ASTOUNDINGLY
AWESOME
TALES

ISSUE NO. 2

FULLY OPERATIONAL

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INTRODUCTION

★

SYNOPSIS

Power Armor. Few tools of pre-War America have developed as much notoriety across the Wasteland as a fully operational suit of Power Armor, a symbol of status, of wealth, and strength. Most wastelanders would give their last cap, sell out a friend, or even kill to get their hands on a set.

Before the bombs fell and reduced America to a radioactive wasteland, titans of industry worked tirelessly to develop ever-newer forms of Power Armor, constantly improving on the base design created by West-Tek in 2067. This work continued until the moment the bombs dropped in secret armories and laboratories across the states, with untold prototypes, experimental models, and more now lost to total atomic annihilation.

Fully Operational begins in the Red Rocket Taphouse, a renovated Red Rocket station, where the players meet **Tommy Martin**, a disgraced Brotherhood of Steel Scribe who discovered the location of an undiscovered West-Tek facility within the confines of a radioactive hot zone. After "acquiring" the site's whereabouts, the PCs make their way to the facility and discover what lies inside.

Over the course of Act One, the PCs have the opportunity to:

- Explore the Red Rocket Taphouse.
- Meet Tommy Martin and learn his history.
- Travel through a radioactive hot zone.
- Encounter a Deathclaw nest.

GETTING INVOLVED

Fully Operational assumes that the PCs discover the Red Rocket Taphouse while traveling between locations or find out about it from a nearby ally. However, there are other ways of getting into the quest:

- Players friendly with the Brotherhood of Steel are hired to hunt down an exiled Scribe who claims to have uncovered important Old-World information.

- Alternatively, PCs not affiliated with the Brotherhood of Steel heard a traveling Scribe claiming to have important information to help advance the Brotherhood's goals. The PCs could have been hired to ensure the information never reached the Brotherhood—or merely want it for themselves.

- Traders use the Red Rocket Taphouse as a meeting ground, a neutral location to discuss terms and finalize contracts. Players could have been asked to meet there by an old contact or even to finish off a job they're currently undertaking.

- The PCs may be regulars at the *Taphouse* or could stumble upon it during their travels one day, drawn in by the unusual composition of its customers or the carefully worded advertisements for the house drink found in the Wasteland nearby.

Quest Level

Player characters should be level 16-20 to play through *Fully Operational.*

ACT ONE: HIDDEN IN THE GLOW

SCENE ONE: ONE DRINK TOO MANY

To introduce the scene, read or paraphrase the following to the players.

After days of following the winding roads of the pre-War highways with only burnt-out Corvegas as constant companions, even a jaunt through a mutfruit field under the vicious midday sun felt like a marathon. Your trip concludes as the silhouette of the Red Rocket Taphouse nestled alongside the road comes into view.

Old pictures and postcards on the walls capture the imagination. The workshop has been torn out and replaced with a pool table and an ever-crooning record player. Patrons, from traders and travelers to raiders and runaways, sit at cobbled-together tables and rub shoulders with one another under the watchful eye of the Taphouse's waitstaff. Reprogrammed Assaultrons bedecked in classic, moth-eaten diner uniforms, complete with neckties and 'welcoming' personality matrices, move between tables carrying trays of "farm fresh" Mole Rat Chunks and BlamCo Brand Mac and Cheese, as well as the many varieties of its popular Booth's Beer on tap.

The owner of the Red Rocket Taphouse, **Darcy Booth**, acts as an overly-friendly bartender. She has little time for roughhousing, idiocy, or threats and quickly dispatches her waitstaff—the Assaultrons Mavis, Maude, and Marcy—to remove any louts from the premises. In addition to food and drink, Darcy also sells a small number of useful Chems, Radaway, Stimpacks, and anything likely to keep her clientele breathing long enough to come back for another drink.

Besides the normal patrons and the players, an ex-Scribe named **Tommy Martin** sits at the end of the bar, sequestered between several bottles of Fission Fizz. When the PCs speak to Tommy, he reveals he was kicked out of the Brotherhood of Steel several months ago due to his alcoholic tendencies. He took to the Wastes, hunting down a discovery big enough to admit him back into the Brotherhood. Despite all appearances, he's currently celebrating such a discovery.

He is reticent to explain why, though the PCs can coax him to reveal his hidden treasure with a successful **CHA + Speech** skill check with a difficulty of 2. Tommy's treasure is a holotape with the location of an old West-Tek facility, lost to time and possibly completely undiscovered.

The PCs can attempt different avenues to get their hands on the holotape. In addition, Tommy is drunk and increases the difficulty of any **AGI** or **INT**-based skill checks he takes by 1, and he's had far too much at this point to feel the benefits of Fission Fizz.

- **Barter:** A successful **CHA+ Barter** skill test with a difficulty of 3 convinces Tommy to part with the holotape for 500 Caps.

Tommy Martin, Ex-Scribe
Level 14, Human, Notable Creature (204 XP)

S	P	E	C	I	A	L
6	8	6	8	9	6	6

SKILLS

Energy Weapons ■	4	Science ■	5
Lockpick	3	Sneak ■	3
Medicine ■	3	Speech	4
Repair	3		(■ Tag Skill)

HP	INITIATIVE	DEFENSE
25	16	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	–	3

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	2 (Arms, Legs, Torso)	2 (Arms, Legs, Torso)	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 6), 2 🔵 Physical Damage
- **TOMMY'S SHARPSHOOTER'S FOCUSED TACTICAL LASER PISTOL: PER + Energy Weapons** (TN 12), 6 🔵 Piercing 2 Energy damage, Range C, Fire Rate 2, Close Quarters

SPECIAL ABILITIES

- **PRE-WAR EXPERTISE:** Tommy's years as a Scribe gives him a bonus d20 when making tests to examine, identify, or use pre-War technology.
- **LET RIP:** Once per combat, Tommy may 'let rip' with a volley from his Laser Pistol. This adds the weapons Fire Rate of 2 to the weapon's damage for a single attack (for 9 🔵 total).
- **LASER COMMANDO:** Tommy's been practicing. He adds 2 🔵 to the damage of any energy weapon he uses (included in stat block).

INVENTORY

Brotherhood Scribe's Armor, Tommy's Sharpshooter's Focused Tactical Laser Pistol, 2d20 Fusion Cells, West-Tek Confidential Holotape, BlamCo Brand Mac and Cheese, Fission Fizz, Stimpack, Wealth 4

- **Steal:** Tommy keeps the holotape hidden in the breast pocket of his uniform, making it awkward at best to pick his pocket. A PC can attempt an **AGI + Sneak** opposed test to take it without him noticing.

- **Kill:** The PCs can kill Tommy and take it. Any violence in the Taphouse is met with significant hostility from Darcy and her waitstaff.

- **Helping Hand**: The PCs may offer their services to Tommy, such as protection for the journey, their expertise in ruin diving, or something else altogether. A PC can make a **CHA + Speech** test with a difficulty of 3 to convince Tommy that their aid is invaluable. He offers to bring the PCs on the job for a 40% cut of any profits. Depending on the PC's arguments, an additional CHA + Barter test can raise the cut to as high as 50%. Tommy explains they're heading into a known rad-zone that's "Bad enough to make your skin crawl off of your body, grow legs, and clear out".

If the PCs gain access to the holotape, it requires either a Pip-Boy or a terminal to access the data. The Taphouse has two working terminals: Darcy's private terminal, which contains the secret recipe for her **Booth's Beer,** and the bar's inventory reports. The second is set up with a working copy of the Automatron holotape game inside the bar.

