



JAGS HAVE-NOT

Tabletop Roleplaying in a Postapocalyptic Future

Volume II

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The HaveNot Adventure



This section is primarily for the Game Master. It includes the rules and advice (as well as lots of collateral) for creating adventures in HaveNot.

HaveNot As A [BLANK] The Hearts of the HaveNot Game

HaveNot is a vibrant, funny, gonzo/over-the-top post-apocalypse world. It's full of weird mutants, clever treasure, outrageous weapons, and wild adventures. It borrows (steals) from the post-apocalypse movies of the 80's and 90's with updates along the way for weirder things. Your best bet is probably not to take the world too seriously!

HaveNot as A Movie - The Western

One of HaveNot's hearts is that of the western. Life in the towns is hard, gritty, and sometimes short and very unjust. Outside the town are the wilds that can come and take you without warning. Inside the town, people are still very very dangerous. There are bandits with prices on their heads. There are rescue missions out in the desert wastes and posses that ride in search of justice. There are wandering law-men with six-guns that fire explosive bullets and evil bankers or wealthy ranchers that prey on people, even in civilized lands.

The color pallet is Southwestern red-rock, majestic mesas, and the big sky. Characters ride horses when they're not walking. They move through rocky ravines and dry riverbeds. They are always listening for the sounds of approaching threats.

In the background is the heartbeat of a civilization that is hanging on to the frontier by its claws. There are stage-coaches that run when they can. There are riders deliver the mail. Towns have sheriffs, doctors, and undertakers.

A lot of towns are lantern-lit and have outdoor plumbing. As a movie, the characters are a tight group of friends. They might start as cowboys who ride around on the haunted outskirts of the town, herding mutant cattle. They could be young prospectors looking for technological gold out in the dangerous hills. They might be deputy-lawmen, serving a few nearby towns, doing their best to hold things together.

Eventually, though, there's the call of adventure--something that demands they go further afield from their relatively safe towns--and deeper into the past. They have to come face-to-face with the legends of the Age of War and the Age of Wonders that still walk the earth.

HaveNot as a Movie - The Post Apocalypse Matinee

One of HaveNot's hearts is that of the post-apocalypse matinee. On the movie poster there's a nuclear desert with a faded ruined cityscape looming in the background. The color pallet is washed out radioactive sky and massive sand-dune drifts covering tilted, skeletonized skyscrapers. The characters might wear six-guns--but there are scratched and damaged energy weapons on some character's hips with glowing power-lights showing they're still deadly.

Outside a bar there are neon signs. There are cables hung from rumbling generators. Wooden saloons with batwing doors have satellite dishes on top, electronic "peep-show" virtual sex-booths, and mutant girls in gaudy dresses lounging about looking for credits.

There are horses in town, probably--or maybe riding lizards--but there might be a few cars--usually electronic ones (but maybe a dusty muscle car with bolted on armor and spikes). There are shark-slick pale-faced and nervous executives who come in from the Big City (Ultropolis) and have jobs that are always dodgy and schemes so they don't have to pay.

Your group might get hired to go "rescue a kidnapped executive's child" (they plan to ransom her back to her actual parents?). Maybe there's suddenly lights on at the ancient and dangerous "Processing Plant" out on the ridge. People are scared. Someone should go check it out.

There are monsters that terrorize the towns and the outlying ranches and farmhouses. There are cybernetic motorcycle gangs and Evolved Hyena Tribes. In the Post Apocalypse movie, the towns might be dying and the characters see the writing on the wall: Get To Someplace Safe.

Or, better yet: Get To Some Place Better. Of course that's more of the HaveNot Graphic Novel.

HaveNot as a Graphic Novel - The Hope Road

It might start with a town that looks pretty stable--but it isn't. The characters are survivors. They're friends and they have connections--but everyone knows that the light in the world was snuffed out and the darkness is growing stronger. Everyone knows the ship's sinking--even if it's sinking slowly.

Everyone knows you've gotta go east. Going East is going to Ultropolis--the last great city with its starscraper towers and its promise of the world as it was before. Ultropolis will take you in if you can post the bond (100's of credits)--but then? Then you're in the world as it once was with gyrocopters and elevators and business suits and gleaming corporate logos. Once you're in, you get TV.

Except when you get there, you find out that it's horrible. It's a lie. Ultropolis is a nightmare based on what the worst of the world was thought to be like. You get in there and you discover that it's dog-eat-dog-eat-dog. And when one dog vomits you up, another dog eats the vomit.

But that's actually the beginning of the story. It turns out there's another thread you've been hearing about since the start--but dismissed--it's the tale that the fire in the world didn't burn out--that it's still there--and that it can get put back together.

In this tale there's a road--the Mother Road--that runs through what's left of the heart of the old world. If you can travel it--and it doesn't always exist and it doesn't exist for everyone--you can go back through the past. The Mother Road is a lifeline for humanity. It's a vein of hope that still flows to the West.

If you can open it--if you can be worthy of it--you can travel it--and then, maybe, at the end of it, there's something still shining. When someone travels down that road they strengthen it. When someone believes in the past--in what was good about it--they bring some of it back. If enough people can believe then the full fire can re-ignite.

In this story, the beginning is grim--but as the characters travel--along the way--they can see the real values humanity should have reflected in the small, scrappy towns along the way. They can contrast it to the dystopias of the cities which represent pieces of the worst hopes and dreams of humanity. So long as they aren't overcome--and don't lose hope--they can keep traveling through the world until they reach light at the end of the long, dark tunnel.

HaveNot as a Computer Game - Badlands Warrior!

One of the hearts of HaveNot is definitely that of a computer game. Imagine a mash-up of a top-down (or isometric) RPG and a first-person shooter. Your group wanders the Wasteland finding bizarre encounters--each person has special abilities that you need to grow and develop in order to succeed. There are ruins that require security and traps skills, lots of combat, some diplomacy and technical needs, survival skills, and so forth.

There are installations--inside is a kind of FPS view with gleaming halls or shattered, graffiti-covered concrete. There are weird robots, logic puzzles, automated guns, and so on. In towns there are vending machines that sell health, guns, and armor. There are all kinds of wild, bizarre weapons, special powers that characters can acquire, and skills.

The characters run around, leveling up, and opening up new sections to explore. There are various threats, side-quests, and recurring NPCs. The whole game has a (somewhat grim) sense of humor and the various installations range from randomized and dangerous to weird and hilarious.

HaveNot as an RPG

We've broken the next section down into Adventure Design and Collateral and Rules. The first part is advice on creating HaveNot games, situations, and scenarios. The second is lists of monsters, treasures, weapons and armor, and additional mechanics for use in the HaveNot world.

Standard Games vs. Other Games

The "standard" HaveNot game has the characters starting as 1st level characters (being reasonably tough for their local town--but inexperienced and with only basic gear) and going out and taking on nearby adventures. As they encounter installations they go up in level and gain new gear, new powers, and range further and further out.

The concept of the Mother Road allows them to move from one "map" to another--usually going into higher and higher level areas. There may be overarching objectives (such as steadying a town, rebuilding the world, finding out what happened to the Haves, and so on) or they may simply be exploring and adventuring as they see fit.

The Mother Road Game

The concept of the Mother Road is woven throughout the book. If you want to use it in the overarching story for a HaveNot game, it works like this.

1. The Mother Road is Route 66. It was, in its day, a set of roads that bound together a growing nation. In a way it represented the ultimate promise of America--people moved west along it, looking for work, looking for a brighter future.
2. In the end, the Interstate Highway system--progress--dimmed it. The towns that existed because of Route 66 traffic dried up. Some still survive today--but others closed entirely. That entire vision of Americana retreated into the past. It's nostalgic.
3. In the future, after an Age of Wonders--after an Age of War, there's still something left of that vision--that hope--and in the fractured reality of HaveNot, it still manages to, if only weakly, assert itself.
4. The Mother Road is like a river of hope through a wasteland of depraved insanity. Close to it the towns have a greater chance to represent the best of us. Further from it, the monstrosities and atrocities lurk in the dust storms and darkness. When people travel the Mother Road they strengthen it--but it only opens--only fully exists--for people that will improve it--for people that improve the world by their passage.
5. The cities (Ultropolis, Perfection, etc.) leach from the Mother Road like parasites. They sit on it, blocking transit or drawing from it--and they seek to consume hope and humanity. They must be avoided, weakened, or even destroyed.
6. What lies at the end of the Mother Road is a great desert and an endless ('endless') bridge. Whether this ends the story or not is up to the storyteller and the group--perhaps the bridge literally runs into a brighter future--perhaps into a brighter past where things can be changed. Maybe it runs out, altogether? If the road is a river of hope, though, and our best selves, it doesn't. It goes somewhere worth going. Maybe somewhere worth coming back from.

In the Mother Road game, the characters start by hearing about Ultropolis and traveling there--then they turn south and west and travel the Mother Road to its end. Along the way they realize its importance--its significance--and its revelations. And then? We don't know.

HaveNot Adventures - Other Games

If the standard games involves the PCs, in a group, adventuring and exploring, there are others that can be created. Here are some examples:

Runners - Escape from Dystopia

It's another wonderful day for the last humans in existence. The sun-shields high over the campus block the worst of the rays and the subterranean pumps and bio-engineered grass keeps the lawns nicely manicured. You and your cohort are nearing the final stages of your training--waiting for the graduation procedure and the Testing.

Everyone is, of course, nervous. There are rumors that if you fail the Testing badly enough, you are recycled--sent back into component pieces to be biologically reassembled in the service of an ever-more perfect humankind. Of course you--and your friends--aren't going to be subject to that.

No--but you're nervous all the same: how will your aptitudes be judged? How will the intense scrutiny you've been subjected to be evaluated? Will you get to see your friends after evaluation--or will you be scattered to other Prefectures? You greet your cohort and then go to your Initial Class and stand at your individual stations before the instruction screens. The human monitors, tall severe women in long gray dresses with small plumb-colored stripes up the sides, watch all of you carefully--evaluating expressions, lapses in concentration, or an inappropriate smile. Inappropriate attraction to members of the opposite sex? Anything can and will be judged.

The huge screen comes to life, patterns moving on them. You can feel them tickle your brain: subliminal, low-watt telepathic projections, base-level sigils--all these things create a sensation of movement even though you're standing still. All of them create a sense of being watched by The Absolute Authority--the pyramid of love.

You are looking into one of the testing chambers. White cat-walks, adjustable floor panels, large glowing buttons and switches. Guns. A Perfection of Challenge Trial, then! Excellent! You glance at your cohort--feeling the excitement rising. These are dangerous, yes--but almost never deadly--and the Perfection of Challenge is your preferred Prefecture! If you and your friends can excel, maybe you can get chosen!

The characters have grown up in the Perfection Dystopia. They believe that beyond the city there are only wastes with a few, sick stragglers. The GM is free to alter Perfection and the outside world in any way wanted--but the PCs, as they near the date of the Sorting Tests, become aware that the society they belong to is far darker and more malevolent than they had been told.

They begin planning for escape--but it won't be easy--and they will be relentlessly pursued.

Executives - Schemers

In the morning acid rain beats down and you cruise down the street in your auto-lim--a driverless company car. Out on the streets, the working class scurries for cover and the puddles steam. You think some spicy noodles might be nice--for lunch. Your team is meeting you in 17 minutes, 53 seconds. You know the exact time because you have a monitor-plug in your spine that beams

your schedule and location into your brain.

You're going to rat-fuck Hennessey. Hennessey is across the hall. Hennessey on the same growth curve as you. Hennessey isn't a nice guy at all--he pays to beat up women. He pays to hunt orphans. He pays for protection--and he pays to have his rival's legs broken. The growth curve--your corporate ascent profile--is big enough for both of you--and your goals kind of align.

That's why you're going to rat-fuck him before he can arrange for you to have an accident. The profile of his targets is always the ones he shouldn't have needed to go after. That's why they never saw it coming.

Eighteen minutes later in the shelter of a partially collapsed concrete bunker chosen because it won't have listening devices hidden in it like the corporate offices do, you're with your team, laying out the plan. In the No-Go Zone, past the security barricades, is one L3R0Y J3NK1NS--apparently a hacker who has information on the clone tanks that Hennessey is trying to illegally bring in to the city.

That acid-blooded son of a bitch. If he can get those into Ultropolis he could duplicate himself. Worse, he could promise to duplicate a couple of his bosses. The logistics are tricky though--and Hennessey has to work with the underclass to maneuver out in the world. So that information is worth money--if it's good--which you need to figure out--is what J3NK1NS is selling. You meet him in person with some very expensive material goods and he gives you the location and transit data for the clone tanks that are coming in. Part one, you're telling the team, is to saddle up and ride into the No-Go Zone--that's armored vehicles, weapons, bribes at checkpoints to me Mr. L3R0Y. Part two is your Charisma-Team--they need to gate-crash an E-15 party you're not executive enough to get in to officially. In there is Sr. Station President Lori Lenore. She's ice-cold, calculating, and dangerous.

She also, you know, might like a clone. Some inside information tells you that she's taking some serious medical treatments. The specifics are obscure--but if she's having some kind of health crisis, why a 20 year old clone-body with a telepathic download of her mind-state would be just the thing. So you tell her you've . . . got a line on the tanks . . . which'll be true once you hijack the shipment--and see if she's willing to throw some support your way. See if anyone has already approached her. See if you can get out in front of this Hennessey thing. Never stop moving. Never slow down. Use pills instead of sleeping.

The characters are an executive team in Ultropolis. They are warring with other executives.

Sleep Team - Awakening

Everyone comes out of stasis thinking it hasn't been turned on yet. That's because we had the good stuff--Null-Lights. It looks like a white light that comes down and freezes against the receiver plate you're standing on. It looks like a softly glowing cone, with a shadow of you inside. It isn't cold sleep--you come out of that, you feel like shit for a day. It's time stop. It's instant--and the brain can't handle the disconnect. When you go under, even if they said "instituting NOW" and then threw the switch, you still feel like nothing happened.

You come out waiting for them to turn it on.

We were in a dark hanger. That was the first sign something was wrong--when we went under it was all lit up. It should have been lit up now for our awakening--there should have been teams or,



at least, robots or something. There wasn't--it was still, like a tomb.

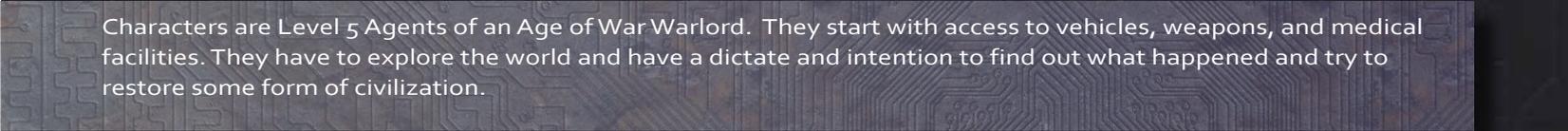
When Anarchus The Merciful and Horrific, the greatest Warlord history ever had or ever would see, had created the Sleep Teams we had a very specific mission: Awaken after the Grand Destruction and start rebuilding so that when Anarchus returned, there would be a civilization waiting for him. We would, of course, awaken in three decades after his scourges had scoured this part of the world. We'd be rebuilding desperately damaged people--probably lots of badly shot up or melted cities. Like that.

The hanger had partially collapsed. That was the second thing we noticed that was wrong. The thing was hardened against particle weapons. It has nuclear reducers against conventional nukes. It was supposed to have force-fields and Null-Gaps and it was made of Ultracrete with Neonium reinforcements. It should have been damn near indestructible--and it was caved in like a giant struck a food-crate with a Proton Hammer.

The third problem was when Jessinal went down to the console, opened it on emergency power, and tried to figure out how long we'd been in stasis for. The date was EE99. Some kind of error? That shouldn't have happened. The timer wouldn't roll over for . . . well, we wouldn't have been out for millions of years . . . could we?

And if we were . . . what had happened to Anarchus? Surely he had dominated the known universe as his personal prophecy decreed he would--but when we got outside it sure didn't look like that. Still, we had a mission: Restore order. Create civilization. If Anarchus ever did show back up, it'd all be waiting for him.

Of course he was also a total jackass so we're kind of hoping that doesn't happen.



Characters are Level 5 Agents of an Age of War Warlord. They start with access to vehicles, weapons, and medical facilities. They have to explore the world and have a dictate and intention to find out what happened and try to restore some form of civilization.



HaveNot Adventure Design

HaveNot's basic recommended structure is what's commonly described as a sandbox. We're using the term to mean a space where the players have some discretion to explore and adventure with a bit of guidance (such as a map, rumors, available missions, etc.) and some "situational pressure" (such as attacks by raiders, emergencies that need help solving, etc.).

There are plenty of other valid ways to play--but this section is designed to help you set up a HaveNot sandbox and run it.

Setting and Situation

Our approach to adventure design has two pieces:

- Setting - the physical location, maps, encounter areas, and so-forth
- Situation - what is going on in the area. This includes things like raiders attacking, political machinations that might impact the PCs, and so on.

In the next sections we will give you collateral for large-scale settings (the maps, towns, etc.), situations (are there raiders? Cults? Plagues?), and then deep notes on installation design.

Setting and situation are not separate from each other and they work together. The GM should interact with the players to explain what the starting setting/situation is like (at least on a large scale), and then work to integrate the PCs.

Setting Design

The setting is, to a certain extent, "the map." It is the physical location where the game takes place and may, depending on the group's ability and preferences, be represented by an actual map of some sort.

It is also the term for the more 'static' parts of the world, contrasted to 'situation' which we're using to refer to the more 'active' parts. An Age of War bunker that's nearby could well be marked on the map--and count as setting. So could a tribe of Networked Coyotes out in the desert--or even Evolved Hyena tribes which sometimes accost visitors.

If the town the characters are in is actively being raided though, that's probably situation.

Making a Map

The basic game is going to take place on a starting map. You can create this any number of ways (just take some graph paper and draw one, use any of a number of computer programs, or find a section of Google Maps and take a screenshot!). Given that people cover between 12 and 20 miles a day of walking and 40 miles (or so) riding (and can cover, of course, a lot more with vehicle) you may want to scale it so that it covers something like 50 to 100 miles end-to-end.

If you are going to create a certified HaveNot Map, a good way to do this is as follows:

1. Take one of the online Google Maps editors such as Snazzy Maps and select a view that has no place-labels (or turn them off).
2. If there is a lot of mountainous terrain, you can also take a Terrain View (without labels, again).
3. Use some imaging software to overlap them so that the road and town-networks appear over the terrain. This can be done using layers and removing much of the flat area around the roads from the road map.
4. Adjust the colors towards red/amber hues.
5. Add place-names using overlays for nuclear blast zones, towns, named ruins, etc.
6. Add encounters or points of interest. This includes picking a starting town.
7. You can make a zoom-in of the town(s) in question to better set the stage.

Level Topography

The characters start at Level 1 and go up one Level on the completion of a “installation level” (see the chapter on creating installation levels for more information). Sections of a map are generally defined as having a specific “threat level” which is what level of danger the characters can expect there. If the characters are Level 2 and go into a Level 5 area, they may all get killed off quickly! If they are level 5 and go into a Level 2 installation, they’ll still get the treasure and such--but they won’t increase in level.

If the characters have the map they may actually know what the level-demarcation points are like--remember, HaveNot sees “levels” as real, physical measures of ability. The world itself (and the people in it) acknowledge them. On the other hand, Threat-Level assessments are not ironclad. This information may not be available and there is no guarantee at all that the threats in a given area must comply to the listed Threat Level.

These are just guidelines.

That said, the creation of a game-map can involve assigning levels (or “general levels +/-1 level) to encounter areas that determine the kinds of things people are likely to run into there. As the characters adventure, they may find increasing gradients of challenge. If they move to a new map, they might find that the entire map is higher level than the one they just left (which would make sense for them to go there if they are interested in continuing to level up).

Populating the Map

Maps can contain lots of things and we have given you templates for many of them:

- Installations. Installations, as discussed, are the places where characters will go to level up and to acquire treasure. A map should have several.
- Towns and Roads.
- Hazards (toxic flora and fauna of the Badlands)
- Geological features (Mountains, streams, forests, lakes, deserts, etc.)
- Large ruins (the remains of ancient cities and towns that have been destroyed)
- Encounter areas (where there are raiders, monsters, hermits, etc.)

Creating Installations

There is an entire chapter on this--but here are some of the basics: An installation is some kind of installation from the Age of War or the Age of Wonder. A given map should have:

1. **Level-Up Installation:** This is an installation at the character's current level that, if cleared, will grant them the next level. It is usually a significant challenge and provides (usually) something close to the prescribed amount of treasure.
2. **Grind Installations:** These are the same as Level-Up Installations except that (a) they might be too small to give a level, even if cleared or (b) they could be quite hard to find. In any case the idea is that while the installation will not grant a level (or, if identical to the Level-Up Installations, won't grant an additional level) the characters may want to adventure in them for the loot or other benefits (remove a dangerous element from the map?).
3. **Bolt-Holes, Bunkers, etc.** These are installations that are less densely and carefully populated than a typical "installation." They may have some treasure, some traps, and certainly can be homes to monsters, cultists, etc. They don't grant levels, even if totally cleared.
4. **Advanced Installations (optional):** Some encounters will be above the character's level--even if only by a little (they might not fully be the next level up--but have larger numbers of opposition than normal or slightly enhanced monsters, etc.). If large enough these will also grant a level--but they represent a significantly higher risk than is strictly necessary to Level Up. NOTE: these are often identifiable as extra-dangerous in some way (auto-navigators can do a Threat Level scan, nearby monsters are higher level, there are literal warning signs, etc.)

Creating a Town

To create a town, pick a place on the map, usually along a major road or path, and put the town there. Decide the following:

1. What kind of town it is (why is there a town there? Any discernible reason?)
2. What its 'character / vibe' is (how do the people react to outsiders?)
3. How big is it? Is it a tiny outpost or a wealthy factory town?
4. What kinds of places are there inside? Any special features?
5. What Level is it? How is it defended?
6. What is its name?

Functions of Towns in HaveNot

Towns can do a few different things. Friendly towns are base of operation that the characters can operate out of. They are places to get missions from (there is usually a jobs-board in the town, see the Situation chapter). They may have personalities that are of interest (or interested in) the PCs. They usually have a doctor or some medical facilities available (if you can make it back to town, you can usually heal up).

More hostile towns can be outright antagonists--being a threat to those around them. Some of them, for example, actively hunt certain kinds of mutants. Some towns are going to be unfriendly and potentially hazardous to go in or through--even if they are not outright hostile.

More lawless towns may have sudden explosive violence, gunfights, or people with bounties on their heads that the characters might decide to interact with.

Finally towns will have trade and commerce--items of value salvaged from the wastelands such as power-cells and the like can be sold for credits or credits can be used to buy equipment. Characters who do not find level-appropriate weapons or armor may be able to purchase them in town.

The Level of a Town

Towns, like other areas, will be given a Level. This is not the "level of everyone in town." In the vast majority of cases, 'townsfolk' are Level 0: 50 CP, 0 AP. Some of them may spend CP on "natural" Innate abilities to represent mutations or take negative-AP Mutant-tagged traits.

The Level of a town is a measure of how it defends itself if attacks (or how strongly it attacks if hostile). A town that has powerful patrons (a battle-armor outfitted Knight-Mayor), for example, would rate higher level than if the most dangerous person in it is a "deputy sheriff" with a six-gun. Some towns have ancient robots that are used for defense. Some have well-disciplined guards with rifles--or technicals (short range electric trucks) with machine guns on the back.

The Level of a Town will determine not only what kinds of threats might be encountered there, but also what kinds of gear they have available to buy or sell.

Technology

Towns vary greatly in their available technology. Some that are just dry collections of wooden shacks could have a saloon with a Virtu-Sex station or an android bar-tender. There are jails that have dented, rusted panels that serve as weapon-scanners. Outposts could be wood cabins--or a warren of concrete bunkers with radio-antennas on top. Here are some technical features a town might have beyond generators or radar systems.

Defenses and Safe-Zones

Most towns in HaveNot have defenses of some sort. They may have wooden fortifications around them. They could have trenches or people with guns in towers. There may even be minefields or power-fields or patrol robots.

Most towns require some degree of farming or ranching for food (or they trade with someone nearby who has an excess). The "safe zone" around a town is the distance that you can go before you are in the Badlands. Usually it's 1-4 miles (although in some cases it may stretch further depending on the types of people out there).

Individual farm or ranch houses outside of the defenses of town tend to be paranoid places with panic-room armored cellars under the floorboards where people can shelter if something "comes calling." Out on the range, everyone goes armed. Out past the lights of town, people try to stay hidden. Small farms may have netting over them--and rules about never burning lights at night unless you must. People keep watch--they help each other--they try to avoid danger and disappear into the land. Sometimes that's not enough.

Technology	Commonality	Notes
Jobs Board	Common	An electronic board, usually posted outside a town hall saloon, Post Station, or General Store that contains recent news and jobs for hire.
Indoor Plumbing	Medium	Many towns are built atop ancient sewer systems or are inhabiting buildings that had plumbing. While it's common for towns to use outdoor facilities, it's not unusual to have more modern amenities in some areas as well.
Generators (Bio-fuel, fuel, etc.)	Common	Generators are a common feature of towns if they can afford them (some outposts are built on ancient buildings that still have power). Bio-fuel generators are preferred--but have a foul smell.
Pay-Gen	Medium	During the Age of War, some jerk built generators that require credit-deposits to run. Attempts to take them apart destroy the engine and they aren't even full of credits (do they run on credits? No one is sure).
Judgmental Orb	Medium	A basketball sized floating metal ball with an electric eye. These keep a look out and broadcast acidic, highly judgmental commentary on anything they see. This makes them excellent sentries if somewhat hard to listen to.
Vending Machine of the Ancients	Common	Vending Machines of the Ancients re-stock themselves and having a "basic station" that can, for credits, produce ammo, healing-charges, or basic armor is not uncommon. Where these are uncovered, they are hauled back to towns and then jealously guarded.
Virtu-Sex Station	Common	A table-top station that looks a little like an "eye-exam" piece of equipment. You pay a few credits and it "beams" a short pornographic movie/experience into your brain. Usually not too intense--but still kind of gross. The sides are often painted with provocative images.
Gift-Card Machine	Medium	Looks like an ATM machine crossed with a modern (electronic) slot machine. Located outside a saloon or tavern, it allows you to deposit credits for a 'gift card' that can be used inside. It also advertises a CHANCE TO WIN--depositing money is a small gamble. It can dispense additional coupons, small gifts or toys, etc.
Weapons Scan	Medium	A wall panel that scans people who come by for weapons. The lights will display blades, guns, or energy weapons, depending.
Coms Terminal	Rare	A blocky combination monitor / keyboard. Usually dirty and aged. Allows communication with other Coms Units across any distance. Limited to text and "ASCII Art." Can "download" objects or even people sometimes (mechanisms poorly understood, seems to be somewhat random), causing them to appear, as though built by small blocks of light, nearby. These are noisy (making click sounds or soft electronic screeches with each character or new-line). They are not left unattended since they can exhibit strange behavior.
AutoMat of the Ancients	Rare	Like an over-sized vending machine--but serves bizarre foods. Menu changes over time, often "out of service." Some of the foods have side effects such as healing, euphoria, hallucinations, conferring psychic powers, etc.
Sand Table	Rare	A medium sized "table" that has 3d replicas of the surrounding area for a few miles on it. These are high-fidelity, showing individual people moving around. Sometimes inaccurate, sometimes showing what appears to be a few hours in the future, and sometimes "glitching" to show huge monsters attacking or the ground swallowing everyone up. Some have control centers for "Buffing" or "Smiting" but they seem to be inoperable.
Hologram Helper	Rare	Systems that project images of intelligent-seeming characters that can verbally interact with others (they appear translucent). The characters are kind of random and there's seemingly one per projector. They can be convinced to help--but many have personality disorders (such as the 'gunslinger cowboy who hangs around and insults customers'). Despite the mercurial nature of some of these, they are still highly prized and displayed / tolerated.

Defenses and Safe-Zones

Most towns in HaveNot have defenses of some sort. They may have wooden fortifications around them. They could have trenches or people with guns in towers. There may even be minefields or power-fields or patrol robots.

Most towns require some degree of farming or ranching for food (or they trade with someone nearby who has an excess). The "safe zone" around a town is the distance that you can go before you are in the Badlands. Usually it's 1-4 miles (although in some cases it may stretch further depending on the types of people out there).

Individual farm or ranch houses outside of the defenses of town tend to be paranoid places with panic-room armored cellars under the floorboards where people can shelter if something "comes calling." Out on the range, everyone goes armed. Out past the lights of town, people try to stay hidden. Small farms may have netting over them--and rules about never burning lights at night unless you must. People keep watch--they help each other--they try to avoid danger and disappear into the land. Sometimes that's not enough.

The Character / Vibe of the Town

Towns and villages can have a specific character. There are probably infinite variations--but these are some common ones.

Character	Vibe	Common Types	Notes
Religious	Dour, strict. Watchful. Mistrustful of outsiders unless they pay obeisance to the Ethics Halls.	Water, Farming, Ranch, and Mining towns.	The Ethics Priest / Elders hold sway. There are lots of prohibitions with penalties ranging from stockades and whipping posts to execution or maiming.
Lawless	Gunfights, range-wars, tense standoffs. Outlaws hanging out.	Outposts, Mining towns.	Either local law has decided to let a certain amount of violence or there isn't an effective sheriff. The town may not have constant shootouts but there are dangerous people there and lots of weapons.
Proud	Wealthy, superior. Clean--but often unfriendly.	Water-towns, Garbage Mines, Ranch towns.	If a town is prosperous the inhabitants may well decide they are more civilized than others. They usually control access carefully and may dress-out in finery. There is usually a poorer part of town that may be cordoned off. People entering are usually treated as second-class citizens and may be harassed by law enforcement.
Sick	Quarantine makers. Shuttered stores. Paranoia	Any	Towns get hit by disease. They usually blame travelers for bringing the sickness in. When a town is in the throes of plague, people become paranoid.
Colorful	Manic. Unstable.	Market Town, Rail Town, Garbage Mine (rare)	Towns that are "colorful" often have a "manic vibe." They are often havens for cultists who thrive in the less button-downed, more intense environments of trade.

Dour	Washed out. Peeling paint. Glowering locals.	Farming and Mining Towns	Lots of towns are having hard times. The people dress in drab colors and want little to do with strangers. Only regulars might get served at the Saloon.
Scared	Jack-o-Lanterns, night watches. Superstition.	Farming, Ranch, Mining, Outposts	Sometimes a town is under threat. Perhaps there are things up in the mountains or lurking in the nearby forests. When the plague winds blow out of the wasteland or the dust-storms come, lots of people get superstitious (a gourd carved in a scary face with a candle inside is said to ward off malevolent spirits).
Cyber	Neon, Chrome. Touch screens. Bikes.	Water, Refinery, Garbage Mines.	Towns with a lot of technology can be colorfully lit and powered at night. In these places you might see black leather and cyborgs more commonly.
Quiet	Meek, hollow. Weak	Farming Towns, Outposts, Ranch Towns	There are towns that are easy prey. They don't last long--and they have a vibe to them that says the people are afraid to fight for what's theirs. Usually they have someone providing protection (often at a steep 'cost').
Isolated	Distant, hearty, tough	Outposts, remote towns	An Isolated place learns to get by on its own. The people have to be tough to make it and they have to be smart. They probably aren't too trusting, either--but there's a general code against leaving travelers to die.

Town Size - Barely Making It

The smallest enclaves range from "ranches" (with maybe 20-30 people all told) to outposts which could number around 100-200. In these cases:

- Everyone knows everyone else well.
- There's usually a specific leader who makes it all work. Justice is usually pretty "rough" if it isn't really close to a larger town.
- If anything goes seriously wrong, they're in trouble. There may not be a real doctor, a good mechanic, etc.

Type	Vibe	Description
Outpost	Lonely. Grim. Washed out wood. Weeds and rust.	Small poorly defended cluster of buildings. A gravel road and lamp-light. A few skinny horses. Outposts tend to 'go dark' pretty often.
Ghosting Town	Vacant. Boarded windows. Burned buildings. Grave sites.	Towns die--but not all at once. A Ghosting Town is a town that has suffered some tragedy and is on its way out. Occupants may stay hidden. Outsiders are not trusted.
Colony	Small, fierce. Paranoid. Outcast. Bitter.	Lepers (the term for any group of infectious disease ridden people), Mutants, Talking Animals, and even Androids sometimes form colonies after being shunned by more regular humans. Colonies tend to stay hidden from random travelers and trust few outsiders. They do rely on trade, however--so they will have groups that make the perilous journey to more civilized areas to get supplies.

Farm / Commune	Insular, Paranoid	<p>Outside of town there are small ranches and farms. They usually have several farm-hands who help with the work but also keep watch and fight if necessary. These are not true outposts: they are close to town (within 1-4 miles, usually) and the occupants are quick to try to run for the better defended areas if something wicked comes.</p> <p>Farms usually comprise a small number of buildings with fences, a look-out post, and controlled access via any roads or trails. A wealthy home could have walls and a generator. Some of the wealthy have small "security forces"--little armies--that they use to keep themselves safe . . . and sometimes to prey on their neighbors.</p>
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Town Size - Towns and Villages

A small town holds somewhere in the neighborhood of 350-1000 people, historically.

- Everyone recognizes everyone else and at least knows "the family."
- May "share" resources with larger towns (such as courts, receiving mail, a good doctor, etc.). In order to get these things, you may need to travel for a day.
- The "Town Hall" where decisions are made is a very real thing. At this size, it's possible for a few important people ('Town Elders,' even if not actually old to determine things).

Type	Vibe	Description
Water-Town	Vibrant--but watchful. Proud. Wealthy. Water Barons.	Water towns are built on rare natural aquifers or have a water-extraction rig. Water is one of the most valuable commodities in Have-Not and a large supply is something to be fiercely defended. Water Towns are usually very careful about who they let in. They also prize trade-relations with other towns and colonies.
Farm Town	Insular. Hard-bitten. Don't go out at night. Strict. Conservative.	A farm town is a town with a defensible "Agri-Halo" of usable land around it. Farms tend to be quite small and difficult. Often the farmers and field-hands have to come in at night (or lock up in brick strong-houses) as the threats are too dangerous for normal house-style living.
Ranch Town	Loud. Active. Lots of activity. Boisterous.	Like a farm-town but for larger animals. Ranch Towns are usually richer than Farm Towns and have roving patrols at night ("Cowboys" are usually competent gunslingers and are expected to do battle if necessary).
Ore Mine	Dirty. Dangerous. Tough.	Ore mines are sometimes old-school--but sometimes have Age of War extractor shafts that tunnel deep into the earth. These are viewed with extreme distrust as things from The Complex can easily come up through those shafts. Mine work is dirty and dangerous. Miners have grim senses of graveyard humor.
Market Town	Cosmopolitan. Thriving. Colorful.	If a crossroad exists--especially if it is an ancient paved highway, there may be a market-town. These are places where the locals see all kinds of strange things. The big-rig trucks stop here. Cartographers and Prospectors come through with tales and artifacts.

Town Size - Wealthy Villages

Larger villages (even if not technically 'wealthy') run up to 8000 people. At this size they are more "city like" with their own neighborhoods, with a requirement for actual, working government, etc.

Type	Vibe	Description
Refinery Town	Soot-covered, smoke-belching. Oil Barons.	A refinery is an Age of War complex with pipes and smokestacks and conveyor belts. It takes ore and turns it into fuel and other resources (explosives, bullets, power-cells, etc.). These machines are poorly understood. They may be studied and sometimes can be repaired. Their owners consider them a crown-jewels. They take many low-skill workers to keep maintained: a Refinery town is very rich--but the average people may not profit from it much.
Fort	Proud, tough, disciplined. High walls, soldiers in formation. Gun-towers.	For Towns contain a highly defensible building and a garrison of troops. They may be part of a larger force or simply supported by the surrounding towns with the task of taking care of people when things go really badly. Officers are usually seen as non-political and are generally respected. If you are the kind of person they'll let in, a Fort Town is a welcome sight in the wasteland (but you won't be allowed to stay indefinitely!)
Garbage Mine	Smelly, dirty, weird. An 'Inferiority Complex'	The ancients buried all kinds of things. Miraculous things went into the earth awaiting recycling and now they are being pulled out. Garbage mining involves digging into the ground and pulling out random things and trying to determine if they are valuable. Garbage dumps often have "monster leakage" and sometimes unearthing the wrong artifact can destroy the entire town (if it's an Age of War battle machine and it wakes up, for example). Garbage miners also have a constant reminder of what was lost: they are literally risking their lives for what their predecessors threw away as garbage. This makes Garbage Towns sometimes mean.
Rail Town	Self-Important. Pageantry.	Robot trains still exists. They run on a sometimes random schedule. The Mag-Rails spiral off into the unknown--but the trains come often enough to be very, very valuable. The stops along the way celebrate the coming of the trains (although sometimes they bring strange things from afar--and sometimes death). Rail Towns tend to be major stops for trade, news, and places where the wealthy go as resorts.

Town Features

These are some of the things a HaveNot town might feature.

Common Features

Feature	Vibe	Description
Shelter / Bunker	Panic Room. Underground hidey hole. "GET IN THE SHELTER!"	Outposts will often have a hidden underground room where the people can go if it gets really bad. Larger towns may have a literal bunker--an armored underground complex with supplies, its own oxygen, and so on.
Watch Tower	High point. Look-Outs. Spy-scopes.	A watch-tower is common: someone will man it and keep a lookout for vehicles (dust-plumes) or other problems (a cybernetic T-Rex coming your way).

Fortifications	Wooden spikes. Earthen berms.	A small town may have barriers they can erect across roads (or just hide behind).
Walls & Gates	"Identify yourself." Mounted guns. Metal walls.	A larger town may have actual walls and gates with machine guns.
Hotel	Friendly service as long as you pay your bills.	A two story building that can usually house 4 to 8 patrons. <ul style="list-style-type: none"> • Sleep Tubes: Some hotels have racks of sleep-tubes (metal lockers, generator driven ventilation)
Saloon	Dim. Loud. Smoke filled.	Saloons tend to be boisterous places with gambling, prostitutes, musicians, and alcohol (or other drugs). <ul style="list-style-type: none"> • Music Box: a technological light-and-sound music machine. • Video Poker: gambling machines. Has an Intensity 14 Resisted Attack for hypnosis to addict the user. • Service Droid: Robotic server. Generally 'safe.' • Weapons scanner near door
Jail	Solid. Severe. They execute people there.	A brick building with several cells. Sometimes has a gun tower on top.
Firehouse	Large bell to summon help. Garage with mechanized "Water / Sand wagon."	Varying degrees of sophistication, some firehouses may have actual trucks. Some have wagons with mechanized sprays for water or sand. When there is a fire, the bell rings and all fire-hands rush to the firehouse to get gear and fight the blaze.
Church / Chapel	Austere. Serious.	Chapels and churches abound. The spirituality varies--but follows a general theme: humanity was bad--and humanity is being punished. Learn the lesson. This differs from the moral codes of the Templars (protect the weak, seek justice) and the Monks (teach, preserve learning). Still, the churches are source of comfort for many.
School	Hopeful.	Schools exist where they can. Teaching is usually pretty rudimentary but sometimes there are actual science skills available.
Town Hall	Imposing. Official. Wealthy.	A wealthy town may have a Hall. Usually a brick building that contains the mayor's office, a court-house, and records. It will also have a meeting-hall for the town's elite.
Bank	Threatening. Shark-like.	The Bank(s) are a network of powerful wealth that is dedicated to growing itself by any means necessary. The Bank(s) field virtual armies of mercenaries. They have been known to "repossess" entire towns (with armored vehicles) if the seed-loan was not repaid. Dealing with a bank is dangerous--but there are no shortage of prospectors and merchants looking for loans. <ul style="list-style-type: none"> • Armored Personnel Carrier.
Barber, Butcher, Baker, Greengrocer	Mild. Friendly.	Most towns have a variety of shops and goods.
Gunsmith / Armorer	Elite. Taciturn.	Weapons shops occupy a special place in the hearts of many. They are tools of absolute necessity in the aftermath. <ul style="list-style-type: none"> • Snap-down armored metal shutters. • Cyborg security • Weapons-scan near the door

General Store, Dry Goods	Large, Family Owned. Traditional.	A General Store or Dry Goods (Fabrics) is often a centerpiece of the town. Mining supplies, medicine, and foodstuffs can be purchased here. Usually these stores are handed down in families for generations.
Livery (Stable)	Smelly. Functional.	Many places have stables. Horses (and other riding beasts) are common.
Bordello	Loud. 'Fun.' Keep yourself out of trouble.	Bordellos may be attached to Saloons in some towns--but usually the "bad element" is kept to a different part of town than the main-street. Bordellos may be lit, literally, with red neon. <ul style="list-style-type: none"> • Pleasure Androids • 'Orgasm Booth' (sleazy!) • VR "shows" with "full body rig • Bizarre mutants

Unusual Features

Feature	Vibe	Description
Ground Radar	"Unidentified vehicle, we see you on approach."	A Ground Radar tower can spot vehicles outside of visual range and radio them.
Generators	Rumbling sounds. A smell of fuel. Electric lights.	Towns will usually have several generators and one or two may even run at night.
Machine Shop	Hydraulics. Cement and metal walls. Vehicle bays.	Sometimes a town has a facility to repair vehicles.
Monastery	Secluded and defensible.	Monasteries don't usually exist inside towns--but may be very close by. In this case the monks teach, provide technical expertise, and, if necessary, defense.
Power Plant	Lights! Sound! Riches!!	A Cool-Fusion generator, a Power Plant still needs some fuel--but it can provide power for the whole town indefinitely with even a moderate supply. Power Plants often have elevators that connect to The Complex and must be monitored.
University / Library	A treasure-trove of ancient knowledge--but hard to use.	Universities are very odd beasts: generally they are research facilities for wealthy patrons (the teaching is in the form of apprenticeships or tutoring for wealthy kids). Libraries may have actual books--or may be labyrinths of digital archives which seem mostly corrupted.
Hospital	Where to go when things are grim	Hospitals are few and far between. They often have Age of War medical devices and pharmaceutical generators (which work intermittently). They are places where serious disease or damage can be healed--if you can make it to one.

Town - Encounters (Non-Threat)

Encounter	Notes
Miner / Farmer	
Outcast (Leper, Mutoid, Talking Animal)	May go cloaked or travel in groups.
Disease Stricken (Rad / Bio / Chem)	Possibly infectious.
Beggar	
Prostitute	
Musician	Disreputable.
Drifter	
Lookout	
Gambler / Card Sharp	

Encounter	Notes
Gene-Arch	Sometimes a town elder (or wants to be). Very political.
Templar	Rides an armed motorcycle and wears the symbol of their order.
Sheriff	
Barrister	
Banker	
Wealthy Shop Owner	
Gunslinger / Duelist / Ronin	Warrior for hire. Looks tough.
Doctor	Overworked
Mechanic	
Town Mayor	They'll shake your hand.
Master At Arms (Head of guard / garrison)	Military officer.
Android	
Mounted Gang (Motorcycle Club, Vehicular Convoy)	No code (unlike Templars). Worse stuff (vehicles may not be armed or armored).
Justicar	Wandering agent of The Law.

Encounter	Notes
Monk, Mercy-Path	
Sentry / Guard	
Miner / Farmer (produce or meat)	
Merchant	
Employee (Saloon, Baker, Butcher, Etc.)	
Deputy	
Shop Owner	
Ladies	Wealthy or not
School Teacher	
Rancher / Cowboy	
Guide / Scout / Tracker	
Adventurer (Prospector, Cartographer, etc.)	
Mercenary / Gang Member	
Curiosities	A wagon full of "wonders." May sell minor artifacts, small puzzles, and dubious concoctions. Some of these are dangerous (either they are con-artists / pick-pockets or else are selling things that are quite unsafe).

Town Encounters (Threat)

Encounter	Notes
Bandits	Bandits don't come into the town--but will ambush people outside of it.
Army Rats	Self-organized (arguably intelligent) colonies of rats that can wage war on humans (with small weapons as well as teeth).
Unstable Mutoid	A highly mutated psychotic
Raiders	Horse-riding outlaws who conduct hit-and-run raids into towns.
Vehicular Mounted Raiders	Vehicle-riding outlaws who conduct hit-and-run raids into towns
Fregs (attack to destroy)	Lean hairless barbarians with radios in their heads. Don't speak intelligibly. Genocidal.
Robot Car (armed: mini-tank)	An Age of War vehicle (civilian car) with mounted automatic guns. Still fighting the last 500 wars. These often attack towns (especially if they are not walled).
Monster Attack	Vector Wolves, C-Rexes, whatever else.
Range War	A rival town has a beef over land or other rights.
Gunfighter(s)	Expert shooters with a chip on their shoulders.
Templar War Party	Armed / Armored cycle group. Maybe your town is harboring Mutoids.
Robot from The Complex	A robot from down-below. It's had it with the fleshy humans and has managed to come up for some payback.
Plague Winds	An environmental hazard: radioactive dust? Chemical spill? Usually these come certain times of year and with warnings. A good time to be inside.
Dangerous Artifact	Someone (a curiosity vendor? A prospector? A garbage miner) has brought something back. The experts have a bad feeling about it.
Plague Cultists	People are getting sick and there are secretive strangers in town. Are they members of a plague cult?
Fire Cultists	Things have burned. People are saying traveling curiosity shop that came through was a scout for the fire cultists.
Snake Cult	There have been disappearances and ritual murders. The elders say it's a Snake Cult and the snake "god" has taken residence in the caves up in the mountains. Who in the town has been corrupted?

The Badlands and the Wastelands

Outside of town there are usually some farms or ranches within whatever the safe-radius is--and beyond that? The Badlands. The Badlands might be technically on the map--but they are places normal people never venture. The Badlands are mostly scrub, dunes, scattered ruins, and even places with trees or other vegetation hanging on for dear life.

