

## Ghoul Stats Savage Worlds

### Advantages:

Environmental Resistance to Radiation

Regeneration

### Disadvantages:

Frail

### Weapon Stats (SW)

Type	Range	Damage	AP	ROF	Shots	Min Str	Weight	Cost
Grenade Launcher	16/36/72	Grenade Properties	N/A	1	1	D6	8	425
Plasma Pistol	15/30/60	3d6 +2	4	1	15	D4	3	750
Plasma Rifle	30/60/120	5d6	4	1	30	D6	12	1450
Gauss Gun	50/100/200	4d8	15	1	5	D8	10	3500
Tesla Cannon	24/48/96	4d10	30	1	1	D10	16	7500
Pulse Grenade	5/10/20	4d6	5	1	1		2	200
Plasma Grenade	5/10/20	5d6	5	1	1		2	400
Missile Launcher	24/48/96	4d8 + 2	24	1	1	D8	25	2500

### Armor

### SW

Item	Armor	Min Str.	Weight	Cost
Ranger Armor	+4*	D6	30	7500
Metal Armor	+3	D8	45	400
T-45 Power Armor	+6*	N/A, requires power armor edge	80	8000
T-51 Power Armor	+8*	N/A, see above	80	12000
Enclave Power Armor	+9*	N/A	80	20000

- Savage Worlds Ghoul

Agility	Strength	Smarts	Spirit	Vigor
D6	D6	D4	D4	D6

- Skills: Athletics D4, Fighting D6, Notice D4
- Pace 4, Parry 5, Toughness 7
- Bite/Claws, STR
- Fearless
- Undead
- Environmental Resistance: Radiation
- Glowing One

Agility	Strength	Smarts	Spirit	Vigor
D6	D6	D4	D4	D6

- Skills: Athletics D4, Fighting D6, Notice D4
- Pace 4, Parry 5, Toughness 10
- Bite/Claws, STR
- Fearless
- Undead
- Environmental Resistance: Radiation
- Emits High Radiation: When a player is within 5 feet of a glowing one, every round, the player must make a vigor roll. If failed, the player takes 1 fatigue
- Mr. Gutsy

Agility	Strength	Smarts	Spirit	Vigor
D8	D6	D4	D4	D8

- Skills: Fighting D6, Notice D6, Shooting D6
- Pace 20, Parry 5, Toughness 9(2)
- Edge: Alertness
- Gear: Light flamethrower, plasma pistol
- Armor 2, Hover
- Protectotron

Agility	Strength	Smarts	Spirit	Vigor
D6	D6	D4	D4	D8

- Skills: Fighting D6, Notice D6, Shooting D6

- Pace 10, Parry 5, Toughness 10(3)
- Edge: Alertness
- Gear: 2x Arm mounter laser pistols
- Armor 3
- Hindrance: Pulse vulnerability

- Sentry Bot

Agility	Strength	Smarts	Spirit	Vigor
D6	D8	D6	D4	D8

- Skills: Fighting D6, Notice D6, Shooting D8
- Pace 15, Parry 5, Toughness 15(4)
- Edge Alertness
- Gear: Gatling Laser, Missile Launcher (4 ammo, equivalent to M72)

- Gearhead Raider

Agility	Strength	Smarts	Spirit	Vigor
D6	D6	D4	D4	D4

- Skills: Fighting D6, Notice D4, Shooting D6
- Pace 6, Parry 5, Toughness 6(2)
- Gear: Makeshift armor(+2), SMG or shotgun, machete or lead pipe, one frag grenade, 1 smoke grenade, 1d20-5 zloty, 2d20 GLU dollars, or 1d10 New US dollar, 1d10 ammo for weapon, if 10, reroll 1d20, if 20 full mag

- Gearhead Driver

Agility	Strength	Smarts	Spirit	Vigor
D8	D4	D4	D4	D4

- Skills: Driving D6, Notice D4, Shooting D6, Repair D6
- Pace 6, Parry 5, Toughness 6(2)
- Gear: Makeshift armor(+2), SMG or handgun, toolset, typically driving vehicle

- Veteran Gearhead

Agility	Strength	Smarts	Spirit	Vigor
D8/6	D6/8	D6	D4	D6

- Skills: Driving D6, Notice D6, Shooting/Fighting D8, Repair D6
- Pace 6, Parry 5, Toughness 8/7(3 or +2\*)

- Gear: Metal armor(+3) or Bulletproof vest(+2\*), M16 or assault shotgun, calvary sword or makeshift hammer, 2 frags, 1 smoke
- Edge: Alertness
- Loot: Full mag of ammo, 2d20 zloty, 3d20 GLU, 2d20 + 3 new US

- Ghoul Militia

Agility	Strength	Smarts	Spirit	Vigor
D6	D4	D6	D4	D4

- Skills: Fighting D6, Notice D4, Shooting D6, Stealth D6
- Pace 6, Parry 5, Toughness 5(+2\*)
- Gear: Bulletproof vest(+2\*), Mini-14(5.56), 1 frag, 1 flash
- Edge: see racial edges
- Loot: Full mag of ammo

