

Enclave Civil War Campaign

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Story Line

This Campaign takes place in the regions of Fallout 1 and 2. The story is this; a group of Elites is frustrated with the way the Enclave is being governed. The leader of this group is none other than the famous Captain Anthony Fassard (Enclave Campaign Resource Guide). The others are Alexander Rayes, Christine Wolf, and the reclusive Frank Jaeger. After Fassard's alleged death, the rest of his group defect and are ardently sought after by the Enclave. Leading the search is Major Jane Henderson. The story Line can easily go like this with a split down the middle as to where the two teams are going. The party should have close affiliation to the Enclave in order to make it easier to do this storyline, this is not to say Brotherhood cant get involved with this, it just means that its harder to get them involved in the storyline of this group. The storyline will flow fluidly to the end of the story. This campaign has two Objectives:

- 1) Assassinate/ Prevent the assassination of the Enclave Government Officials.
- 2) Finish the Enclave War with Amian once and for all.

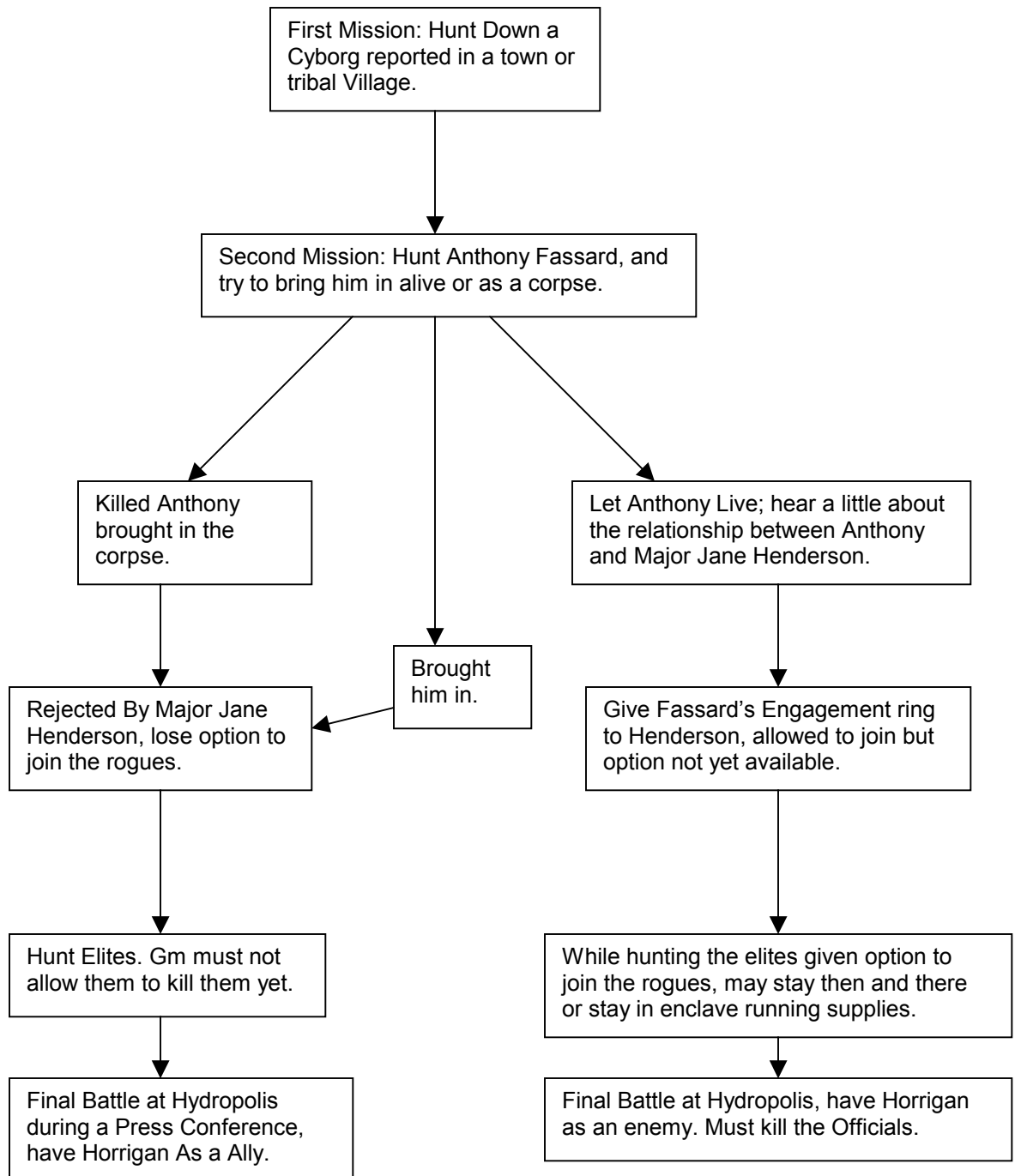
This Means that you must complete these two objectives in that order. Destroying Amian would not help fulfill the first objective, but the first objectives completion will help to finish the second. It doesn't help to take out a threat to the Enclave if the Enclave will try to stop you every step you take. The point of this Campaign is that it is often hard to get Enclave characters to do anything worthwhile. This storyline will allow action both entirely in the enclave or on the mainland as well.

