



EXPEDITION

CONTROL

BRIEFING REPORT

SCAVENGERS BRIEFING REPORT

Prepared by

Lau Expedition Control

WARNING

The purchaser is authorized to duplicate this program for his/her own use only. Any other copying and distribution without permission of the copyright holder is prohibited.

This software and documentation are both protected by U.S. Copyright Law (Title 17 United States Code). Unauthorized reproduction and/or sales may result in imprisonment of up to one year and fines of up to \$10,000 (17 USC 506). Copyright infringers may be subject to civil liability.

Scavengers of the Mutant World is not copy protected, but it is copyrighted. We ask that you treat it as you would a book; that is, you may loan (or give) it to other individuals - so long as there is **No Possibility** of it being played at one location while it is being played at another. Failure to observe the Copyright Law will result in the above severe legal penalty and may cause irreparable damage to your conscience.

This program was written by Richard Launius, Bruce Beaumont, and Chris Stassen. It is published by **Interstel** under exclusive license.

Comments about this program or documentation should be sent to:

Interstel Corporation

P.O. Box 57825
Webster, TX 77598

Tel: (713) 486-4163

Printed in the United States of America, Earth, Sol System.
Information in this document is subject to change without notice.

Scavengers of the Mutant World

© Copyright 1988 by Richard Launius, Bruce Beaumont, and Chris Stassen
Documentation © Copyright 1988 by Richard Launius, Bruce Beaumont,
and Chris Stassen
All rights reserved
First Edition
First Printing, November 1988

The old man rolled over in his ancient bed, a gift from a recent Scavenger team. Although tattered, such items were a luxury, though certainly deserved by one such as Andor'. After all, he is the Tribal Elder and the first Scavenger ever to return to the city of Lau with treasure from the ruined world above. Andor' arose and moved to the window to view a familiar scene – pale blue morning lights reflected against the dark steel roof of the shelter of Lau.

Andor' leaned on the window sill and stroked his long white beard. Often he thought that his long life had been a curse. Due to a strange mutation contracted during his trek into the radioactive world above, he had now reached the age of 256 years of the red sun, outliving even his grandchildren.

But it is not a day to worry about that, he thought, today is special. It is the Day of Hope! Soon the sacred bells would summon the inhabitants of Lau to the field of Champions, where members of the tribe who had attained eighteen years of the red sun would compete in tests of strength and bravery. As Tribal Elder, Andor' would oversee the contests and decide who would journey into the world above as a Scavenger. This year, he hoped, the group would return with the machinery and equipment needed to escape this wretched existence.

Moving from the window, Andor' donned his ceremonial clothing, thinking about the day's event. Soon he would recite the tribal history to the Lauans as they gathered for the Day of Hope. . .

"In the early days of the Twentieth century, the Ancients, controlling weapons of terrible power, lived in constant fear of destruction. It was then that the First Ones, having a considerable source of wealth known as Government Funding, built this shelter. The First Ones foresaw the coming of the Great Destruction which would scorch the ground above, so they gathered their families and sealed themselves in the city that we now know as Lau.

"They listened to reports of the Destruction until there was only silence. Then, declaring the surface unsafe, they committed themselves to building a life in their sanctuary below the ground.

"As the First Ones grew old, they yearned for a better existence for their progeny. They evolved a great plan to send out Exploration Parties to scavenge in the rubble of the burnt world above. It was hoped that the equipment and materials brought back by these Parties would improve life in Lau and, someday, enable the Lauans to devise a machine that would allow them to escape to a better world.

"But the First Ones grew old and passed away, as did many generations after them, and their dream was never realized. Then Adam II, the first of our Tribal Elders, declared that the day had come to venture out from our shelter beneath the ground and begin to fulfill the First Ones' dream. And so the portal to the surface was opened and the rubble on it was tunneled away. Then he and his twelve counselors were able to exit Lau and survey the world above.