- Ghoul Militia Squad leader

Agility	Strength	Smarts	Spirit	Vigor
D8	D6	D6	D4	D6

- Skills: Notice D6, Shooting D8, Stealth D8
- Pace 6, Parry 5, Toughness 7(+4\*)
- Gear: Body Armor(+4\*), M-16/AK-47, 1 frag, 1 detpack
- Edge: Alertness, see racial edges
- Loot: Full mag of ammo, 1d20 5% chance of silver ring

- Ghoul Saboteur

Agility	Strength	Smarts	Spirit	Vigor
D8	D6	D6	D4	D6

- Skills: Notice D6, Shooting D6, Stealth D8
- Pace 6, Parry 5, Toughness 5(+2\*)
- Gear: Bulletproof vest(+2\*), MP5 or Sniper Rifle, 3 detpacks, 1 smoke
- Edge: Alertness, see racial edges
- Loot: Full mag of ammo

- GLU soldier

Agility	Strength	Smarts	Spirit	Vigor
D6	D6	D6	D4	D4

- Skills: Notice D4, Shooting D6
- Pace 6, Parry 5, Toughness 5(+2\*)

- Gear: Bulletproof vest(+2\*), Mini-14(5.56), 2 frag, one knife
- Loot: Full mag of ammo, 1d20 GLU dollar
- Gunners have same stats but have M60, single shot grenade launcher, or missile launcher
- Restorationist Shock trooper

Agility	Strength	Smarts	Spirit	Vigor
D6	D6	D6	D4	D4

- Skills: Fighting D6, Notice D4, Shooting D6
- Pace 6, Parry 5, Toughness 9(+6\*) for T-45, 11(+8\*) for T-51
- Gear: T-45 or T-51 power armor, Laser/Plasma rifle, gatling laser, missile launcher, 2 frags, 1 AP grenade
- Edge: Power armor
- Loot: 2d20 New US dollar, full mag of ammo
- Restorationist Pilot

Agility	Strength	Smarts	Spirit	Vigor
D8	D4	D4	D4	D4

- Skills: Driving D6, Notice D4, Shooting D6, Repair D6
- Pace 6, Parry 5, Toughness 6(2)
- Gear: Makeshift armor(+2), SMG or handgun, toolset, typically driving vehicle

## Wildlife

- Yao Guai:
  - Just use bear stats (Pg. 180), not really too different
- Hellcat
  - Mutated descendants of mountain lions that were thought to arise from the remains of Wurtsmith AFB
    - Decades of chemical contamination and radiation from the nuke caused these mutations
  - Most noted for their ability to set themselves on fire at will and extinguish
  - Some researchers from Vault 39 have found from studies that they produce an oily substance from modified skin glands
  - Relatively rare, but are typically hunted as soon as one is seen
    - Can destroy crops and buildings
  - Hides are prized for fire resistance and toughness

Agility	Strength	Smarts	Spirit	Vigor
D8	D10	D6(A)	D10	D8

- Skills: Athletics d10, Notice D8, Stealth D10, Fighting D8
- Pace 8, Parry 6, Toughness 7
- Edge: Frenzy
- Special Abilities:
  - Low light vision
  - Bite/Claws: Str+d6
  - Size 1
  - Flame Body: Can activate for 2 rounds per encounter
    - If in melee, 2d6 damage
- Deathclaw
  - They're everywhere so why not here

Agility	Strength	Smarts	Spirit	Vigor
D10	D12+4	D8(A)	D10	D12+2

- Skills: Athletics D8, Fighting D10, Intimidation D8, Notice D6
- Pace 8, Parry 7, Toughness 16(4)
- Edges:
  - Combat Reflexes
  - Hardy
  - Radiation Immunity
  - Improved Frenzy
  - Quick
- Size: 3
- Claws: Str+D8
- Tail Sweep:
  - Make fighting roll against all adjacent enemies
    - Success = Str damage, raise knocks target prone

### Savage Worlds Vehicle Mods

- Pickup Truck
  - Take SUV stats, remove luxury features, crew is 1 + 3 make toughness 16(5), and add M2 pintile mounted on back
- Armored Interceptor
  - Take sports car stats, make toughness 12(3), crew 1+3

- APC
  - Take B-70, make toughness 25(8), replace MG with 20mm autocannon turret
- Tank
  - None needed, use M1A1 stats
- PT boat
  - Take river patrol boat, toughness is 25(7), replace front turret with 20mm autocannon pintile

- Gunboat

Size	Handling	Top Speed	Toughness	Crew	Cost
13	0	35	35(10)	7 +8	500000

- Weapons: 40mm cannon on front, 2 M2s on sides, 2 grenade launchers on sides, mortar on back

Type	Range	AP rounds	HE Rounds	ROF	Cost
Mortar	150/300/600	-	3d8 AP3, MBT	1	5000

- Motorboat
  - Take speedboat stats
- P47 Lightning
  - Take P51 stats, 8x linked HMG fixed front, either 10 unguided rockets, or 4 bombs
- Vertibird
  - Take Huey stats, reduce crew to 3+5, Toughness to 14(3), gatling laser on front arc, one minigun on the left or right, and 10 unguided rockets

