Gear and prices

All prices are in **bullets**, standard currency of the post-nuclear world.

Useful items

Items marked with (!) take up two inventory slots.

Item	Price
Binoculars	100b
Bottle, glass	50b
Book, blank	200b
Book, reading	300b
Bucket, wood	150b
Cigarettes	100b
(!) Chain, 5m	120b
Chalk, box	50b
Cooking oil, 1L	300b
Cooking pots	200b
Crowbar	100b
Rebreather	500b
Fishing gear	200b
Flashlight	200b
Fuel tank, 0.5L	500b
Grappling hook	150b
Hammer and nails	100b
Hand mirror	50b
Laser pointer	100b
Traps (small game)	250b
(!) Instrument	500b
Lockpicks	300b
Manacles and key	100b
Metal file	50b
Flare gun	300b
Padlock and key	100b
(!) Rope, 10m	200b
Sewing kit	100b
(!) Skis	300b
Shovel	100b
Travel clothes	400b
Winter clothes	600b
Whistle	100b

Weapons

See p.XX for weapon stats

Weapon	Price
(!) Automatic rifle	3000b
Submachine Gun	2500b
(!) Light MG	4000b
Revolver	1000b
Light melee	500b
(!) Heavy melee	750b

Weapon Attachments

See p.XX for attachment stats

Attachment	Price
Scope	1000b
Launcher	1250b
Bipod	750b
Heavy stock	1500b
Suppressor	2000b
Extended magazine	500b
Short barrel	750b
Bayonet	500b
Reflex sight	1000b

Basic supplies

Supply	Price
Air filters	100b
Batteries	150b
Rations	30b
Morphine	1000b
First aid kit	500b
Anti-radiation meds	1000b
Lantern	500b
Oil for lantern	250b
Waterproof cloaks	500b
Winter clothes	600b
(!) Tent (fits 5)	2000b

Services

Guide
Lodging
Daily meals
Safe house

Settlements

Komsomolskaya
Dubrovka
Marksistskaya
Leninskaya
Kotelniki
Dzerzhinsky
Sertolovo
Urus-Martan
Nyagan
Belorechensk
Volzhsk
Izberbash
Gelendzhik
Krasnokamensk
Gorno-Altaysk
Vyazma
Kogalym
Shuya
Ivateyevka
Anapa
Belebey
Dmitrov
Aleksin
Sibay
Kumertau
Labinsk
Pavlovsky
Naro-Fominsk
Beloretsk
Sevastopol
Kaluga
Yurga

Names

These names are taken from the various Republics that made up the Soviet Union: not just Russian, but Armenian, Kazakh, Ukrainian, Tajik and more.

Male names

Aleksandr
Mikhail
Maksim
Artyom
Daniil
Vladyslav
Artem
Ivan
Yegor
Illya
Sergey
Dmitri
Vladimir
Pavel
Azamat
Serik
Nursultan
Timur
Murat
Alisher
Aziz
Anvar
Shukhrat
Otabek
Armen
Samvel
Gevorg
Ashot
Gagik

Female names

Sofiya
Mariya
Anna
Alisa
Viktoriya
Anastasia
Ekaterina
Ulyana
Oleksandra
Sofia
Olga
Tatyana
Svetlana
Irina
Aygerim
Akmaral
Saltanat
Aygul
Akerke
Firuza
Shakhnoza
Zarina
Guzal
Yulduz
Anahit
Gayane
Karine
Hasmik
Lusine

Things to find

d6	d8	Item
1	-	d10 x 10 bullets
2	1	Adidas tracksuit
	2	American-made toaster
	3	Assorted herbs and spices
	4	Babushka's kerchief
	5	Balalaika strings
	6	Bicycle frame
	7	Bicycle wheels and chains
	8	5.56mm bullets (worthless)
3	1	Box of nails and a hammer
	2	Bug-catching net
	3	Car spring
	4	Cassette tape, Soviet rock
	5	Chess set, no pawns
	6	Children's toy gun
	7	Copy of Lenin's Imperialism
	8	Feather pillow
4	1	Eastern Orthodox Bible
	2	Sewing machine
	3	Jar of kompot
	4	Knitted wool hat
	5	Lyrics to an unfinished song
	6	Map of the nearest town
	7	Soviet War Medal
	8	Old coins, pre-war
5	1	Personal diary
	2	Wedding photo
	3	Ping pong paddles and ball
	4	Pressure gauge
	5	Komsomol armband
	6	Sales brochure, Lada Niva
	7	Figurine of a rural folk saint
	8	Laika themed porcelain set
6	1	Stuffed animal, very loved
	2	Vodka bottle, half empty
	3	WD40
	4	Shell casings
	5	Wind chimes made of bone
	6	Set of headphones
	7	Train tickets, never used
	8	Postcard, Crimean beach

The post-nuclear wasteland of the former Soviet Republics

In the year 1990, the United States of America fired a nuclear attack on the Soviet Union, immediately killing millions and poisoning the land, air and water for years.

The scarce few survivors were forced into hiding. About 50,000 people fled to the relative safety of the Moscow Metro, with smaller numbers following suit in cities like Novosibirsk, Volgograd, Saint Petersburg, Yekaterinburg, Samara and others.

Even more survivors, especially in the non-Russian Soviet Republics, made their living on the surface, living off the land and rebuilding the socialist society as best they could, despite the constant threat of mutants, monsters, bandits, fascists and, it is rumored, NATO troops.

The sites of nuclear strikes - urban centers, factories, ports, mines, airports - are highly dangerous places, where the air is toxic, the lingering radiation reaches life-threatening levels and horrifying mutants, the embodiment of nuclear radiation made horrible flesh, make their lairs.

The various Metros themselves don't fare any better, with their own breeds of mutants making travel between stations a dangerous affair - but ask any Metroan and they'll tell you people are often more dangerous than the ghoulish horrors that lurk in the tunnels.

What you need to play

RAD uses **a bunch** of different dice. Most of the time you'll be rolling a twenty-sided die (d20), but all the other standard ones: d4, d6, d8, d10 (including percentile d10) and d12 are used. Keep pencils and erasers handy.

You'll also need character sheets and item cards, linked in the QR code at the back of the book or available at xxxxxxxx.itch.io for free.

What is RAD?

Concept

RAD is a roleplaying game about hardy explorers, fighters and adventurers in the ruined post-nuclear Soviet Union banding together to help their community.

RAD is a dangerous, highly lethal game where wits, patience and insight are more important than strength of arms. This game is meant to be played by 3-6 people: one Game Master and 2 to 5 players embodying various Player Characters.

Aim

In this game, player characters' goal is to venture out into dangerous places to scavenge for supplies, help people with their problems and above all, **kill fascists.**

The goal of the players is to build an interesting post-nuclear world that is filled with compelling characters and factions, and heavily suffused with Sovietica.

### Tone

The tone of this game is post-apocalyptic, High Slav, Sovietcore, dangerous and frantic. The atmosphere of Dudes Rock permeates everything.

Subject Matter

I recommend using any safety tools your group feels comfortable with - some examples are The X-Card, Lines & Veils and Script Change.

Potentially triggering or upsetting topics that might come up often in a game RAD are:

