

VEHICLES

In the Wasteland, cars are power and prestige. Having a vehicle is a symbol of status, wealth, and ability. From the buggies and bikes of a raider pack to the massive rigs of powerful trading houses, the roar of an engine heralds the approach of someone dangerous.

Vehicles have their own unique stats and rules. A vehicle is made up of an Engine, a Chassis, and any attachments. These parts provide base stats and modifiers.

Parts of a Vehicle

Engine: The mechanical heart of all motor vehicles, which drinks the sacred guzzaline and transforms it through the divine spark into roaring horsepower. The Engine provides the base Top Speed and Miles Per Gallon, as well as modifiers to Acceleration, Handling, and Heft.

Chassis: The body and frame of the car. The chassis gives the Size of a vehicle, the Spaces inside, Base Acceleration, Handling, Heft, HP, AC, Hardness, and Fuel Capacity.

Attachments: Attachments are upgrades, weaponry, and other modifications to a vehicle. They provide various bonuses and abilities.

Car Stats

Size: The Size of a vehicle.

Top Speed: Top speed is an abstraction of how fast the vehicle can go

while unimpeded. It serves as the Difficulty Check for Acceleration rolls to catch up to a vehicle.

Acceleration: Acceleration represents how quickly a vehicle can speed up in attempts to overtake targets over short distances. High acceleration vehicles are nimble and can rapidly speed up to overtake targets. Lower acceleration vehicles are large, heavy, and slow to reach maximum speeds.

Handling: How good the vehicle is at sudden turns, braking, avoiding collisions, and responding to driver input. A high Handling vehicle is nimble, capable of weaving through ruins and dancing around obstacles. A low handling vehicle is cumbersome and difficult to maneuver.

Heft: How much force a vehicle can apply, whether in the form of ramming, towing, or dragging. A high heft car is a bulky monster that can run almost anything off the road. A low heft car is easily run off the road.

AC: How hard it is to hit a vehicle and cause actual damage. Adding armor to a vehicle can increase this.

Hardness: Vehicles are made of sturdy steel, and possess natural resistance to damage. Most vehicles start with a basic hardness value, which can be improved with attachments.

HP: The ability to keep running despite getting banged up, shot, or set on fire. Large vehicles have higher HP. A vehicle that reaches 0 HP will sputter and swerve off the road, the engine locked up and smoking. It cannot be restarted without repairs.

If a vehicle reaches -20 HP it is totaled. The engine frags itself, the chassis crumples, and bits of the internals fling themselves out. It is simply too wrecked to ever be fixed, and can only be scrapped for parts or repaired with high level magic.

Fuel Cap: The amount of guzzaline that the tanks of a vehicle can hold.

Miles Per Gallon (MPG): How many miles a vehicle can run on a gallon of fuel. Larger or more powerful vehicles burn more. Keep track of how much fuel each vehicle is burning. Running dry can be a death sentence.

Weapons: Any attached weapons, such as tire spikes, rams, powersaws, or turrets.

Attachments: Various modifications to the vehicle, such as nitrous, additional armor, or upgrades.

Spaces: Spaces is a measure of who (or what) can be inside a vehicle. What Spaces a vehicle has depends on its Chassis.

-Seat: A place to sit while inside a car. A creature in a Seat Space gains a +4 Bonus to AC to attacks made from outside

of the vehicle. However, they are considered Flat Footed vs attacks.

-Bed: An open space, used for hauling cargo or carrying troops. Characters in a Bed do not gain an AC bonus, but they are not considered Flat Footed.

-Trunk: A small, enclosed space in which supplies can be stowed. Any equipment inside a trunk is considered safe from AOE effects. A Trunk space can be converted into a Bed for around 20 GP.

-Hold: A large interior space. A Medium (or smaller) creature can move about this space unimpeded. Large creatures are considered Flatfooted, unless they have at least a 10x10 area.

-Hitches: A Hitch is a structure used to attach Trailers to a vehicle. If no trailer is attached, this space counts as a Bed.

-Turrets: A perch or seat used as a firing position. Creatures in a Turret gain +4 AC vs Ranged attacks.

Driving Checks

A character needs at least 1 point in Drive to know how to operate a vehicle. A character with no ranks in Drive can temporarily take the wheel, using an Intelligence check instead of a Drive. They do not add any positive modifiers from the vehicle's stats, but do add negative modifiers.

Characters do not usually require Drive checks for simple jobs, such as driving a vehicle through open terrain. Drive

checks are only required when traversing difficult terrain, or under significant pressure (such as being fired upon). A simple Drive check is $1d20 + \text{Drive skill}$. However, some circumstances call for unique checks.

Acceleration Checks: Acceleration Checks are made when getting up to speed quickly is necessary, such as an attempt to catch a vehicle. Acceleration checks are $1d20 + \text{Drive skill} + \text{Acceleration mod}$.
Examples:

- Attempting to overtake another driver (opposed Acceleration check)
- Attempting to catch up to a vehicle (Acceleration vs Top Speed)
- Ramming a vehicle (Acceleration vs AC)

Handling Checks: Handling Checks are made when a driver must attempt to navigate around objects, position a car just right, or quickly avoid something. A Handling Check is $1d20 + \text{Drive Skill} + \text{Handling mod}$.

