

The Coming

A Science-Fiction Fantasy supplement for MYFAROG

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Disclaimer

This is a science-fantasy supplement to a fantasy game. The world of *The Coming* is our own world, but almost everything in it is changed to enable players to enjoy a world known to us, and yet completely different. Nothing in *The Coming* should be taken seriously by anybody; the 'factions' in this supplement that actually exist in our real world (such as the USA, Russia, the UN etc.) have been turned into something they are not in the real world, to facilitate the construction of a game world where crazy conspiracy theories are real and where players can enjoy exploring ideas and situations that they surely will never encounter in real life. This game supplement says: "What if?" What would your character do in such a crazy world? Have fun finding out!

Introduction to *The Coming*

Fossil fuels are running low, consumerism has depleted most of the raw materials on the planet, big corporations have wrecked the environment, several nuclear power plants have had meltdowns, vicious viruses are cutting down humanity, famine is common even in industrialized countries, all 'Western' countries and their 'colonies' and 'protectorates' have been completely taken over by criminal bankers still hiding behind the illusion of 'democracy', the USA and her NATO puppets on one side and Russia and China on the other are fighting a 'proxy war' on several continents using terrorists as their main means of attack, and the world is inches away from nuclear war. Several 'tactical nukes' have been used already. Perhaps worst of all; G. R. E. E. D. (Geoffrey Rogers Eileem-Edelstein's Disease) a virus, named after the first man who was infected, accidentally created by the W. H. O. (trying to develop new vaccines), has turned South America, Africa and Indo-China into what can only be described as 'zombie infected' areas, where people lose their minds, eat the flesh of those not infected, and attack every uninfected human being in sight. People are trying to hold them back, but they are too many! The 'zombies' march seemingly mindlessly ahead, oblivious to pain, towards the uninfected areas, looking for more uninfected human flesh to eat. At the same time, religious cults speak of the return of Jesus Christ, and others of an alien intervention, to save mankind from itself. The world is in chaos. The world is a mess.

The player characters are there to survive, and if they do, to find solutions to the different small and

big challenges they will face. Is there meaning to what is happening? Is somebody behind it? What can be done about it? You as a myth master decides.

"It is not death a man should fear, but he should fear never beginning to live."

G. R. E. E. D.

The GREED virus is airborne, but only certain populations seem to be infected by it. In order to be infected you need to have a certain genetic make-up, that is only present in less than 10% of the 'first world' and parts of the 'second world' populations, but is present in 99% of the rest of the 'second world' and the 'third world' populations. The player character should be assumed to come from the immune part of the world's population, or they can test their Disease resistance against PL 9 every time they come into contact (e. g. within 20') with infected individuals.

How to use *The Coming*

You can use it however you like, but remember that all the default MYFAROG rules apply, unless otherwise stated. For Combat Modifications, every firearm should be treated as if it was a Crossbow.

Character Creation

Character Creation in *The Coming* is much faster and easier than in MYFAROG. Only the 'Common Man' or 'Lesser Man' races are by default playable (see MYFAROG for attribute values, height and weight). Rather than pick a character role, the player picks 4 skills to be his character's Character Role skills, and then defines a character role for his character based on that. E. g. a character with Rune Lore, Science, Swimming and World Lore as CR skills could perhaps be a scientist (student?); a character with Foraging, Small arms, Stealth and Tracking as CR skills could perhaps be a hunter. Any combination works, as long as the myth master approves of the player's choices. The player can then pick additional D6 skills that his character is Trained in.

The age of the character is instead $16 + 2D6$ and maximum age is $CON * 4$. The character starts with $2 + 2D6$ oz of silver worth of equipment – or more if his background would suggest that. Only characters with a military background should be able to start the game with military equipment that is not normally available to the public. Precious metals

(and gasoline and anti-radiation medicines) have replaced paper money completely, due to extreme inflation, rendering all currencies completely worthless. When calculating the size (weight) of the Character cast a D8 instead: 1 gives -1 size, 5-6 a +1 size and 7-8 a +2 size modification *and* the Flaw Gluttonous.

The nationality of the characters is all up to the myth master and players, but all characters should by default know the same languages as is common to know for individuals of the nationality in question.

To find a MYFAROG Character Sheet made especially for *The Coming*, go to www.myfarog.org.

Maps

Because this science-fantasy supplement is based on our real world, the myth master can use maps from our real world and real world locations and incorporate them into his adventures and campaigns. If you can think of any cool locations in our world: use them!

“A person has learned much who has learned how to die.”

Talents

Use the same as in the core rule books, except:

| Talent | Prerequisite | Effect (mods are cumulative) |
|---------------|--------------|---|
| Aviator | Pilot | +1 Piloting |
| Dart Thrower | Thrower | +1 Missile (when throwing lead-weighted darts or hand grenades) |
| Driver | | +1 Driving |
| Hacker | Programmer | +1 Computers |
| Heavy Weapons | Shooter | +1 Missile (when using heavy weapons) |
| Programmer | | +1 Computers |
| Race Driver | Driver | +1 Driving |
| Sharpshooter | Shooter | +1 Missile (when using a bow, crossbow or small arms) |
| Shooter | Focused | +1 Missile (when using a bow, crossbow, small arms or heavy weapon) |
| Strong-Minded | | +2 mod to Mental Damage tests |

Flaws

Each character suffers from D4 Flaws, picked randomly from the flaw list in the MYFAROG core rule book (using a D100), or, if the myth master allows it, the player can choose the Flaws for his

character as he wills. He can also 'buy' an extra Talent for every 2 Flaws he picks in addition to the Flaw he starts with. These 2 Flaws must be picked randomly! He can only do this when he creates his character. Role-play the flaws of your character!

New, Modified & Removed Skills

| New Skills | Attribute | Skill Description |
|-----------------------------|-----------|--|
| Animal handling | Int | Riding, training, veterinary and domestication of animals. |
| Computers ¹ | Int | Operating and repairing computers. |
| Heavy Weapons | Dex | Operating and repairing heavy weapons. |
| Small arms | Dex | Operating and repairing small arms |
| Driving | Dex | Operating all tracked and wheeled vehicles. |
| Medicine (replaces Healing) | Int | First aid, general treatment and surgery. |
| Science (replaces Alchemy) | Int | Biology, Physics, Chemistry and Mathematics. |
| Piloting | Dex | Operating and repairing aircraft of all type. |

¹Everybody from 'civilized' countries in *The Coming* setting can be assumed to know how to use computers, but to hack or to repair or program the character needs this skill.

“Death keeps no calendar.”

Modified Skills

Mechanics (includes working on machines)

Foraging (much more difficult, due to pollution, environmental destruction and urbanization)

Stamina (modern man is in a bad shape compared to ancient man, so the bonus to Stamina is only +6 instead of +8. See Character Sheet)

“Death is the wish of some, the relief of many, and the end of all.”

Foraging

New Foraging Table

| Result | Day Rations |
|--------|-------------|
|--------|-------------|

| | |
|------|---|
| ≤ 13 | 0 |
|------|---|

| | |
|-------|---|
| 14-15 | 1 |
|-------|---|

| | |
|-------|----------------|
| 16-19 | 2 ¹ |
|-------|----------------|

| | |
|-------|----------------|
| 20-23 | 3 ¹ |
|-------|----------------|

| | |
|------|----------------|
| ≥ 24 | 4 ¹ |
|------|----------------|

¹You also find drinking water.

Cast a D6: on a **1-2** the food/water you find is somehow contaminated. It is radioactive on **1-2** on a D6, poisonous on **3-4** or infected with a disease on **5-6** (6 + D6 poison/disease PL). A water purifier pill (or leaving the water in a copper vessel for a few hours) will remove poison and disease effect, but not radioactivity.

Removed Skills

Alchemy (replaced by **Science**)

Healing (replaced by **Medicine**)

Religious Tradition

Riding (replaced by **Animal Handling**)

“Good men must die, but death cannot kill their names.”

Additional Morale Rule: Suppression

It is not easy to keep your head calm when the bullets start flying. To reflect this, even the player characters (*in addition to* the normal Morale check) need to check for suppression when they come under fire, or when things start to explode around them.

