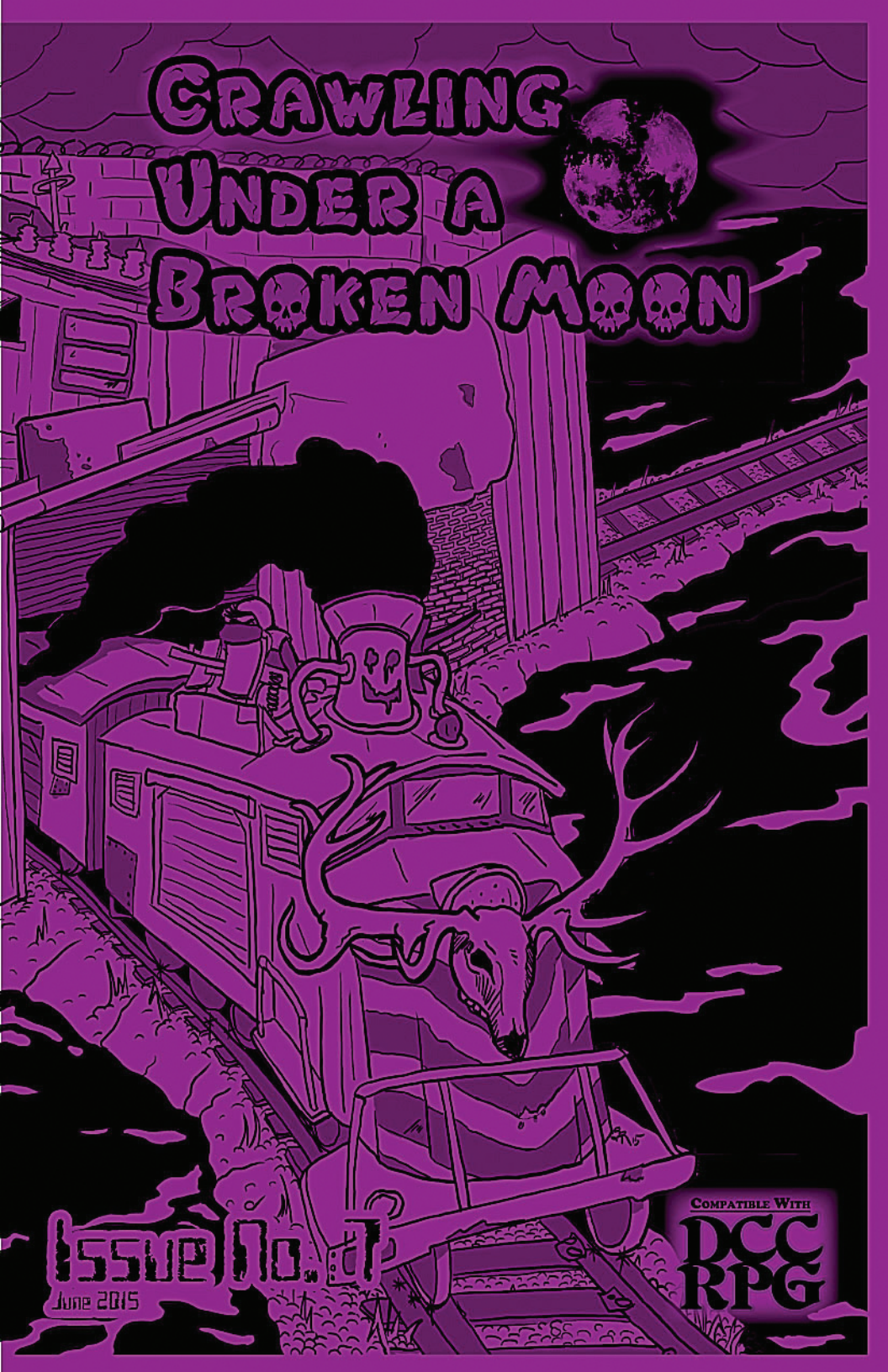


CRAWLING UNDER A BROKEN MOON



Issue No. 17

June 2015

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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
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CRAWLING UNDER A BROKEN MOON

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

Stepping off the train car, she was inundated by the odors of unwashed bodies, petrol fumes, burning coal, and metallic ozone. An uncaring wave of people, robots, and things swept her quickly down into the heart of the tech market near Cog Alley, just as she planned. After securing several fat purses deftly acquired on the way, she cautiously moved towards the private shop that contained her clockwork heart's desire...

...just a moment in the life of the festering metropolis that is the Citadel of Scrap.

In this issue we will travel by iron rails to one of the last great municipalities in Umerica. We encounter beings of flesh and steel that are neither man nor robot but both. And lastly, we discover why junkyards are to be just as feared as graveyards in the dark hours of the night.

Grab your ticket and come aboard for another trip into a strange, but familiar, new world.

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 CYBORGS

A new character class that is half man, half machine, and all awesome.

Hit Points: A Cyborg gains 1d8 hit points at each level.

Weapon Training: Cyborgs are adept with any tech level of missile/ranged weapons they encounter and one handed/built-in melee weapons. They may employ any armor but rarely use shields.

Alignment: Cyborgs are generally Neutral but may be of any alignment.

Artificial Body Parts: Being partially artificial has its upsides and downsides.

Good news: 40% of all non-area effect damage taken is on an artificial part which ignores the first 1d3 points of damage taken. Also, the cyborg receives +2 to all saves versus Sleep and Charm effects. The Cyborg also reduces all crit results rolled against them by ½ their level.

Bad news: All damage taken by your artificial parts will not heal on its own and must be repaired. Lay on Hands and other healing magics are not effective when repairing damage to artificial parts. This damage must be repaired by other means.

As such, all damage taken must be divided into Meat and Non-Meat damage. All area effect damage is divided equally between Meat and Non-Meat totals. The total of these two tallies is the amount of hp loss the cyborg is currently suffering from.

Better, Stronger, Faster: When you reach levels 1, 4, 7, & 10 you can pick one upgrade that your body has from the CU-1: Cyber Upgrade table below. Cruel DMs might make you roll randomly...

Juryrig: Being dependent on technology to live, cyborgs have a general understanding of most types of tech. They may add their Juryrig Die to all attempts to repair themselves, other bits of tech, or find salvage from a technological source.

Self repair will require an Intelligence check at DC 5 + the number of Non-Meat hit points you wish to repair. A Fumble will result in suffering 1d3 additional Non-Meat damage that cannot be ignored. All such repairs will require sufficient materials, roughly 1d7sp per hit point repaired, and 2d3 turns to complete.

For calculating the DCs for repairing devices and other tinkering, see CUaBM issue #1, pgs. 7-11.