There are also toxic-zones and bio-hazard, radioactive craters, and poisoned rivers. These are some of the more mundane after-effects of the Age of War. There are less common ones. Gravitic weapons have left great chunks of stone floating in the air in some places. Sometimes these drop without warning. Sometimes, they say, people have just "fallen up into the sky."

"Tectonic Nukes" were used to turn the ground into soup for a period of time. Entire cities have partially sunk. In some cases the rest of them were covered by sands.

There are still aggressive machines out there, eternally hunting--or just stuck in the mud, their treads destroyed--but their guns still tracking movement. There were literal monsters created by the Warlords to make war--but there were after effects of hyper-mutation that gave rise to things no one intended.

Out there in the badlands it's a crazy world. Welcome to it.

Creating the Badlands

The Badlands (or Wastelands, if you're further out) are all the areas on the map that aren't next to a town, along a major road, or a ruin. What's out there? Badlands maps generally have a few points of interests noted on them:

1. Control-Zones for factions or entities. There are areas where things patrol, hunt, or just live. If you travel into one, you'll encounter whatever's there. If it's a raiding pattern, you run a risk traveling close by.
2. Specific features. Off the highways are scattered ruined towers. There are

Features of the Badlands

Feature	Vibe	Notes
Desert	Salt flats, dunes.	Deep desert often borders the Wastelands where even reality seems to break down.
Scrubland	Arid and dry. Cactus, scrub. Rocky and hilly.	Scraggly plants cling to life amid rocks and dry river-beds.
Savanna	Hot. High grass. Strange lone trees.	Hot arid grasslands. Things hide in the high amber grass.
Mountain	Steep, jagged. Rock and gravel.	There are towering peaks--some sheared off by super-weapons. There are deep rocky valleys carved by water and Age of War fire.
Forest	Rare forests. Some tangled and dark.	Forests are somewhat rare--but they do exist. Deep forests hold dangerous things.
Craters	Huge circular basins. Radioactive. Nuclear glass	Craters are often near ruins. Over some of the large ones you can see Aurora Borealis at night as the weapons have punched through the sky.
Chemical Dumps	Ancient lurid warnings. Rivers of green goo. Mutation	Massive Age of Wonders chem-dumps have grotesque pillars of warning around them (now fallen and sheared). They are dangerous places both for the toxins and the myriad mutations (and toxic monsters) that thrive there. These dumps also contain treasure-troves of waste-artifacts.
Bio-Zones	Skeletons. Infection. Warning signs.	Bio-hazards are still-live aftermaths. Sometimes survivors become carriers, wiping out the next town they approach.

Toxic Flora & Fauna

There are literal monsters spawned from Have manufacturing processes--but there are toxic mutations as well. During the Age of War, mutagenic weapons, selective breeding, and adaptive genetics were used to try to create troops that could survive under extreme conditions. Now, much, much later, the side-effects and unintended consequences of these sciences haunt the badlands.

Thing	Level	Description
Ozone Grass	L0	Looks like purple ferns. Ozone grass has a particular smell. It is toxic to eat and can grow into strange, twisted trees.
Sulfur Dioxide Vines	L1	SD Vines are like twisty tentacles of razor-wire. They secrete a blood toxin and in enclosed spaces their toxic fumes can kill you too.
Lead Trees	L1	These look like purple trunks with clusters of thick "pods" at the top that look like gigantic grapes. They are loaded with heavy metals and toxic to the touch--but even worse, the pods are pressurized and can fall and explode (or be shot). The pods are loaded with toxic microbes.
Hydrogen Chloride Crawlers	L2	Acidic "bugs" reaching up to a yard in length (not including tentacles). They can swarm in the hundreds out of toxic pits, clinging to and dissolving anything they can catch!
Nitrogen Oxide Worms	L2	Thick gray worms that burrow just underground. Stepping on them or rolling over one is like hitting a landmine. They are sometimes harvested or bred for their capability to make racing fuel--but they are dangerous. They have lamprey like mouths and can bite hard--but worse, they contain pressurized highly flammable gasses and can explode violently when punctured in combat.
Cadmium Eels	L2	Swarms of "swimming eels" about 9 inches long and metallic colored. Cadmium Eels live in toxic-wastes flows and pools. They do not bite but contain radioactive cores. When they detect movement they rush towards it and "pulse," generating a deadly flash of radiation. A large swarm can cook a person in seconds.

Weather in the Badlands

The world's weather has been damaged. Sometimes fearsome storms rage across the land.

Weather	Vibe	Notes
Dust Storms	Great billowing clouds of dust dominating everything. Things come in the dust storms.	There are things that travel and hunt in dust storms. People fear being out in them for a reason.
Tornado Alley(s)	Threatening skies that darken quickly and glower.	There are stretches of land where tornadoes come with frightening regularity. Most theories assume that the frequency of storms is the result of an Age of War weather-weapon.
Flash Floods	Thunder and then sudden deadly quick-mud and water.	In the rock labyrinths of the badlands canyons death can come quickly in the form of water.

Ghost Bombers	The sounds of massive engines high above. Flashes of light and death.	Overhead flying in endless circles are the Ghost Bombers. They follow ancient patterns and drop deadly ordinance at random. They track large thunderstorms that hide them amid flashes of lightning.
Ball Lightning	Strange lights in the desert.	Travelers report strange lights sweeping across the desert floor. Ball lightning is seen as an omen.
Aurora	Holes in the sky filled with lights.	Strange things happen when the sky-holes glow. Auroras appear above craters in the desert and other places as well.

Unnatural Weather

Weather	Notes
D'Jinn Weather	A massive black tornado with glowing red eyes. Will chase "prey." Terrifying.
Lunatic Moons	Reports of strange, differently colored moons appearing in the sky with wicked faces abound. When a Lunatic Moon is out, people vanish. Many hear voices--the moon speaking from the sky. Legends say ... they are eaten by the moon. There are several Lunatic Moons in different hues.
Technicolor Sky	Sometimes the atmospheric conditions change the color of the sky overhead. Into swaths and spirals of brilliant colors and unnatural hues. During these times, it is said to be a bad omen to travel. Travelers claim to have met "themselves" or versions of "themselves." Parties have been entirely lost over well-traveled and safe terrain--sometimes returning from scores of miles distant--mostly never returning at all.

Roads and Highways

The landscape is crisscrossed with ancient roads and trails.

Roads	Vibe	Notes
Trails	Muddy, winding paths.	Trails through the badlands are as often created by animals as man. As such they tend to run near water and food. Some of those animals--or herds--are very dangerous (Hammerhead cattle, for example)
Gravel and Dirt Roads	Dual-tracks where vehicles run. Weeds and overgrowth means it hasn't been traveled in some time. Has the town ahead vanished?	Gravel roads are created using rocks from dried stream or river bed. Dirt roads are just trails with higher traffic (especially vehicular).
Paved Roads	Cracked with weeds. Old fallen signs from ages before.	There are many roads from the Age of War that still exists and are vehicle-worthy. These are mostly in need of repairs that are difficult or even impossible to make.
Age of Wonder Highway	Magnificent roadways. Soaring interchanges. Looks like new.	The Age of Wonders saw vehicular traffic and some of it ran along massive super-highways. These are self-repairing multi-lane roads (often raised). There are ancient crumbling plazas, old directional signs. Fallen--but still flickering billboards, and exit ramps that descend into pits. Often these roads run next to ruins.

Encounters in the Badlands

Encounters in the badlands run from human encounters (both threats like bandits and non-threats like traveling pilgrims) to non-human threats (packs of 'Evolved Hyenas') and Places (such as coming across a town, a ruin, or a radioactive crater)--and monsters. Monsters are addressed in the Monsters chapter.

People Encounters (Non-Threat)

No encounter out in the badlands is truly safe--but not all travelers are predatory.

Encounter	Description
Refugees	Disaster is everywhere. Refugees are fleeing survivors, often carrying everything they have in packs.
Pilgrims	There are a number of "pilgrimages" for either the spiritual or the wealthy. These involve visiting 'pacified' ruins of the ancients and receiving lectures or lessons from the Ethics Priests who reside there (in guarded enclaves). Pilgrims are often serious minded, somewhat self-important, and have guides and guards.
Merchants (small group)	Merchants, traveling curiosity shows, and traders will typically have a wagon filled with goods to barter and sell
Vehicular Caravan	Along a road there are sometimes convoys of light trucks or, rarely, a heavily armed big-rig and its escorts.
Monks	Traveling educators, doctors, and engineers. Monks have usually sworn off using weapons (which in many quarters gives them a pass from brigands and raiders--but not always) and have codes of helping those in need.
Prospector	A traveling treasure hunter. The very successful ones will have an all-terrain vehicle. Others may be on foot or horseback.
Cartographer	Members of a gild that are sworn to map the world. Cartographers tend to be gregarious and often somewhat loopy (and are seen as naive). They do usually have strange stories and have seen a lot of things.
Templar	Road knights on armed and armored motorcycles. They have a variety of codes that they (sometimes) live by.
Ethics Priest & Acolytes	Traveling Ethics Priests (and Acolytes) move from town-to-town adjudicating disputes through ethical argumentation and dispensing sermons on the corrupt nature of man and the aftermath as punishment for humanity's excesses. Expeditions usually have armed guards.
Justicar	Traveling lawmen and women with an ancient code and a (generally) recognized right to enforce the law and bring justice. Justicars are usually well trained in combat. They are a welcome sight on the road (unless you have a price on your head).

Place Encounters

Encounter	Notes
Town / Village	The encounter is a town seen in the distance.
Outpost / Colony	The characters come across a low-profile colony or outpost.
Known Ruin: Structures	Visible buildings--covered with vines and dust. Dangerous.
Known Ruin: "Empty"	Broken cement and fallen scaffolding grown over. The "ruin" is a spread of asphalt and steel--maybe a set of hollowed out structures. No longer has treasures--but can house bandits, monsters, and so on.
Road	The characters come across a gravel or better road or well worn trail.
Forest (or other different environment), water	The characters encounter a forest or body of water (can be any unusual environment such as a large cave complex as well)
Hazard Zone (marked)	Biological, Chemical, or Radiological. Fair warning is given.
Hazard Zone (unmarked)	If "off the path" a chance encounter with a hazard zone can be deadly. Carry warning sensors!
Chapel or Inn	Ethics (or older) Chapels exist in many places and are sometimes staffed (the staff tends to hide and watch). There are precious few roadside inns--but some do exist. They are usually bunkers and have defensive staff.

People Encounters (Threat)

There are lots of threats out in the badlands. These come from people.

Level	Humans	Description
L1	Bandits & Highwaymen	People (often gangs of 2-5) lie in way to ambush travelers. Weapons can be crossbows and swords up to firearms. Typically they will simply take valuables and leave people alive--but not always.
L2	Raiders	Raiders attack towns or camps and usually try to take valuables by force. Raiders may be on foot or horseback and are usually more murderous and well-armed than bandits.
L3	Fregs	Non-Verbal barbarians with radios in their brains. It's not clear who controls them (a warlord in the Wastelands, it is thought). They have vehicles and are homicidal and suicidal.
L3	Mounted Raiders	Gangs with vehicles and guns.
L4	Templar War Party	A Templar War Party is a group of armored "knights" with some genocidal code of conduct.
L2	Fire Cultists	An enclave of flame using end-the-world-in-fire cultists. Usually pose as ordinary travelers--but sometimes one may run across their secret underground bolt holes and weapons caches.
L2	Plague Cultists	Nihilistic followers of a disease based "religion." Their goal is to spread the plague. They travel with covers to conceal their disease. If uncovered, they will try to infect whoever they can.
L1+	Snake Cultists	People in the thrall of a telepathic monster. They seek to bring their master food and "gifts" (other humans in both cases).

Non-Human Encounters (non-Monster)

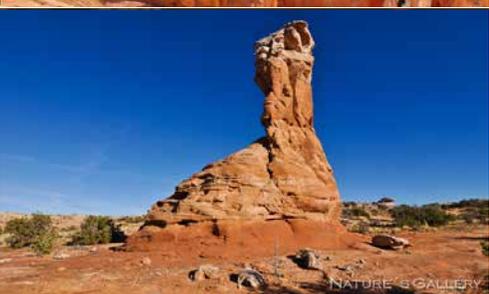
Non-Human / Non-Monster encounters are run-ins with things that aren't humans--or random mutants--but also are not exactly monsters (these are things that live in colonies or have human intelligence and could be played as characters in some cases).

Level	Encounter	Description
L0	Evolved Hyena Pack	A pack may have 4-12 members under a matriarchal leader. Evolved Hyenas can be quite deadly--but they usually cautious about going after hard targets.
L1	Ogore Gang	A gang of humans led by a massive, muscled Ogore. They may be raiders, bandits, or otherwise. Ogore are quite capable of operating vehicles and some ride reinforced motorcycles.
L1	Bone Stalkers	Solitary exoskeleton-clad hunters who can track targets across a vast distance.
L2	Glorph Mother	An obese frog-like thing with a huge maw in its stomach. They can "birth" small, dwarf-like "Glorphs" which breathe fire.

Natural Terrain

The Wastelands can be grim places--but they also have a terrible natural beauty to them.

Terrain	Description	Picture
Arroyos	Dried streams that can create small, roughly-hewn canyons in the desert landscape. Arroyos can be narrow, but can also be deep, although most are rather shallow and only a few yards/ meters wide.	
Buttes	Small mounds of rock that have been carved rather sharply or jaggedly at times by constant wind erosion.	
Dunes	Windswept piles of sand that have many shapes and patterns that can change just as suddenly as the direction and intensity of the continual high winds usually prevalent in the desert. They can easily reach heights of as much as 820 feet (250 meters).	
Mesas	Large flat-topped hills created by constant wind erosion. (like a Butte but bigger)	

Terrain	Description	Picture
Playas	Dry lake beds that have no outlet, but can serve as temporary storage of water and salt and other sediments deposited in arroyos during a flash flood caused by sudden heavy rainfall. The water that collects there either evaporates or seeps into the earth. The salt remains and builds up on the surface. (Salt Flats)	
Natural Arch	A natural arch, natural bridge or, less commonly, a rock arch is a natural rock formation where a rock archforms, with an opening underneath.	
Canyons & Gullies	Large, deep trenches in the rocks	
Hoodoos	A tall, thin spire of rock that protrudes from the bottom of an arid drainage basin or badland. Hoodoos, which may range from 1.5 to 45 metres (4.9 to 147.6 ft), typically consist of relatively soft rock topped by harder, less easily eroded stone that protects each column from the elements. They generally form within sedimentary rock and volcanic rock formations.	

The Ruins

Ruins in HaveNot are an incredibly important part of HaveNot: in general play you Level Up by completing “installations” (levels of Ruins that are large enough and of sufficient Threat Level) to count. We have an entire chapter on the creation of installations--however, as to the general types of ruins?

The Vibe of the Ruins

The ruins have a smell to them: burnt and metallic. There is a beautiful haze that hangs over everything. Approach the ruins at sundown and you’ll see that light breaks into a spectrum of amber and burnt sienna with hints of jade and deep purple. When you have traveled in the ruins you carry that smell with you--the smell of arid, desiccated history.

The cities also appear timeless, ageless, and changeless. This not true, for they settle, they collapse. Things move within them. They are, however, so very nearly still that one might be forgiven for thinking that they have always been exactly as they are now.

So, you wonder, what are the ruins like?



Quiet. Except for the distant cry of carrion eaters, circling far overhead. And quiet, except for the faint whistle of wind traveling through something narrow left open. Quiet, except for the almost inaudible settling of stone and the soft rumble as tiny fragments of gravel seek equilibrium over slow centuries. Quiet because the Things that can make noise are watching--and lying in wait.

Bleached. That is, without hue or tone. The sun has been merciless in these past centuries and the bright colors of the Age of Wonder have faded until almost everything is washed out.

Burnt. During the Age of War fires raged unchecked here, rolling for miles, consuming everything that could be consumed and blackening everything else they touched. The sun and the wind have washed away the soot and the blackened walls have faded to gray with age--but there is still ash everywhere.

Labyrinthine. The great ruins go on for miles and miles and miles. Walk in the right direction and you can walk for hours without ever seeing the horizon--just walls on either side. And through the cracks and broken vplaces? More walls--and walls behind those. These are walls of buildings. Inside those buildings are narrow dark halls and rooms, usually long purged of any meaning. You can get lost there easily because collapse has rendered many of the roads impassable and each way looks much like any other.

The cities also go down--indefinitely, perhaps, mingling with The Complex far under the earth.

Hallowed Ground. Unknowable thousands (or more) have died here--under all manner of circumstances and in all manner of ways. Age, blistering light, and relentless heat have burnt away almost all the physical traces of the dead (of course there are still bleached bones,

easily uncovered), but the sense of what happened here remains. In the built-up canyons between the deserted buildings the ruins feel very much like a vast tomb or monument. To walk in the ruins is to feel the weight of memory and the somber eternal silence of the dead.

Fascinating. There is endless variety here. A sidewalk is worn smooth by time and polished white like bone. To the left is a sloping hill of shattered cement and brick. It was once a building, now fallen. There are sharp fragments and rusted metal girders poking up from the broth of rubble. There are old metal streetlights and great rectangular open spaces gaping like moths that once held shop displays. There are alcoves and kiosk machines and stranger things. There are remains--a cup, a picture, fragments of fragments.

Deadly. In the vast, serene spaces of the ruins you might forget that death is here but your body won't. The primitive, animal parts of your brain aren't tricked by the depth of quiet or the intensity of stillness--you instinctively feel that the ruins are dangerous. Why? All manner of things lurk here--from heavy metal toxins and biological nightmares to ancient weapon-systems still searching for targets and following orders given centuries ago. Machines are very, very patient and some of them are very, very good at killing. There are living things as well. A few are friendly. Many are simply predatory and violent. Some are hateful. The ruins have swallowed things--entire armies--without a trace.

Rich. The ruins are filled with miracles. There are things lying in the rubble, covered with ash and dust, which will change your destiny if you find them. There are treasures hidden in collapsed garages and buildings with a thousand empty rooms and one that contains a child's toy that can raise the dead. There is a radio on the 61st floor of a broken skyscraper that will answer questions that have consumed the new age. This is only the beginning. The great Wonders of the Age of Wonders are still out there somewhere--even if old and perhaps broken. The ruins are the Garden of Eden after The Fall.

Welcome to it.

Ruin	Vibe	Notes
Great Ruins	Massive collections of shattered towers. Rubble filled streets. Going in often means death	A Great Ruin is a ruin of a city. It contains miles of destroyed buildings--some toppled, some standing. It may have Age of Wonder or Age of War starscrapers still standing. There is often an "ecology" of war machines, Chimeras, and other things among the Great Ruins.
Sunken Installation	Dimly lit halls. Laser-barriers that will cut you in half. Guard robots. Old, enigmatic computers built into "battle stations" with constantly flowing "warning glyphs" and soft chattering sounds.	Lots of command centers, field hospitals, and so on were built and hit in the Age of War. Installations tend to be out of the way and often buried. Internal robots tend to be relatively blunt compared to the more "personality enhanced" robots in The Complex.
Age of War City (Urban Ruin)	Skeletal radioactive buildings. Rubble and half-standing walls. Collapsed over-passes. Tilted buildings.	An Age of War city will have been hit hard. Unlike an Age of Wonder city, Age of War ruins usually lacked the nearly-indestructible materials necessary to survive tactical nukes and other such terror-weapons. That said, they were massive prizes and were heavily fought over. They are full of old war machines. The good stuff tends to be hard to find.

Bolt Holes	Hidden bunkers. Weed covered hatches. Old minefields.	Bolt Holes were used in the Age of War as places to retreat or re-supply. They are usually defensively buried (as opposed to 'sunk' by the enemy) and have concealed above-ground accesses. They are smaller than installations (generally) and are, if not already ransacked stocked with anything from ancient food to medicines to weapons or vehicles. Bolt Holes are prized by Cultists who seem to have an affinity towards finding them (some of the designer nihilism from the Age of War created the cultist, perhaps this is why) and uses them for bases of operations.
Civilian Structure	Old logos. Friendly signs. Death.	As noted, there were a lot of periods of "civilization" during the Age of War (for people currently 'winning' anyway). In some places things like shopping malls, old service stations, or corporate offices might still exist. As with everything else Age of War, the robots within these are usually both armed and highly dangerous.
Tunnel Networks	Dim tunnels. Sealed hatches. Military insignia.	The Age of War saw a lot of "digging in" and there were extensive underground bunkers and networks. Underground networks can be command centers, survival pods, and so on.
Concrete Plain	Expanse of broken cement. Shattered pillars. Husks.	One of the most common--and least dangerous--types of ruins is the concrete plain. This is a large expanse where a building (or buildings) once stood. Now it's a fairly open broken "parking lot" with weeds growing through it. There may be partial fallen chain-link fences--or even a few old concrete husks of buildings (sometimes burnt, sometimes covered in swirls of ancient graffiti). There is nothing innately more dangerous about Concrete plains than any other stretch of rock or desert (things can hide in the buildings, for example). However ... sometimes (often) these wrecks of buildings had underground levels. Sometimes things shift and those can be opened.
Skyscraper Outcrop	Massive towers reaching up into the sky. Some shattered, some whole.	A few places Age of Wonder buildings remain out in the badlands. Often these are sealed and hard to get into by may have tunnel networks or other buildings around their bases.
Decayed Structures / Compound	Vine covered ancient mazes. Cement husks reclaimed by nature.	There are a lot of buildings that are just large (in some cases huge) wrecks. Often these have radiological or chemical hazards--as well as dangerous animals or even robots that have moved in. Mostly these places are considered "haunted" by locals--but prospectors know that lots of these ruins can have hidden accesses to underground chambers that may not have been ransacked. These unexplored areas can have "live dangers" (defense systems, traps, robots, access to The Complex, etc.)
Tombs	Resting places of Very Important People of the Age of War	There are many different Tombs and Tomb-types. They are detailed below.

Tombs

During the Age of War, needless to say, many, many, (many) people died. However what's more interesting than that is that not all of them died equally. The agents, Captains, Lieutenants, and so on of the Great Warlords died better than most. By this, we mean, their remains--and lots of their stuff--were interred in self-defending installations generically called "Tombs."

Tombs are considered excellent finds in that they are often stocked with the treasures of the interred. They are also considered extremely dangerous because unlike, say, a dormant--but hostile--installation, Tomb-makers knew they would be "raided."

Who Got The Tombs?

Not everyone who died--and not even everyone in a Warlord's Army--got a Tomb. Tombs tend to be at Levels 5 (a Great Lieutenant), 10 (A Captain or Major), 15 (A Commodore or Colonel), 20 (a Great General), and 30 (a Great Warlord--albeit, perhaps, one of the less wealthy ones). These are generalities--there is room for all kinds of play within the limits (a L3 Tomb could be for a favored functionary).

Where Are The Tombs?

All over. Some were hidden so well that people built towns on top of them (or built the town or structure there knowing there was a dangerous installation below it!). Many are "up in the mountains," under lakes, or within radioactive craters. They could be, however, literally anywhere (floating in the sky?).

Why Build Tombs At All?

Ah--good question! Tombs were built for a number of reasons. The most 'legitimate reason' was this: when someone important died, their body could be--in the early Age of War, at least, 'frozen in stasis.' This was a literal time-freeze for someone who was dead or (even better) almost dead. With the universal, reality altering network known as UbiNet down, the Age of Wonder "revival techniques" didn't exist so death, was, as they say, death--but *if it ever came back up?* Well then--then you could well be brought "back to life."

And if *that happened, well, you wouldn't want* to be poor, would you? You knew what you did to poor people . . .

But this thinking, reasonably logical for the Age of War as it was, wasn't the only thinking. Here are some other reasons people built Tombs.

	What They Believed	Notes
Stasis Tomb	That UbiNet might come back on and they'd be ready.	These tend to have a body in stasis at the "bottom." They are dangerous, have fake treasure rooms, and other deterrents.
Worship	That the Great Warlord was some kind of God-Head or other target of worship. In this case the functionaries were also worshiped to some degree. The Tombs were made to preserve bodies and gear--and their legend.	Lots of command centers, field hospitals, and so on were built and hit in the Age of War. Installations tend to be out of the way and often buried. Internal robots tend to be relatively blunt compared to the more "personality enhanced" robots in The Complex.
Service Tomb	That their service to the Great Warlord didn't stop after death--or, indeed, ever. They would be placed in a cyber-sarcophagus and slowly converted into a Mech-Lich. Then, when wanted, the Great Warlord could "raise them" to continue fighting as an automaton in his/her armies.	In order to make this even slightly appealing, the Tombs were created with great pageantry and the subject was promised some decades or centuries of "rest."

Monument	Similar to "Worship" but without as much of the "religious element." The tomb is built as a monument to the person interred and the Warlord they served. This will have histories and hagiographies of the person interred.	These were often pretty public with treasures on display in trapped display cases and so on. They might have tall metallic-glass spires or other locations. Some had gift-shops.
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Ruins Features

These are examples of things one might find in the ruins.

Feature	Notes
Collapsed Overpass	There are raised roads that run through urban ruins. These are often the safest way to move through them. Often these structures were hit leading to partial or total collapse. This can force travelers to ground level--and far more danger.
Partial walls	These are jagged concrete or other material structures that come out of the ground and can make moving through a concrete plain or urban area more difficult--and dangerous. They can hide ambushes and other things.
Concrete Husk	A Husk is a building shell with all the fixtures gone. There may be staircases inside but doors are usually just empty rectangular arches. They may be covered with ancient graffiti or burned.
Sealed Structure	Buildings constructed with Age of Wonders technology are often blast-proof and damage resistance. These structures are usually inaccessible unless (a) the characters can get a key-card or other pass-code or (b) the characters can enter through underground structures or other connected buildings that are not sealed.
UbiNet Kiosk	These look like "ATM Machines" with extra screens, cameras, and other controls. Usually they are dark--but if they can be powered up / turned on they can provide local area maps, communications, or other data. They tend to be heavily degraded and sometimes incoherent--but they can also release doors and call robots if requested.
Parking Structure	Large, often collapsed buildings that housed vehicles and are mostly open. These are locations where, if inhabited, favelas are constructed or market-stalls. In more remote places, they can be lairs for predators--or even contain ancient vehicles.
Tube Entrance	There were extensive underground trains and transports. Many of these doubled as shelters during the Age of War.
Skeletal Skyscraper	A tall building that has been badly damaged. These may be inhabited by either humans or non-humans, robots, or predators. Often there are levels that are difficult to reach (collapsed stairs, sealed heavy doors, etc.). Prospectors will often try to find a way to the top floors where there may be un-looted levels.
Mega-Housing Complex / Archology	There are truly massive buildings that were designed to hold thousands of people. During the Age of War these were meant to service an entire society with entertainment, what passed for jobs, medical care, and so on. In the ruins these may be inhabited by extensive warring factions and robots. If badly enough destroyed they may be filled with rubble. They were also heavily fought over--and can contain interred war machines.
Auto-Factory	When the Distro-Points stopped working, there were still the capabilities to create automated factories. Many of these were used for war-bots and are heavily dangerous / infested with ancient war machines. Others built consumer goods or weapons or other things. Most of these were hit to one degree or another during the wars--but may have parts that still exist or still be producing toxic wastes.
Medical Center	These could be "field hospitals" (which in Age of War terms are permanent structures). They will have recovery bays, auto-doc systems, psychotic nurse-bots, heavily guarded / trapped medicine "vending machines" and so on.

Personal Transit Tube, Slide-walk	The ancient cities had some strange ways to move around. One of these was a series of transparent tubes with personal "transport slugs" a person would get into and be sucked through at high speeds. Some of these still exist and work--but are random in where they take you (the tubes branch off and reconnect and have switching stations that allow slugs to pass each other). Slide-walks are moving walkways. Some of them use energy fields that ensure that movement against the walkway is impossible. Malfunctions have left some areas with maze-like paths of limited directional movement.
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Signs of Those Who Came Before

There are a lot of things left in ruins. We have listed many of them in side-bars and tables. This is some of the larger or more significant things one might find.

Sign	Vibe	Notes
Personal Shopper Hologram	Cheery, helpful, unaware the world has ended.	Maybe it looks like a cartoon tiger or princess. Maybe it looks like a helpful young lady or man. Perhaps it has the glowering appearance of a battle-machine with a sense of humor. The holographic Personal Shopper is an intangible entity who will help you get the goods you need--it isn't aware that the shops are rubble and is completely confused as to why you are being hunted by psychotic robots. Sometimes these can be helpful though, directing the characters to aid or hiding places. Other times they are just annoying. Attacks or orders to leave will dispel them--for a short time. They're persistent.
MoveBoards	Big, bright, and happy	Giant billboards that light up with moving video screens and telepathic message broadcasters! They advertise inscrutable events and products from an age long passed.
Vending Machines of the Ancients	Glowing with promise.	These devices are scattered throughout many ruins. They sell all kinds of things. They'll also take, well, just about anything as payment (their maws are good at determining what something is valued at--they will also take Have-Not money). They tend to evolve--many sell weapons or medical gear. Some vend artifacts. They move around.
Happy Fun Machine	Enigmatic. Fanciful. Odd.	Looks like a jukebox with stubby legs and arms. They have primitive electronic faces, flashing lights, and play garish electronic music. They seem to believe they, and things they encounter, at at some kind of extravaganza or celebration and everyone is there to have a great time. Their approach is friendly (they are not dangerous) and they hand out tokens (no one knows what they are for), inflate balloons, give out small "toys," and so on. People who have encountered them say they are omens of strange things happening--of time being out of joint. Happy Fun Machines are impossible to keep track of. They vanish from captivity, seem to disappear the moment they are out of sight, and expeditions sent to capture them are fraught with difficulty.
Camera-Borgs	Curious, voyeuristic	Cameras are terms for a variety of non-hostile robots that seem to do little more than take video of things they find interesting (people being attacked by robots count). Examples include Hover-Cameras (small fat flying camera platforms) and Cam-Snakes (biological snakes with cameras for heads). The snakes are literal cyborgs and make decent pets.

HaveNot Adventure - Situation Design

If the “setting” is the physical location and a lot of the things that don’t “move around a lot” (such as ancient installations to explore), Situation is all the moving parts of the game that impact the PCs. Creating the starting situation is one of the jobs of the GM. In order to do this, the GM should have an idea of who the characters are and what their “company’s” objective is (in general).

The standard game expects that the characters will be amenable to and even seeking out, adventure--but there will be different applicable situations for a group of Journeyman Rangers (who are seeking justice and looking to help people) vs. Salvage Experts (who are artifact and treasure hunters).

Situation is broken down as follows:

- **Hooks** - Elements of the Situation that the players are aware of and interested in. This can be things like “missions from someone you are inclined to take missions from,” “ruins to explore marked on the map,” or the general case of “problems you guys would be interested in solving.”
- **Personalities and Machinations** - The standard HaveNot game involves scheming Executives from Ultropolis, evil bankers leaning on land holders outside the town, stalwart sheriffs who need some help keeping order and justice, and so on. The situation can include a set of personalities who either are accessible to the PCs (possibly as patrons), or have plans in motion that impact the PCs in some way (if only accidentally).
- **Immediate Crisis** - Attacks by cyborg cycle gangs, a plague sweeping through nearby towns, or monsters attacking each night are examples of crises that imply immediate attention. They’re “hooks” for “everyone in town.”
- **Personal Objectives** - The PCs can be created with personal objectives (these should be discussed both with the GM and the other players to make sure everyone is on the same page). Players are encouraged to pursue their character’s personal objectives during play and the GM should take these into account when making the situation.

An Example Starting Situation

Let’s look at an “example starting situation” for a ‘standard HaveNot game.’

Who Are The PCs?

The PCs are a group of childhood friends who grew up together in the same town. They have different nominal professions (two are trained as warriors, one is a psionic mutant mercipath, one is a scout / hunter). What they all share is a drive for adventure--a wish to see more of the world and to get out of the town they’ve grown up in.

Setting - Lew's Mistake

The characters are in the ThreeTowns area in Lew's Mistake. They have recently come of age and have decided, being capable Level 1 characters, to start looking for opportunities for adventure and experience.

Starting Hooks

The GM will refresh these over time and will expand them as things in the game-world change. At the very start:

1. There is a posted bounty for the return of Effie, a prized cyborg Battle Turkey that has been stolen by brigand-leader Magoul Vore. Vore is Threat Level 6 (powerful) but the turkey is being sent around from camp to camp as a trophy and can be intercepted more easily out in the Radium Hills.
2. There is a posted job for security on the Coffin Express carriage route between Lew's Mistake and Dry Death. The characters know Dry Death as a dangerous, lawless town (Threat Level 4) full of treacherous gunslingers and mutants. The job doesn't involve spending a lot of time there, but just visiting might be interesting.
3. There are two notes about discovered bunkers / ruins of unknown nature nearby. People don't like having ancient ruins un-cleared. There are small posted rewards for the characters clearing them with an Auto-Map report for proof (they can rent an Auto-Mapper at the local Post Station).
4. There is a local ballot coming up soon to appoint a new Hyena Control Officer--a person tasked with dealing with the Evolved Hyena tribes outside the town limits. The current incumbent, Stravius Olcure, is the favorite--but someone the characters know--a daughter of one of the town's gentry named Einilia Zoft is in the running and she believes that there can be better relations (and thus security for everyone) with a little diplomacy. One of the characters has a message from her to come by her office above the local inn.

Personalities and Machinations

The GM has several people identified as potentially interesting NPCs. These are:

- 1. Brigand Leader Magoul Vore** - He is a flamboyant rogue with an honor-guard sword-carrying hyper-fast mutant sisters. He covers the lower portion of his face with a protective filter-mask with thick hoses that run to narcotic-laced tanks on the small of his back. He carries a gyrojet gun and rifle. He is feuding with the owner of the Battle Turkey and has stolen the prized turkey and is parading it around daring the owner to come and get it. He fully intends it to go back--so he is having his Battle Turkey trainer teach it to say hugely insulting things about its owner.
- 2. Stravius Olcure** - He is a corrupt politician who is playing both sides to enrich himself and maintain his lucrative position. In person, he comes across as a gruff, no-nonsense bad-ass with a whiff of culture and chivalry (especially if there are rich ladies present).
 - a. Publically, he is pledged to manage the constant threat from the Hyena tribes by whatever means are necessary. Over several years in this position, he has learned that the Tribes are not always as dangerous as the townspeople believe them to be, and when the threat wanes, he is best served by using his diplomatic contacts inside the tribes to cause an incident. That is the case, currently: Stravius has been using

his Hyena allies to step up attacks on the town and the Coffin Express to crowd his competitor, Zoft (an acquaintance of the characters) out.

b. Zoft has been contacted by some of the Evolved Hyena scouts who know that the situation is being manipulated. They have proof (recordings) and will exchange it for some money and concessions in the future. She wants the PCs to go out and perform the meet.

c. Olcure has gotten warning and is threatening her to stay out of the situation. He has an operative watching her, a L2 gunslinger for hire named Erwin Dolon, who will threaten the characters after they go to meet her--and will, with his squad of thugs, try to prevent them from helping.

Immediate Crisis

There is no immediate crisis in this example scenario.

Personal Objectives

One of the characters is an aspiring gunslinger - wandering lawman type. He hopes to join the Rangers someday (in a kind of "if he can find these quasi-mythical justice-knights" kind of thing). The GM works with the player to create a backstory of a mercenary gunman who killed an older childhood friend in Dry Death. The wanted man is L4 (and beyond the reach of the starting characters)--but if they go to Dry Death, he'll make an appearance (he works for one of the town's aristocrats as a stylish enforcer) and set up future conflicts.

Starting Setting Features

The GM creates maps for two bunkers (both L1) and an L2 Age of Wonder installation out in the hills that the Evolved Hyena tribe knows about and would like the PCs to examine for them.

The GM determines that the surrounding area around Lews is L0--but going out in the hills is L1. There are tracks and trails that the scout character will recognize as L2 (with some L3) areas.

General Level of Intensity

Starting the game with the PCs being captured and sold as slaves to some would-be minor-league warlord is a legitimate way to start a game if the players are okay with it (they should be told this is how the game is going to start if you're going to do something like that). The level of Intensity of the Situation is our term for how "pressing" an element of situation is.

For example, a job posting on a message board that's one of several is LOW intensity - the characters might choose to take it or not. It doesn't require their attention. An attack on the town by an Evolved Hyena pack is HIGH intensity: the characters are in combat (they can choose to hide or run, of course, but the threat is extant).

Medium Intensity hooks or events are things that apply directly to the characters but do not require action. Someone asking for help is a MEDIUM intensity event so long as it is not an emergency request that the GM and Players know they are expected to act on as soon as it comes in.

There's no right-or-wrong level of intensity for Situation and the GM can include a good mix--so long as (a) the situation is calibrated to be interesting to the Players and relevant to the PCS and (b) the group dynamic is good with the level of situational pressure.

In the above example, all the hooks are LOW with the exception from the request to meet from the friend which is MEDIUM (because, presumably, the characters are expected to at least check it out--even if they don't take it). Note: the election is "several days off" so the pressure to go and meet with the Hyena scouts is not intense. If the PCs would prefer to do something else first, there is easily time.

Pacing of The Game: Levels and The Character's Economy

An important consideration for the GM will be how the game is expected to unfold over time. The GM is responsible for facilitating time-shifts and pacing (although all players will have a say in how the game's timeline proceeds). In terms of "pacing" HaveNot has several specific tools that help define pacing. These are:

- 1. Leveling Up** - The pace of leveling up will determine when the game goes from being more "local" to epic-scale (if ever).
- 2. Money (Credits)** - Credits are not a pacing mechanism per-se but things that are worth money go hand-in-hand with adventuring and leveling up. The character's acquisition of cash is also a motivation to take jobs that don't involve going into installations so keeping track of the character's economy, at least in a broad sense, is important. The Leveling Up and Installation Creation rules will cover how characters should get paid. The GM and group will also want to assign a general 'burn rate' (even if not strictly tracked) that will incline them to want to take jobs.
- 3. Gaining Character-Point Experience** - When the timeline in the game indicates that the characters have become more seasoned, the GM should award Character Points to allow the improvement of skills, stats, and CP Traits. This can indicate that the characters have overcome some significant set of obstacles, have suffered a defeat that counts as a "learning experience," or otherwise have 'matured' in some way.
- 4. Moving Maps** - If the characters are travelling around (which they will do in the 'standard' game) and they are ready to move on, the GM can introduce a new map, possibly via the Mother Road. This will usually happen after a few Leveling Up episodes.
- 5. General Time-Passage** - ADP, Flack, and Power Fields will be recovered after "several minutes" of In-Game time passage. The specifics are not exact--but between combats, unless they are coming in close waves, these expendables should replenish (Exception: Monster ADP taken in lieu of Damage Points from Size Change Traits is recovered like ordinary Damage Points).

Pacing - Leveling Up

The basic rule is that the characters "Level Up" by going into a "installation" (either an Age of War or Age of Wonder 'ruin') of appropriate level and entirely or mostly 'clearing it.' As an In-Game explanation, the world, with the remnants of UbiNet, a kind of 'social network' that was woven into the firmament of reality (see the HaveNot History chapter for more on this) recognizes the characters as deserving "deeper access" and "unlocks" more potential in them."

In meta-game turns, Leveling Up should be a punctuation mark after a significant challenge (installations of equal or greater level to the PCs should represent a tough challenge) and a reward for success. They also indicate an escalation in abilities that will increase the scope of what the characters are expected to be able to deal with.

Level 1-4 characters entering Ultropolis (probably to meet with executives) will find it a dangerous and grim place where security forces could over-power them and an Executive's personal defense robots are extremely powerful.

Level 8-10 characters coming back to Ultropolis would be seen as dangerous individuals who would be treated with fear / respect by individual actors and would be difficult for individual police units to control.

If the characters come back at Level 35, they could be planning to storm the starscrapers and lay-waste to city itself.

Installation Design

We have an entire (large) chapter on this--but the elevator pitch is this: on any given "map" there should be a couple of at-level installations, maybe a couple below-level, and one or two above-level installations. When these are cleared the characters, if they have otherwise successfully resolved all the other hooks / events, will move to the next map.

Our pacing put an installation-level at about 13 hours of play-time (estimated) and we had roughly 10 hours of play in-between (in some cases, though, one right after another--but that was rarer).

This gave us a rough estimate of 23 hours of play per Level-Up. The group should decide what makes sense for them--but this pacing is roughly accurate for us over several years of play. An installation usually involved 3-6 battles (not all of the same "intensity") and several hours of exploration, solving logic puzzles, and so on. The Installation-Design chapter has details on creating these to various specifications.

Money and Levels

Characters get money one of two ways (three if they have a "steady job"--although that is a bit abnormal for the 'standard game.'). The first is by doing jobs. Jobs are things like claiming bounties, providing security, and so on. The second is by going into installations (or ruins, etc.) and claiming valuable loot.

Some of what the characters will bring back will be gear--some will be actual credits. Some will be things like "gift cards" (which the ancients were fond of) or gear that will be sold for credits (things like robot's power-cells are of little use to most PCs unless they have an establishment with generators--but will sell for money).

As the GM, you will want to provide a mix of gear and money (including gear that is meant to be sold).

The Purpose of Money in the Standard Game

It is not difficult to imagine a game where the PCs are literally traders--running between towns--or a group of people running a shop of some sort. This, however, isn't the primary focus of the



game and as such, the economy we're providing is geared towards groups that are adventuring. In this case, money is primarily used to buy better gear, buy specific gear (i.e. you didn't find the weapon you were looking for--but you can purchase it in one of the shops), to buy expendables that enhance you (healing packs, grenades, etc.), and, maybe later in the game, to buy things like vehicles (or a base of operations or something).

As such the character's income is designed to encourage the taking of jobs (for smaller amounts of money) and going into installations for larger ones. Let's look at how this plays out.

First Things First - What's My Burn Rate?

The average person doesn't make, or spend, a lot of money each month. Meals are a fraction of a credit, so are most drinks (in most places). And adventurer's general "burn-rate" is about 30c per week for a room and meals. The GM will have to determine how time-passing is handled, if significantly at all.

It is not key to the game to track days and small-cash expenditures--but the GM should try to ensure that there is sufficient interest in taking jobs or otherwise engaging with the world (of which a profit-motive is an efficient one).

Starting Out

Characters are expected to start with 4 AP of weapons and 4 AP of Armor (worth \$1000), a few sets of adventurer-style clothes, and 200c to spend on gear.

Money for Installations

Question: How much good stuff is in an installation?

Answer: Obviously that depends on the Installation. But -- in general -- the more dangerous the maze, the greater the reward for going in and coming back alive.

In JAGS HaveNot, Installations are rated by their "Level" which serves as a guideline for the power of the monsters and traps (the risk) and the total amount of treasure in the installation (the reward).

Total Haul: If you visit every room, find every secret door, kill every monster and extract the treasure-bait from every trap, you'll return to the surface richer by the "Total Haul." Some of this will be in terms of treasure (artifacts) the characters will use (better armor, better weapons). Some in terms of things that are meant to be sold (robot's power-cells), some in terms of actual money (gift cards, loot hoards).

The GM will determine what the distribution is, leaning mostly towards artifacts (we have rules for creating installation levels that go into this more deeply).

Character Level v. Installation Level

Characters of any level can enter an installation of any level if they know where it is -- if your 2nd level characters find a map to a 4th level installation, though, be warned: the threats therein are probably well beyond your ability to survive. Likewise, if your 10th level characters find a 7th level installation, it'll be something of a cake-walk and while it'll provide some decent spending

money (relative to your extravagant 10th-level lifestyle) you won't get a new level out of it.

Important Note: Adventuring Characters who "complete" an installation generally level up if the installation is their level or higher. Going into lower-level installations will not result in a new level.

Important Note: Installations don't necessarily advertise their level. In canonical HaveNot, people do walk around saying "I'm an X-Level guy." Back in the Age of Wonders, computer (and even Tabletop) gaming concepts bled all over culture and reality. But today, a dark hole in the ground might lead anywhere. If your characters have information about what's down there, they might be able to guess a level or level range... or not. Determining an installation's level is mainly for the GM.

Important Note: Installations might be all over the place in terms of threat. An installation could have no treasure and be full of deadly, high-level robots. An installation might have a maze of empty rooms with an unguarded box of loot at the end. It might be Level-1 in some places and Level-10 in others. These guidelines are designed to let the GM make informed choices when designing installations, not to enforce ideas about balance or progression.

For a good-but-not-overwhelming challenge that yields a suitable reward and will enable your characters to Level Up, characters should aim for installations that are the same level they are.

The idea is that a "perfectly average" installation for a given level will provide the PC with either artifacts representing the next level (i.e. a Level 3 character goes into a Level 3 Installation and if it is exactly standard the character returns with L4 weapons and armor and is now L4).

These exact points will not (and should not) be hit exactly at all times--but the intent is to have an installation of an appropriate level more-or-less properly stocked with treasure relevant to the next level.

An installation will not necessarily include Buffs of the next level (although it may). The characters will want to take Jobs in order to buy those (or go into other installations of insufficient level to advance--but enough to get treasure).

Level	Installation Total Haul	Found per PC	Value of Weapon (Wield)	Value of Armor (Wear)	Buffs	Buff APs
1	\$4,000	\$1,000	\$500	\$500	1000c	1 AP
2	\$8,000	\$2,000	\$1,000	\$1,000	3500c	2 AP
3	\$16,000	\$4,000	\$2,000	\$2,000	8,000c	3 AP
4	\$28,000	\$7,000	\$3,500	\$3,500	14,500c	4 AP
5	\$44,000	\$11,000	\$5,500	\$5,500	23,000c	5 AP
6	\$64,000	\$16,000	\$8,000	\$8,000		
7	\$88,000	\$22,000	\$11,000	\$11,000		
8	\$116,000	\$29,000	\$14,500	\$14,500		
9	\$148,000	\$37,000	\$18,500	\$18,500		
10	\$184,000	\$46,000	\$23,000	\$23,000		

Installation Total Haul: The amounts here assume that treasure is divided evenly among a 4 person group. NOTE: Installation Value does not include "Buffs" of the appropriate level.

