

DAMNATION VAN DIE DROP TABLE

For when adventurers find a Damnation Van in the wild.

Print out the table; put it in a box top (preferably something like Gamma World or Peril on the Purple Planet 'cause that'll be proper).

Drop a d10 onto the table. Whichever numbered area (1 to 12) it's mostly on is the type they find. The number on the die is the percent (in 10s) of the vehicle's functionality. Roll another d10 to generate the 1s for the percentage.

Any given Damnation Van has room for a crew of 2 (driver & navigator) + 2 + 1d6.

1. Landmaster
2. Vesta
3. Haunted, Possessed or Just Plain Evil Van: Self-aware.
4. Star Van: If you can get it into space, it's capable of interstellar travel.
5. Vanpire: Self-aware. It's powered by blood, either the driver's or roadkill.
6. Battletruck
7. Ark II
8. EM=50
9. Monster Van
10. Vansformer: Self-aware. Can change itself into a big robot at will. 50% chance it can do so with people inside; if not, they have to get out first.
11. Wizard Van: 50/50 it's either: A) A self-aware Warlock (roll a d6 for Level); or B) Powered by magic.
12. Dead Reckoning

And lucky 13: Panzer. (<https://cyberpunk.fandom.com/wiki/Panzerboy>
See pages 7-9 of Hardwired, page 29 of Chromebook and my arts in
Challenge 70. Shoehorn this Damn Van in wherever you want.)

Aaannd you might also want to cram a Vandroid (see page 96) in
there somewhere. You know, for the greater good.

If the adventurers find only a partial Damnation Van, say less
than 35%, the Journey Master will have to decide how much use they
can get out of it. Further adventures to find fuel, parts and
tools will be in order.

Machine Friend checks can be used to counter a failed Lemon roll.
In exceptional circs a Journey Master might allow a Luck stat
(highest in the party only) test to overcome a failed Lemon roll
(one stat test per failed roll).