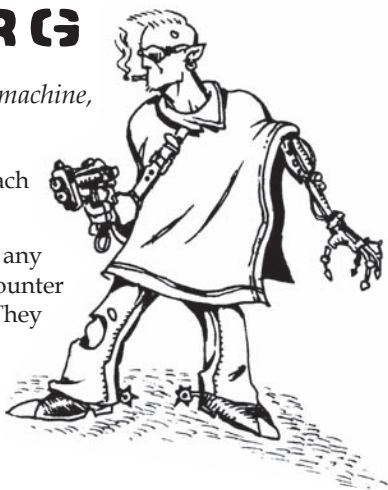


Table CU-1: Cyber Upgrades

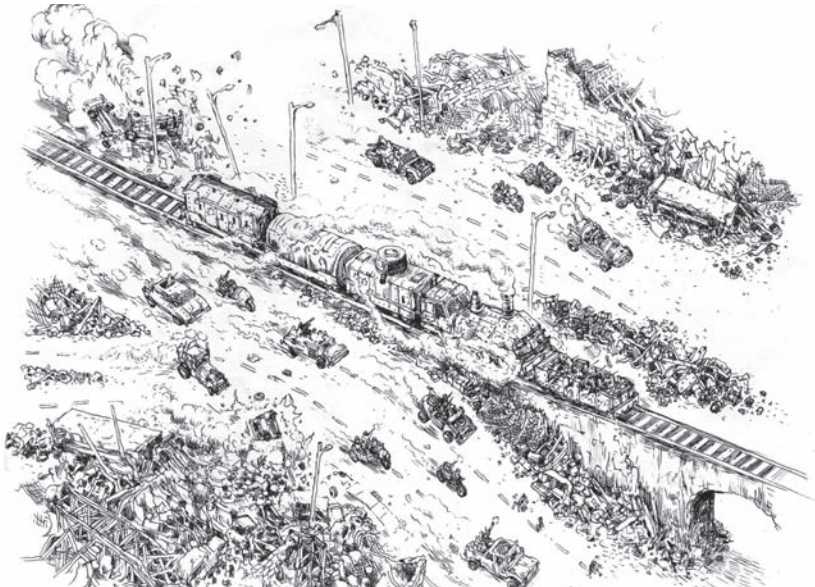
- 1 **Advanced composites** - Your Non-Meat parts are constructed of very durable materials and they ignore the first 1d4+1 points of damage taken instead of the first 1d3. If taken again, increase the damage ignored by +1.
- 2 **More Machine Than Man** - 60% of all damage is done to Non-Meat parts instead of the normal 40%. Also, your AC is increased by +1. If taken again, increase AC bonus by +1.
- 3 **Weapon Port** - You have an internal, concealed port you can install a weapon into. Removing/installing a weapon requires a DC 12 Int check. Once installed, add +1d3 to all attack rolls with the weapon. An Int check of DC 15+Cyborg's Luck mod is required to locate the weapon when not deployed for use. If taken again, the cyborg has an additional weapon port.
- 4 **Armored Plating** - The cyborg has armor plating attached directly to his body. This gives an AC bonus of +5, a Check penalty of -3, and a Fumble Die of d10. There is no easy or quick way for the armor to be removed. Note that the cyborg cannot wear normal armor in addition to the plating. If taken again, increase the AC bonus by +1.
- 5 **ExoFrame** - Increase Strength by +3 and reduce movement speed by 5'. With DM's approval, this may raise your Str above 18. If taken again, increase the Str bonus by +1.
- 6 **Power Fist** - One of the cyborg's arms is a devastating melee weapon, dealing 1d10 damage on a successful hit. This weapon cannot be easily discarded or hidden. If taken again, increase the damage done by one die type.
- 7 **Targeter System** - Add +1d3 to hit on all ranged attacks made by the cyborg. If taken again, increase the attack bonus by +1.
- 8 **Auto Blaster** - You have a self aiming blaster mounted on your body. It will attack any target you designate as a foe with a 1d14 action die, 1d5 damage, range 20/40/60. Using the Auto Blaster does not require your attention and does not count as an action. If taken again, increase the Auto Blaster's action die by one type or the Auto Blaster gains another 1d14 action die.

Table CY-1: Cyborg

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

Trains, Planes, and Mobile Suits

Rules for new vehicles to cruise the wastes in.



Trains

While not as prevalent across Umerica as before the cataclysm, many larger settlements have devoted much time and efforts into repairing and maintaining the railroad tracks of yesterday. Trains still serve as cargo haulers and cheap, “safe” transit between the major points of civilization. They follow all of the rules for vehicles (including Quality levels and Control rolls) with the following exceptions:

- ▶ Trains must follow the track they are on and can only chose to adjust their speed.
- ▶ Trains use their own Wipeout table, Table LWO-1.

The Vehicle Control roll (train edition)

In addition to the normal modifiers a train has the following additional modifier to the roll:

Decelerating more than one level of Speed in a round	+2 per lvl
Hitting an object on the track.....	+1 per 2hp damage taken
Turning or running faster than Cruise on a slight slope.....	+2
Turning or running faster than Cruise on a medium slope.....	+4
Turning or running faster than Cruise on a steep slope	+6

Table LWO-1: Locomotive Wipeout Results

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

- 1-3 **Just a little wobble!** Reduce Speed by 1 and all vehicle control checks next round are at -1 to the roll.
- 4-6 **That did not sound good!** Reduce Speed by 1 and the train must make a Fort save (DC 16) or max speed is lowered by one until repaired.
- 7-9 **Way too close!** Speed by 2 and the engine must make a Fort save (DC 20) or max speed is lowered by one and all actions are taken at minus one die step until repaired. There is a 20% chance of a car slipping off the track, requiring 1d3 hours to right.
- 10-12 **Hold on to something!** Speed by 2 and the engine must make a Fort save (DC 25) or max speed is lowered by two and all actions are taken at minus two die steps until repaired. There is a 40% chance of a car slipping off the track, requiring 1d3 hours to right.
- 13-15 **Derailed!** Control is lost and the train jumps the track. It plows through the terrain for $Nd\% + 50$ feet where N is equal the the train's speed before derailling. Anyone in its path must roll under their Luck or be killed. The engine and all cars take $2d10 + \text{Collision bonus damage}$. The train cannot be righted unto the track without major industrial equipment or magic.
- 16+ **Total Disaster!** Control is lost and completely derails with cars jackknifing and rolling. It plows through the terrain for $Nd\% + 100$ feet where N is equal the the train's speed before derailling plus 1. Anyone in its path must roll under their Luck or be killed. All passengers must make a Fort save (DC 12) or be killed in the crash. The engine and all cars cannot be repaired, only salvaged.

Train types

Small Engines - These are smaller commuter train style engines.

Small Engines: Init -1; Atk rundown +4 melee ($2d12 + \text{Ram}$); AC 18; HD d16; Speed Level cruise 3~/ max 6~; Act 1d20; SV Fort +7, Ref -2, Will NA; Fuel Tank 1d24; Guzzle 6~.

