

# Post-apocalyptic Quick Escapades Start

a story generator

For 1-5 players aged 18+, 15-120 mins playtime, d10, pen/paper, and tokens needed.

## Setup

1. Shuffle PCs ( ), ENEMIES ( ), SITUATIONS ( ), ITEMS ( ), and WORLD CARDS ( ). Put them on the play surface with room for discard piles for all but PCs.

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 ( ).

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	N/A
2	6	Closest (strongest)	+1 CT, +10 Power
3	8	Slowest (most Items)	+2 CT, +20 Power
4	10	Weakest (most Damage)	+3 CT, +30 Power
5	12	Most Damage (weakest)	+4 CT, +40 Power

4. The NAVIGATOR draws the first WORLD CARD until an AREA is drawn ( ). Draw 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.

## 1. Action Phase

The ACTION PHASE is the phase in which players move towards their goal for 3 SPEED per GRID ( ), hold position for 0 SPEED, change gear (see 'Turn Actions & Speed Costs' below), or use ITEMS ( ) or SKILLS ( ). ITEMS and SKILLS require the stated SPEED to use. PCs can do as much as they want or have SPEED for. Everyone acts in order of fastest to slowest in or out of combat and no one can hold their 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 an AREA.

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

SPOTTER, draws and controls ENEMIES ( ).

## 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 d10 (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

### 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.

## Combat

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 ( ). Everyone acts in order of fastest to slowest and the ROUND restarts with the fastest once the slowest has acted.

A d10 is rolled for all attacks after all MODIFIERS are taken into account. A 1-6 hits without modifiers. A '1' is a Critical Hit that does extra DAMAGE. A '10' is a Fumble that always misses and can impede 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 0 POWER until REVIVED and ENEMIES die at 0 POWER.

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

## 3. 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).

### Tasks

- 1: Mapmaker: Scout for Vicksburg by revealing all the Areas.
- 2: Who's the Boss?: Gain 12 XP.
- 3: Post-apocalyptic Adventure Time: Complete 8 Situations.
- 4: That Mofo: Kill Joe Mofo, Biker Soldier, and Biker Scout.
- 5: Bad Tea: Defeat Larry by bribing him from combat or by killing him or by completing 3 of 4 Story Situations.
- 6: How the Story Goes: Defeat Larry by completing 3 of 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

- 0 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 d10.
- 1-4: x1.5 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: x1.5 DAMAGE, rounded up.
- Examples: +1 CT gives extra DAMAGE on a 1-2, +2 CT gives extra DAMAGE on a 1-3.
- 10: FUMBLE. Always misses. Roll a d10.
- 1 or less: Nothing.
- 2-6: Wild miss and can't attack again that TURN.
- 7-9: Trip and have -6 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.
Bonning/doffing clothing	Head-4, Torso-7, Hands-5, Legs-10, Feet-8, Pack-6
Drop any ITEM but equipped clothing.	0
ESCAPE	10, +3 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, 6 CAP or less of ITEMS equipped	Stated SPEED.
Put an ITEM in another PC's inventory or take an ITEM from an UNCONSCIOUS PC.	2
Run once per COMBAT PHASE, +50%, rounded up SPEED for 1 TURN that can only be used to move or ESCAPE.	N/A

See the rulesheet for complete rules.

## PCs

**The Brute**

**Armstrong**  
+1 Melee DAM  
Melee Brutality  
+1 Melee CT  
Combat Knife (melee)  
2 6 5

**The Doctor**

Heal target by rolling on a d10 roll of 1-5.  
Revive  
Revive an unconscious PC to 1 Power on a d10 roll of 1-5.

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**Name**

**Icon**

**Skills**  
The PC's Primary and Secondary Skills.

**Innate Skills**  
modify an existing Stat.

**Activated Skills**  
require a d10 roll to determine success. They have SPD and RGE.

PCs and human Enemies can Punch, Kick, and perform Special Melee Attacks if they have 1 CAP or less of weapons and misc. Items equipped.

