



HELL ON EARTHTM
Radiation Screen

Important Things

Shootin' Modifiers

Situation	Modifier
Firer is running	-4
Firer is mounted	-2
Firer is wounded	-1 to -5
Target is hidden	-4 to -8
Target is moving fast	-4
Target size	Varies
Called shots:	
Guts	-2
Legs, arms	-4
Heads, hands, feet	-6
Eyeball, heart	-10
Hip Shootin'	-2
Off-Hand Attack	-4
Fannin'	-2
One-handed rifle	-2
Night, full moon, twilight	-2
Night, half moon	-4
Night, quarter moon	-6
Blindness, total darkness	-10

Hit Location

ld20	Location
1-4	Legs
5-9	Lower Guts
10	Gizzards
11-14	Arms
15-19	Upper Guts
20	Noggin

Modifiers	
+1	Per attack roll raise
+2	When fighting
+2	Higher (when fighting)
+2	Point-blank (when shooting)

Hurtin' & Healin'

Wound	Modifier	Stun/ Healin' TN
Wind	-	3
Light	-1	5
Heavy	-2	7
Serious	-3	9
Critical	-4	11
Maimed	-5	13

Suit Ranks

Suit	Rank
Spades	First
Hearts	Second
Diamonds	Third
Clubs	Fourth

Fightin' Weapons

Tests o' Will

Test	Opposed
Aptitude	Aptitude
Bluff	Scrutinize
Overawe	Guts
Ridicule	Ridicule
Raises	Effect
1	Unnerved
2	Distracted
3	Broken

Weapon	Defensive Bonus	Speed	Damage	Cost
Brass knuckles	-	1	STR+1d4	20
Small club	-	1	STR+1d4	-
Big club	+1	2	STR+1d6	5
Knife	+1	1	STR+1d4	10
Big knife	+1	1	STR+1d6	25
Machete	+1	1	STR+2d6	75
Sword	+2	1	STR+2d8	100
Bayonet	+1	1	STR+2d6	75
Spear	+3	1	STR+2d6	25
Hand ax	+1	1	STR+2d6	75
Battle-ax	+1	2	STR+2d8	100
Great ax	+1	2	STR+2d10	200
Mini-chainsaw	+1	1	STR+2d8	400

Speed-Load

Rounds Loaded	TN
2	9
3	11
Clip	5
Spare cylinder	5

Fate & Damage

Chip	Wounds Negated	Wind Regained
White	Up to 1	5
Red	Up to 2	10
Blue	Up to 3	15

Shotguns & Scatterguns

Range	Damage
Touching	6d6
1-10	5d6
11-20	4d6
21-30	3d6
31+	2d6

Quick Draw

Task	TN
Draw	5
Cock	5
Draw & cock	7

Unskilled Attempts

Condition	Modifier
Related skill	-4
Unskilled	-8

Shootin' Things

Shootin' Irons

Weapon Type	Ammo	Shots	Speed	ROF	Range	Damage	Cost
Bows							
Bow	Arrow	1	2	1	10	STR+1d6	25
Compound bow	Arrow	1	2	1	10	STR+1d6+2	50
Crossbow	Bolt	1	2	1	10	2d6+2	50
Thrown Weapons							
Bolo	—	1	2	1	5	STR+1d4	15
Small knife	—	1	1	1	5	STR+1d4	10
Large knife	—	1	1	1	5	STR+1d6	20
Boomerang ¹	—	1	1	1	5	STR+1d4	10
Sharpened hubcap ¹	—	1	1	1	5	STR+1d6	5
Shuriken ¹	—	1	1	1	5	STR+1	10
Pistols							
Police Pistol ²	10mm	9	1	1	10	3d6	100
NA officer's sidearm ³	9mm	15	1	1	10	3d6	100
SA officer's sidearm ⁴	.50	6	1	1	10	4d6	100
Rifles							
Lever-action	.30	15	2	1	20	4d8	100
Hunting rifle	.30-06	9	1	1	20	4d8	150
NA assault rifle ³	5.56	30	1	9	10/20	3d8	200
SA assault rifle ⁴	7.62	20	1	6	10/20	4d8	200
Shotguns							
Double-barrel scattergun	12 gauge	2	2	2	5	2-6d6	150
Double-barrel shotgun	12 gauge	2	2	2	10	2-6d6	150
Pump shotgun	12 gauge	8	2	1	10	2-6d6	150
Auto-shotgun	12 gauge	20	1	3	5/10	2-6d6	600
Submachine-Guns							
Police Hellfire ²	10mm	20	1	6	5/10	3d6	150
NA Commando ³	5.56	30	1	12	5/10	3d6	150
SA Commando ⁴	.50	20	1	6	5/10	4d6	150
Heavy Machine-Guns							
NA SAW ³	5.56	60	1	12	20	3d8	1,000
SA SAW ⁴	7.62	30	1	9	20	5d8	1,000
Other							
Flamethrower	—	30	1	1d6	Max 20	1d10/shot	1,000
Grenade ⁴	—	1	2	1	5	4d12	100
Grenade launcher	40mm	3	1	1	20	By grenade	1,500
Dynamite (1 stick)	—	1	2	1	5	3d20	50
Nitro (8 oz.)	—	1	1	1	5	3d20	75
Rocket launcher ⁴	Rockets	1	2	1	20	5d20, AP 3	2,000