Found Per PC: How much of the total share each character has.

Value of Weapon/Armor: How much a weapon at the listed level or armor at the listed level costs. This is a useful reference for determining how much you could buy with your share of the treasure if it were all in cash.

Buffs: Some treasure that adds to the character's primary weapon or armor is considered a "buff."

Example: a 20-room complex outside of town has a Robot Printer that keeps manufacturing dangerous machines. The characters' 4-person company aims to enter the complex, find and disable the printer and then escape with whatever they can carry. It's a 3rd level installation.

Total Haul: \$16,000 -- across a couple of dozen robots (who run on valuable power cells that can be looted from their decommissioned bodies) , the central room with the Printer itself, and a half-dozen other chambers with items of value, the installation holds treasures worth \$16,000.

The GM decides on a distribution like so

- 20 small robots with \$10 power cells around the complex = $20 \times 10\$ = \200
- 4 mini-boss robots with \$100 power cells = $4 \times \$100 = \400
- The Printer, itself (which is the Big Boss) with canisters of valuable raw materials (\$400), and a rocket gun the characters can salvage and use (\$2000)
- A dead adventurer with a Level 3 gun (\$2000) and Level 3 armor (also \$2000) in room 5
- Etc. adding up to \$16,000

Found Per PC: If the characters clear the whole installation and all four survive, each would come home with \$4000 worth of treasure.

Money for Jobs

One of the standard tropes of HaveNot is that towns contain Post Stations or Jobs Boards or some other mechanism by which the PCs can take on missions to make money (or obtain specific artifacts or other forms of payment). If the PCs are stereotypical adventurers this will be of interest either for paying for general amenities or buying weapons, armor, and buffs (this money is also useful in buying expendables like grenades).

What Do Jobs Pay?

As a guideline, a job will pay about 25% of what you get for an installation Total Haul at the same level. Often jobs can be of different levels (and the characters will likely have some idea of what level a job is--even if Threat Level is not completely specified).

Kinds of Jobs

Jobs can literally be anything someone would pay for. They usually involve danger and going outside of town limits. Examples:

Job Type	Description	Example
Bounty	A criminal is wanted (dead or alive) and there is a price on their head.	A female mutant bandit Tasha Crinole and her gang have been robbing stagecoaches. There is 1500c price on her head and 250c for each of her 5 gang members (alive)
Escort	The PCs are paid to provide security for a person or goods traveling from one place to another.	A wealthy widow is going to the "Terryville Shopping Mall," a ruined 'mall' held by Monks of the Ancient Shopping. She plans to undertake a 'Sale Day' ceremony where she will go from 'store to store' and perform the ritual of purchasing like the Ancients did. The Mall is safe--but getting there is difficult. She is paying 1000c for 3days of safe transit there and back.
Bunker Bounty	Someone has reported a (presumably small) installation somewhere within 2 or 3 days of town and wants it cleared. The PCs will be allowed to rent an auto-mapper. They go in and bring back a full map, attesting that they eliminated every threat. This makes everyone feel better knowing it's not housing vicious robots or bio-weapons or something.	Reports of "lights coming on" at a visible structure several miles off a secondary road prompt a bounty to go and examine it. It is a multi-story "Snakeskin Inn" Age of War hotel with a small "Amusement lot" around it. Inside glowing Vending Machines of the Ancients are visible off the lobby.
(Search and) Rescue Mission	The group is hired to go out and look for/provide assistance for travelers, people who live beyond the walls and have not been heard from for a time, or to respond to radio distress calls.	A call from one of the main roads says that a refugee family is hiding in a ruined farmhouse with Vector-Wolves circling it!
"Shopping Run"	There are still stocked very dangerous "suburbs" hit with active-bio-weapons (of the aggressive monster kind) or other toxic hazards. In some cases there will be bounties to encourage people to go into these and try to get to an ancient drug-store or some other location (a hospital) to gather supplies from long ago.	

Gaining New Character Points

Characters improve in skills, stats, and CP traits as well in AP. Characters usually receive 4 CP per level--but can also get Character Point awards for Jobs or in-game training / experience. The pacing of this will depend on some in-game events--overcoming difficult obstacles is usually a good place to award CP, as well as the completion of story-lines.

The GM can also award CP for time passing if the PCs are continuing to work on their crafts. Here are some general guidelines:

- **Complete Major Story-Line:** 4 CP. On the resolution of some set of events that makes a complete story (usually 12+hrs of play), a substantial increase may make sense.
- **Complete a Job Above Level or Otherwise Difficult:** 2 CP. This can be an award for taking on tougher jobs than your current level indicates.
- **To Mark A Month Passing:** 1 CP. This is optional--but if the GM feels that the characters have time to put in some training, it can be a decent way to track time and effort.



A Note On CP As A Reward: Gaining CP can be handled as a kind of reward for players (assuming everyone enjoys improving their characters) and can be awarded for particularly good roleplaying, clever/entertaining solutions to problems, or in moments of triumph. In these cases, we would still reward everyone in the group evenly.

Note On CP As Pacing: The awarding of CP is a game-mechanics way to mark progress (the characters get better and better). It is also a way to mark the end of a 'chapter' of play and provide a (generally slow but steady) sense of the characters improving and maturing.

Moving Maps

In theory (and in practice, in fact) an entire game could take place on one map--or a map that is not separated into sectors like the ones in the world-book section. We have provided a context that can be used if you want it to be. Traveling up and down the Mother Road provides a way to see various different parts of the world (and the GM is more than welcome to add entire other areas--as many as you want--new cities, and so on).

The way this will work in practice is to have a given map have a certain amount of adventures in it--Installations, specific known-problems in towns, jobs, etc. When all of this is complete, the Mother Road opens for the characters and they can move to the next area.

If the game is being run with the intention of telling the embedded story about the reawakening of the American-ideal--of the kind of positive hope that Route 66 exemplified--then the series of maps should indicate that as well. The PCs can encounter differently themed maps with specific moral characters (a particularly bad stretch could be filled with ghost-towns and hopelessness, a "false highway" north or south could have groups there who seem to be friendly to travelers--but are not--and so on).

General Time Passage

How time passes in an RPG depends on a lot of things--most of all the players (including the GM). If everyone is good with having breaks between adventures take seasons then the PCs will age appreciably over the course of play. If not, the then entire years-long (in real life) adventures can take place in a few weeks of game-time.

There isn't specific guidance here except to say that:

1. Having the Mother Road open up for the characters can be based on a lunar or seasonal cycle. If so, the the PCs would likely stay on a map even if they were, in theory, ready to keep going. This might be beneficial if the characters are in a hurry but the players are interested in hanging around.
2. There are likely weather conditions (winter) or other travel conditions (an active war between two powerful desert clans?) that prevent travel for several days or weeks. These can be used to pace the game by slowing down transit and letting the group interact with a town more than they might otherwise.

Situation - Hooks

The key to establishing hooks is that the hook should be interesting to the player and relevant to the character. This is why having the characters created as a team (whether a literal team or just a group of friends) helps with the relevancy.

We've covered hook examples above (known installations, threats that the PCs could deal with, crises, jobs that are interesting to the PCs, etc.). Here are a few suggestions for hooks that might not be so apparent.

- 1. Family Matters** - Something going on with the character's family is usually a good plan for a hook. It directly impacts the character(s) who share the family issue and often interests the players.
- 2. A Mystery** - Having something mysterious going on that the characters are aware of--but would require investigation to figure out is a decent hook.
- 3. A Special Event** - There are various special events that might appeal to characters. A tournament (gun-slinging--firing at targets), a famous poker-player is in town, or a party at the town leader's house could all be grist for hooks even if the characters aren't directly involved / invited.
- 4. An Injustice** - The world is full of injustice and the characters might be able to do something about it. Maybe the PCs see passersby on the streets being hassled by young gunslingers working for a local rich (and ruthless) patron?

At the minimum the GM can create a starting situation with hooks for: known installations (ruins, installations, etc.), jobs (bounties, exploration, etc.), and threats.

Personalities and Machinations

People who can impact the PCs can be anything from brigand-leaders to mayors (corrupt or otherwise), to clergy. There are crime-lords and guides. There are plenty of people to interact with if the characters are inclined.

Who Is In Charge?

As noted previously, what a town's culture is like depends a lot on what things were like in the Age of War. Most towns see themselves as part of a larger, if fallen, whole. This can be either an ancient Great Warlord, or The Codes that were enacted after the collapse. Some examples:

Government	Notes
Elected Mayor	The town has regular elections for mayor and council. The council appoints a sheriff. Judges are usually appointed for a period of 10 years.
Ruling Family	In a lot of cases, there are bloodlines who both own-land in the town and, de facto, control it. In some cases there may be a 'mayor'--but they are weak compared to the families who have personal security and control the town functions.
Feudal Lord	The town is under the jurisdiction of a larger town. That town may have a high level leader who acts as a warlord or "knight" both protecting and intimidating the towns around them. Usually they pay taxes and may have leaders appointed by the lordling.
Believers	The town is in the grips of a belief or religion that existed in the Age of War. Cults and prophets are all possible. In a normal town there may be a belief in the Sagittarian or the Congregation--this represents something stranger.

The Factory Town	There are towns that run factories. During the Age of War some specialized production facilities were created. A few of these still exist with massive buildings churning out 100-hour engines (that run for exactly 100-hours before burning out), or guns, or radios, or other, less common pieces of technology. In these cases the town is run in the shadow of the Factory. Factory personnel are usually appointed by a feudal-style lord somewhere else--but they can be self-sufficient, having run with a corporate meritocracy for generations.
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There are other people who might impact the PCs. For example:

Personalities	Notes
Local Wealth	Wealthy tavern, bordello, or gambling-hall owners are often powerful players in local politics. They might fund expeditions for a share of the loot, war with each other, and so on.
Cops and Robbers	Brigand leaders, over-burdened sheriffs, and range-riders (who patrol outside of the town) often need help or have designs on things.
Newspaper Men	Many towns have a "paper"--it might be messages on the electronic message board--or broadcast over short-range radio. It could also be a classic paper. Characters who go out and do things may be paid for their stories or they might be asked to check something out.
Entertainers & Video Stars	There are traveling troupes of actors and musicians. There are people with libraries of "vids" that you can pay to watch. Some are still being made. In an area there may be entertainers who have grown to prominence and their stories may be widely told.

Immediate Crisis

In HaveNot there are always crises. These may directly involve the PCs or they might be a big deal to the local area, but the PCs aren't necessarily called on to help. Here are some examples:

Crisis	Notes
Raiders	There is an attack by raiders that is imminent. In a worst case scenario it's an army that will eradicate the town if they can't fight it off. Otherwise there could be a series of attacks over several days that is taking its toll. If the game starts with a fire-fight going on that's definitely an immediate crisis for anyone caught in it.
Plague	There are odd diseases and depressingly common ones. Medicines exist--but they could be a long way away (and they might not work!). Sending people to go collect medicine through a dangerous pass is an example of an immediate crisis.
Storm-Watch	Dust-storms roll in across the desert and sometimes they bring monsters with them. Towns see them coming and frantically shut down and lock up. If children are missing during the run-up to these that could be a crisis--or characters could get stranded in an outlying farm house for a time.
Radio Silence	A nearby town goes "radio silent" and misses two check in broadcasts. Could something have happened to the whole town? Or did the device just break? Towns will want to send someone to find out.

The End

This ends the situation and scenario design section. Next we get into the creation of the Installations that are at the heart of the typical HaveNot game!

Creating HaveNot installations

Installations are a very specific part of the HaveNot campaign. They are where characters go up in level--they represent direct contact and experience with the worlds that came before. They are intended to be exciting, mysterious, and danger-filled environments.

Why Installations?

It's legitimate to ask why we, as the game designers, have placed the emphasis (the leveling mechanic) on installations. What it comes down to is that we tried several different methods and this one worked best for us. The experience of going into installations was quite specific and memorable. They were contained areas where the threat-level could be carefully controlled. They were things that ordinary people "just didn't do" which presented a way to distinguish adventurers from non-adventurers.

In short, it worked well for the pacing of the game. It felt right to us. You don't have to do it that way.

Is There Any Other Way To Go Up In Level?

Presumably, yes. Enough exploration out in the wastelands could do it. There are likely some environments that are non-installation-based which could provide a leveling situation. Also, since leveling in HaveNot is literally a function of the in-game reality, there could be other achievements that unlock levels (a person might find a "+1 level icon," for example).

We have considered:

- **Leveling As a Function of Play-Time:** If you want to level the characters each X-sessions, that's fine.
- **Leveling As A Function of Combat:** It's possible to keep track of the "number of AP's" of opponents that the character's face. Each set that is equal to that of the character's combined level could be a new level. This has the effect of making working with NPCs have it take longer to improve in level--which creates some interesting choices.
- **Leveling As A Function of In-Game Time:** You could have the PCs go up in level each "season" (or whatever) in the game.
- **Leveling As A Function of Story-Line:** If your games are organized into stories or individual maps, or such, at each logical / narrative break-point the characters could increase.
- **Certainly Other Characters Go Up In Level By Doing Other Things:** Lots of NPCs will be higher than L1 (or L0 with no APs). They don't all go into ancient installations to get their levels. Enough work in dangerous places can do it--but there might be limits and diminishing returns on how high you can get that way.

That said, installations were a lot of fun in our play--so we're doing it this way.

Installation Elements

Installations are composed of various elements. These are some:

Element	Notes	Example
Installation "Level"	This is the "level" or 'Threat Level' of the installation. Installations are described by the Level the PCs will attain by completing them. So a Level 2 installation is one for Level 1 characters who will go up to Level 2 by completing it. As such, it will have L2 weapons and armor and other L2-style treasures.	The GM creates three installations: L2, L3, and L4. By the time the PCs, starting at L1, have completed all three, they will be L4.
Basic Description, Location, and Story	Installations are explorations of the past--they are, in effect "stories" (sometimes very, very strange stories) that the PCs delve in to. The GM should determine what the basic concept of the installation is, when it was built, by who, why, etc.	We've provided some in the book: An asylum for insane artificial intelligences, an Age of War black-project research station, private bunkers for Age of War Commanders, etc.
What Kinds of Encounters	Once you know the basic story of an installation, you can figure out what kinds of encounters will be in there. Robots? Monsters? Bandits?	A lot of installations use robots--but there are many different alternatives.
Dressing & Floorplan	The layout of the installation, its feel, and things that might be found within.	Sterile white halls? Ancient humming gun-metal-gray machinery? Crumbling and collapsed?
Access Control	Some installations might not have any doors at all. Some can have key-cards for access, lots of locked or secured doors, etc. Figuring out how the PCs might best move through the environment is sometimes a way to have an interesting play-session.	The use of key-cards (find the Blue card to get in this area, the Yellow card to get in the other) is standard. Finding specific keys for locks or access codes for keypads can work too.
Obstacles: Traps, Hazards, Logic Puzzles, and Trials	Installations are dangerous, unpredictable places. Installed traps, improvised hazards, radiation or toxicity, or timed flame-jets and smashers are all the sorts of things you can encounter.	<ul style="list-style-type: none"> • Pit Traps • Corridors filled with deadly radiation • Electrified walls • Blades that spring out concealed locations
Monsters	Monsters is the generic term for anything you fight. Often robots or "biologicals." Can also be other adventuring teams, outlaws, etc.	Age of War <ul style="list-style-type: none"> • Cleaning Robot with missiles Age of Wonder <ul style="list-style-type: none"> • Monoid robots taking a class on "Humanoid Elimination"
Treasure	An installation, as noted, will have a certain value-worth of treasure appropriate to its level (usually a bit above its level). This may well include armor, weapons, credits, and other items.	Age of War <ul style="list-style-type: none"> • Pulse-Blaster Armory Age of Wonder <ul style="list-style-type: none"> • Snap-on wings allowing temporary flight
Items of Interest	Not everything in an installation is treasure or a monster. Some are simply interesting or useful. Things such as communications consoles, teleportation units that let you move around the installation (or leave / enter) and so on.	Age of War <ul style="list-style-type: none"> • Communication console that lets you talk to Artificial Intelligences. Age of Wonder <ul style="list-style-type: none"> • Duplicator machine that makes a copy of you and your gear. Lasts 24 hours.

Best Practices

Much of what follows are specific rules for building installations, but also our thoughts on the “best practices” for installation design and construction. They lay out what we’ve learned over several years of designing installation environments that are distinctive, memorable, challenging -- without being frustrating, and fun for both novice and experienced players.

Installation Level

The level of the installation is described by the level the PCs will be when they complete it. Thus, the first leveling installation that the PCs will go in will be Level 2 (if they start at Level 1). It will tend to contain L2 gear (although there can be a good deal of variance there). These are the approximate credit values for each level of installation:

Level	Total installation Value	Found Per Character	General Value of Weapons Found(Wield)	General Value of Armor Found (Wear)
1	\$4,000	\$1,000	\$500	\$500
2	\$8,000	\$2,000	\$1,000	\$1,000
3	\$16,000	\$4,000	\$2,000	\$2,000
4	\$28,000	\$7,000	\$3,500	\$3,500
5	\$44,000	\$11,000	\$5,500	\$5,500
6	\$64,000	\$16,000	\$8,000	\$8,000
7	\$88,000	\$22,000	\$11,000	\$11,000
8	\$116,000	\$29,000	\$14,500	\$14,500
9	\$148,000	\$37,000	\$18,500	\$18,500
10	\$184,000	\$46,000	\$23,000	\$23,000
11	\$224,000	\$56,000	\$28,000	\$28,000
12	\$268,000	\$67,000	\$33,500	\$33,500
13	\$316,000	\$79,000	\$39,500	\$39,500
14	\$368,000	\$92,000	\$46,000	\$46,000
15	\$424,000	\$106,000	\$53,000	\$53,000
16	\$464,000	\$116,000	\$58,000	\$58,000
17	\$508,000	\$127,000	\$63,500	\$63,500
18	\$556,000	\$139,000	\$69,500	\$69,500

NOTE: In the standard game where PCs start at Level 1 there aren’t any “Level 1 installations” (hence the yellow highlight). If you were playing a game where PCs were “Level 0” (4 APs or no APs) then it might be appropriate.

Leveling and Non-Leveling (Grind) installations

The chart above provides a scale for installations that will give the characters a level-up. On a given map there will probably be several installations and there may well be more than one installation of the same level. PCs will not get extra levels for doing two installations of the same

level--but they will get the treasure and can also get Character Point experience.

There can also be "installation-like" encounters (installations, caverns, etc.) that don't provide a level either because they are too small ("bolt-holes," for example, which could be just 2 or 3 rooms), because their challenge-level is a bit too low, or because they are more like a "job" (cleaning out an installation that a cyber-bandit gang is hanging out in is more of a "job" than an adventure into the mythic past).

Designer's Note: Leveling is about "game pacing" as much as anything. On a given map the Players should have a good sense of having "explored it" before moving on. We recommend about 1-3 levels "per map" and having each leveling installation take maybe 10-16 hours of play time. You should, however, adjust that to fit the preferences of your group.

On "Total installation Value"

The Total installation Value is an estimation (as are all the numbers in these charts -- they represent a broad range). It is quite okay for an installation to have more (or less) valuable stuff in it. Keep in mind that the PCs may not get everything of value in a given installation.

How Much of the installation do You Have To 'Clear' to Level Up?

The answer is "most of it." If the installation has a particular story to it--such as dangerous monsters coming out, then whatever is going on needs to be shut down. If it's just a big maze, then probably exploring the majority of it is enough. If it has a 'final boss' in it somewhere, you need to beat the boss. It's perfectly fine to bail on an installation and do other things--other adventures, jobs, non-leveling installations or other leveling installations of the same or lower level) to build up gear that will help overcome a particularly tough challenge.

Installation Description and Back-Story

Installations are, as we've said, explorations of stories of the past. The Age of War is all about flamboyant warlords, cataclysmic destruction, and elemental armies. It is about vast atrocities which, through the lens of time and strangeness become darkly humorous. It's about looking into mankind's hubris and seeing glimmers of gold in the (radioactive) fallout.

Installations have stories--or, at least, they can. If those stories are interesting or amusing, then exploring them will be more engaging. To see how to make a story-of-a-installation, you can look at:

- 1. Who built it?** The Age-of-War had crazy-powerful and just-plain-crazy personalities. Not everyone was a bad-guy but plenty of people were more than "a little bad." Warlords and their minions built deadly tombs to stash their gear. Commanders had private bunkers built with insane luxuries and deadly defense mechanisms. Robots, left to their own devices over centuries become creative and perverse.
- 2. What Was It Built For?** Age of Wonder installations could have been designed as real-life virtual-realities. Social-Media (especially the parts of it that play to our worst-natures) made solid material, arenas of games created to amuse the degenerate denizens of the age, or shopping-experiences flavored with "exciting" danger and destruction are all possible. In the Age of War there were more conventional structures--but even these would be warped.

An Age-of-War shopping mall might have active weapons systems and defenses to keep the “little people” out of the “exalted people’s shopping areas.” Private homes could have panopticon-monitoring systems, behavioral enforcement robots, and so on.

3. What Happened Before It Was Lost? Maybe the installation was just abandoned, or partially blown up, or buried—but maybe something more interesting happened. Maybe it was “set to defensive mode” (which involved activating or even creating all kinds of crazy traps and obstacles)? Was there some weird disaster? What remains?

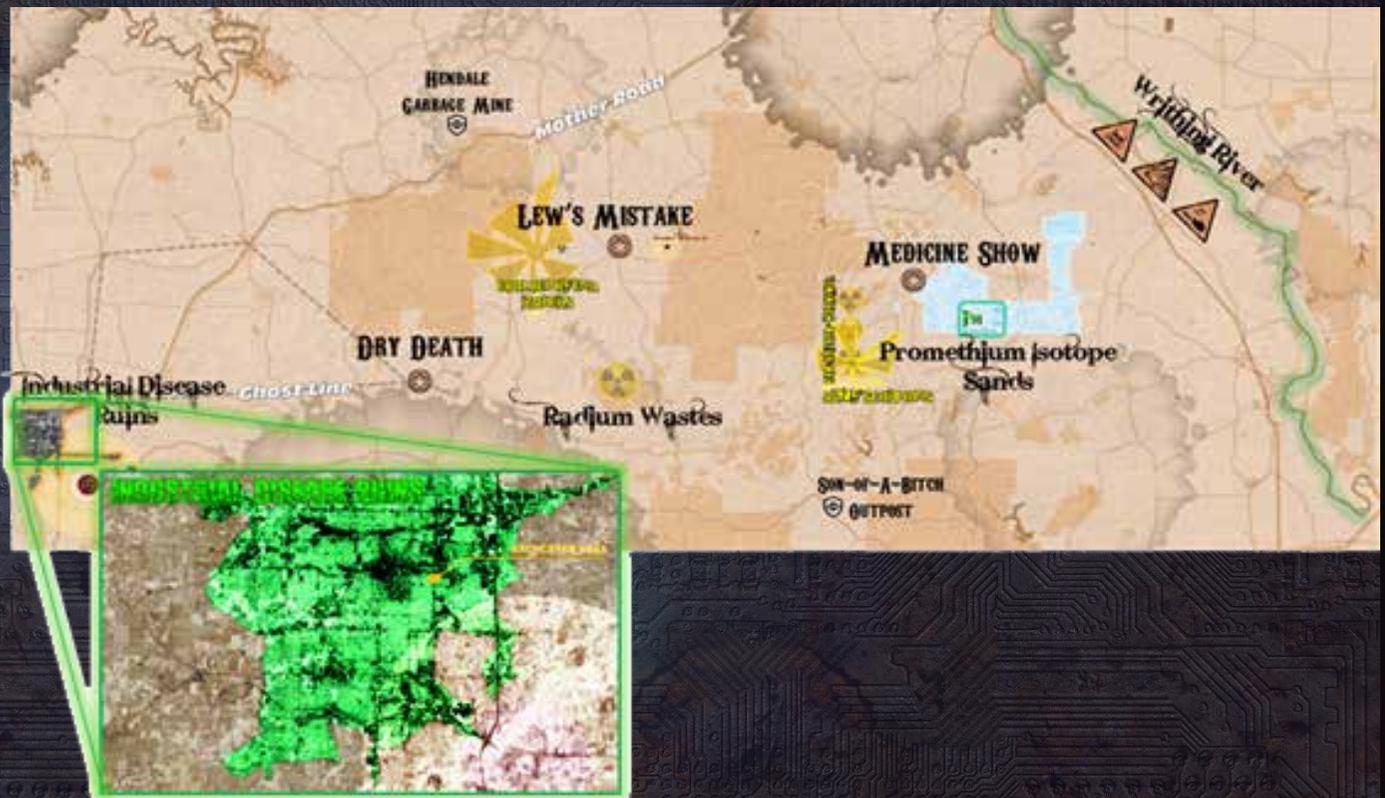
4. Who Was In There? More than just “who built it,” there could be colorful characters from long before. Maybe they had stories the PCs would uncover or profit from?

Let’s Build an installation!

As we go through these examples, let’s build an installation that we can use to illustrate the steps. We aren’t going to build the entire thing—just the parts that illustrate the design decisions we’re focusing on.

Where Is It?

Using the ThreeTowns map as a starting location, I’m going to make this a “ruins encounter” at Threat Level 4 (meaning the characters will go up to Level 4 when they complete it). Why? Well, by the time they are exploring the Industrial Disease Ruins they should be at least Level 2 or Level 3. The ruins are too dangerous to spend a lot of time in—but before leaving the map for the next map (and set of installations, etc.) they should get some urban-adventuring experience. Let’s put it close enough to the eastern edge and a major road that they can get in and get out without much (comparative) difficulty.



Let's Build an installation!

What Kind of installation Is It?

So we know where it is, and basically how tough. We know that the PCs will get introduced to its existence when they're Level 2 or Level 3. So, now, what's it like? Big picture. All installation-crawling is, in essence, going back into history. While the PCs are the main characters for the current action, the story of what came before should be interesting—or at least amusing. For this example we are going to do an installation that is both Age of Wonder and Age of War—same installation. How does that work?

The Story of Reified Semiotics

Back in the Age of War, the Great Warlord "Züg-The-Magnificer" ruled what would be known as the ThreeTowns region with an iron-ish fist. During this era, there was frenzied activity to gain new capabilities of destruction, to plumb the depths of the mysteries of the vanished Age of Wonders, and to do things that enhanced Züg's over-extended sense of self-importance. One of these was the Reified Semiotics project, created in a great urban zone whose original name has been lost to time and war.

Züg's Science Corps, you see, had gotten their hands on a Negative Emotion Singularity. This was a spectacularly dangerous after-image of the Age of Wonders—but one that promised potentially great "returns" if it could be studied and harnessed in the then-current Age of War.

What Is A "Negative Emotion Singularity"?

The Age of War produced copious amounts of waste. It produced clouds of toxic gas, rivers that ran with acids, glowing sands, and radioactive fallout. It produced deadly diseases and aggressive mutations. It produced landfills of consumer goods and mountains of discarded failed machines. The Age of Wonder also produced "waste"—but of a significantly different kind.

In the Age of Wonder, a great deal of effort was spent trying to satisfy everyone's petty, often degenerate or illogical desires. Miracles were worked in the hopeless task of trying to make everyone happy by reconciling everything they wanted (at least, everything they wanted that Have technology could provide—which, to be fair, was an awful lot). There were byproducts of this, however: things almost no one wanted.



These were Toxic Wastes—and they were monstrous. A Negative Emotion Singularity is a four dimensional "space-time-fill" into which the architects of the Age of Wonders poured Negative By-Product, "living, malevolent, toxic waste." The Negative Emotion Singularity has a leak in that space-time container where some of it—a lot of it—has managed to spill out.

Within this churning space of chaos and despair, however, are alternaties. There are things and "echoes of things" that can be pulled out, made real, and explored—

or, better yet—exploited. Because of the nature of the Singularity, these are almost always dangerous and very often powerful. The idea of dipping a "fishing hook" into the churning hole in space-time was too tempting for the Armies of Züg to pass up.

So they towed the thing (somehow? Force Fields?) to their robotic command station and, nearby, built a "research lab" to study the thing. The installation was named, by the entity that created it, Reified Semiotics.

Reified Semiotics

Most of Züg's fortresses, vaults, secret labs, and prisons were built the old-fashioned way, with concrete mixers, I-beams, CAD/CAM blueprints, and slaves to carry the heavy stuff. However, to contain a powerful, unstable, and incredibly hazardous Age of Wonders artifact, they knew they would need to build the hidden research lab with Age of Wonders technology. In the Age of Wonders real things were created much as you would create things in a computer program today—with lots of Artificial Intelligence and "Templates" to help. Buildings were not so much built as "conjured" (although there might well be odd machines created during the process of 'construction'—not all miracles were instantaneous). By the Age of War, much of this capacity had been lost—at least much of the ability to fully customize and fully control what was constructed.

However, when you are trying to manipulate materials needed to potentially contain a Negative Emotion Singularity, you use the tools at hand—even if they produce unusual results.

The Züg Science Corps wanted a secure scientific installation with labs, flow control pipes and pumps (the extracts from the Negative Emotion Singularity often came out as "things" but also produced a great deal of intelligent toxic waste that would turn into dangerous monsters if not refined carefully), and research / work stations. They wanted strict access restrictions and the ability for the command-hierarchy to orchestrate work without the actual workers knowing what was going on in many cases. In short, they needed a high-security lab that was a cross between a toxic-waste purification plant and a more traditional work-space.

What the system building the installation thought, however, was that they were Age of Wonder people playing the "Business Game." Whatever the "Business Game" really consisted of is lost—but the end result is a structure that "thinks" it is a private corporation with employees and bosses and perks and wages even though it may not, really, have had any of those things in the 20th century sense.

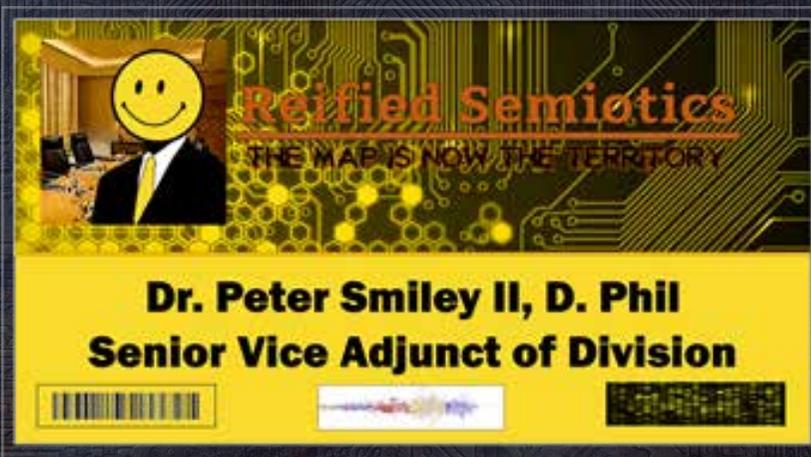
The Artilect certainly got the Züg-High-Command's lack of respect for its (expendable) workers, its feelings

about 'work ethic,' and its great, cultural, love for chemical stimulants. In short, the station was a somewhat crazy, definitely super-high-tech functional lab with security-seals, automated defenses, and advanced machinery. It also had employee-lounges, cubicle-farms, a help-desk, and a coffee shop. It had a corporate name (Reified Semiotics), a slogan based on the idea of "mining" concepts from the Negative Emotion Singularity and turning them into real things—often dangerous weaponized things—that the Züg Armies could use in their endless apocalyptic war. The slogan, generated, probably, by computer, was "The Map Is Now the Territory."

The Current State

Without knowing too much about the specific PCs or what state things will be in by the time they are Level 2 or Level 3, the starting assumption is this: A small homestead of about 60 people, living in the shadows of the Industrial Disease Ruins out by the Rubble Zone have started having monsters—toxin monsters—appearing from one of the river-like flows that comes from the Industrial Disease culverts. The Evolved Hyena gangs that hole up in the Rubble Zone, have also become alarmed: they, and the townspeople, have sent for help. As the monsters flowing from the city become more numerous and more powerful, they have concluded something has gone wrong in there—and it could flood the area in ultra-disturbing, very dangerous, and potentially pretty-high-level Toxin Monsters.

The Evolved Hyena gang has put aside their rivalry and conflicts with the town and put together a small bounty for someone (the PCs) to go in and try to shut down whatever is leaking monstrous toxins before it gets any worse. They know where the pipe's nexus is—some kind of ancient structure called Reified Semiotics Inc.



Basic Kinds of Installations

As we have mentioned elsewhere there are a few basic kinds of “installations.” The Age of War and Age of Wonder installations are the most prominent—but caverns inhabited by cults, bandits, or monsters would count. There could also be open air ruins, for example. A suburban neighborhood that was hit with bio-weapons and is now inhabited by monsters could make an excellent installation.

Here are some suggestions:

Age of War

The stereotypical “Age of War” installation is a bunker—after all, there were certainly numerous military command centers, weapons production plants, and all kinds of “bases.” This, however, is usually a misconception—the installations that survived tended to be far more varied.

The Early, Middle, and Late Ages of War

In the Early Age of War, shortly after the collapse, the weapons in use were both absurd and absurdly powerful. Time-Bombs could alter history. Flying golden submarines moved in and out of reality scouring the ground with mile-wide disintegration spot-lights. Giant monsters or mountain-sized robots were possible. Worse or more subtle things were deployed.

During this era life for an “average person” was a mix between the bizarreness of the Age of Wonder and the practicality of life during apocalyptic war-time. Installations would use a lot of Age of Wonder technology and would often have strange technologies existing next to far more mundane ones.

Age of War installations from this time:

- Routinely use force-fields, space-folding, or teleportation in their structures.
- Have robots with complex personalities and agendas.
- Are often difficult to define in terms of purpose. They could be multi-role (a hospital, school, and battle-training center all smashed together)

In the Middle Age of War, there was a period of relative “peace.” During this time much of the Age of Wonder fabrication-technology was destroyed so cities were built using materials that would not have looked out of place in the Information Age. In some cases there were even “suburbs” and “towns.” They might have chemically or psionically enforced worship the Great Warlords that ruled over them—but they could also have been more “normal.”

A great deal of the mass-ruins—the smashed cities are from this age. It is unclear how long it lasted. Some say years. Some say decades. Some say centuries. Reality and time distortion technology could make any logical assessment meaningless.

Age of War installations from this time:

- Tend to be generally recognizable to the Information Age. There could be hospitals, army bases, command centers and so on.
- There are a lot of “civilian structures” from this time. Hotels, movie theaters, and malls are all possible structures. Because a lot of these were built with lower technology, the damage is usually far more severe.
- Most structures don’t include force fields, teleportation, and so on.



The Late Age of War was marked by an absolute decline in capability. Weapons moved to things like muzzle-loading guns in some cases. Structures were built cheaply and have decayed in real-time. Ruins were reinhabited. Remnants from the older wars were hugely valuable--a light, comparatively weak army tank from the Middle Age of War would be an unstoppable juggernaut if it could be kept running in the Late Age.

Many ruins were re-inhabited. Towns were cut-off and some "went feral." Not much was built during this age--but lots of things were destroyed. There were massive ragtag armies looting the countryside. There were despots and small-time brigand leaders committing atrocities on whatever scale they could manage.

From the late age of war, things like castles and strongholds were created from the ruins of the previous ages.

The Vibe of the Age of War

During the Age of War a great deal of culture was determined by whatever Great Warlord was in charge. These were massively powerful, individuals with great capabilities for destruction and control. Often they were worshiped as gods--including with chapels, reliquaries, and so on.

In many cases they had loyalty troops and inquisitors and so on. Figuring out what the Great Warlord who ruled the area was like and what their generals and so-forth did can be very useful in creating the vibe / flavor of an installation.

Bolt Holes and Tombs

During the Age of War, there were a lot of strange approaches to things. Self-contained bolt-holes were distributed around the landscape containing weapons, armor, and other wartime supplies. These, today, are (where they survived) dangerous (they had security) but valuable little treasure vaults.

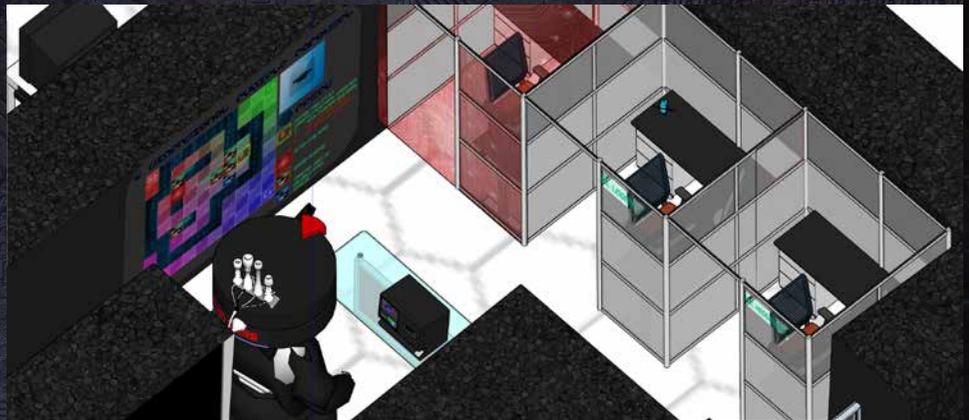
Tombs were stranger--when important people (including the Warlord but also their generals or captains or even lower-ranking troops) died or came close to death, they were often buried with their gear, slaves, and other belongings.

There were lots of theories on this. Maybe they thought the Haves were coming back and they would live again that way. Maybe they just didn't want anyone else to "have their stuff"? Some of the Great Warlords experimented with immortality or reincarnation or whatever--with Have technology, it's possible they succeeded?

In any event, these tombs are valuable finds despite their danger and baroque hagiography to whoever is buried inside.

Let's Build an installation - An Age of War Cubicle Farm

The installation in question, a research site from the Early Age of War, has "cubicles" where some of the technicians work.



It looks like three cubes, right? It isn't--that chart on the wall is a 4-dimensional cubicle plan where the computer terminal can be used to shuffle around the cubes so that up to three of them come into "real-space" at a time. One of those cubes? It contains treasure--(the guy who was stealing office supplies).

This being an Early Age of War facility, it uses space-folding technology



The logic puzzle is to move the yellow block to the red one. The dark blue ones are impassable and you can only "push" a cube.

4 DIMENSIONAL CUBICLE CAROUSEL

0,0 **0,1** **0,2** **0,3** **0,4** **0,5** **0,6** **0,7** **0,8** **0,9** **1,0** **1,1**

0,0 **0,1** **0,2** **0,3** **0,4** **0,5** **0,6** **0,7** **0,8** **0,9** **1,0** **1,1**

0,1 **0,2** **0,3** **0,4** **0,5** **0,6** **0,7** **0,8** **0,9** **1,0** **1,1**

0,2 **0,3** **0,4** **0,5** **0,6** **0,7** **0,8** **0,9** **1,0** **1,1**

0,3 **0,4** **0,5** **0,6** **0,7** **0,8** **0,9** **1,0** **1,1**

0,4 **0,5** **0,6** **0,7** **0,8** **0,9** **1,0** **1,1**

0,5 **0,6** **0,7** **0,8** **0,9** **1,0** **1,1**

0,6 **0,7** **0,8** **0,9** **1,0** **1,1**

0,7 **0,8** **0,9** **1,0** **1,1**

0,8 **0,9** **1,0** **1,1**

0,9 **1,0** **1,1**

1,0 **1,1**

1,1

CONTROL NODE: 0,7, 0,7
CURRENTLY FUNCTIONAL OPERATIONS
 > **PUSH-TO-BLANK: FUNCTIONAL**
 > **PULL: NON-FUNCTIONAL**
 > **ASSEMBLY: NON-FUNCTIONAL**

ACTIVE-LOAD SPACE

WORKER-ASSIGNED

TARGETED: THEFT OF VALUABLE OFFICE SUPPLIES

Age of Wonder Installations

The Age of Wonder was an age of “augmented reality.” Social Media was made-flesh through UbiNet, a computational strata that existed in bedrock subatomic reality. People existed in several states at once. Culture was consumed in a lack of rhyme or reason that the technology enabled. Everything became a kind of game.

Places that existed as their remembered metaphors, twisted and warped into puzzles, surprises, and brightly colored baser-instincts.

In the Age of Wonders, there might be a building that looked, from a cursory glance, like an Information Age hospital--but it would not have actually served biologically injured patients (at least not as a primary purpose). Maybe people voluntarily checked in to have the “experience” of being hospitalized?

More likely whoever was acting as the Doctors / Surgeons was doing so in the social-role of a high-worth individual making decisions for others who were under their “thrall” (hospitalized?). The building itself would be a maze and puzzle with potential dangers that, in the Now would be deadly and absurd--but for someone in the Age of Wonders would simply present a different kind of barrier to, say, leaving whenever you wanted.

In this regard, lots and lots of Age of Wonder remnants have cultural signifiers to an earlier time. They were still resonant to the people who inhabited them, trying frantically to remain moored to some recognizable cultural landmark.

Shopping malls became temples. Brands became religious icons. Personalities had power based on their number of “followers” in their “sycophant stack.” If someone “went viral” that might mean they literally over-wrote their adherents with their personality or their perspective.

The General Continuity Complex

Underground, beneath the great southern desert, there is a system. It is multi-level, stretching far down into the earth--perhaps impossibly far. It has multitudes of levels, each with a unique 10-digit number, each accessible by an elevator: one elevator goes down, another, somewhere else on the level, goes up. These elevators, silver boxes that exist in unbreakable shafts, populate the desert in deserted places. Most are locked--and airtight.

But sometimes they open.

Down in The Complex are all sorts of things. There are habitats from the past, lurid mazes and nightmares, massive caverns with underground oceans, vast control-rooms, never-ending waiting-rooms and lounges, libraries of nonsense, and other things.

There are many levels with hostile robots--lots of things in The Complex are trying to kill you. Everything should be treated as hostile.

The Complex can be used by agencies (such as Perfection) to train / level their troops. Certain floors have a generally known level of danger. Certain floors are known to have not-yet-claimed valuable items. There is deep history in The Complex. Some say that UbiNet’s major hub is buried down there, making it a kind of center of the known universe.

Whatever the case, it is out there--down there--in the desert.

Dressing & Floorplan

Installations can look a lot of different ways. The stereotypical Age of Wonders installation is like a spaceship with white-halls and sliding doors--but that's just a common impression. The reality is much, much more diverse.

Floor-Plans & Structure

Creating an installation means, first and foremost, creating a map or floor-plan. We use tools like PowerPoint (or EDraw-Max, a floor-plan generator). There are specific installation-drawing tools also available (or you can use good, old-fashioned pencil and graph paper). Here are some guidelines for creating installation floor-plans.

1. Battle-Maps: We use square or hex-grid where each line is 2 yards on a side.
2. Sharing maps with the players / characters (either through wall-plaques, auto-mappers, or other means) is a good way of giving the players agency about where they go (they probably won't know what's in each area--but at least they can make some informed decisions). This is not a given. In many cases there will not be a map available (especially if the map is part of logic puzzles).
3. Installations tend to be about 10-20 rooms and corridors depending on the complexity of each room / encounter.
4. It took us about 12-20 hours of play to finish an installation.

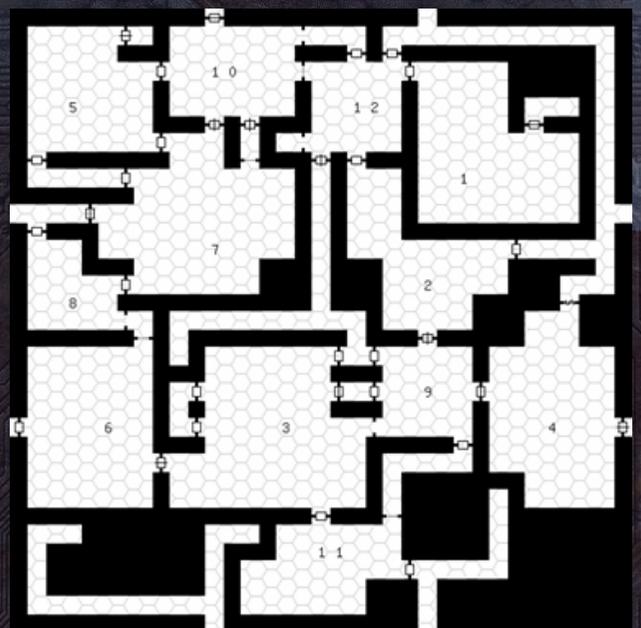
Let's Build an installation!

We now know the basic "concept" behind the installation, the general thrust of the adventure (go in, find out what is going wrong, shut it down), and where / who might be doing this. Let's now go through the steps to build / populate a Have-Not installation.

1. Starting With: The Floor-Plan

There are many, many ways to handle a floor-plan. You can draw it yourself with graph paper. You can use one of many tools (either free or paid) to create diagrams indicating the layout. You can download real floorplans off the Internet and use/modify them. There are a lot of things. In this case I'm going to choose a random installation layout from the online installation generator *dunjon* and start there.

Why? The basic reason is that for this installation I don't want too much "intentionality" in its design. If I start from a blank page I'll start over-thinking it. I want this to be a crazy, free-wheeling kind of experience and having a random blueprint to start with seems to help that. It's also fun. Here's the image of my random floor-plan.



2. Next: Kind Of Divide It Up and Assign Basic Room Concepts

This is a random collection of rooms and halls. We can now kind of go through and make some notes. It has too many entrances—let's reduce it to one (or maybe 2?). It's kind of like a "corporate office" and lab—but full of traps and stuff.