"And what a strange world it was! The surface soil was not like the rich brown dirt in the Agro-dome, but was tainted with a pale pinkish tint. The sky glowed with bright colors of purple, red, yellow, and orange which swirled overhead forming strange, unnerving patterns. In the distance stood the crumbled remains of what once must have been a great city. Behind the city, on the horizon, loomed an ominous red sun. Thus was decreed the first day of a new era – the Era of the Red Sun. And a day was set aside each year when all the inhabitants of Lau would come together, and our youth would compete for the honor of going out into the ruined cities above to seek those things needed to complete the plan of the First Ones.

"And in that First Year of the Red Sun, four Scavengers were chosen from the field of Champions, as they will be today. . ."

Contents of Scavengers Briefing Report

The following documents are included in this report, prepared by Lau Expedition Control from information provided by previous Exploration Parties. Please read all documents carefully. The success of your mission, as well as your lives, may depend on the information contained herein.

<u>CONTROL ID</u>	<u>DOCUMENT</u>	<u>PAGE</u>
LAU-EC/A	Briefing and Orders	1
LAU-EC/B	Party Formation and Scavenger Attributes	3
LAU-EC/C	Weapons, Armor, and Loot	5
LAU-EC/D	Map Reconnaissance	7
LAU-EC/E	Biological Survey	9
LAU-EC/F	Mutation Memo	13
LAU-EC/G	Scavenger Mission Objectives	15

2137-04-29

PERSONAL

To: Members of Scavengers Exploration Party
From: Andor', Tribal Elder of Lau

Fellow Lauans,

This year the Tribe of Lau has chosen you, our best youths, to leave the safety of the underground city of Lau and scavenge from the once great civilization that existed prior to The Great War. Although it is an honor to be selected as a Scavenger, it requires great courage, as you must travel over unknown terrain, battle mutant creatures, and experience fierce radiation storms in search of any useful materials that will allow all of us to escape from our pathetic existence.

As you must know, many of the Scavengers sent out do not return, and some of those that do have suffered radiation mutations and sickness. This is the risk you take, the sacrifice you are all willing to make for your people. Knowing the odds, you will bid your family and friends good-bye and venture into the land of your forefathers. Good luck to you all. The people of Lau will await your safe return.

Andor'
Tribal Elder and Scavenger

Briefing and Orders

Congratulations, fellow citizen. You, and other volunteers like you, have been selected for the next Exploration Party. You will shortly leave the protected environment of our underground city to explore the scarred surface of our planet and other ruined cities to scavenge for materials that may raise our standard of living. Who knows? You might even find the means for us to escape our dreary existence.

I cannot understate the importance of this mission. Should you fail, our civilization may be doomed to extinction. However, I also cannot understate the dangers involved. The surface of our planet is wracked by frequent and often violent radiation (RAD) storms. Scavengers who are caught outside of the protective shell of an underground ruin without a radiation suit are likely to suffer radiation sickness, mutations, or even death.

Even if you avoid the RAD storms, you must still learn to deal with the hostile creatures that have evolved on the surface. Most of the plants and animals that our ancestors knew as peaceful and docile have mutated into savage, murderous beasts that will attack without provocation.

The surface and the interiors of the ruins are dotted with occasional areas of high radiation, known as RAD zones. You are advised to avoid these zones, if at all possible, as they will contribute to your exposure to deadly radiation.

As you can see, ladies and gentlemen, this mission is not going to be any walk in the park. You might think that the odds make it impossible; that may indeed be true. But we, the citizens of Lau and the world, have faith that you will succeed. Study the rest of these briefing papers carefully, for they contain much useful information that will enhance your chances for survival out there.

Our hopes go with you.

Swahl, Chief of the Tribe of Lau

Party Formation and Scavenger Attributes

Twenty of you have been selected as potential members of the Exploration Party. Should any member of the Party be killed or suffer wounds or radiation damage which make him or her useless to the rest of the Party, one of the others may be called upon to replace that person. If the worst should happen, and the entire Party is killed, one of you will be selected to form a new Party in Lau to try again.

We insist that, for protection, you stick together while travelling on the planet's surface. However, Party members may be left in other ruins to study them while the remaining members go on. In fact, it may even be to your advantage to escort other Lauans to ruins that are more strategically located, so that they may join a Party whose ranks have been decimated in battle.

