

Mutant Bikers of the Atomic Wastelands

The 20th Anniversary Edition!



A Fudge Roleplaying Game of
Post-Apocalyptic Motorised Mayhem



ABOUT FUDGE

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I. Introduction

Welcome to Mutant Bikers of the Atomic Wastelands, the post-apocalypse game of big guns, big bikes and diminutive IQs. In MBAW you play the role of a Wastelands bikers (mutant optional).

Wasteland bikers are free spirited individuals who live a nomadic existence roaming across the ruins of the Atomic Wastelands. They ride from town to town on their powerful motorcycles, sometimes alone, sometimes in small groups, searching for fuel and spare parts so that they can keep riding from town to town and carrying on searching for fuel and spare parts.

Bikers value their freedom (to ride from town to town...) and their bikes above all else. They hate the gangers, who threaten their freedom and pity the 'peds' (pedestrians – folks without wheels). What Wasteland bikers fear the most is losing their bikes and becoming a ped themselves.

Set in a vague not-so-distant future, the world of MBAW is an anarchic, barbaric and dangerous place. The bikers share the Wastelands with murderous gangs, deranged paramilitary groups and horrific radioactive mutant monsters.

About the 20th Anniversary Edition

I'll come clean with you guys, I have no idea if this is truly the 20th anniversary of the game. I didn't pay attention at the time, releasing MBAW didn't seem like a big deal. I would have never imagined that some two decades later MBAW would still get mentioned on gaming forums and that people would still be downloading and hopefully even playing this game. Like a true Mutant Biker, it's a survivor and its recognition of its survivor status I figured a new edition was due.

What this edition of MBAW is not is an update of the rules. All I've done is added a cover, touched up the original, shockingly low-res, illustrations, redone the layout and edited a few bits here and there. Other than that it is exactly the same game it's been for the last 20 years. You don't mess with a classic.

Rules Overview

MBAW uses cut down version of Fudge roleplaying game. Though this document contains all that is needed to run MBAW you may want to check out the official Fudge rules for more explanations, options and examples at <http://www.fudgerpg.com>



As in standard Fudge all traits are measured on the following seven-level sequence:

Superb Great Good Fair Mediocre Poor Terrible

So for example a Superb Skill level in MBAW would be the equivalent an '18' Skill level on a more conventional 3d6 scale.

Similarly all non trivial tasks a character performs are given by the GM a difficulty rating on the same scale. To succeed at a task, the rating of the character's most relevant Skill modified by a dice roll needs to be greater or equal than the difficulty rating of the task. The amount by which the a roll succeeds is called the relative degree.

There are a few other rules, but basically this is all there is to Fudge.

II. Character Generation

MBAW character are defined by Skills, Gifts and Faults. There are no attributes.

In MBAW all Skills default at Poor. Skills are bought using Character Points. Players get 30 points to spend at character generation. The cost of raising or lowering an attribute is:

Superb	Great	Good	Fair	Mediocre	Poor	Terrible
+5	+4	+3	+2	+1	0	-1

The cost is not cumulative. A a Great "Drive Like Mad" Skill costs 4 points not 9 (4+3+2+1). A player should not have more than one Superb or two Terrible attribute.

Players also start with 1 Gift. Further Gifts can be purchased at the price of a Fault. Players can also buy or sell Gifts. Each Gift or Fault is worth 6 points.

Skills

The list of recommended Skills is printed on the character sheet. They are:

Hit Real Hard: This Skill covers all forms of melee attacks, with or without weapons. Characters in MBAW are not expected to fence or display any particular finesse when pounding an opponent to pulp. If you really want your character to be a skilful rather than powerful fighter, buy a Sissy Skill (see below).

Dodge Out of the Way: The most useful Skill to avoid getting splattered. Also used for ordinary agility feats.

Shoot Real Straight: Used for guns, bows and slings.

Blow Things Up: Allows the character to build explosive devices out of whatever is available; fuel, ammo, potatoes, etc. The availability of materials determines the difficulty roll.

Patch People Up: Good healing rolls cures one level, Great two levels and so on. That means a Superb healing roll would bring an Incapacitated character back to normal (scratches don't require healing).

Fix Broken Stuff: Used to repair weapons. and identify and operate strange objects. Characters can automatically fix their own bikes regardless of their Skill level.

