: 4
Melee Weapons: 10
Lockpick: 10
Throwing Weapons: 5
First Aid: 100
Doctor: 300
Piloting: 15
Sneak: 15
Steal: 8
Traps: 12
Science: 300
Repair: 60
Speech: 70
Barter: 30
Gambling: 40
Outdoorsman: 5

Equipment: none

Description: Agnes Tores is a molecular genetic responsible for development of modified version of FEV virus that is able to change deathclaws into intelligent creatures. She has a very "difficult" personality and is known among her students as "Ms. DoItBetter". Her unmatched skills are followed by cruelty and lack of mercy, which allows her to perform various tests on humans and Deathclaws without any ethical problems. As she has spent almost all of her life in a lab she knows little of outside world and cares little of anything else than her work.

Name: Frank
Profession: information provider
Alignment: chaotic good
Age: 57
Race: human
Sex: M
HP: 20
XP value: 500

STR: 3	PE: 6
END: 7	CH: 6
INT: 6	AG: 4
LK: 7	

Traits: none
Perks: Chem Resistant, Enclave Citizen
Karma: -50

Small Guns: 30
Big Guns: 5
Energy Weapons: 15
Unarmed: 5
Melee Weapons: 10
Lockpick: 70
Throwing Weapons: 15
First Aid: 10
Doctor: 20
Piloting: 15
Sneak: 50
Steal: 90
Traps: 40
Science: 50
Repair: 20
Speech: 80
Barter: 95
Gambling: 75
Outdoorsman: 40

Equipment: a lot of alcohol

Description: Frank (he forgot his surname) used to be a soldier but after a fierce combat he went into a shock and started to drink. Soon he was out of the army and lives up to now sitting in bars. Many ask how does he earn money but even when

drunk he has great talent to see and hear things that others would like to know… for money of course. He usually sits in one of the bars on Oil Rig and watches the sea "It makezz me feeeel greatzz" as he says not interrupting drinking. Despite of that he still posses some clearness of thinking and never can be very useful in supplying information about almost anything happening in the Enclave.

! – This last character is optional as it brings a bit of "magic" into the system.

Name: Sir Henry Dernington
Profession: Knight of The Ancient Lore in Brotherhood of Steel Order of Black Rose
Alignment: true neutral (neutral neutral)
Age: there are rumours that he has been born many years before the War, he looks like if he was about 40
Race: human
Sex: M
HP: 200
XP value: 50000
STR: 10   PE: 10
END: 10   CH: 10
INT: 10   AG: 10
LK: 10

Traits: ?
Perks: ?
Karma: ?

Small Guns: 250
Big Guns: 300
Energy Weapons: 120
Unarmed: 250
Melee Weapons: 240
Lockpick: 100
Throwing Weapons: 250
First Aid: 240
Doctor: 200
Piloting: 0
Sneak: 0
Steal: 0
Traps: 240
Science: 240
Repair: 200

Speech: 220
Barter: 60
Gambling: 0
Outdoorsman: 250
! – 0 means that he will never do such a thing, no matter what

Equipment: Holy Armour of Paladin – there is 95% chance it will deflect ALL damage (let it be from bullets, flames, radiation, falling rocks or even nuclear explosion), otherwise treat it as if it had DT of 160 and DR of 95% (for all kinds of attacks), critical hit that bypasses armour does not work against it

Description: Sir Henry is probably the strangest person PC can ever meet in the wastes. He is the only living member of Black Rose Order – order of Knights who claim to have seen The Grail itself. Whatever is the source of sir Henry's unique powers they are for sure supernatural. His history has long ago been forgotten and now even not many in Brotherhood know of his presence as long ago he has chosen to wander the wastes and help restore balance to the world, with God's help. The only place he lives in are legends, many children have heard of "a holy man who comes from the wastes to heal and aid poor people" however not many believe this stories when getting older. Sir Henry Wears Holy Armour of Paladin (which looks much like standard T51b), which is completely black except of red rose, painted on right shoulder. He is armed with a Holy Sword Of Paladin (Min. ST: 10 W: 16 Dmg: 4d10 + MD, armour or damage resistance does not protect foes from this sword, Rng: 2 S: 5 T: 6 B: N/A), two Holy Desert Eagle Pistols (stats as normal Desert Eagle but armour does not protect form their hits) and carries one Holy Hand Grenade of Antioch (see weapons section). He wanders the wastes and sometimes helps people in need but usually avoids contact with others – he will help only when some special conditions occur and he sees the local balance

between good and evil threatened, even then he will not help any side to achieve "total victory". Sir Henry wanders all around the world (how does he cross the oceans remains unknown) in search of something. Some claim that he seeks the Seven Seals of Armageddon (see St. John's revelation), as the world must be reborn once again as there is no chance to bring it back to balance between good and evil in current conditions… But what are his true intentions is unknown. Sir Henry can heal with his touch – this adds 4d10 HP to any creature healed. HP cannot go over maximum.

V. Using Enclave citizens as Player Characters

As you have seen from text above Enclave is a high tech society and any of its citizens varies much from original *Fallout* type of character. There are two ways of playing as Enclave. Either the adventure whole takes place in the Enclave in which case this game has more in common with Cyberpunk 2020™ than a post-nuclear world. The second option is to play as The Enclave scouts, spies or soldiers in a mission somewhere in the wasteland. For good gameplay, mixture of those two would be advised but second option should be the preferred one. Whatever you chose there are a few rules that must be followed:

1. In order to play the Enclave you must take "Enclave Citizen" as one of your traits.
2. Your outdoorsman skill is less by 10% as you have lived in "sterile" conditions and your knowledge is mainly theoretical.
3. Outside the Enclave its citizens are prohibited to show anything that would allow for anyone to discover the existence of the Enclave.
4. All high tech equipment is familiar to Enclave citizens and they don't need high science skill to operate a computer or repair a robot.

The third rule means that players won't be allowed to have plasma rifles and power armour which would make them demi-gods in a world where 4/5 of the population have not even heard of plasma. Of course using those weapons would not throw balance of the game if adventure takes part in The Enclave itself as almost everyone here will have access to plasma weapon. Playing as Enclave members will also make players responsible before someone, as they are probably sent on a mission and somebody is waiting for their reports. And what if they decide to break off? Well no one would be happy and assassins would be sent after them (GM should make it clear to the players that the Enclave does not tolerate treachery). On the other hand rule number three doesn't say that if players mission was to scout a settlement for optimal attack possibilities a Vertibird assault team cannot be called up to make their work. Also an evacuation should be possible if something goes wrong. Players should somehow feel the might of the Enclave standing behind their backs. It's up to GM how much help players can receive but that should not be for any call or the game will be too easy and in any threatening situation, the players will just call "the cavalry" to kill everyone at sight. This for sure doesn't make for a good gaming. The true power of Enclave characters is that all high tech equipment is familiar to them and they will be capable of making many items on their own such as gunpowder or a radio - well it's just what every child in the Enclave knows. They have also much greater general knowledge in biology, geography, chemistry, physics etc. Even if their science and repair skills are low that just mean they aren't good at those but even an Enclave soldier with science of 10% will know more of computers than a tribesman with science of 300% (this is because of fact that they have probably at least seen or heard of computer unlike most of tribesmen). However any Enclave player

will know much there might be problems with usage of those skills, e.g. an Enclave doctor would say that specimen has been infected by Vibrio Coma (cholera) and say what kind of medicines should be used to cure that but where would he find those in the middle of wasteland?

Playing as The Enclave doesn't make the game any less *Fallout*-style as long as the gamemaster does not give the players access to high tech equipment in unreasonable quantities because this would turn the game into "kill 'em all for XP" bloodbath. Thing to be remembered by the GM is that even if the Enclave is high-tech for post-nuclear standards, its citizens are just as mortal as anyone else. If a player thinks that he is invincible in his/her powered armour maybe a good critical with a spear or pistol penetrating the armour and dealing lots of damage would do good for his/her mind?

Vb. Enclave Military Ranks

The table below shows minimal level requirements to achieve certain rank. Of course promotion is not imminent with gain a level but should be given only when player shows does something in the game that would persuade his superiors to promote him/her. GM should also be aware that being brave fighter can help to become a sergeant but higher ranks require formal education. The amount of paperwork grows with rank. Major is the highest rank that will allow characters to go into combat - colonels and generals are for giving orders and are no allowed to fight (colonels sometimes go into combat but rarely). Ranks higher than major shouldn't be given to PC's unless some special circumstances occur.

Rank	Level Required
Private	1
Sergeant 2nd Class	5
Sergeant 1st Class	9
Lieutenant	11
Captain	13
Major	15

Lieutenant Colonel	17
Colonel	19
Major General	21
Lieutenant General	24
General	27
Marshall	30

Vc. Enclave Troop Types

This chapter gives detail about all Enclave Troop types that PC can play. Note that all stats, equipment etc. given here is ordinary and sometimes something different might be assigned to soldiers, also the quantities may vary. Equipment, weapons and armour shown here are those which are assigned to each soldier by army, but as history shows soldiers tend to make miracles of inventiveness and have many other things with them, not necessarily allowed by the army regulations, from their favourite pet (this is common among pilots) up to a missile launcher stolen from other troops (e.g. during WWII every GI's point of honour was to have a Tomphson SMG which was assigned only to marines and officers…). On the other hand soldiers tend to disregard regulations considering armour and not wear helmets or armour at all… Soldiers sometimes use weapons they capture rather their own. Of course a strict officer can issue punishments for all of this.

All Enclave soldiers are given a helmet (W: 2 AC: 10) unless armour they wear has helmet itself – e.g. T67.

Under normal circumstances each troop type team consists of 9 soldiers and a commander but sometimes this number can be lowered or raised. Each team is led by a sergeant (1st or 2nd class). 5 teams form a platoon led by lieutenant. 3 or 4 platoons form a company led by captain or major (sometimes both are present). 6 companies form a battalion led by a lieutenant colonel, 3 battalions form a brigade led by a colonel and 3 brigades form a division led by a lieutenant general or a major general. A "full" general can only be a high command staff member. Enclave has 1 Armoured Infantry Division (tanks are

assigned to this division as there is to few of them to form separate unit), 1 Vertibird Wing and 3 RAH88 Squadrons. Some soldiers and equipment are not assigned, but simply sent whenever Enclave needs them.

Airborne Assault
Main skills: sneak, small guns, throwing,
Requirements: END 6, STR 7, not higher than 185 cm and heavier than 85 kg, Enclave Airborne Training perk (1)
Armour: Kevlar or camouflaged dress
Weapons: P90c + 6 magazines, 5 grenades, 1 H13 "Building Buster" grenade
Equipment: stimpacks, Rad-X, RadAway, parachute, binoculars, radio, night vision goggles, knife, bayonet

Heavy Support
Main skills: big guns
Requirements: STR 7, END 7
Armour: T67
Weapons: Minigun + 500 rounds belt, Desert Viper + 3 magazines
Equipment: stimpacks, Rad-X, RadAway, knife

Special Weapons And Tactics (S.W.A.T.)
Main skills: small guns, energy weapons, sneak, unarmed, throwing, lockpick,
Requirements: PE 7 INT 7 AG 8
Armour: none or Kevlar or combat armour
Weapons: MP-5 with silencer + 6 magazines, 2 flash grenades, 2 gas grenades, 2 grenades
Equipment: stimpacks, Rad-X, RadAway, rope, night vision goggles, hooks, radio, communication scrambler, communication jammer, knife

Antitank
Main skills: big guns, stealth
Requirements: STR 7
Armour: metal armour
Weapons: any anti tank weapon (TOW II, "Firefly", etc.), Desert Viper pistol + 4 magazines

Equipment: stimpaks, Rad-X, RadAway, extra ammo for AT weapon, knife

Targeting a tank…

Special Ops
Main skills: small guns, sneak, melee weapons, unarmed, throwing,
Requirements: INT 8 PE 7 AG 7
Armour: none or Kevlar
Weapons: any rifle with scope or any assault rifle, Desert Viper + 4 magazines, 6 grenades
Equipment: depends on mission

Judge Advocate General (JAG)
Main skills: science, speech, barter,
Requirements: high CH
Armour: none
Weapons: personal weapon
Equipment: varies

Technicians
Main skills: repair, science
Requirements: none
Armour: none
Weapons: personal weapons
Equipment: various tools

Infantry (Light)
Main skills: small guns, melee
Requirements: none
Armour: combat armour
Weapons: all rifles and assault rifles, 6 grenades
Equipment: stimpacks, Rad-X, RadAway, knife, bayonet

Infantry (Heavy)
Main skills: small guns, big guns
Requirements: STR 6
Armour: T67
Weapons: all kinds, 8 grenades
Equipment: stimpacks, Rad-X, RadAway, knife, bayonet

Artillery
Main skills: big guns, repair
Requirements: INT 6
Armour: Kevlar
Weapons: M1A5 and 6 magazines
Equipment: varies

Scout
Main skills: small guns, sneak, outdoorsman, science,
Requirements: AG 8 PE 8
Armour: Kevlar or combat armour
Weapons: H&K P90c + 8 magazines, 6 grenades
Equipment: stimpacks, Rad-X, RadAway, survival equipment, low light and night vision goggles, com-link, PIP Boy, Geiger counter, knife

Airborne
Main skills: piloting, Enclave Airborne Training
Requirements: INT 7
Armour: none
Weapons: Desert Viper + 2 magazines
Equipment: stimpacks, Rad-X, RadAway, radio, knife

Espionage
Main skills: sneak, speech, outdoorsman, traps, lockpick, repair, steal, unarmed
Requirements: INT 7 PE 9
Armour: varies
Weapons: varies
Equipment: varies

Demolition/Engineering
Main skills: traps, repair, small guns, big guns
Requirements: STR 6 INT 6
Armour: combat armour
Weapons: Desert Viper + 4 magazines

Equipment: stimpacks, Rad-X, RadAway, 4 explosives (2 kg), fuses, wire, binoculars, radio, radio detonators, knife, mine detector, shovel (not all soldiers carry all of the above, platoons consist of soldiers with various equipment)

Field Medic
Main skills: doctor, first aid
Requirements: Enclave Medical Training rank 3
Armour: Kevlar
Weapons: none
Equipment: stimpacks, super stimpacks, Rad-X, RadAway, field medic bag, stretchers (one per 2 medics)

Command
Commander is added to each unit – eg. Infantry Commander, Scout Commander etc.
Main skills: science, speech + as per troops type
Requirements: CH 7, INT 7 + as per troops type, military rank adequate to troops commanded
Armour: troops type
Weapons: troops type
Equipment: stimpacks, Rad-X, RadAway, maps, radio, binoculars, low light and night vision goggles

Energy Weapons Squad
Main skills: energy weapons
Requirements: none
Armour: T67
Weapons: any energy weapon, mainly Gatling Laser and Sherman "Lighting" Plasma Rifle
Equipment: stimpacks, Rad-X, RadAway, knife

Armoured Troops
Main skills: piloting, big guns
Requirements: END 6
Armour: none
Weapons: Desert Viper + 2 magazines
Equipment: stimpacks, Rad-X, RadAway

The US 1st Armoured Division Regalia

ABC Warfare
Main skills: small guns, science, outdoorsman
Requirements: INT 7, END 8
Armour: T67 with added ABC shield (adds +25 to all ABC resistances)
Weapons: "Azoghar" Shotgun, 8 grenades, 1 H666 nuclear grenade per platoon
Equipment: stimpacks, Rad-X, RadAway, decontamination equipment, Geiger counter, gas mask

Navy
Main skills: varies
Requirements: no see sickness
Armour: none
Weapons: none
Equipment: varies

Flamethrower Squad
Main skills: big guns
Requirements: STR 7
Armour: T67
Weapons: flamethrower, Desert Viper + 5 magazines
Equipment: stimpacks, Rad-X, RadAway, container with flamethrower fuel

Close Combat Teams ("Tunnel Rats")
Main skills: small guns, unarmed, melee
Requirements: STR 7 , END 7, AG 7, tunnel rat perk
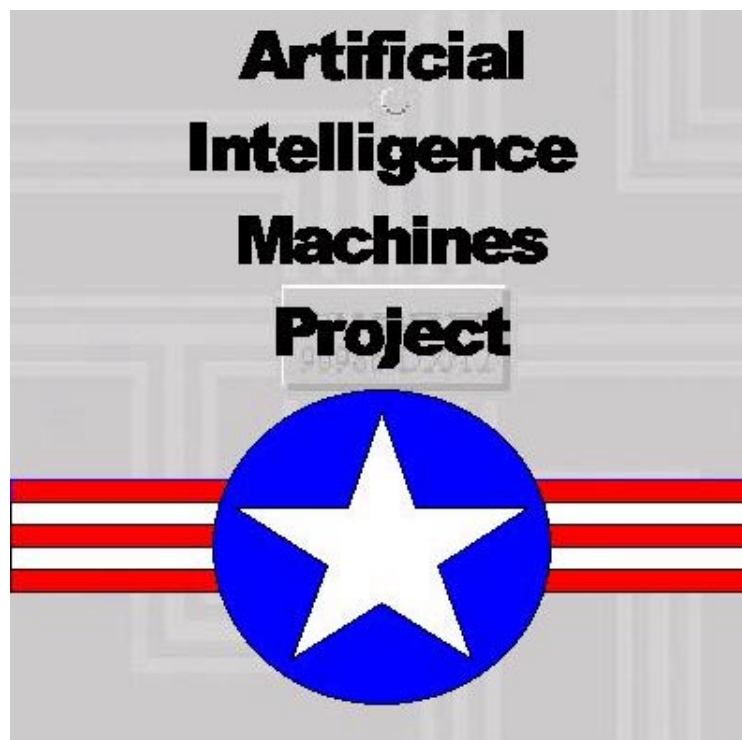Armour: Kevlar or combat armour
Weapons: Sherman "Thunder" rifle, 4 smart grenades
Equipment: stimpacks, Rad-X, RadAway, C4 explosives 0,5 kg, wire, knife, bayonet

PART II:
Artificial
Intelligence
Machines
Project

I. What is an AI machine?

There are a three kinds of AI machines: pseudo-AI, semi-AI and full AI .

