

CRAWLING UNDER A BROKEN MOON



Issue No. 6

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Crawling Under A Broken Moon



When it's your
turn in the
riddle contest,
don't ask her
what's in your
pocket.

TOMB of SHMELERAK

Coming soon from the dude that brought you
the Wizardarium of Calabraxis



CRAWLING UNDER A BROKEN MOON

Welcome to the sixth issue of *Crawling Under A Broken Moon*!

A quiet wind blows across the parched earth, rustling the scrub brush and eerily whistling through the automotive debris. Suddenly, the roar of many engines fills the plains as a lone car races ahead of a hoard of vehicular predators eagerly hunting their prey. The crack of gunfire is added to the cacophony as the dust clouds kicked up by their tires obscures the view...

...just another day in Umerican wastelands.

To me, nothing screams post-apocalyptic more than road gangs, survivors, and heroes battling for the scraps of the broken world from behind steering wheels of their metal engines of destruction and hope.

Join me as we ride into the wastes on raging metal demons fueled by petrol and blood!

Reid "Reidzilla" San Filippo



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Submission Guidelines

Original submissions are welcome. Anything published will belong to the author, artist, and creator. For art submissions, please send a link to some samples. Old school style black and white line art is preferred. Anything post apocalyptic is always welcome. All contributors will get a free print copy of the zine. Email: crawlingunderabrokenmoon@gmail.com

The Petrol Head

A new class for playing a car crazy scrapper in the Umerican wastelands

Some say the wastelands are desolate, empty places. They are seriously mistaken. The wastelands are teeming with life and it all wants to rob, kill, and eat you, hopefully in that order. If you want to survive you need a good set of wheels, the ability to find what you need, and the will to do what it takes to stay alive. So, since you need a ride, what's in it for me?

Hit Points: A Petrol Head gains 1d7 hit points at each level.

Weapon Training: Petrol heads can and will use any missile/ranged weapons they can get their hands on and one handed melee weapons. As for armor, they only use shields and armor with a penalty die of d8 or less.

Alignment: Petrol heads tend more towards Chaotic alignments due to the kill-or-be-killed nature of the wastes. Lawful and Neutral Petrol Heads do exist... albeit briefly.

Ace Die: Due to the almost supernatural bond between a petrol head and his vehicle they have a distinct advantage when driving. All petrol heads have an Ace Die they may add when rolling the following actions:

- ▶ Any vehicle control or stunt rolls
- ▶ All vehicle appraisals
- ▶ Any vehicle repair or salvage attempts
- ▶ Rundown/collision damage caused by any vehicle they are driving

Rolling Mojo: Petrol heads survive on pure chance most of the time. They gain additional bonuses when expending Luck, as follows.



First, the petrol head rolls a Mojo die when he expends Luck. The size of this die is indicated on Table PH-1. For each point of Luck expended, he rolls one die and applies that modifier to his roll.

Second, unlike other classes, the petrol head recovers lost Luck to a limited extent if he has spent some time behind the wheel. Thier Luck score is restored each night by a number of points equal to his level as long as he has had an hour or more of wheel time within the last 24 hours. This process cannot take his Luck score past its natural maximum.

Fuel Hound: A petrol head can smell fuel like a wolf scent its prey. They can tell the direction of a strong concentration of petroleum or alcohol based fuels within 100'. Smaller concentrations, down to a single pint, can still be smelled but require concentration and have scent ranges as low as 20'.

Wheels: It may not be sweet but it does run. A Petrol Head starts play with a Beater level Buggy or Small Car with a full tank of fuel.

Table PH-1: Petrol Head

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Ace Die	Mojo Die
1	+0	1d10/II	1d20	+1	+1	+0	1d3	1d2
2	+1	1d12/II	1d20	+1	+1	+0	1d4	1d3
3	+2	1d14/II	1d20	+2	+1	+1	1d5	1d4
4	+2	1d16/II	1d20+1d14	+2	+2	+1	1d6	1d4
5	+3	1d20/II	1d20+1d16	+3	+2	+1	1d7	1d5
6	+4	1d24/II	1d20+1d20	+4	+2	+2	1d8	1d6
7	+5	1d30/II	1d20+1d20	+4	+3	+2	1d10	1d6
8	+5	1d30+2/II	1d20+1d20	+5	+3	+2	1d12	1d7
9	+6	1d30+4/II	1d20+1d20	+5	+3	+3	1d14	1d8
10	+7	1d30+6/II	1d20+1d20	+6	+4	+3	1d16	1d8



MAYHEM BEHIND THE WHEEL

Driving around and killing things post-apocalyptic style

Rules of the Road

Speed is tracked by an abstract rating of 1-10 and has the following attributes as seen in Table SPD-1, below:

Handling Modifier: The modifier is applied to all vehicle control rolls made at that speed rating.

Wipeout Die: This is the die rolled on Table WO-1: Wipeout results if a vehicle control roll is failed.

Ram/Collision Damage Bonus: When a vehicle impacts a stationary object or another vehicle this is the extra damage caused to both objects. If a person or other soft target is struck, they take double this bonus damage and the striking vehicle takes 1d4+bonus damage. When two or more vehicles in motion collide add the bonus damage from all vehicles together and the total is the bonus damage inflicted on each vehicle.

Rough MPH: This a rough estimate of the miles per hour that the vehicle will cover at this speed.

Move per Round: This is how many feet the vehicle will move in a straight line in one round at that speed.

Table SPD-1: Speed levels

Speed level	Handling Modifier	Wipeout Die	Ram/Collision Damage Bonus	Rough MPH	Move Per Round
1	+4	1d3	+0	10	80'
2	+2	1d4	+1	20	160'
3	0	1d6	+2	35	280'
4	-1	1d8	+4	45	360'
5	-2	1d10	+6	55	440'
6	-3	1d12	+8	70	560'
7	-4	1d14	+12	90	720'
8	-5	1d16	+16	110	880'
9	-7	1d20	+20	130	1040'
10	-9	1d24	+24	150	1200'

The Vehicle Control Roll

When a driver faces a hazard or attempts a cool stunt they must make a check to keep the vehicle under control. Failing this check results in facing the Wipeout table.

To make a vehicle control roll, the driver adds their Agi bonus, Vehicle Ref save, and Speed Handling Mod to an Action die roll, usually a 1d20. If the DC for the maneuver is beaten then it was successful. Otherwise, roll the Wipeout Die determined on table SPD-1, above, and consult Table WO-1: Wipeout Results to find out what happened.

Any vehicle reduced to 0 or less hit points it is considered Wrecked and must make an immediate vehicle control roll. Even on a successful roll, the vehicle will decelerate 1d3 Speed levels per round until coming to a dead stop. Any additional damage suffered past 0 should be tracked since it affects the repair roll.

Vehicle Control difficulty numbers and modifiers

Traveling faster than Cruise speed.....	5
Sharp turn at Speed 3+	9
Bootlegger turn (min Speed 4)	15
Drifting (min Speed 4)	12
Donuts.....	11
Avoid minor road hazard (small animal in road, small pothole).....	8
Avoid major road hazard (large animal in road, giant pothole).....	12
Avoid minor off-road hazard (stumps, rocks, heavy foliage).....	10
Avoid major off-road hazard (boulder, trees, large sinkhole).....	14
Jumping a minor gap (less than 20ft) (min Speed 3).....	12
Jumping a major gap (20ft-50ft), ramp required (min Speed 5).....	18
Jumping a ludicrous gap (50ft-100ft), ramp required (min Speed 7)	25
Vehicle reduced to 0 or less hit points	13
Driving off-road without proper equipment	+4
At night.....	+2
At night with no lights	+6
While vehicle is at less than 50% hp.....	+2
While vehicle is at less than 25% hp.....	+4
With a flat tire, per tire	+2
Driving in reverse	+4
Accelerating more than one level of Speed in a round.....	+2 per lvl
Per opponent vehicle at Close & Personal range.....	+2
Vehicle suffered more than 10 points of damage this round	+1

Table WO-1: Wipeout Results

Roll the Wipeout die appropriate to the Speed rating of the vehicle (determined on Table SPD-1, above) and subtract the driver's Luck mod. Luck may be burned to effect this result.

