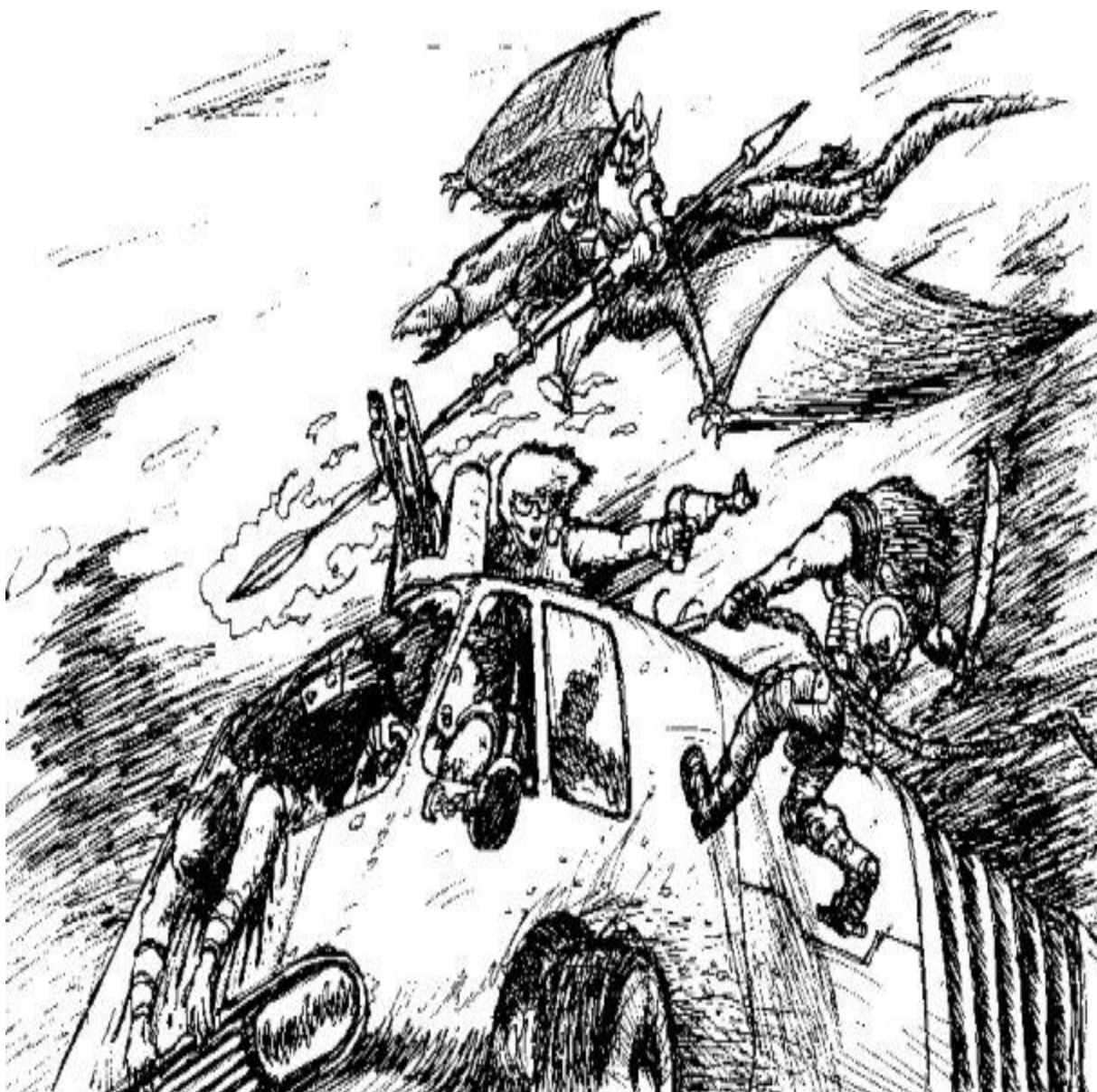




phasic

Special, Damnation Issue





phasic

A tiny little Encounter Critical Fanzine

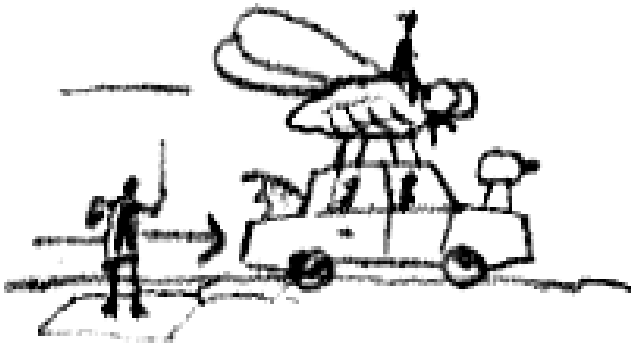
Issue #5 - - 2012

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John Ross. *phasic #5* edited by Chris Creel. Scientifically accurate cover illustration by Christian Conkle, additional illustrations and charts by Torson Wells. Thanks to all who have contributed to this production and thanks to S. John Ross for the use of the Lunitic, and Phasic Dingbat fonts.



Captain Baldwin's random generation system for locomotive engines equipped for battle and unpleasantness. By Isaac Murphy

As weaponized vehicles go, few exceed the might and class of the grand battle locomotives. The simple mechanics of the steam engine, combined with other advanced technology and assembled with the perspective that only a Vanthian could have when confronted with such machinery, battle locomotives are, and were, only used for defensive purposes, being unable to move beyond their tracks. Legends tell of magical or, even truly scientific engines that can venture elsewhere, or even lay track down as they go, but none have been verified.

In the case that a battle locomotive is encountered, you may determine its capabilities as below:

Each battle locomotive has 2-7 cars. The first car is always an engine, and has no mounted weapons. Determine the armor of each car (including the engine):

1. Unarmored (Saving Throw %1-20, 3-36 hit points)
2. Poorly Armored (Saving Throw %11-30, 10-40 hit points)
3. Lightly Armored (Saving Throw %15-30, 24-43 hit points)
4. Moderately Armored (Saving Throw %30-70, 40-100 hit points)
5. Heavily Armored (Saving Throw %60-100, 50-150 hit points)
6. Impenetrably Armored (Saving Throw %90-100, 200-500 hit points)

Any riding in the car may use its saving throw in addition to that of their armor and their base saving throw.

Determine the weapons mounted on each car:

1. 3-12 mounted Tommy guns.
2. 2-8 precision swordslings (Launches any melee weapon fed into it. Damage as weapon+4, accuracy as magnum -5%.)
3. 1-4 mounted demon fire guns (range tripled, too big to use as hand weapon)
4. 1-4 grenade launchers (launches any grenade, accuracy as demon fire gun)
5. 2-5 precision phasic guns (as phasic sniper rifle)
6. 1-3 steel ballistae (3-18 damage, short 20, long 150)
7. Missile launcher (Each shot launches 1-4 missiles, 1-12 damage each. attack odds always at least 96, +5 damage.)
8. 1 – 4 Tesla cannons; launch the ends of two 40" jumper cables towards a target. If they both hit, 5-50 damage is dealt unless the target saving throw succeeds impressively.
9. 5-10 brass cannons (2-20 damage, accuracy as shotgun -15%, armored target takes -30% saving throw penalty)
Phasic sap-ray (all in one 90 degree, 20" radius cone, must succeed at a saving throw or gain 1-4 mutations. Any duplicates indicate that they have succumbed to phasic poisoning.)
10. Phasic sap-ray (all in one 90 degree, 20" radius cone, must succeed at a saving throw or gain 1-4 mutations. any duplicates indicate that they have succumbed to phasic poisoning)

11. 1-2 peace guns (short 25, long 180, each round generates a cloud of 'magic incense' smoke 10" in diameter)
12. 1-4 Gatling guns (accuracy as Tommy gun -10%, 3-36 damage)
13. Steam-powered flak cannon (short 20, long 200, 5-40 damage. Also lets loose a blast of hot steam dealing 1-12 damage to any within an 8", 45 degree cone)
14. Automatic sling staff (short 12, long 55, -15%, 1-8 damage, can make up to 5 attacks each round)
15. Heavy Gatling crossbow (short 20, long 120, +5%, 2-20 damage)
16. 2-8 automatic anti-personnel stun ray turrets.
17. 2-8 automatic anti-personnel shotgun turrets.
18. 1-3 6-barrel chain shotguns (accuracy as shotgun, shoots up to 4 times per round at -5% per extra attack)
19. Reroll: robot-operated version of result.
20. 1-8 mounted laser guns.

