Meandering – Across the Radlands #1 – Summer 2018
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Meandering - Across the Radlands #1
Summer 2018

Welcome to the first issue of the Mutant Crawl Classics dedicated edition of Meanderings. A lot of this issue has articles for running a more Fallout-style game, which I'm calling the Radlands, including articles for modern weapons, armor as damage resistance, and new occupation tables.

From my understanding this will be the first MCC zine on the scene, and if all goes well, it will be available at the Goodman Games booth for GenCon! I really hope you all enjoy this issue, I had to cut two articles due to page count, so that means ATR#2 is already partially done.

A LOT of this issue is dedicated to the Radlands, as this is the first issue and many of the articles reference each other. Weapons, Armor, Occupations, and a Bestiary for the Radlands. This gives you enough to run an alternate setting for Mutant Crawl Classics. I heartily recommend the Reid san Fillipo's **Crawling Under a Broken Moon** zines, and the **Umerica Survival Guide**, for filling in the blanks on the Radlands. Mix and match rules as needed to create your own gonzo post-apocalyptic setting. There are so many classic settings which can be emulated with the DCC and MCC rulesets. Next issue I will outline what I'm using for the Radlands setting from other rulesets.

The remaining articles are more in line with the standard Mutant Crawl. Vault of the Ancients brings many new artifacts for your Seekers to find. And starting off this issue is a Manimal sub-class for those nasty bugs, The Buggeyman. Humans are often terrified of even tiny insects, now imagine a six foot tall insect staring at you with their faceted eyes, as they twist their head and grind their mandibles…

Finally, the first set of Mutant Crawl Classics paper minis. This set was inspired by the pre-gens from Free RPG Day release, Museum at the End of Time. As well as the Buggeyman, the telepathic rat, and my wife's first piece a mutant plant.

Enjoy! R. Scott Tilton, July 2018.

Buggeymen
Alternate Class for Insecta Manimals
By R.S. Tilton

Insects can be terrifying, as their alien appearance gives most humans the creeps when they are suddenly startled by them. There's nothing more terrifying than a 6' tall mantid buggeyman turning its head 180 degrees, its massive faceted eyes staring at you. A Manimal with the Insecta sub-type may choose to be a Buggeyman, a terrifying creature that's more insectoid than humanoid.

Hit Points: Buggeymen gain 1d8 hit points at each level.

Mutations: Upon achieving 1st level, a manimal gains 1d2 random physical and 1 random mental mutation (see Table 3-2: Mutations in the MCC RPG rulebook).

Natural Attack: Buggeymen have a natural 1d4 bite or claw melee attack.

Hive Mind: When coordinating melee attacks on the same target, Buggeymen gain a +1 to attack for each Buggeyman attacking a single opponent within the same combat round.

Artifacts: Buggeymen have no natural affinity for artifacts of the ancients, but do gain some bonuses for them with experience.

Radburn: Buggeymen exposed to radiation or other mutagens may also develop new mutations (see Chapter 3: Mutations in the *MCC RPG* rulebook). Buggeymen never lose mutations due to radburn or mutation check results. If a 1 is rolled due to a radburn or mutation check, the result is still a failure; all other effects are ignored.

Facets: Buggeymen have multifaceted eyes, which gives them a +1d bonus on initiative rolls.

Glowburn: Buggeymen may elect to use glowburn when activating a mutant power (see Chapter 3: Mutations in the *MCC RPG* rulebook).

Alien Appearance: Buggeymen can be absolutely terrifying to humanoids; attempts to intimidate gain a +1 bonus per class level.

AI Recognition: Because of their insectoid appearance, Buggeymen have a natural -6 to AI recognition rolls.

Archaic Alignment: Buggeyman player characters may begin as members of *The Chosen Zuu* archaic alignment.

Table MATR 1-1: Buggeymen

Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will	Artifact Check
1	+1	1d6/II	1d20	+1	+1	+1	+2
2	+1	1d8/II	1d20	+1	+1	+1	+3
3	+2	1d8/II	1d20	+2	+2	+2	+4
4	+2	1d10/II	1d20	+2	+2	+2	+4
5	+3	1d10/III	1d20	+3	+3	+3	+5
6	+3	1d12/III	1d20+1d14	+4	+4	+4	+5
7	+4	1d12/III	1d20+1d16	+4	+4	+4	+6
8	+4	1d14/III	1d20(x2)	+5	+5	+5	+6
9	+5	1d14/III	1d20(x2)	+5	+5	+5	+6
10	+5	1d16/III	1d20(x2)	+6	+6	+6	+7
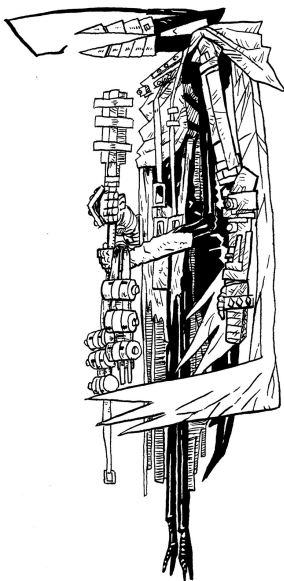
Table 1-2: Buggeymen Mutant Titles