- Examples:
- Swerving out of the way of an obstacle (DC 10-20, depending on visibility)
 - Outmaneuvering an enemy car (opposed Handling check)
 - Driving over rough terrain. (DC 15-25)
 - Maneuvering through densely packed ruins (DC 20-30)
 - Attacking an enemy car with an attached weapon (Handling vs AC)

Heft Checks: Heft checks are used when a vehicle needs to use its mass and

horsepower for some purpose. A Heft Check is $1d20 + \text{Drive skill} + \text{Heft mod}$.

Examples:

- Side swiping a vehicle (Heft vs AC)
- Ramming through a barricade (DC 10-30, depending on material)
- Knocking a vehicle off course (Heft vs Handling)

Terrain

Vehicles are meant for open, unimpeded terrain. An unmodified vehicle can only achieve Top Speed on Open terrain. Other terrain forces the driver to slow down, or risk crashing. Off road tires and upgraded suspension can allow a vehicle to more easily navigate rough terrain.

If you need help determining the terrain of an area, ask yourself how willing you would be to drive your car at high speed through it.

Open: Open terrain is any terrain that is level and free of major obstacles. Roads, salt flats, and sparse desert count as Open Terrain. Drive checks are not required.

Rough: Rough terrain is any terrain that is uneven and has significant obstacles. It is possible to drive through it, but lower speeds are required to avoid damage to the car. Desert, grasslands, planes, sand dunes, and other bumpy terrain counts as Rough. Drive checks are not required if the car goes slowly and cautiously.

Very Rough: Very rough terrain can be driven through, but only with caution. Navigating is a chore, and requires weaving through obstacles and following dubious

safe dirt roads. Forest, ruins, mountains, and foothills usually count as Very Rough terrain. Drive checks are required to move through Very Rough terrain (DC 15-25)

Impassible: Cars cannot be driven through here. High mountains, dense urban ruins, and thick forests are examples of impassable terrain. A Drive check of 40+ may allow a godly character to pass through the impassible, if the GM approves.

Vehicular Combat

Combat in cars works like combat out of cars, with a few additional rules.

Starting a Fight: Combat begins when one car draws close enough to trade blows. This can happen through Ambushes or Chases.

Ambushes: Vehicles can attempt to ambush others. This works best in rough or very rough terrain, when achieving Top Speed isn't possible. When an ambush starts, the ambusher and the target make opposed Acceleration checks. If the ambusher wins, combat starts with them next to the target. If the target wins, the ambusher begins combat 1d6 x 10 feet behind the target. Initiative is then rolled, and combat proceeds as normal.

Chases: A Chase is an attempt by 1 or more cars to catch up to a speeding vehicle on open terrain. When a Chase begins, the pursuing vehicle must make an Acceleration roll (1d20 + Drive skill + Acceleration mod) to quickly overtake the target vehicle. If the roll meets or exceeds the Top Speed, the chasing vehicle has

overtaken the target. Combat begins as normal, with the vehicles neck and neck.

If the roll fails, but comes within 5 points of meeting the vehicle's Top Speed, they approach the target but are unable to overtake them. Combat begins as normal. The chasing vehicle stays 10ft behind the target for every point the Acceleration roll gets under Top Speed (max 50ft behind).

Outrunning a Foe: It is possible for a pursued vehicle to outrun enemies on Open Terrain. At the start of each combat round, roll an Acceleration check for the fastest pursuing car (the lead car). If it fails to beat the Top Speed of the pursued car, the pursuers begin to fall behind. When 3 Acceleration vs Top Speed checks are failed, the Pursued Vehicle manages to outrun the pursuers. The pursuers can still tail the target, but won't be able to catch up unless the target is forced to slow down or stop for some other reason.

Ramming: Ramming is an attempt to slam the front of a vehicle into another. A vehicle without a Ram takes half of the inflicted damage.

Ramming Attacks are 1d20 + Drive + Acceleration (or Heft, if the vehicle is larger than the target) vs AC.

Damage: Ramming does 2d6 damage + 1d6 for every size above Medium. Add the vehicle's Heft bonus to damage. Ram attachments may add additional damage.

Side Swipe: A Side Swipe is an attempt to use a vehicle's Heft to pummel

another. A Side Swipe attack is 1d20 + Drive + Heft.

Damage: 2d6 Damage, + 1d6 for each size above Medium. Add the vehicle's Heft bonus to damage.

Attached Weapons: Weapons can be mounted on a vehicle. Using an attached weapon (such as a power saw) is a 1d20 + Base Attack Bonus + Maneuver vs AC. Attached weapons can target both Vehicles and individual occupants.

Jumping and Boarding: Characters can attempt to jump between vehicles. The basic DC for a Jump check between vehicles is 15, with a +5 DC increase with every 5 ft of distance between cars. Additional factors, such as vehicle spikes, high speeds, or manic driving can increase this drastically. A creature that fails a Jump check fails to properly get on the vehicle, and is left clinging on for dear life. They can make Climb checks to gain a proper foothold. Every subsequent turn requires the climber to make a Strength check (starts at DC 10, increases by 5 every time) or fall off.