## Location Outline

- GLU
  - Factory Exit/ HQ is Detroit Arsenal
    - GLU gets the majority of tanks, the few that are produced among the other goods
    - Surrounded by large wall with watchtowers every 100 feet
    - Several patrols in armored cars around the wall
    - Home to the military unit in charge of the Detroit area
      - 3<sup>rd</sup> Spearhead Corp
      - Mixed unit with wide variety in composition
      - Detroit is considered to be a bad post due to constant raids, and lack of advance
      - Smaller units are constantly being swapped out for moral reasons
    - Decent sized shanty town, Arsenal, outside walls to the north, along rail lines
      - Some supplies conveniently fall off the train in the town
      - Also, a major trade hub and is a good start for party
    - Delivery Handling:
      - $\frac{3}{4}$  delivered to the rest of the GLU
      - Rest are auctioned off in town, if military equipment then auction price is refunded
  - To the East lies another town centered on Macomb Community
    - Small town that is only really known for its library
    - Has a few soldiers to help guard the place
    - Will charge access for library time and terminal time
    - Named Hayes after a small sign was found
  - On Lake St. Clair on the Eastern edge is Naval Station South along with Greentown
    - GLU's main naval base for control of the Lake and is decent sized trade port
    - Few companies of soldiers along with some PT boats and larger gunboats
      - Main industry of Port Huron
      - Pt boats are equipped with a front mounted 20mm autocannon, 2 M2s on the side and a dual M2 turret on the rear
      - Gunboat has front mounted 40mm autocannon, 2 side mounted grenade launchers, 2 M2s on the side, and an 81mm mortar
    - There is a flow of trade ships in and out of Greentown

- Greentown is named due to the green water of the Lake
        - Massive bloom of radiation digesting algae caused by the war
        - Water can be slightly radioactive, but algae keeps levels down
        - Safe to drink if filtered
    - Add more later
  - New Warsaw
    - Capitol/Factory Exit is on Coleman Young airport, city is called Wolanin City after the man who headed the reclamation expedition
      - Has become the center of New Warsaw
      - Fence has been repaired and equipped with watch towers, and a wall is being built using salvaged concrete from the foundations left behind
        - About 72% done
        - Watch towers have M2s and a surprising amount of TOWs and other anti-vehicle weapons
      - Factory exit was geared to export lighter goods and weapons due limits of air travel
      - Tarmac was left intact, but is filled with several houses and businesses due to it being a wide-open space
      - Terminal building is considered the old town due to it being the site of first settlement
        - Contains the vault for the New Warsaw bank
      - Several chapels and a new cathedral being built in the center of the town
        - About 41% done
      - Warehouses are used to store food and goods to trade
      - Outsiders are allowed in, but weapons must be checked at entrance
        - Gambling and other illegal behaviors are banned within the city
      - Large area outside for traders to load up caravans and to get drunk and gamble
        - Barely tolerated by Wolanin City and is often left undefended
      - Large hospital and the city often takes in injured and the sick
    - Vault 55/ Azył
      - Still inhabited, and is completely closed off to outsiders without escort
      - Large wall surrounding the vault entrance with enough parapets to deter major raids
      - Is home to mostly elderly or disabled members of New Warsaw
      - Contains the most advanced medical facilities and is the most comfortable place to live in Detroit
    - St. Florian

- Town centered on St. Florian church, which somehow survived the blast nearly intact
  - Discovered by inhabitants of Vault 55 while exploring the ruins of Detroit
  - Quickly formed a town and settlement around the town to defend the church
  - Mostly an agricultural town, but has a small seminary for the training of new priests
    - Seminary mostly uses texts from the vault, but is lacking some more important ones
    - Will ask Warsaw friendly players to either escort students to Hayes to use the library or to search the ruins of Detroit Mercy and Sacred Heart for any surviving books
  - Houses and shops are mostly underground in the leftover foundations left by the harvester bots that have been boarded up or covered
  - Town that suffers the most raids due to being a large, softer target, with a seminary of peaceful scholars, and a surprising amount of wealth
  - Caravans often pass through town and pick up its main export, soap
  - Has a large amount of swine and poultry from vault 39
- Gearheads
  - Main HQ/Capital is Detroit Train Station
    - After having lost much of their territory, the Gearheads have turned the Train Station into a fortress
    - The station was damaged in the initial blast but much of the lower levels survived and the upper levels have been rebuilt the best they can with the materials available
    - The office space above the station has been divided up into the headquarters or apartments for each of the 4 families with the topmost being used for defense
    - Grounds are heavily fortified due to the Restorationists encroaching on their territories
      - Large amount of artillery and some laser AA weapons on the roof to drive off vertibirds
      - Large double-layered wall
    - Here the council meets to plan raids, strategies, etc.
    - Technically part of the Vernor family's territory
      - Controls Downtown Detroit and Corktown
      - Family Vernor has suffered the most in recent years as the Ghouls and the Restorationists have stolen much of their territory, but

the members who have survived have become some of the most skilled fighters among the Gearheads

