

CRASH



MOB-47



To play CRUST you'll need a handful of six sided die **[d6]**, a pencil, and some paper. CRUST uses a **[4d6]** dice pool as the Core Mechanic. When attempting anything in the game, you will roll your dice pool, adding or subtracting dice to the pool based on the modifier of the skill used to attempt the action. Any die landing on **6**, equals one success. The **DR** determines how many successes are necessary to pass the skill test.

This game is set in the dystopian future of 1993. Corporations have taken labor forces to a distant planet called M-0847 to mine a rare mineral called Astel. Thousands follow hoping to find a better life on Mob, as it's called. Settlements dot the planet, as researchers, and smaller companies followed as well. All hoping to find new and exciting things in a dangerous new world.

You are a crustie, a dumpster diving, boxcar hopping, stick&poking, DIY-ing, unwashed punk. The planet you're on is hostile, and dangerous, and requires a lot from those who live there. You may not like it, but to survive, you're going to have to work.

General terminology:

- DR** - Difficulty Rating
- J** - Junk Tokens
- Modifier** - +/- dice pool
- U** - Uses
- C** - Credits
- E** - Equipment Slots

SKILL-SHARING:

Before each session, the players will roll using their highest skill, and count the **6's**. That many dice are then pooled nearby, and represent the **SKILL-SHARE** dice pool. At any time, for any roll, during the session, a player can take as many dice from the SKILL-SHARE pool as they want. However, a player may not use the SKILL-SHARE for a roll that uses the same skill they shared. Once a dice from the SKILL-SHARE is used, that dice is discarded.

SKILLS AND GEAR

Roll **[7d6]** and drop the lowest two numbers. Each number on the die equates to a modifier. Then add one modifier to each of your five skills. CRUST has no class, so where you put your modifiers determines your characters strength and weaknesses.



-2



-1



+0



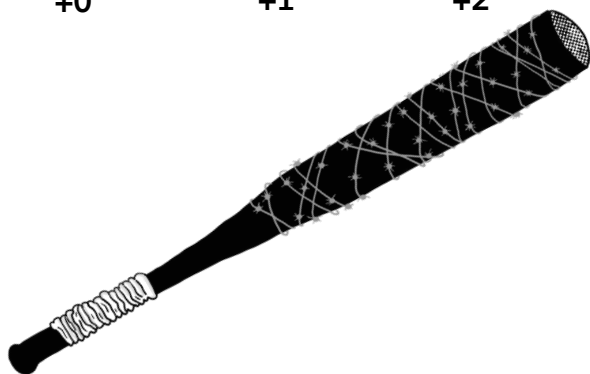
+0



+1



+2



Grit: Physical Fortitude

Brains: Mental Acumen

Guts: Emotional Well-being

Slick: Dexterity and Wit

DIY: Resourcefulness

Every player starts with a weapon, a unique camping tool and the following: a battle jacket, **[2d20]C**, lighter, cigarettes **20U**, fortified wine **2U** or whiskey **12U**, and **[d6]** rations.

Junk Tokens [J] - [10d6]+DIY

and collect the number of successes. **J** are used to Mod your melee weapon.

[See Combat Actions]. When **J** are used, mark them off your sheet.

[d6]	Weapons	dmg	c	e
1	iron pipe	[d4]	8	2
2	crowbar	[d4]	10	2
3	pipe-wrench	[d4]	12	2
4	shovel	[d6]	12	3
5	baseball bat	[d6]	8	2
6	machete	[d6]	16	2

[d6]	Expedition tools	c	e
1	climbing rope	10	4
2	pitons [6]	10	3
3	flashlight	2	1
4	multi-tool	6	1
5	fire-starter	2	1
6	fishing rod & tackle	8	6

Resilience

Backpack Size [E]

Guts -2	25	Grit -2	15
Guts -1	35	Grit -1	20
Guts +0	45	Grit +0	25
Guts +1	55	Grit +1	30
Guts +2	65	Grit +2	35

DOWNTIME

You'll often find yourself in a settlement while traveling.. Recovery of resilience happens faster in occupied towns. Restoring resilience with rations is twice as effective; **[d20]** instead of **[d10]**. There's also the opportunity to pay for a room in a hostel for **6C**. In this case, your resilience will be fully restored the next day.

Buying rations can be done in any occupied town. All rations cost **2C**, and have no encumbrance.

