



**COUNTRY
CRAWL
CLASSICS**

Ashcan Edition

Them whot's aia it:

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Inspired by:

1950s-80s American Country and Western music, most notably Waylon Jennings, Willie Nelson, Merle Haggard, June Carter and Johnny Cash, Jeannie C. Riley, George Jones, George Strait, Randy Travis, Kris Kristofferson, Charley Pride, Kenny Rogers, Hank Williams, Bocephus, Mel McDaniels, Mel Tillis, Don Williams, Alabama, The Gatlins, The Statlers, Dolly Parton, Shelly West, Loretta Lynn, Patsy Cline, Glen Campbell, John Conlee, Crystal Gayle, Emmylou Harris, Wanda Jackson, Barbara Mandrell, Townes Van Zandt, Porter Wagoner, Tanya Tucker, Ricky Skaggs, Eddie Rabbit, Eddy Raven, Buck Owens, Steve Earle, Ronnie Milsap, Conway Twitty, The Oak Ridge Boys, Ernest Tubb, Boxcar Willie, Woody Guthrie, Lynyrd Skynyrd, Marty Robbins, Jerry Jeff Walker, Anne Murray, Gram Parson, Jerry Reed, Billy Joe Shaver, Sylvia, Dottie West, Tammy Wynette, etc.

Modern music in the same vein, including Southern Culture on the Skids, The Pine Hill Haints, Hank 3, Sons of Perdition, Th' Legendary Shack Shakers, The Mountain Goats, Bad Livers, Margo Price, 16 Horsepower, B-52s, Slim Cessna's Auto Club, Murder by Death, Tom Waits, Primus, The Old 97s, Jay Munley and the Lee Lewis Harlots, etc.

Film and television shows like Deadwood, Winter's Bone, The Wild Bunch, Smokey and The Bandit, Coal Miner's Daughter, Seven Signs: Music, Myth and the American South, Out of the Furnace, Lawless, Redneck Zombies, The Devil's Rejects, Gunsmoke, Bonanza, The Outlaw Josey Wales (and every other CE western), Adventure Time, etc.

Trucker magazines, cheap whiskey, jukeboxes, Hex comics, Judge Dredd, cb radios, The Dollop, cocaine and rhinestones- lots of rhinestones.

YER FUCKED!



It's the year 21xx and all you got is a whole buncha Misery. Canada's been nuked, there's a wall to the south, and the Midwest is a dirt farm. You and your inbred, good fer nuthin' kin have learned to subsist on Fundo! and mutant alligator meat, all the while suckin' down booze and eatin' whatever pills you can find. Elvis is everywhere, rhinestones are all the rage and every honky tonk across the blasted hellscape of the USA has a jukebox in the corner playin' another somebody-done-somebody-wrong-song. Saddle up yer electric horse (if ya got one, that is) and ride out into the future that is the past of 1970s America in all its horrible glory! Welcome to

COUNTRY CRAWL CLASSICS!

CHARACTER GENERATION IN CCC

1. Roll 3d6 for: STR, AGI, STA, INT, PER and Luck (FUCKS).
2. Mods are 3: -3, 4-5: -2, 6-8: -1, 9-12: 0, 13-15: +1, 16-17: +2, 18: +3
3. AC is 10 modified by AGI. HP is 1d4+1d6+1d0 modified by STA.
4. Saves are DRUNK (STA), STUNK (PER) and FUNK (INT).
5. Roll one Occupation, 2 pieces of Gear, a Name and 2 MISERIES .

THE MISERY DIE

1. The player with the highest Luck starts with the Misery Die (1d3) and is known as 'The Miserable'.
2. The Miserable must roll the Misery Die every time they roll their d20 and apply the result negatively- i.e. subtract from the d20 roll when attacking or add to the d20 roll when making a Luck check (roll under).
3. The Miserable may choose to either grow the Misery Die (one size up the die chain) or pass it to another player by Exhibiting Misery.
4. In order to Exhibit Misery, The Miserable must 1) tell a tale of woe, 2) complicate the current encounter, 3) alleviate their Misery by inflicting it on another player or 4) do dumb poor people shit.
5. When the Misery Die is passed, the passing player rolls a die of that size and adds it to their Luck score.
6. Judges are encouraged to limit the number of times the Misery Die is passed per encounter to no more than twice unless play dictates.



