

Bounty Hunters of the Atomic Wastelands

A post-apocalyptic western for Polar Fudge Adventures



Bounty Hunters of the Atomic Wastelands

Polar Fudge Adventures Edition

Art and Text by Polar Blues Press

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ABOUT FUDGE

FUDGE is a role-playing game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design. The basic rules of FUDGE are available on the internet via anonymous ftp at oz.plymouth.edu, and in book form or on disk from Grey Ghost Press, Inc., P.O. Box 838, Randolph, MA 02368. They may be used with any gaming genre. While an individual work derived from FUDGE may specify certain attributes and skills, many more are possible with FUDGE. Every Game Master using FUDGE is encouraged to add or ignore any character traits. Anyone who wishes to distribute such material for free may do so — merely include this ABOUT FUDGE notice and disclaimer (complete with FUDGE copyright notice). If you wish to charge a fee for such material, other than as an article in a magazine or other periodical, you must first obtain a royalty-free license from the author of FUDGE, Steffan O'Sullivan, P.O. Box 465, Plymouth, NH 03264. You must include at the beginning of each derivative work the following disclaimer, completed with your name, in its entirety

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WELCOME TO THE WASTELANDS

"It was the worst of times, it was the worst of times. The world had been blasted to hell and back by the savage fires of nuclear Armageddon. Civilisation as we know it was gone, leaving in its place the bleak, endless and dangerous Atomic Wastelands.

"For the common folk who had managed to survive The Fall it was an age of terror. Outlaw biker gangs, bloodthirsty cyborg warlords and insane mutant cults emerged from the Atomic Wastelands leaving a trail of death and destruction in their wake. Useful people like farmers, craftsmen and music teachers were simply no match for these wild, violent men.

"Then one day a mysterious mutant rode into the little village of San Junkyardo on his battered, souped-up Harley. He was known only as The Man With No Face. The stranger offered to rid the village from the tyranny of the infamous Slaughter Punks biker gang, for a price. A bargain was struck between the people of San Junkyardo and The Man With No Face and on that day the legend of the Bounty Hunters of the Atomic Wastelands was born.

"Since then many more men and women have followed in the tire tracks of The Man with No Face bringing a measure of justice and safety to the wastelands, but always for a price.

"Welcome to the world of Bounty Hunters of the Atomic Wastelands."

Bounty Hunters of the Atomic Wastelands (BHAW) is a fast-paced, post-apocalyptic action-adventure roleplaying game in which the players take on the role of Bounty Hunters, banding together to hunt down bad guys for reputation and reward. It's B-movie sci-fi meets western mixing gunslingers and gamblers with killer robots and atomic mutants.

This is the **Polar Fudge Adventures** edition of the game. It includes all the rules and setting information needed for play. Polar Fudge Adventures is also available separately at the following link <https://ukrpd.c.wordpress.com/2022/07/24/polar-fudge-adventures/> and can be used for any setting or genre.

POLAR FUDGE IN A NUTSHELL

WHAT IS POLAR FUDGE ADVENTURES?

Polar Fudge is a simple variant of the Fudge roleplaying game, similar to that used by other Polar Blues Press games such as **Cyberblues City** and **Lawmen v Outlaws**. You should really check those games out.

HOW TO PLAY

Characters have a set of **Attributes** like **Think** and **Fitness**. These Attributes are given a value on the following scale:

Terrible	Mediocre	Fair	Good	Great	Superb	Amazing	Legendary
-1	0	1	2	3	4	5	6

Note how each Rank on this scale has an adjective and a number. You can use either. We mostly use the adjective.

Characters also have a bunch of other traits such as Gifts, Flaws and Think Points. These are explained in the next chapter.

Actions are resolved using **Tests**. In a Test, the gamemaster (**GM**) assigns a Difficulty Rating (**DR**) to a task ranging between TERRIBLE to LEGENDARY. Players roll the dice and add the result to their most relevant Attribute. The task succeeds if this total meets or beats the DR. The degree by which the result beats the DR is called Margin of Success (**MoS**) and can be important.

This game uses Fudge dice. Rolling 4 Fudge dice (**4dF**) yields results ranging from -4 to +4. If you don't have Fudge dice, use regular six-sided dice (**d6**). You'll need two different coloured dice, one to act as your positive die, the other as your negative die. Adding them together will yield results between -5 and +5. It's not the same as 4dF, but it's close enough. If you are using d6s, read any rule that specifically mentions +4 as +5.

In a game of Polar Fudge, each player will control a character like one of the example characters presented in this book. The GM will manage the rest of the world and all the other people in it (referred to as Non-player characters, or **NPCs**). Together, you go on adventures.

CHARACTER CREATION

Character Creation Summary

1. **Attributes:** 9 points for Attributes
2. **Defence:** Average of Fitness and Focus (rounded up)
3. **Hit Points:** Fitness +4
4. **Think Points:** Think +2
5. **Gifts:** 3 Gift Points to spend on Gifts
6. **Flaws:** Choose any

ATTRIBUTES

Think

Think represents your intelligence and education. Use for knowledge or logic-based Tests. Think affects your allocation of Think Points.

Talk

Talk covers all interpersonal skills. Use for Tests involving persuasion or intimidation.

Fix

Fix is your mechanical aptitude and manual dexterity. Use for driving, locking picking and other mechanical tasks.

Fight

Fight is what you use when fighting with fists, knives or guns.

Fitness

Fitness is your physical strength and agility. Use for running, sneaking, lifting stuff or riding horses. Fitness affects your Defence score and your Hit Points.

Focus

Focus is your perception, mental discipline and willpower. Use for Tests involving searching, tracking or facing your fears. Focus affects your Defence score.

You have 9 points to allocate between the Attributes with the following restrictions:

- The maximum you can spend on one Attribute is 3 (GREAT).
- The minimum you can spend on an Attribute is 0 (MEDIocre).
- Only one Attribute can be raised to GREAT.

DEFENCE

Defence is used to avoid getting hit. It's derived from the average of Fitness and Focus, rounded up.

HIT POINTS

Hit Points are a measure of how much abuse you can take in a scrap before things get serious. Your Hit Points equal your Fitness score +4.

THINK POINTS

Think Points are a reflection of your character's resourcefulness and forward planning. Your Think Points are equal to your Think score +2. Spend a Think Point to:

- Add a +2 bonus to a Test even after the dice have been rolled. This can only be done once per Test.
- To do something a little special that bends or even breaks the rules, subject to GM approval.
- Cover special expenses like chartering an aeroplane or bribing an official. Bigger expenses may cost more Think Points but you can spread the cost between the players and between sessions.

You can earn Think Points during play. Gain 1 Think Point whenever:

- Your character does something really cool.
- Something totally not-cool is done to your character.
- You roll +4 on a 4dF roll.

Think Points reset to your starting total between sessions. Unspent Think Points are not carried over.

GIFTS & FLAWS

A Gift represents a specialisation, natural aptitude or other edge possessed by your character. You get 3 Gift Points to spend on Gifts. Gifts are covered in more detail in the next chapter.

A Flaw is a weakness or hindrance. 'Bad Liar', 'Afraid of Dogs' and 'Wanted in Three States' all count as Flaws. Flaws are intended as roleplaying hooks to make characters more interesting.

A good use for a Flaw is to refine the scope of your Attributes. For instance 'Clumsy' might be a useful Flaw if you see your character as physically strong (GOOD Fitness score) but lacking coordination.

You can have as many or as few Flaws as you like, even none. There are no rewards for picking Flaws but we like them.

BACKGROUND & FREE STUFF

Background describes a key aspect of your character (other than bounty hunting). Suitable backgrounds include gunslinger, gambler, preacher, cyborg, mutant, mad scientist, psyker. Backgrounds don't affect Tests directly; a 'Scientist' with a low Think score is just a lousy scientist.

Free Stuff refers to everyday equipment. Characters in Polar Fudge Adventures are assumed to be equipped with whatever makes sense for them to have. This includes setting-appropriate vehicles, clothes, everyday spending money, a photograph of a loved one and so on.

Free Stuff may include common (FAIR) weapons appropriate to the setting. FAIR weapons, from baseball bats to swords and laser guns have a +1 damage bonus. Better weapons can be unlocked with Gifts.

Record any Free Stuff you feel is important on your character sheet. See the sample characters for inspiration.

SAMPLE CHARACTERS

These are a few sample characters ready to play or to use as inspiration.

DAPHNE IDAHO

BACKGROUND: SCOUT
THINK: MEDIOCRE
TALK: FAIR
FIX: FAIR
FIGHT: GREAT
FITNESS: GOOD
FOCUS: GOOD

DEFENCE: GOOD
HIT POINTS: 6
THINK POINTS: 2

Gifts

Talent (Tracking)
Talent (Sneaking Upgraded)

Flaws

Rash

Free Stuff

Miscellaneous outdoor kit, Bowie knife (+1 damage bonus), rifle(+1 damage bonus), Old plush toy she claims brings her good luck



VIRGIL

BACKGROUND: CYBORG
THINK: FAIR
TALK: FAIR
FIX: GOOD
FIGHT: GOOD
FITNESS: GOOD
FOCUS: FAIR

DEFENCE: GOOD
HIT POINTS: 8
THINK POINTS: 3

Gifts

Psi Immunity
Armoured
Heavy Weapon
(Power Mace +2 damage bonus)

Flaws

Prone to Melancholy

Free Stuff

Ancient baseball trading cards, Spare motor oil for joints



DOMINO

BACKGROUND: PSYCHER
THINK: GOOD
TALK: FAIR
FIX: GOOD
FIGHT: FAIR
FITNESS: FAIR
FOCUS: GOOD

DEFENCE: GOOD
HIT POINTS: 5
THINK POINTS: 4

Gifts

Engineering
Psionic Training (4 Psi Points)
Jinx, Fear, Calm, Mind Zap

Flaws

Budding evil mastermind

Free Stuff

Diamond tipped staff (+1 damage bonus), Little book of plans and schemes



PRESTON YORK

BACKGROUND: POLITICIAN
THINK: GOOD
TALK: GREAT
FIX: GOOD
FIGHT: MEDIOCRE
FITNESS: FAIR
FOCUS: FAIR

DEFENCE: FAIR
HIT POINTS: 5
THINK POINTS: 4

Gifts

Talent (Law)
I Have a Plan
Prestige Vehicle (black Cadillac)

