

Carter's Cannonball

Gary McGibbins voted for Jimmy Carter for Governor of Georgia in 71, and volunteered for his Presidential campaign in 76, and celebrated the victory by having his pride and joy - a 1975 Winnebago Brave - luridly airbrushed with scenes from Jimmy Carter's life, the hood a scene from Carter's inauguration. Gary always intended to make the trek from Georgia to DC to see where 'his president' did his work.

Gary stood by Carter even during the 1979 energy crisis which cost the president so much public good will, going so far as to have 'Carter's Cannonball' airbrushed down the sides of the RV, and a supercharger installed to show he believed the oil would flow again, and he'd be able to do a hundred and twenty with fifteen people in the back.

On the eve of the election late in 1980, he was cruising around town with a party of fellow Carter supporters in the back, celebrating what they hoped would be Carter's second term.

When the results started coming in on the radio though, the party quickly died.

Garry's last act as the owner of Carter's Cannonball was to add a huge mural of Carter's face to the rear of the RV, his eyes turned heavenward, tears running down his cheeks.

Since Garry sold the RV as part of a divorce settlement (he found out his wife voted Reagan), it has changed hands seven times between 1981 and 1985, each time to an increasingly careless owner. The last was using it as a mobile grow-op, and it still reeks of weed, fertilizer, and the habits of people who think growing weed in an RV is a good idea.

And most recently, it somehow found its way into the (legally dubious) possession of our 'heroes'.

Carter's Cannonball Vehicle Stats

Type - RV (1975 Winnebago Brave)

Size - 21 Feet Long

Range - 200 Miles (see below)

Top Speed - 100 MPH (see below)

AR - 8

SDC - 350 (Reduced from 400 due to rust damage)

Equipment

- Bunks for 4 (currently, only 1 hippie-dirty mattress remains)
- Kitchenette (stove will catch on fire if used, fridge rusted out)
- Toilet (inoperable because tank is full, limiting max speed to 75MPH until emptied)

Optional Extras

- Supercharger (adds 50% to top speed, halves range - at speeds over 80, a Control Roll is required every round)
- Gas Generator (a gasoline powered electric generator installed to power...)
- Grow Lights (high intensity grow lights)
- Heartrending Portrait of the 39th President (people with an excess of humanity or sentimentality will find it hard to shoot holes in the face of Jimmy Carter, and so the mural on the back of the Cannonball acts as a sort of psychic armor which imposes a -4 penalty to all shots aimed at the back of the Winnebago. The psychotic, the excessively foreign, and the hardcore Republican will have no such difficulty).

Carter's Cannonball Stress Table

Any time the Cannonball suffers significant damage (more than 20 points from a single attack), is forced to accelerate hard, decelerate hard, maneuver, drive over rough or unpaved terrain, suffer a minor crash, or the supercharger is used at all, a roll on the following table is required.

1-5 Ants! Attracted by the spilled soda and ground-in sweets left over by the munchie-crazed grow-op hippies, a large colony of fire ants has infested the Cannonball's body, and now begins furiously invading the interior. Anyone sitting near the kitchenette has a 50% chance to be swarmed, as does anyone eating or drinking a sugary snack. Everyone else has a 20% chance to be swarmed. The ants inflict 1d3 points of damage, and the pain and creepy crawley feeling is very distracting, causing a -1 penalty in combat, and a -5% penalty on skills. The ants remain inside the Cannonball until it can be stopped and fumigated.

6-10 Short Circuit! Something shorts out in the dash, and the headlights and all the gauges go dead - no speedo, no oil pressure, no RPM's, no turn signals. Worse, the short grounds out through the body and anybody touching metal anchored in the car's body gets a nasty shock. Until the short is fixed, driving the Cannonball is harder (-10%), and there is a 20% chance every hour per passenger that they will get shocked for 1d4 points of damage. This requires the Cannonball be stopped before the short can be found and fixed.

11-15 Heater Stuck At Max! The heater starts blowing sweat-inducing hot air, and can't be turned off without stopping the Cannonball, and getting out and fixing it under the hood. This quickly makes the interior a sweatbox, and unless the windows can be rolled down, and after 1d6 hours will induce a trippy vision-quest in all passengers much like meditating in a sweat lodge. Mutant reptiles are immune to this, and find the hot RV invigorating.

16-20 APB! The Cannonball is spotted by local LEO, and the word goes out.

21-25 Three Cherries! The violent maneuver shakes free a hidden stash of casholla, stuffed into a nook or crannie by a previous owner. 2d6 x 20 dollars in mixed coinage spills out

unexpectedly. There is a 23% chance that he coins will distract the driver, demanding a control roll to avoid trouble.

26-30 Stuck Accelerator! The accelerator sticks. Roll 1d6 - on a 1-2, it sticks at the current speed. At 2-4 it sticks at half the current speed. At 5-6, it sticks at MAXIMUM ACCELERATION! Stopping requires killing the engine and coasting to a stop, and fixing the stuck engine requires opening the hood and applying the correct skills.