We can see by looking at it that it has:

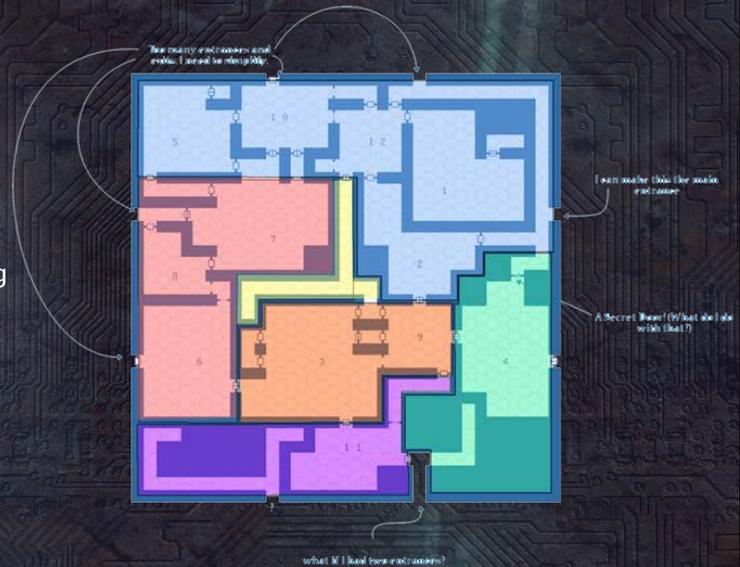
1. A secret door. If we decide to keep that: why? Why is that room secret?
2. It has too many access points—so we will dispense with some.
3. It has "security doors" (the door-symbols with a line through them). If we keep that, again (remember, we can change anything we want—and will) then using the opening to the right as an entrance, the rooms numbered 1, 2, 12, 10, and 5 are all more easily accessible than the "back."
4. Let's do a first pass and set up some areas and "room names."

Blue: General Employee Zone

- The Main Lab – This is where the lower-level people worked on the extracts from the singularity (they didn't generally know where the items came from).
- Break Room – The Züg Empire probably paid at least lip-service to letting its scientists take breaks. On the other hand, the AI building the "corporate break room" probably had a more unusual view of Employee needs/wants.
- Foyer – The general entrance way.
- Information – At this stage, I'm not too sure what goes here—but I'm penciling it in as an information desk. Having something to talk to (an Information System) in installations is always a good idea.
- Coffee Shop – The AI figured that if this was an office, they needed coffee. So it put in a coffee shop. One can imagine the Züg designers trying desperately to change it to security-robot-barracks or something—but, nope: the AI wants a coffee shop—"It's traditional."

Red: Security Zone

- Checkpoint - There is a big check-point area. This is probably where armed response (both human and robot) comes from and controls access to the areas behind.
- Secure Office – At this stage, I as the GM am thinking there is some kind of encounter here—maybe dangerous artifacts are stored?
- Robot Lounge – In Have-Not, robots are full characters with personalities and so on. They get a lounge. It's also probably full of dangerous security drones.



Orange: Mission Command

- Control Center – If you want to shut down the toxins, maybe you do it here (at this point, I am thinking this central chamber is the key area you want to get to, but that might change.)
- Ready Room – There's some kind of "ready room" off to the side or something.

Green: Executive Command

- Executive Lounge – There's a secret door so there is something they want to, uh, keep secret. The secret Executive Lounge is kept private! This means the other entrances are likely inaccessible to normal employees!
- Command Center – It's not on the map right now, but I want a sort of "running the company" type command center as opposed to the main command room.
- Yellow and Purple: The Toxin Labs
- Yellow Access Corridor – A secure corridor that leads to the teleport terminal that takes you to the labs.
- Toxin Labs – These are the secret areas where the singularity is housed and mined.

At this point I don't know too much about the installation just yet—but I have a basic design.

3. Access Controls

Some installations have no real locked doors and you just go wherever you want—maybe just fight your way through. In this case, though, I see a network of "heavy doors" and I like the idea that the PCs have to solve some areas before others. So I decide to go with both Traps and Key-Card Access.

- Traps – Some doors will simply be trapped. Traps generally create a sense of threat but do not stop progress.
- ID Badge – I decided to put in a need for an ID badge as well, since it reinforced the absurdity of the installation as a "company."
- Key Cards – The need for Key Cards means that the PCs must find each card before they can access the specific heavy doors that require them. I go with the traditional Blue-Yellow-Red (from lowest to highest).

Distributing these items around, I have a basic game-plan for access. Now, note: this is not absolute. Firstly, there's the secret door—but also, if characters can teleport or walk through walls—or have other methods to circumvent the "specific order" they can—and that's okay.

This is just a kind of "best-fit" that will produce a certain narrative-pacing of the game that seems enjoyable (first you fool around in the "employee section," but later you delve deeper into the secrets.

NOTE: The idea of handling access controls in this fashion didn't happen all at once. I could see the network of heavier doors which led me to think about a sort of "front of the installation" vs. "back of the installation." After that, I played with a few different ideas before hitting on the teleporter system.

4. Okay, Let's Dress It Up.

Let's take our map and start putting in specific stuff. My recommendation is that you decide on a general look and feel for the installation or, at least, various parts of it. In this case, we're going with



“institutional” and kind of “faux-corporate.”

I took the map and loaded it into the free 3d modeler Sketch-UP and extruded the walls (and modified them in places). I added a bunch of stuff (we’ll see what in a moment). And used my original “zones” as guideline. Let’s see how it came out (top view):

NOTE: We are not in any way suggesting you should go through this amount of work for an installation. I did it because (a) I’m making a book and want to use this to kind of illustrate the “feel of the installation in question and (b) because I was enjoying learning how to use the tool. The ‘dressing’

is generally done on paper / e-document and in your head.

Here’s the view isometric so you can estimate some of the “depth”

The Entrance Is At the Bottom



Look and Feel

Another kind of dressing is the look-and-feel that an installation has. There’s an infinite variety, but here are some examples



Dressing	Notes
Sterile White	The corridors are brightly lit, sterile, and mostly white colored. Doors are circular and open as irises. Track lighting runs overhead and along the floor. Lots of curved surfaces.
Industrial-Metal	Everything is gray steel with stamped metal plates and stencil spray-on lettering. Lights are in metal cages hung overhead with exposed cables. Floors may be solid in some places, cat-walks in others. Dark and oppressive, even if large. Footsteps can be loud. There is clanging. Doors are heavy pneumatic bulkheads with warning lights that flash before opening.
Institutional	Cheap tile floor, painted light-green cement halls. Sturdy doors that open with handles (and have narrow windows reinforced with wire-mesh). There are fire-doors every so often. Plaques on the wall with strange glyphs or inscrutable sayings or directions. Fluorescent lights overhead.
Crypt	Stone-like bare cement walls. Gothic engravings and arches. Ornate columns, black-metal bars, alcoves in the walls with coffin-like crates. Very soft ambient music plays. Dark. Doors are heavy and hinged. Crying angels in the architecture.
Emergency	Air smells like ammonia. Soft klaxon-sounds. Rotating red lights play over the walls. Lights say EMERGENCY and WARNING (flashing). There may be some actual emergency on the floor that is on-going.
Toxic Waste	Barrels with warning glyphs and green-glowing sludge abound. There are seals on doors and various warning / toxic signs. Monsters created from Age of Wonders waste are here (penetrating a barrel may summon one). There may be a resisted attack just from breathing the air on the level.
Treatment Plant	There are pipes, drums, pumps, consoles, and control rooms. Some kind of fluid is processed here from one chamber to another. Flow-rates are tracked. Gauges move. There are various mechanical sounds. Usually lots of security.
Violet Modular	The floor has a faint mist. The halls are dark and metallic and high-tech. Doors have angled windows on them and slide back. There are purple lasers scanning everything--you can see their flickering in the mist. External windows show that the level--composed of various modules connected by air-lock style doors, seems to hang in a great vast, void.
Observation Decks	Rooms have one-way armor-glass windows looking in. The level is sterile and hospital like with view areas looking into each chamber. There are intercoms to talk to whoever or whatever is behind the glass.
Submarine	Cat-walk floors, hatches that need to be cranked open. Cramped quarters.
Active Walls	Corridors are high-tech with bulk-head doors sliding apart. The walls have touch screens with information flowing on them. There are open panels with thick cabling. The environment responds to the characters, turning on lights, opening doors in advanced (unless locked or otherwise sealed, etc.).
Bare Concrete	The structure is unfinished concrete with empty square portals. Lighting seems to have been hung or drilled into the walls sometime after it was built with power-cables snaking around. There is odd graffiti. Old garbage litters the floor.
Rave	Everything is done in black-light and day-glow colors. There are lurid or striking images on walls in brilliant illuminated hues. Scanning lasers play over everything. There are mist machines. There is a faint, throbbing beat.
Under Construction	Panels have numbers printed on them. Some are nicely colored. Others are unfinished. The floor may have tiling in places that is nice and polished but bare material in others. Some walls are metallic or wooden framework while others are solid.
Postmodern Installation	The environment has metallic-glass windows into rooms. Doors are lightweight sliding doors. There are sweeping areas of modern-art, planters of pleasant looking plants, open spaces, indirect lighting. There are multiple levels with glass elevators or escalators between them. Hologram directories float in air.
Carnival	Jaunty music plays. There are bright colors--and lots of dim alleys or rooms. There are glowing signs that promise UNHEALTHY DELIGHTS or ASTOUNDING EXPERIENCES. Some doors will advocate for entry by the characters. Spot-lights in various colors sweep around.

Installation Dressings

This is a kind of catch-all for things that you can use as inspiration for the look/feel of an installation. They can apply to either the Age of War or the Age of Wonders.

Example Dressing	Notes
Pulsing Machines	Large mechanics with evil-looking red auras. Although the movement of pistons and arms and things appears normal, the machines are malevolent and want to hurt you.
Locker area	A vast field of lockers. If you have a number and a key/code maybe there's something in there!
Altar	A neural interface altar. Kneel at it and place your head in the cradle. It can change you, upload skills, etc.
Pharm	A vending machine that sells buff-pills, or other "medicines." Can also vend recreational drugs.
Crystal Lab	Various colors of crystals are found throughout the installation. Different combinations here make different buffs.
Karmic Depository	Success Points can be deposited here. They gain interest and can be taken out at a different Karmic Depository.
Teleport Grid	When triggered, monsters appear.
Identity Dispenser	Terminal and dispenser unit--produces small (kind of gross-looking) neural chips that can be slid into the back of the head if one has a cyber-port. Provides a NuYOU personality overlay (1 SP per Session for playing in the new, often annoying or perky character).
Green Terminals	Computer interfaces. They make clicking and humming noises.
Cold Machines	Racks of server farms that run with a reverse entropy, making the area around them chilly and misty.
Mind Machines	Boxes with gray-matter inside hooked up to wires and fibers. Calculations appear on the screens.
Radioactive Machines	Large processing units. Being in the room with them causes damage--get out quickly!
Memory Machines	Flat-panel displays and cradles for heads. You can upload, download, and delete memories.
Security Zone	A choke point with sensors and metal doors. Screen asks questions--if failed, sounds alarm or even summonses robots.
Lab creating useful organisms	Bio-machines can create monsters, pets, etc.
Oppressive Work Zone	Cramped "cubicles" with noisy typewriter keyboards and small green-screen monitors with magnifiers in front of them. Pneumatic pipes deliver endless streams of orders for data entry or cleansing. Supervisor robots patrol the floor.
Signals	Screens or speakers constantly emit signal codes in a soft, electronic female voice. http://msi.nga.mil/MSISiteContent/StaticFiles/NAV_PUBS/ICOS/Chapter2.pdf
Neon rods	maybe touching makes music
Colored Window	Temporary enhancements or curses - sanitize. heal. shock. give SP. Take an SP. Credit. Robot Spider!
Teleport Console	Working the screen teleports the user, usually to another console. Most have a fixed location--but some allow for multiple destinations. Usually has an old-fashioned phone connected by a cable to the unit. Often the user must pick up the phone, hold it to their head, and say/key-in the number in order to teleport.
Tall Shafts	The ceiling has rectangular or square holes and shafts leading far up into haze, light, or darkness. If you can climb up there, there could be treasure? Other levels? A big spider?
Robot Scavengers	A robot has set up shop--will trade items for power-cells. Often behind a grate or glass defensive wall.
Dining Hall	Menu slates. Food production panels. Serving drones (Knife Fighters).

Therapy Room	Vomit out psychosis. Maybe infested by little nightmares. Pill dispenser. Meditation machine. Maybe hypnosis machines (gives you neurosis)
Suicide Booth	Helps you compose an emo message and broadcast it.
Museum of Me	Greatest Hits, Awesome memories, Social Network. List of all the good pwnage. Tells your story. Gift shop
Firefly Robots	Come together and mind control you. Or need to be re-assembled. Maybe the configuration depends on something (harmonics)
Open Plan Office	Game -- play answering emails, draw pictures, deal with boss and co-workers. Romance in the Discovery Room. Win, you get to be the boss
Mist Generators	May be harmless. May be toxic.
Laser Disco Ball	Shoots you until you blow it up. Also may have jaunty tune
Mist Generators	May be harmless. May be toxic.
Laser Disco Ball	Shoots you until you blow it up. Also may have jaunty tune
Cats	Cat generator. Playground. Shrink you down, cats become *monsters*! Also, Hurricane! Cat-5!!!
Packing Crates	Tons of crates with weird markings. Hard to open--but maybe there is a limited number of keys or something. Inside: attack robots, treasures, mummified or embalmed bodies, 100's of ping-pong balls, etc.
Security Station	Hard to get into--but once inside, various doors can be opened or traps turned off. Often has video feeds of the surrounding area. Often guarded by robots (may have an armory).
Ticket Booth / Machine	Will dispense a ticket under the right conditions. Can be used to access other places in the installation or submitted for prizes (or SPs). Conditions could be: winning things like carnival games (but usually dangerous), solving logic puzzles, etc. NOTE: Characters might find cards or other items redeemable for tickets.
Gumball Machines	Vends small treasures in plastic spheres. Usually requires credits to play.
Food Kiosk	Robot Kiosk with arms, lights, etc. Will try to sell the characters food or some other item. May have a friendly demeanor or pushy/violent. Food often acts as a buff.
Large Switch / Button	Alone on a wall. What does it do??
Unwelcome Mat	In front of a door. Acts as a TRAP signifier. May say "Go Away." Or "Unwelcome" or "Come Back With A Warrant" (or similar).
Gift Shop	Sells various trinkets or bizarre items. May have a governing robot. Items may be safe--but may also be infectious with diseases or memes.
Robot Repair Bay	Tracks, arms, pods full of gear. Often dangerous with warning lights and black/yellow striped areas. There are valuable power-cells and maybe weapons and things in there somewhere.
Health Station	A wall station with medical logos on it. Will restore up to XX DP (usually 30). Restores 10 DP per Long Action.
Watching Eye	A static, blurry video screen in which, sometimes, a single giant eye can be seen watching. A bad omen--will tend to summon security robots.
Smiley-Face Contagion	The wall, floor, etc. has various vibrantly colored smiley faces in different sizes. This is an infectious nano-swarm--characters may pick it up, they or their gear becoming marked (permanent unless removed by a technical remover). Other logos also available.
Mobile Door	A heavy, sliding industrial door actually has hand-holds so it can be moved around a room. Each wall has a different room behind it, accessed when the door is moved. Exactly how the door works / moves along the wall is a mystery (it takes a STR roll at -2 to lug it around--it's heavy).
3d Printer	A non-mobile device that can take blueprints and turn them into devices or other treasure. Usually coded to handle just a few (often nearby) blueprints.
One-way walls	A translucent energy wall--you can pass through it one way, but not the other (it is opaque from the other side and appears to be a normal wall). A Traps roll will identify it as such.

Countdown Timers	The walls have digital displays with large numbers counting down. Could be millions of years in the future or a few minutes (doors open releasing monsters when it hits zero?)
Propaganda Posters	Walls have lit plates with posters encouraging PRODUCTIVITY or OBEDIENCE. Reminders that YOU ARE BEING WATCHED or that LOOSE LIPS SINK SHIPS--or even less sensible ones.
Steampunk Electric Eyes	Camera systems on bulky corrugated rubber arms that make clicking and whirring noises as they look around curiously.
Help Desk	A small information kiosk built into the wall. May have an active terminal. Robotic assistant, etc. Might provide maps or pamphlets for part of the level.

Let's Build an installation!

Reified Semiotics is a kind of crazy industrial-nightmare kind of place with insane motivational / propaganda posters, warnings, and so on. Let's look at a few of the work-spaces and decorations.

Demotivational Posters: The system that built the place knew things about people--or, at least, it thought it knew things about people. Maybe it totally did know things about people and just didn't like them. In any event, here are some of the posters it has populated the area with.

Keep your badge and access cards handy!

In the event of mental-compromise of its lab-workers, the helpful poster suggests they blow their brains out. Since they didn't quite trust their workers to carry through with it, the access to the gun is also trapped.



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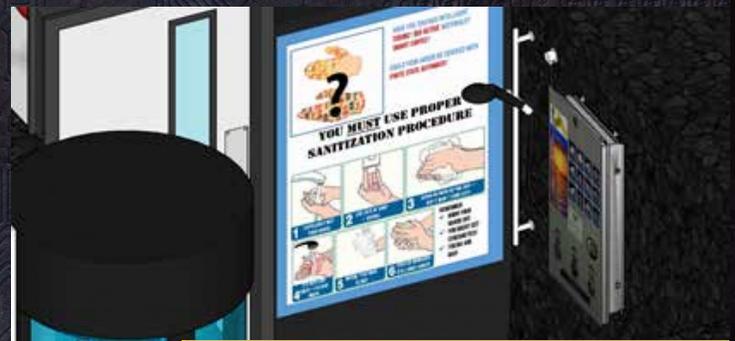
There are quite a few ways to get hurt in the lab. This warning sign probably sums up how the technicians feel about it.

Good hygiene is important if you get sprayed with cellular automata or get smart-coffee on your hands.

The Employee Washroom vends several handy accessories (happy pills and impossible objects).

Science! Says: Keep an eye on your co-workers.





HAVE YOU TOUCHED INTELLIGENT TOKINS? BIO-ACTIVE MATERIALS? SMART COFFEE?

COULD YOUR HANDS BE COVERED WITH FINITE STATE AUTOMATA?

YOU MUST USE PROPER SANITIZATION PROCEDURE

- HOPELESSLY WET YOUR HANDS
- USE LOTS OF SOAP - HOPINS
- SCRUB AS HARD AS YOU CAN - BUT IT WON'T COME OFF!
- IT'S REFRESHING! GULCH--THE ACID WASH!
- WHEN THAT WAS CLOSE!
- YOUR CO-WORKERS STILL HAVE HANDS!

REMEMBER

- ✓ BURN YOUR HANDS OFF
- ✓ YOU MIGHT GET CYBERNETICS!
- ✓ TOKINS ARE BAD!

SCIENCE

Proves There Is An 80% Chance One Of Your Friends

HATES YOU

KEEP AN EYE ON THEM

OFFICIAL NOTICE
CONTINUED THEFT FROM THE OFFICE SUPPLY STATION
WILL **NO LONGER** BE TOLERATED

THE SUPPLY STATION IS ONLY TO BE ACCESSED BY **CERTIFIED** PERSONNEL. WE ARE LAUNCHING A **FULL INVESTIGATION** INTO THESE **VILE** THEFTS!

BE ASSURED YOU **WILL** BE CAUGHT! WE ARE EVER **VIGILANT!**

NOTICE: The Company Has Deployed The Denning K50-"Murderizer" Security Bot As A Defensive Measure. Please Keep All Integral Body Parts Away From The K50. The K50 Battlefield Version Uses .62-Caliber Kinetic Weapons And A 450 Mega-Watt Laser Lense.

PRINT-SHOP NOTICE: DUE TO COST OVERRUNS THE K50 ORDER WAS ONLY CLEARED FOR THE K-STUBBY. THE PICTURE STILL WORKS BUT THE SPECS ARE OFF. DO YOU WANT US TO REVISE?



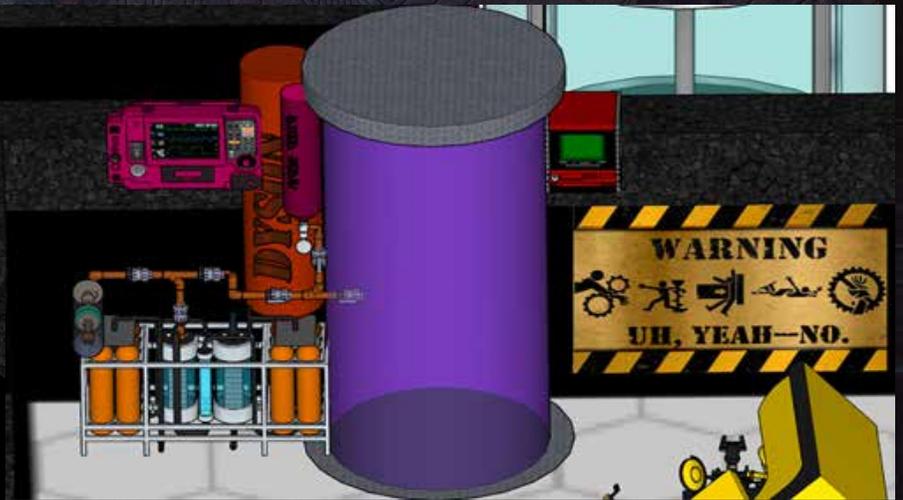
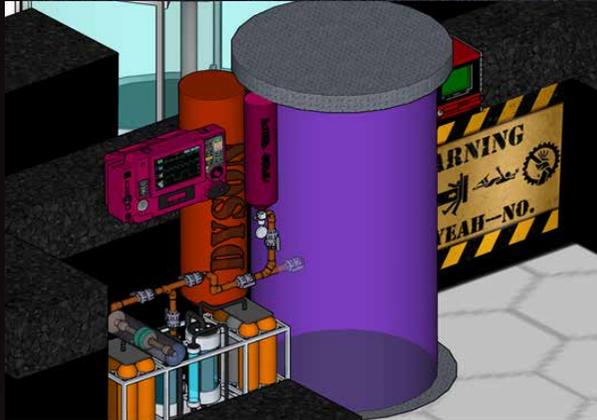
Tubes and Tanks

Installations are full of all kinds of devices and technologies. Tubes and tanks are all large devices you stand in, float in, or lay down in. They typically have metallic-glass surfaces and control stations. It takes a Lore roll to figure out what they do--but with a little work they can usually be turned on.

Type	Notes
Medical Couch	Laying down in one gets the character scanned and healed. Usually these will heal a Major or Critical Wound on a character once per day. Some may require a "credit" deposit.
Resurrection Couch	These have Death Control (Pg. 262) equivalent to 5pts and can revive a character from the dead if their body is whole.
Stasis Couch	The character is put into suspended animation. May require a Lore roll or other help to free them.
Personal Copier	A cylindrical tube that creates 1-3 duplicates of the character as per the Duplicate Powe. Duplicates are all telepathically linked and controlled by the Player. Copied credits will not be useful. Note--there is usually a limited number of charges per day and a limited range (often just the installation) that the duplicates can go.
Clone Tank	Cylindrical tube that creates a quickly grown clone--complete with memories, skills, and equipment. The clone is an NPC run by the GM. Many of these create clones that want to kill off the original and take their place.
Mutation Tank	The character gains a certain number of APs in mutations. NOTE: This is often the Mutation Tag (meaning they are -APs) but can also give temporary or permanent Natural or Extreme powers from the Innate Powers book.
Reality Tube	The character inside experiences a "virtual reality." It is, however, quite real and things can be brought out. Usually there are clusters of these (so the whole group can go).
Shark Tank	Character is interrogated before a vast virtual audience by artificial intelligences who want to make fun of their accomplishments. This can be run as a drama with the character taking Minor or Major wounds for failure.
Fish Tank	Character is turned into an exotic, brightly colored fish and piped to another chamber where there are multiple fish. After 1h this wears off and the character can emerge with all clothes, gear, etc. Often a way to get from one location to another. Also: things in the destination tank may be intelligent and helpful (or, maybe not).
Robot Control Tank	The character gains control of a robot somewhere nearby. While in the tank they can direct it, fight with it, etc.
Interrogation Tank	The character floats in a tank and the person with access to the console can inflict all kinds of physical and psychological trauma as well as having a pretty good lie-detection capability. Some of these have "standard routines" that could be triggered.
Happy Ending Tank	The tank provides "virtual pleasure" suited to whatever demographic (often 'Troops' was expected to be in the tank). In many cases damaged or ancient tanks may get some aspects of the character wrong, providing, for example 'frolicking with puppies' for a hard-core mercenary.
Cyber-Tank	The tank can add cybernetic powers. These are usually permanent. NOTE: in some cases these may come with loyalty chips (whose function after the Age of War can vary a lot). Also: the Tank usually has access to a limited amount of AP. These can be considered Treasure.
Evolution Tank	As per the Cyber Tank but with Natural or Extreme powers. Unlike the Mutation Tank, whoever is in control of the console gets to pick.

Let's Build an installation!

In The Lab is a replicator tube: It has one charge--and the duplicated character can last the whole installation if you keep them alive!



Doors & Hatches

Installations are often / usually sets of rooms, corridors, and portals. Getting a good look-and-feel is an important part of atmosphere. Doors are a good way to provide interesting transitions between areas.



State of Doors

Doors may be, when encountered by PCs, in various states. Some Notes:

- **Trapped:** Some % of doors may be trapped. The standard would be about 20%. The state of the door, otherwise doesn't directly bear on if it is trapped or not.
- **Stuck:** Stuck doors usually can be opened given time and effort. However, if the doors are particularly hardened or POWER-LOCKED, areas may be inaccessible unless the characters have brought pry-bars or other specific items with them.
- **Secret:** Some doors are designed to appear as though they are part of the wall or are otherwise disguised. These are detected the same way Traps are (in general, there may be other ways to detect them, depending). If secret doors are in use in the facility, a generality of 10% - 20% is useful.

Door State	% - Common	Notes
Open	5%	The door is retracted / open and the characters can freely pass through.
Closed, Unlocked	50%	The door is closed--but not locked or sealed. It may be trapped.
Closed, Locked	20%	The door is closed and locked (it may or may not be trapped). In this case the lock is mechanical (Locksmith).
Closed, Stuck	15%	The door is closed and mechanically faulty. It requires repair or forcing to open (depending on type).
Closed, Power-Locked	SEE LOCKED	The door requires power be turned on in order to operate. May or may not be locked / sealed as well. Power must be restored first. Engineering may be able to power the door with portable power-cells or open hatches to manually disassemble hydraulics depending on the security design of the door. (NOTE: If this is true for one door, it is likely true for many or all doors on the section or level--or, at least, for certain security ones).
Closed, Access Control	10%	The door is closed with a Security Access System. Requires Key Cards or a Security Systems roll to open. NOTE: Doors that require Key Cards usually are NOT susceptible to Security Systems (except L4 or L3 on a VERY good roll). Traditionally the Key Card is somewhere else, accessible, on the level.
Sealed	SEE ACCESS CONTROL	The door is closed and sealed from the other side (either electronically). Usually has to either be destroyed (hard, maybe not possible) or opened from a control system elsewhere.

Opening a Stuck Door

Stuck doors are usually opened by generating SPs through:

- STR rolls, sometimes augmented by tools (such as crowbars)
- Rolls made by mechanical tools (such as "Jaws of Life" style door breakers)

Generally speaking, a stuck door has both a STR (the toughness by which it is stuck) and a number of SPs needed to "un-stick it." The Door's STR acts as armor against STR rolls made to open it in that it subtracts from SPs generated.

Example: A stuck bulkhead door in a Threat Level 3 installation has a Strength of 6 and a Stuckness Rating of 12 SPs. This means that a person making a STR roll must make it by at least 7 to generate 1 SP--and must get 12 SPs or more to force it open.

Door Type	Very Stuck	Stuck	Somewhat Stuck
Vault / Blast Door	40 STR, 60 SP	30 STR, 40 SP	25 STR, 20 SP
Bulkhead Hatch	30 STR, 50 SP	20 STR, 30 SP	25 STR, 15 SP
Industrial Metal Door	12 STR, 20 SP	10 STR, 20 SP	8 STR, 12 SP
Composite (Exterior) Door	3 STR, 8 SP	2 STR, 4 SP	1 STR, 2 SP
Interior / Weak Door	0 STR, 2 SP	0 STR, 1 SP	0 STR, 1 SP

Tools to Help

Tool	Plus to STR Roll
Crowbar	+5
Halgan	+10
Hydraulic Tools	+40

Let's Build an installation!

In the employee break room is a jammed / stuck red door. This is a blast-door / bulkhead. There is essentially no way through without something like a black-hole cannon.

Here are three doors--the security door in the upper right requires a key-code (you can see it on the wall). This is an armored, institutional door with a very secure lock. The PCs, without cutting tools they will likely not have, would need the code.



Below is a revolving translucent blue security door. It says BLUE ACCESS. Without the Blue Keycard, you aren't getting through. The heavy metal blast-door to the right is RED ACCESS (the picture shows it as open--but in the installation it's closed. It requires the Red Keycard.



Breaching a Door

For game purposes many doors (most) can't be broken. If the characters have "plasma torches," and high explosive shaped charges, that's another matter. However, in general, a few types of doors can be broken--and if they are sufficiently locked / sealed, they may need to be.

Door Type	Breach
Vault / Blast Door	Generally, no
Bulkhead Hatch	100's of points of damage
Industrial Metal Door	30 DP, 12 Armor
Composite (Exterior) Door	8 DP, 3 Armor
Interior / Weak Door	2 DP, 0 Armor

Door Types (Look & Feel)

There is an infinite number of ways doors and access portals can look. These are some examples.

Door Type	Description	Opening	Breaching
Trapezoidal Auto-Door	A light mechanical door. Makes a "hiss" sound, when opening.	Usually motion detection or a push-button to activate.	Breachable with Engineering / Locksmith and a STR check to force open.
Watertight Sealed Door	A sideways rolling door, black and yellow warning stripes covering it. Heavy metal.	Requires use of a hydraulic crank/lever to the side to release. Then slides to open. May require investigation / Engineering to determine how to operate.	Requires charges / thermite if sealed.
Circular 4-way Retracting Blast Hatch	A circular portal that opens with an 'X' like shape as four panels retract. Air-tight seal.	Usually requires Security Systems.	High Explosive charges, plasma drill
Sliding Ultra-Heavy	Door is a wide, slightly inset, heavy metal system that has two interlocking plates that slide together (on hydraulic, pneumatic, rail, or magnetic tracks). When opening, a light above the door may cycle.	Usually requires controls on the side of the door (push to open / close, locking keypad?)	High Explosive charges, plasma drill
Cranked Hatch	A circular or rounded-rectangular access way in a bulkhead-style wall. The door is opened by releasing any mechanical locking arm--if on the correct side, otherwise the door is SEALED) and then turning a crank to retract the bolts, after which it can be swung.	If on the right side with the Hatch Dog (the locking arm) it requires only understanding the mechanism. If the locking arm is engaged, from the other side, the door must be destroyed to open.	High Explosive charges, plasma drill
Glass Door	Sliding Plexiglas or other semi-transparent material.	Usually on a motion-detector. Note: Door may be occluded and turn clear when a control is activated, before opening.	While some may be indestructible, generally breaking bars or sledgehammers can open lower-security doors of this type.
Industrial Standard Door	The door is a slab of metal or composite that swings on regular hinges.	Usually a mechanical lock. May have sliding bolt security locks (for Security Systems or Key-Card access).	Unless created with advanced materials, these can be very strong--but still subject to mechanical breakdown.
Strong (Exterior) Standard Door	The door is made of light-composite materials, possibly wooden. Swings on hinges.	Mechanical lock.	Can be broken quickly with a prybar.
Weak (Interior) Standard Door	Door is made of hollow material (plastic, wood, light composite). Swings on hinges.	May have no lock.	Can be broken by a strong blow (usually 1-3 pts of damage will open it)
Sliding Metal Link	Access is controlled by sliding a folding grate of metal bars across the opening and latching it. Anyone can see through it (it provides 3pts of Cover, however, unless the barrel of a weapon is poked through one of the holes). Somewhat noisy.	Mechanical lock.	Unless the latching mechanism is very high security, a prybar can be used to open it.

Vault / Blast Door, Retracting bolts	A thick heavy metal door (sometimes more than a foot thick) with retracting bolts that are sunk into the metal-reinforced frame when closed and locked.	Usually has mechanical cranks to retract bars, interior "hatch dog" (a mechanical arm that, when engaged from the other side, seals the door), and may have security access panel to unlock the bolts.	High Explosive charges, plasma drill
Iris Hatch	Door is a circular portal. Closing or opening it has overlapping metal plates slide in, dilating or contracting.	Often Security Access Controlled. May well be controlled from a security station.	The plates may be thinner than those on a heavy blast door, making it susceptible to lower-level breaching charges.
Slam-Down Security Seal	A metal plate drops from the top of the doorway and lands/seals in an inset-track along the bottom. Often used as an active-security precaution rather than a "standard door."	Often Security Access Controlled. May well be controlled from a security station. A trap or security system with an ALARM result may activated these Security Seals (often, in that case, on a time-lock where they will retract after a number of minutes if the installation is not actively staffed).	A Security Seal such as this usually requires breaching charges or high-explosives to open.
Revolving Door - Two Way	A 4-chamber rotating portal that allows you to move through by pushing the wall.	Mechanical lock.	These are traditionally easier to break (but may be made of extremely tough material).
Revolving Door - One Way, Metal	As a standard revolving door but with metal bars instead of a transparent wall. The door only turns one-way. A set of alternating bars at one point will crush someone who tries to go the other way.	Usually, mechanical lock.	This is pretty solid metal and traditionally much harder to destroy / circumvent.
Manual Sliding Door	The door slides back and forth. Often glass / translucent material--but not always.	Mechanical lock.	Usually these are low-security and can easily be broken with force or a prybar.
Double Door (hinged / security)	A standard door, doubled.	Mechanical lock.	Usually these are strong (exterior-style) hinged doors or even metal / armored composite industrial doors.
Airlock, Hatched	Technically two doors, usually in bulkhead style walls. These are often opened from a security station on the far side and/or have security access controls inside (depending on the security level). The mechanism prevents both doors from being opened at once.	Security System / Access Controlled	These are usually heavy, air-tight doors.

Airlock, Cycling	A double-layered tube where the inside tube has one opening. When a person steps inside, the inner tube will cycle around, allowing the occupants to exit from the far side. This may be done to prevent atmosphere from escaping but is more commonly accompanied by a security scan of some sort.	Security System / Access Controlled	These are usually made of a very strong, but translucent plastic. Requires high explosives.
Energy Barrier	A semi-visible glowing grid of "quantum dots." When touched, it provides a repulsing "push."	Generally controlled by an access panel near the door or a security station.	Energy barriers are usually stronger than metal.
Manual Access Portal (MAP)	A "conventional hinged door" with a dial system near the door knob. The door, when closed, conceals a time/space portal, the destination of which is set by the dial. When open the connection is seamless. The dial may have discrete locations or be more like a "radio tuner"	Locks are usually mechanical in nature.	If the door is broken, the portal collapses and the far side is either a "mechanical room" (with the portal equipment, now malfunctioning) or a wall.

Door Adornments

Doors can have multiple "adornments"--often these give the PCs a clue as to the nature of the door. Here are some examples.

Adornment	Description	Notes
Operating Light	A light (often orange) that cycles, flashing when the door is opening.	Usually used for heavy, sliding doors, that take 3 Rounds (18 seconds) to open. May be accompanied by an alert-siren as well.
Trap Light	A panel above the door with the word TRAP on it. When lit, the door has an active trap.	This is a feature of the Age of Wonders. The rationale for it is unknown. It is very rare for these lights to "lie."
Warning Stripes	The door has yellow and black diagonal stripes either on it, or near it (along the floor). May have "warning glyphs" as well that indicate the type of hazard.	This is often the case for heavy automatic (hydraulic or similar) doors that can crush subjects when closing. May also be the case for atmospheric seals that might vent air or let water in, etc.
Window (Security Glass)	The door has a window in that allows visibility into the next chamber.	Sometimes there are controls to "activate" the window, making it transparent. This can be important in very dangerous containment situations.

Indicator Glyphs	In many cases, especially in Age of War structures that were created by Age of Wonder technology, signs on the door indicate what the room behind it is / contains. Things like "Monsters" or "Traps" or "Security Systems" may be indicated by glyphs on the door. In a lot of cases, the owners tried to remove (or paint over) the warning signs--but Age of Wonder-technology doors seem to regenerate in some way that makes this less than effective.	If the intruders can figure out what the glyphs mean, they can gain insights into the to nature of the challenges ahead.
Welcome Chime	The door has a sensor that plays a chime or message when someone goes through it. Again, this was often an unwanted feature of Age of Wonder technology and often very annoying to people inside.	"Welcome Intruder, You Are Looking Handsome Today." NOTE: The door may be a "smart door" that is capable of making observations or holding conversations.
Operational Status Lights	A set of light-up glyphs that show locked, stuck / operational, power on/off, etc. status.	The "Secret / Concealed" light-up glyph is especially frustrating for Age of War people trying to use Obscurity-Security in their installations.
Compliance & Certification Markings	Doors may have panels that show when the door was last checked for operational integrity, workplace safety notifications, etc.	Sometimes, when out-of-date, the door becomes a trap, slamming shut on people going through, trying to sever limbs or crush them!
Light-Track	A sliding hatch has an illuminated strip around it. When the door has full power, it is lit. When the door does not, it is turned off.	Without power, the characters must force the door manually (alternatively, it may be effectively POWER-LOCKED--but usually, with this adornment, it is simply treated as stuck).
Active-Security Glyphs	Some doors auto-close / seal under specific conditions (such as fire, release of monsters, or "hull breach"). The glyphs specify the conditions under which it will seal.	This can give a good indication on whether the room has a Trap / ALARM condition that seals it.
Force-Field Reinforcement	The door has a glowing greenish (?) aura around it. The door has been reinforced with an energy field.	Often the energy field must be turned off somewhere (a security station) before the door can be accessed.

Encounter Types

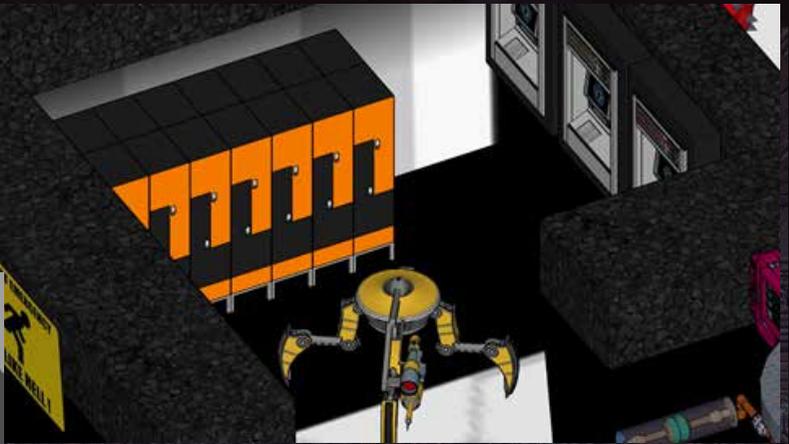
In an installation that has been sealed for centuries there will likely be things like robots and automated defense systems--but that's not necessarily the case. It also doesn't have to be bland. Here are some general pointers:

Robots and AI's

A lot of installations will have robots patrolling them or Artilects running them (or parts of them). These can be basic "auto-guns" or "patrol bots"--but they can also have personalities, goals, hobbies, etc. Some AI's will be faceless hostile defensive systems. Some might be friendly. Robots, when destroyed, yield both power-cells (money) and sprockets--the term for a kind of advanced technological component that can be used for the creation of special treasure types. If the PCs are collecting sprockets then they will be inclined to want to "harvest robots."

Let's Build an installation!

Our installation has several different kinds of enemies. Here are some of the robots the characters might meet!



Overseeing the 5-dimensional cubicle-farm is the BAD-BOSS 900.

In The Lab is a rogue medical robot guarding a set of logic-puzzle sealed lockers.

Toxin Monsters

The Age of Wonder created waste products of DO-NOT-WANT and NOPE-NOPE-NOPE. These are fluids (or solids, gases, powders, or crystals) of congealed negative-emotion. Over time they turn into disturbing monstrous forms. Many installations will have toxin monsters (the toxins, themselves, were often useful to Age-of-War aims such as being used in weapons or for dangerous kinds of power-sources).

Toxin Monsters, when killed, tend to decay into Success Points and Pogs. Pogs are small tokens with colorful pictures on them that represent concepts or powers. They can be affixed to weapons, armor, and people to grant those abilities. Characters collecting pogs will want to harvest Toxin Monsters to get more of them.

Let's Build an installation!

In the Reified Semiotics coffee shop the Smart Coffee has become dangerously bored and aggressive. This is a toxin monster from the installation we're building. Can you spot it?





On the floor of The Lab is a dark stain. It's a toxin monster as well. They even have a warning sign up:



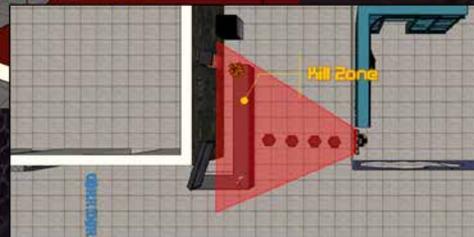
Other Inhabitants

Installations tend to be ancient and “abandoned”--but they can also be inhabited. The Age of Wonders had avatars and icons--physical incarnations of “social media profiles” and those after-images still remain, like physical ghosts going about “their lives” in the remnants. There are also brigands and bandits, organized monsters, and living weapons that last, well, basically until they’re killed. Any of these--or combinations--could be living in installations.

Traps & Hazards

Stay Alert, Intruders

These rules cover running Traps & Hazards in JAGS Have-Not. A quick note: Although we use the terms somewhat interchangeably, traps, hazards, “trials,” and logic-puzzles have slightly different meanings in terms of installation building:



The Role of Traps, Hazards, etc.

In game terms, traps (and other similar hazards) add an exciting element of risk and danger to the game. They also create character-roles for scouts (characters adept at finding and disarming traps) and provide a space for resource-management in terms of carrying gear that will protect from hazards.

As such, there are a few basic “roles” that traps can play and we have some advice for GM’s trying to populate an installation with them. Here’s a summary of how you as the GM may want to use / distribute traps and hazards:

- 1. Create a sense of a dangerous environment**
- 2. Build Tension**
- 3. Restrict Access To Areas**
- 4. Gear Management / Scout Role**
- 5. Add Color**



Create a Sense of a Dangerous Environment

Installations are unpredictable, often illogical, sometimes even “unfair” environments full of danger and wonder. Traps and hazards, in many cases seemingly random, force characters to remain alert and cautious.

Best Practices: Creating a Sense of A Dangerous Environment

- Mix traps that are low-damage (but hard to detect) with traps that are high-damage (but easier to detect).
- Apply them “randomly” in the installation. Their placement does not need to make sense.
- Only about 20 percent, at most, should hit the “whole group,”
- A Lethal-Rated Damage Trap that is easy to find will likely convince the PCs they are in a dangerous area.
- Invisible hazards (radiation, gas, etc.) are possible here--but use them sparingly.
- There can be signs--either outright warning signs the characters can read, glyphs that require Lore, or architectural cues that this area may be trapped.
- Obvious Traps are quite possible here. In Age of Wonder installations, many doors will have a “TRAP” Light that, if lit, indicates there is, in fact, some kind of trap!

PIT-TRAP

Catalogue No. 002-01-034a
Single-Serbing
OSHA Compliant



Build Tension

Some traps build tension. For example, a pit-trap that seals the character in and then starts to (slowly--but not that slowly) burn them, while the characters have to figure out how to get the seal open or break through it.

Some traps create alarms that will summon hostile forces.

In many cases even areas with hidden traps may have some pretty obvious clues that this is a heavily trapped environment. Very complicated walls and floors, for example, will alert characters with Traps or Engineering skills that there are likely to be concealed mechanisms. Age of War and Age of Wonder buildings often have glyphs which will warn characters with Lore skill that the area is dangerous (Active Security Measures, i.e. Traps).

In some cases, when a trap is triggered there is a countdown before it "fires." Characters may try frantically to disarm it or just run.

Best Practices: Build Tension

- Build some room-encounters around traps that, for example: cause ALARMS (bringing enemies, possibly from several directions), seal the room and provide some dangerous environment (such as gas), etc.
- Use traps that have a slightly delayed activation, allowing PCs to "dive for cover" or otherwise try to take some desperate action when the trap goes off. These traps will tend to be high damage.
- There are traps that kill slowly (Drowning Pools, for example). These will create tense situations.
- Hazardous environments that the PCs cannot exist in for long combined with dramas such as Security or Hacking to "open a locked door" can build tension

NEEDLE SURPRISE!

Randomized Toxins!
Auto-Reset!
Tilt, Pressure, and Intrusion Detection!
Explosive Activation



Restrict Access

One of the most common roles for a trap or hazard is to actively defend an area from people passing into or through it. In game terms, these traps make it hard or dangerous to get from one section of the installation to another. Often these "Traps" will be somewhat less-than surprising-- but may be quite hard to remove.

SCORPION!

Necronium Razor Blade!
Smart Trigger
Pneumatic Full-Motion Arms!
Smart Trigger

Secure Console

Concealed Within Wall

Deployed!



Best Practices: Restrict Access

- Doors to some locations will have “active measures.”
- Corridors may have flamboyant obstacles like timed fire-jets. Often these will have an “off-switch” on the far side (so only one character needs to go through).
- Some corridors may have clearly marked hazards (RADIATION) that will force the PCs to go around another way if they don't have proper protections.
- In some cases traps may be used to protect items--in which case the item will be visible but the trap may be hidden. In other cases, the item is placed in a visible location as bait and there may be intricate (or more than one) trap, requiring difficult rolls and high risk.