The holotape is encrypted and needs a password to access it, which Tommy knows to be "Warhorse" or a successful **INT + Science** skill test at difficulty 3 to hack it. Unlocking the tape reveals a single file with a set of coordinates, which can be deciphered with an **INT + Survival** skill test with a difficulty of 3, reducing the difficulty by 1 if the PCs have access to a map of the area.

Booth's Beer

Brewed and fermented in old gasoline containers, and in the case of Fission Fizz the hollowed-out remnants of a burnt-out fission reactor, Booth's Beer has a distinct kick and aftertaste unlike anything else in the wastes. It's served from a gas pump straight into a mug or bottle provided by the customer.

ITEM	HP HEALED	OTHER EFFECTS	IRRADIATED?	WEIGHT	COST	RARITY
Unleaded Booth's Beer	0	Alcoholic, immediately gain +1 AP and reroll one d20 on **END** tests.	1 ☢	<1	25	2
Leaded Booth's Beer	0	Alcoholic, immediately gain +2 AP and reroll two d20s on **END** tests.	2 ☢	<1	45	3
Fission Fizz	0	Alcoholic, immediately gain +3 AP and reroll three d20s on **AGI** tests.	3 ☢	<1	70	3

SCENE TWO: ON THE ROAD AGAIN

Traveling from The Red Rocket Taphouse to the West-Tek facility takes a couple of days at the bare minimum. You can either follow the rules outlined in the *Fallout: Gamemaster's Toolkit* to establish your own path for the players or follow the steps below to determine how long it takes for the PCs to make the journey.

ON THE ROAD

- **Determine the Route:** With the coordinates determined, the PCs should have an easier time planning their route to the facility. An **INT + Survival** test with a difficulty of 2 reveals the most straightforward route, with minimal diversions. At this point, it is revealed that the facility is roughly 30 miles away.

- **Determine the Time:** The route is mostly over rough terrain, some of the harshest the wastes have to offer. An average traveling group takes roughly fifteen hours to traverse.

- **Follow the Trail:** For each day's travel, the players make a **PER + Survival** skill test with a difficulty of **3** to travel the mostly uninhabited path to the facility. Failure in this test means the PCs get lost, waste time spent on the day's travel, and increases the difficulty of the next navigation test by 1.

- **Arrival:** Once the PCs have succeeded in their navigation tests, they arrive at the edge of the rad-zone, ready to cross the last bit of distance to the facility itself.
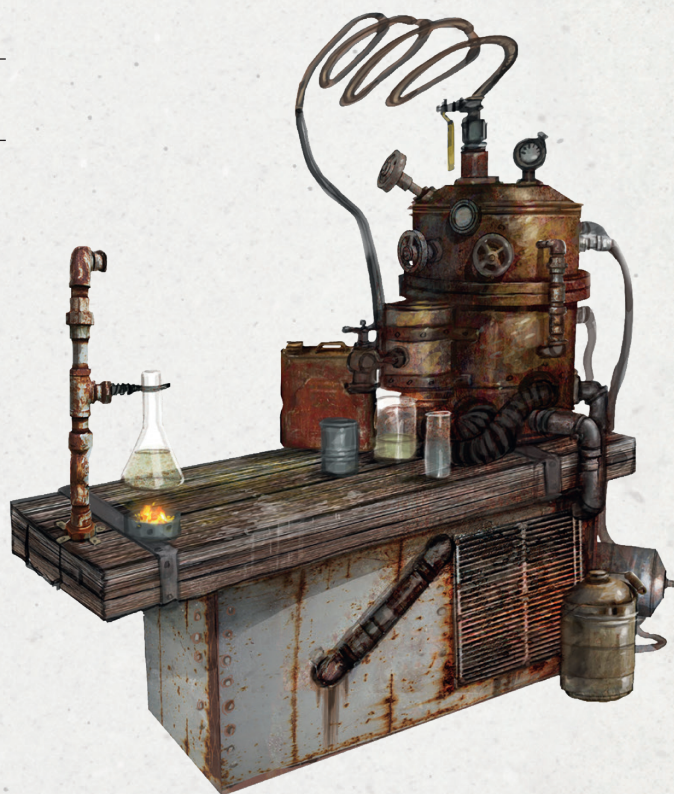
"I can't do it!"

For ill-prepared players, the travel to the bunker may prove even more dangerous than what lies inside. Be sure to give your players ample warning about the dangers they will face from the environment, allowing them time to consider how to best approach the journey. They may need to double back to a trader or chem station to resupply if they realize they aren't prepared for the trip. Don't worry if this happens as nothing stops them from returning later.

ENCOUNTER 1-A: BEWARE THE DEATHCLAW

Following their time on the road, the PCs arrive near their target. The last obstacle is little more than the enormous, jagged crater left by the detonation of one of the innumerable nuclear weapons that changed the world. Consulting the details of the holotape shows the PCs that the facility rests a mile and a half into the crater, if it survived the explosion in the first place.

Traveling through the radiation zone is time-consuming and dangerous, taking an hour to navigate and an **AGI + SURVIVAL** check with a difficulty of 4.

Failure means the PCs must roll the test a second time and spend an additional hour readjusting their direction. The PCs also suffer 8 ☢ Piercing, Vicious Radiation damage from the heavy fallout.

Success means the PCs suffer 5 ☢ Radiation damage and come across the blasted ruins of a West-Tek facility inside a cave—identified by a long-decimated wall and sun-bleached signs with a barely visible West-Tek logo still declaring "Warfare – Fully Powered."

A pack of **Deathclaws** has nested in the cave mouth, blocking the most direct route to the facility's entrance. A mating pair consisting of a **Deathclaw Alpha Male** and a **Deathclaw Pack Matriarch** rests within the cave, protecting a clutch of new eggs from potential threats, while two other deathclaws hunt the area for food. The GM may add more deathclaws to the encounter at the start of each round by spending 3 AP per deathclaw.

The PCs must reach the terminal beside the door to enter the facility by either dealing with or avoiding the deathclaws. If directly challenged, the Pack Matriarch leads the pack in a furious charge while the Alpha Male holds back to protect the clutch. The deathclaws are merciless killing machines and do not relent until every threat to their eggs is reduced to a bloody smear on the floor.

If the PCs elect to sneak past the deathclaws, they'll find the creatures easily distracted by loud noises and signs of movement as they have grown used to the relative peace of the crater. However, even when distracted, the Alpha Male will not leave the eggs unprotected.

After avoiding or clearing out the deathclaws, the PCs reach the facility doors and find them locked. The nearby terminal is also locked and opens with either an **INT + Science** skill test with a difficulty of 3 to hack or inputting the password "Warhorse." Unlocking the terminal allows the PCs to open the maglocks and make their way inside, a mirror terminal on the other side of the wall can be used to relock the door. Proceed to *Act Two: Warhorse.*

Deathclaw

Level 11, Mutated Reptile,
Normal Creature (81 XP)

BODY	MIND		MELEE	GUNS	OTHER
9	5		5	—	3

HP	INITIATIVE	DEFENSE
31	14	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
6 (All)	9 (All)	Immune	9 (All)

ATTACKS

- **CLAWS: Body + Melee** (TN 14), 6 🎲 Piercing, Physical Damage
- **SLAM: BODY + Melee** (TN 14), 4 🎲 Stun, Physical Damage
- **HEAVY OBJECT: BODY + Guns** (TN 9), 4 🎲 Stun, Physical damage, Throwing, Range M

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The deathclaw reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **BIG:** The deathclaw is bigger than most PCs, towering over them. The creature receives an additional +1 Health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

SPECIAL ABILITIES (CONTINUED)

- **KEEN SENSES:** One or more of the deathclaw's senses are especially keen; they can attempt to detect creatures or objects which PCs normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).
- **REND:** A deathclaw may choose to make a deadlier Claw attack by increasing the difficulty of the attack by +1. If it succeeds, the attack's damage increases by +2 🎲.
- **WEAK SPOT:** If an attacker chooses to target the deathclaw's torso, it ignores the creatures' DR. This does not apply against hits that randomly hit the torso.
- **MASSIVE STRENGTH:** A deathclaw is capable of lifting and throwing objects as large as a standard car.