For those that wish to use this campaign these are events that must happen with your parties:

- 1) The group must be involved in hunting down at least one cyborg to show the threat of Amian.
- 2) The group must find Fassard and make the decision to either kill him or spare his life. This is a critical part of the story and this action alone will determine the shape of the campaign.
- 3) The rogue group of Enclave Elites must be introduced somehow as either back up for Fassard or sending the PC's out to hunt them.
- 4) The group must take part in the Final Battle Of Hydropolis. Whether they support or oppose the rogue group makes no difference, it just determines the targets for the battle.
- 5) Which ever side the group was on, the Enclave members of the PC party MUST fight Amian destroying the threat to the enclave forever. While you can totally blow off objective two it is incredibly fun to watch as the characters you cultivated destroy the final threat to the Enclave.

Plot Line

This is Basically the Plot in a Nutshell and shows the actions affecting. This section also has tips for use if you wish. Since I have no trouble with Rping multiple groups I can get away with one of my tips. The starting box is a recommended first mission for your newbie enclave privates. The rest is entirely up to you between plots. One thing I did was taking a little liberty here for Storyline so I'll show you what I have. Feel free to modify if you see fit. I will have bios for the two Enclave NPCs that are used straight from the book here.



That will end the First Half. From here the story has one line and it will be one long battle into the heart of Amian's hideout ending with the destruction of Amian himself. The only problem is that the battle into Amian's lair will cost much ammunition and stimpacks, allowing for an interesting situation where every bullet counts. You can make a resupply possible, but making it hard to accomplish may just need to happen in order to prevent the entire we're all powerful motif that enclave gamers can get. The point is that the enclave is strong, but not all-powerful. To say that would be to say that the U.S. is immune to any threat.

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NPCS

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Name: Christine Wolf
Profession: Enclave Special Ops Teacher / Assassin
Age: 36
Race: Human
Sex: F
HP: 120
XP Value: 2000
CC%: 16
AP: 10

Traits: Enclave Citizen, Finesse
Perks: Sniper, Enclave Covert Ops.
Training, Sharpshooter, Bonus Ranged Damage (1), Enclave Combat Training (3)

Karma: 150

ST: 7
PE: 10
EN: 10
CH: 6
IN: 8
AG: 10
LK: 6

SG: 150
BG: 100
EW: 25
Unarmed: 80
Melee Weapons: 65
Lockpick: 65
Throwing Weapons: 23
First Aid: 95
Doctor: 56
Piloting: 25
Sneak: 105
Steal: 78
Traps: 21
Science: 86
Repair: 95
Speech: 60
Barter: 0
Gambling: 0

Outdoorsman: 65

Equipment: PSG-1 Sniper rifle, Invader XII sniper rifle,

Bio: Christine Wolf is an accomplished veteran of the Special Forces. After serving for ten years in the Enclave Special Forces, she got a job training the new breed of Special Forces. Trained Major Jane Henderson in the uses of her guns. After finding out about Anthony Fassard's death she joins the other Elites in deserting her post and escaping to the mainland.

Name: Major Alexander Rayz
Profession: Enclave Heavy Support
Age: 37
Race: Human
Sex: M
HP: 180
XP Value: 2000
CC%: 4
AP: 10

Traits: Enclave Citizen, Gifted
Perks: Enclave Combat Training (3), Enclave Survival Training (3), Enclave Bio Lab Training, Action Boy

Karma: 120

ST: 10
PE: 6
EN: 10
CH: 5
IN: 10
AG: 7
LK: 4

SG: 120
BG: 220
EW: 26
Unarmed: 98
Melee Weapons: 105
Lockpick: 98

Throwing Weapons: 58
First Aid: 156
Doctor: 125
Piloting: 97
Sneak: 5
Steal: 12
Traps: 120
Science: 156
Repair: 23
Speech: 65
Barter: 0
Gambling: 0
Outdoorsman: 150

Equipment: Vindicator Mini-Gun, Combat
Armor Mark 2

Bios: Impressive strategist, Alexander
Rayes has always tried to outthink his
opponents. Member of the Heavy Weapons
squadrons, he has gained a reputation as a
good person to have on your side when
you're in a jam.

