

A soldier in a dark, futuristic setting, possibly a bunker or a high-tech facility, is shown in a ready stance. He is wearing a dark uniform and a cap. He holds a large, futuristic rifle with glowing red lights. The background is a dark, industrial environment with a large, bright orange sun or moon in the sky. The scene is framed by a metallic, circular structure.

Shadows Over Sol

Abuja Fallout Zone



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Introduction

Welcome to Earth.

This is *Shadows Over Sol's* first voyage down that gravity well, to the verdant cradle of humanity.

For our first trip down the well, we visit the post-apocalyptic ruins of Abuja, a once prosperous city that was nuked in World War IV. The Fallout Zone was first mentioned in *Shadows Over Sol: Ready-Made Heroes* and has been alluded to several times since. It is an interesting location for scrappers to visit, both desolate and populous, with ample room for both science fiction and horror.

This supplement is a sandbox: part adventure and part mini-setting. It contains a short action horror introductory scenario, numerous plot hooks, information about the post-apocalyptic ruins, and stat blocks for the zone's many gangs or other denizens. The introductory scenario might take a single gaming session to complete, or it might be used as a longer framework, leaving the team with numerous plot hooks upon which to follow up.

Only on Earth

Space is cold, vast, sparsely populated and antithetical to human life. At the edges of human civilization, everyone—to at least a certain extent—has to band together to survive. It gives spacers something in common.

On Earth things are different. Only on this ball of rock, supporting 13 billion human beings and teetering on the edge

of ecological collapse, do humans have the luxury of being totally alienated from their neighbors. Here the various subcultures are not just a point of view or a fashion statement, they are at the core of people's identities. They are a reason to discriminate. They are a call to war.

Into the Zone

The Abuja Fallout Zone is a relic of World War IV, a reminder of humanity's hubris and potential for destruction.

The city of Abuja was once a thriving metropolis, a city of some 10 million people and the capital of the nation-state of Nigeria. All of that changed on June 28, 2149—the day the bombs fell.

For the last 65 years, the ruins of Abuja have been at the center of the Fallout Zone, a vast bombed area that is still considered too irradiated to rebuild. That doesn't mean the Zone is empty, however. While nature has slowly reclaimed what humans once created, the post-apocalyptic ruins are still populated by the stubborn, the desperate with nowhere else to go and the numerous gangs that rule a patchwork of territories in the lawless wastes.

Synopsis

The introductory scenario begins *in media res*. A rare meeting between gang leaders has been called in the Abuja Fallout Zone, and the team is there representing one of the interested parties—a

Techno gang or outside corp. Although the meeting is tense, so far things have proceeded smoothly and without major incident. Unfortunately, that won't last.

Right as the team is delivering their address, airing their sponsor's grievances with a Neoret gang known as the Fula Cadis, a bomb blast goes off killing most of the rival gang.

From that point on confusion reigns. The situation is only made worse for the team when Cadi Ismael, the leader of the Fula Cadis, stands up and accuses the team of attacking while under truce. His claims are quickly backed up by the appearance of a blog post, ostensibly from the team, declaring war on all Neorets in the name of all Technos. Outnumbered and outgunned, the team will have little choice but to flee or die.

This leaves the team in hostile territory, in an irradiated ruin, far from the safety of their sponsor or transport out of the wastes. The other gangs will be gunning for them, as will any other faction that doesn't want an all-out war between the Zone's disparate subcultures. The team has just become public enemy number one.

To escape, they must cross the Abuja Fallout Zone, avoiding hostile gangs and environmental hazards. Along the way, they may even learn the truth behind the setup: The bomb was planted by a Sojaheed gang known as the Bwari Bruisers. It was an intentional act meant to set off conflict between the Zone's Neorets and the team's Techno sponsors.

To clear their name, the team might even make their way to Bwari Bruiser territory, where they can confront Mafi K'arfi, the

Ready-Made Heroes

The team found in the *Ready-Made Heroes* supplement is a good match for the *Abuja Fallout Zone*. Just give them their action horror loadouts and they are good to go! Francisco DeLorenzo was born near the Abuja Fallout Zone. Alex Pryce is from Earth and possesses relevant survival skills. And Aleksander Gugenheim knows how to dig up hidden information, which may be an asset in discovering who is really behind the team's problems.

gang's leader, and uncover evidence that links the Bruisers to the bomb plot.

Regardless of whether the truth is uncovered and the Bwari Bruisers confronted, as long as they survive, the team will have made a name for themselves in the Abuja Fallout Zone—either famous or infamous.

Glossary

The Abuja Fallout Zone is host to a number of minor subcultures, gangs, corps or other factions specific to the region. A glossary of their names is given below.

- **Ami:** A former subculture that was once commonplace in West Africa. Later merged with the Heeds to create the Sojaheed satellite subculture.
- **Kongo no Ie (KnI):** The largest construction and warehousing corp in Africa. It has cornered the market on building materials in the region.
- **Kuje City Administrative Corporation:** The corp that is contracted to run

Kuje City, the closest major city to the Abuja Fallout Zone.

■ **Nigerian Governmental Tribunalate:**

A powerful corp that administers most cities in the region. It traces its origin back to the now-defunct Nigerian government.

■ **Nigeria si awon Irawo (Nsal):**

Literally translated as “Nigeria to the Stars.” A mid-tier technology corp with a long history in the region. These days it is a partially-owed subsidiary of USD.

■ **Okuman:**

A local satellite of the Ghostmen subculture known for masks, face paint and its use of ash as a symbol of the human condition.

■ **Sojaheed:**

A satellite of the Heed subculture, the Sojaheeds retain a militaristic subcultural identity of their own.

Author's Forward

I've never seen the movie, *The Warriors*. This is my shameful confession.

My introduction to it came in the form of a coworker who would always walk around shouting, “Can you dig it!?” I asked him one time what that was about, and he explained the movie to me.

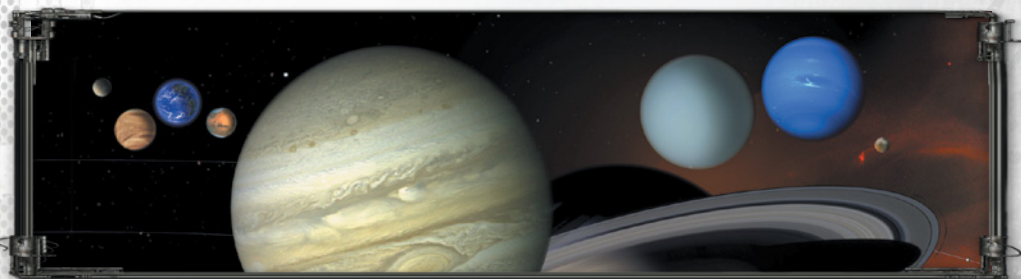
Sol Yurick wrote the novel the movie is based on. In it, he retold the story of

Anabasis by Xenophon. In the original, Xenophon and his ten thousand Greek mercenaries trek home across Persia after their commander, Cyrus the Younger, was killed attempting to seize the throne from his brother, Artaxerxes II. As a large band of mercenaries in a hostile territory, the Ten Thousand are beset on all sides by enemies. Eventually, they return to the Greek city-states, where they are immediately recruited into another army. Such is the life of a warrior.

A couple of years ago, we were brainstorming scenario ideas for *Shadows Over Sol*. We knew we wanted to do something with Earth. In our talks, the Abuja Fallout Zone was mentioned as a place that might be interesting, especially since it has only been briefly mentioned and nothing else much comes of it. Somehow, *The Warriors* and *Anabasis* clicked in my head and out came this idea.

So enjoy! It's a simple scenario, but it should be a good starting place to dip your toe into the Abuja Fallout Zone, which was a blast to create. Do you have any idea how much fun it is to come up with science fiction gang names and concepts? If nothing else, enjoy the Fallout Zone for that. It's loads of fun!