A creature that falls off a car takes 5d6 damage if the car was going at high speeds. A Reflex save (DC 20) halves this damage.

Running vehicular combat: When running a vehicular fight, it's best to play a little abstract in exactly how fast the cars are moving. After all, if you fully simulate car movement each round, you'd quickly move off any map or board. What I've found works best is to center the action on a Lead Car (usually the one being chased) and

imagine the terrain around it is whizzing by. Anything that falls off a car is left behind in the sand after 1 round of combat. Vehicles maintain position relative to the Lead Car, and use Acceleration checks to draw closer. Vehicles can move sideways as they please.

Obstacles

To add more flavor and unpredictability to vehicular combat, the GM can place obstacles in the road.

Adding Obstacles: The GM places obstacles in the track at the start of a round. He places them at the far end of the map, in the direction the vehicles are heading. At the start of the next round, move the obstacles to the center of the map. Any vehicles in the path of the obstacle must make a Handling roll to avoid crashing. At the end of the round, the obstacles are moved off the map (as the cars have passed them).

Chance of Obstacles

Open: 5% each round

Rough: 15% each round

Very Rough: 30% each round.

Random Obstacles:

1: *Large Rock.* DC 10 Handling to avoid. Failure causes 5d6 damage. A natural 1 crashes the car.

2: *Tree.* A large tree. DC 10 Handling to avoid. Failure causes 3d6 damage. A natural 1 crashes the car.

3: *Patch of Shrubs.* A large patch of cactus, shrubs, and small trees. 10x10ft. DC 10 Handling to avoid. A DC 15 Heft check can be used to plow through it, dealing 1d6 damage to the vehicle. Failure deals 2d6.

4: *Ruin*. The ruin of some building. 20ftx20ft. DC 20 Handling to avoid. A DC 25 Heft check allows a vehicle to simply ramp through, dealing 4d6 damage to itself. Failure causes the car to crash.

5: *Large crater*. A large hole in the dirt. 10x10 ft. DC 10 Handling will avoid it. Driving through it instantly crashes the vehicle.

6: *Mud pit*. Some underground water source has created a muddy basin. 15x15 ft. A DC 20 Handling check needed to avoid. Driving through it will cause the vehicle to slide 1d4 x 5 ft in a random direction (1d2, 1 is left, 2 is right). Any car caught in the swerving vehicle's path suffers a Side Swipe attempt.

7: *Rocky Gorge*. A rocky creek bed or other low spot. 25ft wide. A DC 25 Handling check can drive through it. Failure deals 3d6 damage and gets the vehicle stuck.

8: *Billboard*. Two 5ft metal poles spaced 20ft apart. DC 10 Handling to avoid. Failure causes 4d6 damage to the vehicle. A natural 1 rams head on, crashing the car.

9: *Ramp*. Either a sloping fragment of rock, a road sign, or a purpose-made jumping ramp. 10ft wide. DC 15 Handling to avoid. A DC 20 Handling check can be made to use the ramp to jump the vehicle. Success allows you to clear the ramp (and look pretty awesome). Failure causes 2d6 + Heft damage to the car (ignore vehicle hardness) due to the strain on the suspension. A natural 1 causes the vehicle to crash.

10: *Wrecked vehicle*. A rusting hulk of a long abandoned car. 10x10 ft. Hitting it deals 4d6 damage. DC 15 Handling to avoid

or DC 20 Heft check to crash through (which deals 2d6 damage).

Crashing and Damage

A car that hits an obstacle or is reduced to 0 HP crashes. All characters in a crashing vehicle take 6d6 damage.

Repairing a Car: A DC 15 Repair check will restore 1d8 HP to a vehicle. Each check takes around 1 hour. For every 5 points above 15, an additional 2 points of HP are restored.

Repairing a car requires Mechanics Tools and an appropriate workspace.

In addition, most strongholds and towns have at least one blackthumb who maintains the motorpool. Hiring a mechanic to repair a vehicle costs about 2 GP per hour of work, and restores 5 HP to a vehicle per hour.

Critical Hits: Vehicles are affected by critical hits as normal.

Saving Throws: The driver of a vehicle makes all saving throws that targets the vehicle, using the Driver's own modifiers.

Spell Effects:

Vehicles possess the same immunities to spells as constructs and items.

Building a Car

In order to build a car, a character must procure an Engine and a Chassis. Two units of car parts are needed to combine the two pieces into a working vehicle.

Engines: The combustion engine is the heart of a vehicle. It uses the controlled explosion of petroleum or ethanol to drive a piston, which generates force.

Motorcycle Engine: A small engine, only capable of powering motorcycles or ATVs. TS 10, Acc +0, 40 MPG, 125 GP.

Ethahaul Engine: A V6 Engine that has been modified to run on Ethahaul. It will break if run off guzzaline. TS 12, Acc +1, Handling +0, 20 MPG, 200 GP. *Special:* Ethahaul Engines can only run on Ethahaul fuel.