- Most of their forces have a red paint on their vehicles
- Very distrusting of outsiders
- Not the friendliest with the Woodwards or Gratiots, but are on good terms with the Belles
- Despises the restorationists and ghouls
  - The ghouls are able to use the crater left behind by the bomb to easily move into their territory
- Belle Island/Belle Family
  - Belle Island has been turned into mostly farmland by the Belle family and to help reduce Gearhead dependence on raiding
  - The Belle family controls the flow of commerce between the Upper Great Lakes and the Lower Great Lakes
    - Is able to do this for 2 reasons
    - Detroit Anti-Ballistic Missile Station
      - Large battery of laser weapons on the Eastern end of the island that has been converted for anti-shipping duty
      - Prevents the larger and better equipped GLU navy from approaching
    - Large amount of armed ships that are able to easily overwhelm the under-equipped Restorationist navy and any ships that the GLU might use to sneak by
    - Charges neutral merchant ships a large fee or portion of their cargo for passage
  - Based in the conservancy on the island
  - Considered the wealthiest family due to their position
    - Tend to be somewhat arrogant
  - Has a green paintjob
- Woodward Family
  - Controls Midtown, and everything north of I94
  - Has been the most aggressive family and is willing to move deep into enemy territory to get as much loot as possible
  - Has been successful in keeping other factions out of their territory due to them having to respond to raids
  - HQ is DIA



- Vernor: Needs to win their trust through bringing in bounties they have put on high-ranking Ghouls and Restorationists
  - Outsiders can traverse territory without attack from the Gearheads if they buy a travel pass from a family, but only that family's territories
    - Pass is typically a large banner
  - Most Gearheads tend to stick to their home bases and only patrol the edges of their territory
    - A few patrol the interior but this allows pockets of raiders to exist for a bit before they attract the attention of the local Gearheads
    - Often due to limited numbers or lack of attention
  - Those who attack other Gearheads are often captured and put under the Tribunal
    - A judgement panel consisting of one member of each family
    - Evidence is presented and if it was not self-defense or for a reasonable reason, they are deemed guilty and are punished based on severity of injuries
      - Eye for eye, etc.
  - Every member of the Gearheads owns a vehicle or is part of a group that owns a vehicle
    - Losing a vehicle is usually regarded as a great shame especially to the Woodwards
  - The 4 families are descendants of the original explorers of Detroit and act as leaders for non-descendants
  - Shares for raids are simple, you keep half the loot you take, a quarter goes to the family and another quarter is divided up among the rest of the members of the family you belong to
- Ghouls
  - Exit/HQ is Greenfield village
    - You can see much of the pre-war roots of the town, but it is covered up by new buildings, both pre and post Gearhead invasion
    - No humans allowed in at all
    - The wall has been repaired and there are several pit traps and vehicle barriers to explicitly prevent the Gearheads from easily raiding the village
      - Most of these obstacles are hidden and defenders can easily move from location to location using an extensive tunnel system
    - Home of the Ghouls main leader, Marcus Hanlon, a prewar ex-Green Beret
      - He survived the initial blast while on leave and eventually mutated into a ghoul

- Was Sheriff of the Ghouls' territory before the Gearheads ousted them from Greenfield village in a conflict called the Human Blitz
    - Relatively peaceful job, mostly had to break up drunken brawls and some petty theft
  - The original council was killed by the Gearheads, leaving Hanlon as the de facto leader of the Ghouls
  - Putting his military expertise to work, he was able to expel all of the humans from ghoulish territory, but has yet to step down as leader
    - Claims that ghoulish territory is not yet secure from humans but rumors are circulating that he is trying to establish a dictatorship
- Community is very tight-knit with almost everyone knowing one another and is based on individual workshops
- Typically run by craftsmen who over the years have become masters of their profession
  - Ghoulish equipment is typically some of the best in the wasteland
- Most items from their factory entrance get scrapped and recycled to try and keep cottage industry economy going with some of the more advanced, irreplaceable, or other important items being used when necessary
- Uses radiation as an obstacle to try and prevent intruders
- Trade Center North
  - The only place in RG territory where humans are tolerated
  - Some things are simple unobtainable for the RGs, even with the factory and mass recycling so they are forced to trade with humans for these items
  - This is not a town, but closer to a military base/supply depot
  - Gearheads are shot on sight
  - In order to trade, humans must pass through an extensive security process and are given a temporary uniform while in TCN
  - There are several offices for different goods to trade or for Ghouls wanting to join
  - Negotiations are typically short with little bartering
  - Goods are to be left outside and other ghouls will bring them in and ship them to the rest of the territories
- Territory
  - Mostly abandoned due to low population of Ghouls but is still hazardous for any humans
    - Few small camps and towns outside of Greenfield village and TCN

- Ghouls caught are usually questioned and asked to leave or join
  - Can find destroyed caravans, bodies of raiders/members of other factions, traps, both mechanical and radioactive, ambushes, etc.
  - If you are a human and are lucky, as well as near the edge of the territory, you may simply be thrown out
  - Large amounts of Ghoul guerilla fighters patrolling the borders and other territories
  - There are often raids into other faction's territories to try and disrupt coming raids and to try and "secure" their territory even more
- Restorationists
  - Exit/HQ is the port of Detroit
    - Only really military presence with a few smaller communities that have been integrated and used as supply depots
    - HQ of the 4<sup>th</sup> Restorationist Corp
    - Military is standard Enclave equipment but power armor is limited among forces
    - Have had to supplement with regional forces who are somewhat underequipped compared to their main forces
      - Typically, simple bolt-action rifles and SMGs, along with some simple armor
      - Veteran regional forces tend to have better weapons and are closer to pre-war US army soldiers
    - Main power is their airborne soldiers
      - Vertibirds along with power armored soldiers make it difficult to anticipate where they will attack and they can cause vast damage very quickly and leave before retaliation
      - Issue is the limited number of power armor and vertibirds
        - Usually used as a special forces unit to clear the way and major obstacles for the regional forces
      - The factory does produce both, but parts are rare and spread out across all the factions so any loss is major loss
      - Typically, T-51 and X-01/2 power armor with plasma, laser, and heavy weapons
    - Goal is to hang on to this factory exit as they need the advanced parts and tech needed to keep their war machine going and expand to control the factory
      - Have tried industrial independence, but not enough of a knowledge base and tools needed to restart full industry in the next few decades