Level	Title
1	Bug
2	Pest
3	Nuisance
4	Vermin
5	Creeper
6	Terror

Vault of the Ancients

A Collection of Artifacts for Mutant Crawl Classics
By R.S. Tilton

New artifacts for your seekers to discover within the ruins of the old world. The first installment of a continuing series, though most won't have quite so many items, possibly, perhaps, or maybe they will. Stay tuned to find out!

Defenses

Snap Shield

Tech Level: 4   **Complexity Modifier:** 2
Protection: +2 AC
Power: C-Cell (12 hours), F-Cell (24 hours), Q-Cell (U)

A snap shield appears to be a heavy metal gauntlet and vambrace. When activated by squeezing the palm button, the vambrace quickly irises outward into a round duralloy shield.

Exo-Suit

Tech Level: 4   **Complexity Modifier:** 6
Protection: +2 AC, no check penalty
Special: +4 Strength
Power: C-Cell (12 hours), F-Cell (24 hours), Q-Cell (U)

A utility suit which was used to enhance strength for construction tasks. The suit may be combined with other armors, though it doubles the check penalty of the armor worn beneath.

Plasteel Cloak

Tech Level: 4   **Complexity Modifier:** 2
Range: Self
Protection: +2 AC, no check penalty

Advanced lightweight fashionable cloak made of plasteel fibers woven into a hexagonal grid pattern. The cloak can be worn over other armors, but plasteel bonuses do not stack.

Plasteel Coat

Tech Level: 4   **Complexity Modifier:** 2
Range: Self
Protection: +2 AC, -1 check penalty, d8 fumble

Advanced lightweight fashionable coat made of plasteel fibers woven into a hexagonal grid pattern. The coat can be worn over other armors, but plasteel bonuses do not stack.
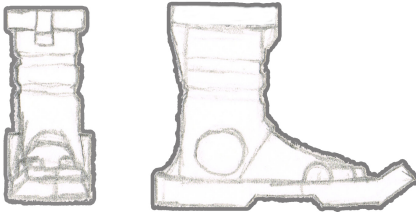
Transportation

Grav Boots

Tech Level: 4   **Complexity Modifier:** 4
Range: Self
Speed: Wearer's foot speed
Power: C-Cell (12 hours), F-Cell (24 hours), Q-Cell (U)

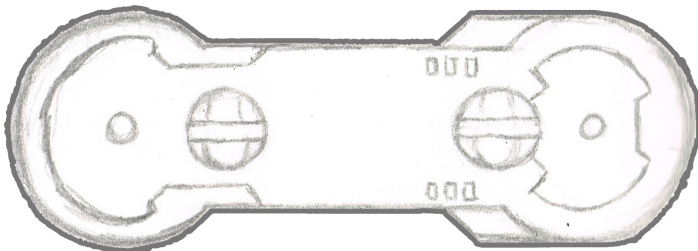Grav boots allow the wearer to walk in mid-air, and even allows the wearer to walk upwards as if on stairs.

Grav Board

Tech Level: 4   **Complexity Modifier:** 5
Speed: 50'
Power: C-Cell (6 hours), F-Cell (12 hours), Q-Cell (U)

Grav boards are built on the same technology as grav boots. This 4-foot long slab of duralloy has two straps across it as well as a pulse drive. The board can hover 1 to 30 feet above a surface.

Matter Transference Rings

Tech Level: 6   **Complexity Modifier:** 6
Range: Unlimited to linked ring
Special: Transmits matter between a pair of rings
Power: F-Pack (5 minutes), Q-Cell (U)

These 8-foot-diameter rings are programmed to send matter from one ring to another linked ring. Transmission is one way for each activation sequence. A data pad is embedded in the ring which can access any other ring as long as the code for the other ring is known.

Weapons

Pain Whip

Tech Level: 4   **Complexity Modifier:** 4
Range: 10'
Damage: Pain -1d to all checks for 1d4 rounds (Fortitude save to resist)
Special: Multiple hits are cumulative. Critical hit doubles damage penalty
Power: C-Cell (25), F-Cell (50), Q-Cell (U)

The pain whip is a psinetic weapon which attacks the nerve clusters, delivering mind numbing pain.