Flaws

Disgraced ex-mayor of Rubens

Free Stuff

Shotgun (+1 damage bonus), Fancy clothes



GINGER SHOTS

BACKGROUND: GUNSLINGER
THINK: MEDIOCRE
TALK: FAIR
FIX: FAIR
FIGHT: GREAT
FITNESS: GOOD
FOCUS: GOOD

DEFENCE: GOOD
HIT POINTS: 6
THINK POINTS: 2

Gifts

Dual Wield
Really Heavy Weapon (Revolver +3 damage bonus)

Flaws

See the good in everyone
Fitness freak

Free Stuff

Spare revolver (+1 damage bonus), Royal Canadian Air Force Exercise book



PROFESSOR HERBERT

BACKGROUND: GENIUS
THINK: GREAT
TALK: GOOD
FIX: FAIR
FIGHT: FAIR
FITNESS: MEDIOCRE
FOCUS: GOOD

DEFENCE: FAIR
HIT POINTS: 4
THINK POINTS: 5

Gifts

Talent (Pre-Apocalypse History)
Psionic Training (4 Psi Points)
Telekinesis, Grab, Telepathy,
Summon Construct,
Detect(Intelligent Life)

Flaws

Talks too much

Free Stuff

Antique Luger Pistol (+1 damage bonus), Flask of vintage cognac



GIFTS

The Gifts available in Polar Fudge Adventures are described below. Standard Tags are used to identify commonly used rules.

Standard Tags

Area: Indicates the effect from a single Test can be applied to multiple targets in close proximity of each other. If it is not obvious which targets might be affected roll 1d3+1 to determine the maximum number of possible targets. Each of the potential targets gets to defend. See the chapter on Combat for details.

Cooldown: The ability cannot be used on consecutive combat rounds, only every other round. This may be because it is slower or requires more preparation or concentration than more basic attack.

Multiple: You can select more than one instance of this Gift.

Single use: The item is consumed when used. It will get replaced or recharged between sessions.

Suppressed: Target can't take any actions that would require a Test on its next turn. Depending of the specifics nature of the effect, this may also affect the target's ability to see or talk. The target's Defence is not affected unless it is also Vulnerable.

Persistent: The effect lasts a variable number of rounds or end of the scene. At the end of the target's turn roll 1df, on a '+', the effect runs its course. Depending on the nature of the persistent effect, there may other ways to remove the effect.

Vulnerable: Target's Defence is lowered by one Rank for one round.

Upgrade: This Gift can be upgraded by spending additional Gift Points, either during character creation or as you gain Rep Points (see below).

If your character has mutant power or cybernetic enhancements, you may want to read the chapter on Powers before choosing your Gifts.

FAIR GIFTS (1 Gift Point)

Armoured

You have a suit of armour, or forcefield, really thick skin (or any such combination) and the training to use it. Increase your Hit Points by 2.

Dual Wield [Cooldown]

You are trained to fight with two weapons, one in each hand. This is subject to Cooldown. So, for instance, if on the first round of a combat you chose to attack with both weapons, on the following round you would only be able to attack with one of these weapons, and so on.

Engineering

This Gift allows you to turn looted equipment (**Salvage**) into better stuff. Salvage is explained in the Getting Better Stuff section. With a successful Think Test you can combine two similar items of quality Rank FAIR or above to improve the quality Rank of one of the items. This applies only to salvaged items. The two items must be no more than one Rank apart. If successful the better of the two items' Rank is increased by 1 (a GOOD gun would become GREAT), up to a maximum of SUPERB. The target difficulty for the Think roll is the Rank of the final product. If the roll fails, the weapon being improved stays at its current Rank. The other weapon is destroyed in the process either way.

Heavy Weapon [Upgrade]

You have a GOOD quality personal weapon that comes with a +2 damage bonus. You decide exactly what kind of weapon. That, in turn, determines fringe benefits like range, how easily it is to conceal or whether it just makes you look cool. Upgradable to Really Heavy and Absurdly Heavy Weapon.

I Have a Plan

Spend a Think Point to give everyone on your team (including yourself) +1 bonus to their next action. Using this Gift does not count as an action.

Looter

This Gift allows you to reroll a Loot Roll (see the Getting Better Stuff section), but if you do, you are stuck with the result of the second roll.

Martial Arts

You get a +1 damage bonus when making unarmed attacks.

Prestige Vehicle

You own a high-end vehicle, like a car or boat. The vehicle comes with its own, dedicated Think Point that can only be used by the owner for Tests involving the vehicle.

Psi-Immunity

This Gift makes you immune to any Power that affects the mind, normally with a Focus vs Focus Tests. Ideal for cyborgs.

Smoke Bomb [Multiple][Persistent][Single Use]

Creates a smoke screen for you and anyone nearby. In combat this acts as cover, providing a +1 Defence bonus and a -1 Fight penalty.

Talents [Multiple][Upgrade]

Talents provide a +1 bonus to Tests related to a narrowly focused, non-combat related area of expertise. Talents are not tied to a specific Attribute. Forgery can provide a bonus to Fix for crafting fake documents and to Focus for spotting a forgery.

You can buy multiple Talents, for instance selecting both the Gambling and Cryptozoology. You can also upgrade a Talent, raising the bonus by 1 for each Gift Point spent; however the effective Rank for the Test (Attribute + Talent bonus) is capped at SUPERB.

Some example Talents include: *Acrobatics, Acting, Animal Handling, Arcane Lore, Area Knowledge, Artist (pick one art form), Astrology, Astronomy, Auto Mechanic, Biology, Bluff, Botany, Camouflage, Climbing, Computers, Contortionist, Cooking, Cryptography, Cryptozoology, Dancing, Demolitions, Disguise, DIY, Drive (select one of Automobiles, Motorcycles, Wagon), Electronics, Engineering, Falconry, Farming, Fishing, Forgery, Gambling, Geography, Heraldry, History, Hunting, Intimidate, Juggling, Jumping, Knot-making, Law, Lip Reading, Lockpicking, Merchant, Mimic Animal Noises, Musical Instrument (pick one), Navigation, Negotiate, Parapsychology, Philosophy, Physics, Pick Pocket, Pilot (select one of Aircraft, Boats, Helicopter, Spaceship), Psychology, Riding, Rope Use, Running, Shadowing, Singing, Sneaking, Streetwise, Swimming, Taxidermy, Theology, Tracking, Ventriloquism, Wilderness Survival, Zoology*

Wealthy

Your Think Points are worth double when used to make purchases.

GOOD GIFTS (2 Gift Points)

Flash Grenade [Area][Multiple][Single Use][Vulnerable]

Area attack that does no damage but all targets hit are Vulnerable till the next round. Requires a Fight Test. Targets defend as normal (see the chapter on Combat).

Gladiator Net [Persistent][Suppressed]

You cast a net that will entangle an opponent for the duration of the effect or circumstances change. Casting the net requires a Fight Test.

Leadership [Cooldown]

You can re-roll initiative (see the chapter on Combat). The re-roll counts even if the result is less favourable.

Lucky

You can invert the result of a 4dF dice roll and, for instance, turn a -3 4dF roll into a +3. You can do this free once per session, further uses cost Think Point.

Poisoned Dart [Multiple][Persistent]

You can shoot a dart at a target with a Fight Test. The dart does 1 point of every turn for the duration of the effect.

Psionic Training [Upgrade]

You have psionic powers. See the chapter on Powers for details.

Really Heavy Weapon [Upgrade]

You have a GREAT quality weapon that has a +3 damage bonus. Your GM may determine that GREAT or better ranged weapons are too bulky to use at close quarters. Upgradable to Absurdly Heavy Weapon.

Trauma Kit [Multiple][Single Use]

A Trauma Kit removes the Wounded status (see chapter on Combat) from a character. It also removes any ongoing damage from poisons, acid, radiation or other sources and restores the target's full Hit Point.

GREAT GIFTS (3 Gift Points)

Absurdly Heavy Weapon

You are a nutcase. You own a SUPERB quality weapon that has a +4 damage bonus. GM may determine that SUPERB weapons are illegal, hard to conceal or awkward to use in tight spaces.

Advance Psionic Training

You have even more psionic powers. See the chapter on Powers for details.

Explosives [Area][Multiple][Single Use]

Use it to blow stuff up or use it to make an area attack dealing 3 damage to all affected targets. Do not include the MoS when calculating the damage for an Area attack. Targets defend as normal.

Follower

You have an NPC that is loyal to you. It can perform simple tasks and fights at your side. Its rating is FAIR, it has +1 damage bonus with whatever means it uses to fight and has 5 Hit Points. Any Test performed by the follower is rolled by its player but it does not count as the player's action.

Rapid Fire Weapon [Area][Cooldown]

Your weapon has a +2 damage bonus and a rapid fire option. In rapid fire mode, you can make an area attack that can hit up to 1d3+1 targets dealing 2 damage to all affected targets. Do not include the MoS when calculating the damage for an Area attack. Rapid fire mode is subject to Cooldown. Single shot mode is always available.

POWERS

Atomic mutations and futuristic science provide various sources for Powers in BHAW. These are presented as a series of effects like flying or invisibility. Psionic Powers are arranged as a series of **Techniques** which allow psionic characters to cast a wide range of different effects a limited amount of times. Mutant power and cybernetic enhancements are presented as **Abilities**, powers that a character can use at will. Super-science devices that replicate the effect of a Power are called **Gadgets** and are often single use items.

Powers as Psionic Techniques

To use a psionic power you must have the Gift **Psionic Training**. The Rank of your Psionic Training determines how many Gift Points it costs and how many **Psi Points** it gives.

Gift	Gift Points	Psi Points
Psionic Training	2	4
Advanced Psionic Training	3	6

Psi Points limit how many of your Techniques you can use during a session. Each Power has a Psi Cost. When you use a power, you spend that many Psi Points. Techniques with 0 Psi Cost can be cast as often as you like. Psi Points refresh between sessions.

