



Gremlins!

Gremlins is a Fallout PnP solo Adventure which can be located in any medium to large town at moderate tech level within the Fallout PnP setting. This module is devised to be played by the thief archetype, a sample character is placed below for your convenience. If this adventure is played by a party of people, the GM is advised to raise the number of opponents encountered. The adventure is mainly meant to be a challenge for thieving characters.

In case you want a quick start: a premade character.

Name: Al Edyn **Level:** 1 **Experience Points:** 0
Age: 18 **Sex:** Male **Race:** Human
Hair: Brown **Eyes:** Green **Height:** 1.71 m **Weight:** 110 lbs.

ST: 4 **Small Guns:** 37%
PE: 8 **Big Guns:** 16%
EN: 4 **Energy Weapons:** 16%
CH: 4 **Unarmed:** 54%
IN: 7 **Melee Weapons:** 44%
AG: 8 **Throwing:** 32%
LK: 5 **First Aid:** 24%
 Doctor: 20%
 Sneak *: 49%
 Lockpick *: 46%
 Steal: 24%
 Traps *: 46%
 Science: 28%
 Repair: 21%
 Pilot: 26%
 Speech: 20%
 Barter: 16%
 Gambling: 25%
 Outdoorsman: 22%

Traits: Small Frame, Night Person

Hit Points: 27

Action Points: 7
Sequence: 12
Melee Damage: 1
Critical Chance: 7%
Healing Rate: 1
Carry Weight: 125

Poison Resist: 20%
Radiation Resist: 8%
Gas Resist: 0/0
Electricity Resist: 30%
Armor Class: 5

Equipment:

Zip Gun, 3 bullets, 12 caps,
Backpack, Lockpicks, Rope,
Lighter, Condoms

* = tagged skills

	DT	DR
Normal	0	0
Laser	0	0
Fire	0	0
Plasma	0	0
Explosion	0	0

You can also build your own character by using the core rules and some empty character sheets. However, there are some restrictions: no dogs, no deathclaws, no robots. If you really, really, really want to play a ghul or a mutant, you should ask your GM to place the adventure within a “tolerant” community.

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Players Section

Introduction

What is a thief? This answer may be trivial to you, but remember that the Fallout setting deals with a world where civilization is at an end. A lot of people go wandering the deserts, marauding those few existing settlements or trying to rob each others goods. Property – as Freedom – is a thing hard to protect in Fallout. So, with stealing being everyday business in the wasteland, defining thievery seems a bit difficult.

It is easy to see that – with all the maniacs stealing and killing out in the wasteland – people within settlements do not like their peace to be disturbed or their property to be stolen. Naturally, there are hard punishments for those who are caught stealing within a settlement. Those few, however, who do live off other people try to appear busy one way or the other, as people will start asking questions such as “Gee, Bob, where’d you get that watch again?”

So, most thieves will have some kind of cover-up to explain their “wealth”. If you really dare to roam the scarred landscape of the world, living with and stealing of your fellow ruin-dwellers, then you should have one, too.

Facade

“Well, this watch just MIGHT look like yours, Jon... but I bought it in New Reno. They have a lot of these over there, y’ know.” Most thieves will disguise as merchants, traders, small shop owners and so on. Some prefer to keep in the shadows and pretend to be travellers whenever they’re out in public. Naturally, few thieves ever stay in one place for a long time. The risk of being uncovered is too great -except maybe in large townships. Those thieves who were able to build up a good facade are unlikely to abandon it. They wear masks during their illegal actions or try to build a net of “supporters” who might help them. The character in this module will also start having a double identity: part-time thief, part-time trader.

The Guild

Some thieves- especially in large towns- tend to form thieves’ guilds or gangs or other forms of criminal organizations in order to optimize their efforts. Guilds’ rules may vary from one to the other and depend on the beliefs or “ethics” of the particular groups. Also, guilds tend to specialize into one of the different kinds of thieving activities, such as stealing or burgling.