- Both of these towns had different names before the Restorationists integrated them, but they were renamed as part of restoring the pre-war USA
- Minor Factions
  - Red Leaf Pirates
    - Pirate band based out of Windsor
    - Named for the seeing a flag with a red leaf being graffitied all over the city
    - Trade ships coming to and from Detroit are often safer than the trains so more valuable cargo tends to be shipped
    - For the bold, this is a great get rich fast opportunity
    - If you can avoid GLU navy patrols on Lake St. Clair, you can easily capture some of the cargo ships
    - Red Maple leaf motif painted over all their somewhat rundown and used equipment
  - Cyclist guild
    - A guild that controls the production, repair, and modification of bicycles
    - Bicycles are a very useful thing to have in the wasteland
      - Cheap
      - Can carry a good amount of cargo
      - Faster than walking
      - Easily modifiable
    - This guild has most of its power within the GLU and New Warsaw
    - Nearly all prices are the same across both factions
    - Are willing to sell and trade with anyone, but are ruthless in driving competition out
    - Will often hire mercenaries or thugs if other measures fail to work
  - Vault 39 Traders
    - Vault 39 was a vault designed to test human reactions to animals when enclosed in a limited space to them
    - Had a large collection of pre-war livestock and other domesticated animals
    - Built on the campus of MSU
    - After radiation dropped in Lansing, they were able to reclaim most of the surrounding area before being absorbed by Battle Creek
    - Will occasionally run into herders and traders willing to trade or sell you horses
    - Often looking for guards for caravans due to relative rarity of their livestock
  - Cadillac Network

- Group of smugglers that are known for their ability to get almost anything from the supply trains and exits
  - Typically has a few members among all the major factions and some occasional contacts in most of the main settlements
  - Will be able to get you rare items for a price
  - Major nuisance to all of the major factions and there are typically high bounties for bringing in members
  - Very proactive in stamping out threats to organization
    - Bribes
    - Disappearances
    - Assaults
  - Players can get involved in heists or try and remove them from a faction
- Order of St. Gabriel Possenti
  - Group formed by independent members of New Warsaw and other converts
  - Stated goal is to protect Catholic converts and churches as much as possible as well as spreading education
  - Will often be seen escorting missionaries and protecting towns with converts and churches
  - All have a revolver as a side arm
  - Often antagonizes the authorities of towns during normal business, but are grateful during a raid
    - While the practical education is helpful, it's usually attached to Catholic dogma
- Prosperity Corp
  - A group of restorationist volunteers that try to convince settlements to try and join the Restorationists
  - Presents a very tempting offer to many towns and tribes
  - Is willing to contribute to the community while trying to convince them through education, labor, and protection
  - Often comes in conflict with the Order of St. Gabriel Possenti
  - Uses a mix of patriotic fervor, pre-war nostalgia, and the results of the Restorationists
- Unionists
  - Theoretically, if properly controlled, the Factory could supply everyone in Detroit with a comfortable standard of living as well as provide security
  - Main goal of the Unionists is to try and find a way to control the Factory to make Detroit a Utopia
  - Is willing to pay for any information about the Factory and is constantly funding expeditions and research/archaeological teams

- Figure they will use the Factory's security to enforce peace and their way of life
  - Mostly a fringe faction, HQ is in Greentown
- The Factory
  - Main location everyone is fighting over
  - Impenetrable as far as everyone knows
    - There may be a few ways in
  - Prewar, companies were able to lease space within the factory and the Detroit Factory Authority (DFA) would be assist in automation of the assembly line
  - Automation of each facility was controlled by the facility computer while the master computer controlled security, material procurement, amount of goods produced, etc.
    - Mostly technicians, managers, and government officials allowed in
    - Required an authorization card and you had to enter at your designated entrance
  - DFA offices were in downtown and were thought to be obliterated by the blast, but there were several underground levels
  - Nobody knows how many people with authorization cards survived, where they went, or even what the cards look like
  - The security for the terminals at the entrances are extremely tight, and unlikely to be cracked
  - Trying to bypass the card reader or directly cutting in tends to result in being killed by hidden turrets and several sentry bots intervening
  - Periodically, an entrance will open up and several resource gathering bots will emerge, escorted by several other robots, to gather resources for the Factory
    - People who have snuck into the factory were never heard from again
  - Is possible to influence number of items coming from the factory and where if you are able to find a working computer system in the office of one of the companies that leased space
    - Will need proper procurement program and the request must be phrased appropriately
      - A few factions have figured this out, but all of them are missing the program
  - Others have tried drilling into the factory
    - Factory is rather deep, so most have not made much progress
    - A few unlucky people drilled into one of the upper levels, the hole was quickly sealed and the site was destroyed by the security bots
- Vehicles
  - The Factory produces a large number of cars, trucks, military vehicles, and motorcycles

