

Cortex: Fallout

Introduction:

The Fallout setting takes place along an "alternate future" timeline, in which history diverges sometime after WWII. Although the microchip was never developed, nor transistors ("modern" technology in the Fallout universe still uses vacuum tubes) this didn't really stifle progress. Super computers and other high tech gadgets may not be quite what we've come to expect but are nonetheless quite effective. Fusion power and advanced robotics certainly exceed anything we've managed to accomplish yet and were prevalent even before the Great War. The overall style and design retains the "retro future" look and feel, straight out of 1950's pulp fantasy, however. The burnt out husks of vehicles all sport fins, architecture is strictly retro and even the robots still chugging along feature the boxy washing-machine look. Moreover, this simplicity of design is very likely the reason so much tech continues to function even decades after the devastating war.

Thankfully nuclear weapons technology didn't progress to quite the level of destruction that we currently enjoy, else there'd likely be little left for our players to explore. Most likely this is because nuclear deterrence was never fully embraced before the Great War, rather simple tactical efficiency. Nevertheless, most or all major cities were destroyed in the exchange and the countryside largely reduced to a desert wasteland. The turning point in this alternate timeline then, in which the world descended into the chaos our players will be venturing through, occurred around 2052 with the Resource Wars. Famines in Africa and India, deadly pollution levels in Asia, extremism in the Middle East and the continued need for vanishing fossil fuels set the stage. With the industries and corporations driving the government in their need, the US became more expansionist, forcing China and Europe to form their own coalition to defend themselves and raid US resources in turn. While the European nations challenged the Middle East over oil wells,

China invaded Alaska in the attempt to seize oil there, leading to war between the two superpowers. After years of devastating conflict the US managed to drive back the Chinese but Alaska had by then been rendered uninhabitable.

On October 23, 2077 the inevitable nuclear war erupted, destroying the major cities of the world and polluting nearly everything else. While the Vaults had already been constructed and procedures put in place to save the tens of thousands chosen to survive the war, few managed to reach the safety of the Vaults before the bombs started falling. As the years passed the surviving elements of the old government (sheltered aboard a Poseidon Oil platform off the coast of California) made plans to cleanse the land and reestablish their dominance. Far removed at sea their influence was fairly limited, however. Few on the mainland were even aware of their existence as the survivors struggled on through the dark age that followed.

Eventually the few inhabited Vaults began to reopen again, the inhabitants venturing out tentatively to survey the wasteland and establish settlements outside. In many cases this led to small pockets of fortified civilization emerging suddenly in the waste. Some managed to extend their influence, make contact with the surrounding settlements and even establish trade routes. In other cases the Vault dwellers weren't so lucky, finding the wasteland impossible to survive or falling prey to the dangers waiting to devour them. Some never emerged at all.

This then is the world of Fallout, where human nobility, blood thirsty savagery and the paranoid optimism of 1950's all struggle for dominance.



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Character Races

Humans are the default race for Fallout and likely the only race available to players. Creating a human player character for the Fallout setting then follows all the standard rules presented in the Cortex core rules.

Nevertheless, if you just *need* a choice of race for your players I recommend Ghouls and Super Mutants and I'm providing a bundle for each. Robots are included as well, although artificial intelligence hadn't quite reached the level where a truly sentient Robot would really be in keeping with the setting of Fallout.

I've decided not to include intelligent Deathclaws or animals as an option as I just don't see it as playable. But since I'm not retaining any rights to any of this, feel free to fold, spindle and mutilate to your liking.

Ghouls (d2)

Ghouls are numbered among the survivors who weathered the literal fallout of the Great War without benefit of a Vault, though they can't reasonably be referred to as human any longer. Unlike Super Mutants, they are the true mutant humans of the wasteland. Exposure to near lethal radiations levels over the long years have left them permanently scarred and twisted into nightmarish forms.

Though sterile they age slowly, a result of their mutation, and can easily survive as long as 300 years. Thus they can be found scattered throughout the wasteland even today, whether in small bands of less than a dozen or organized communities of over a hundred. Player character Ghouls then would typically have lived prior to the Great War. Ghouls tend to be quite thin, with skin literally hanging from their bones, and range in color from glowing white to greenish ochre. Most appear even to be decayed or "melted" to a degree, with the skeleton actually showing in places.

Few still sport hair of any sort and some have even managed to pick up moss or even the occasional small shrub growing out of their bodies.

Despite the overt and often grotesque effect on their physical form, most Ghouls retain their intellect and are quite aware of their outcast status among the surviving humans. Most Ghouls then tend to establish their own settlements away from human habitation. Preferring, for comfort's sake, a background radiation level higher than is generally healthy for humans, they can often be found inhabiting areas around radioactive craters, leaking reactors or even the teetering ruins of cities nuked during the war.

Ghouls can wear armor, wield weapons and make use of all other gear designed for normal humans without any difficulty.

It should be noted however, that some few bands of Ghouls have indeed been reduced to the flesh-eating zombies the name implies, either through some little understood side effect of their mutation or having simply gone feral. Such Ghouls would also possess a Hardy Constitution trait of d4 or so to reflect their ability to eat pretty much anything.

Fragile (d4) Due to the extreme effects of radiation on your body, you're less able to absorb damage.

Immune, radiation (d8) Long exposure to high levels of radiation have rendered you effectively immune to radiation. In point of fact, you're most comfortable in such environments.

Impaired Movement (d4) Stiffness leaves you lagging behind your human counterparts and hustling about takes some effort. Your base movement is about 10' per turn.

Longevity (d4) The effects of radiation on cellular mitosis have granted you a much longer life expectancy. More than likely you've been around since the war.

Simple Needs (d4) You require only half the food and water necessary to sustain a normal human.

Ugly (d6) Humans (and everyone else for that matter) are repulsed by your twisted form. Only interactions with other Ghouls are unaffected by this trait.

Super Mutants (d6)

Unlike Ghouls (and many other creatures roaming the wasteland) Super Mutants aren't the result of exposure to radiation but rather the result of direct experimentation. Prior to the Great War scientists embarked on research to harness the evolutionary process in the quest to produce the perfect soldier. To this end a virus was developed to hasten that process, in the hopes that a more highly evolved human would exhibit all the traits desired in a superior soldier. The resulting FEV (Forced Evolutionary Virus) twisted most of those exposed to it beyond recognition (or the ability to function for that matter) and research was still ongoing when the Great War erupted.

When the military units assigned to security at the research base abandoned their post in the days following the war (later to become the Brotherhood of Steel) another expedition ventured there years later. When one of their members fell into a vat of FEV he was mutated into the monster later known as "The Master", who's campaign to transform all humanity into a master race of super evolved mutants resulted in the now widely scattered Super Mutant race. Though the FEV research was still incomplete and hadn't produced anything resembling a super soldier by the time the Great War had begun, its effect on humans who had since been subjected to prolonged exposure to radiation was quite profound. The resulting Super Mutants are much larger and bulkier than their human counterparts and typically possess an inherently greater physical strength. Unfortunately they also tend, with rare exception, to be quite stupid. Skin color is normally greenish yellow with the prerequisite lumps, bumps and odd growths one might expect on a hulking mutant. Much like Ghouls they are sterile but possess a correspondingly long life span, though not quite as generous.

Unlike Ghouls though, Super Mutants

don't typically view themselves as inferior in any way to humans. Due to the lingering influence of the long dead Master's stirring vision, they largely consider themselves the next step in human evolution and see humans themselves as inferior. Rumors still exist of "smart" Super Mutants working in secret to cure their sterility or unearth forgotten FEV labs in order to embark on a second attempt at The Master's original vision.

Due to their size and general bulkiness, Super Mutants have difficulty manipulating smaller mechanisms designed for humans. Likewise, Super Mutants cannot wear armor designed for humans and armor that does fit them isn't typically available.

Further, GM's should be critical of Super Mutants with below average physical strength or above average intelligence. Though either (or both) are certainly possible, such Super Mutants would be quite rare. Further, the GM may want to consider allowing Super Mutant characters to have a starting Strength limit one die higher than normally allowed (Novice d12+d2, Veteran d12+4, etc.) It's up to you whether you drop the Attribute minimum to d2 for Intelligence, though I wouldn't recommend it.

Hardy Constitution (d6) Your highly evolved perfection renders you more resistant to things that trouble those fragile humans so.

Impaired Manipulation (d4)* Your thick fingers make fine manipulation of human-sized mechanisms difficult. Add two (2) to the Difficulty of all rolls to do so (including most weapons).

Infamy (d4) Following the Mutant war, most humans still hate and fear your kind. Add this trait die to the Difficulty of any social interactions with humans.

Inherent Armor, wound (d4) Paper cuts are a thing of the past. You're highly evolved epidermis provides protection from the cuts and scrapes the lesser races must suffer.

Longevity (d2) Thanks to the effects of the FEV you can expect to live twice as long as the average human.

Tough (d6) You may be thick (in more ways than one) but it pays off here. You can soak up more damage than those pitiful, less evolved folks.

Ugly (d4) Ghouls feel your pain and even the humans that don't fear you have difficulty looking you in the face. You may be highly evolved but you ain't pretty. Add this trait die to the difficulty of social interactions where being physically attractive is a factor.

** Although the Impaired Manipulation trait here only carries a Difficulty modifier of 2, I've increased the trait value to d4 to reflect its effect on the use of weapons, which more directly impacts playability.*

Robots (d6)

Prior to the Great War robots were becoming fairly commonplace, typified by the "Mr. Handy" model being aggressively marketed at the time. Though not true artificial intelligence, most robots possess the complex programming and inherent logic necessary to interact with humans to a reasonable degree. While this allows them the ability to reason enough to make decisions, those decisions tend to be based exclusively on whatever function they were designed to fulfill in the first place. Thus a repair robot would be able to determine the best method to overcome an obstacle, interact with humans to procure any necessary aid in doing so and may even construct a ramp or door to avoid having to deal with it in the future...but it would all be in an effort to better facilitate access to the broken machinery lying on the other side. Despite their increasing prevalence in the pre-war world, Robots are nevertheless rare in Fallout. Most were destroyed in the nuclear exchange, as they were typically found in large cities and only rarely in small towns or the surrounding countryside. However, those structures that survived the war relatively intact, such as underground research facilities and some hardened military bases, are still populated with fully functioning bots. Whatever the functionality or traits a robot might possess, they are almost never viewed as sentience by any "other" race and there is little debate to be had on the issue. Any robot in a group will

typically be assumed to be property or gear and others won't quibble about bartering for possession of it. Robots tend to be small, less than 5' tall, but usually heavy for their size (being composed primarily of solid metals). True to the "future retro" look characterizing the setting, robots typically have a boxy, clunky design with little fluidity and barely a nod toward aesthetics. Most move about by means of treads or wheels but some rare few enjoy actual legs of some sort. In advanced research or science labs (or other high tech settings) the stereotypical "brain in a jar" Brain Bot can often be found. The brain in question being anything from animal to human to synthetic in nature. The exact form and function of a robot can vary greatly but the GM should be stringent in ensuring that they fit into the overall setting. Robots are routinely found off-white or metallic grey in color. Robots cannot wear armor designed for humans but are normally equipped with manipulators of some sort that allow equipment designed for humans to be used without difficulty. Robots are assumed to be powered by internal atomic batteries affording them extremely long operational life spans, though many may require routine recharging.

Constructed (d8) You were made, not born, and can be put back together.

Dead Inside (d6) With a computer for a brain, you don't feel emotions like human beings do.

Devoted to a Cause (d6) You have a primary function around which your entire existence revolves.

Hardy Constitution (d6) Primarily composed of mechanical and few or no organic components, robots are not usually affected by chemicals, radiation, toxins, and poison.

Longevity (d4) With routine maintenance you can expect to continue functioning for as long as your material components hold up.

Nonhealing (d12) You must be repaired and do not heal on your own.

(Refer to Cortex rules, p. 70 sidebar for other notes on player character robots.)

Equipment

Bottle Caps:

The standard economy for the Fallout setting is assumed to be "caps" or pre-war bottle caps, recognized by most traders and backed especially by the merchants of the Hub (the preeminent trade center for the Midwest area during and immediately following the Mutant wars). The reasoning being that the technology to manufacture bottle caps and the degree of sophistication required to recreate their painted tops make counterfeiting fairly prohibitive. Additionally, there are a somewhat limited number of available bottle caps to begin with, helping to preserve a steady value.

"Caps" fell out of favor by the Fallout 2 era, making way for regular currency, so this is actually a bit of stretch. Honestly, I just like the idea of paying with bottle caps and they make a nice, objective value to rate the following gear by.

Barter Economy:

As the economy existing in the Fallout setting are largely characterized by simple barter (and varies wildly in all other instances), the prices listed throughout this book should be taken as guidelines.

All equipment given in this section are also assign a rough designation of commonality in their descriptions as well. This isn't necessarily indicative of their actual value, however.

C = Common

U = Uncommon

R = Rare

XR = Extremely Rare

UQ = Unique (or nearly unique)

Standard Gear

These items are identical to those found in the Cortex core rules. Indeed, any modern item can be found in the Fallout setting.

Backpack	25c
Bedroll	5c

Binoculars	150c
Climbing Gear	50c
Compass	10c
Flares	20c
Flashlight	35c
Flint and Steel	10c
Gasmask	300c
Lantern	25c
Lock Pick Set	80c
Multi-tool	350c
Night Vision Gear	550c
Rope	25c
Geiger Counter	1500c
Tent	35c
Watch	5c

Fallout Gear

These items deviate a bit from the standard gear and are Fallout-specific items.

Doctor's Bag (U) 900c

All the necessary tools for treatment, diagnosis and even surgery. Reduces the skill step penalty for surgery (without a proper surgical kit) by -1 to -2 skill steps, as the GM determines.

Lock Pick, expanded (R) 400c

A larger assortment of lock picks and tools grants a +1 step bonus to lock picking when using this professional grade kit.

Lock Pick, electronic (R) 375c

Grants a +1 step bonus to cracking keypad locks, computer access panels and just about every other form of electronic security lock. About the size of a small air compressor and weighs around 5 pounds.

Lock Pick, Mk. II (XR) 900c

A state-of-the-art electronic lock pick, used by intelligence agents and diehard hackers before the war. Grants a +2 step bonus to hacking electronic locks and similar security systems. A handheld device, easily concealed.

Medical Kit (C) 580c

Bandage sprays, antiseptic cleansers and a variety of handy-dandy gadgets for addressing minor ailments. Allows first aid to be performed without the -2 skill step penalty.

Motion Sensor (XR) 1850c

A portable (barely) device with a 500' range. Comes with built in monitor and plug in adapter for any other standard display device. Can detect and indicate any significant movement within its range but not size or mass of the target.

Super Toolkit (XR) 1000c
Technically a set of specialized vehicle repair tools but very useful for repairing, altering or upgrading any complex mechanical device. Includes a diagnostic computer for interface with most computerized components of such devices as well. Grants a +1 skill step bonus to most mechanical skills.

Tool Set (U) 200c
All the basic tools necessary for your standard mechanical repair and maintenance jobs.

Stealth Boy (XR) 1250c
A small, roughly football sized device that obscures one humanoid possessing it, bending light around it for a semblance of invisibility. Not terribly effective but does grant a +2 Difficulty to attacks against a target using a Stealth Boy, as well as a similar bonus in many covert actions.

Chems and Meds

All the chems mentioned here can drastically alter the nature of the game, depending upon how prevalent you allow them to be. Stimpaks especially will have a dramatic effect, even if their availability were to be extremely limited. The GM should use caution when determining how or even if these chems appear in their game.

Antidote (C) 50c
Derived from Radsorpion venom, the generic "Antidote" is essentially a powerful cure-all for any form of poison or toxin. Allows an immediate Resistance check to shake off the effects of poisons and toxins completely. Antidote is not addictive and can even be used repeatedly without side effects.

Buffout (U) 200c
The pre-war version of steroids in the Fallout setting, Buffout provides a temporary but powerful boost to physical attributes (+1 Attribute step to Strength, Agility and Vitality for one half hour), followed by a corresponding "crash" of the same (-1 Attribute step for physical Attributes for one hour). Buffout, like most pre-war chems of its nature, is addictive.

Healing powder (C) 20c
A homemade version of the stimpak, primarily the purview of Tribal healers and shaman. Easy to create, measure and dose, healing powders are one of the primary trade goods of Tribals and are fairly commonly available. Like a stimpak it provides an

immediate "Second Wind" of stun recovery and a Wound recovery equal to Vitality dice/2, round down. Unfortunately it comes with a cumulative -1 step penalty to Agility and Alertness for the following hour.

Jet (C) 25c
A highly addictive chem made from Brahmin dung, Jet is the premiere drug of the Fallout world. Jet addicts can be found just about anywhere and are rapidly becoming one of the standard hazards of the wasteland. Jet comes is an inhalant, providing an immediate +1 step bonus to Strength and Agility for one hour, followed by a hard crash of -2 step to both for two hours. Jet is extremely addictive, with most users being hooked from their first dose.

Psycho (U) 900c
A rare and rather hard to find pre-war chem, Psycho is one you don't want to see in the hands of an opponent. Though it's side effects are extremely harsh, it's the drug of choice for most professional hard cases. Psycho is an intravenous chem providing an immediate +2 step bonus to Agility and Alertness, as well as providing a significant damage resistance effect (negating one half of all Stun damage taken) for one hour. However, this initially powerful boost is followed by a crushing -3 step penalty to all Attributes for the following hour. Psycho is moderately addictive.

Radaway (U) 500c
Another rare chem from the pre-war era, Radaway bounds to radioactive particles in the blood stream and flushes out damaged cell tissue as well. Taken intravenously, Radaway comes in a handy IV bag and requires roughly an hour to flush through the system. Not something you want to tote around with you. Nevertheless, one bag of Radaway allows a Resistance roll for recovery of Stun and Wound damage (equally) incurred from radiation exposure. Unfortunately Radaway is mildly addictive itself.

Rad-X (U) 300c
A preventative chem typically taken prior to radiation exposure, Rad-X simply reduces the degree of exposure for the user by one increment (heavy to moderate, moderate to light, etc.) Though never marketed for public consumption it was standard issue for many military units just prior to the war so not unknown in the Fallout setting. Nevertheless, it is rare and quite valuable. (See Cortex core rules, p. 98 on Radiation.)

Stimpak (C) 175c

Surprisingly common before the war, Stimpaks can be found just about anywhere. Stimpaks are small syringes, designed for quick and easy injection, allowing an immediate "Second Wind" effect for Stun damage recovery as well as a Wound recovery equal to Vitality dice/2, round down. There are no known side effects and it is not considered addictive.