When in settlements or colonies, you'll also have a few options to salvage extra food, tinker, or make extra credits.

Busking

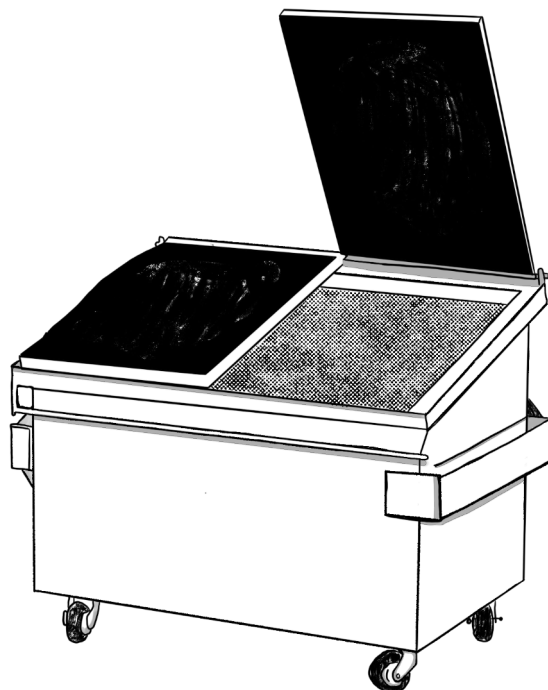
Find a spot to play for an hour. Once you set up, roll **Slick** to see how long you can keep that spot before people get bored of you. Each success is an additional hour of free space usage.

For each hour roll **Guts** to put on a street show. Each success is **8C** in your hat.

Dumpster Diving and Looting

To search dumpsters, trash cans, or any containers roll **DIY**. Successes equal the number of items you find.

Declare what you're searching for beforehand so the GM can reward you with the appropriate loot. Whether that's food, Junk tokens, or any other type of reward.



COMBAT

All combat turns consist of: **Movement + Standard Action** or **Full Action**. Players may also use a **Reaction** during the enemies turn, if they have not used a **Full Action**.

Standard Actions

Melee Attack - Grit - Melee Weapons

Deal weapon damage.

Critical: Doubles or higher. Each additional success adds a damage die.

Trap - DIY - Usable Item [ie., grappling gun, or coil of rope]

Success: Target is immobile for one round, but can still attack in *close* range

Trapping player takes **+[d4]** damage

Players gain **+1** to any rolls

Distract - Guts

Success gains the target's attention until the end of it's next turn.

Each Additional success maintains target's attention for an additional round

You take **+[d4]** damage to all attacks made on you

Party gains **+2** to all attack rolls

Reactions

Dodge - Slick

on a success you take halved damage from an enemy attack on you.

Critical: Take no damage

Shield - Grit

on a success you take damage from enemy attacks on party members

Critical: Defended player takes no damage

Double Critical: Deflect the attack.

Flee - DR2 Guts

Run out of combat, and abandon the party. Cannot return until combat is over.

Full Actions

Mod - DIY - Melee Weapons

Requires Junk Token

Expand Hit Range to **5-6**

Number of Successes is equivalent to the number of hits a weapon makes before breaking back into its base form.

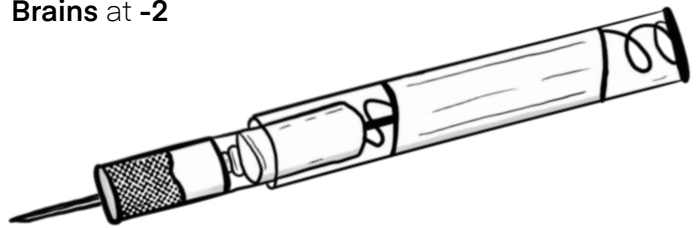
Aid- Brains - must have an item to heal with

Success adds **[3d6]** resilience to target

Add **[d6]** for each additional success

If no healing materials are available, roll

Brains at **-2**



Saturday Nightmare Special

If the target is **Trapped**, and all players make a successful **Standard** action, all players immediately roll additional *critical weapon damage* in a Tokusatsu style combo move.

Combat with Humans, and Beasts: One

player rolls **DR1 Slick** for the entire party.

With any success, the party attacks first.

All combat is side based.