V6 Engine: One of the most common vehicle engines pre-Fall. While not exceptionally powerful, it has good efficiency and handling. It provides TS 12, Acc +0, Handling +2, 25 MPG, 200 GP

V8 Engine: The V8 engine was built for power and performance. It provides great acceleration and power, but at the cost of controllability and mileage. TS: 16, Acc +2, Handling -2, Heft +2, 20 MPG, 800 GP

V12 Engine: A truly legendary engine, used Pre-Fall in luxury and performance vehicles. It provides unparalleled power, at the cost of sucking up fuel. TS: 20, Acc: +5, Handling: -1, Heft: +3, 15 MPG, 4,500 GP

Chassis: The chassis is the frame of the vehicle. It determines the body type of the car, AC, HP, Hardness, and the amount of people that can ride in it.

Motorcycle: The frame of a motorcycle. Cycles are often used as scout vehicles, light cavalry, or escorts.

Size: 5ft wide, 5ft long (Medium)

Spaces: 1 Seat

Acceleration: +1

Handling: +3

Heft: -10

Fuel Capacity: 5 Gallons

AC: 12 (Base 10 + 2 Natural)

HP: 15

Hardness: 5

Cost: 100 GP

ATV: A single-person four-wheeled vehicle. It excels in rough terrain, and often finds use in scouting roles.

Size: 5ft wide, 5ft long (Medium)

Spaces: 1 Seat

Acceleration: +0

Handling: +5

Heft: -10

Fuel Capacity: 5 Gallons

AC: 12 (Base 10 + 2 Natural)

HP: 15

Hardness: 5

Cost: 100 GP

Roadster: A single-seat car, usually used as a chase or scout vehicle. Its light frame gives it great speed, but limited durability.

Size: 5 ft wide, 10ft long (Large)

Spaces: 1 Seat, 1 Trunk

Acceleration: +3

Handling: +2

Heft: -2

AC: 12 (Base 10 - 2 Size + 4

Natural)

HP: 25

Hardness: 5
Fuel Capacity: 15 Gallons
Cost: 250 GP

Buggy: A crude two-seater car, designed for rough terrain. They are typically of poorer quality, but cheap and rugged.

Size: 10ft wide, 10 ft long (Large)
Spaces: 2 Seats
Acceleration: +0
Handling: +2
Heft: -2
Fuel Capacity: 15 Gallons
AC: 12 (Base 10 + 2 Natural)
HP: 30
Hardness: 5
Cost: 100 GP

Coup: A two-seater car. Light and sleek, and perfect for scout and light assault cars.

Size: 10ft Wide, 15 ft long (Huge)
Spaces: 2 Seats, 1 Trunk
Acceleration: +2
Handling: +2
Heft: -1
AC: 12 (Base 10 - 2 Size + 4 Natural)
HP: 35
Hardness: 5
Fuel Cap: 20 Gallons
Cost: 325 GP

2+2: A classic American muscle car, a prize in the wasteland. This two-door vehicle has a small set of seats between the driver/front. These chariots of steel and fire are often put into use as fast assault vehicles and spearheads.

Size: 10ft Wide, 15 ft long (Huge)

Spaces: 2 Seats, 2 Compact Seats, 1 Trunk

Acceleration: +2
Handling: +0
Heft: +0
AC: 12 (Base 10 - 2 Size + 4

Natural)

HP: 50
Hardness: 5
Fuel Cap: 20 Gallons
Cost: 400 GP

Sedan: A 4-door car. While it lacks the speed of lighter cars, it has improved durability and space. A versatile workhorse, Sedans can be adapted to multiple roles: scouts, assault cars, or farm equipment.

Size: 10ft Wide, 15 ft long (Huge)
Spaces: 4 seats, 1 Trunk
Acceleration: -1
Handling: -1
Heft: +0
AC: 12 (Base 10 - 2 Size + 4

Natural)

HP: 45
Hardness: 5
Fuel Cap: 20 Gallons
Cost: 200 GP

SUV: A large, 4-door vehicle. It is slow and somewhat unwieldy, but spacious and powerful. They are usually found as heavily armored assault cars or transports.

Size: 10ft wide, 15 ft long (Huge)
Spaces: 4 Seats, 2 Holds.
Acceleration: -2
Handling: -3
Heft: +2
AC: 14 (Base 10 - 2 Size + 6

Natural)

HP: 50
Hardness: 10
Fuel Cap: 20 Gallons
Cost: 300 GP

Light Truck: Also known as pickup trucks, these are two-door utility vehicles. They are often used commercially or industrially, hauling cargo, livestock, or workers. On the highways, they are typically used as troop transports or weapons platforms.

Size: 10ft wide, 20 ft long (Huge)
Spaces: 2 Seats, 1 Bed (10ftx10ft)
Acceleration: -2
Handling: -1
Heft: +2
AC: 14 (Base 10 - 2 Size + 6

Natural)

HP: 50
Hardness: 10
Fuel Cap: 20
Cost: 250 GP

Van: A large commercial vehicle with a large hold for hauling goods. It is slow and bulky. These are typically commercial vehicles, used to haul cargo or salvage between settlements. However, a properly outfitted van can be an effective armored personnel carrier.