Psizer Glove

Tech Level: 5   **Complexity Modifier:** 6
Range: 20'
Damage: 2d6 damage to a single target creature; Stun (DC 18 Will save to resist; on a failure, stunned for 1d3 rounds and target's Intelligence is temporarily reduced by 1d4; on a success, half damage and no Intelligence loss)
Special: Disregards armor and force fields.
Power: C-Cell (10), F-Cell (20), Q-Cell (U)

The psizer glove has a large crystal built into the palm, and when activated, it fires a focused invisible beam which disrupt the synaptic relays of the brain.

Stun Baton

Tech Level: 5   **Complexity Modifier:** 4
Range: Melee
Damage: 2d4 non-lethal, Stun (DC 15 Fortitude save to resist; on a failure, stunned for 1d4 rounds)
Special: Disregards armor
Power: C-Cell (10), F-Cell (20), Q-Cell (U)

The stun baton appears as a long club with 3 rings crowning the head. When active, the weapon discharges a concussive burst upon a successful attack.

Mining Lazer

Tech Level: 5   **Complexity Modifier:** 4
Range: 70'
Damage: Heat 12d6 at 15' or less (-4d6 damage per each additional 30')
Power: C-Cell (10), F-Cell (20), Q-Cell (U)

A heavy lazer cutting tool designed for mining operations. Six individual lazer beams are focused at a point located 15' from the barrel.

Stutter Lazer

Tech Level: 4   **Complexity Modifier:** 4
Range: 70'
Damage: Heat 1d6 per pulse
Power: C-Cell (30), F-Cell (60), Q-Cell (U)

The stutter lazer fires six short pulses of light per attack. Each attack is rolled using the same action die. When shooting at multiple targets, each additional target wastes one pulse.

Gravitic Grenade

Tech Level: 6   **Complexity Modifier:** 4
Range: 30' radius
Damage: 1d8 per target pulled to center per pulse
Special: DC 18 Reflex save or be drawn to center of gravity well implosion
Power: Self

A gravitic grenade implodes, resulting in the creation of a gravity well. The well pulses once per round for 2d3 rounds until it collapses under its own weight.

Heavy Rod Launcher

Tech Level: 4   **Complexity Modifier:** 4
Range: 200'
Damage: 6d6
Special: Reflex save vs. attack roll; on a failure, knocked back 1d5x5' and prone). Up to 2 additional targets in a straight line from the shooter may be hit as well (DC 12 Reflex save; on a failure, damage 4d6 to one additional target or 2d6 to two additional targets)
Power: C-Cell (20), F-Cell (40), Q-Cell (U)
Ammo: Single shot

The heavy rod launcher fires a single rod at hypersonic speeds. Designed as an anti-armor weapon, this gauzer tech fires a steel projectile using linear magnetic acceleration.

Molecular Blade

Tech Level: 5   **Complexity Modifier:** 4
Range: Melee
Damage: 2d12
Special: Disregards armor

This innocuous-looking item appears as a hilt. When given a flick, the 'blade' telescopes out, exposing the micron filament. The weapon resheathes itself after each strike. The MonoChete has found a new purpose in this savage world.
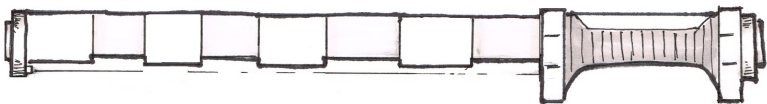
Blast Knuckles

Tech Level: 5   **Complexity Modifier:** 2
Range: Melee
Damage: 1d4 plus knockback (see below)
Special: Reflex save vs. attack roll; on a failure, knocked back 10' per charge and prone (Large creatures half distance)
Power: C-Cell (20), F-Cell (40), Q-Cell (U)

A handheld rod with a knuckle plate and wires extending up the arm to a powerpack. Using kinetic energy, the blast knuckles discharge with a deafening whoomp, sending the target flying. Originally a riot control crowd dispersing tool.

Armor in the Radlands

Modern Armor as Damage Reduction
By R.S. Tilton

For the Radlands setting I'm running, armor which provides damage reduction, as opposed to increasing AC, makes a lot more sense. Below are conversions for a generic post-apocalyptic setting. These rules are fairly complex, but give a grittier feel. Armor for larger humanoids cost double.