**Punch** 1 6 1

**Kick** 2 10 1

**Power**  
How strong the PC is.

**Speed**  
How fast the PC is.

**Carrying Capacity**  
How much the PC can carry. Everything but donned clothing counts against it.

**Default Weapon**  
Most combat PCs have a default weapon. These weapons can be dropped. Few support PCs have default weapons.

## Enemies

**Biker Scout**

+1 CT  
+1 to hit  
Death Master (ranged)  
3 7 4

**Hunting Dog**

Roll d10 for status.  
1-3 Passive  
4-5 Aggressive  
Bite (melee)  
1 7 1

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**Name**

**Icon**

**Enemy Info**  
Any Modifiers or Skills that the Enemy has.

**Weapon**  
Name and stats of the Enemy's weapon.

**Animal Status**  
Animals have a status roll to determine if they are Aggressive when drawn.

**Power**  
How strong the Enemy is.

**Speed**  
How fast the Enemy is.

Ways to track PC and Enemy positions on the official print edition.



## Situations

**Mercy**

You find a wounded scavenger lying on the ground in pain. He begs to trade for medical supplies and says he'll bring everyone up if he doesn't get these.

The Party can trade, run away, or someone can pass a 24 Speed check and disable the person.

If the Party trades, they discard 3 Medical Items and draw 3 Items. They also draw 3 Items if the Speed Check is passed.

The scavenger suicides with a hidden grenade if the Party won't trade or if the Speed Check is failed. 20 DAM is done to all PCs in the Area if they fail a 24 Speed check (30 Speed Check for anyone that rushed the person). They lose 25 damage if the Stat Check is a Critical Fail.

This Situation is always completed.

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**Solar Trouble**

You run across a small group of people sprawling out on the ground with wild pupils that are jabbering about the good job they did fixing the solar panel at the Mansion. They're passing a massive bag of mushrooms between themselves.

This Situation stays active until completed.

Someone has to go to the Mansion and dismantle the solar panel by using the Tool Kit on it to complete this Situation.

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**Name**

**Description**  
What the Party sees or hears.

**Completion Note**  
How the Situation is completed for XP.

**Story Situation Indicator**  
This number indicates a Story Situation specific to the Task list being rolled on.

Squares of paper with colors or letters can be used. PnP Area files can also be used to print 'cards' that can be written on with pencil.

## Items

**Machete**

+1 to hit  
+1 CT  
3 7 1

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**Name**

**Icon**  
Item types are color coded.

**Item Info**  
Info varies according to Item type.

**Capacity**  
How much Inventory space the Item uses.

**Weapon Info**  
Weapons are Ranged or Melee. They can have several different modifiers and have Damage (red), Speed (green), and Range (white) Stats.

**Books**  
Books add Innate and Activated Skills according to wording. They are active while in a PCs Inventory.

**Clothing**  
Clothing Items equip in the Head, Torso, Hands, Legs, Feet, or Pack slots. Only one Item can be equipped in each slot and Modifiers are only active if equipped.

**Misc.**  
Misc. Items do the same thing. Most of them have a Speed (green) and Range (white).

**Medical**  
Medical Items heal or add various effects. They have Speed (green) and Range (white) and most are discarded after a set number of uses.

**Tough Enough** 1 5 5  
A blow-proof book that defines the best way to deal with various situations. Immune to Stuns, Knock Outs, and Instant Death and +1 DAM.

**Steel Shoes** 1 5 5  
Feet  
+3 Power

**Tool Kit** 1 5 5  
Tools that can be used for certain situations. Can be used to break open locked doors.

**Soothing Gel** 1 5 5  
Heal target by 10 Power.

## World Cards: Areas & Environments

### 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.
- Bonus Zone:** Positive modifiers.
- Penalty Zone:** Negative modifiers.
- Enemy Start:** Where Enemies start combat.
- Impassible Border:** Area map border.

**Solar Forest**

Ground Detail  
High Detail  
Enemy Start

**Daylight**

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

Play starts in 'Daylight' with no Environment Cards in play.