Size: 10ft wide, 20 ft long (Huge)
Spaces: 2 Seats, 6 Holds.
Acceleration: -4
Handling: -5
Heft: +4
AC: 12 (Base 10 - 4 Size + 6

Natural)

HP: 50
Hardness: 10
Fuel Cap: 25 Gallons

Cost: 350 GP

Medium Truck: A large, heavy commercial vehicle. The back portion usually has some structure on it, like a cargo hold or living quarters. A Medium Truck is usually the core of a large and well equipped army. They typically serve as command posts and cargo haulers, although some are used as siege engines and heavy assault vehicles.

Size: 10ft wide, 20 ft long (Huge)
Spaces: 2 Seats, 1 Trailer Hitch
Acceleration: -3
Handling: -4
Heft: +4
AC: 12 (Base 10 - 4 Size + 6

Natural)

HP: 60
Hardness: 10
Fuel Cap: 40
Cost: 500 GP

Rig: A massive hauling machine. Rigs make up the backbone of any sizable convoy. Although transportation is a rig's main role, they can be converted into awe-inspiring siege engines and superheavy assault vehicles.

Size: 10ft wide, 15 ft long (Huge)
Spaces: 2 Seats, 2 Compact Seats, 1
Trailer Hitch
Acceleration: -3
Handling: -4
Heft: +4
AC: 10 (Base 10 - 6 Size + 6

Natural)

HP: 100
Hardness: 15
Fuel Cap: 80 gallons
Cost: 3,000 GP

Attachments: Attachments are upgrades and improvements for a vehicle. Installing an attachment grants its listed bonuses to a vehicle.

Additional Fuel Tank: This spare fuel tank doubles a vehicle's Fuel Cap, at the expense of -1 Acceleration (due to additional weight). 230 GP

Additional Seat: An extra seat for a motorcycle or ATV. Adds a Seat Slot behind the driver's seat of a motorcycle or ATV. 5 GP.

Armor Plating, Ultralight: A few steel plates over the most vital areas. +1 AC. 20 GP.

Armor Plating, Light: Reinforced siding and plates. +3 AC, -1 Acceleration. 100 GP.

Armor Plating, Medium: A reinforced frame and hefty armored plating. +5 AC, -2 Acceleration, -1 TS, +1 Heft. 200 GP

Armor Plating, Heavy: Extensive armor plating all over the car, including the windshields. +8 AC, -3 Acceleration, -2 TS, -2 Handling, +2 Heft. 800 GP.

Armor Plating, Superheavy: Layers of ceramic plating and composite armor, scrapped from ruined military vehicles. While this provides unparalleled armor, it also dramatically slows a vehicle. +10 AC, -5 Acceleration, -4 TS, -3 Handling, +5 Heft. 2000 GP.

Booby Trap: This vehicle has some kind of device that must be disarmed before it can be driven. Traps can be set up to lock the vehicle so it will not start, harm or kill an unaware carjacker, or destroy the vehicle entirely. A basic boobytrap costs 100GP. The Repair check to install it determines the trap's Disarm and Spot DC.

Exhaust Upgrade: Upgraded exhaust pipes means that combustion products can be removed from the engine faster, improving Top Speed.
+1 Top Speed. Cost: 200 GP. DC 15 Repair to install.

Nos System: A Nos pumps Nitrous Oxide into an engine, which decomposes into nitrogen and oxygen. This adds more oxygen to the combustion process, increasing engine power.
+4 Top Speed, +3 Acceleration, -2 Handling when activated. Cost: 280 GP. DC 21 Repair to install.

Special: A character can activate a nitrous kit as a Swift action, which immediately modifies the vehicle's stats as listed. On that character's next turn, they must make a Drive check to keep the flow of Nitrous Oxide under control. This check starts at DC 10 and increases by 5 on each subsequent round. Failure does 2d10 damage to the vehicle (which bypasses armor), and continues doing 1d10 each round until the engine frags or the system is shut off.

Lift Kit: An overhaul of the suspension and upgraded tires allows this vehicle to treat Rough terrain as if it were

Open, and Very Rough as Rough. +1 Handling, 3,000 GP. DC 25 Repair to install.

Monster Truck Conversion: A massive and expensive overhaul, fit for only the most cherished machines of war. A Monster Truck Conversion lifts the body of the car around 10 feet off the ground (keep this in mind in combat. Melee attacks from a nearby car may not be able to reach). A monster truck treats Rough terrain as if it were Open, and Very Rough as Rough. It also gains +2 Handling, but -4 Acceleration. 15,000 GP, DC 30 Repair to install.

Polevault: A polevault is a tall pole attached to a counterweight and mounted on a vehicle. In combat, the polevault is swung back and forth, so that the warrior on the end can attack or board vehicles.

A Polevault takes up 2 Bed slots, and is about 15 feet high. A Small or Medium creatures can strap themselves to the end with a harness. It is a swift action to release the harness and disembark the Polevault. It is a Full Round Action to strap into a Polevault.

At least one other creature is required to work the Polevault mechanism, swinging the counterweight back and forth. It takes a Full Round action to activate a Polevault. Upon activating it, the activator gets to direct which way the pole swings in the preceding round (right or left).

