# Quick Post-apocalyptic

a story generator

For 1-5 players aged 14+, 15-120 mins playtime. dl0, pen/paper, and tokens needed.

Setup

l. Shuffle PCs (■)¬ ENEMIES (■) and remains and selection of the selecti WORLD CARDS ( ). Put them on the play surface with room for discard piles for all but PCs.

The ACTION PHASE is the phase in which

players move towards their goal for 3

SPEED per GRID ( ), hold position for

Actions & Speed Costs' below) - or use ITEMS ( ) or SKILLS ( ). ITEMS and

SKILLS require the stated SPEED to

of fastest to slowest in or out of

actions until later in the ROUND. A

WORLD CARD is drawn whenever a PC reaches

a GRID on an exit edge where there is not

combat and no one can hold their

use. PCs can do as much as they want or

have SPEED for. Everyone acts in order

1. Action Phase

O SPEED, change gear (see 'Turn

2. Randomly pick PCs ( ). Roll for PARTY LEADER (distributes ITEMS and decides strategy) who then rolls for the Party's TASK (see 'Task Table' below) and assigns the other roles:

NAVIGATOR, draws and places WORLD CARDS ( ).

SPOTTER, draws and controls ENEMIES ( ).

LOOKOUT, determines ENCOUNTER ROLL modifiers, makes the roll, and reads SITUATIONS ( ), making any rolls not made by the player.

#### 2. Encounter Phase

The LOOKOUT determines any ENCOUNTER ROLL MODIFIERS based on PARTY LEADER location and how many -1 ER counters along with any special ER modifiers like from BROKE OPEN doors the AREA has. Then they roll a dlO (see 'Encounter Roll Results' below) to determine the result. The AREA gets a -1 ER counter on any result other than 'nothing'.

#### 2b. Nothing result

Nothing happens. Go to the CLEANUP PHASE

### Combat

an ARFA.

Combat starts when an ENEMY or AGGRESSIVE animal is drawn or when the PARTY attacks a PASSIVE animal. PCs start combat from the GRIDS they're in. ENEMIES start combat centered on the RED STAR (igtimes). Everyone acts in order of fastest to slowest and the ROUND restarts with the fastest once the slowest has acted.

A dlO is rolled for all attacks after all MODIFIERS are taken into account. A 1-6 hits without modifiers. A 'l' is a Critical Hit that does extra DAMAGE. A 'lO' is a Fumble that always misses and can imped the fighter. CRITICAL THRESHOLD can be raised to do more DAMAGE and the chances to hit can be affected by several things. (Example: A PC with +1 to hit and +1 CT will hit on a 1-7 and do extra DAMAGE on a 1-2.)

See the 'Critical Combat Roll and Threshold Effects' table below.

Line of sight applies for RANGED ATTACKS and solid objects cannot be between the attacker and target.

PCs fall UNCONSCIOUS at D POWER until REVIVED and ENEMIES die at D POWER.

Go to the CLEANUP PHASE when all ENEMIES are dead or ESCAPED from (see 'Escaping Combat').

Cleanup Phase

The PARTY LEADER tallies any XP earned from defeated ENEMIES or completed SITUATIONS (3 XP for each Named Enemy or Story Situation, 1 XP each Unnamed Enemy or General Situation) and draws and distributes any ITEMS (4 Items for Named human Enemies, 2 Items for Unnamed human Enemies, 0 for animals, Situations state how many to draw).

3. The PARTY LEADER draws and distributes starting ITEMS ( ) and any scaling is noted.

*PCs	#Items drawn at start	Who Enemies Attack (Tie breaker Stat)	Enemy Stats			
1	4	N/A				
2	ь	Closest (strongest)	+1	CT-	+10	Power
3	a a	Slowest (most Items)	+2	CT <sub>n</sub>	+20	Power
4	10	Weakest (most Damage)	+3	CT,	+30	Power
5	75	Most Damage (weakest)	+4	CT-	+40	Power

Start

- 4. The NAVIGATOR draws the first WORLD CARD until an AREA is drawn ( ). <u>Dra</u>w another when an ENVIRONMENT is drawn ( 🌋 ) which supersedes any previous ENVIRONMENT. DAYLIGHT is the starting condition without an ENVIRONMENT in play.
- 5. Players put their PC token in their starting GRID on the first AREA drawn. They must start in an UNMODIFIED GRID ( ) unless all are modified.

#### 2c∙ Enemy result

The SPOTTER draws an ENEMY or ENEMIES per the wording on the ENEMY cards and the COMBAT PHASE begins (see 'Combat' below).

#### 2d. Situation result

The LOOKOUT draws a SITUATION, reads the bolded text and tells the PARTY how to complete it if they don't want to walk away. Go to the CLEANUP PHASE after the SITUATION is reshuffled or completed.

#### 2e. Item result

An ITEM has been found. Go to CLEANUP PHASE.

#### Other Rules

**Stat Checks** STAT CHECKS are worded 'X Power Check' in which X is the number to match or beat with a dlO rolled added to the PC's POWER or SPEED. A 'l' is a Critical Fail and always fails and a 'LO' is a Critical Success that always succeeds.

Locked Doors

LOCKED DOORS can be UNLOCKED with Lockpicks or the SKILL or BROKE OPEN with a Tool Kit, 45 POWER CHECK (SPD 10, RGE D), or by doing 10 DAM to them (no attack roll, SPEED used). UNLOCKED DOORS are relocked when all PCs leave the AREA. BROKE OPEN doors stay open. Human ENEMIES have keys, animal ENEMIES use holes to bypass them. See the 'Locked Doors' section of the rules for more.