Super Stimpak (R) 450c

An advanced form of Stimpak developed exclusively for the military, the so-called Super Stimpak is extremely rare compared to your average Stimpak. Allows an immediate "Second Wind" effect for Stun damage recovery as well as another for Wound recovery. Unfortunately, pushing one's own body so far beyond it's natural healing abilities always backfires. Once the stabilizing compounds in the flood of chems begin to wash out of the system, the body continues attempts to "heal" undamaged tissue unchecked, resulting in a hit of Wound damage equal to one's Vitality dice/2 (round down) fifteen minutes after use and again one half hour after use. While certainly useful in intense combat situations the user should be aware that it's sometimes possible to do more harm than good in the end.

Mentats (R) 325c

Originally an experimental drug for military use the formula for Mentats leaked to the street shortly before the Great War, becoming popular among college students. Intervention by military researchers prevented the chem from being outlawed in order to study the effects on the populace, resulting in its prevalence immediately prior to the war. Mentats grant an immediate +1 Attribute step bonus to Alertness, Intelligence and Willpower for one hour. The crash is disproportionately harsh however, dropping a stiff -2 Attribute step to those attributes for one hour thereafter. Mentats are moderately addictive.

A note on chems: Most of the chems mentioned above are addictive to one degree or another but pretty hard to find, not to mention prohibitively expensive. As such an addiction to, for example, Psycho could be very difficult for a player character to maintain. But since these chems are so useful in certain situations and easy to abuse, you shouldn't be shy about saddling player characters with a shiny new Addiction

complication either. So what to do? In such cases I'd allow a player character to substitute one addiction for another more easily maintained addiction, such as alcohol or Jet. Simply allow them to mitigate the withdrawal effects from the chem they're addicted to with the "new" addictive substance for a while (making sure they still suffer a good bit in the meantime for getting hooked in the first place) before swapping the "old" Addiction out for the "new" Addiction.

Alcohol (C)

Beer	8c
Booze	10c
Gamma Gulp Beer	5c
Roentgen Rum	15c
Rot Gut	5c

Foodstuffs (C)

Ant Meat	5c
Box of Noodles	35c
Brahmin Steak	2c
Cheezy Poofs	5c
Dog Meat	1c
Fruit	10c
Iguana-on-a-stick	30c
Meat Jerky	10c
Nuka-Cola	5c

Books (R)

Guns and Bullets	275c
Scout Handbook	450c
Big Book of Science	950c
First Aid Book	310c
Dean's Electronics	650c

Using books to learn skills:

In the Fallout game books were used as quick and easy boosts in skill level. By spending a few hours studying the contents of a particular book, the character received a free increase in the appropriate skill. Books were treated as consumables, that disappeared from inventory once used in this way. This system just doesn't gel well with the Advancement system presented in the Cortex core rules, so I've opted not to tackle converting that over.

Armor Table

Leather Jacket	625c	1W
Leather Armor	2050c	2W
Leather Armor, Mk. II	3200c	2W (Convert 1 Wound to Stun)
Combat Leather Jacket	3700c	2W (Convert 2 Wound to Stun)
Metal Armor	3100c	2W (Convert 2 Wound to Stun), -1 Athletics
Metal Armor, Mk. II	4000c	3W (Convert 2 Wound to Stun), -1 Athletics
Combat Armor	5800c	3W (Convert 4 Wound to Stun), -1 Athletics <i>Helmet: 4W, -1 Perception</i>
Brotherhood Armor	7000c	3W (Convert 4 Wound to Stun), -1 Athletics <i>Helmet: 4W, -1 Perception</i>
Combat Armor, Mk. II	8000c	3W (Convert 4 Wound to Stun) <i>Helmet: 4W, -1 Perception</i>
Tesla Armor	10250c	2W (Convert 1 Wound to Stun), -1 Athletics (Energy: 4W, Convert 2 Wound to Stun)
Power Armor	-	4W (Convert 4 Wound to Stun), -1 Athletics, +2 Strength <i>Helmet: 4W, -1 Perception</i>
Hardened Power Armor	-	5W (Convert 4 Wound to Stun), -1 Athletics, +2 Strength <i>Helmet: 5W, -1 Perception</i>
Adv. Power Armor	-	5W (Convert 5 Wound to Stun), -1 Athletics, +2 Strength <i>Helmet: 6W</i>
Adv. Power Armor, Mk. II	-	6W (Convert 5 Wound to Stun), -1 Athletics, +2 Strength <i>Helmet: 6W</i>

Armor

Leather Jacket (C)

Your typical biker jacket. Originally designed to reduce injury when you lay one down (wreck your bike), it does a nice enough job of absorbing injury in combat as well.

Covers only the torso.

Leather Armor (C)

Typically Brahmin hide but can be fashioned from any number of animal skins. Stiffened leather over cloth padding provides a step up from the leather jacket. A favorite of thugs and wasteland raiders.

Covers the torso, arms and legs.

Leather Armor mk II (R)

An upgraded set of standard leather armor, either reinforced with sturdier material or simply a masterfully crafted set. Typically available in settlements who take their crafts trade seriously.

Covers the torso, arms and legs.

Combat Leather Jacket (R)

A rare and fashionable upgrade of the standard leather jacket. Reinforced padding, flexible leather plates and overall master craftsmanship make this bit of pretty a much prized possession. Usually available only from leather workers skilled enough to put in the time

and effort to produce a real masterpiece. Covers only the torso.

Metal Armor (U)

Another favorite of wasteland raiders and thugs. An armored jacket simply cobbled together from whatever bits of scrap metal were found lying around. A bit cumbersome but it can stop a bullet on occasion. A status symbol in most raider bands and a good way to pick the raider leader out of the crowd.

Covers the torso, arms and legs.

Metal Armor Mk. II (R)

A finely crafted set of metal armor, usually found only in settlements lucky enough to have a skillful metalworker. Superior craftsmanship, skillful welding and a higher grade of scrap metal make it a better choice of protection than the junk armor most raiders wear.

Covers the torso, arms and legs.

Combat Armor (R)

The standard military gear up to and during the Great War. Not all that hard to find following the war but those that have it don't typically give it up, so you won't find it among most merchant's wares. Combat Armor can typically be found on armed patrols for the larger, more prosperous settlements. Though factory made, pre-war tech and sporting lightweight materials it's still a bit bulky, restricting movement.

A set typically includes the helmet as well and is considered a full-body suit of armor.

Brotherhood Armor (XR)

A slightly different version of the war-era Combat Armor, produced by the Brotherhood of Steel for their own scouts. Not really any better than the original but it is easily identified as Brotherhood issue, not to mention being newly manufactured. Very rarely found anywhere but in the possession of the Brotherhood. Those few sets that exist outside the Brotherhood were usually stolen or salvaged from fallen scouts. A set typically includes the helmet as well and is considered a full-body suit of armor.

Combat Armor Mk. II (XR)

A rare second generation model of the standard Combat Armor, just beginning to be issued to the military in the last year of the Great War. Although very rare, it's highly prized for it's light weight and easy fit. Not normally found in the wasteland, even among patrols or security forces for larger settlements. This higher grade of Combat Armor is usually only found in abandoned ruins of military bases or in the hands of organizations who already have regular access to pre-war salvage. Nevertheless one can occasionally stumble across a set in the larger settlements, though rarely available for barter.

A set typically includes the helmet as well and is considered a full-body suit of armor.

Tesla Armor (U)

A specialized Metal Armor developed by the Brotherhood of Steel but later copied by a few highly skilled armor smiths in the wastelands. Utilizing integrated magnetic coils and ceramics sandwiched within the plating itself, it absorbs 4W from electrical, laser, plasma and energy attacks of all sorts. In addition, it provides almost the same protection from conventional weapons that standard Metal Armor does.

Covers the torso, arms and legs.

Rare and Unique Armors

Due to their unique nature, all forms of Powered Armor are considered Personal Scale armors in relation to Personal Scale weaponry, and Large Scale against Large Scale weaponry.

Power Armor (U)

A full-body powered armor, providing complete protection from airborne diseases and gases (unless and until the suit's integrity is breached), as well as reducing the degree of exposure to radiation by one increment (heavy to moderate, moderate to light, etc.) Additionally, it's shielded against EMP, and so not susceptible to pulse grenades and similar devices. Typically only found in the Brotherhood of Steel or a relative few with regular access to abundant hi-tech, pre-war combat gear.

Hardened Power Armor (U)

An upgraded version of the standard power armor, it has all the same features of the original. Chemical processes developed by the Brotherhood of Steel make the armor plating even tougher than the original, pre-war material. Very rare and only available within the Brotherhood itself.

Advanced Power Armor (U)

A second generation Power Armor, developed *after* the Great War by scientists of the Enclave. Nevertheless, similar suits may have been produced by other surviving government or military organizations from the pre-war era. Like Power Armor, it provides complete protection from airborne diseases and gases (unless and until the suit's integrity is breached), as well as reducing the degree of exposure to radiation by one increment (heavy to moderate, moderate to light, etc.) It is likewise shielded from EMP.

Advanced Power Armor Mk. II (U)

An improved version of Advanced Power Armor, this suit would be available only to the elite security forces of the Enclave and rarely at that. An almost unique armor, with all the same protective features found in standard Power Armor.

Melee Weapons

Spear	d4W	300c	Brass Knuckles	-B	125c
Sharp Spear	d6W	350c	Spiked Knuckles	d2B	750c
Club	d4W	35c	Power Fist	d6B	6125c
Knife	d2B	75c	Mega Power Fist	d8B	6500c
Combat Knife	d4W	500c	Cattle Prod	d2S	2400c
Wakizashi Blade	d6W	650c	Super Cattle Prod	d4S	3000c
Ripper	d10W	2625c	Super Sledgehammer	d10B	9375c

Weapons

Melee Weapons

Spear (C)

A simple pole arm, typically nothing more than a long stick with something sharp stuck on the end. A favorite among tribals, though most tribal hunters and warriors prefer a true Sharp Spear. Though not especially well balanced, they can be used as thrown weapons as well.

Sharp Spear (U)

A Spear fashioned with a bit more care and an eye toward doing some actual damage. A Sharp Spear is well balanced, smooth and straight, bearing a finely sharpened stone or metal head. Like standard Spears they can be thrown as well.

Club (C)

Though any stick can be picked up and wielded as an improvised weapon, the standard Club is usually a baseball bat or police baton, specifically crafted for whacking things with precision. Both are easy to reproduce from scrap material making it a melee weapon available just about anywhere you care to shop.

Knife (C)

Everything from homemade shivs to pocket knives to old, pre-war kitchen carvers. A standard Knife is normally small or not specifically designed for combat. Often used as a throwing weapon as well, with some fashioned and specifically balanced for that purpose.

Combat Knife (C)

A true Combat Knife is crafted with that specific purpose in mind. Standard issue to most military units pre-war and a favorite of survivalists everywhere, they're readily available for barter. Some fancier pre-war models even sport

additional features, such as specially crafted teeth at the base of the blade to strip or cut wires, hollow handles to hold small bits of survival gear, integral compasses, etc. Most are simply crafted to look dangerous though.

Wakizashi Blade (R)

Usually cheaply made knock-offs from the ruins of some sporting goods store somewhere, though there are rumors of small Yakuza bands out there still trying to carve a niche in the wasteland. Not very common but prized by those who fancy themselves as ninja warriors.

Ripper (R)

Essentially a hand-held chainsaw, roughly the size and shape of a butcher's knife. The Ripper became popular pre-war following the box office blockbuster of the same name, featuring the stereotypical camp counselor killer wielding one of these deadly weapons. A short sales boom during the movie's heyday (just prior to the Great War) left enough of these around that they're still available in the wastelands. Ironically, actual chainsaws still in functional shape are nearly impossible to find.

Brass Knuckles (U)

Relatively easy to fashion even from old scrap metal (not even necessarily brass), Brass Knuckles are a common melee weapon. By allowing unarmed attacks to do Basic damage rather than merely Stun, while protecting the fingers from injury in the process, they're fairly popular with those that take their pugilism seriously.

Spiked Knuckles (U)

Naturally it didn't take long from some wasteland raider to stick broken glass or metal spikes on his Brass Knuckles out of pure meanness. Spiked Knuckles simply tack a little more potential for nasty scarring into the process of murdering your opponent's face.

Power Fist (R)

Manufactured and mass-produced by

BeatCo. before the war, the Power Fist was very popular with urban street gangs. Though gangs in the Fallout universe never quite devolved to the level of drive-bys they didn't mind beating one another to death all that much. As such, Power Fists can still be found in the ruins and have long since become part of any self-respecting raider's arsenal. Bruisers, bar bouncers and beat down artists of all kinds utilize this powered melee weapon.

Power Fists require a Small Energy Cell to function, providing a small burst of kinetic energy to augment a normal strike. Without a functioning energy cell a Power Fist is reduced to merely a fancy form of improvised Brass Knuckles (-B).

One Small Energy Cell provides enough power for 25 strikes, whether those strikes actually land or not.

Mega Power Fist (XR)

A second generation version of the standard Power Fist, Beatco. upped the ante with these babies, causing a bit of a public backlash pre-war. Unfortunately the war interrupted their marketing drive and few actually made their way to the streets before the world blew up. As such they're much more rare than the average Power Fist. Nevertheless, the addition of intimidating metal studs and improved kinetic energy emitters make the Mega Power Fist a much sought after melee weapon by bad asses everywhere.

Mega Power Fists require a Small Energy Cell to function, providing a small burst of kinetic energy to augment a normal strike. Without a functioning energy cell a Mega Power Fist is reduced to merely a fancy set of improvised Brass Knuckles (-B).

One Small Energy Cell provides enough power for 25 strikes, whether those strikes actually land or not.

Cattle Prod (U)

Though originally designed to get a stubborn cow moving in the right direction, it never fell out of favor and was in common use by Brahmin wranglers ever since. The Cattle Prod makes a very nice melee weapon as well, something most survivors figured out the first time a Radscorpion wandered into their camp.

Cattle Prods require Small Energy Cells to

work, without which they're reduced to mere -B melee weapons. Since the weapon has to be activated with each strike, it uses one charge whether the strike actually lands or not.

One Small Energy Cell provides 20 attacks before being depleted.

Super Cattle Prod (XR)

With the Cattle Prod having proven its effectiveness as a melee weapon (and with some Brahmin proving a bit more stubborn than others) it wasn't long before some inventive fellow upgraded the device to provide a bigger shock.

Super Cattle Prods are simply upgraded versions of standard Cattle Prods, likewise requiring Small Energy Cells to function. Without a properly function cell, even this fancy gadget is reduced to a simple -B melee weapon.

One Small Energy Cell supplies enough charge for twenty attacks before being depleted.

Sledgehammer (U)

Surprisingly, another favorite of tribals, as well as street toughs in various trade cities. Sledgehammers can be found just about anywhere and provide a good, solid whack that can send your enemies into a panic. The melee weapon of choice when you really want to crack some bones.

Super Sledgehammer (XR)

Manufactured by the Brotherhood of Steel as a melee weapon of choice for their knights. The Super Sledgehammer utilizes a non-powered kinetic energy system that stores energy, releasing it in bursts whenever the weapon is wielded as weapon. The resulting blow can stagger even the most ornery Brahmin and send your opponents flying. Though rarely found outside the Brotherhood itself, a very few have made their way into the hands of merchants in the wasteland. As it requires no energy cell to operate and very little maintenance, it is a highly sought after melee weapon.

Small Energy Cell(U)

The common battery of the pre-war era, these cells are hard to find and much sought after, going for roughly 50c apiece.

Ranged Weapons

10mm Pistol	d4W	Range 40'	Ammo: 12	-	850c
Desert Eagle	d6W	Range 50'	Ammo: 8	-	2000c
.44 Magnum	d8W	Range 60'	Ammo: 6	-	3300c
14mm Pistol	d8W	Range 65'	Ammo: 6	-	2200c
Needler Pistol	d8W	Range 25'	Ammo: 10	-	2300c
.223 Pistol	d10W	Range 70'	Ammo: 5	-	7600c
PPK-12 Gauss Pistol	d10W	Range 80'	Ammo: 12	-	8900c
Red Ryder BB Gun	-B	Range 25'	Ammo: 100	-	845c
Pipe Rifle	d4W	Range 200'	Ammo: 1	-	250c
Red Ryder LE BB Gun	d8W	Range 35'	Ammo: 100	-	8000c
Hunting Rifle	d8W	Range 300'	Ammo: 10	-	3050c
Sniper Rifle	d10W	Range 450'	Ammo: 6	-	6000c
M72 Gauss Rifle	d12W	Range 550'	Ammo: 20	-	9500c
Sawed Off Shotgun	d10W	Range 15'	Ammo: 2	-	1375c
Shotgun	d10W	Range 40'	Ammo: 2	-	2400c
Combat Shotgun	d10W	Range 40'	Ammo: 12	Burst (3)	6300c
H&K CAWS	d10W	Range 40'	Ammo: 10	Burst (5)	13900c
Pancor "Jackhammer"	d10W	Range 40'	Ammo: 10	Burst (5), Auto	16100c
10mm SMG	d4W	Range 50'	Ammo: 50	Burst (3), Auto	1300c
Thompson SMG	d6W	Range 45'	Ammo: 50	Burst (3), Auto	3650c
M3A1 "Grease Gun"	d6W	Range 50'	Ammo: 30	Burst (5), Auto	4525c
P90c SMG	d6W	Range 65'	Ammo: 24	Burst (3), Auto	5600c
Assault Rifle	d6W	Range 150'	Ammo: 24	Burst (3), Auto	3800c
FN FAL	d8W	Range 200'	Ammo: 20	Burst (5), Auto	4400c
G11	d8W	Range 250'	Ammo: 50	Burst (3), Auto	22000c
Laser pistol	d8W	Range 50'	Ammo: 12	-	3800c
Plasma pistol	d10W	Range 45'	Ammo: 16	-	5500c
YK32 pulse pistol	d12W	Range 40'	Ammo: 5	-	12000c
Solar scorcher	d12W	Range 30'	Ammo: 6	-	-
Alien blaster	2d6W	Range 10'	Ammo: 30	-	-
Laser rifle	d10W	Range 100'	Ammo: 12	-	7600c
Plasma rifle	d12W	Range 125'	Ammo: 10	-	9000c
Turbo plasma rifle	2d6W	Range 150'	Ammo: 10	-	-
YK42B pulse rifle	2d8W	Range 150'	Ammo: 10	-	-

Ranged Weapons

Burst types: *The Cortex core rules provide for 3-round bursts as an attack action, up to twice per turn, for most automatic weapons. Burst attack actions grant a +1 step increase to damage, can't be called shots and can't benefit from aiming.*

Many Fallout weapons however allow a 5-round burst instead. These types of Burst attacks provide a +2 step bonus to damage but can only be performed once per turn.