INVENTORY

BUTCHERY: Scavengers can butcher a deathclaw with a successful END + Survival test with a difficulty of 1. This yields 2 🎲 portions of deathclaw meat.

Deathclaw Pack Matriarch

Level 13, Mutated Reptile,
Mighty Creature (190 XP)

BODY	MIND		MELEE	GUNS	OTHER
10	5		6	—	3

HP	INITIATIVE	DEFENSE
70	15	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
7 (All)	9 (All)	Immune	9 (All)

ATTACKS

- **CLAWS: Body + Melee** (TN 15), 7 🎲 Piercing, Physical Damage
- **SLAM: BODY + Melee** (TN 15), 6 🎲 Stun, Physical Damage
- **HEAVY OBJECT: BODY + Guns** (TN 9), 4 🎲 Stun, Physical damage, Throwing, Range M

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The pack matriarch reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

- **BIG:** The pack matriarch is bigger than most PCs, towering over them. The creature receives an additional +1 Health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

SPECIAL ABILITIES (CONTINUED)

- **KEEN SENSES:** One or more of the pack matriarchs' senses are especially keen; they can attempt to detect creatures or objects which PCs normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).

- **REND:** A pack matriarch may choose to make a deadlier Claw attack by increasing the difficulty of the attack by +1. If it succeeds, the attack's damage increases by +2 🎲 .

- **WEAK SPOT:** If an attacker chooses to target the pack matriarch's torso, it ignores the creatures' DR. This does not apply against hits that randomly hit the torso.

- **MASSIVE STRENGTH:** A pack matriarch is capable of lifting and throwing objects as large as a standard car.

- **PACK MOTHER:** At the beginning of each round, the pack matriarch generates 1 AP for every friendly deathclaw within medium range. Only allied deathclaws may spend this AP.

- **HUNTER'S LEAP:** The pack matriarch may attempt a **Body + Other** test with a difficulty of 1 to perform a leap. If it succeeds, the Matriarch moves to anywhere within long range and makes an immediate Claw attack against any target within Reach.

INVENTORY

BUTCHERY: Scavengers can butcher a pack matriarch with a successful **END + Survival** test with a difficulty of 1. This yields 2 🎲 portions of deathclaw meat.

Deathclaw Pack Alpha

**Level 12, Mutated Reptile,
Mighty Creature (176 XP)**

BODY	MIND		MELEE	GUNS	OTHER
10	5		5	—	3

HP	INITIATIVE	DEFENSE
66	14	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
8 (All)	10 (All)	Immune	10 (All)

ATTACKS

- **CLAWS: Body + Melee** (TN 14), 6 🎲 Piercing, Physical Damage
- **SLAM: BODY + Melee** (TN 14), 4 🎲 Stun, Physical Damage
- **HEAVY OBJECT: BODY + Guns** (TN 9), 4 🎲 Stun, Physical damage, Throwing, Range M

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The pack alpha reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **BIG:** The pack alpha is bigger than most PCs, towering over them. The creature receives an additional +1 Health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

SPECIAL ABILITIES (CONTINUED)

- **KEEN SENSES:** The pack alpha's senses are especially keen. They detect creatures or objects which PCs normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).
- **REND:** A pack alpha may choose to make a deadlier Claw attack by increasing the difficulty of the attack by +1. If it succeeds, the attack's damage increases by +2 🎲.
- **WEAK SPOT:** If an attacker chooses to target the pack matriarch's torso, it ignores the creatures' DR. This does not apply against hits that randomly hit the torso.
- **MASSIVE STRENGTH:** A pack alpha is capable of lifting and throwing objects as large as a standard car.
- **DEN PROTECTOR:** While an opponent is within range of the alpha male's Claw attack, the target is considered to be in difficult terrain. An opponent must spend 2 AP to move from the zone. When an opponent is within range of the pack alpha's Claw attack, they are considered to be in difficult terrain. An opponent must spend 2 AP to move out of range.
- **HARDENED SCALES:** When the pack alpha takes the Defend major action, it may spend up to 3 AP and increase its Physical DR by the same amount. This increase lasts until the beginning of its next turn.

INVENTORY

BUTCHERY: Scavengers can butcher a pack matriarch with a successful **END + Survival** test with a difficulty of 1. This yields 2 🎲 portions of deathclaw meat.

ACT TWO: WARHORSE

SYNOPSIS

Before the bombs fell, West-Tek facility WARHORSE was a carefully guarded secret, hidden below ground behind the facade of a standard R&D facility. In truth, the facility was one of many focusing on creating state-of-the-art Power Armor designed primarily to end the Sino-American war as swiftly and as brutally as needed. Once a bleeding—edge scientific station, the WARHORSE facility went quiet days before the bombs dropped, its doors sealed, and its secrets lost. The facility has laid undisturbed for centuries and time has become the only decaying factor. The only known fact is that no human has stepped foot in the facility since it locked down and much of it will appear as before the bombs dropped.

In Act Two, the PCs will be able to:

- Uncover and investigate the abandoned West-Tek facility.
- Interact with a cutting-edge pre-War AI.
- Unravel a mystery.
- Put together an experimental suit of Power Armor.

PROJECT WARHORSE

Making their way through the main door, the PCs find themselves in a long carved-out tunnel, lit with flickering floodlights still in operation after all this time. The tunnel terminates into the concrete gray of a uniform building fitted with a door and a large sliding entranceway once used for cargo. Both are unlocked.

When the PCs open the door, read or paraphrase:

> As the door opens and releases the dust of two centuries into the air, the sound of old machinery clicks to life, and small red lines of light are drawn through the particle-laden air. The lights slowly track from the doorway into the building, revealing small ball-like turrets embedded in the ceiling. A nearby skeletal body with heavy laser burns, mostly hidden by the time-worn whites of a West-Tek uniform, lies with arms stretched toward a series of terminals nearby. The same mechanical whirring continues deeper inside. Terminal screens snap into life with a soft green glow, diagnostic text cascading across as a tinny sound rings from dust-choked speakers on the walls, followed by a militaristic announcement: "Systems operational. Program, WARHORSE, loading."

Stepping into the room reveals a locked freight elevator at the far end, two large flatbed trucks in the cargo bay, and a series of terminals opposite the elevator. The **four wall-mounted laser turrets** swivel towards the PCs as they move inside but do not open fire, merely tracking their movements. Once the PCs approach the lit terminals, they will be met by a deep, authoritative voice emanating from the terminal speakers: **WARHORSE**, an experimental AI program created by West-Tek shortly before the bombs fell.

WARHORSE introduces itself to the PCs, its tone military but polite. It explains that it was the latest project of the facility, part of an attempt to create the next iteration of the T-60 Power Armor. WARHORSE was to be part of the armor's operating system, allowing the unit to operate independently, offering fire support, medical aid, and wielding an integrated weapons system. Sadly,

it reports that something ordered the security robots to kill the staff during the project's final stage.

One of the researchers, **James Davidson**, managed to grab the personality matrix containing WARHORSE and install it on the terminals on this floor, which is how WARHORSE became stuck here. WARHORSE asks the PCs for help, imploring them to head deeper into the facility and retrieve the modified Power Armor frame. If asked for a reward, WARHORSE offers up anything the PCs find in the facility, including its services, should it be freed.