Can you dig it?





The Zone

The Abuja Fallout Zone is a region in West Africa, which includes the ruins of the city of Abuja, as well as the surrounding land—extending out to 100 km in some directions. The area was bombed in World War IV, which spread radioactive fallout over the area, prompting a mass exodus of survivors.

Although the radioactivity has dwindled in the intervening decades, the Abuja Fallout Zone remains hazardous and thus relatively unpopulated. In the 65 years that have followed, the encroachment of nature and a patchwork of established gangs have claimed the region.

New

Subcultures

All of the major subcultures are represented in and around the Fallout Zone, as are numerous minor subcultures. Some, however, are relatively exclusive to the region, including the two minor subcultures detailed below.

Okuman

“Nothing has any meaning other than what we attribute to it. Therefore, human beings are the means by which all meaning, all value, is created. And even then we all die.”

Summary

The Okumen are a regional satellite of the Ghostmen subculture. They are known for their particularly fatalistic and nihilistic twist on common Ghostman

views. Popular Okuman memes include masks, face paint and the use of ash as a symbol for the human condition.

Okuman Subculture Stats

When a player chooses the Okuman subculture she gains the following experiences:

- **Experiences:** Awareness +2, Conspiracy +2, Investigate +2, Lib-Arts +2, Stealth +2, Thievery +2

Sojaheed

“Live hard; die hard. You know what I mean? Life’s all about new experiences: enduring them and overcoming them. Some are fun; some aren’t. All make you stronger.”

Summary

The Sojaheed subculture traces its roots back to the Ami, a stand-alone minor West African subculture that merged with the Heed subculture roughly 80 years ago. Sojaheeds mix a sense of hedonism with a persistent militarism. They don’t just seek out new experiences, they train to overcome them.

Sojaheed

Subculture Stats

When a player chooses the Sojaheed subculture she gains the following experiences:

- **Experiences:** Awareness +2, Empathy +2, Medic +2, Melee +2, Naturalist +2, Socialize +2

Outside Factions

A number of outside corps or other factions hold sway in the Abuja Fallout Zone, particularly on the outskirts or in areas where the gangs don't have enough force to reign supreme.

These factions and their local heads are listed below. The gangs are listed in their own chapter, beginning on page 17.

Jenseitech

One of the "Big 5" megacorps, Jenseitech seeks to exploit the region's vast botanical resources. They are allied with the Nigerian Governmental Tribune. For more on Jenseitech, see page 55 of the *Shadows Over Sol* core rulebook.

- **Ijewele Akintola:** Head of Jenseitech's Africa regional division, Ms. Akintola is a startlingly good engineer and an ambitious climber of the corporate ladder. Her success has led her to a posting near the Abuja Fallout Zone, where she is overseeing an operation to root out a secret USD-affiliated lab. Time will tell if she is as good at managing corp espionage as she is with technology. Should stats be required, use the Engineer stats found on page 211 of the *Shadows Over Sol* core rulebook.

Kongo no Ie (KNI)

Kongo no Ie is the largest construction and warehousing corp in Africa. Headquartered out of Lagos, it has cornered the market on building materials in the region. This makes this Abuja Fallout Zone a source of potentially vast profit.

- **Salim Lawal:** Vice president of Kongo no Ie's interests in the Abuja Fallout Zone, Mr. Lawal is the oldest son-in-law of the CEO of Kongo no Ie. Due to its high rate of violence and damage, the outskirts of the Fallout Zone are one of the most profitable regions: people are always building and rebuilding, and thus they must buy their building materials from Kongo no Ie. Should stats be required, use the Dilettante stats found on page 211 of the *Shadows Over Sol* core rulebook.

Kuje City Administrative Corp

The Kuje City Administrative Corporation is a small corp which has been contracted to administer Kuje City, the metropolitan area closest to the Abuja Fallout Zone. It has ambitions of extending its authority over the Zone's untapped resources.

- **Alpha Nyako:** The chairman of the Kuje City Administrative Corporation, Mr. Nyako is an exceptional politician. Under his leadership, Kuje City has expanded its influence greatly. Now with new resources from this expansion, Mr. Nyako has turned his ambitions toward the Abuja Fallout Zone. It will take a lot to pacify the area, but when he succeeds, people will no longer talk of the Abuja that was. It is his ambition for Kuje to be the supreme city in all West Africa! Should stats be required, use the Celebrity stats found on page 210 of the *Shadows Over Sol* core rulebook.

Nigerian Governmental Tribunalate

An administrative and security corporation that traces its origins back to the former Nigerian government, the NGT now administers numerous cities in the region and staffs their related police and paramilitary forces.

- **Lami Obi:** The head of Nigerian Governmental Tribunalate's activities in the Abuja Fallout Zone, Brigadier Obi is a competent soldier—as all members of the Tribunalate must be—and an accomplished administrator. She began her career in a Jenseitech-contracted strike team, but her skills in leadership propelled her upward, and she has since earned the rank of Brigadier General. However, Obi is not content to be a token administrator, and is working hard to bring the Abuja Fallout Zone back under the authority of the Tribunalate. Should stats be required, use the Soldier stats found on page 213 of the *Shadows Over Sol* core rulebook.

Nigeria si awon Irawo (NsaI)

Nigeria si awon Irawo (“Nigeria to the Stars”, abbreviated NsaI) is a regional aerospace corp. They are a partially-owned subsidiary of USD, and one of the primary manufacturers of drop module shielding for the ARC Project.

- **Dr. Jalil Chukwu:** Head of all NsaI research projects in the Abuja Fallout Zone, Dr. Chukwu is a man of many talents, but research is his driving

passion. Unfortunately for him, the byzantine politics of the company have burned him, resulting in his posting to the region. Though his position as regional research manager was ostensibly a promotion, the Zone is the least profitable branch in the entire corp. Branch managers here rarely last more than six months before being fired from the corp entirely. Surprisingly, Dr. Chukwu has managed to stay in his position for a year. Should stats be required, use the Engineer stats found on page 211 of the *Shadows Over Sol* core rulebook.

Utakar System Dynamics (USD)

Another of the “Big 5” megacorps, USD owns a major stake in NsaI. They also conduct their own mercenary operations in the region. For more on USD, see page 61 of the *Shadows Over Sol* core rulebook.

- **Chichima Ali:** Head of non-NsaI-affiliated USD operations in the Abuja Fallout Zone, Ms. Ali is a bureaucrat through and through. She has reached her rank in Utakar System Dynamics through excellence in management. She is also ambitious, and the fact that NsaI isn't under her leadership—despite USD owning the largest share in the company—rankles her. Should stats be required, use the Executive stats found on page 210 of the *Shadows Over Sol* core rulebook.

Zone Districts

The core of the Abuja Fallout Zone is made up of the following districts, each of which represent some portion of the former city of Abuja. These are surrounded on all sides by the radioactive wilds.

Asokoro

Asokoro was once the most exclusive and secure district in Abuja. Located southwest of the Central Business District, it housed the Presidential Palace, the diplomatic quarter and was the home of many local CEOs and other corporate bigwigs.

Because of its importance, this district was one of the primary targets when the bombs fell. Most of the buildings were leveled, leaving only blackened ruins and Aso Rock sticking up from the devastation like a rotten tooth. Still, the security of the district being what it was, there may be undiscovered caches of wealth, resources or gear just waiting to be found.

Central Business District (CBD)

Located in the heart of the ruins, the Central Business District stretches across the old city like a spinal cord, with Maitama and Wuse to the north, and Garki and Asoro to the south.

Once upon a time, the Central Business District was Abuja's principal commercial zone, and included the corporate headquarters for Nigeria si awon Irawo (NsaI). Some of that corp's rivals would love to recover the old NsaI project data.