• Imperialism
• Capitalism
• Fascism
• Body horror
• Graphic violence
• Nuclear weapons
• Depression
• The United States
• Scarcity
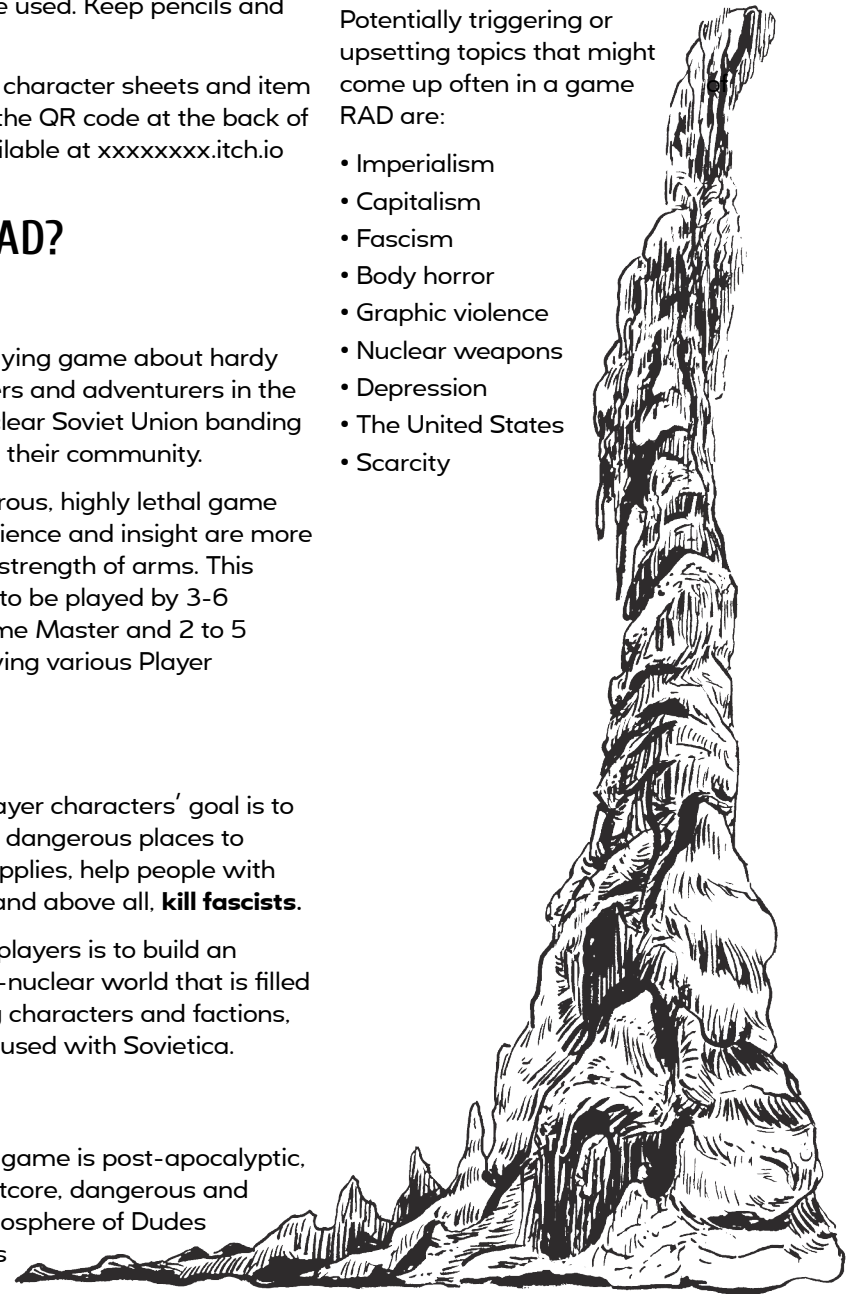
1. CORE RULES

Let's cover the basics.

1.1 Stats

There are four main Stats in RAD:

COORDINATION (COR): agility and dexterity
SENSES (SEN): aim, reflexes, empathy
VIGOR (VIG): athleticism, endurance
WILLPOWER (WIL): charisma, grit

Some rolls will have a **modifier**. A modifier is added or subtracted from your stat, not the roll. When making an **Enhanced** roll**,** roll two die and keep the better result. For **Impaired** rolls**,** roll two die and keep the worse result.

When attempting something where the outcome is uncertain, the player rolls a **Save** against an appropriate Stat. To succeed, you must roll a d20 **equal to or below** your stat +/- any modifiers.

Advantage means you roll two d20 and keep the better result. **Disadvantage** means you roll two d20 and keep the worse result. **Advantage** and **Disadvantage** cancel each other out.

1.2 Time

Time is broken down into three scales for ease of understanding and coordination.

- **Rounds** are the time it takes for one character to act in combat, lasting about ten seconds
- **Turns** are used during Locale exploration and take around 10 minutes. 6 turns are equal to 1 hour.
- **Watches** take about 36 turns or 6 hours. There are 4 watches in a day. They are used for resting and travel.

1.3 Travel

While on foot, you can travel 10 kilometers per watch. In difficult terrain (jungle, tundra, heavy forest, etc.) you can only travel 5 kilometers per watch.

While mounted on horses/rowboats, you can travel 15 kilometers per watch. In difficult terrain you can only travel 5 kilometers per watch.

Trains can travel 400km per watch.

1.4 Hunger, Sleep and Rads

Player characters must mark one dot of **rations** per day or gain the **Starving** condition. Players must also spend 1 watch a day sleeping or gain the **Exhausted** condition. This goes with player mounts as well, eating animal feed.

While **asleep**, characters are assumed to not have their pack on, or to be wearing/ holding any items. However, all items are assumed to be kept within arm's reach. Mounts would be tied up nearby, although their saddlebags would not be worn.

Lightly **irradiated** areas will inflict the **Radiation** condition on characters after one watch unless they take **Anti-Radiation Meds**. Highly irradiated areas will inflict the condition after **one Turn**. Extremely irradiated areas inflict it **every Round**.

2. REST AND HEALING

Adventuring is dangerous business, and sometimes it's good to take a break. Resting can restore resolve and clear conditions. How much depends on how long you rest for.

2.1 Short Rests

Short rests take 1 turn (10 minutes). **Restore 2d6 Resolve**. Clear short rest conditions. This is the only rest that can be performed in a dangerous location without triggering ambushes, generally.

2.2 Long Rests

Long rests take 1 watch (6 hours) and involve taking a much-needed break. This does not count as time spent sleeping. **Return to full Resolve**. Clear short and long rest conditions. Each player may choose to mark one dot of a First Aid Kit to remove 1 Wounded condition per long rest and perform a long rest action. In a dangerous location, whoever is keeping watch must make a WIL save to remain awake, alert and attentive, or the group might be ambushed.

During a Long Rest, each PC may take up to one Long Rest Action.

Cooking

Spend time cooking to remove a wounded or another relevant condition from the cook or another character by marking a dot on their rations and succeeding a COR or SEN save while having cooking pots on their person.

Foraging

Spend time foraging if you're in a location where that's possible to erase up to d3 dots of Ration supplies, spread out among the party's rations as they see fit. If this character has fishing gear or small game traps, and such items can be used in their present environment, they may mark a dot on the item and erase d3 extra rations dots.

Revel

Spend time reveling with the party. If at least one other player character also revels, all reveling players gain a free reroll to be used for any reason before the next Long or Full rest. If left unused until the next long or full rest, it is lost. If a reveler has an instrument or another item that can be used to entertain others, they can give one non-reveler a free reroll as well.

2.2 Full Rests

Full rests take a week in the safety of a settlement. **Restore all Resolve**. Remove short, long, and full rest conditions. A week's worth of food costs 50b per person at most eateries and pubs. During a full rest, players gain **2 full rest actions** they can perform during their full rest.

Commission or Repair an Item

If the settlement has a mechanic or engineer, you can have your own equipment repaired (clear usage dots). If a settlement has a tailor, you can commission new sets of clothes or repairs for your own clothes and armor. You can also commission specialty items, at the group's discretion.

Gather Information

You learn some new information about your goal, your enemies, the environment, the world, rumors, etc. It is encouraged that the GM always have many of these handy. Depending on the services in a settlement, different information may be available.

Work

Find part-time work and get paid in bullets: 2d20 bullets a day is customary, and you'll work for five days.

Live It Up

Spend time living your best life. If you are religious or scholarly, perhaps this is spent in prayer or deep in a good book. If not, it may be spent at the local tavern or chasing girls. In either case, spend your level x 10b to gain a free reroll. If left unused until the next full rest, it is lost.

3. COMBAT

Before combat proper begins, determine if either side is being surprised or ambushed - that side goes last. Otherwise, have the group leader make a save to determine who goes first depending on the overall strategy being employed:

- If trying to coordinate a complex maneuver to outflank the enemy or exploit their weaknesses, roll **COR**.

- If trying to remain on the defensive and wait for the enemy to make a mistake or for an opportunity to present itself, roll **SEN**.

- If going all-out and trying to overwhelm the enemy with sheer force, roll **VIG**.

- If improvising, acting in a disorganized, surprising manner or trying unorthodox tactics, roll **WIL**.

This save reoccurs at the start of each round of combat.

3.1 Actions in Combat

On your turn in combat you can perform two **Complex Actions**. You can break up either or both of these into two **Simple Actions**. Complex Actions are:

- Moving, up to 30 meters.
- Attacking with most weapons
- Reloading a weapon
- Attempting a Utility Action
- Scrounging through your pack

Simple Actions are varied and can involve throwing your weapon, opening a door, pushing a button, passing or tossing an item to an ally and anything that can be accomplished in about a second or two.

3.2 Attack and Defense

Attacks with your fists, melee weapons or thrown weapons are made by rolling a **COR** save. Firearm attacks are made by rolling a **SEN** save.

Always mark a dot of Ammo on your weapon card after attacking with firearms.

Attacks in RAD always hit as long as your target is within your weapon's functional range.

3.2 Special Weapon Rules

Automatic weapons can attack twice in a single Complex Action at the cost of reducing their **Reliability** dice size by one step (a d8 becomes a d6, and so on) for this combat.

After every round of combat, and **when combat ends**, every character does a **Weapons Check.** To do so, roll the Reliability dice for each weapon that was used. On a **1-3**, mark a usage dot on the weapon, and if it's a firearms, it is also **Out Of Ammo.**

Out of Ammo firearms reduce the wielder's bullet count by the weapon's magazine size (expressed between parentheses next to the Reliability die size) and take a Complex Action to reload.

3.3 Enhanced and Impaired

Certain abilities, attachments and situations can cause an attack to become **Enhanced** or **Impaired**. When attacking an unawares target, exposing a target's unique vulnerability, attacking an incapacitated enemy, shooting at an enemy who isn't in cover (from the attacker's angle) or otherwise exploiting a significant advantage, attacks are **Enhanced**. Enhanced attacks always roll d12 for damage.