Move Real Fast: For running away or winning initiative.

Notice Things Happening: Covers all senses.

Interact With Others: Used for intimidating, charming or conning.

Throw Real Good: Used to throw all sorts of things from knives to grenades.

Drive Like Mad: Used for driving tests under pressure, as in a chase.

Move Real Quiet: Shhhh

Figure Things Out: Your character's smarts. A good roll on this Skill might yield a few clues. It is also used to resist Interact With Other or other mental attacks.

I Can Take It: Used to resist the effects of drugs, poisons, and alcohol. Can also be used in combat to reduce the amount of damage suffered. Every time a character is hit for at least a Hurt the player may request a roll.

Superb +: reduce the severity of the wound by two damage points

Great: reduce the severity of the wound by one damage point.

Good / Mediocre: no adjustment to the severity of the wound.

Poor or worse: increase the severity of the wound by one.

Exotic Skills: So, you think your character needs a different Skill from those listed above? Fine, just write it on the space next to Exotic Skill.

Gifts & Faults

A Gift is a positive trait; a unique special ability that a character can have. Most of these are mundane advantages (like Wealth), others like Animal Empathy border on the preternatural-natural. In MBAW a Gift can also take the shape of a radiation induced mutant power. This allows character to have clearly superhuman abilities if desired. Any superhuman ability is subject to GM approval and may either cost more than one Gift or be given a low "Use Gift" rating. Some possible gifts are:

Absolute Direction; Always keeps his cool; Ambidextrous; Animal Empathy; Attractive; Beautiful speaking voice; Bonus to one aspect of an attribute; Combat Reflexes; Contacts; Danger Sense; Extraordinary Speed; Healthy Constitution; Keen senses; Literate; Lucky; Many people owe him favours; Never disoriented in zero Gravity; Never forgets a name/face/whatever; Night Vision; Patron; Perfect Timing; Peripheral Vision; Quick Reflexes; Rank; Rapid Healing; Reputation as Hero; Scale; Sense of empathy; Single-minded - +1 to any lengthy task; Status; Strong Will; Tolerant; Tough Hide (-1 to damage) Wealth; etc.

Many Gifts require a Use Gift Skill. This is used to roll for a successful use of a Gift. The Use Gift rating is not purchased from the 30 character points but it defaults value to Good for most Gifts, though this many vary depending on the usefulness of the Gift.



Faults are anything that makes life more difficult for a character. They are the counterpart to Gifts and most of what applies to one applies to the other. The Use Fault attribute defines how intense the Fault is. This defaults to Good. Some sample Faults include:

Absent-Minded; Addiction; Ambitious; Amorous heart-breaker; Bloodlust; Blunt and tactless; Bravery indistinguishable from foolhardiness; Can't resist having the last word; Code of Ethics limits actions; Code of Honour; Compulsive Behaviour; Coward; Indecisive; Intolerant; Jealous of Anyone Getting More Attention; Lazy; Loyal to Companions; Manic-Depressive; Melancholy; Multiple Personality; Must obey senior officers; Nosy; Obsession; Outlaw; Overconfident; Owes favours; Phobias; Poor; Practical Joker; Quick-Tempered; Quixotic; Socially awkward; Unlucky; Vain; etc.

Fudge Points

Fudge Points are meta-game gifts that may be used to buy "luck" during a game. These are "meta-game" gifts because they operate at the player-GM level, not character-character level.

In MBAW, players always start every session with 3 Fudge Points. They cannot be saved for the next session so that players are encouraged to spend them freely. Here are some suggested ways to use them.

- 1) Spending a Fudge Point may accomplish an Unopposed action automatically. The GM may veto this use of Fudge Points for actions with a Difficulty Level of Beyond Superb.
- 2) A player may spend a Fudge Points to get an automatic +4 result, without having to roll the dice on an Opposed actions.
- 3) A player may spend one Fudge Point to alter a die roll one level, up or down as desired. The die roll can be either one the player makes, or one the GM makes that directly concerns the player's character.
- 4) A player may spend one Fudge Point to declare that wounds aren't as bad as they first looked. This reduces the intensity of any wound to a Scratch.
- 5) Fudge Points can be spent to ensure a favourable coincidence, subject to GM veto.