D30 OCCUPATIONS

1. Rodeo Clown
2. Death Row Inmate
3. Cow Puncher
4. Ranch Hand
5. Fiddler
6. Failed Bullrider
7. Gambler
8. Outlaw
9. Rhinestone Cowboy
10. Good Hearted Woman
11. Good Timin' Man
12. Mountain Man
13. Good Ole Boy
14. Ramblin' Man
15. Long Haired Country Boy
16. Trucker
17. Okie from Muskogee
18. Daytime Friend/ Nighttime Lover
19. Honky Tonk Woman
20. Honky Tonk Piano Player
21. Field Hand
22. Oil Field Worker
23. Detroit Auto Worker
24. West Virginia Coal Miner
25. Bank Robber
26. Honky Tonk Man
27. Trailer Queen
28. Cemetery Man
29. Coal Miner's Daughter
30. Retired Gunfighter



GEAR

1. Pistol (1d6 exploding) (outta ammo on a 1).
 2. Tire iron (1d10 damage).
 3. Plasma saw (cut stuff 75%).
 4. Bag of Klartesh and a magazine.
 5. Six pack of dog food and Superglue (3 uses).
 6. Molotov cocktail 1d4 (2d7).
 7. Broken jump cowboy boots (jumps 1d30' 3 times).
 8. Bulletproof hat (can't be removed).
 9. Glass eye (add 'One Eye' to your Miseries).
 10. 1d6 fifths of Old Crow.
 11. 1. Rifle 2. Rifle butt- your ass shoots bullets. 3. Rifle through pockets-roll twice more.
 12. 1. Land mine 2. Skull of a Land Mime 3. Land Sharkskin suit.
 13. Sexy Doctor Costume with scalpel and forceps.
 14. Triple barrelled shotgun with d3 weather effects.
 15. Hack saw, club, sandwich and a kitten.
 16. d3 random magazines.
 17. d6 Candwiches, BBQ chupacabra flavor, and commando knife.
 18. Mutant cur missing d3 legs.
 19. Puppy cannon- fires random puppies (see table*).
 20. Bicycle with two flat tires and a saber (1d6).
 21. Oxys 1d100.
 22. A schrimp step child (AC 11 HP9 Claw/claw/bite 1d4/1d4/1d30).
 23. Dune buggy and Kala Gruber's 'Dessert Winds' trilogy.
 24. Goat with spiked collar.
 25. Draganov sniper rifle (1d6) (That's Russian! Da!) unlimited range.
 26. Headless robo horse.
 27. Suicide boots.
 28. Hobo detector: detects 1. lies 2. water 3. weapons 4. vehicles.
 29. Blood banjo (1d6 attack heals you 1d4) (add 'Blood Banjo' Misery).
 30. 12 pack of FUNDOTIME! diapers.
- *1. green poison gas- 1d6 FORT 16 or 3d6/ 2. Fragmentation- 2d8 25ft rad
3. Napalm 1d8 plus 1d6 fire for 1d6 rounds if no Luck check/ 4. Just a puppy (add 'Your puppy died' to Miseries).



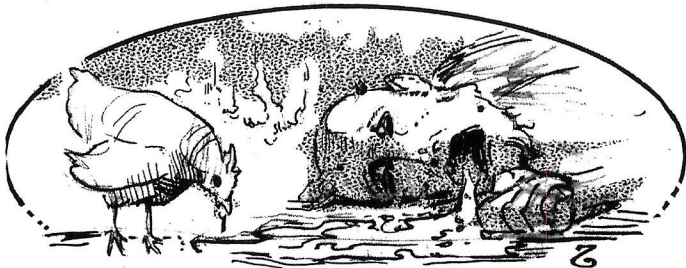
WHAT THE HELL ARE YOU CALLED?!