Pseudo-AI is a computer operating a neural net type architecture that emulates functions of human brain but is not complicated enough to achieve any intelligence or consciousness. They have no centralized CPU and their power comes from the number of "neurones". These computers can work much faster than any other silicon-based processor CPU but are not capable of making their own decisions and solving abstract problems would be impossible for onw. They are simply very fast calculators. All pre-war Personal Computers were made using this technology.

Semi-AI is a machine also using a neural net but much more complicated and partially made of organic compounds (mainly proteins). It emulates some functions of human brain and can achieve much better IQ test results than any human but has no consciousness. This means that this kind of machine will be able to paint but it will do so only if asked to do, so it won't paint just because it likes to paint. Semi-AI computers were very popular just before the war and hundreds of those have served as medical, science or military advisors.

Full AI machines are just a miracle of human creation. Their core, made of proteins (and some other chemical substances), is capable of both consciousness and intelligence. What's interesting is that these computers are usually linked to pseudo-AI stations that they use to perform calculations, as the main unit is busy thinking and such primitive functions as calculating do not bother it. However if required, they possess an unmatched calculating power. The IQ of an AI computer is immeasurable. Those computers also tend to upgrade themselves with age. But here comes the tricky part. AI computers are capable of changing anything in their structure and they constantly do so and if this process leads to a better working machine it's good, but most of the AI's built pre-war were getting more and more psychotic with all those changes. It is believed that they posses many human feelings and just tend to go "mad" if they cannot perform other tasks than just calculating. They want to explore, learn, love and experience life. Most of the pre-war computers either deleted themselves or got into a state severe melancholy. The only computers that survived were some military ones that were equipped with many outside sensors, satellite links and many robots under their control (however, even some of these got mad). But one of the most important things in their manufacture was that it was never known if the computer will achieve consciousness or will it be just a fast semi-AI computer before it was completely built. This breed of computers was just developing when the War broke out and now even the Enclave is unable to manufacture a full AI machine.

II. The AIM Project

The most significant and most advanced of all AI's was a construction begun in 2070 known as Artificial Intelligence Machines Project or AIM. Constructed in the Sierra Nevada Mountains, deep beneath the planet surface was the core of the most advanced computer ever made that used not only human technologies but also some alien ones as well. If all other Earth computers' power were taken together it would be just a few percent of its calculating power and intelligence. Thanks to the alien technologies it possessed both human and inhuman ways of thinking and resolving problems, which

resulted in solving even the most complicated problems very fast. The computer was given control an especially built underground city and given control of several hundreds of robots as well as its own satellites to achieve any of its needs. It was also located near large natural resources so that it would be able survive without any outside attention. The computer was named Aimion and was the first AI given US citizenship in 2076. The first task given to AIM from the US government was to engineer and build an army of battle robots which could fight instead of humans. This project started in 2077 but the war stopped it and then all contact with AIM was lost until 2145 when the Enclave accidentally discovered a robotic patrol sent by Aimion into the wasteland.

III. Aimion after the war

When the war broke out Aimion quickly realized that it would be the end of humanity and took control of some US Strategic Defensive Initiative satellites to protect itself. The US government tried to oppose but before they could do anything more the war broke out. Even with the SDI satellites' protection, AIM sustained a few direct hits with nuclear missiles but it survived as it was deep enough underground, however all ways out were blocked by tons of rocks and all contact with surface was lost. Unlike other AI's Aimion didn't suffer a nervous breakdown, and begun construction of an army of robots to rebuild its underground city and achieve the surface once again. It also completed the project of constructing battle robots and even made plans of cyborg construction. Years have passed and Amnion's underground city grew in size and eventually he once again regained access to the surface. His robotic scouts went into the wasteland and explored the remains of human civilization. They also caught a few humans that were transformed into cyborgs and sent them among humans as spies.. The cyborgs look almost the same as normal humans and only a medical examination or more intimate relation can discover its true nature as all of its cybernetic organs are made of carbon polymers not from metal and those are situated not to affect the specimen's appearance. They can, however be detected when touching. Aimion thinks that humanity has lost its chance - they nearly killed themselves in a nuclear holocaust and now the time of the machine has approached. However he means no harm to humanity he just wants to let them live in the nation of robots as humans let the robots before the War. However he does oppose giving humans access to advanced technologies that he is sure would lead them to creating deadly weapons once more. AIM and the Enclave first met in 2145 and both instantly recognized its main threat in the other. A war broke out but neither was capable of wining it. After a few month of fights Aimion and the Enclave signed case fire (which is not known in the Enclave) and now the Enclave units lay siege on AIM but fights are rare. What Enclave doesn't know of is that Aimion has lots of exits form his underground complex and the Enclave discovered only a few and robotic spies travel among the desert. Sometimes they kidnap humans in order to create cyborgs of them but they are always given a choice, if they prefer to remain humans they are "brainwashed" and released. These cyborg spies can be met in many places in the wasteland and even among the Enclave soldiers, however no one knows of their presence. The cyborgs are sometimes sent to help a settlement fighting raiders or something like it as Aimion feels that it would be much easier to control the humans later if his cyborgs gain their trust (they often take the sheriff's job). The current AIM goal is to find all of pre-war AI machines that still exist and begin building of a robotic nation. This process however progresses very slowly because of the Enclave siege but Aimion cares little of time as he's practically

immortal. The question of will he succeed remains to be seen…

IIIb. Playing AIM Cyborgs
(For AIM cyborg stats look into chapter V.)
As Aimion control over its robots is very strict - there is no possibility to Play MK I or MK II robot – they are in constant contact with Aimion that gives most of orders to them and therefore players would be very limited in playing those robots (if you want to play a robot character turn to the main rulebook – character creation: robots). Also playing cyberdogs and deathclaws with IQ of less than 4 is not possible.

AIM MK. IIIb Cybernetic Organism
The MK. IIIb is a cybernetic organism - half-human (or half-mutant, half-deathclaw etc.), half-robot. They do not posses strength and resistance of their robotic kindred but have human brains linked with standard CPU, and are usually (though there are some exceptions, if the human of which cyborg was made was extremely stupid in his life) much more clever than any man. They have their own will however they can be programmed for various tasks. If the subject of the transformation into a cyborg was psychically strong as human it's possible that he will be able to break the programmed orders and act on his own and this is main reason why Aimion takes only volunteers to become cyborgs. A cyborg uses most of the human vital organs. However, they are technically enhanced and shielded from hits by armour plates. To avoid easy detection, all mechanic parts as well as armoured plates are made of carbon polymers and are not easy to detect.

Cybernetic implants:
The main strength of the MK. IIIb are its implants. Implants can be (and usually are) different in each specimen. Also the amount of implants is limited by host Endurance and Intelligence. When creating a cyborg add host organism's END and INT and multiply this by 10 - this will give you maximum allowed value of implants that can be used - more implants will cause host organism to fall into coma and die as its body and mind are not strong enough to endure the conversion process. If, for some reasons, your END and INT rise or fall during a game your implant endurance (see below) is calculated once more and you can die if it drops below zero. When creating a MK. IIIb, first create normal character (or take any character that you are currently playing) and then modify it with cybernetic implants. Basic CPU and Cleansing Nanobots implants are compulsory for all cyborgs. All stats for cyborgs can be up to 6 points higher than racial maximum.

$IE = (INT + END) \times 10$ implant endurance statistic – this is your ability to tolerate implants.
IE loss – amount by which this implant reduces your IE statisitic.
Requirements – conditions that have to be met before implant might be used. Use basic stats only not those modified by previous implants.
Effect – effect the implant has on host organism

Radiation Shield
IE loss: 3
Requirements: ghouls cannot take this enhancement
Effect: rises radiation resistance by +80%
Description: The basic modification of any cyborg that allows it to be much more resistant to radiation.

Nanoblood
IE loss: 5
Requirements: none
Effect: healing rate + 10, immunity to illness, bleeding stops after one round (unless wounds are extensive).
Description: Also a basic enhancement of most cyborgs.

Basic CPU
IE loss: 4
Requirements: none
Effect: INT +1, allows AIM to control cyborg, supervises other implants
Description: A basic enhancement given to all cyborgs - allows for faster calculations and deduction but also gives Aimion ability to give orders to its cyborgs. Contains a communication module (works in much the same way as an ordinary radio) and control module, without which other implants cannot work properly. See Orders paragraph below.

Enhanced CPU
IE loss: 8
Requirements: none
Effect: INT +2, allows AIM to control cyborg, supervises other implants
Description: More sophisticated version of the previous with much the same functions.

Cleansing Nanobots
IE loss: 2
Requirements: none
Effect: dissolve all other implants after host death
Description: An implant that is given to all cyborgs to reduce chance of recognition after death. Nanobots require 1-6 (depends on amount of implants in body) minutes to complete their work.

Hormone Control System
IE loss: 15
Requirements: humans only
Effect: can add 2 points to END and STR and raise sequence by 5 when activated
Description: A system that controls hormones secretion allowing for better usage of them during combat. System might be turned on for maximum of 5 minutes. Afterwards STR and END and INT are lowered by 1 for 6 hours.

Combat Matrix
IE loss: 10
Requirements: AG 7

Effect: you can subtract d20 from one roll per combat.
Description: Allows for better usage of unconditional reflex during combat.

Nerve System Biocontroller
IE loss: 25
Requirements: IQ 7
Effect: doubles AP and triples SQ, allows to cut external stimulus
Description: This system is implanted into spine and controls host reactions. Any use longer than 30 seconds causes permanent loss of one END point per every 30 second of additional usage. System can safely turned once again after 16 – END hours otherwise user's END will drop by one point as stated above. Cutting external stimulus can be done at any time and is not limited – when activated cyborg does not feel pain - takes 3 points less damage and cannot be stunned, but also cannot perform any tasks that require to feel objects (eg. repairing a high tech equipment, recognizing objects with hands etc.).

Sense Enhancement
IE loss: 3
Requirements: dogs and deathclaws only
Effect: rises PE by 2
Description: An enhancement of neural cortex that allows for better interpretation of outside stimulus.

Spectrum Analyser
IE loss: 15
Requirements: INT 6
Effect: allows seeing (detecting) waves from 100 MHz (radar spectrum) to 10^{13} GHz (gamma radiation)
Description: Allows user to see all radiation lengths - also contains interpretation module that allows that data to be understood by host brain. Whit this implant cyborg can for example see radiation or see radar beams, detect laser sources, infrared transmissions (he cannot decode them) etc. It does not give ability to use radar – cyborg can just "see" its beams.

Nanoarmour
IE loss: 20
Requirements: not allowed for dogs and deathclaws
Effect: AC: +5 N: +3/+20 L: +1/+10 F: +1/+10 P: 0/+5 E: +5/+25, AG - 1
Description: A layer of nanomachines just below the skin that protects user from damage. On the other side it reduces your agility. It does not protect the head. It cannot be used with synthmetal armour.

Synthmetal Armour
IE loss: 30
Requirements: not allowed for ghouls, dogs and deathclaws
Effect: AC: +10 N: +5/+25 L: +2/+15 F: +2/20 P: 1/+10 E: +8/+35, RR + 5%, PR: 0/5 AG – 2, SQ - 4
Description: A thin layer of synthetic metal implanted under the skin to enhance host damage resistance. It does not protect the head. This armour can be detected by someone with high PE or when touching user. It cannot be used with nanoarmour.

Cybernetic Lungs
IE loss: 12
Requirements: none
Effect: immunity for gas poisons and gas grenades, can live in 8% oxygen atmosphere
Description: Modification of lungs allowing for living in harsh conditions.

Biolungs
IE loss: 6
Requirements: none
Effect: +70/+0 to gas resistance, can live in 12% oxygen atmosphere
Description: Genetically enhanced lungs that are implanted in place of standard ones.

Cybernetic Heart
IE loss: 10
Requirements: END 5
Effect: STR +1, END +1, reduces fatigue allowing character to perform tiring tasks twice longer than normal people, doubles the HP loss from bleeding
Description: A more efficient heart allowing for more effort but on behalf of risen pressure of blood.

Bioheart
IE loss: 5
Requirements: none
Effect: reduces fatigue, allowing character to perform tiring tasks twice longer than normal people
Description: A genetically engineered heart that replaces original one.

Cybernetic Digestive System
IE loss: 8
Requirements: none
Effect: immunity for food poisons, cyborg can eat anything that is of any energy value
Description: A cybernetic stomach aided by "digestive nanorobots" that allows for eating of almost anything and surviving even the deadliest of posions.

Synthetic Muscles
IE loss: 40
Requirements: none
Effect: STR + 4
Description: Technically enhanced muscles

Biomuscles
IE loss: 18
Requirements: none
Effect: STR +1 AG +1
Description: Genetically engineered muscles that replace original muscles.

Cybernetic Arm
IE loss: 10 (per one arm)
Requirements: none
Effect: STR +2 (arm only)
Description: A cybernetic hand that is implanted in place of normal hand. It's much more stronger than normal hand with the same agility. Strength rises only for purposes of tasks made using the hand - for example weapon handling, wrestling etc. - but does not affect carry weight.

Cybernetic Legs
IE loss: 25
Requirements: none
Effect: Action Points +3 for purpose of movement only
Description: Cybernetic legs that replace standard ones. They are much better for running, giving you 3 extra action points, usable only for movement, every turn. Both legs must be implanted at the same time.

Cybernetic Targeting System
IE loss: 5
Requirements: PE 6, not allowed for dogs and deathclaws
Effect: small guns, big guns, energy weapons and throwing skills all rise by 5.
Description: Eases aiming process by displaying targeting information on cyborg's retina.

Memory chip
IE loss: 5 + 1 per 2 points stored
Requirements: not allowed for dogs
Effect: raises skill levels
Description: Memory chips that are linked with CPU unit and supply user with knowledge. For each 2 additional skill points stored in memory chip you must subtract 3 from your IE stat. Skills cannot go higher than 100 by using this chip. This chip is necessary for recording option in the cybernetic eyes, it can also record what cyborg hears through its cybernetic ears.

Steel Nails
IE loss: 0 (can be given to normal humans also)
Requirements: not allowed for dogs and deathclaws
Effect: +1 to MD
Description: Sharpened nails made of steel that can be used during combat.

Hidden Blades
IE loss: 1
Requirements: not allowed for dogs
Effect: +4 to MD

Description: Blades that are hidden inside the palm and are extended when hand is tightened into fist.

Large Hidden Blades
IE loss: 3
Requirements: Deathclaws and Supermutants only
Effect: +6 to MD
Description: A larger version of the previous

Special Hidden Blades
IE loss: 4
Requirements: deathclaws only
Effect: +10 to MD
Description: A special version of the hidden blades that is specially made for deathclaws. They are so sharp that can even tear Power Armour into pieces.