- 1-2 Just a little fishtailing. 40% chance Speed is reduced by 1
- 3-4 That was close! Speed is reduced by 1d2 and 1d3 tires have a 5% chance each to have a blowout.
- 5-6 Minor Skid. Control is lost for 1 round and Speed is reduced by 1d3. All tires have a 5% chance each to have a blowout.
- 6-7 Major Skid. Control is lost for 2 rounds and Speed is reduced by 1d3+1. All tires have a 10% chance each to have a blowout.
- 8-9 Sideways Skid. Vehicle is perpendicular to its original facing, determined randomly. Control is lost for 1d2+1 rounds and Speed is reduced by 1d4+1. All tires have a 10% chance each to have a blowout. 30% chance of 1d4+Collision bonus damage to vehicle.
- 10-11 Spin. Vehicle ends up at new facing. Roll 1d12 for facing by clock position. Control is lost for 1d3+1 rounds and Speed is reduced by 1d5+1. All tires have a 15% chance each to have a blowout. 40% chance of 1d6+Collision bonus damage to vehicle.
- 12 Minor Side Roll. Vehicle has rolled to its side, determined randomly. Vehicle travels for one round and then Speed is reduced to 0. All tires have a 15% chance each to have a blowout. 1d8+Collision bonus damage to vehicle. Passengers have a 40% chance each to suffer 1d4+Collision bonus damage.
- 13 Full Roll. Vehicle has rolled over once and come to rest on its side, determined randomly. Vehicle travels for two rounds and then Speed is reduced to 0. All tires have a 15% chance each to have a blowout. 1d10+Collision bonus damage to vehicle. Passengers have a 60% chance each to suffer 1d4+Collision bonus damage and 15% chance of 1d3 damage to Sta.
- 14 Multiple Rolls. Vehicle has rolled over several times and comes to rest on a random side. Vehicle travels for three rounds and then Speed is reduced to 0. All tires have a 25% chance each to have a blowout. 2d10+Collision bonus damage to vehicle and 10% that vehicle will burst into flames. Passengers suffer 1d6+Collision bonus damage and 25% chance of 1d3 damage to Sta.
- 15 End Over End Roll. Vehicle flipped over its front bumper and comes to rest on a random side. Vehicle travels for three rounds and then Speed is reduced to 0. All tires have a 25% chance each to have a blowout. 3d10+Collision bonus damage to vehicle and 30% that vehicle will burst into flames. Passengers suffer 2d6+Collision bonus damage and 40% chance of 1d3 damage to Sta.
- 16+ Total Carnage. Good luck walking away from this. Vehicle travels for 1d4+1 rounds and then Speed is reduced to 0. All tires have a 75% chance each to have a blowout. Vehicle takes 6d10+Collision bonus damage to vehicle and 50% that vehicle will burst into flames. Passengers must make a Fort save DC 15 or die, success indicates they only suffer 4d6+bonus damage and 2d3 damage to Sta.

Vehicular Manslaughter

A running combat between multiple vehicles is a chaotic mess that can be very awesome or very tedious depending on the level of details in the rules you choose to include at your table. The following rules will try to focus on the awesome, and assume a large scale car battle. If the combat involves chasing another vehicle down or getting away from pursuers, also see the Chase rules in the next section instead. The first steps in either case are to determine surprise and roll initiative, just as per the DCC RPG.

All combat will happen at one of three abstract ranges: close & personal, on your tail, or in the distance.

Close & Personal - Vehicles at this distance are close enough that physical contact can happen and jumping from one vehicle to another is definitely possible. All ranged attacks suffer a -2 to the attack roll due to instability. Any Wipeouts occurring at this range require all other vehicles to make reactionary vehicle control rolls, base DC of 10, to avoid wiping out as well.

On your Tail - Vehicles at this range are at most 3-5 car lengths away (60-100ft). All ranged attacks suffer a -4 to the attack roll due to instability, in addition to normal range penalties.

In the Distance - Vehicles at this distance are at least 100ft away but still involved in the fray. All ranged attacks suffer a -6 to the attack roll due to instability, in addition to normal range penalties.

After rolling initiative all vehicles at Close & Personal range roll opposing vehicle control rolls, all fumbles result in immediate Wipeout. The highest becomes the lead vehicle for the round. On their action, the lead vehicle can choose what level of speed the fray moves at and whether to keep it at Close & Personal or open it up to On Your Tail. All other vehicles that have not gone yet may make reaction vehicle control rolls, base DC of 10, to match the maneuver and stay at Close & Personal. Failure indicates they could not keep up and all fumbles result in immediate Wipeout. Vehicles that cannot travel at the current speed of the fray must fall back to In The Distance.

All vehicles that started the round at On Your Tail may choose on their initiative to make reaction vehicle control rolls, base DC of 10, to enter Close & Personal range with the vehicle group of their choice.

All vehicles that started the round at In the Distance may choose to accelerate hard, base DC of 12, to catch up to On Your Tail if they can achieve a Speed Level one greater than the fray's current Speed Level.

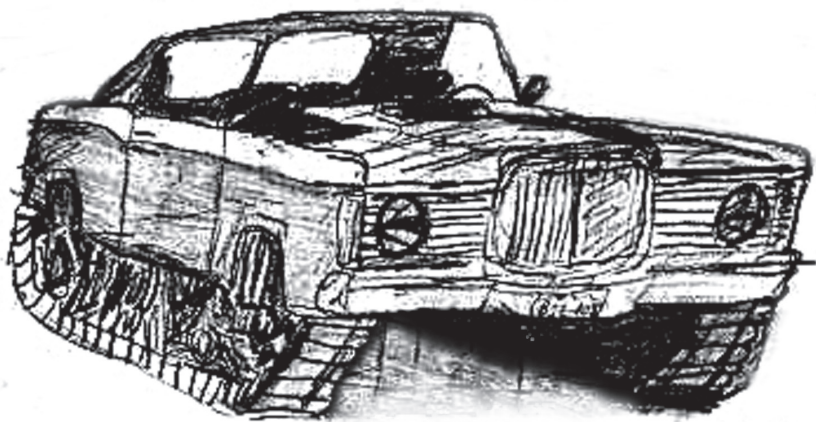
Chase rules

All measurements in a chase are based in abstract steps. Each is roughly 100ft in length. According to the previous vehicle combat rules this sets 0 step at Close and Personal, 1 step at On Your Tail, and 2+ at In The Distance. The starting positions of the vehicles involved generally takes one of three forms:

- ▶ Dead start - all vehicles begin at speed 0 and at close proximity
- ▶ Get Away - All vehicles are already in motion and one vehicle/group is ahead by 1d3+1 steps.
- ▶ Catch up - All vehicles are already in motion and one vehicle/group is ahead by 3d3-1 steps.