~Speed is lowered and Guzzle increased when hauling cars.

Basic Traits: Super Hauler, Ram Plate

Large Engines - These are huge freight train engines.

Large Engines: Init -3; Atk rundown +6 melee ($2d14 + \text{Ram}$); AC 20; HD d20; Speed Level cruise 3~/ max 6~; Act 1d20; SV Fort +9, Ref -2, Will NA; Fuel Tank 1d30; Guzzle 8~.

~Speed is lowered and Guzzle increased when hauling cars.

Basic Traits: Ultra Hauler, Ram Plate

Train Car Types

Flat Cars: Init *; Atk *; AC 18; HD d10; Speed Level *; Act *; SV Fort +5, Ref *; Will NA.

Basic Traits: Open, Rugged

Box Cars: Init *; Atk *; AC 18; HD d12; Speed Level *; Act *; SV Fort +7, Ref *; Will NA.

Basic Traits: Extra Cargo x100

Passenger Cars: Init *; Atk *; AC 16; HD d10; Speed Level *; Act *; SV Fort +6, Ref *, Will NA. Passenger capacity: 50 passengers and luggage.

Basic Traits: None

Train Vehicle Traits

The following normal Vehicle Traits can be applied to trains: Armored, Big Tank, Dangerous, Fuel Efficient, Fog Lamps, Heavily Armored, Heavy Weapon Mount, Open, Possessed, Reserve Tank, Rugged, Safety Features, Very Dangerous, Weapon Mount.

New Traits

Refrigeration - (*Box Cars only*) This car can hold perishable goods at safe temperatures for long distances. It can also be set higher for frozen goods. Guzzle is increased by +1 for refrigeration and +2 for Freezing.

Super Hauler - Can haul three train cars without effort. Every additional three cars lowers cruise and max Speed by 1 and increases Guzzle by 2.

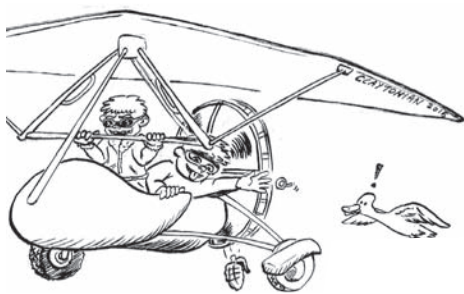
Superior Ram Plate - This increases all rundown damage from two dice to four dice (i.e. 2d12 becomes 4d12). Also, the train ignores the first 10 points of all front end collision damage suffered and any additional damage is reduced by 50%. Speed (cruise and max) and Ref save are reduced by 1.

Ultra Hauler - Can haul five train cars without effort. Every additional five cars lowers cruise and max Speed by 1 and increases Guzzle by 2.

Driving Locomotives and Petrol Heads

Running a train is not difficult but it takes some getting used to in order to do it right. Until one is accustomed to them, all action dice are reduced to 1d14 (1d16 for petrol heads). This learning process requires 3d4+10 hours of practice to be a competent engineer. A petrol head can use all of their normal vehicular abilities with Locomotives once they get accustomed to them.

Gyrocopters and Ultralights



Very few pre-cataclysm aircraft are still functional. The most common aircraft seen are small 1-2 man craft built from recycled wrecks or scrap. They follow all of the rules for vehicles (including Quality levels and control rolls) with the following exceptions:

- ▶ In addition to speed, aircraft have Height Cruise/ Max rating that determines how high they can fly, see Table HGT-1.
- ▶ Aircraft use their own Wipeout table, Table AWO-1.
- ▶ Even minor Wipeouts can result in fatal crashes.

Table HGT-1: HGT levels

Height level	Handling Modifier	Rough Height	Penalty to hit ground targets	Chance of Bad Turbulence / per hour	Crash Dam
1	0	100 ft	-1 (+1 AC vs. Ground)	30% (-1d8 Handle Mod)	3d6
2	-1	200 ft	-2 (+2 AC vs. Ground)	30% (-1d7 Handle Mod)	5d6
3	-2	600 ft	-3 (+4 AC vs. Ground)	25% (-1d6 Handle Mod)	7d6
4	-3	1200 ft	-6 (+8 AC vs. Ground)	25% (-1d5 Handle Mod)	9d6
5	-4	3600 ft	-9 (+12 AC vs. Ground)	20% (-1d4 Handle Mod)	11d6
6	-5	7200 ft	-12 (+16 AC vs. Ground)	15% (-1d3 Handle Mod)	13d6
7	-6	12000 ft	-15 (+24 AC vs. Ground)	10% (-1d3 Handle Mod)	15d6

The Vehicle Control roll (aircraft edition)

In addition to the normal modifiers an aircraft has the following additional modifier to the roll:

Changing Altitude by more than one level of Height in a round.....+2 per lvl

Table AWO-1: Aerial Wipeout Results

Roll the Wipeout die appropriate to the Speed rating of the aircraft (determined on Table SPD-1) and subtract the pilot's Luck mod. Luck may be burned to effect this result. If a drop in height would cause the craft to make contact with the ground they suffer the Crash Damage listed for the height level they lost control at plus the Collision Damage Bonus for the speed they were traveling at.

- 1-3 **Just a little lurch!** Speed and height are reduced by 1 and all vehicle control checks next round are at -1 to the roll.

- 4-6 **That was close!** Speed and height are reduced by 1 and craft must make a Fort save (DC 10) or all actions are taken at minus one die step until repaired.
- 7-9 **Hold on to your butts!** Speed and height are reduced by 2 and craft must make a Fort save (DC 15) or all actions are taken at minus one die step until repaired.
- 10-12 **Major Fail.** Control is lost for 1d3+1 rounds plus speed and height are reduced by 2 and must make a Fort save (DC 15) or all actions are taken at minus two die steps until repaired.
- 13-15 **We are going down!** Control is lost and Speed and height are reduced by 2 and there is a 35% chance of control damage causing all future vehicle control checks to be made at minus one die step. Attempts may be made to land safely but the craft must land or crash. If this results in a crash, there is a 40% chance that the fuel system catches fire and explodes in 1d5 rounds.
- 16+ **SPLAT!** Control is lost and craft plummets to the ground. Height is reduced by 2 per round until craft reaches the ground. Speed increases by 1 per round. One vehicle control roll may be made to control the crash. Success indicates all crash damage is reduced by 5% for every point the roll succeeded by. A failed roll means the pilot and passengers must make a Fort save (DC 12) or be killed upon impact. After the crash there is a 60% chance that the fuel system catches fire and explodes in 1d5 rounds.

Aircraft types

Gyrocopter - These are small rotor winged aircraft capable of carrying one pilot and 1-2 passengers.

