

# SAVAGED FALLOUT



One Sheet

Ambush at Painted Dog Gorge

**The lowdown:** The Followers of the Apocalypse mount an expedition to retrieve their former member Edward Sallow, now Caesar, dead or alive. The party tags along as hired muscle.

**Hired:** Posters can be found all over the LA Boneyard, bearing the message that the Followers of the Apocalypse are looking for seasoned mercenaries and caravan guards to escort a small convoy into the eastern territory formerly known as Arizona. The job promises excellent compensation and points those interested toward the Followers HQ in the old downtown library.

**The Followers of the Apocalypse:** If interested, the party makes its way to the Followers HQ, one of the landmarks of the post-War Boneyard. Inside, the party will be referred to Dr Simon Couldwell, the man in charge of this particular mission. In a small office in the library they will find the middle aged, keen-eyed Dr Couldwell. He will provide more information about the job: a small convoy (6 people and a few pack Brahmin) will head into Arizona territory to find a missing Followers scribe and anthropologist called Edward Sallow. Dr Couldwell states he fears he has fallen into the hands of the savage tribals inhabiting the area. The party's job will be to keep the Followers' convoy safe from harm. He offers a very sizeable reimbursement of several thousand dollars: 30% up front, the remainder upon their return.

**The convoy:** The convoy exists of the following people, all dedicated Followers of the Apocalypse: *Dr Simon Couldwell*: a man of science and leader of the expedition; *Lucas Couldwell*: the doctor's twin brother, a skilled engineer and technician; *Abderus*: a rugged Super Mutant toting a minigun; *James "Skinny" Flint*: weathered looking, expert survivalist and small weapons man; *Bill Calhoun*: a nervous, pudgy linguist and anthropologist; *Sarah Barr*: feisty twenty-something animal handler, cook and general jack-of-all-trades. Carrying all their equipment, guns, food and water are 5 pack Brahmin dubbed Belle, Louise, Anna, Stomper and Daisy.

**The journey:** The convoy sets out from the Boneyard following the ancient Interstate 10. While the first week(s) inside NCR territory are uneventful, the convoy runs the risk of raider/critter random encounters once they near former Arizona, at the Overseer's discretion. The convoy will head north, making their way through Phoenix and the ruins of Flagstaff, until eventually it reaches the vicinity of the Grand Canyon. During the trip the PCs have a lot of opportunity of learning more from their companions:

- After some persuading Skinny Flint or Abderus will reveal that their mission isn't as innocent as they have been led to believe; the missing Follower Edward Sallow now goes by the name Caesar. He has become some sort of warlord, uniting the native tribes and proclaiming himself Son of Mars. This mission was set up to return Caesar to the Followers, preferably alive; otherwise dead.
- Bill Calhoun will avoid talking to the PCs, generally looking very gloomy and agitated. When pressed he will reveal he was part of the original expedition together with Edward Sallow into the tribal territory. They were captured by Blackfoot tribals shortly upon their arrival. Sallow used his knowledge to become the leader of the tribe, showing them how to use firearms, combat tactics and the principle of total warfare. Together with the mormon missionary Joshua Graham he began to unite the tribes.

Their other six companions were killed, and Calhoun sent back west to relay what happened to the Followers.

- Dr Couldwell will confirm the information the party finds out, stating a madman like Caesar can't be permitted to corrupt the tribals.

**Painted Dog Gorge:** Nearing the Grand Canyon, the convoy will have to navigate a set of narrow gorges and ravines, the only way around taking up many days of travel. A short way in, tribal markings and paintings can be seen on the canyon walls, marking the territory of the Howling Men tribe. Skinny Flint and Abderus will move ahead of the group, on the lookout for hostile tribals. Another mile farther in, the net closes around the convoy as suddenly from all directions tribals start pouring into the gorge. The Howling Men (**Stats:** Tribal), so called for their ululating as they rush into battle, are tribals covered in war paint and tattoos, with bone necklaces and furs and hair vests draped across their bodies. They show no interest whatsoever in negotiating or bartering, striking down the first convoy member to get in their path. A few of them bring vicious looking wolfdogs (**Stats:** Feral Dog with Fighting d8) to the frenzy. The tribals set off a few traps, causing both approaches to be cut off by a small avalanche of rocks, though these can be climbed over with some effort. A small slope leading off from the gorge makes the most defensible location, and the Followers will try to make a stand there.

**The end:** Sarah Barr will fire a flare gun, signaling their distress to the advance scouts. The amount of tribals and the time it takes the two NPCs to return and in turn catch the tribals from the rear, is up to how difficult the Overseer wants to make the encounter. Depending on the outcome (and if the Overseer wants to continue the Caesar arc), the Followers will either decide to continue their expedition or return to the Boneyard.

**NPC cast:**

*James "Skinny" Flint*

St d8, Ag d8, Vi d8, Sm d6, Sp d8

Fighting d8, Small Guns d10, Explosives d6, Intimidate d6, Taunt d6, Notice d10, Stealth d10, Survival d12, Medicine d4

Pace 6, Run d6, Toughness 7(1), Parry 6

Marksman

-Leather Armor (+1)

-Combat Knife St+d4+1

-.223 Pistol 15/30/60 2d6+1 RoF1

-Hunting Rifle (.223mm) 24/48/96 2d8 RoF1

*Abderus*

St d12+2, Ag d8, Vi d10, Sm d6, Sp d6

Fighting d10, Heavy Weapons d12, Explosives d4, Notice d6, Taunt d10, Intimidation d10

Pace 6, Run d6, Toughness 10(1), Parry 7

Size +1

Imp. Sweep, Bracing, Vats Skin (+1), Natural Born Killer

-Leather Armor (+1)

-Fists: St+d6

-Minigun: 24/48/96 2d8+2 RoF3, AP2, Snapfire, 2 actions to reload

*Sarah Barr*

St d6, Ag d8, Vi d6, Sm d6, Sp d8

Fighting d8, Small Guns d8, Intimidate d6, Taunt d10, Notice d8, Stealth d8, Survival d6, Medicine d4,

Persuasion d6, Streetwise d8, Barter d6

Pace 8, Run d10, Toughness 6, Parry 6

Fleet-Footed

-Wasteland Outfit

-Throwing Knives 3/6/12 St+d4 RoF 1

-10mm Pistol 12/24/48 2d6 RoF1

-Flare Gun 10/20/40 2d6 RoF1, 1 action to reload, Can start fires, Frightens animals

*Simon Couldwell/Lucas Couldwell/Bill Calhoun*

St d6, Ag d6, Vi d6, Sm d8, Sp d6

Fighting d6, Small Guns d6, Notice d6, Science d8, Repair d10 (*Lucas*), Medicine d10 (*Simon*),

Persuasion d8 (*Bill*)

Pace 6, Run d6, Toughness 6, Parry 5

-Wasteland Outfit

-10mm Pistol 12/24/48 2d6 RoF1

-Laser Pistol: 15/30/60 2d6+1 RoF1, AP2 (*Simon*)