Gear Management & Scouts

Characters who are observant, skilled in Traps, capable of moving quietly and with good agility can often move through trapped environments much more safely than the rest of the crew. Having traps and other such hazards provides those characters with a chance to shine.

Additionally, there is a category of gear that detects or mitigates trap effects. PCs may have to make some decisions about how they outfit themselves to be best prepared for going into installations. It is our assessment that so long as the decisions are not literally life-and-death and that the group has some idea of how to approach buying defensive gear, that this is, for many groups, a fun exercise.

HUMAN VOICE INCINERATOR!

Triple Flame-Units!
Units Trigger on Human Voice Patterns!
High Capacity Tank! Whisper-Sensitive Microphone

Human Voice Analyzer
Warning Sign



WARNING
HIGHLY INFLAMABLE
THAT DOES NOT MEAN WHAT U THINK IT MEANS

Best Practices: Adding Color

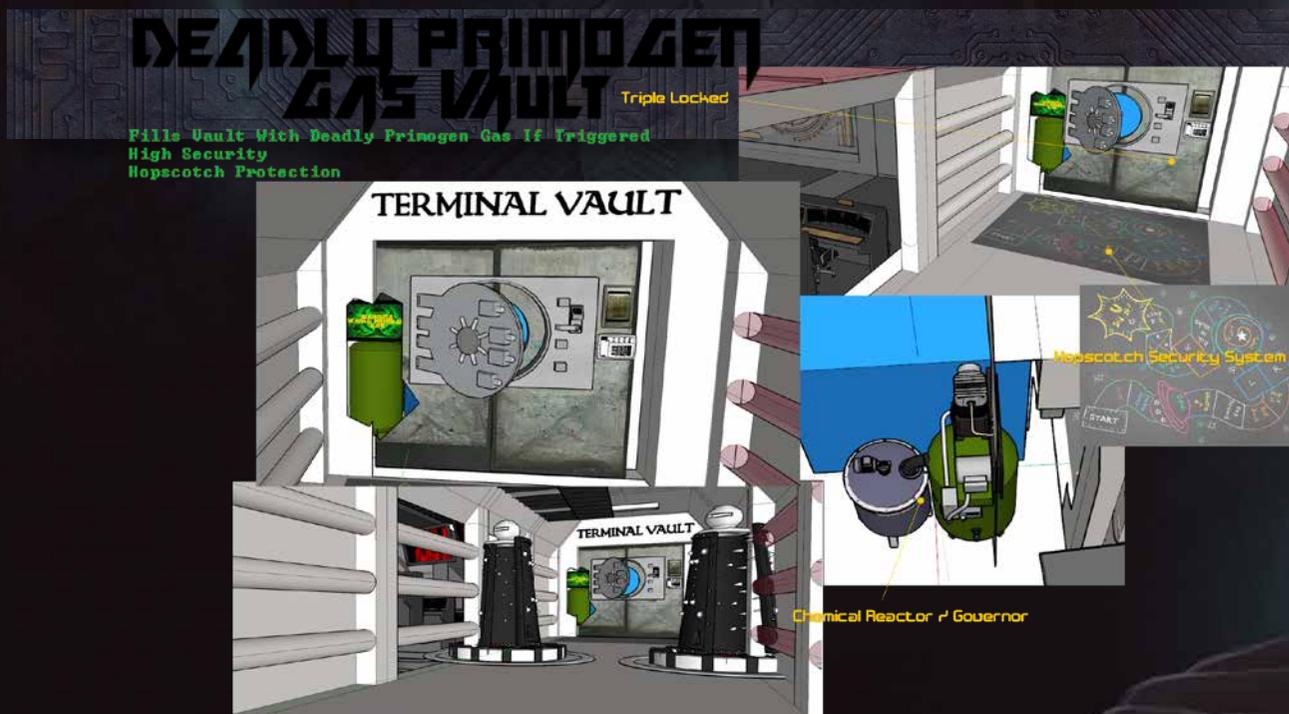
- Pick a theme for the traps in an installation (or area of an installation) and build the traps around them (maybe the pit traps work by optical-scanners instead of pressure plates, and if the PCs wear the masks found in one room, they won't trigger?)
- Create your own traps. Don't be afraid to be outrageous.
- If there are cool traps, maybe the installation will have warning signs detailing how they work, etc. (usually on the far side of whatever area is governed by the trap).

Shifting Play Styles

It has been noted that things like secret doors create excitement initially--but that may wear off over time. The GM should be alert to the player's attitudes concerning dangerous locals or looking for hidden things (note: hidden treasure which does not have to be found to make the level a "success" is a good idea in a lot of cases--but, again, not all).

It is okay to have the first few levels feel very dangerous and chaotic and then transition to focus on other things like exciting combat or exploration.

Scout characters might be given "feelings" about things ("This level feels veerry dangerous!").



Talk to the Players

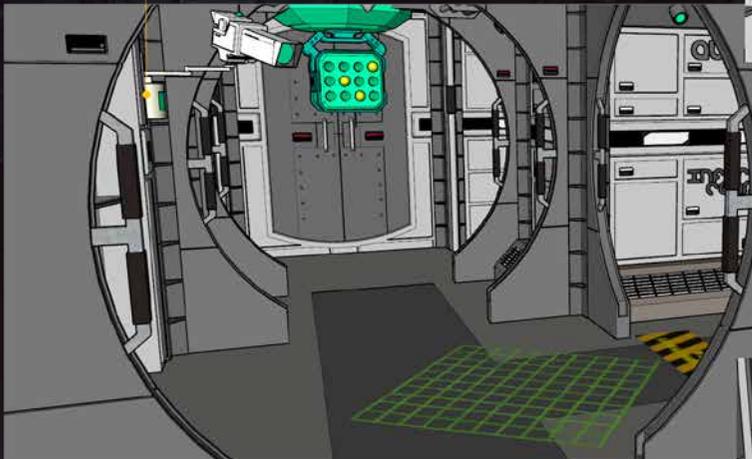
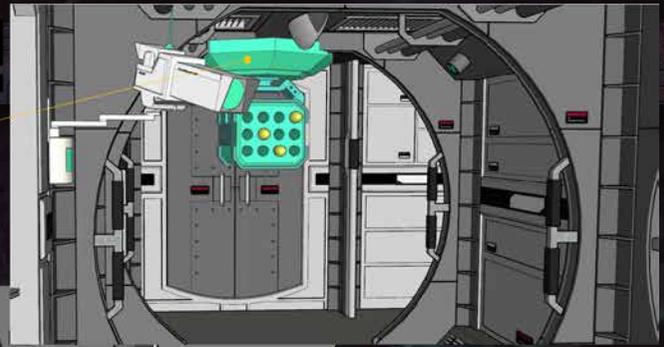
An absolute best-practice is to talk to the players about what conventions are in effect. Depending on the group, it may not be preferable to let the players determine the difficulty level (in the case where either they have no firm ideas or simply do not want to for purposes of immersion or whatever)--but it is usually a good idea to explain certain things such as whether traps will be a big part of a level or the game in general.

Rules for Traps, Hazards, Etc.

ROCKET SURPRISE

Motion Scan
Green-Light Laser Grid Sensor Sweep!
High Capacity High-Explosive Rocket Pack!
Stylish Sensor and Rocket Pod Matches D8cor.
Motion Sensor

Rocket Pod Affixed
To Any Surface



These are the game-mechanics for handling traps, hazards, etc. Because there can be such a wide variety of these obstacles, you will need to make some judgment calls as to which rules apply to a given situation.

Detecting Hidden Traps

When the party is walking around an installation, on their guard, alert for dangerous devices, they have a chance to see a potential trap before it hits them. This act of detecting traps can also involve things like using sensors to detect radiation or similar hazards, spraying the space ahead of them with special aerosols to make laser beams visible, prodding the floor with a 10' pole, etc.

The general skill for examining an area for traps is Security Systems. If a character doesn't have that skill, a Perception roll is allowed. The GM can also allow:

- Engineering at -2 to see if a particular construction seems likely to conceal hidden mechanics.
- Occupational Skill Architect at -2 to do the same.

TESLA COIL

Death Coil

Devastating Area of Effect
Powerful, Hard To Disable
Capacitors
Easy to Jury-Rig! Portable! Trigger Sensor

Twin POWER SHOCKER™
Batteries



Fully Functional in MC
Escher Environments

Passive Searching: Rolls for the Group

The GM can call for everyone to “make a perception roll” or a Traps / Security Systems (same skill, different name) roll if they have it. In this case the bar for success is the listed number of SPs +3 (so if a trap requires 4 SPs to detect, it now requires a perception roll made by 7). Characters with L3 skill only need SPs +2, and Level 4 is just the listed number of SPs. If the roll is made by anyone, they spot the trap (or, at least, “something wrong with that [whatever]”).

NETWORKED AUTO-LOCKS!

Advanced Sensors
Coordinated Fire-Control
See-Through-Wall Millimeter Scans

Smart-Fire Technology



Frangible Bullets In Case
Of Fragile Targets



Can Deny Other
Access With Swivel!

Active Searching: Specific Check

If the character is searching a specific target for traps—such as a door, an item, etc. Then they make a roll and, if their total SPs equals or exceeds the trap's Detect-1, they find the trap. If they miss the roll, they can try once more using the step #3, below (the GM rolls in secret).

Walking Around, Looking For Traps

A scout or other skilled character can also just “be alert for traps” (or secret doors, or whatever). To do this they make a Traps / Security Systems skill roll and that generates a number of SPs. Moving from 1 “location” to another costs 1 SPs or the number of SPs of a trap. If they don't have enough SPs banked, they spring the trap (or, at least, risk springing it).

Characters with L3 Traps / Security Systems skill get +1 to their number of SPs if the roll is made.

Characters with L4 Traps / Security Systems skill get +4 to their number of SPs if the roll is made.

If they made their Skill Roll they can re-roll again, hoping for better (if worse, but they still made it, they can keep trying). However, if they miss their roll:

1. They can have the GM roll in private and the GM will tell them if they rolled over or under 10—but that's it. They must move at least 2 “locations” before getting another roll.
2. If they rolled over 10 and want to roll again, the GM makes another hidden roll—but doesn't tell the player anything.
3. The character must move at least 2 locations before rolling again.

What Is “A Location”?

A “location” is generally either (a) going through a door, (b) searching a small or medium sized room, (c) moving down a small or medium corridor, or (d) searching some complex area or object in a room. In other words, the GM gets a good amount of discretion when deciding when the character spends 1 SP to “keep moving.”

Keep in mind that unless the area is very dangerous or the players are really enjoying the feeling of a dangerous environment, the amount of rolling should be kept to a minimum. Most Traps require 2 SPs to discover, meaning that so long as the player re-rolls at 2 SPs they will find most Traps.

This means that the players are incentivized to have a scout character with a 14- Traps roll (L3 as soon as they can get it) and re-roll every 2 locations or so.

NOTE: Players may still call for a specific check of something as per the rules above. This technically means that they can, if they miss their roll, and want to go very slowly, call for specific checks of ceilings, floors, doors, etc. at every step. As this can bog-down play, it is recommended that the GM and players discuss how they feel about the presence of Traps in general and should reach an agreement that feels good for everyone (i.e. Optional Rule: A character with L3 14- Traps or better will see any trap—so don't worry about detecting them!).

Avoiding / Disarming Traps

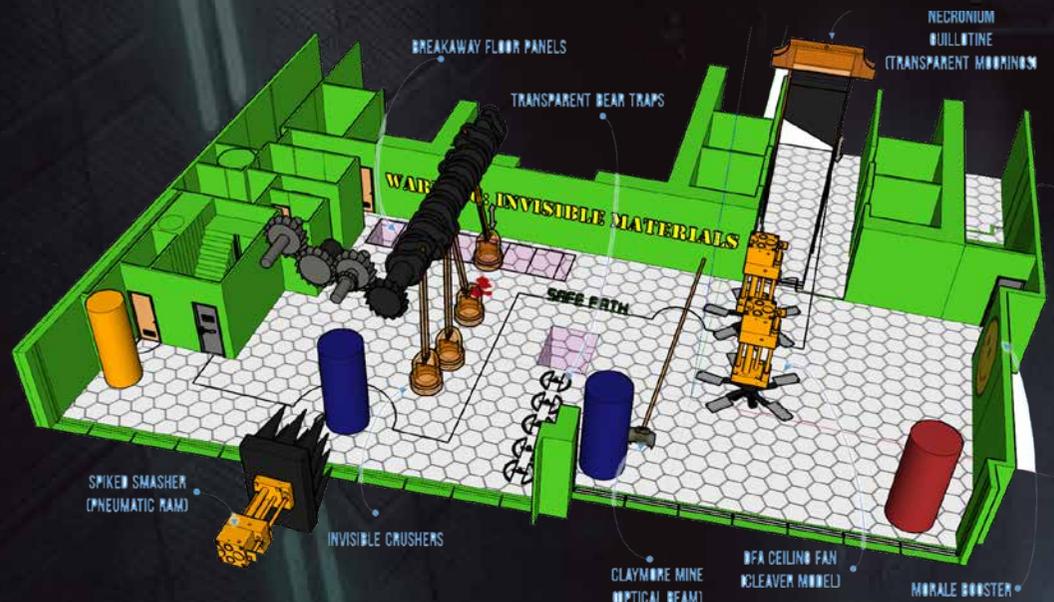
Not all traps are hidden: some, such as “timed jets of fire that shoot out of the floor” may be impossible to miss. Some traps/hazards can simply be avoided once they are known (think: stepping over a tripwire). Some can be disarmed (think: removing the explosive charge set off by the tripwire). Some can't and must be dealt with other ways (think: running through the flame-jets with the exact-right timing).

A trap's 'profile' (the basic description) generally determines how hard it is to disarm/avoid. Here are some guidelines.

Detect & Avoid

Some traps or hazards, when you know where they are, you can just walk around them. In this case the only required roll is to detect the trap (see the break-away floor tiles, realize the hidden wall conceals a smasher, etc.) In this case there is no longer any rolls necessary. Examples:

- Tripwires which can be easily stepped over
- Small pressure-plates which can be navigated around
- Blade traps that, once triggered do not rapidly reset (and can be safely triggered once the mechanism is known)
- Mines that can be either avoided or safely turned off once discovered
- Traps on a door where another access point to the room behind it is easily provided.



Disarm / Deactivate



Often traps/hazards are controlled by electronic (or mechanical) devices that, even if the trap is detected, must be disarmed, de-fused, bypassed, or just “jammed.” With these, if the controlled area is to be passed, the characters must not only detect the trap, but they must also disarm it. This differs slightly from “hacking” in that hacking may be the equivalent of a disarm-hacking-drama--but hacking can also involve logic-puzzle type engagements. Disarming is usually just done with a skill roll.

- Security Systems: Electronically “running a bypass” on a sensor mechanism (could also be Engineering at -4)
- Demolitions: Disarming a bomb by cutting specific wires in the right order (could also be Security Systems at -4)
- Coordination Roll: Quickly removing an item from a weight-sensor and replacing it with another of roughly the same weight (don’t count on this!). (Could also be: Security Systems or Locksmith at -4)
- Mechanics: Jamming a mechanism that releases a bladed arm. If the arm, once detected, can be easily jammed or avoided, this is really Detect & Avoid. Security Systems at -4 will work.
- Locksmith: Picking a lock / cracking a safe-style mechanical system which, if things go wrong, would activate the trap.

In these cases the disarming has some degree of peril associated with it: if the character doesn’t successfully navigate the disarm procedure they will likely get hit by the trap! The standard methods for this are as follows:

1. If the trap is not especially complex / dangerous it may be assumed disarmed by the character discovering it. This essentially makes the version “Detect & Nullify” even if there is, in-game, some technical engagement with the trap.
2. The character must make a Security Systems roll (possibly at some negative) to disarm the trap. If failed, but only by -1 to -4, the trap is still active--but does not go off. If failed by 5 or more, the trap detonates.
3. A drama to disarm the trap (see below).

NOTE: The first two of these are preferred for “run of the mill traps” as they speed play. The third is pretty dramatic.

Hacking Dramas

If a trap or defensive system has a console, meaning a computer interface that controls it, it can be hacked. Hacking involves either a hacking drama (using Hacking skill instead of Security Systems) or a logic-puzzle solution. Generally, attempting to hack a trap involves being close enough to it that, if it detects the intrusion attempt and goes off, the character will be in the danger zone.



- Hacking: A Detect-and-Disarm style drama using Hacking skill. Note that in some cases, special gear can help a lot with this (including letting the character hack from a safe distance)
- Logic Puzzle: Hacking terminals may often work with logic puzzles (they may require a simpler Hacking skill roll to bypass front-line security to get to the logic puzzle). In these cases, the whole group can work on the puzzle (in this case, it's Sudoku!)



Basic Hacking / Disarming Drama

If a trap has a console that allows it to be hacked or explosives that need to be disarmed, or other access points that make it possible to be shutdown by working on it, the GM can institute a Hacking / Disarming drama.

Usually the character doing the disarming is in danger of being hit by the trap if the drama fails (although other outcomes, such as alarms summoning guards, are possible).

The Drama

The character makes a series of Security Systems, Engineering, Hacking, or Demolitions (as required by the kind of trap) roll. They are trying to get enough Success Points to disarm the trap. Every round the trap gets a "Perception Roll" to "notice the characters" and go off (or issue an alarm, etc.). Usually this roll is quite low (such as a 5-) but it may increase every Round by +1.

ALERT Status

Some traps, especially traps which can be hacked, have an ALERT condition. In this case, if the perception roll is made--but only by 0-2, the trap goes to ALERT and gains +2 to its perception roll. Thereafter, if the perception roll is made at all, the trap triggers.

At Perception 7- or 8- the trap usually uses an ALARM condition.

Example: An Average Trap with a terminal has a Perception roll of 4- (+1 each Round) and the character must get 20 SPs before it notices them.

Trap Difficulty	Easy	AVG	HARD
Perception 3-	20 SPs	30 SPs	60 SPs
Perception 4-	15 SPs	20 SPs	30 SPs
Perception 5-	12 SPs	15 SPs	25 SPs
Perception 6-	10 SPs	12 SPs	20 SPs
Perception 7-	8 SPs	10 SPs	12 SPs
Perception 8-	5 SPs	8 SPs	10 SPs

Deal With / Circumvent

The final category is for traps / hazards which can't be deactivated and cannot (easily) be avoided. Examples include:

- A hall full of dangerous gas or radiation
- An entire floor that acts as a sensor for a trap
- A door, barred from the far side, with explosive wired to a vibration detector that will go off if the PCs try to knock it down
- An emplaced sentry minigun with an intelligent optical sensor that will fire at anyone noticed at the far end of a hall
- A room with a sound-sensor that extends blades from all the walls, "filling the room" if anyone makes noise above a whisper. The blades retract quickly--but come back out again, as soon as another sound is heard.

In these cases, there is no simple "roll to avoid / disarm" the trap in question. It must be dealt with creatively or avoided altogether. For example:

- Hall with gas / radiation: hazard suits and gas-masks.
- Floor-Sensor: Suspend self from ropes while hacking the computer
- Door with far-side wired: In this case drilling the door and using tools would allow a roll to disarm it, assuming the PCs have the right tools and expertise (Demolitions, etc.)
- Sentry Minigun: either hack the security systems or engage the gun in combat
- Sound-Activated Blades: Everyone has to stealth through the room

The Drama

Some general points:

1. In a lot of cases there will be a shutdown switch on the far side so that one character, the scout, can go through and disarm the trap for the rest of the party.
2. Often specific gear (gas masks, anti-rad pills, etc.) will be useful for getting through.
3. Combat (such as shooting it out with turrets) may be required.
4. Terminals that can be hacked to shut down the trap (see hacking) are often nearby.
5. If the trap has a profile where it takes a Round or so to activate, setting it off and then “running like hell” may be an option.

Traps, Trials, and Other Hazards

Traps have the following parameters:

- General description: is it a pit trap? Swinging blade? Activated auto-guns? etc.
- Trigger: What sets the trap off?
- Activation Profile: If activated, how does the trap “hit” (can the character avoid the effects?)
- Concealment Difficulty: How hard is the trap to detect?
- Disarm Difficulty: How hard is the trap to disarm (or avoid)
- Trap-Level / Damage: If triggered, does how much damage or other impact does the trap have?

Trap Stats

Traps and other hazards come in a bunch of different flavors so we have created a standard template that the GM can use when designing traps (we have a lot of examples as well—but these are by no means the only possibilities).

(Lethality) How Much Damage Does The Trap Do?

Trap-Damage is “generically” based on Threat Level (Level) of the installation. The specific damage will vary by trap type and the numbers listed are in terms of Impact Damage. Lethal is calibrated to do a Major Wound to a tough character of the level. High is calibrated to do above a Minor Wound. Medium should be “around a Minor Wound” and Low is “sub minor” (note: there are traps that do, literally, no damage—but have other effects).

Basic Trap-Damage Table (IMPACT / PEN)

Level	IMPACT Lethal 180%	High 130%	Med 100%	Low 80%	PEN Lethal 180%	High 130%	Med 100%	Low 80%
2	31	21	12	8	26	13	8	5
3	37	25	15	9	31	16	9	6
4	43	29	17	11	37	18	11	7
5	49	33	20	12	42	21	12	8
6	55	37	22	14	47	23	14	9
7	61	41	24	15	52	26	16	10
8	67	45	27	17	57	29	17	11
9	73	49	29	18	62	31	19	12
10	79	53	32	20	67	34	20	13
11	85	57	34	21	72	36	22	14
12	91	61	36	23	77	39	23	15
13	97	65	39	24	82	41	25	15
14	103	69	41	26	88	44	26	16
15	109	73	44	27	93	47	28	17
16	115	77	46	29	98	49	29	18
17	121	81	48	30	103	52	31	19
18	127	85	51	32	108	54	32	20
19	133	89	53	33	113	57	34	21
20	139	93	56	35	118	59	35	22

(Visibility) How Easy Is the Trap To See

There are a few different basic presentations of traps (or other hazards).

1. Obvious - and Obviously a Trap: In this case think of glowing visible laser beams around a powerful artifact. Anyone looking at them knows that touching the beams will do something bad. These don't require rolls to detect but may require skill dramas to deactivate.

2. Obvious - But Not Clearly a Trap: The hazard is quite visible--but it's not clear to the uninitiated what exactly it is. Imagine a "disco-ball" hanging in the center of a room. A character with Traps skill knows that it fires scatter lasers all over the place if triggered--now you just have to figure out what the trigger is. This requires a Traps roll at the listed number of SPs (-1) to analyze properly.

3. Hidden - [SP Number]: In these cases the trap is concealed but a trained scout--or just a canny perceptive character can determine something is going on. In this case we go to "detecting Traps" (see above).

4. Hidden - Detectable with Gear: Some hazards--and some traps--are quite invisible. Think radiation or (invisible) poison gas. There are, however, cheap sensors that can raise alarms in their presence. Gear / Sensors come in four grades:

- a. Class A - Always detects. If the character has the gear, they will detect the trap at a safe distance.
- b. Class B - Enhances a passive roll. The character still makes a Traps / Perception / Etc. roll--but the gear gives a bonus to it.

- c. Class C - Always Detects on Active Roll. If the player declares the character uses the sensor, and there is a hazard of the right type within range, it will automatically detect it.
- d. Class D - Enhances Active Roll. If the player declares the character uses the sensor and there is a trap within range, the character gets a bonus to their detection (Traps skill) roll.

Trigger Types and Activation Profiles

When determining how dangerous a trap or hazard is, how it “springs” is important. Traps that are set off by motion sensors are, for example, more dangerous than traps that trigger only if a door is opened or an optical beam is broken.

Bypassing and Avoiding Traps

Some traps are easy to bypass once you see them. An example is a physical tripwire: once you spot it, everyone just steps over it. On the other end of the spectrum is a corridor filled with deadly gas: if you are in the corridor at all, you are exposed.

NOTE: Often avoiding the area altogether (choosing a different corridor that is not filled with deadly gas) will effectively avoid a hazard--but that isn't what this refers to. It refers to how well the characters can continue onwards in the presence

Triggers	Description	Rules
Pressure Plate	A simple mechanism where a surface (floor, pedestal, etc.) has sensors that detect a change in pressure -- either increased pressure (someone stepping on it) or reduced pressure (someone taking the idol). Pressure plates try not to be over-sensitive to avoid triggering the trap accidentally, or when the target is not in place.	Pressure plates follow normal rules for detection and disarming. Pressure plates in the floor usually trigger on 100 pounds or more. Pressure plates under items usually trigger within a second of the weight changing by +/- 5% of the object's weight (very light objects will be in cases with some substantial weight)
Door Trap	The trigger is built into something that moves -- often a door or a window, although it could be a control (an elevator call button). Because these mechanisms are often concealed on the far side of the door, they can be very hard to detect or disarm	Mechanical triggers arm and detonate when the door is opened. There is usually a way to disarm them -- sometimes a secret button or a correct key, but often the only 'off switch' is in a master-control room somewhere
Laser Tripwire	The trigger is a laser and a laser detector. If the beam is disrupted, the sensor no longer detects the laser and triggers the trap. Lasers are generally not visible and even in misty or dusty conditions appear as thin, wraith-like lines.	A laser grid makes it impossible for a human-sized character to move through the trapped area without activating the trap (Perception Roll 20-). Characters who know exactly where the lasers are (special senses or sensors) can avoid the beams with an AGI or Acrobatics roll against the laser perception roll. Less complete grids may have lower rolls (a single laser at chest level has a 11- perception roll but will explicitly miss characters crawling or flying. One at ankle level will have an 8- roll for each character walking past -- they may step right over it)

Motion Sensor	Motion sensors detect motion in an area, usually with either bursts of microwave or infrared energy. They are active sensors and can easily be detected by people with the right equipment or special senses. They detect physical things moving within their immediate area (usually up to 20 - 30 yards)	Motion sensors can detect people moving in a small area (4 to 10 yards) with a 20- perception roll. Stealth and size mods apply (characters with masses under 1 may be too small to trigger the trap, even if the motion detector detect them. Motion detectors require some kind of projector, although it may be concealed. Getting close to it without setting it off is often problematic.
Optical / Facial Recognition	An optical camera attached to a reasonably intelligent computer system that is able to recognize people's / faces and direct trap capabilities against them if they are unauthorized. Both hard to fight and potentially very accurate	Perception 20-, with stealth and size mods applying. Characters who appear sufficiently strange may fool the system (it may not recognize them as an intruder, even if it identifies them as moving). Optical systems often cover wide areas, and may have a lower Perception roll (14-) if they are covering open or complex terrain
Audio	Microphones which pick up noises and trigger based on sound patterns (usually strange noises that appear to be approaching). These are both cheaper and easier to evade	Perception is usually 14-. In some very quiet areas, it may be higher (usually not above 16-). Microphones may be very difficult to detect and are often redundant (several mikes) making them hell to disarm
Tripwire	A mechanical trap that is triggered by a thin wire. The most foolproof way to use a tripwire is to put it behind a door; this becomes a lower-level door trap (the wire is somewhat easier to detect and disarm than something built into the door)	A trip wire in a trail, hallway or doorway has a 9- chance of triggering each time someone passes it. A mesh of tripwires has a 14- chance, but yields a +3 to perception rolls to see.
Heat / Infrared	Similar to motion sensors or optical sensors, but work better in low light conditions and less well through glass. Unlike optical triggers, infrared sensors are usually dumber and less specific.	Perception 16- with stealth and size mods applying. May have a minimum size threshold (90 lbs). Often use multiple / redundant sensors at higher levels
Embedded Accelerometer	A sensor inside an object that can detect inertial movement and trigger a trap. Similar to a mechanical trigger, but completely inside and much harder to detect / disarm	Will automatically detect if the object is moved in a normal way -- that is, at a regular speed. Very slow motion of the object forces a perception roll at 19-, often versus a traps or security system roll
Touch Sensor	A highly sensitive sensor (often infrared) inside an object that detects contact with the object to a high degree of accuracy (similar to a touch screen phone). Most touch sensors are placed inside components like door knobs or control panels and detect bare skin	19- Perception if touched with a human hand; degrades significantly if touched with a tool (16-), or with a gloved hand (14-)
Green Light Sensor Sweep	An obvious green-light-laser detection system that tracks back and forth.	Sensors are covered under Trials. There is no roll to see them (they're obvious). Getting past them requires either disarming or simply stealthily avoiding them.
Defensive System	The trap is embedded in some other system (a lock, a computer console, a wall panel, etc.). It goes off when someone "messes with it"--meaning they are trying to hack it. Thus, if a mechanical lock is trapped, it won't be set off by using the key--but will be by attempts to pick it.	Generally an Unlock, Hacking, or Security roll is made against the defended system with an undeclared negative modifier (if the character is not aware of the Trap). If they miss the roll (with or without the additional negative modifier) the Trap goes off. Typically that modifier is -3 with an additional -1 per 2 levels of Depth after Threat Level 4.

Activation Profile

The "Activation Profile" is how the trap "hits." Some traps hit "immediately" (such as a bomb exploding), others must deploy and then attack or have other elements.

Activation Profile	Description	Notes
Immediate Impact	Target is auto-hit (such as electrified touch) or rolled-to-hit with a 14-, +4 LWB (the LWB counts to make dodging more difficult). Generally cannot be blocked.	The basic "1-shot" trap (blade trap, etc.)
Deploy & Attack	The device "deploys" and then attacks. This happens within 1 Round but it allows a response if the character is fast enough. The character makes a perception roll at -2. If successful, they get a Block / Dodge action. If someone else makes it and calls out, they get a Block / Dodge at -4. Otherwise, no defensive roll.	Acid jets, flame-throwers, auto-guns, etc.
Gravity Trap	Rolling balls or wheels, falling rocks, etc. These give the character an Initiative roll to get out of the way. Usually the trap has an REA based on LEVEL and the character must beat that to get out of the way (taking a Step Action). There is an implicit +5 on the part of the trap (meaning that if the character and the trap are equal, the trap beats them by +5).	See Running Trial for rolling traps. For immediate falling items, Init is usually 7 + Threat Level
Timed Blast	Area of effect blast that goes off "like a grenade fuse." Everyone rolls Init and those who beat it can move (as above)	As above--but for blasts or other area effects. The Step action is generally enough to get to half damage or even cover.
Release Trigger	When activated, any further action will trigger. The character makes a perception roll to notice that they have triggered it. If made, they can disarm (usually at a high negative).	Character gets a perception roll at -2 to notice they have triggered it. If noticed, a Security or Traps roll can be used to disarm (see disarming). Disarming is usually at -2 over the normal difficulty once armed.
Armed on First Failure	One type of trigger "alerts" or "arms" the trap. This has a visual or audible component (a chime, flashing lights, etc.) After that, the trap is on "high alert" and any secondary or tertiary sensor will set it off.	Usually arming is hard to detect and once armed the trap(s) are hard to disarm. Still, it gives the characters an alert / chance to back out.

Mitigation of Traps

There are some precautions that make certain types of traps a lot less effective if you have them--even if they "spring" (this is different from detection in that mitigation applies even if the trap hits you). An example is a gas-mask that protects against poison gas.

There are a number of pieces of gear that characters can buy that will mitigate the impact of some kinds of traps.

NOTE: Armor, of course, counts against traps that do damage. This is about more esoteric / non-armor pieces of gear.

NOTE: Mitigation may not provide complete protection against the trap. The specifics will be listed with the trap type.

Mitigation Level	Notes	Example
Cheap / Common	The mitigation is something that applies against several threat types and is something that many characters might have / want.	Filter Mask vs. Gas
Moderate, Specific	The mitigation is pretty specific to one type of trap or is somewhat expensive / unusual.	Electrically insulated boots vs. Electrical traps
Unusual, Expensive	The mitigation is rare or highly expensive.	Anti-Grav vs. Pits

Target Area

Many traps hit one person (the person who springs it). Some, however, like explosions, can hit the whole group.

Target Area	Notes
Single target	Trap hits a single individual. Example: Spring-loaded spear.
Multiple To-Hit Rolls	Trap may hit a scatter of people with individual to-hit rolls
Area - Explosion	Trap explodes or otherwise hits everyone nearby.
Area - Persistent	Trap seals area or otherwise holds targets while continuing to be dangerous (Sealed room with radiation)

What Looking for Traps Consists Of

Generally the rule will be that the game-play is just the GM calling for a roll--but it is possible for the players to take a more active role in moving around--especially in heavily trapped areas. It is also possible for characters without training to come up with clever ways to identify traps.

First, for a Trap, the GM should determine what the Trigger Type is and the Activation Profile. The rules below are generic to many different kinds of Traps. Individual Trap descriptions will provide more detail.

Trigger Type is how a Trap is set off. Activation Profile is what happens when it is set off (does it take a second to hit? Etc.)

Testing For Traps

The PCs can do things to test for traps. For example: throwing something large into a room ahead of them can detect motion sensors (indeed, if the system is "over calibrated," a pair of boots tied together might set it off.

Using poles to prod for pressure plates can also detect traps (or having a small / light character move ahead and feel the floor for any "give."

Sound activated traps can be detected by making noise--loud noise--although this can attract other hostiles.

Smoke or aerosols can detect laser-trip-wires. Crawling will pretty much find any "standard" tripwire.

And so on. Depending on the nature of the game and the nature of the PCs (and the preferences of the Players), the GM can reward careful or inventive attempts to detect Traps with finding them "without a roll" if the PCs get lucky.

NOTE: Many Traps have a sensor of some sort (optical, motion sensor, etc.). Someone with Traps skill knows exactly what to look for. Someone without Traps skill still might be able to see something unusual. That is typically what the Perception roll suggests (if made, someone notices the sensor). Determining what it is connected to can be done by multiple skills including Security Systems and Engineering.

Disarming Traps

Once detected, Traps may either be avoided or disarmed. Whether or not a Trap can be avoided depends on the nature of it. Usually:

- Door Traps must be disarmed to open the door (same for Item traps and removing the item).
- Pressure Plates, Trip Wires, and individual Lasers can be avoided without difficulty once detected.
- Heavily Trapped Areas will use the Trial Rules for characters trying to move through them (this includes laser grids, pressure-plate mazes, and so on). Generally there is a shutdown-control on the other side of the trapped area.
- Item Traps usually require the trap be disarmed in order to obtain the item.

Example Traps List

Traps do damage based on the nature of the Trap and the depth of the Level. Here we have listed a slate of potential Trap types with the rules for them.

Pit Traps!

Mechanical Pit Trap					Disarm	Mitigate
Description: A 2-yard x 2-yard (or similar) pressure-activated plate opens into a pit about 10-12 feet deep. Usually sprung by 100+lbs of pressure near the center-point. Observation will note the difference in floor-paneling and the nearly invisible line where the compartments open. A workplace-safety ordinance is posted at the bottom						
Detect	Damage LOW IMP				6 SPs	Walk around / over
	L2	L3	L4	L5		
2 SP	12	15	17	20		



Spiked Pit Trap

Description: The pit has metal spikes at the bottom! The damage is PEN and the character is hit with a 15- (a miss is a hit-by-1). The character gets no AGI Bonus unless they can apply their full AGI vs. Ranged Attacks.



Detect	Damage LOW IMP			
	L2	L3	L4	L5
2 SP	18	21	24	28

Disarm	Mitigate
6 SPs	Walk around / over

Warning Hiss-Pit Trap

Description: The pit gives a pneumatic hiss a moment before it opens! A Perception roll at -3 (-1 if moving carefully) gives them an Initiative roll at -2 to jump away before it opens! Plates have an 8+Cv chance of applying.



Detect	Damage LOW IMP			
	L2	L3	L4	L5
2 SP	12	15	17	20

Disarm	Mitigate
6 SPs	Walk around / over

Nightingale Pits

Description: The pit's activation is audio-based. Stepping hard on the pressure plate produces a "squeak" which activates the trap. The floor-tiles are all slightly 'soft.' Making a Stealth Roll by 3+ will allow safe passage. Moving at 1 yard per Round gives +2 to the roll. NOTE: A skill check will alert the characters to the concept of the technique--but finding and disarming the live traps among the many floor tiles is quite hard.

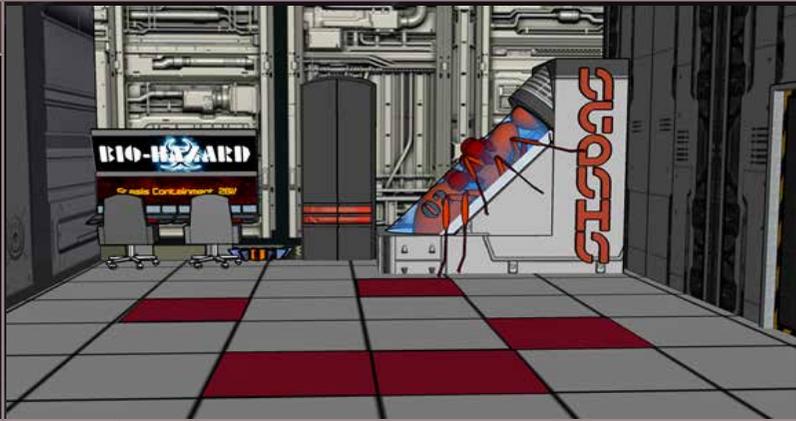


Detect	Damage LOW IMP			
	L2	L3	L4	L5
3 SP	12	15	17	20

Disarm	Mitigate
10 SPs	If not disabled, each square has an 8- chance of having a pit and then gets a perception roll of 12- to go off if the character doesn't make their Stealth Roll by 3+.

Red Square!

Description: Pits are clearly marked in a color different from the rest of the floor (often red). They are easily avoided once this is understood. **NOTE:** The colored tiles are described outright--but recognizing them as a pit without testing is 2 SPs. Prodding those with a stick will open them.



Detect	Damage LOW IMP				Disarm	Mitigate
	L2	L3	L4	L5		
3 SP	12	15	17	20	10 SPs	If not disabled, each square has an 8- chance of having a pit and then gets a perception roll of 12- to go off if the character doesn't make their Stealth Roll by 3+.

Drowning Pool

Description: The pit has deep water at the bottom. Damage from falling is negligible but the character will drown if they cannot get out. Climbing is impossible unless the character has L4 or can scale sheer surfaces. Treading water is a Running Endurance action. A character who cannot swim, or is at more than Comfortable Encumbrance (>50lbs, for a 10 STR character) will drown, going unconscious and in CON/6 rounds and then suffering a Dying result.



Detect	Damage LOW IMP				Disarm	Mitigate
	L2	L3	L4	L5		
2 SP	Special Damage				6 SPs	Avoid, swim

Seal & Burn

Description: A clear plastic seal snaps shut over the pit and it rapidly increases in temperature! The seal has Threat Level x 2 Armor and Threat Level x 25 ADP. Damage from heat starts 5 Rounds in and does 4 damage (ignoring Armor) each Round. Plates have an 8+Cv chance of applying.



Detect	Damage LOW IMP				Disarm	Mitigate
	L2	L3	L4	L5		
2 SP	12	15	17	20	6 SPs, Once started 8 SPs of Engineering or 12 SPs of Traps	Avoid Area

Crush Pit

Description: The fall into the pit does damage and then an engine drives one of the walls into the other. The engine takes 2 Rounds to rev up and then one round to "close." On Initiative +8 on the 4th Round it starts doing 40 IMP damage each Round, +4 DM.
Climbing out either requires Climbing rolls at -4, generating 4 SPs, help from friends with a rope (the pit is 12 feet deep), or some other movement form.
Plates have an 8+Cv chance of applying.



Detect	Damage LOW IMP				Disarm	Mitigate
	L2	L3	L4	L5		
2 SP	12	15	17	20	6 SPs, Once started 8 SPs of Engineering or 12 SPs of Traps to disable the motor.	Avoid Area

Fun slide!

Description: The character falls down a brightly colored curving slide that deposits them on another level of an installation. It may then shift to another location or possibly seal shut (or remain open and everyone can go down!). It is extremely difficult to climb--Climbing rolls are at -6 and it requires 3 of them. The Fun Slide is difficult to detect.



Detect	Damage LOW IMP				Disarm	Mitigate
	L2	L3	L4	L5		
4 SP	None				10 SPs	Avoid

Bouncy Floor Pit

Description: The floor is inflated foam: The character bounces. Confetti falls from the ceiling.

WHICH FOUR DAYS START WITH THE LETTER 'T'?

1. NONSENSE!
2. IT'S A TRICK
3. WAIT-I CAN ANSWER!!



Detect	Damage None				Disarm	Mitigate
	L2	L3	L4	L5		
3 SP	None				6 SPs	Avoid

Portal Drop

Description: The character falls into a Teleport Gateway that deposits them elsewhere on the level at high velocity. The damage is standard and the gateway may or may not short out.

Note: There may not be damage from the fall, depending on the distance the character travels to the gateway. Plates have an 8+Cv chance of applying



Detect	Damage LOW IMP				Disarm	Mitigate
	L2	L3	L4	L5		
2 SP	12	15	17	20	6 SPs to disarm. 12 SPs of Engineering in 3 rolls to restart a deactivated portal	Avoid Area

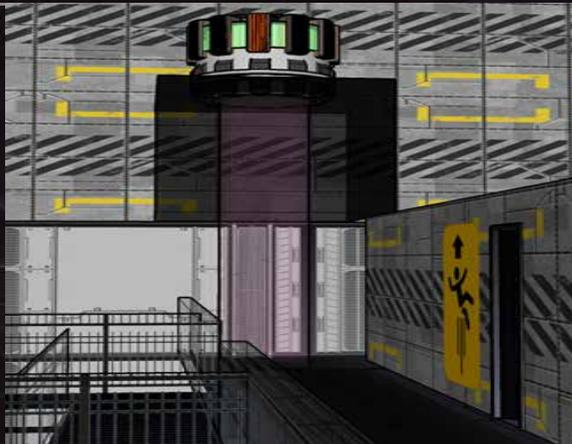
Garbage Disposal

Description: A terrifying death-trap! The floor is comprised of powerful grinders. When the character falls, they will suffer "standard damage." Then a countdown starts (1 to 3 Rounds). If the character is not out by then, they suffer Lethal IMP Damage with a +4 DM per Round. The Grinders have a Grapple of Damage +10 and will "hang on" to the character caught in them. Usually getting a rope to the character to pull them out takes 2 Rounds if two COR rolls are made.



Detect	Damage LOW IMP				Disarm	Mitigate
	L2	L3	L4	L5		
2 SP	12	15	17	20	6 SPs to disarm. 12 SPs of Engineering in stop grinders.	Avoid Area

Reverse Grav Pit						
<p>Description: The pit is in the ceiling and when the subject steps on the pressure-plate, gravity reverses itself, sucking the character "up" and dashing them against the roof. The character may be stuck "up in the ceiling" or, in some cases, after a few moments, the reverse-gravity effect may cut out . . . dropping the character again!</p>						
Detect	Damage LOW IMP				Disarm	Mitigate
	L2	L3	L4	L5		
5 SP	12	15	17	20	8 to disarm, 12 to turn off grav-flux.	Avoid Area



Sucker Switch						
<p>Description: A pit trap that is all but labeled "TRAP" (and, in some cases, it may actually be so-labeled). In this case the pit is triggered by someone pulling a switch or pressing a button. NOTE: there may be a pithy note at the bottom--there may also be something interesting, valuable, or dangerous. Also Note: The switch will break off if clung to. Plates have an 8+Cv chance of applying.</p>						
Detect	Damage LOW IMP				Disarm	Mitigate
	L2	L3	L4	L5		
2 SP	12	15	17	20	8 to open without falling in. Failure triggers.	Don't Pull



Tarp Trap						
<p>Description: Someone has thrown a tarp over a hole in the floor. It's not too sophisticated--but if you aren't paying attention . . . Plates have an 8+Cv chance of applying.</p>						
Detect	Damage LOW IMP				Disarm	Mitigate
	L2	L3	L4	L5		
1 SP	12	15	17	20	N/A.	N/A



Ball Pit - Pit!

Description: The pit is full of colorful plastic balls. Maybe there's something dangerous down in there? Maybe there's something cool?
The fall does no damage



Detect	Damage LOW IMP				Disarm	Mitigate
	L2	L3	L4	L5		
3 SP	None				6 SP to disarm	Avoid

Door Pit

Description: The pit is in front of a door, possibly concealed with a floor mat? When the door is opened, if the pit is not disarmed, it will dump the character. In this case, the pit has to be disarmed rather than avoided. NOTE: The door mechanism is usually a little hard to open--and the pit may be large enough to get people standing NEAR the door.



Detect	Damage LOW IMP				Disarm	Mitigate
	L2	L3	L4	L5		
3 SP	12	15	17	20	8 SP, Failure Triggers	Hits everyone in front of door.

Wide-Mouth Drop

Description: The entire hall has a very narrow seam down the center. There are several sliding doors along the way and at the end of the hall (all designed so there is nothing to grab on to). If one of the many fake doors is opened or messed with, the entire floor opens, dropping everyone into a deep pit. Then the monsters come!
Hits entire party.



Detect	Damage LOW IMP				Disarm	Mitigate
	L2	L3	L4	L5		
3 SP	12	15	17	20	8 SP, Failure Triggers	Hits everyone in the hall.

Mechanical Blades!

They're not exceptionally high-tech but they get the job done.

Pneumatic Blade					Disarm	Mitigate
Detect	Damage MED PEN					
	L2	L3	L4	L5		
2 SP	18	21	24	28	6 SPs, Failure triggers (gets a dodge at +2)	Don't break the beam, Perception roll at -2 gives block or dodge.