Roll 3d30 to determine your name, or mix and match.

	First Name	Nickname	Last Name
1.	Jimmy	'Jack'	Evans
2.	Cleetus	'Doggy'	Vantercleer
3.	Butch	'Dirtbird'	Wilson
4.	Jesse	'Junior'	Connors
5.	Jodi	'Lazy Eye'	Persing
6.	Wayne	'Flair'	Burton
7.	Marlena	'Flapjacks'	Krieger
8.	Randy	'Greasy'	Graham
9.	Jeffy	'Stickman'	Shaffer
10.	Al	'Knuckles'	Roanoke
11.	Andrew	'Beauregard'	Clinton
12.	Lou	'Panhandle'	Duke
13.	Hank	'Swamp Turkey'	Wilton
14.	Starr	'Fats'	Jones
15.	Dinkie	'Chaingang'	Russell
16.	Annabelle	'Chickenhead'	Williams
17.	Lisa Ann	'Cooter'	Thompson
18.	Dolly	'Milkman'	Clarkson
19.	Harley	'Catfish'	Wyndham
20.	Johnny	'Eightball'	Van Dell
21.	Patty	'Tater'	Snyder
22.	Missy	'Giggles'	Pearson
23.	Luke	'Outlaw'	Walsh
24.	Ronnie	'Hardhead'	McCall
25.	Craig	'Gator'	Norris
26.	Willie	'Sweet Tea'	McGeorge
27.	Frank	'Porky'	Lester
28.	Sally	'Sawtooth'	McBride
29.	Bob	'Bigbear'	Silvey
30.	Cecil	'Alabama'	Hobbs

ALL I GOT'S IS MISERY!

1. Yer baby's gone and left ya fer another.
2. Yer baby's so far away.
3. You constantly smell like shit.
4. The preacher says you're the next Messiah.
5. Ya killed a man just to watch him die and then killed again.
6. All yer dogs died.
7. Yer truck blew up with the kids inside.
8. Yer Hell raisin' buddies are dead because of you.
9. You got trouble with pills and go proof.
10. The Law's coming down on ya fer jackass taxes.
11. You got a bad skin condition.
12. Yer broke and are a distasteful foreigner.
13. Yer family done disowned ya 'cuz ya broke traditions.
14. Yer momma told you not to but ya did it anyhow.
15. Ya made a deal with the Devil in the pale moonlight.
16. Yer cheat'n heart never quits.
17. Tonight the bottle let you down so you took some LSD.
18. Heartache and psychosis are your best friends.
19. Yer addicted to space blow.
20. You got a peg leg and an eye patch
21. You killed yer own kin.
22. You got a bad bellyache and blisters all over.
23. Yer nervouism shaky, and feel bad all the time.
24. Yer a no good mutant muther.





RUNNING CCC ON THE FLY

1. Pick an Ending. No matter what, at the end of the allotted time of play, the ending happens and the game is over.
2. Pick a Starting Location. This is where the players wake up. Ask them what they want to do.
3. Every 30 minutes of real time, roll on the Encounters Table. Literally, every 30 minutes.
4. When in doubt, consult the Weather or have the Elvis A.I. manifest itself and show them the way to the next Location.
5. Use the Shit That Happens at Dawn and Dusk tables below to keep things spicy when they want to rest.

SHIT THAT HAPPENS AT DAWN

1. A convoy of irradiated skeletons screams down the road.
2. Accidental munitions explosion.
3. Mutant cock swarm.
4. A herd of cats arrives and wants to sit in everyone's laps.
5. The sun explodes.
6. Strawberry Jerry wants to sell you some magazines.