Each round thereafter on the Polevault-attached character's turn, the Polevault's is in one of two positions: 15 feet to the right or 15 to the left of the car. This alternates every round, as the pole swings back and forth. A creature attached

to the pole may attack any creatures or vehicles they threaten, or unclash the harness and drop into a vehicle.

-2 Handling, 75 GP, DC 23 Repair check to install.

Ram, Light: A simple frame set up to protect the front of the car. A vehicle with a light ram takes no damage on a successful Ram attempt. -1 Acceleration, 25 GP, DC 12 Repair to install.

Ram, Medium: A bulky frame that is intended to be both armor and a weapon. A vehicle with a Medium Ram deals an additional 1d6 damage on successful Ram attacks. -2 Acceleration, -1 Handling. 50 GP, DC 14 Repair to install.

Ram, Heavy: A massive plow of metal set in the front of the car. A vehicle with a Heavy Ram deals an additional 2d6 damage on successful Ram attacks. -1 TS, -2 Acceleration, -1 Handling. 100 GP, DC 18 Repair to install.

Sidecar: A one-wheeled device attached to the side of a motorcycle or ATV. It provides a Seat or Turret slot on the side of the vehicle, depending on the upgrade chosen.

Basic Sidecar: Provides an additional Seat slot, at the cost of -1 Handling. 10 GP.

Armored Sidecar: This sidecar has been reinforced with metal into a turret. While it provides exceptional protection, the additional weight affects the motorcycle's handling and speed. -1 Acceleration, -3 Handling. 35 GP.

Speaker System: This vehicle has a Public Address or Speaker system on it. Voices and music are amplified by it, and better quality systems can even amplify the range of Bardic Music effects.

Speakers 1: A basic megaphone system. A character can use it to issue orders above the roar of the engines. Anything spoken into the PA system is intelligible up to 60 feet away (120 ft if there is no other noise). 150 GP, DC 5 Repair to install.

Speakers 2: A larger system with multiple amplifiers. It does everything Speakers 1 does, but can also broadcast Bardic Music effects up to its base range with no interference. Normally a Bard playing on a moving vehicle has a 30% chance of her Bardic Music effects not working each round. 250 GP, DC 10 Repair to install.

Speakers 3: As Speakers 2, but a Bard using Speakers 3 to amplify her music treats her Bardic Music area of effect as doubled (60ft AoE becomes 120 AoE). 500 GP, DC 15 Repair to install.

Speakers 4: As previous, but a Bard's Area of Effect for Bardic Music is tripled (so a 60ft AoE becomes a 180ft AoE). 1500 GP, DC 25 Repair to install.

Spikes: Spikes on a vehicle's body makes it difficult for borders to climb on.

Spikes 1: +5 to Jump DC, 2d6 damage on failure. 100 GP, DC 15 Repair to install.

Spikes 2: +10 to Jump DC, 3d6 on failure. 300 GP, DC 15 Repair to install.

Spikes 3: +15 to Jump DC, 4d6 on failure. 600 GP, DC 15 Repair to install.

Supercharger: A supercharger is a mechanical device that forces additional air into an engine. Because it is driven by the engine itself, it provides additional power instantaneously.

+2 Top Speed, +2 Acceleration.
Cost: 1,200 GP. DC 22 Repair check to install.

Suspension Overhaul: Improved suspension systems which allow for a smoother ride. +2 Handling. 1,000 GP. DC 23 Repair check to install.

Tire Spikes: Spikes on the hubs of a vehicle's tires, designed to rip into enemies in battle. A car with Tire Spikes inflicts an extra +1d6 damage on Sideswipe attacks. 5 GP per tire, DC 5 Repair check to install.

Trailer, Basic: A small, open cart that can be attached to the back of a vehicle and towed. It provides a 10x5 Hold or Bed space, depending on what's in the trailer. It can haul up to 1000 lbs. -1 Acceleration, -2 Handling, +1 Heft. 25 GP to purchase, can be constructed with a DC 15 Repair or Craft (Metalworking) check and appropriate materials.

Trailer, Van: The cargo hold of a van or small box truck. It requires a Hitch space to attach to a vehicle. Once attached, it provides a 10x5 Hold space, and can carry up to 3,000 lbs. -1 Acceleration, -1 Handling, +2 Heft. 200 GP, DC 12 Repair to install.

Trailer, Box Truck: The cargo hold of a large box truck, such as a moving van. It requires a Hitch space to attach to a vehicle. Once attached, it provides a 25x10 Hold space, and can carry up to 10,000 lbs. -2 Acceleration, -2 Handling, +4 Heft. 400 GP, DC 14 Repair to install.

Trailer, Semi: A large cargo trailer, which attaches via a 5th-wheel system to a Rig. It provides a 40x10 Hold space, and can carry up to 80,000 lbs. -2 Acceleration, -6 Handling, +6 Heft. Can only be installed on a Rig. Multiple Semi trailers can be attached to a single rig. Each attached trailer reduces Acceleration and Handling by 1, but increases Heft by 1.

