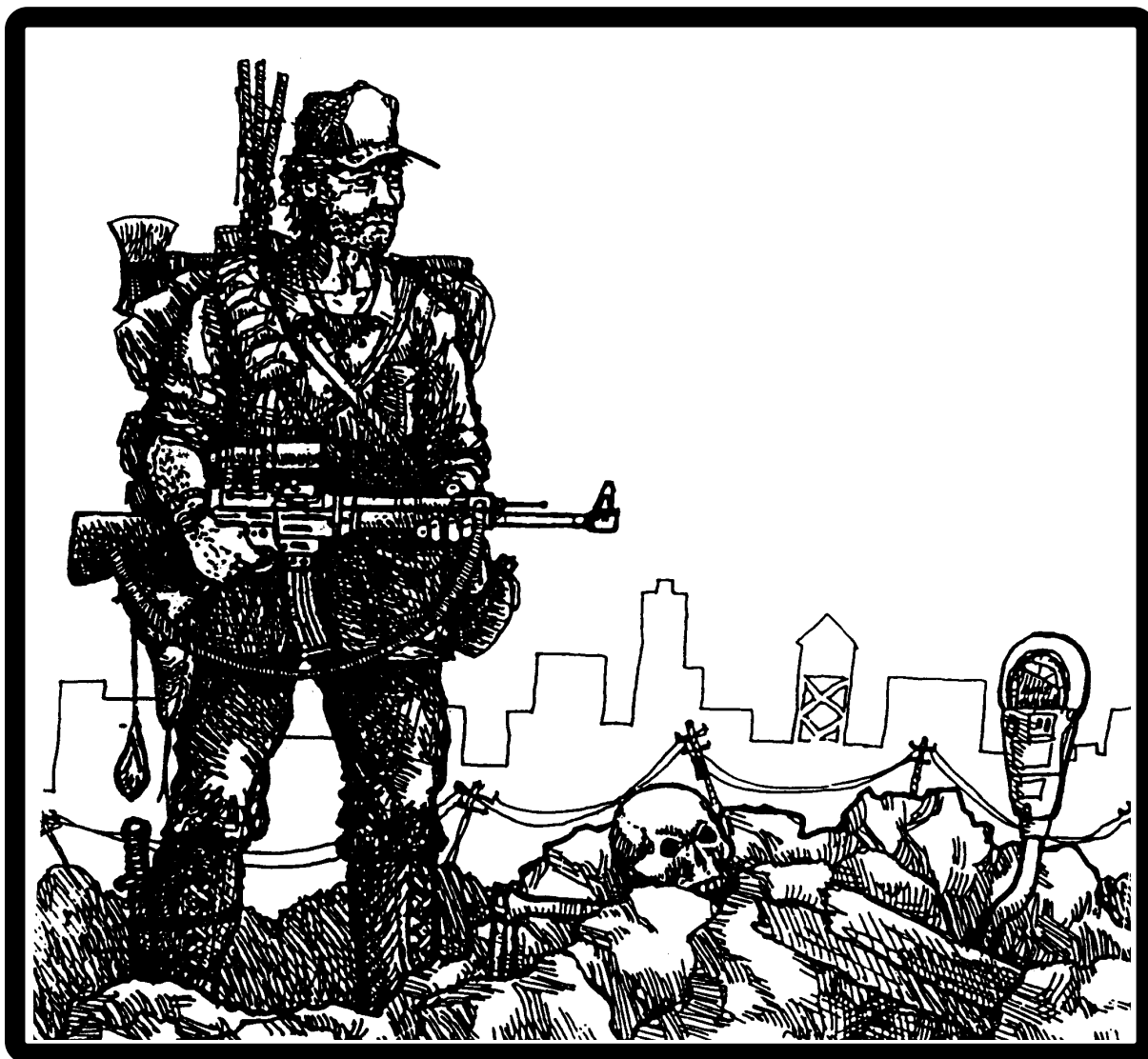


ROGUE 417

*Campaign Setup and Resource Book
for Tri Tac Games and The Morrow Project*



After Doomsday You Will Survive!

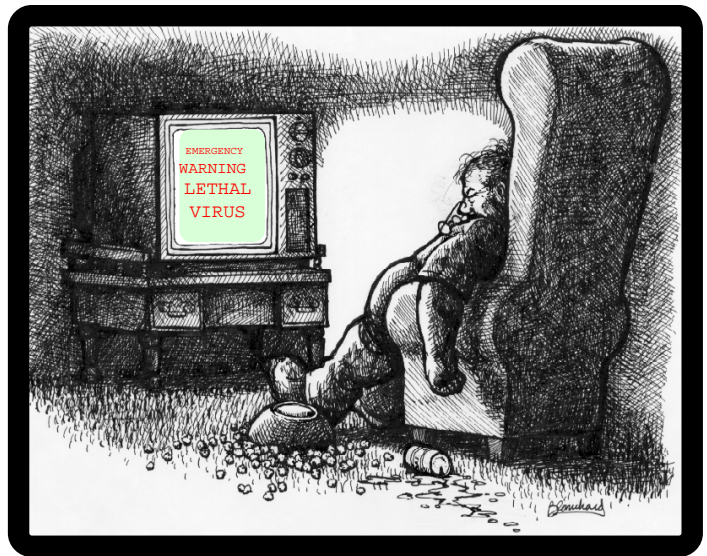
ROGUE 417

The years have changed but the subject matter stays the same. What we know can end quickly and it doesn't necessarily have to start with nuclear light.

This is the CD/PDF edition of Tri Tac's ROGUE 417 in its Fourth Edition, a campaign setup and utility module.

The majority of this Post Holocaust module was destined by Rich Tucholka to be the campaign setup for the classic RPG ***The Morror Project***. Edited out and lost, it was recovered from an editing copy and published by Tri Tac in the mid 1980's.

With the ever growing spectre of Biological Warfare this information packed module continues to be a hot item for any GM who works with a Post Holocaust environment.



Doug Blanchard who did a lot of the 1980's Tri Tac art went on to graphic arts design and television production.

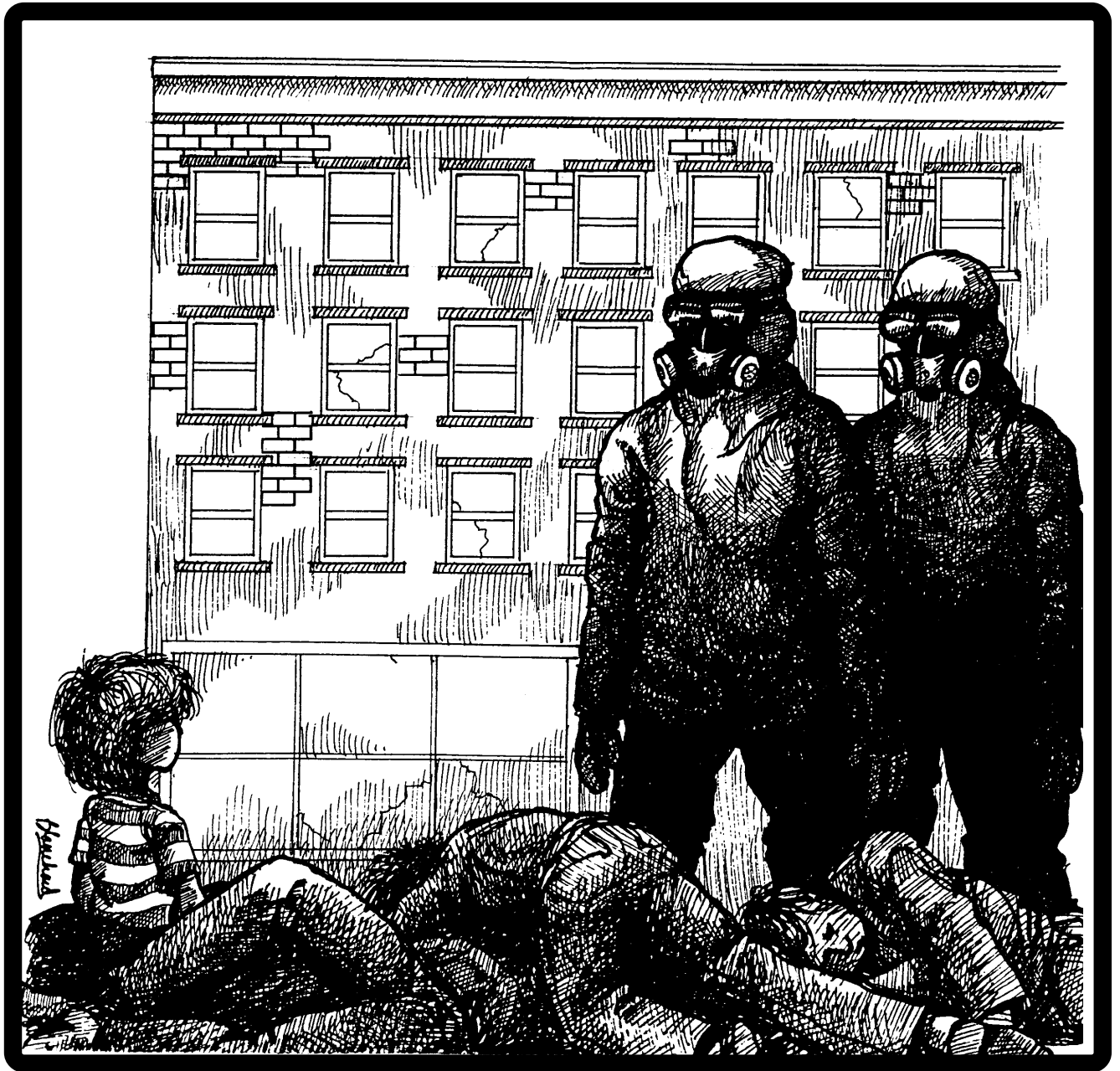
Rogue 417
Ultimate
Armageddon
Guide #1

#1050

Tri Tac Games
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Pontiac MI 48340
Tritacgames.com

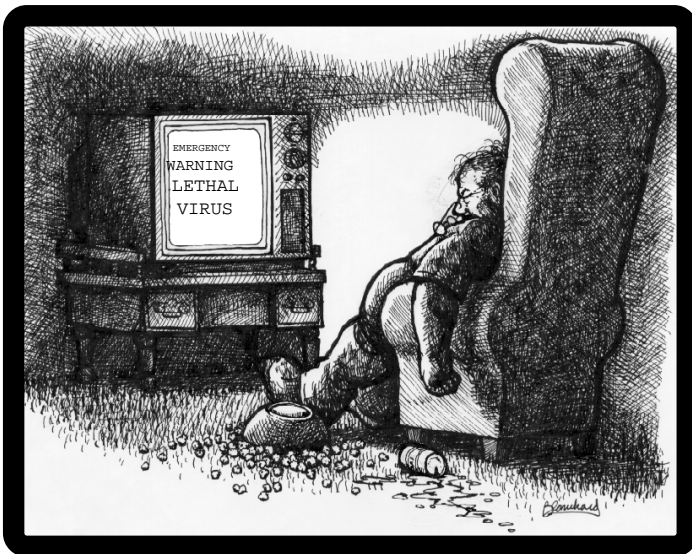


ROGUE 417



by Richard Tucholka

Rogue 417



Rogue 417

Rogue 417 is a role playing game and a Fringeworthy supplement of human survival in the hostile world of tomorrow.

Survivors

You will become a 'normal' human survivor of the greatest disaster ever to fall on man. Your day-to-day survival will be a battle of wits with semi-human victims of the final plague. You will survive and travel across the once populated cities of the world, now the vast, empty tombs of civilization, where death waits in every shadowed doorway.

But all hope is not lost. There are other survivors and explorers from an Alternate Earth who will band together with you in the hopes of a new beginning.

To find them, you must survive.

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Credits

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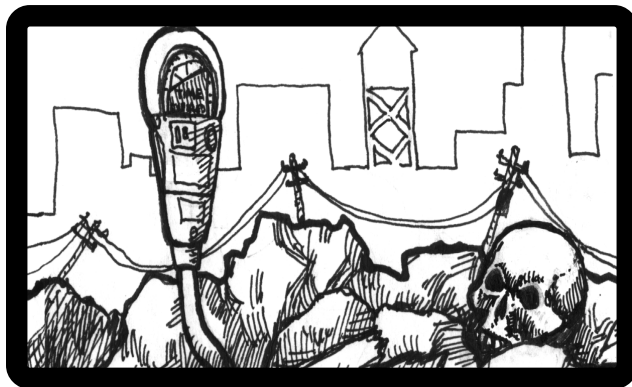
Tri Tac Games
235 West Fairmount Ave
Pontiac, MI 48340

Materials Needed

- A One copy of the module Rogue 417 with a copy of Fringeworthy, Bureau 13, or Morrow Project
- B Paper, Pencils, Notebooks, and Index cards.
- C A set of common polyhedral dice, the more the better. These include four - sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), the 20-sided (d20), and the percent % or (d100).
- D One to twenty players and a games master.
- E A pocket calculator, home computer, or slide rule may be helpful but not a great necessity.
- F Miniature figurines and buildings are handy at times for placing the setting of your adventure.
- G An outstanding imagination or hard core survival training.
- H A time to plan and a place to play.
- I A love of cheesy Post Holocaust movies.

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Chronology of Rogue 417

JANUARY 2010

A lab accident in Iraq releases RNA/N 417 into the air. The release is not reported by lab workers

FEBRUARY

Rogue 417 mutates into a deadly form in the infected lab workers in Iraq. In 3 days the infection is spreading across the Middle East. The UN's World Health Organization begins a huge undertaking to help stop the spread of this infection but is stopped by political rhetoric and a lack of cooperation.

MARCH

Africa, The Middle East and Russia are in the grip of the new black death as an increasing number of their populations fall to Rogue 417.

APRIL

Rogue 417 spreads across South-East Asia, India and China as North America closes its borders and begins a frantic preparation for any possible outbreak

MAY

Blaming Israel and the United States, Communist China threatens retaliation if the US does not send the cure to the remains of the Chinese population. Europe has collapsed. A final TV transmission shows the mass burning and the near dead wandering the streets of Paris and Rome.

JUNE

A Chinese submarine commander launches six missiles as China collapses from loss of population and social strife. The Communist missiles strike inflicting heavy losses. A state of war is averted by fast negotiation. Rogue 417 begins spread into South America,

JULY

Economic shutdown begins as San Francisco, Miami, and New York are hit with outbreak of Rogue 417. China and Russian Republic begin open warfare. Atlanta Center for Disease Control announces possible vaccine for Rogue and is destroyed by mobs before distribution to the public begins. The vaccine is only effective in suppressing Rogue for a few weeks.

AUGUST

American population is quickly decimated by Rogue 417. Riots begin as food and social services begin to break down. Hot weather and 20% population loss create devastating health hazards. Most areas are without power and water. Cholera and typhoid return to claim more population as the National Guard and military begins to disintegrate. Survivalists and Militia begin open warfare against Police and Na-

tional Guard when hoarding is made an offence punishable by hanging.

SEPTEMBER

A mad rush for supplies, food, and weapons throws the survivors into chaos as mass burning of bodies and residential areas begin.

OCTOBER

Riots continue with 80% of the population dead or infected. Rumors of vaccination are persistent.

NOVEMBER

Cold weather, begins the final reduction of population. Starvation and disease are as common as the terminally infected walking the streets. These infected psychotics become known as Stalkers.

DECEMBER

Survivors joke, 'Santa skipped 2004'. Three weeks of bitter cold weather decimates even more of the survivors.

SPRING 2011 (Year 2)

The cities and suburbs are in ruins. The survivors have become clannish and protective of what little they have. The Stalkers and Prowlers are a continuing threat. Food and supplies are fought over wherever they can be found as groups of survivors are organizing defensible buildings. The cities have become a nomad's land of equipment and food for the finding, if one is cautious and armed. Rats spread a new strain of Bubonic plague. A host of man-made diseases released from Bio War labs now appear.

SPRING 2012 (Year 3)

Survivors begin to band into small, feudal city-states for their mutual protection'. Open warfare between these enclaves becomes common as supplies continue to diminish.

THE VISITORS

They came from nowhere to begin the first reorganization of a destroyed society, first giving weapons and supplies, then a mixed lot of doctors and teachers. They called themselves explorers from another Earth, agents of the IDA. Unfortunately the Warlord of Huntington had other ideas. These helpers would have to be destroyed if he were to stay in power.

THE SLEEPERS

Deep underground in their cryogenic bunkers are teams of fully equipped mercenaries. Frozen in the case of war, these members of 'The Project' wait for a recall signal. It is rumored they have vast stores of needed supplies and equipment that could speed the rebuilding of society. Little is known of their true motives or if they were immune to Rogue 417.

Rogue 417

The Virus

Rogue 417 was an engineered virus that destroyed more than 85% of the unfortunate people who contracted it. A String Virus, like Ebola, Rogue attacked the Central Nervous System and destroyed Nerves and Neural tissue with lightning speed.

Though the virus was short lived, it took 4 years for the survivors to confirm that no new cases existed.

Result of Infection

Rogue was spread by man, contact with a victim, or inhalation of the virus.

01-85 Death, Stage 1

86-00 See table B for other results.

Stage I

Stage 1 is characterized by sudden onset of high fever, convulsions, and coma followed by rapid destruction of the central nervous system. This deterioration is characterized by homicidal insanity before the victim falls into coma and death.

Symptoms

CONTACT CHANCE: 85%

INCUBATION: d4 hours

FEVER STARTS IN: d4 hours

FEVER LENGTH: 4 d6 hours

(homicidal insanity begins after 1st hour))

NEUROGENIC SHOCK

STARTS IN: d4 hours

COMA STARTS IN: d6 +6 hours

DEATH: 4d10 minutes from the start of the coma.

Neurogenic Shock

Neurogenic Shock causes the Rogue victim to lose consciousness at a 75% chance and reduces STR, DEX, AGL, THE, DOD, and all physically related skills by half. Those who fail to fall unconscious develop extreme and homicidal paranoia.

Survivors

The survivors of Rogue, more often than not, became mentally damaged psychopaths that accelerated the collapse of society, Killing and burning, they swept across the remaining survivors taking a frightening toll.

Result Stage	Common Term
01-50 Stage 2	Stalkers
51-75 Stage 3	Prowlers
76-77 Stage 4	Idiots
78-79 Stage 5	Potentials*
80-00 Immunes	Im

GM NOTES

Starting the campaign, you must assume the players are Immunes or Vaccinated.

Rogue Vaccine

A serum to fight Rogue was developed far too late to be effective in saving a majority of the American population. Several versions of the serum existed.

Anti ROGUE 416 b

Provides d4 +4 weeks of immunity,

Anti ROGUE 417 a

Provides a 30% chance of immunity,

Anti ROGUE 417 b

Provides a 65% chance of immunity,

Anti ROGUE 417 c

Provides a 75% chance of immunity.

Anti ROGUE 417 f

Provides 95% chance of immunity.



Stalkers

STAGE 2

These are the minimally alive survivors who lived through the ravages of Rogue 417 and are now reduced to the level of mindless, cannibalistic savages. Hunting alone or in packs, they are the monsters of the post plague world. With an average DEX of 12, AGL of 10 and STR of 15, these "Stalkers" are now better adapted to survive the loss of their intelligence and humanity. Feet, hands, and teeth have become their only weapons. Stalkers have no potential to regain their lives and are best disposed of.