Like a standard 3-round Burst attack action, they likewise cannot benefit from aiming nor can they be made as called shots.

However, GM's can easily ignore this minor detail and make all bursts 3-round bursts without throwing things off too much.

Pistols

10mm Pistol (C)

The most common semiautomatic on the market prior to the Great War, 10mm Pistols are readily available throughout the wastelands. Found in the hands of even common folks, the 10mm Pistol is easy to find and ammo is relatively plentiful. *Fires 10mm ammo.*

.44 Magnum (U)

A favorite of Dirty Harry fans everywhere, the .44 Magnum isn't quite the most powerful handgun in the world anymore but it's darned close. So you've got to be asking yourself one

question...do I feel lucky? Well, do yah, punk?! *Fires .44 Magnum ammo.*

Desert Eagle (C)

The standard issue sidearm for many military and police forces pre-war, the Desert Eagle isn't all that uncommon, coming in a close second to the 10mm Pistol in availability. A favorite of thugs throughout the Fallout universe. *Fires .44 Magnum ammo.*

14mm Pistol (U)

Another commonly issued sidearm for military, police and security forces pre-war, the 14mm pistol was the state of the art conventional sidearm. Not as common as 10mm Pistols or Desert Eagles but they can still be found in a merchant's selection from time to time. *Fires 14mm ammo.*

Needler Pistol (R)

A pneumatic pistol firing darts filled with toxic serum. Though it has difficulty getting through some armor, it's a hi-tech weapon preferred by those who prefer a fancier (and more expensive) sidearm than the louder, messier conventional pistols. *Fires HN Needler ammo.*

.223 Pistol (R)

Clearly the product of post-apocalyptic jury rigging, the .223 Pistol is a standard Hunting Rifle modified down to handheld form. One of the most powerful handguns in the wasteland and with a decent range to boot, they're much sought after. The skill required in pulling off this feat of engineering is rare though, and so the .223 Pistol is necessarily hard to find. *Fires .223 ammo.*

PPK-12 Gauss Pistol (XR)

Essentially a handheld rail gun, the PPK-12 Gauss Pistol is the premiere handgun of the Fallout setting. The cool "crack" and visible air trail of its expended rounds just makes it all the more awe inspiring. Minor charges in the ammunition itself even power the magnetic accelerators along the barrel for the shot, rendering the weapon free of the need for pesky energy cells. Naturally it's near impossible to find and hideously expensive when you do. *Fires 2mm EC rounds.*

Rifles

Red Ryder BB Gun (R)

You had one as a kid and so of course did everyone in the pre-war Fallout world. And yet, oddly, it's a little hard to find. Should you manage it though, the Red Ryder BB Gun trades pretty well despite it's poor performance as a combat weapon. Everyone wants one for their little wasteland raider in training and what's better for keeping Pigrats out of the yard? *Fires BBs.*

Red Ryder LE BB Gun (U)

A limited edition version of the classic Red Ryder BB Gun, extremely rare. No one remembers why the potentially deadly version of the child's toy was ever produced but it's not one you'd be wise to give your own kids to play with. While not an especially deadly weapon when compared to other rifles, the high ammo capacity and overall novelty of the thing make it a highly prized trade good. *Fires BBs.*

Pipe Rifle (U)

A jury rigged 10mm Pistol, modified with a length a sturdy pipe and a hand crafted wooden stock. For those that can't afford a real rifle. Works well enough for its intended purpose but only holds one round at a time. *Fires 10mm ammo.*

Hunting Rifle (C)

A standard hunting rifle, usually a patched up leftover from the pre-war era but occasionally crafted by a skilled gunsmith from old parts. Intended more for hunting food rather than combat, it serves the purpose well enough when put to it. *Fires .223 ammo.*

Sniper Rifle

Though not as powerful as modern .50 caliber sniper rifles, these weapons pack a punch nonetheless. The standard sniper weapon in the Fallout setting, it's less common than most other rifles but can occasionally be found in the better stocked trade cities. *Fires .223 ammo.*

M72 Gauss Rifle (XR)

The long arm version of the PPK-12 Gauss Pistol, this shoulder fired rail gun

sports the same unique firing signature. It's ability to penetrate most armor makes it a hot commodity, even though ammo for the weapon is extremely hard to come by. *Fires 2mm EC rounds, considered Armor Piercing due to the greater velocity of the Gauss Rifle.*

Shotguns

Shotgun (U)

A standard break-loading double barrel shotgun, very common before the Great War and thus commonly found in the wasteland. *Fires 12-gauge shells.*

Sawed-off Shotgun (R)

Intended for a more portable, easy to conceal close range weapon than a full shotgun it beats all but the most powerful pistols for damage at close range. *Fires 12-gauge shells.*

Combat Shotgun (R)

Though technically a pump-action shotgun, the Combat Shotgun does have the built in capacity for a quick three shot burst. This was the standard issue close quarters weapon for law enforcement pre-war and thus isn't especially difficult to find. *Fires 12-gauge shells.*

H&K CAWS (XR)

A true combat designed shotgun, the H&K Close Assault Weapon System is semiautomatic and has a devastating burst capability. *Fires 12-gauge shells.*

Pancor "Jackhammer" (XR)

Like the H&K CAWS, the Pancor fires both semiautomatic and 5 round bursts. Additionally, it's the only fully automatic shotgun in existence. Though it's breakthrough design allows decent control when fired in that fashion, a burst of auto fire typically empties the entire magazine. The Pancor thus requires a full clip to utilize auto fire. *Fires 12-gauge shells.*

SMGs

10mm SMG (U)

The cheapest and most common SMG available, the 10mm SMG is the preferred weapon of most security

forces, patrols and mercenaries. Less popular among raiders and their ilk but it's not unknown for the such thugs to sport them sometimes as well. *Fires 10mm ammo.*

Thompson SMG (R)

Though a thoroughly intimidating weapon with greater stopping power than the 10mm SMG, the Thompson is typically only favored by mob thugs and those that style themselves after that fashion. 10mm ammo is simply much more common than .45 caliber rounds, thus limiting it's use. Nonetheless, no self-respecting Mafia gangster would sport anything less. *Fires .45 ammo.*

M3A1 "Grease Gun" SMG (XR)

A leftover from some other worldwide conflict prior to the Great War, the Grease Gun can still be found here and there in old armories and gun collections. Like the Thompson it fires .45 caliber rounds, making it harder to supply with ammo. Still, it's a powerful SMG and is favored by some. *Fires .45 ammo.*

P90c SMG (XR)

Though never adopted into military use, the P90C was quite popular with paramilitary organizations and included in most serious gun collections. Though rare, it's very highly prized since it uses the more common 10mm ammo (and uses it more effectively than the 10mm SMG). *Fires 10mm ammo.*

Assault Rifles

Assault Rifle (R)

The standard issue assault rifle of the US military, it was only just beginning to be phased out to make way for the G11. As such these rifles can still be found here and there, especially in the rare undiscovered military base. It may be difficult to supply with ammo at times but that doesn't stop the more serious assault teams from putting them to use.

FN FAL (XR)

Likely the most widely distributed assault rifle in the world, the FN FAL was never adopted as a US military weapon and wasn't especially popular among gun

enthusiasts. Those few that are in circulation mostly came over to the commonwealth states during one foreign invasion or another and were left behind on various battlefields. It's use of 7.62 ammo makes it no more (or less) difficult to supply than standard Assault Rifle, putting it in high demand. *Fires 7.62mm ammo.*

G11 (U)

The premiere, state of the art assault rifle before the Great War, it was slated to replace the standard issue Assault Rifle in the US military. Unfortunately, few made it into circulation before the bombs started falling and worse, ammo is even harder to come by than the weapon itself. Spotting someone sporting a G11 in the open is a good indication they have access to all manner of pre-war equipment. *Fires 4.7mm caseless ammo, treated as an Armor Piercing round.*

Energy Weapons

Energy weapons of all types ignore 1 point of Armor Rating (with the exception of Tesla Armor) and enjoy a +1 step bonus in damage against living organisms that are unarmored (or otherwise without an Armor Rating).

Laser Pistol (R)

The classic Laser Pistol is another piece of pre-war era tech (barring the few manufactured by the Brotherhood of Steel and other such organizations). It fires a beam of coherent light at the target, causing flesh to explosively vaporize at the point of contact. It packs a nasty punch and, best of all, scares the dickens out of most folks unfamiliar with energy weapons. *Powered 1/1 by Small Energy Cells.*

Plasma Pistol (XR)

Utilizing small bolts of superheated plasma as projectiles, Plasma Pistols are a step up from the classic Laser Pistol. As the plasma bolt is independent of the weapon and not so subject to deflection by the shooter as laser weapons, it enjoys a slightly better range as well. Like laser weapons, newly manufactured models can be found within the

Brotherhood of Steel. *Powered 1/1 by Small Energy Cells.*

YK32 Pulse Pistol (U)

Firing a powerful electrically charged plasma bolt, the Pulse Pistol not only causes burns and explosive evaporation against it's target but carries a slight disintegration effect as well. In some cases the disintegration effect initiates something of a chain reaction in a living organism, carried along by the nervous system throughout the entire body. When scoring an Extraordinary Success on attack the target, if a living organism of any sort, is forced to make an Endurance check against the attack roll or suffer complete liquefaction and instant death. Armor, weapons and other gear carried by the target are unaffected but nothing is left of flesh and bone but a decidedly nasty puddle.

Even the Brotherhood of Steel hasn't recovered the tech to reproduce these weapons but it's assumed they have some of them cached away nonetheless.

Solar Scorcher (U)

A highly advanced and singularly unique energy weapon of unknown origin, the Solar Scorcher is considered something of a myth. Though it does in fact exist and has found it's way into a few hero's hands over the years, no one knows where the weapon can be found today. Last rumored to be the favored weapon of the legendary Vault Dweller "The Chosen One", the Solar Scorcher is a priceless artifact. It's ability to recharge it's 6 shot magazine from only a moment or two in direct sunlight makes it invaluable. *Requires direct sunlight to recharge but otherwise has no ammunition.*

Alien Blaster (U)

No one knows for certain where these odd hand weapons came from or who developed them. Tall tales of crashed flying saucers with alien pilots are largely dismissed but the extremely high quality of design can't be argued. Only one or two are said to exist at all and if any human government was behind their development then it must have represented the cutting edge of energy weapon tech. These weapons are of such

high quality and the result of such advanced engineering that they grant a +1 step to attack, as well as enjoying the all benefits of other energy weapons. Interestingly, they accept Small Energy Cells, though they are clearly designed to be powered by something else entirely. *Powered 1/1 by Small Energy Cells.*

Laser Rifle (XR)

The Laser Rifle incorporates a naturally longer barrel than the laser pistol for increased accuracy and range, as well as a more precise and powerful emitter. It's design allows it to be one of the favored weapons of Super Mutants, as only minor modification is necessary to make it a comfortable wield for their chubby fingers. Simply breaking off the finger guard allows Super Mutants to wield the weapon without suffering the penalty from their Impaired Manipulation trait. *Powered 1/1 by Micro Fusion Cells.*

Plasma Rifle (XR)

A much more powerful (and somewhat bulkier) weapon than the Plasma Pistol, it utilizes the same method for inflicting heavy damage on its targets. A longer superconducting barrel adds greater range before the plasma begins to cool and more sophisticated generators supply a hotter, more dense projectile. Like the Laser Rifle, simple ham-handed modification eliminates any penalties for use by Super Mutants, making it likewise a favorite among them. *Powered 1/1 by Micro Fusion Cells.*

Turbo Plasma Rifle (U)

An upgraded Plasma Rifle, the Turbo Plasma Rifle enjoys the benefits of higher quality. This weapon not only has a greater range but grants a +1 step to attack. It can likewise be easily modified for use without penalty by Super Mutants. Convincing someone to actually do it may be difficult, however. A Turbo Plasma Rifle in the hands of a Super Mutant isn't something most folks want any part of. *Powered 1/1 by Micro Fusion Cells.*

YK42B Pulse Rifle (U)

As if the YK32 Pulse Pistol weren't scary enough, someone somewhere insisted on making a rifle version of the deadly

weapon. The YK42 Pulse Rifle not only enjoys a greater range and more powerful effect on it's target than the pistol but has the same tendency to turn people into bubbling puddles of goop at odd times. Moreover the refinement to the original pistol design resulted in a much higher quality, granting a +1 step to attacks with the weapon.

As with the Pulse Pistol, scoring an Extraordinary Success on attack the target, if a living organism of any sort, is forced to make an Endurance check against the attack roll or suffer complete liquefaction and instant death. Armor, weapons and other gear carried by the target are unaffected but nothing is left of flesh and bone but the aforementioned nasty puddle.

This weapon is practically unique, with very few models known to have been recovered yet. Even the Brotherhood of Steel probably hasn't managed to find more than one or two at most themselves. *Powered 1/1 by Micro Fusion Cells.*

Ranged Weapons Ammo

Ammo	Cost per round
BBs (R)	1c
.223 FMJ (U)	20c
.223 JHP (U)	25c
.223 AP (U)	25c
.357 Magnum (U)	15c
.357 Magnum AP (U)	20c
.45 caliber (U)	20c
2mm EC (XR)	100c
4.7mm caseless (XR)	50c
5mm (U)	10c
7.62mm (R)	5c
10mm (C)	10c
10mm JHP (C)	15c
10mm AP (C)	15c
12 gauge shells (U)	10c
14mm (U)	50c
14mm JHP (R)	55c
14mm AP (R)	60c
HN Needler (R)	80c
HN Needler AP (XR)	100c
Small Energy Cell (U)	50c
Micro Fusion Cell (R)	75c

FMJ (full metal jacket) are considered standard rounds. JHP (jacketed hollow point) are hollow point rounds. AP (armor piercing) are armor piercing rounds.

Heavy Weapons and Explosives

M60	d4W (Large)	Range: 500	Ammo: 50	Burst (3), Auto	12500c
Minigun	d2W (Large)	Range: 300	Ammo: 120	Burst (5), Auto	15500c
Light Support Weapon	d4W (Large)	Range: 500	Ammo: 30	Burst (3), Auto	14200c
Bozar	d6W (Large)	Range: 550	Ammo: 30	Burst (3), Auto	22000c
Avenger Minigun	d4W (Large)	Range: 350	Ammo: 120	Burst (5), Auto	
Vindicator Minigun	d6W (Large)	Range: 400	Ammo: 100	Burst (5), Auto	
Gatling Laser	d6W (Large)	Range: 300	Ammo: 30	Burst (5), Auto	
Rocket Launcher	-	Range: 500	Ammo: 1	-	
High Explosive	d8B (Large)	Blast: 10			
Armor Piercing	d6W* (Large)	Blast: 5			
Flamer	-	Range: 15	Ammo: 5	Spray	6000c
Standard Fuel	2d4W Fire				
Fuel Mk. II	3d4W Fire				
Dynamite	3d6W (stick)	Range: Str x3	Blast: 5		200c
Plastic Explosive	3d12W (lb.)	Range: Str x3	Blast: 10		300c
Molotov Cocktail	d4W Fire	Range: Str x3	Blast: 1		10c
Frag Grenade	5d6W	Range: Str x3	Blast: 30		250c
Plasma Grenade	5d8W Fire	Range: Str x3	Blast: 30		350c
Pulse Grenade (EMP)	6d10*	Range: Str x3	Blast: 30		550c

(*see description)

Heavy Weapons

M60 (XR)

The standard machine gun of the US military up to and during the Great War, you wouldn't think the M60 would be hard to find. Unfortunately the model was so old and outdated by the time of war that few functioning models still exist. Designed to be fired from a tripod, vehicle mount or similar stable platform, the M60 suffers a -1 skill step penalty to fire when not secured in that manner. It is not unusual to find the M60 utilized as a portable assault weapon for that reason. Super Mutants can fire the M60 unsupported without any penalty. *Fires 7.62mm ammo.*

Minigun (R)

Firing a lighter round at a much greater rate than the M60, the Minigun is most effective against groups of targets. Like other machine guns it is designed to be fired from a stable platform, whether mounted on a tripod or more likely attached to a vehicle mount. Due to the high rate of fire it suffers a -3 step penalty when fired unsecured (-1 step penalty for Super Mutants). The Minigun cannot be fired single-shot. *Fires 5mm ammo.*

Light Support Weapon (R)

A squad level support weapon, the LSW is intended more as a assault weapon than a point defense weapon. Unlike

other machine guns, simply firing from a prone position even without a tripod is sufficient to avoid the -1 step penalty for firing unsupported. Super Mutants can fire the LSW unsupported without penalty, however. *Fires .223 ammo.*

Bozar (R)

A somewhat harder hitting version of the LSW, the Bozar serves the same purpose and delivers a more powerful punch with greater accuracy. Like the LSW it can be fired prone, from a tripod or mounted to a vehicle without the -1 step penalty. Super Mutants can fire the Bozar unsupported without penalty. *Fires .223 ammo.*

Avenger Minigun (XR)

Specifically designed to improve the damage potential of the smaller 5mm round, the Avenger is the next step up from the standard Minigun. It suffers the same -3 step penalty when fired unsecured (without benefit of a tripod or vehicle mount) but simply hits harder than its counterpart and with greater accuracy at range. Super Mutants suffer only a -1 step penalty when firing the weapon unsupported. The Avenger Minigun cannot be fired single-shot. *Fires 5mm ammo.*

Vindicator Minigun (XR)

Maximizing the damage potential of the smaller 5mm round while allowing the highest rate of fire possible, the Vindicator is the pinnacle of heavy support weaponry. Nevertheless, the

high rate of fire involved require a tripod, vehicle mount or similar secured firing platform to avoid the -3 step penalty for use (-1 step penalty for Super Mutants). The Vindicator Minigun cannot be fired single-shot. *Fires 5mm ammo.*

Gatling Laser (XR)

Not to be left out of the race to produce the next generation of heavy support weapon, H&K surprised everyone in their bid to replace the aging M60. With the only energy weapon capable of burst or auto fire, not to mention a Large scale weapon at that, the Gatling Laser is one of the most effective heavy weapons available. While the weapon's range is limited compared to other automatic heavy weapons it only suffers a -1 step penalty when firing unsecured. Thus, like the M60, LSW and Bozar, it's a reasonable choice as an assault weapon as well. Super Mutants can fire the Gatling Laser unsupported without penalty and it is thus their favored assault weapon. *Powered 1/1 by Micro Fusion Cells.*

Rocket Launcher (R)

A simple metal and fiberglass tube, fired from the shoulder and designed as a man-portable launching platform for small explosive rockets. Typically only high explosive anti-personnel rockets and armor piercing anti-tank rockets are available to supply this weapon. Other rocket types are certainly possible and most likely were developed but are so rare as to be unknown.