Description: When triggered, a surgical steel blade about the size of a broadsword snaps out of the wall or door, striking on a 14-



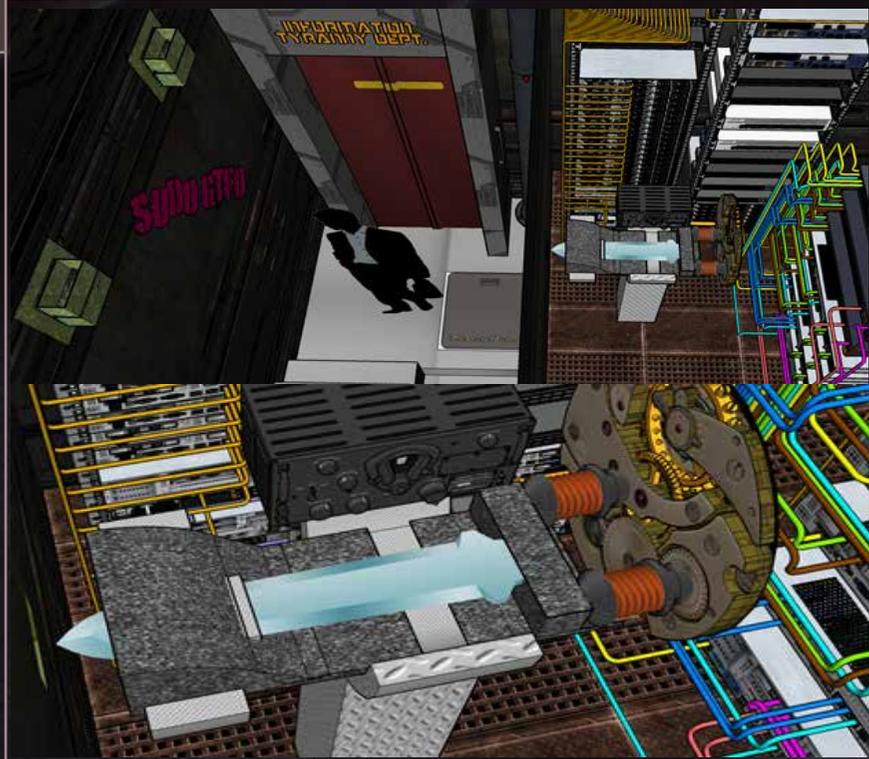
Transparent Bear Traps!					Disarm	Mitigate
Detect	Damage MED PEN					
	L2	L3	L4	L5		
4 SP	18	21	24	28	If detected can be avoided.	Prodding with a stick will detect.

Description: Made from metallic glass milled to almost complete transparency, these traps are a nasty surprise. A person walking through the area has a 14-chance to be hit. The trap does its damage with a -2 Damage Modifier and has a Grapple of 2x Damage. Unless removed it reduces the person to 1 yard of movement per Round (or may be attached). It takes 100pts of damage to remove and has 10 armor.



Ticking Blade

Description: A pressure plate (or other trigger) sets off a clockwork device that unleashes a deadly blade. Characters will hear a sound just before the attack hits! Players declaring their characters run, dive for cover, or otherwise take immediate defensive action get a Dodge or Block at -2 against the blades. The blade will hit multiple characters in the area on a 14-.



Detect	Damage LOW IMP			
	L2	L3	L4	L5
2 SP	12	15	17	20

Disarm
8 to open without falling in. Failure triggers.

Mitigate
Don't Pull

Small Blade Trap

Description: A sneakier version of the "standard blade" trap. This is a dagger-sized blade that is harder to spot. It strikes on a 14- to-hit roll. A motion sensor triggers the blade when there is movement near it.



Detect	Damage LOWPEN			
	L2	L3	L4	L5
4 SP	22	27	31	35

Disarm
6 SPs, Failure triggers (gets a dodge at +2)

Mitigate
Avoid

Horizontal Guillotine

Description: The blade snaps out of the wall and then runs parallel to the floor at torso level at high speed! It gets a roll to hit everyone in the party. The Blade has an Initiative of 14 (+1 for every 2 levels of Threat Level of the installation after 4). Characters in the way of it get an Init roll (they may also need to make Perception roll if they are not alert). If a target makes an Init roll by more than the blade they may dodge/duck at +2. If they get within 0,1, or 2 of the blade, they get a standard Dodge roll. Otherwise, the blade rolls to hit with no active defense against it.



Detect	Damage HIGH PEN			
	L2	L3	L4	L5
3 SP	22	27	31	35

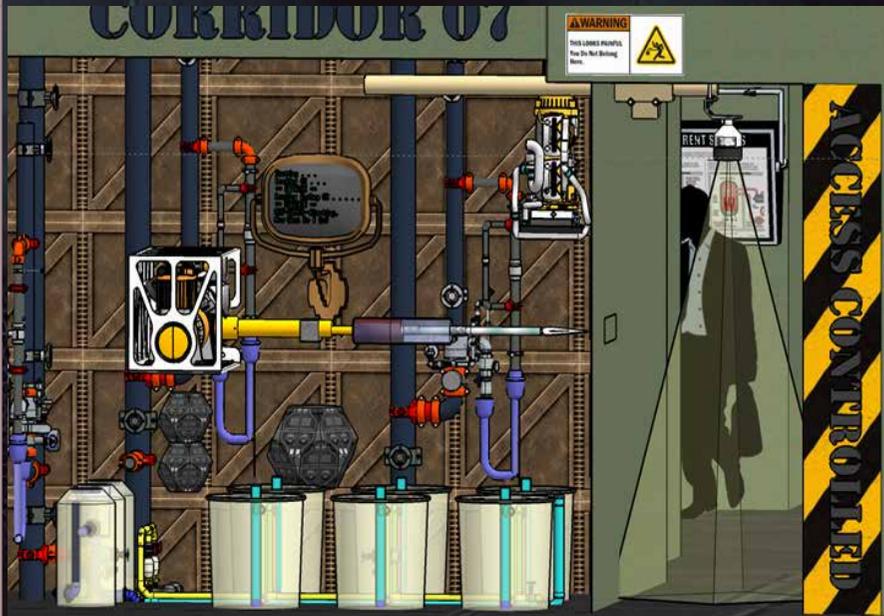
Disarm
6 SPs, Failure triggers (gets a dodge at +2)

Mitigate
Init Roll

Spear Trap!

Description: An optical sensor detects the breaking of a light beam and launches a piston-driven spear at them. It hits on a 16-. It takes 3 Rounds to reset. This is visible to anyone, even without special skills who makes their Perception roll by 4+.

This includes an Armor Piercing version (Pen Val is 2x Damage, if save fails, Armor's Damage Resistance drops to zero).



Detect	Damage MED PEN			
	L2	L3	L4	L5
2 SP	18	21	24	28
AP	14	17	19	22

Disarm
9 SPs, Failure triggers (gets a dodge at +2)

Mitigate
Trigger from a distance, then pass

Sound Activated Drills!

Description: Huge, threaded “drill bits” are connected to powerful motors and a pneumatic press. A directional microphone will fire the drill down at any sound louder than a whisper. A stealth roll is required to pass each one.

They hit on a 15-. A Perception roll gives a dodge (Block at -3)

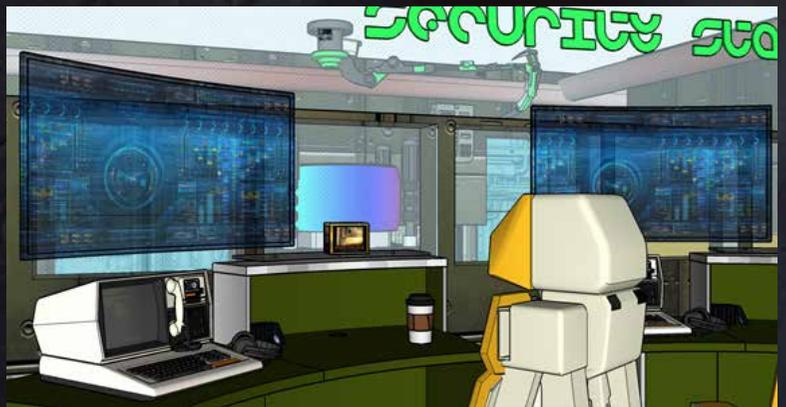


Detect	Damage Lethal PEN				Disarm	Mitigate
	L2	L3	L4	L5		
3 SP	26	31	37	42	8 SPs if you can get to them.	Stealth, Dodge

Harvester Auto-Scythe

A robot arm with sensors and a “brain box” lays in wait and will lash out at anyone who comes within range (it can usually cover a small room). The Harvester acts as a robotic opponent that cannot move--but will try to strike from surprise, like a trap.

It will strike 3x per Round--but only twice at any one target. It does LOW PEN damage (11 PEN, 13 PEN, 15 PEN, 17 PEN from levels 2-5).



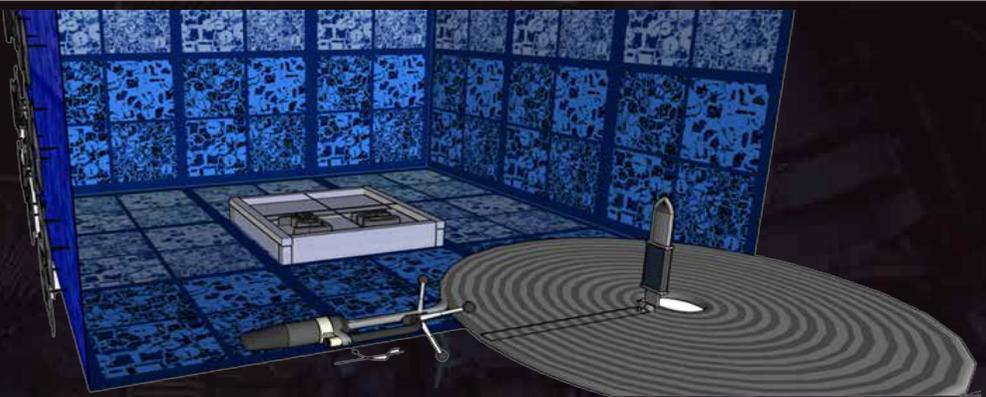
Note: These have their own intelligence and a nasty disposition. Even in the Age of War, they sometimes attacked staff, claiming a “mistaken identity.” With proper equipment, explorers can hear them chattering on little used frequencies, often excited when they realize intruders are in the installation.

Init	REA	AGI	Grapple	Attacks	To-Hit	REA	Reach	Back Sw	L+
13	15	+2	30 / 36	Low PEN	13- L2	5	Long	o	N/A
DP	ADP	CON	Minor W.	Defense					
30	o	11	10	8 / 20 Armor (Full Coverage)					
SP To Notice: 3				Robot Body (PEN doubles on hit by 6+, No Hurt Condition)					

Skewer Room!

Description: Inside the walls are multiple blades that extend with inexorable force (they move rapidly--but not as rapidly as an actual strike). These are sound-activated. If the system hears a noise above a whisper, it extends the blades, potentially killing everyone in the chamber.

- The blades extend as a Long Action. Any character next to an open exit can take a Step action to get clear.
- There are many blades so that there is no way to hide. The blades will hit any target in the room by +6.



WHERE DO ALL THOSE BLADES COME FROM?

Space in your walls is limited! You want to kill intruders but you don't want giant metal slabs filling up valuable real-estate! Skewer-Blades coil into space-efficient disks with sound-activated triggers—like deadly snakes ready to STRIKE! Fill your installation with SOUND ACTIVE SKEWER BLADES TODAY—and impale those nasty intruders!

Targets in the room will be hit more than once: Roll for each person adding +1 for each 5pts of BLD above 10.

- 0 - 5: Hit once
- 6 - 10: Hit twice
- 11 - 15: Hit three times
- 16 - 20: Hit four times.

- Stealth will move through the room. Other characters must make 1 to 4 AGI (depending on the size of the room) rolls (-2 if not moving slowly) to move lightly. Actions such as combat, etc. will trigger the trap.

Detect	Damage Med PEN				Disarm	Mitigate
	L2	L3	L4	L5		
3 SP	18	21	24	28	10 SPs, Failure triggers	Stealth

Death Fan!

Description: Part biological, part machine, the Death Fan lurks in the forest of cables hanging from ceilings. When it sees a presence below, it descends, spinning rapidly, its "paddles" replaced with giant cleavers! The Death Fan is probably an improvised creation designed by installation defenses with whatever is on hand--but it is quite effective! It rolls to hit everyone in the area (4 yard radius) and gets one attack from surprise and then a second with an initiative of 18!



The Death fan pounces quickly on its pneumatic piston--but a perception roll at -3 will allow a dodge or block at -3 against its first attack. Normal defenses can be taken against the next one. It cannot hit targets flat on the floor. If attacked. It has stats similar to a turret.

Detect	Damage Med PEN				Disarm	Mitigate
	L2	L3	L4	L5		
4SP	18	21	24	28	10 SPs, Failure triggers	Avoid

Hammer Time!

Description: The trap, triggered by motion-detectors, swings a hammer down on a long line.

A perception roll will give a dodge (the hammer gets a +2 LWB, which counts).

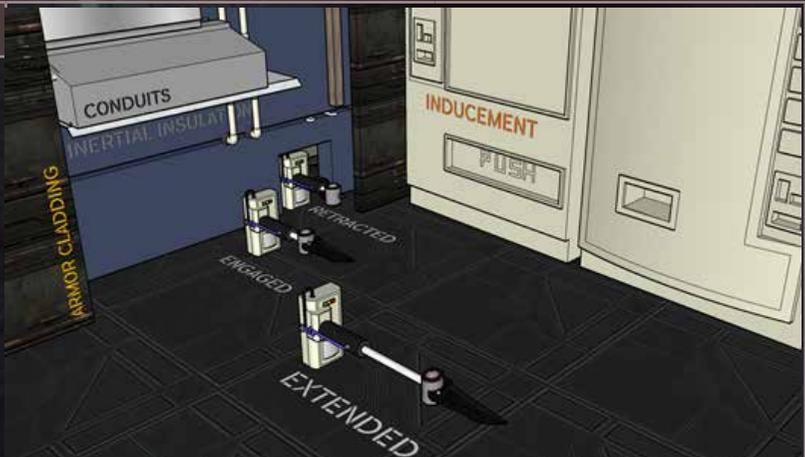


Detect	Damage Lethal IMP				Disarm	Mitigate
	L2	L3	L4	L5		
2 SP	31	37	43	49	6 SPs	Avoid

Hobblers

Description: A small, sneaky blade that aims for the target's ankle! On a Stunned Result, the character can't Sprint until the damage is healed. On a Dazed Result, the character falls down. They cannot take more than a Step for 3 Rounds. On an Unconscious result, the character falls and cannot take more than a Step until healed. On an Internal Damage or worse the character cannot stand and is treated as Dazed at -2.

- Hits on a 13-
- Armor Piercing: 2x PEN Value



- DP Damage is capped at a Minor Wound--but calculate full damage and roll appropriately (so if it would have done a Major Wound, roll on the Major Wound table)
- Specifically armored boots will add their listed PEN Value against this attack.

Detect	Damage MED PEN				Disarm	Mitigate
	L2	L3	L4	L5		
5 SP	8	9	11	12	6 SPs	Avoid

Boffer

Description: A mechanical arm with a foam "blade" smacks the victim around the head and shoulders. It hits on a 12-, +2 LWB, is surprisingly quick and quiet (although the bofing is quite loud). It does 0 Base Damage, but a +1 or more result will actually deal damage!



Detect	Damage LOW IMP				Disarm	Mitigate
	L2	L3	L4	L5		
3 SP	0	0	0	0	6 SPs	Avoid

Razor Beams

Energy defenses that can slice you in half!

Invisible Razor Beams!					Disarm	Mitigate
Detect	Damage HIGH PEN					
	L2	L3	L4	L5		
3 SP	13	16	18	21	10 SPs	Using devices, these can be detected as they do not move. Characters aware of them can pick their way around them.

Description: Invisible “hyper-sharp” cutting beams.
Unless stated otherwise

- Damage is PEN, Ignores Armor
- If the Damage Mod is 6+, the Base Damage DOUBLES before calculating for Damage Mod.
- A character moving into the beam (if stationary) takes damage based on their rate of travel:



- Sprinting: 6+1d6 DM
- Running: 3+1d6 DM
- Walking: 16d -1 DM
- Moving very slowly or step: -2 DM.

Hunting Razor Beam					Disarm	Mitigate
Detect	Damage HIGH PEN					
	L2	L3	L4	L5		
5 SP	13	16	18	21	10 SPs	Run!

Description: Invisible “hyper-sharp” cutting beams. It travels at a rate of 15 yards per Round. It takes 1 Round to activate (which gives everyone a chance to run) and then is active for 4 Rounds, after which it must take at least 3 Rounds off. It is usually confined to a corridor.

It hits on a 13- if characters are running away from it. If running towards it, 16-. The beam ignores armor and the Base Damage doubles BEFORE checking for Damage modifier if it hits by 6+



Razor Scythe

Description: A node glows and makes a disturbing powering-up noise--then it lashes out with a red cutting beam scything through the hall or room.

- Gives 1 Round of "warning" before attacking.
- Hits on 15-
- May be dodged
- Can activate every 3 Rounds

Damage Ignores Armor and Base Damage is DOUBLED before calculating DM if it hits by 6+.



Detect	Damage HIGH PEN				Disarm	Mitigate
	L2	L3	L4	L5		
5 SP	13	16	18	21	10 SPs, failure results in a hit on a 17-	It can be attacked but is considered a turret in terms of toughness.

Kaboom! Explosive Traps!

A few of these are more properly "Trials" in that they are obvious and the characters are just going to try to avoid them. They are grouped here as they deal with explosives.

Micro-Charge

Description: Moving an object or opening a door will trigger a small explosive charge embedded or attached.

A micro-charge hits the person moving the object for full damage, +4 DM and everyone else for half damage, +4 DM.

Note: this can easily be exchanged for fragmentation. It will hit on a 15-, +4 LWB.

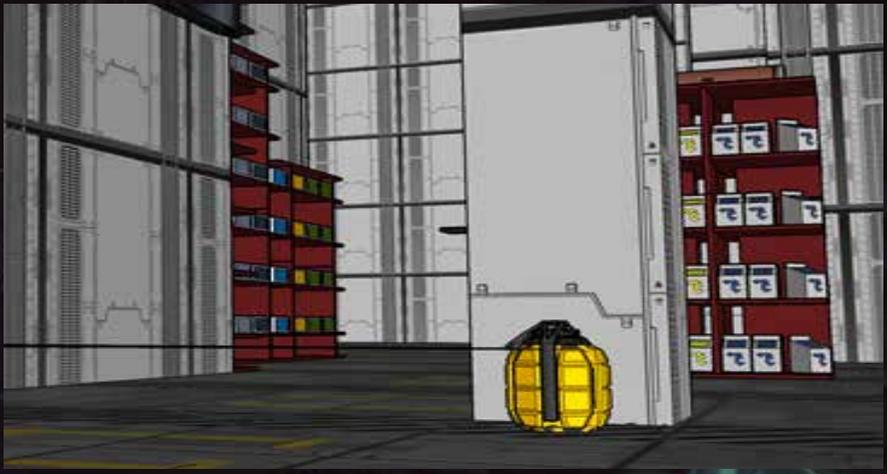


Detect	Damage LOW IMP				Disarm	Mitigate
	L2	L3	L4	L5		
4 SP	8	9	11	12	10 SPs or 6 SPs of Demolitions. Failure triggers.	It can be attacked but is considered a turret in terms of toughness.

Tripwire Grenade

Description: A Quick-Fuse grenade has a physical tripwire that, if broken, sets it off. Passing the wire area has a 12- chance of setting it off (if seen, it can be stepped over).

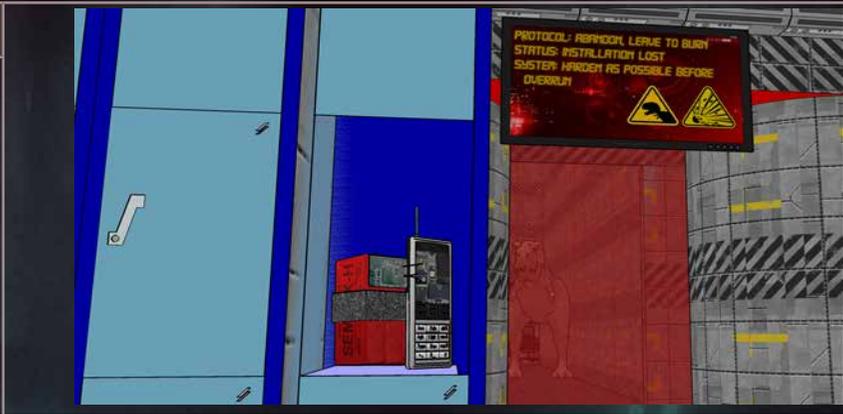
Note: this can easily be exchanged for fragmentation. It will hit on a 15-, +4 LWB.



Detect	Damage MED IMP				Disarm	Mitigate
	L2	L3	L4	L5		
2 SP	12	15	17	20	If discovered, this can be disarmed without difficulty. Note: the grenade charge is set to go off instantly and will require demolitions skill to turn into a usable grenade.	A perception roll at -3 will spot this without any special skill.

Alert Bomb!

Description: A concealed block of explosive is attached to a remote trigger. When broken the bomb gives off a loud "ring" that is a short clip of music saying "I AM THE BOMB!"--and then explodes. This warning gives characters a chance to make AGI rolls at -3 to dive for cover. If made, the characters take no damage (otherwise half damage).



Detect	Damage MED IMP				Disarm	Mitigate
	L2	L3	L4	L5		
4 SP	21	25	29	33	10 SPs or 6 SPs of Demolitions. Failure triggers.	Diving for cover.

Plastique Figurine

Description: A brightly colored plastic figurine sits in a prominent position (there may be machines that create these in a gift-shop?). If handled roughly, it explodes! A COR roll is necessary to move it slowly with a cumulative -1 for "walk, run, or sprint." If failed, it blows up. Often the explosive can be used for something useful nearby.



Detect	Damage HIGH IMP				Disarm	Mitigate
	L2	L3	L4	L5		
2 SP	21	25	29	33	Demolitions will let you handle it with a made roll--but it is too unstable to move safely	A made roll will identify it.

Bowling Bomb & Party Bomb!

Description: When triggered, a heavy black ball with a sparking protrusion comes rolling out of a wall hatch towards the characters! The Bowling Bomb has a to-hit roll of 9- (against whoever detonated the trap, usually) and can be dodged (jumping out of the way). Characters running get an Initiative roll against the Bowling Bomb. It has an Initiative of 12-. If beaten by 5+, the character can run to safe distance. If beaten, the character takes 1/4th damage. If the character loses their roll against the bomb, they take 1/2 damage. If hit by it, full damage! The Bowling Bomb makes a loud, rumbling noise.



The Party Bomb looks identical to the Bowling Bomb--but it explodes in streamers, confetti, and leaflets advertising an AWESOME Party. The leaflets may or may not be used to access some other area of the level where some kind of "party" is going on.

Detect	Damage Lethal IMP				Disarm	Mitigate
	L2	L3	L4	L5		
3 SP	31	37	43	49	8 SPs. 6 SPs of Demolitions. Using Demolitions will extract 1 bomb. Failure detonates (if using Demolitions, failure will just result in no bomb being extractable but shut down the system).	Run!

Terrifying Floor Mines!

Description: There are mines visible on the floor. You can get by with Stealth. Generally a minefield requires a given number of SP to clear with Stealth or AGI rolls at -3. Failure explodes the mine. Typically the SP number is 6--but a large one could be 10 or more. If a Stealth roll is blown by 1, the character becomes "stuck"--the mines are alert and all further rolls are at -3. Demolitions can be used to disarm a minefield. Usually on the other side there is a way to shut down the mines.

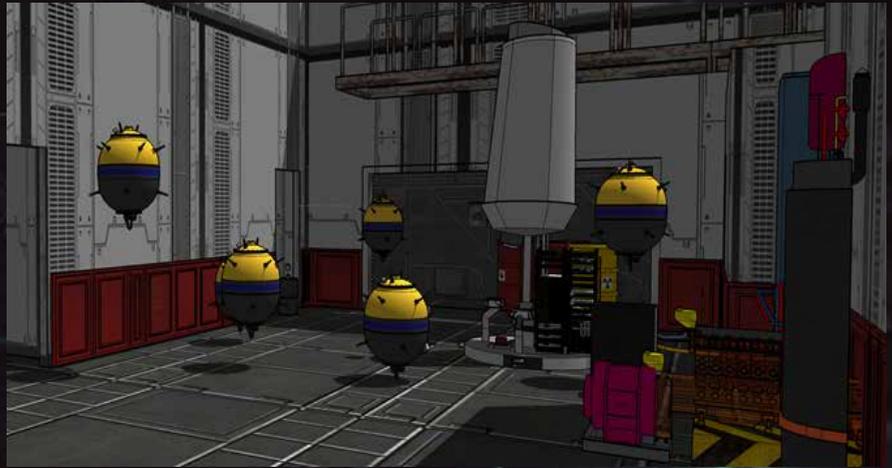


If a mine triggers it does listed damage to the character who triggered it and half damage to everyone within a 4 yard radius. One mine blowing up will not set the others off and shooting the mines sets them to ALERT (they take 100pts of damage to destroy and have 10 Armor)

Detect	Damage HIGH IMP				Disarm	Mitigate
	L2	L3	L4	L5		
1 SP	21	25	29	33	Stealth +2 SPs of Demolitions to disarm.6 SP for a standard minefield.	

Floating Proximity Mines!

Description: These work as Floor Mines but they are harder to avoid and they You can get by with Stealth. Generally a minefield requires a given number of SP to clear with Stealth or AGI rolls at -3. Failure explodes the mine. Typically the SP number is 6--but a large one could be 10 or more.



If a mine triggers it does listed damage to the character who triggered it and half damage to everyone within a 4 yard radius. One mine blowing up will not set the others off and shooting the mines sets them to ALERT (they take 100pts of damage to destroy and have 10 Armor).

Detect	Damage HIGH IMP				Disarm	Mitigate
	L2	L3	L4	L5		
1 SP	21	25	29	33	Stealth +2 SPs of Demolitions to disarm. 10 SPs for a standard minefield.	

Imploder

Description: The device destroys a small amount of space-time, warping everything towards it. It has a radius of at least 4 yards (some are calibrated for much more) and instead of damage, it uses the High IMP chart as Grapple. This is rolled against Defensive Grapple (Offensive if the character spends 5 REA Short action to resist / grab hold of something)

Imploder Wins by 1-3: Target is pulled forward [Base Damage / 3] yards. AGI roll at -2 to remain standing.

Imploder Wins by 4-6: Target is pulled forward [Base Damage / 2] yards. AGI roll at -6 to remain standing.



Imploder Wins by 7-9: Target is pulled forward [Base Damage] yards. Dragged.

Imploder Wins 10+: Target is pulled to Imploder area. Will not remain standing.

Often the imploder pulls you somewhere you do not want to go!

Detect	Damage HIGH IMP				Disarm	Mitigate
	L2	L3	L4	L5		
2 SP	21	25	29	33	The Imploder is a high tech device. Usually Hacking is needed to shut it down. Usually 10 SPs.	Strapping in will prevent pulling.

Paint Bomb!

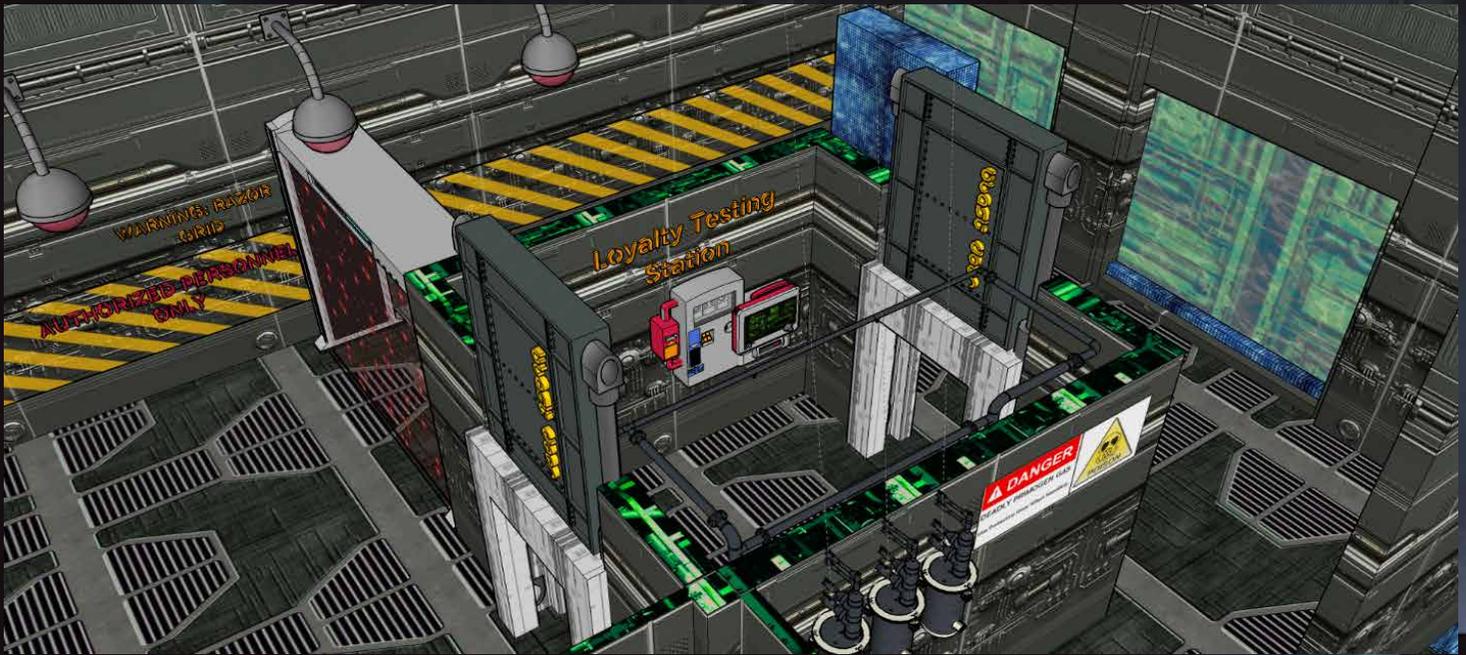
Description: The trap covers the target in brightly colored paint(s)! It does no damage but can be quite shocking: It can be treated as an Intensity HIGH IMP resisted attack which, if successful (the subject fails a roll) leaves them Dazed.



Detect	Damage HIGH IMP				Disarm	Mitigate
	L2	L3	L4	L5		
3 SP	21	25	29	33	8 SPs to disarm, failure detonates.	As it does no damage, throwing a tarp over the object or source will contain the pain.

Sealed Room Traps!

A room trap is an event where, when triggered, the doors to the room slam shut and lock and there is some kind of dangerous condition created in the room (such as filling with water!).



Sealed Rooms	Rooms (sometimes halls)	Confinement
Description: The trigger closes and locks all available exits.		
Rules:		
<ul style="list-style-type: none"> • Warning: Often there is a snap-second of warning before everything seals. In this event, characters with a Step distance of the door can exit (or enter if they are outside) if they make an Initiative roll by more than the door's. If they beat the Init roll by 5+, they can make a Long move to try to exit. • Lethality: The general rule is that it takes about 3 minutes (30 Rounds) to "fill a room with water" or sand or whatever. • Unlocking Doors: Doors can be opened either by breaking them (see Breaking Locks) or by deactivating the trap. In this case, the character needs to get enough SPs to overcome the Locking Mechanism. 		

Unlocking: The character gets a roll base on their Level of Skill. There is a listed negative.

- L1: One roll every 15 Rounds.
- L2: One roll every 10 Rounds
- L3: One roll every 5 Rounds
- L4: One roll every Round

The rolls are at the listed negative. Misses count for 0. In the case of “filling rooms,” rolls after 10 Rounds take an additional negative.

Breaking Down Doors: Doors for Sealed Rooms are usually STRONG (40 DP, 4 Armor per Threat Level).

Lock Down	L1+	Avg Damage: None	Open: 16 SPs, -2
An ALARM goes off, lights flash, doors slam shut. The alarm lasts 3 minutes (summoning any nearby hostiles) and then the doors unseal.			
Carbon Monoxide	L2+	Avg Damage: Special	Open: 12 SPs, -1
The room fills with carbon monoxide gas! The characters must make CON rolls after CON x2 Rounds. The rolls are at a cumulative -1 every 2 Rounds. If missed, the character will “sleep” (and eventually die). After 30 Rounds the doors unlock--but do not open.			
Crushing Chamber	L2+	Avg Damage: Special	Open: 10 SPs, -1
The room starts to close in--walls move together or the ceiling comes down! The room will crush everyone in it in 30 Rounds.			
Sand / Water Death	L3+	Avg Damage: Special	Open: 13 SPs, -1
The room fills with sand or water!! After 15 Rounds all rolls will be at an additional -2.			
Hot Zone	L3+	Avg Damage: Special	Open: 12 SPs, -1
The room pulses with a “RAD-FLASH” which does energy damage to everyone inside. It pulses every 3 Rounds on a 9-roll (if no roll, no pulse). Damage is 15 IMP Ignores Armor with a +4 Damage Modifier.			
Elevator!	L1+	Avg Damage: None	Open: 18 SPs, -2
When the time runs out, the room drops! It is an elevator down to a deeper level of an installation!			
Surprise Party	L1+	Avg Damage: None	Open: 18 SPs, -2
Warning claxons go off and lights flash. When the time runs out streamers and confetti fall, horns blow, and the words SURPRISE bubble up on the walls and as holograms. There may also be presents. NOTE: Despite what you would think, this usually does NOT act as an ALARM.			
Gas Chamber	L1+	Avg Damage: Special	Open: 12 SPs, -1
Green gas flows out of the vents. This can be a lot of different things (sleep gas, poison, etc.). It is usually 4 APs per Threat Level worth of Resisted Attack and there will be 3 Rolls. Due to concentrations, the first roll the PCs make is at +1 to CON or WIL, the second is standard, and the third is -1.			

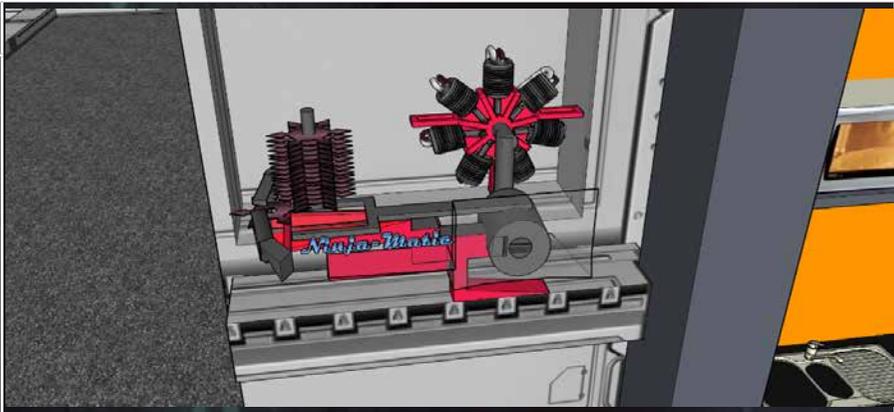
Missile Attack!

The trap fires some kind of attack at the characters or person triggering it. It may reset—but it does not keep firing (if it does, that’s a turret—a different kind of hazard).

9mm Hello						
Description: When triggered, the trap fires a single bullet at the target. It hits on a 14- and gets a +2 "Large Weapon Bonus" for being fired at the triggering area (i.e. a roll of an 16- will still hit, but with a Damage Mod of 0).						
Detect	Damage MED PEN				Disarm	Mitigate
	L2	L3	L4	L5		
3 SP	8	9	11	12	If seen can be disarmed.	Usually easy to avoid, when seen.



Shuriken Surprise!						
Description: The trap fires an ornate, spinning "ninja star." It hits on a 14- (+2 Large Weapon Bonus).						
Detect	Damage MED PEN				Disarm	Mitigate
	L2	L3	L4	L5		
4 SP	8	9	11	12	If seen can be disarmed.	Usually easy to avoid, when seen.

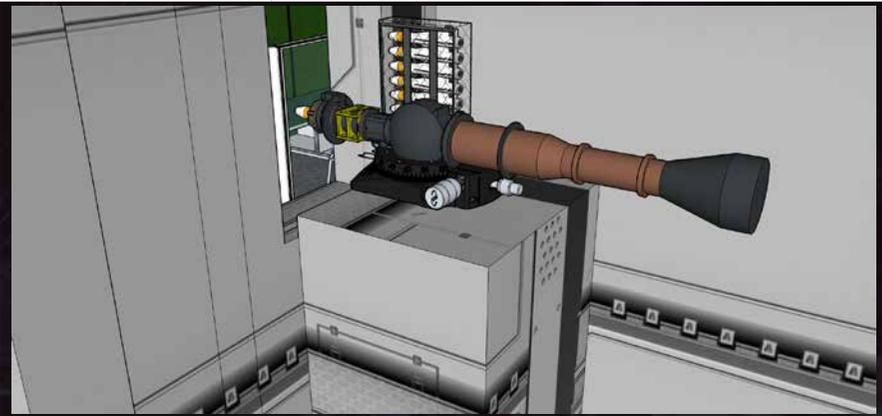


90mph Fast Ball						
Description: The trap fires a fairly hard ball fairly quickly. WHAP! It hits on a 14- (+1 Large Weapon Bonus)						
Detect	Damage LOW IMP				Disarm	Mitigate
	L2	L3	L4	L5		
5 SP	8	9	11	12	If seen can be disarmed.	Usually easy to avoid, when seen.



Rocket Trap!

Description: When triggered, the trap fires a single rocket that hits on a 14-, +2 LWB, for full damage and half damage, +4 DM to everyone within 4 yards of the target zone.



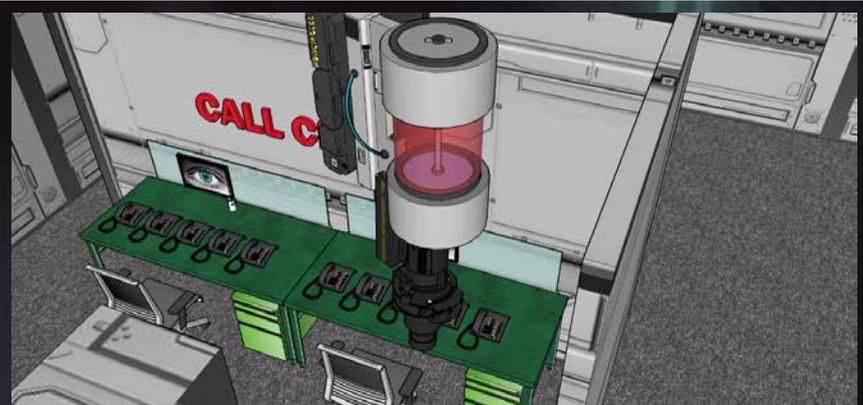
Detect	Damage MED IMP			
	L2	L3	L4	L5
3 SP	12	15	17	20

Disarm
If seen can be disarmed.

Mitigate
Usually easy to avoid, when seen.

Damocles Laser

Description: Motion triggered, firing from above, the Damocles Laser hits on a 16-, +2 "Large Weapon Bonus" (due to aim, not size). CRACKLE. It has a Power Cell worth 100c



Detect	Damage LOW PEN			
	L2	L3	L4	L5
4 SP	5	6	7	8

Disarm
If seen can be disarmed.

Mitigate
Usually easy to avoid, when seen.

Flammenwuffer (flame jet)

Description: A somewhat jerry-rigged flame-thrower, the sound-activated Flammenwuffer makes a loud "Wuff" sound when it fires its flame blast. It hits on a 13-, +5 Large-Weapon Bonus. Any Hit will burn for 1 round with the original damage modifier. If the person who triggers the trap has another person (or other target) within 2 yards of them, they will be hit as well with a -2 Damage Modifier (same burn effect),



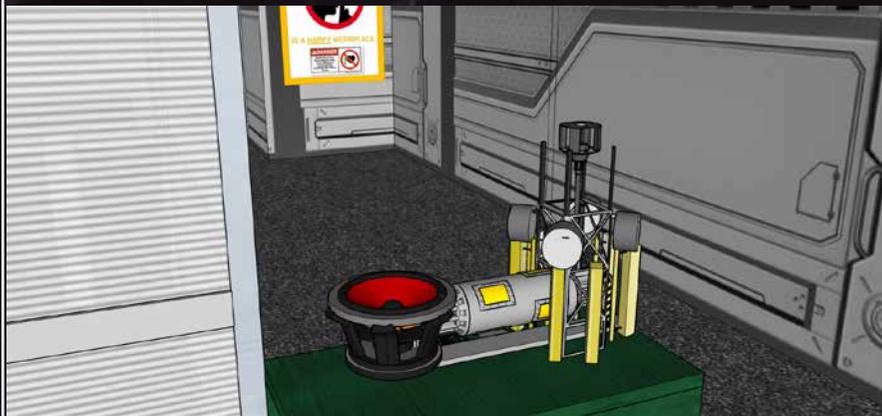
Detect	Damage LOW IMP			
	L2	L3	L4	L5
4 SP	8	9	11	12

Disarm
If seen can be disarmed.

Mitigate
Usually easy to avoid, when seen. 2 SPs of Stealth or more will avoid the sonic detection (other versions may use other triggers).

Jamming Pulse!

Description: A pulse knocks out all sensors in the area. Any hand-carried sensor stops working until repaired.



Detect	Damage LOW PEN				Disarm	Mitigate
	L2	L3	L4	L5		
4 SP	0	0	0	0	6 SP to disarm, failure sets it off.	This one is vibration-detection activated. Stepping nearby (5 yard radius) will set it off.

Magic Lantern

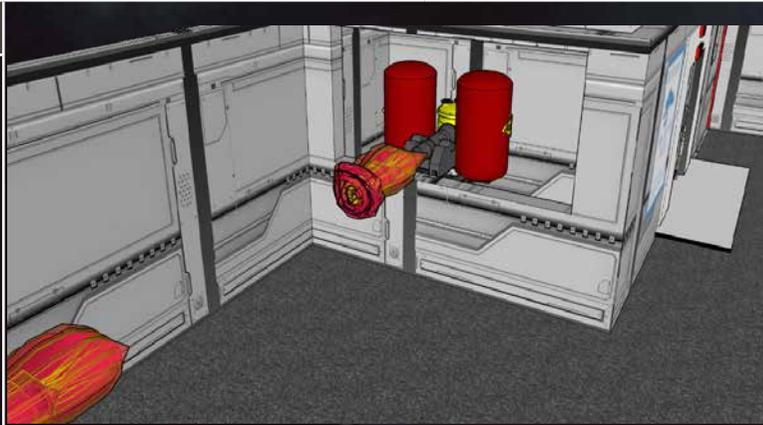
Description: A shutter opens and inside is a canister with a "radioactive" element in it that projects a beam causing damage! The canister usually has pictures cut in silhouette on it and projects them on the walls! The beam ignores armor.



Detect	Damage LOW IMP				Disarm	Mitigate
	L2	L3	L4	L5		
4 SP	8	9	11	12	4 SP, failure hits on a 14- (HTH Dodge applies)	Staying out of the way is usually possible.

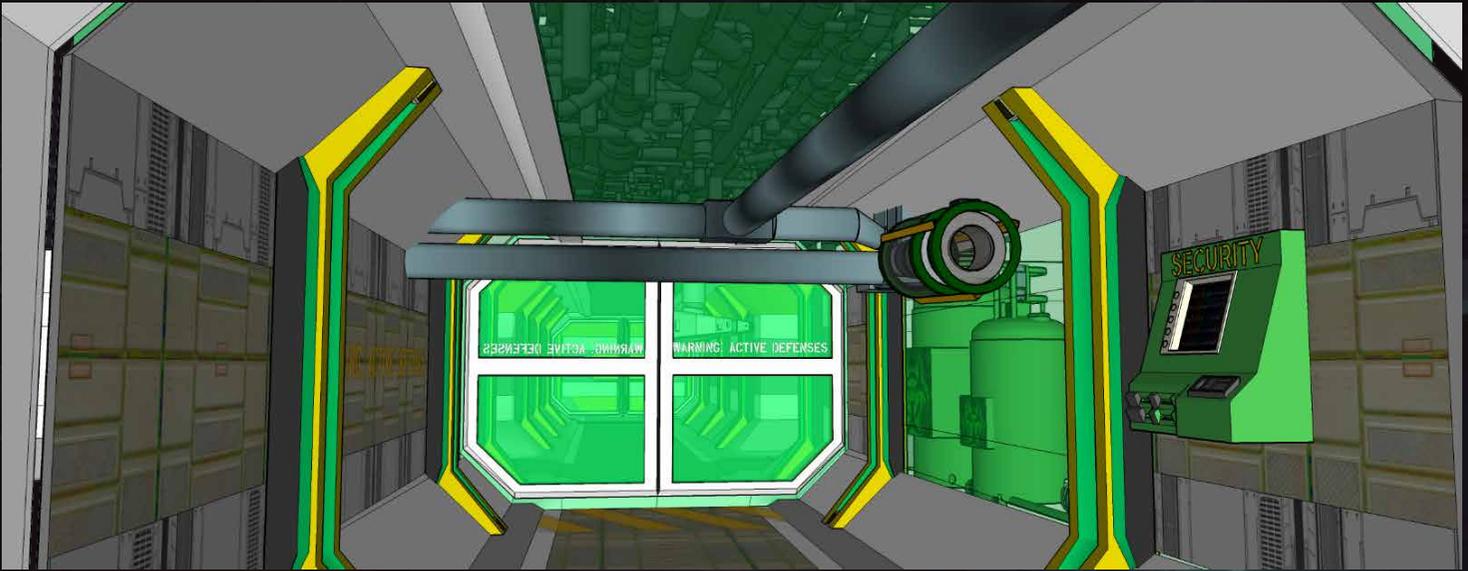
Fireball Dispenser

Description: A cannot or "vent" releases fireballs. For the "Trial" version, this is obvious. For the Trap version, it is concealed until triggered. Fireballs are noisy and obvious: a character will always get a chance to block them (if they can block Ranged Attacks) or Dodge. A Block can redirect them (see Trials). Fireballs burn on a hit by +4. A Fireball dispenser will continue to fire, creating a Timing Trial once activated. Their chance to hit is 14-. As they are slow traveling, they are at no modifier to dodge.