Equipment

There is one principle that governs all material possessions in MBAW: easy come, easy go. You rarely get to keep stuff between sessions, and even the stuff you have breaks easily. But that's okay. Hoarding things doesn't go well with the nomadic lifestyle of the bikers.

There are three types of equipment to consider; weapons, bike stuff and junk. There is no money in MBAW. One assumes what little trade the party does engage in is paid in junk or fuel. This process is should be transparent to the players and require no bookkeeping.

The weapons characters get are allocated randomly. At the start of every session each character starts with three weapons randomly rolled on the Big Weapons List table found at the end of the book. During the course of the game characters may obtain more.

They may also lose the weapons they have. In combat a roll of -3 or worse indicates a weapon malfunction. A Great Fix Broken Things is required to repair it, otherwise it is discarded.

Any weapons the character has the end of the session are also discarded and a new set generated at the start of the next session. This not only simulates the inherent uncertainties a of scavenger economy, it also annoys the players no end.

Similarly characters always start an adventure with a bike, even if theirs was blown apart in the previous adventure. From time to time players will find significant spare bike parts that will award them bonuses on their Drive Like Mad Skill. These bonuses also last only until the end of the session.

Junk is anything else the party finds. From bottles of cognac to mousetraps or even an old jukebox, junk is there to add colour. Actually coming up with 'good' junk can be more difficult than it seems, so you might want to borrow loot tables from other game systems. If a character really gets attached to a piece of junk (the Mona Lisa for example) a nice GM might allow him to keep it even between sessions. The question is, are you a nice GM?

III. Mechanics

This chapter concentrates on the mechanics of MBAW. Readers familiar with Fudge should have no problem following them. The rest are encourage to download a copy of Fudge from <http://www.fudgerpg.com>.

Reading the Dice

MBAW is best run using Fudge dice. Fudge dice are cubes like d6s, but instead of numbers the faces display two '+' signs, two '-' signs and two blanks. To use Fudge dice simply roll four Fudge dice and add up the total. The result will be a number between -4 and +4.

On the character sheet, there should be a simple chart of the attribute levels, such as:

Superb Great Good Fair Mediocre Poor Terrible

To determine the result of an action, simply put your finger on your trait level, then move it up (for plus results) or down (for minus results). Thus, if your Skill is Fair, and the GM says you need a Good result or better to succeed, you need to roll +1 or better.

The use of Fudge dice is highly recommended. If they are not available you can use two ordinary six-sided dice, ideally of different colour, and treat one as positive the other as negative. This method will generate results between +5 and -5. This is not mathematically identical to using Fudge dice, but Wasteland bikers aren't usually that fussy. You might want to raise the weapon malfunction threshold to -4 in that instance.

Action Resolution

For each Unopposed action, the GM sets a Difficulty Level (Fair is the most common) and announces which trait should be rolled against. The player then rolls the four Fudge dice against the Skill in an attempt to equal or better the score.

To resolve an Opposed action between two characters, each side rolls against the appropriate trait and announces the result. The traits rolled against are not necessarily the same.

For example, a seduction attempt would be rolled against a Interact With Others Skill for the active participant (or possibly a Gift) and against the Figure Things Out Skill. There may be modifiers: someone with a vow of chastity might get a bonus of +2 to his Will, while someone with a Lecherous fault would have a penalty - or not even try to resist.

The Game Master compares the rolled degrees to determine a relative degree.

An Opposed action can also be handled as an Unopposed action. When a PC is opposing an NPC, have only the player roll, and simply let the NPC's trait level be the Difficulty Level. This method assumes the NPC will always roll a 0. This emphasizes the PCs' performance, and reduces the possibility of an NPC's lucky roll deciding the game.

As a slight variation on the above, the GM rolls 1dF or 2dF when rolling for an NPC in an opposed action. This allows some variation in the NPC's ability, but still puts the emphasis on the PCs' actions.

Combat

Each attack is an Opposed Action that will typically use the attacker's Hit Real Hard or Shoot Real Straight Skills against the targets Hit Real Hard or Dodge Out of the Way. If a PC is fighting an NPC the GM can treat combat as an Unopposed action by assuming the NPC will always get a result equal to her trait level.