- A lot of these are used by the major factions, but a good amount are sold off to the population
- The nuclear powered ones are typically more valuable due to not having to buy fuel
- Fuel is available, mostly synthetic fuel from the Factory or biofuel, but not cheap
- Hayes Library does have a researcher trying to figure out the secrets of fracking previously unavailable oil
  - Fracking died out as an alternative to traditional oil due to difficulties in location and high kerogen content
  - Needs some help getting materials for initial rig started
    - Explosives, a drill bit, and a crane
- Weapons available
  - Most common weapons are usually the simplest to make
  - A good number of gunsmiths across the ruins
  - Typically, revolvers, pistols, bolt-action/lever-action rifles, pump/double-barred shotguns, SMGs, knives, clubs, and other blunt weapons
  - For some extra money you can get better weapons
    - Semi-auto rifles and shotguns, laser weapons, grenades, and more specialized weapons
  - Guns that are somewhat harder to find are automatic rifles, precision weapons, and plasma weapons
    - Automatic rifles are rarer due to ammo costs
    - Rest are for rarity of materials needed to produce them
  - In order to find some of the more destructive weapons (rocket launchers, grenade launchers, SAWs, HMGs) you'll need to get in contact with the Cadillacs or take it off opponents
- Year is 2245
  - Radiation has finally begun to dissipate around the ruins of Detroit
  - Initial explorers begin to probe the ruins trying to find anything salvable
  - Discover vast amounts of brand-new pre-war consumer, industrial, and military products are still being built
  - Automated trucks and trains deposit them in the ruins of warehouses in Detroit or across the state
  - Rubble and other scraps are harvested by specialized robots and taken underground somewhere
  - Those who try to follow these harvesters are inevitably killed once they approach the entrance
  - These deposits of technology are able to enhance several of the groups living in Michigan, specifically those living in Kalamazoo, Battle Creek, Port Huron, and the Tri-Cities

- Using a combination of armored cars, new weapons, and pre-war military vehicles, along with some homemade technology, these seats of power are able to expand across the state and eventually come in conflict with one another
- 2248
  - All of these factions enter a stalemate with one another
  - A new Triumvirate of the Tri-cities takes power and begins to try to convince the other powers that peace would be in their best interest
  - An agreement is reached and the Great Lakes Union is formed, a loose confederacy
- 2250
  - The GLU has expanded to cover much of former Michigan, parts of Indiana, Ontario and Ohio, but is facing fierce resistance in the UP, and SE Michigan
  - The supply shipments from Detroit are not enough, and much of the consumer products made are useless post-war or can't be used properly due to lack of resources
    - In addition, they have no control over what is produced and where it is shipped
  - New factions have emerged in SE Michigan, preventing the GLU from taking complete control of Detroit and disrupting supply shipments
  - 5-way stalemate
  - There are 5 main supply exits and numerous entrances
    - One in the ruins of Warren, controlled by the GLU
    - One in the Detroit Train station, controlled by the Gearheads
    - One in Greenfield village, controlled by Ghoul Revolutionaries
    - One in Port of Detroit, controlled by The Restorationists
    - One in Coleman Airport, controlled by the city of New Warsaw
  - There are several warehouse sites within the city that store products, each controlled by the main factions and smaller factions
  - The facility producing these products is labeled "The Factory"
    - Was a prewar project that was started in the late 90s that began moving most of Detroit's industry underground in order to increase survivability in case of a nuclear strike, as well as making the city a cleaner place
    - Completed in 2052, using the caverns left behind from the salt mines
    - Automation also severely reduced the number of workers needed to operate The Factory
    - Regarded as a major success
    - Still filling orders from pre-war but seemingly impossible to get in or send any message in
- Present day, 2275
  - GLU has increased industrial capacity, but is still dependent on factory shipments

- Most goods are produced in small workshops with a few restored and new factories
- Most advanced pre-war tech is unable to be manufactured and must be obtained from The Factory
- Has been trying to take control of The Factory by rewarding people for finding any documents, data, or information about The Factory
- Military situation has stalled
  - They have a foothold in the UP, but are unable to advance past Sault Ste. Marie
  - Pocket outside Sarnia has expanded up to the Georgian Bay and not past there
  - BoS led tribals have prevented advance into Indiana and Chicago past the ruins of Gary and South Bend
  - Territory in Detroit has increased to control Grosse Pointe, Highland Park, and everything between I96 and I75 north of I94
- Due to it being a confederacy, the GLU is unable to increase taxes beyond what they are, draft more soldiers, and expand beyond this point without control of The Factory
- Has its own paper currency, but is not accepted widely outside its territory, and most people prefer barter or metallic coins
- 4 city's territory is relatively safe, but outside of those is still wild
  - Not enough soldiers to secure that territory
- Grip on Detroit is still weak
  - Islands of stability centered on military bases and the few settlements they control
- Military resembles a prewar some
  - Infantry has green fatigues with a simple steel helmet and flak vest
  - Equipped with a semi-auto 5.56 rifle, some frag grenades, and a combat knife/bayonet
    - Sometimes SAWs and grenade launchers
  - Few units with functioning T-45 and T-51 power armor
    - Typically has laser weapons, plasma weapons, miniguns, and missile launchers
    - Elite shock troops
  - Calvary varies based on the unit
    - Bicycle is the most common and is similar to infantry but has select-fire 5.56, semi-auto pistol, and rocket launchers
    - Armored cars, mostly off-roaders, both military and civilian are less common