Garki

Garki was once the largest media center in Africa, and a major business district for the city. Many popular vids, simspace and AR games were produced here, including *Kwamba Arena*, which is single-handedly responsible for re-popularizing the AR genre just before WWIV. Some of the broadcast equipment might even still survive.

Kubwa

While not technically part of Abuja, Kubwa was once a prosperous suburb of the city. Today it lies in the wastes, far west of the ruins. Because of its distance from the city center, Kubwa is the most intact and least inhospitable location in the entire Abuja Fallout Zone. It is both home to the Bwari Bruisers gang and of interest to the Kuje City Administrative Corporation, as a potential spot where reclamation of the Zone can begin.

Kwamba

Kwamba was once a suburb of Abuja, located near Zuma Rock. While the district did not knowingly house anything of importance, when the bombs fell, it was included in the rain of fire by accident, being erroneously targeted by a bomb meant for the Wuse District. Why a bomb strayed from its path to hit Kwamba instead of its intended target remains a mystery. Perhaps the answer still lies buried under the mud and rubble. Today Kwamba is the home turf of the Buhari Beaters gang.

Background Radiation

The Abuja Fallout Zone is a dangerous place to live, in part because its high levels of radioactivity. While these levels have dropped significantly since the region's bombing in World War IV, they nevertheless remain a hazard to residents.

Radiation rules can be found on page 155 of the *Shadows Over Sol* core rulebook. For most of the Zone, flip for radiation exposure once per month. This makes it a hazard for long-term residence, but not for short excursions. However, nearer the bomb craters, flip as frequently as every hour.

Maitama

Once Maitama was second only to Asokoro as being the most expensive and exclusive district in the city. Many vice-presidents of important corps, division heads and other moneyed individuals lived here. The district was also known for its state-of-the-art hospital and excellent medical care.

Today Maitama is controlled by the Maitama Puku gang. They have scavenged much of the remaining medical equipment and made a secret compact with NsaI, using these resources to slowly build an army of genetically engineered super-men.

Three Arms

Zone (TAZ)

Technically part of the Central Business District, the Three Arms Zone formerly contained the headquarters of the Nigerian Governmental Tribune. This headquarters is now in ruins, and continues to deliver a fatal dose of radiation within 10 minutes, for those who aren't protected.

Secretly, this district is still home to an underground NsaI lab studying the

effects of radiation and mutation. The lab can be accessed from Maitama via tunnel, thanks to a secret compact between NsaI and the Maitama Puku gang.

Wuse

Located in the northwestern part of the Abuja ruins, the Wuse District is the territory of the Wuse Cyberbullies gang. Once this district was a hot spot of tourism, housing the Nigerian Tourism Development Corporation, as well as many expansive hotels.

Because the district's specialty didn't make it a major target in the war, Wuse escaped the bombs relatively intact compared to most of the rest of Abuja. While the district is still a radiation hazard, many of its builds still stand as crumbling reminders of the glorious past.

Zuma Rock

This massive monolith on the northern edge of Abuja is comprised of granodiorite and towers some 792 meters over the ruins of the city. The top of the rock makes an excellent defensive position, assuming one can find a way up there.

History

Below is a timeline of how the Abuja Fallout Zone came to be.

- **2044:** Increasing desertification in Africa and the American Midwest causes grain shortages worldwide, resulting in food riots in many cities.
- **2044-2051:** As Burkina Faso, Niger, and Chad become unable to sustain their populations, their people flee southward. Nigeria, under its various governments during this period, either conscripts or fends off these migrations as it is able. This increases border tensions and in response, some migrants form militias.
- **2058:** The first reference to the Ami (“soldier”) subculture, which will later merge with the Heed subculture.
- **2062:** Nigeria becomes the world’s leading producer of vatmeat.
- **2065:** The Great African Drought is officially declared over. The Sahara shows the first signs of withdrawing from central Nigeria. The first new farms along the Jama’are River are created. The Nigerian elite begin talks of demilitarization. However, the Central African Empire invades before the year is out, and such talks are abandoned.
- **2065-2073:** The CAE-Nigeria War rages.
- **2092:** The Act of Consolidation is signed by the leaders of Equatorial Guinea, Gabon, and Sao Tome e Principe, as well as the Nigerian military. The three nations are absorbed into the Free People’s Nation of Nigeria.
- **2100:** Nigeria si awon Irawo (“Nigeria to the Stars”, abbreviated NsaI) is founded as a corp owned by the Nigerian government. It arranges living space for Nigerians among the space colonies.
- **2108:** World War III begins in the Balkans. Though isolationist, Nigeria is drawn into the conflict via their ongoing feud with the Kenya-Sudan Sultanate. The national military is privatized, becoming a mercenary organization.
- **2110:** In the final days of World War III, a mercenary group contracted by an unknown corp drops a small asteroid on Makoua, devastating the city and crippling Nigerian technology and infrastructure for several years.
- **2111:** The Nigerian Governmental Tribune is founded, finalizing Nigeria’s transition from nation-state to alliance of affiliated corporations.
- **2121:** Semi-human monsters run loose, terrorizing the rebuilt city of Makoua. The population is shocked and dismayed to find that these creatures are not consequences of the fallout from the asteroid impact but rather the creations of NsaI. Rumors of a massive trade deal in these genetic monstrosities abound.
- **2134:** First recorded reference to Sojaheed, a mingling of the Ami and Heed subcultures.
- **2137:** NsaI wins a major stake in the Mars Terraforming Project, resulting in the flow of credits to the region, even as a large wave of Nigerians leave for Mars.
- **2142:** A large stake in NsaI is bought by Utakar System Dynamics (USD), soon making its headquarters a primary target in the upcoming war.
- **2146:** World War IV begins.
- **June 28, 2149:** Sinoex SMIRV-88Qs

launched from China deliver eight nuclear warheads into the skies over the Abuja Metropolitan Area in retaliation for the destruction of Naypyitaw four hours before and Foshan eight hours before that. Eight million are estimated killed in the strike itself. Twenty-one million more are estimated killed in its aftermath, according to a study performed decades later. Fallout blankets the area for hundreds of kilometers. The Abuja Fallout Zone is created.

- **2152:** The Myettawpyay Virus, genengineered by the Eastern Powers, is released in Madagascar. Five hundred million, mostly across Africa, are infected and 50 million die. The virus, having mutated, ravages the globe. This unfortunately corresponds with a fresh outbreak of the Ebola virus, and the double-hit makes this the worst Ebola outbreak in a century. Nigeria's leading city, Makoua, is particularly hard-hit.
- **April 27, 2153:** USD and Nigeria si awon Irawo, together with their allies and enemies, sign the Mumbai Accords. World War IV ends.
- **2158:** The first mention of Okuman, a local branch of the Ghostman subculture. Okuman spreads rapidly in Nigeria in the wake of so much death in WWIV.
- **2165:** The Nigeria Governmental Tribunal is one of the first to sign at the Ganymede Conference, having effectively ceased to be a nation-state 50 years before.
- **2178:** Nsal establishes the Dukiya mining colony on Ganymede, the second mining colony on the moon. To do so, they had to redirect resources

they had slated for another colony, leaving it half-built in the Belt while they rushed to take advantage of the newly-discovered thorium deposits on Ganymede. The unfinished colony is lost, believed stolen by scavengers and likely scrapped. The loss fails to affect Nsal's profits due to the massive wealth gained on Ganymede.

- **2180:** Kongo no Ie ("Congo Homes") is founded with the merger of many smaller construction and housewares companies. Within the decade, it will be the largest construction and housewares company in Africa.
- **2186-2190:** The Nigeria Governmental Tribunal attempts to rebuild Abuja. The effort fails due to continued elevated radiation levels in some areas, as well as incessant gang and scavenger predation. The project is abandoned after five years. The Abuja Fallout Zone remains lawless.
- **2198:** Unknown to all but a select few, a scrapper team hired by Nsal successfully raids Shizen colony on Europa, retrieving data on the mysterious broadcast from the Kuiper Belt and destroying all original copies. The scrapper team vanishes shortly thereafter.
- **2201:** Nsal begins work on a new computer virus, codenamed Hanran. The goal of the Hanran Project is to create an advanced AI that will identify a competitor corp's goals and actively work to subvert them from within the corp's own computers and databases.
- **2214:** Present day.

