

ESCAPE VAULT 99

This scenario is designed to be played using the “Into the Vault” expansion from Modiphius. In addition to this expansion you will need the Core Rulebook and the Campaign Handbook.

SCENARIO

In the style of a classic Fallout video game, you are a vault dweller who wakes up one day, facing a nightmare scenario where you have to leave the vault. You can use the narrative on the following page, but feel free to create your own!

This adventure can be played by 1-3 players in the following ways:

- Solo vs AI
- Cooperative vs AI
- Solo/Cooperative vs a human player who controls the enemies and acts as a dungeon master

Game Duration: As long as it takes!

Win Condition: Ultimate victory is achieved by exiting the vault. If you choose to play the scenario on the following page then there are some optional story objectives along the way!

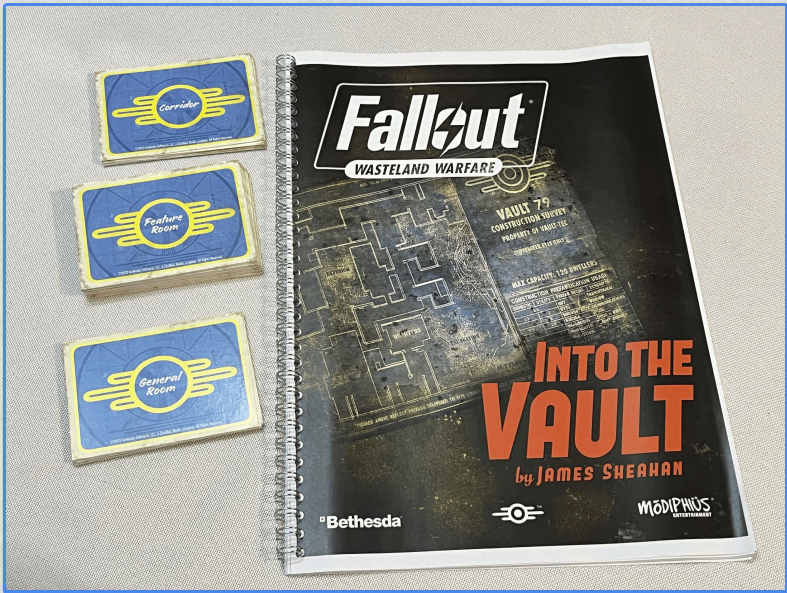
STARTING FORCE

- 1x Sole Survivor Loner
- Vault 111 Jumpsuit
 - Stun Baton
 - Stimpak

- 1x Sole Survivor
- Vault 111 Jumpsuit
 - Stun Baton
 - Stimpak

Optional: Unless you wish to play on ‘hard mode’, equip each model with some armour that provides +1 physical and +1 energy armour and/or give each character the Heroic upgrade.

Optional: Instead of the above suggested starting point, feel free to equip your characters as you wish. You can always adjust the enemy strength accordingly.



SPECIAL RULES

This scenario differs from the “Into the Vault” expansion in that, rather than an experienced crew entering and exploring a vault, you play a pair of brand new ‘level 1’ vault dwellers who need to leave. To achieve this, use the “Into the Vault” rules as written, with the following exceptions:

Starting a Vault Scenario (Section 2.3)

- Ignore “Choose a Vault Scenario”;
- When assembling the Feature Room deck, remove the Overseer’s Room, and Vault Entrance from the deck. Split the remaining cards into 3 equal piles. Shuffle the Vault Entrance into the bottom third. Shuffle the Overseer’s Room into the middle third. Shuffle the top third and reassemble the deck.
- Draw a Feature Room to determine the starting location.

Occupants (Section 3.4)

Replace the “Adding Occupants” table with the following:

	OCCUPANTS
1	Critter
2	Critter
3	Vault Security*
4	Major

*Vault Security consists of 2 x Vault Security Officers, equipped with their standard AI loadout.

A DAY LIKE ANY OTHER?

“WARNING. WARNING. PLEASE EXIT THE VAULT IMMEDIATELY. THIS IS NOT A DRILL. WARNING. WARNING. PLEASE EXIT THE VAULT IMMEDIATELY. THIS IS NOT A DRILL..”