Armor	DR	Check Penalty	Speed	Fumble Die	Wt	Cost (Scraps)
ShelterTek Suit**	1	–	–	d4	2	50
ShelterTek Security (torso only)	2	–	–	d6	8	65
Leather Jacket (torso)	2	–	–	d8	6	30
Leather (Type I)	2	-1	–	d8	10	40
Leather (Type II)	2	–	–	d8	13	60
Marauder (Type I)	3	-2	-5'	d10	20	30
Heavy Marauder (Type II)	4	-3	-10'	d10	26	65
Battle (Type I)	5	-3	-5'	d12	20	200
Battle Plate (Type II)	6	-3	–	d12	26	300
BOSS Battle Plate	8	-2	–	d10	24	500
Metal Armor (Type I)	6	-6	-10'	d16	40	200
Metal (Type II)	7	-6	-5'	d16	45	300
Powered Armor* (Type I)	10	-8	–	d20	90***	1000
Powered Armor* (Type II)	12	-9	–	d20	120***	1800
BOSS Power Armor*	14	-10	–	d20	120***	2800

*Power Armor includes a helmet. **May be worn under other armor.
*** No weight when worn and powered.

Helmets (head)	DR	Check Penalty****		Cost (Scraps)
ShelterTek	3	-1	2	15
Leather	2	–	4	10
Marauder	3	-2	5	12
Battle (Type I)	4	-2	6	60
Battle Plate (Type II)	5	-2	6	75
BOSS Combat	8	-2	6	120
Metal Armor (Type I)	6	-3	8	90
Metal (Type II)	7	-3	10	105

****Check penalties for Helmets apply to perception checks.

Shields	AC	Check Penalty	Speed	Fumble Die	Wt	Cost (Scraps)
Wooden	+1	-	-	+1d	4	15
Metal	+2	-	-	+2d	8	10
Riot	+3	-	-	+3d	5	15

Shields can either be used to deflect, and increase Armor class, or to absorb a critical hit by sacrificing the shield.

Armor Penetration (AP)

When using armor as damage reduction, there are three ways to get past armor. Either MORE damage, shooting for unarmored locations, or using armor penetrating ammunition. The problem with bigger damage weapons is that they annihilate lower level characters; the Radlands are deadly enough without a black powder weapon doing 3d8 damage.

Throughout these zines, you will see mention of AP (armor penetration). AP ignores a portion of the armor without increasing damage. A 2d4 damage sniper rifle with AP4 ammunition ignores 4 points of armor damage reduction (DR), but still inflicts only 2d4 damage whether versus powered armor or an unarmored target.

Called Shots

By having armor which reduces damage, aiming for unprotected areas becomes a priority. A called shot for an unarmored location reduces the action die by -1d, and the reduced die may not result in a critical hit.

A mighty deed may also be used for a called shot. A called shot to the head increases damage by +2d. Introducing the Mighty Deed in MCC RPG. Mighty Deeds are amazing, just have anyone be able to attempt a deed, starts at d3, +1d per 2 levels. Effect only, does not modify damage or attack.

Mighty Deed: Through the Gap

3: 6 points of armor DR is ignored.
4: 8 points of armor DR is ignored.
5: 10 points of armor DR is ignored.
6: 12 points of armor DR is ignored.
7+: 14 points of armor DR is ignored.
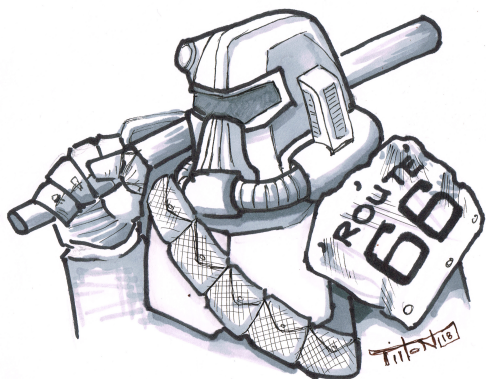
Powered Armor

Simple Powered armor does not have the advanced features of the power armor in the MCC RPG Core book.
Type I has 18 Strength, Move 25'.
Type II 21 Strength, Move 20'.
BOSS has 24 Strength, Move 20'.
A controlled fall in powered armor reduces falling damage by 1/2 (round down) or no damage if a Reflex save DC 15 is made.

Powered Armor Modifications

A skilled armorer can modify the Power Armor. Each piece can be modified separately, and each piece may accept one modification. Some examples:

Helmet (1)

Survival Filtration: This modification will filter out radiation and other contaminants from food and drink (+4 Fort save)

Night Vision: Grants 60ft Nightvision

Recon Interface; Ties sensors into The Gauntlet.

Torso (1)

Jet Pack: Powered Jumps. Rocket pack may be used to launch up to 30 feet vertically, as well as control a landing.

Arms (1 per arm)

Built-in weaponry, melee or ranged. A Flamethrower will surprised your enemies, though maybe not as much as claws.

Legs (1 per pair)

Reinforced Stabilizers: Increases carrying capacity x2.

Blast Exhausts: Thruster system designed to slow descent during a fall, a target which is landed on, suffers 2d6 additional damage.