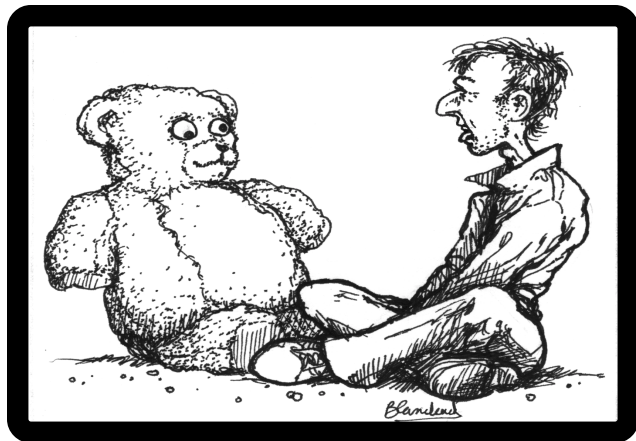
Rogue 417



Prowlers

STAGE 3

These survivors share the same mental level of Stage 2 victims with the added bonus of some memory and skills. They are crafty and dangerous, sometimes able to remember the use of modern weaponry. Prowlers may band together in packs to hunt survivors for food. There is a cumulative 10% cumulative chance per year that a Prowler will deteriorate into a savage Stalker.



Idiots

STAGE 4

These survivors are identical to stage 3 without the violent tendencies. They tend to secrete themselves in livable surroundings. With the average intel-

ligence of a 7 year old, they have, at best, a minimal life expectancy. Many of the survivors have taken to protecting these helpless fools because of their resemblance to stage 5 victims.

Potentials

STAGE 5

These victims have a chance to regain lost intelligence and skills,, Every d10 months they will suffer through a d6 day fever with a 35% chance of the recovery of their normal pre-Rogue 417 intelligence, If they fail another d10 months will pass before their bodies make the recovery attempt.

Immunes

IMMUNES

These survivors are the normal people who were never affected by, or have recovered from the ravages of Rogue 417. These are also the lucky ones who were vaccinated or able to avoid infection.

Scattered and rare, they fight the day-to-day battle for survival. Immunes fall into a wide range of categories for survival types. See: Survival Groups.



Other Effects

Rogue was a killer, but it was also a mutagenic virus that made a lasting impression on Mankind and a number of other Mammalian species.

Most of these effects were deadly in the next generation though a few were beneficial. Included in these was a slight heightening of intelligence, and a touch of Psionic ability. The Psionic ability in some species such as Rats was the creation of a mass mind, that allowed cooperation and problem solving. While these were the exception, they quickly grew into a menace that had to be disposed of immediately before they could spread.

The World of Rogue

After the initial hell of modern society's collapse the survivors began to band together for mutual protection and comfort. Unfortunately this was not always easy due to gross differences in life - styles and opinions'. The new society quickly began to splinter into groups of survivors with the same general interests and personalities.

After a time, these groups settled into separate and distinct societies often highly dependent on each other for survival. Even where survivor communities did not interact they were bridged by traders, travelers, and general gossip.

Given time, the remnants of humanity were again arguing and fighting with themselves.

The Rogue Campaign

Rogue 417 can be a campaign of survival for groups of characters, specifically from the Rogue world or Explorers from the Fringes of Infinity, (See Tri-Tac Systems game #1001)

The Rogue campaign can be started at the onset of the plague or in later years as the GM or players wish.

Campaign Style

Campaign types can range from traveling explorers to reckless marauders. Many new "survivor" characters can be added as well as those GM controlled NPC's.

Plague Years

The first "plague" year campaign is best described as a tactical scramble for survival, the characters trying to stay alive in a radically new, life style. This eventually leads to a more stable campaign as things quiet down.

Early Years

Early (2-3) years are an exploration into general survival and the creation of survivor groups, territories, and talents. These wild years can be categorized as times of social change and increasing stability. Rising from the ashes will be outstanding personalities of leadership and social control. Not all of these will be for the good.

Later Years

Later (4+) years find the survivors in a now familiar world of day - to - day life, building, and powerplays, with other groups, to better survival and living conditions. These years are the times of amalgamation and warfare between groups where the larger will often collect the weaker by agreement or force of military / economic might'..

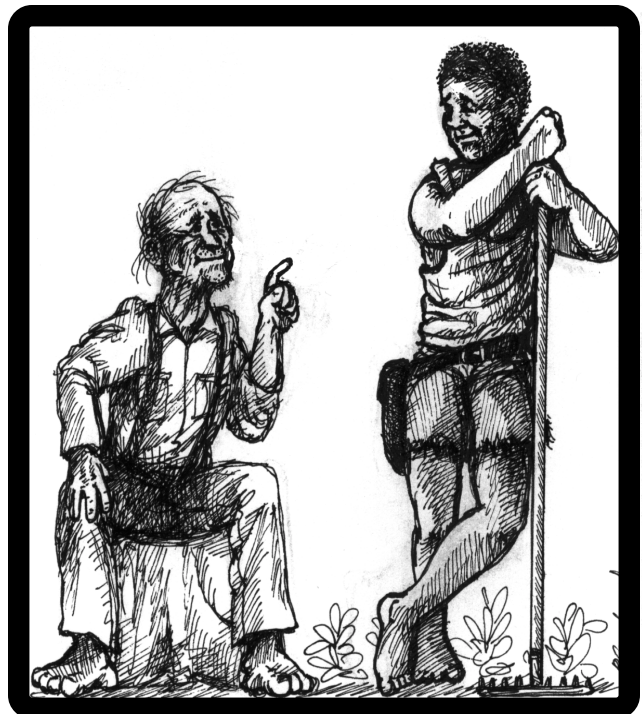
Survivor Groups

Most survivors have banded together into a variety of small community types. Living and fighting for the last scraps of our dead technological society, they often are hostile to outsiders and other survivor communities,

P = Prefer Company
F = Friendly With
E = Exist With
U = Uneasy Peace

d = Dislike
o = Outright Hostility
k = Kill on Sight
i = Ignore

- | | | | |
|---|------------------|---|--------------|
| A | FARMING GROUPS | J | SURVIVALISTS |
| B | CITY COMMUNITIES | K | CRAZIES |
| C | AUTO GYPSIES | L | MEDS |
| D | DEVASTATORS | M | MECHS |
| E | VIGILANTES | N | GUNSMITHS |
| F | ANTI-TECHIES | O | FOREIGNERS |
| G | WOLVES | P | TEACHERS |
| H | SHEEP | Q | FRINGEWORTHY |
| I | REBORN AMERICANS | R | THE BUREAU |



Farmers

Farming Communities are the scattered, loosely knit groups that continue to produce food from the land. Often sharp traders, the farmer is suspicious of outsiders but a true friend when you need him.

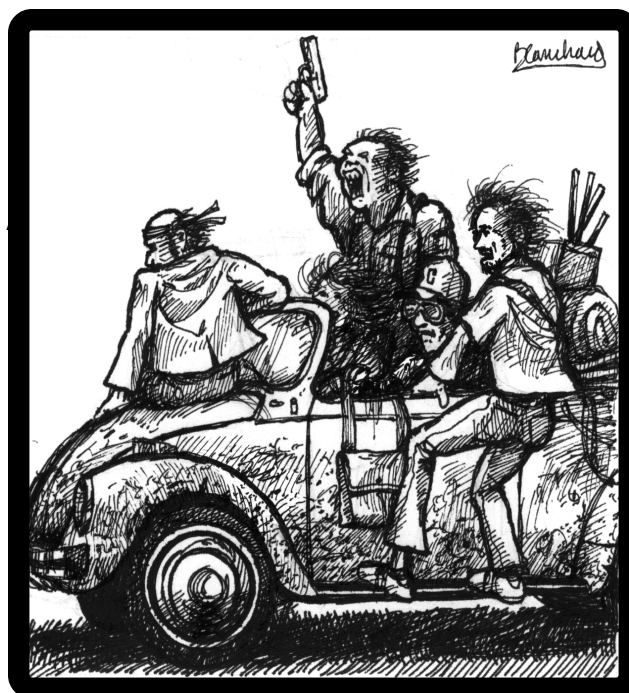
Many of the new Farming Communities are virtually armed camps well able to defend the land and their hard working people. Farmers are also the target for the hungry and any armed group in need of supplies.

SURVIVOR VIEWS	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
A FARMING GROUPS	p	f	e	k	d	o	o	e	e	p	i	p	p	p	d	e	f	i
B CITY COMMUNITIES	e	u	d	k	u	o	o	e	i	u	i	p	p	p	u	f	f	i
C AUTO GYPSIES	f	u	u	k	d	o	d	i	d	f	u	f	p	p	i	e	u	i
D DEVASTATORS	e	d	k	k	k	o	e	i	d	u	k	u	f	f	k	o	o	o
E VIGILANTES	f	f	d	k	u	i	k	e	o	d	k	f	e	f	o	e	d	f
F ANTI-TECHIES	f	o	o	o	u	p	u	e	o	d	o	k	k	k	o	k	o	o
G WOLVES	o	o	o	k	u	e	p	i	o	e	k	e	k	k	o	k	k	i
H SHEEP	f	f	e	i	f	d	d	p	e	e	i	p	f	d	i	f	p	i
I REBORN AMERICANS	f	f	d	k	u	k	k	f	p	u	k	f	f	f	k	e	e	i
J SURVIVALISTS	f	u	e	k	u	d	k	i	u	p	o	f	f	f	u	f	p	i
K CRAZIES	f	u	u	k	k	i	k	k	i	o	u	u	d	d	d	e	e	i
L MEDS	f	p	f	o	e	d	o	f	u	f	d	p	e	e	e	f	p	f
M MECHS	f	f	f	d	u	o	o	i	e	e	i	f	f	f	i	f	p	f
N GUNSMITHS	f	f	f	d	u	k	k	i	i	f	o	f	f	p	d	e	f	f
O FOREIGNERS	i	u	f	o	d	i	k	i	o	u	u	f	f	u	p	e	f	f
P TEACHERS	u	e	u	o	d	k	d	f	e	f	d	f	f	e	e	p	f	f
Q FRINGEWORTHY	Friendly Unless Provoked																	
R THE BUREAU	Preoccupied with their own Business																	

City Folk

The City Communities are the enclaves of scavengers who cling to the remains of their lost technological society. Often they are inventive and have needed hardware to trade. Cities are often at war with Devastators and Anti-Techies.

Cities are their armed fortresses, literal rat-warrens of tunnels and supply. Generally city folks will send trade caravans to the country for food or set up a monthly market in a well defended area. Many City Folks have begun to preserve libraries and machinery for future use.



Auto Gypsies

Auto Gypsies are the nomads of the highway who trade and travel. Often traveling in packs of 4-20 vehicles, they transport material for City Folks and Farmers in trade for spare parts and stores of Gasoline that have not been destroyed.

Gypsies are enemies of Devastators who prey on them for supply and gasoline. On occasion bands of AutoGypsies will gather at old raceways to compete for vehicles and trade supplies. In the southwest a number of Gypsies have taken possession of several old chemical plants to manufacture alcohol for fuel.



Devastators

Devastators are lawless bands of murderers who delight in the destruction of society by Rogue 417. They despise any organization more powerful than their 'Clubs or Gangs'. Each Devastator group is headed by a tough 'leader of the Pack' who has clawed his way to the top by violence.

These Warriors of the Wastelands are a growing concern with those trying to restore civilization. Many communities pay them in supply and gasoline to ensure they go elsewhere. In some cases Devastators have created an encampment and hold hostages to ensure they are supplied by local towns.

Individual devastators have been known to trade for necessary items if they can't take them by intimidation or force.

In groups, most devastators are abysmal slobs with little respect for property, education or law,

Vigilantes

Vigilantes are the self-styled law now in effect across the continent. A vigilante is well armed and cunning. Anyone in need can hire a vigilante for a "Justice" if the price is right. The justice is often carried out to an extreme that is far worse than the original crime.

This is not to say that all Vigilantes are bad or excessive. Many are ex-police and have become local heroes by fighting to preserve survivor communities.

The best of the Vigilantes are loners who wander from community to community in search of a quiet life that invariably eludes them. Where they go, trouble mostly follows and once their reputation catches up with them, they move on.

A 'less than 'honest' vigilante may be accompanied by a hanging judge or deputies who are at best little more than hired thugs.



Anti-Techies

Anti-Techies are those demented folk who blame the level of technology for the destruction of society.

Their final aim is to return to a medieval model of society by destroying all traces of high technology, history, and any but basic knowledge. They have turned this belief into a religious quest and are now purging city and country of everything they consider evil.

This behavior and burning generally annoys City Folk and people who have been hard at work rebuilding society. For this reason many of the survivor group have the tendency to shoot them on sight or at least run them in the direction of Devastators.

Anti-Techies can often be found inhabiting or hiding in churches. When visible and in strength they become brave and begin burning mechanics, doctors, libraries, or teachers.



Wolves

Wolves are the new Indians of the forests. Living off the land, the Wolf takes only what he needs for survival.

Unlike the Anti-Techie the Wolf shuns the works of man and leave technology to rot and re-join the earth. Their religion states "Take From and Return to Nature."

Wolves try to ignore the re-birth of technology though on rare occasion they will trade wild game to Farmers for knives or medicines. Mostly peaceful, they will kill if cornered, defending family, or protecting a natural area that they feel belongs to them.

Wolves forage in packs with a base of operations well-hidden in forest or mountain area. The lone wolf encountered is a scout or hunter who is determining if an area is free of hostile survivors.

Rumors among survivors say that Wolves have been known to kidnap children to add to their families.



Reborn Americans

In rural areas, cargo's of Rogue vaccine found their way into the hands of the local populace and entire small towns have survived relatively intact.

Many of these heartland folk have adopted a stern attitude of survival that can border on the fanatical. Believing they are the true representation of the American way of life, they will defend their beliefs to the death.

Where many of these communities are safe places to live, a few have turned ruthlessly xenophobic to protect Mom, Apple Pie, Church, and their heritage of American Value. These values are can vary wildly from group to group and create problems for other survivor groups in the area.

Some surviving sociologists believe that their mind set is stuck in the year 1957 and that they are guilty over their own survival when so many perished.



Sheep

Sheep are the new pacifists of post "Rogue society. Their credo is non-violence fighting only protecting family and even then, to subdue rather than kill.

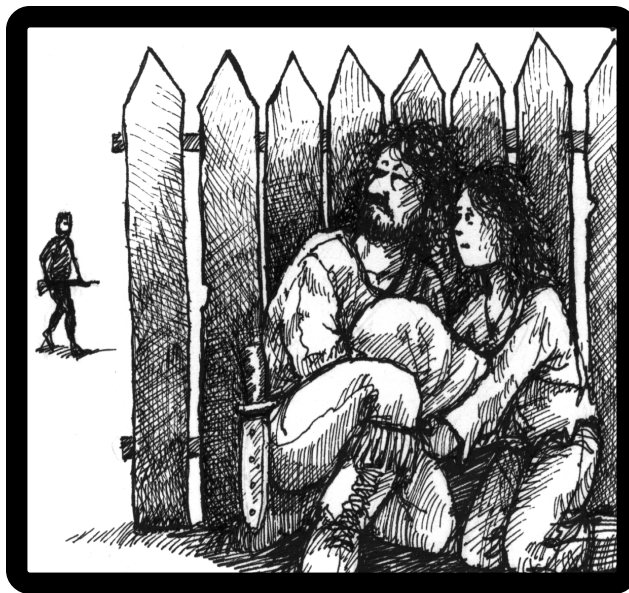
Sheep will use technology to their advantage and I stockpile supplies and equipment for future need.

These survivors are masters of the creation of secret supply dumps and hide holes.

Like the Romany, the age old Gypsies, Sheep have created a secret language of symbols and graffiti that tells others of their kind their general location and places to gather.

Travel for these folk are mostly during the night or on dank and rainy days. They will know of your presence long before you suspect theirs.

Find sheep in pairs for the most part, or a single individual not far from a family or Flock as they like to call themselves.



Crazies

Crazies are the last of the former Wall Street thinkers, corporate presidents, and economic wizards unable to cope with the collapse of society. Wandering in packs or alone, still tapping their 'Cell Phones' or making plans for that weekend Golf outing, they are rapidly becoming extinct.

The Crazy occasionally clings to the ruins of a corporate headquarters, taking charge of, and protecting, small bands of idiots that he or she has installed in offices.

What few realize is that crazies can be rehabilitated and brought back into the world with a lot of understanding. Crazies are often excellent managers of materials and the economics of survival after therapy.

Doctors believe that this state is an after effect of Rogue that unbalances brain chemicals or was an immune mechanism that protected them during the worst of the disease.



Survivalists

The survivalists knew the end was coming and were prepared for it with weapons and equipment. Realizing the outcome of Rogue, a small number of these highly resourceful individuals managed to hijack a cargo of vaccine and save a large number of their persuasion as well as select members of towns who supported their future plans. These towns have since become armed camps.

With the rebuilding of America, the Survivalist community has grown in strength and lost direction. Now little more than armed Warlords, they take what they need from surrounding communities and hand out Justice those who oppose them.

In Idaho, Michigan and Montana entire cities have been reclaimed with the help of heavy weapons and the threat of excessive retribution. There is even rumor of a return of criminals and dissidents being used as slave labor and the forced re-education of values.



Meds

The remaining doctors who weren't stoned by mobs or eaten by Stalkers soon became a luxury t in a world where High-Tech medicine could no longer existed medical help was a bottle of aspirin.

The post-Rogue doctor has gone back to the old Hippocratic oath, taking a few trade items or a hot dinner for, services rendered. Many have again become dedicated professionals who have a mission to help the sick and injured.

Most valued are the GP or Travelling Doctor who roam the roads on horseback or by hitching rides. Of all the survivor groups, even devastators have some respect for these healers. On the down side some powerful groups have been known to enslave Meds for their own use.

Remember that Meds are few and far between as well as expensive in post holocaust trade items.



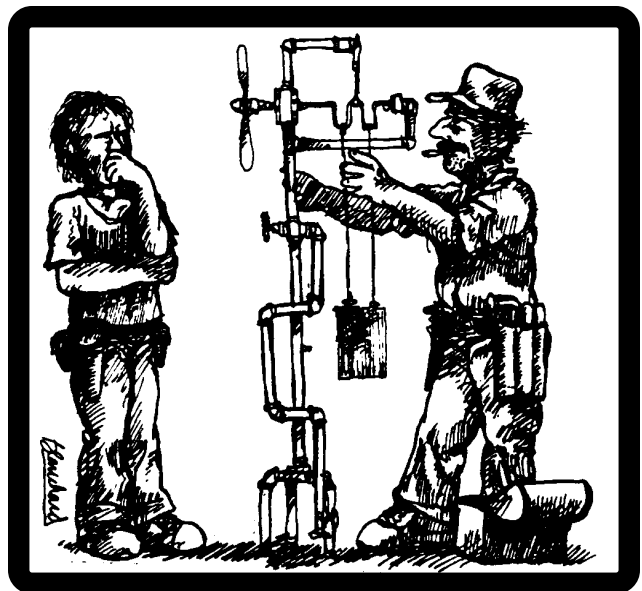
Mechs

Mechs are the last of the mechanics able to repair the failing technologies and broken machinery of the 21st Century.

These individuals, depending on skill and reputation have become increasingly valuable to small communities. Their skills make them both rare and the target for Anti-Techies who like nothing better than to burn them on a pile of text books.