Note that large weapons like peace guns, phasic sap-rays, and cannons may be aimed in any direction if the car is unarmored. If the car is moderately armored, they may be mounted on the roof to allow them to shoot in any direction again. If this option is not taken, or the car is only lightly or poorly armored, lacking the structural strength to take this option, large weapons may only be aimed in one of the cardinal directions (90 degree attack range).

Determine maximum speed (in combat inches per round) by rolling two twelve-sided dice. The maximum speed that the train can move on a turn, without tipping over, is determined by another roll of such dice, minus six. To determine how fast the train can accelerate, roll two four-sided dice. The result is the number of CIPR that it can add to its speed each round. How fast the train can decelerate is determined with two six-sided dice.

To determine what extra features the battle locomotive might have, roll d6, 1d6 times. Each time that it comes up 1 or 6, roll below. Otherwise, roll on the '100 damnation van accessories' table from Phasic issue #1.

1. Anti-train ram on the front deals 40-100 damage to opposing train, 24-43 to ramming train, with 3-36% chance of capsizing defending car.
2. Rocket boosters capable of accelerating to top speed instantly, require extra fuel to use.
3. Fog machines on each car for concealment.
4. VIP passenger car, typically containing such luxuries as a mini-bar, carpeting, or bathroom. You may consult the '100 damnation van accessories' table for guidance. (This car is always at least lightly armored, and has no weapons.)
5. Flag or insignia painted on the side of the train cars.
6. Robodroid crew: 30% chance 2-16 early model gunners, 15% chance advanced model engineer, 40% chance 2-12 mechanics, 20% chance 1-2 primitive Astromechs. Roll for each once, if none come up positive cycle through until one does.
7. Secret cargo compartment or compartments, total capacity 3-13 cubic feet.
8. Multi-fuel engine, runs on nearly anything flammable if carefully monitored.
9. Primitive on-board computer, 50% chance of autopilot capability. If there is a robodroid crew, all members are linked to this navigation system.

10. Engine can run on radioactive or phasic material; if the engine is not properly serviced, 10% chance of faulty shielding.
11. Crew bunk car, no mounted weapons.
12. Wardrobe with stylish clothing for commanding officers. (Including: monocles, eye patches, hats, coats, waistcoats, sashes, fake moustaches, etc.)
13. Protective shield generator. (1-2 anti-phasic, 3-4 anti-radiation, 5-6 anti-laser)
14. On board Annie plant. (An annihilator plant collides neutronium and anti-neutronium to produce energy.)
15. Extra cargo car, no mounted weapons.
16. 1d4 sub-vehicles. (1-2 handcars, 3-4 all-terrain go-carts, 5-6 armored soapbox derby cars, etc.)
17. PA system, get your hands on a tape player and you can jury-rig it as a sound system.
18. Treads! 1d4-1 weeks of work to switch between treads and wheels, acceleration and top speed values halved when using treads.
19. Disease warfare deployment system.
20. Extra car with mounted trebuchet.

These stats and tables all assume that the battle locomotive is relatively new or in good repair. This is not usually the case, of course. When a disused locomotive is encountered, have each car roll a saving throw. In the case of failure, their armor is one grade poorer than originally indicated. A moderately armored car would be a lightly armored car; an unarmored car would be completely broken down, etc. Bear in mind, as always, there is no reason not to expand these tables using your own initiative.



The Omnigroovy Van of Damnation by Berin Kinsman

Damnation Van. For most, the phrase conjures up images of George Peppard and Madagascar Hissing Cockroaches. Given the lack of description in the Encounter Critical rules, I prefer to take the road less traveled. Think about those two words. Damnation. Van. To me, it evokes a cross between the 1977 horror film *The Car* (starring James Brolin and Ronny Cox) and the Scooby Gang's *Mystery Machine*. All of the powers of Hell, perhaps possessed by a demon or manion devil, merged with the ability to comfortably seat six.

Maybe it just wants to kill you outright, this driverless nightmare that keeps running you off the road, relentless in its mission to squash you like a bug. Maybe it seems nice at first, a shiny new vehicle to cruise down the Mercenary Coast in as you travel from Blackhawk to Bloodhaven. It's your new best friend. At least, until you fail a save vs. your ESP and it convinces you to kill the rest of the adventuring party. Then things get really fun.

My recommendation to Journey Masters is to use the myriad of statistics that can be found elsewhere in this issue of the Phasic Fanzine and simply roll on the Mutation Powers and Defects table on page 7 of *Encounter Critical*, Second Corrected Edition to give your own custom "Mystery Christine" (to give a nod to Stephen King's 1983 take on the killer car genre) a special damnation power.