Someone, a very long time ago, said that "All Men Are Created Equal". We have learned throughout the years that this is not quite so. Each of you is endowed with the attributes of Strength, Intelligence, Wisdom, Dexterity, Charisma, and the power of Observation. Some of you are superior to others in these areas, making you more suitable to certain tasks. Examples are listed below.

- Strength:** Scavengers with exceptional strength inflict more damage when battling mutant creatures and can carry more and heavier things.
- Intelligence:** Scavengers with high intelligence excel in comprehending written and printed materials.
- Wisdom:** Scavengers with great wisdom are born leaders, capable of directing and coordinating other Party members.
- Dexterity:** Scavengers with unusual dexterity are adept at dodging attacks and performing construction tasks.
- Charisma:** Scavengers with extraordinary charisma have an affinity for animals, and may even be able to tame some of them.
- Observation:** Scavengers with abnormally high powers of observation are able to spot items of value among the rubble of the ruins.

Each of you has been tested and evaluated in these areas. These attributes may range from three (extremely poor) to twenty (exceptionally high), with an average of about eleven or twelve. Before leaving Lau, you should examine the attributes of the members of the Party as well as those of the Scavengers left behind. Perhaps you will want to replace Party members to obtain a more balanced set of attributes. The choice is yours.

Closely related to these attributes is your endurance or ability to withstand the crushing blows of battle. During your pre-expeditionary training, you were each rated in this area and assigned a number of "hit points" or "HP". Each time you are struck in battle you may lose some endurance, and your HP rating will drop. While resting, you will slowly regain your stamina, and your hit points will return. Experience in battle will allow you to fight with greater skill later and will enhance your hit point rating.

Chief Swahl's briefing mentions the dangers of radiation. Since radiation exposure is cumulative, you have all been equipped with radiation sensors which measure your ability to withstand this exposure, measured in RAD points or "RP". As with your other attributes, each of you has a different tolerance. When your radiation sensor reaches zero, you are likely to suffer sickness, mutations, or even death. Unlike hit points, however, you do not regain RAD points by resting. Instead, once your sensor is exhausted (and if you survive the effects of the radiation exposure), you will simply be issued a new sensor.

One more thing: Do keep track of the amount of weight you are carrying. Prior expeditions have reported losing overloaded Party members in swampy areas because they sank under their load.

Eralc, Director of Personnel

Weapons, Armor, and Loot

Although your primary mission is to attempt to discover a means for us to escape from this wretched existence, your secondary goal is to bring back any items you find which may be of value to the tribe. Previous expeditions have brought back armor, weapons, food, and even pieces of what appear to be ancient vehicles. These are kept in the storerooms of Lau. When you return from a foray outside of Lau, you will be encouraged to put any unwanted articles in the storeroom, so that others may use them. You may, of course, use whatever you find for your own purposes, and you may draw on the supplies in the storeroom (if any) whenever you like. I heartily recommend storing unused objects here, since the storerooms are secure and the objects will be protected from roaming creatures and thieves.

As for protective armor and weapons, I have good news and bad news. The bad news is that we don't have any to give you. The good news is that such things may often be found in the rubble of ruins, and occasionally on the surface.

We are familiar with a few types of weapons (though the few we had left were lost with the last Exploration Party). You can fight with your hands, but we suggest you do so only as a last resort. Knives and swords are far more effective weapons than fists. In most cases, the larger the weapon, the more damage it can inflict. Some weapons, however, are more useful against certain creatures. Missile weapons (such as rocks and spears) are far more productive when fighting flying creatures, whereas heavy blunt weapons (such as chains and maces) are more efficient against armored beasts. Rocks are plentiful, of course, but not very effective without a sling. We once found one of our ancestors' "guns", but never located any ammunition for it.

To survive long outside of Lau, it is suggested that you procure armor as quickly as possible. Cloth armor is easily found, but does not offer much protection from attacking creatures. Other types of armor, such as leather or chain, offer increased protection. However, they are correspondingly heavier.