The number explosions in a 20' radius of the character and the number of shots fired in the direction of the character or in a 20' radius of him influences the suppression result. The myth master casts 3D6 and adds the suppression mod and the character's Wil to the result. The Talents Courageous and Fearless both give a +2 mod to the result, and

the Flaws Fearful and Coward both give a negative mod to the result (with cumulative effect) for this morale test as well:

Shots Fired & Explosions

| Suppression Mod |
|-----------------|
|-----------------|

| | |
|-----|----|
| 1-2 | +0 |
|-----|----|

| | |
|-----|----|
| 3-6 | -3 |
|-----|----|

| | |
|------|----|
| 7-14 | -6 |
|------|----|

| | |
|------|----|
| ≥ 15 | -9 |
|------|----|

Result Consequence

| | |
|------|------------------------|
| ≥ 10 | No consequence. |
|------|------------------------|

| | |
|-----|---|
| 6-9 | Pinned for D6 rounds: Can only deliver 1 round or (with an automatic weapon) a very short burst in <i>direct</i> fire. Cannot spend the round to aim his weapon. |
|-----|---|

| | |
|-----|---|
| 3-5 | Cowering for D6 rounds: Cannot deliver any <i>direct</i> fire. |
|-----|---|

| | |
|-----|---|
| 1-2 | Broken for D6 rounds: Cannot fire at all. Cannot move at all, except if he tries to crawl to safety. |
|-----|---|

| | |
|-----|---|
| ≤ 0 | Routed for D6 rounds: Must try to run (or sprint or dash) to safety. Will DD 6 to avoid dropping the weapon. |
|-----|---|

If no shots have been fired in a round, the suppression level of the character automatically is reduced by one level. A character under suppression fire, will after the D6 rounds have expired, see his suppression level reduced by one level, as if it was a normal MYFAROG morale test. E. g. after D6 rounds Routed, a character will be Broken instead, for another D6 rounds, then Cowering for D6 rounds etc. until there is no consequence.

If applicable, a new suppression check must be taken *at the end of* every round a character comes under fire, and if a character is already suppressed somehow (pinned, cowering, broken or routed), and becomes suppressed again, the *worst* result for him is what counts.

Radiation

The world in *The Coming* is a mess, and not only are many areas nuked, but several nuclear power plants have had meltdowns and large parts of the world have become contaminated areas. When characters get too many rads from exposure to radiation, they will start to suffer from radiation illness, then serious radiation illness, and eventually death, unless they take measures to reduce the rads in their bodies. Characters with 50 or more rads need to check (3D6 + Con) for radiation illness *once every day*.

| Rads | Mod |
|---------|-----------------|
| ≤ 49 | No check needed |
| 50-99 | +0 |
| 100-299 | -1 |
| 300-499 | -2 |
| 500-799 | -4 |
| ≥ 800 | -8 |

Suggestions for 'Area Contamination Level'

Low contamination area: within 10 miles of a nuclear crater.

High contamination area: within 1 mile of a nuclear crater.

Extreme contamination area: inside a nuclear crater.

| Result | Consequence |
|--------|---|
| ≥ 10 | No consequence. |
| 5-9 | Illness: causes nausea, vomiting and headaches, with a -1 mod to all skills. |
| 1-4 | Serious illness: like illness and in addition to that the character is <i>incapacitated</i> , gets spots on the skin (from bleeding under the skin), blood in the stool and vomit, and severe diarrhoea. The character also suffers a permanent -1 to his CON. |
| ≤ 0 | Death: the character dies. |

| Radiation | Rads |
|--|-----------------------------|
| Low contamination area | D4 per hour |
| High contamination area | D12 per 10 minutes |
| Extreme contamination area | 2D12 per minute |
| Eating contaminated food | D8 per meal |
| Drinking contaminated water | D8 per liter |
| Take a shower within 1 hr after exposure | Rads / 4 ¹ |
| Take a shower within 2 hr after exposure | Rads / 2 ¹ |
| Prussian blue colour pigment | -D10 per gram eaten |
| Garlic | -1 per garlic eaten |
| Brown or green algae | -1 per meal eaten |
| Iodium pill taken <i>before</i> exposure | -2 mod per min ² |
| In a hazmat suit w/oxygen (rebreather) | -3 mod per min ² |
| In a moving vehicle | -3 mod per min ² |
| In a moving ABC protected vehicle | -6 mod per min ² |

¹Does not remove any rads gained from eating or drinking contaminated food/water. All the cloths (and armour) you wore during exposure needs to be washed as well.

²This is not a reduction of the rads a character has, but a reduction of the rads he will get every minute, if exposed to (more) radioactivity, and (if iodine pills) also a reduction of the rads taken from eating/drinking contaminated food/water. Iodine pills will stop working after 24 to 48 hours (D2 days).

Mental Health

Human bodies are frail and prone to injury, but so is the human mind. To reflect this Mental Health Points (MHP) have been added to the game. The MHP of a Character is equal WIL * 3. Whenever a character experiences something that can potentially damage his mental health, he must test *his experience level* against DD 18. Certain Talents (Fearless and Strong-Willed) and Flaws (Fearful and Weak-Minded) can also modify the result. When a character loses MHP he will start to break down mentally.

| Result | Mental Damage Modifier (round up) |
|-----------------------------|-----------------------------------|
| Critical Failure | *2 |
| Failure | *1 |
| Semi-Success | *½ |
| Success or Critical Success | No Mental Damage taken |
| Natural 2 | At best *1 |
| Natural 1 | At best *2 |
| Natural 19 | At worst *½ |
| Natural 20 | At worst no mental damage taken |

“The first breath is the beginning of death.”

| Event | Mental Damage |
|---|---------------|
| See another person die ^{1/2} | 1 |
| See another person die horribly ^{1/2} | D4 |
| See a loved one/child die ¹ | D4 |
| See a loved one/child die horribly ¹ | D8 |
| Become Nervous | 0 |
| Become Afraid | 1 |
| Become Fearful | D4 |
| Become Terrified | D6 |
| Panic | D8 |
| Panic and become Traumatized | D12 |
| Lose 3+ HP in an single round | 1 |
| Lose ½ of all HP | D4 |
| Lose ¾ of all HP | D6 |
| Suffer from a terrible disease/poison | D4 |
| Suffer from radiation illness | D4 |
| Suffer from serious radiation illness | D6 |
| Perform act of cowardice ¹ | 1 |
| Fail to act according to own morals | 1 |
| Become Tired from lack of Rest, Food or Water | 1 |
| Become Weary from lack of Rest, Food or Water | 2 |
| Become Exhausted from lack of Rest, Food or Water | 3 |

¹ N/a to characters with the Flaw Parasite/Psychopath.

²N/a to a character with background as a soldier, doctor and others than can be assumed to be used to seeing people die. Also, in Thulê (if the default MYFAROG setting is used), everybody can be assumed to be used to seeing others die.

Mental Healing

Medicine (therapy or perhaps medicines), Social Skills (a friendly and calming talk) and Flute Playing, Lyre Playing and Singing (calming tunes, mental rest) can be used to heal mental damage. Flute Playing, Lyre Playing and Singing can only be used for effect if the character has not lost more than ½ of his MHP. Social Skills can only be used for effect if the character has not lost more than ¾ of his MHP. If this rule is used in the default MYFAROG setting, the healing spells can modify the result just like for normal Healing.

Mental Healing (using Medicine, Social Skills or Music)

| Result | MHP Healed |
|--------|------------|
| ≤ 5 | -2 |
| 6-7 | -1 |
| 8-11 | +0 |
| 12-13 | +1 |
| 14-15 | +2 |
| 16-21 | +4 |
| 22-25 | +8 |
| 26-31 | +16 |
| ≥ 32 | +32 |

Characters can receive Mental Healing only *once per day*, and the healing takes D6 hours to perform. Characters can not use Social Skills to treat themselves, but can use Medicine, Flute Playing, Lyre Playing and Singing to treat themselves, if otherwise eligible.

Effects of losing MHP

When a character has lost less than ¼ of his MHP, he is *calm* and able to think straight. Unless something special (e. g. the Flaw Parasite/Psychopath, or a particular character background or a very threatening situation) enables him to do something 'crazy' (like kill a person, try to jump across a chasm, or punch a policeman in the face) he will not be able to do so.

When ¼ of the MHP are lost, the character is *stressed* and not completely himself. He is free to perform any action, even do 'crazy' stuff. He suffers from a -1 mod to all skills that have Int as character attribute.