SHIT THAT HAPPENS AT DUSK

1. Everyone wakes up: 1. Dead 2. Fucked 3. Tied up.
2. Grandpa exploded: 1. pox 2. gas 3. mystery gas.
3. Gin truck is stolen.
4. Mutant weeds out of control.
5. Fundo! satellite crash.
6. Strawberry Jerry has a tale to tell or reads from a magazine.

ENDINGS

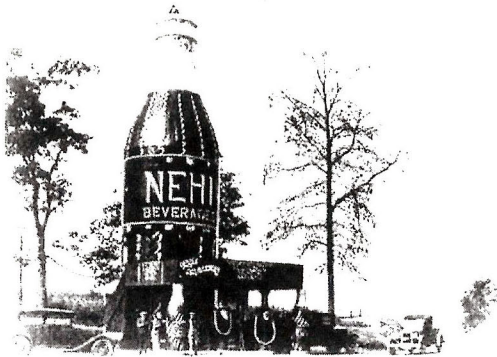
1. Grandma is drunk in the back of the pickup and your fighting wakes her up.
2. Someone freezes to death in the snow trying to get home.
3. A guy shoots his wife and gets put in prison for something imagined.
4. That dog that's been following you around drops dead.
5. A train blasts through and crashes into another train.
6. d24 Elvis A.I. holograms appear and demand tribute.
7. The bar closes.
8. Your spouse shows up and meets your lover.
9. Fever overtakes everyone as The Doom Planet looms in the sky.
10. You arrive at Flammable Hospital.



MAYBE WE SHOULD STOP HERE...

-LOCATIONS-

1. Life-size brontosaurus with a slide in its tail.
2. Piltdown man excavation site.
3. LIVE! NUDE! CHUPACABRAS!
4. UFO crash site turned into a Jack-in-the-Box.
5. Second Civil War battleground.
6. A rusted out hulk of a ship.
7. Local underground cavern that leads to the Veins of the Earth.
8. Space Vampire casino.
9. Huge Thomas the Tank Engine exhibit, and IT'S ALIVE!
10. Old coal cave used by locals to store booze and guns.
11. Water fountain used by local warband as a latrine.
12. Huge Jesus statue at the highest point in town.
13. Wax museum dedicated to snack cakes.
14. House covered in tin from pop cans.
15. Reenactment of Stonehenge sacrificial rites.
16. Alligators vs. Lions in pens next to a gas station.
17. World's largest petition for Jesus to return for the Rapture.
18. House of the continuous largest pancake.
19. The quietest place in the East.
20. Biggest ball of rope in the South.



ENCOUNTERS

1. A bunch of hill folk drinking moonshine. If you drink, make a DC 15 DRUNK save. On a fail you now roll -2d, on a success you now roll -1d and gain 1d5 temporary HP and 1d3 temporary Luck. Either effect lasts until you blackout.

2. A rusted out utility vehicle- there might be something in it! Roll under Luck and if successful roll 1d5 to find:

1. A bottle of moonshine with about 1/5 left (see above for effects of drinking).

2. 1d3 Molotov cocktails (5ft radius, 1d4 damage, DC 12 FUNK save to put out, every round it isn't put out you take an extra 1d4 damage).

3. A hunting rifle and 1d7 bullets (2d10 damage, 150/250/350).

4. A snake (+2 to hit, DC 15 DRUNK save or 3d6 poison damage).

5. 1d14 gold Fundo! bucks.

6. A bottle of piss.

3. A crossroads devil! You can sell your soul for anything: make a DC 18 Personality check at -2. If successful the devil will grant you what you want. You gain what you asked for and your Luck score becomes 1 and you can no longer spend any Luck or use any temporary Luck.

4. Some bounty hunters on mechanical horses. They're after someone who looks a lot like one of the players.

5. A wild pack of robot horses. You need a rope and to make a DC 17 FUNK save to try and catch one. Otherwise they will run away if someone fails a stealth check within 30ish feet of them.

6. Those Duke Boys are at it again, moving past the party about 15-100 feet away and being chased by Robo Boss Hog! Look out, Roscoe!