You are advised to grab these items whenever you can, trading in weaker weapons for stronger, more effective ones as you find them. Be sure, though, that you have projectiles for weapons which require them before going into battle. For example, a crossbow is useless without a good supply of crossbow bolts. Missile-firing weapons also have the disadvantage of expending the missiles you collect, often running out in the heat of battle. Give me a good short sword or knife for close combat any day! Don't discard unusable weapons or armor, however. Instead, bring them back to the storerooms of Lau. We cannot afford to pay you for this, other than to promise you future rewards.

Food is scarce, which probably explains the savage attacks by the mutant beasts. Grab it whenever you can and share it amongst yourselves. Do not let any Party members starve. Each of you has been thoroughly trained in survival techniques. If the Party leader elects to station you in another ruin, do so with pride and with the knowledge that you are expected to forage for your own food while there.

Jannet Orr, Chief Custodian of Lau Storerooms

Map Reconnaissance

Since the Last War, the surface of our planet has changed so drastically that no one has yet produced an accurate map. You will be expected to explore the surface as well as any and all underground ruined cities you encounter, making maps so that future expeditions may navigate more freely.

Previous expeditions have not succeeded in this area, but brief scouting parties sent out last year have brought back the following information about the terrain:

- City Ruins:** Rumor has it that there are a considerable number of ruined cities in addition to Lau. You must explore all of these ruins to fulfill your mission.
- Walls:** Surprisingly, some of the cities' architecture was spared complete destruction during The War. In fact, the remaining walls serve as a support for the "roof" which shields them from radiation.
- Doors:** Some ruins contain buildings, or portions of them, with doors still intact. We have yet to find a door with an effective lock, so don't let closed doors stop you from exploring what lies beyond!
- Tunnels:** Each of the ruins, or so we are led to believe by scouting parties, has but a single tunnel to the surface, as does Lau. When you enter a ruin, mark its location well, as you must find your way back to that point to return to the surface.
- Rubble:** Alas, much of the cities lies in rubble. Climbing over the rubble can be slow going, but searching it for loot can be very rewarding! Rubble, however, may block your view of approaching monsters.
- Roads:** The remains of our once-extensive highway system can be found on the surface, and some of the more urban ruins are extensively paved. Although the roads sometimes have gaps caused by The War, they are the fastest way to travel from ruin to ruin.

- Land:** Grassy plains once again cover a substantial portion of our planet, proving that Mother Nature is stronger than the evils of Man.
- Sand:** Sandy areas, the result of the nuclear holocaust, may be found inland as well as on the coastline. They do not appear to be dangerous, but they can be slow going.
- Forests:** Forests filled with mutant trees are everywhere. They may hinder your progress somewhat, but they are otherwise harmless. It is impossible to see through forests, however, due to the density of the mutant leaves.
- Mountains:** Mountains and ridges may be encountered during your travels. These appear to be impassible, but there are rumors of hidden fortresses with great riches in the larger mountains. Find a way to explore these, if you can.
- Swamps:** Swamps may also be found anywhere, even occasionally inside the underground ruins. Swamps can be dangerous to the unwary Scavenger, as it is easy to fall under your burden of loot and drown before your fellow Party members can reach you. Cross swamps with caution.
- Water:** A large portion of the planet is still covered with water, in the form of oceans, lakes, and rivers. You may assume that all water you find is polluted, so swimming in it or drinking it is ill-advised.
- RAD Zones:** Our scouts have identified at least three different types of RAD zones, ranging from bad to worse to worst. These can usually be identified by the tell-tale glow of residual radiation. You may be brave enough to enter these areas, but I caution you once again that the effects of radiation exposure are cumulative!

You will find that you can get just about anywhere on foot except across water or mountains. If you are lucky, you might be able to tame some of the creatures you encounter and use them as pack mounts. This will allow you to carry more loot farther and faster, provided the entire Party tames enough of the same kind of mount. I can give you no clue, however, as to how you can cross the water or climb the mountains. Be resourceful!