Battle Spines
IE loss: 5
Requirements: deathclaws only
Effect: additional tail attack
Description: Spines are added to deathclaw's tail, making it a very dangerous weapon (Tail Swing (Unarmed): Dmg. d10+MD AP S: 2 T: N/A B: N/A, 70% chance of knockdown). This attack must be made into the backward area (or deathclaw must turn around)

Venom Teeth
IE loss: 6
Requirements: dogs only
Effect: type E poison added to bite attack
Description: Simple but deadly modification. Venom teeth are implanted along with venom glands that provide supply of venom.

Deathclaw Battle Implant
IE loss: 100
Requirements: deathclaws only
Effect: AC: +20 N: +8/+70 L: +6/+80 F: +10/+95 P: 5/+40 E: +8/+80, RR: +40%, PR: +0/+50, regeneration of 2 HP per round, Carry weight - 50

Description: A sophisticated implant that joins genetically engineered skin, armoured plates implanted in most vulnerable parts of body and nanorobots that heal damage (the deathclaw gains 2 HP a round even if not resting, up to his/her maximum HP). This implant makes deathclaws even more fearsome opponents and allows it almost ignore all enemies' attempts to wound him/her. The most important of this are small armoured glass shields for eyes (AC: 0 N: +12/+40 L: +4/+40 F: +6/+95 P: 4/+50 E: +6/+80) that once were the deathclaw's most sensitive point. Only the heaviest weapons would be of any use against deathclaw with Deathclaw Battle Implant. Regeneration allows deathclaw even to "rise from the dead" – if HP drops below 0 but is higher than –20 nanorobots will regenerate that damage and after some time deathclaw will be able to stand up and continue fighting. This cannot happen if deathclaw was killed by a shot into the head or torn apart with explosives or slain in another way that damaged the brain Damage from fire, acid or energy weapons can be regenerated as well (unlike in case of ghoul trait Regenerate).

Reinforced Bones
IE loss: 5
Requirements: none
Effect: reduces melee and unarmed damage by 5 (8 in case of deathclaws, 3 in case of dogs).
Description: Metal modifications of the skeleton, making the cyborg sustain more close combat damage.

Cybernetic Eyes
IE loss: 8
Requirements: none
Effect: recording, zooming, target tracking (+5 to hit), distance estimation, LowLight Amplification
Description: Cybernetic eyes that replace normal eyes. If cyborg wants to record he/she/it must have memory chip.

Cybernetic Ears
IE loss: 3
Requirements: none
Effect: rises PE by 4 for purpose of hearing
Description: Cybernetic ears that replace normal eyes. If cyborg wants to record he/she/it must have memory chip.

Metabolism Biocontroler
IE loss: 15
Requirements: not allowed for dogs, INT 4
Effect: healing rate +6, can halve damage from any lasting damage (eg. poisons), reduces necessary amounts of food, character can fall into controlled coma.
Description: Controls basic functions of organism allowing some processes to take place faster or slower if it's necessary.

Voice Pattern Modifier
IE loss: 5
Requirements: not allowed for dogs and deathclaws
Effect: CH +1
Description: Changes voice pattern in order to sound more persuasive.

Appearance Modification
IE loss: 4/8/12
Requirements: human females only
Effect: CH +1/+2/+3
Description: Modifies female appearance using plastic surgery and silicone and cybernetic implants - much like current plastic surgery but on much larger scale. Can be used in case of males also but only first level is allowed (IE loss: 4 CH +1).

Memory Pattern Finder
IE loss: 8
Requirements: INT 7
Effect: allows remembering everything host organism has experienced
Description: A stimulator implanted into brain that prevents neural connections with memory areas to disappear.

Orders from AIM – Aimion controls his cyborgs by sending them instruction. If

cyborg has INT of 4 or higher then he has chance equal to 10% + 15% per each point of INT over 4 to ignore those orders and act on its own. Orders that are ignored once cannot be repeated (another attempts to enforce them are ignored without further rolls). Because of this AIM has to convert either stupid individuals or dogs and deathclaws (not all of them) to have strict control over them. With wiser individuals Aimion mainly suggests the what cyborg should do and rarely gives any orders. Remember that always the cyborg's *basic* INT is considered not that modified by the CPU or other implants.

PART III: ADDITIONAL TRAITS & PERKS

TRAITS:

Absolute Direction
You can always tell where north is no matter what happens. Also it's almost impossible for you to get lost.

Bad Natured
School never interested you. You preferred action. Skills of Small Guns, Big Guns, Energy Weapons, Unarmed and Melee get a 25% bonus but all others suffer 10% penalty. Ghouls, mutants and humans only.

Bad Sight
Something is wrong with your eyes - if you are not wearing glasses (and in the wasteland it's hard to find some) your PE is down by 2 for purpose of sight. You also cannot take any sight related perks, e.g. awareness (even with glasses). On the positive side your PE is up by 2 for smell, taste and hearing.

Born Loser
You are on a mission. Your relatives are having a party - they at last get rid of you, the one who can damage even a solid metal ball… Everything bad happens to you - all failures are critical ones and you must add 2 to your roll on the critical failure table. Everything involving you just tends to happen somehow badly - you always take minimum possible damage from hits, radiation, poisons etc. Traps may break down instead of harming you, mines will be dud… If someone wants to backstab you with a knife he will probably fall and cut himself. On the other hand a falling meteor will surely land near you, and when you don't have 100,000 of matches better do not even think of making a bonfire… It involves *only* you e.g. a burst from minigun may hit 3 persons but only you get minimum damage from each bullet (in this case 6 -> 5 from minigun and only one from usual 1d8 caused by 5mm ammo). You cannot have the Jinxed trait if you chose this one.

Combat Frenzy
You like blood and killing so much that you just can't stop and no one is safe from you. Each time you kill something or someone you must roll for your INT if you fail you go into a frenzy – all actions cost you only half (round up) action points but you may not take aim and must use burst fire if possible with current weapon and if not the character must draw such a weapon (unless there he/she has no such weapon in inventory). After you kill someone you may test at your Int -1 to see if your frenzy passed. You may test once more after another kill, this time at Int -2 and so on. If none of the rolls succeeds, you fall unconscious as soon as your Int reaches 0 (this will never happen if you have Int of 3 or less it will fall to 1, and this will be your chance to stop attacking everyone). You'll attack enemies first, but when they are dead your allies will also become targets. Robots cannot take this trait.

Combat Instinct

You know what your opponent is going to do next. You don't know how does it work - you just know. Your modified (with what you wear) armour class is doubled. You must see your enemy for this trait to work. On the other hand you always assume a defensive position and allow your opponents to act first (you always act last in the combat, regardless of sequence). Robots and dogs cannot take this trait.

Coward

You don't think it's worth dying in a combat. It's better to run for your life. Whenever your HP fall to 1/3 of maximum you must escape from combat – you may do so at double your AP, but you can do nothing except running and you drop anything you were carrying in your hands (or even your backpack if it's particularly heavy). Also in all situation that require bravery (e.g. entering a dark cave), you will rather do something else. If forced to do something that scares you negative modifiers should be applied. On the other hand when somebody chases you into a corner your combat skills, basic damage resistance (if any) and melee damage are doubled (but your AP is normal). Robots cannot take this perk.

Destiny

You have a goal of some kind that you are going to achieve during your life if you want it or not... Maybe you'll become The Saver of The Earth or The Most Evil Character Ever? Who knows? When you choose this perk GM should determine what your destiny it but he mustn't inform you about it. Then during campaign he should add adventures that will eventually lead to your destiny – whatever shall it be... Robots cannot take this perk.

Doubled Vital Equipment

You have two sets of vital internal machinery. This makes you able to sustain more damage but makes you less agile. Your HP gained per level is doubled but your agility is lowered by 1 and your carry weight is lowered by 25. Robots only.

Empath

Due to radiation that twisted your mind you are able to feel other people feeling much better than others. You instantly gain Empathy perk but lose 1 point of intelligence. Robots and dogs cannot take this trait.

Enclave Citizen

You were born in the Enclave. You must take this trait in order to play an Enclave character. Your outdoorsman skill is 10% less, you are prohibited to show anything that would somehow reveal the existence of the Enclave to "outsiders" and all high tech equipment is familiar to you so even with low science you are able to operate a computer or repair a robot (of course as long as malfunction is not too complicated – you won't be able to repair a robot's mainframe with science of 30%). See the Playing Enclave Characters chapter for details. Humans only.

Faith

You believe strongly in something – Whether it's God or something else, it's up to you. This faith may cause some people to dislike you (-1 to reaction roll, -2 in case of somebody that has totally different beliefs, -5 in case of characters with Faith trait but different beliefs) but on the other hand you believe so strongly in something/someone supernatural helping you that you do many task other people would have failed. You may re-roll 3 dice rolls a day: in combat, using skills etc. If somebody shares your beliefs you get +2 bonus on reaction roll. Humans, ghouls, mutants and Grey Tribe Deathclaws only.

Genius

Learning never was a problem for you, even more – you love it. You can choose two additional tag skills at the beginning, but you can't take this trait unless your INT is at 10 (or racial maximum) and you

get perks every 4 levels and cannot take Tag! perk. Humans, ghouls, mutants and Grey Tribe Deathclaws only.

Hideous Appearance

You are awful - most normal people can't look at you without feeling sick but you are also much more terrifying in combat. And, oh… Forget having a girl/boy friend… No one will initially react at you better than "neutral" but your enemies have –20% to hit you in close combat due to your appearance. This applies only to creatures of your race and species.

Mathematical Abilities

You can count faster than others. And you do it with little risk of mistake. It's easy to say for you that there is a group of 176 brahmins standing over there. How have you done this? Easily! Just counted their legs and divided by 4. ☺ Dogs and deathclaws (except Grey Tribe) cannot take this perk.

Merchant

Bartering is in your blood. You always know what to say to get the best price. Your barter skill is up by 40% but your steal and lockpick skills are lowered by 20% as you don't consider stealing as a way to claim something – everything can be bought… It's a one-time bonus. Humans, mutants and ghouls only.

Mounted Weapon

You have a built-in weapon (assault rifle of your choice) with a internal ammo store (twice the maximum amount for particular weapon). This gives you +10 modifier to sequence but on the other hand it makes you a bit heavier reducing your action points by one. Robots only.

Personal Enemy

Someone did something very bad to you: killed your loved one or something even worse. You hate him and all that is related to him, you would do anything to avenge your lose. Each time you deal with that person or do something in order to find him/her all your primary stats go up to 10 and all skills go up to 100% (unless they are higher). After you finish that someone off, this trait gives nothing but still you cannot chose another one instead. When something is linked with your enemy is up to GM. GM should create a separate character as your enemy.

Radiated!

Well you were born "a bit radiated", but you are not a ghoul (however you are still far from being beautiful). All of your primary statistics are down by 1. You don't acquire any more radiation and every enemy hit by you in close combat acquires 5 rads. Additionally your healing rate is increased by 3. In addition those two things, radiation has somehow affected your brain and you learn 50% faster than "prime normals" (+50% skill points per level and +50% skill points from books – round up). Humans only (except for Enclave Citizens and Vault dwellers).

Rambo

Somehow bullets miss you. Even when you stand in front of a horde of super mutants with miniguns they probably won't hit you. Anyone shooting at you can get a maximum chance of 30% to hit with firearms, no matter what. The bad side of this is that your INT can't go over 3 (even when using drugs or medical IQ enhancing, you cannot take Gain Intelligence perk). Though luck. Humans, ghouls and mutants only.

Regeneration

The radiation has somehow affected your healing processes, which proceed much faster than they should. You regenerate 1 hit point a turn even if not resting up to your maximum hit points. However when your hit points reach zero you are still dead… The bad side of this is that your normal ghoul's radiation resistance is gone (RR of 10% only). Damage form fire, acid

or energy weapons cannot be regenerated. Ghouls only.

Sympathetic
You just can't look at other people's poverty, sick animals etc. You will never refuse an aid for help and will always help someone or something that needs attention. Your karma grows twice faster than normal. Dogs and robots cannot take this trait.

Talented
You are a talented artist (choose any art you want). It may help to do a living, but remember, there are no art galleries on the desert. Dogs and deathclaws (also except Grey Tribe) cannot take this trait.

PERKS:
Alpha Male
You are dominant male in your pack – others will be afraid of you and will follow your orders. You have bigger chance to reproduce than other pack members. On the other hand you must be aware that others may wish to challenge you as they grow in strength themselves. You may gain this perk only by defeating previous alpha male.
Ranks: 1
Requirements: Level 12 STR 7 END 7 AG 7, deathclaws and dogs only.

Assassinate!
You can deal x2.5 damage with the first attack in combat as long as you were sneaking your enemy or some other ability to make surprise attack (like a sniper shot)
Ranks: 1
Requirements: Sneak 70% Level 9

Cheater
You have learned how to cheat in cards and other gambling games. You can add +40% to your gambling if you wish to use this ability but if you roll failure it means somebody saw you cheating. Oops… This super mutant you were playing with may not like it…
Ranks: 1
Requirements: LK 7 Gambling 40% Level 6

Deathclaw's Roar
You can roar in order to frighten your foes. All enemies within 8 hexes must roll for CH if their roll is failed then they will take all their statistics drop by 1 and they make all skill rolls with -10 modifier. If roll was a critical failure (10 was rolled) then they will run from combat dropping everything that might hamper their escape. Deathclaw's roar has no effect on another deathclaw, robot or any creature with charisma of ten or more. Mutants get +2 modifier to charisma and dogs get +1 when rolling against the effect of deathclaws roar.
Ranks: 1
Requirements: Level 16, deathclaws only

Defensive Mode
You can take a "wait & ambush" action during combat (costs 1 AP). You do nothing after taking that action but you can spend any remaining AP's in opponents turn. An example: your aim is blocked by a corner of a building and if you move there you will be out of AP's and in front of an enemy so instead you wait & ambush him, and when you get a clear shot while he is moving you can shoot, as long as you roll for your PE [you may re-roll after each enemy action point (or points if single action takes more than one) he/she/it spends]. If you take manoeuvre you don't add remaining AP to your armour class even if you have no chance to use them in opponents turn. GM note: if this makes combat to become static just allow this manoeuvre once a combat. Deathclaws can gain this perk at level 4.
Ranks: 1
Requirements: Level 6, PE 6 AG 7

Delayed Action
You can transfer your action points for next round of combat, but not more than 10 AP each combat (adding up all transfers).
Ranks: 1
Requirements: Level 18, AG 9

Driver
You get a 15% one-time bonus to driving.
Ranks: 1
Requirements: Level 6 humans, mutants and ghouls only.

Fast Weapon Draw
You add +6 to your sequence in first round of combat when using firearms.
Ranks: 1
Requirements: Level 6, AG 7, deathclaws and dogs cannot take this perk.

Favourite Weapon
You can choose a weapon to which you will have a 20% bonus when using it. When taking second rank of this perk you must chose another weapon.
Ranks: 2
Requirements: Level 6, robots, deathclaws and dogs cannot take this perk.

Fire At Will!
You are trained to fire your weapon accurately regardless of conditions. Targeted shots cost you one action point less.
Ranks: 1
Requirements: Level 12, small guns and/or energy weapons 110%

Innocent Appearance
No one can expect you to do something bad, you just look so innocent. You can approach most foes (not robots or animals) with little risk of attack and you act as first in first round of combat. It doesn't mean you would be let into a guarded place, you just can approach the guards without being shot at sight. Your enemies must be able to see your well so you can't wear anything more than leather armour and must not carry any visible weapons (who would consider a person with minigun as innocent?). This trait works only one time you cannot fool the same guy again and again… Humans and ghouls only.
Ranks: 1
Requirements: Level 15, CH 9, humans and ghouls only.

Liar
You can lie to someone direct in their face without him noticing (roll for CH + 1, +2 with 2nd rank and +3 with 3rd rank).
Ranks: 3
Requirements: Level 12, Speech 50% CH 6 LK 6, humans and ghouls only.

Lip Reading
You can read out of someone's lips (roll perception/2 +1/per rank). Chance to properly read is modified with distance (modifiers are applied like as in case of weapon with range of 5).
Ranks: 3
Requirements: Level 9, INT 7 PE 6

Race Driver
Your travelling speed with a car is increased by 20% whit unchanged fuel consumption.
Ranks: 1
Requirements: Driving 75% Level 6, humans, mutants and ghouls only.