When ½ of the MHP are lost the character is *agitated* and acting hysterically. *At best* other characters are 'Neutral' towards him (see Human Encounters in the MYFAROG rule-book). He suffers from a -2 mod to all skills that have Int as character attribute. The character might (test Fortitude against DD 8) suffer from Post-Traumatic Stress Disorder (PTSD).

When $\frac{3}{4}$ MHP are lost the character is *deranged* and in an extremely agitated state that makes others near him very uncomfortable. *At best* other characters are 'Suspicious' towards him (see Human Encounters in the MYFAROG rule-book). The character is likely to do crazy things. He suffers from a -3 mod to all skills that have Int as character attribute. Every time a character becomes deranged he will suffer a permanent -1 to his maximum MHP. The character will possibly (test Fortitude against DD 12) suffer from Post-Traumatic Stress Disorder (PTSD).

When all MHP are lost the character becomes *psychotic* and is beyond control (e. g. catatonic or hysterical) until given medical treatment (for D6 weeks). Every time a character becomes psychotic he will suffer a permanent -3 to his maximum MHP. The character will probably (test Fortitude against DD 15) suffer from Post-Traumatic Stress Disorder (PTSD). A psychotic character will not heal any MHP normally, until he has been given medical treatment as described above. When a character becomes psychotic he will either gain a new Flaw related to the episode that made him psychotic, or a Flaw he already has will increase in severity (the myth master decides).

Post-Traumatic Stress Disorder

If a character suffers from PTSD he must test his Will against DD 8 whenever he loses a MHP. A Failure or Critical Failure results in (cast a D6): On 1-2 the

character reacts violently towards perceived threats and does not need to pass any moral tests from now on, until at least 1 MHP has been healed/restored. The character must attack threats until the threat is either dead or incapacitated. He gains +1 to M  lee. Also, his Stamina is reduced to 50% of normal value until at least 1 MHP has been healed/restored. On 3-4 the character closes himself off to reality in an attempt to cope with the horrors he has witnessed/experienced. The character is prone for 2D6 rounds and not able to communicate in any form until at least 1 MHP has been healed/restored. He can be carried away by other characters, but will react like a sack of potatoes. See Encumbrance in Skills in the MYFAROG rule book for rules on how to carry heavy objects. On 5-6 the character (regardless of morale rolls) flees from the horror he has just witnessed/experienced, *dashing until Exhausted*. If other characters attempt to stop the fleeing character, he will react to them as if he rolled 1-2. See above.

New M  lee Weapons

Bajonet: same as MYFAROG 'dagger' (Swords & Daggers).

Bajonet attached to a rifle: same as MYFAROG 'javelin' (Spear Weapons), only it is a 2H weapon.

Baseball bat: same as MYFAROG 'club' (Concussion Weapons).

Baton: same as MYFAROG 'club' (Concussion Weapons).

New Armours, Helmets, Equipment & Firearms

| New Armour | DV | AP | MS Mod | Weight | RV |
|---------------------------------|----|----|--------|--------|------|
| Flak jacket | +4 | 1 | | 8 lbs | 200 |
| Flak vest | +2 | 1 | | 5 lbs | 150 |
| Full body armour | +8 | 3 | -1 | 12 lbs | 1500 |
| Hazmat body armour ¹ | +8 | 2 | -2 | 20 lbs | 2000 |
| Hazmat suit | +0 | 0 | -1 | 5 lbs | 500 |
| Kevlar vest | +2 | 3 | | 4 lbs | 400 |

¹Has oxygen (rebreather) enough for 2 hours.

| New Helmets | DV | AP | Weight | RV |
|-------------------------------------|----|----|--------|-----|
| Kevlar helmet | +1 | 2 | 1 lb | 50 |
| Steel helmet | +1 | 0 | 2 lbs | 25 |
| Kevlar gas mask helmet ¹ | +1 | 2 | 2 lbs | 150 |

¹Provides full protection against CS gas.

All default MYFAROG armours and missile weapons, as well as the new armours and missile weapons included under *Anachronisms & Foreign Weapons in Thul  *, have AP 0.

| New Equipment | Weight | RV |
|-----------------------|--------|-----|
| Binoculars | 1 lb | 50 |
| Gas mask ¹ | 1 lb | 100 |
| Geiger counter | 1 lb | 200 |

¹Provides full protection against CS gas.

All food items (including animals) and drink in the default MYFAROG equipment list has Real Value multiplied by 10!

Ammo: the type of ammo the weapon uses.

AP (Armour Penetration): If the AP value of a weapon or ammunition is equal to or higher than the AP value of an armour, the DV value of that armour is completely ignored. The AP value of *small arms* is +1 on short range and -1 on extreme range.

Damage: The base number of HP lost for a target hit by this type of ammunition. The damage is modified in the same way as the default MYFAROG weapons, based on how well you hit your target.

Magazine: The number of rounds the weapon can have in its magazine. When a character changes magazine or reloads the weapon, he needs to check for a fumble. If he fumbles (natural result 3 or 4) he drops the magazine/ammunition on the ground instead of reloading the weapon.

Range: The base range of the weapon.

Recoil: The penalty to OV a character gets from firing *more* than one shot in a round. If the recoil of a weapon is 2, then the *second* shot will be fired with a -2 to OV, the *third* a -4, the *fourth* a -6, etc. There is

never any penalty for recoil for the *first* shot fired in a round. The recoil value not only reflects the recoil of the weapon, but also the difficulty of readying the weapon for another shot (something bolt-action, lever-action and pump-action weapons suffer from). See ROF below.

ROF: The rate of fire. The number of shots a character *can* shoot in one round with the weapon. An A indicates that the weapon can use automatic fire. See Automatic Fire.

Real Value: in copper oz.

Vehicles?

There are no rules for vehicles in *The Coming*, because they are assumed to be so rare anyhow.

Copper

Copper is actually much more available in *The Coming* than in the default MYAFROG setting, because of salvaged copper tubes used in plumbing and because of all the electrical wires available. So in *The Coming* one ounce of silver is worth 300 ounces of copper, instead of the normal 60, and one ounce of gold is worth 6000 instead of the normal 1200.

| Ammunition Types | Damage ¹ | AP | Real Value |
|-------------------|-------------------------------|----|------------|
| .22 LR | D4 | 0 | 5 |
| .32 ACP | D6 | 0 | 8 |
| 9 mm | D8 | 1 | 10 |
| .38 Special | D8 + 1 | 1 | 18 |
| .357 Magnum (Mag) | D10 + 1 | 2 | 50 |
| .45 ACP | D10 | 2 | 14 |
| .223 | D10 | 2 | 12 |
| .30 | D12 | 3 | 10 |
| .50 | 3D8 | 4 | 33 |
| .50 Multi-Purpose | 4D8 direct hit + D4 (5' R) | 5 | 57 |
| 12 Gauge | 3D6 ³ | 0 | 41 |

| Ammunition Types | Damage ¹ | AP | Real Value |
|-------------------------------|----------------------------------|-----|------------|
| 20 mm Canister ^{2/3} | 4D6 | 0 | 60 |
| HE ⁴ | 3D8 direct hit + D6 (10' R) | 0 | 120 |
| HEAT ⁴ | 2D8 direct hit + D3 (5' R) | 5 | 120 |
| 60 mm HE Rocket | 4D10 direct hit + D10 (10' R) | 0 | 100 |
| HEAT Rocket | 3D10 direct hit + D6 (5' R) | 6 | 100 |
| 60 mm HE Rifle Grenade | 4D12 direct hit + D12 (15' R) | 0 | 120 |
| Hand grenade Fragmentation | 4D8 direct hit + D10 (10' R) | 0 | 100 |
| AT | 4D12 direct hit + D4 (5' R) | 6 | 100 |
| Smoke ⁵ | - | - | 20 |
| CS ⁶ | - | - | 30 |
| Molotov cocktail | D6 * D6 heat damage (5' R) | n/a | 100 |

¹Damage is * 2 for radius damage for someone hit when indoors or inside a vehicle. "Direct hit" means "within a 5' radius".

²OV +2.

³Damage -D6 for every range level, up to no damage for 12 Gauge and D6 damage for 20 mm Canister on extreme range.

⁴Weapon range is +125' when using this ammo. This is n/a to the grenade launcher!