Flamer (R)

A standard flamethrower, directing flaming propellant as a weapon. While they can fire a relative "single-shot" against specific targets they can also cover areas with fire, utilizing the "spray" option of auto fire. They cannot fire bursts or typical auto fire against individual targets, however. (see Cortex core rules, p. 70-71 for special rules concerning flamethrowers). *Supplied by single canisters of Flamer Fuel and Flamer Fuel Mk. II, providing 5 shots.*

Explosives

Dynamite (U)

Designed for use in construction and demolition, sticks of dynamite make effective weapons as well if used correctly. Fashioning a short enough fuse for combat use can be tricky, however. Typically comes with a built-in timer, set to 10 second increments up to 1 minute. Though common enough before the war that they're considered "uncommon", it should be noted that such old dynamite can be expected to be extremely unstable. Fortunately, the technology to produce dynamite isn't especially difficult to recover and more recently manufactured sticks and bundles are available in some areas.

Plastic Explosive (R)

A more advanced and powerful explosive, the technology to produce Plastic Explosive has not been recovered (outside of organizations such as the Brotherhood of Steel, the Enclave, etc.) Nevertheless it is a very stable compound, requiring direct ignition to trigger, so even though it is a pre-war artifact it can be handled quite safely. Though it can be used as a combat weapon like dynamite, fashioning a short enough fuse for such use can be dangerous. Typically comes with a built-in timer, set to 10 second increments up to 1 minute. As the name implies, Plastic Explosive can be molded like modeling clay into just about any shape and adheres to most surfaces as well.

Molotov Cocktail (C)

A glass bottle of highly flammable liquid with a rag of some sort crammed into the opening. The common man's hand grenade, it's been around in one form or another for centuries. Not nearly as effective as a Fragmentation Grenade but can set targets (and any surrounding flammable material) on fire when it combusts.

Frag Grenade (R)

The logical progression of the ancient Molotov Cocktail design, Frag Grenades house more powerful explosive components and shells designed

specifically to fragment, with an eye toward inflicting maximum damage within it's blast radius. Frag Grenades typically house a failsafe mechanism to prevent them from going off when dropped, even after the pin is pulled. Pulling the pin, releasing the handle and holding it for a moment before dropping it (or simply *holding* it long enough) is another matter entirely.

Plasma Grenade (R)

Though the White Phosphorus Grenade fell out of favor almost immediately after it was first produced in the Fallout universe, the Plasma Grenade came out strong in the years leading up to the Great War. By replacing the standard fragmentation of other grenades with super-heated plasma, the Plasma Grenade produces a powerful explosion that inflicts burn damage. A thoroughly devastating (and much feared) weapon.

Pulse Grenade (XR)

Pulse Grenades are simply EMP grenades, designed more for use against robots and automated combat units. Against most electronic targets (such as vehicles and any other "gear" with Attributes and Life Points) it inflicts Stun damage. Against robots and automated combat units of all sorts, it inflicts actual Wound damage instead, as such units are typically wired with complex cybernetic components that suffer physical damage from exposure to Electro-Magnetic energy.

High Explosive Rocket (R)

Essentially the Fallout version of a rocket-propelled grenade, the HE Rocket not only pummels it's target with explosive damage but everything in it's blast radius as well. As very little attention is paid to maximizing fragmentation, such as it is in the Frag Grenade, it is limited to Basic damage however. Nevertheless, as a Large scale weapon it is completely devastating against personnel in combat.

Armor Piercing Rocket (R)

Designed to maximize armor penetration as well as fragmentation damage against a specific target, the AP Rocket is much more effective in that regard than the HE Rocket. However, with it's focus on one-

target annihilation, it has a much reduced blast radius, inflicting damage on nearby targets almost incidentally. AP Rockets ignore 3 points of Armor Rating (but it should be noted that this is at the Large scale and thus ignore *30 points* of Armor Rating at Personal Scale)

Flamer Fuel (R)

A canister of napalm fuel, designed to supply Flamers. A single canister provides 5 shots before depleted.

Flamer Fuel Mk. II (XR)

A much more advanced form of fuel Flamer Fuel, the Mk. II introduces a chemical agent into the standard napalm, giving a quick boost to initial damage from first contact. Damage from subsequent burn damage isn't increased, nor is the damage inflicted should the canister explode. Provides 5 shots before depleted.

Critters

Animals

Brahmin, Domestic

Agi d4 **Str** d10 **Vit** d10
Ale d6 **Int** d2 **Wil** d4
Init: d4 + d6

LP: 14

Traits: -

Skills: Athletics d4, Perception d4, Survival d4, Unarmed Combat d4

Description: The primary source of fresh beef and leather in the Fallout universe, the two-headed mutant descendant of the common cow can be found almost everywhere humans have settled. In larger trade towns whole ranges are often fenced in to contain large herds. "Brahmin drives" are even beginning to become a common event, as settlements drive large Brahmin herds for sale in another distant area. The domestic Brahmin is typically quite mild mannered and contained more for protection from predators than for fear they'll attack anyone. Brahmin won't balk at defending themselves, however. Though rumors exist of uni-headed Brahmin out in the wastes here or there, no such reports have ever been confirmed.

Brahmin have no natural weaponry and rely on simple unarmed attacks (butting, typically) to deal with threats.

Brahmin, Wild

Agi d4 **Str** d10 **Vit** d10
Ale d6 **Int** d2 **Wil** d6
Init: d4 + d6

LP: 18

Traits: Brawler d2, Tough d4

Skills: Athletics d4, Perception d6, Survival d6, Unarmed Combat d6

Description: The wild version of the common Brahmin, they fellows are a little tougher and more stubborn than their domestic counterpart. Though not

aggressive, they are extremely easy to startle. In which case they're as likely to attack and to stampede. The wild wasteland predators have learned to exercise caution before tackling even straggling Brahmin.

Brahmin have no natural weaponry and rely on their Brawler talent to deal with threats.

Coyote

Agi d6 **Str** d4 **Vit** d6
Ale d8 **Int** d4 **Wil** d6
Init: d6 + d8

LP: 12

Traits: Enhanced Senses d6 (Hearing, Smell)

Skills: Athletics d6/Running d8, Perception d6, Unarmed Combat d6/Bite d8

Description: Kin to wolves, dogs and other canines, the Coyote is more a lone scavenger than a pack oriented stalker. Typically light brown or sandy in color, Coyotes can be found just about anywhere so long as it's away from human habitation. Though they can sometimes be encountered in small groups this is typically the result of a female in heat attracting any males in the area, not an actual pack. They nevertheless possess the proper instincts well enough to act as a pack in such circumstances.

Coyotes attack with a bite (d4 B) but don't typically attempt to grapple or bring down larger opponents.

Dog (see *Cortex core rules*, p. 148)

Gecko, Fire

Agi d6 **Str** d4 **Vit** d8
Ale d8 **Int** d4 **Wil** d8
Init: d6 + d8

LP: 16

Traits: Enhanced Senses d6 (Sight), Inherent Armor d4 (wound), Inherent Weapon d8 (fire breath).

Skills: Athletics d6/Dodge d8, Perception d6, Survival d6, Unarmed Combat d6/Claws d8/Breath Weapon d8

Description: Mutated from some unknown variety of common lizard, Fire Geckos (like other breeds of Gecko) walk on two legs and attack with clawed arms. Unlike the Golden or Silver Gecko, Fire Gecko pelts aren't typically in much demand as it proves fairly weak once cured. As such, the rarity of the Fire Gecko is viewed a blessing considering how extraordinarily dangerous they are. Fire Geckos can expel a stream of flammable propellant at will up to 30 feet (d8 W, fire damage, and may set objects, creatures, or characters on fire), though they rarely do so up close. At close range the Fire Gecko prefers their standard claw attack (d6 B), presumably to avoid splash back from their own fire breath. Fire Geckos have no natural immunity or even resistance of any sort to heat or fire, probably explaining their rarity somewhat. Fire Geckos are unusually aggressive creatures, attacking on sight whether threatened or not.

Gecko, Golden

Agi d6	Str d6	Vit d8
Ale d8	Int d4	Wil d6

Init: d6 + d8
LP: 14
Traits: Enhanced Senses d6 (Sight), Inherent Armor d2 (wound)
Skills: Athletics d6, Perception d6, Survival d6, Unarmed Combat d6/Claws d8
Description: The largest of the Gecko breeds, Golden Geckos are prized for their tough and aesthetically pleasing coats. Unfortunately their large size makes them a bit more dangerous than Silver Geckos to hunt. Golden Geckos are highly aggressive, usually attacking with little or no provocation. The Golden Gecko coat, once cured properly, can be used to fashion all manner of appealing clothing, adornments and, in some cases, as components of Mark II leather armors. They typically go for as much as 500c cured and treated, roughly 250c fresh.

Gecko, Silver

Agi d6	Str d4	Vit d6
Ale d8	Int d4	Wil d4

Init: d6 + d8
LP: 10
Traits: Enhanced Sense d6 (Sight), Inherent Armor d2 (wound)
Skills: Athletics d6, Perception d6, Survival d6, Unarmed Combat d6/Claws d8
Description: The smallest of the Gecko breeds, as well as the most common, the Silver Gecko's coat is likewise considered valuable, with many trappers and hunters dedicating their trade to this one animal. Nonetheless, Silver Geckos are no pushovers and Gecko hunting isn't an amateur profession. Silver Geckos are aggressive, often attacking with little or no provocation. Silver Gecko coats typically sell for 250c cured and treated, roughly 100c fresh.

Giant Ant

Agi d4	Str d8	Vit d4
Ale d8	Int d2	Wil d8

Init: d4 + d8
LP: 12
Traits: Enhances Senses d6 (Scent), Inherent Armor d2 (wound)
Skills: Athletics d4, Perception d6/Scent d8, Survival d6, Unarmed Combat d6/Bite d8
Description: Another result of mutation from radiation, Giant Ants are relatively unaltered from their original form beyond simply growing to gargantuan size (comparatively). A Giant Ant typically stands roughly 1' tall and is 2' in length. Found almost exclusively underground, in small scouting bands of as few as six or as many as two dozen, they are a dangerous foe only for the unwary. Nevertheless, should a full colony of these creatures be found, it wouldn't be someplace you'd want to stick around and visit. Giant Ants attack humans (and just about everything else) on sight and are always on the hunt for

food to bring back to the nest. They will attack until either they or their quarry is dead, then carve up the corpse to cart the pieces home.

Fortunately Giant Ants seem to have lost all or most of the formic acid that one would expect to accompany their bite (d6 B) but you can bet it still stings like hell.

Giant Cockroach

Agi d6 **Str** d8 **Vit** d8
Ale d6 **Int** d2 **Wil** d8

Init: d6 + d6

LP: 16

Traits: Enhanced Senses d6 (Ground Tremors, Scent), Hardy Constitution d4, Inherent Armor d4

Skills: Athletics d6, Perception d6, Survival d6, Unarmed Combat d6/Bite d8

Description: Surprisingly, the Giant Cockroach is actually quite rare. The common cockroach has indeed survived the Great War, as everyone expected, but in an only mildly mutated, same-sized form. The Giant version is a rare breed.

Nevertheless their rarity make them no less dangerous and any large ruin is bound to have one small nest somewhere, if there's any source of waste available for them to feed on. Giant Cockroaches aren't normally aggressive but they defend their territory fanatically, fighting until dead or the intruders have been driven off. Giant Cockroaches are typically 2' long and attack with a bite (d6 B).

Giant Rat

Agi d8 **Str** d6 **Vit** d6
Ale d6 **Int** d4 **Wil** d6

Init: d8 + d6

LP: 12

Traits: Hardy Constitution d8, Inherent Weapons d4 (bite), Inherent Weapon d2 (claw)

Skills: Athletics d6, Perception d4, Survival d6, Unarmed Combat d6/Bite d8

Description: A standard rat grown to roughly 2' high, the Giant Rat otherwise

retains the form and behavior of a common rodent. However, at this larger size their natural aggressiveness becomes more apparent.

Giant Rats will typically attack when threatened, when their territory of invaded or even when merely hungry. Normally found underground, they do often range out at night to hunt. Giant Rats attack with a bite (d4 B) but do possess a claw attack (d2 B) that they rarely use, as well as preferring to "grapple" and bite targets their own size. Additionally Giant Rats, like their smaller kin, often carries diseases to which they are immune or resistant. As such, rat bites often transmit deadly disease.

Grey Wolf

Agi d6 **Str** d8 **Vit** d8
Ale d8 **Int** d4 **Wil** d6

Init: d6 + d8

LP: 16

Traits: Enhanced Sense d6 (hearing, smell), Tough d4

Skills: Athletics d6, Perception d6/Hearing d8/Scent d8, Survival d6, Unarmed Combat d6/Bite d8

Description: Grey Wolves are highly social animals, almost always found in packs ranging in size from a mere handful to as many as two dozen. True pack hunting animals, the entire pack engages in the hunt and works well together to bring down much larger targets. Wolves individually will single out slower or weaker members of a group, whenever they're obvious, for an easy kill. Wolf packs will utilize such tactics as wounding or hobbling their target in order to force it to straggle behind the group or occupying larger protectors while the rest of the pack takes down a smaller member.

Being very territorial wolves will defend whatever they perceive as their territory quite aggressively but also will avoid violating the territory of other wolves or predatory packs, especially humans. As such they rarely attack human settlements, farms or livestock unless driven to by extreme need (despite their

reputation for doing so).

Grey Wolves attack with a bite (d6 B) and will often utilize grappling and take down maneuvers against humanoids.

Mantis

Agi d8 **Str** d2 **Vit** d4

Ale d8 **Int** d2 **Wil** d4

Init: d8 + d8

LP: 8

Traits: Inherent Weapons d2 (claws)

Skills: Athletics d4, Perception d4, Survival d4, Unarmed Combat d6/Claw d8

Description: Mutated from the common praying mantis, a Mantis swarm is something every traveler keeps an eye out for. While they aren't especially dangerous individually, a swarm of Mantises ganging up on one lone defender (as is often the case) can literally scratch a man-sized target to bits. Considering their small size, as many as three dozen can surround and attack one target simultaneously. With most packs of Mantises numbering from two to four dozen, a pack of hunting Mantises usually spells death for at least one human they might come across. Mantises attack with two sharp claws (d2 B) and have a bite attack as well (Basic damage only) that usually used only on downed (prone or unconscious) prey.

Alternately, the GM may decide to use the Insect Swarm example from the Cortex core rules (p. 150) for larger groups of Mantises. It would certainly be much easier than controlling twenty individual Mantises. In such a case simply hike the Life Point of the swarm up to 16 (they're stubborn little buggers), discount the use of poison (as Mantises aren't poisonous) and the Insect Swarm stats should work well enough.

Molerat

Agi d4 **Str** d8 **Vit** d8

Ale d6 **Int** d2 **Wil** d6

Init: d4 + d6

LP: 14

Traits: Enhances Senses d4 (Scent), Impaired Senses d4 (blind in sunlight or bright light), Inherent Armor d4 (wound), Inherent Weapon d6 (bite), Inherent Weapon d4 (claw)

Skills: Athletics d4, Perception d4, Survival d6, Unarmed Combat d6/Claw d8/Bite d8

Description: Molerats are large carnivores, mutated in some unknown way into an apparent mole/rat combination. Whether originally rat, mole or an actual crossbreed of some sort, no one is certain. Standing shoulder height to most humans, they are likely one of the most dangerous of the wasteland vermin. Molerats are usually found in ones or twos, only rarely gathering in groups of up to a dozen and strictly for mating purposes.

While not especially tough compared to other animals, the Molerat possesses formidable natural weaponry that are worthy of proper respect. Once engaged with a target, a Molerat will typically rely on claw attacks (d4 B). After an initial attack, should the Molerat find itself confident it can successfully grapple its target, it will do so, following up with Bite attacks thereafter (d6 B). Molerats don't normally attempt take down maneuvers, but will grapple and bite whenever they feel they can do so successfully.

Dropping a Molerat before it can close in and use its claws and teeth is the best method for dealing with these vermin. However, since Molerats are blind in sunlight, they're encountered almost exclusively underground, and thus usually at close range.

Pigrat

Agi d4 **Str** d4 **Vit** d4

Ale d6 **Int** d2 **Wil** d8

Init: d4 + d6

LP: 12

Traits: Inherent Weapons d2 (claws)

Skills: Athletics d4, Perception d6, Survival d4, Unarmed Combat d6/Claw d8/Bite d8

Description: Like the Molerat there is a lot of supposition surrounding just how this critter ever developed. With clear features of both rat and swine, it's nevertheless unlikely that mutation would have resulted in such crossbreeding. Genetic engineering somewhere along the way, in addition to mutation from radiation being the most likely culprit.

Nevertheless, a combination of rat's predatory instincts and porcine aggressiveness makes for a deadly little bundle of rat-bacon. Though not as dangerous as Molerats, Pigrats typically are found in small groups, as many as a dozen in rare cases. Fortunately coming from a domestic breed of swine and being mixed up with rat has stripped the average Pigrat of most of the intimidating toughness found in your typical boar.

Pigrats, like Molerats, prefer the use of claw attacks (d2 B), using a bite (for Basic damage) only on downed or unconscious targets. Pigrats are omnivorous, taking any fresh meats that comes their way. Unlike Molerats they can be found above ground as often as below, usually traveling in groups when above ground.

Rat (Radrat)

Agi d6	Str d2	Vit d2
Ale d6	Int d4	Wil d4
Init: d6 + d6		
LP: 6		

Traits: Immune d8 (radiation), Inherent Weapon d6 (radioactive saliva)

Skills: Athletics d4, Perception d6, Survival d6, Unarmed Combat d6

Description: A not so obviously mutated breed of what was once the common rat, the Radrat has become the dominate, most commonly encountered breed of rat. Though normal rats still exist here and there, they've largely been edged out by their mutated cousins.

