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## About This Content

### Hell on Earth Reloaded

#### Player and GM library modules and Extension Fantasy Grounds II

*There Came a Reckoning...*

*The year is 2097, but the future is not our own.*

*The Last War ended in a rain of ghost rock bombs that killed billions and turned the world into a Deadland. And then the Reckoners came--the Four Horsemen of the Apocalypse--bringing death and ruin to billions more and seeding the world with horrific monsters beyond imagining.*

*Then came a harbinger--the strangest savior of all--a former servant of the Reckoners turned traitor, Dr. Darius Hellstromme. With the aid of a band of survivors called the Iron Alliance, the world's most renowned "mad scientist" trapped the Reckoners and transported them off the planet and far, far away.*

*Now the world sits in ruin. Monsters stalk the wastelands. Ghost rock storms swirl around blasted cities. Possessed cyborgs run rampant over the High Plains. Strange wormlings tunnel beneath the irradiated soil. And a few lone bastions of civilization hold out against the horrors left behind.*

Hell on Earth: Reloaded is the sequel to the Weird Western, Deadlands Reloaded, and the newest version of the original Hell on

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Earth game line. Inside you'll find new rules for survival in the Wasted West, including new Arcane Backgrounds such as doomsayers, junkers, templars, and toxic shamans. You'll also see what the state of the world is after the Reckoners and the all-new challenges that remain for the world's survivors.

Hell on Earth Reloaded is not a complete game. It requires the Savage Worlds rules to play, which are included in the Savage Worlds ruleset. It does not require knowledge of the Deadlands Reloaded setting.

*What You Get*

- Hell on Earth Reloaded GM library module
- Hell on Earth Reloaded Player library module
- Custom extension and skin
- A load of new critters, personalities, locales, encounters and more

**Requires:** A Fantasy Grounds full or ultimate license or an active subscription and the Savage Worlds Deluxe Ruleset.

\* this product does not contain any portraits or tokens. Look for future releases of figure flats and portraits designed specifically for Hell on Earth.

*Fantasy Grounds Conversion:* **Kevin Doswell**

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Title: Fantasy Grounds - Deadlands Reloaded: Hell on Earth Reloaded

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 1 Nov, 2016

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**Minimum:**

**OS:** Windows XP, Vista, 7x , 8x or 10x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** Graphics card recommended

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** N/A

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English

Fantasy Grounds

Junker Raider Mutant

**LIBRARY**

**Hell on Earth Reloaded**

- HOE Marshal's Handbook
- HOE Player's Guide

**Savage Worlds Essentials**

- SW Deluxe GM Guide
- SW Deluxe Player Guide

Module Activation

**Encounters**

1d20

Result	Encounter
1-5	No Encounter
6-7	Road Gang
8-9	Mojave Rattler
10-12	Doombringer
13	Toxic Cloud
14	Rad Patch
15-16	Beaded Horror
17	Desert Gator
18	Dust Storm
19	Black Rain
20	Trader Caravan

**Beaded Horror:** A strange lizard is encountered.

**Black Rain:** Black Rain douses the party.

**Desert Gator:** The party runs into a hungry gator.

**Doombringer:** The posse is accosted by a mutant and his entourage. He can be accompanied by mundane mutants.

**Dust Storm:** A massive dust storm approaches.

**Mojave Rattler:** A deep rumbling presages a rattler.

**No Encounter:** The heroes encounter nothing.

**Rad Patch:** The heroes have wandered into a radioactive fallout. If the group has not noticed the rads immediately, if the heroes blunder through a high radiation area.

**Doomsayer**

Abilities: Agi, Sma, Spi, Str, Vig

**Doombringer**

Abilities: Agi, Sma, Spi, Str, Vig

Derived: Pace 6, Parry 5, Tough 8, Armor 0, Cla -4

Skills: Faith, Fighting, Healing, Intimidation, Notice, Persuasion, Shooting, Stealth, Survival

Attacks: Damage 0, Notes

Special: Arcane Background (Doomsayer), Atomic Resurrection, Bloodthirsty (Major), Coup, Fear -2, Loyal (Minor)

RIGHT: LIGHT, INIT, CHAT, TOOL, PCF, PICF, PREP, FX

A-1 A-2 A-3 A-4 A-5 A-6 A-7 A-8 A-9 A-10 A-11 A-12

Fantasy Grounds

Wild Spike Mutant Mak

**Hell on Earth Reloaded**

HOE Player's Guide

Savage Worlds Essentials

SW Deluxe Player Guide

**LIBRARY**

- Medical Equipment
- Weapons
- Drugs
- Ranged Weapons
- Grenades
- Hand Weapons
- Ammo
- Armor
- Gear List
- Vehicles
- Fighting Vehicles
- Pimp My Ride
- Vehicular Weapons
- Artwork
- Setting Rules
- Counting Coup
- Death
- Ghost Storms
- Scavenging
- No Mans Land
- Doomsayers
- Harrowed
- Junkers
- Sykers
- Templars
- Toxic Shamans
- Artwork

Module Activation

**Introduction**

The year is 2097, but the future is not our own.

