

---

## RANGERS

---

### It's all ashes...

For as long as you've been alive you've only known the dark of the sewers and subways. The surface and the sunlight are a rare sight for living men in these days. The world around you is a ruin. The air on the surface is poison to your lungs. The water is dirty, sickening. The inhabitants are blind, bloodthirsty mutants and demonic looking dragons.

And today, this is the world you prepare to face. Your home, the Enclave, has begun to run short of food. And the last Rangers sent up top haven't reported back with more. You are of age, and your name has been tossed into the lottery, and lucky for you it was drawn.

You've been trained and prepared for the last few weeks to take the 6 day walk to The Repository, an old Fallout shelter known to be stocked with canned food. Your mission is simply to get there and bring back as much as you can.

### Your Character

To play you only need a handful of six sided dice (hereby referred to as d6), a sheet of scrap paper to use as a character sheet, and something to write with.

Your sheet needs to keep track of your Health, Condition, Stamina, and how much food you are carrying as well as your attributes like Fighting, Survival, and Willpower.

Your Health starts at 10, if it drops to 0 you are killed. Some events may increase your total health.

Your condition starts as Healthy, but may change to Bleeding, Poisoned, Wounded, or a number of other factors. You can have multiple conditions, and they may be cured with a successful Survival check.

Stamina starts at 10 same as health. When you use a Fighting or Survival roll it will cost you one point of stamina. If you have 0 stamina, then you may rest (pass your turn) and you'll regain 3. Be careful though, as resting does not mean you are safe from an encounter. If you perform an action that would normally cost Stamina when you have 0, it will drain your Health instead.

Food is the sole purpose of your place in the game. Your only mission is to gather and return with canned food or

food rations. When you are released from the Enclave you have only one can to yourself to use as you'd like (some encounters may find you trading food for favors, or you can eat the food yourself to gain 2 points of stamina back.) When you return to the Enclave all the food you are carrying is counted up as your Score. The living player with the highest score at the end of the round is the winner.

Fighting is the skill that will help you in direct confrontation. Things like rival enclaves, nomads, wretches, banshees, and dragons may end up coming into direct contact with you.

Survival is a skill used to sneak around, heal yourself, and represents a general know-how of the world above.

Willpower is a skill governing your internal strength. A mental power so to speak. There are numerous horrors in the world above, as well as creatures like banshees who can cause direct mental stress. Willpower will protect you from them.

### Making Checks and Levelling Up

Each of your skills (Fighting, Survival, Willpower) and your attributes (Health and Stamina) are represented differently. The Skills signify how many dice you roll when you make that check. Having 1 Fighting means you only roll 1 d6 when you do a fighting check. Having 3 Fighting would mean you roll 3 d6. When you level a skill it only increases by one. So if you have 2 Fighting and a level to spend you may increase it to 3 Fighting.

Attributes are represented as more dynamic numbers, but like Skills they can be increased when you level. Your Health and Stamina both start at 10, but each time you spend a level to increase them they go up by 2.

When you make a check, you are rolling dice to try and produce a 5 or a 6. If you do you **pass** and if you don't you **fail**.

An encounter may look like "Survival – 2 Pass / 2 Fail" meaning you need to roll your Survival skill and get a 5 or 6 to get one pass. If you do, you need to do it again since the encounter calls for "2 Pass. If you don't manage a 5 or 6, then you get a fail. Since the encounter calls for 2 Fail, the first one won't matter if you make both Passes before getting the second Fail. If you do get a second fail, the

encounter is over and you lost. The consequences for losing an encounter depend on the encounter you face, but they're never good.

### Playing the Game

At the start of the game each person should have a six sided dice used as a distance marker. It starts on 1, which represents the enclave and everytime they "travel" they increase it by one until they get to 6 which represents the Repository.

Since everyone starts on even ground with fresh rangers, you get two free levels at the start. Since your skills all begin at 1 (fighting, survival, willpower) they're a good place to spend those two levels.

On your turn you may choose to **Travel** (costing you one stamina, but moving you closer to the repository), you may **Search** which will allow you to draw an extra encounter, or you may **Rest** which will recover 3 Stamina. No matter the choice at the end of your turn you roll for an encounter.

When you reach the repository you will gain one level, and 5 food. If you decide to **Search** the repository you will automatically find 1 food, but of course you are forced to draw an extra encounter and the repository is the harshest place of all. Keep in mind you may only carry 10 food total, and you still have to get the stuff back to the Enclave in one piece. When you travel from the Repository back to the Enclave remember to set your distance marking die back down to 5 to keep track.

### Rolling Encounters

To generate encounters roll one dice, and then add the current distance of the character to find the result. There are no encounters when a character is at The Enclave.

| Roll Result | Encounter Name | Skill Used | Passes | Fails |
|-------------|----------------|------------|--------|-------|
| 1           | First Aid!     | None       | 0      | 0     |
| 2           | Wurm           | Fighting   | 1      | X     |
| 3           | Wretches       | Fighting   | 2      | 2     |
| 4           | Rival Enclave  | Survival   | 3      | 2     |
| 5           | Filthmarch     | Willpower  | 4      | 2     |
| 6           | Nomad          | None       | 0      | 0     |
| 7           | Wretch Horde   | Fighting   |        |       |
| 8           | Banshees       | Willpower  |        |       |
| 9           | Enclave Ally   | None       | 0      | 0     |
| 10          | Air Leak       | Survival   |        |       |

|    |                  |           |  |  |
|----|------------------|-----------|--|--|
| 11 | Dragons          | Survival  |  |  |
| 12 | Extreme Exposure | Willpower |  |  |

**First Aid:** You found supplies to heal yourself with. When you need health in your journey you may use this to roll survival and add 3 Health back per pass rolled. It is expended after it is used.

**Wurm:** A small, vicious, multi-toothed worm burrows from the ground and attacks. Passing this encounter kills it. Failure costs 3 Health. The Wurm keeps attacking until the encounter is passed.

**Wretches:** Ex-humans irradiated beyond recognition. Wretches attack in packs. If you pass this encounter, you find one food. If you fail, they tear up 5 of your health.

**Rival Enclave:** You've stumbled into the perimeter of a hostile enclave. Use your survival skills to sneak past them. Passing this leaves you unharmed. Failure traps you here. At the start of each of your turns you may try survival to escape again.

**Filthmarch:** A dirty swampland full of muck. Passing here gets you through safely, failure causes you to become sickened draining your stamina to 0.

**Nomad:** A friendly nomad offers you a first aid kit (as First Aid above) in exchange for 2 food.

**Wretch Horde:** A horde of vile wretches attacks! Pass here to fight them off, failure here drains 8 of your health.

**Banshees:** Evil sirens of the wasteland. Beware their vicious cries. Pass here to escape unharmed, failure will deal 6 damage to health and stamina.

**Enclave Ally:** You may select another player to assist you in a future encounter. They will roll the check before you do, and suffer no consequences if they fail except that you must finish it yourself. If they pass, the encounter is over.

**Air Leak:** Your air line has been leaking. The poisonous air is inside your lungs. You must rest your next turn, and if you don't pass this encounter you take 4 damage to health and stamina.

**Dragons:** The fabled demonic dragons fly overhead! Stick to the shadows out of their sight! If you pass you may move unhindered, but if you fail, your character is torn apart by the beasts. Automatically killed.

**Extreme Exposure:** You've been in the radiated landscape for far too long. Your skin begins to melt and your eyes start to burn. If you pass you only lose 3 health and stamina. If you fail you must permanently drain one of your skills by 1 (minimum of 1) or your attributes by 2 (minimum of 5.)