You wake with a start, heart racing. You open your eyes and are greeted by a blurry, swimming view of the room, lit only by the flashing crimson glow of the emergency lighting. What time is it? What day is it? That information is not in your sphere of awareness, just the flashing lights and the wail of the klaxon. Vision slowly coming into focus, you look across the bed and can see your spouse being thrust into consciousness in exactly the same way. Disorientated, alarmed, and looking to you for confirmation. “Is this happening?”

It doesn't make any sense. The bombs only dropped two years ago. You weren't supposed to be released so soon. Exiting the vault was something that should have been planned, prepared for. There should have been meetings. And training. And a gradual acclimatisation. You had barely gotten used to vault life.

Something must have gone wrong. Had radiation breached the vault? Had the enemy won the war?



Action: Choose a name for yourself and your spouse. You were married before the War and were accepted into Vault 99 as a couple. Having had a brief military career, you were appointed as Head of Security, whilst your spouse was the Head of Science. You were so proud to be considered among the elite of local society and valuable enough to secure a place in Vault 99. There was not room for everyone, so most were not so lucky, and their fate is very much unknown.

You both pull on your Vault 99 jumpsuits and prepare to leave. You don't have much in the way of possessions, but you grab the personal trinkets that you do have and leave your quarters.

Surprisingly you do not see anybody else around. You decide to check on some neighbours, in case the inhabitants hadn't heard the alarm, but each and every room is empty with the door wide open. Where is everyone? How could they have left already?

There is no sign of immediate danger. The air seems clean, oxygen is still flowing from the ducts as usual. There are no voices, shouts or gunfire.

A DAY LIKE ANY OTHER? (CONT..)

“I think we should look for supplies before heading outside..” you suggest.

“Yeah, hundred percent, we have no idea what’s out there. Are there weapons?”

“All we have in Security are stun batons. We were told there are proper weapons somewhere, but the Overseer was the only one who could access them – that was never shared with us”

“Ok, well a stun baton is better than nothing. Any armour?”

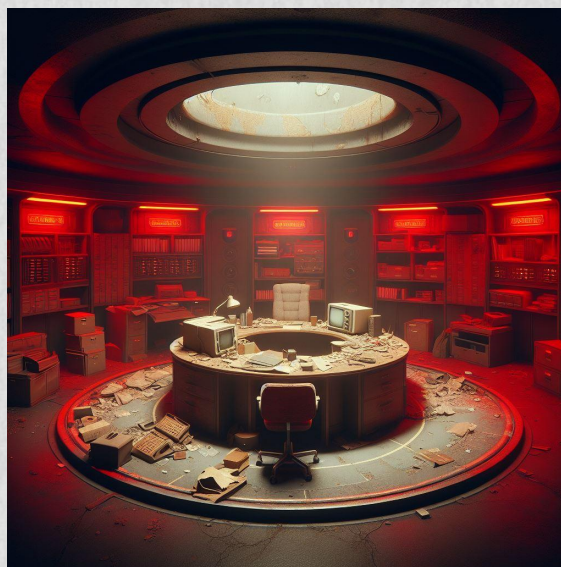
“Yes, there is some basic armour in the security lockers, it was provided in case we needed to quash any unrest amongst the residents – follow me”.

You quickly make your way around the vault, checking for anything useful. The Security lockers do indeed yield a stun baton each but the armour is all gone. Why would the others take the armour but not the weapons? Unless they had access to the REAL weapons...

There is one last curiosity to satisfy. You make a dash for the Overseer's office. Upon entering you are not surprised to discover that the office is empty in terms of personnel, but significant to note is that the Overseer's computer terminal has been smashed into a million pieces. There will be no clues gained from the Overseer's personal records.

“What the hell happened? This doesn’t make any sense.”

“WARNING. WARNING. PLEASE EXIT THE VAULT IMMEDIATELY..”



You decide you may as well head for the exit. Checking any rooms you pass on the way, you only manage to find a couple of stimpaks and some water in a medical cabinet. Still no signs of any personnel or any explanation for the emptiness in the Vault.