Gyrocopter: Init +1; Atk weights +1 missile (weights 1d5); AC 14; HD d5; Speed Level cruise 2/ max 5/; Height cruise 3/ max 7; Act 1d20; SV Fort -2, Ref +1, Will NA; Fuel Tank 1d8; Guzzle 2.

Basic Traits: Auto Rotate

Ultralight - These aircraft are light, fixed winged vehicles capable of carrying a pilot and possibly one passenger.

Ultralight: Init +2; Atk weights +1 missile (weights 1d5); AC 12; HD d4; Speed Level cruise 3/ max 6/; Height cruise 4/ max 6; Act 1d20; SV Fort -3, Ref +3, Will NA; Fuel Tank 1d5; Guzzle 1.

Basic Traits: Dangerous, Glider

Aircraft Vehicle Traits

The following normal Vehicle Traits can be applied to aircraft: Armored, Big Tank, Dangerous, Enhanced Handling, Extra Cargo (Gyrocopter only), Fuel Efficient, Open, Possessed, Reserve Tank, Very Dangerous, Weapon Mount

New Traits

Auto Rotate - This gyrocraft's main propeller will allow the craft to glide and drop at a slower pace when control is lost. -1 to all Wipeout tests and all crash damage is reduced by 33%.

Bomb Rack - Holds 5 grenade class explosives rigged to detonate on impact. See CUaBM issue #2, pg. 12 for info on grenades.

Bombing Sights - Adds +1d3 to all dropped weapon attack rolls.

Good Instruments - Adds +1d3 to navigation checks and -1 to Guzzle on long flights.

Glider - This craft can remain aloft by gliding when the engine is not running. The craft will drop one level of height for every two miles of gliding. Control rolls are made at -1 die type when gliding.

Superior Glider - This craft will only drop one level of height for number of miles traveled equal to its current height, with a minimum of two miles. i.e. five miles at Height 5 then four miles at Height 4, etc.

Piloting Aircraft and Petrol Heads

Unlike ground vehicles, aircraft are not very easy to pilot. Until one is accustomed to flying them, all action dice are reduced to 1d12 (1d16 for petrol heads). This learning process requires 2d12+10 hours of practice to be an accomplished pilot. A petrol head can use all of their normal vehicular abilities with aircraft once they get accustomed to them.

Mechs and other robo-vehicles

Mechs are generally considered to be anthropomorphic robotic vehicles intended for battle or construction. They follow all of the rules for vehicles (including Quality levels and control rolls) with the following exceptions:

- ▶ Mechs use their own Speed and Wipeout tables: Table MSPD-1 and Table MWO-1.
- ▶ Their unique design allows them to perform anthropomorphic actions, including the use of tool and melee weapons.
- ▶ They have no implied passenger or cargo space.

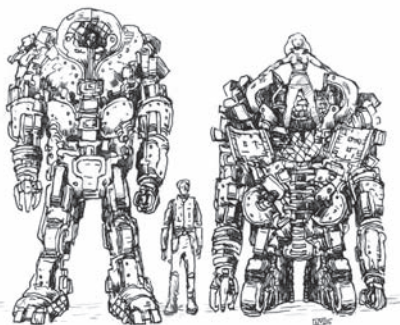


Table MSPD-1: Mech Speed levels

Speed level	Handling Modifier	Wipeout Die	Melee/ Ram Damage Bonus	Rough MPH	Move Per Round
1	0	1d3	+1	10	80'
2	-1	1d5	+2	20	160'
3	-2	1d7	+4	35	280'
4	-4	1d10	+6	45	360'
5	-6	1d14	+9	55	440'
6	-9	1d20	+12	70	560'

Table MWO-1: Mech Wipeout Results

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

- 1-3 Misstep. Speed is reduced by 1 and all actions taken next round are at -1 to the roll.
- 4-6 That was close! Speed is reduced to 0 and a 25% chance that it falls over, causing 1d4+SPD bonus damage to mach and pilot. All actions next round are minus one die step.
- 7-9 Slip and Slide. Control is lost for 1d2 rounds plus mech slides/stumbles 2d8 feet and then Speed is reduced to 0. There is a 60% chance that it falls over, causing 1d6+SPD bonus damage to mech and pilot. All actions next round are minus one die step.
- 10-11 Major Trip. Control is lost for 1d3+1 rounds plus mech slides/stumbles 2d20 feet and then Speed is reduced to 0. There is a 90% chance that it falls over, causing 1d8+SPD bonus damage to mach and pilot. All actions for the next 2d3 rounds after control is reestablished are minus one die step.
- 12-13 Face Plant. Control is lost and mech falls over, causing 1d10+SPD bonus damage to mech and pilot. Mech must make a Fort save (DC 15) or all actions are taken at minus one die step until repaired. There is a 20% chance that the fuel system catches fire and explodes in 1d5 rounds.
- 14+ Wreck. Control is lost and mech falls over, causing 2d6+SPD bonus damage to mech and pilot. Mech must make a Fort save (DC 20) or all actions are taken at minus two die steps until repaired. Pilot must make a Fort save (DC 20) or be knocked unconscious. There is a 40% chance that the fuel system catches fire and explodes in 1d5 rounds.

Mech Types

Light Mech - This category covers mechs between 10-15 feet tall.

Light Mech: Init -1; Atk kick/stomp +1 melee (2d5+Spd bonus), punch +3 melee (2d3+Spd bonus); AC 15; HD d12; Speed Level cruise 1/ max 3; Act 1d20; SV Fort +3, Ref +1, Will NA; Fuel Tank 1d12; Guzzle 5.

Basic Traits: Mecha, High Maintenance

Heavy Mech - This covers towering engines of destruction 20+ feet tall.

Heavy Mech: Init -3; Atk kick/stomp +3 melee (2d8+Spd bonus), punch +5 melee (2d6+Spd bonus); AC 18; HD d16; Speed Level cruise 1/ max 2; Act 1d20; SV Fort +5, Ref 0, Will NA; Fuel Tank 1d20; Guzzle 9.

Basic Traits: Mecha, High Maintenance x2

Mech Vehicle Traits

The following normal Vehicle Traits can be applied to mechs: Armored, Big Tank, Dangerous, Enhanced Handling, Fuel Efficient, Fog Lamps, Heavily Armored, Heavy Weapon Mount, Nimble (light only), Off Road, Open, Possessed, Reserve Tank, Rugged, Safety Features, Very Dangerous, Weapon Mount

New Traits

Agile - All Wipeout dice are lowered by one die step.

Advanced Gyros - Lowers the chance to fall over on wipeouts by -20% and lowers crash damage by 1d4+Pilot's Luck mod points.

Heavy Labor - The mech can lift and carry heavy loads (light mechs: 1 ton, heavy mechs: 2 tons).

High Maintenance - Vehicle requires constant maintenance to run well. This costs 1d3gp per hour of continuous use. May be taken more than once.