Thief’s Abilities

Since being caught is the major fear of every thief, they try to excel with everything that deals with staying “invisible”. Thus, the main skill of a thief is: Sneaking. You will need this skill many times throughout the whole adventure. As most of the “business” is done during the shady hours, many thieves also opt to be night persons (trait).

Some thieves like to live “on the edge” and try to steal from people while in public. Besides being very dangerous, this also requires great agility. Thus, those thieves who choose this kind of work usually have a smaller frame (trait) due to their extensive practise of stealing. You will need the skill “Stealing” a couple of times during the adventure.

Burgling to steal other people’s stuff –especially in Fallout– ain’t easy. This often requires waiting for hours, climbing over roof-tops, squeezing through small holes... you name it. However, once you get to the “mother lode” doesn’t mean that you can get away with it. Usually, you will have to pick a lock or two to own your reward. Thus, the third important skill is “Lockpick”.

For GMs eyes only

Are you the GM? NO? Then turn back NOW!

The Story

Imagine a house full of pre-war technology. Imagine being the only one who knows about it.

Located within a more or less forgotten part of the town lies the Gunsus Facility. Before the great war, this place had been a construction site for rocket guidance microchips. Now, it is just a big construction with broken windows and a cracking paint coat. The place has been stripped of all usable machinery long times ago, and there is nothing else of interest left except the big power generator outside the building. Since the rest of the place is completely infested with caverats, no one really enjoys entering it.

Three weeks ago, the old generator had been successfully repaired by nearby residents. Some had working on it for years, but the real breakthrough came with a trader called Inos. He installed some new plugs and got the machine running, thus becoming a very popular guy in these parts of town. The fact that he's now dealing with electricity doesn't bother people much. As to the facility...

When the generator was reactivated, an emergency system below the facility got powered up again. It's first directive was to reactivate the machines on the first level of the facility.

However, the system quickly realized that this was not possible. During the last three weeks, it had been rebuilding its systems gaining intelligence about the surrounding area. Knowing that it would need resources to repair the whole facility, it sent out scouts to search for spare parts and equipment. Last night, the scouts stole different objects from all the traders in the neighborhood. Well, from all but one... our "hero", of course, wasn't robbed.

McGee will pay the character a visit for some business and some gossip. He will actually be more interested in the latter and will talk a bit to the character:

Yesterday, someone robbed Inos' place. Got into that old building- people heard gunshots outta there y'know. Wonder what anyone'd like to have from that old coot.

Now that I think of it- Betty told me that Ron's place was emptied, too. And there's also that greasy boy there's missin' some parts. Not that I'd cry seein' that bastard loose some merchandise, but still- it's weird, ain't it?

Oh, by the way- you been missin' anythin', too? Thought I'd ask you- y'know with everyone missin' stuff an' all. Don't mind me askin, do ya?

Now, even if it doesn't become clear to the character at this point of time, it should soon become clear that he's heading towards being the main suspect here. He's the only one whose shop hasn't been lifted. Btw, if the player had opted not to play with a facade, then the GM should make him clear that someone else is obviously pushing into his turf! If that too isn't motivation enough for the character, then the GM could have him encounter one of the systems' scouts during the night (see below).

It would also be possible to have the character sent out for an investigation through the local thief guild (or local crime lord). This however is only possible if the character is part of such an organization. If the character opts into being in a guild, the GM may take the one below or create an individual one.

The Outcome

There are different kinds of people interested in solving the mystery behind the robberies. The traders want to have their merchandise back and punish the thieves. The residents are afraid of being next in the line. The authorities are interested in returning the so called peace. Furthermore, the local thief's guild wants to know who's challenging their territory. For detailed descriptions of the factions, see people & places section below.

Solving the mystery will not be easy as the only one who actually saw the systems scouts is Inos, who has triggered all the traps around his place and then locked himself into his house. If the character somehow makes it past the booby traps (using his traps skill), he might get a chance to talk to Inos. He is known to be the only one who has the keys to the old facility, so the character will have to talk to Inos at some point of the adventure.