Combat with Nightmares: All players roll

DR1 Guts -1. All players must have a

success to attack first. If all players roll a

success, they can enact a free Saturday

Nightmare Special

UPDATES

Expanded Standard Actions

Throw - Slick - Explosives

DR1 to hit Area of Effect with Explosives

Critical: Doubles or higher. Each additional success adds a damage die.

Shoot - Brains - Ranged Weapons

Deal weapon damage

Critical: Doubles or higher. Each additional success adds a damage die

Expanded Full Actions

Aim - Slick - Ranged Weapons

Expand Hit Range to 5-6

Number of Successes increases the hit range.

1 Success= 4-6

2 Successes = 3-6 etc.

Craft - DIY - Explosives [d4]

Success allows crafting of a DIY

explosive ie., *Molotov Cocktail*

Each additional success adds [1d4] to explosive damage.

Requires valid items to craft

Travel:

Each *day* traveled requires **1 ration** to *maintain resilience*. Each day traveled without consuming a ration, reduces *current* resilience by **4**.

Recovery Rolls:

At the end of each day, players may choose to spend 1 additional ration to restore [d10] resilience.

Foraging/Hunting:

A single player per night may roll **DR1 DIY** to forage or hunt for food in the wild. Each success is an additional [d10] recovery roll for each player.

Combat Movement:

CRUST can be played entirely in theater of the mind. But if you choose to use a battle grid keep in mind these simple measurements:

Close → Near → Far

Close: Within melee range

0-5ft

Near: Just out of melee range

6-20ft

Far: Beyond the reach or sight of the target

21-100ft

Note: When using a battle grid, **one square = 5ft**

Combat Difficulty:

To increase the difficulty of combat encounters, use this formula to increase enemy resilience.

Hard: **Resilience + (PCx5)**

Impossible: **Resilience + (PCx8)**

You may also choose to add damage die however you see fit

GUNS

The Mikey

+1 if Near / -1 if Far

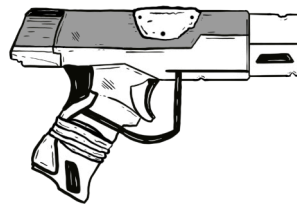
Simple Semi-Auto Pistol

[2d4] DMG

175C

6E

*Ammo [20] 14C**



PORK

+2 if Close / - 2 if Far

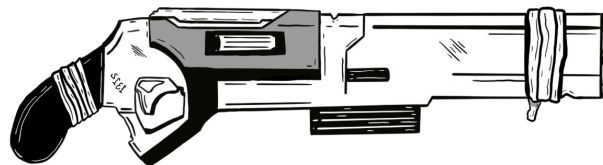
Sawed off Shotgun

[3d4] DMG

313C

12E

Ammo [13] 12C



SPECIAL: Criticals Immobilize
CORPOS for one round

The Circle-Pit

+3 if Close / -6 If Near/Far

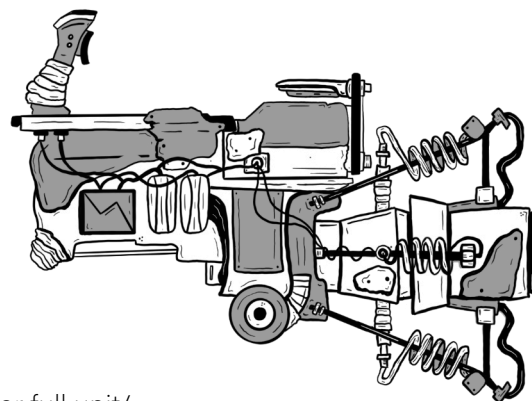
Electrified Air-Cannon

[4d4] DMG

500C

16E

Ammo [12] 26C



SPECIAL: Coin flip to knock
target prone, immobilizing for
1 round

*Cost per full unit/
magazine of ammunition

BEASTS

Cragspider || Location: Deserts/Swamps || Type: Swarm [d4]

Basics: Swarm from behind || *DMG* - [2d4] || *Resilience* - 40

Leechbat || Location: Swamps/Forests || Type: Swarm [d10]