800 GP, DC 5 Repair to install.

Trailer, Tanker: A large cargo trailer intended to hold liquids. A single tanker is 40ft long, and 10ft wide. A 5-ft walkway runs along the top, and functions as a Bed space. A single tanker can hold up to 10,000 gallons of a liquid. Tankers are usually divided into 5, 2000 gallon capacity sections, so they can haul multiple types of liquids on a single run. -4 Acceleration, -6 Handling, +6 Heft. Can only be installed on a Rig. Multiple tankers can be attached to a Rig. Each attached tanker reduces Acceleration and Handling by 1, but increases Heft by 1.

800 GP, DC 5 Repair to install.

Twin Engines: In an impressive feat of mechanical wizardry, two engines have been installed into this car. While immensely expensive, it provides a truly staggering amount of power.

The benefits (and cost) of twin engines depends on what engine is used. These benefits replace the current stats of the (single) engine.

Twin V6: TS 15, Acc +2, Handling +2, Heft +1. 15 MPG. 1200 GP.

Twin V8: TS 20, Acc +4, Handling -3, Heft +4. 10 MPG. 2400 GP.

Twin V12: TS 25, Acc + 10, Handling -2, Heft +6. 5 MPG, 13,500 GP.

Any engine-specific upgrades (such as turbochargers or NOS systems) installed on a two-engine car cost double, because you must buy one for each engine. If you have any engine upgrades on a vehicle, you must buy a duplicate for each upgrade if you wish to install a second engine.

Installing a Twin Engine is a DC 30 Repair Check.

Turbocharger: A turbocharger is an exhaust-driven device that forces additional air into a combustion engine, allowing it to deliver more power. However, they also suffer from a momentary lapse of power while accelerating, due to the turbine needing to get up to speed. Having a Supercharger on the same vehicle mitigates this penalty to Acceleration.

+2 Top Speed, -1 Acceleration. 400 GP. DC 21 Repair check to install.

Weapons: Weapons can be mounted to cars, and provide ways of violently scrapping other cars. Most weapons require a Turret or Bed slot to be mounted on.

Active Denial System: The ADS is a directed energy weapon developed by the US military during the War in Afghanistan. As The Panic dragged on, the devices were brought back out to put down the increasing number of riots and protests. The ADS is a massive weapons platform, a 10,000 pound metal box of generators and targeting equipment. On the top is a massive satellite dish, controlled with a joystick and screen. The system is so bulky that it can only be mounted on pickup trucks, SUVs, and larger vehicles.

The ADS works by firing a beam of high-powered energy waves at a targeted area. These waves excite the water and fat molecules in the top layers of the skin, causing them to heat up. This causes an instantaneous, extremely painful burning sensation on the body, which forces the target to reflexively move away.

Using an ADS is a Full Round Action. It affects a 10ft radius circle, and has a range of 500 ft. All organic beings with a pain response caught in an ADS beam must make Fortitude save or be forced to rush at full speed out of the area in a blind panic. The Save DC is 10 + Attacker's BaB + Attacker's INT mod. A character that succeeds on their Fort save can act normally during their turn. However, as long as the ADS is kept on them, they must keep making Fortitude saves each round. They also take 1d6 Subdual damage each round they remain in the Area of Effect, as the skin blisters and burns. Creatures with Fire Resistance 10 or higher are not affected by an ADS.

Cost: 10,000 GP.

Ballista: A massive crossbow, which has been mounted on a swiveling turret. It requires a character (other than the driver) to use it. A character can make an attack with a ballista using a Ranged Attack Roll. A Ballista requires an open Turret or Bed slot to install. Range: 70ft, 2d10 damage, Reload: 1 FRA. 150 GP for the Ballista, 1 GP each for bolts.

Cannon: A muzzle-loaded blackpowder cannon has been attached to a mounting system. It can be used to punch through armored vehicles, or drown mobs with grapeshot. It requires a character other than the driver to operate, and an empty Turret or Bed slot. A cannon has two modes of attack, depending on what ammo has been loaded.

Roundshot: Using roundshot is a Ranged Attack Roll against a single target. It deals 3d10 damage on a successful hit, and has a 45 ft Range Increment. Roundshot costs 2 GP per shot.

Grapeshot: Grapeshot is an Area of Effect weapon. A cannon loaded with Grapeshot fires a 30ft cone of small lead balls, which deal 5d6 damage to everything within the area. All targets within the cone can make a Reflex save (DC 15 + Cannoner's BaB) for half-damage. Grapeshot costs 2 GP per shot.

Regardless of ammunition used, cannons require 2 Full Round Actions to reload. It costs 350 GP to install a cannon.

Flamethrower: A mounted flamethrower. It projects a 15ft line of fire. All creatures caught within this area take 3d6 Fire damage unless a Reflex save (DC

10 + Users BaB) is made. The fuel tank holds 10 gallons of some combustible fuel, and each use of a flamethrower uses 1 gallon. A Flamethrower requires a character (other than the driver) to operate it. An open Turret or Bed slot to install it. 100 GP.