Some Mechs with skills in auto repair have created the great rolling trade trucks and Tractor Trailer-Forts that travel the now empty freeways. These trucks are an instant trade center of working machinery, firearms and supplies that may be hard to find.

Many Mechs have teamed with Gunsmiths for protection from Anti-Techies or Hostile Survivalists. Their eventual plan is to pool resources and restore electrical power to a mostly intact major city like Denver, Milwaukee, or Akron.



Foreigners

Whether stranded from tours or a migration of survivors, the foreigner is disturbing to the other survivors and a target of fear and mistrust.

After Rogue it was rumored survivors from a number of Third World nations boarded freighters and moved to the continental US because of its high technology and rich resource base.

Wild stories flourish of Hindu Villages now in California, Arabs running caravans out of Detroit, and even Masai farmers in Florida.

Foreigners clump in communities of their own people, though they, will trade with or make friends with outlying towns and individuals. Once a friend, they will work and fight alongside any survivors who are in trouble

Most survivors realize that Foreigners are just folks, and in a generation of two will become Americans like everybody else.



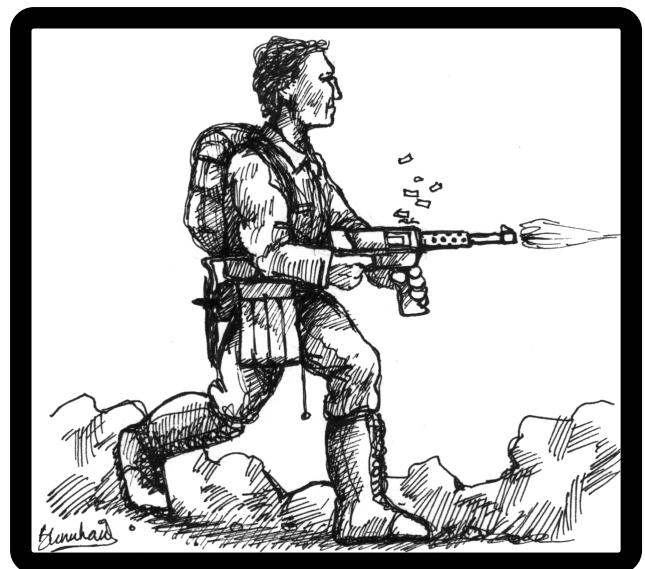
Gunsmiths

Gunsmiths are the weapon experts in demand as the use and repair of weapons becomes more and more difficult., Able to re-load rounds and make gunpowder, the gunsmith often sets up a "fortress" trading post that serves a community or group of communities.

The average Gunsmith has skills in the manufacture of precise metal parts so they are doubly in demand to help fix important machinery.

The new credo of the Gunsmith is that all Americans now have the duty to carry a gun for protection from Stalkers and other hostiles.

Gunsmiths are also the target of powerful survivors who would enslave them for their skills or use them to help restore stocks of heavy military weapons that are squirreled away in many locations.



The Fringeworthy

The Fringeworthy are the explorers from an Alternate Earth, now here to help the human survivors. Immune to the effects of Rogue 417 due to a minor biological difference in their immune system, these people are providing information and material in the hope of rebuilding the world.

The Bureau

Bureau 13 agents are immunized survivors of the governmental collapse still hunting the supernatural. With few realizing, they are providing disaster aid, and are a formidable force to be reckoned with. Some who know of their existence consider a Bureau Agent a fantastic technological prize to be exploited. These secret agents are still in many communities, disguised as normal survivors.



Teachers

The Teacher is the last light of modern education and hope. These survivors are determined to prevent the return of ignorance and superstition that will lead to a new dark age.

Many teachers have reestablished one-room school houses for the education of survivor children. Many teachers also serve as librarians who are collecting books and maintaining information libraries for any who wish to learn.

Rumors tell of a large number of educators who have taken over a major university in the Midwest and are going to reopen it. They hope many survivors will migrate to this community to farm, manufacture, and regain a little normalcy.

Most teachers are respected by the community, though they are disliked and feared by their students.



Animals

Unknown to most survivors is the fact that Rogue 417 had other effects on higher life forms. Primates and some larger mammals have gained near-human intelligence levels. Many birds, rodents, and small animals have established a form of telepathic mass mind to communicate and protect themselves.

Some of the survivors have bonded with these new animals and have formed effective survival communities.

Other areas have been completely cleared of human populations and returned to the control of the animals.

This situation can go either way in the future. If these changes are passed to offspring as a genetic trait, they may create a critical battle for human survival in a short number of years.



Shelters

At first shelter was the desperate, fast construction of safe places where survivors could protect themselves or hide from the psychotic victims of Rogue 417. Later the construction of a shelter became a necessary skill to protect from the other survivors.

REMEMBER

01 A character created as a Rogue 417 survivor gains the automatic addition of three new skills.

NEW SKILLS	LEVEL
SHELTER CONSTRUCTION	1
SHELTER DISGUISE	1
SEARCH	1

Shelter Construction

Shelter Construction is the skill of building a shelter that is weather, animal and collapse proof Much of this construction is dependent on materials available and the plans of the player watched over by the GM.

Shelter Disguise

Disguise is the ability to hide a shelter from detection by other individuals or things with less-than-good intentions.

Search Types

As you hunt for supplies or the homes of other survivors, you use the talent of search as indexed by time.

GLANCING

GLA

The glancing search is a passing glance with no real intention of finding something, Time: 2 actions, Once only.

PASSING

PAS

In a passing search the searcher looks for things out of the ordinary,, Time: 1 minute, Only once,

CAREFUL

CAR

Careful searching is when the searcher has reason to believe something is in the areas, Time: 1 hour.

VERY CAREFUL

VCR

Looking carefully and hard, the VCR search will uncover carefully hidden material. Time: 1.5 hours.

DETAILED

DET

Searching and moving objects, a little digging, or close examination if necessary Time: 3 hours.

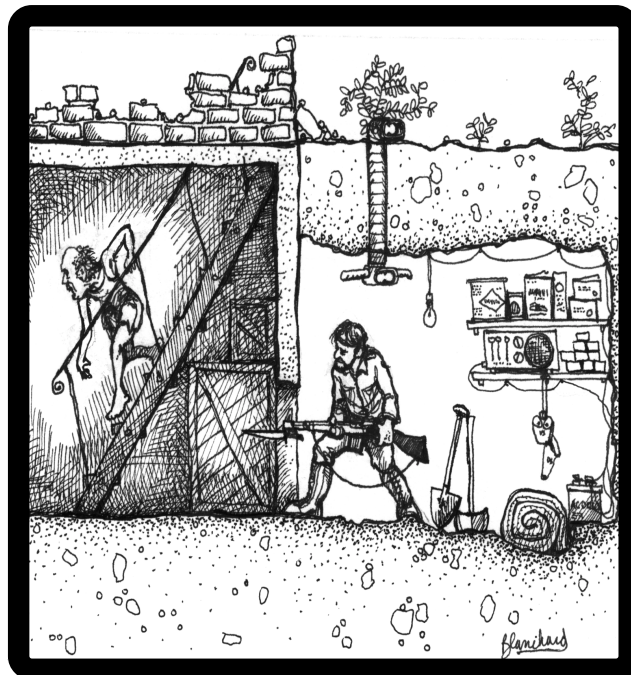
COMBED

COM

Checking every square inch of an area by looking, digging, or examination and moving large objects. Time: 5 hours, once per day.

REMEMBER

The area of search is the GM's decision on actual size. The time may be modified by the material congestion of the search area.



Search Result

Index the type of search by the level of Shelter Disguise.., An additional 1% chance is added to find a disguised shelter per each individual that searches,.. The GM may award special bonuses for creative disguise by the players.

LEVEL

DISGUISE	GLA	PAS	CAR	VCR	DET	COM
01	50%	55%	65%	75%	85%	98%
02	45%	50%	55%	65%	75%	85%
03-04	40%	45%	50%	55%	65%	75%
05-06	35%	40%	45%	50%	55%	65%
07-08	30%	35%	40%	45%	50%	55%
09-10	25%	30%	35%	40%	45%	50%
11-12	20%	25%	30%	35%	40%	45%
13-14	15%	20%	25%	30%	35%	40%
15-16	10%	15%	20%	25%	30%	35%
17-18	07%	10%	15%	20%	25%	30%
19	05%	07%	10%	15%	20%	25%
20	02%	05%	07%	10%	15%	20%

Finds

Finds are the decision of the GM. A find can be as simple as a few shotgun rounds to the finding of an intact hardware store. Use the Finds table for randomization. Characters in the world of R8gue 417 are mostly under-equipped and more than happy to find a can of peaches to trade for a needed item.

REMEMBER

- 01 Never over-supply a character.
- 02 Make them work for what they gain,..
- 03 Make them trade and barter,..

Finds

- 01 Antibiotics (d20 capsules)
- 02 Clothing (variable season)
- 03 First Aid Kit (small)
- 04 First Aid Kit (large, industrial)
- 05 Sewing / Yarn / Knitting / Supplies
- 06 Kitchen Utensils / Spoons, etc.
- 07 Beauty Supplies / Toiletry Items
- 08 Blankets (d4)
- 09 Clocks or Watches
- 10 Disposable Paper Goods
- 11 Household Tools (d4)
 - 01 Hammer 04 Pliers
 - 02 Screwdriver 05 Nails (d100)
 - 03 Wrench Set 06 Scissors
- 12 Canning Supplies
- 13 Writing Supplies
- 14 Tents or Camping Equipment
- 15 Small Knife (d6)
- 16 Hunting Knife
- 17 Large or Kitchen Knives (d4)
- 18 Axe
- 19 Books
 - 01 Popular Fiction 04 Romance
 - 02 Reference Book* 05 Magazines (d6)
 - 03 Science Fiction 06 Comic Books (d6)

* GM's choice of Text, How-To, Cooking, Encyclopedia, History, etc'.
- 20 Large Collection of Books (d100 +100) no specific type
- 21 Small Library (d100 x d100) books
- 22 Attaché Case / Backpack / Sack
- 23 Towels
- 24 Sheets and Linen
- 25 Furniture
- 26 Sleeping Bag (summer or thermal)
- 27 Bathroom Fixtures
- 28 Electrical Wiring (d10 x100 ft.)
- 29 Soap / Cleaning Supplies
- 30 Toothbrush or Dental Hygiene Supplies
- 31 Portable Radio / Communications Equipment
- 32 Portable Cassette-Tape Player / Tapes
- 33 Walkie Talkie
- 34 Cameras / Camera Equipment
- 35 Portable Kerosene Heater
- 36 Preschool Toys
- 37 Toys or Dolls, Games or Puzzles
- 38 Floor Tile (d100 pcs.)
- 39 Sports Equipment
- 40 Band or Musical Instrument
- 41 Tire Pump
- 42 Large Automotive Tool Kit
- 43 Auto Battery (10% empty)
- 44 Battery Recharger
- 45 Tire Patch Kit
- 46 Flares (d6) 10% chance of a Flare Gun.
- 47 Hubcaps

- 48 Automobile in storage,
- 49 Plastic Storage Boxes
- 50 Electronic Calculators/ Computer Parts
- 51 Lawn Mowers / Cutters / Chainsaw
- 52 Outboard Motors
- 53 Paint Supplies or Paint (d4 gal'.)
- 54 Stereos / Records / Sound Equipment
- 55 Shoes / Boots
- 56 TV / Home Computer
- 57 Safes (home or office)
- 58 Smoke / Gas / Burglar Alarms / Timers
- 59 Old Clothes
- 60 Financial Records
- 61 Filing Cabinets
- 62 16mm Films Projector / VCR / Tapes
- 63 Binoculars Telescopes
- 64 Glasses / Sunglasses / Optical Glass
- 65 Tarpaulins / Drop cloths / Rolled Plastic
- 66 Scientific Instrumentation Glassware
- 67 Wood Tools / Machine Tools Power Tools
- 68 Tobacco / Liquor/ Beer / Illegal Drugs
- 69 Food Processor Kit (specific type of food)
- 70 Umbrellas (rain or patio)

71 WEAPONS			
Roll a d100 once for type then ammunition			
Roll	Type	Rounds	Found
01-33	Handgun	01-75	d10
34-66	Rifle	76-85	d10 +10
67-95	Shotgun	86-90	Box of d100
96-98	Assault Rifle	91-95	Box of 100
99	Grenade (d4)	96-98	d 4 x100
00	Gun Collection	99	d 6 x100
	2d10 weapons,	00	d10 x100

- 72 Rounds Only (roll on the weapons table for type, then the rounds table for amount..)
- 73 Weapon Cleaning Kit
- 74 Radiation Counter

75 LIQUID FINDS

- | Roll | Type |
|-------|--------------------------------------|
| 01-50 | Gasoline (d6 gallons) |
| 51-75 | Motor Oil (d6 quarts) |
| 76-86 | Transmission Fluid (d6 quarts) |
| 87-95 | Kerosine or Lantern Fuel (d4 gal.) |
| 96-98 | Household Cleaning Liquids (d4 gal.) |
| 99 | Insecticide / Weed Killers |
| 00 | Beverage Syrup, GM Choice |
- 76 Portable Home Electric Generator
 - 77 Garden Supplies or Fertilizer
 - 78 Rope (d100ft., in nylon or hemp)
 - 79 Wax or Candles / Oil Lamps
 - 80 Rugs (small or wall-to-wall)
 - 81 Jewelry / Gold / Silver / Gems (d10x d100)
 - 82 Engraving or Watchmaker's Tools
 - 83 Batteries (d4) (last d10 hours of use)

01 Auto	04 Size D	1 5 volt.
02 Motorcycle	05 Size C/A	1,5 volt
03 Lantern	06 Transistor	9 volt



Rogue 417

- 84 Fireplace Accessories
- 85 Fishing Equipment
- 86 Fabric (d10 yards)
- 87 Dog Food or Dog Supplies
- 88 Motorcycle or Motorcycle Parts
- 89 Bicycle or Bike Parts
- 90 Lamps or Lightbulbs
- 91 Coffee Pot or Maker
- 92 Posters / Paintings / Art Supplies
- 93 Plumbing Supplies Electric Supplies
- 94 Building Supplies Lumber
- 95 Metal Detectors
- 96 Spice Rack (d20 spices)
- 97 Freeze Dried Food
- 98 Home Canned Food
- 99 Canned Food
- 00 Survival or Military Ration Packs

CONSTRUCTION

LEVEL	INF	WAT	HEA	STO	STR
01	05%	25%	20%	30%	10%
02	10%	30%	25%	35%	15%
03-04	15%	35%	30%	40%	20%
05-06	20%	40%	35%	45%	25%
07-08	25%	45%	40%	50%	30%
09-10	30%	55%	45%	55%	35%
11-12	35%	60%	50%	60%	40%
13-14	40%	65%	55%	65%	45%
15-16	45%	70%	60%	70%	50%
17-18	50%	75%	70%	75%	60%
19	60%	85%	80%	80%	70%
20	70%	95%	95%	90%	80%

Condition of Finds

Now that you've found something, roll a d100 to see the condition it is in.

Condition	Repair%
01-50 Broken	10% *
51-75 Badly Damaged	25% *
76-65 Damaged	50%, *
86-90 Slightly Damaged	75% **
91-95 Working	85% **
96-98 Working	95% **
99-00 In the Box Fresh	99% **

* Requires some related technical skills to repair and a difficulty rating that is moderate to high. Repair time is d10 hours.

** Requires general skills with a very low difficulty rating to repair and operate. Requires d4 hours of general work.

Shelter Problems

Every level of shelter construction takes d6 hours. Index the level of Shelter Construction to see the percentage chance of problems. The GM may award special bonuses for creative design by the players.

INFESTATIONS

Making a shelter small animal and bug proof,

WATER

Keeping the interior of the shelter a dry.

HEAT

Keeping the shelter cold or heat proof.

STORM

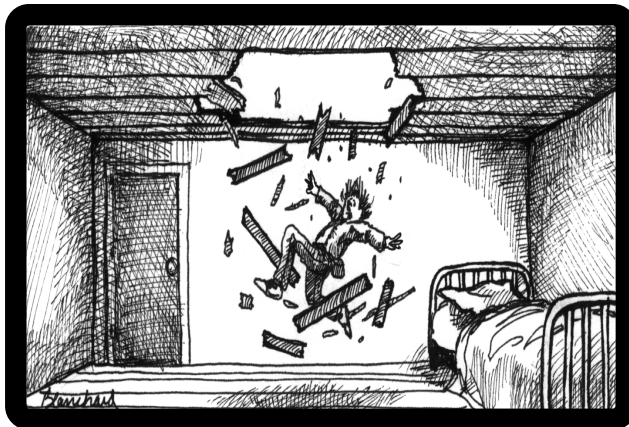
Constructing the shelter to withstand wind as well as weather's violent extremes.

STRENGTH

Construction of a shelter that can easily withstand physical attack from humans and animals for 3d10 minutes per attempt to enter it.

Shelter Maintenance

Shelters salvaged from modern buildings and structures that survived intact are exempt from problems in construction and strength as long as they are well maintained at a work rate of d4 hours per week. The GM may award bonuses for creative engineering, or disguise. High tech buildings, vaults, and survival shelters can be exempt from this maintenance.



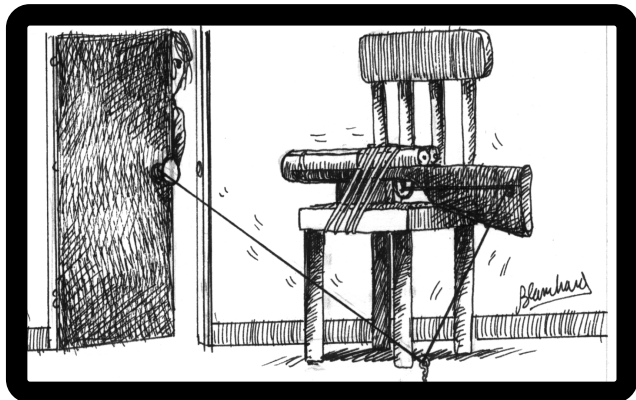
Traps

Many survivors will booby-trap their home shelters against outsiders or stash equipment in several areas in case one stash is lost or occupied. This may involve explosives, gas, or even harmless-looking, poisoned food. Use of explosives is usually limited to a small trap to maim or kill, not to blow up the shelter and equipment as the survivor expects to return to reclaim his gear.

Building Condition

This table deals with building condition and content survivability. As the victims of Rogue 417 lost their sanity, many went on a spree of burning and violence unprecedented in recorded history. Entire cities burned with nobody to stop them. When searching for intact buildings roll a d100 and consult the table on the next page.

Building Result		Chance of Finds (d4)
01-50	Burned and Guttled	01%
51-75	Burned	03%
76-85	Destroyed, Ransacked	05%
86-95	Ransacked	07%
96-97	Scavenged	10%
98-99	Partially Intact	15%
00	Mostly Intact	25%



Hidden Dangers

Many of these partially intact structures pose hidden dangers to explorers and others who enter them. On any building condition less than 80 on the previous table, roll on the table below.,

01-50	No Hidden Danger
51-75	Weakened Floor Area, 25% chance of collapse or Breakthrough.
76-85	Weak Ceiling, 25% chance of a fall of 2x d100 pounds of debris.
86-90	Weak Stairs, 25% chance of collapse.
91-95	Water Filled Basement / Sub-Basements
96-97	Building is connected by small tunnel or sub-basement to other inhabited areas.
98-99	Structure is home for wild animals, Stalkers or foul-tempered Survivors.,
00	Structure on Verge of Collapse, a 65% chance the entire structure may fall to trap or crush victims.



