



REDLINE

W.O.I.N.

ROLEPLAYING GAME SYSTEM

The following pages include rules for designing and building vehicles, and for furious, high-octane vehicular combat.

From bikes and trikes to mighty 18-wheelers; from sports cars to tanks; and from boats to planes, vehicles form a huge part of the modern action genre. Whether you're talking a spy with a gadget-laden sports car, or a mercenary team with an iconic van; an lone crusader and his intelligent supercar, or a post-apocalyptic road warrior, this chapter guides you through the process of designing and building your own vehicles and pitting them against each other furious, high-speed combat.

You may design a vehicle from scratch, or you may convert a real-world vehicle. Here you'll find modern cars, trucks, bikes, tanks, and futuristic walkers, mechs, and anti-grav vehicles. Of course, not all vehicles will be available in a given time period, and vehicles range from the 1960s all the way through to the near future.

Vehicles can be modded, enhanced, and outfitted with outlandish gadgets and weaponry. Ejector seats, rocket launchers, machine guns, oil slicks, armor, ram-plates, and additional propulsion systems are just some of the many modifications you can purchase and install on your vehicle. You can add adaptive camouflage or bulletproof windows, retractable skis or spiked wheels, even airbrakes and artificial intelligence!

Use these rules to include vehicles in your WOIN roleplaying game, or to play standalone vehicle skirmish games.



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Designing A Vehicle From Scratch

Drivers can design their own vehicles from scratch. By choosing a chassis type, tuning it, modifying it, and adding upgrades, armor, and weapons, a wide range of unique custom vehicles can be created. Designing a vehicle is a simple process, with small number of easy steps.

Follow this process to design a vehicle.

1. Select a chassis type and record its base statistics. Note the number of available upgrade slots.
2. Modify the chassis statistics by quality if required. Quality affects price, upgrades, and speed, as well as providing an overall equipment bonus to dice pools.
3. Tune the chassis if required.
4. Purchase upgrades.
5. Purchase armor.
6. Purchase weapons.

No single upgrade or weapon may use more than half the vehicle's total upgrade slots.



Chassis

The following lists a range of generic vehicle chassis types. Select a chassis type and then add customization as required. The vehicle's chassis includes its engine. The chassis type can be modified by equipment quality.

Automobile, compact. Compacts include many hatchbacks and small sedans. It contains a large number of Japanese vehicles (although not exclusively so). Examples include the Honda Civic, Volkswagon Beetle, Mini Cooper, or Ford Falcon.

Automobile, large. This is the standard size, covering most coupes, sedans, and station wagons. Most sedans are large cars, with room for five adults and a large trunk. If in doubt, classify a vehicle as a large car as default.

Automobile, luxury. Luxury cars are premium cars of varying sizes. This category contains limousines and executive cars. Examples include vehicles from Rolls-Royce and Bentley, as well more mainstream brands like Audi, BMW, and Mercedes-Benz.

Automobile, sports. Sports cars are high performance vehicles, usually a similar size to a compact, although they can range up to mid-size vehicles. Muscle cars are typically rear wheel drive mid-size sports cars; this also includes roadsters (also known as spiders).

ATVs. These include quads and buggies (small all-terrain vehicles), SUVs and jeeps (medium all-terrain vehicles), and vehicles like Hummers (large all-terrain vehicles). It doesn't include Humvees or tanks.

Motorcycle. This includes chopper and cruiser style motorcycles, including Harley Davidsons, BMW motorcycles, and other common brands. Motorcycles gain a +2 DEFENSE bonus from the front or rear.

Motorcycle, sport. This includes racing motorcycles. Motorcycles gain a +2 DEFENSE bonus from the front or rear.

Motorcycle, stunt/dirt. Motorcycles designed for dirt racing or for jumps and other stunts. Motorcycles gain a +2 DEFENSE bonus from the front or rear.

Tanks. Tanks are either light (light the Stingray) or heavy (like a Challenger or an Abrams M1). Note that the chassis alone does not include weaponry.