Name: Frank Jaeger
Profession: Enclave Demolitions teacher/
Demolitions expert
Age: 36
Race: Human
Sex: M
HP: 120
XP value: 1500
CC%: 5
AP: 8

Traits: Enclave Citizen, Combat Instinct
Perks: Night Vision, Demolitions expert,
Enclave Combat Training (3), Enclave
Covert Ops training, Loner

ST: 7
PE: 6
EN: 5
CH: 1
IN: 9
AG: 6
LK: 5

SG: 60
BG: 125
EW: 34
Unarmed: 68
Melee Weapons: 155
Lockpick: 25
Throwing Weapons: 36
First Aid: 65

Doctor: 45
Piloting: 109
Sneak: 65
Steal: 0
Traps: 120
Science: 32
Repair: 0
Speech: 25
Barter: 0
Gambling: 0
Outdoorsman: 78

Equipment: 40mm Grenade Launcher,
Desert Viper, .223 Pistol

Bio: Frank Jaeger has always been a loner.
Known to work for days on things without
being seen, he is only truly happy when he's
blowing things up or setting traps for his
enemies. A member of the elites of the
enclave he left, mysteriously he hasn't
shown up and is currently missing.

Name: Joshua Percy
Profession: Repairman / Field Medic
Age: 25
Race: Human
Sex: M
HP: 80
XP value: 1500
CC%: 2
AP: 9

Traits: Genius, Gifted
Perks: Living Anatomy, Mr. Fixit, Medic,
Healer (2)

ST: 8
PE: 9
EN: 7
CH: 3
IN: 10
AG: 8
LK: 2

SG: 65
BG: 98
EW: 2
Unarmed: 68
Melee Weapons: 65
Lockpick: 21
Throwing Weapons: 45
First Aid: 98
Doctor: 120
Piloting: 46
Sneak: 12

Steal: 32
Traps: 45
Science: 125
Repair: 125
Speech: 3
Barter: 25
Gambling: 0
Outdoorsman: 56

Equipment: Tool Kit, Field Medical Kit/ first aid kit

Bio: Josh is a strange addition to the Enclave. Not a true member, He was allowed to work since he was able to repair things he knew relatively nothing about. A regular at the Navarro base he's restricted to the base, unless someone needs him for a mission. Even then he has little to no freedom. Originally from the Den.

Old NPCs

This area is additions to the older bios. Use it or lose it.

Major Jane Henderson: Engaged to Fassard, she was waiting to elope with him the night when his Inca was shot down. Secretly working to get rid of the government to return to a true democracy. Putting her career on the line for something she believes in.

Captain Anthony Fassard: The Original advocator of revealing the enclave to the public, he was nearly killed when his Inca was fired upon by a "malfunctioning" missile guidance system. Working on the mainland to return to the Enclave he is trading information with the BOS about why their vertibirds aren't working, in return for supplies.

Perks & Traits

Traits

These are traits you can use to help you. I am listing the Enclave Citizen trait here, since it is vital to the campaign. Like all traits these are optional.

Enclave Defector – You were a member of the enclave, but for some reason you decided to leave. You are hunted by assassins, but still have that familiarity with technology. Since you now live in the wastelands you don't get the -10% penalty to your outdoorsman. You're just on the enclaves Hit List.

Enclave Citizen – You were born in the Enclave. You must take this trait in order to play an Enclave Character. Your outdoorsman skill is 10% less; you are prohibited to show anything that would somehow reveal the existence of the

enclave to "outsiders". All High Tech equipment is familiar to you, so you can operate a computer or a repair a robot with minimal science skills.

Perks

These perks are supplements for those non-enclave or enclave defectors. In order to have these perks you must be an Enclave Defector, or be somehow tied to the Rogue Group of Enclave.

Sniper Training

This perk gives a +15% bonus to Small guns and a +10% bonus to Big Guns. Two months of training are needed.

Requirements: Level 6, Time with Christine Wolf..

Heavy Weapons Training

This perk gives +25% to Big guns. Two months training required.

Requirements: Strength 7, level 9, time with Alexander Rayz.