Armor

Type	Value	Cost	Covers	Notes
Thick winter coat	-2	100	Guts, arms	Adds +4 to <i>survival</i> rolls against cold.
Boiled leather shirt	-4	100	Guts, arms	
Boiled leather pants	-4	100	Legs	
Motorcycle helmet	1	250	50% noggin	
Kevlar vest	2	750	Guts	AV 1 versus hand-to-hand attacks.
Armored duster	-4	500	Guts, arms, 50% legs	
Infantry battlesuit	Special	1100	Guts, arms, legs	As Kevlar in guts; -4 arms and legs.
Infantry helmet	2	500	Noggin	

1. Can be made with an Onerous (7) trade: *weaponsmithing* roll. 2. General police model used before the Last War.
3. General type used by the Northern Alliance. 4. General type used by the Southern Alliance. 5. One use only.

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Terrible Things

Terror

TN	Dice	Description
3	1d6	A description of something strange. A nasty wound.
5	2d6	Something slightly strange. A dead body. A fresh Harrowed.
7	3d6	A bizarre creature like a croaker. A gruesome corpse.
9	4d6	A supernatural creature like a walkin' dead, a blast shadow, or a night terror. A mutilated corpse.
11	5d6	A unique and overwhelming horror like a bloodwolf or a lurker. A scene of mass carnage.
13	6d6	A creature that defies imagination. Grisly carnage that serves some arcane and evil purpose "man was not meant to know."

Fear Level Effects

Level	Effects
0	None.
1	-1 to <i>guts</i> checks.
2	-2 to <i>guts</i> checks.
3	-3 to <i>guts</i> checks.
4	-4 to <i>guts</i> checks. The Marshal draws a Fate Chip when One-Eyed Jacks are dealt from his Action Deck.
5	-5 to <i>guts</i> checks. The Marshal draws a Fate Chip when One-Eyed Jacks or Suicide Kings are dealt from his Action Deck.
6	-6 to <i>guts</i> checks. The Marshal draws a Fate Chip when One-Eyed Jacks or Suicide Kings are dealt from his Action Deck. The fearmonger draws an extra card from his Action Deck every round.

Scart

Roll Effect

- 1-3 **Uneasy:** The character stares slackjawed at the grisly scene. For her hesitation, she loses her next Action Card.
- 4-6 **Queasy:** The victim stares in horror at the scene. He loses his next Action Card and subtracts -2 from any Trait or Aptitude rolls made this round.
- 7-9 **The Willies:** The character staggers back in horror, missing his actions for the round. He tosses in all his Action Cards, including any up his sleeve. He takes 1d6 Wind, and his actions are at -2 until he makes a *guts* check (try once per action).
- 10-12 **The Heebie-Jeebies:** The character turns white as a ghost and loses his entire turn and 1d6 Wind. All actions are at -2 for the rest of the encounter.
- 13-15 **Weak in the Knees:** The victim loses 1d6 Wind. At grotesque scenes, he loses his lunch and staggers away. At terrible scenes, he puts his tail between his legs and gets the Hell out of Dodge. In either case, he's ineffectual until he makes the *guts* check that caused this result (which he can try on any action). Then he's -2 until the encounter is over or he pays a white Fate chip.
- 16-18 **Dead Faint:** The victim takes 3d6 Wind. If reduced to 0 or less, he faints dead away. Chips can be spent to reduce the Wind normally. A victim with *faith* must make an Onerous (7) *faith* roll. If she fails, the horror causes her to permanently lose one level of *faith*.
- 19-21 **Minor Phobia:** The victim goes *weak in the knees* and gains a minor phobia (a 2-point *loco Hindrance*) from the event. When affected by the object of this irrational fear, she suffers a penalty of -2 to all actions.
- 22-24 **Major Phobia:** The victim goes *weak in the knees* and gains a major phobia (a 5-point *loco Hindrance*) from the event. This is the same as above, but the penalty is -4, and the victim must make a Hard (9) *guts* check to directly affect the object of fear.
- 25-27 **Corporeal Alteration:** The victim gains a *minor phobia* and suffers a physical defect such as a streak of white hair or being restricted to never speaking louder than a whisper. He may never be the same.
- 28-30 **"The Shakes":** The survivor gets a *major phobia* and must make a Hard (9) *Spirit* roll or permanently reduce her *Deftness* by -1 step. If the roll is made, her *Deftness* is only reduced for 1d6 days.
- 31-35 **Heart Attack:** The poor sap's heart skips a beat. He must make a Hard (9) *Vigor* roll. If made, he suffers 3d6 Wind and gains a *major phobia*. If failed, he suffers 3d6 Wind, and his *Vigor* is permanently reduced by one. He must make a Second Hard (9) *Vigor* roll. If failed, he has a heart attack and dies unless saved by an Incredible (11) *medicine* roll within 2d6 rounds. If his *Vigor* ever falls below 4, he kicks the bucket anyhow.
- 36 **Corporeal Aging:** The character suffers a *heart attack* and automatically ages one year.

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