Numerous non-mechanical modifications may be added as well, including handles, pouches, spikes, etc.

Additional Armor Upgrades will appear in future issues.

Survivors in the Radlands

Occupations of Sun Do-a-Glow

By R.S. Tilton

Obviously, in a near post apocalyptic world you're going to see a lot more than just hunters and gatherers.

Barbaric Folk (d10)   (1-4 PSH, 5-6 Mutant)

1-4	Hunter	Scrap Spear (1d5)
5-8	Scavenger	Backpack and 3d8 Scrap
9+	Wise One	Medicine Bag

Gen Animal (d10)   (as Manimals)

1-5	Hunter	Wooden Spear (1d5)
6-10	Gatherer	Leather Sack

Barbarians & Animals Additional Beginning Equipment

D100	Result(Dmg/AC/DR)	Scrap Value
01-04	Blowgun and 12 Darts (1d3)	10
05-09	Steel Pipe (as Club) (1d6)	3
10-13	Bow and 12 Arrows (1d6)	30
14-18	Scrap Dagger (1d4)	3
19-21	Leather Sling (1d4)	2
22-25	Scrap Axe (1d7)	7
26-29	Scrap Spear (1d6)	5
30-33	Bone Club (1d6)	2
34-37	Fur Cloak (DR 1)	20
38-41	Hide Armor (DR 2)	30
42-45	Traffic Sign (+1 AC as shield)	10
46-49	Flint Fire Starter	5
50-53	Hemp Rope, 50 ft.	5
54-57	Jerked Roxen Meat	2
58-61	Leather Rucksack	10
62-65	Torch (x3)	3
66-69	Skull Hood (DR 1)	10
70-73	Bone Necklace	15
74-77	Conch Shell Trumpet	25
78-81	Healing Herbs	30
82-85	Bolo(1d2+stun)	35
86-89	Small Stash of Scrap	40
90-93	Average Stash of Scrap	50
94-97	Large Stash of Scrap	100
98-00	A Small Hound +1 bite melee (1d3)	250

Civilized Folk (2d10)

2	Provisioner	2d7 Days of Rations
3-4	Forager	Leather Backpack
5-7	Militia	Scrap Spear (1d6)
8-13	Farmer	Hoe (1d8)
14-15	Street Cleaner	Sack of Night Soil
16	Builder	Claw Hammer (1d5)
17	Caravan Guard	Hunting Rifle (1d5) & 6 rounds
18	Trader	Roxen
19	Technician	Tool Box
20	Smith	Hammer & Anvil

Civilized Folk Additional Beginning Equipment (d100)

d100 Value	Result(Dmg/AC/DR)	Scrap
01-04	Rolling Pin (1d4)	5
05-09	Weighted Boxing Glove (1d4)	8
10-14	Baseball Helmet (DR 1 Helmet)	10
15-19	Hockey Mask (DR 1 Helmet)	10
20-24	Riot Shield (+3 AC)	50
25-29	Scrap Spear (1d6)	5
30-34	Scrap Pistol (1d4), 6 ammo	50
35-39	Bag of Fertilizer	25
40-44	Bundle of Firewood	1
45-49	2d4 days of Jerked Roxen Meat	2 each
50-54	Scrap Rifle (1d5), 5 ammo	75
55-59	Water Jug	10
60-64	Souvenir (Lucky charm w/1d4 Luck)	35
65-69	Pipe Wrench (1d7)	7
70-74	Small Tools	25
75-79	Farm Tool (1d3)	25
80-84	Pots & Pans (1d3)	18
85-89	10mm Pistol (1d6)	100
90-94	12.7mm Pistol (1d7)	250
95-99	Hunting Rifle (1d5)	100
00	Oct-equine 8-legged Horse (Move 50', 1d20+1d20 Hooves +2 melee (1d4))	500

Marauders (2d10)

Some people live off the land; these bastards live off of those who live off of the land. They are vicious people bent on making their lives easier at the cost of others.

2	Head Honcho	Motorcycle
3	Lil Boss	Revolver (1d5) & 6 rounds
4-5	Mechanic	100 Scrap
6-10	Marauder	Machete or Hatchet (1d5)
11-13	Slave	Chains (1d4)
14-16	Gunner	Belt of Ammo
17	Armorer	Metal Armor (DR 6)
18	Gunsmith	Scrap Shotgun (3d4/2d4/1d4)
19	Trophy	Leather Pants & Vest (DR 2)
20	Slavemaster	Whip (1d2)