Inversely, when attacking an enemy who is under heavy cover or moving too fast, or if you're suffering from effects like unstable terrain, attacks are **Impaired**. Impaired attacks always roll d4 for damage.

Sometimes you might get a **Free Attack**: point-blank shots on immobile enemies not in cover, perfectly executed ambushes, sucker punches and the like. Free Attacks always hit for the weapon's max damage.

Any amount of factors contributing to an attack being Enhanced or Free cancel out any amount of factors contributing to an attack being Impaired and vice versa.

3.3 Cover: Light and Heavy

During fights, especially firefights, cover is extremely important. Every combatant is considered to be in Heavy Cover, Light Cover or No Cover.

Being under **No Cover** makes attacks against a target **Enhanced**.

Light Cover can be an overturned table, a low wall, a wooden fence, a piece of sheet metal or a tree, among other things.

Heavy Cover can be a concrete bunker, a high solid wall, an elevated well-guarded position or a window in an unlit room, among other things. Attacks against targets in Heavy cover are **Impaired**.

Cover can be circumvented by flanking, forcing the enemy to move, using weapons that ignore cover (such as grenades) or by simply destroying the cover. Get creative.

3.4 Taking Damage

Incoming damage first reduces a character's **Resolve**. When Resolve is reduced to 0, they become **Banged Up**.

If a Banged Up character takes regular damage (including damage that carried over from when they were pushed down to 0 or fewer Resolve), they must attempt a **VIT** save minus the amount of damage they have taken over their Resolve. If they fail, they take **critical damage.**

A character who takes critical damage also gains the **Wounded** condition and must make a **WIL** save. If they fail the WIL save, they also gain the **Peril** condition.

Fear-based effects (such as from monsters and mutants) also reduce Resolve, but a **banged up** character who takes fear-based damage rolls a WIL save, instead of VIT, or gains the **Panic** condition.

A player character can spend one Exploration Turn (10 minutes) tending to the incapacitated character, **removing one random condition from them and bringing them back to consciousness**. Alternatively, a shot of morphine can jolt them back into consciousness for the duration of one Exploration Turn, but they will need actual treatment after that. A character who spends six Exploration Turns (60 minutes) incapacitated without receiving treatment will **die**.

3.5 Enemy Actions

On their turns, enemies can move up to 30m and make one Complex Action or two Simple Actions.

Enemies replace all saves with **MOR** (Morale) saves. Humans will prioritize easier targets, flanking maneuvers and looking for cover. Mutants will prioritize charging at the nearest target.

Enemies' **Resolve** works the same way the players' does, When an enemy is reduced to **0 Resolve** they become **Banged Up** and any additional damage they incur, including damage that carried

over from when they were pushed down to 0 or fewer resolve, they must succeed on a **MOR** save, plus penalties.

Enemies don't incur Conditions normally but for every condition they would incur, they lose **1 DEF** (Defiance). At 0 Defiance, they are **defeated** (dead, fleeing, etc)

3.6 Weapon Attachments

What follows is a list of basic weapon attachments which might be looted, found or bought throughout the world. Players are welcome and encouraged to create their own, to better fit their vision of their character and what their signature weapon might look like.

Scope

Removes the Automatic tag. +100% to all range bands. Treat Light Cover as No Cover.

Extended magazine

This weapon will only be Out Of Ammo when rolling **1-2** during Weapons Check.

Heavy stock

Only mark a usage dot during Weapons Check on a **1-2**.

Suppressor

Make no sound when firing.

Bipod

Set up before combat or as a Complex Action. While set up, automatic fire does not reduce your Reliability dice size.

Reflex Sight

+2 damage

Bayonet

This weapon's melee damage is d8

4. CHARACTER CREATION

Who's to say why you decided to abandon the few comforts of your village or Metro station in order to adventure out into the mutant-infested tunnels, the bandit-riddled highways and the still active radiation zones all throughout the former Socialist Republics?

4.1 Stats

Roll 3d6 for each of your stats and keep the two highest die for each.

If the sum of all four stats is less than 32, you may reroll your lowest one.

You may swap any two values once.

COORDINATION (COR): agility and dexterity

SENSES (SEN): aim, reflexes, empathy

VIGOR (VIG): athleticism, endurance

WILLPOWER (WIL): charisma, grit

4.2 Resolve and Bullets

Roll 1d6 for your starting **Resolve**.

Roll 1d6 for your starting **Bullets**. Multiply the result by 10. These bullets are 7.62mm caliber of any length - they will work on most weapons.

Cross-reference these two values in the table on the next page to determine your character's background and starting inventory.

You always start with:

A battery-operated flashlight

A weapon of your choice

Underlined items replace your starting weapon.

5. INVENTORY

Characters carry items in their **inventory slots** (one item per slot). Items are 1" squares, or 2" by 1" rectangles, printed and cut out on thick paper. If playing online, write down your items on paper anyway.

The inventory is split into two sections: **supply counters** and **inventory slots**. Supply counters are for your **battery charger**, **rations** and your **bedroll**, to keep track of these common items.

Inventory slots come in three types: hand slots, worn items and pack slots.

Items in **hand slots** are carried in the character's hands, and may be used on their turn.

Items that are in **worn slots** are carried on the character (in pockets, bandoliers, on their back, etc) and can be swapped into their hands on their combat turn as a Simple Action.

Items in the character's **pack slots** are tucked away and require more time to retrieve in combat. A character can spend a Complex Action to swap any items in their hands or worn into their pack, as well as pull items out of their pack.

5.1 Usage Dots

Most items have three dots. When **all three dots** are marked the item is either depleted or destroyed. A dot can be erased (repaired) on weapons by a weaponsmith for 200 bullets. Most items mark dots when used in a way that could wear them down or deplete their resources. If unclear if an item would be depleted by use, roll a die. Some items, particularly weapons, have special rules for marking dots.

Resolve	Bullets	Occupation	Item 1	Item 2
1	1	Occultist	Holy symbol	Human teeth
1	2	Back-alley doctor	Morphine	Chalk
1	3	Smuggler	Binoculars	Zipties
1	4	Bandit	Grenade (2)	Body armor
1	5	Courier	Radio	Foldable bicycle
1	6	Pilgrim	Winter clothes	Skis
2	1	Officer	Manacles and key	Laser pointer
2	2	Train driver	Mechanic's tools	Hand mirror
2	3	Cook	Cooking utensils	Cooking oil
2	4	Rat catcher	Bolt-action rifle	Netting
2	5	Mechanic	Mechanic's Tools	WD40
2	6	Trader	Silver cutlery	Spare boots
3	1	Station guard	Submachine Gun	Padlock and key
3	2	Journalist	Notebook and pen	Dynamo charger
3	3	Busker	Instrument	Cassette tape
3	4	Stalker	Gas mask	Gun oil
3	5	Mutant hunter	Harpoon	Propane tank, full
3	6	Distiller	Moonshine kit	Geiger counter
4	1	Preacher	Eastern Orthodox Bible	Walking stick
4	2	Burglar	Dagger	Lockpicks
4	3	Kelp farmer	Bottle of vodka	Sewing kit
4	4	Explorer	Tent	Flare gun
4	5	Trapper	Traps (small game)	Throwing knives
4	6	Carpenter	Hand axe	Winter clothes
5	1	Welder	Hammer and nails	Hazmat suit
5	2	Cartographer	Compass	Grappling hook
5	3	Swineherd	Shepherd's Crook	Stubborn pig
5	4	Medic	Radiation Meds	Scalpel
5	5	Veteran	Gas mask	Light Machine Gun
5	6	Caravan guard	Body armor	Automatic Rifle
6	1	Station Overseer	Revolver	Chain (5m)
6	2	Miner	Plastic explosives	Water filtration system
6	3	Locksmith	Lockpicks	Coffee Pot
6	4	Factory Worker	Cigarettes	WD40
6	5	Oiler	Lantern and oil	Bug-catching net
6	6	Surface-dweller	Rope (20m)	Portable spade

5.2 Conditions

Conditions are placed in a character's pack slots (the specific slot is chosen by the player). One condition/item per slot, Conditions must stay in pack slots. Conditions can only be removed when their clear condition is met. When all six pack slots are filled with Conditions, a character is Incapacitated.

6. WEAPONS AND ITEMS

6.1 Weapon Ranges

RAD isn't meant to be played with a grid. Weapon ranges and the like are meant to be approximate and informed by the fiction and in-game actions.

Long range is always twice the optimal range of the weapon. Extreme range is always twice the long range of the weapon.

All firearms and long-range weapons have a list of range bands listed.

- Minimum range: some weapons are ineffective at close range. Attacks made within this range are **Impaired.**

- Short range: the range at which the weapon operates most effectively. **No penalties** to attacks made at this range band.