You make your way along familiar corridors to the vault door. The door that was sealed behind you two years ago. The door you have stared at every day since, wondering about the world outside. The Overseer had received limited information through Vault-Tec. The War was swift but radiation levels were high. All other information was “classified”.

You approach the lobby and the door is already open. The light streaming in is so bright you can’t see anything outside. You notice that the air seems remarkably cool.

“WARNING. WARNING. PLEASE EXIT THE VAULT IMMEDIATELY. THIS IS NOT A DRILL. WARNING. WARNING. PLEASE EXIT THE VAULT IMMEDIATELY. THIS IS NOT A DRILL..”

You and your partner take each other’s hand, look into each other’s eyes, and take a deep breath.

“Let’s see what’s out there...”

THE QUESTS

Main Quest: Discover the Secrets of Vault 99

(Optional) Find and Search the Overseers Terminal for Information

(Optional) Find and Persuade a Vault Dweller to Give you Information

In order to complete “Discover the Secrets of Vault 99” you need to complete at least one of the optional objectives. Of course it is much more fun to complete both!

(Optional) Find and Persuade a Vault Dweller to Give you Information

To complete this quest you need to encounter the Vault Security personnel (achieved by rolling a 3 when “Adding Occupants” - see table on the first page of this document). When encountered they will be hostile and will attack on sight. Once both personnel have been reduced to half of their starting wounds (or below), one of your characters may make a Charisma check. If successful, you persuade them to cease fire and talk. Once achieved, **read Story Note 1.**

(Optional) Find and Search the Overseers Terminal for Information

To complete this quest you need to discover the Overseer’s Room. Once discovered one of your characters can hack the terminal on the Overseer’s desk, and discover the secrets within. Once achieved, **read story note 2.**

Once either or both of the optional quests are achieved, the main quest changes from “Discover the Secrets of Vault 99” to “Exit Vault 99”

STORY NOTE 1

DO NOT READ UNTIL THE OBJECTIVE IS COMPLETED

[COMPLETED] Find and Persuade a Vault Dweller to Give you Information

The conversation starts tentatively but it soon becomes clear that each party is as confused as the other, and the last thing any of you wanted is a fight. The first vault security officer is called John, and his companion is called Kate. Due to Kate's injuries, John leads the conversation but Kate chips in as and when she can. You learn that you had actually been living in a vault within a vault. John and Kate, along with their 'outer vault' compatriots were aware of the 'inner vault', but they were told that those that dwelled within were 'special' and one of the functions of the outer vault was to protect them. The outer vault had no idea who was living in there or why they were 'special' but it was always a source of aggravation for the outer vault inhabitants. Speculation ranged from the inner vault dwellers being high ranking government officials through to being deranged criminals who needed to be kept separate from society. The latter theory made no sense, given the nuclear bomb and fallout would be an ideal way to rid the planet of such folk, but without answers, all theories gained traction.

John and Kate learn from you that there was actually nothing particularly special about the inner vault inhabitants. They were all local to the area, being residents of Independence, Kentucky. It comes as a surprise that you had absolutely no knowledge of the outer vault, and that you had assumed that the entirety of Vault 99 was the part that you inhabited.

It wasn't until you have all chatted for a while that the one staggering difference in worldview becomes apparent. You believe the year to be 2079. The Great War happened in 2077, and you had been sealed in the Vault for almost 2 years. However John and Kate insist that the year was 2287, a full 210 years after the Great War. Initially each party assumes the other is lying, and the trust between you dips significantly. But after a time each comes to accept the other's view, leaving you all thoroughly confused.

The conversation turns to the topic of your respective circumstances that had led to you meeting in this corridor some half an hour earlier. You explain that you had been awoken to the wail of the alarm and the instruction to exit the vault. You were surprised to find yourselves emerging into the outer vault, having fully expected to be greeted by an irradiated wasteland. You then describe your adventure up to this point, including the horrors you had seen along the way. John is not surprised by anything that is described, but understands how this might have been frightening for you.