During character generation, you also need to select which of the Techniques your character has mastered, your Known Techniques.

$$\text{Number of Known Techniques} = \text{Think score} + 2$$

The Psi Cost doesn't matter with regards to learning Techniques.

Example: Scarlet Atomika's Think score is GOOD (2) granting her 4 Known Techniques (2+2). Her Psionic Training (GREAT) Gift grants her 6 Psi Points. She chooses to learn 4 different Techniques: Illusion, Mind Zap, Calm and Stun.

In any one session she could use Stun twice (Psi Cost 3) or Stun once and Calm (Psi Cost 1) three times. There is no limit in how many times she can use Mind Zap (Psi Cost 0).

Powers as Abilities

When using Powers as special abilities, your character will have access to fewer Powers but can use those Powers as often as they want. Each Power costs one or more Gift Points as listed below.



List of Supernormal Powers

All powers are presented with the following, standard notation.

Usage: Describes what is required to use the Power, usually a Test. If it says Auto it means the Power does not require a Test, but it still counts as your action during a combat round.

PC: Cost in Psi Points. Where this is set to NA the Power is not available as a Psionic Technique.

GP: Number of Gift Points to purchase as an Ability. Where this is set to NA the Power is not available as an Ability.

Target Other: The Power must be used on another character, friend or foe.

Target Self: The Power can only be used on oneself.

Target Any: Target is Other or Self.

Target Area: Indicates the effect from a single Test can be applied to multiple targets in close proximity of each other. If it is not obvious which targets might be affected roll 1d3+1 to determine the maximum number of possible targets. Each of the potential targets gets to defend.

Target None: There is no target for the Power.

Duration Instant: The effect is created and resolved instantly or shortly after in the case it is applied to an ally. There is no duration.

Duration Persistent: The effect lasts a variable number of rounds or end of scene. At the end of the target's turn roll 1df, on a '+', the effect runs its course. Persistent effects can be cancelled by the caster or removed using the Dispel Power.

Duration Ongoing: The effect of the Power lasts as long as it is needed, within reason.

Duration Special: See the specific Power for duration guidelines.

Duration Summon: Summoned items last up to an hour before dissipating unless:

- The caster cancels the summon.
- The item is physically destroyed.
- The caster summons something else.
- The caster moves too far from the item (beyond speaking distance).

Specify: Where <specify> appears next to a Power it means that Power has several variants. You need to choose a particular variant during character generation or select the power multiple times to access different variants.

Vulnerable: Target's Defence is lowered by one Rank for one round.

Suppressed: Target cannot act on its next turn.

Calm

(Usage: Focus vs Focus, Target: Other, Duration: Instant, PC: 1, GP: 2)

Target is hit by a momentary wave of calm and serenity. It is Suppressed on its next turn.

Cyber-Jukebox

(Usage: Auto, Target: None, Duration: Summon, NA, GP: 1)

Play music anywhere that matches the your mood or needs.

Detect <Specify>

(Usage: Focus vs DR, Target: None, Duration: Instant, PC: 0, GP: 1)

You have the power to detect the presence of something, like an energy signature, within a 5 metre radius. Options include life, radiation, movement or psychic energy.

Fear

(Usage: Focus vs Focus, Target: Area, Duration: Instant, PC: 2, GP: 3)

Send a wave of dread among your foes. Targets are Suppressed on their next turn as they briefly cower and hide.

Fly

(Usage: Auto, Target: Self, Duration: Ongoing, PC: 2, GP: 3)

You fly. Speed and range matches that of a regular ground vehicle.

Fog

(Usage: Auto, Target: None, Duration: Persistent, PC: 1, GP: 2)

Raise a bank of fog that reduces visibility around the you and anyone nearby. In combat this acts as cover, providing +1 Defence bonus and -1 Fight penalty.

Grab

(Usage: Focus vs Defence, Target: Other, Duration: Persistent, PC: 2, GP: NA)

Target is grabbed by a physical restraint, like a magnetic shackles or a psionic construct. It is Suppressed until the effect wears off. You can only have one instance of Grab at any one time.

Heal

(Usage: Auto, Target: Any, Duration: Instant, PC: 3, GP: NA)

Removes Wounded status and ongoing damage from poisons, acid, radiation or other sources and restores the target's full Hit Points.

Impersonate

(Usage: Auto, Target: Self, Duration: Ongoing, PC: 2, GP: 3)

You can transform your appearance to look like someone else. You need to see the target to duplicate its appearance, clothes and mannerisms. You don't duplicate their knowledge or abilities.

Illusion

(Usage: Auto, Target: None, Duration: Summon, PC: 2, GP: 3)

Create a mirage or project a holographic image, like that of a person or object. The illusion has no substance and makes no sound. A Focus (or Fix if the source is technological) vs Focus Test is required to fool a target into thinking it is real in instances where the illusion stands out as unusual or out of context.

Invisibility

(Usage: Auto, Target: Self, Duration: Ongoing, PC: 2, GP: 3)

You can't be seen. This provides +2 Stealth and +1 Defence but you are at -1 on all other Tests as being invisible is rather disorientating.

Jinx

(Usage: Focus vs Focus, Target: Other, Duration: Persistent, PC: 2, GP: NA)

Target is suddenly very unlucky. It is Vulnerable until the effect wears off

Life Drain

(Usage: Fight vs Defence, Target: Other, Duration: Instant, PC: 2, GP: 3)

On a successful unarmed attack regain Hit Points for each point of damage inflicted.

Light

(Usage: Auto, Target: None, Duration: Summon, PC: 0, GP: 1)

Summon a source of light equivalent to a torch or a flashlight.

Mega Zap

(Usage: Varies, Target: Other, Duration: Instant, PC: 2, GP: 3)

Powerful single target ranged attack that inflicts MoS +3 damage.

Mega Laser Zap requires a Fight vs Defend Test to use.

Mega Mind Zap requires a Focus vs Focus Test to use and has no effect on robots or inanimate objects.

Mighty Zap

(Usage: Varies, Target: Other, Duration: Instant, PC: 1, GP: 2)

Powerful single target ranged attack that inflicts MoS +2 damage.

Mighty Laser Zap requires a Fight vs Defend Test to use.

Mighty Mind Zap requires a Focus vs Focus Test to use and has no effect on robots or inanimate objects.

Night Vision

(Usage: Auto, Target: Self, Duration: Ongoing, PC: 0, GP: 1)

You can see in complete darkness.

Paralysis

(Usage: Focus vs Defence, Target: Other, Duration: Persistent, PC: 3, GP: NA)

Target seizes up and is unable to move. It is Suppressed and Vulnerable until the effect wears off.

Psi Nuke

(Usage: Focus vs Defence, Target: Area, Duration: Instant, PC: 3, GP: NA)

Area attack that does 3 damage to each target it hits. Do not include the MoS when calculating the damage from an Area attack. Has no effect on robots or inanimate objects.

Poison

(Usage: Fight vs Fitness, Target: Other, Duration: Persistent, PC: 2, Gift 3)

On a successful unarmed attack (bite, scratch, kiss) you can poison a target as a secondary effect. The poison does an additional 1 point of damage each turn until it wears off or is healed.

Spotlight

(Usage: Focus vs Defence, Target: Other, Duration: Instant, PC: 1, GP: 2)

Briefly make your target glow so that it's easier to target. The target is Vulnerable. Also, fun at parties.

Summon Astral Minion

(Usage: Auto, Target None, Duration: Summon, Cost: 2, GP: NA)

Summon a FAIR temporary minion made of pure psychic energy with 5 HP. It can fight for you or perform simple tasks.

Summon Construct

(Usage: Auto, Target: None, Duration: Summon, PC: 0, GP: 1)

Create a small, simple object out of thin air, like a container or a rope. The construct may be made of psionic energy or tiny nanites.

Summon Weapon

(Usage: Auto, Target: None, Duration: Summon, PC: 1, GP: 2)

Summon a large melee weapon that has a +2 damage bonus. The construct may be made of psionic energy or tiny nanites.

Stun

(Usage: Focus vs Defence, Target: Area, Duration: Instant, PC: 3, GP: NA)

Area attack that does no damage but all targets hit are briefly stunned. Targets are Suppressed and Vulnerable.

Telekinesis

(Usage: Focus vs DR, Target: None, Duration: Ongoing, PC: 0, GP: NA)

You can move small objects with your mind. It's good enough to knock down a glass from a table or pull a set of keys into a prison cell but not for anything that requires power or finesse.

Telepathy

(Usage: Auto, Target: Other, Duration: Ongoing, PC: 0, GP: NA)

You can communicate mentally with others people in close proximity. The communication work both ways once the telepathic link has been established. You cannot however read the subjects thoughts, only what they are trying to say to you.

Zap

(Usage: Varies, Target: Other, Duration: Instant, PC: 0, GP: 1)

Simple, single target ranged attack that does MoS +1 damage.

Laser Zap requires a Fight vs Defend Test to use.

Mind Zap requires a Focus vs Focus Test to use and has no effect on robots or inanimate objects.

Gadgets

You may want to represent a Power using a device. You have already seen a few examples of this among the Gifts. The Trauma Kit, for instance, is the Power Heal as a gadget. Other examples might include a Jet Pack (Fly), Night Vision Goggles (Night Vision), Cloaking Device (Invisibility), Radiation Detector (Detect).

Some Gadgets, like drugs and grenades, are single use items. Single use items get replaced or recharged between sessions. The cost in Gift Points for single use items should be based on the Power's Psi Cost.

Single Use Gadget Cost

0-1 Psi Cost = 1 Gift Point

2-3 Psi Cost = 2 Gift Points

A gadget that allows unrestricted use of a Power costs the same as purchasing that Power as an Ability.



PLAYING THE GAME

ACTION RESOLUTION

The core mechanic of Polar Fudge is the Test. It was described in the introduction. This section looks at Tests in more detail.

Tests Are For Players

Tests are always resolved from the player's point of view. The GM never rolls dice for NPCs. If an NPC does something that affects a player character, the player makes a Test to resist the action.

Capped Results

Results from Tests are capped. They cannot be worse than TERRIBLE or better than LEGENDARY.