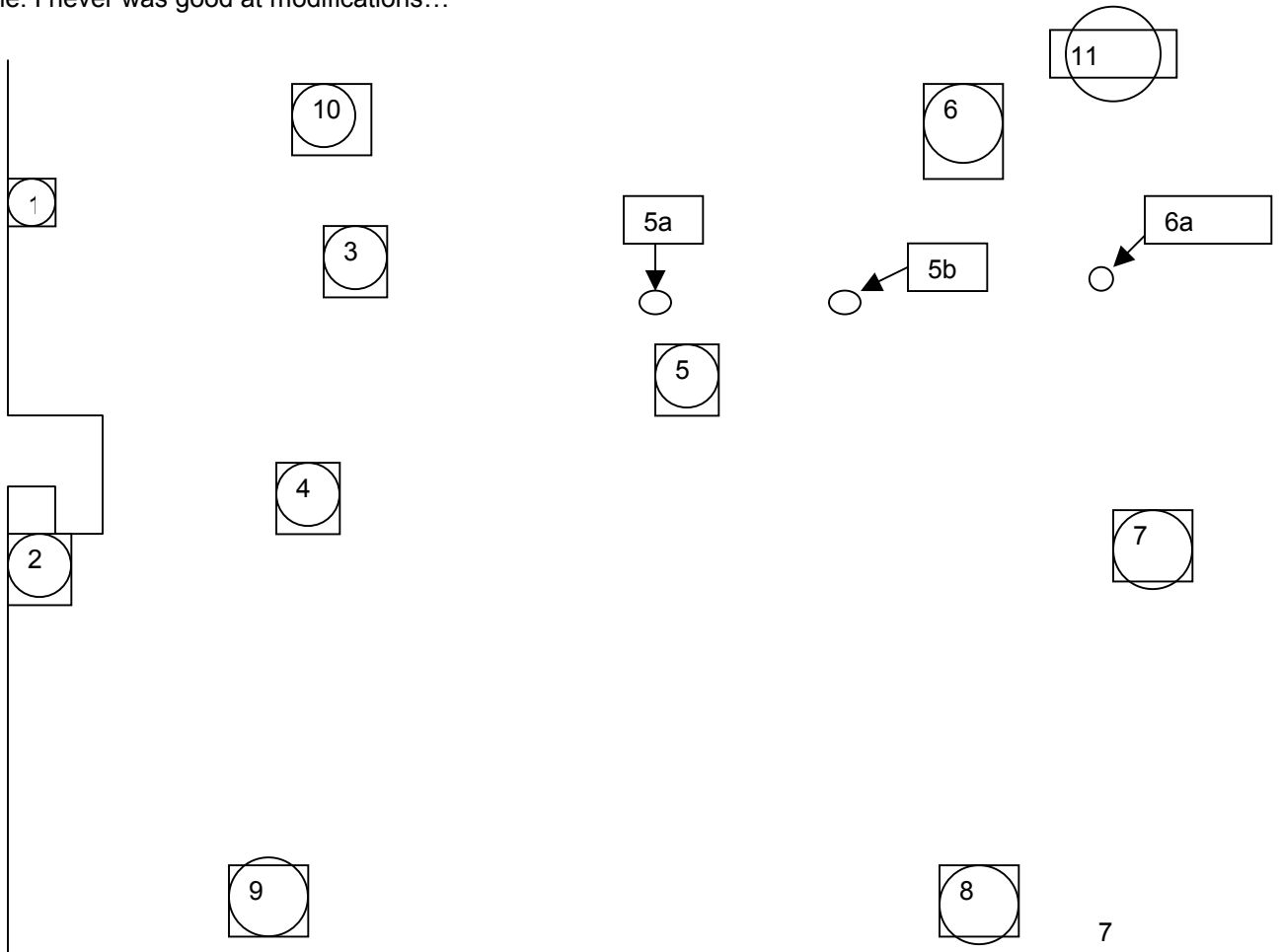
Demolitions Training

This perk is the big one. It gives +30% to traps and +30% to Big Guns. The catch is that you must find Frank Jaeger and train two months with him. (GMs Note: please try to make this difficult to accomplish, this is a big trait)

Requirements: Strength 7, Intelligence 7, time with Frank Jaeger

Maps

Here is the Maps section please excuse the stupidity of me having to actually go out and draw one. I never was good at modifications...



1. Navarro Military Outpost (Enclave)
2. San Francisco (Brother Hood [Limited])
3. Den (Brotherhood [very limited])
4. Redding (neutral)
5. New Reno (Neutral)
 - a. Sierra Army Depot (Enclave)
 - b. Christine Wolf's hideout (Enclave Rogue)
6. Vault City (so neutral it ain't funny)
 - a. Rayz Base (Enclave Rogue)
7. Broken Hills (true Neutral)
8. NCR (NCR duh!)
9. Military Base (Enclave [limited])
10. Klamath (Neutral)
11. Gecko (Neutral)

These are the locations any sub locations are areas nearby. The parentheses show affiliations of the town or area. Use this map as your general map and have fun making the areas. This is a basic layout. As you can see the often-used map will be the map from Fallout 2. Feel free to go further south or east if you please. This is a recommendation, but I found it easier to concentrate in one map instead of in three different maps.

