**Bunker Interview Scenarios**

Roll a 20 sided dice to see what happens:

Skill checks are a D6 + added up skills, Game Master rolls a D8 and compare stats

1. **Mutants Apocalypse**

* There was an accidental release of a nuclear bomb by America. It was aimed at Russia, but exploded over Greenland. This triggered Russia to send nuclear bombs towards America and so on. As the bombs started to explode, the news stations told you about nuclear fallout. You headed to your bunker and brought some people with you. Now you must wait until it is safe to go outside

1. **Food Rations**

* Someone has been eating too much food. The rations are not going to last until it is safe to go outside. Your team must work together to find out who has been eating the food. Roll a Survival Check
  + Success: There were some rats living behind the food cabinet. They have been eating the food. You manage to catch and kill the rats. However, they are now your food. Make a Health Check
    - Success: Everyone can eat until it is safe to go outside
    - Fail: The member with the lowest health dies – You can’t use their modifier anymore.
  + Fail: Someone has been eating the food. You need to find out who it is. You decide to set up a CCTV to find out who is eating the food. Make a MAINTENANCE check.
    - Success: You catch the person. It is the character with the lowest total skills. Now what can you do? Well, there isn’t enough food, so the thief must go. Make a DEFENSE check
      1. Success: The person must leave the colony, but everyone else is safe. You cannot use their stats anymore.
      2. Fail: While forcing the character out of the bunker, they managed to stab another character. The character who is leaving can choose another character to die. You cannot use the stats from either character.
    - Fail: The CCTV does not give you any information. Surely, you cannot live without food. Do you risk leaving the bunker early, or eat one of the characters?
      1. Leave early. Make a HEALTH check
         1. Success: As it turns out, it is not too bad. You all get sick, but don’t die. You probably will all get cancer, but you are ok for now
         2. Fail: Everyone dies.
      2. Eat a character. Choose a character to die. Make a HEALTH check
         1. Success: You all have enough to eat until it is safe to go outside
         2. Fail: The character with the lowest health stat also dies after getting sick from cannibalism.

1. **Mutants attack** – Some people have survived the nuclear apocalypse but they became mutated. They are unhealthy and their brains have been altered. They really want to eat healthy humans. They are going around and attacking bunkers. Make a DEFENSE check
   * Success: The mutants are not able to get in to your bunker. Instead they move to the next bunker, repeat the above scenario with another group.
   * Fail: The mutants have entered the bunker. You decide to make some traps from things around the bunker. Make a MAINTENANCE check.
     + Success – You manage to trap the mutants. But now what should you do with them? Do you want to kill them, or invite them into the group.
       1. Kill – Make a DEFENSE check
          1. Success – All of the mutants are dead and you are safe. Whew.
          2. Fail – The mutants have been pushed out of the bunker, but they injured some of your crew. Each character with a HEALTH skill of zero dies. You cannot use their skills in the future.
       2. Invite – As it turns out, they were just really hungry. They might look ugly, but they do not want to eat you, just food. Let’s see if you have enough food for everyone. Make a SURVIVAL check.
          1. Success – There is enough food for everyone. Make a SOCIAL check

Success – There is not issues with the mutants and you live together well.

Fail – One of your members makes fun of the mutants’ looks. A big fight occurs between the mutants and your crew. Make a DEFENSE check

Success – the crew wins, but the character with the lowest SOCIAL stat dies.

Fail – The mutants kill everyone in your crew.

* + - * 1. Fail – There is not enough food to keep everyone happy. The mutants decide to take all of your food. Can you stop them? Make a DEFENSE check.

Success – You manage to keep all of your food, but one of your members died in the fight. The person will the lowest defense stat dies.

Fail – The mutants have taken all of your food. Now, how will you survive? Do you risk leaving the bunker early, or eat one of the characters?

Leave early. Make a HEALTH check

Success: As it turns out, it is not too bad. You all get sick, but don’t die. You probably will all get cancer, but you are ok for now

Fail: Everyone dies.