Identical to a normal rat, at least to the naked eye, the Radrat has developed not only the ability to survive in radioactive

environments but actually *are* radioactive, making them dangerous even to larger creatures. Radrats are thus much more aggressive toward human and humanoids than your typical rat. Well aware that they can sometimes take down such prey, they're always willing to give it a go. Not to mention they're just plain meaner and more ornery than your garden variety vermin. Fortunately Radrats don't typically travel in swarms and even when encountered in large groups they tend to spread out through an area, rather than maintain tight quarters (they don't get along with one another all that well, either). A Radrat will always defend whatever area it currently occupies as it's own, likely drawing any nearby Radrats into the fight as well. Even when not threatened or invaded Radrats will attack any source of fresh meat if they're at all hungry. Thus, a Radrat in a garbage dump will likely only defend it's turf, for example, while a wandering, starving Radrat will attack just about *anything*.

Radrats attack with a bite (Basic damage only) that isn't especially dangerous in and of itself. What makes these little buggers deadly to children and old people (and will often put even healthy adults down for a couple of weeks) is the highly radioactive saliva inherent in their bite. Any Extraordinary Success on a bite against armored targets and *any* successful bite on unarmored targets must be Resisted as a poison (see *Cortex core rules*, p. 81-82).

Radrat Saliva

Type: Injected

Effect Time: d6 turns

Resistance: 7

Effect: Failure results in d6 B damage

Healing: Difficulty 7

Radscorpion

Agi d8	Str d8	Vit d6
Ale d6	Int d2	Wil d6
Init: d8 + d6		
LP: 12		

Traits: Inherent Armor d6 (wound), Inherent Weapon d6 (claws, stinger),

Inherent Weapon d8 (toxin)

Skills: Athletics d4, Perception d6, Survival d4, Unarmed Combat d6/Claw d8/Stinger d10

Description: Though not especially tough, the Radscorpion's armored exoskeleton makes doing them any actual injury difficult. Compounded by the deadly toxin in their tails and their natural skill at getting that poison into their targets, Radscorpions are one of the most dreaded vermin of the wasteland. As it happens the mutated toxin in their tails is highly prized as well, as a distilled version can be modified to create a near "cure all" anti-toxin fairly easily. For that reason discovering a Radscorpion pack has formed a lair nearby and have begun threatening your livestock may even be considered a mixed blessing by some, recognizing the potential for a small profit in distilled Antidotes.

Radscorpions prefer caves and underground lairs, or anywhere out of the direct sunlight. They are prone to hunt at night and can often be encountered actually traveling in small packs after sundown, ranging out for miles in search of food. Within their lairs one can expect to find as many as two or even three dozen at a time during daylight hours.

Radscorpions almost always attack with their stinger (d6 B, ignoring up to 2 points of Armor Rating), injecting Radscorpion venom with each successful attack. In rare cases where their prey prove difficult to hit with their stinger, a Radscorpion may utilize claw attacks (d6 B) which automatically count as a simultaneous grapple attempt (see *Cortex core rules*, p. 94), using the attack roll itself to determine success and doing damage normally in the process when successful.

Radscorpion Venom

Type: Injected

Effect Time: d4 turns

Resistance: 11

Effect: Success results in d4 B damage in addition to the sting itself. Failure results in d6 W damage and nausea for -1 step penalty

to Agility, Awareness and Strength for 2d6 hours. Botches result in immediate collapse, seizure and death within 1 minute if not treated with Antidote.

Healing: Difficulty 11 or automatic with a dose of Antidote.

Spore Plant

Ag d4

Str d4

Vit d10

Ale d4

Int d2

Wil d8

Init: d4 + d4

LP: 18

Spore Spike: d4 W, Range incr. 10'

Traits: Enhanced Senses d10 (Tremor sense), Impaired Senses d12 (blind, deaf, lacking scent), Inherent Weapon d6 (spore spike), Inherent Weapon d4 (bite)

Skills: Athletics d4, Perception d6/Tremor Sense d10, Ranged Weapons d6/Spore Spike d8, Survival d4, Unarmed Combat d6/Bite d10

Description: Spore Plants are a carnivorous plant with an unusual method of reproduction and feeding. When first detecting movement around them the Spore Plants "opens fire" with well-targeted (considering they're blind) spike projectiles. These spikes contain specialized spores, designed to sprout and grow new Spore Plants elsewhere, should the creature shot happen to fall down dead in the next 24 hours or so. Even if not, typically an animal or person surviving a shot by a Spore Plant worries out the spike and discards it in the distance somewhere by then, accomplishing much the same thing. Interestingly, the Spore Plant relies on this attack to feed as well, even though immobile (they're plants after all). As most wildlife is highly aggressive, more often than not a single shot won't drop the target dead and instead bring it running within range of the Spore Plant's bite (d4 W), as well as the biting attacks of all it's nearby buddies. Either way, whether the critter detected and shot at comes running to attack or runs away, the Spore Plant scores a "win". Spore Plants are rarely encountered alone. Like most plant life, when found they've usually long since sprouted several individuals in the immediate

area. Spore Plants open fire automatically on any perceived movement (footsteps, generally) and typically have up to two dozen spikes available to fire at any given time. Spore Plants use their Alertness + Perception/Tremor Sense to detect movement, allowing them to attack without penalty against moving targets thereafter. Spore Plants are considered "blind" against targets remaining still or otherwise undetected (see Cortex core rules, p. 95, Visibility). In cases where their target still occupies the same space the Spore Plant last detected them they suffer a -2 step penalty to attacks instead. In those cases, any movement at all (including attacks or dodging) negates this but successfully moving out of the line of fire without being detected renders the Spore Plant "blind" to that target.

Creatures

Alien, Centaur

Agi d8 **Str** d12 **Vit** d12
Ale d8 **Int** d4 **Wil** d10
Init: d8 + d8
LP: 26
Traits: Brawler d6, Inherent Armor d4 (wound), Inherent Weapon d8 (Alien Radiation Poison), Tough d8
Skills: Athletics d6/Dodge d10, Perception d6/Sight d8/Hearing d8, Survival d6/Wasteland d8/Underground d8, Unarmed Combat d6/Head Butt d10
Description: Though clearly a mutation of some sort, Centaur are commonly assumed to be aliens simply because whatever they've mutated from is no longer discernable. The most commonly accept theory being, as odd as it might seem, that they're actually mutated aliens. More likely they are simply the result of Richard Grey's (a.k.a. "The Master") experimentation with the FEV prior to the Mutant Wars and many Super Mutants today make this claim. Centaurs get around on six legs, surrounded by a small sea of writhing tentacles without any discernible

purpose. Bearing two heads, each only vaguely horse like in appearance, Centaurs are often highly territorial, attacking anything they perceive as even a possible threat.

In rare cases they can be found in a much more docile state, usually only when kept and tended by intelligent creatures powerful enough to handle them (such as Super Mutants often did during the Mutant Wars). In those cases Centaurs may often sit blithely by while intruders cavort about directly under their noses without exhibiting any reaction at all. In the wilds however, they're universally aggressive. Centaurs are usually found in groups of two to six, usually consisting of roughly equal numbers of Floaters and Centaurs, lending credibility to the theory of a mutually shared origin. On occasion Wanamingos can be encountered in the mix, especially if the group is unusually large, though their appearance is somewhat uncommon.

Centaurs attack with simple head butts, using either head or both. Each is considered a standard unarmed attack, inflicting Basic damage (with an additional d6 B due to the Brawler asset).

All breeds of "alien" are highly radioactive, though no one is sure exactly why this is so. Prolonged proximity to any of the three alien breeds is considered a "light radiation" environment. Further, any direct contact with any breed of alien is considered contact with a low intensity Radiation Poison. Thus even those attacks that fail to penetrate armor or to inflict Wound damage still cause exposure to the poison, making the alien breeds both tough and extremely dangerous.

Alien Radiation Poison

Type: Contact

Effect Time: d6 turns

Resistance: 7

Effect: Failure results in d6 B damage

Healing: Difficulty 7

Alien, Floater

Agi d6 **Str** d10 **Vit** d10
Ale d8 **Int** d4 **Wil** d10
Init: d6 + d8
LP: 22

Traits: Inherent Armor d4 (wound), Inherent Weapon d8 (Alien Radiation Poison), Inherent Weapon d6 (striking tongue), Tough d4

Skills: Athletics d6/Dodge d8, Perception d6/Hearing d8/Scent d10, Survival d6/Wasteland d8/Underground d8, Unarmed Combat d6/Tongue d10

Description: Like Centaurs, Floaters are assumed by most reasonable folks to be mutated aliens of some sort. Though Super Mutants who've survived the Mutant Wars often claim they are the result of Richard Grey/"The Master's" experimentation with FEV, they are largely considered far too "alien" to have mutated from any earthly creature. Traveling about by seemingly off-balanced lurches atop a single thin tentacle, Floaters don't appear to be very stable at first glance. Nevertheless, their ability to get around nimbly enough to be a significant threat (and even avoid gunfire in some cases) have earned them the moniker "Floaters".

Floaters are rarely found alone and are usually encountered in groups of aliens consisting of equal numbers of Centaurs and, very occasionally Wanamingos as well. Though they have no readily apparent means of attack, victims often have to find out the hard way that these critters pack a punch. A single tongue-like extremity, much like a frog's, is launched from atop the floaters central disc-like hub (d6 B) at point blank range. Impacting with tremendous force this attack is capable of sending most adult humans to their knees.

Due to their wholly alien form (more so even than the Centaur or Wanamingo), called shots against Floaters are often difficult to determine or even simply impossible.

All breeds of "alien" are highly radioactive, though no one is sure exactly why this is so. Prolonged proximity to any of the three alien breeds is considered a "light radiation" environment. Further, any direct contact

with any breed of alien is considered contact with a low intensity Radiation Poison. Thus even those attacks that fail to penetrate armor or to inflict Wound damage still cause exposure to the poison, making the alien breeds both tough and extremely dangerous.

Alien Radiation Poison

Type: Contact

Effect Time: d6 turns

Resistance: 7

Effect: Failure results in d6 B damage

Healing: Difficulty 7

Alien, Wanamingo

Agi d8 **Str** d10 **Vit** d10
Ale d10 **Int** d6 **Wil** d10
Init: d8 + d10
LP: 24

Traits: Inherent Armor d8 (wound), Inherent Weapon d8 (Alien Radiation Poison), Tough d8

Skills: Athletics d6/Dodge d10, Perception d6/Sight d10/Hearing d8/Scent d10, Survival d6/Underground d10, Unarmed Combat d6/Tentacle d10/Bite d12

Description: The most common form of alien, Wanamingos are a bit of an oddity even among the alien breeds, considered extremely odd in their own right. Bearing no resemblance to any known earthly creature they are assumed to be extraterrestrial, even more so that they lack all the features of overt mutation found on Centaurs and Floaters. Useless extremities, slimy skin, bumps, ridges and odd skin deformities are all non-existent with the Wanamingo. Possessed rather with smooth skin, fully functional tentacles and a well-formed exoskeleton along the torso, they seem perfectly natural creatures...just not natural to earth. More to the point, it is largely the appearance of the Wanamingo among bands of occasional Centaurs and Floaters that has caused them to be considered some form of mutated extraterrestrial life, regardless of Super Mutant claims.

Wanamingos are almost always found underground and only encountered

above ground in the company of other aliens. Unlike Centaurs and Floaters however, they are more often found in groups composed solely of Wanamingos, only occasionally being found in the company of other alien breeds and even then typically only when the group is unusually large.

Wanamingos are bipedal, with two dog-like legs supporting their low-riding frame. Standing about waist or chest high to most humans, the Wanamingo's torso and head are all one unit, with it's mouth full of serrated teeth at the fore end. To either side two mid-sized tentacles are used in simply blunt attacks.

Wanamingos tend to be very active in combat, always firmly bent on putting their target down. (They're also aggressive enough in the first place to make *any* living thing they encounter a target.) A Wanamingo will typically make every possible action their skills will allow in a given turn. In a single turn a Wanamingo is likely to dodge one or two attacks, attack with both tentacles and still attempt to take a bite out of whatever it's close enough to snap at. This in addition to the high armor rating of their exoskeleton and their inherent radiation poison makes the Wanamingo likely the most dangerous critter in the wasteland.

All breeds of "alien" are highly radioactive, though no one is sure exactly why this is so. Prolonged proximity to any of the three alien breeds is considered a "light radiation" environment. Further, any direct contact with any breed of alien is considered contact with a low intensity Radiation Poison. Thus even those attacks that fail to penetrate armor or to inflict Wound damage still cause exposure to the poison, making the alien breeds both tough and extremely dangerous.

Alien Radiation Poison

Type: Contact

Effect Time: d6 turns

Resistance: 7

Effect: Failure results in d6 B damage

Healing: Difficulty 7

Bot, "Brain Bot"

Agi d6

Str d6

Vit d6

Ale d6

Int d6

Wil d6

Init: d6 + d6

LP: 12

Traits: Constructed d8, Dead Inside (d6), Devoted to a Cause (varies) d6, Hardy Constitution d6, Longevity d4, Nonhealing d12

Skills: Varies according to function but physical skills are rarely higher than d8.

Description: Brain Bots are rather the cutting edge of cybernetic tech. While most robots include some form of organic, semi-organic or outright artificial cybernetic components, Brain Bots actually make use of a literal brain for higher computing functions.

While the Intelligence score of d6 is given here, this usually reflects a Brain Bot utilizing a human brain as an integral component of it's processing system. Brain Bots with animal brains can have Intelligence score as low as d2 or d4 while those with a rare hi-tech cybernetic brain can sport Intelligence scores as high as d8 or d10.

The standard Brain Bot model is mounted on twin treads for locomotion and bears a short cylindrical torso with the expected "brain in a jar" on top. Two arms, fully articulated, are mounted on either side of the torso.

Brain Bots are normally found only in military and various government installations, usually serving as backup to cheaper security bots with their ability to wield firearms. As they represented the cutting edge of robotics tech in the days before the war, their commercial use was likely very limited.

Bot, "K-9 Robodog"

Agi d6

Str d6

Vit d8

Ale d8

Int d8

Wil d8

Init: d6 + d8

LP: 14

Traits: Constructed d8, Dead Inside (d6), Duty (service) d8, Hardy Constitution d6, Longevity d4, Nonhealing d12

Skills: Athletics d6/Dodge d8/Running

d8, Discipline d6/Intimidation d8, Influence d6/Conversation d8, Perception d6/Scent d8/Sight d8, Survival d2, Unarmed Combat d6/Bite d10

Description: An extremely rare model of bot, the K-9 Robodog was popular only with certain scientists and with cybernetics researchers themselves. Lacking any real ability to form complex emotional relationships with humans, Robodogs never quite developed to the point where they could rival other pets for human affection. Nevertheless, for several years leading up to the Great War it was considered trendy to own a Robodog in certain circles. As such, still functioning Robodog models can be found in certain old research stations and even the rare military base. In some very rare cases they can be found in the company of modern scientists of one sort or another as well.

Bot, Repair

Agi d6 **Str** d6 **Vit** d6
Ale d6 **Int** d6 **Wil** d6

Init: d6 + d6

LP: 12

Traits: Constructed d8, Dead Inside (d6), Devoted to a Cause (general repair) d6, Hardy Constitution d6, Longevity d4, Nonhealing d12

Skills: Athletics d6/Weight Lifting d10, Mechanic d6/Mechanical Maintenance d10/Mechanical Repairs d10, Perception d6, Survival d2, Tech d6/Electrical Maintenance d10/Repair Electrical Systems d10, Unarmed Combat d4

Description:

Bot, "Rocket Bot"

Agi d **Str** d **Vit** d
Ale d **Int** d **Wil** d

Init: d + d

LP:

Traits: Constructed d8, Dead Inside (d6), Duty (security) d6, Hardy Constitution d6, Longevity d4, Nonhealing d12

Skills:

Description:

Bot, Security

Agi d **Str** d **Vit** d
Ale d **Int** d **Wil** d

Init: d + d

LP:

Traits: Constructed d8, Dead Inside (d6), Duty (security) d6, Hardy Constitution d6, Longevity d4, Nonhealing d12

Skills:

Description:

Deathclaw

Agi d **Str** d **Vit** d
Ale d **Int** d **Wil** d

Init: d + d

LP:

Traits:

Skills:

Description:

Non-Player Characters

Ghoul, Cannibal
Ghoul, Crazy
Ghoul, Scavenger
Slag
Tribal, Hunter
Tribal, Warrior
Tribal, Cannibal
Brotherhood of Steel, Knight
Brotherhood of Steel, Paladin
Brotherhood of Steel, Scribe
Child of the Cathedral
Deathclaw, Intelligent
Enclave Patroller
Follower of the Apocalypse
Highwayman
Mobster
Merchant
Merchant Guard
NCR Ranger
Raider
Raider Leader
Slaver
Trade City Cop
Trade City Patroller
Unity Patroller
Unity Survivor

Unity Researcher
Vault Dweller
Vault Overseer

The Commonwealths

In the days leading up to the Great War, the United States installed an intermediary level of government between the state and federal powers. Intended to expedite immediate aid to those groups of states with common needs it quickly devolved, with individual commonwealths seizing every possible advantage at the expense of others. The commonwealth system is largely considered to have significantly contributed to the general failure of the United States to address the escalating needs of the citizenry prior to the Great War.

By the time of the Great War, the thirteen commonwealths had nevertheless developed their own strong sense of regional pride, rivaling even one's own state-identity. Many considered themselves inhabitants of The Plains States Commonwealth rather than of the State of Kansas, for example. Thus, once the system had proven a failure at it's intended goals, dissolving it was only briefly considered before rejected as unworkable.

In some cases a lingering sense of identity with the original commonwealths continues to carry over into the modern Fallout universe. While some (such as the New California Republic) adopt titles appealing to pre-war state's designations, other political organizations have begun integrating pre-war Commonwealth designations into their titles. Rumors of a New Gulf Republic in the south and a Northeast Trade Federation being obvious examples, both extending their influence through the states that originally comprised those commonwealths. Nevertheless there are exceptions, such as the rumored Republic of Texas most likely appealing to Texas's own peculiar mystique. Likewise the purported Mutant Nation far to the southeast certainly bears it's own standard.

The Thirteen Commonwealths:

Commonwealth of Columbia: District of Columbia, Maryland, Virginia, Washington.

The Commonwealth of Texas: Arkansas and Texas.

East Central Commonwealth: Kentucky, Ohio and Tennessee.

Eastern Commonwealth: Delaware, New Jersey, New York, Pennsylvania and West Virginia.

The Four States Commonwealth: Arizona, Colorado, New Mexico and Utah.

The Gulf States Commonwealth: Alabama, Florida, Louisiana and Mississippi.

The Midwestern Commonwealth: Illinois, Indiana, Michigan, Minnesota and Wisconsin.

The New England Commonwealth: Connecticut, Maine, Massachusetts, Rhode Island, New Hampshire.