- Long range: shots become harder to effectively place this far. **Reduce the weapon's damage dice by one step.**

- Extreme range: for emergencies only. **Attacks at this range are always Impaired.**

6.2 Armor

You can mark a dot on armor - bulletproof vests, helmets, makeshift shields - to reduce incoming damage by 2.

6.3 Ammo

Every empty inventory slot can hold **100 bullets**. Some items might let you hold more bullets at once.

Firearms need the appropriate ammo to be worn or held in order to be used as anything other than improvised hand to hand weapons. Every firearm uses the same bullets (**7.76mm, the same caliber used as currency**). For the sake of simplicity we'll make the following assumptions:

Bullet length doesn't matter. You can take bullets from your Revolver and put them on your Bolt-Action Rifle. Let's call it nuclear magic.

Bullets are assumed to already have been put into a magazine or clip when you need them (for instance, when reloading). No need to simulate loading each bullet into the magazine or having to swap them out.

When loading a weapon with bullets, **reduce the number of bullets available in an inventory slot or item holding bullets by the weapon's magazine size**. If you're taking bullets out of the weapon, note how many ammunition dots have not been marked, multiply that by the weapon's BPA (Bullets Per Attack) and add that number to whichever inventory slot you want the put the bullets into.

6.4 Bedroll

When sleeping in your bedroll, roll a d6. On a **5-6**, mark a usage dot. If you're sleeping on the surface, at the mercy of the elements and aren't inside a tent or under a roof, you always mark a usage dot on your bedroll. When sleeping with no bedroll dots left to mark, you wake up with 0 Resolve and mark the Fatigued condition.

6.5 Batteries

When you use your battery charger for anything - powering a flashlight, jump-starting a vehicle, etc, mark a usage dot on your battery charger. Light sources mark a usage dot for every hour (6 Exploration Turns) of usage.

6.6 Healing Items

Morphine restores 2d6 resolve to yourself or an adjacent target as a Simple Action. It can also bring back an Unconscious target for the duration of one Exploration Turn.

Anti-radiation meds protect the body from the effects of lingering radiation for six Exploration Turns (one hour) per dose.

A single air filter for a gas mask can protect against harmful gasses for six Exploration Turns (one hour).

7. Advancement

The party gains 1xp (shared equally among the characters) for every bullet's worth of valuable community supplies they bring back to a settlement or station. Bullets gained from selling loot - weapons, equipment, utility items - do not count towards XP. Community supply items are clearly marked as such in the loot tables. Additionally, bullets spent selflessly (donating to a local church, helping others, clearing someone else's debt) or wastefully (partying, binge drinking, gambling) contribute to XP gained, at a rate of 1xp per 5 bullets spent this way.

When a character reaches the next level, they gain 1d3 more resolve (to a maximum of 15) and roll a d20 for each of their attributes. If they roll over their attribute, they may increase that attribute by one, to a maximum of 15.

Level	XP required
0	500
1	1500
2	3000
3	5000
4	7500
5	11000
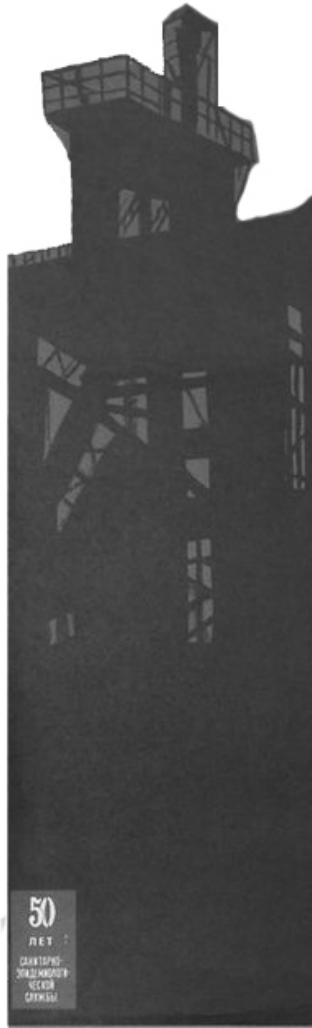
8. GMing RAD

8.1 GM Best Practices

Present A Living World

The world of RAD is a living, breathing thing. It moves and shifts - sometimes due to the party's actions, sometimes in spite of them. Give everyone a name and a quirk. Describe with sound, smell and touch instead of only with sight. As the characters rest or adventure, schemes come to fruition, allegiances shift, monsters make new lairs, NPCs get married.

Be A Fan Of The Player Characters

Root for them. You have to want them to succeed. You're here to put obstacles in their path and to challenge their creativity - you are not here to defeat them or to revel in their defeat. Make them earn their wins and mourn their losses but don't take victory away from them. They are the protagonists and we want them to succeed.

Telegraph Danger

We don't "roll for perception" here. The characters are competent, hardy people and they would know to check for obviously visible traps and probable ambush spots. If a danger is coming - telegraph it. They hear a mutant's footsteps echoing off the catwalk. They smell the acrid aroma of toxic waste that lets them know they'll be needing a gas mask. They see the shadow of an armed man around the corner.

Reward Ingenuity

If players get smart, that's a good thing. "Metagame" is an atrocious term best left in the past. If players "metagame" their way into a clever solution to an elaborate trap, that's great. Give it to them. If they

bullshit some McGyver contraption that just so happens to be exactly what they need, that's awesome. Clever plans don't need to roll dice.

Infuse everything with Sovietica

The setting of this game is maybe its strongest feature to lean into it. The times of the Soviet Union are still fresh in the memories of the people living in the wasteland, good or bad. People remember the hopes, the dreams and the triumphs of the Republics just as well as they remember the disillusionment and disappointment.

Think in terms of Soviet aesthetics - massive, blocky Brutalist tenements, sturdy all-purpose cars, posters celebrating friendship amongst the peoples of the world, beautiful Metro stations and more. When describing the world, be specific: the characters don't just find a camera - they find a Czech-made Zenit E.

Also remember the Soviet Union wasn't *just* Russia. RAD can and does take place in Ukraine, Belarus, Uzbekistan, Kazakhstan, Georgia, Azerbaikan, Lithuania, Moldavia, Latvia, Kirghizstan, Tajikistan, Armenia, Turkmenistan and Estonia. Each of these Republics was and is a vibrant culture rich in history, customs and their own idiosyncracies and relationship to the historical process of building socialism in Europe and Asia.

Kill Fascists

The nuclear war that destroyed the USSR has encouraged certain people to unfurl the banner of Nazism in an act of scummy opportunism. Fascists in this game exist only to be killed. They cannot be reasoned with, convinced, debated or brought over. They are the enemies of the working and marginalized people of the world. Rule 0 of this game is Kill Fascists.

8.2 Asking for Saves

Outside of specific rolls, as described by weapons, combat rules or specific items and skills, **Saves** are made in order to avoid or mitigate the consequences of player characters' actions.

COR saves avoid consequences through coordination or stealth.

SEN saves avoid consequences through reflexes or empathy.

VIT saves avoid consequences through strength or endurance.

WIL saves avoid consequences through force of will or charisma.

8.3 Consequences

The **consequences** player characters suffer for their actions should be telegraphed and at least **hinted at** before they happen, to give them a chance to overcome or avoid them. A save might involve multiple failure states - maybe the action succeeds but a consequence still happens, as a price to pay of sorts. Some recommended consequences that are always always relevant follow:

Damage: 1, 2 or 3 damage to a character's Resolve.

Lost Time: Batteries become used and rations are consumed as the character's waste 1d6 Exploration Turns - and it might also trigger a roll on the Patrol Table.

Conditions: Contextual and fiction-dependent, but Panic and Exhausted should always work.

Marking dots: 1d3 dots marked on an item or piece of equipment.

Making noise: thus alerting monsters or patrols

9. ADVENTURES

The characters in this game make their living by exploring the **dangerous places** others wouldn't dare enter - bandit camps, occupied facilities and mutant nests - in order to find **supplies**, **resources** and **useful items**.

The loot the characters find won't be treasure, jewels and gold (all worthless now) but **useful things for their community** - generators, kitchen appliances, warm clothing, chess sets, water filters, batteries and the like. These can be donated to improve the morale of the community and gain XP, or sold for bullets to fund the next expedition.

9.1 Phases of an adventure

An adventure in RAD is roughly divided into three segments: Investigation, Exploration and Extraction.

Investigation

During the Investigation phase, the characters will either find a lead, be asked a favor or set their own goal, usually with an adventure seed being planted from something that occurred in previous adventures (an unanswered question, a mysterious artifact, etc).

Researching and digging for leads can be done as a Full Rest Action.

This action should lead to an actionable situation, such as:

- Documents, radio transmissions or stories that point the way.

- An interesting place that needs to be explored

- People in or out of town that can be interviewed for additional information

Exploration

Once the players have decided to venture outside of their home base or settlement, they move on to the **Exploration** phase. At this point they should have at least a rough idea of where to head (the destination is often called **The Locale**), even if the exact location of their destination is a mystery. On their way to their target Locale, they might come across **Places of Interest** (POI). A POI is a sort of micro-locale that, when explored, can give hints and clues about the Locale, such as **traps**, **patrol routes**, the **layout** of the place, etc. Places of Interest hold treasures, secrets and dangers of their own.