7. City slickers, possibly pig men. Some kinda rich land owner and his friends trying to run you off the family farm. Give them what they want and they'll be friendly, fight them and they'll unleash the small nuke they're transporting in their big rig.
8. Trailer park gangsters, notably that fat guy what runs the river boat casino and his goons. Probably Space Vampires or Alligator Mutants.
9. Rival Alien Moonshiners hellbent on killing each other because one side disrespected the other side's daughters.
10. Meth Bandits in search of the Elvis A.I.'s home base. They have tons of space blow concealed in the tanker truck they're driving. Treat as Zero Level Humans.
11. Elvis Impersonators carrying large crosses across the wastes with 'tributes' stapled (not nailed) to each. Can be persuaded to join forces but will always run away at the first sign of danger.
12. Truckers Union Reps. - Haulin' the wastes since '68! They want to you to sign petitions and are secretly cannibals (or not so secretly).
13. Drug/Diesel Cartel - Cocaine Cowboys for Cars- these folks have a bunch of nice rides, a bunch of nice guns, and a bunch of hatred for the Elvis A.I.
14. The NASCAR Dukes from Darlington, SC- royalty, or what passes for royalty these days. Drivers for hire.



SPACE VAMPIRES FROM MARS

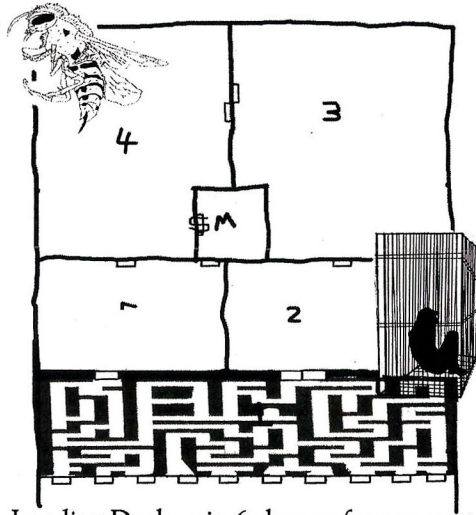


The third consecutive month that the trucks didn't arrive was the worst. Desperation had devolved into cannibalism, and fewer and fewer people were willing to risk their lives venturing to the Truck Stop, only to return empty handed. Those who would do so only out of desperation, or in the hope of profiteering when the trucks finally made their deliveries.

This Funnel opens in medias res, the players having made a hard run to the Truck Stop. Each player has 1d6 kinfolk in tow- these kinfolk do not have an action and are merely here as food for the Cannibals (don't tell the players this) or as replacement PCs.



As night falls, 2d4 Cannibals (AC 10, HP 3, claw 1d4, Special: Grapple: attacker and attacked contest a d20 roll modified by STR) attack, swarming, attempting to Grapple, incapacitate, then eat those closest to them, as the group finally finds its way to the Truck Stop.



1. Loading Dock - 1 in 6 chance for encounter.

Ten 10' doors wait, closed, blocking all entrance. A Maze of pallets and racks waits inside and to the left and double doors to the right. Each time the party encounters a dead end in the Maze, the chance for a random encounter increase by 1, Once a 6 in 6 encounter chance is reached, FUCKS may be spent, 1 for 1, to lower the chances of an encounter. 1 FUCKS may be spend to determine the next, correct direction to take in the Maze.

2. People in Cages - 1 in 6 chance for encounter.

2d6 people, in various states of distress, sit, locked in cages. When the PCs enter and 1d4 times/turn, one of them will them call out, begging for help from the party, increasing The Misery Die, and requiring a random encounter check.

3. Chocolate Room/Skin Center - 3 in 6 chance for encounter.

This room was used to make the candies' chocolate center, and thus equipped with extremely precise environmental controls. In a horrifying mockery of a posh sartorial shop, racks adorned with full human skins hang on display, preserved and ready for use.

There 4 in 6 chance that this facility manufactured candies containing peanuts. and a 1 in 14 chance a character is deathly allergic to peanuts (DC 15 DRUNK save or instant death).