Unfortunately, Inos has (more or less) lost his mind and goes on rambling about "Gremlins". If the character somehow can calm him down, Inos will say that he lost the keys to Greasy Johnson during a dart game. Since Johnson won't give the keys away, the only way is to steal them from him, win it in a dart game (3 rolls- thrown weapons, highest result wins) or try to enter the building without the keys.

Without the keys, one would have to climb the walls of the facility to enter through the broken windows (some 24 feet above ground) or pick the locks on the door (lockpicks AND tool kit are needed).

Once inside, a careful search will reveal a small entry leading down below a piece of heavy machinery. Rummaging around will stir up a lot of annoying rats, though (see below). The level below ground is inhabited by a family of pigrats, which are gnawing on the remains of a big cat. It is possible (but difficult) to sneak past these creatures into a stairway leading below. An electronic lockpick (or some patience) is needed to get through the door to the main facility. The door will open every twelve hours and let out a "Gremlin" in search of raw materials and spare parts. The thief might be able to sneak past (-20% due to heightened senses of the Gremlin).

Inside are various Gremlins attending to tasks involving repairments and processing of equipment. As long as the thief does not stir up too much attention, the Gremlins will ignore him and go on with their business. The only Gremlin who will notice the thief is a large red one. Getting rid of the red one will put the whole system in alert, so more subtle ways (such as sneaking) are needed. The computer room of the facility will have the reactivation log files on the network. So, using the science skill might help there. Disabling the system (by cutting the connection to the power generator, shutting the generator down or blowing up the network) will deactivate the red one but will also let all the other Gremlins loose. They might continue with their last assignment or just do random tasks- this is up to you, the GM.

Knowing what's going on, the thief might either uncover the whole thing, consequently gaining some regard (and thus strengthening his cover- after all, who'd suspect a respected adventurer and businessman to be a thief?) or use the situation for his advantage (by returning from time to time and stealing some of the equipment each time). Either way- some good money is guaranteed.

One last word:

Please read the descriptions of the NPCs before heading off for the adventure. Besides stats and characterization, there are also rumors, NPC knowledge and story details listed below. So take your time reading through the descriptions.