Populations

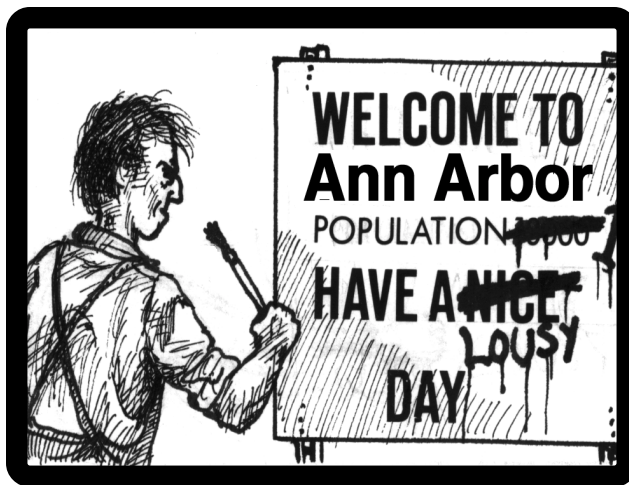
This section is a detailed, area population generator for campaign expansion in the world of Rogue. It will assist you in the design of survivor communities and create their resources and distinctive personality or 'Survivor Attitude.' This, with the Mapping and Stability Check tables allows expansion, exploration, and many scenario possibilities as you travel across the holocaust world.

Maps

Use maps of your favorite state. We highly recommend use of Rand McNally Road Maps for mapping your campaign, in particular the ever common "Rand McNally Road Atlas". These high quality maps are best used with a Hex Grid Transparency.

Hex Maps

For best results set an imaginary, drawn, or "Hex Transparency" over your map. From the back of this book you can make a simple transparency of the Hex Map Provided at any copy shop. Drop this over your map and use to create the area of play and surrounding areas that influence the center.



Population

For an area's general population and their methods of subsistence, roll a d100 on each column. The GM should feel free to modify this number.

Population		Subsistence	
01-25	None	01-25	Scavenging
26-50	01 to 002	26-50	Farming Only
51-75	Up to 006	51-75	Farming /Trade
76-85	Up to 020	76-85	Scavenging /Trade
86-90	Up to 050	86-90	Manufacturing /Trade
91-95	Up to 100	91-95	Trade Center Only
96-97	Up to 200	96-97	Hijacking /Trade
98-99	Up to 300	98-99	Hijacking Only
00	Up to 400	00	Stockpiled Goods

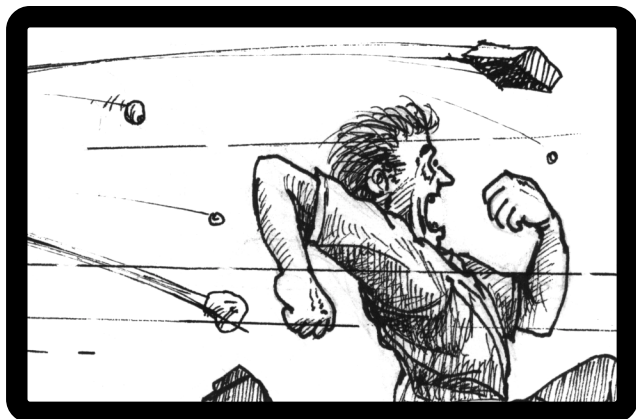
Temperament

Roll a d100 for the NPC survivor community's general attitude towards outsiders. The Temper index relates to Tri Tac Game rules.

Attitude to Outsiders	Temperament
01-05 Trusting and Friendly	85
06-50 Friendly	70
51-75 Mostly Friendly	60
76-85 Neutral Friendly	55
86-90 Neutral	50
91-95 Neutral Hostile	45
96-97 Hostile	35
98-99 Rampantly Hostile	25
00 Will Shoot on Sight	10

The 'Survivor' Mind

Remember, the survivor is just that and to survive has had at best a hellish time with the end of modern or "comfortable" society, the death of loved ones, and crazy hostiles at every turn', At first contact there is a 80% chance a survivor will operate as if 20 points lower on the temperament scale. This is purely fear.



Using Tech

This is the population's attitude towards the use of Higher Technologies. This is variable to the community and to smaller groups of people. At the lowest end are the Anti-Techies with their creed of destroying everything more complex than a knife. At the upper end are skilled Mechs who take pride in the restoration and use of complex machines and electronics. While some areas may openly campaign against the Tech that destroyed the world, many within the group may be less inclined to destroy what makes a harsh life easier.

01-05	Destroy on Sight
06-10	Mistrust
11-50	Use When Necessary
51-75	Use when Available
76-85	Use Whenever Possible
86-95	Restore and Use
96-98	Search For and Use
99-00	Restore for Trade



Tech Recovery

Technological Recovery is the ability of a small population to recover higher technology as they need it for survival or trade. This rates their efforts.

Result	CHANCE TO FUNCTION
01-50 Awful Work	10%
51-75 Poor Ability to Restore	20%
76-85 Adequate but Poor Ability	35%
86-95 Adequate Ability	50%
96-97 Good aBility	75%
98-99 Outstanding Ability	90%
00 Restoration with Loving Care	98%

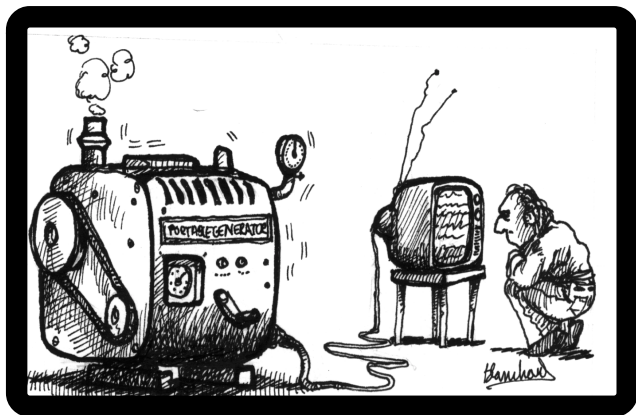


Power Technology

This is the available power technology for the general areas. Many populations may not make use of this potential resource due to stubbornness or technical inability to repair what is needed a Roll a d100.

01-75	NO WORKING POWER
76	Methane / Gas Generator FUEL: Methane (from waste and garbage)
77	Solar Electric FUEL: Sunlight (direct conversion to limited electrical use in home or small business)
78-79	Hydro-Electric FUEL: Water (direct conversion to electricity If close to a river or dam and the generators are still able to function.

- 80 Wind Generators
FUEL: Wind Power (direct conversion to electricity by home or industrial unit)
- 81 Geo-Thermal Station
FUEL: Water / Steam (direct conversion to electricity)
- 82 Natural Gas Generators
FUEL: Propane (from storage tank, pipe line or a natural source)
- 83-86 Oil Burning Generators (large scale)
FUEL: Oil (from storage, pipeline or refinery)
- 87-96 Small Home Gas Burning Generators
FUEL: Gasoline (from storage or refinery)
- 97-98 Gasoline Burning Generators, Industrial
FUEL: Gasoline (from storage or refinery)
- 99 Coal Burning Generators
FUEL: Coal (storage or naturally occurring)
- 00 Nuclear Station
FUEL: Uranium (storage in reactor core rods of radioactive pellets)



Fuel Reserve

Roll a d100 for those areas where the general fuel supply can be measured.

- 01-50 d10 Months if rationed.
- 51-75 2d10 Months if rationed.
- 76-85 3d10 Months if rationed.
- 86-95 4d10 Months if rationed.
- 96-97 2 years +d10 months if rationed.
- 98-99 5 years +d10 months if rationed.
- 00 Mammoth supply dump will last for 10 + d10 years if rationed.

Hot Items

These include the high-tech, "multi-fuel" generators and furnaces that were coming into common use. Multi-Fuel units are efficient and able to use Electricity, Burnables(wood, coal and paper), Oil or Natural Gas. Because of the versatility of these units they are in constant demand, if not fought over by survivor communities. Secundare rumors tell of small Fusion generators, man portable, being tested by the military just before the end.

Government

Community control is the method by which a community is governed and the motives of the governing body

- 01-50 INDIVIDUAL
A highly respected, wise or charismatic leader.
- 51-75 COUNCIL, ELDERS, or FAMILY
A group of elected or known leaders.
- 76-85 SMALL FORCE
A small group that serves as law.
- 86-95 PARAMILITARY FORCE
A quasi-military force with a few weapons and a leader with military knowledge.
- 06-97 NO CENTRAL AUTHORITY
People that cooperate for their general survival with out law and the people who enforce the few necessary laws.
- 98-99 OLD MILITARY UNIT
Remains of an old military unit that still functions and protects the area.
- 00 SPIRITUAL LEADERSHIP
A priest, religious order or belief that controls the community.

Motives

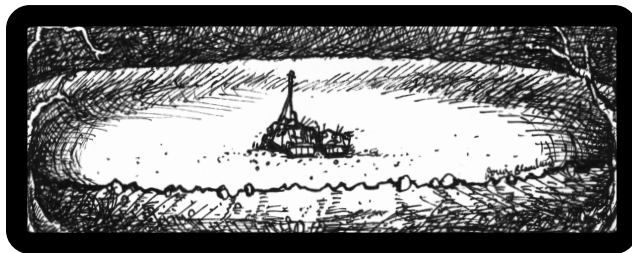
Motives for community control might not always be as beneficial as one could believe. Roll a d100 for the area leaderships true motivations,

- 01-50 Community and Survival oriented,,
- 51-75 Mostly Community oriented '.
- 76-85 Community and Self oriented,,
- 86-90 Mostly Self oriented.
- 91-00 Totally Self oriented,

Justice

Justice for infringements of societies old and new rules may be different at every turn. Roll a d100 for harshness of the legal system in common use,

- 01-50 Not generally harsh.
- 51-75 Minimally harsh.
- 76-85 Harsh in matters of the survival of the community. Rarely execute offenders.
- 86-90 Overtly harsh to most outsiders and breakers of the areas laws.
- 91-95 Unbelievably Harsh
- 96-98 Harsh to Outrageous.
- 99-00 Deadly, even in minimal crimes.



Popular Support

Popular Support is the populations general attitude toward their leadership in day to day affairs.

- 01-50 Support
- 51-75 Agree with most decisions,,.
- 76-85 Agree with few decisions.
- 86-90 Disagree with most decisions but are kept in line by fear.
- 91-95 Dislike their leadership and are kept In line by force and Fear.
- 96-97 Hate their leadership.
- 98-99 Are secretly plotting against their leadership.
- 00 Are currently about to revolt.



Town Bonus

This is an optional bonus chart for groups of survivors,, Gain one roll per every 50 survivors in a small town or survivor encampment.

- 01 Fixed Fortification for Group
- 02 Mines or Caves Known by Group
- 03 Extensive Tunneling by Group
- 04 Intact Gasoline Store with d4 x1000 gal,,"
- 05 Intact Gas Station
- 06 Outstanding Auto Mechanic, survivor
- 07 Working Automobiles (d4)
- 08 Working Heavy Truck or Bus
- 09 Working Semi and Trailer
- 10 Working Military Truck
- 11 Intact Machine Shop
- 12 Intact Wood Shop
- 13 Intact Appliance Store
- 14 Intact Major Department Store
- 15 Intact Electronics Store
- 16 Electronic Tech Survivor
- 17 Machinist, Survivor
- 18 Intact Dog Kennel (d4 larger dogs)
- 19 Musician or Singer, Survivor
- 20 Intact Bus or Railroad Station
- 21 Intact Main Frame Computer
- 22 Intact Business Offices
- 23 Intact Portable Gas Generator
- 24 Intact Industrial Gas Generator
- 25 Still for Alcohol Production
- 26 Intact Bank Building With Vault

- 27 Intact Mental Health Facility
- 28 Intact Fallout Shelter
- 29 Intact Bar or Liquor Store
- 30 Intact Restaurant
- 31 Intact Historical Museum
- 32 Intact Book Store
- 33 Intact Place of Worship
- 34 Intact Theater
- 35 Intact Police Facility
- 36 Intact General Store
- 37 Intact Homes (d10)
- 38 Intact Helicopter
- 39 Intact Shoe Store
- 40 Intact Small Oil Refinery
- 41 Intact Warehouse, Empty
- 42 Intact Warehouse, Full of
- 43 Working Construction Equipment
- 44 Stores of Concrete and Steel
- 45 Stores of Welding Equipment & Gas
- 46 Food Warehouse
- 47 Intact VFW Post
- 48 Intact Food Processing Equipment
10% Chance of a Gamma Ray Sterilization unit for food Preservation. 20% chance of an electrical dehydrator.
- 49 Intact Party Store
- 50 Intact Refrigeration Truck
- 51 Working Tractor / Farm Equipment
- 52 Working Printing Press
- 53 Intact Radio Station
- 54 Intact Farm Supply Dealership
- 55 Intact Farms (d6)
- 56 Intact Library
- 57 Intact Ultra light Aircraft
- 58 Intact Small Plane
- 59 Intact Airport
- 60 Intact Jet or Transport Plane
- 61 Cows, (d6)
- 62 Sheep, (d10)
- 63 Goats, (d10)
- 64 Pigs, (d6)
- 65 Chickens, (d20)
- 66 Horses, (d4)
- 67 Veterinarian Survivor
- 68 Intact Veterinary Hospital
- 69 Intact Feed & Seed Store
- 70 Intact Hobby Store



Rogue 417

- 71 Intact Hardware Store
- 72 Intact Lumber Mill or Yard
- 73 Intact Paint Store
- 74 Intact Fast Food Outlet
- 75 Intact Furniture Store
- 76 Intact Automobile Dealership
- 77 Intact Clothing Store
- 78 Intact Church
- 79 Intact School
- 80 Teacher Survivor
- 81 Intact Doctors Office (GP's)
- 82 Intact Clinic

- 83 Medical Survivor
 - 01-50 Nurse or Student
 - 51-85 General Practitioner
 - 86-95 Surgeon or Specialist
 - 96-99 Specialized Specialist
 - 00 Specialized Medical Technician

- 84 Intact Hospital
- 85 Intact Dentists Office
- 86 Dentist Survivor
- 87 Intact Pharmacy
- 88 Intact Medical Warehouse
- 89 Intact Emergency Rescue Truck
- 90 Rogue 417 vaccine (d100 units)
- 91 Gunsmith Survivor
- 92 Intact Gun Shop or Home Gunsmith's Eqpt.
- 93 Large Ammunition Supply (d4 x1000 rounds)
- 94 Grenades (d10)
- 95 Supplies from a Military Unit
- 96 Intact Sporting Goods Store
- 97 Intact Truck Dealership
- 98 Intact Local Armory
- 99 Intact Military Vehicle Facility
- 00 Intact Military Weapons Dump

Mapping

As players move into new areas to explore, aid or conquer, keep records of the areas general stability. Use the Area Management Sheet found at the back of this book.

Example Area

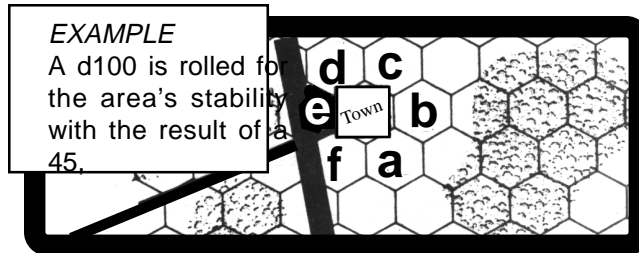
This is an example of a small town in Ohio that receives aid and is secured for a short time.

Stability

In Spring an IDET team comes into the Akron suburb of Heartville to aid survivors against a large band of Devastators. After a battle the surviving Devastators are driven off and Heartville enjoys peace.

This peace is short lived as other problems are brewing in surrounding areas. First index the center town's stability with the roll of a d100.

The result is an unmodified 45.



The stability modifiers for this area are found from the general, surrounding area. The map showing Heartville has these 6 adjacent areas, pre-decided by the players' actions in other games or at the whim of the GM.

Modifiers

Empty Areas	+0	Unstable	-1
Mostly Stable	+1	Potentially Hostile	-3
Stable Areas	+3	Hostile Areas	-5

Heartville's Modifiers on the Map Are:

a	Unstable	-1	d	Unknown	+0
b	Empty	+0	e	Stable	+3
c	Unknown	+0	f	Mostly Stable	+1

STABILITY ROLL	45
MODIFIERS	+3

ACTUAL STABILITY 48

Stability

- 01-05 Multiple Problems in d4 game weeks,,
- 06-10 Serious, Problem in 2d4 game weeks,,
- 11-50 Unstable, Problem in d4 game months..
- 51-75 Mostly Stable (roll again in 6 game months)
- 76-85 Stable (check again in 1 game year)
- 86-95 Stable (check again at GM's decision)
- 96-00 Stable

Other Modifiers

Areas may have other modifiers on their stability created by players or situations beyond their control'. Examples may include:

Securing Without Popular Support	-05
Disrupted Trade or General Living	-02
Pushing One's Views on Others	-05
Ruining a Good Thing	-05
Removing an Enemy or Bad Situation	+05
Aiding a Community in Dire Need	+03
Improving Health and Food Supply	+04
Rescuing Hostages	+06
Disposal of Stalkers and Prowlers	+03
Arming the Survivors Effectively	+02
Improving Shelters and Defenses	+03
Finding New Resources	+02
Survival or Medical Training	+03
Reallocating Hoarded Resources	-03
etc.	

Problems

Area problems are those little, annoying things that ruin a survivor's day. These may be intermittent or a constant threat.

01-50 FOOD SHORTAGES

- 01-50 From Mismanagement
- 51-75 From Outsiders
- 76-85 From Poor Harvests
- 86-95 From Own Leadership
- 96-00 Lack of Technology to Support a Larger Population

51-75 HEALTH

- 01-50 Common Sickness (colds, flu, viruses)
- 51-75 Uncommon Sickness (chicken pox, measles, mumps)
- 76-85 Diseases (cholera, typhoid etc.)
- 86-95 Plague, Anthrax, and Bio-War
- 96-00 Man Made Disease
Bio-War Mutant Strains

76-85 VIOLENCE

- 01-50 From Outsiders
- 51-75 From Own Group or Leadership
- 76-85 From Individuals
- 86-90 From Outsiders and Themselves
- 91-95 From Other Communities
- 96-00 From Natural Disaster

86-95 ECONOMIC or SOCIAL PROBLEMS

- 01-50 From Outsiders
- 51-75 From Own Group or Leadership
- 76-85 From Individuals
- 86-95 From Other Communities
- 96-00 From Natural Disaster

96-99 TECHNICAL

- 01-75 Lack of Know-How
- 76-89 Lack of Materials
- 90-98 Lack of Tools
- 99-00 Sabotage

00 MULTIPLE PROBLEM (Roll d4 Times Above)



Farming

Weather is a changing factor in the lives of the survivors that may drastically reduce food production. Use seasonal modifiers when checking for crop production.