To determine the damage generated by the hit, add the relative degree of success to the weapon bonus. For example if a Great pistol shot is fired against a Fair Dodge, the relative degree of success is +2. The pistol does +3 damage bringing the total to 5.

Wounds & Healing

Each character sheet has a wound record track that looks like this:

	1, 2	3, 4	5, 6	7, 8	9+
Wounds:	Scratch	Hurt	Very Hurt	Incapac.	Near Death
	○ ○ ○	○	○	○	○

NPC's and monsters have a different, more restricted, wound records.

	1-4	5-6	7+
Wounds:	Hurt	Very Hurt	Down
	○	○	○

This give the players a real edge and reduces bookkeeping for the GM, making everyone happy. You can always alter the range for individual monsters.

The labels describe the wound levels. These are:

Scratch: No game effect. They heal on their own after combat.

Hurt: Character is at -1 on all Skills

Very Hurt: Character is at -2 on all Skills.

Incapacitated: Character is out cold.

Near Death: Character will die if no one takes care of him.

Note there is no hard and fast rule on death. It's the logic of the situation that will determine if the character can recover from Near Death or not.

The numbers above the wound levels represent the amount of damage needed in a single blow to inflict the wound listed under the number. For example, a blow of three or four points Hurts the character, while a blow of five or six points inflicts a Very Hurt wound.

The boxes below the wound levels represent how many of each wound type a fighter can take. When a wound is received, mark off the appropriate box. Once the box for a particular level of wound is filled, any wound of that level is upgraded to the next higher level. So, for example, a character that takes two Very Hurt results without taking any other hits is Incapacitated, since that is the next highest wound level.

Note that three boxes are provided under Scratch. A Scratch wound will not make a fighter Hurt until he receives his fourth Scratch. A Scratch will never raise a character's wound level beyond Very Hurt.

NPC pawns don't need the system above. A simple three-stage system of Undamaged, Hurt, Out of the Battle is good enough for most of them. Simply make a mark under an NPC's name for Hurt, and cross out the name for Out of the Battle.

MBAW is meant to be played at a fast and furious pace. As such it is not desirable for characters to stay wounded for long. Hence characters can regain full health after whatever the GM deems a suitable interval. As a general guideline if the next 'scene' is in a different location or a day or two later it is probably a suitable interval. For characters in a hurry there is the Patch People Up Skill.

Stun, Knockout, and Pulling Punches

A character can try to stun an opponent. Damage is figured normally, but is treated as stun result and will automatically heal up like Scratches after combat is over.

Likewise, a player may choose to have do less than full damage with an attack. To pull your punch, simply announce the maximum wound level you will do if you are successful

III. Wasteland Bestiary

Gangers: Gangs come in all shapes and forms. The one thing that defines them all is that they exist only to make life miserable for the rest of us, peds and bikers alike. Gangers come in in three categories: Crap, Average and Top Dogs.

Crap gangers are wimpy and they exist mainly for comedy relief. Arm them with baseball bats, chains and perhaps the odd crossbow.

Average gangers are your basic cannon fodder. To equip them roll once on the Big Weapons List table for each individual.

Top Dog gangers are almost full NPCs and you ought to choose a weapon that suits the character or gang. You can use a Top Dog ganger as the leader of a Average Gang. A group of Top Dog Gangers might also be used as the elite body guards of a major gang.



Top Dog Ganger

Shoot: GOOD
Hit: GREAT
Dodge: FAIR
Figure Out: FAIR
Move Fast: GOOD
Notice: FAIR
Drive: GREAT

Crap Ganger

Shoot: MEDIOCRE
Hit: FAIR
Dodge: MEDIOCRE
Figure Out: POOR
Move Fast: FAIR
Notice: MEDIOCRE
Drive: FAIR

Average Ganger

Shoot: FAIR
Hit: GOOD
Dodge: FAIR
Figure out: MEDIOCRE
Move Fast: FAIR
Notice: FAIR
Drive: GOOD

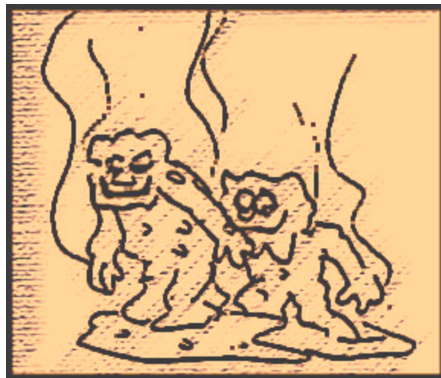
Army Men: When the bomb went off, the military made sure they were safe in underground bunkers. Generations of living underground has turned them into pale, sickly, deranged creatures with a taste for human flesh and an obsessive desire to rid the USA of all communist mutants. Physically weak, army men can count on good modern weapons. They might also have robots at their disposal. Army men do not like sunlight.