New Gear

The following additional gear augments the catalogs found in *Shiny New Toys* and the *Shadows Over Sol* core rulebook.

New Arms

The Abuja Fallout Zone is home to a number of weapons that are less common in the close quarters of space and more common in the Zone's many ruins.

Cricket Bat

- **Cost Rating:** 2
- **Damage:** ♠Str×3+9L/♥Str×2+6L/♦Str+3L/♣½Str+1L
- **Properties:** Big 2

While cricket bats are technically pieces of sporting equipment, they nevertheless make for excellent improvised weapons.

Shockspear

- **Cost Rating:** 5
- **Damage:** ♠Str+18L/♥Str+12L/♦Str+6L/♣Str+3L
- **Properties:** Big 3; Hands 2; Reach; Stun
- **Critical Effect:** When this critical effect is chosen, increase the target's Stun consequence a severity.

A shockspear is essentially a shockstick with a long handle, almost 2 m in length. Only the electrolyzed end of the spear discharges, delivering a shock to the opponent, intended to stun or incapacitate.

New Weapon Property

The following weapon property was first introduced in *Shiny New Toys*, but has been reprinted here for convenience.

- **Reach:** This weapon can be used to attack at a longer distance than most other melee weapons. This makes it easier to keep one's distance and avoid attacks from melee weapons without reach. When wielding this weapon, any dodge reaction against a melee attack provides an additional +2 bonus to Defense, unless the weapon used in the attack also has the Reach property.

Spear

- **Cost Rating:** 3
- **Damage:** ♠Str×3+3M/♥Str×2+2M/♦Str+1M/♣½StrM
- **Properties:** Big 3; Hands 2; Reach

Keep your enemies back with one of the most popular weapons in history! Spears are easy to make and never run out of bullets.

New Medical Gear

This variant medikit is common throughout the Abuja Fallout Zone and the surrounding region.

Tibet Medicine Kit

- **Cost Rating:** 4
- **Properties:** —

A leather bag full of various herbal and animal remedies used in West African traditional medicine, as well as at least one very sharp knife and some

needles and thread for stitches. Some of it works, some of it may not. This counts as sufficient tools for first aid or improvised equipment (-2) for minor surgery. Contains 5 uses.

New Implants

The two implants below were developed as part of a joint venture funded by Nigeria si awon Irawo (NsaI) and Utakar System Dynamics.

Ladar Implant

- **Cost Rating:** 6
- **Properties:** Implant 1

This Ladar implant embeds into the chest and emits low-energy laser beams, which allow it to detect and identify nearby objects. This includes facial recognition and chemical recognition technologies! Just compare to a facial database, or to a database of chemicals based on which wavelengths of light the materials absorb. Signal is good up to a dozen meters in atmosphere or a kilometer in a vacuum.

Machine Gun Arm Implant

- **Cost Rating:** 10
- **Damage:** ♠18M/♥12M/♦6M/♣3M
- **Properties:** Autofire 3; Conceal 2; Implant 1; Mil; Range 10; Reload 2; Shots 15

Have your safety well in hand, or at least in arm, with this gun arm implant! Included is a concealed ballistic gun barrel and trigger mechanism, which embeds beneath the skin into the flesh of

the forearm. The gun can be programmed to fire with a simple flick of the arm, giving the element of surprise. It holds fifteen shots! Reloading requires opening a compartment in the arm and loading each bullet individually.





Gangs

The following is a selection of prominent gangs from across the Abuja Fallout Zone. Stats are included for both normal gang members and the gang leaders.

Buhari Beaters

An Okuman paramilitary gang who are ostensibly trying to establish a sort of dictatorship to bring order to the Abuja Fallout Zone. Based in the Kwamba District.

Buhari Beater

Geneline Budget Upgrade, **Subculture** Okuman

Str 5, **Dex** 7, **Spd** 5, **End** 5, **Int** 6, **Per** 6, **Chr** 3, **Det** 5

Defense 9/18, **DR** 5, **Shock** 15, **Wound** 5, **Wealth** 4, **Lifestyle** 4

Skills: Athletics 1, Awareness 2, Bureaucrat 1, Comp-Ops 1, Conspiracy 2, Guns 3, Melee 3, Stealth 3, Thievery 1

Heavy Rifle: +5 (♠21M/♥14M/♦7M/♣3M), Autofire 2, Hands 2, Range 20, Shots 20

Knife: +5 (♠15M/♥10M/♦5M/♣2M), Thrown

Gear: AR Glasses, Binoculars, Tactical Suit (DR 5, Bulky 1, Big 5), Hand Terminal

The Buhari Beaters cover their faces in ash, giving them a gray pallor. Most Beaters wear a bone necklace; the greater the number of bones in the necklace, the higher the gang member's rank. They also demonstrate access to worn but surprisingly advanced gear.

General Uzoma "Beater" Buhari

Geneline Groundside Standard, **Subculture** Okuman

Str 6, **Dex** 7, **Spd** 6, **End** 8, **Int** 7, **Per** 7, **Chr** 5, **Det** 6

Defense 10/20, **DR** 5, **Shock** 19, **Wound** 7, **Wealth** 6, **Lifestyle** 5

Skills: Athletics 4, Awareness 3, Bureaucrat 3, Comp-Ops 2, Conspiracy 3, Guns 4, Melee 3, Stealth 3, Thievery 2

Machine Rifle: +6 (♠24M/♥16M/♦8M/♣4M), Autofire 3, Hands 2, Range 20, Shots 30

Light Laspistol: +6 (♠12M/♥8M/♦4M/♣2M), Range 10, Shots 5

Knife: +5 (♠24M/♥16M/♦8M/♣4M), Thrown

Gear: AR Implant, Binoculars, Hand Terminal, Tactical Suit (DR 5, Bulky 1, Big 5)

General Buhari leads the Beaters with an iron fist. He built the gang from the ground up ten years ago, using conscription and the promise of a more stable future. He kills those who are insubordinate, but opposing gang members who are defeated in battle are sometimes offered a place in the gang's ranks. Death is the alternative, so many choose to join. Beater Buhari is not a terribly charismatic leader, and his death-fixated dictatorship reflects that. He and his equipment are all covered in ash, reflecting his fatalistic outlook. Twin owls are tattooed on his face, and his gaze is stern.

Bwari Bruisers

The Bwari Bruisers are a Sojaheed gang from Bwari who believe physical conflict drives perfection. Defeat is always an option, as it is often a better teacher than victory.

Bwari Bruiser

Geneline Groundside Standard, **Subculture** Sojaheed

Str 8, **Dex** 7, **Spd** 7, **End** 8, **Int** 3, **Per** 5, **Chr** 5, **Det** 6

Defense 10/21, **DR** 0, **Shock** 14, **Wound** 8, **Wealth** 3, **Lifestyle** 4

Skills: Athletics 3, Awareness 2, Comp-Ops 1, Empathy 2, Guns 3, Melee 4, Persuade 3, Socialize 2, Stealth 2, Thievery 2

Heavy Pistol: +6 (♠15M/♥10M/♦5M/♣2M), Autofire 2, Range 10, Shots 10

Baton: +7 (♠33L/♥22L/♦11L/♣5L)

Gear: AR Glasses, Hand Terminal

Bwari Bruisers are often deceptively attractive, showing off their physical beauty despite past scars. They tend to be visibly strong, with immaculately tailored uniforms, perfectly complementing smooth, almost plastiform, skin. Even their scars look perfect, forming an intricate and creative pattern.