Marauder Additional Beginning Equipment (d100)

d100 Value	Result(Dmg/AC/DR)	Scrap
01-04	Marauder Leathers (DR 2)	50
05-09	Rusted Machete (1d5)	15
10-14	Scrap Grenade (3d4)	30
15-19	Battle Helmet (DR 4)	100
20-24	Sledgehammer (1d10, Two-Handed)	75
25-29	Rail Spike Bat (1d8)	45
30-34	1d3 Molotov Cocktails (1d6+1d6 fire)	10 each
35-39	Spiked Knuckles (1d4)	12
40-44	1d4 Bottles of Booze	4 each
45-49	Digging Bar (1d7)	24
50-54	Firemans' Axe (1d6)	35
55-59	Gas Mask (+2 Fort saves vs. gas)	25
60-64	Street Leathers (DR 2)	30
65-69	Heavy Clothing (DR 1)	10
70-74	Metal Breastplate (DR 6, Chest)	200
75-79	Pharmaceuticals (see table below)	Varies
80-84	Scrap Pistol (1d4)	50
85-89	Crowbar (1d6)	35
90-94	Scrap Shotgun	120
95-99	Heavy Marauder Armor (DR 4)	250
00	Motorcycle (DR 6, MV 50)	500

Sheltered (2d10)

These are folks who survived the Great Disaster in one of Shelter-Tek's NBR Survival Shelters. All Sheltered start with ShelterTek Utility suits (DR 1) and a P.I.G. (Personal Information Gauntlet

2	Head of Security	10mm Pistol (1d6) & L2 Access Code
3	Security	Baton (1d3) & ShelterTek armor (DR 2)
4	Scientist	Magazine** (see table below)
5	Mechanic	Mechanic's Overalls
6	Technician	Tech Tool Kit
7-8	Medic	MedKit
9-11	Test Subject	RadiYum Cola
12-13	Resident	L1 Access Code
14	Botanist	Bag of Fertilizer
15	Elder	Cane (1d4)
16	Youth	Backpack with School Books**
17	Instructor	Baton (1d5)
18	Doctor	Doctor's Bag
19	Armory	ShelterTek Armor (DR 2) or 10mm Pistol (1d6)
20	Overlord	L3 Access Code

Sheltered Additional Beginning Equipment (d100)

d100	Result(Dmg/AC/DR)	Scrap Value
01-04	Flask with ShelterTek Logo	5
05-09	Stimpack	50
10-14	Tool Box	40
15-19	1d6 RadiYum Kola	5 each
20-24	10mm Pistol (1d6, 1 clip)	150
25-29	Baseball Bat (1d6)	35
30-34	Pharmaceuticals (see table below)	30 per dose
35-39	Magazine (see below)	20
40-44	Battery (1-3: C-Cell, 4:F-Cell)	50/250
45-49	Rad-B-Gone (as Radshot)	75
50-54	Walkie-Talkie	50
55-59	Multitool	25
60-64	Nuk-o Lantern	100
65-69	Welding Goggles	30
70-74	Stim-Gel (As Medishot)	50
75-79	Bone Knit(Regenerates breaks)	100
80-84	50 feet Fiber Cord	20
85-89	Reinforced Backpack	35
90-94	Circuit Board	200
95-99	Hazmat Suit (DR 1)	150
00	Lazer Pistol (3d6 heat)	500

Pharmaceuticals Table (d10) (1d4 doses, 30 scrap per dose)

```
1     Hi-Q tablet* (+2d4-X Int)
2     SuperBuff Tablets* (+2d4-X Str)
3     StimJim* (+2d4-X Sta)
4     Mello Gel-O* (+2d4-X Skill checks)
5     Wicked* (no sleep 2d4-X days)
6     NTrance* (+2d4-X Per)
7     Luck Virus (+2d4 Fleeting Luck)
8     Hype* (+2d4-X Agi)
9     Psik-Or* (+2d Mutation checks)
10    Un-dict(removes addiction)
```

*Drugs are bad, MMMkay. When your PC uses a pharmaceutical, make a Will Save at DC 12+X or become addicted. Pharmaceuticals duration is 2d4-X turns. X = number of times taken without resting times two.

While addicted, a character will lose 2 temporary Strength, Agility, and Stamina for every 24 hours without the drug. The character will enter a coma upon their Stamina reaching 3 or lower.

Magazine Table (d12)**

```
1     Creek & Forest
2     Hammer & Sickle
3     Guns, Guns, Guns!
4     Today's Soldier
5     Science NOW!
6     H4ckn the Pl4n3t zine
7     Underworld
8     Good News pamphlet
9     Tube & Circuit
10    Dedicated Doctor's Daily
11    The Modern Woman
12    To Protect & Serve
```
** Magazines & books grant a +1d bonus on related skill checks if the character can read for 1 turn before attempting the check.