Truck, light. Pickup trucks, and other smaller trucks. In the US Department of Transportation's Federal Highway Administration (FHWA) classifications, this includes trucks up to Class 3.

Truck, medium. These are FHWA classifications from 4-6, including haulers, dump trucks, and tow trucks.

Truck, heavy. FHWA classifications 7-8, including big rigs and semis, fire trucks, etc.

Van. A van is smaller than a truck but larger than an SUV, and is used for transporting goods. This also includes ambulances and small busses.

Mechs. Mechs are armored combat vehicles, often bipedal in shape. The smallest weigh in the region of ten tons and stand 10 feet tall. Small mechs are often used for reconnaissance or scouting missions, while medium mechs are the equivalent of tanks in mech warfare. Mechs do not have a handling class, as they are bipedal and are able to turn in place at-will.

Aircraft. Unless marked with the Hover trait, an aircraft must maintain a minimum forward speed of 10 in order to stay aloft. An aircraft reduced to half HEALTH is disabled, as normal, and crashes. Aircraft can increase or decrease their altitude by an amount equal to their ACCEL score each round. Range to a flying vehicle is either the horizontal or vertical distance, whichever is larger.

Boats. Boats reduced to half HEALTH begin to take in water and sink.

Hover vehicles. Hover vehicles use antigrav technology. A swoop bike has a maximum altitude of 30', while a civilian speeder is an automobile-sized hovercraft with a maximum altitude of 10'. Hoover vehicles have the Hover trait, and so do not have to maintain forward momentum to stay in the air. Podracers are designed solely for speed, have a maximum altitude of 30', and are primarily used for racing.

Walkers. Chicken walkers are designed for scout and reconnaissance missions. Rhino walkers are massive, heavily armored troop carriers which can hold up to 40 troops. Unlike other vehicles, walkers can rotate on the spot without forward momentum, and can turn any number of times during a move. For this reason, they do not have a Handling class.



Automobile Chassis	Cost	Weight	Upgrades	Occupants	SPEED	ACCEL	HANDLING	HEALTH	SOAK	DEFENSE	TRAITS
All-terrain vehicle, small (quads)	\$2,500	750	4	2	12	3	B	27	5	12	4WD
All-terrain vehicle, medium (SUVs)	\$9,500	5,000	10	4	12	3	C	70	5	9	4WD
All-terrain vehicle, large	\$15,500	8,000	12	6	10	2	C	89	10	8	4WD
Automobile, compact	\$8,000	2,000	8	4	10	2	C	44	5	10	
Automobile, large	\$13,000	5,000	10	5	12	3	D	70	10	9	
Automobile, luxury	\$18,000	5,000	10	5	14	3	D	70	10	9	
Automobile, sports	\$15,000	2,500	8	2	18	4	B	50	5	10	
Boat Chassis	Cost	Weight	Upgrades	Occupants	SPEED	ACCEL	HANDLING	HEALTH	SOAK	DEFENSE	TRAITS
Boat, hovercraft	\$28,000	23,000	20	5	4	1	E	151	10	4	
Boat, houseboat	\$20,000	29,000	22	8	2	1	F	170	15	3	
Boat, rowing	\$300	80	4	2	2	1	F	8	0	12	
Boat, motor, small	\$600	700	8	4	6	1	E	26	5	10	
Boat, speedboat	\$10,000	500	4	2	8	2	E	22	5	12	
Canoe	\$300	60	4	1	4	1	E	7	0	12	
Raft, rubber, inflatable	\$100	50	4	4	2	1	E	7	0	12	