Mafi K'arfi

Geneline Modern Superman, **Subculture** Sojaheed

Str 10, **Dex** 7, **Spd** 8, **End** 8, **Int** 5, **Per** 5, **Chr** 6, **Det** 5

Defense 10/20, **DR** 0, **Shock** 13, **Wound** 9, **Wealth** 6, **Lifestyle** 7

Skills: Athletics 4, Awareness 3, Comp-Ops 3, Empathy 4, Guns 3, Melee 4, Persuade 4, Socialize 3, Stealth 2, Thievery 3

Machine Rifle: +6 (♠24M/♥16M/♦8M/♣4M), Autofire 3, Hands 2, Range 20, Shots 30

Shockspear: +7 (♠28L/♥22L/♦16L/♣13L), Hands 2, Reach, Stun

Gear: AR Glasses, Hand Terminal

Mafi K'arfi ("The Strongest") is the leader of the Bwari Bruisers. She has risen to lead a gang that prizes physical altercation as the best way to resolve any dispute, and it is obvious. Her muscles seem barely contained by her skin, which is intricately scarred. She has elaborated on each scar earned in battle, weaving it into an elegant tapestry of ritual scarring that tells the tale of her rise to power. Her head is crowned with a vivid pink gele (traditional headwrap), folded to resemble a buffalo head with a single horn. The rest of her is adorned with a perfectly-tailored agbada (robe) in a deep purple color. She possesses excellent social skills, when she chooses to use them, but seldom sees the need to negotiate, as her legitimacy is predicated on her physical prowess and perfection.

Fula Cadis

The Fula Cadis are a Neoret gang that used to control Kubwa, until they were displaced by the Bwari Bruisers. Their style is inspired by the religious dress of the past.

Fula Cadi

Geneline Budget Upgrade, **Subculture** Neoret

Str 5, **Dex** 5, **Spd** 5, **End** 5, **Int** 7, **Per** 6, **Chr** 7, **Det** 6

Defense 8/16, **DR** 3, **Shock** 14, **Wound** 5, **Wealth** 5, **Lifestyle** 5

Skills: Awareness 1, Bureaucrat 3, Comp-Ops 2, Conspiracy 2, Deception 3, Empathy 3, Guns 3, Lib-Arts 2, Melee 2, Persuade 3, Socialize 3

Light Pistol: +5 (♠12M/♥8M/♦4M/♣2M), Range 10, Shots 10

Shockstick: +4 (♠23L/♥17L/♦11L/♣8L), Stun

Gear: AR Glasses, Biomonitor, Coverjack (DR 3, Conceal 2) Hand Terminal

Most Fula Cadis are comfortable with their weapons, but not as intimately so as with many other gangs. They tend to wear elegantly simple clothing, always accompanied by either a short veil or a hat with a half-visor, giving an air of authoritative anonymity.

Cadi Ismael

Geneline Budget Upgrade, **Subculture** Neoret

Str 6, **Dex** 7, **Spd** 9, **End** 6, **Int** 10, **Per** 9, **Chr** 10, **Det** 8

Defense 12/25, **DR** 5, **Shock** 19, **Wound** 6, **Wealth** 5, **Lifestyle** 5

Skills: Awareness 3, Bureaucrat 4, Comp-Ops 2, Conspiracy 3, Deception 4, Empathy 3, Guns 3, Lib-Arts 4, Melee 2, Persuade 4, Socialize 3

Machine Laspistol: +5 (♠18M/♥12M/♦6M/♣3M), Autofire 3, Range 10, Shots 10

Shockstick: +4 (♠24L/♥18L/♦12L/♣9L), Stun

Gear: AR Glasses, Biomonitor, Hand Terminal, Personal Assistant, Tactical Suit (DR 5, Bulky 1, Big 5), Workstation

Cadi Ismael leads the Fula Cadis. He is the final authority to which anyone judged by a Cadi may appeal, and his word is law. His dress is almost indistinguishable from that of his followers, down to the half-visor. Only his authoritative stance and the deference of his followers marks him as exceptional to the casual observer. A passionate believer in Allah's justice, he sincerely searches for the truth among those who are brought before him. He is not, however, known for leniency, believing that part of the purpose of punishment is deterrence: though a criminal may have acted out of ignorance or accident, her sentence serves as an example to all those who would contemplate such deeds in the future. His judgments are harsh, but he will not condemn those he finds innocent, and will rebuke his own Cadis who falsely arrest the innocent.

Maitama Puku

An Expret gang from Abuja's Maitama district, the Maitama Puku have made a secret alliance with NsaI. They are attempting to build an army of one thousand super-men to conquer the neighboring districts. They are still far from this goal.

Maitama Otu ("One")

Geneline Groundside Standard, **Subculture** Expret

Str 7, **Dex** 5, **Spd** 5, **End** 7, **Int** 4, **Per** 5, **Chr** 5, **Det** 4

Defense 7/15, **DR** 5, **Shock** 16, **Wound** 7, **Wealth** 4, **Lifestyle** 4

Skills: Athletics 3, Awareness 2, Comp-Ops 1, Empathy 2, Guns 3, Melee 3, Persuade 3, Socialize 2, Stealth 2, Thievery 2

Heavy Pistol: +4 (♠15M/♥10M/♦5M/♣2M), Autofire 2, Range 10, Shots 10

Baton: +4 (♠27L/♥18L/♦9L/♣4L)

Gear: Adrenaline Booster Gland, AR Glasses, Hand Terminal, Tactical Suit (DR 5, Big 5, Bulky 1)

Each Maitama Otu gang member is one of the Thousand, the army the Maitama is assembling. Most gang members are in the early stages of their evolution—with only a single implant—but if they prove themselves, they might one day receive biologic enhancement, bypassing the need for implants and making them even more perfect.

Maitama Genesoldier

Geneline Genesoldier Upgrade, **Subculture** Expret

Str 8, **Dex** 8, **Spd** 8, **End** 10, **Int** 6, **Per** 7, **Chr** 5, **Det** 8

Defense 11/23, **DR** 10, **Shock** 28, **Wound** 9, **Wealth** 5, **Lifestyle** 5

Skills: Athletics 4, Bureaucrat 2, Comp-Ops 2, Guns 4, Melee 4, Naturalist 2, Ordnance 5, Socialize 2, Stealth 2, Vehicles 2

Heavy Pistol: +6 (♠15M/♥10M/♦5M/♣2M), Autofire 2, Range 10, Shots 10

Machine Rifle: +6 (♠24M/♥16M/♦8M/♣4M), Autofire 3, Hands 2, Range 20, Shots 30

Stun Grenade: +6 (♠24L/♥16L/♦8L/♣4L), Area 5, Stun, Thrown

Shockspear: +6 (♠16L/♥10L/♦14L/♣11L), Hands 2, Reach, Stun

Radioactive: Each Maitama Genesoldier has been genetically manipulated and augmented with highly radioactive isotopes. Its own cells are now protected against most radiation, but it now emits radioactive particles at a frightful rate. Any creature within 5m is exposed to the Radiation hazard (see the *Shadows Over Sol* core rulebook, page 155).

Gear: AR Implant, Combat Armor (DR 10, Bulky 2), Hand Terminal

Some Maitama Otu gang members earn their place among the Genesoldiers—genetically upgraded super-men who are the elite members of the Thousand. When this happens,

each promoted gang member is honored in a public ceremony held by the gang. They are then sent to a secret NsaI lab where they undergo their ascension to perfection.

The gang member's already-prodigious physical abilities are augmented with genetic engineering and a series of implants. This technology, however, uses radically unstable radioactive isotopes, rendering the genesoldier a walking radiation hazard. Treatments protect the gang member's own cells from the damage this would normally inflict, but anyone not in a radiation suit or not also similarly protected soon find themselves falling into radiation sickness should they remain too close to the genesoldier for too long.