To keep things interesting, I also present the following: Risus statistics for this version of the Damnation Van!

Risusified Damnation Van

Damnation(4), Van(3), Randomly rolled cliché*(2), Randomly rolled cliché*(1)

Use the That Last #@!% Cliché Table from the Risus Companion, page 7.

These reflect the abilities of the demon, manion devil, or other magical creature that has possessed the van. It is up to the Journey Master to unleash the combat potential of a Damnation Van that is also a Cowboy Ladies Man or Hayseed Prophet.

To make things really weird, instead of rolling clichés, roll on the Mutation Powers and Defects table on page 7 of *Encounter Critical*, Second Corrected Edition and use those as cliché. Tables are awesome.

If you feel your Damnation Van needs more of a motivation than "kill all of the player characters", try rolling on the Megaversal Omnigroovy Background Machine found on pages 13-14 of the Risus Companion. If your Damnation Van (or the creature possessing it) Had a Lot of Siblings but Never Had a Dog, it could explain a lot. Or not. Like the Damnation Van itself, your mileage may vary.

Damnation Index Number by Torson Wells

Step 1: Use the random Damnation Van Generator to create a vehicle. (*phasic issue 1.*)

Step 2: To see if a collision transforms into damage, estimate the weight of the lest heavy colliding thing and multiply it with the total collision speed squared (inches per round) and divide the result with the Damnation Variable as indicated in Graphic 1.

Graphic 1. Damnation Index Number Formula

$$\text{DAMNATION INDEX NUMBER} = \frac{\text{WEIGHT} \times \text{SPEED}^2}{\text{DAMNATION VARIABLE}}$$

(This computes the Damnation Index Number that indicates the dice to roll for collision damage. The Damnation Variable is 12,25 for tons, 26950 for pounds.)

Step 3: Using the Damination Index Number, determine the damage applied to all objects in the collision as indicated in Table A. (Page 6.)

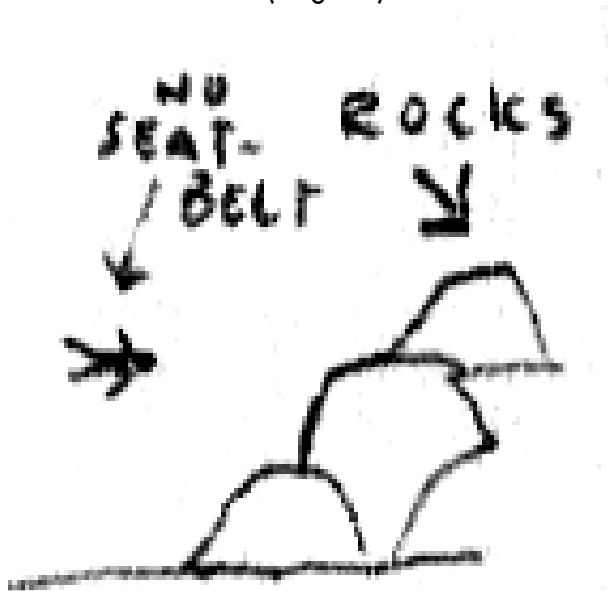


Table A:

D.I.N.	Damage	Roll
1 - 4	1 - 4	1d4
5 - 6	1 - 6	1d6
7 - 8	1 - 8	1d8
9 - 10	1 - 10	1d10
11 - 16	2 - 16	2d8
17 - 18	3 - 18	3d6
19 - 24	3 - 24	3d8
25 - 32	4 - 32	4d8
33 - 50	5 - 50	5d10
51 - 72	6 - 72	6d12
73 - 100	10 - 100	10d10
101 - 160	20 - 160	2d8 x 10
161 - 180	30 - 180	3d6 x 10
181 - 240	30 - 240	3d8 x 10
241 - 320	40 - 320	4d8 x 10
321 - 500	50 - 500	5d10 x 10
501 - 720	60 - 720	6d12 x 10
721 - 1000	100 - 1000	1d10 x 100

Step 4: Factor Scientific Seatbelt variable: A seatbelt adds a 50% saving throw for passengers in a collision. Without a seatbelt on the passengers take full damage according to their weight and the collision velocity. Also, with out the proper, scientific seatbelt the passengers may be ejected from the vehicle. (50% chance)

Example: A collision between a one ton Damnation Van at a speed of 35 inches per round, and a brick wall would damage both the wall and the Van. 10-100 Hit Points unless they, the Van and the wall, make their Saving Throws. While a 165 pound passenger without a Scientific Seat Belt would suffer 1-8 HP of damage and might accidentally exit the vehicle.