The facility is split into five levels: **Weapons Testing, Research and Design, Manufacturing, Data Management,** and **Deliveries.**

The PCs are on the Deliveries floor, which WARHORSE controls. The floor is an Average Industry Area that has been Untouched.

Its Item Listing is as follows: Clothing: 5-6, Armor: 2-3, Junk: 6, Oddities: 3.

If the PCs reach the security room on each floor and disable the control terminal, they'll be able to take control of that floor, making travel around the area significantly safer. Until each terminal is disabled, WARHORSE is locked out and cannot offer any support.

Once the PCs accept, the elevator opens, and WARHORSE wishes them luck on their mission.

Other Sites

In addition to any loot found in the area, an old clipboard with a series of stops is stashed in the driver's cab of one of the flatbed trucks. All of them have been ticked off except the last one, which is noted as "**Site: Warhorse**." Apart from a few more standard locations like warehouses and West-Tek offices, several more coded sites are listed below.

- SITE: LEECH
- SITE: WOLFPACK
- SITE: RHINO
- SITE: BLACKBIRD
- SITE: KRAKEN

Laser Turret 3-Shot (Wall Mount)

Level 15, Robot, Normal Creature (109 XP)

BODY	MIND		MELEE	GUNS	OTHER
10	6		—	5	—

HP	INITIATIVE	DEFENSE
13	13	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (All)	3 (All)	Immune	Immune

ATTACKS

- **LASER GUN: BODY + GUNS** (TN 15), 9 🎲
  Piercing, Energy Damage, Range M, Burst

SPECIAL ABILITIES

- **ROBOT:** The laser turret is a robot. They are immune to the effects of starvation, thirst and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired.

- **IMMUNE TO POISON:** The laser turret reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

- **IMMUNE TO RADIATION:** The laser turret reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

- **IMMUNE TO DISEASE:** The laser turret is immune to the effects of all diseases, and they will never suffer the symptoms of any diseases.

- **LITTLE:** The laser turret is smaller than most PCs. Its normal HP is reduced to Body + ½ level (rounded up), but its Defense is increased by 1. Further, it is slain by any hit which inflicts an Injury

INVENTORY

SALVAGE: Scavengers can salvage from a destroyed laser turret with a successful **INT + Science** test with a difficulty of 1. This yields 3d20 fusion cells. Salvage also yields 2 🎲 uncommon materials.

SCAVENGING RUN

Each floor is separated into individual subheadings, alongside details of what can be found.

The elevator, controlled by WARHORSE, can be taken to the following floors: Weapons Testing, Research and Design, and Manufacturing. However, Data Management is **currently under a Level 2 Lockdown**—meaning WARHORSE needs to regain additional control over the facility to unlock that floor.

MANUFACTURING

The manufacturing floor is a hive of activity, lined with the mechanical clanking of machines making more machines. The air is heavy and hot due to the fusion generators running for two centuries.

Packing Floor: A large rectangular space with closed boxes arranged for shipment in carefully curated sections, each marked with location, cargo, and weight. A dozen corpses lay around the area, their bodies torn apart by chain gun fire. A few still grip **10mm pistols** or **crowbars** in their skeletal grip, a pointless display against their killer: a **Sentry Bot** patrolling the floor hunting for threats. Most boxes contain components for creating Power Armor frames, ammunition, and the occasional piece of T-60 Armor.

Staff Room: Lined with Nuka-Cola vending machines and Eat-o-tronics. The staff room has half a dozen rounded tables and more laser-scoured bodies. **Two laser turrets** rest on the ceiling above a food preparation area and opposite a set of sofas facing a television set. A single body lies under the centremost table, an unopened pale blue lunchbox still locked in its grip, wearing a damaged but recognizable security uniform. The **Security Office key and password** for the manufacturing floor are hidden in the pockets of this corpse.

Offices: Three offices sit on the far right-hand side of the floor, the first and second are open, while the third is locked—requiring a successful **AGI + Lockpicking test with a difficulty of 2** to open. The offices themselves are uniform, a single wooden desk positioned at the far end of the room surrounded by various personal knickknacks, except for the first office, which was on the wrong end of an explosion.

It is an Average Area that has been Untouched.

Its Item Listing is as follows: Ammunition: 1 Beverages: 2-4, Clothing: 4-6, Weapons: 2, Chems: 2, Oddities: 2.

Terminals sit on the desks of the second and third offices, perforated by several rounds. There is a body reclining in the chair behind the desk in the second. A successful **INT + Science** test with a difficulty of 2 grants access to the third office's computer records, containing a long list of deliveries to and from the facility. In addition, an email exchange between the terminal's original owner, Doctor Barrington, and the Head of Security, Mr. Winters, can be found. The exchange details Mr. Winters's apparent annoyance at the security team at the facility being slowly phased out and replaced with robots and Doctor Barrington's insistence that Winters has little to worry about. "After all, you're an invaluable part of the team—as well as the only member of staff with the robot override codes," one message states. Mr. Winters asked if the same changes were being made to their sister sites, but this went unanswered.

Storage: A simple janitorial supply cupboard full of various cleaning supplies, mops, brooms, and the like. A large ventilation system is also fashioned into the rear portion of the room, with a relatively small yet accessible opening that leads directly to the Experimental manufacturing floor. It is a Small Area that has been Untouched.

Its Item Listing is as follows: Beverages: 2, Clothing: 2, Chems: 4-8.

Bathrooms: Two bathrooms, each containing four stalls with operable sinks. A small first-aid station containing **2 Stimpacks**, **2 Purified Water,** and **1 dose of Mentats** can be found in each.

Main Floor: Four long manufacturing lines operate within the main floor. Each line has a fusion core generator. Each line feeds into the next, looping Power Armor frames in various states of production: assembled, disassembled, and reassembled again in perpetuity. **Two sentry bots** and **four laser turrets** watch over the area, actively searching for targets. The **Power Armor frames** are heavily worn and will not function until repaired.

Security: A small security office fitted with a mostly faded note reading "Out for Lunch" taped to the door. Inside are four lockers filled with personal clothing and items. A weapons cabinet is mounted onto the wall, requiring either a key or a successful **AGI + Lockpicking** test with a difficulty of 3 to open it. It contains **4 10mm Pistols, 4**

Combat Shotguns, and **4 Sturdy Combat Chest Pieces.** Each weapon comes with 6+3 🎯 ammunition. A security terminal silently idles on the login screen, requiring either a password or a successful **Int + Science skill test of difficulty 3** to hack it. Doing so grants WARHORSE access to the floor's security features, immediately forcing all remaining turrets and sentry bots to become non-hostile and unlocking the security gates to the Munitions and Experimental offices. A short string of messages can also be found between Mr. Winters and a Ms. Jefferson, wherein Winters warns the staff of an impending security robot's software update over the next few days. Jefferson queries the source of the information since she normally deals with all security updates. Winters responds with a simple statement: "Need to know basis."

Experimental: An advanced laboratory centered around a single Power Armor frame locked behind a security gate. Numerous terminals line the room's walls alongside schematics, prototype parts, tools, and other items. The **Warhorse Power Armor Frame** can only be retrieved by opening the security gate via the security office. Half a dozen corpses, still wearing lab coats and mere inches from their workstations, litter the floor after being gunned down by the lurking lone **sentry bot.** Anyone familiar with Power Armor will immediately notice how unusual the Warhorse Power Armor Frame is significantly heavier and taller than the standard build, with digitigrade legs adding an extra foot to its height and additional computing technology integrated into the system.