Jump Jets - The mech can generate enough thrust to leap up to 30 feet vertically and 60 feet horizontally. Employing the Jump Jets requires two immediate Fuel consumption checks at +1 Guzzle.

Mecha - The vehicle may make anthropomorphic movements and actions such as hunkering down, crawling, jumping, hiding, carrying, etc.

Melee Upgrade - all melee attacks inflict an additional +2d6 damage.

Super Melee Upgrade - (*Heavy Mechs only*) all melee attacks inflict an additional +3d6 damage.

Piloting Mechs and Petrol Heads

Unlike cars, mechs are not at all intuitive to pilot. Until one is accustomed to driving them, all action dice are reduced to 1d10 (1d16 for petrol heads). This learning process requires 2d14+8 hours of practice to be an accomplished robot-jockey. A petrol head can use all of their normal vehicular abilities with mechs once they get accustomed to them.

Interesting Places To Die

THE CITADEL OF SCRAP

By Sean Ellis and Reid San Filippo

"All rails lead to the Citadel." - an old wastelander saying

History of the Citadel

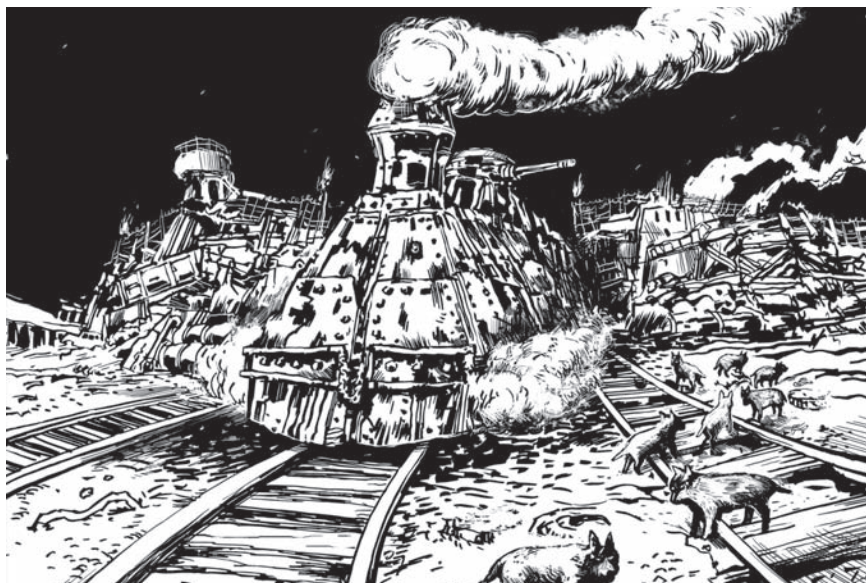
The Citadel of Scrap is a sprawling metropolis with buildings often no more than two stories or so tall. In the older parts of the city are the world's best preserved 21st century artifacts, as the cataclysm had little to no effect on the area. For reasons unknown, it appears that the entire city (estimated at the time to be around 200,000 people) picked up and left. The remaining infrastructure was remarkably well preserved, and many personal effects were left behind, indicating that perhaps those that dwelt there expected to return another day... or that the evacuation was sudden and urgent.

Of the remaining infrastructure, the crown jewels are the roads, bridges, and railways. These railways, along with the city's central location in the heart of Umerica, has made the Citadel of Scrap a major crossroads of this new world. Trading equally with the Petrol Head nomads of the west, Aetheria and the scattered tribes to the northeast, and everyone in between, the people of the Citadel of Scrap care only for profit and power.

In the time between the 21st century and now, several events changed the face of the city. Floods submerged the northwestern point of the city, washing away untold treasures. Also within the last decade a great meteor crash decimated the part of the city known as the Ruins. It is believed that a god-like being slumbers at the bottom of this crater, gaining strength until he may awaken and eat his enemies and all they love.

The Citadel's governmental structure is a magocracy run by the Three Royals, cybersorcerers who treat the governing of this burgeoning society as a hobby or experiment. They have built a large structure to encase the Pit of the God called the Growling Tower. Over four stories tall, the Growling Tower is a constantly changing thing made of gears and metal. It is rumored that the Tower is not a proper building at all but a mechanized being who is awaiting completion to join the God in the Pit as a either a servant or equal.

The Three Royals themselves are the ultimate mad scientists: willing to risk life, limb, and soul to further their own power and influence. Equal parts technologist and wizard, the Royals will do anything to make themselves powerful enough to control the God when he awakens, often leaving the governing of the city to their cadre of advisers who are as selfish and absent-minded as their masters. The resulting society is mostly left to their own devices and equally are obsessed with power and profit, which leads to an increased interest in industry and capitalism. The result is the only truly functioning economy under the Broken Moon.



Districts

The Kansan and Misery rivers make up the western and northern borders of the Citadel of Scrap, and four great roadways divide the city into nine segments and eight districts. The Royal Bridge is a railway that crosses the Misery to the north, and God's way is a railway that crosses the Kansan. The requirement to cross by rail is a good fundraiser for the city, and prevents too much unwanted immigration from the North and West.

Miseryside: The Misery river has flooded this once urban area of the 21st century, creating a small island off the north west corner of the Citadel of Scrap and creating a jagged shoreline of eroded asphalt and cement. A home for squatters and mutants, this area's submerged treasures are sometimes sought by mad scientists or wizards.

Misery Men are prominent here, able to mix freely with the mutant scum in the area. These Igor-like servants of wizards and technologists prowl other neighborhoods in search of brains or test subjects for their masters (stats are as a ghoul, minus undead traits).

The Flats: South of Miseryside and named for the perfectly-leveled plane of its concrete ground, this district is home to the warehouses and factories that create or salvage strange technologies. Here, great artisans can be found along with automated Cogs and hardworking mutants.

North Station, a railway, is a major point of entry for most visitors and is located in the northeast corner of this district. The beginning of the narrow road named Cog Alley, an L-shaped roadway leading from the ruins of Misery-Side, makes up the northern border of the flats and leads to the Tech Market in the nearby Whole Sale district. The businesses along this route operate as a kind of tourist trap. All along Cog Alley are markets and shops selling innocuous gear of all types, from apples

to robotic vacuums. However, these mainstream shops are also the purveyors of more nefarious goods... provided the customer is connected or rich.

Fields: An area of open green fields and orchards south of the Flats, the Fields remain underdeveloped to operate as both a rural escape and a flood plain. The Dead Tree is here, a standing petrified tree to which local "businessmen" post jobs for persons willing to take risks. The parks here are also a hot spot for illegal trade and street fights.