Every vehicle makes a Vehicle Control roll once per round in initiative order; a success lets them adjust the distance from a pursued/pursuing vehicle by one step, plus one per level of speed greater than other vehicle/group (who can negate some or all of this if they also succeed). If the distance between the fleeing vehicle and its pursuers exceeds 12 steps, the pursued has gained enough of a lead to escape.

In addition to racing, drivers can attempt to pull stunts and any passengers can make attacks. To pull a stunt, describe the maneuver and decide how much risk to wager, from between 1-5. This is the penalty to the vehicle control roll and how many die steps higher the Wipeout die will be on a failure. If successful, the same penalty is applied to the vehicle control roll of every other vehicle/group involved with the stunt.



Popping the Hood

Recovering the Body for Vehicles

Once a wrecked vehicle comes to a stop, is extinguished, and is generally not under fire, it can be checked to see how bad of a shape it is in. This is called a Wreck Check and consists of rolling under the target number based on the vehicle's Quality on a d20 to succeed. The character examining the vehicle may subtract their Luck mod from the roll as well. A failed check means the vehicle is a goner and is only good for salvage. A success means that after several minutes the vehicle is up and running with 1d3 hp but there is permanent damage. Roll on Table WD-1: Wreck Damage

Table WD-1: Wreck Damage

Roll 1d14 and add +1 for every 5 points of damage the vehicle suffered below 0 hp. If previous Wreck damage is still unfixed, add an additional 1d3 to the roll.

- 1-3 A lot worse than it looks - vehicle needs 1d4 hours of maintenance. All vehicle control rolls at -2 until this is done. Repair cost: 2d10gp.
- 4-6 Trashed alignment - Vehicle needs minor frame work, DC 12 and 2d4 hours. All vehicle control rolls at -4 until this is done. Repair cost: 2d30gp.
- 7-9 Major issue, Fuel system - Guzzle rating doubled. DC 15 to fix. Takes 3d4 hours to locate leak. Repair cost: 2d100gp.
- 10-12 Major issue, Engine misfire - Speed cruise / max both reduced by 1. All vehicle control rolls at -4 until repaired. DC 18 to fix. Takes 4d4 hours to locate issue. Repair cost: 4d100gp.
- 13+ Never the same again - 25% chance every day the vehicle is driven for a new issue to develop. Roll 2d3 for vehicle control roll penalty until fixed. repairs take 3d20 minutes, DC 8+1d4. Each repair cost: 1d5 x d12gp.



Fuel Consumption

Each vehicle type has a Fuel Tank size and a Guzzle rating.

Fuel Tank - A value between 1d3 to 1d30, this represents the maximum amount of fuel the vehicle can carry.

Guzzle - This is the penalty applied to all Fuel Use rolls.

Fuel consumption checks are generally made once every hour of normal travel and after every battle. At the GMs whim they could be made as often as every 30 minutes or as infrequent as four hours. The frequency should be based on the pacing of the activity throughout the day.

The base difficulty for a Fuel Consumption roll is the vehicle's Guzzle rating modified by the follow situations:

Per hour idling.....	+1
Per hour traveled at Cruise speed or slower.....	+2
Per hour traveled at higher than Cruise to Max speed	+4
Per hour traveled at above Max speed (Redline)	+8
Per hour traveled overloaded (too much weight or passengers).....	+2
Per hour traveled while vehicle is at less than 50% hp	+2
Per hour traveled while vehicle is at less than 25% hp	+4
Per hour traveled with a flat tire, per tire	+2
Vehicle was involved in a fight.....	+3

The fuel consumption check is the vehicle's current Fuel Tank die rolled against the total difficulty. The roll must be equal to or higher than the difficulty to succeed. If the roll is failed, the Fuel Tank die lowers by one die type. If a one is rolled, the die type lowers by 2. When the Fuel Tank die is lowered below 1d3, the vehicle is out of fuel.

Refueling

Caches of found or stored fuel are rated in dice steps. Filling a gas tank lowers the rating by the same number of steps that it takes to refill the fuel tank of the vehicle. i.e. A small jerry can holds 1 unit of fuel. Using it to refill an empty fuel tank would put 1d3 in the tank. Adding to a tank that still has 1d5 in it would add two die steps so it would go from 1d5 to 1d6.

Fuel container	Storage capacity	Salvage Found
Jerry can, small	1	1
Jerry can. large	2	1d2
Metal drum	10	1d10
Tank trailer/Fuel station	300	3d100

WHAT'S UNDER THE HOOD?

Rules for creating modern vehicles, DCC style

In order to keep things simple and still create awesome and unique rides for both PCs and Bosses vehicles are separated into Vehicle Types and Levels of Quality. In addition, vehicles have one or more Vehicle traits. To create a vehicle: choose a Type, Quality level, and pick any additional Traits it may have.

VEHICLE TYPES

Below are rough guidelines for grouping vehicles of similar size and capability. If you do not find an exact match for the vehicle you are trying to create either choose the type that is closest or design a new type based on the existing ones.

Motorcycles - This category covers all bike, trike, and quad vehicles in which the rides are mostly, if not completely, exposed.

Motorcycle: Init +5; Atk rundown +1 melee (2d4+Ram); AC 12*; HD d6; Speed cruise 3/ max 5; Act 1d20; SV Fort +0, Ref +3, Will NA; Fuel Tank 1d5; Guzzle 1.

* Vehicle only, passenger(s) use individual ACs +1 due to light cover.

Basic Traits: Very Nimble, Very Dangerous, Open, Off Road

Buggy - This category covers all heavy duty go carts, dune buggies, or other scratch built, open frame vehicles with a maximum of 4 passengers.

Buggy: Init +4; Atk rundown +2 melee (2d5+Ram); AC 14*; HD d7; Speed Level cruise 3/ max 5; Act 1d20; SV Fort +1, Ref +2, Will NA; Fuel Tank 1d6; Guzzle 2.

* Vehicle only, passenger(s) use individual ACs +1 due to light cover.

Basic Traits: Nimble, Dangerous, Open, Off Road

Small Car - This category covers all fully enclosed compact and fuel-efficient automobiles intended for 2 max passengers.

Small Car: Init +3; Atk rundown +3 melee (2d6+Ram); AC 14; HD d8; Speed Level cruise 4/ max 6; Act 1d20; SV Fort +2, Ref +2, Will NA; Fuel Tank 1d7; Guzzle 2.

Basic Traits: None

Large Car - This category covers all fully enclosed family, luxury, or performance automobiles that can seat 4 max passengers.

Large Car: Init +2; Atk rundown +4 melee (2d7+Ram); AC 15; HD d10; Speed Level cruise 4/ max 6; Act 1d20; SV Fort +2, Ref +1, Will NA; Fuel Tank 1d8; Guzzle 3.

Basic Traits: None

SUV/Van - This category covers all fully enclosed larger cab automobiles that can seat 6-7 max passengers or a sizable amount of cargo.

SUV/Van: Init +2; Atk rundown +5 melee (2d8+Ram); AC 15; HD d12; Speed Level cruise 3/ max 5; Act 1d20; SV Fort +3, Ref +0, Will NA; Fuel Tank 1d10; Guzzle 4.

Basic Traits: Extra Cargo x1

Pickup Truck - This category covers all fully enclosed cab vehicles that can seat 2 max passengers and carry cargo in an open bed.

Pickup Truck: Init +1; Atk rundown +5 melee (2d8+Ram); AC 16; HD d12; Speed Level cruise 3/ max 5; Act 1d20; SV Fort +4, Ref +0, Will NA; Fuel Tank 1d10; Guzzle 4.

Basic Traits: Extra Cargo x2, Rugged, Hauler

Cargo Van/Truck - This category covers all large vehicles designed to haul cargo and seat up to 2-3 max passengers.

