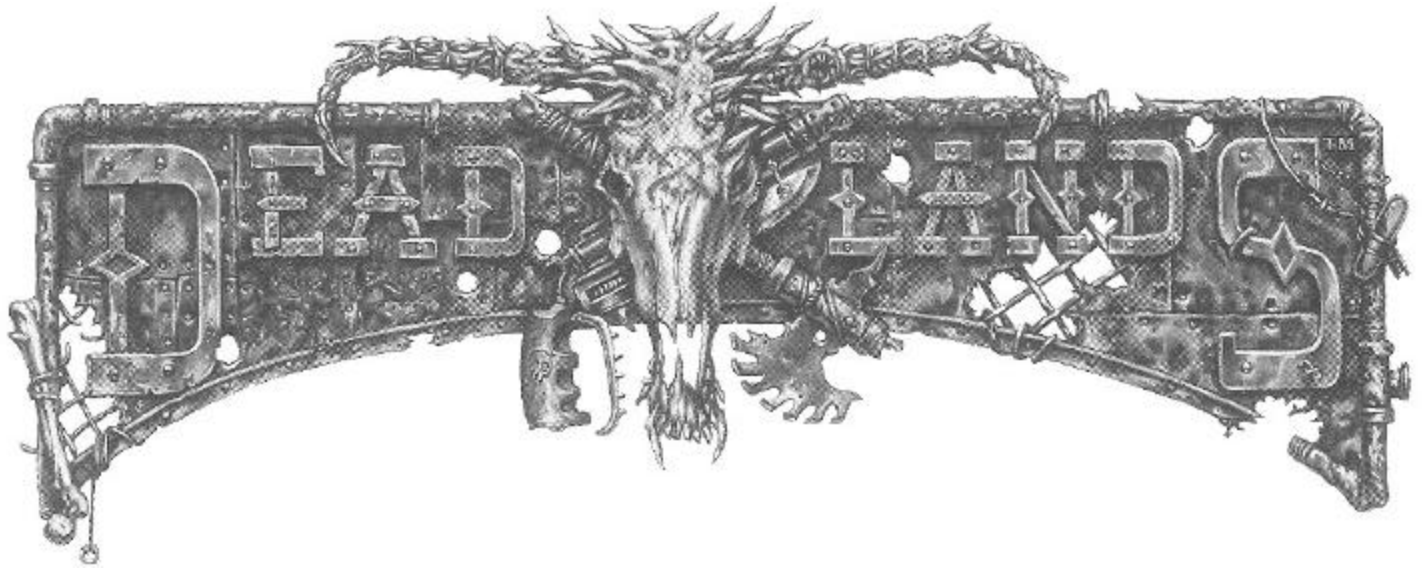




HELL ON EARTH
D20 Junker Extras



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This supplement is a web enhancement for the *Hell on Earth: D20* roleplaying game and, therefore, uses elements of the D20 System. A copy of the Open Gaming License, including designations of Product Identity and Open Gaming Content, can be found at the end of this supplement.

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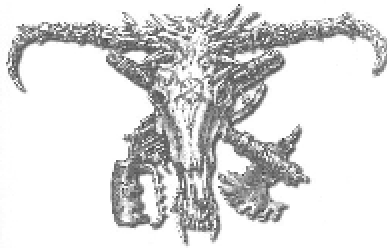
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The Story So Far

Those of you who have read *Hell on Earth: D20* may have noticed that although the reliability score of junker devices was mentioned on page 129, nothing else about this rating was mentioned in the book. Some people (mostly competitors) would believe that we goofed and accidentally left the relevant rules out of the book, but of course, that was not the case. We put the paragraphs and table concerning device reliability right where they were suppose to go, but those darn manitous just couldn't leave anything alone; especially something of such high quality as a Deadlands book. To make a long story short, the good guys managed to destroy all the troublesome little beasties at the Pinnacle office, but not before the book went to press. Therefore, without further ado, D20 rules for device reliability are presented below, along with a few D20 conversions of junker devices in order to help you defeat your own Manitou problems...

Reliability

Some weapons and pieces of equipment – particularly those created by junkers or purchased cheaply (hey, you get what you pay for) – are subject to jams, misfires, and other malfunctions. Those devices have a reliability score of 1 or more. When this number or lower is rolled when using the device, it malfunctions. A 1st-level junker with a home-made chainsword (reliability 4), for instance, suffers a malfunction on an attack roll of 1, 2, 3, or 4.

Passive devices must roll whenever they are used. Junker armor, for instance, must roll whenever its wearer is hit.

Once a malfunction has occurred, roll 2d6 on the **Malfunction Severity Table** to see what kind of accident occurred.

Malfunction Severity

2d6 Roll	Malfunction
2-5	Major Malfunction
6-10	Minor Malfunction
11-12	Catastrophic Malfunction

Malfunction Results

In a perfect world, the exact effect of each type of malfunction is determined by the Marshal on an item-by-item basis when the device is created. However, the world of *Hell on Earth* is definitely **not** a perfect world; therefore, Marshals may use the following guidelines for determining the different malfunction effects...