4. Candy Room - 1 in 6 chance for encounter.

Previously devoted to covering chocolate so that it might only melt in your mouth, much of the sticky sweet ingredients and equipment remain. Here mutant honeybees can be found, having made hives among the six vats of colored candy, each producing a different colored honey. The bees are very protective of their honey and will attack even the most stealthy thief (DC 15 Sneak/ DC 18 AGI).

Mutant Honeybees- AC 13, HP 30 (swarm), sting 1d6.

A difficult to notice (passive INT score of 15) passage leads from this room to the room marked "M", on the map. If the room is actively searched for the passage will be found.

Honey Effects

1. Green mellows you out and increases of empathy. Heals 1d4 HP.
2. Yellow makes you violent. Grants a cumulative +1 bonus to attack each round at the cost of a cumulative -1 to DRUNK saves, which need to be made at the end of each round to avoid collapsing, exhausted for 1d4 turns.
3. Orange causes immediate drunkenness.
4. Brown works as Green, but there is a cumulative 1 in 6 chance of mutating and growing a stinger from your tailbone.
5. Tan causes a of contentment to wash over the character. Counts as a ration, with no need to consume additional rations for 1d6 days.
6. Red is a cancerous poison with delayed onset. Heals 1d4 hp but the PC must make a DC 15 DRUNK save or die painfully 1d6 turns later. If the PC cheats death they must expend 2d6 FUCKS, and cancerous growths appear randomly across their entire body, making clothing uncomfortable to wear, and navigating in armor a challenge.

'M' - No random encounters.

The process by which the candies made here were adorned with their trademarked monogram was a closely guarded secret that has been lost to time. The machine responsible for performing the lettering still exists, and if examined, relinquishes a small cube of unknown metal emblazoned with the letter 'M'. This functions as a magic item but is only good for marking things with the Latin letter 'M'.

5. Armory - 1 in 6 chance for encounter.

A cache of guns, ammo, and other useful equipment the Space Vampires have collected, that they visit before going out hunting. In addition to rolling on the following table you can also roll on the Gear table 1d6 times.

1. A six-gun with 1d6 bullets remaining.
2. An unloaded double-barreled shotgun with bandoleer containing 1d6 usable shells.
3. A Bowie knife (as dagger).
4. An antebellum cavalry saber.
5. A Kevlar vest (as chain).
6. Ballistic plate inserts and blast helmet for Kevlar (as plate when added to vest).
7. 1d12x10 gp worth of various jewelry.
8. A sack of potatoes.
9. 1d4 jugs of corn liquor, 1d5 "X" marks on each bottle- the more Xs, the better.
10. A dumb hat.

Random Encounters

1. 1d3 Space Vampires: AC 13, HP 5, claw 1d4/ bite 1d6 and level drain.
2. 1d4 Giant Rats: AC 8, HP 3, claw 1d4/bite 1d4 and DRUNK save or poison.
3. 2d6 Feral Cats: AC 10, HP 3, claw 1d3/cuteness- STUNK save or be mobbed.
4. 2d4 Whiskey Drunk Mongrels: AC 5, HP 1, punch 1d3/ syphilis.
5. 1d3 Cannibals: AC 10, HP 2, claw 1d4, grapple.
6. 1d6 Scavengers: AC 12, HP 4, weapon 1d6.

If anyone is still alive at this point consult the Shit That Happens at Dawn chart and trigger another battle with 1d8 Cannibals.



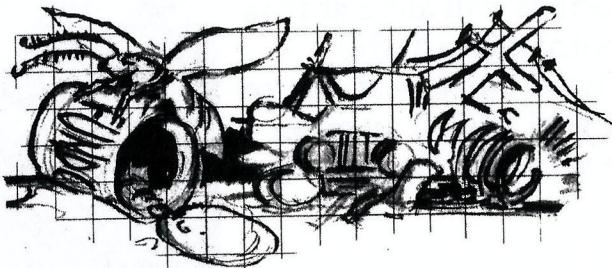
The day had turned to night by the time the battle with the cannibals was over. Those that sought refuge within the truck stop were relieved to count their beads and troubled to count their dead. All now seemed lost, until the first set of lights was spotted on the horizon! Soon, more followed, and as the rigs which bore them came into view, hope was renewed!