People and Places

Traders

<p>Inos Attributes: STR 3, END 3, PER 5, AGI 6, INT 8, Derived: APs 8, HPs 26, AC 6, Seq 10, MD 2, Skills: Doctor 100, Repair 100, Science 68, Weapons: modified Shotgun, dmg 2d6+MD Armor: none Inventory: Doctor's bag, Tool Kit, Big Book of Science, 30x gold coins, 2 stim packs, Lockpicks <i>In Short:</i> Inos is a small asian man in his late fifties. He developed a nervous twitch and speaks with a hissing voice, clutching at his Shotgun the whole time. Calming him will not be easy, as he saw how one of the small Gremlins ripped through his guard dog, Teddy, with only one strike.</p>	<p>Inos has been travelling the wastes for a while. During his last stop, he discovered that some plugs he was carrying fit into the generator of the building he had the guts to stay in. He had intended to live off the rats for a while, but decided to live off "his generator" instead. As he encountered the system scouts, he nearly lost his mind. He is afraid of leaving his house and of meeting the "Gremlins" as he calls them. He killed one of them while it was trying to steal the remaining high-tech plugs. He tied the "corpse" of the small creature onto a small stick and stuck it into the ground at his front door. He has now set up a variety of traps around his house and the facility since he fears that the Gremlins will return to avange their kind. He hasn't been out of house for a week.</p>
<p>Tom Attributes: STR 6, END 5, PER 4, AGI 4, INT 5, Derived: APs 7, HPs 30, AC 4, Seq 8, MD 3, Skills: small guns 45, Melee 83, Unarmed 37, Throwing 49, Weapons: Sledgehammer, dmg 3d4+MD, AP 4 Armor: Leather Armor MK II, AC 20, N 3/25, L 1/20, F 1/25, P 1/10, E 1/25 Inventory: 3 stimpacks, lighter, 2 packs of cigarettes <i>In Short:</i> Tom is almost deaf, so talking to him is a real pain in the ass as he will want everything repeated x times.</p>	<p>Tom is an honest shop owner and very heavy smoker. He deals in all kinds of household items, equipment, some books and few weapons and armor. He's a strong looking, big bald man with a rough and loud voice, who's pretty pissed at being robbed. He's been at home all the time and can't explain how the thief actually got into the building. He found small footsteps at the fireplace near the chimney, though and suspects a little gal called Caren. He still hasn't cleaned his room, because he wants the authorities to take "fingerprints". He has set up a reward of 200 coins for the thief's arrest.</p>
<p>Greasy Johnson Attributes: STR 8, END 5, PER 7, AGI 4, INT 4, Derived: APs 7, HPs 60, AC 4, Seq 14, MD 4, Skills: small guns 62, Melee 87, Unarmed 45, Weapons: Switchblade, dmg 1d6+MD, AP 3 9mm Mauser, dmg 1d6+4, AP 5, rng 17, rounds 8, type: 9mm Armor: None Inventory: 2x 9mm, 43x gold coins, 3x stimpack, 4x psycho <i>In Short:</i> full-time psycho edit and major asshole, Johnson is the wealthiest (and most irritating) person around. He keeps his hair "nice n shiny" but it actually looks greasy.</p>	<p>Johnson sells weapons, armor and all kinds of mechanical gizmos including nun-functioning junk. He may not be smart or a good trader, but he know's when he's screwed and acts very briskly. As soon as he realized that his super tool kit was stolen, he sent out for McGee and his boys to clear things up. He hasn't been in the shop that night since he was playing darts in the Smooth Bar. He's got an ugly old cat called Ripper who occasionally goes out for a stroll through a small opening in the door. Ripper hasn't been around for a while. He thinks that the "scrap-diggin' rat" Larson might have stolen his goods, so he refuses to buy anything from the boy.</p>

The traders all have their own stores and usually do not go to the marketplace. The marketplace is used by the residents of this part of town to exchange goods and to buy food or water. There are hunters, travelling merchants, caravans and all kinds of other professions concentrated in the marketplace, with an average of some 100 people being there at one time.

Residents

<p>Betty <i>In Short:</i> old woman with shaven head and golden front teeth. She likes smiling a lot- but the smile doesn't look nice or comforting- more like a shark's smile.</p>	<p>Nobody really knows what Betty does for living, but she seems to get by pretty good. Betty knows every action of everyone at any time. In truth, she's a "retired" thief who hit the big one long ago. She feels that this isn't just thievery going on and will be interested in solving the problem.</p>
<p>Larson <i>In Short:</i> a young lad, claiming to be Caren's boyfriend. This witty boy usually runs around bare-footed and with a load of scrap metal on his back, selling his findings to the traders.</p>	<p>After being put off by Johnson, Larson went Inos to sell his latest findings. He actually saw Inos fight against the "small people" and left the place in a hurry. Dominik hasn't believed him and he was too shy to ask McGee, so he left it at that- this was two weeks ago.</p>

There are some three hundred to four hundred residents at this part of town, but there are just some people which are known by almost everyone. The two above are such persons. Feel free to add others and to add subplots at will.