Setting The DR

The GM sets the DR for Tests. For Tests that are actively resisted by someone, like when fighting or sneaking past a guard, base the DR on Rank of the opposing NPC's most relevant Attribute. For all other tests use your judgement. If in doubt, set the DR to GOOD + 1dF (a single Fudge die). This will provide an even spread of FAIR, GOOD and GREAT results and keep things interesting.

Situational Roll

A Situational roll is a Fudge dice roll with no target DR. It is a GM inspiration tool you can use when asked questions like 'How is the weather?' or 'Is the town's doctor available?'. A negative roll indicates an unfavourable outcome for the players. A result of 0 or more is generally favourable to the players. More extreme rolls may suggest more extreme outcomes.

Assisting Tests

You can help another player with a Test. This requires passing a Test at a related task. If successful, the assisted player gets +1 to their roll. If not, the assisted player is 'helped' with a -1 penalty to their roll. Only one player can help on any one Test.

Player vs Player

If a player character attacks another player character, the Test is resolved by the defending player who gets to roll the dice.

Best of Three Contests

Best of Three Contests are used to simulate tasks with dramatic potential such as chases, computer hacking or interrogations. In a Best of Three Contest the task at hand is resolved over the course of up to three Tests. The player needs to succeed on at least 2 of the Tests to accomplish the task. Additionally, during a Best of Three Contest:

- If you fail a Test, the DR is raised one Rank.
- If you beat the DR by 2 or more, the DR is reduced one Rank.

Depending on how the GM structures the contest, the three Tests don't necessarily all have to involve the same skill, or be performed by the same person. The contest may also be given a failure condition, for instance, in an alarm being triggered, a piece of equipment breaking or a trap going off. A character may be able to avoid the failure condition by abandoning the contest before it is complete. Giving up on defusing a bomb does not stop the bomb from exploding but it may allow you to get out of its blast radius.

Chases

Chases, especially car chases, are a frequent affair in BHAW. Chasing is what bounty hunters do and the open roads in the Atomic Wastelands are home to outlaws and other dangers.

Chase scenes use the Best of Three Contest. The DR for the contest should be set to GOOD + a modifier depending on the initial distance at the start of the chase, on whether there is a significant speed difference between parties (for instance horseback vs on foot) or whether the chase occurs at night or under other conditions of reduced visibility. Pick the most significant modifier, do not add them up. As always, if in doubt, just go with GOOD +1df.

The first and third Test in the contest must always be a speed related Test like running (Fitness) or driving (Fix). The second Test of the contest is open. Players can choose to focus on speed or try a different approach, like making an area knowledge Test (Think) to find a shortcut or shooting (Fight) at the other party. A successful Fight Test in this instance would not result in damage, it just adds to the Best of Three Contest results tally. If there happens to be more than one player in the vehicle, the second Test can be performed by a different player than the one driving.

GETTING MORE STUFF

There is money in the Atomic Wastelands but we don't bother tracking it in BHAW. You can assume your Bounty Hunters make enough from their job to get by and cover their expenses but not quite enough to retire or live the high life.

BHAW introduces a new category of gear beyond Polar Fudge Adventures' Free Stuff and Gift related items called **Salvage**. Salvage is anything Bounty Hunters may find exploring ruins or from looting defeated opponents.

After a fight with armed opponents or when exploring a location of interest the GM may ask the players may make a Loot Roll to search for Salvage. When that occurs one of the players makes a straight 4dF roll not based on any Trait. If the roll is positive the Bounty Hunters have found something useful and get to roll on **The Giant Stuff Table** found in the Reference Section below. The total of the roll indicates the number of items found (1 to 4).

For instance if on the 4dF roll the result were +2, the party would get 2 rolls on The Giant Stuff Table (not two per player, two in total). If the result were 0 or less they would find nothing. Think Points cannot be used on Loot rolls and a +4 on 4dF on a Loot Roll does not count for the purposes of earning Think Points.

Equipment Decay

Salvage comes in varying quality Ranks from FAIR to SUPERB but is subject to Equipment Decay. This means that between sessions looted equipment (not your Free Stuff or your Gift-related items) goes down one Rank and, in the case of a weapon, its damage bonus is reduced by 1. Salvage reduced in Rank to MEDIOCRE it is no longer usable.

The Atomic Wastelands is a harsh environment. Much of the equipment is old, salvaged stuff. Guns run out of compatible ammunition, blades get dulled, things get broken, stolen or sold for food. In game terms this means Bounty Hunters do not get to keep the items they find indefinitely.

REPUTATION & ADVANCEMENT

Successful characters earn Rep (Reputation) Points. Rep is an informal measure of a character's overall professional standing and renown. At the end of each session the GM should award players Rep Points based on these three criteria:

Achieving goals:	Between 0-4 Rep Points
Overcoming adversity:	Between 0-2 Rep Points
Doing it in style:	Between 0-2 Rep Points

For every 20 Rep Points earned your Reputation goes up one Rank. Depending on the Rank obtained you can gain a Think Point, a Gift Point or even an Attribute Rank increase.

Rank	Rep	Rank Bonus
FAIR	0	Initial
GOOD	20	+1 Think Point
GREAT	40	+1 Gift Point
SUPERB	60	+1 Gift Point
AMAZING	80	+1 Gift Point
LEGENDARY	100	+1 to an Attribute

COMBAT

Combat in Polar Fudge Adventures revolves around Tests. Additional rules and concepts are explained below.

INITIATIVE

The initiative roll determines which side – the player characters or their NPC opponents – acts first on any one round.

At the start of each round the GM rolls 1d6.

- On an odd result, the opposing side acts first
- On an even result, the players act first in any order they prefer
- Additionally, on a result of '1', the opposition gets a boost, like a fresh NPC joins the opposing side or one that was previously taken out gets back up with full hit points
- Additionally, on a result of '6', all the players get a free '+1' bonus to all Tests that round.

Repeat until one side is defeated, driven off or both sides come to an amicable understanding.

COMBAT TESTS

To make an attack you roll your Fight Attribute. The DR is your target's Defence score. The attack succeeds if it meets or beats the DR.

To defend from an attack, you roll Defence. The DR is the Rank of the attacker's Fight (the GM does not make an attack roll). If your roll meets or beats the DR, the attack misses.

On a successful attack, the damage inflicted is the sum of the MoS plus any bonus damage from the weapon being used. Damage inflicted comes off the target's Hit Points.

Occasionally, especially with Powers, the Attributes used to attack or defend may vary.

Example: Algernon The Kid shoots his .45 colt at a Rad Lizard. Algernon has a Fight Attribute of GREAT and rolls +4. The result of the Test is LEGENDARY (GREAT +4 would go one Rank beyond LEGENDARY but results from Tests are capped). Furthermore, Algernon gains a Think Point for the +4 roll which he can use later in the game.

The Rad Lizard's Defence Attribute is GOOD. As LEGENDARY is four Ranks above GOOD, the blow hits with a MoS of +4.

Algernon's gun has a +2 damage bonus so the total damage the critter takes is 6 (4 for MoS +2 for the weapon). Ouch!

THE PLAYERS DID... WHAT?

Creative players during combat may want to try out clever tricks, manoeuvres and tactics designed to distract, confuse, immobilise or otherwise disadvantage an opponent. The simple way to handle this is for the GM to set a DR based on the proposed action and its desired outcome.

If you want a more structured approach for handling these cases, look at the Standard Tags described in the chapter on Gifts like **Suppressed, Vulnerable, Area** or **Persistent**. A feint can make the target Vulnerable, covering fire can be seen as a combination of the Area and Suppressed Tags. The more Tags the player wishes to incorporate in the outcome, the higher the DR.

As a general rule, combat tricks and manoeuvres should be hard, or at least harder than what could be achieved with an appropriate Gift.

Aimed Shots

Another thing that players may wish to try is aiming for a target's vulnerable spot, like the head, with a view towards doing more damage. The key thing to remember is that this is already factored into the default attack roll. When you make an attack roll, the MoS (in effect, the accuracy of the attack) is added to the damage. Players can always use a Think Point to gain +2 on an attack roll when they wish to simulate a precisely aimed shot.

Cover

Cover is stuff you can hide behind while fighting. Improvised cover, like ducking behind a car, gives you +1 Defence but reduces your attack by -1. A prepared, fortified position can provide better bonuses as determined by the GM.

WOUNDS AND HEALING

Damage sustained in combat or from other hazards is temporarily taken off the target's Hit Points. As long as a character's Hit Points are not reduced to zero, these are automatically restored at the end of the scene.

Characters whose Hit Points are reduced to zero are **Wounded**. They are knocked unconscious and can take no further action that scene. At the end of the scene, they recover only half their Hit Points (rounded up) and they keep the Wounded status until they can get some medical attention.

Characters with a Wounded status whose Hit Points are again reduced to zero are dead. They recover no Hit Points at the end of the scene, or ever.

NPCs don't get Wounded. When they go down they stay down. They may be in fact dead or they might eventually make a full recovery, settle down somewhere nice and start a family.

Healing

In the field, you can remove the Wounded status and restore all lost Hit Points of a character with the appropriate Gift related item (Trauma Kit) or Power (see the chapter on Powers). Alternatively you will have to seek whatever passes as proper medical attention in one of the larger settlements.

MINIONS

Minions are disposable NPCs, the sort that tend to appear in fight scenes, usually in numbers. A member of the 'Blackwater Gang' is a Minion, as is a 'US Army Deserter' or a 'Frenzied Black Bear'.

Minions are mechanically simpler than player characters. They just have an Attribute called Rank and some Hit Points. Rank describes all of a Minion's Attributes, subject to what makes sense for a particular type of Minion. A Rank SUPERB Feral Dog will have SUPERB Fight, SUPERB Fitness, SUPERB Focus and so on. However it is still just a dog. It will only have SUPERB Think by dog standards and can still only do things a dog can do.

Rank and Hit Points are not linked. Nor do Minions of the same type necessarily share the same Rank. As such, a group of three 'Psionic Squirrels', might look something like this:

```
Psionic Squirrel #1 Rank: GOOD, Hit Points:2  
Psionic Squirrel #2 Rank: FAIR, Hit Points: 6  
Psionic Squirrel #3 Rank: FAIR, Hit Points: 1
```

You can set the Rank and Hit Points for each Minion as you see fit or use the Minion Machine (see below) to generate these randomly. Minions may also have their own custom Gifts and Flaws and are assumed to have +1 damage bonus weapons (natural or otherwise). There is a list of sample Minions in the Reference Section.