The gang has only a few genesoldiers, which means they are too precious to risk in frivolous military engagements, instead being reserved for special strikes.

Kwento Obiakpani

Geneline Groundside Standard, **Subculture** Expret

Str 8, **Dex** 9, **Spd** 10, **End** 10, **Int** 7, **Per** 8, **Chr** 7, **Det** 8

Defense 13/27, **DR** 10, **Shock** 28, **Wound** 9, **Wealth** 6, **Lifestyle** 6

Skills: Athletics 5, Bureaucrat 3, Comp-Ops 2, Guns 3, Melee 4, Naturalist 2, Ordnance 3, Socialize 2, Stealth 2, Vehicles 2

Machine Laspistol: +5 (♠18M/♥12M/♦6M/♣3M), Autofire 3, Range 10, Shots 10

Machine Rifle: +5 (♠24M/♥16M/♦8M/♣4M), Autofire 3, Hands 2, Range 20, Shots 30

Stun Grenade: +7 (♠24L/♥16L/♦8L/♣4L), Area 5, Stun, Thrown

Shockspear: +6 (♠16L/♥10L/♦14L/♣11L), Hands 2, Reach, Stun

Radioactive: Kwento Obiakpani has been genetically upgraded and augmented with highly radioactive isotopes. Her own cells are now protected against most radiation, but she emits radioactive particles at a frightful rate. Any creature within 5m is exposed to the Radiation hazard (see the *Shadows Over Sol* core rulebook, page 155).

Gear: Combat Armor (DR 10, Bulky 2), AR Glasses, Hand Terminal

Kwento Obiakpani leads the Maitama Puku and is the first of the thousand genesoldiers she seeks to create. Her genes have been radically altered to enhance both her natural physical and mental abilities, and to allow her to refine her skills beyond the normal limits of humanity. This has come at tremendous cost, however—not just monetary, but also physical and social. She is violently radioactive, and any who spend too long around her risk a fatal dose of radiation. All of her personal effects are also highly radioactive from their intimate proximity. As such, she leads her gang from a safe distance, only being able to truly get to know the other genesoldiers, whose cells are immune to her danger. Her combat prowess, on the other hand, is such that leadership from a distance is more than enough. Witnessing her perfection in battle inspires her followers to earn enhancement into the ranks of the genesoldiers with single-minded determination.

Wuse Cyberbullies

The Wuse Cyberbullies are a Postal gang of implant-obsessed transhumanists. Most are cyberfiends, some going too far and becoming cybernetic monsters.

Wuse Cyberbully

Geneline Groundside Standard, **Subculture** Postal

Str 6, **Dex** 6, **Spd** 7, **End** 6, **Int** 6, **Per** 6, **Chr** 4, **Det** 4

Defense 9/19, **DR** 0, **Shock** 10, **Wound** 6, **Wealth** 5, **Lifestyle** 4

Skills: Athletics 3, Awareness 3, Comp-Ops 2, Guns 3, Mechanic 2, Medic 2, Melee 3, Persuade 3, Stealth 2

Gun Arm: +6 (♠12M/♥8M/♦4M/♣2M), Range 10, Reload 2, Shots 3

Heavy Lasrifle: +6 (♠21M/♥14M/♦7M/♣3M), Autofire 2, Hands 2, Range 20, Shots 5

Frag Grenade: +6 (♠24M/♥16M/♦8M/♣4M), Area 5, Thrown

Gear: AR Implant, Gun Arm Implant, Hand Terminal, Injector Unit, Stimulox, Torpestat

Most Wuse Cyberbullies are cyberfiends through and through. Their implants are obvious, with one arm ending in a metallic hand, AR implants blinking on each temple and an injector implant on one hip, bristling with small vials. The ganger's twisted smile gleams with the metal sheathing on all of her teeth. Her voice is augmented and amplified, harsh with static and feedback. She looks at anyone not similarly augmented with disdain and hostility.

Wuse Cybermonster

Geneline Groundside Standard, **Subculture** Postal

Str 9, **Dex** 8, **Spd** 10, **End** 10, **Int** 5, **Per** 5, **Chr** 3, **Det** 3

Defense 11/23, **DR** 5, **Shock** 18, **Wound** 9, **Wealth** 4, **Lifestyle** 4

Skills: Athletics 3, Awareness 3, Comp-Ops 2, Guns 4, Mechanic 2, Medic 2, Melee 4, Persuade 3, Stealth 2

Cyber-Claws: +7 (♠27M/♥18M/♦9M/♣4M).

Gun Arm: +7 (♠12M/♥8M/♦4M/♣2M), Conceal 4, Range 10, Reload 2, Shots 3

Extreme Metabolism: The Wuse Cybermonster is so augmented with cybernetics that it burns through calories at an extreme rate. It must consume 20,000 calories per day, or it will begin to starve. Starvation begins to set in if it does not eat every six hours.

Gear: AR Implant, Tactical Suit (DR 5, Bulky 1), Gun Arm Implant, Hand Terminal, Injector Unit, Ladar Implant, Stimulox, Torpestat

The Wuse Cybermonster is a Cyberbully who has undergone even more extensive augmentation. They are revered by the Cyberbullies, but feared and loathed by all others, representing the worst excesses of the gang's posthuman aspirations.

Archfiend Azubuike

Geneline Groundside Standard, **Subculture** Postal

Str 9, **Dex** 9, **Spd** 12, **End** 11, **Int** 6, **Per** 8, **Chr** 3, **Det** 6

Defense 14/29, **DR** 15, **Shock** 32, **Wound** 10, **Wealth** 6, **Lifestyle** 6

Skills: Athletics 3, Awareness 3, Comp-Ops 4, Engineer 3, Guns 3, Investigate 3, Mechanic 4, Medic 2, Melee 4, Ordnance 3, Persuade 3, Phy-Sci 2, Program 3, Stealth 2, Vehicles 3

Cyber-Claws: +6 (♠27M/♥18M/♦9M/♣4M).

Machine Gun Arm: +5 (♠18M/♥12M/♦6M/♣3M), Autofire 3; Range 10; Reload 2; Shots 15

Extreme Metabolism: Archfiend Azubuike is so augmented with cybernetics that he burns through calories at an extreme rate. He must consume 20,000 calories per day, or he will begin to starve. Starvation begins to set in if he does not eat for six hours.

Gear: Adrenaline Booster Gland, AR Implant, Combat Armor (DR 10, Bulky 2, Mil), Machine Gun Arm, Hand Terminal, Injector Unit, Ladar Implant, Maintenance Kit, Stimulox, Torpestat

Archfiend Azubuike is the leader of the Wuse Cyberbullies and the original cybermonster. His flesh is so riddled with implants and cybernetics that the standard medical kit is useless, and he must instead repair injuries with a maintenance kit. He believes he is leading the Cyberbullies and humanity into a new post-human age, where weak human flesh will be replaced with upgradeable bodies. He gladly submits his own body as the testing ground for new and outrageous implants, and he is constantly tinkering and upgrading them himself.

Anyone who opposes his goals—or even voices disagreement within his range of hearing—is immediately labeled atavistic and discarded. If he can arrange it, they are vivisected to better understand the weakness that held them back from human progress, and their genetic information removed from the gene pool and analyzed. His madness has attracted around him some of the most egregious examples of the Postal subculture, a thriving gang that mortifies the flesh and seeks to upgrade into the new future.





Anabasis

This chapter contains a short scenario designed to introduce the team to the Abuja Fallout Zone and its many factions. This is followed by a selection of plot hooks written for continuing adventure in the region.