Beau Mont, Director of Terrain Recon

Biological Survey

It is known that one result of the Great War is the appearance of several strange breeds, mutants distantly related to the species that inhabited the planet before The War. We collect every scrap of information that we can, but so few Scavengers return to Lau that our report to you will be sketchy at best. The few types of creatures that can slip through Lau's strong outer gate are better known to us. We have categorized several different types of creatures.

Insects

These are the creatures that were best fitted to survive a nuclear holocaust. With most of the larger animals out of the way, the arthropods have adapted to take over most of the ecological niches previously occupied by other animals. An alarming increase in size was the first effect we noticed, but lately we have seen evidence of specialized methods of attack, and even of rudimentary intelligence.

With a hard external skeleton, unbelievable strength, and the ability to withstand many severe blows before dying, an insect as tall as a man's knees is more than a match for an unwary traveler.

In Lau, we have captured abnormally large red centipedes. Though they attack fearlessly, they are less than a cubit in length and are easily dispatched. We also have found large spiders the size of a man's head.

Scavengers have returned to us bringing stories of armored beetles the size of a small house, ants which eat oxen, stinging insects the size of a large dog, odd fire-breathing flies that can carry away a man, and strange wingless mosquitos. However, our experts don't have so much as a skeleton, so we cannot be sure that these creatures exist.

Mammals

The mammal population has been drastically reduced, because these animals were not really fit to survive nuclear war. We have captured a few odd looking (and ferocious) rabbits, who attacked members of our tribe for their food.

We have heard that the big cats still survive, and that pack-hunting canines abound, but we have never seen any. If there are ants that can eat oxen, there must certainly be oxen, too.

Humanoids

Though not naturally equipped to survive disaster, the cunning of the human race assured its survival. Be assured that we are not the only tribe that had sufficient warning to hide underneath our city. As far as we know, the humans have divided into several distinct groups:

Tribesmen. These are the foraging (or lost) members of tribes that have survived in other ruins throughout the world. Like us, they must forage outside the ruin to insure survival. Most will be carrying valuable possessions.

Thieves. There are those who only found temporary shelter during The War, or who have lost possession of their city. They now survive by stealth, hiding and waylaying unwary travelers.

Mutants. For the vast majority of the planet's population, there was no shelter. And, while hundreds of millions died, a few thousand survived the radiation. But they are the mutants, the unfit. Some are rumored to be far more powerful than the average man, yet most should be weak.

Zombies. Bacteria also survived the Great War. The radiation changed them, and several previously unknown diseases swept the land. One such disease causes loss of flesh, but also changes the digestive system so that eating human flesh will replenish the body – for a short time. The disease also endows the body with above-average strength and the skeleton with remarkable hardness. Beware the ever-hungry, cannibalistic zombie!

We have heard that some humans may have escaped The War by hiding from the blasts in the country. Though disfigured by radiation, the Trolls are unparalleled foragers. They are also very strong; all but the strongest of beings thinks twice before trying to separate a Troll from his loot.

We have also heard rumors of strange creatures called “devils,” which possess superhuman powers. Our geneticists do not believe that such creatures could be of this planet, and remain skeptical.

Plants

We are indeed lucky that some plants survived. Without them, all life on our planet would perish. Plants, particularly the polyploids, are relatively tolerant of genetic disturbance.

This is not to say that plants did not change much due to The War. Even in Lau, we have found odd flesh-eating grasses, some of which have developed the ability to move.

We have also been told of strange forms of fungus that will attack humans, and of trees that have serpent's heads on each branch.

Snakes

Few of the cold-blooded reptiles survived the temperature drop that followed the Great War. However, a few types of snakes have been caught near Lau.

A seagoing tribesman that we caught and interrogated told us of giant sea-faring snakes, so you should always be alert for a tell-tale hiss when traveling near water or marsh.

Other creatures

We suspect that some fish must have survived, because The War did not pollute the ocean depths with radiation. Similarly, bats, as they live in remote areas, probably did not perish. Although insects command the skies, there are surely some birds to be found. As you travel, one of your Party must watch the skies intently, for that is where your most dangerous foes will attack from.