⁵Normally disrupts normal vision in a 20' R area after D6 rounds, and for 3D6 rounds.

⁶-8 mod to all skills after D6 rounds and for 3D6 rounds. Some human beings are immune to tear gas! A character is immune if he casts a 20 on a D20 the first time he is exposed to Tear Gas.

| 2H Small Arms | Range | ROF | Recoil | Mag | Ammo | Possible add-ons | RV |
|-------------------------------------|-------|--------|--------|--------------|----------|-----------------------|------|
| Anti-material rifle | 600' | 1 | - | 10 | .50 | B, TS | 2000 |
| Assault rifle (normal) | 200' | 9, A | 2 | 30 | .223 | BA, GL, LS, S, TS | 400 |
| Assault rifle (light) | 50' | 10, A | 1 | 50 | .22 LR | BA, GL, LS, S, TS | 300 |
| Assault rifle (compact) | 150' | 9, A | 2 | 30 | .223 | LS, S, TS | 350 |
| Assault rifle (marksman) | 250' | 9, A | 2 | 30 | .223 | B, TS | 450 |
| Automatic rifle (normal) | 300' | 7, A | 3 | 30/40 /75 | .30 | B, TS | 1000 |
| Automatic rifle (light) | 250' | 9, A | 2 | 30/40 /75 | .223 | B, TS | 1000 |
| Battle rifle (normal) | 250' | 7, A | 3 | 20 | .30 | B, BA, GL, LS, RG, TS | 500 |
| Battle rifle (marksman) | 300' | 7, A | 3 | 20 | .30 | B, TS | 550 |
| Bolt-action rifle (normal) | 250' | 3 | 3 | 5/10 | .223 | B, BA, S, TS | 250 |
| Bolt-action rifle (light) | 60' | 4 | 2 | 5/10 | .22 LR | B, BA, S, TS | 50 |
| Bolt-action rifle (heavy) | 300' | 1 | - | 5 /10 | .30 | B, BA, S, TS | 250 |
| Lever-action carbine (normal) | 50' | 5 | 3 | 10/15 | .32 ACP | TS | 200 |
| Lever-action carbine (light) | 55' | 6 | 2 | 10/15 /20 | .22 LR | TS | 50 |
| Lever-action carbine (heavy) | 45' | 3 | 4 | 10 | .45 ACP | TS | 250 |
| Machine gun (normal) | 400' | 9, A | 3 | 50/100 | .30 | B, T, TS | 1500 |
| Semi-automatic rifle (normal) | 250' | 9 | 2 | 10/20 /30 | .223 | B, BA, S, TS | 350 |
| Semi-automatic rifle (light) | 60' | 10 | 1 | 10/20 /30 | .22 LR | B, BA, S, TS | 250 |
| Semi-automatic rifle (heavy) | 300' | 7 | 3 | 10/20 | .30 | B, BA, S, TS | 350 |
| Shotgun (1 barrel) (+1 OV) | 20' | 1 | - | 1 | 12 Gauge | | 100 |
| Shotgun (2 barrels) (+2 OV) | 20' | 2 | 4 | 2 | 12 Gauge | | 150 |
| Shotgun (pump-action) (+1 OV) | 15' | 5 | 4 | 5 to 8 | 12 Gauge | | 250 |
| Shotgun (automatic) (+1 OV) | 15' | 7, A | 4 | 10/20 | 12 Gauge | | 450 |
| Shotgun (semi-auto) (+1 OV) | 15' | 7 | 4 | 10/20 | 12 Gauge | | 400 |
| Shotgun (sawed off) (+3 OV) | 10' | 1 or 2 | - or 4 | 1 or 2 | 12 Gauge | | 50 |
| Shotgun (heavy pump-action) (+1 OV) | 25' | 4 | 4 | 4 | 20 mm | | 900 |
| Sub-machine gun (normal) | 50' | 9, A | 2 | 30 | 9 mm | LS, S, TS | 400 |
| Sub-machine gun (light) | 40' | 10, A | 1 | 30 | .32 ACP | LS, S, TS | 400 |
| Sub-machine gun (compact) | 25' | 9, A | 3 | 30 | 9 mm | LS, S | 400 |
| Sub-machine gun (heavy) | 35' | 7, A | 3 | 30 | .45 ACP | LS, S, TS | 400 |

“Death is nothing to us, since when we are, death has not come, and when death has come, we are not.”

“The life of the dead is placed in the memory of the living.”

| 1H Small Arms | Range | ROF | Recoil | Mag | Ammo | Possible add-ons | RV |
|----------------------------|-------|-------|--------|---------|-------------|------------------|-----|
| Automatic pistol (normal) | 20' | 9 | 2 | 7 to 15 | 9 mm | LS, S | 150 |
| Automatic pistol (light A) | 25' | 10 | 1 | 7 to 20 | .22 LR | LS, S | 150 |
| Automatic pistol (light B) | 20' | 10 | 1 | 7 to 20 | .32 ACP | LS, S | 150 |
| Automatic pistol (heavy) | 15' | 7 | 3 | 7 to 12 | .45 ACP | LS, S | 150 |
| Machine pistol (normal) | 20' | 9, A | 2 | 30 | 9 mm | LS, S | 400 |
| Machine pistol (light) | 25' | 10, A | 1 | 20/30 | .32 ACP | LS, S | 400 |
| Machine pistol (heavy) | 15' | 7, A | 3 | 30 | .45 ACP | LS, S | 400 |
| Revolver (normal) | 25' | 5 | 2 | 6 | .38 Special | LS, S, TS | 200 |
| Revolver (light A) | 30' | 6 | 1 | 12 | .22 LR | LS, S, TS | 200 |
| Revolver (light B) | 25' | 6 | 1 | 8 | .32 ACP | LS, S, TS | 200 |
| Revolver (heavy) | 20' | 3 | 3 | 6 | .357 Mag | LS, S, TS | 200 |

| Heavy Weapons | Range | ROF | Recoil | Mag | Ammo | Possible add-ons | RV |
|-----------------------------------|-------------------|------|--------|-----|--------------|------------------|------|
| Grenade launcher (+1 OV) | 300' ¹ | 7, A | 2 | 25 | 20 mm | T ² | 4000 |
| Rifle grenade launcher | 100' | ½ | - | 1 | 60 mm RG | - | 100 |
| Rocket propelled grenade launcher | 200' | ½ | - | 1 | 60 mm Rocket | B | 2000 |
| Heavy Machine Gun | 500' | 7, A | 3 | 100 | .50 | T ² | 3000 |
| Hand grenade | 15' | 2 | 2 | - | - | - | 100 |
| Molotov cocktail | 10' | 1 | - | - | - | - | 50 |

¹Range is only 20' when using 20 mm Canister ammo.

²This weapon can only be fired from a tripod, and all the data for the weapon includes the modifications for use with a tripod.

Firearms add-ons effect

Bayonet (BA): When fitted to a rifle, the rifle can be used in *mêlée* as a 'javelin'.

Real Value: **10**

Bipod (B): Recoil -1 & OV +1 when firing from prone position.

Real Value: **25**

Grenade launcher (GL): The heavy pump action shotgun (20 mm) can be fitted under the rifle.

Real Value: **1000**

Laser Sight (LS): +2 OV for short range attacks (maximum 100' daylight, 200' night).

Real Value: **120**

Rifle grenade launcher (RG): Can be used to fire the rifle grenade (for the normal battle rifle only).

Real Value: **100**

Suppressor (S): Range / 2 (rounded up to nearest full 5), AP -1 (to a minimum of 0).

Real Value: **200**

Telescopic Sight (TS): Penalty mod / 2 for long/extreme range for aimed shots, -2 OV on Short range. **Night**

Vision: Negates penalty for shooting in the dark. **Thermal:** Negates penalty for shooting in the dark & cancels the effect of smoke.

Real value: Normal: **100**, Night Vision: **300**, Thermal **600**.

Tripod (T): Recoil -2, OV +1.

Real Value: **100**

You can not fit a bayonet *and* a grenade launcher *or* rifle grenade launch mechanism on the same weapon. You can not fit a bipod *and* a tripod *or* a grenade launcher *or* rifle grenade launch mechanism on the same weapon.