Authorities

<p>McGee Attributes: STR 5, END 6, PER 8, AGI 5, INT 5, Derived: APs 7, HPs 43, AC 5, Seq 16, MD 2, Skills: small guns 117, Melee 54, Unarmed 68, First aid 25, Throwing 57, Weapons: Winchester Combat Shotgun, dmg 1d10+15, AP 5, rng 22, rounds 12, burst 3, ammo type: 12-Gauge Slags Brass Knuckles, dmg 1d10+MD, AP 3 Armor: Metal, AC 10, N 4/30, L 6/75, F 4/10, P 4/20, E 4/25 Inventory: 19x 12-Gauge Slags, 72x gold coins, 2x stimpack <i>In Short:</i> dancin' McGee is the owner of the Smooth Bar and the leading "authority" at the same time. He's young enough to rumble, but old enough to know it better.</p>	<p>Since he has a secret agreement with the thief's guild, McGee knows that it couldn't have been them (although he checked with each member just to be sure). He's been asking everyone if they've noticed anything unusual, but so far the only thing he got was something about "Speaking Rats" from that drunkard Ren. He didn't pay much attention to Johnson's or Tom's speculations since he knows that neither Caren nor Larson would dare picking their way into three houses, sneaking past the owners and getting away with it. So far, he is clueless- and this is bothering him a lot. He thinks about adding into the pool of rewards to put up a total of 600 (which would include Johnson's, Tom's and the residents money), but he would prefer the money for himself.</p>
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<p>Dominik Attributes: STR 9, END 5, PER 4, AGI 4, INT 3, Derived: APs 9, HPs 35, AC 7, Seq 10, MD 2, Skills: small guns 45, Melee 43, Unarmed 65, Throwing 67, Weapons: Throwing Knife, dmg 1d6+MD, AP 4, rng STR*2 Spiked Knuckles, dmg 1d10+4+MD, AP 3 Armor: Leather, AC 8, N 0/20, L 0/20, F 0/10, P 0/10, E 0/20 Inventory: 4x Throwing Knife , rope, stimpack <i>In Short:</i> a dimwit if you ever met one. Big, strong, slow.</p>	<p>Dominik is McGees employee (and son, though that fact is tightly hidden from everyone- including Dominik). He is a act first- don't think at all person who will bore you to death with all the details of caverat-ball and the art of brewery. He hasn't paid attention to the latest happenings as he was too busy drinking with his pal, Ren and hanging around with his girl Caren. As Larson tried to tell him something about "small people", he just shoved the boy off, telling him that he'd squash him like a bug if he told any fairy tales again.</p>
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The authorities in this part of town basically consist of only two people. McGee reports to the main authorities of the town if there is anything he and any men he can recruit can't handle. In case of emergency, he'll call from help from the town administration.

Thieve's Guild

The Guild consists of some 20 people, half of them being kids. Listed below are the important people within the guild.