Army Men
Shoot: GOOD
Hit: POOR
Dodge: POOR
Figure Out: GOOD
Move Fast: TERRIBLE
Notice: FAIR
Drive: POOR

Mouldmen: Mouldmen live in sewers, abandoned basements and other dark, underground places. They are not evil, but are fiercely territorial and will not tolerate any intrusion. Mouldmen may not seem like great fighters but they do emit a stench that requires a GREAT I Can Take It result to resist. Otherwise the character is at -2 on all actions. Mouldmen also take half damage from all weapons except flammers and Molotov cocktails.

Mouldmen
Shoot: N/A
Hit: GOOD
Dodge: POOR
Figure Out: POOR
Move Fast: POOR
Notice: FAIR
Drive: N/A

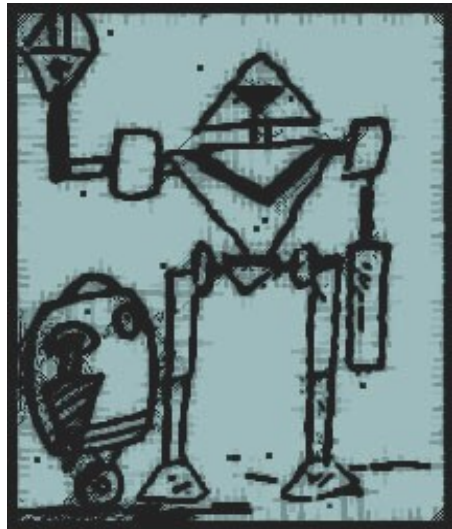


Robots: Army Sterilizer Units are a fearsome opponent. They have mounted chain-guns (+6) on one arm and a heavy claws (+2) on the other. Worse still these robots are invulnerable to weapons that do less than +4 damage. The mounted gun can be converted into a portable weapon with a GOOD Fix Broken Stuff role and 3-4 hours of hard work (let's face it, your players will want to try that).

Utility bots are not used for combat. They are used for communications and maintenance. These bots are smaller, smarter and faster than the Sterilizer Units which they like to make fun of. Unfortunately most of the jokes lose something in their translation from binary.

Sterilizer Units

Shoot: GOOD
Hit: GREAT
Dodge: POOR
Figure Out: POOR
Move Fast: TERRIBLE
Notice: GOOD
Drive: N/A



Utility Bot

Shoot: N/A
Hit: FAIR
Dodge: GREAT
Figure Out: FAIR
Move Fast: GREAT
Notice: FAIR
Drive: N/A

Peds: (Pedestrians) Ordinary folk who have to grow food and do useful stuff for a living. They tend to live in small, isolated communities. A Ped might own a bike, but if he does not embrace the lifestyle he is still a ped. Peds are hopeless in combat.

Peds

Shoot: POOR
Hit: POOR
Dodge: FAIR
Figure Out: FAIR
Move Fast: GOOD
Notice: FAIR
Drive: POOR



Ghouls: Ghouls eat people. Ghouls kill people. However they can't eat the people they kill. Bummer, huh? What Ghouls have learned to do is to lure people to dangerous places and hope for the best. Ghouls can be pretty clever and a few of them can pass as humans (in the dark, downwind...).

Ghouls

Shoot: N/A
Hit: FAIR
Dodge: GOOD
Figure Out: FAIR
Move Fast: GOOD
Notice: FAIR
Drive: N/A



Monsters: The radiation levels of the Atomic Wastelands has had drastic effects on the local fauna: it's pretty much killed it off. What survived got smarter, bigger and meaner. These are the monsters that populate the world of MBAW. You can have any kind of monster in MBAW. From picnic wrecking giant ants to Japanese style city-stompers; anything goes. You can use the stats for a generic monster listed here but you will probably want to create some more specific monsters to suit your adventures. Consider special vulnerabilities/invulnerabilities, for example anything seriously big will probably need at least a +4 weapon to grab its attention.