- Typically has a mounted .50 cal and is armored
    - Tanks are very rare, but the few that exist are able to easily turn the tide of battle
    - There is an elite unit of horse mounted calvary, the 1<sup>st</sup> Wolverines that are mainly used for deep penetration
      - Horses are sourced from Vault 39
  - Artillery has some light 105mm guns and some 155mm, but is mostly 84mm mortars
  - Kalamazoo has something unique: 3 squadrons of restored/newly built P-47Ds recovered from the air museum
    - Fuel is scarce, with synthetic gasoline and fusion cores going to the ground forces and gunboats, and are mainly used for recon and for smashing up large formations or fortified positions
- New Warsaw
  - Vault 55 was a vault that was meant to be filled with only deeply religious people, and was built in Hamtramck
    - Vast majority of dwellers were Catholic Polish-Americans
    - Vault opened in 2246 with no major incidents after radiation levels dropped to safe levels
      - Difficulties keeping population under control
    - Emerged to find most buildings just gone
      - All materials were removed by harvester bots with only a few landmarks remaining, ex. the airport, roads, statues and government buildings
        - Harvester bots marked this section as unusable and left it alone
      - Most of the foundations remained
      - Taking supplies from the warehouses and airport, the settlers formed crude shelters in the remaining foundations and simply covered the gap
    - Allowed for large scale farms to be planted
    - Populations explodes
    - Vault had little technical information but large amount of religious texts
  - Main population center is the airport
  - Airport fence was fortified and new buildings were made on the tarmac and around the terminal
  - HF radio transmitter allows contact with the Vatican but is unreliable

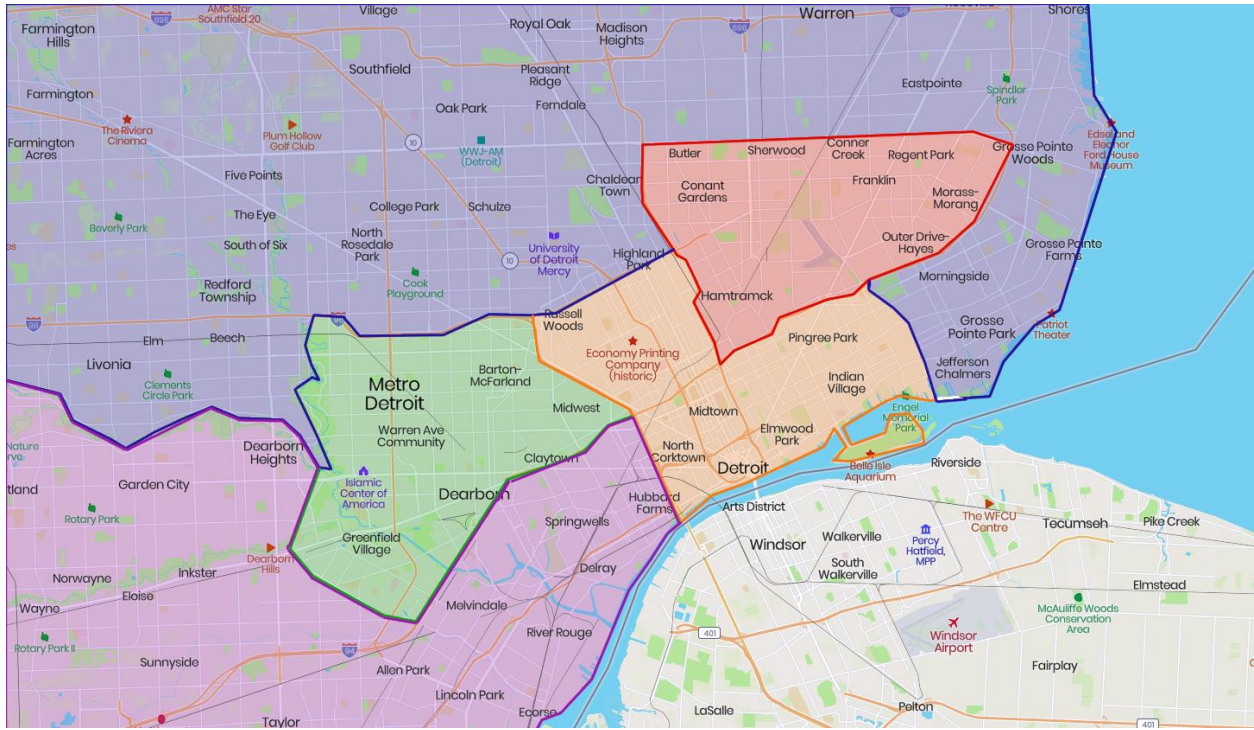
- Other important towns include vault town, centered around the vault, and St. Florian which is centered around a cathedral that miraculously survived and is home to small seminary
- Military is mostly civilian militia with a strong assortment of rifles, shotguns, and some grenade launchers and missile launchers
- Space between farms and towns is often dangerous but safer than GLU territories
- Has gained a reputation as a trading town, often trading with the other factions with their share of products from the factory, after taking the best for themselves
- Will ask players to help secure convoys, escort missionaries, defend against raiders and explore ruins for any more theological texts or parts to restore antenna
- Main goal is to maintain independence and to spread the Church across the wasteland
- Gearheads
  - Descendants of the original treasure hunters exploring Detroit after the radiation levels dropped
    - Mostly from the surrounding before the GLU absorbed
    - Most groups of treasure hunters either were killed by exploring the factory entrances or attacking the harvester bots, grabbed a small amount of loot from the warehouses and escaped, or died fighting other treasure hunters
    - Their ancestors were lucky and were able to penetrate the train station and use the cargo shipments there to take control of Detroit initially
      - Gained their name by using converted vehicles to rapidly blitz their way across the city and their affection for these vehicles
    - The inhabitants of Vault 55 were able to overcome the relatively low numbers of Gearheads through luck and surprise at the airport and establish New Warsaw
    - The GLU was able to easily seize the cut-off Warren plant
    - The Gearheads lost the Greenfield village exit due to an unexpected uprising of Ghouls
    - The Detroit Port exit was defended down to the last man, but was conquered by the Restorationists
  - Detroit train station was fortified in case of nuclear war and has survived relatively intact and is main headquarters for the Gearheads

