

EZD6 Wasted World Road Trip
Matilda's Junk Emporium



Art and Adventure by DM Scotty

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EZD6 Wasted World Road Trip - Matilda's Junk Emporium

Text and Art by DM Scotty McFarland

Edited by Meredith Ream

Layout by Karl Agius



Matilda's Junk Emporium

Mission from Elysium Hold (Or the Hold of Your Choice)

Our intrepid Survivors embark on a daring journey, outfitted with a loaner truck pulling a trailer ready for precious scrap. Their destination? The revered Junk Emporium, where **Boss Matilda** awaits, ready to exchange scrap for vital sustenance and a coveted box of scratch.

With determination our Survivors set off toward the compound, eager to complete the trade. For their efforts, a grand reward awaits them - a vehicle of their own, adorned with two magnificent upgrades, ready to conquer the wasteland. Let the adventure begin!

Survivor Truck with Trailer in Tow
Structure Strikes 6 / Structure Save 5+ (Heavy)
Heavy Vehicle (Pickup or Van) - Can only outrun semis and buses
Seats 6 (1 driver and 5 passengers)
Bane to driving maneuvers with the attached trailer
Rammage 2D3

Matilda's Junk Emporium

Matilda is a stocky middle-aged woman with black hair that hangs down in dreads and has all manner of Wonderful World trinkets embedded in it. Matilda has a 'nose' for prime junk.

Matilda runs the place with a literal iron fist (Cyborg) and has a no-nonsense attitude.

The dozen men who work for Matilda are all also her lovers (Knox, Fidger, Laremy, Cox, Knowles, Dick, Rodger, Holmes, Sid, Flint, and Volker) except for the teen, Pip.

The Approach

The Approach

As the Survivors approach the walled Junk Emporium, they notice 3 Gangers (2 Punks and 1 Psycho) circling the compound on motorbikes. No one is firing from the walls, which is curious as the place is usually well-defended (all Matilda's men are dead or hiding from the Shriekers).

If the Survivors approach the compound, the Gangers on bikes will attack (Loco-Lightning-Lizards gang).

Ganger Punk / Strikes 1 / to be hit 3+
Attack - 1 Cobbled Weapon Attack (3+ to hit)
Speedphreak - Boon to driving

Ganger Psycho / Strikes 3 / to be hit 4+ (armored)
Attack - 2 Dynamo Gauntlet Attacks (3+ to hit / 2+ to hit metal targets), see Dynamo Gauntlet for more details
Skilled - Boon to shooting and melee
Speedphreak - Boon to driving
Fanatical - Boon to resist morale or Miasma mind attacks
Masked - Immune to gas and toxins

The Psycho has a strange gauntlet that can hold a single electrical blast.

Don't forget to really play up the Ganger Psycho. This dude has been shocked one too many times!

Dynamo Gauntlet - This large glove looks like an electrician's nightmare but is quite deadly. It is an electrified melee weapon, but once a day it can shoot a bolt of electricity at 1D6 targets in near range. Anyone carrying metal, made of metal, or metal vehicles will be hit on a 2+, and 2D6 are rolled to confirm crits against metal targets. In addition to taking damage, it will cause vehicles to stall (unless repaired) and Androids will have a Bane to everything (until repaired). Unfortunately, the experimental nature of the tech means that if all 1s are rolled in an attack, it shocks the wearer for a strike (must be charged daily after use).

Ganger Motorcycle

Structure Strikes 3 / Structure Save 6 (Light)

Light Vehicle (Motorcycle or Buggy) - Can outrun or catch any other vehicle class

Gives a Boon to driving maneuvers

Entering the Compound

The gate is secure, and the compound is locked up tight.

By climbing on the roof of the truck, Survivors can climb over the wall. As they do, they are shot at by a teen hiding in the junk called Pip. He is wounded and in shock. He fires with a cobbled pistol.

Pip is just a scared, traumatized kid and has a hard time describing what happened. Play out any solutions the Survivors devise.

Pip (Scared Teen) / Strikes 1 / to be hit 3+

Attack - Weapon Attack with Cobbled Pistol (4+ to hit)

In Shock - Bane to shooting