Generic Monster

Shoot: N/A
Hit: GREAT
Dodge: FAIR
Figure Out: POOR
Move Fast: FAIR
Notice: FAIR
Drive: N/A



IV. GM Section

The following section contains a few scenario ideas and general tips for running MBAW.

Adventure Seeds

Land sharks: The party sees a large, well preserved service area off the road. The land surrounding it is rocky, broken terrain. Below lives a pack of land sharks, but we aren't going to tell the players that, are we? Movement on the broken terrain is slow. Allow the party get to the station safely and explore freely. They should find all sorts of goodies; spare parts, petrol, beer, baseball trading cards. As they explore, play on their paranoia. make them jump at the odd noise as they carefully search that dark cellar. However the station itself is perfectly safe. When the players eventually decide to leave, their bikes burdened with loot, it is then the land sharks attack!



The Wicker Man: Attracted by the smell of burning rubber one night, the party stumbles on what looks like a pagan ritual. A large wicker man has been built out of all sorts of garbage. Tires are prominent and indeed the wicker man is vaguely reminiscent of the Michelin Man. In the centre of the wicker man is a cage with a couple of peds (an old man and a little girl - his niece) and a busted washing machine. Below a group of hooded cultists are doing cultish things (chanting, dancing and getting high). If the party decide to intervene (there are a lot of good tires going to waste), the cultists will draw large knives and attack them. The cultist are crap and the party should have no trouble dealing with them. As soon as the players start feeling confident, wicker man will start to stir. The giant creature will then

move against the party and attack them. The wicker man is real tough cookie. It can take loads of damage and any player hit by its massive fist might need to burn a Fudge point. However, if the party is observant they might notice the leader of the cultist frozen as in some sort of trance. It is his telekinetic power that is subconsciously animating the wicker man. A smart biker might figure out that a good whack on the leader's head and the contest is over. Then again they might just keep hacking at the wicker man and hope for the best.

Guess Who is Coming to Dinner: At some stage the party might earn the gratitude of some peds, for example saving the old man and his niece in The Wicker Man encounter. Ostensibly to thank the PCs, the peds invite them over for dinner. This pleasant evening turns sour when the party, suddenly hear the sound of helicopters overhead. As they try to get up, they will feel dizzy and weak. They should be able to figure out that the nice peds have drugged their food. The drug is not lethal but the PCs are -2 on all actions. The peds have sold the party to the military and will keep out of their way as the drugged out PCs try to resist capture. Hopefully the party will manage to avoid capture, but be prepared to run an escape scenario in a military underground base should they fail.

The Bikers: This isn't so much an adventure seed as a way to introduce one. The party meets other group of Wasteland bikers (say a couple with their new born baby in a cradle mounted on their bike) . This could occur in the ruins of an ancient city, at an lemonade stand in the middle of nowhere, or in a ped village. It's a good chance to swap stories, hand out clues and play out the a general attitude of the bikers.

The Pink Knight: The Pink Knight is an example of a possible recurring NPC. Have the party spot a pink bi-plane flying above them from time to time. Tickle their curiosity without making much of it. Sometime later you can run this encounter so that they can actually meet. They party is on the outskirts of a village currently being trampled by a Godzilla look alike. Meantime, in the air, the Pink Knight's bi-plane is fighting back. Eventually the monster is driven away. If the party has helped (the bi-plane, not the monster!) the plane will land and the the pilot will introduce herself. Her name is Francesca. She is a mix between Mad-Max and Penelope Pitstop. She doesn't hang around for long, as her mission of cleaning up the Wastelands is calling her. However, she can pop up in any other adventure.

Classic Ambush: The bikers notice an unusually well preserved abandoned truck on the side of the road. Ensure that either via the type of truck or the logo on it's side suggest it might be transporting something of interest to one of the characters (junk food perhaps?). It is of course an ambush. If the party investigate the Iron Overlords gangers hiding in the back of the truck and in the surrounding foxholes will attack. The truck is empty but the gangers might have useful stuff to loot afterwards.