A character spending one full round to aim normally gets a +2 OV to his *first* single shot fired the next round, and a +1 OV for automatic fire. See Suppression. See Automatic Fire.

If a character fires several single shots on multiple targets the same round, he will get a -1 OV mod every time he changes target. E. g. if he shoots at three different targets, he gets -1 OV for the second target and -2 OV for the third target he fires at.

Automatic Fire

Rather than fire a series of single shots, a character with a weapon able to fire on full auto (marked by A under ROF) can instead fire one or more bursts of rounds against his target. This can increase his chance to hit with at least a few bullets, but he will also spend ammo much faster.

| Burst | #Rounds Fired | Mod to OV |
|-------------------------|---------------|--------------------------|
| Very Short ¹ | 3 | +1 - Recoil ² |
| Short | 4 | +1 - Recoil ² |
| Medium | 6 | +2 - Recoil ² |
| Long | 8 | +3 - Recoil ² |
| Very long | 10 | +4 - Recoil ² |
| Extreme | 12 | +5 - Recoil ² |
| Maximum | 20 | +6 - Recoil ² |

¹You can fire 2 bursts of this type in one round with the recoil of the weapon used as an additional negative OV mod to both bursts

²The Recoil of the weapon used.

If the burst hits the target, the number of rounds doing normal damage based on the range fired is:

| Range | Short | Medium | Long | Extreme |
|------------------|-------|--------|------|---------|
| Very short burst | D3 | D2 | 1 | 1 |
| Short burst | D4 | D3 | D2 | 1 |
| Medium burst | D6 | D4 | D3 | 1 |
| Long burst | D8 | D6 | D4 | D2 |
| Very long burst | D10 | D8 | D6 | D3 |
| Extreme burst | D12 | D10 | D8 | D4 |
| Maximum burst | D20 | D12 | D10 | D6 |

Accidental Automatic Fire?

Unless you have at least a +5 Proficiency with Small Arms, you may end up firing more or fewer rounds than you originally intended. To reflect this, a player can cast a D6 before he fires a burst. On a 1 he fires a burst one level shorter than he intended (or a single shot if he intended to fire an very short burst), and on a 6 he fires a burst one level longer than he intended (or 30 rounds instead of an extremely long burst, with a maximum of only D20 rounds hitting if the burst hits).

“Death may be the greatest of all human blessings.”

Fumble for Firearms & Heavy Weapons

D20 Hand grenade & Molotov cocktail

- 1-15 You fail to throw the grenade/bottle this round. Cast a D6: On a 1-2 you dropped it on the ground next to you, before you could pull the pin/light the fuse. A dropped bottle will break on 1-3 (D6).
- 16-18 The grenade/bottle bounces off something and comes flying back or you drop the grenade and it lands D6 * 5' away from you in a random direction.
- 19 The grenade does not explode/the bottle does not break upon impact.
- 20 The grenade explodes before it should/the bottle breaks open when you throw it: You suffer damage as if you were 5' away from the grenade/bottle when it exploded/ignited.

D20 Launchers

- 1-15 You fail to launch the grenade/rocket this round. Unless you lie prone or the launcher is on a tripod, cast a D6: On a 1-2 you dropped it on the ground next to you.
- 16-18 You miss your intended target, and hit another randomly picked target nearby (in a 5' R on short range, 10' R on medium range, 15' R on long range, and 20' R on extreme range) instead.
- 19 The grenade/rocket does not explode upon impact.
- 20 The launcher jams, and you need to spend D6 rounds to unjam it. If 6 is rolled, the launcher is broken instead, and needs spare parts to be repaired.

D20 Small arms

- 1-16 You fail to shoot this round. Unless you lie prone, cast a D6: On a 1-2 you dropped the weapon on the ground next to you.
- 17-19 You miss your intended target, and hit another randomly picked target nearby (in a 5' R on short range, 10' R on medium range, 15' R on long range, and 20' R on extreme range) instead.
- 20 The weapon jams, and you need to spend D6 rounds to unjam it. If 6 is rolled, the weapon is broken instead, and needs spare parts to be repaired.

Critical Damage

Whenever a creature loses $\frac{1}{4}$ or more of his HP *in one single blow*, he must cast a D20 and check for Critical Damage. Critical Damage comes *in addition to* the normal Cut/Shock effect!

Healing Critical Damage

Fractured Bones: Rest for 2 weeks.

Broken Bones: Healing/Medicine DD 8 to avoid permanent crippling damage. Rest for 2 weeks.

Smashed bones: Healing/Medicine DD 15 to avoid permanent crippling damage. Rest for 3 weeks.

Paralysed: Healing/Medicine DD 20 to fix. Can only be fixed with access to hospital facilities. If fixed, must Rest for 4 weeks. *Critical Failure* when trying to fix results in instant death. *Failure* or if left untreated: results in death within D6 weeks.

Shattered limb: Amputation needed. Healing/Medicine DD 14 to perform amputation. *Critical Success:* Target does not start to bleed. *Success:* Light Bleeding. *Failure:* Medium Bleeding. *Critical Failure:* Serious Bleeding. Bleeding must be stopped normally.

| D20 | Critical Damage |
|-----|---|
| 1 | Staggered by strike. Stunned for D3 rounds. |
| 2 | Ribs fractured. -1 to all movement and combat skills. Lose 1 HP. |
| 3 | Strike to leg. Knocked down. If no armour is worn: Lies knocked down on the ground for D6 rounds. |
| 4 | Strike to left (1-3 on a D6) or right (4-6) arm. Stunned for D3 rounds. If no armour (and for left arm: no shield): Arm breaks. |
| 5 | Strike to forearm. Lose 1 HP and stunned for 1 round. |
| 6 | Blow to left (1-3 on a D6) or right (4-6) shoulder. Stunned for 1 round. If left arm and no shield or right arm: Shoulder breaks and the arm is useless until healed. |
| 7 | Blow to leg. Leg breaks. Light Bleeding and -5 to all movement and combat skills until healed. Stunned for D3 rounds. |
| 8 | Blow to face. Light Bleeding and stunned for 4D6 rounds. If only a modern helmet (with no face protection) worn: One eye is lost. If no helmet is worn: One eye is lost and coma for 2D6 weeks. |
| 9 | Blow to elbow. Elbow breaks. Arm is useless until healed. Stunned for D6 rounds. |
| 10 | Blow to upper leg. If armour is worn: Light Bleeding. -1 on all movement and combat skills until healed. If no armour is worn: Medium Bleeding, -2 on all movement and combat skills until healed, and stunned for D6 rounds. |
| 11 | Blow to body. Ruptured spleen. Permanent -1 mod to poison resistance. |
| 12 | Blow to body. Ruptured kidney. Permanent -1 mod to CON. |
| 13 | Blow to collar area. Light Bleeding and stunned for 2D6 rounds. Cannot speak for 1 week. |
| 14 | Blow to chest. Lung crushed or punctured. Light Bleeding. Stamina reduced by 50% permanently. |
| 15 | Blow to knee. Knee smashed. Light Bleeding. -7 on all movement and combat skills until healed. Stunned for 3D6 rounds. |
| 16 | Blow to hand. If armour worn: Hand broken. Stunned for D6 rounds. Cannot use hand until healed. If no armour worn: Hand shattered or cut off. Serious bleeding. Stunned for 2D6 rounds. |
| 17 | Blow to face. Jaw breaks. Cannot eat solid food until healed. Light Bleeding and stunned for 2D6 rounds. |
| 18 | Blow to eye. Eye destroyed. Light Bleeding and stunned for 4D6 rounds. |
| 19 | Blow to hip. Hip broken. Medium Bleeding and -8 to all movement and combat skills until healed. Knocked down for D6 rounds. |
| 20 | Roll a D20 again on the Horrible Critical Damage Table. |

NB! If firearms are used to cause the damage, all 'broken' results are instead 'shattered' results.