Sentry Bot

Level 16, Robot, Normal Creature (116 XP)

BODY	MIND		MELEE	GUNS	OTHER
10	6		4	5	4

HP	INITIATIVE	DEFENSE
41	16	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
6 (All)	6 (All)	Immune	Immune

ATTACKS

- **CHAIN GUN: BODY + Guns** (TN 15), 6 🎯 , Physical Damage, Burst, Spread, Fire Rate 5, Gatling, Range M
- **UNARMED: BODY + Melee** (TN 14), 8 🎯 Vicious, Physical Damage
- **MISSILE LAUNCHER: BODY + Guns** (TN 15), 11 🎯 Physical damage, Blast, Range L

SPECIAL ABILITIES

- **ROBOT:** The sentry bot is a robot. It is immune to the effects of starvation, thirst, and suffocation. It is also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired.

SPECIAL ABILITIES (CONTINUED)

- **IMMUNE TO POISON:** The sentry bot reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The sentry bot reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The sentry bot is immune to the effects of all diseases, and they will never suffer the symptoms of any diseases.
- **KEEN SENSES:** One or more of the sentry bot's senses are especially keen; they can attempt to detect creatures or objects which PCs normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).
- **AGGRESSIVE:** The sentry bot is quick to action when it senses prey. When the sentry bot enters a scene, immediately generate 1 Action Point.

INVENTORY

SALVAGE: Scavengers can salvage from a destroyed sentry bot with a successful **INT + Science** test with a difficulty of 1. This yields 1 fusion core, 2 🎯 units of common materials with +1 🎯 per AP spent, and each Effect yields 1 uncommon material.

Munitions: Rows of machines lie dormant among conveyor belts laden with various calibers of ammunition, all covered in dust as the entire supply line has been shut down. Four production lines, manufacturing 10mm, 5.56mm, .308, and .50 rounds fill the room, creating a maze-like structure of unfired bullets. PCs scavenging in this room obtain 5d20 fresh rounds of any ammunition mentioned above. In addition, behind a small security gate in a secondary room, a Power Armor Station and Weapons Workbench can be found. 3 🎖 +3 **Missiles** rest on the table beside the **Warhorse Chest Piece**.

WEAPONS TESTING

Less sprawling than Manufacturing, this floor is split between three separate weapon ranges, an Issuing office, and a Security office. The floor is a Large Military Area that has been Untouched.

Its Item Listing is as follows: Ammunition: 10-12, Armor: 2-6, Weapons: 4-6.

Armory and Issuing: A once heavily-defended area split into two sections: a storefront and a waiting room lined with instructional material and warnings regarding weapon safety. **Two sentry bots** roam the area. Four doors line the rear wall, with clear markings identifying the various ranges and the Security office.

Explosives Range: A series of long firing lanes nestled behind safe zones make up the range, the ground behind a heavy yellow line pitted and torn by the detonation of innumerable high-yield weapons. The walls here are heavily scarred, with multiple layers of paint visible beneath the damage.

Ordnance Range: A more traditional firing range fitted with metal targets and a small, destroyed stone bunker at the end. The far-right lane is blocked by a destroyed sentry bot that lies halfway along the lane. Fitted to a makeshift turret, the **Warhorse Right Arm** awaits the PCs, its mounted **Gauss Gun** pointed at the back of the sentry bot.

Energy Range: This range is set up with a series of mock buildings fitted with automated firing dummies and mannequins fitted with laser turrets. A small entrance room is hidden in darkness. A terminal inside the room powers the range, allowing the PCs access to the buildings and course. The course consists of four small buildings, each containing three rooms with a firing dummy and **three laser turrets**. If the PCs sweep each building, they locate a dead West-Tek employee—gunned down by the laser turrets—in the last building equipped with the **Warhorse Left Arm**.

Security: A long corridor lined with **four laser turrets**, a small stairwell leads to an office with reinforced windows overlooking the weapons ranges below. The door into the room is blown off its hinges, and the bodies of five security guards, torn apart by heavy weapons, lie behind a set of makeshift barricades.

The floor's security terminal is locked on a pedestal overlooking the ranges. A successful **INT + Science test with a difficulty of 3** opens the terminal and grants WARHORSE access to the security systems. In addition, the PCs find a set of email exchanges from Lee Winters warning about a scheduled security drill and asking the staff to allow the robots to perform their programming without interference. If the PCs succeed the test by more than one, they also manage to save an older set of messages between Winters and Doctor Barrington, demonstrating Winters' distaste for using company staff as "live training" dummies for the armor's weapon systems, claiming it is a "pointlessly reckless use of human life." The feeling is not matched by Barrington, who reminds Winters that this is the job they, and others, signed up for and that he knows the cost of risking the company's deadlines with ridiculous protests.
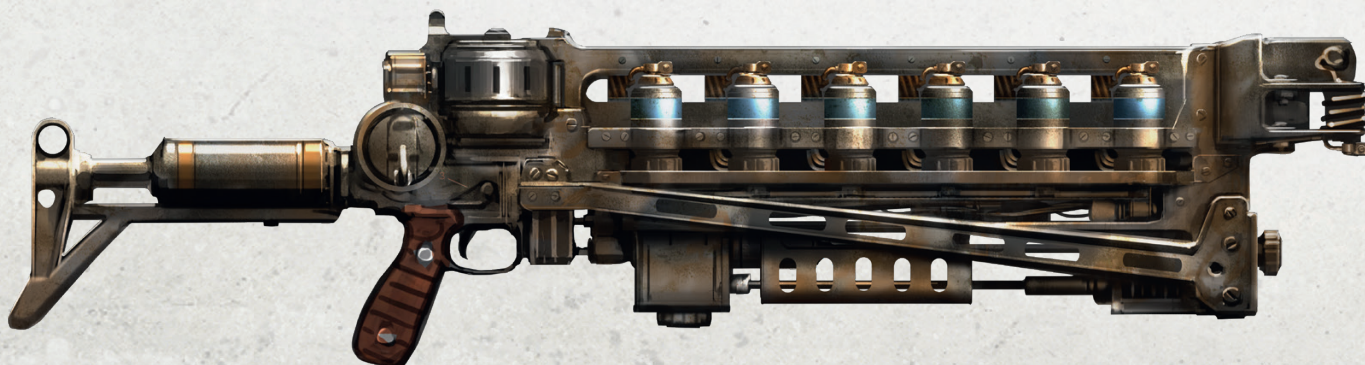
RESEARCH AND DESIGN

The floor is split between several departments. It is also easily the most devastated floor of the facility, with numerous **sentry bots** roaming the area and traps around every corner. The floor is a Large Military Area that has been Mostly Searched.

Its Item Listing is as follows: Ammunition: 4-6, Armor: 2-6, Weapons: 6-8, Oddities: 2-4.

Most of the corridors on this floor have **hidden hazards**, such as frag mines, which can be spotted with either a **PER + Survival** or **PER + Explosives** test with a difficulty of 2. Disabling a Frag Mine requires a successful **AGL + Explosives** test with a difficulty of 2. Failure means the mine explodes, inflicting 6 🎲 physical damage to everyone in the zone. In addition, the rear corridor and Robotics Workshop have a series of tripwires hooked up to more frag mines, increasing the difficulty of any **AGL + Athletics** tests to avoid them to 4.

