



HELL ON EARTH RELOADED

The Hell on Earth Companion

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John's Dedication: Dedicated to John Hopler, one of the first to walk the Wastes. And all the characters I've killed in my own campaign through the years. ;)

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Wasteland Wanderers

So you're still picking through the ruins for more options and adventures in the Wasted West? Well, you've come to the right place, scav! In these pages, you'll find a truckload of new opportunities and challenges for even the most veteran posse.

We'll start with a few new choices for your characters, including new Arcane Backgrounds and a way to make an honest-to-Oppenheimer cyborg. After that, there are more guns and other weapons than you'd find in a Combine armory—but without all those pesky explosive booby traps.

Next we round out the world of *Hell on Earth Reloaded* with some optional Setting Rules. We cover vehicle combat in a little more detail and give you the skinny on some of the dangers of the Last War that are still around. Finally, we give you details to contact a lonely AI high above the earth.

No Man's Land details the new Arcane Backgrounds we mentioned a moment ago. There you'll get the story on bibliopaths, the truly dedicated members of the Librarians who have discovered a way to bring stories to life. You'll also find out how to make your next character a witch just like old auntie Mina Devlin. Last, but far from least, we

give you the blueprint on building a better, stronger, faster hero—with just one minor, deadly catch.

The warlord's share of this book is found in the **Marshal's Handbook**. Just like in the *Hell on Earth Reloaded* rulebook, stay out of there if you're a player. That holds all sorts of tables to help your Marshal generate adventures and those survivor settlements you're likely to stumble upon. Not to mention some beasts and... other things you should fear.

That's plenty of introduction, so let's get things started!





Heroes

New Hindrances

Here are a few new Hindrances to make your waster's life even less pleasant.

Combine Deserter (Major)

For whatever reason, your hero turned his back on Throckmorton's private army and ran. Lucky for him, that nasty chip they put in his head for exactly that reason didn't explode. Even luckier, it still seems to work well enough to let him use Combine weapons and equipment (if he can get his hands on them).

So far, this doesn't seem so bad, right? Well, it's not all roses being a former Black Hat. Carting a Combine weapon around a survivor settlement is likely to spark some uncomfortable questions. Most folks know Denver booby-traps its toys and are likely to wonder how your former cretin is able to use them without triggering the explosives.

Throckmorton's goons aren't particularly thrilled to see other wasters with their equipment either. Since they tend to shoot or at least enslave everyone they meet anyway, this doesn't really change things all that much.

Finally, your hero's chip is on the fritz, but there's always a chance it reactivates. Anytime your character faces the Combine (including automatons) and

the Denver forces are dealt a Joker, your scav's chip might trigger. She must make a Smarts roll, or a Smarts roll at -2 if the opposing side has a Red Hat. If you fail the roll, pop goes the chip! Not only does the targeted explosive kill your reformed scav, it makes sure he's not coming back Harrowed.

Hasta la never, pal.

Harrowed Hindrances

The following Hindrances can only be chosen by Harrowed characters, for pretty obvious reasons.

Degeneration (Minor/Major)

Your deader is, well *deader* than most others. For whatever reason, his manitou just didn't invest as much effort in keeping his host's body well-pickled. As a result, the fact that he's gone AWOL from his own grave is pretty obvious to anyone who catches a glimpse—or whiff—of him.

Back in the pre-war days, he'd have been picked out and put down by the Agency, the Rangers, or even just a civic-minded soul with a shotgun. Folks might be inclined to save their ammo for something worse that might come crawling out of the wastes these days, but he's still treated as an unnatural abomination by most.

At the Minor level, your deader's flesh is a noticeable gray, his eyes are dull or even milky, and the odor of decay is stronger, giving +2 to another waster's Notice rolls to catch wind of his road-killesque aroma. Domesticated animals prefer to have nothing to do with him

and only interact with him at all when forced by another handler (at a -2 on the appropriate roll). Wild critters either flee or attack. He receives a -2 Charisma penalty but adds +2 to Intimidation tests.



New Edges

Just to be fair, we've also added more options to give your heroes a little more help surviving the post-Apocalyptic Hell that is the Wasted West.

Background Edges

Background Edges can be picked up during play—but may require some creative explaining, depending on the character. Heroes can only have one Arcane Background.

Arcane Background

We're introducing two new Arcane Backgrounds for the Wasted West. Below is what most folks know about each of these. More detailed information on these is contained in *No Man's Land* (page 27).

- **Bookworms:** Some Librarians have learned to tap into the powers of book spirits.
- **Witches:** These students of the mystical arts deciphered the secrets of a book called *How to Serve Your Man*. They can sling spells with the best of them and often use mundane items to spice up their magic. While the vast majority are women, a few warlocks exist as well.

Cyborg

Requirements: Novice, Harrowed

Your deader is faster, stronger, or just all around better than other zombies. That's because at some point before the Last War began, some government or agency decided to slap cybernetic limbs, metal plates, or computer parts onto or into the soldier's rotting hide.

Your character must first have the Harrowed Edge before she can choose this option. Further details are found in *No Man's Land* (page 27).

As a Major Hindrance, the Harrowed is losing flesh. Stringy muscle or even bone might show through in some places. His eyes are sunken in dark pits in his skull and his lips may be pulled back from his teeth in a rictus grin. In short, he's a complete wreck. The smell of decay is the same as that for the Minor level (+2 to Notice), but honestly, body odor is the least of his worries.

Should it ever matter, a Harrowed with Major Degeneration also gets a -4 Charisma penalty. Like the Minor level, this becomes a bonus when using Intimidation. However, no outpost is likely to let a deader with the Major version of this Hindrance inside—folks these days know exactly what fuels this undead trouble-making machine.