Eat a character. Choose a character to die. Make a HEALTH check

Success: You all have enough to eat until it is safe to go outside

Fail: The character with the lowest health stat also dies after getting sick from cannibalism.

* + - Fail: Your attempts to stop the mutants were unsuccessful. The character with the lowest SURVIVAL stat dies. But the mutants are still in the bunker and now they are eating your food. Make a DEFENSE check to protect your food.
      1. Success: You finally managed to stop the mutants from eating your food. All of the mutants are dead. Let’s see how much food is left over. Make a SURVIVAL check
         1. Success: Whew, there is enough food for everyone
         2. Fail: There is not enough food left to stay in the bunker until it is safe outside. Do you risk leaving the bunker early, or eat one of the characters?

Leave early. Make a HEALTH check

Success: As it turns out, it is not too bad. You all get sick, but don’t die. You probably will all get cancer, but you are ok for now

Fail: Everyone dies.

Eat a character. Choose a character to die. Make a HEALTH check

Success: You all have enough to eat until it is safe to go outside

Fail: The character with the lowest health stat also dies after getting sick from cannibalism.

* + - 1. Fail: The mutants are in control of the kitchen. What will you do? You can try trapping the mutants in the kitchen to save your bunker, or try to talk to them.
         1. Trap – Make a MAINTENANCE check

Success – You have successfully trapped the mutants in the kitchen. But now, there is no food and you always have to worry about the mutants and you can hear them eating in the next room. Since there is no food, you must leave the bunker and try to join another bunker. [walking] Make a HEALTH check.

Success: You have made it to another bunker and now you have to convince them to let you in. make a SOCIAL check

Success: They let you in.

Fail: You need to find another bunker. Return to [walking] and make another HEALTH check

Fail: One of your crew member died along the way. The character with the highest defense stat dies. You continue walking. Return to [walking] and make another HEALTH check.

FAIL: The mutants see you trying to trap them in the kitchen and attack you. [kitchen defense] Make another DEFENSE check

Success: You push the mutants out of the kitchen and even outside. You close the door. You are finally safe.

Fail: The mutants manage kill one of your crew members. The member with the lowest MAINTENANCE score is killed. Return to [kitchen defense]

* + - * 1. Talk – Make a SOCIAL check

Success: You manage to work out your differences with the mutants. However, there is not enough food to survive until it is safe outside.

Fail: You make the mutants angrier. They manage to break your trap and attack you again. Make a DEFENSE check.

Success: You kill all of the mutants. You are able to save a lot of the food, but you are forced to eat some of the mutants to stay alive. Make a HEALTH check

Success: no one dies from eating the mutants

Fail: One of your crew members gets sick and dies after eating the mutant meat. The character with the lowest health stat dies.

Fail: The character with the lowest DEFENSE stat dies. Keep making DEFENSE checks until you are successful or everyone dies.