Important NPCs can have a full set of Attributes, Gifts and Flaws though they are not bound by the same restrictions as player characters. Their traits are whatever they need to be.

The Minion Machine

The Minion Machine requires a bunch of multicoloured, six-sided dice and an opaque jar. The colour of the dice should match that of the standard Ranks. The table below shows the suggested number of dice of each colour required when using a 10 or a 50 dice pool. These are just guidelines, use whatever dice you have.

Dice Colour	Rank	10 Dice Pool	50 Dice Pool
GREEN	MEDIOCRE	2	9
BLUE	FAIR	2	13
WHITE	GOOD	3	14
YELLOW	GREAT	2	9
RED	SUPERB	1	5

Place the dice in the jar. To generate an encounter, blindly draw some dice. Each die drawn this way represents one Minion. The colour of that die represents the Minion's Rank, the value rolled its Hit Points.

The dice drawn from the Minion Dice Pool also make for great improvised miniatures. When the Minion takes damage, flip the die to reflect its current Hit Points. For particularly large Minions you can use multiple dice to represent its Hit Points.

If you don't have enough dice for the Minion Machine, print out the Minion Chits at the end of this book and use those instead.

Use of the Minion Machine is highly recommended.

SAMPLE MINIONS

Unless stated, all sample Minions are assumed to have a Rank between MEDIOCRE and SUPERB (assigned randomly or set by the GM) and have 1d6 Hit Points. Minions come equipped with +1 damage bonus weapons. If a Minion has a Psionic Power do not track its Psi Points.

The Iron Overlords are a large gang of roving marauders.

Gifts & Flaws: The highest level Minion is the boss who wields a +2 damage bonus sledgehammer.

The Aztec Renaissance is a doom-cult with loose Aztec roots and a penchant for human sacrifice.

Gifts & Flaws: Any GREAT Minion drawn is a giant snake that has two times its normal Hit Points (2-12) .

The Skull Society are a gang known for their sadistic streak.

Gifts & Flaws: Up to three Skull Society members will try to gang up on the weakest (lowest number of Hit Points) Bounty Hunter.

The Clay People are a mutant doom-cult. They kidnap people and turn them into mindless, mutant clay beings by immersing them in special irradiated mud pools.

Gifts & Flaws: Only MEDIOCRE Minions have ranged attacks. They can throw irradiated mud balls that have a +3 damage bonus. Clay people dissolve in water (splashing them with water does MoS + 2 damage).

The Braniacs are a Psyker only gang. They only communicate telepathically.

Gifts & Flaws: Braniacs can only make psionic attacks using Mighty Mind Zap or Stun.

Cyborg Raiders are a band of cyborgs. They hunt for replacement parts, both mechanical and organic.

Gifts & Flaws: GOOD and GREAT Minions have the Gladiator Net Gift.

Feral Robots are robots that no longer follow their original programming. They often behave in mysterious ways and can turn aggressive very suddenly.

Gifts & Flaws: All robots have the Psi Immunity Gift.

Outlaw Desperados are criminals on the run from the law. They usually prey on any soft target they can find.
Gifts & Flaws: Low morale, will quickly flee if battle is going badly.

The US Army Extermination Unit (AEU) is a high-tech military-style organisation dedicated to the eradication of all mutants. Its members wear full environmental hazard suits and are often accompanied by Sterilizer robots.
Gifts & Flaws: AEU will target mutants first. Any Minion GREAT or better is a robot and has the Psi Immunity Gift.

Grand Nuclear Family (GNF) are a mutant supremacist group.
Gifts & Flaws: GNF militants with a Rank of GREAT or above can use Mighty Mind Zap.

Hungry Desert Bloodstalkers are mean, hungry Minions.
Gifts & Flaws: All hungry desert bloodstalkers have the Life Drain Gift.

Toxic Zombies are slow, shambling monsters who were once human.
Gifts & Flaws: Toxic zombies always lose initiative.

Rad Dogs are mangy, diseased Minions that hunt in packs.
Gifts & Flaws: Rad Dogs have 1 Hit Point.

Atomic Scorpions are giant sized arachnids with stinging tails and nasty claws.
Gifts & Flaws: Atomic Scorpions have the Armoured Gift and an extra attack on Cooldown with their tails with a +2 damage bonus.

Psi Roaches are roaches that have developed psionic abilities.
Gifts & Flaws: All Psi Roaches Mind Zap. Rank GOOD Psi Roaches also have Life Drain.

Giant Radioactive Lizards are big mean lizards.
Gifts & Flaws: Giant Radioactive Lizards have two times their normal Hit Points (2-12). They glow in the dark.

Killer Mutant Turkeys are savage, ill tempered, flightless birds.
Gifts & Flaws: The highest Ranked turkey has a +2 damage bonus.

Primitive Scavengers are people who have left all traces of civilisation behind.

Gifts & Flaws: Primitive Scavengers only have close combat attacks.

Monster Bats are sinister, flying predators.

Gifts & Flaws: Monster Bats can fly, which can be awkward for characters without ranged weapons, and have sonic attacks that works like Mighty Zap.

The Motomaniacs are a gang of cyborg bikers. Some of them are actually attached to their bikes.

Gifts & Flaws: Set the DR for any motorised chase scene to GREAT.

Rogue Bounty Hunters are bounty hunters who have crossed the line and given up on the code.

Gifts & Flaws: Defeating a band of rogue Bounty Hunters will reveal a clue related to your current or other bounties.

Highway Pirates are like regular pirates, only drier.

Gifts & Flaws: The highest ranking Minion is the captain. The captain has a robotic parrot as in the Follower Gift.

The Peacekeepers are a paramilitary organisation that seeks to restore order by confiscating, by force if necessary, weapons from anyone they consider to be civilians. This is often resisted.

Gifts & Flaws: The highest ranking Minion has the Leadership Gift.



ATLAS OF THE WASTELANDS

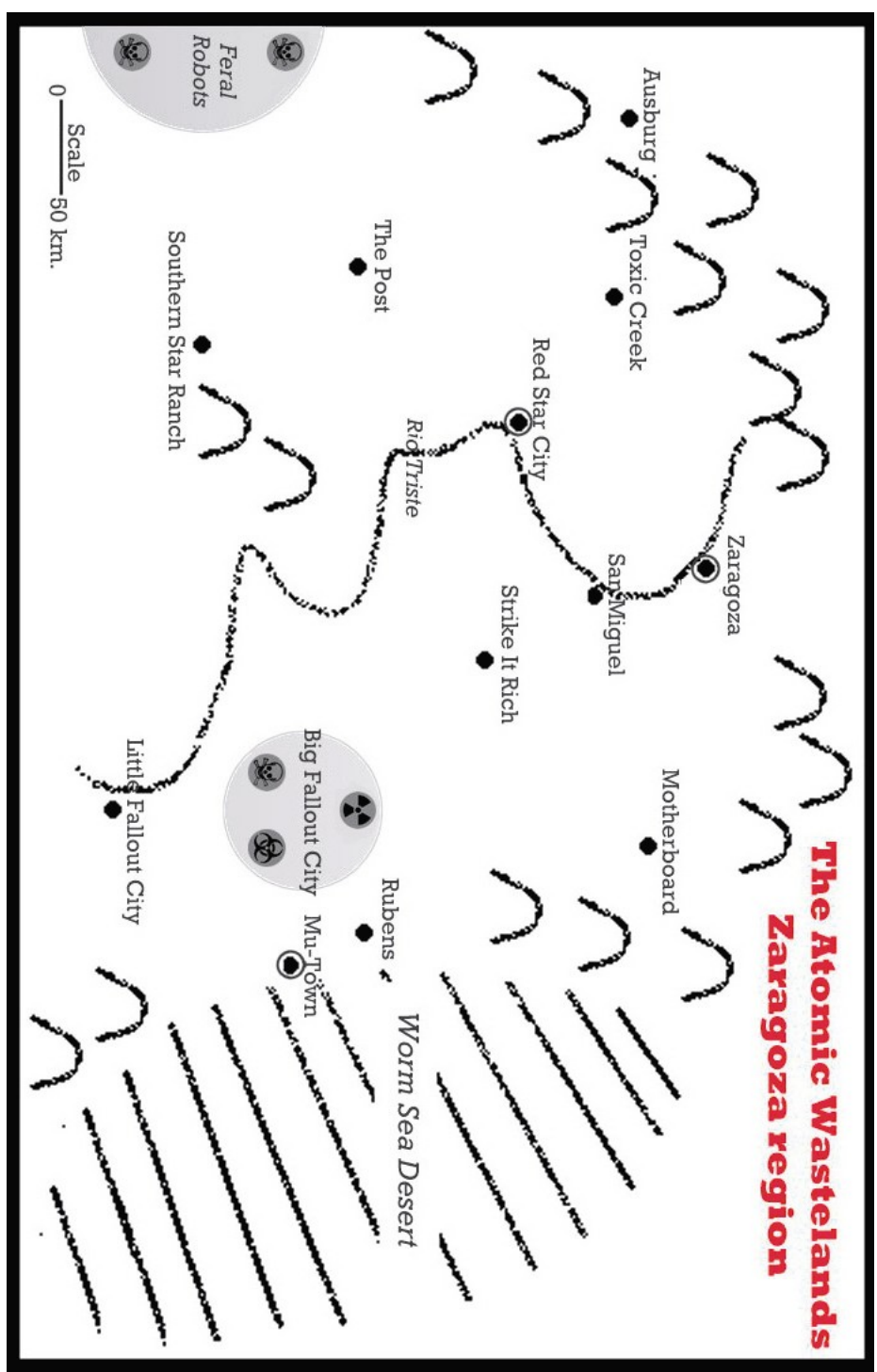
BHAW comes with a sample setting and a few ready made fugitives to hunt down. The setting focuses on the Zaragoza region, an area somewhere in the South West USA but not really based on any specific location. Though geographically small the region is filled with plenty of adventuring opportunities. Of course this isn't the only place in the Atomic Wasteland's world you can go bounty hunting in.