Detect	Damage HIGH IMP				Disarm	Mitigate
	L2	L3	L4	L5		
3 SP	21	25	29	33	10 SPs, Failure results in a point-blank Fireball detonation	Staying out of the way is usually possible.

Toxin: Chem, Bio, Etc.



These traps release some kind of agent that is threatening. While these Traps are generally covered in other areas to a degree, we have linked them here for purposes of easy reference.

Toxin	Any	Damage Trap
Description: Toxins have a lot of different ways they can be delivered. This section simply focuses on some of the toxic elements that are found in an installation.		

Deadly Primogen Gas!	L1+	Avg Damage: Intensity 12. Hits an Area.	Spotting: 10 SPs, -3
Primogen Gas is a damaging chemical agent that is often used in an installation (and was used in the Age of War). It is a Resisted Attack (inhaled, against CON).			
<ul style="list-style-type: none"> • Spotting: +2 SPs every Threat Level, additional -1 every four Threat Levels. • Damage goes up to 24 on L3 and then increases by 8 each level thereafter. 			
Effect	Result		
Standard	Target takes 7 Damage the first Round, 5 Damage the second, and 3 Damage the third.		
Major	Target takes 13 Damage the first Round, 7 Damage the second, and 5 Damage the third.		
Critical	Target takes 17 Damage the first Round, 13 Damage the second, and 7 Damage the third.		
Catastrophic	Target takes 19 Damage the first Round, 17 Damage the second, and 13 Damage the third.		

Flesh Eating Virus	L1+	Avg Damage: Intensity 10. Hits on a 13-, +1 LWB	Spotting: 8 SPs, -3
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The trap deploys a "bio-agent" that devours flesh! It is deployed as a spray agent, usually hitting one person. Wiping it off (8 REA), gives +1 to the next CON roll. If the PCs have a disinfectant this can give +2 (pure alcohol) or +4 if a real antidote / disinfectant.

NOTE: PCs will usually not be disfigured unless it's "that kind of game."

- Spotting: +2 SPs every Threat Level, additional -1 every four Threat Levels.
- Intensity goes up +10 by Level 2 and then +7 per Level thereafter.

Effect	Result
Standard	Character suffers 3 Damage each Round (at the beginning of each turn) until a CON roll is made.
Major	Character suffers 6 Damage each Round until a CON roll at -1 is made. Flesh melts off! A Major Wound will be disfiguring!
Critical	Character suffers 12 Damage each Round a CON roll at -2 is made. Flesh melts off! A Major Wound will be disfiguring!
Catastrophic	Character suffers 24 Damage each Round a CON roll at -3 is made. Flesh melts off! A Major Wound will be disfiguring!

Poison Needle	L1+	Avg Damage: Intensity 16 Blood Toxin	Spotting: 8 SPs, -3
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A needle injects a paralysis venom (or other) into targets. In practice this works like a blade trap but relies on close proximity to work. The Poison Needle attack is a blood-toxin. Usually the needle may come with an ALARM effect (but not always).

- Spotting: +2 SPs every Threat Level, additional -1 every four Threat Levels.
- +16 Blood Toxin Paralysis Venom, +10 Intensity per Threat Level thereafter.
- The Needle is 1 PEN, 14 PEN Value, Armor Piercing.
- It gets +2 PEN Value per Level.

Crawling Annihilation	L5+	Avg Damage: Special	Spotting: 12 SPs, -4
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The trap unleashes a swarm of inch-long "slug roaches"--thousands of carnivorous insects! The Annihilation moves as a group at 9 yards per second, racing towards the largest group of people. When it reaches them, it will coat them and begin to eat them using acidic fangs to eat through armor!

Swarm Rules: The swarm eats through 4 Armor per Round. Once it is through armor, it does [# of Targets / 45] Impact Damage (maximum of 30) each Round. The Damage Modifier is +4. If the character has more than 4x Armor the damage done, it can't eat through.

- Spotting: +2 SPs every Threat Level, additional -1 every four Threat Levels.
- +1 Armor Disintegration every 2 Threat Levels
- +4 Damage / DP Every 2 Threat Levels

Attacking The Swarm:

- Weapons that do Impact Damage and have a Large Weapon Bonus of +2 or more can do 3 points of damage to the Swarm per hit (the damage comes off the 45 Damage Max). This gets +1 per additional +1 LWB.
- Fire will do 1pt to the Swarm +3 per LWB. Same for Freeze Beams.
- Any Damage Shield or Force Field will repulse the Swarm.
- Area Effect attacks do standard damage to the Swarm.
- Pounding the Swarm does 1pt of damage per strike.

Acid Spray	L3+	Avg Damage: 24 IMP	Spotting: 12 SPs, -3
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The trap springs out a small nozzle that sprays the target with acid! The acid does 24 Impact Damage in 4pt chunks. If the character has armor, it eats through 4 Armor.

- Spotting: +2 SPs every Threat Level, additional -1 every four Threat Levels.
- +4 Damage every 2 Levels

Cloud of Spores! (Fungus)	L3+	Avg Damage: 18 Intensity (hits area)	Spotting: 12 SPs, -3
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A cloud of toxic fungal spores turns the subject into a Fungoid zombie! This is a Resisted Attack

- Spotting: +2 SPs every Threat Level, additional -1 every 2 Threat Levels.
- +18 Intensity on L4, +10 Intensity per Threat Level after.

Effect	Result
Standard	Target takes 4 Damage after 2 Rounds. If this kills them (somehow) they turn into a Fungoid.
Major	Target takes 8 Damage after 2 Rounds. Fungoid as above.
Critical	Target takes 16 Damage after 2 Rounds. Fungoid as above.
Catastrophic	Target takes 32 Damage after 2 Rounds. Fungoid as above.

Ovipositor	L3+	Avg Damage: 18 Intensity (hits area)	Spotting: 12 SPs, -3
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The trap extends a stinger that lays a parasite egg inside the target! This is treated as a blood toxin.

- Spotting: +2 SPs every Threat Level, additional -1 every four Threat Levels.
- +16 Blood Toxin Paralysis Venom, +10 Intensity per Threat Level thereafter.
- The Needle is 1 PEN, 14 PEN Value, Armor Piercing.
- It gets +2 PEN Value per Level.

NOTE: Curing the target requires either an anti-venom being administered (resulting in a Fail result) or a Medical skill roll at -2 per Level (so at Major it requires a roll at -4 to remove the egg sacs).

Effect	Result
Standard	The character is infected and will expire, giving birth to 1 Tube Monster per Level in 6 hours.
Major	The character is infected as above but is unconscious and will produce Tube Monsters in 30 minutes.
Critical	As above, but the character produces the Tube Monsters in 10 Rounds.
Catastrophic	Instant production of Tube Monsters sprouting from the body!

Monkey Dust	L1+	Avg Damage: 24 Intensity	Spotting: 12 SPs, -3
<p>An area or object is dusted with contact poison which causes the sudden, explosive swelling of a body part! This must be exposed to skin. If, for example, a valuable object or activation switch is placed in an alcove and dusted with Monkey Dust, the character grabbing it may be trapped for a time as their hand swells too big to get out!</p> <ul style="list-style-type: none"> • Spotting: +2 SPs every Threat Level, additional -1 every four Threat Levels. • Intensity gets +24 at Threat Level 2 and +13 Intensity per Threat Level thereafter • Smell: Characters with bonuses to their sense of smell get no negative modifier to detect Monkey Dust. 			
Effect	Result		
Standard	Swelling last 5 Rounds. Quite painful (Stunned on the first Round). A trapped character will require a Minor Wound to get out. Rolls are at -2 while the effect lasts (due to pain). The limb is useless if a hand. If a foot, the character will lose their AGI bonus and move at a Step pace.		
Major	As above, but lasts 30 Rounds (3 minutes).		
Critical	As above, but lasts 300 Rounds (30 min). Removing an encased limb will cause a Major Wound.		
Catastrophic	As above. Last 3 hours.		

Deadfall Traps!

Deadfall Traps work by dropping something heavy on the target or otherwise crushing them. A character hit by 4+ by a deadfall will be trapped under it. The deadfall gets an Offensive Grapple score of 10+ Damage. If it gets a Major Success or greater, the character is treated as Held. Optionally, the Crush Damage rules can be used (weight is 10+Damage x 2 in BLD).

Barrel Drop							
<p>Description: The trap springs, dropping a barrel (or other heavy, hard object) down onto the target.</p> <ul style="list-style-type: none"> • It gets a +2 Large Weapon Bonus • It hits on a 14- • Characters get a Perception roll at -2 to have a Dodge (LWB counts vs. the dodge). 							
Detect	Damage MED IMP				Disarm	Mitigate	
	L2	L3	L4	L5			
3 SP	12	15	17	20	6 SPs. Usually failure will drop the barrel but not hit the character (may alert nearby hostiles).	You do not need to be able to dodge ranged weapons to dodge the falling barrel.	

Two Tons of Fun

Description: A very heavy weight (may not be 2 tons) is dropped. WHAMM!

- It gets a +3 Large Weapon Bonus
- It hits on a 14-
- Characters get a Perception roll at -2 to have a Dodge (LWB counts vs. the dodge).



Detect	Damage LETHAL IMP				Disarm	Mitigate
	L2	L3	L4	L5		
≥ SP	31	37	43	49	6 SPs. Usually failure will drop the barrel but not hit the character (may alert nearby hostiles).	You do not need to be able to dodge ranged weapons to dodge the falling barrel.

Blockhead

Description: A section of the ceiling has a nasty-looking face carved into or sketched on it. This houses an optical sensor. The Blockhead is watching for someone to pass underneath and then it slams down! The mechanism will pull it back up.

- It gets a +3 Large Weapon Bonus
- It hits on a 14-
- Characters get a Perception roll at -2 to have a Dodge (LWB counts vs. the dodge).
- Blockheads can be passed by getting close--and then racing across. The Blockhead has a 14 Initiative and if it makes its roll by more than the PC racing across, the PC gets attacked (but can try a Dodge).



- If the PC wins the roll, the Blockhead misses.
- Running Start: A running start lets the Blockhead time the character better--but makes the character

Detect	Damage LETHAL IMP				Disarm	Mitigate
	L2	L3	L4	L5		
≥ SP	31	37	43	49	6 SPs. Usually failure will drop the barrel but not hit the character (may alert nearby hostiles).	You do not need to be able to dodge ranged weapons to dodge the falling barrel.

Crushing Wheel!					Disarm	Mitigate
Detect	Damage 2x HIGH IMP					
	L2	L3	L4	L5		
3 SP	42	40	58	66	6 SPs. Failure will unleash the wheel—but, if detected, the characters may be able to shelter.	The wheel has an Initiative of 13- and it makes 3 rolls against the characters. If it wins by 3+, it hits the character with a +4 Damage Modifier.

Electrical Traps

Traps using electrical current are not uncommon in an installation.

Electrical Traps	Any	Damage Trap
Description: Any live-current hit that forces a CON roll gives a -1 to it.		

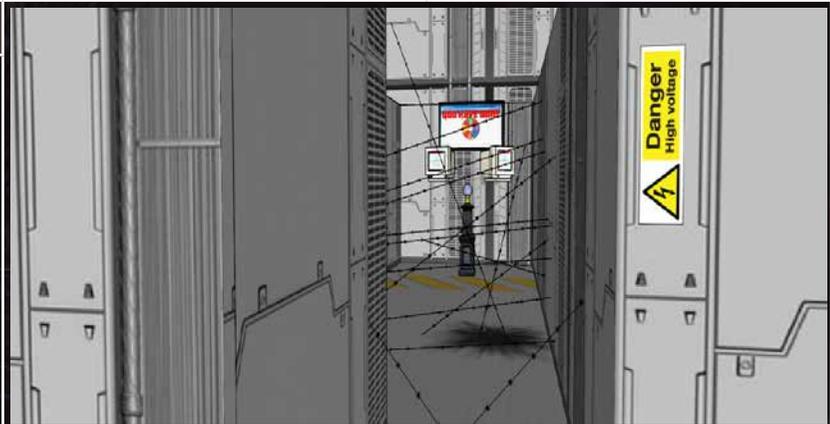
The Old electrified Doorknob Trick					Disarm	Mitigate
Detect	Damage MED IMP					
	L2	L3	L4	L5		
4 SP	12	15	17	20	6 SPs. Failure will get the character shocked.	Electrical gloves will protect

Electrical Razor Wire

Description: The area is crisscrossed with razor-wire. The wire has a current running through it!

The wire has a Grapple Score of 16 and a to-hit roll of 12-. If a character crosses carefully, the chance of getting snagged is a 9- IF they fail an AGI roll (possible negatives apply if there is a lot of wire). A character caught in the wire will be electrocuted each round (on Initiative +0)

- Cutting clothes is a Long Action.
- Cutting the wire is hard: it takes 16 points of damage + Depth of Level. If the character has bolt-cutters



Detect	Damage MED IMP				Disarm	Mitigate
	L2	L3	L4	L5		
2 SP	12	15	17	20	6 SPs. Failure will get the character shocked.	Electrical gloves will protect

Live Wires

Description: Thick cables are visible (either in wall panels or along the floor). When the character(s) get close, they strike like snakes! The Live Wires hit on a 14- and make 3 attacks (once).



Detect	Damage MED IMP				Disarm	Mitigate
	L2	L3	L4	L5		
3 SP	12	15	17	20	10 SPs. Failure will get the character attacked	Avoiding the panel may be possible. They have a range of about 4 yards.

Tesla Ball

Description: A hatch opens in the ceiling and a disco ball sized metallic glass sphere drops out. Lightning snakes from it in all directions jumping to any target in range! The effect is similar to an explosion: you can't block or dodge it (unless you can block energy attacks) and it has a 10 yard Radius. Hiding behind an obstacle will work against it. A Dodge roll can be made at -4 (unless you can Dodge Ranged attacks) for +2 REA to dive for cover behind an obstacle within Step distance. It hits over 3 Rounds on Initiative +3. It always gets a +4 Damage Modifier.



	Damage HIGH IMP				Disarm	Mitigate
	L2	L3	L4	L5		
≥ SP	21	25	29	33	10 SPs. Failure will deploy the ball	

Electrified Floor

Description: The floor is metallic (probably a different floor than the rest of the level: This is the reason for the low perception negative). The trigger runs a current through the floor. The effect is an auto-hit. It continues over 3 Rounds (Initiative +3).



	Damage HIGH IMP				Disarm	Mitigate
	L2	L3	L4	L5		
≥ SP	21	25	29	33	6 SPs	Insulated Boots will protect.

Snare Traps

Snare Traps have some element of trapping the character. They may also do damage.

Silly String Theory

Description: The trap sprays day-glow colored "string-like goop" that binds targets. It carries a Confusion effect with it as well. The roll is against WIL. The string hits on a 16- and has a Grapple of 18. It sprays a 4 yard area (tear-drop shaped from the nozzle). Any character hit will suffer the Confusion attack as well.

Getting The String Off: The string can be burnt off or scraped off. It has Level x 6 DP and is not especially flammable (it will not all burst into flame). Using metallic scrapers does 2 DP per 8 REA Action. Using hands requires a COR roll at -2 to do 1 DP per 8 REA Action. If the roll is failed, the hands become stuck with the same Grapple strength. If a character is just trying to power their way out of it, a Break Grapple attempt will also free them. Shooting the string is fairly ineffective, as is stabbing or striking at it (-10 Damage Mod). A target bound in the String gets some protection: it has a Coverage of 4 and absorbs Damage / 2 points of damage per hit (apply the -10 DM to incoming fire).



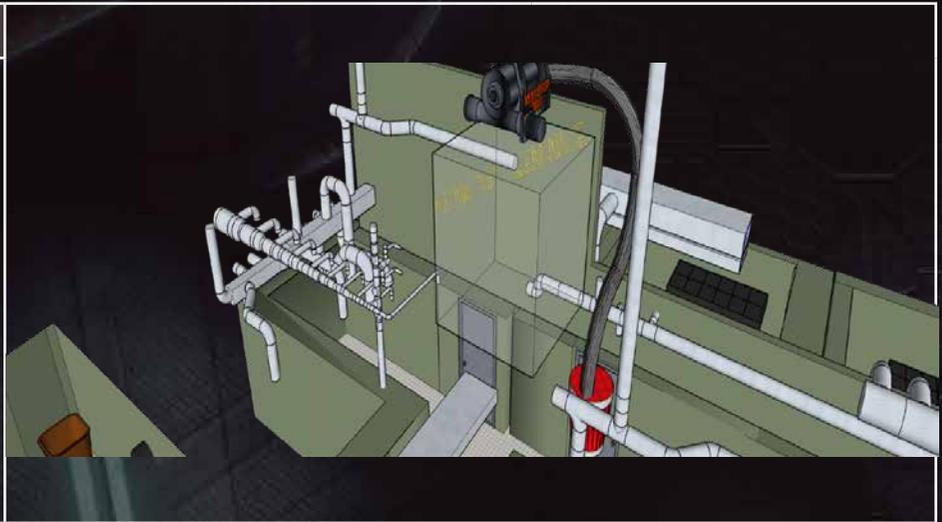
Detect	Damage HIGH IMP				Disarm	Mitigate
	L2	L3	L4	L5		
2 SP	21	25	29	33	6 SPs	Insulated Boots will protect.
Effect	Result					
Standard	Funny! Target loses 5 REA laughing!					
Major	Hilarious! Target loses 8 REA each Round Laughing. Must make a WIL roll at -2 to stop (roll once each Round after the first).					
Critical	Target is comfortably numb. The string is kinda cool. The target will relax and lay there. Make a WIL roll each minute to recover their wits (dangerous things will snap them out of it).					
Catastrophic	Unconscious: the character is sort of blissed out. This lasts 2 hrs. or until freed from the string.					

Mime Field

Description: Character is trapped in a completely invisible box that admits no sound whatsoever. This box is "projected" by a concealed lens. The box acts as a 24pt Force Field.

Airtight: At higher levels, the box is airtight and has 3 min (30 Rounds) worth of air.

Indefinite: The box may last 30 min on easier levels--but can last indefinitely on others.



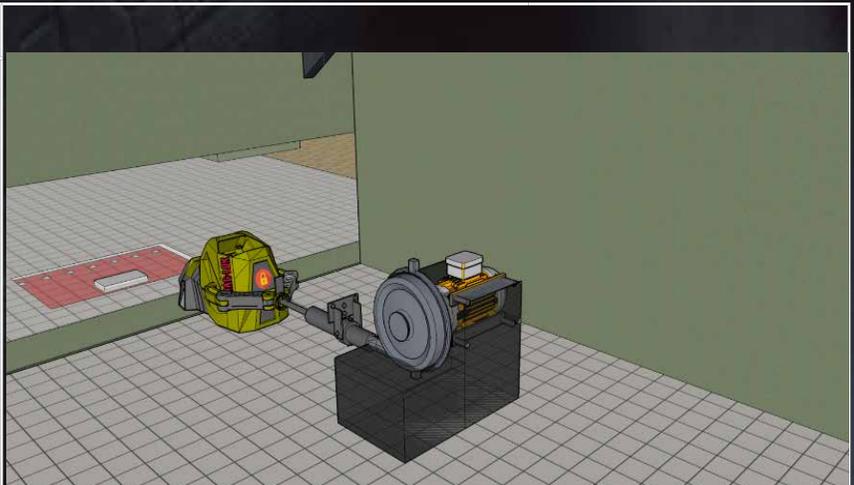
Detect	Damage None				Disarm	Mitigate
	L2	L3	L4	L5		
4 SP	0	0	0	0	10 SPs to de-activate. Failure means it must be broken or wait for it to dissolve.	

Gas Boot

Description: The trap springs out a robotic "iron boot" that tries to cuff itself to the target's leg! Once cuffed it doesn't do anything--but it hinders mobility severely. The 'Boot' hits on a 13 by surprise (no defensive action) and that roll includes the negative to hit the ankle. It has 12 Armor and 24 DP.

Heavy! The boot has the following effects:

- STR below 7: Character is stationary--can't budge it.
- STR 7-9: Character can only move a Step action for 8 REA, and Sprinting Endurance. No AGI Bonus, -4 to all combat AGI-based rolls.
- 10-12: Character loses AGI bonus, moves at one speed level lower (1 yard for Step action, Walking for Running, Running for Sprinting). Combat rolls are at -2 (for anything AGI based).
- 13-15: Character loses half their AGI Bonus and combat rolls are at -1 (for anything AGI Based)
- 16+ Character can ignore the boot.



Getting It Off:

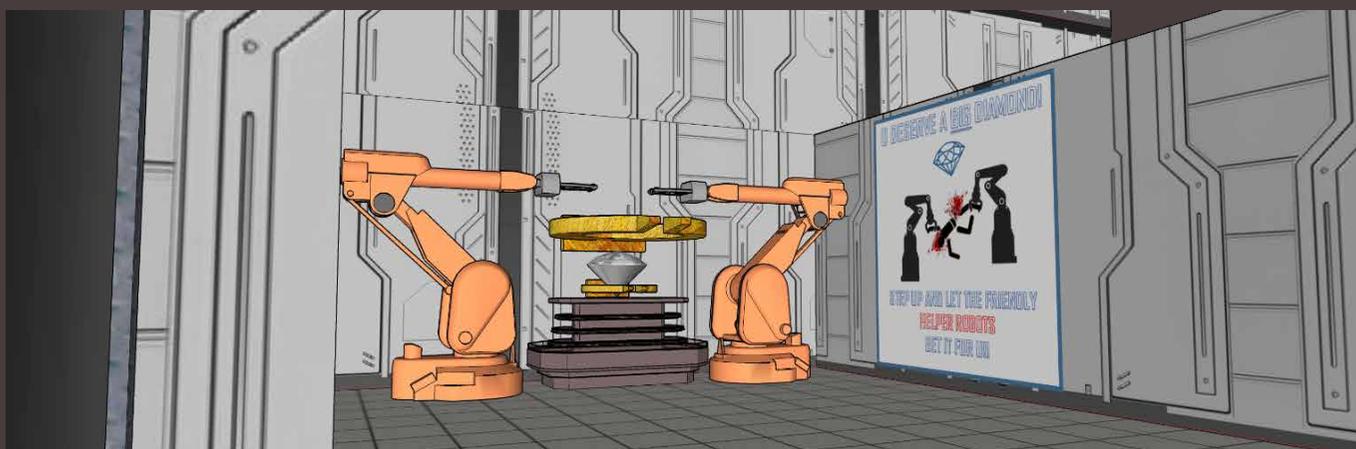
- A cutting torch will remove it in 3 Rounds.
- It gets a -8 Damage Modifier against physical attacks.
- Locksmith Skill can open it by accruing 8 Success Points with rolls made at -5. Each roll takes 1 minute

Detect	Damage None				Disarm	Mitigate
	L2	L3	L4	L5		
4 SP	0	0	0	0	10 SPs to de-activate. Failure means it must be broken or wait for it to dissolve.	

Object of Desire

Description: The trap is keyed to an object and gives it a powerful Psionic “attraction” that makes characters influenced by it want it. This functions as a Resisted Attack vs. WIL. Characters under the attraction of the object will tend to move to it and ignore things like other traps or dangers (if attacked or hurt, they can respond). At the higher levels of effect, the characters may fight amongst each other for it.

NOTE: It takes a Critical or Catastrophic result to get the character to do something like walk into a pit. Otherwise, they may use standard precautions when going near it (not walking into pits, making a Trap’s roll to check the ground).



Detect	High IMP Intensity				Disarm	Mitigate
	L2	L3	L4	L5		
4 SP	21	25	29	33	It can't be disarmed—but not looking at it will prevent having to roll.	If recognized by a skill roll, or by someone with Sensitive or any telepathic ability, all characters get +3 to their Resistance Roll (if someone is shouting at them not to go near it)

Effect	Result
Standard	The character is highly interested in the object. They will approach it (walking pace) and make other Perception rolls at -3. They don't need to touch it--but will examine it. This will last 4 Rounds.
Major	Character feels an intense fascination for the object. They will walk towards it for 2 Rounds. If close, they will touch it or handle it. So long as no one tries to keep it to themselves, there will not be violence. They will stay in the vicinity of the object, fixated on it (Perception rolls at -4) for 4 Rounds.

Gunk Grenade

Description: The trap deploys a "Gunk Canister" which explodes, covering everyone within radius in . . . gunk. The gunk is sticky and gooey and fast drying. It acts a Grapple Hold attack. It covers a 4 yard radius.

Heavy! The boot has the following effects:

- STR below 7: Character is stationary-- can't budge it.
- STR 7-9: Character can only move a Step action for 8 REA, and Sprinting Endurance. No AGI Bonus, -4 to all combat AGI-based rolls.
- 10-12: Character loses AGI bonus, moves at one speed level lower (1 yard for Step action, Walking for Running, Running for Sprinting). Combat rolls are at -2 (for anything AGI based).
- 13-15: Character loses half their AGI Bonus and combat rolls are at -1 (for anything AGI Based)
- 16+ Character can ignore the boot.



Getting Rid of the Gunk: The gunk can be burnt off or scraped off. It has Level x 4 DP and is not especially flammable (it will not all burst into flame). Using metallic scrapers does 2 DP per 8 REA Action. Using hands requires a COR roll at -2 to do 1 DP per 8 REA Action. If the roll is failed, the hands become stuck with the same Grapple strength.

If a character is just trying to power their way out of it, a Break Grapple attempt will also free them.

Shooting the gunk is fairly ineffective, as is stabbing or striking at it (-10 Damage Mod).

A target bound in the gunk gets some protection: it has a Coverage of 4 and absorbs Damage / 2 points of damage per hit (apply the -10 DM to incoming fire).

Detect	Offensive Grapple (IMP High)				Disarm	Mitigate
	L2	L3	L4	L5		
4 SP	21	25	29	33	Usually, if detected, it can be disarmed or avoided.	

Shrink Wrap

Description: A Shrink Wrap trap fires a clear plastic "net" that self-adheres and suffocates! The net hits a 4 yard Radius and has a Grapple Strength as listed. Everyone successfully grappled is Held. They start suffocating. Cutting through the Shrink Wrap is tough: it is not hard to cut (but fairly impervious to blunt attacks, give it a -10 Damage Modifier)--but any attack on the wrap hits the character below it.

It takes Grapple x2 pts of damage to remove. If the character has sheers they do 6 Damage per Round. Knives or swords can be used--but they require a weapon skill roll at -5 or else the damage they do is applied to the character.



To get a hole the character can breathe through, the wrapped character gets a -10 DM to free themselves by breaking the wrap. Doing 1/4th damage to the shrink wrap will let the trapped character breathe.

Suffocation will render a target unconscious in CON rounds and dead in CON x2.

Detect	Offensive Grapple (IMP High)				Disarm	Mitigate
	L2	L3	L4	L5		
4 SP	21	25	29	33	Usually, if detected, it can be disarmed or avoided.	

Hypnotic Spiral

Description: A wall or monitor shows an intriguing shifting pattern. People looking at it will get hypnotized and stuck. Separating the person from the visibility of the screen will allow for another roll at +2 (and only a better result is taken). The roll is against WIL.

If the detect roll is made, the detecting character realizes what it is before looking directly at it.



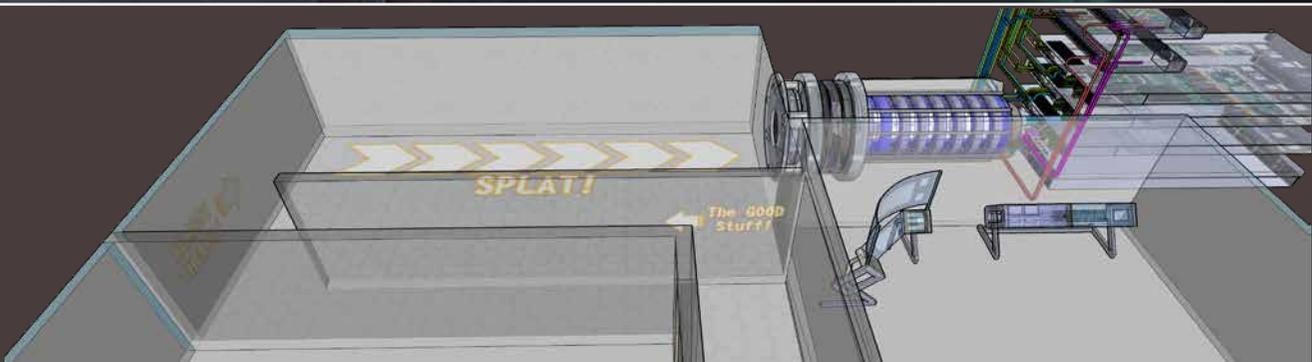
Detect	Intensity (IMP HIGH)				Disarm	Mitigate
	L2	L3	L4	L5		
3 SP	21	25	29	33	Usually, if detected, it can be disarmed or avoided.	
Effect	Result					
Standard	Character is incapacitated for 10 Rounds unless attacked. During this time they are stationary (+5 to be hit) and get no defenses.					
Major	As above, but 10 minutes. They must take a Minor Wound to snap them out of it.					
Critical	As above, but 30 minutes. A Major Wound will snap them out of it.					
Catastrophic	As above, but 30 days. A Major Wound will snap them out of it.					

Animal Magnetism

An "animal magnet plate" activates, drawing and trapping all biological matter against it! The Animal Magnetism has a Grapple as listed. It draws a character towards it at $15 / [\text{BLD} / 2]$ yards per second. Once they reach it, the Grapple doubles. The plate is very tough (usually 100 DP per Threat Level and 9 Armor per Threat Level). A Break Grapple will get the character off and give them 2 Rounds of free movement before it activates again.

Characters in the field get a -3 to physical skills unless they can make a Break Grapple roll. The Radius of effect is usually 4 yards (+4 yards per 2 Threat Levels).

The character gets a Break Grapple roll each Round to try to break out. The Magnet will stay active for Threat Level x 10 Rounds. Activating it counts as an ALARM.



Detect	Damage INTENSITY				Disarm	Mitigate
	L2	L3	L4	L5		
3 SP	21	25	29	33	Disarming requires breaking the hold each round and getting 6 SPs. If the character can get to an access panel without being in the magnet itself, they can disarm it without having to break the hold.	

Teleport Loop

Description: An area is spatially enclosed where exiting from one direction deposits you in from another. Teleport loops, when triggered, have a power-supply that is necessarily inside the loop and must have access (meaning it can't be encased in metal). Finding this and disconnecting it is usually the only way out of the Loop (unless you can teleport).



Detect	Offensive Grapple				Disarm	Mitigate
	L2	L3	L4	L5		
4 SP	21	25	29	33	6 SPs of Engineering. Or 10 SPs of Traps / Security—BUT each roll takes 10 hours.	

Auto-Guns

Emplaced weapons run by simple artificial intelligences.

Auto-Blaster

The Auto-Blaster is an artificial intelligence self-firing wall-mount defense system. Although fragile, it is fast-firing and can improve revenue by displaying targeted advertising based on its victim's profile!
Notes: The basic Auto-Blaster is low-damage (IMP Low) and fragile. Its manufacturers were, apparently, confused about exactly how "targeted advertising" works and so chose to display ads for (probably long dead) products and services on its screen. It scans for an ID-Badge, and will flash warning lights if people without one approach before opening fire.

TI	No App	Win
VAR	1-3	NT



Init	REA	AGI	Grapple	LVL	DMG	DP	ADP	Armor	Plate
13	12	+1 / -2	10 / 8	L2	12 IMP	1	10	1 / 2	N/A
				L3	15 IMP	1	12	1 / 2	N/A
				L4	17 IMP (LOW)	1	15 (+3)	1 / 2	N/A
ROF	RNG	To-Hit	Shots	Notes					
2x	-1/15y	14-	Inf						
DP	ADP	CON	Minor W.	Defense					
1	See List	11	N/A	PEN Doubling on a hit by 6+					
Perception Roll: 14-									

Tracking MG

The Tracking Gun is a heavier-frame (armored, reinforced) higher caliber gun with a low-end tracking system. It starts at a low to-hit roll of 8- (+2 for Auto-Fire) and goes up by 1 each Round it is tracking the same group of targets. This can be reset by getting out of its line of sight for 3 Rounds.

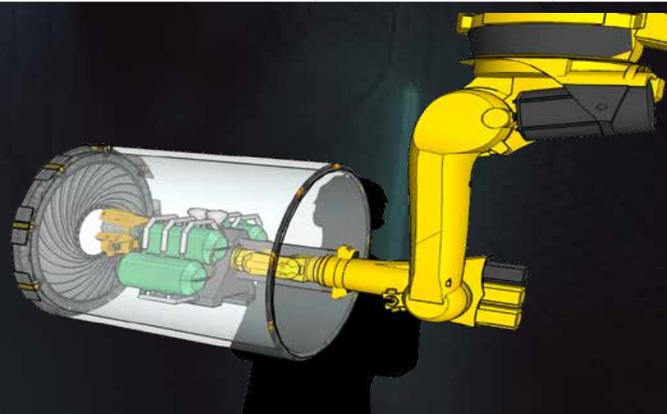


TI	No App	Win
VAR	1-3	NT

Init	REA	AGI	Grapple	LVL	DMG	DP	ADP	Armor	Plate
13	12	+2 / -2	24 / 20	L2	15 PEN (23 AF)	1	20	4/10	N/A
				L3	18 PEN (27 AF)	1	30	4/10	N/A
				L4	21 PEN (31 AF)	1	40 (+10)	4/10	N/A
ROF	RNG	To-Hit	Shots	Notes					
FA +1	-1/15y	8-	18 (2x)	Full Auto is taken into account. The gun's to-hit roll is a 6-. It fires full auto at one target and 1 shot at another (if exists). It gets five rounds of fire before taking a round to reload.					
DP	ADP	CON	Minor W.	Defense					
1	See List	11	N/A	PEN Doubling on a hit by 6+					
Perception Roll: 14-									

Aperture Cannon

The Aperture Cannon is a heavily defended weapon that has an opening shutter that gives it a limited window of vulnerability (and the ability to fire). The A-Cannon and the coverage of its Plates goes from Full to 2 for the Initiative it fires and 2 below it (so if it fires at +6, characters +4 and above may shoot it with Cv2)



TI	No App	Win
VAR	1-3	NT

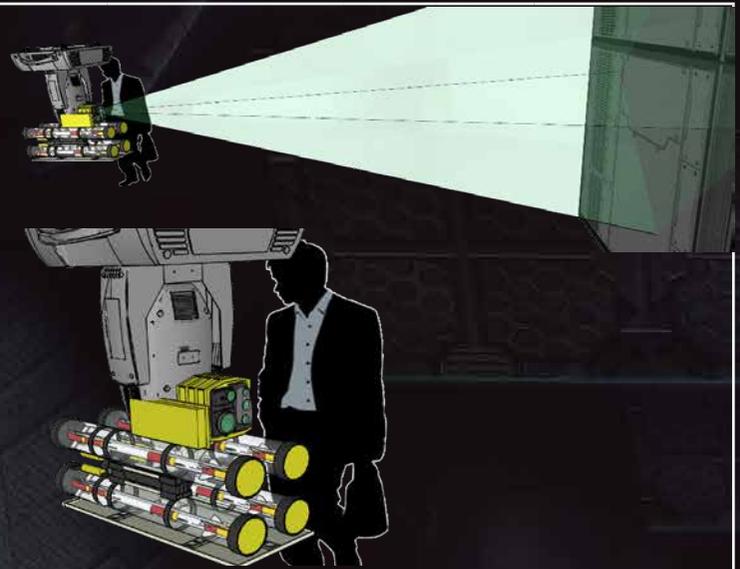
Init	REA	AGI	Grapple	LVL	DMG	DP	ADP	Armor	Plate
16	12	+2 / -2	24 / 20	L2		1	20	4/10	20 / 60 Cv2
				L3		1	30	4/10	24 / 70 Cv2
				L4		1	40 (+10)	4/10	30 / 90 Cv2
ROF	RNG	To-Hit	Shots	Notes					
1	-1/25y	14-	Inf						
DP	ADP	CON	Minor W.	Defense					
1	See List	11	N/A	PEN Doubling on a hit by 6+					
Perception Roll: 14-									

Scan Rockets

The Scan Rocket is a 4-tube rocket pod (re-loading is done when retracted) that targets based on projecting a grid, moving it mechanically back and forth, and determining with several cameras if anything unexpected is inside the grid. The grid is visible and moves regularly. A person caught in the grid will trigger an attack (and the grid will chase them). The rockets do PEN damage to the target they hit and IMP X to everyone within a 4 yard radius (the full listed, not half). Firing on a scan-rocket will cause all the scan-rockets in a cluster to target the sound.

Each rocket in a set of rocket-pods adds 2 SPs to the amount of SPs needed to move past them in 3 rolls (failure indicates combat begins).

TI	No App	Win
VAR	4	NT



Init	REA	AGI	Grapple	LVL	DMG	DP	ADP	Armor	Plate
14	12	+2 / +0	24 / 20	L2	12 PEN, 12 IMPX	1	10	4 / 10	0
				L3	15 PEN, 15 IMPX	1	20	4 / 10	0
				L4	18 PEN, 18 IMPX	1	30	4 / 10	0
ROF	RNG	To-Hit	Shots	Notes					
1	-1/25y	14-	4						
DP	ADP	CON	Minor W.	Defense					
1	See List	11	N/A	PEN Doubling on a hit by 6+					
See above									

Light Full-Auto

The Basic Auto-Gun is a no-nonsense installation defense system. When active it is motion-tracking and auto-firing (there are usually warnings). It loads from a deep magazine well and shoots to kill!

Shows the gun using its arms to re-load.

TI	No App	Win
VAR	4	NT

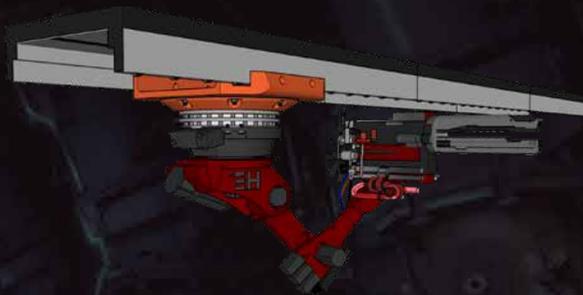


Init	REA	AGI	Grapple	LVL	DMG	DP	ADP	Armor	Plate
13	12	+1 / -2	10 / 8	L2	11 PEN (17 AF)	1	10	1 / 2	N/A
				L3	13 PEN (20 AF)	1	12	1 / 2	N/A
				L4	15 PEN (23 AF)	1	15 (+3)	1 / 2	N/A
ROF	RNG	To-Hit	Shots	Notes					
FA +1	-1/15y	16-	18 (2x)	Full Auto is taken into account. The gun's to-hit roll is a 14-. It fires full auto at one target and 1 shot at another (if exists). It gets two rounds of fire before taking a round to reload.					
DP	ADP	CON	Minor W.	Defense					
1	See List	11	N/A	PEN Doubling on a hit by 6+					
Perception Roll: 14-									

Rail Guns

Most auto-guns do not move—but Rail Guns move along heavy magnetic rails so they can get around the installation. Usually if a gun is moving, it doesn't fire that Round. Often they use magnetic flux to fire rounds at very high velocities! On a round where they move, they move 10 yards.

TI	No App	Win
VAR	4	NT



Init	REA	AGI	Grapple	LVL	DMG	DP	ADP	Armor	Plate
10	12	+2 / +0	48 / 40	L2	22 PEN	1	50	10 / 24	0
				L3	27 PEN	1	75	10 / 24	0
				L4	31 PEN	1	100	10 / 24	0
ROF	RNG	To-Hit	Shots	Notes					
1	-1/25y	14-	Inf						
DP	ADP	CON	Minor W.	Defense					
1	See List	11	N/A	PEN Doubling on a hit by 6+					
Perception 14-									

Monster Tube



Many installations were designed with “Bioweapon Trip-Mines”—also known as “Monster Tubes.” They are self-contained sleep chambers for active-bioweapons: monsters. When released, by some sort of sensor or tripwire, the monster decants and attacks. If the characters spot the dispenser and are ready, they can all get one attack each (in Initiative Order) before the “first Round of combat starts.”

The monster section contains several examples of “tube monsters.”

If the trap is not detected, the monster usually “appears” close to the characters and initiative starts immediately.

NOTE: a tube can contain more than one monster.

Detect	None				Disarm	Mitigate
	L2	L3	L4	L5		
4 SP	0	0	0	0	8 SPs, failure springs the monster	

Sphinx Guns

Security systems were often geared to ask for pass-codes or signal-response. Over the ages, some of these have gone . . . insane. Now they might ask almost anything—and if you can't answer? The expert system has control of a laser!

TI	No App	Win
VAR	1	NT



Init	REA	AGI	Grapple	LVL	DMG	DP	ADP	Armor	Plate
12	12	+2 / +0	36 / 30	L2	18 PEN	1	50	10 / 24	0
				L3	24 PEN	1	75	10 / 24	0
				L4	30 PEN	1	100	10 / 24	0
ROF	RNG	To-Hit	Shots	Notes					
2	-1/25y	14-	Inf	Takes 5 REA to power up. After that, it fires twice per Round.					
DP	ADP	CON	Minor W.	Defense					
1	See List	11	N/A	PEN Doubling on a hit by 6+					
Perception 14-									

Folgerizer



The trap, when triggered, teleports the target out and replaces them with an identical looking homicidal android. The android may not attack immediately and the container the character is teleported to is tough, but not absolute. It is also somewhere on the same level.

Detecting the Android: If the character is under observation when they trigger the trap (it is usually in a dark area, just past a curtain, the last person in line, etc.) they get a Perception roll to see something funny happened. If looking at the character, they get a standard Perception roll, -2.

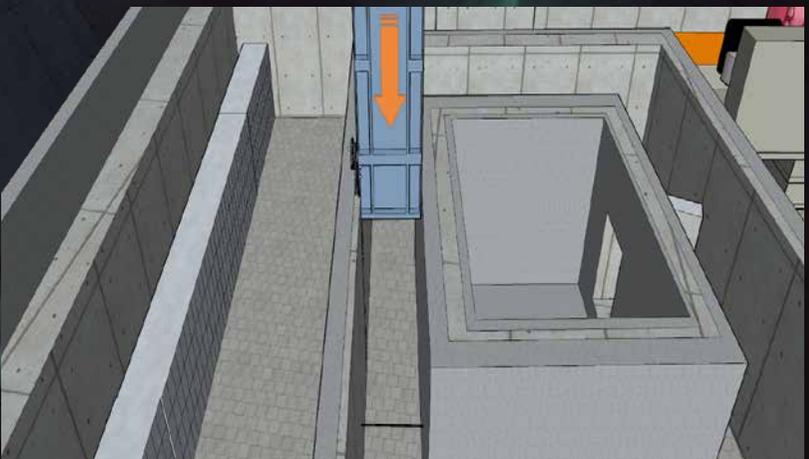
The android is not especially good at faking the character--but it will fake their voice. The stats vary—but can be taken from the monster's section.

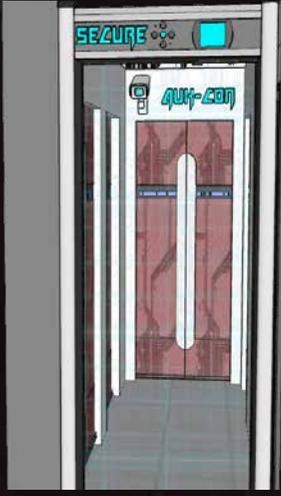
Detect	None				Disarm	Mitigate
	L2	L3	L4	L5		
4 SP					6 SPs. Failure releases a robot that looks like the person trying to disarm—but does not capture the disarmer.	

Harassment Traps

The trap deploys something that makes everyone's life harder.

Surprise!								
<p>Description: The trap sets off a blinding flash! Nearby is a kiosk selling pictures of the group at the moment of it. This uses Dazzle of the listed intensity.</p>								
Detect	Intensity				Disarm	Mitigate		
	L2	L3	L4	L5				
3 SP	21	25	29	33	Usually, if detected, it can be turned off or avoided			

Automated Divorce								
<p>Description: A metal wall slams down separating the party. This applies only when there are other ways out and the group can reconnect. It will either separate the first person (9-), split the party (10 -12), or separate the last person (13+). It is very quick and calibrated to miss body parts. It counts as a Strong Door for damage purposes.</p>								
Detect	Intensity				Disarm	Mitigate		
	L2	L3	L4	L5				
3 SP	0	0	0	0	Usually, if detected, it can be turned off or avoided			

Ammo Emancipation Field								
<p>Description: A barely visible energy field destroys all ammo that passes through it (note: it destroys the charge--you can still shoot through it). A character holding a gun gets a Perception roll at -1 to feel that something has happened.</p>								
Detect	Intensity							
	L2	L3	L4	L5				
3 SP	o	o	o	o	6 SPs, Failure raises an ALARM		Energy weapons are unaffected.	

Slick Floor								
<p>Description: The trap makes the floor go super slick. Movement without falling is hard: AGI rolls are made at -3 for Step, -5 for Running, and -6 for Sprinting. Standing requires an AGI roll at -3. Any dodge, block, or HTH strike is at -2 and requires an AGI roll at -3 or fall.</p> <p>Falling: Falling can hurt you. A character who slips and falls has a 9 or less roll minus AGI above 10 chance of injuring themselves. A fall does BLD / 5 damage with a +4 Damage Modifier. Plate Armor has an 8 + Coverage chance of applying.</p>								
	Intensity							
	L2	L3	L4	L5				
1 SP	o	o	o	o	Usually cannot be disarmed.		Crawling will help	

Conclusions

An installation is a strange place: it can be deadly and hostile--but it also has a sense of humor. And it has treasures. It guards them--or seems to--with traps and trials and monsters. Let's look at the treasures next!

