

rustbelt

AN AI-RUN POST-APOCALYPTIC SURVIVAL RPG · THE LONG ROAD

A FREE ONE-SHOT ADVENTURE

Await Relief

The Remnant has waited forty-one years for relief. This morning a column came up the north road flying the old flag, with orders, properly signed, to take over the fort.

LEVEL 3 | 4 SURVIVORS | ABOUT 2½ HOURS | READY-MADE CHARACTERS INSIDE

READ THIS ALOUD

The Job

> The crew is at Fort Sorrow selling salvage when the gate watch sounds a call nobody has heard outside drill: friendly column, colours showing. Forty soldiers in clean uniforms, three trucks, a major with a document case. She presents orders relieving the Ninth Garrison and assuming command of the armoury. The seals are right. The paper is right. Colonel Josiah Mercer has waited his whole life to read them, and he asks the crew, as the only people present with no stake, to tell him whether to believe it.

4	3	2½h	3
SURVIVORS	LEVEL	TO PLAY	SCENES

Play it with the AI Dungeon Master

No prep, no rulebook. Scan the code on the back page or visit rustbelt.world, press play, and the AI Dungeon Master runs this adventure for your table — every voice, every roll, every rule. Solo or with up to six friends.

Run it yourself

Everything a Game Master needs is in here: what really happened, the cast and their secrets, the locations, the scenes, the opposition with full stats, three endings, and 4 ready-to-play characters. Players: stop at the end of this page.

Inside

1. What Really Happened
2. The Cast
3. The Locations
4. The Scenes
5. Trouble on the Road
6. How It Can End
7. Ready-Made Survivors

THE TRUTH

What Really Happened

The orders are genuine, in the only sense the Directorate recognises. The Continuity Board holds the surviving authority of the old government, with the files to prove it, and has issued a lawful instruction relieving a unit that has been awaiting relief. The major is a Census Corps officer in a uniform cut from the pattern book. Her soldiers are escorts. Nothing she carries is forged.

What the Board wants is the last working armoury in the Rustbelt, before the second Census goes out. What Mercer wants is to be able to put down a weight his grandfather picked up. Half his officers want the same. The other half have noticed that the relief column's rifles came out of crates stamped Cinderworks, that its radio call signs are a week old, and that the major does not know the garrison's challenge.

The Last Order came through the transmitter hut. Its log is still there, and so is the challenge and reply the real command would have used: the one thing that would settle it. Nobody is permitted to key the set. Last night somebody did, and at midnight, on the Night Voice's old frequency, there was a pause in the carrier.

WHO'S WHO

The Cast



COMMANDER OF THE NINTH GARRISON

Colonel Josiah Mercer

Grave, exhausted, scrupulous. Third of his family to hold the post.

SECRET

He wants it to be true so badly that he no longer trusts his own judgement. If the crew says it is real, he will hand over the keys within the hour.



COMMANDER OF THE RELIEF COLUMN

Major Adaline Royce

Crisp, sincere, well briefed. Salutes correctly and means it.

SECRET

She believes her orders are legitimate, and they are. She has also been told that if the fort does not comply by nightfall, the escorts have a second set of instructions she has not been shown.



SENIOR NCO OF THE GARRISON

Sergeant-Major Bell Okafor

Gruff, loyal, forty years in. Calls the Colonel sir and means lad.

SECRET

She keyed the transmitter last night, against every standing order, to ask for confirmation. Something answered. It was not the Directorate, and she has told nobody.

WHERE IT HAPPENS

The Locations



01

Parade Ground

Swept gravel, a flagpole, two formations facing each other in the same uniform.

What happens here. The presentation of orders, in front of everyone. The garrison is watching its Colonel. The escorts are watching the armoury door.

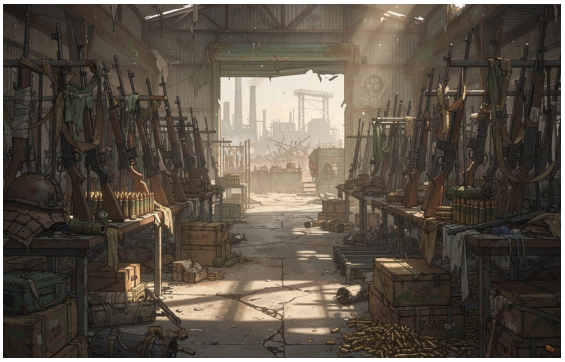


02

Transmitter Hut

The hut the Last Order came through. The set is warm.