Cargo Van/Truck: Init +0; Atk rundown +6 melee (2d10+Ram); AC 16; HD d14; Speed Level cruise 3/ max 5; Act 1d20; SV Fort +5, Ref -1, Will NA; Fuel Tank 1d12; Guzzle 6.

Basic Traits: Extra Cargo x4

Semi Truck - This category covers all tractor trailer cargo hauling vehicles.

Semi Truck cab only: Init -1; Atk rundown +7 melee (2d12+Ram); AC 18; HD d16; Speed Level cruise 3/ max 5; Act 1d20; SV Fort +6, Ref -2, Will NA; Fuel Tank 1d20; Guzzle 8.

Basic Traits: Power Hauler

w/ Trailer: Init -2; Atk rundown +7 melee (2d12+Ram); AC 18; HD d10 for trailer only; Speed Level cruise 2/ max 4; Act 1d20; SV Fort +6, Ref -3, Will NA.

Basic Traits: Extra Cargo x80 (Trailer has up to four traits of its own)

VEHICLE QUALITY LEVELS

There are three levels of vehicles: Beater, Keeper, and Custom. It is possible with extensive labor and time to increase a vehicle's quality level:

4d4 repair checks (DC 15+) taking 1d30 hours of labour and (2d30)d100sp worth of parts each level would not be unreasonable.

Beater Vehicles - These are the majority of the vehicles found throughout Umerica. They are not pretty but they run... most of the time. These vehicles have the base stats for the vehicle type and 3 HD. With a DC 20 vehicle repair check one additional trait can be added. They have a Wreck Check of 5.

Keeper Vehicles - A welcome minority in the post-apocalyptic world, vehicles like this are in good running condition and are quite reliable. The ownership of a Keeper tends to change hands quickly and usually bloodily. These vehicles have 6 HD and add the following stat bumps: +1 to Init or AC; +1 to Speed Level cruise & max or Fort & Ref saves. They also have one additional trait. With a DC 20 vehicle repair check a second additional trait can be added. They have a Wreck Check of 10.

Custom Vehicles - A work of art on wheels, these rare gems are feared and coveted wherever they go. Vehicles of this caliber are true artifacts of a bygone age. These vehicles have 9 HD and add the following stat bumps: +2 to Init or AC; +2 to Speed cruise & max or Fort & Ref saves. They also have two additional traits. With a DC 20 vehicle repair check a third or fourth additional trait can be added. They have a Wreck Check of 15.

VEHICLE TRAITS

These traits cover some of the basic functions of chassis types and various upgrades that are common to the wastelands. If you do not find what you are looking for here, make up new ones using the existing traits as a guideline.

Armored - (Open Vehicles) All passengers gain a +2 AC bonus while riding in this vehicle. (Closed Vehicles) Increase the AC value by +2.

Big Tank - The vehicles max Fuel Tank die size is two steps greater (i.e. a 1d10 becomes a 1d14).

Dangerous - When rolling on Table WO-1: Wipeout results, add an additional 1d3 to the roll total.

Enhanced Handling - Increase Ref save by +2

Extra Cargo - 500lb cargo capacity per level.

Fuel Efficient - Lower Guzzle by 2, to a minimum of 0.

Fog Lamps - Ignores all penalties for night driving. Very conspicuous. Can cause vision impairment to oncoming vehicles.

Heavily Armored - (Closed Vehicles only) Increase the AC value by +4. Lowers Speed cruise and max by 1.

Heavy Weapon Mount - (Cannot be put on Motorcycles) This allows a support class ranged weapon to be mounted on the vehicle. This negates up to -4 penalty for firing from a moving vehicle.

Hauler - Can tow up to 10,000lb of properly distributed weight via trailer or another vehicle. Towing lowers Speed values and Ref save by 1. Also add +1 to Guzzle when towing.

High Performance Engine - Speed rating for Cruise is increased by 1 and Max by 2. Add +1 to Guzzle. (May be taken up to 3 times)

Nimble - This vehicle can easily fit through narrow spaces that others cannot. They can add a 1d3 to all Vehicle Control rolls when traversing a confined environment.

Nitrous Tank - Holds three charges, each expenditure of a charge allows a vehicle to increase or narrow the distance to another vehicle by one step/range during a chase or combat without making a Vehicle Control Roll. If used during a ram, add +1d6 damage to target. If more than one charge is expended in the same round the vehicle must make a Fort save DC 10 or suffer 1d3 damage. Recharging the tank costs 3d10+5sp.

Off Road - This vehicle is designed to function well in rough, broken, or natural terrain. It suffers no penalties when going traveling on such terrain.

Open - This vehicle does not offer passengers any applicable cover or protection from attack. During a collision or wipeout, 50% of damage suffered by this vehicle is also inflicted on each of the passengers.

Possessed - This vehicle is powered by an entrapped elemental or minor demon. It has an unearthly appearance and the following enhancements: +2 HD and add the following stat bumps: +1 to Init or AC; +1 to Speed cruise & max or Fort & Ref saves. The vehicle does not run on regular fuels. Roll 1d10 to determine the esoteric fuel type: 1- Blood, 2- Spells, 3- Soda pop, 4- Raw meat, 5- Drugs, 6- Charcoal, 7- Distilled Water, 8- Candy, 9- Salt, 10- roll twice and combine.

Power Hauler - (Semi Truck Only) Can tow up to 100,000lb of properly distributed weight via trailer. Also add +2 to Guzzle when towing.

Ram Plate - This increases all rundown damage from two dice to three dice (i.e. 2d6 becomes 3d6). Also, all front end collision damage suffered by the vehicle is reduced by 50%.

Reserve Tank - (Cannot be put on Motorcycles) Vehicle has a second Fuel Tank with a rating of 1d6.

Rugged - all Fort save use a 1d30 action die.

Safety Features - Passengers ignore 25% of all collision/accident damage if properly seated and buckled in.

Very Dangerous - When rolling on Table WO-1: Wipeout results, add an additional 1d5 to the roll total.

Very Nimble - (Motorcycles Only) This vehicle can traverse through most terrains that humans can: on stairs, hallways, and doorways. They can add a 1d4 to all Vehicle Control rolls when traversing a confined environment. Cannot be taken with Nimble.

Weapon Mount - This allows a rifle sized ranged weapon to be mounted on the vehicle. This negates up to a -4 penalty for firing from a moving vehicle.

THE RANDOM ROAD GANG GENERATOR

No wasteland trek would be complete without running into at least one gang of vehicle riding freaks to contend with. This tool is intended to help a beleaguered GM create a gang worthy of the American wastes with only a minor amount of prep work.

To begin, here is a stat block for a random gang member: Init +1; Atk club +1 melee (1d4) AC 11; HD 1d6; MV 30; Act 1d20; SP Road born - +2 to vehicle control rolls; SV Fort +0, Reflex +1, Will +0; AL C.

The number appearing will generally be $Nd3 \times$ the average level of the party where N is equal to the number of party members divided by 2. Treat an average party level of 0 as 1. Formula: $(\text{Party Size}/2)d3 \times \text{Average Level}$.



Then, roll a number of d10s equal to the average level of the party plus 1d3. Record each of the individual results and apply them to which ever columns on Table RRGG-1 you like. If total randomness is desired, roll a d5 for each result to determine which column to apply it to.

Once all of the gang member's traits are set, read the description of each trait to finalize the gang's total abilities.