Basics: Flies in swarm attack || *DMG* - [1d4] || *Resilience* - 16

Sphinx || Location: Swamps/Forests/Jungles || Type: Solo

Basics: Silently drops from trees || *DMG* - [3d4] || *Resilience* - 65

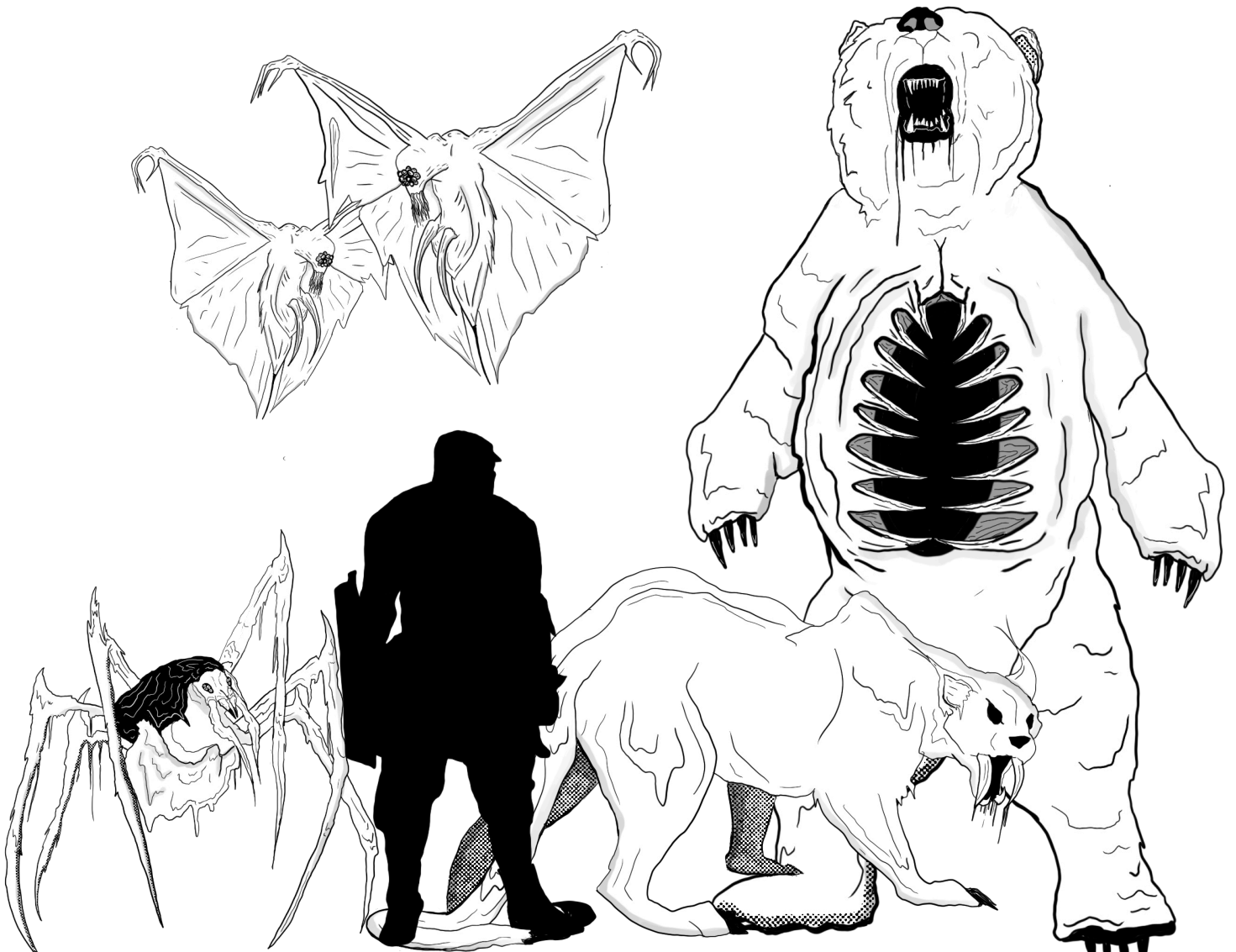
Firebear || Location: Swamps/Forests/Jungles || Type: Solo

Basics: Brutal frontal attacks || *DMG* - [3d8] *Resilience* - 90

CORPOS || Location: All || Type: Group [d6]

DMG - [3d4] - *GX Rad-Rifle* || *Resilience* - 30

For interactions, use this standard array of modifiers: +2 +1 +0 -1 -2



NIGHTMARES

In the deep places of Mob, where the CORPOS build their mines, are horribly mutated creatures. Exposure to the planet's resource, Astel, causes animals, and even people, to mutate over time. Some quickly, and some very slowly. They have come to be called NIGHTMARES.