31-35 Tunes! The RV's radio comes on at near max volume, and blares the top 40 songs from a local radio station. It can be stopped by kicking in the speakers or unhooking the radio from within the cabin, but while the radio blares, there is a -1 to combat rolls and -5% to skills unless the PC's favorite song comes one, and then the penalties reverse and become bonuses.

36-40 Windshield Implodes! The cracked and stressed windshield gives way, and implodes, showering the driver and passengers with safety glass. There is a 20% chance some will get into (1-4) one eye or (5-6) both eyes. Glass in the eyes is bad, requiring immediate medical attention to avoid permanent damage. Driving without a windshield is hard at more than 40MPG, imposing a percent penalty to control rolls equal to half the MPH more than 40. Plus, bugs and grit and rocks thrown up by trucks fly right into the cabin. For every 100 miles traveled, there is a 20% chance that a passenger will be struck by something like a rock or a bird, or a really juicy bug inflicting 1-3 points of damage.

41-45 Campaign Literature! A stash of Carter-era campaign lit breaks loose, and flies about the cabin distracting the driver badly (requiring a control roll immediately). If there is a window open, the leaflets will blow out creating an easily followed trail for a hundred miles.

45-50 Stench of Death! Gag me with a spoon made from rotting meat! Something died in the Cannonball, and the shaking makes its waxy semi-liquid flesh slush through cracks in the body panels. All passengers must make a Save vs Toxins or be OVERCOME WITH VOMITING for 2d6 minutes, and can only take half their usual number of actions (the others being spent throwing up), and then acting at a -3 penalty. Anyone who possesses an enhanced sense of smell suffers a -5 penalty on this save. Mutant skunks are immune to this effect. Roll 1d6 to determine the nature of the dead creature 1-Nest of Mice, 2-Snake, 3-Owl, 4-Weasel, 5-Cat, 6-The Corpse of Jimmy Hoffa.

51-55 Bees! A nest of Africanized killer bees which had been nesting in the Cannonball quite happily until now is roused to furious anger. They swarm the passenger compartment and sting 1-6 passengers. If stung, the attack inflicts 1-4 hit points in damage, and imposes a -2 penalty in combat and a -10 penalty to all skill rolls for 1 hour due to pain and swelling. There is also a 5% chance that this will induce a heretofore unknown allergic reaction which will cause the victim to suffer anaphylaxis necessitating immediate medical intervention, such as an emergency tracheotomy performed with a pocket knife and ballpoint pen. The Bees will continue attacking for 1-4 rounds, unless the windows are all rolled down or they are mollified with smoke or flowers, in which case they will attack for only 1 round.

56-60 Overheating! The Cannonball's engine starts to overheat badly, and in 1d6x20 miles it'll break down, with a 20% chance of a catastrophic breakdown. It is possible to keep going if some daring mutant can be convinced to climb out onto the hood, and somehow pour water into the radiator while the RV rockets down the highway.

61-65 Stove Catches on Fire! The inoperable stove starts to smoulder, and then bursts into

flames as soon as somebody says “Can you smell something burning?” The 70’s era plastic and nylon making up much of the Cannonball’s interior fixings quickly catch light too. If the fire is not controlled in 1d6 melee rounds, it will become uncontrollable without stopping or letting it burn out. The fire inflicts 2d6 damage to the Cannonball every round, and will burn for 2d6 melee round. Breathing the fumes from the burning naugahyde requires a save vs toxins or it will inflict 1d6 damage every round. There is only a 14% chance that the Cannonball’s fire extinguisher still works.

66-70 Metal Fatigue! Something goes CRUNCH in the body of the Canonball, and there’s a roar of wind noise. It suffers 1d6 damage for each 20MPG of speed, and part of the metal bodywork peels away.

71-75 Cocaine! Did we mention that between 1981 and 1982 Carter’s Cannonball was used to smuggle cocaine from Miami to Newark? The violent maneuvering shakes loose a long-hidden kilo which is thrown from its hiding place to burst violently against the floor, filling the Cannonball with a fine dust of fine Colombian. Everyone who breathes the uncut dust will get lit up unless they can make a saving throw vs toxins or get more high and wired than a mountaintop powerplant. Driving very fast gets easier (+10%) while driving slow and inconspicuously gets harder (-20%). There is a 21% chance that a character will become addicted, and begin to suffer from that mental illness until properly treated. A character will suffer an overdose after breathing the dusty air for their Size Level in minutes, so unless steps are taken to air out the RV, the party atmosphere will go south fairly quickly.

76-80 Roadkill! Carter’s Cannonball plows into an innocent animal, with no chance to evade. This will require a control roll, and depending on the size of the animal, could damage the RV. Roll on the Roadkill Table to determine the kind of animal run down.