- Their main goal is to form an independent Detroit where they control the output of The Factory
    - Aims to regain the glory days, where the city was theirs to do what they wanted to it
  - Somewhat isolationist and are distrustful, at best, toward outsiders
  - Small population limited by their hostile stance towards the other factions
  - Military consists of individual groups or gangs of people riding motorcycles, converted civilian cars, or military vehicles
  - Equipment varies wildly, based on what is available from The Factory output
  - Dedicated scavengers, using any materials available to improve and repair their vehicles
  - Specializes in rapid and quickly damaging strikes
    - Unlikely to find individual operations
  - Territory is mostly wild, with rubble and materials being harvested still by The Factory
- Restorationists
  - After the events at Navarro, the Enclave was left scattered and disorganized
  - Most Enclave groups were either disbanded, became raiders, or were hunted down by local powers
  - The Enclave group and territory that inhabited the remains of Wright-Patterson AFB were not one of these groups
    - Before Navarro, this Enclave group was one of the most successful occupying most of Ohio and Indiana and crushing most local tribes and opposing factions
    - The collapse of the Enclave leadership forced the group to retreat and consolidate their territory while being harassed and pushed back by surrounding groups
    - They took on a new mantle, The Restorationists with the aim of rebuilding the prewar USA with all that entails
    - Once they heard the rumors of The Factory in Detroit, they began an advance toward Detroit to take control of this invaluable resource for themselves
  - Restorationist territory is perhaps the safest of all the major factions but this comes at a cost
    - Most citizens are under authoritarian rule
    - High military presence is required to stay at home

- Most funding goes to the military with relatively low infrastructure and research investments
    - Resources and wealth are scarce
  - Restorationists have the most advanced military, with the highest proportion of power armored soldiers and vertibirds, along with other advanced weaponry, but only has a limited number of troops in the area
    - Were able to catch the Gearheads off guard and capture the port exit, but were unable to advance due to the guerilla warfare of the Revolutionary Ghouls, the rapid strikes of the Gearheads, and the presence of the GLU on their northwestern flank
- Ghouls
  - While most inhabitants of Detroit and Metro-Detroit were either killed in the initial blast or in the aftermath, some survived and thanks to extreme radiation, mutated into ghouls
  - Eventually, enough ghouls banded together and settled in what remained of Greenfield village and the Henry Ford museum
    - The high walls and fences, along with the sturdy and robust older buildings allowed them to create a secure and somewhat prosperous community as the radiation deterred human raiders and the walls prevented feral ghouls from attacking
    - Many cottage industries developed as they accepted any ghoul who was willing to contribute to the community
  - These ghouls expanded into the ruins of Dearborn and Allen Park as ghouls across the region flooded into the region and developed a new culture
    - Based on a deep commitment to other ghouls on the community
  - Eventually, the radiation dissipated and many ghouls came in contact with humans for the first time in decades
  - Some of the initial contact was neutral with some trade occurring between towns to the west
  - However, The Factory opened its doors and began moving its products through the Greenfield village exit
    - Some of the products, like advanced medical equipment and tools were a welcome addition, but much was traded away in order to prevent many craftsmen from going out of business
    - This proved to be their downfall as the Gearheads were able to breach the walls and conquer Greenfield village in a surprise and devastating attack
  - This attack devastated the ghouls and left them unorganized for a number of years but eventually a charismatic and cunning ghoul who had

lived in Dearborn before the Great War and was a veteran was able to organize a guerilla band of ghouls

- Through guerilla warfare the ghouls were able to expel the Gearheads from the Greenfield Village exit and reclaim their home
- During this war, the remaining ghouls became somewhat prejudiced against humans
  - Very distrustful at best, outright homicidal at worst
- Territory is safe for ghouls, but suicidal for a singular human or a small group to move through.
- Military is mostly guerilla fighters that specializes in hit and run strikes
- Goal is to create a large buffer zone around their core territory for expansion and to remove all humans



Great Lakes Union

New Warsaw

Ghouls

Gearheads

Restorationists