Spare City: At some point (The Bikers encounter for example) the party will hear rumours about Spare City, a place just packed with motorcycle parts and tools. They will also hear about its mysterious custodian, but the tales are contradictory. If the party go find Spare City they'll discover the rumours are true. There is an underground multi-storey car park where the directions indicated. The deeper the level the more there is to scavenge. If the party is quick, they can be in and out without getting in trouble. If they linger and get greedy, they will eventually meet Albert. Albert is a jolly simpleton in mechanics overalls. He'll greet the party and wish them a Merry Christmas. This might confuse the PCs (it is nowhere near Christmas) but for Albert it is Christmas everyday. Like a classic B-movie loony, Albert captures visitors to his garage and forces them to celebrate Christmas everyday with him. He's got half a dozen 'guests' bound and gagged in his living room next to his Christmas tree. And he plans add the PCs to his collection. Initially he'll try simply to subdue the PCs by offering drugged refreshments (Albert has got all the traditional Christmas stuff, from turkey to port) but if that fails he'll resort to brute force.

Peds at the Barricade: As the characters roar up to a town, they are confronted by a very rickety barricade constructed out of bits of wood and rusted car bodies. The barricade is manned by a rag-tag assortment of peds, wielding weapons no more powerful than blunt garden rakes. If the characters talk to the peds, and win their confidence, the peds will tell them that their town has been repeatedly terrorized by a band of gangers. If the characters help the peds by routing the gangers, they will be rewarded with a secret stash of fuel, spare parts and stuff.

Ambush Alley: The characters are driving along a sandy trail towards a range of low hills. They encounter a crossroads, with a crudely hand-painted sign saying 'Ambush Alley' pointing off towards the hills. If the characters choose to follow the sign they will shortly enter a narrow, windy valley, where a stock-standard ambush will take place (rocks being tumbled down on them, that sort of thing). If the

characters chicken out and take the other road, a bunch of sand-worms will rise out of the desert around them and attack them by blasting streams of sand at them from their mouths.

The Search for Elvis: The characters are approached by two Elvis impersonators on bikes. These guys are wearing white jewel-encrusted jumpsuits open to the waist, medallions, sideburns, you know the drill. Make sure you do the accent and sneer. The Elvii will engage the characters in conversation, asking them if they've seen Elvis. If the characters say yes, the Elvii will whoop and holler in delight, and race off in the direction the characters indicated Elvis was. A little further on the characters will encounter a huge slow-moving platform on massive tracks (think of the thing which lugs shuttles out to the launch pad). It is flat on top, and the characters can drive up on it if they want. A huge replica Elvis is standing in the centre of the platform. Everybody on the platform looks, talks and dresses like Elvis. The Elvii entreat the characters to join them in their holy search for Elvis. If attacked, the Elvii will respond by playing their guitars very badly to drive the attackers away.



Tips For Running MBAW

MBAW is by designed a beer and pretzel game. Create some wacky characters and watch them go in a spectacular in a ball of flames.

The game works best if adventures have an episodic structure. MBAW is not intended as campaign material, though of course MBAW campaigns can and have been played. The following tips describe ways to capture the intended tone of the game.

Pace: It stands to reason that a game based on bikers will benefit from a break neck pace. From character creation to character cremation, you'll want things to move fast. Try to give the game that 'wind rushing through your hair' feeling. You know that you are doing things right when the players start making 'vroom, vroom' noises.

Colour: Ultimately, colour is what the game is all about. Your challenge as GM of MBAW is to inject as many quirky, deranged and bizarre details in the setting and NPCs as you can. Even in the context of a random encounter, try to add that extra bit of detail. Maybe everyone in this particular gang wears old, tattered tuxedos, maybe they only use cooking implements as weapons. It doesn't matter if the twist isn't particularly funny or original, every little bit adds to the general chaos. The main exception to this rule are Peds, who should always remain in the background.

The Terrible Truth: There is one secret truth that the players must never, never discover about MBAW; at the end of the day, the peds are the people who really matter. They are the ones with real lives and who are doing important things like raising families and slowly rebuilding the world. Compared to that the existence of the a typical Wasteland bikers looks pretty shallow. Which is why the players must never be given the chance to think about it. Should your players ever start thinking about these issues, talk about settling down and start making plans for their old age, you've clearly made the world too real. It'll be difficult to recapture the wild and reckless spirit the game was designed for. Introspection and MBAW just don't mix.