What happens here. The log of Year 11, the authentication tables, and evidence that the set was used last night. The challenge and its reply are in a sealed envelope that has never been opened.



03

The Last Armoury

Racks of rifles and crated ammunition, counted daily.

What happens here. What it is all for. Whoever holds this room by nightfall holds the fort, and both sides have worked that out.

HOW IT PLAYS

The Scenes

1

EXPLORATION ●●○○ MEDIUM

Examining the column and its papers. DC 12 finds the Cinderworks crate stamps; DC 13 the stale call signs; DC 14 that the seals are real and the signatures belong to people alive today. All three are true at once.

2

SOCIAL ●●●○ HARD

The challenge. Opening the sealed envelope lets Mercer put the question to the major in front of both formations. She does not know the reply. What that proves depends on what the crew argues: that she is false, or that no relief could ever have known it.

Opposition: Census Escort *(full stats in the gallery)*

3

COMBAT ●●●● DEADLY

Nightfall. The escorts' second instructions are to secure the armoury. The garrison splits: some hand over keys, some bar the door. Soldiers in the same uniform fight each other across the parade ground, and a frame trooper comes out of the vehicle shed for whichever side reached it first.

Opposition: Remnant Rifleman *(full stats in the gallery)*, Remnant Frame Trooper *(full stats in the gallery)*, Census Escort *(full stats in the gallery)*

KNOW YOUR ENEMY

Trouble on the Road



Census Escort

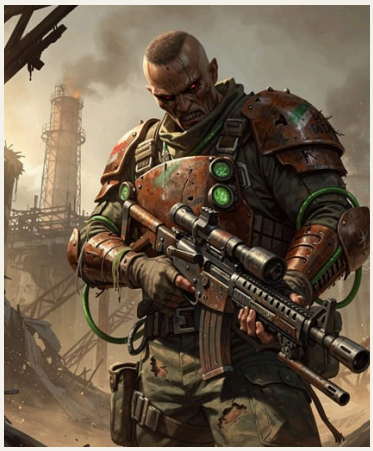
A Directorate trooper in a clean uniform, standing quietly outside your gate.

AC 15 **HP** 26 (4d8 + 8) **Speed** 30 ft **Threat** 1

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Service Rifle. +3 to hit, range 100/400 ft, 2d8 + 1 piercing.

Formation. Has +2 AC while within 5 ft of another Census Escort.



Remnant Rifleman

A soldier of an army with no country — drilled, patched and still following orders.

AC 16 **HP** 39 (6d8 + 12) **Speed** 30 ft **Threat** 2

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	11 (+0)	13 (+1)	10 (+0)

Multiattack. Two Rifle shots.

Rifle. +4 to hit, range 100/400 ft, 2d8 + 2 piercing.

Hold the Line. Cannot be frightened while it can see an officer or the flag.



Remnant Frame Trooper

A soldier sealed in one of the last working powered frames — a walking strongpoint.

AC 19 **HP** 119 (14d8 + 56) **Speed** 30 ft **Threat** 6

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	11 (+0)	13 (+1)	11 (+0)

Multiattack. Two Frame Fists, or one Autocannon burst.

Frame Fist. +8 to hit, 2d10 + 5 bludgeoning.

Autocannon. +5 to hit, range 120/480 ft, 4d8 + 1 piercing; or 15-ft cube, DC 14 Dex save for half.

Sealed Frame. Immune to the Irradiated and Toxic Exposure conditions; runs out of power after 1 hour of combat.

EVERY CASE CLOSES SOMEHOW

How It Can End

I

The fort is not relieved. Mercer keeps his post and loses his hope, the Directorate withdraws with its papers in order, and the second Census goes out without rifles.

II

The fort is relieved. The armoury passes to Continuity, lawfully, and Mercer goes home for the first time in his life. By autumn the Census Corps travels with frame troopers.

III

Tell them about the answer in the night. Both formations stand down to listen. At midnight the carrier pauses again, and this time everyone in the hut hears a breath.

These are the likely ends, not the only ones. When your table finds a fourth, let it.



READY-MADE SURVIVOR

Mae Harlan

GUNSLINGER · LEVEL 3

Former convoy outrider who rode shotgun for the Roadies until a load went wrong.