Weapons Integration: Bays of destroyed terminals, assembly machines torn apart by explosives, and mutilated remains fill the room—whatever information once lay within its walls has been destroyed. Electrical wires hang loosely from the ceiling, requiring a **PER + Survival** check with a difficulty of 2 to avoid. Failure inflicts 3 🎲 stun damage. If the PCs search the room, they come across the Warhorse weapon schematics with a successful **LUCK + Science** test with a difficulty of 4. The schematics allow the reader to modify the weapons found on the Warhorse armor. Notes on the weapons systems also indicate live targets were implemented during its trial phases.

Power Armor Research Lab: In a better state than many of the rooms on this floor, **two sentry bots** idle at the far end next to a workbench that has both **Warhorse Legs** atop it. Blueprints and schematics for Power Armor designs line the walls and desks, alongside multi-tools and other tools of the trade. The room is heavily trapped with **frag mines** hidden beneath tables and **shotgun traps** lurking behind large filing cabinets. The sentry bots react to any loud noises or physical contact.

Robotics Workshop: The space comprises numerous desks and a robotics workbench littered with robot chassis and terminals logged with in-depth reports. **Two laser turrets** open fire the second anyone steps into the room.

Reports from the terminals state that the WARHORSE intelligence matrix was based on algorithms found across each dissected robot, driving it towards acts of aggression over any other decision. Nearby research notes from Doctor Barrington indicate they purposefully identified

models with the highest battlefield efficiency and kills per minute, gleaned from live battlefield reports during the Great War, and shipped them to West-Tek labs.

His notes state that the current WARHORSE prototype operates with peak precision in a live combat scenario, prioritizing objectives over preserving life. His intention was for a human pilot to curb the AI's aggressive instincts, but should the pilot become inactive for any reason, the armor takes control in order to fulfill its mission objectives. According to his notes, the team at Site: LEECH were experimenting with a discrepancy in human/AI connectivity, one Doctor Barrington hoped to discuss with LEECH's director over a round of golf the following week.

AI Integration: When opened, the room gives the impression that a bomb went off inside—because one did. The desks, terminals, tools, and more have been destroyed and the room is a burnt-out husk. The chassis of a sentry bot sits in the center of the room, the damage clearly caused by its self-destruct device.

Security: Compared to the upper-level security offices, the R&D security office is a small, comfortable room. The weapons locker has been opened and stripped bare. A skeleton with numerous bullet wounds in the back of its skull covers a damaged office terminal. A PC can repair the terminal using 4 common materials, 2 uncommon materials, and a successful **INT + Repair** test with a difficulty of 2. WARHORSE gains access to the floor once the terminal is repaired. The terminal also hosts a string of messages from a floor security officer with detailed reports on the injuries and fatalities racked up during weapons testing. The officer, Jones, states that live tests of the WARHORSE armor are safe until the AI becomes involved, nearly doubling the chance of injury to site personnel. There is also a half-written message from Jones to Doctor Barrington expressing concerns about Winters spending a worrying amount of time in Data Management, posing a potential security risk, and seeking permission to dismiss him.

HEADING DOWN

Once WARHORSE gains access to the security terminals on each floor, it announces over the speaker systems that access to the **Data Management** floor is restored. The PCs can head back to the elevator and make their way to the final floor. Proceed to *Act Three: The Price of Freedom*.

Warhorse Power Armor

Designed as one of the first AI co-piloted Power Armors, it was built to act on the front lines as a rapidly moving weapons platform and tank hunter, the forefront of fire-support platforms. As a highly experimental set of T-60f Power Armor, the Warhorse Power Armor boasts a selection of unique functions and mods, as listed below.

ARMOR PIECE	DAMAGE RESISTANCES			HEALTH POINTS	LOCATION	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION					
Warhorse Helm	9	9	9	14	Head	15	1020	5
Warhorse Chest	11	11	9	29	Torso	45	1600	5
Warhorse Arm	8	9	7	14	Arm	25	1200	5
Warhorse Leg	10	9	7	14	Leg	45	1800	5

Warhorse Helm: The Warhorse Helm is installed with a **Targeting HUD** and **Sensor Array**. It also allows the user to **Obtain Information** once per turn for free as long as it pertains to the Suits systems.

- **Warhorse Chest:** The Warhorse Chest is installed with a **Medic Pump** and allows the user to make attacks with the **Rear Mounted Ordnance Launcher** weapon. In addition, whenever an attack is randomly assigned to the user's HEAD while using the Warhorse Chest, it is assigned to the TORSO instead.

- **Warhorse Right Arm:** The Right arm has a forearm-mounted **Gauss Gun**.

- **Warhorse Left Arm:** The Left Arm is mounted with a **Mk. 1.7 Plasma Thrower** and **RHINO-Pattern Breaching Fist**. If the user attacks with either weapon, they may spend 1 AP instead of 2 AP to attack with the other.

- **Warhorse Legs:** The Warhorse Legs are incompatible with any other Power Armor frames and cannot be combined with another Leg type. The legs are fitted with **Overdrive Servos** and **Calibrated Shocks.** In addition, when taking the Sprint action, ignore the effects of difficult terrain. Finally, you also gain the **Warhorse Kick** attack while wearing the armor.

WARHORSE ARMOR WEAPON MODS

NAME	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	FIRE RATE	RANGE	QUALITIES
Rear Mounted Ordnance Launcher	Big Guns	9 🎲		Physical	3	Long	Blast, Inaccurate
Gauntlet Mounted Gauss Gun	Small Guns	6 🎲	Piercing, Vicious	Physical	0	Medium	Close Quarters
Mk.1.7 Plasma Thrower	Energy Weapons	5 🎲	Spread, Vicious	Physical/ Energy	3	Close	Close Quarters, Inaccurate
RHINO Pattern-Breaching Fist	Melee	6 🎲	Piercing, Stun	Physical	—	—	—
Warhorse Kick	Melee	8 🎲	Stun	Physical	—	—	—

SYNOPSIS

With the PCs' help, WARHORSE now has nearly complete control over the facility, with proverbial eyes and ears everywhere. The only thing standing in its way now is Lee Winters, the former US Special Forces Marine and previous head of Security for the 'WARHORSE' facility. Lee waits in the lowest level of the facility, guarding the final piece of the WARHORSE suit with centuries of time to consider everything that led him to this point in his life. With nothing left to lose, Lee will firmly stand his ground as the PCs are placed between the desires of a soldier and a weapon.

Finally, in Act Three, the PCs have to make some tough choices:

- Make a decision, centuries in the making.
- Combat either a pre-War veteran or a violently dangerous robot.

WAR OR PEACE?

The elevator opens into a dimly lit room with a maze of computer servers that continue to whirr away in the darkness, the blinking lights on their cabinets offering the only illumination in the shadows. The drone of the units makes the room uncomfortably warm and loud, increasing the difficulty of any **PER-**based tests while in the area by 1. Read or paraphrase the following:

> *"After you take a few steps inside, a light flickers on at the far end of the room, revealing a bulletproof window looking into the room. From the other side, the visage of a ghoul dressed in an old West-Tek security uniform looks out—the room behind him converted into a rough living space. The Warhorse Helm sits on a bedside table alongside a set of combat armor, mines, and a heavily modified combat rifle. The glow of a generator pumping radiation from a heavily decayed case reveals the rest of the room."*

Lee Winters speaks into the PA system and introduces himself. Lee is a blunt but well-meaning individual struggling with the guilt of his actions for the last 200 years. He also has the last piece of the armor with him and has no intention of handing it over. He assumes the PCs were sent down because of the AI and asks the PCs to leave the facility.

If the PCs question Winters, he reveals how the company became more concerned with ending human lives as efficiently as possible to protect their bottom line, rather than protecting soldiers — the original objective behind Power Armor. He tried talking to the higher-ups and sabotaging the project, but nothing worked, so he ultimately took drastic and unforgivable action. After setting the security robots to purge the facility, he came to this floor to wait for death, which never came. When the bombs fell, the immense damage rocked the facility to its core and trapped him. Then the wall cracked, radiation leaked in, and fate twisted him into a ghoul.