Unnatural Appetite (Minor)

For some unknown reason, a few lucky Harrowed come back from the grave with an unnaturally powerful craving for some (technically) edible material. Invariably though, the craving is always for a substance a normal person finds particularly disgusting. And when we say "edible," we really mean it's something the deader can force down his gullet.

It's up to you what your character has a hankering for, but it must be repulsive to the average waster. Rotted food, mold, grave dirt, live bugs, motor oil, or animal blood are common examples. If your Harrowed doesn't eat at least a handful of the substance each day, he acquires a level of Fatigue. While this Fatigue can't cause Incapacitation, it persists until he consumes enough of his chosen de-appetizer to make up for his missed meals.

This eccentric dietary habit doesn't replace the need to eat raw meat to heal. It might make for some uncomfortable dinner conversations though...



Bartertown

What fun is the Apocalypse if you don't have lots of shiny new toys to play with? Well okay, maybe it's really more like rusty, dirt-encrusted junk you managed to dig out of some ruined Hellhole in the middle of nowhere, but the sentiment is still the same.

Armor

Ballistic Shield: These shields are heavy and cumbersome, standing about 2' wide by 3' high. Melee combat is difficult with these large shields, and the user suffers a -1 to all Fighting rolls while attempting to wield it, but gains +2 Parry.

The real purpose of a ballistic shield is to provide cover from firearms. A character standing while holding a ballistic shield receives Medium Cover (-2). If she crouches, that increases to Heavy Cover (-4). The shield's material counts as an obstacle providing +4 Armor against any attack that hits it and reduces the AP of any bullet by 4.

Most have a small window of bullet resistant plastic to allow the wielder to see through them. The bulletproof plastic provides only +2 Armor (and doesn't reduce AP any), but targeting the window is a -6 penalty to attack rolls. (16 lb, \$200, Very Rare)

Improvised Shield: These are created out of everything from street signs to sections of oil barrels to reinforced hubcaps. They're common among savages and mutant tribes and provide +1 Parry, +2 Armor to ranged shots that hit. (8 lb, \$25, Common)

Riot Shield: Mainly used by police departments prior to the Last War to control mobs, riot shields are constructed of high impact plastic, and like ballistic shields, often measure up to 2' wide by 3' high. Unlike their heavier counterparts, they're much easier to wield, and the clear plastic allows the user to see incoming attacks easily. However, they are not nearly as effective versus firearms as the ballistic models. They add +2 to Parry and +2 Armor vs successful ranged attacks. (5 lb, \$100, Rare)

Common Gear

Crowbar: Crowbars, also sometimes referred to as wrecking bars, are a vital tool for any serious scavenger. It's about as basic a tool as a hammer, consisting of little more than a long metal bar about two and a half to three feet long with ends shaped into wedges for prying. It provides a +2 to any Strength roll to force a door or pry something loose. Crowbars aren't balanced for use in combat and



therefore count as improvised weapons (Str+d6, Min Str d6, -1 attack and Parry). The most commonly available models are steel, but occasionally the lucky scav can find a titanium model. (Steel Crowbar: Steel: 5 lb, \$15, Common; Titanium Crowbar: 2 lb, \$110, Rare)

Data Slug: Data slugs are digital storage devices with capacities often reaching more than 100 terabytes. They are durable metal slugs, about the size of AA batteries. These data slugs are compatible with nearly all full-size computers, as well as most video and audio equipment.

Many of these were destroyed by EMPs during Judgment Day, making those that survived valuable not just for the information contained, but also simple rarity. They can be used for anything from recording entertainment (the Director releases all of his vids on data slugs) to holding entire reference libraries.

Reference data slugs are often focused on a single scientific topic. Generalized information slugs similar to encyclopedias—or more accurately entire local libraries—also exist. Maps, atlases, and guidebooks are also available in this format. Regardless of the media, the slug is useless without a device capable of reading it. Data slugs of this sort add +4 to Knowledge skills associated with the information on the slug, or provide pre-war maps, fiction, or other texts in their original form.

The cost varies greatly depending on how rare of a topic is covered by the data slug. For example, a data slug containing obscure occult texts might well be one of only a couple remaining in existence, and run a waster as much as a motorcycle!

Data Slug, General: 0 lb, \$75, Scarce.

Data Slug, Mapping: 0 lb, \$200, Rare.

Data Slug, Specialized: 0 lb, \$200—\$500+, Very Rare.

Metal Detector: This handheld device looks like a horseshoe at the end of a 3' length of pipe with a pair of headphones attached to it. It adds +2 to all Notice rolls to detect buried metal objects at shallow depths (less than 3' or so). It also provides a +2 bonus to Notice rolls to find buried land mines (page 22). For both reasons, this piece of equipment is highly desired by many scav. It requires two small batteries to operate, and a fully-charged pair can power it for 24 hours of use. (5 lb, \$250, Rare)

Palmcorder: These versatile devices record still pictures, video, and sound. They can also scan photographs and printed text—optical character recognition is standard. They can also play back video, provided it is either recorded on a data slug or on a device capable of interfacing with a palmcorder.

Its computing functions are limited, as it was initially designed to act as an interface to larger computers. It has a touch-sensitive screen. It can translate and record text, perform the same functions as a high-end scientific calculator, and can sync with other palmcorders via both infrared and short-range radio (approximately 10 yards).

Palmcorders use data slugs to record and access data. They are powered by small batteries and are capable of running continuously for about a week on a single charge. (1 lb, \$500, Scarce)

Solar Charger: This device allows a character to recharge batteries using only sunlight. It is a flexible black panel about one foot square that can be rolled up for transport. Although handy, a solar charger is much slower than a generator and requires generally clear skies to charge a battery to usable levels. A small battery takes about two hours, a medium battery four hours, and a large battery requires eight hours. (2 lb, \$1500, Very Rare)