Some example POIs are:

- Bandit camps or checkpoints that hold notes and maps of the main encampment.

- Abandoned houses or rail cars, housing traps and mutants and some key information.

- An unused Metro tunnel that might lead to a shortcut or alternative entrance.

Once the players have reached their destination, they begin the **Incursion** phase (see **Incursions**).

Extraction

The **Extraction** phase involves finding treasure or artifacts and **making it out of the Locale alive**. In general, the treasure in Locales should be split into **thirds**: a third of the treasure should be readily visible and available, another third should be hidden in lockboxes or behind secret passages as a reward for exploration, and the final third should be guarded by hostiles, as a reward for fighting.

A Locale should **never** be considered cleared or safe - there can always be reinforcements, convoys or wandering mutants to worry about, forcing the players to make decisions as to what they bring with them.

9.2 Incursions

The act of delving into a Locale (a monster lair, a bandit camp, a hostile Station, an occupied village) is called an **Incursion**. A Locale is any place where treasure is kept, hazards exist and hostiles await. Locales are made up of **rooms** (discrete, distinguishable areas) and **Outside Areas**, distinguished by their size, which is relevant for Exploration Actions and Combat.

Area Sizes

Small rooms: around 5x5 meters.

Small outside: around 30x30 meters.

Medium rooms: around 30x30 meters.

Medium outside: around 100x100 meters.

Large rooms: around 100x100 meters.

Large outside: around 300x300 meters.

These sizes are approximations, and Locales might include many tinier rooms (an office might just be a walk-in closet) or even larger rooms and outside areas.

A small area requires **one SEN save** to fully search. Medium areas require **three** and large areas require **five or more**.

Exploration Actions

When exploring a Locale, a player may perform **one Exploration Action per turn.** These take about **10 minutes** to perform. While performing most Exploration Actions, characters' hands must be free - held items need to be stashed or put on the ground.

After or before performing an Exploration Action, the party can move one small room or outside area for free. This does not apply to Turns spent moving the whole time.

Example Exploration Actions are:

- Swapping attachments on a weapon
- Barricading a door
- Searching a Small-sized area
- Taking a Short Rest
- Tending to an Incapacitated target
- Working an opening
- Disarming traps
- Setting up an ambush
- Moving a to a contiguous area
- Moving across two areas (this is a **reckless** action)
- Starting a fight

Patrols

When exploring a Locale, roll a d6 every three turns to check for patrols. If the players have given the inhabitants of the Locale any cause for alert, such as running or making excessive noise, roll every two turns. If they are being actively tracked or pursued, roll every turn. On a 6, an Encounter occurs. On a 5, the players notice or hear enemies anywhere from 1 to 3 locations away.

Traps

Unless the players are moving recklessly, traps should be hinted at during exploration. No need to roll SEN. Disarming a trap involves a COR save with +2 if they have helpful tools. The trap goes off if they fail.

Searching Rooms

A player can search a Small-sized area (a 5x5 room or a 30x30 outdoors location) in one turn by rolling a SEN save. On a success, they find either the area's secret or some minor loot. On a miss, they find a new trap to disarm, an inconvenient fact (a door has been locked, for instance) or nothing.

Light and Darkness

Any saves performed in the dark have a -5 penalty and are considered a **Reckless** action. Characters near or holding a light source cannot ambush or surprise enemies unless they do something like burst through a door and start shooting, or light their flashlights as part of an ambush.

Doors

Hidden doors and passageways can be spotted via a successful search or if the characters know about it already.

Locked doors can be unlocked by a character with lockpicks with a successful **COR** save.

On fail, mark a use of the lockpicks. This can be attempted indefinitely. **If there is a lock, there is also a key.** Locks can be forced open, noisily.

Stuck doors and other non-standard openings (such as cracks in the wall, barricades or climbable vines) can be made usable with a successful VIT save. The action being done might warrant a Patrol roll.
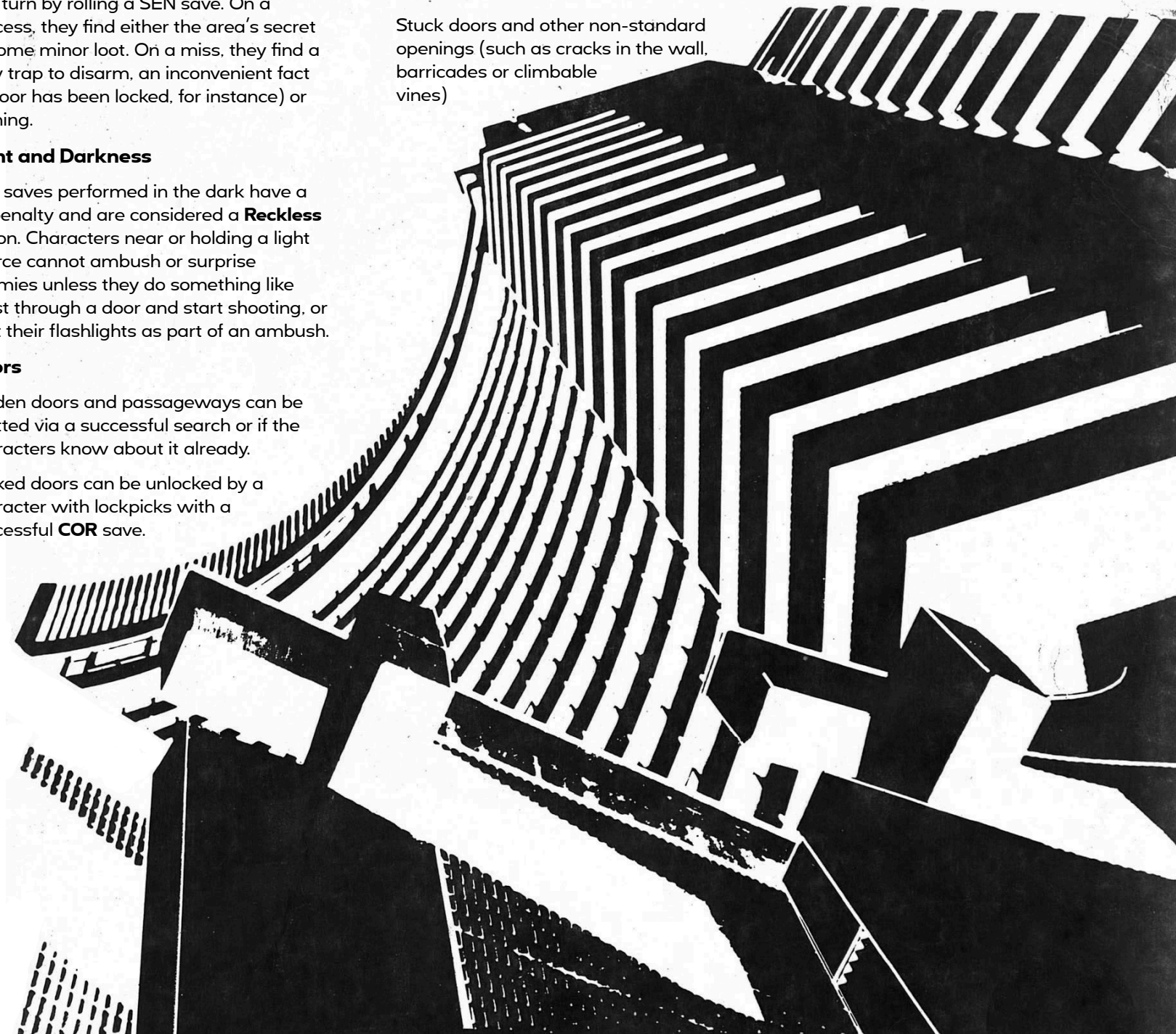
9.3 Treasure

Shards

We don't know who broke the world but we know what did it. Even now, Stalkers delve the most dangerous, fucked up, irradiated recesses of the former SRs to find their own uranium-based holy grails: **shards of the Tsar Bomba**, the largest thermonuclear device ever detonated. Over time, these shards have congealed the radiation around them and grown unstable, arcane and dangerous. Shards have been known to attach themselves to living things when their container fails (or is opened), granting the creature powerful abilities, horrifying changes and really fucked up mutations in their bodies.

Consuming a Shard and acquiring a power or mutation takes an Exploration Turn and always reduces the consumer's Resolve to 0, triggering all the requisite Saves.

Using a power requires a WIL save. If the save is failed, the character takes on the RAD condition or the power fails, at the player's discretion. **This condition cannot be removed.**

See the table on the next page for possible mutation powers.

Community Supplies

Community Supplies are stuff your community needs and wants. The areas close to the Metro stations and the main Trans-Siberian rail lines will have already been picked clean of their most valuable and sought-after items, but adventurers who dare to delve into remote locales and dangerous regions will be rewarded with extremely worthwhile loot.