Brad Jefferies, Lau Biotechnician

Mutation Memo

A common result of radiation damage is the development of a mutation. Though there are many different forms that a mutation may take, some that we have seen frequently are listed below.

Blindness: Radiation causes cataracts to form in the Party member's eyes, partially obscuring vision, and making battle more difficult.

Brilliance: Sometimes a chemical change in the brain can lead to greatly increased, if temporary, intelligence.

Coloration: This mutation gives the person an odd appearance, which may frighten away some of the more intelligent (and less hungry) creatures.

Crusted skin: With this mutation, one cannot move swiftly, but the skin cannot be easily pierced by the claws of an angry beast.

Doubled pain: This mutation causes a person to be much more sensitive to damage sustained in battle.

Doubled speed: A chemical change in the brain results in increased hand-eye coordination. A Scavenger may be able to strike more frequently in battle.

Growth: The person becomes a veritable giant. Though giants are easy to strike in battle, they are also very strong.

Hunger: This results in a great increase in metabolism, causing a Scavenger to consume food at several times the normal rate.

Illness: This mutation causes the affected person to heal more slowly than normal.

Laser vision: A person who has developed laser vision acquires the power to launch deadly rays from his or her eyes in battle.

Radar vision: This mutation increases the effective observation of the Scavenger, particularly in detecting oncoming radiation storms.

Radiation sensitivity: This mutation, a breakdown of the cell's damage recovery mechanism, causes the affected Scavenger to be much more vulnerable to radiation.

Repulsion: This mutation causes the person to change in appearance so that the other members of the Party cannot tolerate his or her presence.

Shrinkage: The person loses much of his or her body weight, and becomes dwarf-sized. Though weakened, the smaller Scavenger is more difficult to hit in battle.

Stupidity: As a result of radiation damage, a person may lose much of his or her mental faculties.

Telekinesis: A person who develops the telekinesis mutation may levitate large amounts of loot.

And, of course, there is always the "ultimate mutation" – death. Although our scientists have not yet found a sure-fire cure for most of radiation's ill effects, some scouting party members have reported that re-exposure to radiation can, on rare occasions, reverse the effect of the initial exposure. We do not recommend this method of treatment, as it generally causes additional mutations to occur.

Kelvin Clyne, Radiation Expert

Scavenger Mission Objectives

At this time, you should have read carefully the enclosed Briefing Report, and should be preparing to assemble in the ruins of Lau with your fellow Scavengers. Before embarking on your journey, you will have to select the members of your Exploration Party. You will want to choose Scavengers with exceptional strength and dexterity, so that they may defeat marauding monsters. It is also a good idea to have at least one member with exceptional observation, so that objects may be spotted at greater distances. Since there is safety (and strength) in numbers, it is best to go scavenging with a full Party of four.

As you explore the ruins and outside world, you should be constantly looking for things that may be of value (as well as keeping an eye out for hazards such as monsters and RAD storms). The distance at which items may be spotted will depend on your observation rating. If a member of your Party has a high observation rating, you will be able to spot monsters and objects on the ground at greater distances. Although large terrain features such as mountains and forests will be visible at greater distances, they may also block your view of the terrain beyond.

Darkness will also limit your vision. Be cautious at night – you may not be able to see monsters until it is too late. Previous Exploration Parties have also reported finding ruins which were as dark as night inside. Exercise extreme caution when exploring dark ruins, unless you have a lantern or other light source. Creatures are also roaming these ruins, and it is easy to become hopelessly lost as well.

Before leaving the ruins of Lau, you should spend some time searching the area. Previous Parties have reported finding useful items, even weapons, in the ruins. Since Expedition Control cannot provide any tools or weapons for your expedition, it is vital that you find equipment as quickly as possible. When you spot an object, you should examine it closely to **Identify** it. If the item is something useful – and remember, you can find a use for just about anything – **Grab** it. If you find several of the same type of object, **Grab All** of them. Since each Party member can carry only a certain amount of weight, you should try to maintain a balance among the members. If someone becomes overburdened, he or she may **Hand** things to other Scavengers to carry, or **Drop** less valuable items to lighten the load. While searching the ruins, you may also encounter your fellow Scavengers not currently in the Party, who will **Identify** themselves by presenting their Lau Identity Cards. If your Party has less than four members, you may ask him/her to **Join** you.