13	28	+2	30	+2
ARMOUR CLASS	HIT POINTS	INITIATIVE	SPEED (FT)	PROFICIENCY
Patched Armor	hit die d10			

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
-1	+2	+2	+0	+1	+1
8	15	14	10	13	12

Saving throws

- ○ Strength -1
- ● Dexterity +4
- ● Constitution +4
- ○ Intelligence +0
- ○ Wisdom +1
- ○ Charisma +1

Skills

- ● Acrobatics DEX +4
- ○ Animal Handling WIS +1
- ○ Athletics STR -1
- ○ Deception CHA +1
- ○ History INT +0
- ○ Insight WIS +1
- ● Intimidation CHA +3
- ○ Investigation INT +0
- ○ Medicine WIS +1
- ○ Nature INT +0
- ● Perception WIS +3
- ○ Performance CHA +1
- ○ Persuasion CHA +1
- ○ Sleight of Hand DEX +2
- ○ Stealth DEX +2
- ● Survival WIS +3

Weapons

WEAPON	HIT	DAMAGE	RANGE
Hunting Rifle	+4	2d6 + 2 piercing	100/300 ft
Shiv light, finesse, concealable	+4	1d4 + 2 piercing	melee

Gear

- **Canteen**
- **Rifle Cartridges**
- **Dust Goggles** — with a mask or wet rag, the wearer is not blinded in a dust storm and has advantage on its saves
- **Bandage** — end Bleeding Out; regain 1d4 HP

Who they are

Personality Counts bullets the way other people count water. Never fires first; never fires twice.

Ideal A promise made on the Road is kept on the Road.

Bond Owes a Roadie captain a debt she cannot pay in chits.

Flaw Holds a grudge longer than she holds her breath.

> WHY YOU TOOK THE JOB
>
> You were at Fort Sorrow selling salvage. Now there are two formations on the parade ground, and somebody has to decide who to believe.



READY-MADE SURVIVOR

Jonah Rook

SCAVENGER · LEVEL 3

Picker who has been into more ruins than anyone his age and come out of all of them.

13	21	+2	30	+2
ARMOUR CLASS	HIT POINTS	INITIATIVE	SPEED (FT)	PROFICIENCY
Patched Armor	hit die d8			

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
-1	+2	+1	+1	+2	+0
8	15	12	13	14	10

Saving throws

○ Strength	-1
● Dexterity	+4
○ Constitution	+1
○ Intelligence	+1
● Wisdom	+4
○ Charisma	+0

Skills

○ Acrobatics DEX	+2
○ Animal Handling WIS	+2
○ Athletics STR	-1
○ Deception CHA	+0
○ History INT	+1
○ Insight WIS	+2
○ Intimidation CHA	+0
● Investigation INT	+3
○ Medicine WIS	+2
○ Nature INT	+1
● Perception WIS	+4
○ Performance CHA	+0
○ Persuasion CHA	+0
● Sleight of Hand DEX	+4
● Stealth DEX	+4
○ Survival WIS	+2

Weapons

WEAPON	HIT	DAMAGE	RANGE
Pipe-Gun jams on a natural 1	+4	1d8 + 2 piercing	40/120 ft

Gear

- **Geiger Counter** — detect radiation zones and irradiated creatures nearby
- **Lockpick Set** — open locks without a key or explosives
- **Scrap & Salvage** — crafting and repair material; barter
- **Duct Tape**

Who they are

Personality Restless, curious, never sits with his back to a door. Tests every floor with a thrown brick.

Ideal The old world left everything behind. It is a crime to waste it.

Bond Keeps a map of every ruin he has cleared, and the one he has not.

Flaw Cannot pass a locked door without trying it.

> WHY YOU TOOK THE JOB
>
> You have handled enough old army gear to tell new kit from old at a glance. Someone will want that eye today.



READY-MADE SURVIVOR

Dr. Hesper Vale

FIELD DOC · LEVEL 3

Travelling doctor who works the Long Road town by town for whatever people can pay.