<p>Shadow Attributes: STR 5, END 4, PER 6, AGI 6, INT 7, Derived: APs 8, HPs 50, AC 6, Seq 14, MD 2, Skills: small guns 72, Melee 64, Unarmed 51, Throwing 50, Weapons: Colt 6520 10mm Pistol, dmg 1d6+6, AP 5, rng 19, rounds 12, ammo type: 10mm JHP, Shiv, dmg 1d4, AP 3 Armor: Metal, AC 10, N 4/30, L 6/75, F 4/10, P 4/20, E 4/25 Inventory: 3x 10mm JHP , 31x gold coins, Cigarettes, stimpack, buffout, 2x jet, 2x mentats, two handgenades <i>In Short:</i> since he keeps his face covered, nobody really knows just who the shadow is or what he (she?) looks like</p>	<p>Since he agreed on stealing from merchants and travellers only, Shadow's been having a good time. This also shows in his latest choice of employees (or partners, as he calls them). Shadow is very interested in finding out more about the situation. He knows that it can't be any other thief, so he guessed that there ought to be a new player in the district. There aren't any obvious newcomers around, so the person behind this should be operating from the shadows (like himself). He guessed that the ideal place to start an operation would be the one located right in the middle of the events- the old facility. He plans to send some of his thugs in there to see "what's going on".</p>
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<p>Ren Attributes: STR 5, END 5, PER 7, AGI 7, INT 4, Derived: APs 9, HPs 40, AC 7, Seq 14, MD 2, Skills: small guns 61, Melee 62, Unarmed 77, Throwing 62, Weapons: Spiked Knuckles, dmg 1d10+4+MD, AP 3 Combat Knife, dmg 1d12+3+MD, AP 3 Armor: Leather, AC 15, N 2/25, L 0/20, F 0/20, P 0/10, E 0/20 Inventory: stimpack, 18x gold coins, buffout, Cigarettes, jet <i>In Short:</i> Ren likes to drink... a lot. His constantly red nose above the unkempt beard have been his trademark for years.</p>	<p>Although he has seen the Gremlins a couple of times, Ren hasn't paid attention to them since he thought them to be just another drinking phantasy. He has seen them while he was trying to picklock his way into McGees bar and stopped his efforts because he thought that he was too drunk to steal anything. Ren talks about all kinds of things when he's drunk, so getting information out of him is an easy task. Because of this, he's never allowed to accompany the others to Shadow's hideout. Yet, since he's not the curious type, this doesn't bother him much.</p>
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<p>Stimpy Attributes: STR 7, END 5, PER 7, AGI 7, INT 4, Derived: APs 9, HPs 47, AC 7, Seq 14, MD 4, Skills: small guns 60, Melee 63, Unarmed 75, Throwing 59, Weapons: Spiked Knuckles, dmg 1d10+4+MD, AP 3 Switchblade, dmg 1d6+MD, AP 3 Armor: Leather, AC 8, N 0/20, L 0/20, F 0/10, P 0/10, E 0/20 Inventory: 33x gold coins, jet, stimpack, buffout, Cigarettes <i>In Short:</i> young, athletic & curious man, acts as trader</p>	<p>Stimpy has been in the thief's guild for years and is a very loyal henchman of Shadow. He often acts as a spy for Shadow and usually does the dirty work. He's not a good burglar, but a very silent killer. A couple of months ago, he got addicted to jet and has since then become more and more paranoid. He was one of the first to gather information on the "Gremlins" and is burning to find out more about them. He will be hanging around in shops and the bar, talking to people casually about the latest events, including the burglaries.</p>
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<p>Caren Attributes: STR 5, END 6, PER 8, AGI 6, INT 3, Derived: APs 8, HPs 42, AC 6, Seq 16, MD 2, Skills: small guns 86, Melee 42, Unarmed 62, Stealing 51 Weapons: Colt .223 Hunting Rifle, dmg 1d10+9, AP 5, rng 40, rounds 10, ammo type: .223 FMJ, Spiked Knuckles, dmg 1d10+4+MD, AP 3 Armor: Leather, AC 8, N 0/20, L 0/20, F 0/10, P 0/10, E 0/20 Inventory: 3x .223 FMJ , 39x gold coins <i>In Short:</i> young (16), beautiful, but naïve, poses as a huntress</p>	<p>Caren is yet new to the guild and still has to prove herself. She hasn't been interested in the events, but has been around the marketplace, pretending to listening to people while going after their purses. She's actively looking for a boyfriend while trying to keep Larson away from her at the same time. She hangs around with Dominik a lot and pretends to be "his girl", only to get the latest information from the authorities. She will report anything interesting to Shadow and will also try everything to gain in rank within the guild. She isn't the brightest one though - so far, her efforts have been futile.</p>
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The System

Gunsus Facility was once owned by GunsRus Corporation, but when the Company had to close during the war, the army took over and turned the facility into a plant for military equipment. The main generator, as well as all surface systems, were destroyed by the nuclear shockwave and the system went to stand by and waited for the reactivation of the generator. Now that the Gunsus System is back up again, it is trying to continue with its directive: produce as much equipment as resources are available.

The semi-AI of the System figured that its vital systems had to be repaired and thus assembled work drones. Since the only functioning machines were some old leftovers from GunsRus, the system used those. Strange enough, these were oversized, mechanic children's toys. A little modification was enough to turn these into a task force. The old maintenance bot who created the first drones was dismantled by the drones in return.