Seasonal Modifier

SPRING SUMMER		CROP MODIFIER
01	Dry, Drought	-30
02-03	Dry	-10
04-07	Normal	+0
08-09	Rainy	+10
10	Very Wet	-05

WINTER

01	No Snow	+0
02-03	Little Snow	+0
04-07	Normal Snow	+0
08-09	High Snowfall	+05
10	Record Snowfall	+0

AVERAGE TEMPERATURE

01	Abnormally High	-10
02-03	High	+05
04-07	Expected Averages	+0
08-09	Cooler Averages	-05
10	Abnormally Cold	-10

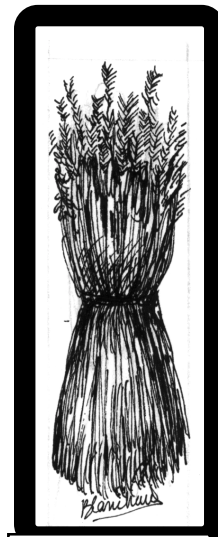
CROP MODIFIERS

01	Tainted Soil	-20
02	Poor Soil	-10
03	Insect Control	+05
04	Insect Infestation	-10
05	Rodent Infestation	-20
06	Outstanding Soil	+20
07	Good Soil	+05
08	Fertilizer	+10
09	Good Soil Care	+10
10	Pest Control	+05
11	Soil Conservation	+05
12	Good Irrigation	+15

Agricultural Training gives a +2 per level of the skill, whether farmer or teacher as long as the skill is used over a years time on a specific area.

Crop Yield

01-05	10% expected crop
06-10	25% expected crop
11-25	50% expected crop
26-50	75% expected crop
51-75	90% expected crop
76-85	100% expected crop
86-98	110% expected crop
99	120% expected crop
00	150% expected crop



Tainted soil only poisons the produce in most cases.



Rogue 417

Produce

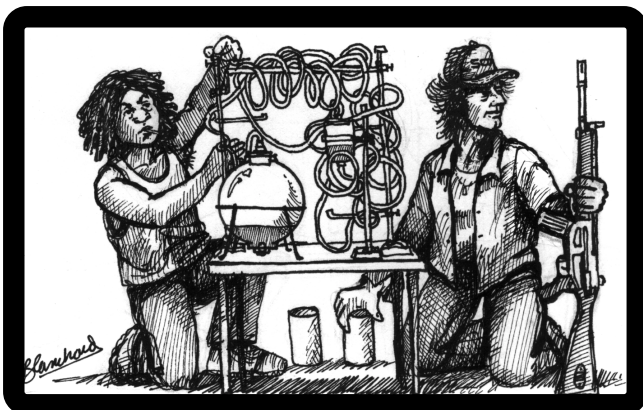
An average acre (43,560 sq. ft.) can produce quantities of vegetables in these general ranges as indexed by soil quality. Amounts are in bushels.

Type	Poor	Good	Excellent
Grains	010	025	035
Corn	020	090	105
Potatoes	050	150	210
General Vegetables	050	100	150
Squash Types	075	150	200

Fruit Production

An average tree can produce quantities of fruit in these general ranges. Index by the age / quality of the tree. Amounts are in Bushels. Poor trees produce d4 bushels less'. excellent trees produce d4 bushels more.

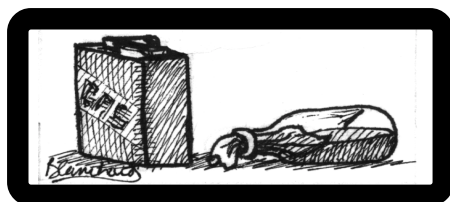
	Young	Mature	Old
Apples	04	06	04
Cherries	0.50	02	01
Plums	01	03	02
Pears	02	05	03
Peaches	03	04	03
Nuts	01	02	01



Alcohol

Many vegetable crops can be fermented and distilled to become a source of alcohol fuel or drinkable spirits that can be good trade items.

- a Cold Water Cooler
- b Corn Mash (beer) fermented in barrels. (Ground corn and corn malt.)
- c Copper Cooking Tank
- d Fire
- e Sugar (optional)
- f 10 Days Processing



Alcohol Yield

This system results in the production of 1 to 2 gallons of 200 proof (100%) pure grain alcohol per bushel of grain.

With the addition of 40 pounds of sugar to each fermentation barrel during processing the resulting mix will produce 5-6 gallons of grain alcohol per bushel of corn used.

Alcohol Conversion

Conversion of old, gas engines and power, generating equipment is a simple process that most survivors with Auto Repair 8 or general engineering skills can accomplish. Per 20 hours work and a good machine shop, roll a d10.

Conversion Result

- 01 Engine sputters, dies, runs very badly, if at all.
- 02-03 Engine runs, though not well. Operates at 25% of expected performance..
- 04-07 Engine Runs, will be destroyed in time or d10 x1000 miles of use. Runs at 50% of expected performance..
- 08-09 Engine Runs at 75% of expected norm..
- 10 Engine Runs as expected.

Barter

Barter is what is valuable for the moment, or until something more important or rare comes along. In the world of Rogue 417 the only stable barter items are weapons, medicine, technical expertise, food, and fuel, While exact trade figures are not possible to create these guidelines will give a dollar equivalency value for many general goods. This price system may be based on a Silver Dollar (1 oz. coin or equivalency) becoming common currency.

ITEM	First Year	Early Years	Later Years
Gasoline Gal.	\$5	\$10	\$50
Alcohol Gal.	\$3	\$10	\$20
Diesel Gal.	\$3	\$20	\$30
Aviation Gas Gal.	\$9	\$40	\$85

VEHICLES

Gasoline Power	\$10	\$100	\$500
Alcohol Power	\$100	\$500	\$1000
Electric	\$200	\$500	\$2000
Human Power	\$25	\$150	\$250

Add +25% for trucks.

Add +50% for military trucks.

MEDICINE

Aspirin, etc	\$2	\$4	\$8
Antibiotics	\$10	\$50	\$100
General Drugs	\$5	\$10	\$25
Herbal Medications	\$5	\$10	\$20
Illegal Drugs	\$200	\$500	\$1000

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BOOKS

Text	\$1	\$20	\$50
Encyclopedia	\$2	\$35	\$75
How-To Guide	\$10	\$50	\$100
Historical	\$1	\$1	\$3
Fiction	.25	.50	\$1
Maps	\$5	\$10	\$20

INCIDENTALS

Fish Hooks	\$1	\$2	\$3
Axe	\$2	\$4	\$6
Rope	\$1	\$2	\$4
Razor Blades	\$1	\$2	\$10
Needles	\$1	\$2	\$5
Tools (general)	\$2	\$5	\$10
Fine Tools	\$5	\$10	\$50
Paint	\$2	\$4	\$8
Chainsaw	\$5	\$10	\$20
Old Printing Press	\$5	\$50	\$200
Paper	\$1	\$10	\$20
Pens/Pencils	\$1	\$2	\$3
Soap	\$1	\$5	\$2

CLOTHING

Bolt of Cloth	\$10	\$20	\$30
Boots, Good	\$20	\$40	\$60
Athletic Shoes	\$2	\$4	\$8
Jeans	\$1	\$4	\$10
Jacket, Winter	\$5	\$10	\$20
Gloves, Work	\$1	\$2	\$4

ELECTRONICS

Computer	\$1	\$10	\$50
Radio	\$5	\$10	\$5
CB Radio	\$10	\$40	\$100
TV	\$1	\$20	\$40
Porta Stereo	\$2	\$20	\$40
Ceramic Heaters	\$20	\$40	\$20
VCR	\$1	\$20	\$60
Light Bulb	\$1	\$2	\$5
Gas/Alcohol Generator (working, small wattage)	\$500	\$1000	\$2000
Copy Machine	\$1	\$100	\$500
Power Tools	\$2	\$50	\$100

FOODS (per Pound or Quart)

Canned Food	\$3	\$5	\$2
Smoked Meats	\$10	\$6	\$2
Fresh Vegetables	\$3	\$5	\$2
Dried Fish & Game	\$2	\$3	\$2
Home Canned	\$5	\$7	\$4

CONSUMABLES

Tobacco (oz.)	\$2	\$5	\$1
Whiskey (Quart)	\$10	\$20	\$5
Beer	\$5	\$10	\$2
Candy	\$2	\$5	\$7
Coffee	\$5	\$10	\$50
Chocolate	\$7	\$20	\$40
Salt/Spices	\$1	\$2	\$4

LIVESTOCK

Dogs	\$10	\$25	\$10
Pigs	\$100	\$200	\$60
Sheep	\$75	\$150	\$50
Goats	\$75	\$100	\$40
Fowl	\$20	\$40	\$10
Rabbits	\$10	\$5	\$2
Cows	\$200	\$300	\$200
Bull (good)	\$200	\$500	\$400
Horses	\$300	\$400	\$500
Cats	\$2	\$4	Free

WORK PER HOUR

Labor	\$1	\$2	\$3
Electronic Tech	\$1	\$2	\$5
Mechanic	\$2	\$4	\$10
Doctor	\$2	\$5	\$20
Teacher	\$1	\$2	\$3
Gunsmith	\$5	\$10	\$20
Vigilante	\$2	\$5	\$10
Blacksmith	\$2	\$5	\$10
Tailor	\$1	\$1	\$1

WEAPONS ROUNDS (Per Round)

Small Cal. Handgun .25	.50	\$1
Small Call Rifle	.50	\$1
Lg. Cal. Handgun	.50	\$1
Lg Cal. Rifle	\$1	\$2
Shotgun Shell 12g	\$1	\$2
Grenade	\$10	\$20
Gunpowder Lb.	\$10	\$20
Smokeless	\$20	\$100
Dynamite	\$20	\$40

WEAPONS

Pistols/Revolvers	\$20	\$50	\$100
Seni-Autos	\$50	\$75	\$100
Assault Rifles	\$75	\$150	\$300
Machine Guns	\$75	\$200	\$500
Muzzle Loaders	\$20	\$80	\$200
Rifles Sm. Call	\$20	\$50	\$75
Rifles Lg Cal.	\$50	\$75	\$100
Shotguns	\$50	\$75	\$150
Reloading Eqpt.	\$100	\$500	\$1000
Bow, Hunting	\$20	\$50	\$30
Bow, Compound	\$50	\$150	\$300
Crossbow	\$75	\$100	\$200
Pistol Bow	\$10	\$20	\$50
Arrows/Bolts	\$1	\$3	\$1
CS Gas	\$5	\$10	\$20

Black Powder

Black powder, manufactured by survivors, is used primarily in shotguns, muzzle loaders, and weapons with simple mechanisms.

The large volume of corrosive residue and lack of chamber pressure will jam most semi automatic weapons trying to use black powder reloads after the first shot.

Currency

Currency across the surviving communities is varied,, The return of gold and silver gave a minor stability to economics and trade.

Gold	\$20.00
Silver Dollar	\$01.00
Silver Half Dollar	\$00.50
Silver Dime	\$00.10
Penny	\$00.01



Traders

This is the general personality of traders in the post-plague world. A traders CTD is a random d100 roll. CTC is the chance of being cheated, If cheated, roll on CTD or the survivors chance to discover the fraud. Add related skill modifiers in trading, 5% per level of skill of the trader or buyer. PCC is a players chance to cheat a trader

Trader	CTC	CTD	PCC
01-50 Fair	05%	80%	75%
51-75 Average	10%	60%	65%
76-85 Sharp	15%	50%	55%
86-90 Fair	20%	40%	40%
91-95 Profiteer	30%	30%	25%
96-98 Shark	50%	20%	10%
99-00 Land-Shark	65%	05%	05%

Cheating may involve misquotes, switched merchandise, miss-counts, or any of a number of possible ways to gain from a sale.

Quality

Merchandise quality is the general chance an object purchased will last its expected lifetime of use, CHA is the chance to function its normal life span. CTD is the chance to detect worthless material from the outside appearance.

Quality	CHA	CTD
01-02 In the Box	99%	01%
03-10 New	98%	03%
11-50 Outstanding	90%	05%
51-75 Expected	80%	10%
76-85 Good	75%	20%
86-90 Fair	50%	40%
91-95 Poor	35%	60%
96-98 Awful	20%	80%
99-00 Rubbish	10%	95%



Gunpowder

Gunpowder traded are often lacking the necessary, pre-plague production quality to insure the proper operation of weapons. The listed percentages are for ignition of the powders. MOD is Modern Smokeless Powder. BLA is traditional Black Powder.

Powder Quality	MOD	BLA
01-50 Good Quality	97%	97%
51-75 Acceptable Quality	90%	95%
76-85 Poor Quality	75%	85%
86-90 Bad	60%	75%
91-95 Terrible	45%	55%
96-98 Awful	35%	40%
99-00 Rotten	25%	35%

Re-Loads

Purchase of reloaded shells can also be a dangerous guesswork where the manufacturer is unknown and at best moderately skillful at making powder and repacking rounds. This applies mostly to modern, semi-auto weapons.

PROBLEM	MODIFIER
01-50 Improper Chemical Manufacture	-10%
51-75 Damp Powder	
Modern Smokeless	-15%
Black Powder	-20%
76-90 Bad Primers (will not fire)	
91-95 Insufficient Powder	a
96-97 Contaminated Powder	b
98-99 Mixed Powder Types	c
00 Bogus Powder	d

- Round jams in the weapon or does half of the expected damage in penetration.
- Powder cut with nonburnable material in semi-auto weapons has the same effect as 91 with the addition of a 5% cumulative chance of a misfire.,
- Mixed powder, modern and black, creates a corrosive residue in a semi-auto weapon that will eventually promote jamming with a 5% cumulative chance per use.
- Bogus powder will not fire and stops a semi-auto weapon from firing until the shell is ejected manually.



Selling

Selling goods to a trader may not always give the seller the profit he or she strives for.

- 01-50 Will offer 10% of the expected value.
- 51-75 Will offer 25% of the expected value.
- 76-85 Will offer 50% of the expected value.
- 86-90 Will offer 75% of the expected value.
- 91-95 Will offer 100% of the expected value.
- 96-98 Will offer 150% of the expected value
- 99-00 A "must have" item with (d4+1) x100% of the expected, trade value",



Hunting

The general pastime of many survivors is finding foods. In areas where farming is not possible the survivor must hunt for game.

These tables provide general guidelines for such hunting. The animals listed are general examples that are found in most regions of the US and Canada.

Game Type

- 01-85 Small Game
- 86-95 Medium Game
- 96-00 Large Game

Hunter Finds in Trap

- 01-75 Nothing
- 76-85 Small Game
- 86-90 Medium Game
- 91-95 Large Game
- 96-97 Other Hunter
- 98-00 Trap Sprung

% To Trap	SMALL GAME	MEDIUM GAME	LARGE GAME
TRAP			
Dead Fall	45%	65%	45%
Box Trap	75%	10%	n/a
Snares	60%	40%	25%
Pits	20%	40%	60%
Pits w/Spikes	30%	60%	80%
Booby Traps	40%	60%	80%
Jaw Traps	80%	60%	40%

Set for expected size of animal +10%
Set for improper size of animal -20%



GAME TYPES

This is a general table for wild game in North America. Southern regions will also have Gators and Sea Mammals. With escaped Zoo animals and predators other more unusual finds are possible.

Roll	SMALL GAME	MEDIUM GAME	LARGE GAME
01-50	Squirrels	Raccoons	Deer
51-75	Rabbits	Wild Dogs	Cattle
76-85	Pheasants	Possum	Boars
86-90	Skunks	Groundhog	Bears
91-95	Rats	Bobcats	Horses
94-98	Cats	Badgers	Elk
99	Gophers	Wolverines	Moose
00	Weasels	Children	Adults

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Fishing

A roll for fishing is attempted once per fifteen minutes. Add +25% on general weight for any salt water fishing.

01-05	Line Snags, Hook Lost		
06-25	Nothing, Bait Missing		
26-50	Very Small Fish	d6	oz.
51-75	Small Fish	d6	+06 oz.
76-85	Medium Fish	d6	+12 oz.
86-90	Large Fish	d4	+00 lbs.
91-95	Very Large Fish	d4	+04 lbs.
96-98	Huge Fish	d6	+10 lbs.
99-00	Turtle	d6	+01 lbs.

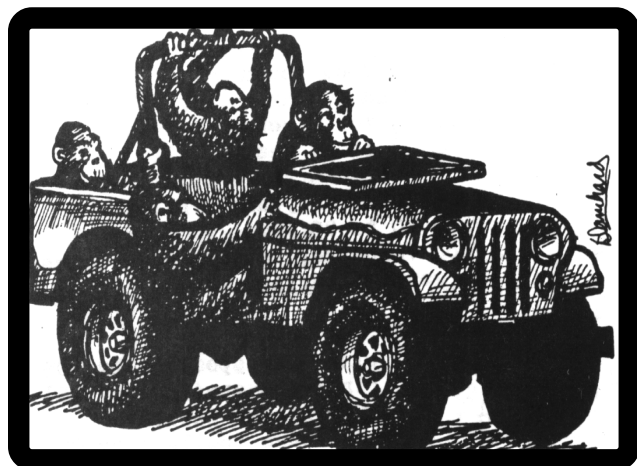
Disease in Wild Game

While most wild game is edible, there is a base 2% chance an animal is infected with a disease that can be transmitted to man. These can include rabies, plague, bacterial, and parasitic infections. Most birds, fish, reptiles, and insects are edible and do not carry man communicable diseases though a few are poisonous in the 1-6 rated range.

Preservation

Larger game can be cured and smoked by hunters with a minimal amount of experience and a little time. First the animal is cleaned and divided. For simple preservation 1 pound of salt is required per ten pounds of meat. Any experience levels of camping, hunting, or food processing add a +5% chance of success on the outcome of the preservation attempt.

01-20	Rots, Fails Miserably
21-50	.50x d100% Meat Preserved
51-75	d100% of the Meat Preserved
76-85	100% of the Meat is Preserved
86-98	Preserved, Tradable
99-00	Perfectly Preserved



Animals

In the later years, after Rogue 417, the survivors were to learn of other rare effects on animals

Rogue, tailored for humans, only killed animals at a 5% rate. Many animals, after suffering through fever, gained an intelligence far in excess of what they had.

The higher apes attained near human levels of reasoning and memory. These changes were permanent and passable to their offspring's. In even rarer instances a form of mass, or gestalt mind was developed by smaller animals, birds, reptiles, and community insects like ants or bees,.,

Many larger animals began to think, plan, and eventually survive by eliminating their old enemies. Man was predominant on the list.

Food Spoilage

In a short time the "store" food reserves were scavenged out of existence by hungry survivors who knew little of growing or finding natural food.

Preserved food became barter and finally, a fought-over luxury. Roll a d100 for Quantity of Food Found.

01-50	Only 1 type
51-75	Only d4 types
76-80	d10 types
81-85	d20 types
86-90	d10 +05 types
91-95	d10 +10 types
96-97	d4 cases. Case = (a4x d12 of one type)
98-99	d4 +2 cases Case = (d4x d12 of one type)
00	Roll d6 times on the above 'Quantity' chart for a major find.

Spoilage Over Time

Index food finds by time and roll over the percentage for non-spoilage. Spoiled food is indexed from the Food Poisoning Chart. Usually case lots will have the same general spoilage rate unless the GM is a sadist. TYPE :Type of food found. VAL :Food Value per serving, per ounce or general serving measure.

A	Less than 1 year,
B	From 01 to 02 years.
C	From 02 to 04 years.
D	From 04 to 10 years.
E	From 10 to 20 years.
F	From 20 to 30 years.

Packaging Modifiers

01	Fresh	Increase spoilage by 50%
02	Dried	Increase spoilage by 25%
03	Chemical	Use Listed Tables
04	Canned	Decrease spoilage by 25%
05	Freeze Dried	Decrease spoilage by 50%
06	Irradiated	Decrease spoilage by 75%

Listed percentages are the chance the food is spoiled'. Roll over these with modifiers to have edible food.