Roadkill Table

1-10 Squirrel (no damage, but you feel like a bit of a bastard)

11 - 15 Deer (2d6 damage)

16 - 20 Somebody’s Dog (1d6 damage, but you see the crying child holding a leash next to the road which is so heartbreaking that the control roll is made at -20%)

21 - 27 Somebody’s Cat (no damage, but somehow THE CATS KNOW. All dealings with cats and mutated felines are permanently penalized 10% until some great service is undertaken for Catkind)

28 - 32 Wild Hog (3d6 damage, -5% on control roll. Some gets caught in the engine, and makes the whole RV smell like bacon for the next 200 miles which so raises spirits that everyone gets a +1/+5% bonus on all rolls)

33 - 40 Bald Eagle (1d6 damage, and now you’re also being hunted by the United States Fish and Wildlife Service)

41 - 45 Koala Bear (1d6 damage, and it stares placidly at the oncoming Cannonball, totally zen about its imminent death)

46 - 50 Goat (2d6 damage)

51 - 55 A Mamma Duck and Seven Ducklings (no damage, but man... that’s just *wrong*. You hear the crunch of the ducklings under the tires. Make a Save vs Psionics or be overcome with self loathing and slam on the brakes immediately) .

56 - 60 Mothman (Mothman - man, moth, legend. 2d6 damage, and imposes a 13%

penalty on the control roll for sheer WTF value of the event. If you stop and return to the scene of the impact, Mothman's body WILL BE MYSTERIOUSLY GONE!).

61 - 67 Chicken (no damage, and the chicken gets caught in the engine. After 100 miles of driving, it will be roasted to perfection, and can be eaten. After 200 miles, it makes the radiator belt break, and catches on fire requiring immediate repairs).

68 - 69 Bear (4d6 damage, -10% on the control roll. There is a 20% chance that the bear is wearing a fez and riding a tiny bicycle, and if this is the case, the control roll is penalized 17%)

70 - 80 Monkey (no damage, but monkeys are almost people, so the grief causes a 10% penalty on the control roll)

81 - 85 Komodo Dragon (1d6 damage, and the death of the rare endangered reptile means Indonesia dispatches a team of commandos to extradite the PC's to stand trial for the crime).

86 - 93 Cow (4d6 damage, and because of both its size, and the way it looked right at the driver at the moment of impact, -10% on control roll)

93 - 96 Shark (4d6 damage, and surprise alone at running over a shark in the middle of the road makes the control roll -10%)

97 - One Animal Eating Another Animal! (Roll twice and combine the result, ignoring another result of 97. The first rolled animal is sitting down to a meal of the second rolled animal when the Cannonball smears them both across the blacktop.)

98 - Human (-10% on control roll, 3-18 damage to Cannonball, roll 1d6 to determine type: 1-Orphan 2-Nun 3-State Senator 4-Cowboy 5-Adult Film Star 6-Sammy Davis Jr.)

99 Mutant! - (Roll again, ignoring another 00 result. the animal is an intelligent mutated version of the animal indicated. It is Size Level 3d6 and inflicts 1d6 damage for every 3 size levels (rounded down) and penalizes the control roll by 2% per Size Level. There is a 25% chance that the mutant animal is some kind of commando carrying explosives. If so, then in addition to being hit, he also blows up inflicting 1d4x10 damage to the Cannonball and requiring a SECOND control roll!)

00 - YOURSELF! - (All the PC's, looking a bit older and wearing different clothing, probably from the future or something, and clearly running like hell from somebody. 2d6 damage per PC, and -10% on the control roll per PC. If they return to the point of impact, they will find nothing but blood and fur and troubling questions and crackling Temporal Energy).

81-85 Engine Starts Smoking! That can't be good. The engine starts to smoke badly, and there's a drop in engine power cutting the top speed in half. Within 1d6x10 miles, the engine will fail completely. The problem is (roll 1d6) 1- Oil leaking onto the engine block, 2-exhaust backing up, 3- 1d4 pistons quit working, 4- belts burning up, 5- clutch burning up, 6 - engine compartment insulation is on fire.

86-90 No Brakes! You can go, but you can't stop. Maneuvering gets much harder (-20%), and stopping gets really difficult if you don't have the luxury of coasting to a stop. Applying the parking brake is possible, but dangerous at high speed (greater than 40MPH), causing a control roll.

91-95 Blow a Tire(s)! A tire blows out. Roll 1d6 to determine which one. 1-right front, 2-left

front, 3- right rear, 4- left rear, 5- both front, 6 - both rear. Control rolls are at -15%, and after 1d6x10 miles driven on a blown tire, the rim is ruined and can't be used again. There is a 50% chance that there is a good spare tire in the Cannonball, but only a 20% chance that there is a jack and lug wrench.

96-100 Roll Twice and Combine Results (reroll any result of 96-100)

Reference

<http://www.youtube.com/watch?v=zSWUWPx2VeQ>