Since there were NO resources available at all, the system started searching for some in order to get at least the important systems running again. If left alone, it will have reactivated 80% of the facility within another 3 weeks. It will then start production and produce the following:

Geiger Counter, Motion Sensor, Holodisk Reader, Two-way radio, Metal Detector

Gremlins

The Gremlins have been created using the Enclave add-on (E) by Jan Dominik, so you might want to check the AIM section there first. The Gremlins are MK I robots, with the big red one being a MK II robot. Due to the fire within the facility, all the plastic covering of these children's toys have melted, so these figures actually look very distorted and mishaped. The big red one also has organic matter incorporated within its body (pig rat limbs) and has a direct link to the system. It serves as the ears and eyes of the system and commands the other robots. The whole system is alarmed if anything happens to the red one.

The Gremlins all have systems equaling the sense enhancements, large blades and combat matrix from Enclave add-on and thus have following characteristics:

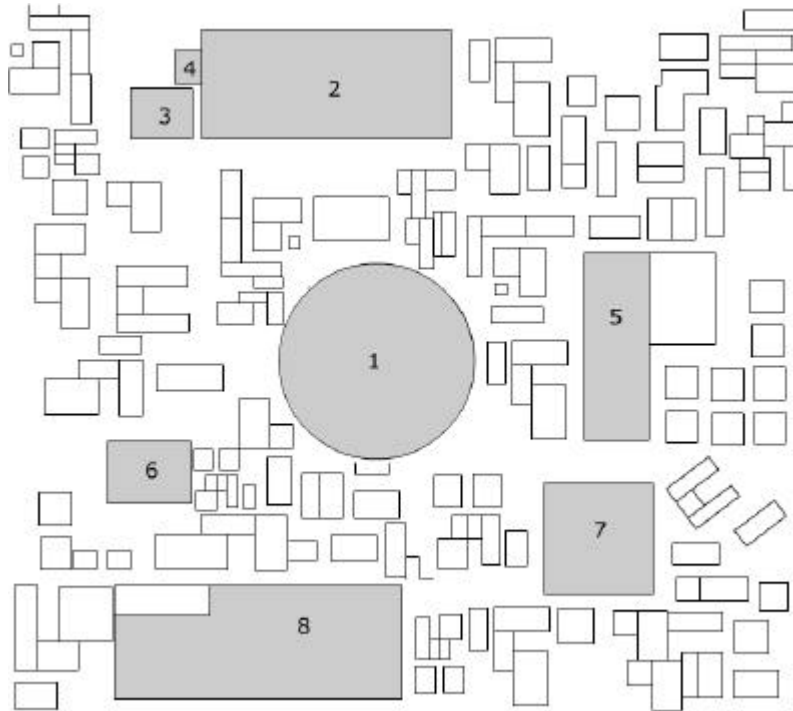
Immune to radiation and poison. Ignores light level modifiers, Sneak (50%), S 4 P 6 E 5 C 1 I3 A5 L1 HP10 AC5 SQ7 XP50 AP6 GR: 60/90 Attacks: Blade (80%, 3 AP, D: 1d8)

red one: I6 AC3 SQ10 XP100 AP 9 GR: 60/90 Attacks: Blade (90%, 3 AP, D: 1d10)

Damage Resistance same as Handyman (see Fallout PnP Core Book).

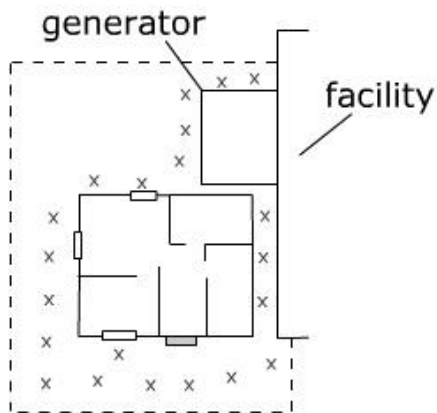
Maps

The town district



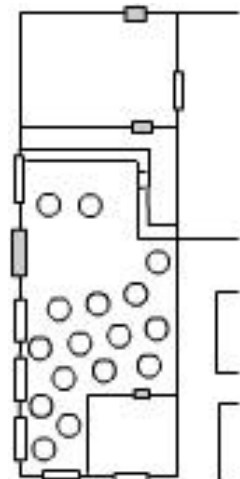
- 1 marketplace
- 2 facility
- 3 Ison
- 4 generator
- 5 Smooth Bar
- 6 Tom
- 7 Johnson
- 8 thieves guild