Escaping Combat

PCs can ESCAPE by using 10 SPEED: +1 per ENEMY

On the COMBATANT, to leave the AREA from a GRID on the

Tasks							
1: Mapmaker:	Scout	for	Vicksburg	by	revealing	all	the
reas.							

2: Who's the Bossf: Gain 12 XP. 3: Post-apocalyptic Adventure Time: Complete 8 Situations

4: That Mofo: Kill Joe Mofo, Biker Soldier, and Biker

cout.

5: Bad Tea: Defeat Larry by bribing him from combat or y killing him or by completing 3 of 4 Story Situations.

b: How the Story Goes: Defeat Larry by completing 3 of

h: Now the story does. Sereat Lange, S. Sample S. 4 Story Situations.
7: Kill the Head...: Kill Larry.
8: Grilled Cannibal: Kill Xoroth, Hunt Master,
Cannibal Soldier, and complete Farm Fire.
9: The Nighttime is the Right Time: Kill Larry and the
Cult Soldier and complete Solar Trouble.
10: Warlord Hunt: Kill Larry, Xoroth, and Joe Mofo.

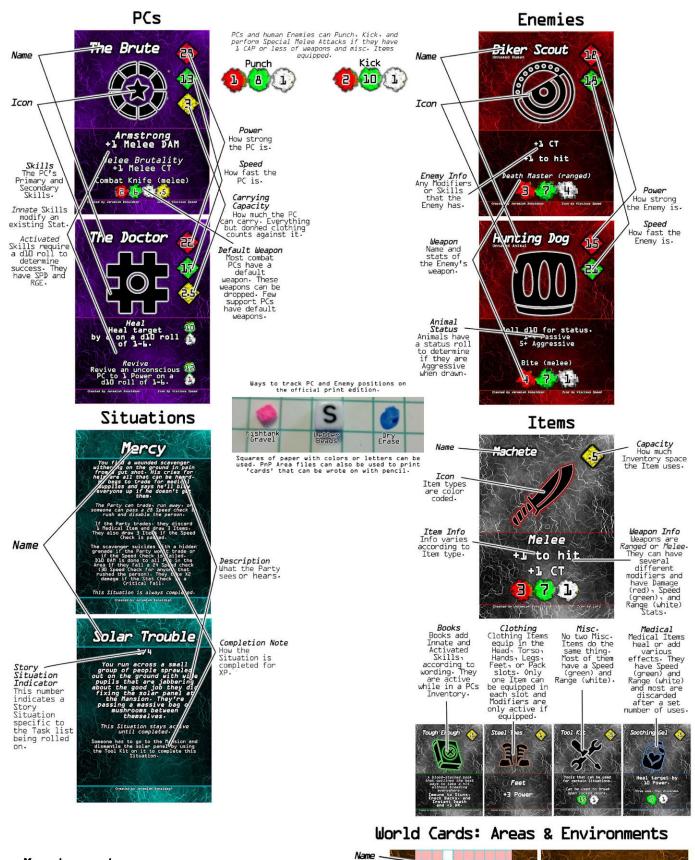
Encounter Roll Results
O or less: Nothing
1-3: Draw an ENEMY
4-10: Draw a SITUATION More than 10: Draw an ITEM

Critical Combat Roll and Threshold Effects
1: CRITICAL HIT. Always hits. Roll a dl0.
1-4: xl.5 DAMAGE. rounded up.
5-8: x2 DAMAGE and target KNOCKED BACK 1 GRID.
9: x3 DAMAGE and target STUNNED 1 TURN.
10 or more: INSTANT DEATH, reduced to 0 POWER.

2-9: xl-5 DAMAGE, rounded up. Examples: +L CT gives extra DAMAGE on a l-2. +2 CT gives extra DAMAGE on a l-3.

10: FUMBLE. Always misses. Roll a dlD.
1 or less: Nothing.
2-L: Wild miss and can't attack again that TURN.
7-9: Trip and have - L SPEED.
10 or more: Weapon damaged and has -1 CRITICAL THRESHOLD.

Turn Actions & Speed Costs				
Action & Notes	Speed Cost			
Attacking, using an ITEM, or attempting an ACTIVATED SKILL.	Stated SPEED.			
Donning/doffing clathing	Head-4, Torso-7, Hands-5, Legs-10, Feet-8, Pack-b			
Drop any ITEM but donned clothing.	0			
ESCAPE	10, +1 per ENEMY, see 'Escaping Combat'			
Equip/unequip weapon or Misc. ITEM	1			
Melee, kick, 2 DAMAGE, 1 RANGE, 1 CAP or less of ITEMS equipped	10			
Melee, punch, 1 DAMAGE, 1 RANGE, 1 CAP or less of ITEMS equipped	8			
Melee, SPECIAL ATTACK, 1 CAP or less of ITEMS equipped	Stated SPEED.			
Put an ITEM in another PC's inventory or take an ITEM from an UNCONSCIOUS PC. 1 RANGE.	5			
Run once per COMBAT PHASE. +50% rounded up. SPEED for 1 TURN that can only be used to move or ESCAPE.	N/A			



#### Map Legend

Solid Objects: Walls, trees, rocks, and other solid objects that can't be shot or moved through. They stop backward movement when Knocked Back.

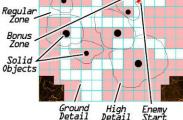
**High Details:** Tree branches, awnings, and other objects above the ground.

Ground Details: Paths, terrain changes, and other ground details.

Locked Door: See the 'Locked Doors' section of the rule sheet.



## Name Penalty Zone Regular Zone



Environment Cards have an icon and name. Daylight does not have a modifier. The others do.