When players reach a place where they may encounter a Nightmare have them roll on the tables below, while you track the results secretly. Use the suspense of these rolls, to create an aura of fear surrounding an encounter with the NIGHTMARE.



[d4] Head

- 1 Human Head
- 2 Flesh Mound
- 3 Insect Head
- 4 Serpent Head

[d4] Torso

- 1 Human Flesh
- 2 Stony Troll Skin
- 3 Scaly Lizard Skin
- 4 Insect Carapace

[d4] Limbs

- 1 Human Arms
- 2 Barbed Tendrils
- 3 Hairy Tentacles
- 4 Furry Beast Arms

[d4] Head Feature

- 1 Lamprey Mouth
- 2 Mouth Tentacles
- 3 Eye Stalks
- 4 Gaping Hole

[d4] Torso Feature

- 1 Ribcage Mouth
- 2 Pustulent Boils
- 3 Translucent Skin
- 4 Exoskeleton

[d4] Limb Feature

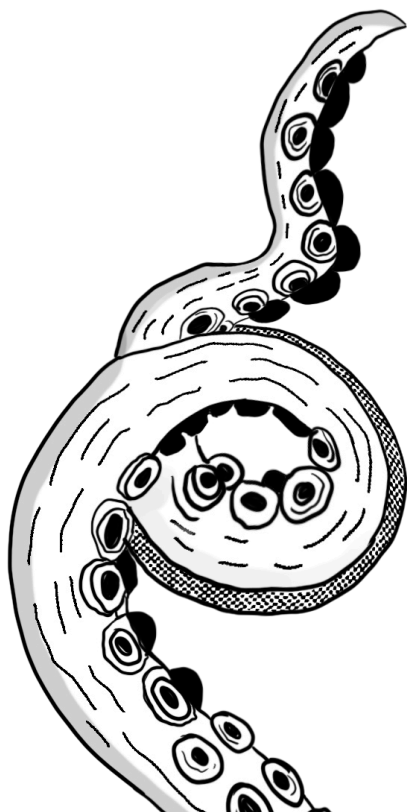
- 1 Octopus Suckers
- 2 Human Hands
- 3 Forearm Blades
- 4 Slimy Crab Claws

[d4] Legs

- 1 Crab Legs
- 2 Hairy Beast Legs
- 3 Slimy Mass
- 4 Tentacles

[d4] Misc

- 1 Scorpion Tail
- 2 Frog Tongue
- 3 Quills
- 4 Bone Spikes



Damage

<i>Easy:</i>	[3d6]
<i>Difficult:</i>	[3d8]
<i>Hard:</i>	[3d10]
<i>Deadly:</i>	[3d10]

Resilience

50+[PCx4]+[4d6]
75+[PCx4]+[4d8]
100+[PCx4]+[4d10]
125+[PCx4]+[4d12]

RESEARCH LABS

[d3] Complication Suggestion

- 1 Nightmare has overrun the area
- 2 Wild Beasts have made interior home
- 3 A [3d10] group of scavengers is using the lab as a hideout

[d3] Encounter Hook Suggestion

- 1 Research Needs to be recovered
- 2 A survivor or small group of survivors, need to be rescued
- 3 Vial of experimental [X] was left behind

[d4] Facility Size

All facilities have one storage room, and one small Lab, regardless of size.

- | | |
|-------------|----------|
| 1 Satellite | 4 rooms |
| 2 Small | 6 rooms |
| 3 Medium | 8 rooms |
| 4 Large | 12 rooms |

[d3] Construction Type

- 1 Underground
- 2 Pods
- 3 Bunker

[d12] Lab Spaces

- 1 Small Lab
- 2 Medium Lab
- 3 Large Lab
- 4 Kitchen
- 5 Dry Storage
- 6 Refrigerated Storage
- 7 BioHazard Storage
- 8 Waste/Recycling Room
- 9 Experimental Research Lab
- 10 Experimental Research Containment
- 11 Dormitory
- 12 Recreational Room

[3d6] Lab Furniture

Each Lab 4 storage cases, and 2 desks

- | | |
|-----------------------|-------|
| 1 Lab tables | [d4] |
| 2 Miscellaneous items | [d12] |
| 3 Chairs | [2d6] |
| 4 Computers | [d6] |
| 5 Storage Crates | [d4] |
| 6 Shelving Units | [d4] |

[3d4] Dorm Furniture

Every Dorm has at least 4 Cots, 4 upright lockers, and a bathroom.