The Zaragoza region features three major, rival cities, Zaragoza, Red Star City and Mu-Town, collectively known as the Big Three, and a large number of small settlements, ranches and trading posts. The pre-apocalypse network of roads connects these settlements. Dotted along these are fortified roadhouses where travellers can grab a coffee, fill up their cars or spend the night.

Bounties for the entire region are posted in these three major cities, each one of which is likely to offer a different selection of bounties at any one time. To ensure a steady flow of work a Bounty Hunter quickly learns to visit each of the Big Three frequently and cultivate good relations with whatever passes as the law there.



The Atomic Wastelands Zaragoza region



TOWNS AND LANDMARKS

The following is a quick overview of some of the more interesting locations in the Zaragoza region.

Zaragoza

Zaragoza is the unofficial capital of the region. It is ruled by a corrupt regime with rich landowners at the top and poor farmers at the bottom. Law and order is maintained by the ruthless Federales. One of the main attractions of Zaragoza is the Plaza De Toros where bullfighting and public executions regularly draw in large crowds. Zaragoza is relatively safe if you know your way around and who to bribe.

Red Star City

Red Star City is a Neo-Soviet town. It enjoys a high standard of living and technology. Meals and lodgings are communal. There is no private property and everyone is assigned tasks from the Central Committee. The shops are only for visitors. Around Red Star City are a number of collective farms, military outposts and other state owned industries and a working airstrip. Red Star City is very safe if you follow the rules but visitors are restricted to the Foreign Quarter part of town.

Mu-Town

Mu-Town is a vibrant if dangerous town. Originally a mutant haven it is now a major trading town. It is largely in the hands of criminal organisations. The Church of Atomic Revelation is very influential, especially among the mutant population. The Shipbuilder Guild is also an important player. It controls the secret of the Desert Crawlers, the only vehicles capable of crossing the corrosive sands of the Worm Sea desert. As such they have the monopoly over the profitable eastern trade routes as well as the giant worm hunting trade. Mu-Town is not a very safe town but it is popular with Bounty Hunter nonetheless.

The Post

Trading outpost popular with biker gangs who exploit the Western trade routes. It is largely anarchic.

Rubens

Gambling and entertainment centre, close to Mu-Town.

The Southern Star Ranch

A very large cattle ranch owned by Major Landon who has his own private army.

Ausburg

A mining and logging town in the mountains. It is fairly isolated and suspicious of strangers.

San Miguel

An agricultural and industrial centre, known for its grain mills that serve the many haciendas and villages in the area.

Motherboard

Large cyborg settlement where many of the less human cyborgs have settled. It is a large shantytown with no form of local government.

Little Fallout City

A small, prosperous agricultural town with aspirations.

Strike it Rich

Oil town that owns the richest oil fields of the region. After many battles for control between Zaragoza and the Neo-Soviets eventually both sides agreed joint custody of the city. The town is rich and heavily fortified. Visitors are only allowed on temporary visas.

Toxic Creek

A miserable, windswept town. Its only claim to fame is that it's the home of The Reanimator, a mad genius who has successfully experimented with reanimating dead corpses through atomic radiation.

Big Fallout City

A hot zone. Used to be a major city before the fall but few people remember its original name and to mention it is considered bad luck. Special guides called 'Radrunners' can be hired to navigate the ruins in relative safety. Most Radrunners are horribly disfigured mutants.

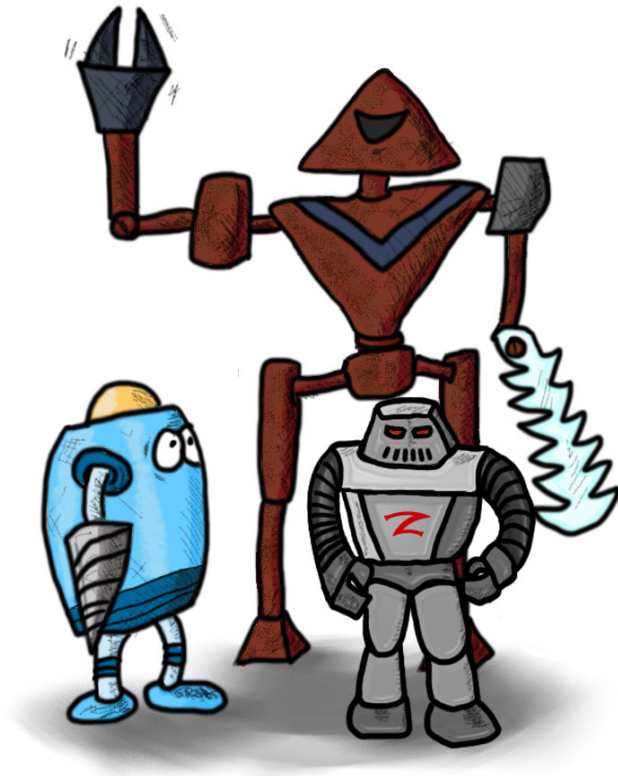
The Worm Sea Desert

A large stretch of desert east of the Zaragoza region. The acid sand and voracious giant worms make it extremely dangerous to cross. Worms are hunted for food, oil and their hide.

The Feral Robot Lands

A region to the South West inhabited by a huge, miscellaneous collection of rogue robots. The robots have combined in some sort of hive mind. They spend most of their time building monumentally tall structures. Occasionally they will break off and go raiding towns and settlements for very specific materials. Feral robots are totally unpredictable. In many instances they will just ignore humans, other times they will hunt them down mercilessly. Cyborgs often organise their own raids on Feral Robots lands for parts.

There are many, many other small outposts, settlements and villages that are not listed here. They tend to come and go.



HOW TO BOUNTY HUNT

Tracking down a fugitive can be hard. Though each bounty hunt will be different but there are a few strategies Bounty Hunters can employ.

- Investigate the crime itself. If a fugitive is wanted for a specific crime, looking into the circumstances of this crime and speaking to witnesses may yield important clues.
- Investigate the fugitive's background, family and known associates. The more you know about your prey, the easier it is to hunt it.
- Look for patterns. If fugitive is wanted in connection to a string of crimes with a similar theme maybe the Bounty Hunters can predict his or her next move, or set up a trap with the right bait.

Some times the trail will just go cold. A smart Bounty Hunter knows when to cut his or her loses and refocus his attention on a different fugitive, at least until new information arises.

At any one time multiple bands of rival Bounty Hunters may be chasing the same fugitive, following the same leads and speaking to the same people. Things can get quite competitive between rival groups and the use of dirty tricks and a little misdirection are accepted as normal practice. However it is understood that the moment one group of Bounty Hunters captures the fugitive no rival Bounty Hunters will interfere or take their prize away.

Putting a Bounty on Someone

The practice of bounty hunting is a response to the absence of a central authority in the Atomic Wastelands. A sheriff's jurisdiction is limited to his or her own town. Once a criminal skips town the local sheriff is unlikely to want to pursue. The victims of these crimes however are not always that easily appeased. That is when they might choose to post a reward.

Rewards can be posted by individuals, organisations or town councils. Practices vary but normally a judge or magistrate will have to sign off the bounty to make it all nice and legal. While this is not exactly the equivalent of a fair trial, people who end up on a Wanted poster generally deserve it.

Dead or Alive?

Wanted posters will normally contain the phrase 'dead or alive'. In practice 'dead' is often preferred as a dead body saves everyone the bother of a trial. The people of the Atomic Wastelands are practical folk.

In some instances the bounty will explicitly require the fugitive to be brought back alive, possibly to be made an example of or maybe just for questioning.

Superhuman mutants are a part of life in the Atomic Wastelands and as such there are established methods and procedures to safely detain these individuals that would be familiar to every Bounty Hunter such as:

1. Always carry a variety of adjustable metal shackles and manacles to suit most occasions in your vehicles.
2. As psionic powers require line of sight, a simple blindfold is a cheap and simple way to neutralise the threat of a psyker.
3. Gamma leeches, those nasty little worms that feed on the background radiation generated by atomic mutations, can be attached to a mutants body to inhibit any of their mutant or psionic abilities provided the target can be kept immobilised long enough for the effects to kick in (which is why gamma leeches have never been successfully weaponised).
4. Drugs and sedatives can be used to keep the mutant docile. Whiskey, in large amounts, can be used too.

It is generally safe to assume the players have some if not all of the above available without having to keep track of each item individually.

ON THE ROAD

While on the trail of fugitives, Bounty Hunters end up travelling a good deal. Vehicles such as motorcars and motorcycles are common enough in the Atomic Wastelands to count as Free Stuff.

BHAW does not really worry too much about exact distances and travel times. The distances are small in real terms but with roads in poor state, the vehicles are not a lot better and ambushes everywhere, even small distances that can take some time to cover. Using the Zaragoza region as an example, roughly speaking a full days' travel will take you pretty much anywhere provided the Bounty Hunters set off a first light. Shorter trips just take a few hours.

No one travels at night. Things get very bad a night and Bounty Hunters will normally stop at a town or roadhouse if they can't get to their intended destination during daylight.

Road Encounters

Every time the Bounty Hunters drive off to a new destination they must make a Road Encounter roll. Roll 1d6 on the following table.

1-2	Bad Road Encounter
3	Bad Roadside Encounter
4-5	No Encounter
6	Optional Encounter



A **Bad Encounter** is a situation that is thrust upon the Bounty Hunters. They almost always result in combat, unless the Bounty Hunters somehow manage to escape or talk their way out of it.

A Bad Road Encounter occurs when a motorised hostile party, usually a road gang, sets out to pursue the Bounty Hunters. The Bounty Hunters can try to evade them using the chase rules described earlier or confront them. Pick an opponent or roll on this table.

Bad Road Encounter

1	Aztec Renaissance
2	Cyborg Raiders
3	Highway Pirates
4	Iron Overlords
5	Motormaniacs
6	Skull Society

A Bad Roadside Encounter requires the Bounty Hunters to have been forced to stop by the road somewhere, due to a flat tire, engine or a carefully laid trap. Pick a suitable opponent or roll on this table.