Table JO-1: Job Opportunities (roll 1d7)

- 1 The Royals are having another "contest" to settle a dispute. This one involves a race to retrieve a magic helm. Applicants that survive are very well rewarded.
- 2 A wealthy merchant is offering a reward for the quick return of his missing... (roll 1d3): 1 - child, 2 - load of "legal" cargo, 3 - non-vital organ.
- 3 The Kenstein Medco consortium is looking for (roll 1d3: 1 - brains, 2 - livers, 3 - spinal cords) in fresh and excellent condition. Top dollar paid for prompt delivery!
- 4 The Northern Railmasters are looking for individuals to recover the goods stolen during a recent train raid. Includes a lucrative scalp bounty for the robbers.
- 5 Train Guards Wanted! C&C Raillords is looking for a few good people to join their team for a cargo route going deep into the western wastes. Includes food, lodging, and fare back to the Citadel. See Lord Coalchewer at the North Station office.
- 6 Dundee's Ranch is looking for a few tough individuals to help deal with a bunch of Bounder rustlers. See Capt. Hass at the Flat Tire saloon by South station.
- 7 Small party of highly skilled "couriers" wanted to perform a delivery. High risk, high pay.



Whole Sale: Located in the northern quadrant to the east of Misery-Side is Whole Sale, named not for the selling of bulk goods at low prices but the sale of wholly anything. Whole Sale is mostly tents and moveable buildings, as vendors tend to need to “relocate.” The Tech Market is located here at the end of Cog Alley. Here, the buildings are permanent and display all sorts of interesting technology for buyers, with secret rooms for entertaining more unique clientele. Organized crime is rampant here, run by dark men and women who import and sell while avoiding the taxation and oversight of the Royal Advisers.

The eastern portion of Whole Sale is a heavily wooded and Robin Hood-esque forest. It is a hiding place for wanted criminals or their bodies. The area is not only a hiding place for smuggling but also the location of a society of devout clerics who oppose the strange cults of the Citadel of Scrap. Here they plan to fight the emergence of the God in the Pit and to disassemble the strange demonic stronghold of Forgotten home to the south.

Squaresville: With it’s rigid layout and the uniform appearance of its buildings, Squaresville is home to a majority of Citadel citizens with an income, and the location for several libraries or laboratories of note. Here scientists and magicians perfect their crafts while their strange inventions perform tasks like lighting streets, delivering messages, and disposing of garbage.

In the southeast corner and adjoining the Ruins is the Growling Tower, a building protecting the Pit of the God that shifts and groans as it grows to encircle it. The Royals dwell here, executing a cold war of sabotage and subterfuge among themselves as they scrape for power to awaken their sleeping god.

The Ruins: A crumbled remnant of the 21st century city, this area is home to some major archeological treasures. The Trash Mines, a great pile of garbage connected to the southwest part of the Pit like the tail to a comet, is on the far northeastern border with Squaresville. To clear space for new constructions, the Royals long ago demanded that large parts of Squaresville and the flats be scraped clean. The resulting waste was deposited in the trash mines, thought to be intended as a temporary wall until the Growling Tower grows to conceal that area.

A major discovery from the 21st century survives here: a series of buildings seemingly dedicated to the creation and display of information concerning greeting cards, a paper document once given as a gift to express emotional sentiment. Major industries of this area are artifact reclamation, illegal study of the God in the Pit, and transit as the railway departure point known as South Station is located on the border with Squaresville.

Forgotten Home: East of Squaresville is Forgotten Home, an immaculately maintained replica of 21st century living. The houses either survived the cataclysm or have been restored and a deluded populace of pretenders live here, safe in the wooly blanket of denial. Admitting that anything exists outside of this 21st century suburban worldview is strictly forbidden; great walls and a fascist security force make sure that nothing anachronistic is allowed into this fictional reality. The isolationist sub-city is largely self-sufficient, with minor trade with the external city.

A secret society of Nostalgia Worshipers operate underground here, led by a demon of the Hidden One. They are developing a ceremony that they think will return all of the planet to it's 21st century status. When the time is right, they will spring from their suburb and execute the plan: a sacrifice of the lives of the whole outer city to generate the energy needed for the spell. However, the true motives of the Hidden One are unknowable, and likely will only amount to his own benefit.

Passage: Forgotten buildings overgrown with trees and vines dominate the Passage, a home for the disenfranchised. Honest people looking to live in safety have bound together in this area, and though they accept the occasional interruption from the powers of the Citadel, people here think of themselves as autonomous and resent outside interference.

A museum from the prior era still stands: one concerned with the sport of baseball, as practiced by a league of "Negroes," which is thought to denote a racial distinction that has fallen out of favor in the preceding centuries. Because of this wonder, much is known about the ancient sport of baseball and how it was used instead of war in ancient times. As a result, many baseball diamonds are cut into lawns here, and the Royals have been officially challenged to a game of baseball in order to settle their claim on this land. The Royals have never responded to this challenge because it doesn't make sense to them.

Often encountered here are local militia members, who patrol constantly to prevent Citadel intrusion. Stat them as a road gang generated with five rolls of 1 as according to CUaBM #6, page 17.

New Monster

Scut: Init +0; Atk claw +3 melee (1d4) + Special: 1 point Personality damage; AC 13; HD 4d6; MV 40'; Act 1d20; SP Absorb/Affect magic, Infravision, Personality damage; SV Fort +4, Ref +4, Will -2; AL N.

Once human, these creatures dwelt too long in the city and their essences were drained by the God in the Pit to fuel his growth. They are now little more than dry sponges in search of humanity to absorb. They are sturdy things, though skittish. In combat, they can be incredibly bloodthirsty or panic at the first sign of resistance.

Scuts suffer half damage from all spells, or save for none. Any non-damaging magical effect focused on a Scut (such as a Charm spell) instead causes generic spell misfire as per DCC RPG page 120, though any magic effect that targets the world around the Scut (such as Transmute Earth of a Haste spell cast on another being) functions normally. Any Spellburn occurring within 100' of a Scut heals it to full hp.

Their claw attack inflicts an automatic point of temporary Personality damage, no save. A being slain by a Scut's claws will rise as one and the Scut who slayed them has a 50% chance to become human again. Scuts can see in the dark to 60' but suffer a -1 penalty in normal light. Their flaking skin is pale and their eyes shine in the dark.

THE RAIL WASTES

As both nomadic herbivores and stalking predators gather near clean bodies of water, the rail lines that run across the wastes and plains between major settlements draw significant amounts of activity in these otherwise desolate areas. Seemingly overnight, small settlements will pop up along the rails with a rickety train platform built to entice the railmasters to add them as a regular stop. Just as suddenly, these settlements will be ghost towns or even disappear without a trace.

The Rail Wastes generally refers to the strip of land roughly one mile to either side of a railway that crosses through barren, or just generally unoccupied, territories. These are considered the most dangerous legs of any train route and a railmaster worth his salt will have the train guard on high alert the whole way through. Below are a few things a person might encounter while riding through one of these areas. Roll once every 1d5+3 hours the train passes through a Rail Waste.

