Wasteland Wanderers

TANGO RPG SYSTEM © 2020 Nathan Knaack v1.6

Attributes and Advancement

Each wanderer has four attributes: **strength**, **dexterity**, **intelligence**, **charisma**. You start with one attribute at **d8**, one at **d6**, and two at **d4**. Upon completing an edict, raise one of your attributes a die value, up to a maximum of **d12**.

Dice and Challenges

Roll your attribute against the difficulty set by the narrator, which scales from **d4** for easy to **d20** for complicated. If you tie, you achieve partial success or success with some drawback. Whenever you roll the maximum, you may trade the result to roll the next higher die. If you have advantage, roll twice and take the higher result; if you have disadvantage, roll twice and take the lower result. To help an ally, make the same roll; on an even number, add **+1**, but on a natural **1**, subtract **-1**. Advantages and disadvantages do not stack but they do cancel each other out.

Initiative and Actions

Each wanderer rolls **dexterity** or **intelligence** against the enemies; the highest roll determines which side goes first. Each wanderer and enemy gets one action per turn. You can move and make a melee attack as one action. Unless you are ambushed, rolling **charisma** before a battle gives your gang advantage on its initiative rolls.

Weapons and Armor

Melee attacks use **strength**. Ranged and throwing attacks use **dexterity**. Guns always give advantage when causing wounds. Two-handed melee weapons give advantage when causing wounds. Using two one-handed weapons gives advantage on attacking. Throwing weapons and pistols can hit close or near targets and only require one hand. Rifles weapons can hit close, near, and far targets, but have disadvantage against close targets. Shotguns can hit close or near targets and have advantage on attacking. Unarmed attacks have disadvantage on attacking and causing wounds. Armor gives advantage on **strength** rolls to avoid wounds but gives disadvantage on all **dexterity** rolls.

Wounds and Healing

When you get hit, roll **strength** against it to determine if you are wounded. Each wound causes an attribute of your choice to gain disadvantage. When all your attributes have disadvantage, you are unconscious. If your whole gang is unconscious, they are defeated. After each battle, unconscious wanderers wake up. You may avoid taking a wound by allowing a piece of equipment of your choice to become broken and nonfunctional. Once per scene, you can roll **intelligence** against **d6** to heal a wound, with disadvantage on healing yourself.

Ranges and Movement

There are three ranges: close, near, and far. You can move one range increment with an action. Cover gives advantage on **dexterity** rolls to avoid ranged attacks.

Enemies and Defenses

Enemies are ranked from **d4** to **d20** and can be grunts or bosses. Grunts only take one wound to defeat, but bosses require three and could also have special abilities. When an enemy attacks, you roll **dexterity** to avoid it. You can use **charisma** to taunt an enemy, forcing it to attack you until another wanderer attacks it, or misdirect it, preventing it from attacking you until you attack it. Whenever your gang outnumbers all remaining grunts or wounded bosses, you may roll **charisma** to intimidate them into fleeing or surrendering.

Equipment and Scrap

You begin play with three pieces of equipment, including weapons, armor, and kits. You may carry up to five pieces of equipment. Thrown weapons do not require ammunition, but guns do. A kit gives advantage on attribute rolls for a non-combat purpose, such as a rope for using **strength** to climb, picks for using **dexterity** to open locks, bandages for using **intelligence** to heal wounds, or a mask for using **charisma** to intimidate foes. Your gang begins play with a scrap value of **1**. One edict's worth of ammo for a gun, healing all your gang's wounds while in a stronghold, or one medkit that heals all a mercenary's wounds costs **1**, one-handed melee weapons, throwing weapons, and kits cost **2**, two-handed melee weapons and armor cost **3**, and all guns cost **4**. Broken equipment and vehicles can be repaired in the field by rolling **intelligence** against **d6**, or at a stronghold at a cost of **1** if the roll fails.

Vehicles and Upgrades

Vehicles have four attributes: **maneuverability**, **speed**, **armor**, and **weaponry**. Vehicles can only attack close targets. Whenever a wanderer makes a roll while in a vehicle, roll both their attribute and the vehicle's attribute and take the highest result. When a vehicle gets hit, roll **armor** against it to resist taking damage. Whenever a vehicle is damaged, one of its attributes gains disadvantage. When all a vehicle's attributes are damaged, it is disabled; if it is damaged again before being repaired, it is destroyed. A cycle is **Md8**, **Sd10**, **Ad4**, **Wd4**. A car is **Md6**, **Sd8**, **Ad6**, **Wd6**. A rig is **Md4**, **Sd4**, **Ad10**, **Wd8**. Vehicles may be upgraded by rolling **intelligence** against the next highest attribute's die and spending **2** scrap per attempt. When ramming, each vehicle rolls all its attributes against the other and suffers damage for each loss. Vehicles may also gain the following mods: *guns* (**weaponry** can attack at near range), *ram* (advantage on rolls when ramming), *spikes* (advantage on **armor** rolls against boarders), *nitro* (advantage on **speed** rolls), and *shocks* (advantage on **maneuverability** rolls). Each mod requires **4** scrap and **d4** days at a stronghold.

Warlords and Edicts

You increase your attributes and scrap by completing edicts, which are issued by warlords in strongholds. Rolling **intelligence** against **d8** reveals some detail about the objective. Rolling **charisma** against **d8** increases the scrap payout by 1. Each wanderer may attempt each of these rolls once per edict.