Weapons of the Radlands
Scrap Weaponry & Firearm Rules
By R.S. Tilton

To simulate the effects of firearms without making the weapons have HUGE damage dice, all firearms utilize exploding dice. (When a die roll is the maximum possible on a single die, it is rolled again, and the result added to the original.)

Note: These rules use the Armor as Damage Reduction rules, within this issue of Meandering - Across the Radlands.

Scrap Weapons

Scrap weapons are built from scrap pieces of metal which have been cobbled together to make crude, yet serviceable, weapons. Scrap melee weapons fumble on a natural roll of 1-2 on the attack die. Scrap firearms are notorious for jamming. When you roll a natural 1-3 on the attack die, roll on the Jam table below instead of the Fumble table. Burst and Automatic scrap weapons are very dangerous. Scrap weapons can be found of every weapon, and cost half as much.

Jam Table (1d8 modified by Luck)

1 or less: The round explodes in the chamber, setting off all the ammunition in the weapon. Wielder takes 6d6 damage and the weapon is rendered useless until repaired.

2-4: Round explodes in chamber, destroying the weapon and causing normal weapon damage to the wielder.

5-6: Round misfires, damaging the weapon. Attacks with the weapon are at -1d until repaired.

7-8: Round is jammed, and must be cleared. You lose your turn while you try to clear the jam and reload the firearm.

Here is a small selection of some standard small arms.

Small Arms

Pistol, Light (9mm, .22 caliber)
1d4 damage, range: 12/24/48, shots: 11, RoF: 1 (semi)
Pistol (10mm, .40 to .45 caliber)
1d5 damage, range: 12/24/48, shots: 10, RoF: 1 (semi)
Revolver (.38 Special)
1d6 damage, range: 12/24/48, shots: 6,
RoF: Revolver (see below)
Revolver, Hand Cannon
(.44 Magnum, .454 Casull)
1d7 damage, range: 12/24/48, shots: 6,
RoF: Revolver (see below)
Pistol, Hand Cannon (14mm, .50 caliber)
2d4 damage, range: 12/24/48, shots: 6, RoF: 1 (semi)

Submachine Guns

SMG (10mm)
1d5 damage, range: 12/24/48, shots: 10, RoF: 3 (burst) or 3
(auto)

Shotguns

Shotgun, pump (shot)
3d4/2d5/1d6 damage, range: 12/24/36, shots: 6, RoF: 1
Shotgun, double barrel (shot)
3d4/2d5/1d6 damage, range: 12/24/36, shots: 6, RoF: 1 (double)

Rifles

Hunting Rifle (.30-30)
1d5 damage, range: 25/50/150, AP2, shots: 6, RoF: 1 (bolt)
Battle Rifle (FN FAL, M14; 7.62mm)
1d6 damage, range: 25/50/150, AP3, shots: 16, RoF: 1 (semi) or
Auto
Assault Rifle (AK-47, M-16)
1d5 damage, range: 25/50/150, AP2, shots: 30, RoF: 1 (semi) or
3 (burst)or Auto
Sniper Rifle (Barrett 82)
2d4AM damage, range: 50/150/450, AP3, shots: 1, RoF: 1 (semi)

Explosives
Grenade, frag: 3d6 damage, 20' radius

Grenade, scrap: 2d8 damage, 20' radius (leaves 1d4x10 scrap)

Grenade, incendiary: 3d4 Heat damage, 20' radius, DC15 Reflex save to not catch fire. (1d4 additional damage each round for 1d6 rounds.)

Rate of Fire (RoF)
Weapons which can fire more rapidly are generally less accurate. Recoil compensators assist with that issue. Every weapon lists its rate of fire. A ROF: 1 represents the standard 1 round of ammunition using a character's action die.

ROF: 1 (bolt)
ROF: 1 (semi)
ROF: 2 (double)
ROF: 3 (burst)
ROF: Auto

Fire selection
Bolt Action (bolt)
The weapon may only fire one shot, then a move action must be used to load the next round.

Semi-automatic (semi)
The weapon fires a single shot per pull of the trigger. Characters with multiple action dice can fire additional rounds.

Double-barrel (double)
A double-barrel weapon has two barrels and two triggers; both barrels may be fired on a single attack die, increasing damage by +1 die. Example: 3d4 becomes 4d4.

Burst Fire (burst)
A single burst fires the listed amount of ammunition, but with a -2d penalty to all action dice. Example: RoF: 3 (burst) fires a burst of 3 shots with a single action die. The player roll 3 action dice, all at -2d.

Automatic (auto)

The weapon can fire a minimum of the listed amount of ammunition with a single pull of the trigger. Additional rounds can be fired; decide how many rounds you want to fire. Each round fired reduces the action die by -1d per round fired, to a maximum reduction of -10d.

Damage from a multi-round attack is summed prior to applying armor reduction.