Bad Roadside Encounter

1	Atomic Scorpions
2	Braniacs
3	Clay People
4	Monster Bats
5	Rad Dogs
6	Toxic Zombies

No Encounter is pretty much what it says. It doesn't necessarily mean there aren't gangs and critters out there waiting for the Bounty Hunters, it's just that anyone encountered on this stretch of the journey isn't enough of a challenge to make it worth playing out.

An **Optional Encounter** is an event along the way that Bounty Hunters can freely choose to look into or ignore. An Optional Encounter can be as simple a meeting with friendly NPC or can be the start of a whole subplot. There may be a clue, some Salvage or Think Points to

be gained, or it might just be a big waste of time. You should create your own Optional Encounters as part of your game prep. You can use this table for inspiration.

Optional Encounter	
1-4	Roadhouse
5	Stranded Motorists
6	Milk Run

Roadhouse

The Bounty Hunters pass by a roadhouse on their way. They can choose to stop there to have a coffee and fill up the gas tank. Roadhouses are safe locations so it's a good place to seek out clues and meet interesting NPCs. Unfriendly NPCs are not going to make a move on the Bounty Hunters while at the roadhouse, but they may choose to follow them as they leave and attack on the open road.

Stranded Motorist

The Bounty Hunters come across some travellers stranded by the roadside. They may be under attack (use Bad Roadside Encounter table) or just dealing with car issues. If the Bounty Hunters help them out they might be rewarded with a Salvage Roll by the grateful travellers. Or it might be a trap.

Milk Run

The Bounty Hunters accidentally stumble across an unremarkable fugitive (Minion) wanted for an equally unremarkable crime. Maybe they spot the fugitive at a roadhouse or passing through a small settlement. They can choose to let this go if they have bigger fish to fry or get sidetracked and capture this fugitive for a Think Point each.

MOST WANTED

IRINA BELINSKAYA



THINK: GOOD
TALK : GOOD
FIX : FAIR
FIGHT: GOOD
FITNESS: GOOD
FOCUS: GREAT
DEFENCE: GREAT
HIT POINTS: 6

Gifts

Talent: Sneaking
Talent: Lockpicking
Dual Wield
Pair of Glock 20s
(+2 damage bonus each)

Flaws

So Many Enemies

Background

Irina was a top spy for the Neo-Soviet before she decided to go freelance. She now runs her own operation trading (or stealing) high-tech on behalf of various mad scientists. The Soviets want her on principle.

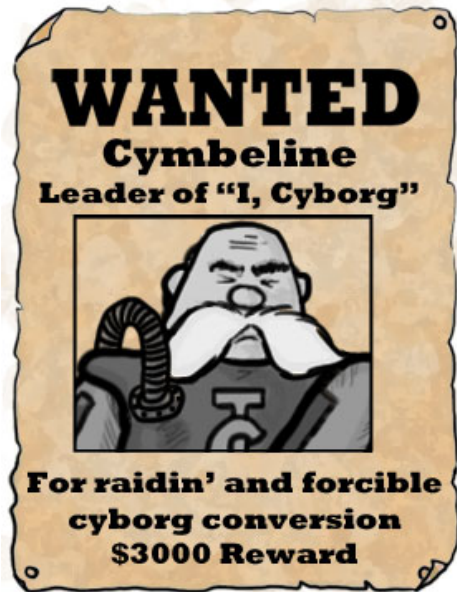
Where is she now?

Currently she is undercover is working as a receptionist for the Shipbuilder's Guild in Mu-Town under the name Alison Parker.

Leads and possible contacts

The Bounty Hunters might hear rumours that she was trying to uncover the secret of Sand Crawler for Zaragoza. If caught, Irina can offer to be an informant in exchange for her freedom. There is no extra reward but she will provide a useful contact.

CYMBELINE



THINK: GOOD
TALK : FAIR
FIX : GOOD
FIGHT: GREAT
FITNESS: GOOD
FOCUS: MEDIOCRE
DEFENCE: FAIR
HIT POINTS: 6

Gifts

Cyborg Armour
Psi Immunity
Laser Sword(+2 damage bonus)

Flaws

Blinded by Hate

Background

Cymbeline leads a militant, anti-human cyborgs organisation known as 'I, Cyborg'. They raid towns and

villages, taking both machines and humans for spare parts. Occasionally they'll turn prisoners into cyborgs. Recently hit towns include Brisbane (near Rubens), Stopover, San Miguel, and a Neo Soviet military outpost.

Where is he now?

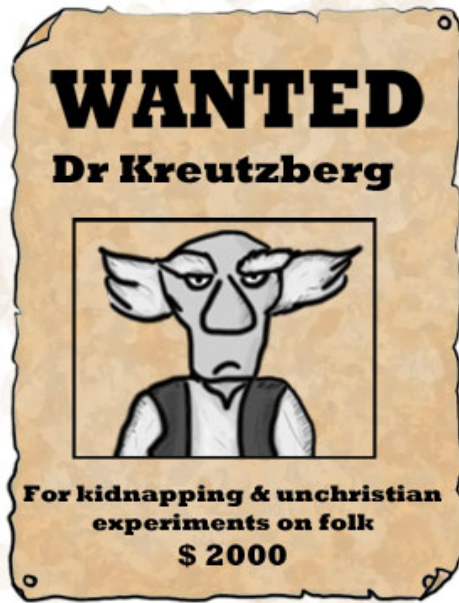
Although apparently nomadic, Cymbeline has a base in the mountains south of Motherboard. This base contains a sophisticated AI called 'Agatha' and the cyborg conversion machinery. Cymbeline is searching for a stockpile of a viral weapon known as HL47-B or The Reaper Virus. His plan is to release the virus to kill most humans. Any survivors would be converted into cyborgs. Cymbeline thinks cyborgs will be immune. He is wrong.

The military viral research facility he seeks is hidden under Rubens. Once he discovers this he will invade the town. But by digging out the base under Rubens he will release the pale, deranged underground-dwelling descendants of the US Army base and their Sterilizer Robots, opening a third front in the war.

Possible leads and contacts

The cyborg town Motherboard will have 'I, Cyborg' sympathisers. If one plots the sites of Cymbeline's latest raids on a map it will suggest the next target may be in the Toxic Creek area.

DR KREUTZBERG



THINK: GREAT
TALK : MEDIOCRE
FIX : GREAT
FIGHT: FAIR
FITNESS: MEDIOCRE
FOCUS: GREAT
DEFENCE: GOOD
HIT POINTS: 4

Gifts

Talent: Botany
Follower: Grunmenschen
Champion
(GREAT Minion with 5 Hit Points)

Flaws

Cowardly at Heart

Background

Kreutzberg is a botanist whose research involves merging plant and human DNA into what he calls his 'Grunmenschen'. He is convinced this is the only way to survive the next apocalypse. Over the past decade or so he has occasionally resorted to kidnapping people to use in his experiments. The truth about the kidnappings has only recently come to light when one traumatised victim (Kate Gonzales) managed to escape.

Where is he now?

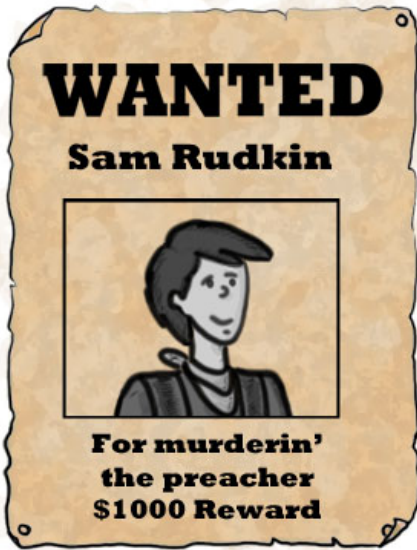
His base is near Ausburg. He is in contact with The Reanimator in Toxic Creek. Occasionally he travels to Zaragoza to do business with some of the larger landowners.

Leads and possible contacts

Kate made her escape near Toxic Creek, home of the Reanimator. She would not willingly give Kreutzberg up but people in Toxic Creek might admit seeing Grunmenschen and heading West on the old Ausberg road.

The hearse he drives is fairly distinctive and has been spotted at various locations and road houses in the old Ausburg road.

SAM RUDD



THINK: MEDIOCRE
TALK : FAIR
FIX : GOOD
FIGHT: GOOD
FITNESS: GREAT
FOCUS: FAIR
DEFENCE: GOOD
HIT POINTS: 7

Gifts

Talent: Rope Use
Talent: Animal Handling

Flaws

Famous Outlaw Brother

Background

Sam Rudkin is the younger brother of the leader of a gang of outlaws. He and the missus, Sonia, ran a small bed & breakfast in Ausburg where he went by the alias Sam Rudd up until he shot dead the town's new preacher. While Sam was in jail, waiting to be hanged, his brother's gang drove into town, busted him out of jail seriously wounding the sheriff in the process.

Where is he now?

Sam is in Red Star City. Sam parted with the gang. His wife, originally from Red Star herself, convinced him the only safe option for them was to become Neo-Soviet citizens. Sam really wanted to go straight. The preacher he shot was a former member of the Rudkin gang called Fletcher The Snake. Back in the day Fletcher and Sam had a nasty falling out over Sonia which is what got Fletcher expelled from the gang in the first place. When Sam and the preacher met, they instantly recognised each other. Sam correctly figured Fletcher was still after Sonia, killing him was really a last ditch attempt to protect his wife.

Possible leads and contacts

The Rudkin gang are known to operate mostly around The Post. Personal items of the dead preacher like a poker chip from a Rubens casino may provide clues of Fletcher's double life.

