WELCOME TO THE WASTELAND

A frontier mystery in Arizona, 2277

THE SCENARIO

Arizona, 2277. The characters escape a crashed Legion prison wagon in the Arizona Marsh. Their recent rations have made them sick, Cazadors are closing in, and an urgent medical transmission points them toward Safford.

The adventure starts as survival, becomes a frontier investigation, and ends as a race to bring the truth home before Captain Brown can bury it.



THE SETTING

Safford is a walled Arizona settlement built around a working water plant, repair yards, crowded market stalls, a bowling alley, and a stubborn little radio station. Everyone knows everyone else's routine. That makes a missing doctor, strange Ranger deliveries, and a sudden quarantine impossible to hide for long.

Treat Safford as a real place worth saving: tired mechanics, wary traders, anxious militia members, gossiping locals, and people still trying to make a decent meal or enjoy a cold drink. Its warmth is what gives the conspiracy weight.

THE TONE

Dust, radio static, unreliable machines, dark humour, and genuine danger. Let the absurdity of the wasteland sit beside human stakes: players should be able to laugh at a broken robot, then worry about the person it was trying to save.

THE SHAPE OF PLAY

- **START** Break free at the crash site and decide what is worth carrying out of the swamp.
- **FOLLOW** Use the radio signal and the road to reach Safford.
- **INVESTIGATE** Let the players choose their leads; each clue should point toward a person, a place, or Vault 103.
- **REVEAL** Reach Vault 103, recover the proof, and race back to decide Safford's future.

GM START: SOUND AND CLUES

THE THREE HANDOUTS

1. Crash Site: give Handout #1, then the Pip-Boy retunes to Safford. 2. Chapter 3: give Handout #2 at Heckelberg's House. 3. Chapter 4: give Handout #3 in the Vault 103 office.

AUDIO CUE

Start fallout intro.wav with rain.wav quietly underneath. After Handout #1, play sunny safford FINAL.wav: its broadcasts give useful information about Safford's people and places. Treat that as a live lead, not only ambience. Keep rain.wav for scenes; use static.wav for a radio retune.

GM NOTES

RUN IT YOUR WAY

Rules should make the table more exciting - never less fun.

YOUR TABLE

This is your table. Use the Fallout 2d20 system whenever it gives a scene momentum, tension, or a great punchline. Ignore, shorten, or change a rule when it distracts from the players and their choices.

Fast 2d20: roll 2d20. Each die at or below Attribute + Skill is a success. Meet the Difficulty; each extra success generates 1 group AP, while the pool has room.



ACTION POINTS: STRUCTURE AND DRAMA

Player AP are a shared pool with a maximum of 6. They have specific rules: buy bonus d20s before a test, then spend AP on the listed options after success - such as information, less time, a better result, or extra actions in combat. Keep the pool visible.

The GM uses a separate AP pool for NPC actions and tests. Start each quest with 1 GM AP per player. Spend it to make a scene more dramatic - a loud shot brings Cazadors, a Ranger gets an opening, or a walkway gives way - never to erase a player's earned success.

PLAYER AP

Buy bonus dice before a test. After success, use only the relevant listed AP effect.

GM AP

Spend it to increase dramatic pressure through NPCs, danger, and complications.

EXTRA SUCCESS

Player and GM may agree one cool, concrete benefit that fits the fiction.

NO COMBAT DICE? USE NORMAL D6

Roll one normal six-sided die for every Combat Die (CD).

NORMAL d6	RESULT
1	1 damage
2	2 damage
3-4	0 damage
5-6	1 damage + special effect

NEED THE FULL RULES?

If you do not have the core rulebook, ask the organiser for access to the PDF. For a special effect, use the weapon or attack's listed Effect after rolling damage.

