

Vengeance

A campaign for the Fallout PnP system

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Campaign Introduction

Tonight, it's your turn for the night watch. It's you <# of players> and another soldier, a veteran with much experience. You live in Medford, a small town in South West Oregon, about 80km west of Klamath. Your town keeps to itself, and is at peace with the numerous tribal groups that live in the area. As a result, your town has few enemies, and you live in peace. Medford still has a small contingent of soldiers, and 5 people patrol the city borders each night to watch for any attacks from critters.

It's been an uneventful night so far – just like always. But a cry from Bob, who is patrolling the North side of town alerts you.

“Look! Over there, there's some people. Can't make out too much, but from that big 'ol dust cloud, they got some vehicles with 'em.”

The group begins to come into view and you can see them better. They all wear Advanced Power Armor, but with some sort of modification on the Gas filtration system. Many carry heavy machineguns, and others have sprayers of some sort. The vehicles also have large sprayers and mortar launchers on the roof.

Bob walks towards the group while the rest of you walk on. Bob yells out friendly greetings to them, and asks them why they're here, but with no response. Suddenly, one of the soldiers sprays a gas cloud on Bob. He screams in terror, but cannot move. Bob's features begin to distort, and he begins bloating, then explodes. Before he dies he cries out “Sound the Alarm! Intruders!”

Suddenly, an explosion throws you off your feet, as gas grenades from the tanks, and passing verti-birds explode in the city. You barely have time to sound the alarm before another round of explosions throws you into the air. With your town covered in the gas, you turn and run south, attempting to hide from the mysterious attacks that brutally destroyed your city, and, swearing revenge against them, you head into the wastes.

The PC's town has been used as a test for a deadly gas, and they will need more information, experience, and weapons if they ever hope to defeat their mysterious

attacker. The next adventure, *The Slavers* takes place immediately after this. Although you may substitute any adventure.

If the players want to return and face their attackers, remind them that they have no chance of winning a fight now. Plus, they do not even know who they're fighting against!