REFERENCE

The Giant Stuff Table

	NAME	RANK	DAMAGE	PROPERTIES
1	Spiked Baseball Bat	FAIR	+1	Close Combat
2	Metal Chain	FAIR	+1	Close Combat
3	Sawed-Off Shotgun	FAIR	+1	Ranged
4	Sawed-Off Shotgun	FAIR	+1	Ranged
5	Sawed-Off Shotgun	FAIR	+1	Ranged
6	Old Colt Peacemaker Pistol	FAIR	+1	Ranged
7	Dodgy Grenade	FAIR	1	Explosive, Single Use
8	9mm Luger Pistol	FAIR	+1	Ranged
9	Stick of dynamite	FAIR	1	Explosive, Single Use
10	Meat Cleaver	FAIR	+1	Close Combat
11	Crossbow	FAIR	+1	Ranged
12	Beretta 92f	FAIR	+1	Ranged
13	Flash Grenade	FAIR	NA	As Gift, Single Use
14	Nagant M1895 Revolver	FAIR	+1	Ranged
15	Fire axe	FAIR	+1	Close Combat
16	Machete	FAIR	+1	Close Combat
17	Machete	FAIR	+1	Close Combat
18	Stun Grenade	FAIR	NA	As Stun Power
19	Smoke Bomb	FAIR	NA	AS Gift
20	Police baton	FAIR	+1	Close Combat
21	Hunting Knife	FAIR	+1	Close Combat,
22	Hunting Knife	FAIR	+1	Close Combat,
23	Gladiator Net	FAIR	NA	As Gift
24	Foil	FAIR	+1	Close Combat
25	Spear gun	FAIR	+1	Ranged
26	Bowie Knife	FAIR	+1	Close Combat,
27	Bowie Knife	FAIR	+1	Close Combat,
28	Katana Sword	FAIR	+1	Close Combat
29	Colt Python Pistol	FAIR	+1	Ranged
30	Uzi 9mm submachine gun	FAIR	+1	Ranged, Rapid Fire
31	Winchester 94 hunting rifle	FAIR	+1	Ranged
32	Grenade	FAIR	1	Explosive, Single Use
33	Glock 17 9mm pistol	FAIR	+1	Ranged
34	Army .45 pistol	FAIR	+1	Ranged
35	M1 carbine	FAIR	+1	Ranged
36	Colt snub-nosed .38 Special	FAIR	+1	Ranged
37	AK-47 Kalashnikov assault rifle	FAIR	+1	Ranged, Rapid Fire
38	M1 carbine	FAIR	+1	Ranged
39	Skorpion	FAIR	+1	Ranged, Rapid Fire
40	Trauma Kit	FAIR	NA	Heal Power, Single Use
41	Walther PPK	FAIR	+1	Ranged
42	9mm Luger Pistol	GOOD	+2	Ranged
43	Trauma Kit	GOOD	NA	Heal Power, Single Use
44	Tokarev TT-30 Pistol	GOOD	+2	Ranged
45	Crossbow	GOOD	+2	Ranged
46	Hunting Knife	GOOD	+2	Close Combat,
47	Flash Grenade	GOOD	NA	As Gift, Single Use
48	Army .45 pistol	GOOD	+2	Ranged
49	Flash Grenade	GOOD	NA	As Gift, Single Use
50	Colt snub-nosed .38 Special	GOOD	+2	Ranged

51	AK-47 Kalashnikov assault rifle	GOOD	+2	Ranged, Rapid Fire
52	M1 carbine	GOOD	+2	Ranged
53	Skorpion	GOOD	+2	Ranged, Rapid Fire
54	M1 carbine	GOOD	+2	Ranged
55	Colt snub-nosed .38 Special	GOOD	+2	Ranged
56	Bowie Knife	GOOD	+2	Close Combat,
57	Trauma Kit	GOOD	NA	Heal Power, Single Use
58	Katana Sword	GOOD	+2	Close Combat
59	Colt Python Pistol	GOOD	+2	Ranged
60	Colt Python Pistol	GOOD	+2	Ranged
61	Trauma Kit	GOOD	NA	Heal Power, Single Use
62	Uzi 9mm submachine gun	GOOD	+2	Ranged, Rapid Fire
63	Uzi 9mm submachine gun	GOOD	+2	Ranged, Rapid Fire
64	Winchester 94 hunting rifle	GOOD	+2	Ranged
65	Winchester 94 hunting rifle	GOOD	+2	Ranged
66	Grenade	GOOD	2	Explosive, Single Use
67	Glock 17 9mm pistol	GOOD	+2	Ranged
68	Glock 17 9mm pistol	GOOD	+2	Ranged
69	Mining pick	GOOD	+2	Close Combat
70	Remington 870 pump action	GOOD	+2	Ranged
71	Trauma Kit	GOOD	NA	Heal Power, Single Use
72	Chainsaw	GOOD	+2	Close Combat
73	S&W .44 Magnum pistol	GOOD	+2	Ranged
74	AK-47 Kalashnikov assault rifle	GOOD	+2	Ranged, Rapid Fire
75	M16 Assault Rifle	GOOD	+2	Ranged, Rapid Fire
76	Trauma Kit	GOOD	NA	Heal Power, Single Use
77	Trauma Kit	GOOD	NA	Heal Power, Single Use
78	Chainsaw	GREAT	+3	Close Combat
79	S&W .44 Magnum pistol	GREAT	+3	Ranged
80	AK-47 Kalashnikov assault rifle	GREAT	+3	Ranged, Rapid Fire
81	AK-47 Kalashnikov assault rifle	GREAT	+3	Ranged, Rapid Fire
82	AK-47 Kalashnikov assault rifle	GREAT	+3	Ranged, Rapid Fire
83	M16 Assault Rifle	GREAT	+3	Ranged, Rapid Fire
84	M16 Assault Rifle	GREAT	+3	Ranged, Rapid Fire
85	Chainsaw	GREAT	+3	Close Combat
86	Glock 20	GREAT	+3	Ranged
87	Glock 20	GREAT	+3	Ranged
88	Stun Grenade	GREAT	NA	As Stun Power
89	Smoke Bomb	GREAT	NA	AS Gift
90	Sledgehammer	GREAT	+3	Close Combat
91	Tokarev TT-30 Pistol	GREAT	+3	Ranged
92	Mosin-Nagant bolt action rifle	GREAT	+3	Ranged Range
93	M1 carbine	GREAT	+3	Ranged
94	Katana Sword	GREAT	+3	Close Combat
95	S&W .44 Magnum pistol	SUPERB	+4	Ranged
96	Claymore Sword	SUPERB	+4	Close Combat
97	Military Drone	SUPERB	NA	Follower Gift, Single Use
98	AK-47 Kalashnikov assault rifle	SUPERB	+4	Ranged, Rapid Fire
99	M16 Assault Rifle	SUPERB	+4	Ranged, Rapid Fire
100	Rocket Launcher	SUPERB	4	Explosive, Single Use

MINION CHITS

Print out this sheet, cut out the squares and place in a hat or other container. When generating Minions, just draw randomly from the hat.

MEDIOCRE 2	MEDIOCRE 3	MEDIOCRE 4	MEDIOCRE 5
FAIR 1	FAIR 2	FAIR 3	FAIR 4
FAIR 5	FAIR 6	GOOD 1	GOOD 2
GOOD 3	GOOD 4	GOOD 5	GOOD 6
GREAT 2	GREAT 4	GREAT 6	SUPERB 4

POLAR FUDGE ADVENTURES CHEAT SHEET

Character Creation

Attributes: 9 points

Defence: Average of Fitness and Focus (rounded up)

Hit Points: Fitness +4

Think Points: Think +2

Gifts: 3 Gift Points

Flaws: Choose any

Known Spells: Think +2

Spell Points:

Basic 4 / Advanced 6

Think Points

Spend to...

Add a +2 bonus to a Test

Bend the rules

Special expenses

Gain When...

Your character does something really cool.

Something totally not-cool is done to your character.

Natural +4 roll

Full Refresh between sessions. Excess not carried over.

Wounds & Healing

Current Hit Points

Hit Points > 0

Hit Points =< 0

Wounded and

Hit Points =< 0

Healing removes Wounded status and restores full Hit Points.

Status

OK

Wounded, instant KO (rounded up)

Dead

At The End Of The Scene

Regain full Hit Points

Regain 1/2 Hit Points

Regain No Hit Points, also dead

Standard Tags

Area: 1d3+1 targets, if in doubt

Cooldown: cannot use consecutive turns in combat

Suppressed: target cannot act that turn

Persistent: effect last until target rolls + on 1dF at end of turn or end of scene

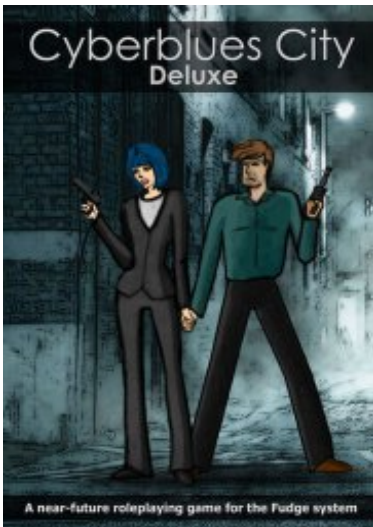
Vulnerable: target's Defence lowered 1 Rank

Terrible	Mediocre	Fair	Good	Great	Superb	Amazing	Legendary
-1	0	1	2	3	4	5	6

USEFUL LINKS

- The official home of **Polar Fudge Adventures** is on the UK Roleplaying Design Collective website, which can be found at <https://ukrpd.c.wordpress.com/category/polar-blues-press/>. That's the place to go for adventures, news, updates and other free games.
- Get the original, complete version of the Fudge rules at the Fudge Roleplaying game website: <http://www.fudgerpg.com>.
- **Polar Fudge Adventures** was written under the assumption that its potential readers are likely to have some prior experience with roleplaying games. If you are feeling completely lost here is the Wikipedia entry for roleplaying games https://en.wikipedia.org/wiki/Role-playing_game.

Checkout this other free Fudge games from Polar Blues Press
<https://ukrpd.c.wordpress.com/polar-blues-press-downloads>



Cyberblues City Deluxe
Kind of like cyberpunk only more mellow



Lawmen v Outlaws
Play either lawmen or outlaws in the American Wild West.

Bounty Hunters of the Atomic Wastelands

Name _____

Background _____

Think _____

Talk _____

Fix _____

Fight _____

Fitness _____

Focus _____

Defence _____

Rep _____

Gifts & Powers _____

Character Portait

Hit Points _____

Think Points _____

Flaws _____

Free Stuff & Salvage _____

Terrible	Mediocre	Fair	Good	Great	Superb	Amazing	Legendary
-1	0	1	2	3	4	5	6