- | | |
|------------------|------|
| 1 Desks | [d4] |
| 2 Storage Trunks | [d4] |
| 3 Chairs | [d4] |
| 4 Bookshelves | [d2] |

[2d6] Rec Room

Rec Room will always have a Couch, and 2 Lounge Chairs

- | | |
|----------------------------------|------|
| 1 Magazines | [d6] |
| 2 Ping Pong Table | |
| 3 Foosball Table | |
| 4 Air Hockey Table | |
| 5 Vending Machines [3d6] rations | [d4] |
| 6 TV sets 250C - 22S | [d4] |

[2d4] Storage Rooms

- | | |
|-------------------|------|
| 1 Crates | [d4] |
| 2 Metal Shelving | [d4] |
| 3 Storage Lockers | [d4] |
| 4 Barrels | [d8] |

[3d8] Experimental Lab Items

- | | |
|---|-------|
| 1 Decomposing body parts | |
| 2 Unidentifiable bones 10C | [d4] |
| 3 Unidentifiable skull 20C | |
| 4 Molding ichor vials | |
| 5 Decomposing organs | |
| 6 Spilled canisters of questionable liquids | |
| 7 Tarnished steel surgical tools 3C | [d20] |
| 8 Large syringes 10C | [d4] |

[3d6] Other Objects

- | | |
|----------------------------------|-------|
| 1 Empty boxes | [d6] |
| 2 Barrels of questionable liquid | |
| 3 Food crates [d4] rations each | [d4] |
| 4 Water barrel | |
| 5 Tools | [d8] |
| 6 Torn Magazines/Books 1C Each | [d10] |

DEATH

If you find yourself at the end of combat, and your resilience is zero, your Guts modifier is permanently reduced by 1. Each time this happens, recalculate your total resilience.

Each time you lose Guts, you'll also take an injury to another skill. The severity of the injuries begins based on your character's Guts modifier before combat. Non-permanent injuries heal after their allotted time has passed.

Roll on the table below to determine which skill you injure each time you lose Guts.

+2 mild injury [2d6] days
+1 temporary injury [2d20] days
+0 long-term injury [d20]+60 days
-1 permanent injury

[d4] Skill

- 1 Grit
- 2 Slick
- 3 Brains
- 4 DIY

There are two ways your character can die in CRUST.

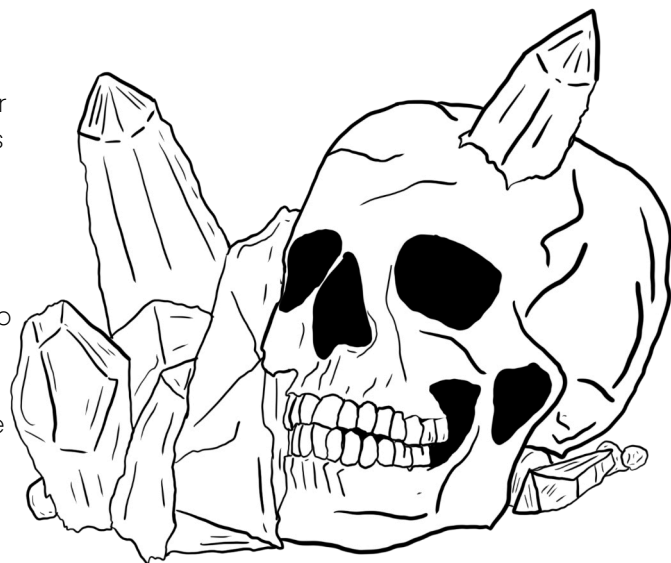
The Burnout

If after a series of injuries, your Guts is reduced below the threshold of -2, your character has 0 Guts, and dies. There is no recovery from this, and it happens immediately.

Instagib

If you take enough damage in one hit to reduce your resilience by double what you entered combat with, you die instantly. If it is less than double you are simply at 0, and unconscious.

Example: Entering combat with 7 resilience, and taking 14+ damage in a single hit, will instantly kill your character.



DISASTER TOURISM

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