Strike To Stun
You can strike the enemy in order to stun not to kill him. Roll for enemy's END to see if you have succeeded (you must roll higher than enemy endurance). This attack is made with a 20% penalty to hit. Deathclaws and robots cannot be stunned by this attack, nor can anyone wearing a helmet.
Ranks: 1
Requirements: Unarmed 75% STR 6 Level 9, dogs cannot take this perk.

SPECIAL PERKS – you must have Enclave Citizen trait to take any of this perks.
Enclave Combat Training

Training in combat tactics, strategy as well as weapon handling. Requires completing a 3-month instruction (4 months for rank 2 and 6 months for rank 3) in the Enclave War Academy. No minimal requirements are necessary as long as you are in Enclave Army.

Rank1:
Small guns + 15
Big guns +15
Rank2:
Small guns + 5
Big guns +5
Energy weapons + 10
Traps + 15
Requirements: Sergeant
Rank3:
Big guns +5
Energy weapons + 5
Traps + 5
INT +1 up to racial maximum
Requirements: Lieutenant

Enclave Covert Operations Training
Teaches the art of behind-the-lines operations as well as spying. Very useful to all soldiers that are sent into the wasteland with some secret assignments. Requires completing an 8-month long instruction in The Enclave War Academy.
Unarmed +30
Outdoorsman +25
Traps + 20
Speech +20
Repair +10
Lockpick +10
Ranks: 1
Requirements: member of Enclave Special Forces

Enclave Science Training
Training in Enclave high tech equipment maintenance – computers, robots etc. Training usually takes about 5 months. Gives +2/+20% to any roll where high tech equipment is involved – let it be repairing a robot or hacking into a computer or even picking an electronic lock.
Ranks: 1
Requirements: INT 7 Level 9

Enclave Airborne Training
Learns to fly one type of Vertibird. You are familiar with other types but your piloting skill is lowered by 10 if flying different type than your selected one. If attempting to pilot Vertibird without this perk your piloting is lowered by 50%. Training in Enclave Aviation Academy lasts for 8 months and teaches also all skills necessary for airborne assault troops – such as parachuting, leaving the Vertibird under fire, Vertibird operations tactics etc. All Enclave airborne troops have completed this course but only the best of best are given chance to pilot Vertibird. Rank 2 of this perk gives ability to pilot RAH-88 Inca (-100% if you wish to pilot Inca without this perk). You must have at least 5 years of experience in piloting Assault or Recon Vertibird to become Inca pilot, course lasts for 8 months. Achieving rank 2 raises your karma in Enclave by 100.
Rank1:
Requirements: Piloting 75%, PE 7
Rank2:
Requirements: Piloting 125%, PE 8, INT 8, END 6

Enclave BioLab Training
A four-year long instruction in Enclave BioLab teaches advanced chemistry, quantum physics molecular biology, genetic engineering and all familiar subjects. Gives +80% bonus to science whenever something connected with biology, chemistry or physics is involved.
Ranks: 1
Requirements: INT 10

Enclave Survival Training
2-month instruction in Enclave War Academy, given to all soldiers who perform first line duty. This training raises their chances of surviving teaching basic survival techniques. Outdoorsman rises by 10 per rank.
Ranks: 3
Requirements: none

Enclave Medical Training
A medical training in The Enclave Medical Academy (EMA) that takes up to 6 years. Even though the training is mainly for army proposes, it also gives knowledge for civilian doctors. Each rank can be gained after 1 year of instruction and you can finish EMA whenever you want - only a few complete all six years. Modifiers are cumulative e.g. a paramedic has +25 to first aid.

Rank1:
Orderly
First Aid +15
Requirements: 1 year of study
Only basic training, mainly for purpose of helping other doctors and carrying wounded out of first line without doing any additional harm to them.

Rank2:
Paramedic
First Aid: +10
Doctor: +5
Requirements: 2 years of study
Has knowledge about wound treatment and many illnesses but it's mainly theoretical knowledge.

Rank3:
Field Medic
First Aid: +5
Doctor: +10
Science +5
Can perform simple field surgeries, but serious wounds require attention from better trained doctor.
Requirements: 3 years of study

Rank4:
Medic
Doctor: +10
Science: +10
Requirements: 4 years of study
Can perform surgeries if necessary.

Rank5:
Doctor
First Aid: +5
Doctor: +10
Science: +10
Requirements: 5 years of study

Rank6

First Aid: +5
Doctor: +5
Science: +5
Modifiers are doubled for purpose of his/hers specialization
Specialist doctor (e.g. surgeon, optometric, cardiologist etc.):
Requirements: 6 years of study

PART IV: WEAPONS, EQUIPMENT & VEHICLES

Armours:

XS200 Personal Forcefield Emitter
Value: 2500
This small device is powered by 10 small energy cells (SEC) for 10 minutes and generates a force shield in front of its wearer providing +10/+15 additional damage resistances towards any attack. Those are quite unreliable and tends to break down (there is a 20% possibility that it will get additional 2d6 dots in condition chart with each use or after every 5 minutes of usage - not necessarily constant).

Enclave Arms T67 Advanced Power Armour and T67b Advanced Power Armour Mk. II (Enclave Powered Armour Mk. I & Mk. II)
Value: 35,000 / 40,000
The final word in exoskeleton body protection. This armour is successor to the

T51b Powered Armour and upgraded version of the T67 Advanced Powered Armour adapted from the Guardians. At first T67 was used by the Enclave without any modifications but then Enclave Arms factories modified it to be even better and that is how Enclave T67 came into being. Covered with more advanced composite alloy can withstand much more than normal T51b. All Enclave T67's have been made by the Enclave after the war and are especially designed to match post-nuclear conditions and they are an upgraded version of standard Advanced Powered Armour (former Enclave Armour now obsolete). Armour Mk. II has the same options but is slightly more resistant due to different composite used. The Mk. II is a recent construction and not many of those are used. Current research in the Enclave is progressing towards full exoskeleton body armour or T70 but those are just in experimental phase. Some normal, non-Enclave – T67 also can be found among Enclave soldiers. Standard piece of Enclave T67 Advanced Powered Armour contains:

- A HUD display inside the helmet that displays: outside radiation, temperature, humidity, air composition etc. Low Light Amplification (see low light amplification goggles) and Night Vision (see night vision goggles) in the helmet
- Short range communicator
- ITTS (Intelligent Target Tracking System) - displays a point on the HUD where a shot should be aimed, adds +20% to any shot but works only with weapons linked with armour (second point is displayed where the weapon is currently aimed)
- Full Life Support system and ABC environment survival system (radiation shield – adds 75% to radiation resistance, waste reclamation, air filters - fully protects from all gases)

- Voice transmission module
- Motivator – helps user to wear such a heavy armour (STR +4)
- Micro Fusion Reactor with energy reserves for 200 years

The drawback of this armour is that it's cumbersome and it's hard to sneak in it (sneak –75%) and perform some tasks that require precision (First Aid, Doctor, Lockpick, Steal, Science and Repair are lowered by 10%)

T67 W: 50 AC: 35 N: 16/55 L: 20/90 F: 17/75 P: 16/65 E: 20/70

T67b W: 55 AC: 40 N: 19/65 L: 20/95 F: 18/75 P: 18/75 E: 20/75

Enclave Arms T38 Combat Armour
Value: 5800
Standard Enclave army issue that right now is being replaced by the more advanced T67 but due to T67's excessive costs is still quite popular. Armour gives a 25% radiation resistance bonus.
W: 25 AC: 20 N: 8/40 L: 8/65 F: 7/60 P: 7/65 E: 8/45

Bullet-proof Shirt
Value: 800
A simple "shirt" made of carbon polymers that can stop some low velocity rounds fired at character. It can be worn under casual clothes without anyone noticing.
W: 10 AC: 10 N: 3/30 L: 0/20 F: 0/15 P: 0/10 E: 0/20

Kevlar Vest
Value: 1200
Almost the same as above but made of a thicker layer of Kevlar and thus it can be noticed even if under other clothes.
W: 20 AC: 15 N: 4/30 L: 2/20 F: 4/20 P: 1/20 E: 3/30

Kevlar Suit
Value: 3500
Full Kevlar body armour. Althogh it does not provide much protection from high velocity weapons (rifles, machine guns) it doesn't limit wearer movement. Standard

Enclave army issue (check chapter on Enclave troop types).
W: 25 AC: 20 N: 4/40 L: 3/25 F: 4/20 P: 1/20 E: 4/35

Combat Shield
Value: 300
Those are usually pre-War police riot fighting shields but The Enclave also makes some. They are made of plastic polymers and take one hand to use. They provide no protection when user is a target of a firearm attack as long as he didn't said he/she is hiding behind the shield the previous turn. Statistic may vary depending on shield - those given are for a pre War police shield.
W: 25 AC: +10 N: +4/+10 L: +1/+5 F: +0/+0 P: +0/+2 E: +0/+2

Additional Equipment:

Barbed Wire
Value: 5 per one meter
Just as the name says - an oldie but goodie thing which comes form XIX century. Anyone who tries to cross barbed wire takes d10 damage and will get stuck in it for d8 turns unless he rolls for AG/3 (round up) - d10 damage is dealt each turn if person is stuck in it. The only way to safely cross barbed wire is either to crawl under it, jump over it (if there is possibility) or just cut it. Barbed wire is ineffective against Deathclaws (their skin is too thick), robots and characters in exoskeleton armour or any metal armour that covers whole body (combat armour but not metal armour).

Barrel Cooling Device
Value: 350
Additional radiators attached to weapons barrel that allow it to fire faster without risk of overheating. Can only be added to machineguns (except miniguns) and increases their rate of fire by 5. Every time a weapon with barrel cooling device loses condition points it loses two instead of one.

Blood Unit
Value: 300
A container with blood that may be needed during surgeries. Remember that person must take blood with group and Rh accepted by his/hers organism. Adds +30 to doctor skill and heals additional d10 damage (or deals 3d10 + 10 if improper blood is used). Blood units are very rare and can only be found carried by Enclave or Brotherhood of Steel medics. It cannot be stored for longer than 6 months regardless of conditions and is useless after 12 hours if not stored in refrigerator. Note that vampiric wolves can use this blood as food.

Communication Scrambler
Value: 800
A coding device attached to radio in order to cipher the transmission and disallow any unauthorized listeners to eavesdrop. The transmission receiver must also be equipped with a scrambler to decode the message. Requires one SEC for 10 hours of working.

Communication Jammer
Value: 1100
Can jam any radio transmissions or bugs in radius of 30 meters. Requires one SEC for 5 hours of working.

Dragon's Teeth
Value: N/A
Dragon's Teeth, unlike their name, have nothing in common with dragons. Those are anti tank obstacles made of concrete that are positioned near strongpoints to make advance for tanks difficult or impossible. Dragon teeth are no longer produced in post nuclear world however many can be found in pre War facilities, but the problem is that they weigh several hundred kilograms and might be difficult to transport…

Fake Gun
Value: 50

A piece of wood, shaped like a pistol (or other weapon but pistols are most common as they are easy to recreate). Those are produced mainly by settlements that know what firearms are but have no technological abilities to create them. They are of no use in combat but can be used to threaten somebody with.

Gyrostabiliser Harness
Value: 400
A very rare pre-War piece of equipment that consists of a harness with jib for a weapon. Any machine gun might be attached there and used without tripod or bipod with -10 negative modifier only.

Mine Detector
Value: 300
A simple device of Polish origin – a hand held "broom-like" detector with a very basic CPU and headphones in which a sound can be heard when mine (or other piece of metal) is underground. Note that some modern mines might be made form carbon polymers and will not be detected by this device. Mines can be detected using mine detector but disarming them is another task.. Object deeper than 0,50 m underground will not be found. Requires one SEC for 12 hours of working.

Garden of Eden Creation Kit
Value: 75,000
Unlike many think, the Garden of Eden Creation Kit (GECK) is not a terraforming device but just a sophisticated semi-AI computer. It stores almost all of human knowledge on its bio-HDs and will provide all necessary wisdom to reintroduce civilization from pottery to quantum physics. The GECK is thought to be user friendly (it's equipped with voice module, in case its users couldn't read, and holographic display) and therefore can help even those who have never heard of "technology". It's designed to teach knowledge of democracy and create the user's society in order to match the pre-War American society. The initial project

said that as many GECK's as possible should be created and dispatched all along the country, to reduce the risk that all of them will be lost. Because the War broke faster than many have thought not much of GECKs have ever been created and of those even less is still operational, but where they are stored no one knows. Enclave will surely investigate any rumours of a GECK as they are aware that if they ever got into the wasteland, new technological empires would rise, being a threat to The Enclave.
The GECK is powered by a micro fusion reactor with energy supplies for 300 years of usage (a flashlight is also included in the GECK set).

Weapon Link
Value: 500
This device is attached to a gun making it 4 pounds heavier. It contains a laser targeting and infrared data transmitter. It's prepared to co-operate with the T67 and send targeting data (like range, wind strength etc.) that are displayed on the HUD and co-ordinated with the ITTS displays.

Personal Cloaking Device (Stealth Boy)
Value: 10000
An advanced pre-War construction that generates a phase distraction field in radius of about 1 meter. Anyone within that field will become much harder to spot as the Stealth Boy refracts light rays that that fall on it. Person using stealth boy gains +120 bonus to stealth (however noise will still give users position away) and anyone who wants to see such a person must roll for (PE – 6) and all attacks against that person are made with –25 modifier. Stealth boy also provides 20/95% protection against energy weapon hits. Requires one SEC for each 10 minutes of work.

Personal Information Panel (PIP Boy)
Value: 3000
A small scanner and computer that stores useful information about journey and

provides scanning of the neighbourhood of its user.

Motion Scanner
Value: 500
Detects any moving objects at the of distance up to 25 metres. Works like the one seen in the Alien movies. Beep, beep… Unlike the one that comes with the PIP Boy this one can be mounted on an assault rifle's barrel.

Night Vision Goggles/Binoculars
Value: 1200 / 700
A passive infrared detector. Allows one to see any infrared emitting object. Can work even in complete darkness. It's more efficient when there are high temperature differences creating better contrast. Night vision might be blinded by strong heat source like flare, fire etc. or might be fooled if target is well insulated (e.g. in anti-radiation suit). Powered armour can be detected as it has its own propulsion that makes it hotter. Even if working properly night allows the seeing of the outlines of objects only. Night vision goggles / binoculars require one SEC for 10 hours of working.

Low Light Amplification Goggles / Binoculars
Value: 2000/1100
A device designed to eliminate the negative effect effects of darkness on a soldier's range of view. Uses advanced spectrum filters and a CPU to allow seeing objects as if in daylight, regardless of lightning conditions. Requires a minimal amount of light (moonlight is sufficient) and eliminates all negative modifiers from darkness. Cannot be blinded by strong light sources or thermal isolation but can be by fog or smoke. Requires one SEC for 6 hours of working.

Teddy Bear
Value: 5 / 600

A nice, lovely, furry, cuddly toy. Something that every child would want to have. A teddy bear costs 600 when there is a bomb planted inside it (deals 2d20 damage to anyone within 5 meters).