D20 Horrible Critical Damage

- 1 Blow to rib-cage. If armour is worn: Bones in rib-cage breaks. -2 to all movement and combat skills until healed. If no armour worn: Bones breaks and penetrates internal organ. Death in D6 rounds.
- 2 Blow to back of neck. Paralysed from neck down.
- 3 Blow to leg. Lower leg shatter or cut off. Serious bleeding. Will DD 12 to not fall unconscious. If the target remains conscious: Knocked down for 3D6 rounds.
- 4 Blow to arm. Lower arm shatter or is cut off. Serious bleeding. Will DD 12 to not fall unconscious. If the target remains conscious: Stunned for 3D6 rounds.
- 5 Knocked down. Breaks both arms. -8 to all skills until healed and stunned for D6 rounds. Cannot use arms or hands until healed.
- 6 Blow to abdomen destroys internal organs. Weapon used (if any) is stuck for D6 rounds in the body and/or armour worn. Instant death.
- 7 Strike to abdomen: Serious Bleeding. Stunned for 4D6 rounds. If no armour worn: death in D6 rounds, because of destroyed organs.
- 8 Blow to side of head. Light Bleeding. If helmet worn: Knocked unconscious for D6 hours. If no helmet worn: Skull crushed.
- 9 Blow to rib-cage. Bones breaks and penetrates internal organ. Death in D6 rounds.
- 10 Blow to head. If no helmet is worn: Instant death. If helmet worn: Coma for D6 weeks.
- 11 Strike to head. If helmet: Helmet breaks. If no helmet: skull shatters. Instant death.
- 12 Neck strike. Paralysed from neck down.
- 13 Blow to neck. Neck broken. Knocked down for and death in D6 rounds.
- 14 Blow to back. If armour is worn: Gives the character the Bad Back Flaw. Stunned for 3D6 rounds. If no armour is worn: Back is broken and character is paralysed.
- 15 Blow to chest. If no armour is worn: lungs and heart crushed by impact. Instant death. If armour worn: Medium Bleeding and loss of 3D6 SP, cannot breathe for D6 rounds, and stunned for 3D6 rounds.
- 16 Blow to throat. Cannot breathe, stunned for and dies in 2D6 rounds.
- 17 Blow to jaw. Jaw bone breaks and is driven into the brain. Instant death.
- 18 Blow to head. If no helmet is worn: Coma for 2D6 weeks. If no helmet is worn: Skull shatters. Instant death.
- 19 Blow to neck. Neck shattered or head cut right off. Instant death.
- 20 Blow to chest. Heart crushed or impaled. Instant death.

**“Death is a shadow,
that always follows the body.”**

Bitter Enmity

Although the character survives the ordeal, there is a chance he develops a bitter resentment towards the type of creature causing the injury (or his entire race, if human). Cast a D6. On 1-2 he gains the Dislike Flaw. If the default MYFAROG setting is used, and the creature was of the same race, he instead develops a bitter resentment towards him (on 1-2 on a D6), his entire family (3-4), his tribe (5) or the entire realm he comes from (6).

Scars

A character that has received Critical Damage (of any type) and survived, will always get Horrible Scars (on 1-3) or Impressive Scars (4-6), either from the damage itself, or from the treatment he is given afterwards. A character can have both Horrible and Impressive scars at the same time, with cumulative effect for CHA (only), but does not get any cumulative effect from having multiple Horrible Scars or multiple Impressive scars. So a character with both Horrible and Impressive scars only has -2 Fright Value (not -3).

Horrible Scars: The character suffers a D6 loss of CHA, but also gains a -2 Fright Value.

Impressive Scars: The character gain a +1 to his CHA and a -1 Fright Value.

“But learn that to die is a debt we must all pay.”

Effects on the Mind

Whenever a character suffers a Horrible Critical Effect and survives, he must cast a D6: on a 1 he gains the Coward Flaw, on 2 he gains the Fearful Flaw, on 5 he gains the Courageous Talent and on 6 he gains the Fearless Talent.

If a character already has the Flaw or Talent gained, or rolls a 3 or 4, nothing happens. If the Flaw Fearful or Coward is gained it instead *removes* the Talent Fearless and Courageous respectively, and vice versa.

Infections

Every day a character loses HP there is a chance that his wounds will become infected. Test Disease Resistance against DD 6 the following night, with half the number of HP lost that day as a negative

mod to the result. If the character was treated that day with antibiotics the DD is -2. If treated with honey the DD is -4. If injured by a bronze weapon, the DD is -4 (because the copper in bronze kills bacteria). If an injured character received *no* medical treatment/healing that day the DD is +4. A Failure means the character has an infected wound. A Critical Failure means the character has two infected wounds. If that makes sense for that character's situation. Each Infected wound gives a -2 mod to all skills as long as it lasts. The effects of multiple infected wounds are cumulative. *You can not heal normally as long as you have an infected wound.* See Health Points (Combat Rules) in MYFAROG. Only the result of any Healing/Medicine (or healing potions) given to you will reduce the number of HP you have lost.

The Healing/Medicine DD to treat an infected wound is 12, again modified if antibiotics (-2) or honey (-4) is used. Healing/Medicine can only be tested for this once a week for every infected wound. If a wound becomes infected it will become infected after D6 days, and the character needs to test once a week for the effects of the infection. The result is modified by the character's Disease Resistance:

Result Consequence

| | |
|------|---|
| ≥ 18 | The infections miraculously goes away. You have been cured! Test your INT against DD 4. Critical Failure or Failure results in you gaining the Delusional Flaw (and now have faith in some fictional entity). |
| 9-17 | No change. The wound is still red and swelling. |
| 6-8 | The infection spreads. The DD to treat the infection is now +2. Pus discharge. You lose D6 HP. |
| 4-5 | The infection spreads at an alarming speed. The DD to treat the infection is now +4. Bad odour. You lose 2D6 HP. |
| ≤ 3 | You die. |

“One should die proudly, when it is no longer possible to live proudly.”

Important Factions in the World

The W. H. O.

The World Health Organization, lead by Erik Martinsen, is one of the most important organs of the United Nations and is working hard to first of all vaccinate as many as they can, to stop the spread of contagious diseases. Amazingly, and in great contrast to what science teaches us is even possible, they have developed vaccines against bacteria, several types of cancer, as well as some genetic diseases...or so they claim anyhow. Due to many of their "humane" vaccination projects, many accuse them of running a scam operation, sponsored by the pharmacy industry. They have vehemently denied this, although they do admit to having accidentally created what has become known as the G. R. E. E. D. (Geoffrey Rogers Eileem-Edelstein's Disease) virus, named after the first man who was infected. Those infected by the GREED virus turn into some sort of mindless, 'walking dead' creatures, commonly called 'zombies', living off the flesh of not infected human beings (with the stats of the Nár of MYFAROG).

In reality, the W. H. O. is working clandestinely to *spread* viruses, and has developed most of the known viruses themselves. They spread these viruses under the guise of 'vaccinations'. Their latest virus, known as The Chimaera, is said to be an airborne version of Ebola, with a 70% death rate – claimed by some to only have a 5% death rate in European or Asian populations. The W. H. O. is about to start the mass production of this virus, and will spread it world wide, unless something is done about it before they can...

The W. H. O. operation of spreading viruses has not only been initiated, but approved by the UN leaders, who see a reduction in the world population critical to their success. Thanks to the support from the UN, the media (under the total control of The Hydra) covers up all the disasters and mass death left in the trail of the W. H. O. agents, as they travel the world to 'vaccinate' children.

The USA

The United States of America has been taken over by The Hydra (see The Hydra). Their politicians dupe the people into thinking there is a 'democracy' and that they have 'freedom', while The Hydra in reality completely controls all the political parties, and all the presidential candidates – and *everything* in politics. The charade is possible through their total control and ownership of the media, as well as the

entertainment industry. Severe restrictions on the Internet finally ensured their complete control of all information in the USA, and a ban on private gun ownership, followed by a mass confiscation of almost all privately owned firearms, has removed any hope for an armed revolution by any opposition that might still exist. Having all oil products reserved for the military only, also ensures the same.

CIA

The Central Intelligence Agency is the most important tool of The Hydra. In reality, the CIA is the world's biggest terrorist organization, and is responsible for *all* of the nuclear power plant 'accidents' and nuclear terror attacks all over the world, as well as the training, funding and control of a number of 'Islamist' terrorist organisations working officially against the USA. These terrorist organizations are used to dupe the US population into accepting less and less freedom, in the name of 'security', but also to directly harm the interests of the enemies of the USA (i. e. all and everything that stands in the way of The Hydra), with any and all means available. Lately, the biggest trend in CIA operations has been to blow up factories in China, to ruin what is left of the Chinese economy. The Chinese have responded by doing the same in the USA...