For over 200 years, a Cold War was waged between the United and Confederate States of America. The American Civil War ended in a stalemate in the late 1800s, leaving the South a free and independent nation. A long, tense peace was punctuated by brief spasms of violence and briefer moments of cooperation for a greater good.

The long Cold War came to an end on September 23, 2081, at 6:17 p.m. Eastern Standard Time. Judgment Day arrived on the wings of irradiated ghost rock bombs, leaving about six billion dead. Of the billion or so who survived, most fell victim to starvation, disease, random violence, and worse in the chaotic days following the end of the world.

What happened next? That's a long story, but before we get started, let's go back to the beginning.

- The Great Spirit War
- The Nature of Fear
- Judgment Day
- The Wasted World
- Who's Who
- The Harvest
- Gazetteer

**Gazetteer**

We've given you the who and the what and the why and even the when. Now it's time to talk about the where.

- East of the Mississippi
- Great Basin
- The Great Maze
- The Great Northwest
- The High Plains
- Lower Mississippi and Delta
- The Wild Southwest
- The Indian Nations

GM: Good roll. You learn the following:

You see large clawed tracks from at least five different animals. They must weigh around 800 to 900 lbs, and are mixed with these tracks are smaller, man-made tracks. They show the signs of hard-soled shoes. The way the tracks alternate, it appears that the sets of tracks were made at around the same time.

Spike: Oyl! Why don't cha take a look at wot this is all about Mak.

Mutant Mak: shuffles forward

Mutant Mak: This mud surrounding the building should give us some clues.

Mutant Mak: Tracking **10**

A-1 A-2 A-3 A-4 A-5 A-6 A-7 A-8 A-9 A-10 A-11 A-12

Fantasy Grounds

Weld Spike Mutant Mak

Campaign saved.  
Campaign saved.  
Campaign saved.

The roof of the old manufacturing plant juts out of the terrain ahead. The building must have been four or five stories at least to still be visible after the mudslides of the last century.

There is a ventilation unit on the East side of the roof which has been ripped away from its original location. It reveals a duct opening going into the building below.

Spyke: Oyl! Why don't cha take a looksie and see wot this is all about Mak.

Mutant Mak: shuffles forward

Mutant Mak: This mud surrounding the building should give us some clues.

Mutant Mak: Tracking **10 10**

GM: Good roll. You learn the following:

You see large clawed tracks from at least two beasts. They must weigh around 500 to 900 lbs, at minimum. Mixed with these tracks are smaller, man-sized tracks. They show the signs of hard-soled boots and the way the tracks alternate, it appears that both sets of tracks were made at around the same time.

Campaign saved.

GM

Make your own story entries

Prepare whatever text you want and link to other story entries, maps, NPCs, or more.

See the sample to the right -->

End of File

The Story

Introduction  
Make your own story  
EOF

Introduction

**Old Manufacturing Plant**

The roof of the old manufacturing plant juts out of the terrain ahead. The building must have been four or five stories at least to still be visible after the mudslides of the last century.

There is a ventilation unit on the East side of the roof which has been ripped away from its original location. It reveals a duct opening going into the building below.

**Tracking Information**

If the posse decides to investigate further, they can make a tracking roll to see what activity caused the opening.

**Easy (4) result**

You see large clawed tracks mixed with some booted tracks leading up to the ventilation system.

**Hard (8) result**

You see large clawed tracks from at least two beasts. They must weigh around 500 to 900 lbs, at minimum. Mixed with these tracks are smaller, man-sized tracks. They show the signs of hard-soled boots and the way the tracks alternate, it appears that both sets of tracks were made at around the same time.

LIGHT  
INIT CHAT  
TOOLZ PC/F  
PIC/F PREP  
FX

A-1 A-2 A-3 A-4 A-5 A-6 A-7 A-8 A-9 A-10 A-11 A-12







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