These items can either be sold for bullets or returned to a settlement, Station or another stable community for an XP reward. Items marked with (!) take up two inventory slots.

|	
1. Mutant Arm	A third arm bursts out of somewhere on your body for one watch. +4 to all COR saves and an extra hand slot.
2. Glow-Eyes	Your eyes glow with eerie green radioactive light, letting you see in the dark and project blinding light forward
3. Mind Meld	Pockets of radiation in your brain connect with the base level radiation present everywhere to let you read creatures' thoughts and emotions.
4. Juggernaut	Chitinous scales grow all over your skin, allowing you to withstand more pain (-4 damage)
5. Blood Affinity	You need blood to survive and rations won't cut it. This lets you shape your blood into horrifying weapons (d10 damage)
6. Phase	Your molecules disperse in a screaming maelstrom, letting you move through solid matter, and making bullets pass through you.
7. Time Walk	The bulbous growths on the back of your head vibrate and tremble, letting you go back in time briefly.
8. Telekinesis	Your skin ripples and boils as ghostly hands exert force in defiance of physics.
9. Electric Field	Your veins pulse with pale blue light as kinetic energy is transformed into electric energy by your own body.
10. Feral	Your muscles bulge horrifyingly, turning you into a misshapen hulk, charging on all fours (d10 damage)

Community Supplies Table

Worth 100 bullets/XP

Box of Soviet memorabilia

Small collection of records

Assorted children's toys

Warm winter hats

Nuts, bolts, screws and nails

Hard candy

Worth 500 bullets/XP

Full gas can

Shortwave radio

American-made toaster

Bags of fertilizer

Box of lithium batteries

Movie reels

Worth 1000 bullets/XP

Samovar

Portable gas oven (!)

Water filtration system

Preserved wheat seeds

Crate of vodka

Cooking oil and spices

Worth 2000 bullets/XP

Power tools (!)

Antibiotics

Surgical tools

Functioning diesel generator (!)

Full wardrobe for a family (!)

Stereo player
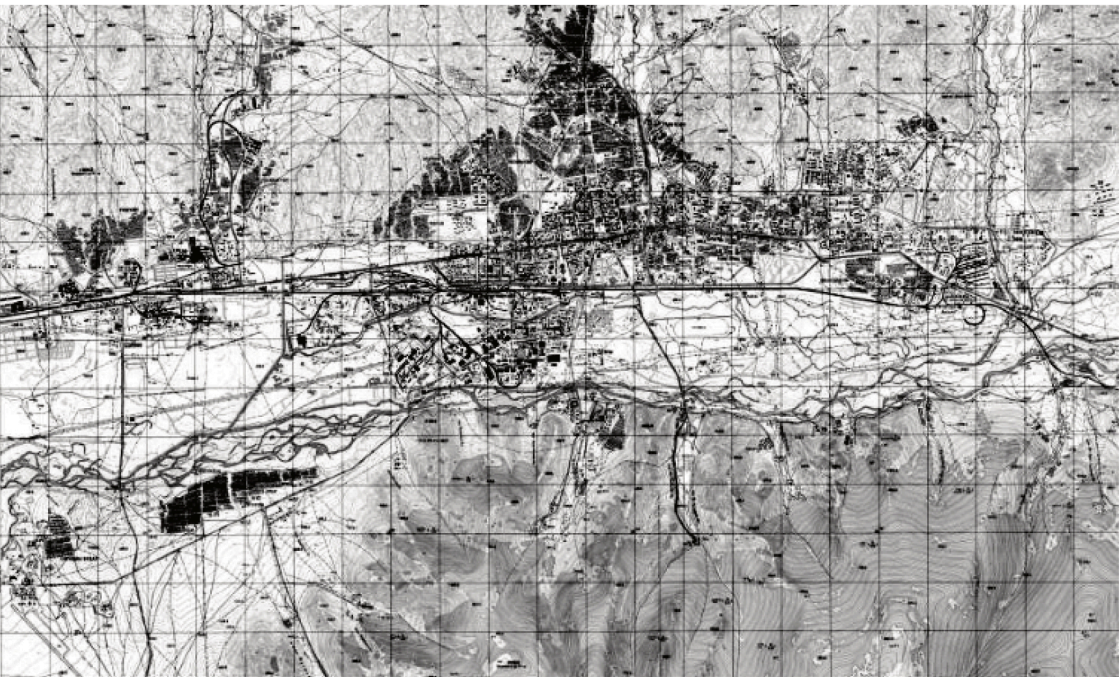
10. SURFACE EXPLORATION

10.1 Making a map

Grab a handful of dice of all sizes. Drop them onto two A4 blank sheets of paper side by side, or a single A3 page. Each die represents a **landmark**, an interesting place where paths converge. They represent potential **Locales**, encounters and points of interest.

Finally, draw 1d4 lines representing **roads** between each landmark and its nearest neighbords. Roads may only intersect at landmarks. Road travel is safe and fast most of the time.

This landmark is a(n)

1	Rail station	11	Lumberyard
2	River bend	12	Makeshift campsite
3	Cave entrance	13	Nuclear crater
4	Dacha	14	Military outpost
5	Ancient hill	15	Ruined chapel
6	Natural bridge	16	Radio antenna
7	Factory	17	Graveyard
8	Kolkhoz	18	Tank cemetery
9	Rural Village	19	Medium sized town
10	Soviet-era monument	20	Large city

Kolkhozy (8), **Rural Villages** (9), **Medium sized towns** (19) and **Large Cities** (20) are collectively known as **Settlements**.

Connect **rail stations** together with railway lines. Connect **river bends and natural bridges** together by drawing the river between them. Connect railway lines to any **Settlements**. Connect rivers to any **dachas** and **kolkhozy**.

If any dice are touching each other, these become a **Locale** (see **9. Adventures**), a larger and more complex location that cannot be explored all at once.

Players may travel outside of roads, but this might be dangerous. When **offroading**, roll on the following table:

The new route is

1	Half the total distance
2	Patrolled by bandits
3	Full of wandering mutants
4	Difficult terrain
5	Highly irradiated
6	Roll twice on this table

10.2 Weather

Roll **2d6** for weather every morning.

Each watch spent traveling in rough weather causes every player to make a **VIT** save or gain the **Exhausted** condition.

If you sleep outside without bedroll dots while in **bolded** weather, you automatically gain the **Exhausted** condition.

Gain +5 to saves against rain, thunder, and wind with **travel clothes**.

Gain +5 to saves against snow, sleet, and cold with **winter clothing**.

10.3 Encounters and Reactions

As the party explores a Locale or the wilderness, check for Patrols and Encounters, respectively, every three turns Rules for patrols in Locales are found in **9.2 Incursions**.

When they are exploring the **wilderness**, roll for encounters at the start of the Morning Watch and the start of the Evening watch. If an encounter occurs, roll **d12 to find what hour it occurs in.**

To roll a random encounter, roll d6. On a 6, an **encounter** occurs. On a 5, an **omen** occurs (signs or hints of an encounter)

Encounter Tables

For each major area, prepare a table of d6 encounters that express the theme of that area. Give each entry something they are already doing as the players arrive.

- ө Entries 1-3 should be variations on a common encounter.
- ө Entries 4-5 should be variations on an uncommon encounter, something slightly unusual.
- ө Entry 6 should be something extremely rare or supremely weird.

The weather is

1	**Miserably stormy**
2	**Unseasonably hot**
3	**Blindingly snowy**
4-6	Pleasantly sunny
7-9	Depressingly overcast
10	**Chillingly cold**
11	**Violently windy**
12	**Acidly rainy**

Reactions

When the party encounters a creature whose disposition towards them isn't immediately obvious, roll **2d6** on the table below.

Disposition

2	**Hostile.** How have you angered them?
3-5	**Twitchy.** Wary. How can you appease them?
6-8	**Unsure.** How can you win them over?
9-11	**Talkative.** What can you gain from them?
12	**Cooperative.** What can you get them to do?

11. CREATURES

Bandit

12 Morale

3 Resolve

2 Defiance

0 Armor

Attacks:
Auto Rifle (d8)
Knife (d8)

Wants: your money or your life. Somebody else to take a bullet.

Critical: none

Infamous Bandits (d6)

1	**Tatiana**, former komsomol member
2	**Sergei**, warrior-poet
3	**Olga**, political agitator
4	**Fyodor**, deadeye sniper
5	**Valentina**, has eyes everywhere
6	**Aleksandr**, charismatic conman

Ostern

15 Morale

7 Resolve

2 Defiance

1 Armor

Attacks:
Bolt-action Rifle (d8)
Knife (d8)

Wants: to keep the Steppes free of invaders and poachers.

Critical: make a VIT save or be trampled by the horse (d6 damage, takes one Complex Action to get up)

Known Osterns (d6)

1	**Batbayar**, accurate, sneaky
2	**Bayarmaa**, loud, brash
3	**Chuluun**, cunning, keen
4	**Erdenechimeg**, flirtatious, lethal
5	**Xanadu**, imposing, terrifying
6	**Tsetseg**, inscrutable, mysterious

Mountaineer

14 Morale

5 Resolve

2 Defiance

0 Armor

Attacks:
Axe (d8)
Bolas (d6)

Wants: you to get off their mountain

Critical: trapped by the bolas. COR save every turn to become untangled. Impaired attacks while entangled.