1. **Delirium** – Something strange seems to be happening in the bunker. People are acting strangely but you don’t know why. You decide to have a meeting and ask them about their feelings. Make a SOCIAL check.
   * Success: everyone is glad that you called this meeting. They also have noticed that their behavior is a bit strange lately. They feel angry for no reasons. They decide it is best to set up personal spaces for everyone to go to if they become upset. Make a MAINTENANCE check
     + Success: Everyone has their own private space now. It seems to be working out well. But two of your crew members are arguing over where the border of their shared wall should be. You intervene. Make a SOCIAL check.
       1. Success: Again, you are able to stop the fighting. But there is an underlying problem. Proceed to CABIN FEVER
       2. Fail: You actually made the fight worse, one of the crew members picks up a knife and stabs the other. The character with the lowest social dies. Proceed to CABIN FEVER.
     + Fail: You don’t have enough materials to make walls, so you draw lines on the ground with chalk. People are always accidently stepping into others’ personal space. Soon, there are a lot of arguments. Make a SOCIAL check.
       1. Success: This “line system is clearly not working, there is a bigger problem that needs to be addressed. Proceed to CABIN FEVER.
       2. Fail: A large fight breaks out. [fight] People are really hurting each other. You know your only chance to stop it is by taking control. You yell and make a SOCIAL check
          1. Success: They stop fighting and listen to you. You explain that there may be a bigger issue at play. Proceed to CABIN FEVER
          2. Fail: They are fighting so loudly that they just don’t hear you. The character with the lowest DEFENSE dies. Return to [fight] and make a new SOCIAL check.
   * Fail: The crew were a little annoyed that you called this meeting, but they understood. Unfortunately, during the meeting some people said some bad things and everyone became angry at each other. Go to CABIN FEVER
2. **CABIN FEVER** – Somehow you manage to get everything settled down. You know that there is a problem. You decide to do some tests. Make a HEALTH check now.
   * Success: Everyone seems to be fine. People are just grumpy because it is a small area
   * Fail: The health check revealed something strange. You cannot explain what is wrong. The person with the lowest health skill is sick. What do you want to do? Kick them out or Let them stay?
     + Kick out: Make a DEFENSE check
       1. Success: They are out of the bunker and on their own. We hope they will be ok, but now you can’t use their stats.
       2. Fail: You manage to kick them out of the bunker, but they killed one of your crew members along the way. The member with the lowest Defense skill is dead. You can’t use the stats from either of these players now.
     + Stay: Make a SOCIAL check
       1. Success: The rest of your team also really care about this member and they agree that you should take care of him. Make a HEALTH check
       2. Fail: The decision to keep the sick person is not received well from the other crew members. They are worried about also getting sick. [contagious] Make a HEALTH check.
          1. Success: The sick people seem to be getting better.
          2. Fail: A week goes by and another person becomes ill. The member with the lowest HEALTH skill gets sick. Anyone who was sick for two weeks is dead. Return to [contagious] and make another HEALTH check.
3. **A Weary Traveler with a dog** – You hear a knock at the door. It is someone who managed to survive the apocalypse. They don’t appear to be sick and they have a dog with them. The dog is very skinny and the traveler also looks sick. He asks to come in and live with you. Do you LET HIM IN or TELL HIM TO GO AWAY
   * LET HIM IN: You were not expecting to have this many people, but perhaps he can help. (add a random character to your crew) You also need to make a place for him to sleep and a place for the dog. Make a MAINTENANCE check.
     + Success: Great! They have a place to stay. Now they need have food. Make a SURVIVAL check
       1. Success: Everyone agrees to share their food with the new member and his dog. Everyone is getting along fine.
       2. Fail: There are not enough materials around to make a bed for the traveler. Perhaps you can convince the others to share their bed with the new traveler and dog. Make a SOCIAL Check
          1. Success: Luckily one of the members agreed to let the man sleep with them. Make a HEALTH check

Success: Congratulations, the new member has joined your crew

Fail: The crew member who let the man sleep there has become sick. It might have been allergies from the dog. The only solution is to make the man and his dog leave. Do you want them to stay or go?

Stay: The crew member with the lowest HEALTH score dies.

Go: The man leaves. He is angry, but understands. Hopefully he will be ok.

* + - * 1. Fail: No one is willing to take in the new member. He is getting angry now. At night he tries to steal someone’s blankets and a fight starts. Make a DEFENSE check.

Success: Your crew is safe, but the man has to go. You kick him out of the bunker.

Fail: During the fight, the traveler accidently kills one of your members. The member with the lowest SURIVAL score dies. Do you want to keep the traveler? KEEP or KICK OUT

Keep: Well, there is a bed available for him now. He curls up with his dog and goes to sleep

Kick Out: You tell the man that he has to leave. He looks really sad as he calls to his dog and heads back out into the wasteland. Return the traveler’s character card.