The Northern Commonwealth: North Dakota, Montana, South Dakota and Wyoming.

The Northwest Commonwealth: Alaska, Idaho, Northern California, Oregon and Washington.

The Plains States Commonwealth: Iowa, Kansas, Missouri, Nebraska and Oklahoma.

The Southeast Commonwealth: Georgia, North Carolina, South Carolina.

The Southwest Commonwealth: Hawaii, Nevada and Southern California.

Converting Fallout Traits and Perks

Although I really wouldn't recommend it, the GM might feel the traits and perks afforded in the computer game to be a necessary element of the Fallout setting. As such, I'll do my best to provide a way to incorporate them into a Cortex: Fallout game. Be aware that including the traits as I've provided them could alter the game quite drastically.

"Traits" in the Fallout computer game are chosen at character creation, with two being chosen at a time. If you wish to include this element of the game, here's my best shot at translating them over to the Cortex system:

Bloody Mess:
Really couldn't think of how this might transfer over. Just doesn't make any sense in a PnP game.

Bruiser:
Bonus to Strength, penalty multiple actions

Chem Reliant:
Significant penalty to Resistance to chems but bonus to recovery

Chem Resistant:
Penalty to recovery from chems but bonus to Resistance to chems

Fast Metabolism:
Fast Healer and Lightweight

Fast Shot:
One free shot but cannot make Called Shots

Finesse:
Damage penalty but greater chance of Extraordinary Success

Gifted:
More Attribute points at start but fewer skill points and more expensive skill point Advancement

Good natured:
Lower skill points to begin with but bonus to Medicine checks in healing and Influence persuasion types skill checks

Heavy Handed:
Bonus HtH damage but less chance of Extraordinary Success

Jinxed:
Greater chance of botch in combat for you and everyone else around you, enemies too!

Kamikaze:
Cannot Dodge but get free attack in combat

One Hander:
+1 step with one-handed weapons, -1 step to two-handed weapons

Sex Appeal:
Bonus to interactions with opposite sex, penalty to same sex

Skilled:
Cheaper Advancement point costs for improving skills, more expensive Advancement costs on Traits and Attributes -OR- better starting skill point pool but increase in Advancement point costs for Traits and Attributes

Small Frame:
Little Person with Agility bonus

LEVEL 3

Awareness:
Bonus to noticing things about people.

Comprehension:
Useless or cheaper Advancement cost for skill improvement from books.

Earlier Sequence:
Doesn't really fit but you can just add bonus to Initiative

Healer:
Bonus to healing

Night Vision:
Enhanced Sense d2

Presence:
Bonus to initial reaction

Quick pockets:
Free action when drawing weapons or
retrieving objects from your personal
equipment

Scout:
Bonus area explored when moving
through

Smooth Talker: Bonus to interactions

Strong Back:
Bonus to Encumbrance (if you're using
those rules).

Survivalist:
Bonus to surviving in harsh
environments

Swift Learner:
Bonus to improving skills

Thief:
Bonus to all Covert skills

Toughness:
Tough

Stonewall:
Useless or bonus to resisting being
knocked down or wrestled down

LEVEL 6

Adrenaline Rush:
Bonus to Strength when half LP in
damage taken (note that half LP in
Wounds gives wound penalty)

Bonus HtH Attacks:
Free hand to hand attack

Bonus HtH Damage:
Brawler or +1 step to HtH damage

Bonus Move:
Free action but limited to movement.

Bonus Ranged Damage:
+1 step to damage with ranged weapons

Educated:
Advanced education or bonus to
advancement points every other session
or so?

Empathy:
Bonus to all interactions with people

Fortune Finder:
Cash finds are get a bonus

Gambler:
Bonus to gambling

Ghost:
Bonus to covert sneaking in dark
places/situations

Harmless:
Bonus to stealing from folks

Heave Ho!:
Bonus to throw range

Kama Sutra Master:
Are you kidding me?
But if you are so juvenile:
Bonus to any checks involving sexual
performance.

Karma Beacon:
Useless

More Criticals:
Better chance of Extraordinary Success
on attacks

Negotiator:
Bonus to influence

Pathfinder:
Bonus to travel movement

Rad Resistance:
Increases time increment when
calculating radiation exposure

Ranger:
Bonus to "sneaks" while traveling

Sharpshooter:

Bonus to range increment for all weapons

Snakeater:
Hardy Constitution

Magnetic Personality:
Useless

Pack Rat:
Better Encumbrance (if you're using those rules)

Salesman:
Bonus to barter

Silent Running:
Useless or bonus to movement rate when sneaking or allows full movement while sneaking

LEVEL 9

Better Criticals:
Bonus damage or effect on Extraordinary Successes

Bonus Rate of Fire:
Free action, shooting only

Demolition Expert:
Bonus to demolitions skill

Dodger:
Bonus to Athletics/Dodge

Explorer:
Useless or bonus to chance to stumble across interesting things in the area when moving through.

Faster Healing:
Fast Healer

Here and Now:
Useless

Master Trader:
Significant bonus to bartering and trading

Mutate:
Useless or trade any one trait for another at same die level

Mysterious Stranger:
Useless or if GM allows

Pyromaniac:
Bonus to damage with fire-based weapons

Light Step:
Bonus to avoiding setting off traps or any check a "light step" might benefit.

LEVEL 12

Action Boy:
Actions - reduce multi action penalty?
Free non-combat action?

Cult of Personality:
Reputation is always positive; negates negative popularity, etc.

Lifegiver:
Tough

Living Anatomy:
Bonus to Surgery and healing, bonus damage

Master Thief:
Bonus to covert skills

Medic:
Bonus to medical and first aid

Mr. Fixit:
Bonus to Mechanic, Tech or Science when making repairs

Speaker:
Bonus to barter and influence

Tag!:
Gain dice in a general skill category

Weapon Handling:
Able to wield non-personal weaponry without tripods etc. (or reduction in such penalties)

HtH Evade:
Bonus to dodge when hands are empty or otherwise unarmed

LEVEL 18

Silent death:

Bonus to damage dealt when attacking from stealth

Slayer:

Significant bonus to chance of making Extraordinary Success on HtH attacks

Sniper:

Significant bonus to chance of making Extraordinary Success on ranged attacks

Fallout Timeline

Taken almost verbatim from the wiki site on Fallout. I'm fairly sure it's considered canon, too.

1942

Sierra Army Depot is erected. Its mission is to store and maintain a defensive supply of military ordinance. This mission continued until 1991. *This is a real event, before the Fallout universe diverged from ours.*

1943

The Los Alamos Nuclear Research and Development facility, codename: the Reservation, completes construction. Los Alamos becomes part of the research team for the Manhattan Project.

1961

May 5: Captain Carl Bell of the United States Space Agency (U.S.S.A.) became the first human in space. This claim is disputed by both the Soviet Union and China. Captain Bell's flight in Space Capsule Defiance 7 lasted twelve minutes and seven seconds, and made a full revolution around the Earth. Bell died when the capsule crashed on its return to Earth.

1969

By this year, the United States is divided into thirteen commonwealths, each of which encompasses several states. The national flag is changed to reflect this and depicts thirteen stars - twelve in a circle and one in the middle.

July 16: The Virgo II Lunar Lander Valiant 11 with U.S.S.A. astronauts Captain Richard Wade, Captain Mark Garris, and Captain Michael Hagen lands on the moon. The astronauts become the first humans to walk on a celestial body other than Earth.

November 14: Virgo III Lander Valiant 12 lands on the Moon.

1992

The mission of Sierra Army Depot is changed. It is now responsible for the

demilitarization of stores of surplus ammunition that have been deemed unfit or obsolete for military purposes. This mission is to be overseen by the Industrial Operations Command (I.O.C.) in cooperation with the Environmental Protection Agency (E.P.A.), providing a greener, cleaner way to dispose of military ordnance. This mission continued until 2050.

2010

The Delta IX rocket is commissioned by the U.S.S.A. The Delta IX rocket is the last of the manned rockets to the Moon.

2021

Hubris Comics begins publishing comic books.

2034

The Delta IX rocket is converted for U.S. military purposes. Crew and instrument sections are replaced with a nuclear warhead.

2037

The Mr. Handy series of robots is first brought to market as a general construction and maintenance unit by General Atomics International.

2039

Prometheus Coal, a division of Poseidon Energy, opens a coal mine in central Utah. The small village Eagle Rock opens up nearby.

An early bug in Mr. Handy robots that caused interference in the operation of the multiple arms is fixed with a hardware update, with no major problems since then.

2040

The Tibbets Prison is commandeered by the United States government in association with Vault-Tec and Poseidon Oil to tie into their Safehouse Project. On 5 April 2040, the Secretary of the Army makes the decision to build a new Disciplinary Barracks, with a capacity for 456 inmates. A cost ceiling of \$363 million in allocated construction dollars is set. The target budget year for funding

this project is fiscal year 2041.
Construction begins in the Fall of 2042,
with completion projected for the Fall of
the year 2045.

2042

A major earthquake takes place in Mexico City. The Mr. Handy general construction robot becomes the leader in sales in Mexico.

July: Discussions with Vault-Tec to determine space and functional requirements for the new Tibbets facility.

September 3: the Combined Arms Center Commander is given a decision brief of the USDB project, and selects one of three design options for further development. He also requests the Corps of Engineers to research an alternate location for the placement of this facility, since the geological evaluation of the site adjacent to the Trustee Unit revealed unsuitable subsurface conditions. Discussions involving the possible movement of the prison and relocation projects are also discussed, leading to the eventual three-rail system.

2044

Nuka-Cola is invented by John Caleb-Bradberton. The Great Passion Fruit Famine later hits America. People actually noticed the taste difference in Nuka-Cola when the flavor was changed.

2050

The mission of Sierra Army Depot is changed again. It is refurbished with the latest in technology and is from now on used as a secret research installation for developing and testing robotic, biological and conventional weapons until 2076.

2051

Seeking to protect business interests and their oil supply, the United States begins to exert increasing pressure on Mexico, citing the political instability and pollution stemming from Mexico as a threat to the United States. Various economic sanctions serve to destabilize Mexico, and the United States military enters Mexico to keep the oil refineries running and making sure oil and fuel

continue to make their way north across the border at Mexico's expense.

2052

A television documentary into the withered husk of the Texas oil fields brings the oil shortage into the American households, and reveals how deep the energy crisis runs.

April: The Resource Wars begin. Many smaller nations go bankrupt, and Europe, dependent on oil imports from the Middle East, responds to the Middle East's rising oil prices with military action. The long drawn-out war between the European Commonwealth and the Middle East begins.

May - July: The United Nations, already suffering, begins to collapse. In a series of heated debates, many nations withdraw from the organization as the U.N. tries to keep the peace.

July 27: The United Nations is officially disbanded.

The United States closes its borders to the flood of immigrants.

The last manned mission to the moon occurs.

The widely known Nuka-Cola's Dazzling Blue bottle color was adopted as standard after market research programs indicated that the blue color was the favorite in 86 people out of a hundred polled.

2053

The socially transmitted "New Plague" arises, killing tens of thousands. The United States closes its borders and the first-ever national quarantine is declared. The source of the plague is unknown, but rumors persist that it is a genetically engineered weapon.

ZAX 1.0 goes on-line, developed by Vault-Tec. Initially a prototype of some of the systems designed to govern the vaults, it is given to the government to help the Department of Energy collect resource data. Within a year, it is taken by the military for plague and tactical research; one version, ZAX 1.2 is constructed for West Tek.

December: Like an exclamation mark on the end of a very bad year, a terrorist

nuclear weapon destroys Tel Aviv.

2054

January: Limited nuclear exchange in the Middle East raises fears throughout the world. In light of the Euro-Middle Eastern conflict and the plague scare, the United States officially sets Project Safehouse in motion. The project, financed by junk bonds, is designed to create shelters, called Vaults, for the populace in the event of a nuclear war or deadly plague. Construction begins late in 2054 and proceeds rapidly due to advances in construction technology.

2055

The West Tek Research Facility starts working on a new virus to kill the New Plague. Their viral research and close ties to the federal government eventually lead to them being chosen for the Pan-Immunity Virion Project twenty years later as well as Power Infantry Armor and laser research.

ZAX 1.2 is brought in to regulate conditions in West Tek. It is not part of the Vault-Tec preservation software, so it does not have any orders to protect humanity after the bombs fall. In the meantime, it calmly calculates data and plays chess with the scientists. Many scientists claim that ZAX is a "big ol' cheater" and draws the game out too much for a computer of his considerable abilities.

2059

The Anchorage Front Line is established, as the United States increases its military presence in Alaska to protect its oil interests. The Anchorage Front Line causes tensions in the United States and Canada, as the United States attempts to pressure Canada into allowing American military units to guard the Alaskan pipeline.

The first artificial intelligence is born. Limited by memory constraints, its expansion is rapidly halted. The discovery paves the way for future A.I. research in laboratories throughout the United States.

2060

Traffic on the streets of the world stops moving. Fuel becomes too precious to waste on automobiles, so alternatives are explored - electric and fusion cars begin to be manufactured, but factories can only make limited amounts while conserving fuel. The U.S. economy teeters on bankruptcy. Pressure on fusion research increases.

The Euro-Middle Eastern War ends as the oil fields in the Middle East run dry.

There is no longer a goal in the conflict, and both sides are reduced almost to ruin.

The European Commonwealth dissolves into quarreling nation states, fighting over the remaining resources .

2062

Despite quarantine measures, the New Plague continues to spread, fueling national paranoia.

Many Mormon congregations come together to purchase places in Vault 70, located in Salt Lake City, Utah

2063

August: The construction of most Vaults completed, except for Vault 13, whose construction finally gets off the ground...heralding a development cycle that seems plagued with problems. Drills begin in the other cities with completed Vaults, but the increasing frequency of the drills has a "cry wolf" effect, and the turnouts for drills trickle off as the years go on.

Dr. Willem Clark, a top nuclear physicist in his day, is put in charge of all scientific endeavors at the Reservation. Colonel Green, a career soldier in the U.S. army, is put in charge of security.

2065

June: Due to enormous demands for electricity from a 17+ million population, a nuclear reactor in New York City goes Supercritical during the summer of this year, almost causing a meltdown. The near meltdown brings into effect power rationing, and the term "Hot Summer" is used to refer to the New York incident.

August: Increasing need for mobility in

the United States mechanized cavalry leads the military to focus the efforts on creating a man-based tank - essentially, a two-legged walking armored unit: Power Armor.

2065 - 2067: Power Armor research grows and several prototypes are developed, many of which prove to be unworkable in the field. These prototypes pave the way for future advances in military, construction, and fusion technology.

The Reservation is given orders to research and produce nuclear missiles that can be fired from an orbiting space platform.

2066

Spring: As the oil resources dry up across the globe, China's fossil fuel dependency causes an energy crisis in the nation. China, bordering on collapse itself, becomes more aggressive in its trade talks with the United States. Unwilling to export oil to China, talks between the United States and China break down.

Summer: Adding further insult to the Sino-American relations, the first crude fusion cell is unveiled, one of the results of the Power Armor project. Devices designed for the fusion cell begin to be manufactured. Incorporating fusion power into the general U.S. infrastructure begins, but the process is too slow to supply power to the regions that need it. Nearly eleven years later, few sections of the United States were supplied with fusion power.

Winter: In the winter of 2066, China invades Alaska. The Anchorage Front Line becomes a true battleground.

Winter: As a sign of increasing tension between the two countries, Canada proves reluctant to allow American troops on Canadian soil or allow American planes to fly over Canadian airspace. American and Canadian tensions rise, but Canada eventually backs down, and U.S. troops pass through Canada. This sets the stage for the Canadian annexation in 2076. The U.S. Navy Missile Cruiser U.S.S.

Ebon Atoll is accidentally sunk by the U.S. Navy Submarine U.S.S. Interference during the Anchorage Campaign. The Interference mistook the Ebon Atoll for an enemy vessel and shot it with a nuclear torpedo killing all on board. It is one of the worst U.S. Navy disasters since World War II.

Resource rationing in Denver causes riots. Midwest U.S.A. and Mexico start having food shortages and can't supply Denver with the food it needs. Food riots occur. National Guard called in.

With more important things to spend their money on, Poseidon Energy closes the inefficient and dangerous Eagle Rock mine complex and sells it to the U.S. government.

2067

The first suit of T-45d Power Armor is deployed in Alaska. While lacking the full mobility of future versions, this Power Armor is incredibly effective against Chinese tanks and infantry. Its ability to carry heavy ordnance becomes key in various localized conflicts, and it has the power to destroy entire towns without endangering the wearer. China rushes to create its own versions, but they are many years behind the United States. Senator Todd Peterson decides to build a secret bunker to house himself and his family should war break out. Senator Peterson is a wealthy man in his own right, but lacks the funds necessary for such a project. Through secret dealings with Poseidon Oil and a covert branch of the government known as the Enclave, the final funding for the project is attained. A construction site is chosen in southern Colorado and work begins. Mr. Garnow is born in Denver.

By this year, a Nuka-Cola machine can be found on almost every street in America.

2069

Canada begins to feel the pressure from the United States military as the U.S. draws upon Canadian resources for the war effort. Vast stretches of timberland are destroyed, and other resources in Canada are stretched to the breaking

point. Many Americans refer to Canada as Little America, and Canadian protests are unheard.

March: Vault 13 is finally completed - it is the last of the Vaults, and drills begin. Due to its late completion, the "cry wolf" effect that hurt the other Vaults is not as pronounced.

2070

The first of the Chrysler Motors fusion-driven cars are developed. Reassuringly big and American, the limited models carry a hefty price tag but are sold out within days. Many Chrysler plants have long since been converted into making military ordnance.

2072

The United States' increasing demand for Canadian resources causes protests and riots in several Canadian cities. An attempted sabotage of the Alaskan pipeline is all the military needs as an excuse to begin its annexation of Canada, which had already begun in 2067.

June 3: Canada fully annexed by U.S.A. Completed B.O.M.B. missiles are sent to different space centers around the U.S. so they can be carried into space and installed into the B.O.M.B. satellites. The process is slow, but it is being carried out fairly regularly.

2073

August: The Ballistic Orbital Missile Base, or B.O.M.B.-001, is completed and partially functional (for security and maintenance bots) using a temporary onboard generator. The only thing the base needs are the manually inputted final launch instructions and codes, and the main power reactor.

September 15: As China becomes increasingly aggressive with their use of biological weapons, the United States government felt that a countermeasure was needed. The Pan-Immunity Virion Project (PVP) is officially formed and plans are made to begin experiments at the WestTek research facility in Southern California.