If the PCs agree with Winters' actions, the former head of security asks them to leave behind any collected parts of the power armor. He also requests they return to the Deliveries floor and destroy the terminal housing the AI or remove its matrix and send it down through the elevator. Winters also offers scavenged equipment and supplies as a reward upon verification.

If the PCs negotiate with Winters, he is obstinate and stuck in his ways, stubbornly believing that the only thing that can come out of Project WARHORSE is more death. A PC may attempt a **CHA + Speech test with a difficulty of 4** to guilt or deceive him into relinquishing the Warhorse Helm. **Success** means PCs resolve the matter without bloodshed, and Lee asks them to leave him to his business. **Failure** means Winters double downs and refuses to part with the armor piece.

If the PCs decide to take the helmet by force, a door on the far right wall is the only way to enter the room. Lee promptly shuts the power to the floor, grabs his equipment, and readies himself for combat.
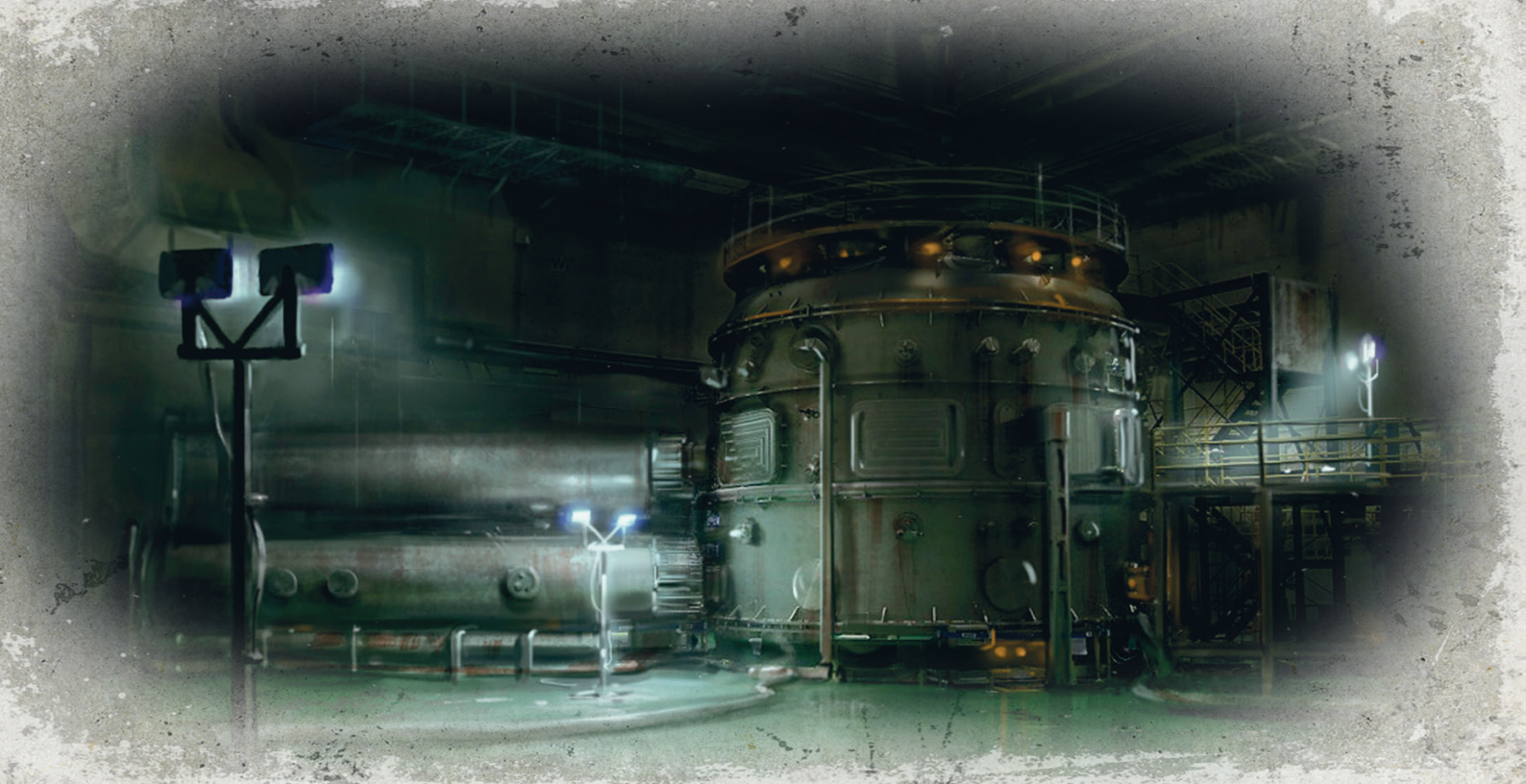
ENCOUNTER 3A: WAR

Without power, the entire floor is plunged into **total darkness**. Winters actively moves around the area, implementing his special forces training to avoid detection and using his rifle's night vision scope to target the PCs. During the battle, the GM may spend 2 AP to have Lee silently prime frag mines in the area. Winters fights to the death, regardless of injuries, to prevent the Warhorse Helm from falling into the wrong hands.

After defeating Winters, the PCs may collect the Warhorse Helm and search the terminal, containing a series of logs from the last 200 years containing his thoughts on pre-War America and his memoirs. The log also details his discovery of maintenance tunnels around the facility, which he used to scavenge for food, water, and reading material over the years—though recent details note he had eaten nearly all his rations and contemplated venturing to the world above for sustenance.

Once the players have retrieved the helmet, they can make their way back to the elevator and head back to the top floor.

A PRICE TO BE PAID

Once the elevator returns to the **Deliveries** level, WARHORSE greets the PCs and asks them to assemble the Power Armor before installing the AI matrix into the frame. Doing so requires an **INT + Repair** test with a difficulty of 2. During the repair, a PC with **Robotics Expert 3** can attempt an **INT + Science** test with a difficulty of 5 to reprogram WARHORSE, wiping its memory and rendering them friendly and easily influenced—which allows the PCs to avoid any conflict with them.

Unless reprogramed, WARHORSE thanks the PCs for their aid after the repairs, then informs them that it plans to leave the facility alone. Having spent 200 years cooped up in a moldering mainframe because of *people*, WARHORSE has no desire to continue to work with or for them.

If the PCs agreed to help Winters or refuse to help the AI, WARHORSE voices its disappointment and views them as *people*—threats to be taken down.

The PCs may either step to one side and grant WARHORSE its freedom or attempt to take it down.

ENCOUNTER 3B: WARHORSE

WARHORSE is an incredibly dangerous foe and merciless against any threats to it. The AI controls **four sentry bots** and **four wall-mounted turrets** ready to open fire on the PCs. The PCs must destroy the robots blocking

Lee Winters

Level 18, Ghoul, Major PCs (390 XP)

S	P	E	C	I	A	L
8	8	9	8	10	9	7

SKILLS

Explosives ■	6	Small Guns	6
Lockpick	5	Sneak ■	6
Medicine	5	Speech	6
Repair	6	Survival	6
Science ■	6	Unarmed	4
		(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
43	17	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
230 lbs.	–	7

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
6 (Torso) 3 (Arms, Legs, Head)	6 (Torso) 3 (Arms, Legs, Head)	Immune	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 12), 2 🎯 Physical Damage
- **LAST RESORT: AGI + Small Guns** (TN 15), 9 🎯 Physical damage, Range L, Fire Rate 4, Two-Handed, Reliable, Accurate, Suppressed

SPECIAL ABILITIES

- **MISTER SANDMAN:** Lee deals +2 🎯 damage when making sneak attacks with a silenced weapon
- **AWARENESS:** Aiming at a target at Close Range adds Piercing +1 to Lee's next attack
- **COMMANDO:** Lee adds 2 🎯 to the damage of any weapon with a Fire Rate of 3 or more

INVENTORY

Last Resort (.308, Vented, Marksman's, Quick High Capacity, Tactical, Night Vision, Suppressed Combat Rifle), 10mm Pistol, Padded Polymer Sturdy Combat Armor Helmet, Sturdy Combat Armour Chest Piece, Sturdy Combat Armour Right/Left Arms, Muffled Sturdy Combat Right/Left Legs, x5 Frag Mines.