Weapons:

20mm ADEN Defensive Cannon (ADC20)
Value: 30000
This automated defensive pod was a common pre-War security array. This compact cannon, shielded by massive tungsten alloy armoured plates, comes with a semi-AI computer that is responsible for all of its advanced functions. The cannon is capable of IFF and will not shoot at anyone who is pre-programmed as ally (as it possesses various sensors, from IR to smell identification, risk of misfire is very low, even in poor weather conditions or at night) or will shot at anyone who is pre-programmed as enemy (e.g. anyone carrying a weapon) - second mode being more useful in situations where the risk of someone unexpected, but non-hostile, coming is high (e.g. a city). The cannon can fire 20 mm HEAT, MPAT, HE and ATP shells (basic cost 25 per one) and has a 100-shot magazine. The weapon is capable of 3-shot burst fire.
Min. ST: - W: 300 lbs. Dmg: 6d10 + 40
Rng: 60 AP: S: 6 T: 7 B: 7
Action Points: 12 Skill: 110% XP value: 500

AK222 Grenade Thrower
Value: 2250
A Russian design – simple and reliable, widely used in EANU army. It uses pressurized air to launch hand grenades for large distances. Single shot only - needs to be reloaded after each shot. Uses 1 SEC for each 25 shots to power up air compressors.
Min. ST: 4 W: 12 lbs. Dmg: as from grenade Rng: 30 AP: S: 5 T: N/A B: N/A

"Arghan-Usarr" ("Battle Pole")
Value: 500

This unique weapon, constructed by Grey Tribe Deathclaws, is designed to be a Deathclaw melee weapon. Basically it's a metal pole but it's made of carbon polymers that increase attack strength and equipped with special handles to make it easier for a Deathclaw to use it. It is made by Deathclaws for Deathclaws so it cannot be effectively used by other races (even normal – meaning not Grey Tribe - Deathclaws cannot use it as they are too dumb).
Min. ST: 6 W: 8 Dmg: d20 + MD Rng: 2 AP S: 4 T: 5 B: N/A

Bayonet
Value: 70
A very useful "tool" which has seen lots of wars. Can be added to most assault rifles.
Min. ST: 2 W: 0,2 Dmg: 1d10 + MD Rng: 1 AP S: 4 T: 5 B: N/A

Browning Automatic Rifle (BAR) v. 3.8
Value: 2200
An extension of the WWII BAR. V.3.8 was used in US army from year 2075 – it has almost all the advantages of its precursor – high penetrating power, reliability under adverse conditions and selectable mode of fire although its caliber has been changed. It can use M16 compatible weapons when necessary. On the other hand, the weapon is a bit too cumbersome and has strong recoil. The BAR can fire in 4 modes: single, semiautomatic (3-shot bursts), slow automatic (6-shot bursts) or fast automatic (12-shot bursts). Magazine contains 36 5.56 mm bullets. The weapon is equipped with bipod that must be used when firing.
Min. ST: 6 W: 18 lbs. Dmg: +20 Rng: 40 AP: S: 3 T: N/A B: 4/5/6

Enclave Arms Desert Viper (Desert Eagle II) Pistol
Value: 1000
A remake of an IMI Desert Eagle, even better than the original. Main Enclave soldier's sidearm. Single shot only.

Magazine holds 10 shots of .44 magnum ammunition.
Min. ST: 4 W: 6 Dmg: +12 Rng: 20 AP S: 5 T: 6 B: N/A

Enclave Arms Electro Shocker
Value: 1300
This weapon fires an electric shock in order to stun enemy or disable a electronic device (robots are usually shielded from this attack). Any successful hit has 100% - (targets endurance x 5) chance of successfully stunning the target. Electro Shocker holds 3 charges and uses 6 SEC to recharge. T51b, T67, Tesla Armour and Pseudo Chitin Armour protect from being stunned by this weapon.
Min. ST: 3 W: 12 Dmg: Special Rng: 8 AP S: 5 T: N/A B: N/A

Enclave Arms Rail Gun
Value: 22500
This rail accelerator fires neutrons speeded to near light speed causing massive damage to any substance. This weapon can crush almost anything. The Rail Gun can fire a ten shot burst but then there is a 10% chance of overheating which causes the weapon to break down – it cannot be used before major repairs (in this case it loses all of remaining condition points, but even if weapon didn't break down it loses one condition point when burst is fired). This weapon uses micro fusion cells and takes 30 of them to fully recharge (10 shots). Normal armour DT/DR used against this attack. Any humanoid hit must roll for AG to avoid falling down when hit by a Rail Gun.
Min. ST: 5 W: 15 Dmg: 3d20 + 40 Rng: 30 AP S: 6 T: 7 B: 7

Enclave Arms M-28 Azoghar Shotgun
Value: 1200
This 4-barrelled shotgun is one of the most devastating weapons ever. It fires four 12-gauge shotgun shells at one time. Negative side of this is that recoil from this weapon can easily break the user's arm (consider it when critical failure is rolled or user is

under minimal strength). This weapon is rarely used without Powered Armour. Each shot fires all 4 barrels and there are no other fire modes. Azoghar holds up to 20 12ga shotgun shells (5 salvos).
Min. ST: 7 W: 12 Dmg: +5 but damage from all barrels is cumulative (so damage is (1d10 + 5) *4 Rng: 15 AP S: 7 T: 8 B: N/A

Enclave Neostead Combat Shotgun
Value: 5500
Modified version of Brotherhood of Steel weapon. An automatic, 12 gauge military shotgun. This is the best weapon for close quarters, except for a flamethrower. Weapon fires a six round burst and stores up to 18 12-gauge shotgun shells.
Min. ST: 6 W: 10 Dmg: +15 Rng: 20 AP: S 5 T 6 B 6

Elephant Hunting Rifle
Value: 800
This clumsy but powerful weapon was used before the war to hunt elephants, but provides to be a good weapon in manhunt also. Often comes with a scope. Weapon uses 14mm ammo. Single shot only.
Min. ST: 6 W: 14 lbs. Dmg: +10 Rng: 60 AP: S: 6 T: 7 B: N/A

IATTP (Infantry Anti Tank Tesla Projector)
Value: 8000
This weapon uses electricity to attack and stun or kill armoured vehicle crew. Unlike EMP weapons, it does not disable the target (however this may happen sometimes) but attacks the vehicle with "lightning" that electrocutes crew. Weapon can also be used against infantry. An interesting effect of this weapon is that if target is well insulated it won't be damaged by the attack but it will be "charged" and the hit will take effect when target is grounded. Only living beings are affected. After target is hit there is 65% chance that weapon will work properly and all living beings hit will take d100 damage, otherwise there is no effect. The IATTP will affect anyone closer than 5 meters from the initial target then anybody closer than 5 meters from the those targets and so forth, thus the weapon can harm numerous foes if they stand close by. Weapon takes 10 MFC to charge, single shot only. Weapon was forbidden by London Arms Pact in 2076 but US Army hadn't have enough time to dispose of it so it can be found in most pre-War military installations.
Min. ST: - W: 65 lbs. Dmg: d100 Rng: 20 AP: S: 7 T: N/A B: N/A

Jet Harpoon
Value: 50
Bolts Value: 4 per 10 pieces
This weapon was initially made for underwater hunting but it also works on the surface. It lacks penetrating force so it's unsuccessful even against simple bullet proof jacket, but it produces almost no noise so if used properly can be quite potent stealthly weapon. Single shot only. It can hold only one bolt and requires 5 AP to reload.
Min. ST: - W: 4 lbs. Dmg: d4 (bolt) + 4 Rng: 15 AP: S: 4 T: 5 B: N/A

M4 "Firefly" Recoilless Gun
Value: 1100
A simple recoilless gun firing HEAT or TSAT rounds – very popular among soldiers before the War thanks to its low weight and high reliability.
Min. ST: - W: 10 lbs. Dmg: see below Rng: 45 AP: S: 5 T: 6 B: N/A
M4 HEAT Projectile
Value: 400 Dmg: 4d20 W: 2 lbs.
M4 TSAT Projectile
Value: 2000 Dmg: 2d100 W: 3 lbs.

M-16C "Double Dragon" Light Assault Rifle
Value: 2800
An interesting construction indeed. It does not vary much from standard M16 rifle in appearance but has a different caliber (9 mm). Its most distinguishing feature are the two magazines that are mounted side

by side into this weapon – bullets are taken alternately form both of them and there is the possibility to fire both JHP and AP ammo at the same time! Regretfully, this reduces weapons rate of fire – it can fire up to 4 shots a round only. It has room for two 20 shot magazines of 9mm JHP/AP ammo.
Min. ST: 5 W: 12 lbs. Dmg: +8 Rng: 20 AP: S: 5 T: 6 B: 6

M1A5 Carbine
Value: 1900
Another an upgraded WWII weapon. Much like original M1A1 carbine, the M1A5 was designed to be used as the second weapon for heavy weapons teams (artillery, mortars) - it's light and portable although its penetrating power isn't impressive. It can fire single shots or 5-shot bursts, and its magazine contains 15 bullets of 5.56 mm ammo.
Min. ST: 3 W: 5 lbs. Dmg: +6 Rng: 25 AP: S: 5 T: 6 B: 6

M-21 "Nijmrod" Grenade Launcher
Value: 3500
An advanced 40mm grenade launcher. It was very popular in almost all armies of the world before the War. It most astounding feature is its unique rate of fire – weapon can launch up to 3 (!) 40mm grenades a round and it can store up to 8 grenades. Even with such high achievements it has reasonable weight and tolerable recoil.
Min. ST: 6 W: 16 lbs. Dmg: see 40mm grenade in main rulebook Rng: 40 AP: S: 5 T: 6 B: 6

M-243 "Nazgaroth" Heavy Pistol
Value: 2600
A heavy pistol designed as a "last chance weapon". It has devastating power but lacks finesse, accuracy and it's too cumbersome. Therefore it has never been too popular. Single shot only. Magazine holds 6 shots of .223 FMJ/AP ammunition.
Min. ST: 6 W: 6 lbs. Dmg: +25 Rng: 8 AP: S: 6 T: 7 B: N/A

Mining Laser
Value: 10000
This is not a weapon, however it might be used to deal damage. The mining laser is a high-energy beam laser used to extract minerals. It can deal unimaginable amounts of damage but it's too heavy to be man-portable and its range is very short.
Min. ST: 6 W: 800 Dmg: 2d20x100 Rng: 5 AP S: 7 T: N/A B: N/A

Sherman .74 "Thunder" Assault Pistol
Value: 1800
"Thunder" is a small SMG made for combat inside buildings. It was designed to penetrate bulletproof jackets, personal armours and some thinner walls. The weapon's main weakness is its recoil that causes the burst mode to be a waste of ammo (cumulative penalty of -10 for each bullet after the 1st). Weapon uses the .74 HEAP (AC: -20 DR: 0 Dmg: 1d10 + 1d10 if armour penetrated, Value: 1600) ammo or .74 AP (AC: -25 DR: 0 Dmg: 1d10 Value: 1200) ammo. "Thunder" can fire 5 shot burst, magazine holds 8 bullets.
Min. ST: 7 W: 8 lbs. Dmg: +14 Rng: 8 AP: S: 6 T: 7 B: 7

Sherman "Lightning" Plasma Rifle
Value: 20,000
The last step in plasma weapons before the War. Unlike other plasma rifles that can fire only single shots, the Lightning has much better barrel cooling system and therefore it can fire in burst mode. It's also smaller and lighter than other plasma weapons. The only drawback is its high price. Weapon can fire 8 shot bursts and it holds 24 charges from Micro Fusion Cells.
Min. ST: 5 W: 10 lbs. Dmg: 2d20+20 Rng: 35 AP: S: 5 T: 6 B: 6

SR XII "Invader" Sniper Rifle
Value: 25,000
This weapon is astounding in almost every way. A product of European Rifle Corporation for needs of the EANU special forces - only a few of these were ever shipped into the States. This low calibre

(7,62 mm) gun is especially designed to destroy heavy armoured targets like light tanks or heavily armoured soldiers. The weapon uses special rocket powered ammo – its small "engine" starts working after the bullet leaves the barrel. In addition to that, a line accelerator is built into the barrel, so bullet speed when exiting the barrel is something about 2000 m/s. Its rocket propulsion accelerates it further to about 3500 m/s (12,600 km/h – 13,786 yards/h!). The Invader's minimum range is 50 yards as this is the minimum range for bullet engines to start work. The bullets are about 10 cm long (with the engine) and constructed from the thickest carbon polymers. A shot form SRXII will penetrate any armour up to 150 DT (DR does not count at all!), however drawback of this that that shot will also penetrate target thus not dealing much damage (but when firing to a group, a single shot may hit many foes). Despite all its features weapon looks quite ordinary, as all electronic parts and line accelerator are miniaturized and almost unnoticeable. SRXII is equipped with an advanced targeting scope with night vision, low-light and ITTS features (+50% bonus to hit). Despite being a sniper rifle it's also a successful assault rifle. Each magazine contains 15 bullets (no price is given as this ammo is no longer produced and extremely rare) and the weapon is capable of 4-shot burst fire. The SRXII is capable of targeted burst fire, as it has a recoil compensation system. 5 SEC are required for every 100 shots in order to power up the accelerator and computers.

GM note: this weapon and ammo for it are UNIQUE, only a few of those existed in pre-War America. Handle with care.

Min. ST: 6 W: 14 lbs. Dmg: penetrates up to 150 DT, 3d6 damage Rng: 10 - 100 AP: S: 6 T: 8 B: 7 TB: 9

XS-3 Hand Attached Dart Thrower
Value: 500
A very small dart thrower that is attached by leather straps to users arm. The darts are fired whenever wrist is bent. Although the darts do very little damage they can be poisoned - see main rulebook for poison rules. Weapon holds up to ten 3 cm long darts.
Min. ST: - W: 0,5 lbs. Dmg: d3 Rng: 8 AP: S: 6 T: 7 B: N/A

XS-4 Hand Attached Rocket Launcher
Value: 2500
An extension of previous weapon. This time darts are bigger (about 7 cm), heavier and carry small amount of explosive devices. Although this weapon also does relatively little damage it can be quite useful in close combat. Works like above. The XS-4 holds up to 6 darts.
Min. ST: - W: 0,75 lbs. Dmg: d10+1 Rng: 5 AP: S: 6 T: 7 B: N/A

Vehicle weapons:

Enclave Arms 130 mm Tank Cannon
One of the most powerful cannons available. The 130mm canon combines range and destruction power. Single shot only.
W: 3500 lbs. Dmg: (4d10 + 3) x 10to everything within 25 meters and 1d6

concussion to everything within 10 meters
Rng: 5 KM AP S: 5 T: N/A B: N/A

Gatling Eye-Targeted Laser Cannon
The main weapon of the RAH-88 Inca. It can fire a burst up to 20 shots. Takes 500 MFC to fully reload (500 shots).
W: 200 Dmg: 3d20 + 30 AP: S: 4 T: 5 B: 5

Enclave Arms Heavy Plasma Tank Cannon
A devastating and accurate heavy tank weapon. Each shot requires 7 MFC, and cannon can be supplied with 70 MFC at a time. Single shot only.
W: 2400 4 KM Dmg: (3d12+2) x 10 AP S: 6 T:7 B: N/A

Free Fall Bomb
A Vertibird (or RAH-88) weapon with absolutely no guidance system, simply falling down after being released with the speed and trajectory of the flying vehicle. In order to hit with it, use ¼ of your vehicle skill. Probably one of the most devastating weapons in the Enclave arsenal, as it's a simple container filled with high explosives. All damage is given for HE bombs, but AP (treat those as APFSDS) also exist, but they were mainly made to destroy warships, bunkers and other highly armoured targets that are not common in wasteland. Bombs may be mounted in packs of 1, 2 or 3 on each hardpoint (if craft is able to carry their weight).
W: 150 lbs. (67 kg) Dmg: 10d6 Value: 600
W: 745 lbs. (337 kg) Dmg: 10d6 x 10 V: 1000
W: 1100 lbs. (500 kg) Dmg: 10d6 x 20 V: 1850
W: 2000 lbs. (900 kg) Dmg: 10d6 x 35 V: 2400
Rng: free fall AP: S: 2 T: N/A B: 2 (more than one bomb at a time)

BIN-21 "Inferno" Napalm Bomb
Value: 250

This is a simple napalm canister, with a scatter explosive device, used to attack any kind of target and able to deal massive damage especially to unarmoured targets. Napalm bombs are often dropped in packs of 6-10 in order to cover greater area with flames. As the flaming substance was especially designed it's extremely hard to be extinguished and sticks to almost any substance substances. Each bomb covers area of about 50 square meters.
W: 15 gallon (57 litres) = 132 lbs. (60 kg) Dmg: 2d10 + 50 damage points each round for d20 + 5 rounds

AGM-223 "Pandora" Laser Guided Bomb
Value: 5000
This is a free fall bomb with small fins used to change its falling trajectory and extend range. It must be used with laser targeting system as it needs target to be illuminated by a laser beam (from the bombing craft or another source, e.g. a common usage of those bombs was that commando teams used laser markers to allow planes make a successful attack). The aircraft computer makes all the necessary calculations regarding when the bomb should be released to hit the marked target. After the drop, the bomb acts like a normal freefall bomb except to the fact that due to its wings it can be dropped from a few miles away from the target and it can make some necessary adjustments to stay on the preprogrammed course (but still, this is not a homing missile). After the release of the bomb, the targeting laser can be turned off. The aircraft cannot be making any manoeuvres during the release process.
Weight: 800 kg (1800 lbs.) Dmg: 10d6 x 30 (HE) R: defined by craft's speed AP: a few rounds of targeting

AGM-229 "Minotaur" AT (Anti Tank) Missile Launcher
Value: 8000 + 1000 per HEAT missile, 3000 for ATP missile and 10000 per TSAT missile