* + - FAIL: There clearly is clearly not enough food to feed the traveler and his dog. But you see an opportunity. Dogs can be food. Do you EAT THE DOG or KICK OUT the traveler?
      1. EAT THE DOG: Make a SOCIAL check.
         1. Success: Although the traveler is upset. He understands what must be done to survive the apocalypse. He agrees to let you eat his dog, but he doesn’t want to watch it happen. You see him crying softly as you finish your bowl of dog soup.
         2. Fail: The traveler will not let you take his dog. He says he would rather die outside than eat his own dog. Do you LET THEM GO or TAKE THE DOG by force?

LET THEM GO: The man and his dog leave. Well, nothing gained, nothing lost. Return the character sheet to the box.

TAKE THE DOG: make a DEFENSE check

Success: Your crew holds down the traveler as you take the dog into your hands. With one quick motion, you end the dog’s life. It is a sad thing to do, but we need to eat.

FAIL: The traveler pushes his way out of the bunker with his dog. Actually, his dog bites one of your crew members on the way out. Make a HEALTH check

Success: The crew member is safe after a few stiches.

Fail: A crew member gets rabies. The member with the lowest HEALTH stat dies.

* + - 1. KICK OUT the traveler: Make a DEFENSE check
         1. Success: Your crew push the dog outside. The traveler has no choice but to follow him.
         2. Fail: The traveler knows how dangerous it is outside and refuses to go, you have to fight him and his dog. [traveler fight] Make a DEFENSE check

Success: You manage to push the traveler out of the door and shut it. You are safe now.

Fail: The traveler and his dog injure one of your crew members. Make a HEALTH check

Success: It is just a wound. Return to [traveler fight]

Fail: It is a bad injury and your crew member dies. The member with the lowest SURVIVAL dies. Return to [traveler]

* + GO AWAY: The man gets really angry at your decision. As he walks away, he yells, “You will regret this!” Make a DEFENSE check.
    - Success: The man comes back to the door crying and saying sorry. He begs you to let him in. All through the cold night, you hear banging. The next day, “bang, bang, bang”. Finally, on the following night the banging stops. Now you just hear the whimper of a lonely dog.
    - Fail: A few days later a group of men show up at your door. The traveler told another group of travelers about your bunker. He told them that you have a lot of food and are not sharing. Now they are here to break into your bunker and take your food. Do you try talking to them, or form your defense?
      1. Talk: Make a SOCIAL check.
         1. Success: You introduce yourself and ask the man what he wants. He tells you that he does not want to hurt you, but they need food. If you give them food, you will not have enough food to feed all of your members. What do you do?

GIVE FOOD: The men are happy and leave you alone. But now there is not enough food for your own crew. You look around to see what you can eat. Make a SURVIVAL check.

Success: Hiding under the chairs are some can of food you didn’t know about. You are lucky and there will be enough food to survive.

Fail: There is no food to be found… Do you risk leaving the bunker early, or eat one of the characters?

Leave early. Make a HEALTH check

Success: As it turns out, it is not too bad. You all get sick, but don’t die. You probably will all get cancer, but you are ok for now

Fail: Everyone dies.

Eat a character. Choose a character to die. Make a HEALTH check

Success: You all have enough to eat until it is safe to go outside

Fail: The character with the lowest health stat also dies after getting sick from cannibalism.

DON’T GIVE FOOD: The men take out their weapons and start marching towards your bunker. You tell your crew to prepare for a battle. Make a DEFENSE check.

* + - * 1. Fail: See below [Defense]
      1. Defense: [Defense] Get ready for battle. Make a DEFENSE check
         1. Success: You manage to kill one of the attackers. Return to [Defense] *unless* you have succeeded 3 times. If you succeed 3 times: The men are defeated. Your base is safe.
         2. Fail: Oh no, one of your crew has died. The player with the lowest SURVIVAL score is dead. Return to [Defense]

1. **The Army Arrives** – You hear helicopters and large trucks approaching your bunker. You look out the window to see that the army has arrived. The game is over. How many of your crew survived?