2074

Negotiations between the U.S. and other world powers come to a dramatic end, with the President walking out of oil talks with the other world powers. After a much heated debate, the President stormed out of the meeting and declared that the last known supply of petroleum will be used exclusively by the U.S. and the U.S. will not sell or trade any oil to outside parties.

Contrary to their claims of seeking only to retake Alaska from the Reds, American Power Armor units, infantry, and mechanized divisions are deployed to China, but they become bogged down on the mainland, putting a further drain on American resources and supply lines. Government decision makers order the dumping of radioactive waste into Eagle Rock's lower mines. Enclave politics help secure a contract for Poseidon Energy to develop and use their AGRICOLA mining robots in the operation of the dumping ground. Not surprisingly, the AGRICOLA lab turns out to be a pretty good bunker as well.

July: The new Bloomfield Space Center completes construction. The facility's first task is to complete the space rocket Hermes-13 to fly to B.O.M.B.-001 (originally slated for a Mars mission before new orders arrived). The mission: have the crew deliver and install the base's main power reactor, manually enter final launch instructions, manual check for safety nets and protocols, and do a manual inspection of the station.

2075

The Sierra Army Depot A.I. (Skynet) becomes self-aware.

RobCo Industries copyrights the Unified Operating System. This system is used for operating the Robco terminals. The copyright is renewed for each of the next two years.

March 21: PVP experiments continue at West Tek with batch 10-011, in the wake of successful tests of the virus on single-celled organisms. Experiments on plant cells are postponed. The pan-immunity virion is renamed FEV - the Forced Evolutionary Virus.

May 9: FEV experiments continue at West Tek with batch 10-011, in the wake of successful tests on flatworms, the flatworms exhibit increase size and heightened resistance to viral contagions. Experiments with insects have less success, and further experimentation on insects is postponed by Major Barnett.

June 30: FEV experiments continue at West Tek with batch 10-011, with white mice as subjects. Increased size, muscle density, and intelligence are noted.

November 9: FEV experimentation (batch 10-011) on rabbits is concluded. Increased size, intelligence, and (this time) aggressiveness is noted.

Apparently, it was hard to determine whether the flatworms in the previous experiments were angrier and more violent than normal. Frankly, the researchers cannot be blamed for this.

January 3: A military team under the command of Colonel Spindel is sent to the West Tek research facility to monitor the experiments in the interest of national security. Captain Roger Maxson (the grandfather of John Maxson, the High Elder of the Brotherhood of Steel in 2161) is among the team personnel.

January 12: Splicing in several new gene sequences into their test virus, dogs are injected with batch 11-101a at West Tek. Although increased strength was noted, increased intelligence was not. Using batch 11-011, experiments are conducted on raccoons. Same results are noted, but the attempted escape of several infected raccoons causes Major Barnett to terminate the escape...and the test subjects. Two pairs of raccoons, however, are unaccounted for.

Note: Scott Campbell and Brian Freyermuth intended these escaped raccoons to form an intelligent animal community NW of the Glow called the "Burrows". This location was never implemented.

January: The United States annexation of Canada is complete. Canadian protesters and rioters are shot on sight, and the Alaskan Pipeline swarms with American military units. Pictures of atrocities make their way to the United

States, causing further unrest and protests.

April 15: Once all secondary tests and studies are done on the test subjects, all dogs from the batch 11-101a FEV tests at West Tek are terminated...from a safe distance.

June: Power Armor prototype completed, resulting in the T-51b Power Armor. This is the pinnacle of Power Armor technology before the Great War. Many of these units are sent to China, and they begin to carve a swath through the Chinese forces. The Chinese resources are strained to the breaking point, and the supply lines from the nations China has annexed begin to break down.

July: The Flotation Homes and Seaweed book is published by Vault-Tec.

August: Food and energy riots begin in major cities throughout the United States. Military units begin to be deployed in cities within the United States to contain rioters, and many temporary jails are constructed. A state of emergency is declared, and martial law soon follows.

August: Hermes-13 & 14 space rockets are completed and await final funding and the orders to launch.

October: Production of B.O.M.B. nuclear missiles is put on hold due to budget cuts. The reservation is put on reserve.

October: Due to the seriousness of world events and the threat of nuclear war, Hermes rockets' launch is postponed while funds are routed to vault technology. Launch is rescheduled for 2077.

October 4: At West Tek, fifteen chimpanzees are infected with batch 11-111. The most successful test to date, growth and immunities in the chimpanzees surpass all other subjects to date. The military practically drools over the results. Plans are made in secret to begin testing in small quarantine towns in North America, and the Mariposa Military Base construction is sped up in anticipation of moving the West Tek project to a location under military supervision.

November: Enclave personnel seize

control of Bloomfield Space Center and begin researching and developing a way to convert Hermes-13 into a personnel transport to transport important individuals off-planet.

December: Fifteenth edition of Coping With Mr. Virus! is published by Vault-Tec.

2077

New Plague hits Denver. Rioters burned down large parts of the city in their fear of contamination and anger at their treatment. Many panicked and fled the city by car, clogging the freeways when they ran out of gas and trapping everyone behind them.

January 7: Major Barnett orders transfer of all FEV research to the newly-constructed Mariposa Military Base, despite objections by the research team.

January 10: Alaska is reclaimed, and the Anchorage Front Line is again held by the Americans.

January 22: The first domestic use of Power Armor within the United States for crowd and quarantine control. Units originally serving in China and the Anchorage Front Line find themselves fighting Americans at home. Food riots increase, and many civilians are killed. Several soldiers defect from the military both in Canada and the United States. They are captured, and are sent to military prisons.

February

FEV Research is leaked to the world through an unknown source. Protests in many major cities and governments around the world, as well as accusations that the U.S. was responsible for the New Plague. FEV is seen as the threat it is, and serves only to fuel tensions. The governments of the world fear what the U.S. is up to. Speculating anything from trying to make a breed of super soldier, to trying to make Hitler's master race, they begin to panic.

March

Prepared for a nuclear or biological attack from China, the President and the

Enclave retreats to remote sections around the globe and make contingency plans for continuing the war.

Vault Dweller's Survival Guide is published by Vault-Tec.

July

Between July 10 and October 23: Sierra Army Depot is evacuated.

August

Sometime prior to August 15, General Constantine Chase, the hero of the Anchorage Reclamation, begins testing a virtual reality simulation of the Reclamation at the VSS Facility in Washington, D.C.

September

September 6: Technicians at the VSS Facility notice General Chase is making radical, unrealistic changes to the Anchorage simulation. They believe Chase is becoming obsessed with the simulation and is gradually going insane, but refrain from confronting him out of fear that they will lose their jobs to military contractors.

October

October 10: Captain Roger Maxson and his men discover that the scientists at Mariposa have been using "military volunteers" (military prisoners who didn't have their brains scooped for use in Brain Bots) as test subjects in their experiments. Morale in the base breaks down, and in light of the mental breakdown of Colonel Robert Spindel stationed at the base, Maxson's men turn to him for leadership.

October 13: After an interrogation, Maxson executes Robert Anderson, the chief scientist.

October 15: Colonel Spindel commits suicide. All scientists are executed.

October 20: Captain Roger Maxson, now in control of Mariposa, declares himself to be in full desertion from the army (via radio)...and nothing happens.

October 21: Maxson orders all families stationed outside the base moved inside the Mariposa facility.

October 23: Nuka Cola Quantum is

released to the public hours before the bombs are first dropped. Due to its late release, Quantum is now labeled a rare item.

October 23: Great War: Bombs are launched; who struck first is unknown... and it is not even known if the bombs came from China or America. Other countries, seeing the missiles on their way, launch their planes and fire their warheads as well. Air raid sirens sound, but very few people go into vaults, thinking it is a false alarm. The Vaults are sealed. What ensues is two hours of nuclear bombardment upon the earth's surface. The effects are far worse than most imagined. The earth's faults shift violently. Mountain ranges thrust themselves through the soil. Whole lands are submerged under floods of water.

October 23: Necropolis Vault never closes. Once it becomes known that the other vaults have sealed, people within Bakersfield attempt to force their way into Vault 12 to protect themselves and their families.

October 23: The West Tek research facility is hit by warheads, breaking open the FEV tanks on levels four and five and releasing it into the atmosphere. Mutated by radiation, it loses its mutagenic abilities, but it later complicates things for the Master.

October 23: The Mariposa Military Base survives, the soldiers and scientists within protected from the radiation and FEV flooding the wasteland.

October 23: Two Poseidon scientists are still trapped in the Eagle Rock's AGRICOLA lab.

October 23: All Enclave personnel leave Bloomfield to either take cover or maintain "hot spots." Sub-reactor is turned off. Bloomfield, B.O.M.B.-001, and Hermes-13 & 14 are completely forgotten.

October 25: Two days later at Mariposa, a scout in Power Armor (Platner) is sent out to get specific readings on the atmosphere. He reports no significant radiation in the area surrounding the facility.

October 27: After burying the scientists in the wastes outside of Mariposa, the

soldiers seal the military base, then head out into the desert, taking supplies and weapon schematics with them. Captain Maxson leads his men and families to the government bunker at Lost Hills. (This event was called the "Exodus," and the surviving soldiers went on to eventually form the Brotherhood of Steel.).

Note: Although Maxson's points in his holodisk indicated that civilian personnel (presumably families of the scientists or other civilians not associated with the military) were to remain at the base, whether they did or not is unknown.

October 30: A week after the initial blast, a black rain begins to fall. Plants and animals both go rapidly into extinction.

November

Captain Maxson, his men, and their families, arrive at the Lost Hills bunker a few weeks later, suffering many casualties along the way, including Maxson's wife (but not his teenage son). The Lost Hills bunker becomes the HQ of the Brotherhood of Steel the Vault Dweller finds in Fallout 1.

2078

The dwellers of Vault 87 are locked in airtight chambers and exposed to the FEV by the Vault's Overseer and his security, who are simply, though callously, following the "plan" laid out by Vault-Tec. The vault's population are transformed into Super Mutants.

2080

The first effects of radiation are seen in the survivors. Widespread mutations occur with animals and humans alike. Those that survive the effects of the mutations are permanently changed. New species are created almost overnight.

2081

After four years of being trapped in the AGRICOLA lab, one of the two Poseidon scientists dies of natural illness.

2082

After one more year, the other Burham

Springs scientist commits suicide.
Five years after the Great War, some aspects of the world begin to calm down. Radiation and poison levels are still too high for normal human survival.

2083

Summer: The city of Necropolis founded by the ghouls survivors of Vault 12 (and the US citizens that fled to Bakersfield when the bombs fell).

2084

Spring: Set takes control of Necropolis, wresting control from the original Overseer. The Vault 12 Overseer, not willing to take a dirtnap, is driven north and history loses sight of him.

2085

The planned date for the U.S. military to bring the VB-02 Vertibird, a Vertical Take Off and Landing (VTOL) aircraft, into service.

2087

After most of the initial survivors in the Reservation succumb to radiation, those "fortunate" enough to not die have turned into ghouls. And after spending ten years underground, they finally come back to the surface. Twelve ghouls, including Dr. Willem Clark, volunteer to search the wastes in the hopes of finding other survivors.

2088

Of the twelve volunteers to explore the wastes, only one comes back to the Reservation; Dr. Willem Clark. However, he has brought back a few dozen fellow ghouls to seek shelter at the reservation.

2089

After explaining the hardships and prejudices placed against ghouls by smooth skin humans, the ghouls of the Reservation proclaim Dr. Willem Clark as their leader. Willem further solidifies his place as leader by explaining his plans to one day make the ghouls the rightful and true heirs to the Promised Earth and that becoming a ghoul was the next, logical step in the evolutionary process.

2090

Vault 29 opens. Harold (currently human) sets out to make his fortune as a trader, making the circuit around the survivalist communities in the wasteland.

2091

Vault 8 opens, and they use their GECK to create fertile ground for their city. This eventually becomes Vault City.
Note: While Lynette says that the city was founded 120 years ago, which would place the event around 2120, the Chosen One later says that it's 70 years before the Vault Dweller left Vault 13. This probably means that Fallout 2 was initially meant to take place earlier, and the dialogue file was not corrected.

2092

LA Vault opens, the Boneyard is founded and attracts survivors.
Dr. Richard Moreau is exiled from Vault City for murder. The circumstances surrounding the murder are unknown, but he changes his last name to Grey and heads south.

2093

The Hub is founded by a man named Angus, who sets up camp around a filthy oasis in the desert, and he proceeds to begin trading with other settlements.

2096

Harold rises to the level of a caravan boss in the Hub. His caravans suffer occasional attacks in the wastes, but Harold's caravan outfit survives and prospers... until the mutant attacks begin to pick up a few years later.

2097

John Maxson, the future High Elder of the Brotherhood of Steel in Fallout 1, is born.

A man named Jonathan Faust leads his group of about 200 people from the overcrowded Vault 15 into the wastes of the outside. Eventually they become a raider band known as the Vipers.

2101

The Vault City Overseer retires and the Council of Citizens is established. The Council appoints the initial First Citizen.

2102

May 22: Increasing mutant attacks on Harold's caravans cause Harold to get so upset he finances one of the first adventuring parties of Fallout to try and find out where the mutants are coming from. Consulting with a scientist and doctor at the Hub, a man by the name of Grey, the two of them decide to join forces.

June 23: Richard Grey's expedition [including Harold] finds the Mariposa Military Base and the expedition is scattered and defeated by mutants at the base. Grey is knocked into one of the vats of FEV by a robotic arm, and Harold is knocked unconscious, only to awaken later out in the wasteland.

June 27: Harold, already mutating, is found by traders and taken back to the Hub. His former caravan partners and employees, horrified by his condition, abandon him and he is soon left.

July: Richard Grey, now horribly mutated by the virus, crawls from the Vats covered with FEV and in terrible pain. Barely able to think or perceive his surroundings, he crawls into the Vat control room and begins his audio log. He fades in and out of consciousness, sometimes for days or weeks at a time.

July-November: Richard Grey begins to acclimate to his condition, and begins his first tests of animals by exposing them to FEV. These experiments and his growing awareness lay the foundation for his plans for the Unity and the master race. He takes the name, "the Master."

November: The first human victim wanders into Mariposa, and Grey consumes him.

December: Grey continues his experiments on wanderers that enter Mariposa... with no success. The creations are flawed (due to the radiation counts in their bodies), making them big but incredibly stupid, and Grey consumes them rather than letting them live.

2103

January: The Master discovers the problem with the influence of radiation on his mutations, and he begins to choose his subjects more carefully. The first classic Super Mutants are born. He begins his plans to build an army.

2103-2130: Throughout this period, the Master begins slowly gathering test subjects, willing or unwilling, from local human stock. The Great Winter of 2130 and the scarcity of human subjects make building his army difficult.

2120

Angus rules over growing Hub and establishes himself as governor.

2125

The Vipers' attempt to raid the Hub is stopped almost solely by Angus. Angus' defense causes the Vipers to retreat north.

Winter: Angus is murdered. Hub is thrown into chaos.

2126

A band of merchants seizes the water tower in the Hub. They demand anyone wanting water must pay a toll. The Great Merchant Wars begin.

2126-2128: The Great Merchant Wars are fought, the Water Merchants seal up the town, but are outnumbered.

2127

Vault 101's original Overseer dies after grooming a subordinate to continue his work.

2128

A man named Roy Greene (Justin Greene's grandfather) makes the peace in the Hub and negotiates a settlement. The Hub's Central Council is formed, composed of two representatives from each of the Hub caravan companies. A long period of indecisiveness and meetings maintain the status quo in the Balls.

2130

The Great Winter occurs.

2131-2135: The Master begins ordering his Super Mutants to gather human stock from caravans. For many years, the caravan disappearances are blamed on monsters in the desert, and even when the abductions begin to occur on Hub caravans, the Deathclaws are blamed. The Super Mutant army grows.

2134

A faction within the Brotherhood of Steel led by Sergeant Dennis Allen gains strength, and they urge the Elders to let them explore the southeast Glow for artifacts. The Elders refuse, so Allen and his group splits away from the Brotherhood of Steel, taking some technology and weapons with them. Led by Sergeant Dennis Allen, a small team of the Brotherhood of Steel head to the West Tek research facility in search of technological artifacts. They arrive there twenty days later, and are promptly chewed apart by the West Tek's unforgiving automated defense systems. Wounded, Allen begins to suffer radiation poisoning from a leak in his suit. Before he dies, he logs what happened to the expedition into a holodisk then goes to join the Brotherhood in the sky.

2135

Elder Roger Maxson dies of cancer, and his son, already an accomplished soldier, takes up the role of "General" (Elder) within the Brotherhood of Steel. John Maxson becomes a member of the Paladins, showing tremendous promise as a soldier.

The Jackals lose a major battle against rival raider clan The Khans, survivors are forced further east.

2137

The Master begins to mass-produce Super Mutants. Only about one in six or one in five attempts are successful, and of these successes, only half seem to last to go on to be part of his growing army, called the Unity.

2140

Decker forms Underground in the Hub and starts pulling strings.

2141

Spring: Vault 15 opened. Vault Dweller born.

Winter: Raiders begin to form in the region as food supplies run low. The Khans and the Vipers begin terrorizing local settlements.

2142

Spring: Shady Sands is founded and a wall is erected to protect the settlement from raiders.

2145

Tandi, the daughter of Aradesh is born in Shady Sands.

2150

Around the early 2150s the Vipers recover from their defeat by Angus at the Hub, replenish their ranks from captured slaves and caravan drivers, and begin to establish a power base in the badlands to the North of the Hub (and south of the Lost Hills Bunker). Driven by a religious frenzy (and the need to provide for their much larger numbers of soldiers and disciples), they begin raiding more frequently than before, attracting the attention of the Brotherhood of Steel.

2152

As their influence slowly spreads throughout the wastes, the Master finds humans, doomsday cultists, and rather than dip them in the vats, he demands their obedience as spies - their leader is a man named Morpheus, an ex-member of the gang called the Rippers, and he pledges his followers to the Master. Morpheus and his cultists form the future core of the Children of the Cathedral.

2155

The Brotherhood sends out a few squads of scouts to track the Vipers down - it is more of a training exercise conducted by John Maxson's father, as the

Brotherhood is convinced that small detachment of troops in Power Armor would be sufficient to deal with a group of raiders, no matter how large. One Brotherhood squad, lead by Maxson, finds the Vipers. Expecting the raiders to break and run, Maxson doesn't take into account the religious ferocity of the Vipers (or their poisoned weapons), and when a single arrow nicks him with his helmet off, he dies within hours. John Maxson takes up the role of Elder, and Rhombus becomes the new head of the Paladins.