The Hydra

A nickname for the organization running the USA, the EU, The Organization and the UN. This group is often called 'Illuminati', and is lead by Moshe Goldman, owner and head of the Goldman Siccors Bank, and a terribly corrupt and rotten criminal, completely sans any benevolence.

Russia & China

Russia and China are, along with North Korea, Syria and Iran, the only official opposition left to The Hydra, and when they fall, The Hydra will have total world supremacy. For now though, they are still in the way, and gaining more and more popular support in 'the West' as every hour passes by.

“For the dead there are no more toils.”

I. B. L. I. S.

International Brotherhood of Liberal Islamic States is a group of Muslim leaders, who surprisingly have come together in peace, with a common goal: to dupe the world into thinking the Muslims regimes have no plans to export Islam. In reality their sole *common* goal is to ensure total Muslim world supremacy, through 'conquest by numbers'. They run grand human trafficking operations to Europe, and try to move as many Muslims into the European countries as they can, thinking naively that the 'democracies' of these increasingly Muslim countries will enable them to turn them into Muslim dictatorships the moment the Muslims become a majority in these countries. Unfortunately, amongst these Muslims are also individuals infected by and carrying a number of dangerous viruses, including GREED.

The Hydra knows well about the I. B. L. I. S. operation, but sees use for them, as a means to destroy the economy of the European countries, whom their media portrays as responsible for pretty much all the problems on the planet.

The European Union

The European Union is on its knees, sinking under the weight of corruption, 'multiculturalism' and greedy politicians who care only about themselves and who only serve their own personal interests, at the expense of the peoples they were supposed to represent. The EU leaders are all lackeys of The Hydra, willingly and knowingly, and whenever they can get away with it do what The Hydra commands them to, even though most of the time it hurts the interests of the EU and the peoples of the EU. CIA-trained terrorists, gaining access to Europe by posing as 'refugees', wreck havoc all over Europe, and little is done to stop it. Very little is done to stop The Horde due to the influence of The Hydra and an increasingly large part of Europe has already become "infected" and occupied by thousands of "zombies".

The USA has used this as an excuse to drop several tactical nukes in Europe, on severely infected areas, killing thousands of Europeans in the process – and leaving large parts of Europe uninhabitable.

The Organization (Al-Qaeda)

The Organization is the name of the group of Muslim terrorist groups and proxy armies trained, lead and financed by the CIA, originally to give the USA an excuse to invade and take over the formerly oil-rich countries in Northern Africa, the Middle East and Asia.

The UN

The United Nations has been reduced to being a mere puppet of the USA, and is nothing but an instrument serving the interests of The Hydra.

The Watchers

The Watchers is a group of (Fairling) sorcerers (with disease and poison immunity) who live on a secret base inside one of the moons of the planet Mars. They are immortal and have the technology to travel in space. They have visited so many advanced civilizations though, far ahead of our own, and although they are immortals themselves, and can not die from any disease, they carry these diseases, and can not come into contact with mankind, less they kill us all.

They have in secret contacted Erik Martinsen of the W. H. O., and have made him create and spread increasingly dangerous viruses on the Earth, to prepare the immune system for an intervention by the Watchers. When mankind has been strengthened enough, then the Watchers can come down from their secret base, and assist them with their powerful sorcery and alien technology directly on Earth. If they do that too soon though, they risk wiping out mankind with one of the many extraterrestrial diseases they carry.

The Antediluvians

The Antediluvians is a group of madmen, lead by David Lavey, a Christian zealot, who believe that Jesus Christ will 'return' and save the world. They think that Jesus was frozen down and placed under kilometres of ice in Antarctica. They want to free him by creating 'Global Warming' so that the ice will melt. When Jesus Christ can see the sky, he will wake up and save the world... or so they think.

In reality a terrible alien, a Huge Kraken, lies there, under the ice, dead but dreaming, waiting for the stars to shine upon it again, and awaken it from its slumber. If it awakens, it will call for *thousands* of other krakens to come to Earth, from space... and together they will devour mankind!

The Horde

A nickname for the masses of 'zombies' flooding into Europe via North Africa and the Middle East. Many think the horde march towards Europe by chance, but in reality the Hydra is orchestrating it all, using scents the zombies react to and for some reason follow, and is even helping the zombies aboard sailing vessels, to bring them over the Mediterranean, and into Europe. The purpose of this is to bring Europe to its knees, so that the USA can become the only world power.

The Gardeners

The Gardeners is a group of European bigots dedicated to the task of 'cleansing' Europe from all 'non-European' influence. They target basically everything and everyone not 'in line' with themselves and their way of thinking.

Paideia

Paideia is a group of extremist psychopaths, posing as 'humanitarians' and 'philanthropists', dedicated to the task of exterminating the European peoples and cultures. Lead by a deranged lunatic, Barbara Ghoste, they work to propagate a genocide of the Europeans peoples, using the educational system and mass media as tools to achieve this. Some claim they are actually the ones who created the G. R. E. E. D. virus.

The Temple of Satan

For 3.000 years, their ancestors stoned to death all 'blasphemers', i. e. those who insulted their demonic lord. To not participate in the stoning was seen as 'blasphemy', and therefore all those who did not want to or who could not stomach such an execution were themselves stoned to death. Thus they removed all goodness in their ranks, systematically.

In order to become a member of the Satanic cult, you had to commit a terrible crime, normally sacrifice an innocent to their mad idol. They demanded this, so that there would be no return for the members. This ensured absolute loyalty. This also ensured that no moral, good, kind or caring individuals ever joined their cult....

Before the collapse of civilization, they dominated in occupations where they could exercise their thirst for blood and cruelty or where their greed and complete lack of goodness gave them an advantage.

They were often doctors, mainly surgeons, and dentists, but also bankers, diamond traders, jewellers, journalists, politicians, lawyers and stock brokers.

Newborns in the cult were mutilated shortly after birth, to ensure that they became aggressive and violent when they grew up. They wanted no 'weakness' of any sort in their ranks, only pure malice.

With time they had created a race of men thoroughly malicious and cruel, dishonest and dishonourable, rotten to the core, and they through this were able to dominate others. They infiltrated all organisations of power, and through deceit, bribes, threats, murder, lies and any other means they deemed necessary, gained almost complete control. Their goal is world supremacy.

The Satanists have over time acquired certain physical characteristics, that make them recognizable by trained eyes, but to normal people they are just like other people. They are found everywhere in all the organisations of *The Coming*: even in *The Gardeners*, where they work as infiltrators and undercover agents.

Some think they are the driving force behind all 'evil' in the world, and that they rejoice in the suffering of others.

Random Encounters

| D10 | Type | # | Armed with: |
|------|--------------------------------|-----|--------------------|
| 1 | Criminals | 3D6 | Pistols & Shotguns |
| 2 | Hunters | D6 | Rifles & Shotguns |
| 3 | Military Patrol | 3D6 | Anything |
| 4 | Police Patrol | D6 | Pistols & Shotguns |
| 5 | Refugees | 4D6 | Mêlée only |
| 6 | Zombies (Náir) | 5D6 | Mêlée only |
| 7 | Predatory animals ¹ | 1 | |
| 8 | Game ² | 2 | |
| 9-10 | Dead people ³ | 3 | |

¹Cast a D6: 1-4 means a pack (#D12) of wild dogs, 5 means a pack (#3D6) of wolves and 6 means a bear. The meat is contaminated by radioactivity on 1-4 (D6). D8 rads if eaten. On a 1 (D6) the pack has rabies. If a more fantasy-like game is being played, use the default random animal encounters table from MYFAROG instead.

²Cast a D6: 1-2 means small game (#D6), 3-4 means medium game (#D4) and 5-6 means large game (#D2). The meat is contaminated by radioactivity on 1-4 (D6). D8 rads if eaten.

³Roll a D8 on the same table again, to find the type and number of dead creatures. On a 1-5 on a D6 any dead *people* have been stripped of their weapons, food and other equipment. The creatures have been dead for D20 days, and can in any case not be eaten (safely...).