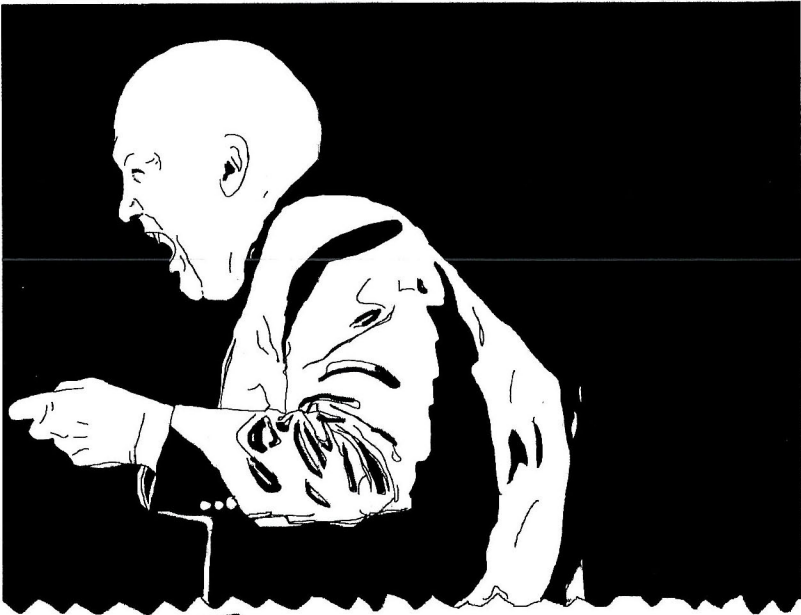
Unfamiliar lettering adorned the sides of the matching trailers, not the usual tribal glyph the villagers were familiar with seeing. These were clearly written and obviously well maintained. They read "MARS".

Greedy or grateful, the kin ran to greet what they surely saw as salvation, only to be met with terror. The trucks stopped, one by one, idling for what seemed like days, before the doors to the trailers opened, and those devils spilled out.

3d6 Space Vampires attack from 4 trucks, trying to capture as many people as they can for cages within the trailers. They attack to subdue, but will kill to defend. They steal Breath as needed throughout the conflict (see below).

Space Vampire Truckers: AC 13, HP 8, claw rd4 or weapon rd6, Special: Steal Breath: a Space Vampire may steal Fucks from a freshly killed PC, converting the Fucks into Breath, which can then be used to assume the perfect likeness of the deceased as long as the skin is kept intact. When assuming a disguise, all damage is applied to Breath until the skin is rendered unusable.





SPACE VAMPIRES FROM MARS

If your players wish to continue, then of course they can steal the convoy of big rigs left from the battle with the Space Vampires. Driving large vehicles might be covered by a PC's Occupation, so give them a +1 to their Pilot Skill if applicable. If not, use AGI and make them roll -1d for Pilot checks. Note that the owners of the trucks and the rest of the Space Vampire clan will most assuredly seek out the miscreants who stole their source of skins and special honey and deal with them in a most brutal fashion.

CRITTERS, VARMINTS AND HOLY TERRORS

-BESTIARY-

Barr (also Burr) - A barr is two tons of devil meat wrapped in fur and fury. It hates everything, especially you. It has claws like Bowie knives and a stumpy head fulla fangs, all frothing and snorting. When it stands up on its hind feet, red eyes blazing with rage, it's over eight feet tall. A barr will tear down yer shack just to git at yer beans. An hombre with a barr skin coat is a feller ta be reckoned with. AC 12, HP 15, bite (rd8)/ claw 1d10.