Mountaineer drops (d6)

1	A box of matches
2	Heirloom axe
3	Treasure (?) map
4	Professional rappelling gear
5	Pristine bottle of vodka
6	200 bullets

Spetsnaz Guy

16 Morale

9 Resolve

3 Defiance

d4-1 Armor

Attacks:
Any firearm (d10)
Armor-piercing ammo.

Wants: to continue serving the USSR's Intelligence Directorate

There's d4 of them.
Critical: you got absolutely shredded. Turned into a fine red mist. You die on the spot.

Prestigious Spetsnaz Guys (d6)

1	**Barrikad** (Barricade)
2	**Revmira** (World Revolution)
3	**Sten** (Stalin and Engels)
4	**Gertruda** (Hero of Labor)
5	**Kim** (Young Communist International)
6	**Iskra** (Spark)

Zlatorog

12	Morale
12	Resolve
1	Defiance
0	Armor

A massive deer with metal horns. Its horns are worth d6x100 bullets.

Special: the area around it is moderately irradiated.

Attacks:
Horns (d8)
Breath (d4 to 3 targets)

Zlatorog Horns (d6)

1 **Steel** (fire breath)
2 **Titanium** (poison breath)
3 **Bronze** (rusting breath)
4 **Gold** (beehive breath)
5 **Lead** (fear-inducing breath)
6 **Iridium** (heavy radiation breath)

Wisp

13	Morale
1	Resolve
1	Defiance
5	Armor

Sentient ball lightning. Charges your batteries if you're nearby.

Critical: zapped. VIT save to avoid becoming a stunned, convulsing mess for d6 turns.

Attacks:
Touch (d8)

Wisp Lures (d6)

1 **Radio waves**
2 **Light sources**
3 **Radiation powers**
4 **Exposed wires**
5 **Batteries**
6 **Magnets**

Radbeast

12	Morale
10	Resolve
3	Defiance
1	Armor

A quadrupedal mammal made feral and violent by radiation. Hunts in packs of d4.

Critical: make a WIL save or flee in horror of its savagery.

Attacks:
Swipe (d8)
Bite (d8)

Animal it mutated from (d6)

1 Bear (+2 damage)
2 Horse (+2 Resolve)
3 Wolf (+2 Morale)
4 Mountain cat (ambushes)
5 Camel (why not)
6 Dog (pack of d10)

Winged One

16	Morale
12	Resolve
2	Defiance
2	Armor

A human turned into a fleshy flying monstrosity

There's d4 of them.
Critical: you are grabbed by the shoulders and lifted into the air, taken away to the Winged One's nest

Attacks:
Claw (d10)
Fly (d4 + attacks against it are Impaired)

Rad Powers (d6)

1 **Feral**
2 **Juggernaut**
3 **Electric Field**
4 **Telekinesis**
5 **Blood Affinity**
6 **Phase**

12. STATIONS AND TRAINS

Before play, the group should agree on what their party's base of operations will be. The choice significantly impacts the tone and aesthetics of the game. There's no end to the possibilities, but RAD contemplates two major variations: living in The Metro or living on A Train.

11.1 The Metro

A group that lives on the Metro calls one of the 200 stations of the Moscow Metro their home. Every station in the network is different: each has its own needs and surpluses, its ideological bend, different factions present and relationships to other stations.

Travel between stations is dangerous but doesn't take long - anywhere between 20 and 60 minutes walking from one station to one of its neighboring ones. You can find rules for creating and defining Stations in section 11.4.

Metro play involves much more bargaining with merchants, a harsh freelancing kind of life for Stalkers, and interacting with factions and recurrent characters frequently. Trips to the surface are rare, and most residents of the tunnels and station are content to spend their whole lives never having to venture into the toxic, irradiated air of the surface.

11.2 The Train

Ah, the Trans-Siberian Railway. How lovely. Somehow, your group has gotten hold of a diesel/coal hybrid train, consisting of, for now, one locomotive car and one passenger car.

In this mode of play, the Stalkers will travel all across Eastern Europe and Asia following the historic rail lines of the Trans-Siberian. One session might take them to the dried up crater that used to be the Caspian Sea, while the next one might have them wading the decrepit marshlands of the Volga.

Since travel is such an important part of the Train mode of play, characters might show up only briefly in play and never be seen again, unless you make a point of revisiting old locations - or the character chooses to join your Crew.

Train Crew

The train cannot be reliably manned, operated and maintained by the player characters alone, and there are plenty of bunks and sleeping quarters for more people. When playing in the Train mode of play, the train itself will also be inhabited by ten other people: civilians hitching a ride, making a permanent moving home atop your train.

At the beginning of play these people will not have names and you do not need to define or identify them. Instead, during every moment of downtime - after a hunt, mission, job or long stretch of travel - you will roll on the Loyalty Table, a ladder table that represents the tensions at play. You can find the Loyalty Table on the next page.

Loyalty Table

0-	Reset Marker to 4
1	If any of the crew has the Saboteur tag there is an immediate mutiny
2	The crew kills 1d3 Loyalist NPCs
3	Add the Saboteur tag to a crew member
4	The crew kills 1 Loyalist NPC
5	The crew is working discordantly. Take disadvantage on the next crew-wide check.
6	If there are any Saboteurs, roll on the Saboteur Encounter Table
7	Roll on the Crew Encounter Table
8	Add the Saboteur tag to a crew member
9	The crew is steady
10	Add the Loyalist tag to a crew member
11	Roll on the Crew Encounter Table
12	If there are any Saboteurs, roll on the Saboteur Encounter Table
13	Reset Marker to 9
14	Roll on the Crew Encounter Table
15	One of the Loyalists works to defuse tension. They have a 1-in-6 chance of removing a Saboteur tag
16	If there are any Loyalists, roll on the Loyalist Encounter Table
17	Add the Loyalist tag to a crew member
18	The crew is working harmoniously. Take advantage on the next crew-wide check.
19+	Reset Marker to 15

Using the Loyalty Table

New crews should start at the 9 position.

There are a set of conditions, that add one of two types of dice to a roll. **Proletarian** and **Bourgeois** dice are both d6s.

Proletarian dice are positive, moving the crew down the table, towards higher numbers.

Bourgeois dice are negative, moving the crew up the table, towards lower numbers.

The following events trigger a roll:

- A long **train ride** between two locations
- The party **returning** from an expedition, job, hunt or another significant achievement.
- **Downtime**, while the crew is resting at a settlement.

When a roll is triggered, tally up your dice pool as follows:

Add **one Proletarian die:**

For every Loyalist on the crew

If the party returned from a successful expedition

If the Crew recently visited a friendly or welcoming settlement

If at least one PC caroused with the crew

Add **one Bourgeois die:**

For every Saboteur on the crew

If any of the Crew was injured

If any of the Crew died

If today's weather is bad

If the Crew recently visited a hostile or unwelcoming settlement

If the train has been damaged

After a roll, when you move up or down the ladder, follow the instructions for the spot you land on. If the ladder table doesn't change then the turn is "free" and acts a pressure relief valve, as the PCs don't have to deal with anything.

When you need to create a new Loyalist or Saboteur, pick a name from the table at the beginning of this book. Give them a single descriptive trait.

Whenever the PCs need one of the crew NPCs **they get a random Loyalist or Saboteur**. If there aren't any current special NPCs they can instead deal with an "extra" but make a note of them—that extra becomes the next Loyalist or Saboteur. This is an important step: **the PCs never get off easy**. If they charge one of the crew to handle a side mission, they're either putting one of their Loyalists at risk or depending on one of their Saboteurs not to screw them over.

The next page includes three sample tables for Loyalists, Saboteurs and the Crew. GMs should work to adapt these tables to fit their game's tone, plot and story. After one encounter is resolved, GMs are encouraged to retire it and replace it with a new one.

Loyalist Table

1	A Loyalist has a 1-in-3 chance of recruiting another Loyalist.
2	A Loyalist requests a sudden change of travel plans, through much more dangerous terrain than previously planned.
3	A Loyalist demands to be given treasure or a weapon. If denied, they'll lose their Loyalist tag.
4	A Loyalist sits down for a chat with the party. They talk about their upbringing, their hopes and their plans. Everyone clears a Condition.
5	A sudden change in sleeping arrangements in the passenger car has a 1-in-3 chance of removing a Saboteur tag.
6	Loyalists are working eagerly and efficiently, leaving the party with more free time. Everyone gets an additional Full Rest Action.