Random Dudes

This section has all the things you need for the guys you might encounter. These are ranging from lackeys to the Enclave Rogues, to the guards that imprison them. Be sure that you pay attention to this section as I have given you a good thing to have.

Mordino Guard

HP: 50
 SQ: 10
 AP: 7
 XP: 200
 CC: 4

AC: 13 DR/DT

Normal 0/20
 Laser 0/20
 Fire 0/10
 Plasma 0/10
 Explode 0/20

PR: 20%
 RR: 10%
 GR: 0/0
 SG: 70%
 Melee: 65%

Attacks:
 10mm SMG (Rng: 25 DMG: 1d6+6
 Shots: 30/30 10mm S: 5 T: 6 B: 6 B#: 10)

Combat Knife (1d12+6+MD)

Carries: 2 stimpacks, 1 mentats, 30x 10mm, Combat knife, 10mm SMG

Mordino Heavy Guard

HP: 60
 SQ: 14
 AP: 7
 XP: 250
 CC: 5%

AC: 20 DR/DT

Normal 2/25
 Laser 0/20
 Fire 0/20
 Plasma 0/10
 Explode 0/20

PR: 20%
 RR: 10%
 GR: 0/0
 SG: 90

Attacks:
Beretta "Silver Hawk" (RNG: 14 DMG: 1d10+12 Shots: 2/2 .12 gauge)

Carries: Beretta "Silver Hawk", 24x .12 gauge, 2 stimpacks, 1 mentats.

Rayz Guard

HP: 50
SQ: 10
AP: 7
XP: 200
CC: 5%

AC: 30 DR/DT

| | |
|---------|------|
| Normal | 8/40 |
| Laser | 8/70 |
| Fire | 7/50 |
| Plasma | 7/60 |
| Explode | 8/40 |

PR: 25%
RR: 15%
GR: 0/0
SG: 90%

Attacks: FN Fal (RNG: 35 DMG: 1d10+8 Shots: 20/20 7.62 S: 5 T: 6 B: 6 B#: 10)

Carries: 100x 7.62, 3x Stimpacks

Rayz Personal Guard

HP: 60
SQ: 16
AP: 7
XP: 250
CC: 5%

AC: 25 DR/DT

| | |
|---------|------|
| Normal | 4/40 |
| Laser | 3/25 |
| Fire | 4/20 |
| Plasma | 1/20 |
| Explode | 4/35 |

PR: 25%
RR: 15%
GR: 0/0
SG: 95%

Attacks: XL7OE3 (RNG: 35 DMG: 1d8+12 Shots: 24/24 5mm S: 5 T: 6 B: 6 B#: 8)

Carries: XL7OE3, 120x 5mm, 4x stimpacks

Sniper

HP: 40
SQ: 20
AP: 7
XP: 500
CC: 6%

AC: 24 DR/DT

| | |
|---------|------|
| Normal | 5/40 |
| Laser | 8/60 |
| Fire | 4/30 |
| Plasma | 4/50 |
| Explode | 6/40 |

PR: 35%
RR: 20%
GR: 0/0
SG: 120

Attacks: PSG-1 Sniper rifle (RNG: 120 DMG: 1d10+14 Shots: 20/20 7.62 S: 4 T: 5)

Carries: PSG-1, 2x stimpacks, 50x 7.62, 4x Diazepam

Wolf's Guard

HP: 50
SQ: 10
AP: 7
XP: 250
CC: 3%

AC: 25 DR/DT

| | |
|---------|------|
| Normal | 5/40 |
| Laser | 8/60 |
| Fire | 4/30 |
| Plasma | 4/50 |
| Explode | 6/40 |

PR: 20%
RR: 10%
GR: 0/0
SG: 70%

Attacks: H&K MP5 (RNG: 30 DMG: 1d6+7 Shots: 30/30 9mm S: 4 T: 5 B: 5 B#: 5)

Carries: 2x stimpacks, 50x 9mm

Specials

Diazepam- Tranquillizer that provides increase control over weaponry. While on it stops sporadic muscle twitching, providing +10% bonuses to all shooting weapons skills and no penalty on targeted shots. It also confers a -3 AP penalty for four combat rounds. 25% addiction rate withdrawal symptoms of -3 AG -2 PE for 2 weeks.