War of the Wasteland

In this scenario, the team has been hired by a Techno gang, or some other Techno-aligned outside group, to represent them at a rare meeting of the Abuja Fallout Zone's many gangs. Unfortunately, at this meeting the team and their sponsors will be framed as participating in a surprise attack on a rival gang, the Fula Cadis. This will touch off a firestorm of violence, from which the team must escape and ideally clear their names.

Behind the Scenes

World War IV was a difficult time for the surviving residents of Abuja. The bombing of the city left both environmental and cultural scars, many of which still have yet to heal. The war also created lasting grudges between the region's many subcultures. Most famously, the Neorets and Heeds split over the former's passivism during the war. This never settled well with the

Sojaheeds, who came looking to them for help and who were turned away.

Mafi K'arfi, leader of the Sojaheed gang the Bwari Bruisers, grew up hearing stories of the Neorets' betrayal. To get revenge, she has hatched a plan to conduct a surprise attack on the Neoret gang, the Fula Cadis. She hopes to pin this attack on one of the Techno gangs of the region. Since the team is there representing this group, they've managed to be in just the wrong place at the wrong time.

If all goes well with her plans, Mafi hopes to spark a full-fledged subcultural war between the two groups. In this way, she hopes to weaken her enemies and show the arrogant Neorets that they are not the paragons of virtue they believe themselves to be.

The Patron

The exact patron who hires the team isn't particularly important in the grand scheme of this scenario. Ideally, the patron should be a gang or other organization with interest in the Abuja Fallout Zone and should be affiliated with a particular subculture. Beyond that, the details don't really matter.

The GM should also feel free to make up such an organization or to pick an existing organization that has appeared before in her campaign. If no other suitable candidate presents itself, assume the patron is a Techno gang called the Otutu Okenye.

We are the Gang

If the players are creating new characters for this adventure, the GM might consider having the group create a Techno gang as an alternative to having an outside patron. This both raises the stakes and makes the introductory scenario very personal. It also helps establish why the characters are in the Abuja Fallout Zone.

Let the players first come up with the gang's concept. What is their core philosophy? Did they join the gang for money and personal advancement, or do they have a higher goal? What are the signs or other visual tokens that mark them as members of the gang?

Once the players have settled on a core idea, have them each create a high-ranking gang member based on that concept. Characters should be created using the Action Horror campaign option (see page 164 of the *Shadows Over Sol* core rulebook). Ideally, they should also create characters who are Technos.

Finally, work together to flesh out the gang's backstory. How long has each character been in the gang? How have they managed to rise through the ranks? What relationships have they formed with each other?

Opening Salvo

This scenario begins *in media res*. The team has already been hired by their patron and on their patron's behalf, they are attending a rare meeting in the Central Business District of all the Abuja Fallout Zone's major gangs. Most of the gang leaders will be there, as will a few of their chosen lieutenants. The entire affair is under strict rules of truce. Anyone who breaks the truce will have to answer to *all* of the other gangs.

As the scene opens, the team is hearing grievances from a gang known as the Fula Cadis (see page XXX). Their leader, Cadi Ismael, speaks, telling about how they have been displaced from Kubwa and have moved into the eastern wastes. Their arrival has led to violence between the gang and the team's sponsors.

Give the characters a chance to interact and size up the other gang leaders if they are so inclined. This is also a good oppor-

tunity to cement the gangs of the region in the minds of the players. They'll want to know who the major threats are before things inevitably go wrong. Make it clear that any single gang is vastly outnumbered and outgunned by the others.

Surprise Attack

Suddenly, as Cadi Ismael is making his speech, accusing the team's sponsors of unwarranted attacks on his gang, there is a deafening blast of light and force. The shockwave tears through the room, knocking gang members down and sending nearby walls crumbling. Unless they have cybernetic hearing protection, the characters will be momentarily half-deaf as a ball of fire can be seen rising from where the Fula Cadis were gathered. Only Cadi Ismael remains standing, most of his lieutenants are scattered and dead behind him.

Accusations

Let the players react to the situation as they will for a moment. All around them gang members will be drawing weapons and looking around in confusion. Then, before anything major can happen, Ismael points at the team and glares, accusing them of attacking his gang while under truce.

Give the players a chance to respond as they will, but a few moments later—perhaps mid-reply—one of the Bwari Bruisers will shout and use her hand terminal to share a tag with everyone present. The tag is a link to a node owned by the team's sponsors. On it is a short video clip of the team standing in front of the circuit board motif of the Techno subculture. The timestamp indicates the night before the meeting. One of the team members—pick the group's face, if possible—stares at the camera and declares war on all the Neorets of the Abuja Fallout Zone in the name of the Techno subculture, beginning with the total obliteration of the Fula Cadis.

Run, You Fools!

This is followed very shortly by a lot of gang members pointing their weapons at the team, and then a wave of bullets. Ask the players what they want to do, but point out that they're vastly outnumbered and outgunned. Standing and fighting is likely a death sentence. Standing and talking is a slightly more verbose death sentence. Bullets move a lot faster than words.

Hopefully the players will decide to run. If they don't, let them try whatever plan they come up with, but ultimately the gangs will be more interested in killing than talking.

Try to avoid framing the scene using the combat system if at all possible. That's likely to lead to the team being slaughtered.

- Fleeing the scene is an extended Spd/athletics-10 (1 minute, Tally 10) action, as the rival gangs give chase. Failure on any single flip allows one gang member to make one attack on a character. Success by Mag 5+ allows the character to attack back. Once the action is a success, the character has gotten away.
- See the entire Gangs chapter for stat blocks (beginning on page 17). Each gang leader is present and each gang has a number of lesser gang members present equal to the number of players. The Fula Cadis are an exception, as all their lieutenants died in the explosion.

Across the Fallout Zone

From here, the team needs to find their way to safety, and ideally needs to figure out a way to clear their names. If they're blamed for starting a subcultural war in the Fallout Zone, their sponsor is unlikely to pay them and they might even be arrested or prevented from going up one of the space elevators to orbit.

Safety, unfortunately, will be difficult to come by until the team makes it across the Zone to civilization. They must do this on foot, as the Abuja Fallout Zone lacks operational public transit. In the meantime, they will pass through the home territories of several different hostile gangs, each of whom will be gunning for them. They may even witness other acts of violence, as the Zone's Neorets and Technos are now effectively at war.

Hostile Territory

Few gangs will be willing to let the team pass through their territory. If they don't attack outright, they'll need a very good reason to let public enemies number one onto their turf, which might draw all kinds unwanted attention as well. If they are not granted major concessions, most gangs will violently expel the team. Some possibilities for crossing hostile territories are below:

- Sneaking through a district can be represented by an extended Dex/stealth-10 (1 hour, Tally 10) flip. This assumes the team is carefully waiting for the right moments to make headway. A failed flip causes the local gang to either be alerted, thus making future flips more difficult, or the gang outright notices the team violating their turf.
- Alternatively, the team could try talking their way through. This requires some good roleplaying and a successful Chr/persuade-14 flip. Bribing the resident gang with gear or concrete favors might provide a bonus.
- Pick a gang from the Gangs chapter, beginning on page 17. Assume the gang leader is there, as are a number of normal gang members equal to the number of players.
- Make sure to provide the team with opportunities to run away if they find themselves in a fight.

Moments of Safety

Make sure that the team has a moment to breathe every now and then—particularly after they find themselves in a brutal fight. Maybe they find a bombed out building or tunnel where

they can hole up for a day or two to rest and heal. Or maybe they find someone's lost stash of canned vat-meat and medikits. Passing through the wasteland should be difficult, but not impossible.

The Puppeteers

The Bwari Bruisers masterminded the explosion and subsequent vid that framed the team. The explosive material was purchased in Kuje City and the bomb was assembled by an ex-USD contractor who was hired on the net. The vid was assembled by AI-driven video editing software, pieced together from footage of the team conferencing with their sponsor. The footage was stolen from the sponsor's network. The vid, in particular, was a rush job, as the Bruisers didn't know the sponsor would be sending the team until the night before.