Keeping up a fast pace is one way of keeping the players mind off from the Terrible Truth. The other thing you can do is to break up any sense of continuity.

While most games improve as the setting becomes more developed and detailed, in MBAW continuity is dangerous. Any sense of continuity gives the players a logical framework with which to start making sense of the world. That's bad. Not only does it bring the players one step closer to the Terrible Truth, it also limits the GMs creative options. The last thing you need is a smartass player asking embarrassing questions like "What's a dinosaur doing here anyway?"

A few simple steps can help reduce the sense of continuity such as:

- Don't give players maps. Don't even think in terms of maps.
- Don't make ped settlements too interesting. Sometimes just giving the settlement a name is too much. Hell, don't even give peds names if you can avoid it.
- Use those cinematic fades or sharp cuts between scenes.
- Don't attempt to account for the time between adventures. If you decide to run one episode in the ruins of Washington DC and the next somewhere with a generic Mexican feel, don't bother to tell the players how the characters got there, how long it took or even why they went there in the first place. In theory the adventures might not even be in chronological order, though that could get real confusing.
- Remember the only thing they can take with them between sessions are their EP and possibly a few of the more interesting bits of junk. Make sure characters re-roll all their weapons. Injuries, broken or stolen bikes and spent Fudge points are all restored at the start of the next session.

As always there are exceptions. Recurring NPCs are okay. And recurring jokes are a must. Other than that, it is just question of going with what works and having a good time.

The Big Weapon List

1. Baseball Bat (spikes optional) Damage +1
2. Bull Whip or Bolas
3. Metal Chain
4. Meat Cleaver
5. AxeDamage +2
6. Bowie Knife
7. Balanced Throwing Knife
8. Bow and Arrows
9. Molotov Cocktail
10. Pistol Damage +3
11. Crossbow
12. Sledgehammer
13. Pump Action Shotguns or Rifle Damage +4
14. High Calibre Pistol
15. Chainsaw
16. SMG or Assault Rifle Damage +5
17. Flamethrower
18. Dynamite Stick or Grenade (cluster of 3)
19. Chain Gun Damage +6
20. Rocket Launcher (1 rocket) Damage +10

At the start of each session roll 1d20 3 times for each character to determine their initial equipment (remember they can't carry the loot from the previous adventure into the current adventure). You may reroll duplicates.

-- Mutant Bikers of the Atomic Wastelands --

Name: _____

Character Portrait

Attributes

Hit Real Hard _____
 Dodge Out of the Way _____
 Shoot Real Straight _____
 Blow Things Up _____
 Patch People Up _____
 Fix Broken Stuff _____
 Move Real Fast _____
 Notice Things Happening _____
 Interact With Others _____
 Throw Real Good _____
 Drive Like Mad _____
 Move Real Quiet _____
 Figure Things Out _____
 I Can Take It _____
 Exotic Skill 1 _____
 Exotic Skill 2 _____

Fudge Points: _____

Experience Points: _____

GIFTS & FLAWS

Gift 1 _____	Use Gift 1 _____
Gift 2 _____	Use Gift 2 _____
Gift 3 _____	Use Gift 3 _____
Flaw 1 _____	Use Flaw 1 _____
Flaw 2 _____	Use Flaw 2 _____
Flaw 3 _____	Use Flaw 3 _____

EQUIPMENT

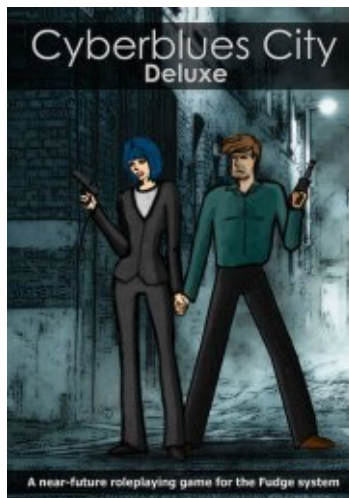
	1,2	3,4	5,6	7,8	9+
Wounds:	Scratch	Hurt	Very Hurt	Incapac.	Nr. Death
	0 0 0	0	0	0	0

 | SUPERB | GREAT | GOOD | FAIR | MEDIOCRE | POOR | TERRIBLE |

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