Harpoon Launcher: This mounted device fires a sharp spear and chain. It can be used to hook on to a vehicle and prevent it from escaping combat with Top Speed. 4d6 Damage if used against a creature, and a Strength check (DC 30 + vehicle's Heft) to avoid being dragged behind the car. If the check succeeds, the car is held in place by the harpooned creature.

A Harpoon Launcher requires a character (other than the driver) to operate it, and a Turret or Bed slot to install it.

Range: 60 ft. Reload: 1 FRA. 250 GP.

Hydraulic Arm: A large claw, taken from a piece of construction equipment. It must be installed in a Turret slot, and it requires a character other than the driver to operate. A character operating a turrent can make Attack Rolls with it, using their Dexterity Bonus. A successful attack with a Hydraulic Arm deals 4d6 damage. If done on a vehicle, it prevents said vehicle from escaping combat with Top Speed. -1 Acceleration and Handling, 800 GP, DC 25 Repair to install.

Power Drill: A massive auger, attached to the front of a vehicle and used like a lance. It does not require an operator other than the driver to use it. Attacking with a Power Drill is a Maneuver vs AC,

and can only be done via head on collision. 2d10 + Heft damage. 500 GP, DC 20 Repair check to install.

Remote Turret: A remote turret is a gun that has been linked to a control system, usually built out of old video game console parts and a screen. A character can use a Remote Turret from inside of a car. Doing so requires a Full Round Action. Attacks from a Remote Turret (regardless of what type) use only a character's BaB for attack rolls. No modifiers are granted from high Dexterity or any other source (unless the GM rules that it applies). A turrent is damaged beyond function on an Attack Roll of 25 or higher. It can be repaired with tools, time, and a Repair check higher than the Attack Roll that broke it.

3,000 GP cost (not including the gun). DC 26 Repair check to install.

Power Saw: A large saw blade mounted on to the side of a car. It does not require a character other than the driver to use. Attacking with a Power Saw is a Maneuver vs AC roll, and can only be done when alongside another vehicle. Power Saws do 2d6 + Heft damage. 350 GP, DC 18 Repair check to install.

Rocket Pod: Rocket pods are fixed tubes attached to vehicles, each of which carries a single blackpowder rocket. This rocket is ignited by an electronic fuse, which can be activated by anyone in the front seat as a Standard action. When a character activates a rocket, it fires off in a straight line ahead of the car. The user can make a Ranged Attack roll against the first creature,

vehicle, or object that could potentially be hit by the rocket. Upon a successful hit, the rocket detonates, dealing 6d6 Fire and Slashing damage to all within a 10ft radius area. Characters are entitled to a Reflex save (DC 10 + Attacker's BaB + Dex) for half damage.

If the attack misses, the rocket travels on, potentially hitting other targets. Roll attack rolls against any other vehicles, creatures, or objects in the rocket's path. If the rocket hits nothing, it continues for 250 feet and then explodes.

Cost: 150 GP, DC 10 Repair check to install. Rockets cost 20 GP each, and cannot be reloaded in battle.

Sample Cars

Motorcycle

Engine: Motorbike
Chassis: Motorcycle
Size: 5x5 (Medium)
Spaces: 1
Top Speed: 10
Acceleration: +0
Handling: +4
Heft: -6
AC: 10
HP: 15
Hardness: 5
Fuel Cap: 5 Gallons
MPG: 40
Weapons:
Attachments:
Cost: 225 GP

Dune Buggy

Engine: V6
Chassis: Buggy

Size: 10ft Wide, 10 ft Long (Large)

Spaces: 2 Seats, 1 Trunk

Top Speed: 12

Acceleration: +0

Handling: +4

Heft: -2

AC: 12

HP: 30

Hardness: 5

Fuel Cap: 15 Gallons

MPG: 25

Weapons:

Attachments:

Cost: 300 GP.

Interceptor

Engine: V6

Chassis: 2+2

Size: 10ft Wide, 15 ft long (Huge)

Spaces: 2 Seats, 2 Compact Seats, 1

Trunk

Top Speed: 12

Acceleration: +0

Handling: +2

Heft: +0

AC: 12 (Base 10 - 2 Size + 4

Natural)

HP: 35

Hardness: 5

Fuel Cap: 20 Gallons

MPG: 25

Weapons:

Attachments:

Cost: 600 GP

War Truck

Engine: V6

Chassis: Light Truck

Size: 10ft wide, 20 ft long (Huge)

Spaces: 2 Seats, 1 Bed (10ftx10ft)

Top Speed: 12
Acceleration: -3
Handling: +1
Heft: +1
AC: 14 (Base 10 - 2 Size + 6

Natural)

HP: 50
Hardness: 10
Fuel Cap: 20 Gallons
MPG: 25
Weapons:
Attachments:
Cost: 450 GP

Cargo Rig

Engine: V8
Size: 10ft wide, 15 ft long (Huge)
Spaces: 2 Seats, 2 Compact Seats, 1

Trailer Hitch

Top Speed: 18
Acceleration: -1
Handling: -11
Heft: +12
AC: 10 (Base 10 - 6 Size + 6

Natural)

HP: 100
Hardness: 15
Fuel Cap: 80 gallons
MPG: 20
Cost: 5800 GP
Attachments: Supercharger, Trailer.