Skater Diaries

Part one of a radical adventure setting for Encounter Critical
by Clark Washington

Setting: the Mighty Land of Vanth, any town large enough and modern enough to have a Videophone and a Televiewer screen.

Out on the edge of the suburban sprawl there's always an old cantina, fuel port or rotted out audio video equipment warehouse. These are the locations where kids come to play. Punks and hipsters, they are so gnarly as they drive their dad's Ovlov land--speeders. These icons of struggling industry become their hangouts, with names like: The Half Pipe, The Spot or The Sand Bar.

These new locals are where young Vanthians of all races and casts gather to form and perform their improvised rites of initiation into adulthood. The key elements for these hang=outs are: plenty of parking space, plenty of abandoned property outside the eye of any local law enforcement. As well as, a half pipe skate ramp and, or improvised Freestyle BMX park. There must also be a public address system for broadcasting loud volumes of trendy Vanthian Alt-Rock. (or Art Rock, etc.) Lastly there must be a bar room or cantina which serves alcoholic beverages and tacos, at least, to all comers under the age of thirty.

Plot: The Battle of the Bands

What do wayward youth love more than alcohol, automotive transport, skipping their classes at the academia and self loathing? Live music performances, where they can combine all of the above interests into one cathartic evening of potential destruction of public property and personal health.

Vanthian kids aren't happy with musical entertainment alone. Likewise, these entertainers are not looking to play the same old gigs as their musical predecessors. The latest phrase of Vanthian musical history is, of course, phasic. Seeing these musicians perform is a real "experience."

The Mutators: This punk rock, post-punk act is very popular with the skaters and BMX tricksters. However, the Mutators actually cause mutations to the members of their audience. To determine what mutation an audience member will receive use the mutations chart in the E.C. rule book, any chart you have handy or make your own. Consult your chart of choice for each individual concert attendee in question.

d6 chart for permanence of mutations caused during a Mutators performance.

1. Mutation lasts one hour.
2. Mutation last until morning.
3. Mutation lasts 1d12 hours.
4. Mutation lasts 1d6 days.
5. Mutation is permanent, seek medical treatment punk!
6. Mutation vanishes with the effects of alcohol consumed during the concert but will return when alcohol is consumed again.

The Space Monkeys: These guys are Alt-Prog-Rock, for sure. They are gaining popularity among the skaters and fringe dwellers but the general Vanthian public isn't ready to accept their sound. The Space Monkeys combine pop rock, space music and psychedelia to create their Spice Music and, they send their audience into space during their performances. So, come prepared or come prepared to hold your breath for a bit.

d6 chart for individual experience during Space Monkeys show.

1. You find you're floating miles above Vanth. You can see the blackness of space above you and the atmosphere of Vanth below you. Oxygen is limited up here; just hold your breath a bit and it will be over soon.
2. You are floating in the clouds. Watch out for wayward birds, aircraft and predators of the skies.
3. You're floating ten feet above the ground. The view is great from here.
4. You are outside the atmosphere of Vanth. Did you bring an oxygen mask?
5. You find you're on one of the moons of Vanth. Luckily there is a habitat with oxygen available a few feet away.
6. You are on Asteroid 1618.

Crisis Within: These guys perform a Vanthian twist on a old New Earth style of Rock Music, known as Goth. They dress in black, adorn their eyes and mouths with black makeup and sing songs of lost love, lost puppies and, generally, lost hope. Their fans don't attend Crisis Within concerts to have a good time, they attend the concerts to feel "Goth."

d6 chart to determine reaction of individual Crisis Within audience members.

1. You feel kind of depressed and would like an alcoholic beverage, minus 5 to leadership & robot or monster friend during the concert.
 2. You'd like an alcoholic beverage and a fight, +5 to hit & +5 to saves for fights during the concert.
 3. You feel lonely and might go call your mom, minus 5 to leadership and seduce during the concert.
 4. Life sucks but you love this band and want to roadie for them, +5 to leadership & robot and monster friend during the concert.
 5. You feel much better but need more black make-up, minus 5 to leadership & seduce during the concert.
 6. This band sucks but where's the mosh pit? + 5 to Leadership, Friendship and seduce during the concert.
- (to be continued...)