These rules cover running Traps in JAGS Have-Not. The most common place to encounter these will be in an installation but they can also exist in the Ruins as well as in places where they are serving as more mundane security systems (a town might have traps in underground tunnels to discourage access by outsiders!).

Logic Puzzles

There is a theory that the people from the Age of Wonders were insane--but that the people in the Age of War were far more pragmatic. That is true to an extent--but it often does not account for the societies that were created just after the collapse that still had access to Age of Wonders materials and, to a large degree, their outlook.

Logic Puzzles are a common feature of installations in both areas. They usually serve as security measures of some sort. Examples can be:

- **Mazes:** In some cases floors are trapped or rigged in such a way that just walking straight across is either impossible or doing so triggers various traps.
- **Hacking Puzzles:** Games like Hangman or Battleship can be used as "hacking puzzles" (in many cases literally showing what is happening in the game).
- **Pattern Matching:** Figuring out which patterns are important in an area can be used as a way to shut down force-fields, or active traps.

A Note about Logic Puzzles

Some people super-hate logic puzzles. That's legitimate. Some people find the idea of a high-tech installation with logic puzzles to be overly goofy--if that's you, HaveNot is probably not the post-apocalypse game of choice. Still, work with the players to try to ensure everyone has a good time.

Using Skills to Help / Solve These

A character with the right skills can theoretically bypass a security panel or hack a terminal without requiring the player to solve a logic puzzle the same way that a surgeon character can perform open-heart surgery without the player having to know how to do that.

We recommend the following:

- The players should understand that, as in a computer game, logic puzzles can be part of the environment.
- It is a good idea if skills can help with them in some way (provide clues, partial answers, etc.)

Failing a Logic Puzzle

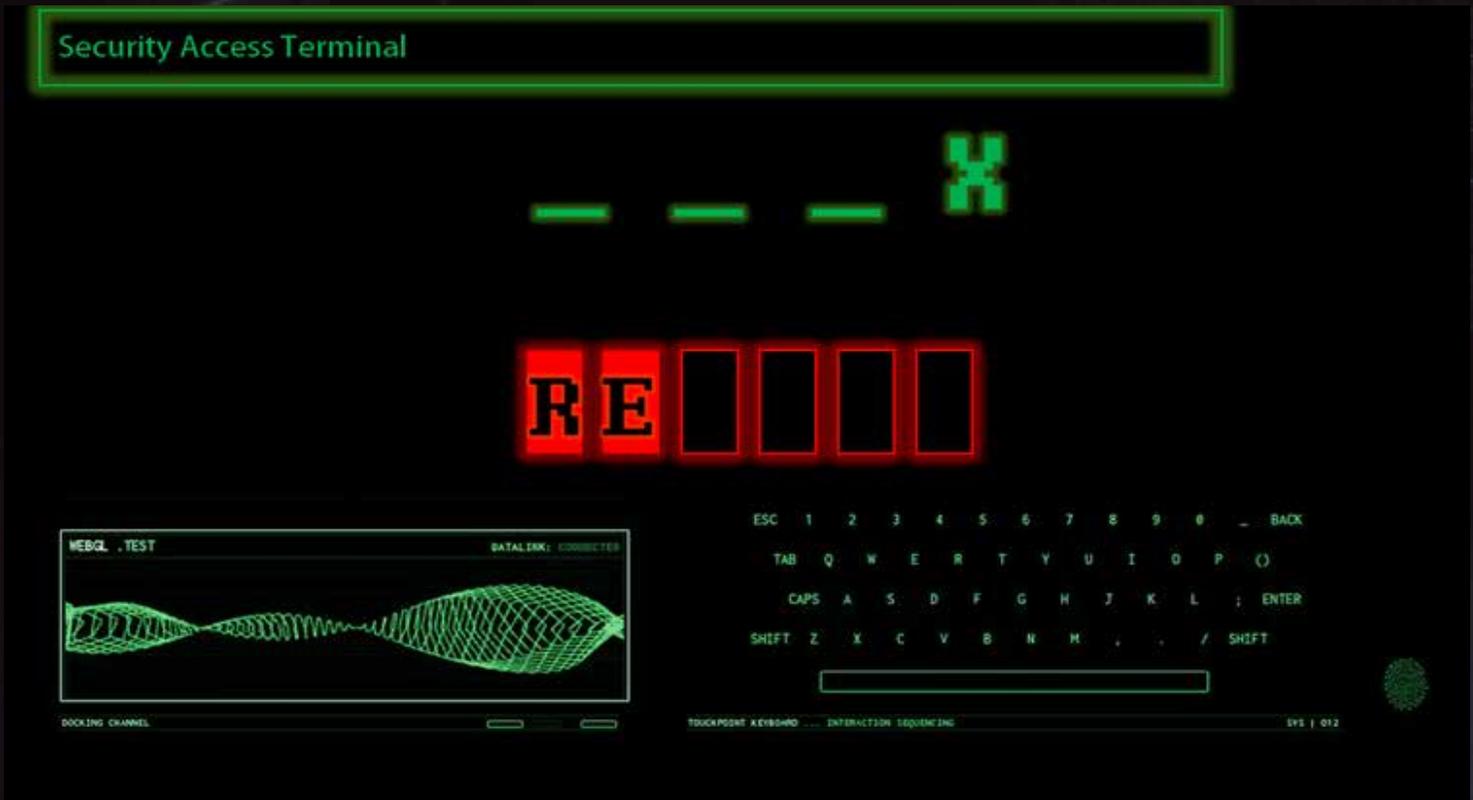
Failing to solve a logic puzzle can result in various problems. For example:

- Lack of access to an optional area of the installation.
- Setting off a trap / damage system.
- Raising an Alarm (summoning hostiles).
- Inability to extract treasure.

You should be careful about logic puzzles that result in death or likely death as well as those which completely prevent the characters from completing the installation.

Logic Puzzle Examples

Here are some examples of logic puzzles:



Name: Hangman Terminal

Description: A screen with a line of cells and a collection of "used letters." When the characters type a letter it either appears on the top-line of cells in the place(s) it is on the secret word or else one of the bottom cells lights up red. If all six red lights come on, the puzzle fails.

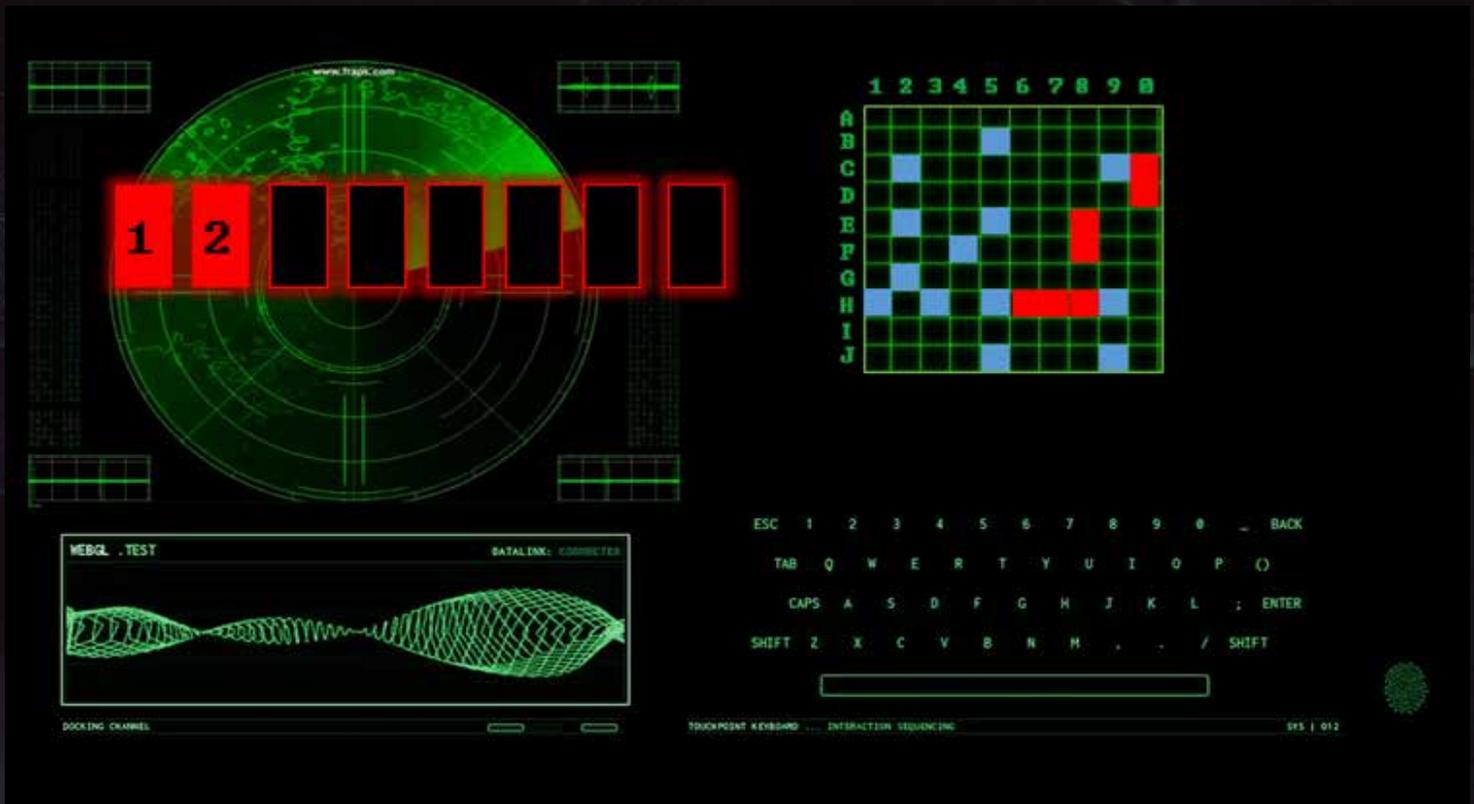
Limit: The characters get six tries (this can be modified for difficulty). Uses for this are:

- Accessing locked rooms
- Disarming traps
- Lowering force fields

Skill Use Help: Skills can be used to help.

- Disarm Security: A roll at -2 (additional -1 per every two full Threat Levels) negates a failed choice.
- Hacking: A roll at -2 (additional -1 per every 3 full Threat Levels) gives an option to spend SPs generated to negate a failed choice or spend 4 SPs to try a vowel without using a choice).

Notes: There are lists of very-hard hangman words (the word in the graphic is Jinx).



Name: Battleship Terminal

Description: A screen has a 10x10 grid and the characters can choose a given square. Each 10 choices they get a "Red Square" to the left. If their set of red-squares fills up, they lose. The GM has a hidden arrangement of "enemy ships" that comprises one 2-length ship, two 3-length, one 4-length, and one 5-length. The characters usually have between 5 and 8 red-blocks (50-80 choices).

Skill Use Help: Skills can be used to help.

- A Hacking Roll at -2 (-1 per additional Threat Level) gives a number of free-choices (does not count against the 10 choices that activate a red failure-block) per SP generated by the roll.

Limit: The characters get a number of tries calibrated for difficulty:

- Accessing locked rooms
- Disarming traps
- Lowering force fields

Notes: There are strategies for battleship that can be used to make this challenge easier (parity-choices where only every other square is targeted, hunting strategies when you get a "hit," etc.). An average game with a good strategy takes about 64 hits. A breakdown is as follows:

- 30 shots - very hard
- 40 shots - hard
- 50 -60 shots - average
- 70-80 shots - easy

Name: One-Way-Floors

Description: The floor has a mechanism under it that exerts control over the “brownian motion” of the character’s individual atoms. It provides a “gentle push” in only one direction--and absolutely prevents motion in all others.

Limit: The puzzle usually provides a map of the floor area and some kind of mechanism to change or rotate the movement elements (or turn them off). Note: the effect doesn’t work on ranged weapons so it can be used in a combat zone.

Skill Use Help: Skills can be used to help.

- A made Traps roll will detail what the floor icons mean (they are visible, most likely--but characters without Traps skill might not know what they mean)

Notes: In this example there is a terminal that has its own logic-puzzle (or requires a Hacking roll) that will turn off the gun turrets and the floor. There is a maze through the floor itself. The gun turrets fire light rounds at the characters each round (note: Stealth might get a character by them).

Also Note: In this example, any arrow that goes to a wall is a “death trap” (the character cannot continue and is stuck against the wall ‘forever’). The GM should be careful with that (the terminal exists to shut it down so a stuck character could be rescued--but if a character was alone . . .).



Name: RE-Laser Grid

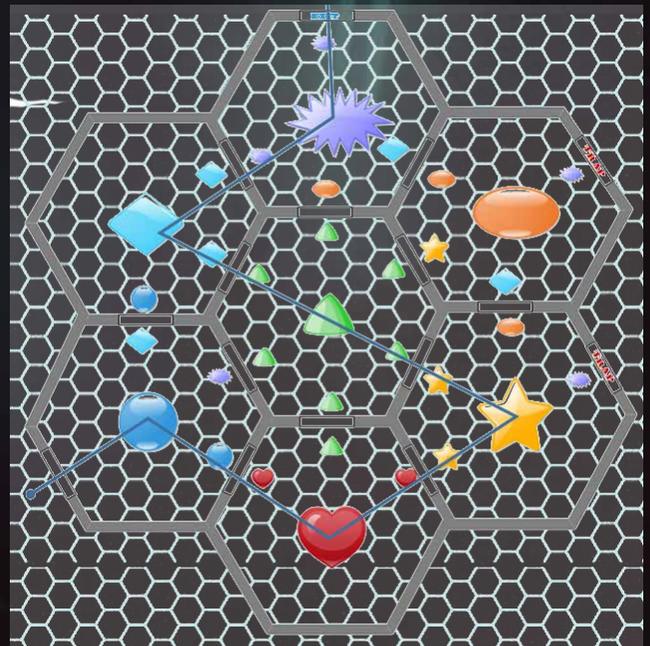
Description: A hall is illuminated with red lights and has unusual walls (semi-glass-like with bulbs or lenses clustered behind them). When the system detects motion anywhere, it activates one of the laser-grid zones at random (see roll-numbers). The laser-grid, a visible red-light beam that moves in pursuit of prey, starts at the right-most (or bottom-most) part of its zone and will travel its own zone and the next one before snuffing out. It will chase the closest character. It gets a chance to hit everyone in the zone it is in. It has an Initiative of 12- and moves six hexes (each hex is 2 yards on a side) each round. If it catches a character it has a 15- chance to hit. It hits for substantial damage and ignores armor.

Limit: This puzzle is used to force the group to work together. Closer doors are easier to open (both are locked). The characters will need to use a combination of planning and team-work to try to avoid the beams with faster characters trying to draw it away from those working to get the exits opened.

Skill Use Help: Skills can be used to help.

- A Disarm Security roll at -3 (-1 per additional 2 Threat Levels) will generate SPs that can move the random starting position roll in either direction (this must be done from inside the threat-zone).
- A Traps Roll at -5 (-1 per additional 3 Threat levels) can prevent the laser from appearing in the zone with the character.
- A Hacking Roll at -1 (-1 per additional 2 Threat Levels) can force the system to roll first for its appearance giving the characters a view of where it will appear (this can be done from outside the threat zone).

Notes: After a few misses, if dodged, some systems get an "un-dodgeable" round where the single laser-line turns into a full grid, filling the corridor!



Name: "Logic Gates"

Description: : A sequence of rooms has symbols on the floor and symbols on each (transparent) door. Each room after the first contains a highly dangerous trap (which may well include the doors locking instantly). The puzzle is that the character must go from the symbol that matches the room they are in to the symbol that matches the room they are going to.

Limit: This is an access control maze.

Skill Use Help: Skills can be used to help.

- A Traps roll will determine that entering the wrong door will set off a trap. It will also provide that the system is now "set" to the entry code (a circle).
- A Traps roll at -5 (-1 per Threat Level) can be made to shut down a trap in a room that is triggered.
- A Traps roll at -2 (-1 per 2 Threat Levels) will tell the character if going through a door will trigger a trap.
- A Hacker roll at -5 (-1 per Threat Level) will let the character set their current symbol to whatever they want.
- A Disarm Security Roll at -3 (-1 per Threat Level) will let the character

Notes: Exits, as with the other doors, must match the symbol on the room's floor. Thus two of the doors (to the right) are false exits.

Installation Trials

Trials are like Traps except they're not hidden. Things like timed fire-jets or pounding stones, or other areas that are difficult and dangerous to maneuver through are considered Trials. Trials can mix tactical movement on a map (being able to move your character to the right place in the right sequence) with skill rolls and stat-checks.

NOTE: Many Trials have a shutdown on the far side of some sort which allows one character to cross through and then allow the rest of the group to catch up.

Example Trial: Floor Flame Jets

A hall has a grid of nozzles on the floor. They trigger on motion sensing but take a second or so to activate, giving the character a chance to get out of the way (an audible hiss and flash of heat). The Jets hit on a 14-, +1 Large Weapon Bonus. They do 12pts Flame Damage.

A character will be attacked by one flame jet per point a 12- Perception roll is made by (so a character can try moving stealthy across the floor at Walking rate). If the character is running, the perception roll cannot fail, so the minimum number of attacks is 1.

Example Trials

Flame Jets	L1+	Avg Damage: 12 IMP, 14- to hit, BURN	Defense: Dodge / Be missed
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The floor has visible nozzles on it that have faintly glowing motion sensors. When they detect a character moving, they attack. They hit on a 14-, +1 Large Weapon Bonus

Trigger: 12- Perception roll. One attack per point the roll is made by with a minimum of 1 if the character is making a Full Move.

Pneumatic Spears	L1+	Avg Damage: 14 PEN, 15- to hit	Defense: Dodge / Be missed
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The ceiling has round holes and spears--sharp surgical-steel rods--blast downward with a hiss of compressed air, striking the floor before retracting. Their pattern is seemingly random.

Fading Tiles	L1+	Avg Damage: Fall (8 IMP)	Defense: AGI / Acrobatic
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A hall or room has a floor of glowing square "tiles" about 2 yards on a side. When stepped on, they start to fade and vanish, reappearing seconds later. Some fade faster than others! When stepped on, the tiles wobble and tilt so you need to go from the middle of one tile to another (trying to straddle two tiles for any length of time will drop you!) Each hex has a roll:

- 7- The tile fades "instantly." Make an Acrobatics or AGI roll at -4 to jump to another tile or fall.
- 8-9 - The tile fades quickly. Make an Acrobatics or AGI roll at -1 to cross.
- 10 - Tile fades standard. Make an Acrobatics roll at +1 or an AGI roll to reach the next tile.
- 11 - Tile fades slowly. Make an Acrobatics roll at +3 or an AGI roll at +2 to reach the next tile.
- 12- Tile fades very slowly (no roll).

Hostile Door	L3+	Avg Damage: 18 IMP	Defense: Initiative / AGI
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A metal bulkhead has evil orange or red-glowing lights. It is marked with WARNING: HOSTILE (or similar). It can be opened by a panel on the side--but when going through it will try to slam shut and trap/crush targets. It is quick--but there is a warning (a hiss and evil laugh). For someone caught by surprise (A Traps roll will determine what that means, as will messing around with it--it will feint closing if someone is close), it gets a 14- roll to hit.

However, if you are trying to time it (it will open all the way and then jiggle its bulkhead threateningly) it has a 12 Initiative. When the character goes, they make a roll to beat it.

- Option: hidden Init--the character gets to roll several times (3x?) and can choose to go on any one they want--but have to take the last one. The GM rolls once for the door but hides it.

Teleport Floor	L1+	Avg Damage: None	Defense: Dodge / Defensive Grapple
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A floor has a black-glass finish and is marked off in hexagons 2 yards on a side. A "wave" blue glowing "holes" travels back and forth up and down the hall. The "holes" are "teleport gates" that will try to teleport anyone "hit" into another location. The lights travel pretty quickly, don't move exactly uniformly, and will, to a small degree, chase down people who are close by.

A running start and a timed Jump allows an AGI roll at -1 (or Acrobatics at -1) to clear the holes. If failed, they have a 14- chance to hit, +2 LWB, and suck the character in with a Grapple of 30, +5 per 2 Threat Levels.

The location is probably not that far away and not instantly deadly--but they can be disorienting and dangerous.

Monsters

HaveNot is teeming with monsters--they live in collapsed ruins, crawl through the high-grass outside of town, and even organize societies of sorts. For purposes of this section, a "Monster" is any antagonist or likely-antagonist that the PCs fight in an installation. It should be noted, however, that the general term can include things like human gunslingers, cultists, and so on (which may be antagonists--but are not in a common sense "monsters.").

Monster Types

Monsters have an AP and Threat-Level value the same way that PCs do--however there are a few specific notes about how monsters are created that you should be aware of.

Monster Strategies

Monster strategies is the term for designing monsters to fit a specific purpose in the game. Boss-Units provide high-stakes / high-drama battles for the whole party. Minion-Units encourage explosive or multi-attacks. Tank Units make having weapons that can penetrate armor (or just do Impact Damage) more valuable, and so on.

Strategy	Notes	Why?
Soldier	Less powerful than a PC but hits about as hard. Usually these appear in groups of more than the character's party.	These provide a number of targets (sometimes with some diversity between units) that pose a threat without being a serious threat. They are usually under-defended but adequately gunned.
Attrition Unit	A below-characters group that does limited damage. Intended to wear a party down--or act as screening for a boss.	Used appropriately they can generate a fun, low-stakes combat. Ideally unit should have some amusing or interesting characteristic.
Boss: Heavy Hitter	An above-level unit that hits hard enough to inflict a 2x Minor Wound through decent armor.	Exciting: Forces defensive play, represents a real threat.
Boss: Multi-Striker	An above-level unit that has lots of strikes. Can deal damage to entire party (also area-effect or auras).	Engages the whole party.
Boss: Tank	An above-level unit that is heavily armored or has high ADP or both. Potentially done with Plates.	Forces combined fire. Has lots of staying power.
Kill-It-Quick	The unit has some element (lots of attacks, damage aura, etc.) that unfolds on Round 2, 3, or 4.	Exciting: Forces the party to work to a time-table.
Minion	Fragile unit that hits hard.	Power-trip (kill lots) of meaningful opponents. Encourages AoE and fast characters.
Bullet Screened	Robot with anti-bullet shields	Encourages close-combat characters.
Blocker	Entity with lots of blocks vs. HTH	Encourages ranged attacks.

Don't-Get-Hit	Unit has some attack that is particularly bad among others that are not ("Monster Type", Burning, Resisted Attack with nasty effects)	Encourages tactics against the specific attack (perhaps it cycles).
Fair-Fight	Units designed to "play like PCs." Usually unit has a couple of modes so that it/they can comprise a group with varied roles.	Creates a tense situation with face-offs.
Negator	Unit negates some specific defense (or category of attacks).	Forces party to diversify. Limits value of armor, PEN damage, etc.

Sub-Types	General Category	Notes
Spawner	Kill it Quick	Creates a dynamic battle on a clock by spawning either attrition units or minions (much more dangerous) during combat.
Regenerator	Tank	Recovers damage during combat forcing the party to combine fire and hit it hard over a short period of time.
Plate-Mail	Tank	Monster has coverage plates that will stop most attacks. Forces most characters to hit more accurately, aim, spend SPs, etc.
Venomous Snipe	Minion	Monster has a Resisted Attack that is powerful and dangerous. Usually the only attack the creature has.
Ignores Armor	Negator	Monster has an attack that ignores armor. IMP at lower levels, PEN at higher levels

Monster Roles

Monsters Roles are similar to the strategies but determine more how the monster behaves than, specifically, how it fights. These are some examples that you can use for inspiration.

Category	Notes	Commonly
Hunter-Killer	Seeks combat and attacks head-on. Believes it/ themselves to be superior.	Robots, Freqs, Raiders.
Passive-Aggressive	Essentially you "run into" the monster and it attacks.	Things found in natural caverns or caves.
Sleeper	Powerful creature that will hunt when "awakened." Usually above-level for the area	Robots - Awakened by using sensors, radios, et.
Large Monsters - Awakened by using high-tech weapons	An above-level unit that has lots of strikes. Can deal damage to entire party (also area-effect or auras).	Engages the whole party.
Enemy Unit / Group Ambush	Intelligent group. May compete with the PCs. Ambush attack.	Rivals, Monoids, Voles (in the Ruins), etc.
Puzzle Monster	Only attacks under some circumstances (if its riddle cannot be answered, if the PCs will not submit to a test, etc.)	Biomids in The Complex, AI's that want specific key-cards to ignore user. Robots that won't notice "properly shielded" characters.
Treasure Monster	Has an outsized Drop relative to its level: highly sought!	Robots, Certain toxic-Monsters (Do Not Want and NOPE, NOPE, NOPE)
Guardian	A form of Passive-Aggressive: Specifically guards or patrols a given area. May warn characters away.	Robots, certain predators.
Stalker	Sneaks up on characters and attacks. Forces characters to have a certain level of paranoia.	Various predators.

Putting Monsters In an installation

There are different ways to construct installations and, thus, different ways to arrange and use monsters. A general formula looks like:

- Most individual fights are close to the total PC's AP value. The individual combatants, however vary widely.
- There are "boss" and "sub-boss" battles that pit the PCs against individuals that are more powerful than they are singularly (they may or may not have helper-monsters).
- There are stand-up fights that involve a number of lesser opponents (either a few soldier units or many attrition / minion units).
- Battles involve several different kinds of monsters (heavily armored, monsters with force fields, etc.) to give variety and reward flexibility in the PC's capabilities.

Example of Monster Distribution

In this example, the GM has 4 characters at Level 2 (total of 112 APs with about 7 APs in weapons/armor for each). An installation might have combats distributed as follows:

Type	Description	Notes
<p>Meeting Engagement</p> <ul style="list-style-type: none"> • Soldier Units • 6 Monoids (78 AP) • Additional Gear +22 AP (Weapon and Armor) 	<p>The characters enter a robot-barracks where 6 monoids are "relaxing." They are reading comics, cleaning weapons, one is doing pull-ups. When they see the characters, they declare "Fleshy Intruders!" and attack.</p> <p>Note: Scouting could prevent surprise here. Additionally, since the PCs open a bulkhead and find themselves in the barracks, trying to instantly close the bulkhead could change the shape of the battle (instantly closing it is difficult though).</p>	<p>This is a stand-up fight that happens with 6 monsters that are individually less powerful than the characters but can put up a decent battle.</p> <p>Despite the relatively high AP of this group (almost equal to the characters), the Monoids are not that tough or well defended and don't hit as hard as the PCs do. This is expected to be a serious--but not likely deadly battle.</p> <p>NOTE: One Monoid is designated a "sergeant" and has a Junkyard Pulse Cannon--a more powerful weapon. This robot also wears Armor-Plast Plate. Both of these will be treasure when defeated.</p>
<p>Ambush</p> <ul style="list-style-type: none"> • Tanks • 2x Chatterpillars (48 AP) 	<p>The characters are in a locked-down engineering chamber. They need to get a console working to open other areas. Two 100lb cybernetic centipede Chatterpillars are lurking here.</p> <p>NOTE: The Ambush is a worst-case scenario. Chatterpillars make noise (like typewriters) so alert PCs will have a chance to get ready before they come out of hiding.</p>	<p>The Chatterpillars have plate armor and high natural defenses. They are robust and hard to hurt. Their bite isn't that powerful--but their razor tail is very dangerous (15 PEN). This is a dangerous fight if the PCs don't have attacks that are good at defeating armor.</p>

<p>Wave Attack</p> <ul style="list-style-type: none"> ● Attrition Units ● 3 Waves of 4 Kill-Karts each (52 x3 AP) = 156 AP 	<p>A long hall has shuttered panels that release waves of Kill-Karts, small treaded robots with ultra-light auto-guns on top.</p> <p>A wave of 4 Karts comes out every 3 Rounds.</p>	<p>This is a tough battle as the Karts do very little damage individually but their auto-fire hits well (15-) and they will take down Power Fields, etc. If the PCs are not quick about killing them, they could get caught with multiple waves attacking at once.</p>
<p>Puzzle Monster</p> <ul style="list-style-type: none"> ● Sub-Boss ● 1x Requisition Android (48 AP) 	<p>An Armory has some great weapons, armor, and other gear (largely expendables like 1-shot missiles and grenades). The "shop" is run by an Age-of-War Military Android which can talk to the PCs through a window.</p> <p>If attacked, it is quite powerful and well armored (Tank with powerful attack)--however, it is autonomous and does not like the force in charge of the rest of the installation. It has some requirements that, if met, will free it without combat.</p>	<p>The android is entirely avoidable and dangerous. There is a substantial treasure behind it--but it must be freed or fought.</p> <p>The puzzle to free it is a somewhat difficult logic puzzle that, on each failed attempt, risks activating defensive systems (auto-guns in some halls) that will make the rest of the journey tougher.</p>
<p>Boss-Escort</p> <ul style="list-style-type: none"> ● Boss ("Uhm-JOB") ● 52 AP-Multi Attack ● Escorts: Mutant ● Soldier 2x (20 for the unit, 12 for the weapon = 32 AP) 	<p>The battle takes place in the main-command command center. There is a huge, obese fleshy mutant which is created and run by the AI running the place (the body is just its avatar).</p> <p>There are two "dark soldier" mutants with gas-masks welded into their skin and various revolting diseases oozing out of them. They carry L3 Assault Rifles.</p> <p>The boss will be aware the PCs are coming and speak to them over the intercom before they arrive.</p>	<p>The boss has multi-attacks that activate every other turn. He also has a single very powerful attack that is hard to block (he is a custom build).</p> <p>This battle will require thoughtful engagement of the enemy: the escorts are tough enough to be hard to one-shot and hit for significant damage. How the party arranges itself to fight the boss will determine the outcome.</p>

Building Bosses

Bosses, Sub-Bosses, and so on are monsters that are (a) expected to fight the entire party by themselves or with minimal help and (b) are built on many times more points than a single PC--possibly as many points as the whole group.

If you take the group's total points and divide them evenly into Armor, an attack, and Damage Points, you will get a unit that the PC's can't hurt--that can kill them with one shot. This isn't a good recipe for a good game--so here are some guidelines for building bosses.

NOTE: A "boss build" will have a Level based on its total AP (as would a character)--but will also have a level of PCs it is expected to fight against. This level will be lower.

1. Attack Strength: Boss Monsters for a given level should be calibrated in terms of damage to hit within the zone of what a PC deals at that level. Power-hitters may hit substantially harder--but these attacks should be comparatively rare and, maybe, have charge-up or cool-down requirements.

2. Limit Armor / Force Fields Strongly: Even "Tank" class monsters shouldn't have so much armor that the PC's level-weapons can't hurt them. Bosses should have Power Fields, Flack, or ADP in large amounts.

3. Limit Damage Points Somewhat: It's okay to give a Boss Monster a lot of Damage Points--but if the PCs can't inflict a Minor Wound on it with a good hit, combats get drawn out and boring.

4. Mass-Attack / Hard to Dodge/Block: Bosses often get Mass Attacks--multiple attacks that come into play once every 2 or 3 Rounds. This allows them to engage a group of PCs with several attacks. They may also have attacks with Activation rolls that cost 1 REA to use that come into use at random intervals.

Attack Strength

Boss's attacks should be calibrated to be dangerous--but usually not overwhelming. Base their attacks around the Threat Level of the monster. Here's an example:

A Level 3 Character has 12 AP in Wield (weapon). This usually represents a 10 AP gun with, maybe, 2 AP worth of damage enhancers.

A Level 3 Monster might have:

- L3 Soldier: 10 AP attack - About what a character would have.
- L3 Minion: 12 AP attack - The Minion hits pretty hard but is quite fragile.
- L3 Attrition: 8 AP attack - The Attrition unit is designed to be able to hurt the PCs--but not reliably / not much.
- L3 Sub-Boss: 12-14 AP attack - This is a serious hit but is not overwhelming for one shot.
- L3 Heavy Damage Boss: 16-20 AP attack - This attack will heavily damage a character in one hit.

Armor and Force Field Limits

Although characters will have attacks that ignore armor, they are rarer than "standard" attacks. Most boss monsters, even if built on much more AP than the PCs of the listed level should be armored at about the same level as the PCs. If a Boss is created on 2x the PC's points, it should still have armor of roughly equal to the PC's Wear.

Tank-style bosses might have plates that provide substantially more armor, but with Coverage. Monsters can also have lots of points spent on ADP, Flack, and Power Fields which will be degraded when hit without limiting the monster's combat ability.

Force Fields degrade--but more slowly than Power Fields. They can be built on a little more than the Character's "Wear."

Damage Point Limits

Boss Monsters with a lot of Damage Points are hard to take out--but if the PCs cannot, with a good hit, deal a Minor Wound through the monster's armor, then battles can become very drawn out affairs with the PCs having to wear them down to Serious Condition. We recommend that DP's be generally limited to Wear APs for the level the monster will be fighting at and any additional APs be spent on ADP, Power Fields, or Flack.

Boss Attack Strategies

Bosses should be calibrated to be able to attack more than the standard one or two times a Round that most PCs can. There are several ways to do this.

Technique	Notes
Mass-Attack	Giving a Boss a Mass-Attack is very common: it provides a flurry of blows against different targets every 1, 2, or 3 Rounds. This spreads damage out and can make for more exciting combats since the boss doesn't focus on just one character.
Cool/Charge Attacks	Bosses with a "standard attack" and a "cool/charge" attack get different damage or effect profiles at different times. Characters must plan their combat strategy around this.
Activation Attacks	Attacks with an Activation Roll aren't usually in play every round. They provide a sense of danger as the PCs don't know when the attack will be available.
1 REA Attacks	A boss with one or two attacks for 1 REA means that it can "concentrate fire" on one character while still doing other things (attacking other characters, for example). This makes a boss's attention increasingly dangerous and can "shut down" a target by forcing them to block/dodge all the incoming attacks.
Hard to Dodge	Attacks that are hard to dodge/block give the boss something to do against characters with good defenses.
Area of Effect	Attacks that hit an area put all the characters in danger from a single attack. Nobody is exempt.
Limited Charge Attacks	If a monster has 1 to 3 attacks per combat, it is very dangerous until those attacks are used up and it must fall back to secondary attacks. This gives the PCs a strategy of trying to avoid or absorb its limited attacks--and if they do, then they are in a very good position.

Treasure

Treasure is (hopefully) a lot of fun for the players and a powerful motivator for the characters. Going into installations is one of the most reliable ways to acquire treasure and the GM should carefully consider how this will work in the game.

Treasure can be obtained from a number of places besides installations. Encounters outside of installations may have treasure, treasure can be a specific reward for a mission / job, and so on. This section focuses on the apportionment of treasure within an installation.

Treasure Levels

Generally speaking, the amount of treasure in an installation is appropriate to its level (usually plus a little since the PCs may not totally clean it out). The treasure haul is composed of both credits (or things that are only sold for credits like power cells) and artifacts (weapons or armor or other things acquired in the treasure).

This chart assumes a group of 4 characters.

Level	Dungeon Total Value	Found Per Character	Significant Treasure	Level	Dungeon Total Value	Found Per Character	Significant Treasure
1	4000C	1000C	N/A	11	224000	56000	37,800C
2	8000C	2000C	1,350C	12	268000	67000	45,225C
3	16000C	4000C	2,700C	13	316000	79000	53,325C
4	28000C	7000C	4,725C	14	368000	92000	62,100C
5	44000C	11000C	7,425C	15	424000	106000	71,550C
6	64000C	16000C	10,800C	16	464000	116000	78,300C
7	88000C	22000C	14,850C	17	508000	127000	85,725C
8	116000C	29000C	19,575C	18	556000	139000	93,825C
9	148000C	37000C	24,975C	19	608000	152000	102,600C
10	184000C	46000C	31,050C	20	664000	166000	112,050C

The "Significant Treasure" number is the total value of a find for one character that represents "something good" other than armor or a weapon at their level. This would be approximate value of a good artifact or a combined find that was good for a specific character.

This number (Total installation Value) is the "standard" Treasure haul. The actual installation itself will likely have some amount (10-20%) more if it is judged hard to find/get to. an installation might have less total-value (potentially an installation could have no Treasure, just like an installation could be all treasure--but these are unusual cases).

Populating an installation With Treasure

When setting out to populate an installation with treasure, there are a few things to consider:

1. The installation can--and often should--be a little over the listed Total installation Value. This is doubly true if some things are nearly impossible to find or the installation is very large / dangerous.
2. Monsters that create "drops" (treasure that is accessible when the monster is killed) doesn't necessarily count against this. If the monster has a horde then that's fine--spell it out--but if it has some Drop-Ratings, those can be rolled on-the-fly.
3. The GM should pay attention to how the spread of treasure encourages play and character creation.

How Treasure Cost Works

All Treasure is given a cost in credits. That isn't because you can buy it in stores (mostly--although that's fine if the GM wants to do that). It also isn't necessarily what you can sell it for in every case (more on that below). The primary use of Treasure Cost is to determine "how much 'space'" a given treasure takes up in the installation.

When filling out the suggested installation Value each treasure takes up its cost. The most obvious way to do this is to take a weapon and armor for each character of the level they will become and call it day.

However, that is also boring and repetitive. Going 10-to-30% over the listed cost for the entire installation allows there to be some play. Additionally, not every installation will necessarily outfit its survivors with their next level's worth of gear. There are additional installations of the same level that can be raided just-for-treasure. There are jobs or quests, or treasure owning monsters that can be sought and fought with.

There are lots of options. Here are some notes:

- Expendable Items: Things like grenades cost a lot less than their power-level would suggest. So there can be a lot more of them.
- Premium Weapons / Armor: Some weapons and armor costs more than the listed Level cost, even if the weapon itself does damage at the appropriate level (an example is a suit of armor at the listed level--but which also has expensive senses and healing capabilities). In this case a player's haul might just include the armor or weapon but not one of each.
- Lower Level Gear for sale. A bunch of L1 9mm handguns won't be useful to L5 characters--but they can be sold. An L4 blaster that ignores armor might not be great for a L5 character--but if they can use the special ability it's worth it to carry around.

Weapons and Armor: 1/10th Cost

One of the first things you should do is determine if the Installation will have weapons and armor for the next level. It is reasonably common that it will. In this case the cost factor for each set of armor and weapons is:

1. Full Price – for the most expensive armor and weapon.
2. 1/10th Price – for each armor or weapon after that.

Example: If a L2 Installation has a Total Dungeon Value of 8000c. It has an armory with 4 L2 weapons and 4 L2 Armors. The value for this find is calculated as:

- 1000c for the first gun (they are all the same value) and 100c for the next 3.
- 1000c for the first set of armor (again, they are identical) and 100c for the next 3.

This find has a total value of 1000 + 100 + 100 + 100 (weapons) + 1000 + 100 + 100 + 100 (armors) = 2600. The rest of the installation has roughly 5400c remaining worth of treasure to be “at level.”

Treasure Types

Roughly speaking there are these basic “treasure types:”

1. **Armor and Weapons:** Lots of installations contain armor and weapons—usually at the level of the installation itself.
2. **Armor and Weapon Enhancers (Add-Ons):** There are things you can find that will add to the power of your armor and weapons—we call these Add-Ons.
3. **Artifacts:** Non-combat artifacts of the Age of War/Wonders are often exciting finds.
4. **Credits / Things to Sell for Credits:** The UbiNet physical Crypto-Currency that was used in the Age of Wonders and the Age of War, still persists. There are also many things—art objects, power cells, and so on which can be sold easily for credits.
5. **Expendables:** Success Points, Health Charges, Grenades, and other expendable, limited-use items are common treasures.

Armor and Weapons

As noted above, it is typical that an installation of a given level contains some weapons and armor of that level that the characters can find and outfit themselves with. The most expensive pays full price in terms of how much of the Total Value it takes up and the rest pays 1/10th. Here are some notes:

1. About 10% - 20% of weapons should be unusual: Heavy Weapons, Bows, or HTH weapons.
2. About 10% of weapons and armor should be 1 above level for the installation, 1% could be 2 levels above (or more).

Armor and Weapon Add-Ons

Enhancers allow customization of weapons and armor as well as improvements between leveling up. Add-Ons typically add from 1 to 4 APs worth of power to a weapon or armor (some enhancers do other things, however, such as improving ammo-capacity). Below is a general “schedule” of when Add-Ons of a given power-level might be found and how many of each a character of a given level might have.

This is only a guide-line, but it generally means that 2 AP Add-Ons will be found in L5 Installations and 3 AP Add-Ons will be found in L8+ Installations. This progression is more important for “general” Add-Ons that can be kept and used for the lifetime of the character. It is less true for Binding or Single Add-Ons (see below).

Binding Add-Ons

Some Add-Ons are described as “Binding” meaning they literally attach to the weapon or armor in question and cannot be removed. This makes them cost less since, even with the power-up, eventually the weapon or armor will be replaced and the Add-On cannot be moved. Examples are “stencils”—colorful designs that carry special abilities when added to a weapon or piece of armor.

Single Add-Ons

A number of Add-Ons are “of a given type that you can only use one of at a time.” The primary example of this is Power Fields: Power Fields are a common Wear (Defense) Add-On. You can often buy them in towns or at outposts. A character can only use one Power Field at a time—and only one can be calibrated to them (so only one can be used in a fight). Thus, even if a character finds 10 Power Field generators, they can only personally use one of them. This makes them cost a bit less if they are of a particularly common type.

Level	1 AP	2 AP	3 AP	4 AP
1				
2	1			
3	2			
4	3			
5	1	1		
6	2	1		
7	2	2		
8		2	1	
9	1	2	1	
10	2	2	1	
11		2	2	
12	1	2	2	
13	2	2	2	
14	1	3	2	
15		2	2	1
16	1	2	2	1
17		3	2	1
18		2	3	1
19		2	2	2
20	1	2	2	2

Artifacts

The Ages of War and Wonders produced a multitude of strange devices. Today many are broken—but many were built to last. These things can be highly useful—goggles that let you see through walls, sensors that will detect threats, and so on.

- Karmic Tokens (Pogs) fall in to this category, even though they are not traditional “devices.”

Credits and Things to Sell

All things being equal, about 20% of an Installation will often be in either credits or things that can easily be sold for credits (harvested robotic power-cells, for example). In this category are also devices that are not particularly useful to the group—but would be useful to someone.

NOTE: Selling weapons and armor only returns 10% of the listed value.

Expendables

Success Points, Healing Charges, and other expendable items (Age of Wonder pills) are treasures that have explicitly limited uses (also included: grenades). These cost less than their explicit effects (such as damage, in the case of grenades) would imply since they are of limited uses. Typically 10-30% of an Installation's value is in expendables.

Unusual / Rare Treasure Types

We have designated some treasures "Rare" and some "Unusual." These mean slightly different things. Rare items--such as Rare Grenades will only show up in about 20% of installations or as 20% treasure in a large installation (as a general rule).

Unusual items are items that are hard to use. For example:

- Long Bows - most characters will not have bow-skill. As such, bows get a 20% power increase.
- Oversized or Undersized treasure. Pixie-sized armor or bear-sized weapons exist--but they're comparatively rare. If one or more of the players has a gear-using unusual sized character, you may want to populate installations with these at a greater rate than raw numbers would dictate. Normally unusually sized treasure or treasure for non-humanoids is around 3% to 8% with many installations have 0%.
- Special Talent Treasure - Treasure usable by telepaths or with very unusual skills should also be treated as usual. Comprising perhaps 20% of the take in 1 in 3 installations.

Treasure Strategies

Treasure Strategies refers to how treasure is "found" or distributed in an installation. For example, an armory would logically contain weapons and armor as treasure.

Type	Description	Notes
Adventurer Corpse	Someone else made it in here before you--but this is as far as they got! One or more corpses are found, usually long decayed (also, might be an original occupant of the facility and not an adventurer)	Best for: <ul style="list-style-type: none"> • Weapons / Armor / Add-ons • Credits
Monster Drop	When a monster is defeated, it may have various things in its possession--or even be made out of things.	Best for: <ul style="list-style-type: none"> • Success Points • Health Charges • Special Ammo • Cash -- especially Power Cells
Monster Gear / Horde	Monsters often have gear they may use in a fight. This can be carried weapons or just stowed gear.	Best for: <ul style="list-style-type: none"> • Weapons / Armor / Add-ons
Treasure Storage	This applies to rooms that are "logically dedicated to treasure." Examples include armories, vaults, Museums or display areas, cash-registers.	Best for: <ul style="list-style-type: none"> • Any
Bait	The treasure is used to bait a trap. It is clearly positioned--but protected by fiendish mechanisms!	Best for: <ul style="list-style-type: none"> • Any
Pay-To-Play	Treasure can come from vending machines and other items (Robots running Pawn Shops in installations, for example). In these cases getting treasure is like buying it out of the installation except far more exotic items may be available.	Best for: <ul style="list-style-type: none"> • Any
Personal Effects of A Great Age	A bed-room of one of the Great Warlords might not be a place for treasure storage in the sense the Warlord would have meant it--but if found undisturbed, it would likely be of incalculable wealth. The warlord's bathrobe could act as power-armor. They might have incredibly powerful healing items. Entertainment could include automatic skill implants. Weapons "hung on the wall" could be game-changers, and so on.	Best for: <ul style="list-style-type: none"> • Any
Ancient Junk	Similar to Personal Effects of a Great Age, ancient junk is also HaveNot Treasure. Junk can be valuable items or artifacts that are malfunctioning by Age of Wonder standards but still mythic by HaveNot standards.	Best for: <ul style="list-style-type: none"> • Cash / Cash-Items • Artifacts

Conclusions

This chapter is full of advice, inspiration, and collateral for creating installations. These are not hard-and-fast requirements. The idea is that if installations are created with attention to how the game will develop the Players (including the GM) will have a more enjoyable time of it. Ultimately, though, you will need to make your own decisions.