Table RRG-1: Random Road Gang Generator

	1 Appearance	2 Weapons	3 Vehicles	4 Motive	5 Special
1	Armor made from sports equipment	Low Tech	Mixed, with Boss Custom	Currently Recruiting Members	Trained beasts
2	Halloween masks and costumes	Lots of guns	Cycles and Buggies	Hungry Cannibals	Cyborgs
3	Religious garb	Pneumatic projectiles	Flying Machines	KILL!!!!	Mutants
4	Husks of robots as armor and equipment	Flamethrowers	All cars	Hunting for Tech	Cursed
5	Favored color	Ram plates & Spikes	All trucks	Collecting Tolls	Undead
6	Antique medieval armor	Magical projectiles	Scrap Go-karts	Raiding for Goods	Spellcaster
7	An abundance of leather, spikes, and chains	Grapples and tow hooks	Armored Delivery Trucks	Expanding Territory	Alien Tech
8	Law enforcement garb and equipment	Chemical weapons	Semi-Truck Fortress and Cycles	Slave Raid	Diseased
9	Tattoos and minimal clothing	Explosives	Mixed, all Keepers	Hauling Goods	Well equipped
0	Neanderthals or other sub-human	A bit of everything	Possessed	On a Job	Combat drugs

Appearance

Armor made from sports equipment: These types of gangs take on the colors, logos, and “identity” of a favored sports team from the past. They tend to excel at teamwork and gain +1d3-1, rolled each round, to all attacks when working together. If rolled again, increase the bonus die type by one.

Halloween masks and costumes: Due to the high spook factor, all opponents must make a Will save DC 8+1d5 or suffer -1 to all attacks and saves for 2d4 rounds. If rolled again, increase fear save DC by 1d3.

Religious garb: Focused and full of fervor, these gang members receive get +2 to all Will saves and always fight to the death. If rolled again, increase Will save bonus by +1.

Husks of robots as armor and equipment: These gangers are experts at attacking robots, androids, cyborgs, mecha and the like. They gain +1d3 to all attacks and damage to these type targets. Also, they have a +1 AC bonus for their Robohusk armor. If rolled again, increase all bonuses by +1.

Favored color: Everyone and everything is painted in the gang's chosen color. Roll a d8 to determine color: 1 - Red, 2 - Orange, 3 - Yellow, 4 - Green, 5 - Blue, 6 - Purple, 7 - White, 8 - Black. Due to paint fume intoxication all gangers gain +2 Init. If rolled again, increase Init bonus by +1.

Antique medieval armor: Each ganger has an AC bonus of +2d3 for the piecemeal heavy armor they wear. If rolled again, increase AC bonus by +1.

An abundance of leather, spikes, and chains: Also known as standard road gang attire. These gangers are a dime a dozen and the number appearing is increased to 1d6+3 x the average level of the party. If rolled again, increase number appearing die by one step up.

Law enforcement garb and equipment: These gangers tend to be Lawful instead of Chaotic. They enforce their brand of Law with extreme violence but might be willing to talk if properly addressed before the shooting starts. Utilizing radio comms, they coordinate their actions giving them a +2 to all Stunt rolls during Chase scenes. If rolled again, increase Stunt bonus by +1.

Tattoos and minimal clothing: These skylad gangers run on bravado and intoxicants. Their Hit Die is 1d10, and they always have at least 6hp. If rolled again, increase the hp bonus by +2.

Neanderthals or other sub-human: These bestial humanoids are large and strong. They gain +2 to melee attack and damage rolls. They also have +3 to Fort saves. If rolled again, increase all bonuses by +1.

Weapons Generally Used

Low Tech: Standard melee weapons, improvised melee weapons, bows and crossbows only. Since they fight close up they get +2 to vehicle control rolls when at Close & Personal range. If rolled again, increase bonus by +1.

Lots of guns: Every member is armed with at least one gun and enough ammo to shoot for 3d4 rounds. Each vehicle generates 1d5 ranged attacks per round at +1 to attack rolls, each doing 1d8 dam. If rolled again, increase number of attacks per round and attack bonus by +1.

Pneumatic projectiles: All vehicles are armed with high pressure pneumatic crossbows and ballista. The crossbows fire 1d4 bolts each attack per round and are otherwise the same as a heavy crossbow. The ballista fire one projectile per round, +2 missile (2d6 dam, range 100/200/300). If rolled again, increase attack bonus by +1.

Flamethrowers: Each vehicle mounts flame thrower Atk +3 missile (range: 50' cone, 1d10 damage. Also, target or driver must roll under their Luck score or else suffer 1d4 fire damage, DCC RPG pg 96, for 1d3 rounds). Each flamethrower holds enough fuel for 3d3 shots. If rolled again, increase shots available by +1d3.

Ram plates & Spikes: All vehicles have the Ram Plate trait. Since they fight close up they get +2 to vehicle control rolls when at Close & Personal range. If rolled again, increase all ram damage by +1d4.

Magical projectiles: Each vehicle has an item or caster capable of casting Magic Missile once per round (spell check, 1d16+1). If a one is rolled, immediately apply a random minor corruption effect to the vehicle. If rolled again, increase caster roll action die type by one.

Grapples and tow hooks: These gangers attempt to entangle opponent vehicles with grapple chains and force them to stop. Each vehicle attempts to attach grapples to a target, +2 ranged attack roll (1d4 dam, range 10/20/30). Each successful hit requires the target vehicle to make a Vehicle control roll at -1d3 per active grapple. Failure forces the target to decrease speed by 1. A roll of 1 means a Wipeout. If rolled again, increase attack bonus by +1.

Chemical weapons: Various gaseous and liquid chemical bombs are utilized by this gang. +1 ranged attack roll (Fort save DC10 or 1d3 Sta damage, range 20/40/60). If rolled again, increase attack bonus by +2.

Explosives: These gangers throw homemade explosives without regard for anyone's safety. Each vehicle has 2d4 bombs to throw, +1 ranged attack roll (3d3 dam*, range 20/40/60). Any fumbles result in the bomb going off in the attacker's vehicle with a 50% chance of setting off all remaining bombs. All misses have a 30% to do 1d3 dam to all other vehicles at Close & Personal range. If rolled again, increase bomb damage die type by one.

A bit of everything: roll a d10 on the Weapons Used column for each vehicle in the encounter to see what it is armed with. If rolled again, increase attack bonus by +1 and roll again to determine weapon type.

Vehicles Used

For a random vehicle type, roll 1d8; 1- Motorcycles, 2- Buggy, 3- Small Car, 4- Large Car, 5- SUV/Van, 6- Pickup Truck, 7- Cargo Van/Truck, 8- Semi Truck.

Mixed, with Boss Custom: one Beater vehicle per 3 gangers plus one Custom vehicle for the boss. Roll each type randomly above. If rolled again, increase the number of vehicles by one.

Cycles and Buggies: one Beater vehicle per 2 gangers. For each vehicle, 60% chance of Buggy otherwise it is a Motorcycle. If rolled again, one vehicle is elevated to a Keeper.

Flying Machines: one random Beater vehicle per 4 gangers and one Ultralight/ Gyrocopter per 10 gangers. Ganger Ultralight/ Gyrocopter: Init +2; Atk weights and bombs +1 missile (weights 1d5; bomb 3d3 explosive); AC 14; HD d4; Speed Level cruise 3/ max 6; Act 1d20; SV Fort -1, Ref +3, Will NA. Flying vehicles will be covered in detail in CUaBM issue #7. If rolled again, increase number of flying vehicles by one.

All cars: one Beater vehicle per 3 gangers. For each vehicle, 60% chance of Large Car, otherwise it is a Small Car. If rolled again, one vehicle is elevated to a Keeper.