The Paladins, now led by Rhombus, begin a full scale campaign against the Vipers, tracking them down and wiping out almost all of their members within the span of a month. Some of the Vipers are able to flee north and east into the mountain range.

Note: According to Chris Avellone's Fallout Bible #6, the Vipers were never heard from again. It was added there possibly because they don't appear in the final game, but it is inconsistent with Fallout 1, where the Vipers are mentioned by several characters (Ian, Aradesh, Killian) as still being around. The surviving Vipers must have therefore been still active in California until at least 2161.

2155-2156: After capturing a caravan of vault dwellers, the Master learns the location of the Boneyard Vault, the future site of the Cathedral. He conquers the inhabitants and sets up operations there, and the human cultists begin to use the Vault as their powerbase. Within the Vault, the Master begins to send out patrols to Vault locations in search of these other Vaults.

2156

The Master sees advantages in establishing a benevolent "religion" (the Children of the Cathedral), and using them as spies in settlements throughout the wastes. Missionaries from the Children of the Cathedral spread slowly across the wasteland, acting as eyes and ears for Morpheus and the Master.

2157

The Master learns the location of the Bakersfield Vault, Vault 12, and sends a detachment of Super Mutants there to seize the vault. Many Ghouls are snapped like twigs in the attack, and Set finally parleys with the Super Mutants, telling them that the Ghouls are the Vault survivors they are looking for. The Super Mutants, angered at failing to find an intact Vault, set up a small garrison at the watershed to watch the inhabitants and ensure Set's cooperation in the war to come.

2159

Zimmerman hires a band of mercenaries known as the Regulators to help protect Adytum from the Deathclaw and the odd random attack by raiders.

2161

October: A Brotherhood of Steel patrol comes across a dead Super Mutant in the badlands. They take the corpse back to the Scribes, and Head Scribe Vree begins her examinations of the Super Mutant.

December 5, 07:21: Fallout 1 Begins: Vault Dweller is sent out of Vault 13 to find a replacement water chip.

December 15: Vault Dweller discovers Shady Sands. Meets Tandi, and Ian, who joins the Vault Dweller in searching for the water chip.

December 30: Vault Dweller recruits Dogmeat in Junktown.

2162

January 4: Vault Dweller visits Scrapheap.

January 5: Someone starts stealing water from the magazine in Vault 13.

January 17: Vault Dweller reaches the Hub and negotiates with the Water Merchants to deliver water to Vault 13, buying the Vault some time.

February: Vault Dweller recovers the water chip in Necropolis. Ian is killed by a Super Mutant and reduced to a cinder, ending his tendency to shoot the Vault Dweller in the back with SMG bursts.

February 23: Children of the Cathedral send their doctor to Junktown

March: Super Mutant army attacks

Necropolis, killing many of the town's inhabitants.

March: Vault Dweller defeats the Master.

April 20: Vault Dweller destroys the Mariposa Military Base. Dogmeat, being colorblind, doesn't recognize a force field and charges into it, dying defending his master.

May 10: Fallout 1 Ends: Vault Dweller returns to Vault 13, only to be told "you're a hero, and you have to leave." Some members of the Vault (led by Lydia, the head of the "return to the surface" faction, and including her supporters, Theresa and Lyle) follow soon afterwards.

May 12: Vault Dweller removes the Vault suit and from this day forward, never wears it again.

July 10: Vault Dweller heads North with a small group of Vault-dwellers and wastelanders and founds the small village of Arroyo.

2167

August 18: Construction of Arroyo completed.

2185

Summer: At high noon, Super Mutant Marcus and Brotherhood of Steel Paladin Jacob cross paths many, many miles southwest of Broken Hills and punch and shoot each other for a few days. Eventually, they give up, unable to get an advantage over the other. The two start traveling together, arguing over Master and BOS doctrine and whether or not the Master could truly neurolink his biology into the Cathedral computer network.

Fall: Marcus and Jacob, along with a collection of ghouls, humans, and Super Mutant followers, found the community of Broken Hills.

2186

Spring: Jacob says goodbye to Marcus, then moves on for parts unknown. New California Republic formed, and a central council is created as a governing body.

2188

October 2: Vault Dweller has a daughter (who becomes the Elder in Fallout 2).

2195

Chris Avellone becomes the mayor of Springfield.

2196

Tandi unanimously elected President of NCR by the NCR council. As expected, she proceeds to do a fantastic job.

2197

Fallout Tactics begins. A Midwestern Brotherhood of Steel squad is sent to free the village of Brahmin Wood of raiders.

2198

Enclave works on various new technologies, including Power Armor variations. None of these are much of an improvement over the conventional old Power Armor, and some are actually worse.

The Midwestern Brotherhood destroys the Calculator, Vault 0's mad AI, defeating his robotic army (estimated end of Fallout Tactics). After years of trying the "natural" way, the Ghouls discovered they were indeed sterile. Dr. Willem Clark and Dr. Sebastian begin to devise a plan to create a viable way for Ghouls to procreate.

2201

Joseph Dodge is born.

2202

Owyn Lyons is born in Lost Hills.

2208

January 16: After writing his memoirs, Vault Dweller vanishes from Arroyo and is presumed dead. The Vault Dweller leaves the Vault Suit behind, folded on the bed. Some say the Vault Dweller was taken by the sky spirits, others say that the Vault Dweller felt it was time to move on and leave the Elders to guide Arroyo to its destiny.

Note: Fallout: Brotherhood of Steel takes place some time after this date.

February 2: The One-Moon (Month) Cycle of mourning for the Vault Dweller ends, and activity in Arroyo begins to return to normal.

February 2: Final training of the Vault Dweller's daughter for the role of village elder begins. She undergoes a great deal of physical training and tutoring in various sciences, mathematics, and, of course, weapon skills.

2209

Ailis McLafferty is born.

2210

January 31: Vault Dweller's daughter takes her mystic test, a key ingredient of which is several pots worth of hallucinogenic plants from Hakunin's garden. She runs the gauntlet in the Temple of Trials, using her charm to pass most of the tests after her handgun jams (and is ruined) on the first level. She offers numerous criticisms of the test, resulting in many revisions.

Note: The broken handgun is the one you see on her table in the opening movie of Fallout 2.

February 2: Vault Dweller's daughter ascends to role of Village Elder. She rules with a steady hand, and her wisdom is greatly respected.

2211

Frank Horrigan is born.

2215

August 1: Congressman Dick Richardson rises to power within the Enclave, aided by pressure from his father, President Richardson. Under Presidential Order, Enclave scientists begin to work on an upgraded version of Power Armor. Many prototypes are developed and tested.

2220

March 5: Congressman Richard "Dick" Richardson is elected president for the first term of five, through aid and political pressure by his father (the previous President Richardson).

October: Enclave scientists develop a reliable version of the Mark II Power Armor. The prototype results (and accidents... and explosions... and deaths) are classified by order of the new President Richardson for the sake of morale.

Vic visits Vault City. Nine months later, Valerie is born.

The Reservation begins to purchase human slaves from the various tribes around the region. The Ghouls trade what weapons they make in their underground smithies for healthy humans. The healthiest are used for the Ghoul procreation experiments, while the rest work until they die from exhaustion and disease.

2221

March 23: The "Chosen One", grandson of the Vault Dweller, is born. The Chosen One's father is not recorded in the tribal records. The reason for this is unknown, but the Elder may have simply been embarrassed.

Mister Burke is born. Date unknown.

2227

Mr. Moriarty arrives in America from Ireland. That year his son Colin Moriarty is born.

July: After years of research and experimentation, Dr. Sebastian successfully creates a Born Ghoul through procreation in the Reservation. The human host, like all the ones preceding him, dies during childbirth (evidently hosts can be male or female).

August: The first successful Born Ghoul. Due to the radioactive chemistry of the ghouls, the first Born Ghoul rapidly grows into adulthood within a month. The Born Ghoul is named Measles due to his large, swollen glands in his jaw. Only three other Born Ghouls will be birthed between this year and 2253. The procreation experiment only has a 2% success rate.

2228

The Ghouls of Capital Wasteland are driven underground by hostile mutants and humans, forming the Underworld.

2231

Melchior's son is born.

Jeremy Maxson, the Brotherhood of Steel High Elder, decides that it was time to expand BOS operations into the east. He sends an expeditionary force composed of five paladins to confirm the location of Peterson's bunker. The expedition leader, Andrea Brixley, discovers the bunker, disables its security, and opens it for habitation. For over a decade she and her fellow paladins explore the east and forge relationships with many of the tribes that inhabit the area.

2232

Leonard Boyarsky is exiled from Vault City.

2235

The Enclave experiments on Deathclaws, attempting to create special fighting units for waging war in hostile environments.

While there had already been a small number of Ghouls in the area soon to become the town of Gecko, the population swells and the town of Gecko is formed. The new influx of Ghouls bring scavenged technology and know-how, and the power plant in Gecko becomes operational later that year. Vault City looks upon their new neighbors with growing concern.

2236

July 20: Enclave scouts discover the remains of the Mariposa Military Base and find it partially destroyed (by the Vault Dweller at the end of Fallout 1).

July-August: Enclave scientists and chemical corps scour the remains of Mariposa, while assault squads comb the desert for slaves they can use to excavate the military base and get to the FEV Vats. One of the squads includes soldier Frank Horrigan, 25 at the time, recently removed from duty on the President's secret service to take some R&R time in the wastes after some undocumented psychotic blunder or another.

August: Melchior is captured by an

Enclave patrol and becomes part of the slave excavation force at Mariposa.

September: Enclave construction crews and Super Mutant slaves begin excavations. They uncover the FEV, and mutations begin to occur in the human workers. Frank Horrigan comes into contact with the FEV and is sent to the Enclave labs for study.

October: Melchior begins to mutate... but keeps his intelligence and cunning in the wake of the transformation, making him pretty smart for a Super Mutant. Realizing that the Enclave will kill the Super Mutants after they get the FEV data, he begins to use his magician talents to hide away weapons for the mutants to defend themselves when the Enclave decides to dispense with them.

2236-2238: Horrigan gradually mutates from exposure to FEV, gaining the physique and slow, stupid, single-mindedness of a Super Mutant. He is kept heavily sedated, operated on, and studied. He is conscious for only brief periods at a time, then quickly sedated after the bloodshed is over.

2237

January: Enclave, having obtained the FEV data, abandons the Military Base site after more mutations occur, causing 2nd Generation Super Mutants to arise - the Enclave leaves a single squad behind to wipe out the Super Mutants, but the mutants, using armaments they have cached in the base during excavation, reduce the squad to ashes after suffering heavy casualties. The remaining 1st and 2nd Generation Super Mutant slaves decide to remain in the Base, and the group forms a new community.

The remnants of the Naval Research Institute clear the Mirelurks off the wreck of a beached aircraft carrier that later becomes Rivet City.

2238

Harold arrives in Gecko, and (with a lot of shaking of his head) he does his best to help the Ghouls with the running of the Nuclear Power Plant.

NCR explorers discover Eagle Rock and

quickly realize that it is a source of energy and some water -- albeit a dangerous source. Within the year, NCR miners are there, and more come shortly thereafter. Many of them are dregs/outcasts from other communities. The town of Burham Springs is established by Trent Burham, a wealthy NCR mine merchant.

2239

January 23: Tests begin to run dry on Frank Horrigan. It is suggested that he be used as a field operative and be used in tests in the wasteland against local populations.

March 27: Frank Horrigan is outfitted for his new role. A new version of Power Armor is built to accommodate his mass, and he is sealed inside. After a few horrifically successful field tests, Horrigan becomes the Enclave's solution to numerous sticky problems.

April 25: Inaugural meeting of the Rivet City Council, consisting of Horace Pinkerton, Annette Holmes and Brad Danvers takes place. The city officially gains its name.

2240

Thomas Moore comes to Vault City and becomes a Citizen.

2241

Junktown has become a member of the New California Republic as part of the state Shady.

The worst dry season in many years causes a drought in the Northern California area, hurting crops and Brahmin in both Arroyo and Modoc.

January: The first samples of Jet begin to arrive in Redding, courtesy of the Mordino family.

February: Vault City rejects offers of an alliance with both the Bishop family of New Reno and NCR.

February: A survey party from Vault 101 led by Anne Palmer scouts the area of Springvale and Megaton.

March: Raider attacks on caravans to Vault City begin.

July 25, 08:24: Fallout 2 Begins: The Chosen One begins his mystic test,

descending into the Temple of Trials.

July 27: The Chosen One leaves Arroyo in search of the GECK.

Aug 30: The Chosen One happens upon a confrontation between Frank Horrigan and civilians. The civilians resist his demands and are executed. *This is displayed to the player as "Some people in the wrong place at the wrong time".*

October 23: A vision of Hakunin appears to Chosen One in his dream for the first time.

Herbert Dashwood meets Argyle and steals his girlfriend. They are best friends ever since.

Colin Moriarty's father is killed by a raider, and Colin inherits his wealth, including Moriarty's Saloon in Megaton.

2242

January 21: Hakunin appears to the Chosen One in his dream for the second time.

April 21: Hakunin appears to the Chosen One in his dream for the third time, without regard to the progress of the Chosen One.

May 15: Enclave sends a coded sequence to Vault 13, activating its central computer and declaring that it is time to leave the Vault. Martin Frobisher gathers the Vault dwellers together for the Fallout 2 intro movie.

May 16: Less than a day later, Vault 13 is opened, only to be greeted by two Enclave verti-assault squads. The squads kill three of the citizens who were "resisting capture" and storm the Vault, kidnapping all the inhabitants.

May 17: Enclave animal handlers drop a Deathclaw unit into Vault 13 from a safe distance to kill anyone investigating the Vault and cloak the Enclave's presence. Other Deathclaws are sent into the desert surrounding Vault 13 to check for any escapees or witnesses.

July 20: Arroyo is attacked by Enclave soldiers, and the villagers are enslaved and brought to the Oil Rig. The Chosen One has a fourth and final vision of Hakunin.

Fall: Fallout 2 Ends: The Chosen One enters the Enclave using the damaged tanker and destroys the Poseidon oil

platform, killing the President of the United States and ending the Enclave's plans for world domination.

Inspired by the example set by the Chosen One, Marcus eventually travels across the great mountains to the east, searching for other refugees from the Master's army.

Nuclear Nellie, a howitzer style gun capable of firing a nuclear shell, is made functional at the Reservation. A "dirty" shell is created to use on Willem's enemies. However, since the heavy lift cable is broken, there is no way to bring the gun from its underground lair.

Jeremy Maxson renames Peterson's bunker after his famous ancestor, Roger Maxson. He then sends a full complement of troops for occupation. Andrea Brixley is promoted to Elder, given the rank of General, and placed in charge. The remainder of her exploratory team is given the title of Elder as well. It was not long afterward that the war with the New California Republic is announced.

2243

Myron dies less than a year after the defeat of the Enclave, stabbed by a Jet addict while drinking in the Den. His discovery of Jet was quickly forgotten, and now there is no one who remembers his name.

The Wright Family turns from criminal activity to legitimate pursuits. Several schools and churches were established in New Reno, along with a law enforcement body that crippled the influence of the families.

2245

NCR halts production on the railroad lines. The need for coal diminishes and the powder gangs rise up.

2247

Sarah Lyons is born in the Brotherhood of Steel Lost Hills bunker in California. Reilly is born somewhere in the Capital Wasteland.

NCR 5th Engineering Division blows up Burham Mines, causing incredible fires to break out all over the area, even in veins of coal encased in rock. Many die. Many

become Gehennas. NCR abandons Burham Springs.

2248

Twelve daring people, including Phil, Sparky, and Frank LaFrancis, drift into Burham Springs to start salvaging. Two years after the end of this influx, all are dead except Phil, Sparky, and Frank. Back in the West, "the 370 Raid" occurs. Foreman Porter's group try to rob the NCR Storehouse and Bank to seize the payroll to pay his men. They were caught by NCR and ended up "blowing" the vault and totally ruining the future ability to settle the payment problems in the area (exact circumstances are unknown, Porter's group didn't actually steal the money, but it's gone nonetheless). Captured, sold out by Spineless Stan Lowery (a man in the 370 team who didn't participate in the raid because he was afraid they'd be killed trying). Porter still feels guilty about his role in the collapse of the eastern part of NCR, since his actions blew any chance of the economy stabilizing. Porter and his gang arrested and imprisoned in Black Canyon.

Hannibal Hamlin becomes a slave at the age of 14.

2249

A lucrative slave trade is established at the Reservation with Caesar's Legions and the Blackfoot tribe.

Members from Porter's team escape many times, though there's nowhere to run and they are caught or surrender. At least one escape was planned by NCR Lt. Gov Dodge (Dodge hoped that Porter will loop back to pick up the money from the blown vault, but the escape he arranged only resulted in the 308th getting free, not the 370th, and since Porter didn't steal the vault money anyway he wouldn't know where to find it).

2250

The Blackfoots try to take out Phil, Sparky and Frank at Burham Springs twice. Between those attacks, the Vipers attempt the same. Both groups fail. Porter's gang (the 370th) and the 308th

put on work-release to Denver. The work-release also made more room in the prison for some more dangerous prisoners, as the place was getting overcrowded. The prisoners travel with hobos, dodge tribals, lose about half their numbers (from clashes with slavers, tribals, Radscorpions, and other monsters).

2251

Belle is born. Porter's gang reaches Denver. Goals: Once there, they were to see about scavenging as many building supplies as possible, establishing a track outpost, and pave the way for NCR occupation. They make camp. Dogs overrun the old salvager camp.

2252

Bloomseer Poplar arrives at the Oasis.

2253

Moir Brown is born in Canterbury Commons.

October 23: The Prisoner wakes up in the Big Empty. Van Buren begins. Glowing ghouls start wandering in from Boulder to Denver.

Subgroup in Denver discovers the Box and plan to seize it for themselves. In response some comments from Hardin, Bombay Jack flips out and goes off on his own, seizing a nearby claim and guarding it with explosives.

The Prisoner arrives in Denver.

2254

Fallout 2 is programmed to ultimately end 13 game years after game play starts, so hurry up with that GECK.

A Brotherhood of Steel squad led by Owyn Lyons is sent to Washington, DC on the East Coast to search for technology and investigate reports of Super Mutant activity.

2255

On the way to the Capital Wasteland, The Brotherhood expeditionary force attacks the raider town called The Pitt and razes it to the ground. These events are later known as the Scourge.

The Brotherhood of Steel expeditionary

force under Owyn Lyons arrives in the Capital Wasteland.

The Capital Wasteland Brotherhood of Steel establishes the Citadel as their main base of operation in the ruins of The Pentagon.