Minor Malfunction: The device fails to work until someone spends at least one full round making repairs and succeeds with a Tinkering skill check (DC 20) or Occult Engineering skill check (DC 10).

Major Malfunction: This one's the Marshal's call, but usually involves shots hitting randomly instead of where they were aimed, a hand weapon nicking the user, and so on. There's also a 50% chance of a power surge, causing the batteries to drain out completely.

Catastrophic Malfunction: Here's where the fireworks begin! The spirit batteries explode, causing 1d6 points of damage per battery in a burst radius of 5 feet per battery. Note that the user does not receive a saving throw to halve this damage.

G-Ray Collector & Spirit Batteries

The *Hell on Earth: D20* book clearly describes the required charging time for spirit batteries (page 128). However, the book does not mention how much ghost rock must be burned to charge a spirit battery. Never fear; once again, your friendly junker update comes to the rescue.

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Two ounces of ghost rock burned in a G-ray collector charges an attached spirit battery with enough arcane energy to last for one hour of use. As a result, a full pound (16 ounces for those of you without the knowin') of ghost rock produces enough arcane energy to last eight hours in a spirit battery.

Spirit Batteries & Junker Weapons

A quick note needs to be made concerning the duration of spirit battery energy when used with junker weapons. *Hell on Earth: D20* (page 128 once again) states that a fully charged spirit battery provides enough arcane energy for a minimum of two hours of use. This power duration seems a bit excessive when dealing with weapons, which are used in 6-second rounds. (After all, do you *really* want to keep track of 1,200 rounds?!) Fortunately, this rule can be changed when dealing with junker weapons, and even easily explained; junker weapons use an impressive amount of energy in short bursts, resulting in spirit energy being drained at a faster rate than with other devices. The exact battery duration of a junker weapon must be decided at construction; as a general rule, a junker weapon drains 1 hour of spirit energy every 3-5 rounds of use.

Junker Gizmos

The following devices are junker items commonly constructed in the Wasted West. A junker may begin play with any one of these gizmos that has an achievable construction DC (as defined in *Hell on Earth: D20*). The starting junker must succeed with an Occult Engineering skill check in order to create the device. Although he may attempt as many checks as desired, mishaps may occur as defined in the construction rules. Additionally, the single spirit battery with which a junker begins play may not provide enough power for the device, requiring the junker to build more batteries (and requiring more dinero, hombre).

Following the device's description is its Minor, Major, and Catastrophic Malfunctions. The gizmo's construction DC, construction time, damage, critical threat, range increment, weight, battery duration, and weapon type are listed in the **Junker Gear Table**.

Chainsword

Many of the denizens of the Wasted West like to play up close and personal, so lots of junkers like to have something to keep them at arm's length. If your hero has a chainsword, he can hack off an offending arm if his playmates get too close.

The chainsword has a thick blade around which runs a chainsaw. This blade has an added kick to it: a current of arcane energy runs through the chain, allowing it to affect creatures as if it had a +1 enhancement bonus.

Malfunctions

Minor: The chain breaks, requiring a successful Tinkering skill check (DC 20) or Occult Engineering skill check (DC 10), and 1d2 rounds to repair. Even with the chain broken, the sword may be used to cause 1d4 points of damage and is still able to function as a magical weapon.

Major: A power surge drains the connected spirit batteries of 3d4 rounds of operational power.

Catastrophe: A power surge causes the chainsword to explode. The explosion causes 3d8 points of damage in a burst radius of 10 feet.

Junkgun

Ammunition is scarce in the Wastes, so some enterprising junkman devised a way to make his own.

The junkgun is a large backpack-like weapon. Attached to the pack is a magnetic collector tube. This acts just like a giant vacuum cleaner, except that it only works on metal. When activated, it uses powerful magnetic pulses to suck up any metallic junk within a few inches of the tube. The tube is roughly 6" in diameter and can handle any object smaller than that, weighing up to 3 pounds.

Scrap metal picked up by the tube goes into a hopper at the top of the pack and then feeds down into a miniature electric furnace which slices the metal up into uniform-sized chunks. The chunks drop down into an ammo storage container and remain there until fired.

A second, smaller tube reverses the process and uses magnetic pulses to fire the processed chunks out in a devastating spray of jagged metal. This creates a shotgun-like effect.

In combat, the junkgun receives attack bonuses

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Junker Gear

Device	Construct. DC	Construct. Base Time	Damage	Critical	Range Increment	Wt.	Duration	Type
Chainsword	20	1-10 hours	3d8	19-20/x3	—	7 lb.	3 rounds/hr. of spirit energy	S
Junkgun	25	1-6 days	2d12	19-20/x2	30 ft.	60 lb.	5 shots/hr. of spirit energy	P
Motion Detector	15	1-5 hours	—	—	—	8 lb.	Normal	—
Plasma Pistol	35	1-6 months	2d10 (BR 3)	—	30 ft.	3 lb.	3 shots/hr. of spirit energy	P

as a shotgun (+1 per range increment to a maximum bonus of +3). Because it fires a long stream of projectiles, it doesn't lose damage with range like a shotgun. However, due to the spread of the shot, the junkgun is pretty much ineffective beyond 70 feet.