Rogue 417

TYPE	A	B	C	D	E	F	VAL	TYPE	A	B	C	D	E	F	VAL
01 Apples	05%	15%	25%	50%	75%	95%	2.00	61 Olives	15%	35%	45%	70%	85%	95%	0.10
02 Apricots	10%	25%	35%	65%	85%	95%	0.50	62 Olive Oil	35%	55%	65%	90%	95%	98%	0.50
03 Asparagus	15%	35%	45%	75%	85%	95%	0.50	63 Onions	20%	40%	50%	75%	85%	95%	0.50
04 Bacon	65%	75%	85%	95%	98%	99%	1.00	64 Oranges	25%	45%	55%	80%	95%	98%	0.50
05 Bakery Mix	05%	15%	25%	50%	75%	95%	0.50	65 Peaches	10%	25%	35%	65%	85%	95%	0.50
06 Barley	10%	25%	35%	65%	75%	95%	1.00	66 Peanut But.	10%	25%	35%	65%	85%	95%	1.00
07 Beans	05%	10%	15%	25%	50%	90%	1.50	67 Pickles	20%	40%	50%	75%	85%	95%	0.20
08 Beef	60%	70%	80%	90%	95%	98%	3.00	68 Pie Filling	15%	30%	40%	70%	90%	95%	1.50
09 Beets	10%	25%	35%	65%	85%	95%	0.50	69 Pineapple	25%	45%	55%	80%	95%	98%	2.00
10 Berries	20%	40%	50%	80%	90%	98%	0.50	70 Plums	10%	25%	35%	65%	85%	98%	0.50
11 Candy	25%	45%	55%	85%	95%	98%	1.00	71 Pork Chops	25%	45%	55%	80%	95%	98%	3.00
12 Carrots	05%	15%	25%	50%	75%	95%	0.50	72 Potato	15%	25%	35%	65%	85%	95%	1.20
13 Cat Food	60%	70%	80%	90%	95%	98%	1.00	73 Peas	25%	45%	55%	80%	90%	95%	1.00
14 Catsup	15%	35%	45%	75%	85%	95%	0.20	74 Pears	15%	30%	40%	70%	85%	95%	1.00
15 Cereal	10%	25%	35%	65%	75%	95%	1.00	75 Prunes	15%	30%	40%	70%	85%	95%	0.50
16 Cheese	20%	40%	50%	80%	90%	98%	2.00	76 Raisins	20%	40%	50%	75%	85%	95%	1.00
17 Gum	05%	10%	15%	25%	50%	75%	0.10	77 Rice	25%	45%	55%	80%	90%	95%	2.00
18 Chicken	60%	70%	80%	90%	95%	98%	2.00	78 Salad Dressing	35%	55%	65%	90%	95%	98%	0.70
19 Chile	20%	40%	50%	80%	90%	95%	1.50	79 Salad Oil	15%	35%	45%	70%	85%	95%	0.70
20 Chocolate	20%	40%	50%	80%	90%	95%	1.50	80 Salmon	15%	25%	35%	65%	85%	95%	1.00
21 Cocoa	10%	20%	30%	55%	80%	95%	1.00	81 Sauce, Meat	25%	45%	55%	80%	90%	95%	0.00
22 Coconut	10%	25%	35%	60%	85%	98%	1.50	82 Sardines	20%	40%	50%	75%	85%	95%	2.00
23 Coffee	05%	15%	25%	45%	75%	90%	0.10	83 Sausage	15%	25%	35%	65%	85%	95%	1.50
24 Cookies	15%	30%	40%	70%	80%	98%	1.50	84 Shortening	25%	45%	55%	80%	90%	95%	0.50
25 Corn	05%	10%	15%	25%	50%	90%	2.00	85 Shrimp	20%	40%	50%	75%	85%	95%	2.00
26 Crackers	25%	45%	55%	85%	95%	98%	0.50	86 Soup	15%	25%	45%	70%	80%	95%	1.00
27 Cranberries	15%	35%	45%	75%	85%	95%	0.70	87 Spaghetti	15%	25%	35%	65%	85%	95%	3.50
28 Cream	65%	75%	85%	95%	98%	98%	0.70	88 Spinach	15%	25%	45%	75%	90%	95%	0.50
29 Creamer	15%	35%	45%	70%	85%	95%	0.10	89 Starch	15%	35%	45%	70%	85%	95%	1.00
30 Dessert Gel	20%	40%	50%	75%	90%	95%	1.50	90 Sugar	20%	40%	50%	75%	85%	95%	0.50
31 Dog Food	15%	30%	40%	70%	80%	95%	1.00	91 Tea	20%	35%	45%	70%	80%	95%	0.10
32 Eggs	65%	75%	85%	95%	98%	98%	1.00	92 Tomato	20%	40%	50%	75%	85%	95%	0.30
33 Fish	65%	75%	85%	95%	98%	98%	1.75	93 Tuna, Water	20%	40%	50%	75%	85%	95%	1.50
34 Flour Wheat	15%	35%	45%	70%	85%	95%	0.50	94 Tuna, Oil	20%	40%	50%	75%	85%	95%	2.00
35 Flour Rye	20%	40%	50%	75%	90%	98%	0.70	95 Turkey	25%	45%	55%	80%	95%	98%	2.00
36 Frankfurter	65%	75%	85%	95%	98%	98%	2.00	96 Vegetables	15%	25%	45%	75%	85%	95%	1.00
37 Fruitcake	15%	30%	40%	70%	80%	98%	0.50	97 Vinegar	10%	15%	25%	45%	65%	85%	1.00
38 Fruit Candied	15%	30%	40%	75%	85%	98%	1.50	98 Yeast	25%	45%	65%	85%	95%	98%	0.00
39 Fruit Cocktail	15%	25%	35%	45%	75%	95%	2.00	99 01 Beer	20%	55%	85%	95%	98%	98%	1.50
39b Gelatin	25%	45%	55%	75%	90%	98%	0.50	02 Booze	10%	15%	25%	50%	75%	85%	1.00
40 Grapes	20%	40%	50%	80%	90%	98%	0.50	03 Wine	05%	10%	15%	25%	50%	75%	1.00
41 Grapefruit	25%	45%	55%	80%	95%	98%	0.50	04 Soda	10%	15%	25%	50%	75%	95%	0.50
42 Ham	65%	75%	85%	95%	98%	98%	2.50	00 SURVIVAL MEAL PACK (Military)							
43 Hamburger	70%	80%	90%	95%	98%	98%	2.00	01 Air	15%	35%	45%	70%	85%	95%	12.0
44 Ice Cream	50%	65%	75%	85%	95%	98%	3.00	02 Combat	10%	30%	40%	65%	80%	90%	15.0
45 Jam, Fruit	15%	35%	45%	70%	85%	95%	0.50	03 Sea	15%	35%	45%	70%	85%	95%	12.0
46 Jelly, Fruit	15%	35%	45%	70%	85%	95%	0.40	04 Survival	10%	30%	40%	65%	80%	90%	20.0
47 Lard	65%	75%	85%	95%	98%	98%	1.50								
48 Lemon	25%	45%	55%	80%	95%	98%	0.50								
49 Lunch Meat	60%	70%	80%	90%	95%	98%	1.00								
50 Macaroni	15%	25%	35%	45%	75%	95%	2.00								
51 margarine	50%	65%	75%	85%	95%	98%	1.00								
52 Marmalade	15%	35%	45%	70%	85%	95%	0.60								
53 Marshmallow	65%	75%	85%	95%	98%		1.00								
54 Mayonnaise	75%	85%	95%	98%	98%	1.00									
55 Milk	30%	50%	60%	85%	95%	98%	1.50								
56 Molasses	15%	35%	45%	70%	85%	95%	0.50								
57 Mustard	10%	30%	40%	65%	80%	95%	0.10								
58 Mushrooms	30%	50%	60%	85%	95%	98%	0.10								
59 Noodles	15%	35%	45%	70%	85%	95%	2.00								
60 Nuts	25%	45%	55%	80%	90%	95%	4.00								

Fresh Foods

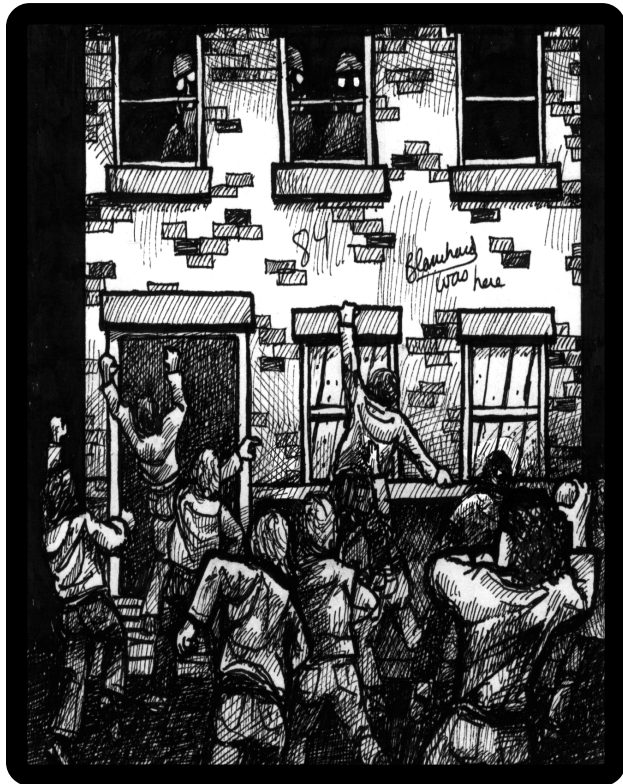
Most natural, fresh foods have a 0.2 bonus for value. This includes meats, vegetables, fruit and fish. Most natural, game meats can be dried or chemically cured by smoking or packing in salt. Fruits and vegetables can be dried.

Cannibalism

Though not recommended, humans can be classified as an edible, meat source. Fortunately, the reactions of survivors to any form of human cannibalism is -5 on the offender's, charisma score, if discovered.

	A	B	C	D	E	F	VAL
Human, Adult	65%	75%	85%	95%	98%	98%	2.00
Human, Child	65%	75%	85%	95%	98%	98%	2.20

Scenario #1



ROGUE NIGHT

Rogue Night is a simple starter scenario for 2 to 10 players that begins as society commences its rapid collapse.

Characters are a National Guard unit in protective suits with filter masks. They have been dropped in the inner city to guard a special cargo of two, sealed crates. Their orders state: In no circumstances should the crates be opened under penalty of execution. Their building is to be held until they are relieved in 12-24 hours.

The Building

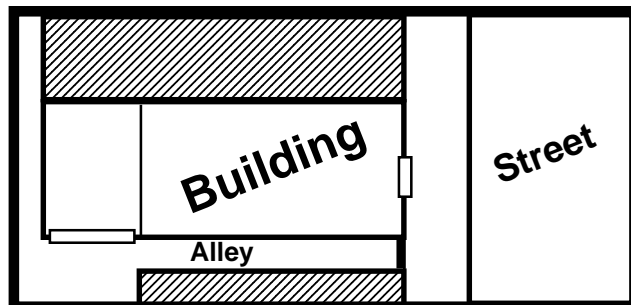
The building is an old brick store, empty, with a garage. The building has the general furniture found in an old building. Steel shutters have been installed on all first, second, and basement windows. The rear garage door and side door are also steel. Four steps lead to the front door which has a second, steel door behind the first, decorative door.

In the Garage

In the garage is a Duce and a half (or military) transport truck. It is fueled and ready to go. If searched the back of the truck will produce a light, anti tank weapon (M72 LAW), 2, fragmentation grenades, and 50, loose rounds for an M16. In the corner of the garage is a portable generator that can power the building after 30 minutes of work to start it.

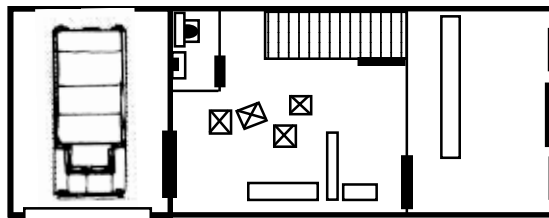
Weapons

Characters are armed identically with: M16 A1 with 2 clips of 20 shots. Two of the characters are armed with a 9mm pistol with 2 clips of 10 rounds each. Each character has a backpack and a knife. If a character is an MD he or she, will have a doctor's, medical kit with general equipment.



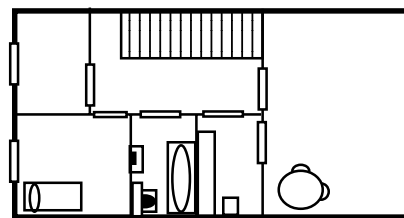
Street Map

This is a general map of the area of the building. The front of the flat roof has decorative stonework that extends 30 inches above the surface of the roof. The building is 40 feet high. It is separated from the next building by a distance of 6 feet. There are no side windows. Only the 3rd and the 4th floor have rear windows. The 4th floor also has a ladder and a hatch to the roof.



Floor Plan

This is a general floor plan for floors 2,3, and 4. The basement is an open area with a furnace, a workbench, and the tarped bodies of 4 guardsmen presumed dead of Rogue 417,



Upper Floors

Floors 3 and 4 have been cleaned of furniture. Floor 2 gives a direct access to the flat roof of the garage. These windows have heavy steel shutters that can not be opened by anything short of explosives or a key from the inside. Firing through the shutters from the inside gives the attacker a (-3) modifier to hit.

Rogue 417

Protective Suits

Protective suits stop damage like leather armor but give the user an AGL modifier of -1 on any stunts and a -1 on any ACC use because of the bulky hood and filters. If a suit is ripped or punctured the chance of contracting Rogue Is 80% per hour. Roll on symptoms and time if this occurs.

Holding the Building

It was once quoted, "Fixed fortifications are a monument to the stupidity of man" and this situation is no exception. Your team will now have a chance to prove this wrong as they hold a position. Follow the events timetable with additions at the GM's discretion.

Time Table

This timetable is the general sequence of events during Rogue Night., The GM may expand this list or the events timetable.

AM

09:40 Group arrives, takes command of the building from two other guardsmen who leave.

10:30 Small group knocks on the front door and will demand to know if this is a vaccine station. On the discovery it is not, they become rowdy and accuse the guards of being liars, before finally leaving.

11:00 A quiet mob of 25+ now forms in the front of the building. Restless, scared, and dirty, they begin to listen to a tall man who claims that Rogue vaccine is stored inside.

11:15 Police Officer knocks on the door and asks to talk. He is feverish and has the first signs of Rogue 417. Officer Sanders is lucid and calm about the brewing situation. After talking, if treated well by the players, he will attempt to calm the crowd that has swelled to 50+.

11:30 Man with a rifle peppers the building and will then shoot the officer if he is talking to the crowd (wounding him only). The gunman screams for the National Guards immediate surrender of the Rogue vaccine. If the crowd is dispersed by force or gunfire they will stampede back to the safety of the buildings to regroup.

PM

12:00 The mob has returned and grown to 150+. A woman and two small children make their way to the buildings front steps where she pleads with the Guard to release of the vaccine. She leaves the children if she does not gain entry. The children are a blatantly obvious, psychological ploy. Of the two, the 4 year old is sick and the 7 year old has been instructed to open the rear door if she can.

12:30 Several people with small caliber rifles begin the assault on the building by shooting at and through unshuttered windows. A group will begin pounding on the back door.

1:00 Three people will gain access to the roof and wait until the entry hatch is unlocked They are armed with 2 hunting knives, .22 cal. pistol (5 shots), and a 1 gallon can of gasoline. If they are undisturbed, they will quietly begin to work the hatch open with small tools. They will gain entry at 1:45. Anyone near the hatch can hear the activity. If shot through the ceiling there is 25% chance of a hit to the Gas can and a 25% chance it ignites,, Any guardsman on the roof is a target for a sniper on the opposite roof.

2:00 Group on roof continues work. A second group in a neighboring basement begins to tunnel into the basement.

2:30 Third group sneaks a small gas welder behind the building and begins to cut into the hinges of the rear, steel door. They will free the door and rush in at

3:05. The guardsmen in the area will smell burning in the back room. The group of 4 is armed with two small cal. pistols, the welder, and a small knife.,

3:00 The next hour is filled with small attacks and the general pleading of the victims as they begin to literally die on the steps,

3:30 By now a thick pallor of smoke hangs over the city. Fires in the distance can be seen as well as small explosions. Pillars of flame and smoke add to the thick smog of a summer, temperature inversion. Gunfire, screams, and an occasional blast of flame, can be seen as fuel detonates

4:00 Radio message confirms help is coming at 7:00 and to hold the position at any costly

5:00 A sound of a revving motor can be heard in the distance.

5:15 A garbage truck lumbers around the far corner and begins to pick up speed as it lumbers towards the building. Its windows are blocked with sheet steel. The truck will ram the front of the building unless it is stopped in some creative fashion or with a LAW. The LAW has a minimum range of 150 feet. A hit on the truck effectively stops it by blowing it to flaming pieces.

6:00 Tunneling in the basement will break through at this point where 10 men will attempt to creep up the stairs to the first floor and attack the guardsmen. Each of the members of the group is armed each with a knife. There are 2 small call pistols (.22), a ,38, a .45 .

6:30 The pile of tarped guardsmen in the basement, previously assumed dead of Rogue 417, will begin to stir as a single guardsman has passed the coma stage and is now a savage Prowler.

7:00 The sounds of gunfire are heard as a bus now approaches the building,. They see automatic, weapons fire from armored, window ports on any unlucky enough to be in the street as relief pulls up in front of the building,. A major orders the door open as he takes command,. Suited figures secure the area in front of the building

He identifies himself as Major Daniels and orders the unopened cases to be loaded into the truck He informs the guardsmen they will be picked up by a second bus in 30 minutes,.. He has two cases dropped off the bus, Labeled "Ammunition."

This all happens very fast. Any infected guardsmen or survivors, including the two children and any prisoners are brought out and shot dead by the Major's squad.

End

The group's truck will be taken, the bus will leave. The boxes labeled Ammunition contain business records and useless personal effects belonging to a corporate president..

The boxes stored in the building contained more personal effects and records of a Tramico, Oil Co. executive retreat in the Appalachians, wine, (10) frag grenades, 3 M16's with 3000 rounds, and 350 doses of Anti-Rogue serum in handy, disposable injectors.

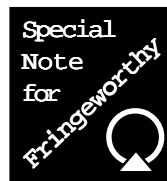
If your group follows orders, obviously, they will die waiting. The second bus will never arrive. Give them 1000 experience points if they manage to survive the effects of Rogue 417. Give them 4000 for taking the initiative, opening the crates and saving a lot of civilians.

Scenario #2



Warlord

Your National Guard Squad and The Fringeworthy have been in central Ohio for a month. Work has involved organizing survivors, and setting up hospitals, and schools.



Most survivors think IDET is the new government's relief service. The real origin of the Fringeworthy is a secret among themselves and a small number who know they come from another Earth.

While hostile at first, the survivors knew a good thing and began to flock to the area for aid and a safe place to settle.

It has been two years since the collapse and destruction caused by Rogue 417.

Portsmouth

Portsmouth is the site of the portal warp located three miles east on a dirt road. The city of New Lucasville is a second center of population. Radios and an amateur TV station link Portsmouth to the Lucasville school/medical center. An abundant supply of stored coal and the remains of the Ashland refineries powers electric generators for both cities.