Neutral Crew Table

1	A Saboteur is killed. Add one Bourgeois dice to the next Loyalty roll.
2	Loyalists and Saboteurs get into a brawl. Each side rolls 1d6 per member involved. The winner gains a new recruit.
3	A tense argument erupts over dinner between Loyalists and Saboteurs and they look to the party to mediate.
4	A traveling musician joins the train temporarily. They sing songs and tell tales about a nearby town, its weird customs and rich history.
5	The locomotive is in dire need of repairs. Either assign crew members to work on it or set out on an expedition to find spare parts.
6	You overhear a rumor; an abandoned dacha has a secret stash of Soviet-era books and is said to be only lightly guarded.

Saboteur Table

1	A Saboteur has a 1-in-3 chance of recruiting another Saboteur.
2	If Saboteurs outnumber Loyalists, they will start a mutiny next time the party is away.
3	A Saboteur has cornered a Loyalist and is threatening them with violence and pain if they don't convert to the Saboteur faction.
4	A Saboteur has secretly radioed ahead to let a group of armed bandits know to set up a barricade across the train tracks.
5	Saboteurs are obstructing work and making shifts miserable for everyone. Everyone loses a Full Rest Action.
6	A random party member's possessions are stolen by a Saboteur.

13. Settlements

Any inhabited, permanent or semi-permanent community of people is a Settlement: a place of relative safety where the party can rest, find new leads, trade and forge new bonds and relationships. Most settlements will be either Metro stations or reclaimed villages - metropolitan areas are often far too dangerous or heavily irradiated to allow communities to be established there, though there are rumors of radiation-free areas far to the east.

13.1 Settlement Creation

When the party reaches a new, previously unvisited settlement, go through the following steps to **define** it.

Determine its Wealth (2d6)

Every settlement has at least one **Surplus** (a resource or good that is plentiful and cheap) and one **Needs** (a resource or good that is exceedingly rare). The results on the following table can change the amount of Surpluses and Needs a settlement has.

2	**Penurious** (-1 Surplus, +2 Needs)
3-4	**Struggling** (+1 Need)
5-9	**Moderate** (no change)
10-11	**Thriving** (+1 Surplus)
12	**Obscene** (+2 Surplus, -1 Needs)

Some Needs and Surpluses, like Hope or Security, are more nebulously defined than others. It's up to the GM and players to define that a lack of Hope or a surplus of Stability means for any given settlement.

Surpluses and Needs (d20)

1	Canned food
2	Bullets
3	Weapons
4	Medical supplies
5	Fuel
6	Tools
7	Clothes
8	Entertainment
9	Technicians and mechanics
10	Construction materials
11	Communications
12	Furniture
13	Fertilizer
14	Space
15	Security
16	Stability
17	Hope
18	Electricity
19	Water filtration
20	Adventuring gear

Determine its Ideology (2d6)

2-3	Anarchist
4-8	Marxist-Leninist
9-11	Liberal/Capitalist
12	Fascist

The ideology of a settlement determines the overall ideological views held by either the majority of the population or by the ruling group. There will always be dissent, revolutions brewing and propaganda efforts going on, either openly or bubbling under the surface.

In the world of RAD, many people hold either a deep nostalgia for the way things were, or are taking advantage of the new, broken world to make the changes they dreamt of back when the USSR existed - whether that means fixing a system they fundamentally believed in or trying something entirely new.

As you explore more and more of the world of RAD and the Metro, you'll be able to draw a rough map of each ideological group's spheres of influence, slowly fleshing out a living, breathing area that is always experiencing political tension.

Anarchists have **Tense to Friendly** relations with Communists, and **Hostile** relations with Liberals and Fascists. Anarchist settlements believe in mutual aid, solidarity, independence and common ownership and decision-making. They are commonly warier of Communists than Communists are of them.

Communists have **Tense to Friendly** relations with Anarchists, and **Hostile** relations with Liberals and Fascists. Communist settlements are efficiently managed, highly prize education and science and their economies are often centrally planned - though bureaucracy and corruption can often bog things down.

Liberals have **Hostile** relations with Anarchists and Communists, and **Neutral to Friendly** relations with Fascists. Liberal settlements exhibit stark class divides, with a small handful of fat cats living lives of obscene luxury at the expense of the wellbeing of a majority of citizens toiling in atrocious conditions, with no claim to the fruit of their labor.

Fascists have **Hostile** relations with both Anarchists and Communists and **Neutral to Friendly** relations with Liberals. Fascist settlements are ruled by bigoted bastards whose very existence is an insult to humankind. The only atonement possible for being a fascist is to eat a bullet and become compost, letting life bloom where previously there was only death and your miserable, pathetic hate. These settlements are highly militaristic and brutally repressive, and supporters range from actual fascists to weirdo Tsarists but the difference is negligible. Shoot on sight.

Determine its Size (2d6)

Overland settlements (outside the Metro) have their size determined by the map-making procedure on **10.1**. For Metro stations, roll on the following table to determine the station's size and population.

2	**Diminutive** (5+d4 people)
3-4	**Small** (10+2d10 people)
5-9	**Medium** (30+5d10 people)
10-11	**Large** (50 + 2d20 people)
12	**Massive** (100+d100 people)

14. Factions

Factions are groups of people joined by common values, ideology, goals or circumstance. A faction exerts power over a settlement, an area or a group of people, and player characters interact with factions via commerce, diplomacy, friendship, violence and more.

Any given area or Metro station larger than Small should have around 3-4 factions operating in it. Each faction starts with a **Theme**, 1-3 **assets** and a **goal**.

Interacting with factions

Player characters cannot directly control a faction's activities but they can influence them, or play into the ongoing power struggles for their own benefit (or because they truly believe in a faction's goal).

When the PCs actively help a faction pursue or achieve a goal, mark **1-3 progress dots** on that goal. If they hinder or sabotage that goal, erase **1-3 progress dots** instead.

14.1 Defining a new Faction

Theme

Every faction has a Theme: a short sentence that describes that they're all about at a glance.

Some example Themes are:

- A political party, with both a more diplomatic and a more militant wing.
- An Eastern Orthodox sect that worships a giant mutant monster.
- Traveling, nomadic refugees who are fiercely loyal to each other and distrustful of outsiders.
- An organized crime ring involved in smuggling, banditry and kidnappings.

Assets

Each faction begins with anywhere between 1 and 3 **assets**. An asset is a possession, holding or established network that the faction can leverage to achieve its goals or impair another faction.

Some example Assets are:

- A hidden cache of high-quality, pre-Fall weapons.
- A network of spies, informants and saboteurs.
- A fortified warehouse that serves as a base of operations.
- A caged mutant monster.

Goals

Each faction has a goal that it strives towards. The GM should work to contextualize the goal within the game's story and fiction. During **Downtime or long periods away**, Factions act in pursuit of their goals.

This period of time is called the Faction turn. The GM should feel free to narrate the Faction turn as they see fit, but to simulate it, list all the Factions in the relevant area and have each of them perform a **Faction Turn**.

14.2 The Faction turn

To perform the Faction Turn, start with the faction that owns the most amount of assets. The action taken determines the difficulty for the check the Faction must make during their turn. This faction either:

- Secures a new asset (roll under 16)
- Destroys an opposing asset (roll under 12)
- Steals an opposing asset (roll under 6)

Securing a new asset takes 2 progress dots plus one for every asset this faction already has, to represent bureaucratic and logistical bloat.

Destroying an opposing asset takes three progress dots, representing the stages of Planning, Organizing and Executing the destruction of the asset. The party may help or hinder this for their own benefit as a sort of side quest - either preventing a progress dot from being marked or, on a successful mission, having the faction mark an additional dot.

Stealing an opposing asset takes five progress dots but otherwise works exactly like destroying an asset.

To change their declared goal, a Faction must skip their turn in the faction turn order.

Any faction may **Exhaust** one or more of their assets to modify their roll by **-4** for each exhausted asset. Exhausted assets remain exhausted until the next Faction turn. Additionally, targeting an exhausted asset with a Faction Turn action is easier than normal: modify the targeting faction's action by **-2** when targeting an exhausted asset.

The GM may freely pick which action a faction pursues. A game where strong factions pursue safe actions and weak factions pursue risky actions can be very volatile, but also risks a single faction dominating all others.

CREDITS AND ACKNOWLEDGEMENTS

15. APPENDIX: WEAPONS

Automatic Rifle

Optimal range	50m
Reliability (ammo)	d8 (20)
Damage	d8
Special:	

None

Bolt-action Rifle

Optimal range	150m (min 20m)
Reliability (ammo)	d10 (5)
Damage	d12
Special:	

Operating the bolt between shots is a complex action.

Revolver

Optimal range	20m
Reliability (ammo)	d6 (6)
Damage	d8
Special:	

You can hold one of these in each hand and shoot both as part of the same action.

Submachine Gun

Optimal range	20m
Reliability (ammo)	d6 (30)
Damage	d10
Special:	

Having this weapon in hand confers -4 to the initiative save if you're the leader.

Light Machine Gun

Optimal range	100m
Reliability (ammo)	d6 (50)
Damage	d8
Special:	

Fire at up to five enemies with one action. Must mark a dot and reload on the next weapons check.