Reducing Recoil penalties

Sheer Power: A massively strong character will reduce the recoil penalty by 1 for each point of Strength bonus. (Which is why machine guns in Power Armor hands is terrifying).

Recoil Compensators: Stocks, gyroscopic stabilizer, etc. Each point of compensation reduces the recoil penalty by 1.

Vehicular Armor

Some armor is just too thick for small arms to penetrate. Damage is reduced by -2d, prior to applying armor reduction.

Anti-Materiel (AM) Weaponry

For penetrating a vehicle's thick armor, you need an anti-materiel (AM) weapon. An anti-materiel weapon is denoted by an AM after the numeric damage listing. AM Weapons are not penalized for Vehicular Armor.

Additional weapons and expanded firearm rules will be coming in future issues.

Bestiary of Sun-do-a-Glow, Volume 1

Gamma Beetles: Init +4; Atk bite +1 melee (1d3 + radiation burn for 1d2); AC 15; HD 1d4; MV 30' wall-walking; Act 1d20; SP gamma burst (radiation burst upon death (1d4+11), Range 10'); SV Fort +4, Ref +3, Will +0.

Large radioactive beetles that survive by gorging themselves on radiation. Often docile if a significant amount of radiation is present, such as a recently burst gamma beetle, they prefer radiation for sustenance, but flesh will do in a pinch.

GULE, Rabid: As skeleton in DCC RPG Rulebook

GULEs (Genetic Un-Life Experiments) are another remnant from the Great Disaster., These resurrected soldiers are imbued with nano-technology which slows cellular decay by controlling the genetic code for cellular regeneration. The rabid GULEs are those GULEs which have lost their remaining mental faculties, causing them to randomly randomly target and attack any targets within melee range.

Maul Rat: Init +1; Atk massive paw +1 melee (1d3+knockdown on 16+); AC 12; HD 1d6; MV 20' burrowing; Act 1d20; SP knockdown on hit 16+ (Str check versus attack total or knocked down); SV Fort +2, Ref -1, Will -1.

Maul Rats are 2-3 foot-long rats with oversized forelimbs. They are slow but vicious in packs. Ambush predators, they lie in wait, ready to lash out with their massive paws.

Mega-Mutant: As ogre in DCC RPG Rulebook.

Genetic super soldiers, created before the Great Disaster. Most are armed with scrap weapons, leaders are often seen carrying firearms.

MG Sentry Turret (Type I): Init +2; Atk machine gun +2 ranged (1d6); AC 14; HD 2d6; MV 0' (Stationary); Act 3d20; SP Construct, AP2; SV Fort +4, Ref +2, Will +4. Detection Range 20' (DC 20).

A fully functional Machine gun turret is a brutally efficient killing machine. Units lacking AI will pick out any target in range and fire, typically by detecting movement.

MG Sentry Turret, Damaged (Type I): Init +2; Atk machine gun -2 ranged (1d6); AC 14; HD 2d6; MV 0' (Stationary); Act 3d16; SP Construct, AP2; SV Fort +2, Ref +0, Will +4. Detection Range 20' (DC 12).

Not all turrets are well maintained, many are barely functional scrap heaps that fire at any moving target.

Robotnik Inc. manufactures a line of "Robo-Bots" which have a low end set of AI. They often are programmed with only rudimentary instructions, such as patrol, guard, build, or assist.

Robo-Bot (Peacekeeper): Init +0; Atk lazer +1 ranged (heat 3d6) or shock hand (stun DC 18, every other round); AC 16; HD 2d6; MV 20'; Act 1d20; SP immune to mind control; SV Fort +8, Ref +4, Will +1.

Robo-Bot (Military): Init +0; Atk lazer +2 ranged (heat 6d6) or shock hand (stun DC 18, every other round); AC 18; HD 3d6; MV 20'; Act 1d20; SP immune to mind control; SV Fort +8, Ref +4, Will +1.

Robo-Bot (Medical): Init +0; Atk lazer +2 ranged (heat 6d6) or shock hand (stun DC 18, every other round); AC 18; HD 3d6; MV 20'; Act 1d20; SP immune to mind control; SV Fort +8, Ref +4, Will +1.

Robo-Bot (Construction): Init +0; Atk blowtorch +2 ranged (heat 3d6, range 5') or claw +2 melee (4d6); AC 18; HD 3d6; MV 20'; Act 1d20; SP immune to mind control; SV Fort +8, Ref +4, Will +1.

Entropy Plant: Init +2; Atk +4 Deathfield Generation; AC 12; HD 3d6; MV stationary; Act 1d20; SP immune to mind control; SV Fort +2, Ref -2, Will +2.

These insidious black plants only active at night, when their black leaves and stems are nigh invisible.