All trucks: one Beater Pickup Truck per 4 gangers. If rolled again, one truck is elevated to a Keeper.

Scrap Go-karts: one Beater vehicle per 2 gangers. All are Buggies with the Very Dangerous trait. If rolled again, increase number of vehicles by one.

Armored Delivery trucks: one Beater Cargo Truck per 5 gangers, all with the Heavily Armored trait. If rolled again, increase number of Cargo Trucks by one.

Semi-Truck Fortress and Cycles: one Beater Motorcycle per 2 gangers plus one Keeper Semi-Truck & Trailer. The Semi-Truck has Heavily Armored & Weapon Mount traits, and the Trailer has Heavily Armored, Weapon Mount (x2), and Heavy Weapon Mount traits. If rolled again, increase number of Motorcycles by one.

Mixed, all Keepers: one Keeper vehicle per 4 gangers. Roll each type randomly above. If rolled again, increase number of vehicles by one.

Possessed: one Beater vehicle per 3 gangers, each has the Possessed trait. Roll each type randomly above. If rolled again, increase number of vehicles by one.

Primary Motive

Currently Recruiting Members: Roll 1d5 to determine who they are looking to recruit; 1- Men, 2-Women, 3-Children, 4-Robots, 5-Mutants. Anyone belonging to their desired group is offered a chance to join. Refusal is met with violence. Their dogged determination gives them +1d3 hp. If rolled again, increase hp bonus by +1.

Hungry Cannibals: If it is made of meat, they want to eat it; especially if it can talk. These gang members receive +2 to all Fort saves and always fight to the death. If rolled again, increase Fort save bonus by +1.

KILL!!!!!!: Roll 1d7 to determine what group they kill on sight; 1- Mutants, 2-Children, 3- Men, 4- Women, 5- Humans, 6- Non humans, 7- Robots. All attacks versus their favored prey are at +1d3 to attacks and damage. If rolled again, increase bonus damage die type by one.

Hunting for Tech: Will not attack if all tech is willingly surrendered. All vehicles are well maintained and gain +1 to Ref saves. If rolled again, increase Ref save bonus by +1.

Collecting Tolls: Looking for 3d30sp (or equivalent trade goods) per group/vehicle that wants to cross their territory. Refusal to pay is met with violence. Due to being well funded, all weapon damage die types are increased by one. If rolled again, weapon damage die types are further increased by one.

Raiding for Goods: They want everything you have and they want it now! Being skilled in dash and grab tactics, they gain a +1d3 to Init rolls. Any successful melee attack has a 25% of another ganger using the opportunity to reach in and snatch something valuable from inside the vehicle.

Expanding Territory: Looking to increase the area that is controlled by the gang. Offer "protection" to any settlement or travelers they encounter in return

for tribute. Refusal to pay is met with violence. Tribute is generally 3d20sp (or equivalent trade goods) per month or per "escort" through their lands. They coordinate well giving them +1 to all Stunt rolls during Chase scenes and +1 to Per checks to intimidate. If rolled again, increase Stunt and Per bonuses by +1.

Slave Raid: Skilled in capturing without killing, these gangers pull their punches and convert half of all damage done to living beings as subdual damage. If rolled again, increase their subdual attack bonus by +1.

Hauling Goods: These gangers want to get from point A to point B, and you are in their way! They engage long enough for the hauling vehicle to get a clear path through, and then book it. They get +1 to vehicle control rolls and all vehicle's Max Speed is increased by 1. If rolled again, increase the vehicle control roll bonus by +1.

On a Job: roll a d10 on the Motive column to determine what they are being paid to do. In addition to any special abilities of that motive, they gain +1 to Will saves. If rolled again, increase the Will save bonus by +1.

Special

Trained beasts: Roll 1d7 to determine what kind of animal they have domesticated;

- 1 - Pterodactyl (1d3 appearing, DCC rulebook pg 424)
- 2 - Lobstrosity (1d3 appearing, CUaBM issue #1 pg 22)
- 3 - Giant Ant Worker (3d4 appearing, DCC rulebook pg 394)
- 4 - Pigtipedes (3d4 appearing, CUaBM issue #3 pg 21)
- 5 - Ape-man, Four armed (1d3 appearing, DCC rulebook pg 395)
- 6 - Griffon (1d3 appearing, DCC rulebook pg 417)
- 7 - Giant Beetles, Flying (4d3 appearing, DCC rulebook pg 397)

If rolled again, increase the die type of number appearing by one.

Cyborgs: Due to being partially metal all non-magical damage is reduced by 1d3-1 for each attack. If rolled again, increase the damage resistance by +1.

Mutants: Roll on the Mutation Tables, pg 4-9 CUaBM issue #2, to determine the mutation the gang seems to be suffering from. If rolled again, roll for an additional mutation.

Cursed: These gangers are cursed to wander the wastes forever. Every round a vehicle is at Close & Personal range or an opponent is engaged in melee with one of the gang members, they must make a Will save DC 4+1d5. Failure means the curse has touched them and they lose 1d3 Luck. Anyone reduced to 0 Luck in this way forgets all allegiances and joins the gang. If rolled again, increase Will save DC by +1.

Undead: Replace the base stat block for the gang members with the Ghoul stat block (pg 414 DCC rulebook). If rolled again, increased HD size by one die type.

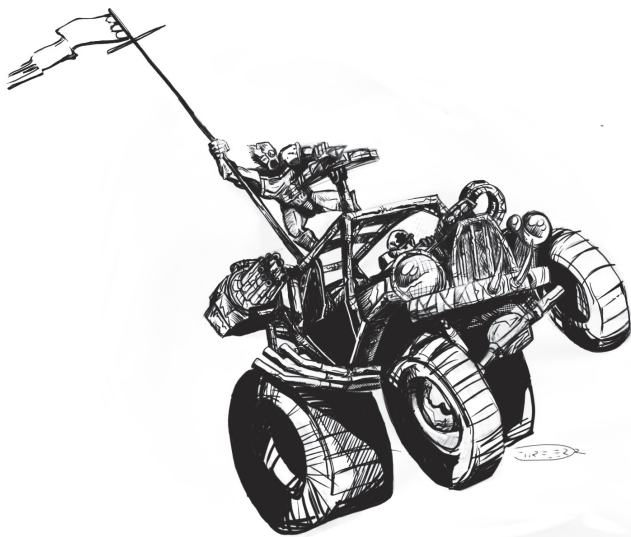
Spellcaster: The gang is led by a Wizard or Cleric. Their class level is equal to the average level of the party plus 1d3-1. If rolled again, increase caster level by +1.

Alien Tech: Roll 1d8 to determine what ability the xeno device enhances: 1- Vehicle speed max, 2- Vehicle AC, 3- Vehicle Ref save, 4- Ranged attack rolls, 5-, Ranged damage, 6- Melee attack rolls, 7- Melee damage, 8- Ganger AC. The enhancement is +1d3+1. If rolled again, roll another ability that is enhanced by the alien tech. No ability can be enhanced twice.

Diseased: These gangers are carriers for a hideous illness that is very contagious. Every round spent within melee range of a ganger requires a Fort save DC 8+1d5 or contract the disease. To determine the effects of the disease, roll on the Table 5-3: Minor Corruption, pg 116 DCC rulebook. In addition, they suffer -1 to Sta daily unless an additional Fort Save is made; repeat every day until three successful Fort saves in a row occur. Should that happen they are cured. If rolled again, increase Fort save DC by +1.

Well equipped: All vehicles are Keeper level or better and weapon damage die types are increased by one. If rolled again, weapon damage die types are further increased by one.