Roll 3d3

Something is blocking the tracks! (Roll 1d3)

3	1	An enormous beast has chosen to lay down on the tracks. It is (roll 1d3) 1 - Dead, 2 - Sleeping, 3 - Nesting.
	2	A large man-made obstruction. It is (roll 1d3) 1 - Unmanned, 2 - Manned by a gang (see CUaBM #6, pg 16), 3 - Unmanned but heavily damaged and smeared with blood.
	3	A wrecked vehicle (roll 1d3): 1 - an aircraft of some sort, 2 - a cargo vehicle on its side, 3 - an alien craft. There is a 1 in 3 chance it is a ruse for an attack. If not, then there is a 1 in 3 chance of salvage.

The train has broken down! (Roll 1d3)

4	1	The boiler has cracked. It can be fixed but they need water to fill the tank.
	2	Some of the wheels have become entangled in something and locked up (roll 1d3): 1 - It is spiderweb and the weavers are waiting in ambush, 2 - the tracks for the next 1d3 miles are overgrown with strange weeds and the rails need to be cleared manually, 3 - hundreds of animal corpses line the track for the next mile.
	3	No one can find anything broken because the conductor was bribed to stop (roll 1d3): 1 - it is a robbery (see CUaBM #6, pg 16), 2 - Someone is smuggling something out of one of the boxcars, 3 - A passenger is being abducted.

Unpleasant scenery (Roll 1d3)

5	1	Another train lays derailed and overturned by the side of the tracks. Its cars are broken open and nothing remains. The wreckage looks like it happened recently...
	2	A multitude of linen wrapped, body shaped bundles line the track on either side. The display seems to stretch for miles.
	3	To one side a small settlement is burning violently as humanoids dance and cavort in the streets. They take notice of the passing train.

Natural hazards (Roll 1d3)

6	1	The track is flooded out ahead. It will take 2d3 days for it to recede enough to pass.
	2	A swarm of flying insects has mobbed the train, causing the engine to stall due to a clog (roll 1d3): 1 - they are poisonous but will not sting if you make a Will save DC 8, 2 - they infect you with sickness unless you make a Fort save DC 8, 3 - they are a delicacy and everyone on the train tries to catch as many as they can.
	3	Potent acidic rain begins to fall and erode the train. Anyone/thing out in the open takes 1hp per minute of exposure. The rainfall will continue for 1d3+1 x 1d3+1 minutes.

7-9 Nothing happens! Boredom sets in...



\$PARE \$CHANGE

by Sean Ellis

Coinage in Umerica is different than in the world today. Lacking governments or banks, trade is conducted either with barter or with valuable units that serve as coinage. However, coming up with a wholly new system is needlessly confusing. So, I offer this alternative.

Coins in Umerica are ranked as such:

cp = Charm Pieces. Beads, semi-precious stones and other “pretty” bits.

sp = Shells and Powder. Bullets (homemade or salvage) with sufficient powder to fire them (in the case of muzzle loaders).

ep = E-Floc Pills. This pill (the size of a Necco Wafer) releases a chemical and electrical charge which sterilizes water so that it may be drunk. Each pill clears around 10 gallons of impure water.

gp = Gasoline/Petrol or Gas Promissory Note. One gp is equal to one quarter of a gallon of gasoline ($\frac{1}{4}$ unit of fuel). Gas can either be traded directly or, in more progressive locations, one may deposit petroleum into a bank made for this purpose and write Promissory Notes (like modern checks) for trade. The receiver then takes the note to a bank when needed.

pp = Pharmaceuticals/Potions. Enough of a full strength pharmaceutical or potion to treat a condition.

TWISTED MENAGERIE

The Autogiest, The Bounder, & The Discarded

The Autogiest

Deep in the wastelands lie a multitude of corpses wrapped in rusting caskets of twisted chrome and faux-leather upholstery. From these mass graves of crushed hopes and unquenched road rage rises a horror that all wastelanders fear, the dread Autogiest.

The fiend is a conglomerate spirit of those who have died in violent car wrecks that have joined together to punish the living. By itself, the autogiest is a shapeless, glowing mist that drifts against the wind. It cannot be harmed by mundane means or interact with anything in this form. Once it finds a suitable vehicle to inhabit, usually one of Keeper quality or better, its reign of terror as an unholy juggernaut begins.

Apply the following modifiers to the base stat block of the vehicle it inhabits:

+3 to Init; Atk rundown +9 melee (3d6+Ram); +4 to AC; HD 8-12 dice; Cruise and Max Speed is increased by +2; Act 2d20; Fort and Ref saves +3; and it requires no fuel. It retains whatever vehicle traits it had before being possessed. In addition the fiend has the following abilities:



- as un-dead, it is immune to sleep, charm, and paralysis spells, as well as other mental effects.
- It receives a +10 to all vehicle control rolls it has to make.
- Roll once on Table Au-1: Autogiest Special Abilities. If the Autogiest has 12HD, roll twice.

Once its vehicular body is defeated it must rest for 4d30 days before it has the strength to possess another vehicle. In its mist form it can be turned as a 2HD. It can be permanently killed by an Exorcism spell or similar magical means.

Example Autogiest

Keeper Large Car Autogiest: Init +5; Atk rundown +9 melee (3d6+Ram); AC 20; HD 9d10; Speed Level cruise 6/ max 8; Act 2d20; SP Undead, +10 to control checks, random special power; SV Fort +6, Ref +5, Will NA

Basic Traits: Roughed, Nimble.

Table Au-1: Autogiest Special Abilities

Roll 1d6

- 1 ***Terrifying Appearance.*** Simply glimpsing the twisted vehicular form of the autogiest fills the viewer with dread (DC 3+HD Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a -4 attack penalty.
- 2 ***Vengeful Engine Wail.*** The autogiest revs its engine into a piercing cacophony of bone-chilling pain. Every living creature within 50' automatically takes 1d4 sonic damage and is potentially deafened for 1d4 hours (DC 12 Fort save to resist). Animals will automatically fail their saves and glass, or other fragile substances, has a 45% chance of shattering.
- 3 ***Animate Minions:*** for up to one hour per day, it can animate up to 1.5x its HD in other vehicles that will mindlessly serve their new master. Minion vehicles will have 1d14 action dice.
- 4 ***Unstoppable:*** The autogiest regenerates 1d3hp every round, even after being reduced to 0 or negative hp. Only dowsing the wreck with holy water or fire will stop the regeneration.
- 5 ***Eerie Hunter:*** For up to a turn at a time, the autogiest can become utterly silent, unobtrusive, and leave no tracks. This gives it a sneak bonus of +10.
- 6 ***Blazing High Beams:*** The autogiest can instantly increase the brightness of its headlights to such a degree that anyone looking at its front end may go blind (DC 3+HD Ref save to resist) and anyone bathed by the light for more than two rounds will take 1d3 points of burning damage per round. Extended exposure to this light can cause flammable materials to ignite.