Columbus

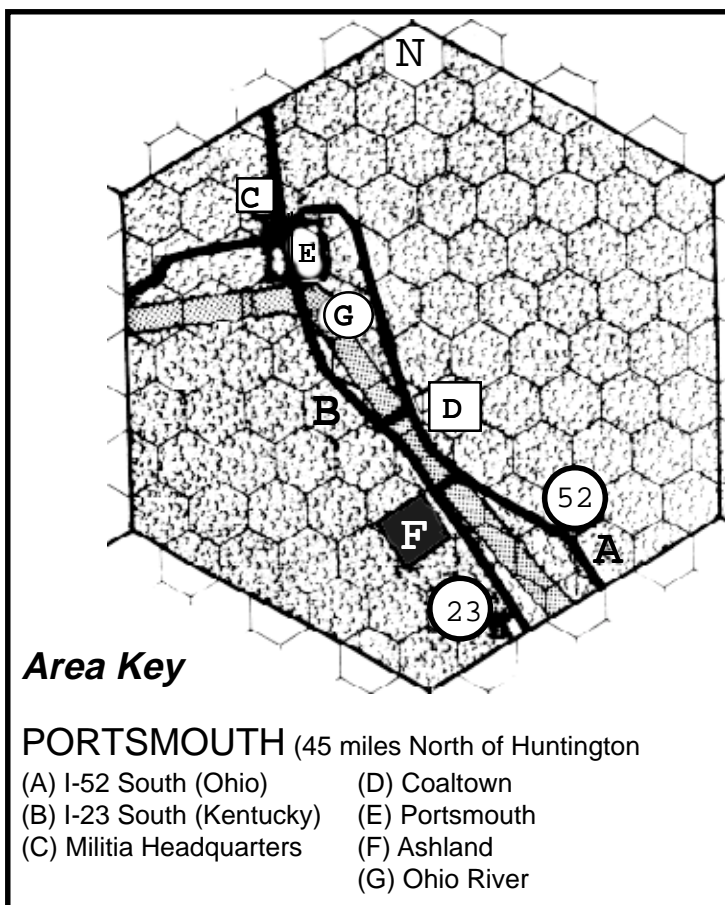
North is Columbus, mostly burned, swept clean of population the first year by the fallout from the Russian SS N 17 missile that dropped 1 of its 3, 500 kt. bombs on Marion. Now, with low radiation levels the area has attracted some survivors who have centered on the intact buildings of Ohio State University,.

Huntington

South is Huntington, West Virginia. For the last year it has been controlled by a small but very well trained vigilante group headed by a Warlord.

Survivors have described the city as an armed' camp that turns outsiders away at the roads or bridges. Separated from Ohio by the Ohio River that forms a natural boundary, the city of Huntington is accessible only from the US 52 and US 52/90 bridges. Entry to Huntington from the river is-blocked by flood walls. The flood wall area is patrolled by jeep, dog and horse patrols with orders to shoot trespassers on sight.

Rumors abound that the rusted hulks of vehicles used to block the ends of the bridges are actually wired with explosive as a last defence. There is no doubt the rulers of Huntington are paranoid and wish to keep their community running. This shows in the dedication and training of the patrols that walk the river banks. Many men are recruited for this job and will lay down their lives to protect their family and loved ones.



Area Key

PORTSMOUTH (45 miles North of Huntington)

- | | |
|---------------------------|----------------|
| (A) I-52 South (Ohio) | (D) Coaltown |
| (B) I-23 South (Kentucky) | (E) Portsmouth |
| (C) Militia Headquarters | (F) Ashland |
| | (G) Ohio River |

Close Towns

little surrounding towns dot the countryside in the vicinity of these population centers. Most of these towns are uninhabited or have a population of 1 or 2 at best..

Ashland

On the other side of the Ohio river, just South of Coaltown, is the small survivor camp community of Ashland, Kentucky

Ashland has a population of 175 headed by a harsh, spiritual leader named Jeremiah. Now returning to a simpler time, the Ashlanders are dismantling and erasing the Higher Tech of their city.

Avoided by Survivor, Fringeworthy, and the Warlord, they keep to themselves unless threatened. They are beginning showing the bad habit of attempting to capture and jail travelers who break their odd laws simply by passing through..

Dumping

A weekly, prayer meeting is held on Sunday after which, captured Vehicles, Trespassers Books, and High Tech are dumped in the Ohio River. While never killing their victims, they are a constant nuisance as their zealous missionaries are captured in Coaltown and dumped in the Ohio on Monday. There are some rumors of Jeremiah becoming more vicious in his talks,

speaking of “Stoning the devil, his toys, and followers.” If these Anti-Techies manage to link up with more of their kind, or expand, the entire area’s recovery could be set back.

Battle at Coaltown

At 2:40 a major battle in Coaltown is reported from a horseman who rides into Portsmouth yelling “it’s a full mechanized attack”. Close questioning of the rider verifies that 3 heavy trucks, 2 jeeps, and 25 men were responsible for the burning of the Coaltown community center,

Coaltown

Excited at first, the people of Coaltown will calm and tell of the Warlord himself, coming into town and demanding 600 gallons of diesel fuel stored at the community center.

When refused by an angry townsman, the Warlord simply drew his pistol and shot the mayor in the shoulder.

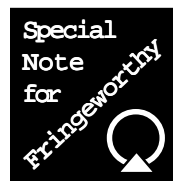
Recently armed by the Fringeworthy, the outraged townsmen began to return small arms fire to the amazement of the Warlord who had disarmed them some time before.

When the fuel was accidentally destroyed the Warlord stopped fighting and returned to his city less three people and an alcohol burning jeep. The jeep is repairable in d4+6 hours.



Helping Coaltown

The Coaltown townsmen request a radio and heavier arms. If given these weapons, they will create their own militia that day. They also request a few, light anti-tank weapons, grenades, and explosives to deal with the return of vehicles from Huntington.



Most survivors think IDET is the new government’s relief service. The real origin of the Fringeworthy is a secret. The Fringeworthy can easily obtain and give these to the militia. ‘ What the militia really plans is a return raid within a few days. If successful, this will anger the Warlord into using more than a hundred of his men to burn Coaltown.

If left alone for a few days the Coaltown militia will radio the Fringeworthy of the capture of a Huntington Militia Man in his jeep who rode into town. The

Rogue 417

Fringeworthy will arrive as the townsmen are preparing to lynch the captive.

The Offer

If saved, he offers to buy or trade for any diesel fuel from the Fringeworthy, If refused, he asks to be escorted to the Ohio border just outside of Huntington. If taken into the city, he offers a truce and safe entry into Huntington to Bee the Warlord. If accepted, it will be a simple, overwhelming numbers trap, to get the IDET or National Guard vehicles.

Survivors will be released back in Ohio. If trade for fuel is arranged it will be on the bridge between Huntington and Ohio. The Warlord will come out for this. He will arrive in a M113 armored, personnel carrier.



The Warlord

The Warlord is a mystery man who runs the city of Huntington with an iron fist. Only his closest aids know he was a Marine Major who broke orders and brought anti-Rogue serum to Huntington. He will never explain his actions. Rumor hints of his working for the Russians because of his secret, "Rooskie" jet west of town.

Popular Support

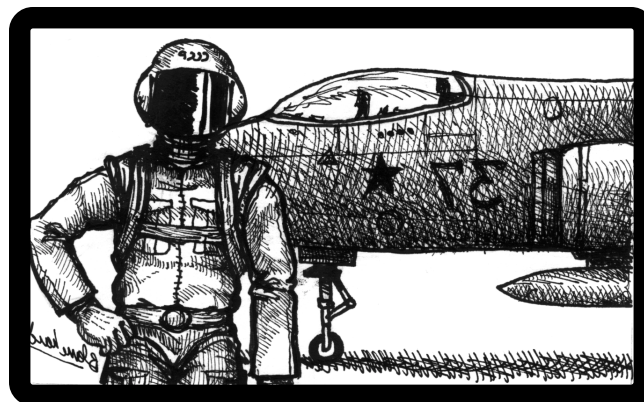
While the citizens of Huntington do not like being governed by the Warlord, they can't think of anything bad he has done other than eliminate crime, waste, and many, small community nuisances. While laws are harsh, life has steadily improved,.

Motives

Your players should realize this very slowly. While an ogre if not understood, the Warlord only does logical things.

Given time or the truth of who the 'new government' or Fringeworthy are, he will cautiously meet them and talk. He is leery of government officials. His predominant concern is with Huntington, its safety, and the critical threat of the Snyder missile.

He desperately needs fuel for 4, M113, armored personnel carriers. With these he is sure of victory in the direct assault of the town of Snyder and its better armed militia. He will not ask for help nor will refuse it if offered'. 'Only a select handful and an informer know of the Snyder Nuclear Facility.



The Russian

A Russian stealth, VTOL jet is under close guard at the Tri-City airport just outside of town. It is the property of Yuri Sarnov, a Russian pilot who hoped to escape Rogue. He was the guest and friend of the Major until captured. The jet only needs fuel for operation. A general, jet piloting skill of 17 is required to operate this prototype craft'. Yuri would be lynched by townsmen if set free. Many blame the Russians for Rogue 417 and the nuclear bombing of several US cities.

Snyder

Snyder, 50 miles South of Huntington, was a quiet town until the plague. After Rogue 417 it began to regroup under the leadership of Jackson "Big Jack" Reiner, a retired Marshall. From the close, military installation, Jack has drawn equipment and a close following who believe his harsh brand of justice is necessary.

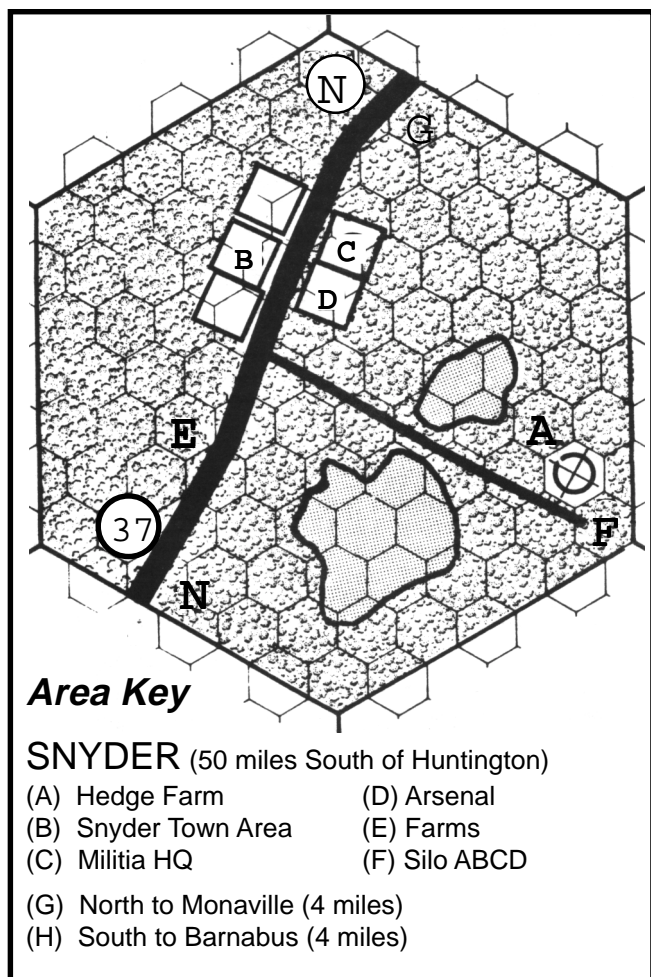
Reiner will shoot survivors not up to his standards or those with no usable skills for the community. The population of 270 live in a climate of fear, ever watched and judged by the Snyder Police Force. Police in name only, these thugs are the backbone of terror to the surrounding communities. The Warlord and others would have banded to destroy this menace except for the hostage and what Reiner calls his 'Nest Egg.' Everybody knows he has a small nuke base.

The Hostage

On a raid Reiner's "boys" captured Yuri Sarnov five months ago.



Rogue 417



Hedge Farm

The only difference between Hedge farm and the surrounding farms is the ten-foot, cyclone and barbed-wire fence that surrounds it.

Inside, the house is normal until you find the back, closet elevator to the launch, control bunker below. The missile bunkers (4) are connected by 500 foot tunnels. Of the missiles, only one is ready. Six of the "boys" always guard the missile and the "Ruskie" pilot who is chained under the missile.

Dealing with Jack

One way to deal with the situation is to attempt to deal with Jack and appeal to his vanity. If he thinks the Warlord of Huntington is afraid of him, he may deal and trade the Russian for fuel or weapons. This will be a touchy procedure at best. Reiner knows he has working nukes and will bluff his way to a better position no matter the cost.

What he doesn't know is the birds sitting in the silos are a year out of maintenance and at best, barely launchable. Retargeting the missiles are a serious problem for his single living technician Steve Duncan. What Duncan isn't telling Reiner is he has no idea of how to reprogram the system and the changes he has made

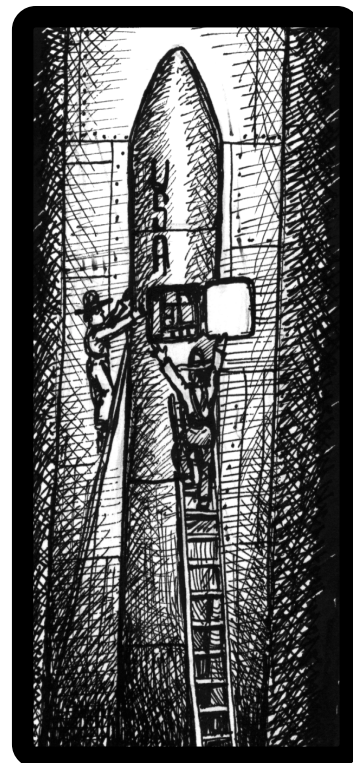
are at best random locations between the US and the Russian Heartland.

Silo C

Convinced Huntington is an advanced base for the Russian invasion of the US, Reiner is in a race to use the last missile to destroy it.

The 4 war-head MIRV has been altered to hit Huntington, or so he thinks. The work Duncan was less than adequate.

Reiner is a few cans short of a six pack. The Warlord knows this plan and is trying to organize a raid on the farm with his limited equipment and lack of knowledge on disarming a Mirv.



Attacking the Farm

If an attack is obvious, Big Jack will guard the missile himself with 5 of his most trusted men. Each has an ACC = 10 +d6. If Big Jack is cornered in the bunker he will threaten to launch the missile, or if it is damaged, try to detonate the missile in its silo, rather than see it fall into enemy hands. Jack needs himself and another to turn the launch keys successfully.

LAUNCH

- 01-25 Missile detonates in silo and destroys the MIRV A 03% chance of warhead detonation.
- 26-50 Missile launches in random direction to fly d100 miles.
- 51-75 Missile launches, travels in random direction 5 xd100 miles.
- 76-85 Missile launches, achieves d10 x1000 foot altitude before falling directly back 4d10 miles from Snyder.
- 86-95 Missile launches to its Soviet target.
- 96-98 Missile does nothing.
- 99-00 Missile launches on target, falls back to within d10 miles of Huntington

MIRV

- 01-05 Missile MIRVS as planned.
- 06-24 Close (2x d10 mile) spread.
- 26-50 Far (4x d10 mile spread).
- 51-99 Fails to MIRV
- 00 Warheads MIRV in 4 random directions, d100 miles from the target point,

Rogue 417

WARHEAD(S) (20 Kilotons per)

- 01-25 High Air Burst, No Effects
- 26-40 Low Air Burst
- 41-50 Surface Burst
- 51-99 Fails, Shatters on impact,.
- 00 Fails, impacts intact.

Solutions

- 01 Destroy the Warhead with explosives. (Messy, Hot, but effective)
- 02 Take the town and Reiner. (Hard without a lot of careful planning and losses,)
- 03 Detonate the Missile and hope it doesn't detonate the warheads and destroy Snyder.
- 04 Launch and hope it fails.
- 05 Make a deal with Steve Duncan to pull the arming triggers.
- 06 Make a deal with Jack Rainer or cause internal strife that could get him removed from power by his own people.



Mutant Disease

As the Bio War labs were opened by the scavenging survivors a host of new, or mutant man-made diseases were released. The first table listed is the disease's victim. Use these in conjunction with Fringeworthy or Bureau 13: Stalking the Night Fantastic.

Victim

- 01-75 Humans in General
- 76-85 Animals, Livestock
- 86-90 Plants, Specific Type
- 91-95 Specific Animal
- 96-98 Elderly Humans
- 99-00 Human Children

Method

Choose a generally known type of disease or infection. Change it's general structure by rolling on the tables below. Check for the chance of transmission, then the way it is transmitted Use tables in the RPG's Fringeworthy or Bureau 13 to create the random morphology of new diseases.

Symptoms

- 01-50 No New Symptoms
- 51-75 New Symptom from Table A or B
- 76-85 New Symptom from Table C
- 86-95 New Symptom from Table D
- 96-98 New Symptom from Table E
- 99-00 New Symptom from Table F

Transmission

	MODIFIER
01-25 Decreased Transmission	-10%
26-50 Same Transmission Rate	+0%
51-75 Slightly Increased	+05%
76-85 Increased	+10%
86-95 Highly Increased	+20%
96-98 Almost Certain	+40%
99 Certain	+80%
00 Automatic	+98%

Vector

- 01-95 Same Vector
- 91-98 New Vector
- 99-00 Two New Vectors

Time

The new duration changes any 'Time Charts' related to the infection,

01-05 Increase Times	by 50%
06-10 Increase Times	by 25%
11-50 No Time Change	
51-85 Decrease Times	by 25%
86-97 Decrease Times	by 50%
98-00 Decrease Times	by 75%

Lethality

Modify the lethality percentage for untreated disease.

	MODIFIER
01-05 Decrease Lethality	-20%
06-09 Decrease Lethality	-05%
10-20 No Increase	
21-75 Increase Lethality	+20%
76-85 Increase Lethality	+30%
86-95 Increase Lethality	+40%
96-98 Increase Lethality	+60%
99-00 Increase Lethality	+80%

REMEMBER

These changes can be modified by the GM to fit the campaign or seriousness of the Disease.

Rogue 417

Weakness

01-05	Increased	FIGHT INFECTION	Weakness +02
06-10	Increased		Weakness +01
11-20	No Change		
21-75	Decreased		Weakness -01
76-85	Decreased		Weakness -02
86-95	Decreased		Weakness -03
96-98	Decreased		Weakness -04
99-00	Super Infection		Weakness -05

Plant Diseases

Plant diseases include blights that kill or cripple production by a d100% of the expected crop yield. Usually tailored to destroy a specific type of plant, they often kill closely related species, Plant diseases can include wheat rust, potato blight, or virus that changes growth rates destructively or just kills.

Animal diseases work on the same principal of specific type or general species. Many of these are also communicable to people who farm or work with infected animals.

Example

A simple example of an altered disease is an animal specific.

CHICKEN FEVER

Transmission:	01
Chance:	35%
Duration:	d4 days
Symptoms:	A4,B14,C9
Critical:	1 day
(virus)	D3,E10
Weakness:	03
25% chance untreated, Chicken Fever kills.	

CHICKEN FEVER II

Transmission:	01
Chance:	45%
Duration:	d4 days
Symptoms:	A4,B14,C9
Critical:	1 day
(virus)	D3,E10,D8
Weakness:	03 (-2)
55% chance untreated, Chicken Fever kills.	