The ammo hopper can hold 30 shots worth of scrap metal. If there is suitable metal debris in an area (Marshal's call), this can be replenished in combat. As a full action, the junker can run the collection tube to gather enough metal to replace 1d6 shots.

When not in combat, it's possible to open the scrap hopper and feed in chunks of metal too large for the collector tube to handle.

Malfunctions

Minor: The junkgun jams, requiring a successful Tinkering skill check (DC 20) or Occult Engineering skill check (DC 10), and 1d4 rounds to fix.

Major: The electro-magnetic field generators malfunction, preventing the junkgun from firing or collecting ammo supplies. Additionally, power fluctuations within the generators drain 1d8 rounds of operational power from any connected spirit batteries. A successful Tinkering skill check (DC 25) or Occult Engineering skill check (DC 15), and 2d4 rounds of work can correct the problem.

Catastrophe: The gun's electric furnace explodes, sending metal fragments slicing into any objects nearby (including the user). The explosion causes 4d6 points of damage in a burst radius of 20 feet.

Motion Detector

The considerable junk collections most of the Wasted West's inventors have assembled are tempting target's for the less-than-scrupulous. Since junkers often travel alone, they've learned to trust their tech to watch their backs.

The motion detector is a passive sensor that samples the noise around its position thousands of times per second and then compares the samples using triangulation and Doppler shifts to pinpoint the source of these noises. This information is displayed on a small screen on the top of the device. The detector only displays the estimated distance and direction to a noise source. It can't identify what's causing the noise.

Under normal conditions, the detector automatically detects any noises above a whisper within 250 yards of its position. Anyone trying to move undetected through this area must win an opposed Move Silently skill check versus the detector's Listen skill rating of 20 each round.

The Marshal should feel free to modify the detector's rolls under conditions that may interfere with its performance. These include things like high winds, loud noises which might overload the sensor or cover other noises (like explosions and gunfire), and caves, canyons, and other areas with odd acoustics. The scanner works best when stationary. When moving, apply a cumulative -3 modifier to all scanning skill checks for each 10 m.p.h. of speed.

The sensor can give an alarm if a new noise source enters its scanning area.

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Malfunctions

Minor: The triangulation modules malfunction, causing several false contacts to be detected. If configured to do so, these contacts cause the sensor's alarm to sound as well. The sensor detects noise normally within 100 yards and will not generate false positives within that range. A successful Tinkering skill check (DC 20) or Occult Engineering skill check (DC 10) is required to repair the sensor's triangulation modules.

Major: Intermittent power fluctuations cause any connected spirit batteries to be drained of 1d4 hours of operational power. Additionally, the fluctuations prevent the sensor from functioning normally; the sensor may only be active once every minute and has a reduced Listen skill rating of 10. These fluctuations require a successful Tinkering skill check (DC 25) or Occult Engineering skill check (DC 15), and at least an hour to repair.

Catastrophe: The delicate sampling components within the sensor burn out, completely draining the spirit batteries in the process. New components, 1d3 hours of work, and a successful Tinkering skill check (DC 25) or Occult Engineering skill check (DC 15) are required to repair the sensor.

Plasma Pistol

The plasma pistol is a small gun with a big punch. You don't have to be overly accurate with it. As long as you get your shot in the general area, your target's going to have a really bad day.

The pistol uses a small piece of irradiated ghost rock as its ammo source (this one-ounce chunk needs to be replaced every 100 shots or so). When the gun is fired, arcane energy washes over the ghost rock and breaks part of it down into superheated plasma. This is propelled down the barrel by powerful magnetic fields.

The plasma bolts are extremely powerful. When a plasma bolt strikes an object, it explodes, causing 2d10 points of damage with a burst radius of 3 feet. Note that a plasma bolt only needs to hit an object to explode; it does not need to overcome a target's armor bonus, shield bonus, or natural armor bonus in

order to deal damage. However, if the attack does not overcome an opponent's full Armor Class, he is allowed a Reflex save for half damage. If the plasma bolt misses the intended target, roll 1d8 to determine the direction in which the shot deviates (as a grenadelike weapon) and roll 1d20 to determine how many feet away from the target that the bolt impacts. The distance should be halved (rounding up) if the deviation direction roll is a 4, 5, or 6 (i.e., the shot deviates toward to user).

Malfunctions

Minor: The pistol's energy amplifier malfunctions, reducing the damage from a plasma bolt to 1d8 (Reflex save for half if unable to penetrate armor). The bolt no longer has an effective burst radius. A successful Tinkering skill check (DC 20) or Occult Engineering skill check (DC 10) will correct the problem.

Major: A short completely drains the spirit batteries. A successful Tinkering skill check (DC 25) or Occult Engineering skill check (DC 15), and 1d6 x 10 minutes of work are required to find and repair the short.

Catastrophe: The magnetic field generator malfunctions, overloading the ghost rock with arcane energy and causing it to explode while still inside the pistol. The explosion causes 4d10 points of damage with a burst radius of 20 feet (the user is not allowed a save). The ghost rock within the pistol (as well as the pistol itself) is destroyed in the explosion.

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