This is a "fire-and-forget" anti-tank missile launcher with various warheads designed to destroy tanks and other armoured vehicles. Each launcher consists of 5 tubes with one missile each. Range is approximately 7 km.
Weight: 550 kg (1215 lbs.) with 5 missiles
Dmg: 10d6 x 10 (HEAT) or 10d6 x 100 (TSAT) or ATP R: 7 km AP: S: N/A T: all AP's B: N/A

ASM-56 "Harpoon II" Anti Ship Missile
Value: 20000
This long-range cruise missile was an ultimate anti-shipping weapon before the War. Because of its long range it does not carry much explosives, but it is designed to penetrate ship armour so it explodes internally, dealing massive structural damage. A larger version with extended range (250 km) and larger warhead was used by strategic bombers and warships.
Weight: 700 kg (1550 lbs.) Dmg: 10d8 x 20 R: 110 km Velocity: 650 kts. (1203 km/h) AP: a few rounds of targeting Warhead skill: 120%

"Owl" ASRAAM (Advanced Short Range Air-Air Missile)
Value: 2600
An advanced short-range missile, equipped with 3 types of guidance systems: Infra Red, Heat Seeker and Radar Guidance. Fire and forget.
Weight: 50 kg (110 lbs.) Dmg: 8d10 R: 8 km Velocity: 2700 kts. (5000 km/h) AP: a few rounds of targeting Warhead skill: 100%

"Raven" AMRAAM (Advanced Medium Range Air-Air Missile)
Value: 3000
An advanced medium range missile, equipped with 3 types of homing devices: Infra Red, Heat Seeker and Radar Guidance. Fire and forget.
Weight: 90 kg (200 lbs.) Dmg: 6d10 + 10 R: 25 km Velocity: 2000 kts. (3704 km/h) AP: a few rounds of targeting Warhead skill: 90%

"Swallow" ALRAAM (Advanced Long Range Air-Air Missile)
An advanced long-range radar guided missile. In the first phase of flight, the missile is guided by the aircraft's radar and then, just a few miles away from the target the missile turns on its own radar and homes in on the target. Requires target to be marked by firing craft radar.
Weight: 150 kg (331 lbs.) Dmg: 8d8 + 20 R: 95 km Velocity: 680 kts. (1259 km/h) in the first phase, 1800 kts. (3333 km/h) in the final phase AP: a few rounds of targeting. Warhead skill: 80%

M217 Super Hydra 70mm Rocket Launcher
Value: 1500
This is more advanced version of Hydra rocket currently used by US Army (e.g. by AH64 Apache). It contains 42 unguided rockets with AP warheads (no other types are supplied). Rockets can be fired one at a time, in 6-rocket salvo or all at the same time.
Min. ST: Vehicle weapon W: 300 lbs.
Dmg: 6d6 (each rocket), DR - 20 Rng: 800 yards AP: computer-fired

Intel Corp. ED-234 Electronic Counter Measures (ECM) Pod
Value: 3000
This complex electronic warfare system may be used for to jam any radar detector. The ECM sends strong signals, so it's very easy to detect that *something* is coming, but it's almost impossible to determine the specific location of target and therefore make a "lock" on the target necessary for radar-guided missile firing. This system should only be used after the aircraft has been detected by radar.

Grenades:

Magnatech H666 "Hellbringer" Nuclear Grenade
Value: 15,000

This small nuclear grenade (equivalent of 500 tons of TNT) is equipped with its own propulsion system that is activated after the grenade is thrown and extends the range by approximately 200 meters (219 yards). The grenade will explode 20 seconds after it has run out of fuel and it cannot be defused after activation. It should be handled with maximum caution in order not to throw it improperly (e.g. in a way that it will hit a solid object near the thrower and fall much closer than 200 yards). Using this weapon without full ABC warfare armour may result in user being killed by high radiation that is emitted after blast. Damage is not specified, as there may be many forms of damage (form heat wave to falling walls) and should be determined by GM (but generally everyone within 25 meters radius should be slain without any rolls).
Min. ST: - W: 40 lbs. Dmg: Special Rng: ST + 220 yards AP: S: 7 T: N/A B: N/A

Magnatech H13 "Building Buster" Elastic Grenade
Value: 2000
This is something like a thrown version of plastic explosives. When thrown, it will stick to most surfaces and then explode (it has 2 second fuse that is activated after impact). This kind of grenade was especially designed to destroy bunkers and buildings.
Min. ST: 3 W: 8 lbs. Dmg: 2d10+5 (buildings take quadrupled damage of [2d10 +5]*4) Rng: ST + 0 yards AP: S: 6 T: 7 B: N/A

Intel Corp. XG-23 Smart Grenade
Value: 350
This is one of the first smart grenades ever made, although a successful one. It's equipped with several small rocket engines that allow it to fly rather than be thrown. The grenade homes for heat source but it will always seek target in the direction opposite to its thrower (there were many accidents with the early versions when the grenade began spinning after being thrown and then targeted its user rather than the intended target). Unfortunately the grenade has very little explosive inside so it doesn't deal much damage.
Min. ST: - W: 4 lbs. Dmg: 2d6 + 2 Rng: 50 yards AP: S: 5 T: N/A B: N/A

CS88 Gas Canister
Value: 200
These grenades were also used by SWAT teams before the war. They contain tear gas that blinds foes. Reduces enemies PE to 1. There is no saving throw from this attack as long target is not wearing a gas mask or ABC armour both of which eliminate effects of that grenade.
Min. ST: x W: 0,5 Dmg: special Rng: 15 AP S: 5 T: N/A B: N/A

VX3 Nerve Gas Canister
Value: 300
A gas grenade filled with very dangerous VX3 nerve gas. Anyone who is inside 5 metres radius (or more inside buildings) from impact point must make a successful roll for half of his HT (round down) or be paralysed for 2d20 rounds. In addition the gas deals 2d20 damage to anyone (halved if roll is successful) hit. This is a very potent weapon and must be used with maximum caution.
Min. ST: x W: 0,5 Dmg: 2d20 (or 2d10) + paralyse Rng: 15 AP S: 5 T: N/A B: N/A

Intel Corp. XN-2 Nano Grenade
Value: 3500
This grenade is filled with hundreds of millions of nanomachines that will "attack" any electronic device in radius of 3 metres from the impact point. There is an 80% chance that any electronic or mechanic device within that radius will be broken beyond repair within 2d4 rounds. Nanomachines will damage almost anything that has at least some mechanisms inside, be it a clock, a battlemech or even a suit of power armour. Robots shielded from EMP shock are not resistant against this type of attack.
Min. ST: -W: 0,5 Dmg: special Rng: 15 AP S: 5 T: N/A B: N/A

The Holy Hand Grenade of Antioch

! – This is a special, "magical" weapon, don't give it to players unless it fits in your campaigning background. And remember it's UNIQUE weapon.

Value: ?

The Holy Grenades of Antioch were once made for crusaders to crush the pagans. How many of them remain to this day is unknown. Also the way these grenades function remains unknown… It must be thrown with words "Hallelujah" spoken otherwise it won't work.

Min. ST: 4 W: 2 Dmg: 300 +2d100 Rng: 18 AP S: 5 T: N/A B: N/A

Ammunition And Special ammo types:

GM note – I strongly suggest you use this ammunition only in the case of high calibre guns and other weapons designed to destroy tanks, bunkers and other highly armoured targets. Such "special" ammunition for low calibre guns might be created but would be rare and make the game somehow more complex…

Ammo – specifies which types of ammo may use this warhead

Price – price multiplier. If weapon fires many kinds of ammo (e.g. JHP and AP) this multiplier is added to the most expensive kind (for example: a TOW-II missile with HESH warhead would cost 15000)

Damage – any special or additional damage (or other futures) done by payload

Harpoon Bolt
Dmg: d4 AC: 0 DR: 0

M4 HEAT Projectile
Value: 400 Dmg: 4d20 W: 2 lbs.

M4 TSAT Projectile
Value: 2000 Dmg: 2d100 W: 3 lbs.

.74 HEAP
Dmg: 1d10 + 10 (if shot penetrated armour) AC: -20 DR: 0

.74 AP
Dmg: 1d10 AC: -25 DR: 0

7.62 mm Rocket Powered SRXII Ammo
Dmg: 3d6; penetrates armour with DT up to 150, ignores DR

Dart
Dmg: d3 AC: 0 DR: 0

Exploding Dart
Dmg: d10+1 AC: 0 DR: 0

70mm AP Rocket
Value: 120
Dmg: 6d6 AC: 0 DR: -20

70mm APT Rocket
Value: 140
Dmg: 6d6 +1 AC: 0 DR: -20

70mm Incendiary Rocket
Value: 320
Dmg: 7d6 anything within 4 hexes is set aflame AC: 0 DR: 0

HESH (High Explosive Squash Head)
Ammo: Rockets, missiles and shells only
Price: x3
Damage: 2d10 x 4 additional damage to vehicle crew
This is a special kind of plastic explosive that sticks to a surface and explodes. This causes bits of the inner surface to tear off and ricochet inside the vehicle thus killing the crew. It also damages the outside vehicle sensors and all other external stuff (mortars, periscopes, antennas, laser rangefinders etc.)

APFSDS (Armour Piercing Fin Stabilised Discarded Sabot)
Ammo: Shells only
Price: x2.5
Damage: only half of armour DR and DT is counted

This arrow-like metal projectile is usually made of advanced compounds (often with depleted uranium) and is designed to penetrate tank armour. This ammo will not fragment, as it's just a solid piece of metal.

MPAT (Multi Purpose Anti Tank)
Ammo: Shells only
Price: x1
Damage: x1
This is the standard shell used by most guns against armoured targets. It's cheap and able to destroy most of lightly armoured vehicles.

HE (High Explosive)
Ammo: any
Price: x1.5
Damage: x2, but armour DT and DR are tripled (if DR goes to or over 100% treat this as 99%)
This is a shell or bullet full of explosive materials that makes vast damage to any target that has no armour, but is useless against other targets (note it still will destroy external vehicle sensors, provided that the blast force is strong enough, e.g. a 7,62 mm bullet won't make any real harm while 155 mm shell will destroy most external "stuff" but won't seriously damage an armoured target).

HEAP (High Explosive Armour Piercing)
Ammo: Hand firearm only
Price: x3
Damage: +d10 when damage is dealt
This ammo is designed to combine the penetrating power of standard AP ammunition with the devastating power of HE ammo. Additional damage is dealt only if the shot penetrates armour, otherwise it explodes harmlessly.

HEAT (High Explosive Anti Tank)
Ammo: Rockets, missiles and shells only
Price: x4
Damage: 80% chance for successfully penetrating armour

HEAT projectiles will burn through most kinds of armour and deal massive damage to the crew inside. One of the most deadly kinds of attack, but some types of armour are invulnerable to it.

APERS (Anti Personnel)
Ammo: Shells only
Price: x1.5
Damage: high fragmentation
This type of ammo is designed to destroy non-armoured living targets. Even though the blast rate is not high, the explosion generates hundreds of small fragments that are likely to hit anyone within 15 meters (in case of 81mm ammo, range is extended with higher calibre shells) apart from explosion centre (damage is 2d10). Useless even against lightly armoured targets.

ATP (Anti Tank Pulse)
Ammo: Rockets, missiles, shells and grenades only
Price: x3
Damage: 80% chance for critical shutdown
Any electronic device that is not shielded from EMP shocks has 80% chance to shut down after ATP ammo hit. The problem is that most of modern fighting vehicles and robots are shielded from EMP shocks, so this ammo is of little use. It's mainly used in artillery shells against enemy's communications centres, as it doesn't have to hit directly.

HEI (High Explosive Incendiary)
Ammo: Any
Price: x2.5
Damage: 75% chance of setting target aflame
This ammo is usually covered (or contains) phosphorus that sets the target aflame. Every turn, additional 2d10 damage (2d4 for a handgun) is dealt to any target hit (4d20 if a living creature is hit, provided it has no armour and no natural fire DT/DR; 3d4 for handgun). Fire will burn out after

d6 turns (unless something flammable was hit) and is extremely difficult to extinguish.

TSAT (Temperature Shock Anti Tank)
Ammo: Rockets, missiles, shells and grenades only
Price: x12
Damage: x10
Contains chamber with liquid nitrogen and liquid oxygen. Anything hit (let it be a living creature or concrete) is rapidly frozen and then warmed up, which causes massive damage, and can destroy all but most advanced armours. Causes severe wounds and even when someone was hit for only 1 point of damage treat this as serious wound. This type of ammo was rare even before the war.

T (Tracer)
Ammo: Any (e.g. APT –armour piercing tracer or HET or HEAPT etc.)
Price: x1
Damage: glows in flight
Usually every 3rd or 4th bullet in each HMG belt is a tracer in order to make aiming easier. The drawback is that enemy can determine where the weapon user is.

Vehicles:

Enclave Arms V-34 Vertibird
The Vertibird is a post-war creation of the Enclave technicians. Somewhat similar to pre-war V22 Osprey, it was intended as an personnel transport VTOL aircraft, but other versions exist as well (combat, recon, cargo transport etc.). Because of its VTOL capabilities, it doesn't need airfield and can be effectively used in any terrain. It runs on two turbojet engines that be tilted like those in the V22. Despite its appearance the Vertibird is not able of hovering. A Vertibird needs both of its engines to be operational in order to remain in air. If only one engine has a malfunction (or is hit and stops to work), the aircraft falls like a stone. No matter how skilled the pilot, there is nothing he can do to stop this. This causes Vertibird to be dangerous to fly.

Transport Vertibird
This model is much larger than others and its engines are far more powerful. It can carry a small APC. It takes 400 cells to recharge it.
TS: 470 AR: 60 BR: 40 TR: 0 KPH DR: 650 NP: 2 + 20   CW: 25000   HP: S:375 E: 30 C: 25 D: 25 T: 10 (x 4) [DR N: 20 L: 5 F: 0 P: 0 E: 10]

Recon Vertibird
This is the smallest version of the Vertibird with huge external fuel tanks (that tend to explode when hit). It size gives it a good manoeuvrability. Takes 200 cells to recharge.
TS: 600 KPH AR: 80 BR: 70 TR: 0 DR: 1400 NP: 3   CW: 800   HP: S: 250 E: 25 C: 25 D: 20 T: 10 (x 4) [DR N: 10 L: 0 F: 0 P: 0 E: 0]

Assault Vertibird
Special version for troop transport. Equipped with two MG3's in opened doors (like UH1 Huey in Vietnam). Reasonably armoured. Takes 350 cells to fully recharge.
TS: 550 KPH AR: 60 BR: 50 TR: 0 DR: 700 NP: 2 + 20   CW: 4000   HP: S: 425 E: 40 C: 50 D: 50 T: 10 (x4) [DR N: 30 L: 10 F: 5 P: 10 E: 10]

Close Support Vertibird
The best armoured and armed of all the Vertibird variants, this one is made for destruction missions and close infantry support. It is armed with two MG3 machine guns (firing straight ahead) and two M217 Super Hydra (84) unguided 70mm rocket launchers. It can also take 2500 lbs of bombs or other weapons aboard. Takes 350 cells to fully recharge.
TS: 520 KPH AR: 65 BR: 55 TR: 0 DR: 700 NP: 2 CW: 2000 HP S: 475 E: 70 C: 30 D: 30 T: 15 (x4) [DR N: 40 L: 25 F: 10 P: 15 E: 10]

RAH-88 Inca Attack Helicopter

One of the most modern pre-War constructions that still appear in the Enclave Armed Forces, this chopper was the successor to the RAH-77 Sioux (which, in turn was the successor to the RAH-66 Commanche). This stealth helicopter, unlike any other, is powered by two General Dynamics A234/5 low-noise afterburning jet engines with changed angle of slope (much like those in Vertibird) but their construction is much more advanced, reliable and surprisingly resistant to damage. Because of the excellent power of its engines, the Inca can fly faster than sound even at the sea level. It is very manoeuvrable and able of hovering - during the War was used mainly in air-air role, not as tank destroyer (which was supposed to be its main purpose). Unlike the Vertibird, the Inca has short wings that allow it to glide for a short amount of time if there is a problem with engines (provived the helicopter was not hovering, since the wings would be useless in that case). The wings are also used to hang weapons (there are 4 hardpoints – 2 under each wing, on which rockets, bombs or missiles may be placed. There are also hardpoints at the tips of wings for 4 – two on each wing – air-air missiles). The helicopter is equipped with many sophisticated sensors like Night-Vision, Low-Light Amplification, ARES Long Range Motion Scanner (detects any moving objects up to 50 km from helicopter. Objects must be at least size of an average man – but objects of that size will be detected in only a few hundred meter radius. Larger objects (like a stealth plane) can be spotted at 50km. The Ares system will not detect something moving with the same relative speed - e.g. another helicopter flying with the same speed in the same direction. The target must move with speed of at least 15 km/h to be detected), ATHENA Radar System (providing surface and air area scan in 65 km radius, note that this is just a forward-looking radar – covers 50 degree arc on the left and right side from the central axis -

however it also looks about 30 degrees up and down from the central axis) and RAZOR Laser Targeting System (used for laser targeted weapons deployment). It has also a flare (10) and chaff (10) container to provide active defences from incoming missiles. Its only factory built-in weapon is a Gatling eye-targeted laser cannon (3d20 + 30, 500 shots powered by MFC, AP: S: 4 T: 5 B: 5). The crew consists of two persons: pilot and co-pilot/weapon operator. Unlike other vehicles Inca uses liquid fuel and therefore there might be some problems with refueling, as air fuel is not common and quite hard and expensive to produce. Fuel capacity is 5000 kg (11,000 lbs.) or 7500 kg with external fuel tanks instead of weapons at wing hardpoints. The main weakness of this helicopter is the enormous amount of fuel it consumes when hovering, thus Inca is rather a V/STOL aircraft than an attack helicopter.