The Bounder

By Daniel J. Bishop



Bounder: Init +3; Atk kick +2 melee (1d6); AC 12; HD 3d6; MV 40'; Act 1d20; SP bound, throw rider, possible special powers; SV Fort +3, Ref +3, Will +0; AL N.

Bounders are mutated descendants of kangaroos kept in North American zoos, released during or after the cataclysm that broke the moon. They stand 12' tall at the shoulder, and are both strong enough to carry a rider and amenable to domestication. Trained bounders are used by both raiders and long-range scouts from the civilized oases found throughout Umerica. Bounders need specialized saddles and tack.

A bounder can spend one Action Die to leap forward 30' or upward 15'; if it does this in conjunction with a kick attack, the kick does 2d6 damage.

An untrained character riding a bounder for the first time must make a Luck check each hour, or be thrown (taking 1d6 damage; as falling damage). If the bounder leaps, an Agility check (DC 10) must succeed, to prevent being thrown. After a character has learned how to ride a bounder (after three checks in a row succeed), no further checks are required.

Approximately 5% of bounders have a special power, as indicated below.

Table BSP-1: Bounder Special Power

Roll 1d7

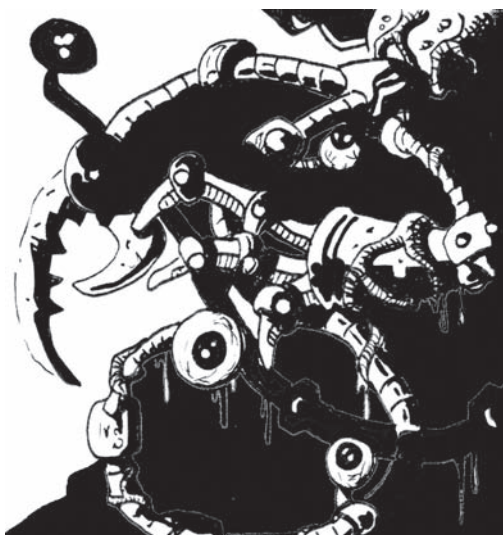
- 1 **Down under.** The bounder can dig quickly through soil or loose ground, moving at a rate of 20'. The bounder can then leap up from concealment, showering earth everywhere, and surprising opponents on a 1-5 chance on 1d7. The bounder cannot take a rider unless the rider does not need to breathe; this bounder can hold its own breath for up to 10 minutes.
- 2 **Didgeridoo.** The bounder can create a sonic wailing attack that causes 1d3 damage to all non-bounders within 40'. Strong earplugs can prevent this damage. Fort DC 12 negates.
- 3 **This is a knife.** The bounder's hind claws extend. Its kick damage is 1d8; 2d8 if combined with a leap.
- 4 **That's not a knife.** The bounder can spit a stream of acidic goo up to 30', targeting an opponent's weapon unless a Reflex save (DC 15) succeeds. Only metallic weapons are affected. Damaged weapons drop 1d on the dice chain each round until destroyed.
- 5 **Carnivorous.** This bounder gains a bite attack (+3 melee, 1d5 damage) and an extra 1d16 Action Die.
- 6 **Psionic blast.** The bounder can create a cone of mental force, 60' long with a 30' base, doing 1d6 damage to all caught within; Will save DC 10 for half.
- 7 Roll twice on 1d6, using both results. If the same result comes up twice, make it twice as potent (i.e., burrowing speed is doubled, sonic damage is doubled, stream of goo extends to 60' or drops weapons by 2d per round, bite does 2d5, or psionic blast does 2d6).

The Discarded

The Discarded, small: Init +3; Atk flailing appendage +2 melee (1d3+1); AC 14; HD 4d8; MV 20'; Act (1d3)d20; SP +7 to sneak, consume tech, play dead; SV Fort +2, Ref +2, Will +0; AL C.

The Discarded, large: Init +1; Atk flailing appendage +4 melee (1d7+1); AC 17; HD 8d8; MV 20'; Act (2d3)d20; SP +4 to sneak, consume tech, play dead; SV Fort +5, Ref +1, Will +0; AL C.

When a person incorporates a cybernetic implant into their body, it becomes part of them,



part of their body, part of their soul. So what happens when that part breaks and is cast aside for a newer, better implant? People just assume it is useless scrap and most of the time they are right, but not always...

When enough old, broken, or unwanted cyber implants are disposed of into one place there is a chance that the bits and pieces of soul they hold will unite and the mass will animate as a Discarded. These inhuman beings are driven by a hate the people that rejected them and a desire to continue their existence by seeking out new implants to incorporate.

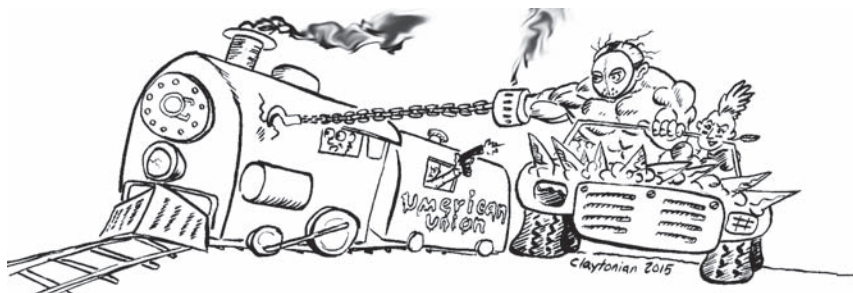
When encountered they will make every effort to attack from surprise and always target cyborgs or robots as their primary targets. If they land 2 or more successful attacks in one round against such a target, the victim must roll under their Luck or suffer 1d3 Sta damage as the Discarded rips out valuable techno bits for it to consume. Should the Discarded be forced into a combat situation where there are no cybernetic or robotic targets, it will chose to attack whoever has sufficiently high tech gear on them it can steal. In this case, a failed Luck check will mean it has successfully pilfered the object.

Once it has successfully collected a number of bits and devices equal to its HD, it will attempt to escape or feign death. After finding seclusion, it spends 1d3 turns incorporating the stolen tech. Upon completion, the Discarded heals one HD per bit/device stolen.

In combat, when the Discarded is hit for 5 or more points of damage in one blow, it may attempt to feign death by collapsing into a loose pile of junk. It has a 40% plus 4% per point of damage taken chance to succeed. If successful, even a detailed search will reveal that it is dead and that there is nothing worth salvaging from it. Should the Discarded choose to make an attack from this position, it will gain +4 to all attacks against opponents that were deceived for the round. Once an opponent has been tricked this way, they may see through the ruse with an Int check, DC 4+HD.

Coming Next Issue!

The begining of the Apocalypse Alphabet brought to you by the letters A, B, C, D, E, F, G, H, I, J, K, L, & M!



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