Combat drugs: These gangers have access to a vast quantity of military grade enhancement drugs and use them with abandon. They add +1d3 to Int, to attacks, and melee damage rolls. They also suffer -1d3 to all Will saves. If rolled again, increase all bonuses and penalties by 1.



Roy Snyder created another Random Roadgang Generator but there was not enough room left in this issue to fit it. You can see his masterpiece in progress here: <http://tinyurl.com/AltGangGen>

d100 Stuff Found on Apocalyptic Roadways

Original table by Chris Tamm, <http://elfmaidsandoctopi.blogspot.com>, used with permission.

DCC'ified by Reid San Filippo

This is for stuff on the roadside for rural areas and wastelands.

- ▶ Rural areas and ranges around cities still a bit green, roll once per 20 miles
- ▶ Wilderness with grass and trees, roll once per 30-50 miles
- ▶ Desert wasteland and dried crap everywhere, roll once per 50-100 miles

- 01 Squashed small animal like possum, rabbit, fox, cat.
- 02 Squashed medium animal like pig, wombat, grey roo, small deer, goat or dog.
- 03 Squashed large animal like cow, red kangaroo, large deer, horse, emu.
- 04 Creature that appears dead is blocking road but leaps up and attacks with final breath. It attacks with a d30 action die and has 1 hp.
- 05 Road crawling with cane toads, mice or other plague, Driving Hazard DC 12 or wipeout.
- 06 A large mutant animal runs straight at car from out of nowhere, Driving Hazard DC 18 or vehicle suffers 2d8 damage.
- 07 Local people scraping up a large road kill hungry for a feast. Party is welcome to join in BBQ.
- 08 A strange tentacled mutant corpse nobody can identify.
- 09 A strange mutant attacks travelers out of nowhere throwing itself hungrily at vehicles. Driving Hazard DC 12 or wipeout.
- 10 Road kill being eaten by huge predator. It blocks the road and if left alone will remain for 1d5 turns.
- 11 Corpse of a person tied to chain and horribly dragged on road till dead.
- 12 Dead cop/soldier nailed to fence or telegraph pole or crude crucifix made from wrecked vehicles.
- 13 Wire trap across road. Will damage anyone in an open vehicle, causing 5d4 damage to cycle, convertible, or open turret passengers and immediate wipeout.
- 14 Scene of biker battle. 2d12 corpses of several gangs. 1 in 6 chance to still have loot on them and a few bikes.
- 15 Row of crucified gang members picked at by crows.
- 16 Remains of cult ritual sacrifice. 1 in 6 chance of demon in the area.
- 17 Human skeleton with last shred of flesh being chewed by wild animal (see 10).
- 18 Body of bound and gagged person (roll 1d4: 1-business man, 2-farmer, 3-teen girl, 4-child). 4 in 6 chance they are still alive.
- 19 Parachute with corpse hanging from tree or telegraph pole. 1 in 6 chance to still have loot on it.
- 20 Corpses rotting in trees pecked by birds (roll 1d4: 1-bikers, 2-farmers, 3-pilgrims, 4-city folk).

- 21 A hitchhiking teenage girl on the run, 1 in 6 chance she is a vicious serial killer looking for victims.
- 22 A biker who lost his bike and was left here by gang to die.
- 23 A biker ditched from his gang for some infringement. 1 in 6 chance he is working with them for an ambush.
- 24 A farmer who was carjacked and abandoned needs to get home to save his family.
- 25 A wandering hunter with his dog, a cheeky funny guy.
- 26 A homeless swagman with backpack looking for work. Down to last teabag and scrap of flour.
- 27 A farmer kid lazily risking life by hitch hiking despite what parents say.
- 28 A teen looking to flee to big city where anything is possible.
- 29 A smelly hobo with dreadlocks covered in dirt with everything hand made from scraps.
- 30 A dehydrated city person looking for help since they were abandoned hours ago.
- 31 Big aggressive beast that will attack and disembowel anyone they can.
- 32 Flock of crazily running emus with little sense of self-preservation on road. Driving Hazard DC 12 or wipeout.
- 33 Medium sized predators following crawling person off the road.
- 34 Mutant horror lurking in grass using a human corpse with backpack as bait.
- 35 Bog by side of road with semi submerged car. 1d3 crocs in the bog or a 1 in 6 chance of a giant mutant thing.
- 36 Remains of zoo or nature reserve with possibly feral exotic non-natives or reconstructed megafauna.
- 37 Swarms of bugs, toads, birds, lizards, rabbits or rodents cover road attacking anything man made. Driving Hazard DC 15 or wipeout.
- 38 Flapping mutant water leaper horror attacks vehicle from roadside pond but escapes to water if harmed badly. Initial attack causes Driving Hazard DC 13 or wipeout.
- 39 Staked out bodies crawling with ants left by some gang.
- 40 Several bikes on road side with no bodies. If investigated, a huge scorpion or spider attacks.
- 41 Burning car with body of parent inside, 1d4 kids looking on crying.
- 42 Car wrapped around telegraph pole. 1d4 bodies with 1 in 6 chance of each one still being alive.
- 43 Broken car with several corpses of city folk. Died of radiation exposure.
- 44 Abandoned car with amazingly crude mechanic repairs like grass filled tires.
- 45 Sweet ride with engine idling. Actually a trap left by gang. Explodes when someone approaches. DC 8+1d6 to spot bomb in time.
- 46 Abandoned off road vehicle, contaminated and radioactive. Fort save DC 12 or lose 1 Sta after each hour.
- 47 Abandoned farmer work utility vehicle with dead farmer outside, deadly snake or spider inside.
- 48 Burned out wreck riddled with bullets and possibly rocket damage.

- 49 Car or bike in tree with remains of impaled driver who accidentally made the jump somehow.
- 50 Car flipped over with unconscious/wounded outlaws. Actually rigged to blow if a rescue attempt is made. DC 12 to spot bomb in time.
- 51 Wrecked bus with dead passengers and looted baggage. 1 in 6 chance of finding 1d4 survivors.
- 52 Burnt out wrecked of semi-trailer with some remaining scattered goods. Roll 1d4: 1-dead animals, 2-bags of grain, 3-crates of building materials, 4-barrels of slurry ready to be converted to fuel.
- 53 Burned out food truck. 1 in 6 chance that a homeless swagman is making camp inside.
- 54 Semi trailer blocking road with 3 in 6 chance of gang in waiting in ambush.
- 55 Burned out smouldering patrol vehicles. 1 in 6 chance of badly injured guard nearby.
- 56 Crashed plane wreck. 1 in 7 chance of remaining loot.
- 57 Crater with wreckage of satellite. 1 in 6 chance it is radioactive and also 1 in 6 chance it has automated defenses. Also, 1 in 6 chance of Alien horror
- 58 Construction vehicle wreck, 1 in 5 chance a feral kid living in remains.
- 59 Farm tractor half buried in mud, some parts worth scavenging.
- 60 Farm machinery in dump. 1 in 6 chance of wounded gang member hiding in ruins recovering.
- 61 Suitcases and personal baggage littered on road side with papers fluttering in the wind.
- 62 Crates laying on corner dropped by truck, roll 1d4: 1-machine parts, 2-food, 3-ore, 4-coffins.
- 63 Bags of clothes and personal goods near unmarked fresh graves. Small footprints lead away from the road.
- 64 Dozens of tires of various types dumped in a heap, 2d12 are in OK condition.
- 65 Jerrycan loose on edge of road, roll 1d4: 1-water, 2-gasoline, 3-biofuel, 4-liquid narcotics.
- 66 Plastic wrapped bundle on edge of road, roll 1d4: 1-bodyparts, 2-drugs, 3-3d30gp worth of semi-precious stones, 4-rotten food.
- 67 Plastic cases on edge of road, roll 1d4: 1-chilled organs (1 in 6 chance still fresh), 2-electronic parts, 3-record collection, 4-medical supplies.
- 68 Pile of rubble dumped on edge of road, roll 1d4: 1-coal, 2-ore, 3-gravel, 4-garbage covering a Keeper condition buggie with corpse inside.
- 69 Discarded full garbage bags on edge of road, roll 1d4: 1-edible sealed food, 2-gun, 3-body parts, 4-electrical appliances.
- 70 Buried cache by side of road (trapped: DC 13 or suffer 3d6 damage) roll 1d4: 1-firearms, 2-food and water supplies, 3-dodgy explosives, 4-drugs.
- 71 Open cut mine, partly flooded with wrecks of vehicles and sheds. Lair of (roll 1d4: 1-animals, 2-mutants, 3-gang, 4-cultists).
- 72 Mining shack with shaft or tunnel. Lair of (roll 1d4: 1-animals, 2-mutants, 3-cannibal swagmen, 4-pro prospector).
- 73 Sudden storm produces flash flood, gullies become temporary streams and may block road. Driving Hazard DC 8+1d5 or wipeout.
- 74 Geothermal vent bubbling with steam and mud