After exploring the ruins of Lau, find the tunnel leading to the surface and **Go** out into the world above. Before leaving the ruins, take note of the **Date** and time. Remember that your visibility will be severely limited at night. You should also take an **Inventory** of each Party member's pack and check their **Attributes** to be sure that all members are healthy and properly equipped for the adventure.

You will discover a wide variety of objects in and around the city ruins. You may still be able to **Use** some of the tools you find, but be aware that these tools are very old and easily broken. To be on the safe side, you should **Don** armor and **Arm** yourself with weapons as soon as you find any. Remember that missile-firing weapons require ammunition to be useful.

You may come across parts of ancient equipment. Though not useful by themselves, you should hang on to them; if you acquire all the necessary parts, you may be able to **Build** a machine. However, because of their complex nature, you will need to find blueprints of these machines and have the most intelligent Party member **Read** them before attempting construction. You should **Take Apart** any machines you have made when not using them, or when entering ruins, as they are easier to transport when disassembled.

Uncontaminated food supplies can also be found in the outside world. **Grab All** the food you can – you never know where your next meal is coming from. You should always **Distribute Food** among all the Party members so that everyone gets their fair share.

If you are fortunate, you may be able to **Build** a vehicle or **Grab** a riding mount, which will allow you to travel faster than on foot. Vehicles will probably be large enough for the entire Party to **Board**. However, since only one person may **Mount** the riding animals encountered thus far, each member must have a mount in order for the entire Party to accelerate its pace. Of course, you will have to **Dismount** before grabbing anything or entering a ruin..

While on the surface, you must watch out for frequent radiation storms, which can inflict severe damage. There are also areas of high residual radiation (RAD zones) which should be avoided. Examine all Party members for **Mutations** after exposure to radiation.

Scavengers must also be on guard against attack by marauding monsters, both in and out of ruins. When a creature is encountered, each Party member must decide what he or she will do, based on his or her individual abilities and weapons available.

If you choose to **Fight** a monster or monsters (they sometimes travel in packs), you must **Arm** yourself for battle. You should try to anticipate the enemy when selecting a weapon. Hand weapons, such as swords and knives, are effective in close combat, but projectile weapons (guns, slings, etc.) are useful from a distance, particularly against flying creatures. If you run out of ammunition for your weapon during battle, **Rearm** yourself immediately. At times, you may find it wiser to adopt a defensive stance and simply **Parry** your attacker's blows, especially if you are unarmed.

Most mutants are very tenacious, and will continue to fight to the death – theirs or yours. Destroy your attackers when possible; otherwise, they will no doubt come after you again. Also, some creatures have been known to carry loot, which you can confiscate once they are dead.

Party members may choose to flee from an attack, especially those who are severely wounded or unarmed. Your entire Party may also stop fighting and flee from the attackers, but this tactic may or may not be successful, particularly in a confined area.

At some time, you may wish to **Leave** a wounded Party member in a ruin to recuperate, or to establish an outpost there. You may also take a **Census** inside a ruin to locate any Scavengers who may be there. Scavengers in the ruin will give a secret cry to let their presence be known. If you have less than four members in your Party, one of these Scavengers may **Join** your team.

To keep the Party's strength up, you may occasionally **Camp**, allowing members to rest and recover from any injuries. It is wise to make camp inside ruins, as you will be protected from radiation storms.

An important part of your assignment is to keep a **Map** of the territory you explore. (You may find city maps in some of the ruins, but these are too old and fragile to transport out of the ruins in which you find them.) Your territory map will serve as a guide for future exploration, as well as helping you in your journey. Remember, if no one from your Party returns to Lau, the map and all your loot will be lost! Be sure to return to Lau occasionally to report your latest map reconnaissance, as well as to store or retrieve equipment in our warehouses.

Good Luck and Good Scavenging!

Lau Expedition Control Staff

1875

1876

1877

1878

1879

1880