The end result is that this has left a trail of evidence that clever players might pick up on, leading them to conclude that the Bruisers are behind the attack. Ways the team might pick up clues include:

- Hacking the sponsor's network might reveal recent intrusions, including the theft of footage containing the team. This requires success on an Int/program-10 flip.
- If the team makes it to Kuje City or has contacts in the Kuje City Administrative Corp, they can make an Chr/conspiracy-10 flip to trace the recent sale of explosive materials back to Mafi K'arfi, leader of the Bruisers.
- An hour of careful examination of the vid and success on a Per/comp-ops-10 flip will reveal that it's a fake. Success by Mag 5+ will even reveal metadata

containing the brand name of the video editing software.

- If all else fails, the team might run into the ex-USD contractor who assembled the bomb. He's holed up somewhere in the Zone, having been attacked by the Bruisers when promised payment. He's wounded and suspicious, but if properly convinced to help can ID Mafi K'arfi as the woman who hired him.

Showdown

If possible, the GM should help ensure that knowledge of who's behind the attack makes its way to the players. If the team is going to clear their name, they'll need to prove this, and ideally they should take their fight to the Bruisers' doorstep. Less aggressive teams might have the Bruisers hunt them down after their deception is publicly revealed.

Mafi K'arfi will be difficult to meet with. She is not stupid, and feels no need to reveal her plans. If confronted, she will demand to know why the team is in her territory. If hunting down the team, she will be well protected and out of sight when the Bruisers first attack.

- Clever players might trick her into revealing her involvement with the attack, while live-streaming the confrontation. This will require some roleplaying and success on an extended Chr/deception vs. Int/empathy (1 round, Tally 5) action. Characters will have three intervals to succeed on the extended action. If they don't succeed by then, she will have delayed long enough to get her gang into position and will attack.

- Mafi K'arfi's stats, and those of her gang, can be found on page 18.
- At first K'arfi and two lieutenants will be present. Afterward, a new gang member will show up each round until there are twice as many gang members as players. If it comes to a fight, K'arfi will make ample use of cover and aiming, while her gang rushes in to shoot the team or mob them with batons.
- Quick-thinking characters who kill K'arfi can use her still-warm corpse to unlock the biometric sensors on her hand terminal for up to a minute after death. All the evidence they need is on the machine. Those who don't manage to unlock the device quickly will need to hack it later, requiring a successful Int/program-16 flip.

The Return Home

Once the Bruisers have been defeated and the team has cleared their names, they will have a much easier job of crossing the Zone. While the ruins are still far from welcoming, the local gangs will allow the team pass without harassment. Some might even voice their respect, should the team have shown particular competence or bravado.

Furthermore, unless the team has burned bridges with their sponsor, they will be paid as agreed upon. This amounts to an Income 8 payment for each team member.

Regardless of whether they are now renowned or infamous, the team will have made their mark on the Abuja Fallout Zone.

Plot Hooks

The preceding scenario is an easy way to introduce players to the Abuja Fallout Zone. When continuing the campaign, however, the following plot hooks can be used for many more sessions of further gaming.

Project Supplies

Nigeria si awon Irawo (Nsal) is one of the principal suppliers of raw materials and shielding for the ARC Project. Unitech wishes to delay the completion of that project, and thus Nsal has become a potential target for sabotage. Unitech might hire an outside team to destroy Nsal's operation or, after some minor sabotage, Nsal might even hire a team to prevent any further damage.

To make matters more complicated, Chichima Ali, the head USD administrator in the region, while ostensibly an ally of Nsal, may actually welcome Unitech sabotage because it gives her leverage to assert more control over Nsal operations (see page 9). She may secretly dispatch her own operatives to ensure that Unitech's agents are at least partially successful.

Finally, Nsal is not without their own ace in the hole. They have developed a secret alliance with the Maitama Puku gang, who they may use as muscle when striking back at Unitech operatives, or even USD, should they learn of Chichima Ali's involvement (see page 20).

Circling Vultures

The Nigerian Governmental Tribune and Kuje City Administrative Corporation both seek to expand their influence

over the Abuja Fallout Zone (see pages 8-9). Both believe that as the radiation decays and the zone again becomes more habitable, it will become a source of tremendous wealth and opportunity. This has put the two corps on a collision course. It has also put them on a collision course with the zone's gangs, who aren't looking to be squeezed out of power.

Either of these corps might hire a freelance team to undermine the claims of their rivals in the Fallout Zone. Possible jobs include everything from sabotage to protecting construction workers hired to build an output in the region, or simply breaking the power of the local gangs.

For their part, the Buhari Beaters see the corps circling and know that it is only a matter of time before the power of the gangs is broken and gives way to outside corporate interests (see page 17). Rather than cling to their disorganized roots, the Beaters are looking to establish a dictatorship-like administrative structure of their own as a way to gain an air of legitimacy. They want to be seen as the principal claimant over the Zone, rather than vermin to be driven off by the corps.

Contested Upgrades

The Wuse Cyberbullies seek to upgrade themselves with implants so that they can surpass their human frailties. While this may empower individual gang members, it is also quite costly—especially for a gang in a post-apocalyptic region. To offset these costs, the Cyberbullies are always looking for ways to score technology that they may either



re-purpose for their implants or trade for the right materials.

Recently this has brought the Asokoro and Maitama districts to the gang's attention. One of their hauls of old tech uncovered data pointing to hidden caches of pre-WWIV wealth and technology located in these districts. Unfortunately for the Cyberbullies, the former district presents significant environmental hazards for non-upgraded gang members and the latter district is the home turf of the Maitama Puku gang. If they were to wantonly invade these districts they might start a messy gang war.

What Archfiend Azubuike, leader of the Wuse Cyberbullies, has decided the gang needs is a group of patsies. If they can leak the location of these caches to an outside group, the gang can use that group to retrieve the payload and then take it for themselves.

What the Cyberbullies haven't yet realized is that the cache in the Maitama district has already been discovered, and in fact serves as the secret entrance to the hidden NsaI laboratory. The corp will have its own feelings about unwanted intruders.

Golden Opportunity

Kongo no Ie (KnI) has long been a powerhouse of construction and materials warehousing in the region. Unfortunately for the corp, their operations near the Abuja Fallout Zone have recently been put under the command of Salim Lawal, the CEO's loyal but not especially competent son-in-law. For KnI's corporate rivals, this is a golden opportunity to make headway into the region or even to break KnI's stranglehold on construction.

Sinoex doesn't have a significant presence in the area, but they've noticed KnI's weakness and are looking to take advantage of it (see page 58 of the *Shadows Over Sol* core rulebook). Towards this end, they've received a contract from the Kuje City Administrative Corporation to build an outpost for the organization in the Kubwa district. However, since Sinoex doesn't have a presence in the region, they're looking for a group familiar with the area to stop threats and protect their workers during construction.

Unfortunately, Sinoex's lack of familiarity with the area shows in more ways than one. Since they are building the outpost on behalf of Kuje City, the Nigerian Governmental Tribune perceives it as a threat to their claims over the Fallout Zone. The rival admin corp is also allied with Jenseitech, who won't take kindly to another of the "Big 5" megacorps gaining a foothold in the region.



Shadows Over Sol

Shadows Over Sol descends to Earth for the first time!

What once was the glittering jewel of Africa is now a shattered wasteland, ravaged by climate change and nuclear warheads. Corps and subcultures vie to rebuild Abuja in their own vision, waging constant proxy wars for control through gangs allied to their vision.

Vision is big but hope is distant in the Abuja Fallout Zone.

Abuja Fallout Zone is a sandbox adventure supplement for *Shadows Over Sol*. It features a tense action horror scenario, and is designed to run one or more gaming sessions.



Tab Creations