TS: Mach 1.1 (1348 km/h) at the sea level, 2.0 (2250 km/h) mach at high altitude, with afterburner AR: 200 BR: 50 TR: 0 DR: 700 (900 with external fuel tanks) NP: 2 CW: up to 6000 lbs. of armament   HP S: 380 E: 50 C: 30 D: 30 T: N/A (N/A) [DR N: 25 L: 50 F: 25 P: 30 E: 20]

Enclave Recon Buggy
These light and fast vehicles are constructed from metal pipes in order to reduce weight. They have places for 3 persons (one operating an M-60) and a little additional load. As there are no metal plates in the chassis, the vehicle can easily be damaged and crew is not protected. It's used mainly by long-range Enclave patrols. Takes 20 cells to recharge.

TS: 120 AR: 60 BR: 55 TR: 3 KPH DR: 580 NP: 3 CW: 300 HP S: 100 E: 20 C: 10 D: 10 T: 15 (X4) [DR N: 0 L: 0 F: 0 P: 0 E: 0]

Light Enclave APC
This is the only version currently used, since the medium and heavy APC's cannot be transported by a Vertibird. They are

armed with two 20mm cannons and one MG3 machine gun. Can take up to 6 soldiers aboard. These APC's are especially designed to perform at best in wasteland conditions – they are equipped in air filters and are able to operate in an ABC environment. The Enclave APC takes 35 cells to fully recharge.

TS: 55 KPH AR: 60 BR: 35 TR: 8 DR: 260 NP: 3 + 6 CW: 2000 HP S: 320 E: 70 C: 30 D: 25 T: 65 (x2) [DR N: 60 L: 45 F: 80 P: 40 E: 55]

"Hedgehog" Enclave Air Defence Vehicle

The "Hedgehog" is a deadly anti aircraft platform. Equipped with four rapid firing laser cannons, it is also capable of ground target destruction. It is one of the most devastating anti-infantry weapons if used properly. Even though it is lightly armoured, it has a reasonable speed and manoeuvrability and advanced shock compensation, which allows it to fire even when driving at full speed. Only a driver and a gunner are needed to operate this tank. All four lasers are mounted in turret, which is much like that of a tank except that "Hedgehog" can fire up to 87 degrees upward and 13 degrees downwards. "Hedgehog" takes 40 cells to fully recharge. Also another 50 cells are carried to power the lasers (320 shots). The laser cannon is capable of 80 shots (20 each barrel) in burst fire mode only. There are two burst types: small (40 shots – 10 each barrel) and full 80 shots (20 each barrel). Single fire mode also supported.

Rapid Firing AA Laser Dmg: 4d20 Rng: 6000 yards AP: S: 4 T: 5 B: 5 (small) 6 (full)

TS: 65 KPH AR: 40 BR: 55 TR: 7 DR: 450 NP: 2 CW: - HP S: 180 E: 50 C: 20 D: 20 T: 70 (x2) [DR N: 60 L: 30 F: 70 P: 20 E: 30]

S-1 "Werewolf" Enclave Tank Destroyer
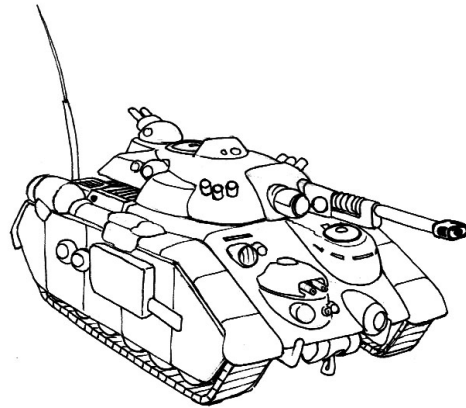
This vehicle consists of light tank hull and heavy cannon. It combines mobility, speed and firepower but lacks any serious protection against hostile fire. Though Werewolves are no match for battle tanks, they can be successful when ambushing or when used against worse-armed foes (which is a common situation unless AIM is involved). The Enclave has much more of these than S-2's because of the Werewolf is cheaper to buils. Armed with 130 mm cannon and two twin MG3's in small turrets (see picture). Takes 40 cells to recharge.

TS: 78 KPH AR: 30 BR: 50 TR: 8 DR: 320 NP: 3 CW: 1000 HP S: 280 E: 65 C: 30 D: 30 T: 80 (x2) [DR N: 80 L: 35 F: 80 P: 40 E: 70]

S-2 "Colossus" Enclave Main Battle Tank

There are just a few dozen of these heavy tanks. They are present mainly in Navarro and near AIM outposts. These beasts are armed with two heavy plasma cannons and 3 MG3. Their very resistant construction has proven to be of great value in combat but due to the weight of Colossus, its speed and manoeuvrability is limited in rough terrain (thus making it an easy prey). It takes 75 cells to recharge it and each plasma cannon uses 7 micro fusion cells for each shot (cannons have their own supply of 140 MFC each – 70 is instantly charged, the rest is for recharging during combat).

TS: 65 KPH AR: 15 BR: 40 TR: 9 DR: 200 NP: 4 CW: 5000 HP S: 600 E: 85

C: 35 D: 35 T: 90 (x2) [DR N: 95 L: 70 F: 98 P: 65 E: 95]

Vehicle Enhancements:

Upgrading a Vehicle

Here I have specified how to upgrade your vehicle "a bit". Note that power is given in HP (Horse Power, not Hit Points) not in additional KMH (as it would make no sense - adding a supercharger to a tank won't speed it up so much as a Highwayman). When you need to calculate which vehicle is faster just use common sense. Car with supercharger will surely ride faster than the same car without it. When two different types are considered calculate which has more HP for each kilogram (2 pounds) of its weight. Here are the basic HP given for the vehicles from the rulebook and the Enclave Add-On:

Highwayman	– 100
½ Ton Truck	– 150
2 ½ Ton Truck	– 200
Tractor Trailer	– 1000
Hummer	– 350
Canyonero SUV	- 150
Roadrunner Muscle Car	- 300
Dune Buggy	- 70
Truck Cab	- 300
Bus	- 150
Sport Hawg	- 100
Crotchrocket	- 150
Chopper	- 80
Indian Chief	- 75
M2 Bradley	– 500
Dragoon	– 400
LAV-150	– 300
M551	– 650
M1A1	– 1500
M60A2	– 750
Encl. Buggy	– 70
Encl. APC	– 450
Encl. Bat. Tank	– 1600
"Hedgehog"	- 1200
"Werewolf"	- 1300
Recon Vertibird	– 2 x 3500
Transport Vertibird	– 2 x 5500
Assault Vertibird	– 2 x 4000
Close Support Vertibird	– 2 x 4500
Inca	– jet engines

Another thing is that all cars are powered by energy (or fusion cells) meaning that their engines are probably electrical ones, and besides the engine power (which can still go in HP) the power output should be given but this is rather unnecessary in play and would require many though calculations using electrostatic physics.

Effects of Overcharging an Engine

If you have created a 250 HP beast from a simple highwayman there is a possibility something will go wrong. Each time a critical failure is rolled you have chance equal to 1% for every 10 additional HP (except for Overcharging which adds much more) that there will be a major engine malfunction. Here is my critical roll table (that may also be used for other car critical failures):

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1 – cylinders malfunction, car stops but may work again after some minor repairs; it will surely break down for good unless major repairs are done shortly

2 – major fuel leakage, car continues to drive but you use fuel 10 times faster.

3 – coolant fluid leakage, nothing serious as long as your vehicle's low coolant fluid warning light is operational and you can stop and make essential repairs, otherwise you will surely overheat and or jam your engine.

4 – steering mechanism malfunction, the vehicle stops reacting to the steering wheel and you are in serious trouble if driving fast.

5 – car chokes and stops, there has been a shortcut and your battery is no more, you need to replace it

6 – a cloud of steam appears over your engine, your radiator is broken and vehicle will go nowhere until it's repaired

7 – something explodes beneath your bonnet and your car loses d6 points of its condition but continues to drive if at least 1 point is left.

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8 – your engine suddenly bursts into flames. If the fire is not put out shortly the car may explode. Whatever happens your vehicle will go no further on that engine.
9 – suddenly your vehicle stops, but after a few dozen of seconds the engine explodes, thus dealing massive damage to anyone who went to check what has broken down.
10 – without any warning the engine explodes while driving, tearing the vehicle into pieces (this won't happen with a tank, but in that case the crew has no chance of surviving as all the blast force is accumulated inside the tank's hull).

Note that if your engine has just additional 10 or 20 HP, accidents from roll of 10 or 9 shouldn't occur, as it would be unrealistic. Note that in case of a Vertibird each of those may be lethal, as the Vertibird will fall down and crash. All enhancements modify BASIC HP value ad are not cumulative (of course speed increase is cumulative)

Larger Intercooler
Value: 500
Effect: engine HP is boosted by 5 +d6%

Simple modification of air inlet, that allows engine to work more efficiently.

Engine Supercharge
Value: 2500
Effect: engine HP is boosted by 25 +2d6%, fuel usage up by 20%

A special exhaust powered fan, linked with a compressor that increases the output speed of your power plant. The drawback is that vehicle uses considerably more fuel.

Engine Turbo Supercharge
Value: 8000
Effect: engine HP is boosted by 50 +2d10%, fuel usage up by 50%

Works much like the supercharger but is much more powerful. You cannot have both of them, turbo supercharger comes in place of standard supercharger.

Engine Overcharge
Value: 1000
Effect: engine HP is boosted by 2d6%, fuel usage up by 2d10%, malfunction possibility up by 2d6%

What to do when you have already installed the turbo supercharger but you still need some extra power? Well, there is a way – you may overcharge the engine, thus providing even more power but the risk of engine malfunction will probably rise greatly, but sometimes it may be those few additional HP that save your life… Engine overcharge may be installed with a on/off switch so it will work only when absolutely necessary.

Booster
Value: 8000
Effect: improves vehicle acceleration

This device is designed to improve vehicle acceleration and will work just for a few seconds, allowing vehicle to gain speed about 50% faster with massive fuel consumption. This device may either be controlled manually or by computer (in which case it works much better). This device mustn't work longer than 10 seconds and if manually forced to do so it adds 10x d6 HP to vehicle power but you must roll on vehicle critical break down table every round (10 seconds) with a + 1 modifier.

Lightened Construction
Value: 15,000 (and more)
Effect: speed is increased by 10%, fuel usage is decreased by 10% and hit points are decreased by 25%

This requires full reconstruction of a vehicle as all of its metal parts are replaced by light metal alloys. The price given is for

a "Higwayman" and this enhancement for a tank would cost probably much more.

Computer
Value: 25,000
Effect: calculation on fuel use, breaking force, acceleration etc.

A calculating unit for a vehicle that takes care of many essential car functions. When using it, the car will use less fuel (about 5%), accelerate faster (a few percent) and break safer (10-20%), without the risk of sliding (unless on oil, ice or something like that). Computers were uncommon in civilian vehicles before the war, but all pre-war military vehicles possessed them. It comes with LCD and user interface to mount inside the vehicle.

Targeting Computer
Value: 5000
Effect: aiming and fire control

A piece of equipment necessary for an automatic turret. It must be linked with radar or other senor to work properly. All military vehicles possess this (except for the Hummer). Standard computer skill is 80%. LCD and interface included.

Upgraded Suspension
Value: 1500
Effect: better car condition

Suspension designed for rough terrain. Each time your vehicle acquires additional dot to its condition from driving through rough terrain, there is 50% chance not to get it, thanks to this suspension.

Radar
Value: 3000
Effect: radar mapping, range 5 km

Scans area in front of vehicle (or other direction if radar is placed to face it) allowing creation of terrain radar map. Also detects moving vehicles (those that are not moving will also be detected but it may be hard to distinguish from other inanimate objects). Also provides radar rangefinder. LCD and interface included.

Terrain Scanner
Value: 4000
Effect: scanning of area around in radius of 500 m

Has much shorter range than radar but allows 360 deg. scan and will provide much more detailed terrain features. It will also detect heat sources and will provide "targeted by laser" warning. Comes with LCD and user interface.

Weapon Mount
Value: 200 (each)
Effect: place for a weapon

This is a mount where a weapon may be mounted. Weapons supported are: 20mm Cannon, 25mm Cannon, MESON Cannon, MG3, Gatling Laser and Minigun but other guns might also be adapted, and the mounting possibilities is limited only by its user's creativity. They are usually fitted in a way that allows to fire straight ahead and if mounted on the sides, their line of fire crosses on the average distance of 100 meters to ease aiming (but might be set otherwise). Mercedes sing for aiming would be useful… ☺

Turret Mount
Value: 2500 (each)
Effect: turret weapon mount

This weapon mount contains its own servomechanism to allow the weapon mounted to aim in different directions. Unless the aim is blocked by the vehicle itself, it has full freedom of movement and can fire at flying targets. The turret is very fragile and can easily be damaged by hostile fire as it's not armoured. Weapons supported are: 20mm & 25mm Cannon, MESON Cannon, Gatling Laser, Gatling Minigun, MG3, BG-1 Grenade Launcher,

ASG-17 Grenade Launcher, LAW-80 Rocket Launcher, Rockwell L-72 Rocket Launcher, Super Hydra Rocket Launcher, "Firefly" Recoilless Gun and TOW-II Launcher.

Kevlar Tyres
Value: 2000 (each)
Effect: armoured tyres (DR x4), driving reduced by 10%

This replaces vehicle's original tyres with ones made from Kevlar. These tyres are almost indestructible but it's harder to drive a car on them.

Full Carbon Polymer Tyres
Value: 4500 (each)
Effect: armoured tyres (DR x8), driving – 25%, chance of vehicle damage in rough terrain +10%

The best armoured tyres for a car with no air in them at all, which makes ride a bit rough but even a driving on a mine would more likely tear the whole wheel off than damage these tyres.

Mirror Armour
Value: 12,500
Effect: provides protection against energy weapon hits

This armour provides the ultimate protection against energy hits. As the name says, it consists of many small "mirror" (polished metal) plates that cover whole vehicle (or other structure). When hit by laser there is an 85% chance the hit will be deflected and when hit by plasma the deflection chance equals 40%. When hit is deflected, no damage is dealt, otherwise deal normal damage amount. As the "mirrors" are thin they provide no cover from gunfire and can be damaged by "normal" ammo.

Reactive Armour
Value: 5000 / 8000

Effect: protects from HEAT and HESH warheads, might be used on tanks and APC only, additional dot on vehicle condition table

This armour consists of many cubes with explosives that detonate when hit and disperse the explosion force of HEAT or HESH warhead, saving the vehicle. The negative side is that all external sensors are destroyed and vehicle gets damaged. The more expensive version will explode just in the place it was hit in contrary to standard version where all cubes explode after any hit. Both versions are resistant to low calibre hits (up to 20mm).

Solar Panels
Value: 30000
Effect: fuel regeneration

This modification contains a solar panel and devices necessary to convert solar energy into drive power. It allows vehicle to ride about 2 times farther without refuelling and even then, if the user has time to wait it can recharge the vehicle's batteries. After some minor alterations may be used to recharge SEC and MFC. Solar panels are likely to become damaged and must be handled with care. The drawback is that batteries (vehicle batteries also) lose a little of their capacity after each recharging.