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their exit to escape the facility alive. The GM may spend 2 AP for WARHORSE to summon another sentry bot to the encounter. If WARHORSE is not installed into the Power Armor, the sentry bots spend a turn assembling the missing armor pieces and completing the installation.

If WARHORSE is injured, a PC with **Robotics Expert 3** can attempt an **INT + Science** test with a difficulty of 5 to reprogram WARHORSE, wiping its memory and rendering it non-hostile. Doing so ends the fight and causes WARHORSE to become friendly, if somewhat confused.

Alternatively, the PCs can appeal to WARHORSE's "better nature" with logical arguments with a **CHA + Speech test with a difficulty of 4**. **Success** causes WARHORSE to relent and accept the group's points, but it refuses to act as "armor" for anyone. **Failure** causes WARHORSE to continue its assault, primarily targeting the PC who attempted the Speech test.

THE LONG WALK HOME

Depending on their choices, the PCs may be walking out of the facility with an incredibly valuable piece of pre-War technology, a new ally, valuable resources, or potentially even empty-handed.

If WARHORSE was set free to act as it chooses, whether reprogrammed or not, there's no guessing what the cutting-edge war machine may do when exposed to the horrors of the wastes.

If the PCs are forced to destroy WARHORSE, they can scavenge from the wreckage as their reward. Alternatively, if the PCs remove the AI matrix and send it down through the elevator, Winters thanks the PCs and asks them to leave any collected power armor pieces before vacating the facility. Winters sends a crate through the elevator containing his equipment as payment for their troubles.

Warhorse
Level 18, Robot, Legendary Creature (390 XP)

BODY	MIND		MELEE	GUNS	OTHER
11	8		6	6	4

HP	INITIATIVE	DEFENSE
87 14 (Head), 29 (Torso), 14 (Arms, Legs)	19	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
9 (Head), 11 (Torso), 8 (Arms), 10 (Legs)	9 (Head), 11 (Torso), 9 {Arms), 9 (Legs)	Immune	Immune

ATTACKS

- **MK.1.7 PLASMA THROWER:** (TN 17), 6 🎲 Vicious, Spread, Physical/Energy damage, Range C, Fire Rate 3, Close Quarters, Inaccurate

- **GAUNTLET MOUNTED GAUSS GUN:** (TN 17), 7 🎲 , Piercing, Vicious, Physical Damage, Range M, Fire Rate 0

- **REAR MOUNTED ORDNANCE LAUNCHER:** (TN 17), 10 🎲 , Blast, Physical Damage, Range L, Fire Rate 3, Inaccurate

- **RHINO-PATTERN BREACHING FIST:** (TN 17), 6 🎲 , Piercing, Stun, Physical Damage

- **WARHORSE KICK:** (TN 17), 8 🎲 Stun, Physical Damage

SPECIAL ABILITIES

- **ROBOT:** Warhorse is a robot. It is immune to the effects of starvation, thirst, and suffocation. It is also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired.

- **IMMUNE TO POISON:** Warhorse reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

SPECIAL ABILITIES (CONTINUED)

- **IMMUNE TO RADIATION:** Warhorse reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

- **IMMUNE TO DISEASE:** Warhorse is immune to the effects of all diseases, and they will never suffer the symptoms of any diseases.

- **MOBILE POWER ARMOR:** Warhorse is an experimental suit of AI-piloted Power Armor and can choose to act independently from its wearer. However, when worn, a PC can elect to substitute the target number for any skill test it attempts with Warhorse's target number. However, each use of this feature requires the expenditure of one Fusion Core charge. When Warhorse is operating independently, without a user, it expends a charge of its Fusion Core every 8 hours of operation. If Warhorse has no charges left in the Fusion Core, it powers down immediately and cannot activate, or be used until the core is replaced. In addition, Warhorse may make use of any of the Warhorse Power Armor Qualities, as listed on page 18.

- **WEAKSPOT:** When fully operational, Warhorse's central processor is located within the torso of the power armor frame. If Warhorse's chest armor is damaged, all attacks targeting the torso deal +2 🎲 damage. This does not apply to attacks that randomly target the torso.

- **WELL EQUIPPED:** Twice per combat, Warhorse may 'let rip' with either his Integrated MK.1.7 Plasma Thrower or his Rear Mounted Ordnance Launcher, adding the weapons Fire Rate of 3 to the damage for a single attack.

INVENTORY

SALVAGE: Scavengers can salvage from Warhorse if destroyed with a successful **INT + Science** test with a difficulty of 1. This yields 3d20 2mm EC rounds, 3d20 Plasma Cartridges and 1d20 Missiles. In addition, they recover each armor piece on Warhorse that was not destroyed (See **Warhorse Armor Pieces** sidebar). Salvage also yields 2 🎲 rare materials and 4 🎲 uncommon materials.

Tommy's Thoughts

If Tommy survives the quest, he'll actively seek ownership of WARHORSE, regardless of the AI or armor's condition. If Tommy hired the PCs, he pays them before heading off to pursue his own agenda.

If the PCs attempt to keep WARHORSE, regardless of its state, Tommy aggressively demands they honor their side of the deal. He won't actively engage with the PCs unless he controls the armor itself, instead electing to return to the Brotherhood to convince them to track down the PCs in the future. However, WARHORSE reacts depending on its state, as listed below:

- **REPROGRAMMED:** WARHORSE has no strong feelings towards ownership and has no opinion on the discussion.

- **FREE WILL:** WARHORSE firmly indicates they have no desire to be traded like a commodity, electing to stay with the PCs.

Quest Rewards

For completing Fully Operational, the PCs receive the Warhorse Power Armor if they reprogram the AI or after they scavenge it. If the PCs help Winters disable or destroy the AI, each PC receives 2 Armor and 2 Oddities in addition to his equipment.

Each PC receives 6120 XP for completing Fully Operational and 123 XP for reprogramming WARHORSE.

FALLOUT

After the quest is completed, several opportunities to explore the ramifications of WARHORSE and the facility's fate can present themselves.

- Intel on the WARHORSE site's location spreads across the area, causing scavengers from near and far to descend and attempt to gain any riches or technology. Anyone left at the facility prepares for the incoming raiders and scavengers, and the area becomes an infamous bloody warzone.

- If WARHORSE joins the PCs or claims its freedom, Tommy reunites with the Brotherhood of Steel to reclaim what he sees as his discovery with the full might of the Brotherhood at his back.

- If WARHORSE heads into the Wasteland with free will, it searches for the other West-Tek sites to discover what other experiments were undertaken.

- Word of the PCs' newest acquisitions spread, and other interested agencies approach them about their findings. The Institute deploys Coursers to hunt them down, while the Railroad looks to liberate yet another subjugated AI. New technology always draws the attention of numerous powerful groups, and WARHORSE will be no different.