NOTE

The new strain is stronger, more resistant to use antibiotics, more communicable, and much lethal to chickens than before,

We do not recommend using the Fighting Infection tables for masses of farm animals, rather, we show this as a specific example.

General Use

Farmer Birdwell and his 100 chickens have survived Rogue 417, Six months later he has created a thriving, egg trading business with his neighbors Everything is fine until some fool opens that government building a few miles down the road and opens some sealed containers. Chicken Fever II will kill 55 of his chickens," The player, with rooster to go decides to use the full, Fighting Infection tables to save the bird After the creation of a constitution for the bird, he rolls a d20 every two hours with a -3 modifier until the rooster dies 14 hours later. At 24 hours the bird would have broke the infection and recovered.

Weapons

PISTOL	Semi-Auto	"H.S. Sharpshooter"					
ROF 1or2	AMO CDE	PB	VS	SH	ME	LO	EX
ROL A	CYC n/a	+3	+2	+2	-1	-3	-7
CAP 10+1	WTE 2.5	EFFECTIVE				EX+	
CIR 1960	MIS 1%d	3d				1d	
HSM -	KDM -	SPC (cgk)					
An older but popular .22 call., sporting or target pistol.. (*.22 Long-Rifle*)							

PISTOL	Semi-Auto	"KG-99"					
ROF lor2	AMO FGJH	PB	VS	SH	ME	LO	EX
ROLA	CYC n/a	+1	+3	+2	+0	-4	-7
CAP 36+1	WTE 3.0	EFFECTIVE				EX+	
CIR 1983	MIS 1%d	4d				1d	
HSM +1	KDM -	SPC (ghjn)					

With an outstanding magazine capacity,the KG-99 is a superior "assault" pistol. An older version exists which can be converted to full auto, (CYC 25a), though this was illegal before Rogue 417. (*9mm Parabellum*)

PISTOL	Semi-Auto	"H & K P9S"					
ROF lor2	AMO FGJHP	PB	VS	SH	ME	LO	EX
ROLA	CYC n/a	+3	+2	+2	+0	-3	-7
CAP 7+1	WTE 2.0	EFFECTIVE				EX+	
CIR 1970	MIS 1-td	3d				1d	
HSM -	KDM +3	SPC (cdgk)					

A prime example of German engineering, this weapon, in other calibers, has been used by many anti-terrorist units. (*.45ACP*)

REVOLVER	Single Action	"Saturday Night Special"					
ROF lor2	AMO CDEG	PB	VS	SH	ME	LO	EX
ROL b	CYC n/a	+3	+1	+0	-2	-5	-11
CAP 6	WTE 1.0	EFFECTIVE				EX+	
CIR 1965	MIS 5%g	3d				1d	
HSM -	KDM -	SPC (abp)					

The common handgun used for protection and by criminals. May be found in a multitude of styles and variable functional conditions,though invariably poor. (*.38 Special*)

PISTOL	Single Shot	"T-C Contender					
ROF 1	AMO below	PB	VS	SH	ME	LO	EX
ROL B	CYC n/a	+2	+3	+4	+2	-3	-5
CAP 1	WTE 2.5	EFFECTIVE				EX+	
CIR 1967	MIS 1%d						
HSM below	KDM below	SPC (ghjkn)					

A popular, hunting hand gun which offers the challenge of a single shot and the versatility of interchangeablebarrels which change the caliber.(* below *)

CALIBER	AMO	EFF	EX+	HSM	KDM	SPC
.22 LR	CDE	3d	ld	-	-	-
.357 Magnum	GHJOP	4d	ld	+2	+1	d
.45 Colt	c	4d	ld	-	+4	d
5.56mm	FGI.	3d	ld	+4	-	e
.44 Magnum	DJOP	5d	2d	+3	+4	f
.577 F	FM-Q	5d	3d	+4	+5	f
.30-30	0	4d	2d	+2	+1	f
9mm Para.	FGHJMP	4d	ld	+1	-	
.30 Carbine	FGIMP	3d	ld	+1	-	d
.50-70	CD	4d	2d	+2	+5	f

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REVOLVER	Single Action		"F.A. Mini Revolver"					
ROF 1	AMO	CDE	PB	VS	SH	ME	LO	EX
ROL Bx7	CYC	n/a	+4	+3	-1	-5	-9	-13
CAP 5	WTE	.25	EFFECTIVE			EX+		
CIR 1980	MIS	1%g	2d		1d			
HSM -	KDM -	-	SPC (bp)					

A remarkably small revolver which can be concealed on a large, belt buckle. The only disadvantage is that the cylinder must be removed for loading and unloading. (If SPC b, buckle not usable.) (*.22 tong Rifle*)

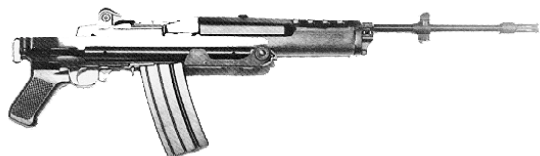
REVOLVER	Black Powder		"B.P. Mini Revolver"					
ROF 1	AMO	B	PB	VS	SH	ME	LO	EX
ROL Ex4	CYC	n/a	+4	+3	-1	-7	-12	-18
CAP 5	WTE	.25	EFFECTIVE			EX+		
CIR 1980	MIS	5%b	2d		.50			
HSM -	KDM -	-	SPC (p)					

Concealable like the FA Mini Revolver, the BP Revolver fires a ball, backed by a black powder charge & percussion cap, (*.22 Ball*)

REVOLVER	Double Action		"SPMC .357/9mm"					
ROF 1or2	AMO	below	PB	VS	SH	ME	LO	EX
ROL B	CYC	n/a	+3	+3	+2	+0	-3	-7
CAP 6	WTE	2.5	EFFECTIVE			EX+		
CIR 1984	MIS	l%g	Below					
HSM below	KDM	below	SPC (bcjkl +below)					

A special sidearm modified by installing a cylinder capable of using seven different types of cartridges. (*.below*)

CAL	AMO	EFF	EX+	HSM	KDM	SPC
.357 mag	GHJOP	4d	ld	+2	+1	ad
4mm mag	F	4d	ld	+2	-	d
.38 spec	CDEG	3d	ld	-	-	ad
.38 super	FH	4d	ld	+1	-	d
4mm para	FGHJMP	4d	ld	+1	-	-
.380 acp	FP	3d	ld	-	-	-
.38 s&w	C	2d	ld	-	-	-



RIFLE	Semi-Auto		"AR-7"					
ROF 1or2	AMO	CDE	PB	VS	SH	ME	LO	EX
ROL A	CYC	n/a	+0	+2	+3	-1	-2	-4
CAP 8	WTE	2.0	EFFECTIVE			EX+		
CIR 1962	MIS	1%d	3d		1d			
HSM -	KDM -	-	BPC (gij)					

The light-weight, survival weapon that can be disassembled and stored in its own stock. This weapon floats., (*.22 Long Rifle*)

RIFLE	Lever Action		"Marlin 39A"					
ROF 1	AMO	CDE	PB	VS	SH	ME	LO	EX
ROL C +CAP	CYC	n/a	-1	+1	+3	+2	-3	-5
CAP 19+1	WTE	6.0	EFFECTIVE			EX+		
CIR 1940	MIS	1%d	3d		1d			
HSM -	KDM -	-	SPC (j)					

This rifle is an example of the common .22 rifle used across the US before gun control. (*.22 Long Rifle*)

RIFLE	Semi-Auto		"Remington Nylon"					
ROF 1or2	AMO	CDE	PB	VS	SH	ME	LO	EX
ROL C +CAP	CYC	n/a	-1	+1	+3	+2	-3	-5
CAP 15+1	WTE	4.0	EFFECTIVE			EX+		
CIR 1966	MIS	1%d	3d		1d			
HSM -	KDM -	-	SPC (j)					

A popular and reliable rifle that loads through the stock. (*.22 Long Rifle*)

RIFLE	Semi-Auto		"Ruger 10/22"					
ROF 1or2	AMO	CDE	PB	VS	SH	ME	LO	EX
ROL A	CYC	n/a	-1	+1	+3	+2	-3	-5
CAP 10,25+	WTE	6.5	EFFECTIVE			EX+		
CIR 1970	MIS	1% d	3d		1d			
HSM -	KDM -	-	SPC (gjm)					

This weapon has become the "Poor Man's Assault Rifle". Accessories for the Ruger weapon are numerous and spectacular. (*.22 Long Rifle*)

RIFLE	Lever Action		"Marlin 1894C"					
ROF 1	AMO	DJOP	PB	VS	SH	ME	LO	EX
ROL BxCAP	CYC	n/a	-1	0	+3	+2	-1	-5
CAP 9+1	WTE	6.5	EFFECTIVE			EX+		
CIR 1981	MIS	1%d	4d		2d			
HSM +2	KDM	+1	SPC (j)					

A reliable rifle to be companioned with a .357 Magnum revolver, (*.357 Magnum*)

RIFLE	Bolt Action		"Steyr/Manlicher SSG"					
ROF 1	AMO	FGIM	PB	VS	SH	ME	LO	EX
ROL A	CYC	n/a	-1	+0	+1	+5	+5	+3
CAP 5,10	WTE	10.0	EFFECTIVE			EX+		
CIR 1982	MIS	1%d	7d		4d			
HSM +5	KDM	+2	SPC (jm)					

An extremely reliable European, long range rifle with a flat finish and green fiberglass stock. Used as a sniper rifle. Include AMO types NQ. (*.7.62mm NATO*)

RIFLE	Semi-Auto		"BLF Model 82"					
ROF 1	AMO	FGI	PB	VS	SH	ME	LO	EX
ROL A	CYC	n/a	-2	-1	+1	+5	+4	+2
CAP 12 +1	WTE	35.0	EFFECTIVE			EX+		
CIR 1984	MIS	1%d	11d		9d			
HSU +7	KDM	+8	SPC (ejm)					

Firing the same cartridge as the M2, .50 cal. machine gun, this "light" rifle is good at stopping vehicles. Its 5'3" length makes prone firing necessary. (*.50 cal.. M2*)



Modified
'Mini-14'

RIFLE	Semi-Auto		"Sterling Mk VI"					
ROF 1or2	AMO	FGIN	PB	VS	SH	ME	LO	EX
ROL A	CYC	n/a	0	+1	+2	+0	-3	-7
CAP 10,34	WTE	7.5	EFFECTIVE			EX+		
CIR 1983	MIS	1%d	4d		2d			
HSM +1	KDM	-	SPC (jo)					

Semi-automatic version of the old British L2A3 with a folding stock. (*.9mm Parabellum*)

Rogue 417

RIFLE	Semi-Auto	"C.A. Mark 45"						
ROF 1or2	AMO	FGHJP	PB	VS	SH	ME	LO	EX
ROL A	CYC	n/a	+0	+1	+2	+1	-4	-8
CAP 30	WTE	8.0	EFFECTIVE				EX+	
CIR 1978	MIS	1% _d	4 _d			1 _d		
HSU -	KDM	+3	SPC (do)					

An inexpensive "Tommy Gun" look-alike, the Mk 45 is a common home defender. (*.45 ACP*)

Home Built Guns

HANDGUN	Home Made							
ROF 1	AMO	CDE	PB	VS	SH	ME	LO	EX
ROL B	CYC	n/a	+3	+0	-2	-5	-9	-15
CAP 1	WTE	1.0	EFFECTIVE				EX+	
CIR 1950+	MIS	5% _F	3 _d			1 _d		
HSM -	KDM	-	SPC (-)					

Dangerous but effective, the home-built gun is an effective weapon and almost always, until it misfires (90%), results in a critical failure. These weapons can be chambered for any one cartridge size. Example listed is for (*.22 Long Rifle.*)

SHOTGUN	Home Made							
ROF 1	AMO	lmq	PB	VS	SH	ME	LO	EX
ROL C	CYC	n/a	+0	+1	+1	+0	+0	+0
CAP 1	WTE	6.0	EFFECTIVE				EX+	
CIR 1940	MIS	5% _f	See Below			See Below		
HSM _{below}	KDM _{below}	-	SPC (-)					

Using 12 and 20 guage shotgun shells for the slam bang gun is a simple weapon made from a common Pipe and a weeks work.

SHOTGUN	Home Made							
ROF 1	AMO	Blm	PB	VS	SH	ME	LO	EX
ROL E	CYC	n/a	0	+2	+1	-4	-9	-12
CAP 1	WTE	6.0	EFFECTIVE				EX+	
CIR 1700+	MIS	25% _b	4 _d or below			1 _d		
HSM -	KDM	+3	SPC (-)					

Even more primitive is the simple muzzleloading, pipe gun fired by a burning object placed in the touch hole. (*20 guage ball*)

SHOTGUN	Home Made							
ROF 2	AMO	lmq*	PB	VS	SH	ME	LO	EX
ROL B x2	CYC	n/a	+3	+1	+0	-4	-8	-12
CAP 2	WTE	3.0	EFFECTIVE				EX+	
CIR 1970	MIS	1% _b	See Below			See Below		
HSM _{below}	KDM _{below}	-	SPC (eh)					

A double barrel, shotgun cut into a large pistol which can be chambered for any 1 or 2 types of cartridges. Example listed is 20 guage shotgun. Both barrels fire Simultaneously.

Shotgun Notes

Listed in the new edition of Fringeworthy are shotgun AMO types LMQ. These are older edition codes. See table below.

COMMON		SHOT		SHOTGUNGUAGE			
SHOT TYPE		DIAMETER		10	12	16	20
I	000	Buck	.36"	12	8	6	3
11	00	Buck	.33"	16	9	7	4
12	0	Buck	.32"	15	12	9	5
13	1	Buck	.30"	20	16	12	7
14	3	Buck	.25"	37	25	22	15
15	4	Buck	.24"	54	27	25	21
m	BB	Shot	.18"	100	63	56	50
m6	7.5	Shot	.095"	700	438	394	350

Q Round Data for Shotguns

SHOTGUN SLUG	PB	VS	SH	ME	LO	EX
Damage (AMO Type D)	7d	6d	5d	4d	3d	3d
HSM Modifier	+3	+2	+1	+1	+0	+0
KDM Modifier	+9	+6	+4	+2	+0	+0

Quick Notes on Firearms

The data here is in the Tri Tac System format for weapons data. You can easily translate this data to your favorite game system. The following are codes used for a variety of information.

ROF

Rate of fire, number of times the weapon can be fired in 2 seconds.

AMO

General class of ammunition. Most are listed as F or Full Jacket, G or Tracer, L or ASP Tracer, and H as Armor Piercing.

ROL

Speed of Loading the weapon. The lower the alpha-bet, the slower the loading.

CYC

Cyclic action for automatic weapons, their Rate of Fire per action or 2 seconds.

CAP

Capacity, number of rounds in the weapon.

WTE

Weight of the weapon generally unloaded.

CIR

General year of first manufacture.

MIS

Chance of Misfire

HSM

Hydrostatic Shock Modifier

KDM

Knock Down Modifier

SPC

Special data for weapon.

PB VS SH ME LO EX

Point Blank, Very Short, Short, Medium, Long, Extreme range modifiers for the character's accuracy when using the weapon. Ranges are PB 01-05 ft., VS 06-25 ft., SH 026-100 ft., ME 101-500 ft., LO 501-1000 ft., EX 1000+.

EFFECTIVE

Effective Damage of the Weapon between PB and LO. Under this is a number of dice of damage. Generally use a d10 for that dice type.

EX+

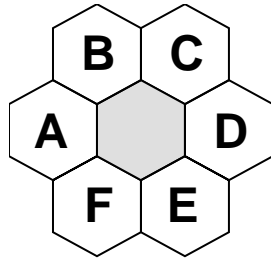
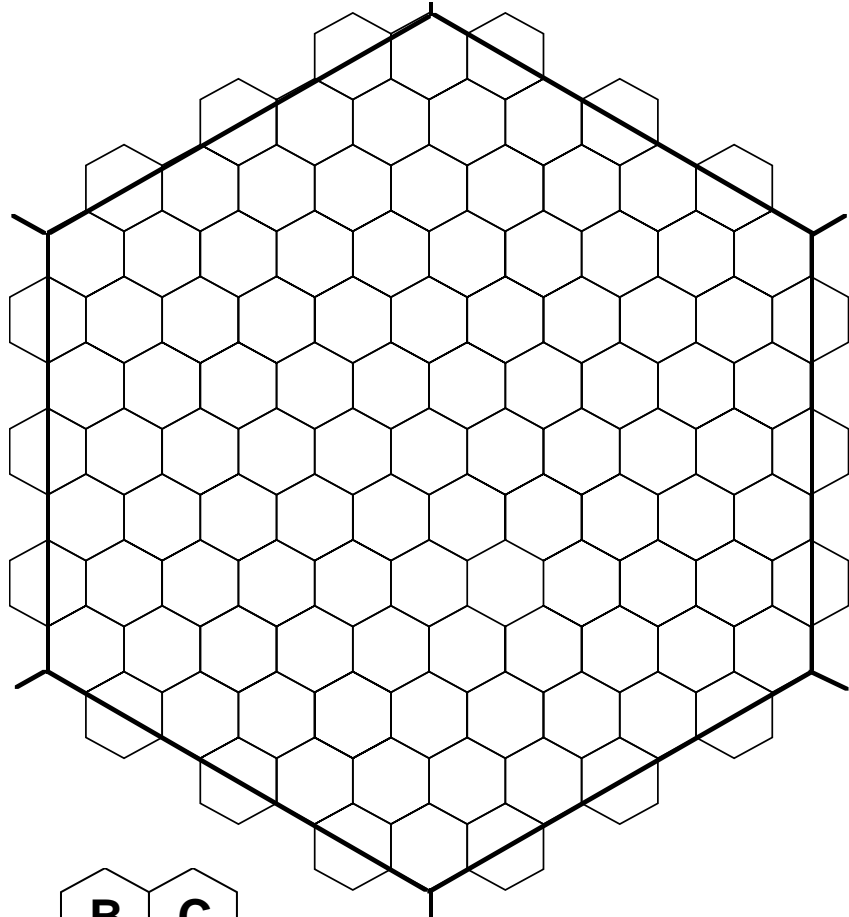
Reduced Damage of the Weapon at Extreme ranges. Under this second range is a number of dice of damage. Generally use a d10 for that dice type.

Rogue 417

LOCATION

- Population
- Subsistance
- Temperamanr
- Use of Tech
- Tech Recovery
- Powet Tech
- Fuel Reserve
- Government
- Motives
- Problems
- Justice
- Popular Support
- Town Bonus

Area Control Sheet



Problems & Area Data

A	_____
B	_____
C	_____
D	_____
E	_____
F	_____

Problems

Notes

The Lucky Ones are Dead

2010

As the flask of Rogue 417 smashed to the lab floor the technician quickly flooded the area with a bucket of antiseptic and called for help.

But this was the Middle East, a savage war zone where special equipment, trained personnel and ultra modern containment technology are lacking when desperation forces half trained biochemists to create new weapons for terrorism.

The technician died within hours and Rogue 417 was loose in the world to scythe a path of destruction and madness that was unparalleled in history.

Rogue 417 is a campaign setup for any Post Holocaust RPG. This book can be used with Tri Tac's Bureau 13 or Fringeworthy, as well as Timeline's Tomorrow Project. In Tri Tac's Ultimate Armageddon Guides you will find a wealth of data and detail for game play as well as many new ideas and utility for the GM.



Rogue 417
Ultimate
Armageddon
Guide #1
#1050



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