- 75 Smoke from burning coal seam in underground mine or gas vent with flaming pit
- 76 Bushfire or grassfire running rampant, poor visibility and air, possibly blocking road. Driving Hazard DC 6+2d6 or wipeout.
- 77 Carnivorous plants around road will move to block path when they sense cars and try to eat divers. Driving Hazard DC 4+2d8 or wipeout.
- 78 Red weed, a bioengineered pest, covers everything. A 1 in 3 chance the road covered, Driving Hazard DC 10 or wipeout. A 1 in 5 chance of hidden ruins or creatures.
- 79 Radiation or poison contamination leaves dead animals everywhere. DC 13 Fort save or lose 1d3 Sta.
- 80 Trees littered with bones and bodies. Mutants live in trees eating passing humans.
- 81 Gas station long ago burned out. Now inhabited by (roll 1d4: 1-animal, 2-bikers, 3-ferals, 4-mutants).
- 82 Old farmhouse inhabited by (roll 1d4: 1-crazy farmer, 2-cultists, 3-animal, 4-feral kid gang).
- 83 Schoolhouse inhabited by (roll 1d4: 1-feral kid gang, 2-homeless swagman, 3-mad teacher, 4-cultists).
- 84 Church inhabited by (roll 1d4: 1-mad priest/nun, 2-cultists, 3-mutant horror, 4-zombies).
- 85 General store inhabited by (roll 1d4: 1-traps, 2-swagmen, 3-feral clan, 4-gang).
- 86 Farm shed inhabited by (roll 1d4: 1-swagmen, 2-feral clan, 3-homeless farmers, 4-outlaw gang).
- 87 Bunker built by survivalists inhabited by (roll 1d4: 1-mad survivalists, 2-robots, 3-cult, 4-ferals).
- 88 Toll station inhabited by (roll 1d4: 1-homeless swagman, 2-stranded trucker, 3-highwaymen, 4-mutants).
- 89 Compound of wrecked buses and vehicles with feral gang living in wrecks.
- 90 Ruined pre-20th Century farm building of stone inhabited by (roll 1d4: 1-aliens, 2-animals, 3-cult, 4-mutant).
- 91 Gang fort with walls built from trash and wrecks where gang rules from and raids others.
- 92 Fortified police precinct with garage, automated defence weapons, and drones.
- 93 Bunker where survivalist gang rules area from.
- 94 Corporate compound with mercenaries. Has armored gatehouse and fenced property.
- 95 Shanty town of nomads with vehicles in circle around tents, willing to trade.
- 96 Mutant hovels by roadside where they beg from passersby or toll them.
- 97 Primitive settlement with portable housing and sheds, wary of other folk causing trouble on their land.
- 98 Food caravan with truck selling food and drinks. Popular with locals.
- 99 Roadhouse restaurant with fuel station and garage, surrounded by fence with guards. Cheap but rough crowd.
- 100 Truck stop with concrete bunker, diner, showers, and machine gun nests in towers. Expensive but safe.

TWISTED MENAGERIE

Petrol Zombies (By R. Dale Bailey, Jr)



Petrol Zombies: Init -3; Atk bite+3 melee (1d4) or Petro-Vomit +2 (See Below); AC 9; HD 3d6; MV 25; Act 1d20; SP undead traits, Petrol Sickness, explosive; SV Fort +5, Reflex -3 Will +2; AL C

Petrol Zombies are a form of mutated undead that store petrol in their guts. They are slightly quicker than their cousins. There are usually 1d3+1 petrol zombies in any small group and 2d6+1 in larger zombie herds. They attack by biting or vomiting petrol. Any character that is hit by Petrol-Vomit must make a Fort save DC8 or suffer Petrol Sickness. Roll on the table below to determine the effects of the sickness.

Petrol zombies are highly unstable and fire attacks against them causes explosions for 2d6 damage to everyone within a radius of 5' plus 1d6 burning damage per round until extinguished (Reflex save vs. DC 15 to extinguish). In addition, there is a 60% chance that any other Petrol Zombie in the blast radius also immediately explodes. Those that don't explode have a 40% chance to explode each round they are on fire.

Petrol Zombies are undead and thus do not eat, breathe, or sleep. They cannot be charmed or held and are immune to other mental effects. While cold damage normally does not affect undead, against petrol zombies

cold damage can be a means to prevent an explosion. Clerics are able to turn them with a Holy Smite resulting in a 50% chance of explosion.

Fuel can be harvested from a petrol zombie provided the stomach cavity has not been punctured during combat. Up to a gallon of fuel (1 Fuel Point) can be gained this way. It is possible to boil the corpse and extract more fuel. This produces a substance that is too impure for vehicles but produces good, but smelly, oil for lanterns. The long-term effects of producing oil in this manner are usually deadly. Increase the effects of Petrol Sickness as needed.

Petrol Sickness (1d3 Sta damage and roll 1d7 on the table below)

- 1 Make another Fort save DC 12. Failure means all the effects below plus a final Fort save DC 12 vs. death in 3d7 days as cancerous boils erupt on the body. Upon death the character resurrects as a new Petrol Zombie.
- 2 Unconsciousness – Unconscious for the next 1d6 hours.
- 3 Acid Damage – The extreme toxicity does an additional 1d6 acid damage to all exposed skin.
- 4 Extreme Fatigue – For the next 1d5 hours all rolls are reduced by 2 on the dice chain.
- 5 Vision Loss – For the next 1d3 hours, all vision related skills are reduced by 2 on the dice chain.
- 6 Confusion – For the next 1d3 rounds, the mind is racked with hallucinations making combat difficult. Roll 1d3: 1 – attacks are directed towards allies 2- no attack possible 3- attacks are rolled as normal but crits are not possible.
- 7 Difficulty Breathing – For the next 1d3 rounds, exerting the body is much more difficult and scales down one die to reflect the extra labor required.

Coming Next Issue!

The Cyborg - A new character class

Planes, Trains, and Mobile Suits - Rules for new vehicles types

The Citadel of Scrap - A new Interesting Place to die

Spare Change - Coinage in Umerica

The Rail Wastes - Another new interesting place to die

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