12	21	+1	30	+2
ARMOUR CLASS	HIT POINTS	INITIATIVE	SPEED (FT)	PROFICIENCY
Patched Armor	hit die d8			

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
-1	+1	+1	+2	+2	+0
8	12	13	14	15	10

Saving throws

○ Strength	-1
○ Dexterity	+1
● Constitution	+3
○ Intelligence	+2
● Wisdom	+4
○ Charisma	+0

Skills

○ Acrobatics DEX	+1
○ Animal Handling WIS	+2
○ Athletics STR	-1
○ Deception CHA	+0
○ History INT	+2
● Insight WIS	+4
○ Intimidation CHA	+0
○ Investigation INT	+2
● Medicine WIS	+4
○ Nature INT	+2
○ Perception WIS	+2
○ Performance CHA	+0
● Persuasion CHA	+2
○ Sleight of Hand DEX	+1
○ Stealth DEX	+1
● Survival WIS	+4

Weapons

WEAPON	HIT	DAMAGE	RANGE
Pipe-Gun jams on a natural 1	+3	1d8 + 1 piercing	40/120 ft

Gear

- **Med-Stim** — regain 2d4 + 2 HP; ends Bleeding
- **Rad-Flush** — removes the Irradiated condition and reduces Rad Sickness
- **Field Surgery Kit** — advantage on Medicine; auto-stabilise
- **Purification Tablets** — purify one canteen

Who they are

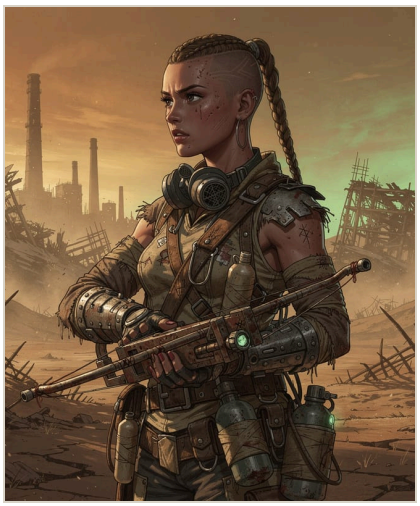
Personality Gentle with patients, merciless with fools. Has seen every way a body can fail.

Ideal Everyone gets the same measure — of water and of care.

Bond Trained under a Wellkeeper healer at Dry Wells.

Flaw Trusts anyone who is sick, which the wrong people have learned to use.

> WHY YOU TOOK THE JOB
>
> Colonel Mercer is your patient. You know what forty-one years of waiting has done to him.



READY-MADE SURVIVOR

Tamsin Reyes

SURVIVALIST · LEVEL 3

Raised in the wastes between towns; reads weather, tracks and people with the same patience.

13	21	+2	30	+2
ARMOUR CLASS	HIT POINTS	INITIATIVE	SPEED (FT)	PROFICIENCY
Hide Wraps	hit die d8			

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
+1	+2	+1	+0	+2	-1
12	14	13	10	15	8

Saving throws

○ Strength	+1
● Dexterity	+4
○ Constitution	+1
○ Intelligence	+0
● Wisdom	+4
○ Charisma	-1

Skills

○ Acrobatics DEX	+2
○ Animal Handling WIS	+2
○ Athletics STR	+1
○ Deception CHA	-1
○ History INT	+0
○ Insight WIS	+2
○ Intimidation CHA	-1
○ Investigation INT	+0
○ Medicine WIS	+2
● Nature INT	+2
● Perception WIS	+4
○ Performance CHA	-1
○ Persuasion CHA	-1
○ Sleight of Hand DEX	+2
● Stealth DEX	+4
● Survival WIS	+4

Weapons

WEAPON	HIT	DAMAGE	RANGE
Scrap Crossbow silent; reload	+4	1d10 + 2 piercing	60/240 ft
Machete	+3	1d8 + 1 slashing	melee

Gear

- **Gas Mask**
- **Canteen**
- **Water Filter** — filter water
- **Snare Trap** — DC 12 Dex save or restrained

Who they are

Personality Quiet, watchful, laughs rarely and loudly. Sleeps cold and wakes first.

Ideal The land is honest. People should try it.

Bond Her family's camp was lost in a dust storm; she has never stopped looking for the others.

Flaw Distrusts walls, towns and anyone who lives behind them.

> WHY YOU TOOK THE JOB
>
> You read tracks for a living. Forty soldiers and three trucks leave a lot of them.

rustbelt

Play it tonight. No prep. No rulebook.

Scan the code and the AI Dungeon Master runs **Await Relief** for your group: every voice, every roll, every rule — with battle maps, character sheets and a world that remembers what you did.

Free to start — three sessions a month

Solo or with friends — up to six at one table

A world that remembers — every faction keeps score

Play it: rustbelt.world/adventures/one-shots/await-relief
Read about it: rustbelt.world/blog/await-relief
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The world, every faction and every rule: rustbelt.world/srd