John's story is of great interest to you. He describes how he had been born in the vault and had grown up as part of a small, but self-sufficient community in which each person took on a vocation for the good of the society. There was an elected Overseer in charge, but all of their instruction and direction came via electronic communication from Vault-Tec headquarters. Vault-Tec were not hugely forthcoming with detail about the world outside, but they had told the first Overseer that the war against the Eastern threat had been won, but that due to the nuclear strikes, the world outside was irradiated and unsafe. Vaults would be informed when it was safe to leave. Subsequent Overseers had received messages to the same effect, fairly regularly until about 25 years ago. The incumbent Overseer was becoming increasingly frustrated with the lack of communication and had apparently sent more and more frequent, more and more demanding emails to Vault-Tec requesting an update. None were forthcoming.

John recalls that, more recently, his Overseer had started to act more and more strangely. He had spent all of his time in his office holding secret meetings with certain members of the vault personnel. The only meetings held with Security were to tell them that there was a chance the inner vault residents would break out, and if this happened they should assume them as hostile and shoot on sight. They were told to carry firearms at all times. It was very unsettling.

STORY NOTE 1 (CONT..)

Then one day, about a month ago, the door to the inner vault opened suddenly and unexpectedly, and the inhabitants poured out brandishing weapons and dealing out extreme violence. They tore through the outer vault, looting any weapons or supplies they could find, and fighting anyone who stood in their way. They made it to the main vault entrance with as much loot as they could carry. Somehow they got the door open - they must have had some kind of code or hack for the door terminal. Then they disappeared into the world outside.

The outer vault inhabitants were stunned, but given they had no way of closing the outer vault door, they quickly realised that the outside air was breathable, and started to venture outside. Some never returned, and those that did recounted stories of the extreme horror of the post-war world. There were some people, and things that looked like they once were people. There were mutated creatures, and areas that were still highly irradiated. There was very little in the way of food, and no organised society that was in any way discernible. People fighting the world, and each other, in a desperate bid to survive. John and Kate were among those who had never been outside, instead feeling that they were better off in the relative safety of the vault until they had a better plan.

You listen to John with fascination and horror in equal measure. You can't understand what you are hearing, any of it really, but particularly the part about this uprising from YOUR vault happening a month ago..

"When we went to bed two nights ago, everyone was still there. We saw them at dinner." you explain. "It was yesterday morning that we were woken by the alarms and found everyone gone?"

"A month," reinforces Kate. "Thirty long days... With that door open, and no way to close it, all kinds of horrors could get in."

"We've been fighting them ever since," finishes John. "Hoping to keep the vault clear until we can find a way to keep them out. Or, until one of the others returns with news of somewhere safe to go."

You simply can't take it all in. None of it makes sense. You all sit in silence for a very long time..

(Optional) You may now choose whether to take John and/or Kate on your journey with you, or take on the rest of the journey alone.

STORY NOTE 2

DO NOT READ UNTIL THE OBJECTIVE IS COMPLETED

[COMPLETED] Find and Search the Overseers Terminal for Information

You spend a long time poring over all of the information in the terminal. It is all there. The reason for the inner vault, records of tests performed on its inhabitants, and the Overseer's personal communications.

To summarise..

The inhabitants of the inner vault were sealed in before the outer vault was populated. The outer vault residents were aware of the inner vault, but only the Overseer and his close science team (and their subsequent generations) knew of its true purpose. Even the inner vault Overseer had no knowledge of this. He was also a test subject who naturally assumed the inner vault was all there was. He went to his desk every day to lead his underground society, following the procedures he was trained on, and actioning the limited instructions that came through from Vault-Tec.

However, it transpired that Vault 99 had been installed with some experimental cryogenic technology, and the inner vault residents were its test subjects. Vault-Tec had been working on cryogenic technology for many years, and had some success in putting subjects into a deep freeze and awakening them after a long period of time. However 'thaw sickness' was common, and some subjects didn't fully recover all of their cognitive function. In rare cases, cell damage meant the subject did not wake up at all. It was therefore not considered safe for commercial use, and it was certainly not something a person would undergo willingly unless they had no choice.