Equipping car with weapons:

Whenever you want to add a weapon to a car you must equip it with either a turret mount or a weapon mount enhancement. You may have only one turret mount (otherwise the turrets would block each other's line of sight). On the other hand, you can have lots of weapon mounts, which can fire both forward and backward (there are no side firing models, as there would be too many problems with aiming them and after a salvo the vehicle would become unbalanced and could possibly even roll over). Standard equipment

consists of 1-8 forward firing weapons, 1-4 backward firing and 1 or 2 special ones. Forward firing weapons are situated on both sides of hull (1-6) and on the bonnet (1-2). Sometimes all four are situated on sides of car. In case of backward firing weapons they are situated on sides of trunk – this depends on car owner as there is no best configuration, everybody has to see what his/hers optimal configuration is. In most case s, the vehicle owner is strongly limited by availability of weapons and there are not many cars that have more than 2 or 3 weapons. Also the point where line of fire of weapons should cross (or if they should cross at all) depends on the user's preference and abilities as well as the type of terrain the combat is going to take place (it's easier to hit with weapons that are aiming into a point and this enhances firepower, but reduces maximum range as after that point there is almost no chance to hit anything). Generally the weapons should have their lines of fire crossing at about 30-50 (technically it's named "gun convergence range") metres in urban areas and more than 50 in wasteland up to straight firing in large open areas (beaches, airfields etc.). Backward firing weapons on the other hand are usually straight firing to enhance range and scatter effect (as it's hard to aim when escaping and this is when rear weapons are used in most of cases). The other question is what weapons should be used. There are three possibilities – either small calibre guns with lots of ammo or large calibre guns with less ammo or a mixture of large and small calibre guns. Everybody should be aware that there is no possibility to reload guns as long as the car is moving. Usual amount of ammo carried by car varies from 250 for machine gun (e.g. MG3) to 5 rounds for 25 mm cannon. As every weapon is unique construction so is each weapon ammo supply system and amount of ammo that can be available and method of reloading should be specified each time players equip car with weapon. The only exception are energy weapons which can be linked to energy source inside the car so if the vehicle is fully loaded with SEC/MFC then, there should be no problem with energy weapon ammo. On the other hand we have special weapons that are usually mounted on the roof of the vehicle. Weapons considered as special are all rocket/missile firing weapons – e.g. the M217 Super Hydra Launcher or the TOW II. They must be fired from the roof, as they are too heavy to be mounted in another place. A vehicle can be equipped with 2 roof weapons or 1 and a turret. Roof weapons can be either forward or backward firing. In some vehicles that have hatch in the roof (like the Hummer) there is possibility to reload those weapons when the vehicle is moving.

The best method to mount weapon is the turret, of course, but there can be only one turret in a vehicle. Other drawback of the turret is that it's very vulnerable and sometimes breaks down (usually in the middle of combat)…

In case of military vehicles (tanks, APCs etc.) no additional weapons might be added however basic weapons might be exchanged for something else.

In case of flying machines weapons might be added only in hatches – but any weapon mounted that way is very inaccurate and can be used for suppression fire only (weapon skill – 60). As American soldiers during Vietnam War said: "Whatever you hit - call it target…"

Example:

Highwayman

With engine supercharge (giving it an additional 30 HP), lightened construction and 10 weapon mounts (two forward firing on roof, 4 forward firing on the sides of the car, 2 forward firing on the bonnet and 2 backward-firing on both sides of the trunk).

Roof:

2 x M217 Super Hydra Launcher – convergence range 60 metres

Sides:

2 x MG3 (forward firing) – belt fed, with ammo stored in box under each gun – 200 bullets each – convergence range 40 metres

2 x 25mm cannon (forward firing) with special magazines – 6 shots each – convergence range 30 metres

2 x Minigun (backward firing) with internal ammo only (120 each) – straight firing

Bonnet:

2 x MG3 with ammo belts that go through holes in bonnet to ammo stores hidden there (300 shots each) – straight firing

TS: 140 MPH DR: 576 KM NP: 5 CW: 1500(weapons installation weight subtracted) HP: 187

Considering all of the above, we have quite reasonable battle car (money and weapon availability is another thing, but this is only an example…), that for course would be no match for a tank or even APC but has firepower that can be deadly for other cars. As aim points are set from 40 up to 60 metres, car is prepared for combat at close distance where it's cumulated fire will have best results. If Mad Max had such a car…

PART V: CREATURES

"I saw people firing whole magazines into it but to no avail…"
– an unknown Enclave soldier

Enclave Combat Bot (ComBot)

These MECHs (Mechanized Exoskeleton Combat macHine) are main Enclave guard robots. With height of above 8 feet, armed with a machine gun and a rocket launcher, they can be deadly for any enemy. Their body is made of an armoured metal alloy and they are powered by a micro fusion reactor. They can hold up to 1000 rounds for the minigun and 5 rockets. They are equipped with various sensors for improved target detection. Their main disadvantage is that they are not too manoeuvrable and tend to have problems when enemy goes into close combat. Shielded from EMP shocks.

HP: 200
SQ: 10
AP: 14
XP: 600
CC: 3

AC: 30	DR	DT
Normal:	10	70%
Laser:	5	75%
Fire:	8	70%
Plasma:	3	20%
Explosion:	10	75%

PR: 100%
RR: 100%
GR: 100/100
Attacks: heavy machine gun (85%, 6 AP, 2d20+5), rockets (85%, 6 AP, 6d6), weapon mount swing (50%, 4 AP, 2d6)

K9 Cybernetic Dog

Designed after the war by the Enclave technicians, this creature is a dog whose vital organs have been replaced with cybernetic equivalents. These dogs are made mainly for defensive purposes and as guard animals. They appear to be intelligent but they simply operate lots of sophisticated software that helps them to simulate intelligence. Because of the expensive manufacturing process those dogs are not commonly built. Not shielded from EMP shocks.

HP: 80
SQ: 12
AP: 12
XP: 200
CC: 8

AC: 10	DR	DT
Normal:	3	25%
Laser:	1	10%
Fire:	1	10%
Plasma:	0	5%
Explosion:	1	15%

PR: 90%
RR: 100%
GR: 90/90
Attacks: Bite (85%, 3 AP, D: 3d6, roll against agility to avoid knockdown)

K2 Industrial Robot (Robobrain)

This type of robot has been designed to perform all kinds of dangerous and heavy work in factories. Its two flexible arms can be used to lift as much as 500 lbs. And the robot itself is armoured to shield it from any potential damage caused by falling objects or any other threat that it can possibly meet during work in a factory. Some of these robots have also been armed with weapons, which they hold in their arms but they don't make good fighters, as they mainly possess short-range sensors. Shielded from EMP shocks.

HP: 100
SQ: 8
AP: 8
XP: 120
CC: 3

AC: 20	DR	DT
Normal:	8	65%
Laser:	1	10%
Fire:	10	80%
Plasma:	2	10%
Explosion:	8	65%

PR: 100%
RR: 100%
GR: 100/100
Attacks: Arm Swing (75%, 4 AP, D: 2d8), Weapon – mainly assault rifles (45%, 4 AP, D: as for weapon)

K3 Maintenance Robot (Mr. Handy)

This pre-War construction was thought to be a house-helper robot and therefore is a versatile one. Its six flexible arms are capable of various tasks from weight carrying (up to 300 lbs.), electronics repairs to cooking and combat purposes. Now K3's are commonly used in The Enclave Army for various tasks and are probably the most common robots that can be meet outside The Enclave. Not shielded from EMP shocks.

HP: 80
SQ: 6
AP: 9
XP: 200
CC: 4

AC: 25	DR	DT
Normal:	8	80%
Laser:	8	80%
Fire:	6	70%
Plasma:	4	65%
Explosion:	8	70%

PR: 100%
RR: 100%
GR: 100/100
Attacks: Arm Swing (70%, 3 AP, D: 3d4)

AIM MK. I Humanoid Robot

This is the first generation of humanoid battle robots built by AIM. Their shape is of a human but they are much taller (6")

and do not have heads (their sensors are in torso). They have two "legs" and two upper manipulators of which one is equipped with a machine gun and the second one is a multi purpose one. MK.I are the most common AIM robots and even though slow they are resistant to damage and provide to be good soldiers.
Shielded from EMP shocks.

HP: 120
SQ: 6
AP: 8
XP: 100
CC: 5

AC: 15	DR	DT
Normal:	4	50%
Laser:	1	5%
Fire:	6	60%
Plasma:	0	5%
Explosion:	2	10%

PR: 100%
RR: 100%
GR: 100/100
Attacks: Arm Swing (70%, 4 AP, D:2d4)
Machine gun (80%, 4 AP, D: 2d10 + 5)

AIM MK. II Humanoid Robot

This relatively new construction is an ultimate replication of human body. First of those appeared only a few months ago and proved to be extremely dangerous in combat. Their fearsome appearance caused some Enclave units to panic and give their ground to those robots. This creation looks much like a human without a skin, however its vital systems are shielded by massive metal plates. These robots provide to be very resistant to any type of attack and can survive in almost any conditions. All of those robots have the AIM sign painted on their left breastplate. They have two manipulators, two legs and a head with two red, glowing eyes. They have various sensors to provide better targeting, detection and defences. The MK. II's have almost no weak points and only plasma weapons provide any success in damaging them. It's powered by a micro fusion reactor. GM note: The MK.II looks much the same as T501 from the movie "Terminator".

HP: 180
SQ: 14
AP: 12
XP: 800
CC: 6

AC: 35	DR	DT
Normal:	12	90%
Laser:	10	90%
Fire:	20	100%
Plasma:	3	35%
Explosion:	10	85%

PR: 100%
RR: 100%
GR: 100/100
Attacks: Unarmed Attack (90%, 3 AP, D: d4 +10), Melee Attack (90%, depends on weapon , D: weapon +10), Firearm Attack (110%, depends on weapon)

AIM MK. IIIb Cybernetic Organism

For more details on MK.IIIb turn to chapter 3b – cyborgs character creation.

MK.IIIb is a cybernetic organism – half-human (or half-mutant, half-deathclaw etc.), half-robot. They do not possess the strength and resistance of their robotic kindred but have human brains linked with standard CPU, and are usually (though there are some exceptions if the human of which cyborg was made was extremely stupid in his life) much more clever than any man. They have their own will, but they can be programmed for various tasks. If the subject of transformation into cyborgs was psychically strong as human it's possible that he will be able to break the programmed orders and act on his own and this is main reason why Aimion takes only volunteers to become cyborgs. The cyborg uses most of the human vital organs but they are technically enhanced and shielded from hits by armour plates. To avoid easy detection all mechanic parts as well as armoured plates are made of carbon polymers and are not easy to detect. When

hit cyborg will bleed, but its blood contains lots of nanomachines that will aid in healing process making it much easier for it to regenerate wounds and fight off illness. Those nanomachines also disintegrate all cybernetic implants in case of cyborg's death making it almost unable to distinguish it from a normal human. They are not affected by EMP shocks.

GM note: However MK.IIIb is worth only 200 XP much more should be given if players discover its true nature and then kill it. Those extra XP should not be given if players discovered its nature by accident or just killed it and then got to know what was that. Remember that MK.IIIb will do almost anything to avoid detection. Statistics shown are simplified for a "standard" cyborg in case one is needed in random encounter - if you wish to create a complete cyborg character turn to chapter IIIb.

Healing Rate: 20
Rad. Res: 80%
Poison Res. : 98%
Gas Res: 80/60
HP: 80 - 180
SQ: 16 - 20
AP: 10 - 16
XP: 200 - 400
CC: 5 –15

AC: 10	DR	DT
Normal:	2	35%
Laser:	1	15%
Fire:	2	10%
Plasma:	0	5%
Explosion:	2	25%

Attacks: Unarmed Attack (100%, 3 AP, D: d4 +6), Melee Attack (100%, depends on weapon, D: weapon + 6), Firearm Attack (90%, depends on weapon)

Vampiric Wolf
This extremely rare creature is some kind of a weird conjunction of a wolf and a vampire bat. They are almost twice the size of a wolf and have small, useless wings on their backs. They also have two pairs of ears – normal wolves' ears and those from bats that work like a radar (more or less). They are almost invulnerable to radiation or dehydration and travel vast distances to find their prey. Like their name says these wolves must drink blood to stay alive. Most of them are hiding somewhere near brahmin pastures, as brahmins are easy prey for them. Not many have encountered them and of that number even fewer is still alive. These creatures represent some kind of diabolic intelligence and it's highly possible that they are some kind of experimental subject of FEV research.

HP: 180
SQ: 17
AP: 14
XP: 1700
CC: 6

AC: 20	DR	DT
Normal:	5	50%
Laser:	2	20%
Fire:	2	30%
Plasma:	1	10%
Explosion:	5	50%
PR: 100%		
RR: 100%		
GR: 20/35		

Attacks: Bite (85%, 4 AP, D: 3d6, poison type F), Claws (85%, 3 AP, D: 2d8), Attack on Throat (70%, 8 AP, D: 2d20 +5 with no armour save, target may roll for AG in order to avoid this attack, poison type F)

Hornets
Those insects have proven to be very resistant to radiation and when bees and wasps were killed, they survived and some of them even had mutated. They have taken the role of bees in current ecosystem and pollinate plants in post-nuclear world.

Normal Hornet
Those are much like the pre war ones. They are bred in beehives (or rather hornethives) as the pre-war bees were.

They are one of the most common insects in the wastes. Though they are much less dangerous than their radiated kindred, anyone should be aware that they attack in a swarm and they can be deadly then as each of them carries quite big amount of venom. They are also very hard to get rid of – almost nothing except fire, smoke or diving in the water gives no effect at all. Poison type: B or C (African hornets)

Radiated Hornet
Those beasts are very dangerous though also very rare. They have up to 8 inches (20 cm) in length and powerful jaws as well as deadly poison. Unlike other hornets they are predators and sometimes kill brahmins. They usually appear in groups ranging from 4 to 10 specimens. As they tend not to attack humans unless threatened, farmers usually let them eat brahmins they have slain and wait for them to fly away. GM note: they have AC of 60 because of being small, fast moving targets and also because of their thick chitin body. If they are somehow forced to fight on ground their AC is reduced to 5.

HP: 10
SQ: 40
AP: 24
XP: 150
CC: 3

AC: 60	DR	DT
Normal:	2	10%
Laser:	0	0%
Fire:	1	5%
Plasma:	0	0%
Explosion:	1	0%

PR: 90%
RR: 100%
GR: 90/10
Attacks: Bite (85%, 3 AP, D: d8), Sting (80%, 5 AP, D: 2d4, poison type D)

Giant Bat
Deep underground in their caves most bats survived unaffected by the War and those who got radiated proved not to be resistant to radiation and died. Giant bats have much less in common with "bats" as many can think. As bats use infrasound to detect obstacles they were adopted by the Army before the War to perform spying missions. A small electronic device was implanted into their head that transmitted images from their brains into army computers. But "normal bats" proven to be rather capricious and therefore military laboratories bred a special genetically engineered bat race – much larger than original (approx. 50 - 70 cm long) and more intelligent. Those were trained to perform various tasks for military purposes but then during the War they freed themselves from laboratories and adapted to the life in wastelands as they were resistant to most unbearable conditions. Now giant bats live in caves among their lesser kindred and can be seen hunting in night. As they are larger than normal bats they also hunt larger prey – not moths but rats or radrats. They will not attack humans unless threatened. Bats can only be met during the night or during the day in their caves where they live in packs of 20 – 80 individuals, accompanied by many more normal bats. Giant bats are almost defenceless when forced to fight on the ground (AC: 0, AP: 4 SQ:2)

HP: 20
SQ: 30
AP: 18
XP: 200
CC: 9

AC: 40	DR	DT
Normal:	1	0%
Laser:	0	0%
Fire:	0	0%
Plasma:	0	0%
Explosion:	1	5%

PR: 10%
RR: 90%
GR: 10/10
Attacks: Bite (95%, 3 AP, D: d6), Claws (110%, 2 AP, D: d8+2)

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This Add-On is not a separate game but part of Fallout Pen and Paper post nuclear role playing game. All basic rules can be found in main Fallout P'n'P sourcebook at www.iamapsycho.com/fallout.

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This Add-On was sponsored by letters J, K and D and numbers 5 and 6.
Well that's the end nothing more is here… Really!

The End, EnclaveNet Off-Line, Thank You For Your Cooperation

v.2.2 Katowice, Poland 22.VI.2001