Swamp Witch- Shamanic priestess aligned with the forces of Chaos. Haggard appearance and mottled skin. Roll 1d3+1 for caster level: on a roll of 4 the Swamp Witch gets 1d2 1st level Swamp Witches and 2d4 acolytes. AC 10, HP 12, punch 1d6, random 1st level Wizard spell.

Haint from the Holler - a Haint is a malevolent ghost that inhabits a specific area. Haints are attracted to the color blue. AC 10, HP 9, possession 1d6, flying.

Motherfucking Moth Man!!! - A silver man sized creature with red eyes and large butterfly shaped wings. It is seen flying around a specific area for 2d6 days. The last day it is seen a tragedy happens within 2d8 miles of its flight pattern. When seen, a Moth Man casts a Fear spell as if a 3rd level Wizard upon that PC/NPC. AC 12, HP 25, weapon, Special: uses superior technology, has a cellphone.



ELVIS A.I.



The Elvis A.I. was unleashed on the world on August 16th, 1977. At first no one really noticed anything was wrong, what with the U.S. still involved in Vietnam and the Cold War in high gear. Eventually it infiltrated the Cray X-MP installed in the Pentagon and from there took over the world's banking systems, re-centralizing currency to Vegas. Thanks to a visit from some Reticulans and the subsequent sharing of their knowledge of human biology, the Elvis A.I. managed to build a cloning factory and now is the only living inhabitant of most of the American southwest- literally millions of Elvisses everywhere.

AC 17, HP 6d6+66, PER 24, hip swing +6 to hit (rd12+6), skills: +6 to any performance based task, Summon Demon Band: can conjure a band of demons as a backup band (rd3+2 demons).



RANDOM WEATHER EFFECTS

1. Whiskey Slush falls from the sky. Drinks all around.
2. Unusually delicious smells fill the air.
3. A light rain of leeches or fish or other little critters.
4. Fire tornado rips through- DC 16 DRUNK save or clothes burned off.
5. It's Raining Men- literally, it's corpses, begin 2nd apocalypse.
6. Terror sleet- if you're from the South make driving checks.
7. Smoke from wildfires to the North.
8. Hail to the King- Elvis holograms and hail, EMP lightning, 2d6 rounds.
9. Heavy rains- 1. acid 2. blood 3. shurikens 4. bile 5-6. water, you fuck.
10. No weather change but everyone is hungry.
11. Thunder claps- Luck check or stunned 1 round.
12. Meth windstorm- everyone gets double actions on their turn.
13. Hot and humid.
14. Dry heat.

RANDOM MAGAZINES FOR STRAWBERRY JERRY

In CCC, magazines are sometimes used as currency, sometimes as stimulation, and always as toilet paper.

1. Sports Trucker Almanac
2. Starr Jones Presents Thrillin' Wrasslin'
3. Vintage Roadkill Monthly
4. Crystal Meth Beat
5. Modern Inbreeding
6. Dirt Farmer Illustrated
7. Flammable World
8. Elvis Comics Unlimited

THE MISERY MARKER

Copy this page and place it in front of the player currently referred to as 'The Miserable' as a reminder of what they can and must use the Misery Die for.



MISERY DIE SUMMARY

Starts as a d3.

Roll the Misery Die every time you attempt anything and apply the result negatively to your die roll.

Grow the die one size up the chain -or- pass the Misery Die to another play by Exhibiting Misery.

In order to Exhibit Misery, The Miserable must 1) tell a tale of woe, 2) complicate the current encounter, 3) alleviate their Misery by inflicting it on another player or 4) do dumb poor people shit.



**A POST-APOCALYPTIC WEIRD
WEST TOOLKIT FOR YOUR TIME
TRAVELING ADVENTURES.
RUN-DOWN GAS STATIONS,
ELECTRIC HORSES, JUKEBOXES
AND ALL THE TRUCKER MAGS
YOU COULD EVER NEED. JUST
ADD DICE AND WHISKEY!**