A better solution was being sought, and Vault 99 was to test one such solution. Using a combination of drugs administered via inhalation of an odourless gas, and lowering the room temperature such that metabolism slowed almost to zero, but not so cold that cell damage was caused, the theory was that a person could be frozen and unfrozen repeatedly without suffering any noticeable ill effects or long term damage. It wouldn't pause the ageing process completely, but ought to slow it such that it was almost imperceptible.

The scientists at Vault-Tec were so confident in this new technology that they claimed a person could be frozen and unfrozen, while they slept, without their knowledge. They petitioned for a live test to prove the theory. Given the potential uses for such a technology, the Vault-Tec executives agreed to set up Vault 99 as a testing ground. The inner vault residents were to be subjected to this procedure, without their knowledge, for increasing durations of time.

The early tests were intended to induce a freeze for a few hours, gradually increasing until ultimately the duration was a number of years. Science staff in the outer vault would monitor the test subjects, using remote viewing technology, as they went about their days. They were looking for any signs that the residents were becoming aware of the tests, whether there were any noticeable behavioural changes, or whether their cognitive function became impaired at all.

The test logs showed that the trials were actually very successful. When the vault went to bed, the gas was released into the bedrooms. Once the subjects were unconscious, the temperature was lowered. The process was reversed a few hours later, and nobody seemed to notice. The occasional morning headache or grogginess was passed off easily enough as 'one of those things' and no-one became suspicious. Hours became days, days became months, months became years - it all went to plan. The scientists claimed victory, but Vault-Tec commanded that the trials continue, for longer and longer periods. A new generation of scientists were required as the first generation 'retired' and there were instructions as to how the Overseer would ensure that the ongoing secrecy of the project was maintained.

STORY NOTE 2 (CONT..)

And so it was explained how two years for you had represented two hundred years of real time. It also explained how the last month could have passed, seemingly overnight, but not why it was only you that was left behind.

It was within the Overseer's personal logs that the reason for the recent events became clear. As communications from Vault-Tec had dwindled over time, the Overseer had become increasingly frustrated. He was getting no news about the current state of the world or when it might be safe to be released. The inner vault Overseer (who was called Jeremiah Houston) had no knowledge of the outer vault, or its leader, but the outer vault Overseer (Frederick Love, 6th Overseer of Vault 99) became suspicious that perhaps the inner vault was receiving communication that he was unaware of. His attempts to remotely hack the inner vault Overseer terminal were clumsy and had actually alerted Jeremiah to his presence. Computer expertise dwindles as it is passed down from generation to generation in a closed environment, but Jeremiah still remembered the training he had received directly. He was a far superior technician and was able to reverse engineer the hack and gained a direct line of communication to Frederick as well as access to all of the information that you were currently reading!

Jeremiah had demanded that the inner vault be released. Frederick had responded to say that his orders from Vault-Tec were non-negotiable, but even if he wanted to release them he had no way of doing so. The door was remotely controlled from Vault-Tec HQ.

A copy of the email was not on this terminal, but Jeremiah must clearly have written a very terse communication directly to Vault-Tec. In Frederick's logs, dated only two months ago, was a high priority message from Vault-Tec saying simply:

“Vault 99 compromised. Testing programme closed. Prepare to exit vault in 30 days. Access codes for all vault doors will be provided at noon on the 30th day. End of transmission”.

There followed a number of unanswered messages from Frederick to Vault-Tec, demanding answers, asking if it was actually safe to leave, how to communicate this to the residents, what was to become of the inner vault. It made for upsetting reading.

Next Frederick turned his questions to Jeremiah, asking what he had done, what he had been told. Again, no replies.

After that there were a number of redacted messages which ended abruptly, exactly 30 days after Vault-Tec's bombshell. You try to retrieve them, but they are gone. All you are able to ascertain is that the messages were redacted remotely, it was not done from this terminal. Given the amount of incriminating evidence on them that remained on the terminal, it did not make sense that it was Vault-Tec. But who?

It takes you a long while to process this information. Given Jeremiah had access to Frederick's terminal, he would certainly have known about Vault-Tec's message about the vault opening. He would also likely have intercepted the vault door access codes on that 30th day.

In your heart of hearts you knew what Jeremiah would have planned, what he would do. And then the reason for you being frozen while he enacted his plan become clear. He knew that you would try to stop him..