Whenever the player characters encounter living *people*, the myth master casts a D6 three times to find the condition they are in. If the same result is achieved more than one time, this means the severity of the situation is increased. The sickness is more contagious (DD 10 + D6 or DD 12 + D6 instead of DD 8 + D6); the starving people will not beg, but try to steal or even try to kill the party; those suffering from radiation illness are instead suffering from serious radiation illness, or are even dead from radiation (and are themselves radioactive); those low on ammo have instead only one shot left in D6 of the weapons, or even no ammo left; those fine and able to sell you food and medicine can also (unless they are low on ammo) sell you ammo or even and firearms.

The experience level of any human encounter is 1 (1-2 on a D6), 4 (3-5) or 12 (6-8). Modify the result of the die by +1 if police patrol and by +2 if military patrol.

| D6 | Condition |
|----|--|
| 1 | Sick (contagious: If in physical contact: Test Disease Resistance against DD 8 + D6 or become sick). Or maybe they are mentally sick? Or maybe they are wounded and need help? |
| 2 | Starving and desperate for food and water. |
| 3 | Suffering from radiation illness (see Radiation). |
| 4 | Low on ammo. They only have one magazine for each weapon. |
| 5 | Fine, but has nothing to sell. |
| 6 | Fine, and unless they are starving, they might even be able to sell you food and medicine. |

NB! Being *able* to sell, and being *willing* to sell, are two very different things... that's why there is a skill called Social Skills.

Typical Human NPCs

| | Novice | Experienced | Veteran |
|--------------------|--------|-------------|-------------------|
| Level | 1 | 4 | 12 |
| CR Skills | +0 | +2 | +5 |
| Trained Skills | +0 | +1 | +3 |
| #of Trained Skills | D6 | D6 + 3 | D6 + 5 |
| Combat | | | |
| Fright Mod | +0 | +0 | +0 |
| OV (all weapons) | +0 | +1 | +3 |
| DV (MÊ) | +10 | +10 | +11 |
| OV (all weapons) | +0 | +2 | +5 (If CR Skill) |
| DV (MÊ) | +10 | +10 | +11 (If CR Skill) |
| Dodging | +1 | +1 | +1 |
| DV (MI) | +10 | +10 | +10 |
| HP | 11 | 15 | 20 |
| MHP | 30 | 30 | 30 |
| SP | 6 | 6 | 6 |
| SP | 6 | 7 | 8 (If Trained) |
| SP | 6 | 8 | 11 (If CR Skill) |
| Courage | +0 | +0 | +0 |

If the NPCs are sick, starving or suffering from radiation, remember to include the modifications they will suffer from because of this.

Sick: normally they will suffer a -1 mod to all skills.

Starving: Tired (1-2 on a D6), Weary (3-4) or Exhausted (5-6). See Resting in **The Land of Thulé** in MYFAROG

Radiation illness: normally they will suffer a -1 mod to all skills. See **Radiation**.

Adventure Seeds

- A factory producing “vaccines” for the W. H. O. must be put to an end. The Characters needs to infiltrate and blow it up, or in some other way shut it down permanently. See how TV will pin the crime on Muslim terrorists.
- The UN police is on your trail and is coming to get you! Get out of your apartment complex or house and get away!
- Your group must raise the funds needed to buy some real hardware. Maybe the weapon dealers need info, anti-radiation drugs or loads of copper, silver and gold? How to get it?
- The CIA are training Muslim terrorists nearby, and you have found out where: take them out! Take them all out!
- Meet up with agents from Russia to get some much needed hardware, only to find yourself under attack from UN police forces. Will the Russians trust you after this?
- Christian lunatics have gone to Mount Erebus in the Antarctic, and plan to blow the whole volcano into bits and pieces with a nuclear device – to make the lava flows melt the nearby glaciers and free their “Christ”, waiting under the ice. Stop them, before they manage to free the Huge Krakens that are waiting there!
- Kidnap a W. H. O. scientists, and interrogate him only to find out that they are working for the “Watchers”.
- Hack into a W. H. O. computer inside a scientific complex, and find out what they are really up to. Will you join them or blow their science complex up?
- Assassinate a CIA terrorist training other terrorists.
- The activities of The Temple of Satan have been disclosed somewhere, and the members are being hunted, but they have managed to manipulate some people into thinking they are the victims of unjust persecution. So successful have their manipulation been that the hunters become hunted....
- A horde of 'zombies' (200+ Nair) rush forth through the night, killing or infecting the people of your town. The UN police does nothing.... except seal off the area, and let nobody escape. How to get out alive?
- Hack a TV broadcast, expose the Hydra and tell people what is really going on in the world.
- Enter an illegal zone, controlled by the CIA and the UN police. Find evidence of alien artefacts and a space ship – as well as the remains of one of the “Watchers”. Learn about the “Watchers” after hacking a computer in the zone.
- Help the W. H. O. infect an entire town, by infiltrating the heavily guarded water supply. Poison the drinking water with their “vaccines”, to help mankind prepare for *The Coming* of the “Watchers”.
- Survive in the radioactive wilds to avoid arrest by the UN police. Avoid or defeat hordes of “zombies” and find a secret W. H. O. scientific complex in an old sewage system. Discover their plans to deliberately infect mankind with all sorts of deadly diseases.
- “The Watchers” deliver a secret file to you, where they tell you about a CIA plan to blow up a nuclear power plant, and then pin the crime on “Muslim terrorists”. Can you stop the CIA?
- Criminals hired by “Paideia” are trying to assassinate several of the leaders of “The Gardeners”, but “The Gardeners” have been warned, and seek help of their own to deal with this. An ambush is set up.

- Smugglers have unloaded a truck full of zombies downtown. The UN police, instead of killing the zombies have quarantined the whole town, and seem to be waiting for the infection to spread or the population to be killed. Will you get out alive? Will you stop the zombies?

- The UN police is after you, hunting you down, but just as you are about to be killed or arrested, a U. F. O. appears and all the UN policemen runs screaming away. This is your chance to get away alive!

-The Christians have succeeded, and have let lose their "saviour": hundreds of krakens of all sizes and shapes ascend from the seas, and kill everyone! Kill! Kill! Kill! Kill or be eaten! You better have enough ammo...

-A huge monolith has been found, said to grant those who touch it a wish. However, it is very radioactive, and protected by armed men – possibly the police, the military or some other group.

-The sewers under the city is crawling with mutant creatures (use 'Crawling Creep' or 'Wight' from the MYFAROG rule book). They are said to have been changed by a glowing orb that fell from the stars. Perhaps the glowing orb has other properties too?

-An ancient artefact (e. g. an Ettin stone heart) has been found in a 400' deep sink hole. The sink hole is guarded by armed men, scientists are on their way to get it. Can the player characters get there first, and claim it for themselves?

-An old army depot has been found and looted, by a local criminal gang. Using their military arms and equipment, they demand 'taxes' from everybody living in the area, and their leader demands that they all call him 'Mr President'. Somebody is not happy with this, and want the 'president' removed.

The Round

When combat occurs everyone involved must:

1. Check morale and suppression (**optional rule**, in *The Coming*).

When the encounter starts, or if the character has taken damage the round before (Morale) or if the character has been shot at or has been exposed to explosions the round before (Suppression).

2. Declare actions

E. g. move¹, form formation, attack with mêlée or missile weapon (possibly in combination with a move¹), shoot with a firearm, disarm enemy (**optional rule 5**), use skill, use item or cast spell.

3. Check for falling (**optional rule 3**)

4. Riders/Drivers test their Riding/Driving skill

5. Check for random movement (**optional rule 4**)

Only if the characters are in Mêlée.

6. Check initiative

Firearms are counted as Missile weapons! Hand grenades and Molotov cocktails count as missile weapons too, but their effect comes after the effect of all other weapons.

7. Check fatigue

Check if the character has the Stamina to perform planned action. Test Wil if Tired or Exhausted. Record spent SP.

8. Perform actions (order determined by initiative)

- a. Check if any combat modifications apply
- b. To hit & Damage Resolution
- c. Fumble

9. Check for Random Item Damage (**optional rule 6**)

¹Unless he is riding, sneaking, walking or (if Warrior or Berserk) jogging the character is always moving with a lowered guard (see **Lowered Guard**). Combatants running (or sprinting or even dashing) into or away from mêlée do so with a lowered guard – but if done wisely it can be done without suffering an attack whilst the guard is lowered. You can move into mêlée after your opponent has performed his action, or you can move away from battle before your opponent can perform his action. See **Initiative**.

“To the living we owe respect, but to the dead we owe only the truth.”