Ison's Place



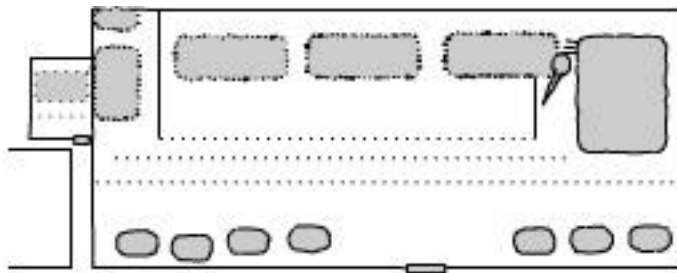
Ison has locked himself into his house- he has food and water to last him for two months and he doesn't think of coming out. Every x is a trap- the door and windows are shut and trapped, too. The entry to the generator house is also trapped, there's chicken wire all around the location. The house is a brick building with a wooden / metal roof. The traps around the house are explosives, those at the buildings are use fragments. Ison has put up warning signs all over the place to show that he means it.

The Smooth Bar



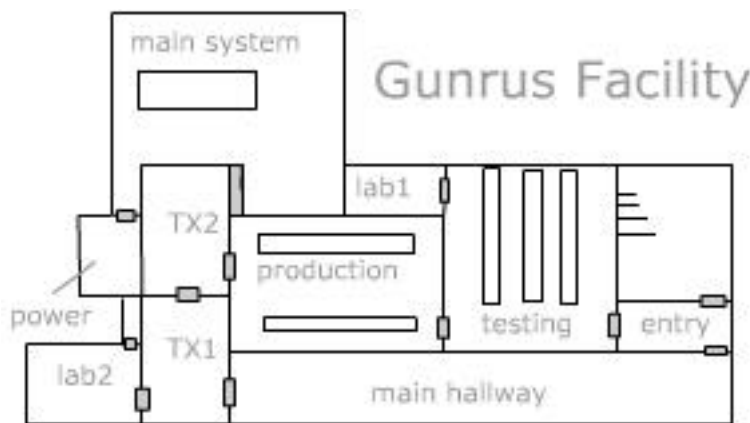
This is McGees Smooth Bar. It is a very popular place with a nice atmosphere and moderate prices. McGee sometimes tends to his customers himself, but usually there is a bartender called Bob. The back room behind the bar is McGees office. At the north side of the building, you'll see a sheriff star above the door. Dominik can be found there most of the time.

The facility (ground floor)



This place is inhabited by cave rats and pig rats. Old production machines and robot parts are scattered around the place. The roof is mainly broken down and debris covers the floor. The stairs below is on the right upper corner

The facility (sub level)



Most doors are broken down, the whole place is dusty and dirty. The stairs above are occupied by a family of pig rats. The entry is locked and guarded by two Gremlins. The main hallway is used by the droids frequently. There's a 50% chance to meet the red one at any place. Roll for luck!

Turning the main system down is the only way to get rid of all droids at once. The labs have computers to access the system. Shutting down the generator or cutting down the power connection (see map) will also work. Most droids are in the production and testing halls, assembling equipment and machinery and repairing systems. The illumination is down to the red flicker of the emergency lights.

There are various pieces of equipment to be found in (mostly locked) chests and lockers: Geiger Counter, Motion Sensor, Holodisk Reader, Two-way radio, Metal Detector, Desert Eagle, Radaway, 2 Stimpacks, 2 Flares. Also, the production schemes of various pieces of equipment can be found on the system and can be loaded onto an empty holodisk (finding one could be a major problem, though).