Submarine, 2-man	\$50,000	5,000	10	2	2	1	F	70	15	9	
Submarine, 4-man	\$85,000	8,000	12	4	2	1	F	89	15	8	
Aircraft Chassis	Cost	Weight	Upgrades	Occupants	SPEED	ACCEL	HANDLING	HEALTH	SOAK	DEFENSE	TRAITS
Hang glider	\$300	30	4	1	4	1	E	5	0	12	
Helicopter, 2-Man	\$28,000	5,000	10	2	14	3	C	70	5	9	Hover
Helicopter, 4-Man	\$90,000	12,000	14	4	12	3	D	109	5	7	Hover
Plane, 2-man	\$25,000	17,500	18	2	28	7	E	132	5	5	
Plane, private jet, 10-man	\$225,000	33,000	24	10	32	8	F	181	5	2	
Motorcycle Chassis	Cost	Weight	Upgrades	Occupants	SPEED	ACCEL	HANDLING	HEALTH	SOAK	DEFENSE	TRAITS
Motorcycle	\$1,500	500	4	1	16	4	B	22	0	12	Narrow
Motorcycle, sports	\$5,500	400	4	1	22	5	B	20	0	12	Narrow
Motorcycle, stunt/dirt	\$2,500	300	4	1	18	4	A	17	0	12	Narrow
Truck Chassis	Cost	Weight	Upgrades	Occupants	SPEED	ACCEL	HANDLING	HEALTH	SOAK	DEFENSE	TRAITS
Truck, light	\$15,000	8,000	12	3	9	2	D	89	10	8	
Truck, medium	\$40,000	20,000	20	3	8	2	E	141	10	4	
Truck, heavy	\$150,000	35,000	24	3	8	1	F	187	10	2	
Van	\$12,000	5,000	10	5	6	1	D	70	10	9	
Tank Chassis	Cost	Weight	Upgrades	Occupants	SPEED	ACCEL	HANDLING	HEALTH	SOAK	DEFENSE	TRAITS
Tank, light	\$300,000	45,000	24	4	4	1	D	212	15	2	Tracked
Tank, heavy	\$750,000	136,000	24	4	3	1	D	369	20	2	Tracked
Car, armored	\$175,000	30,000	20	4	6	2	D	173	15	4	
Mech Chassis	Cost	Weight	Upgrades	Occupants	SPEED	ACCEL	HANDLING	HEALTH	SOAK	DEFENSE	TRAITS

Mech, ultralight biped	\$300,000	20,000	20	1	10	3	-	141	10	4	Walker
Mech, light biped	\$700,000	40,000	20	1	6	2	-	200	10	4	Walker
Mech, medium biped	\$2,000,000	150,000	24	3	8	2	-	387	15	2	Walker
Mech, heavy biped	\$5,000,000	300,000	24	3	6	1	-	547	20	0	Walker
Hover Chassis	Cost	Weight	Upgrades	Occupants	SPEED	ACCEL	HANDLING	HEALTH	SOAK	DEFENSE	TRAITS
Bike, swoop	\$8,000	1,000	4	1	28	8	A	31	0	10	Hover
Speeder, hover	\$10,500	4,500	10	2	16	3	C	67	0	9	Hover
Podracer	\$18,000	7,000	12	1	32	8	C	83	0	8	Hover
Walker Chassis	Cost	Weight	Upgrades	Occupants	SPEED	ACCEL	HANDLING	HEALTH	SOAK	DEFENSE	TRAITS
Walker, chicken	\$300,000	26,500	22	2	5	1	-	162	15	3	Walker
Walker, rhino	\$3,400,000	200,000	24	3	4	1	-	447	20	0	Walker

Tuning

Once a chassis has been acquired, it can be tuned to improve performance. The chassis, as previously mentioned, includes an engine. Each upgrade below costs \$1,000, modified for quality (so on standard quality chassis each costs \$1,000; on a high quality chassis each costs \$3,100; exceptional \$5,250; mastercraft \$10,500; artisinal \$101,000; and legendary \$1,002,500).

Supercharger. A supercharger increases the vehicle's SPEED by 1.

Transmission. With a short-shift transmission, the vehicle's ACCEL can be increased by 1.

Rims/tires. Improved tires can increase road grip, improving the vehicle's HANDLING by one category to a maximum of C.

Suspension. A stiffer suspension will improve HANDLING by one category to a maximum of C. However, it makes for a less comfortable ride - when the vehicle spins out, occupants take 2d6 damage each instead of 1d6 damage.

Brakes. Ventilated disc brakes or other improvements can increase ACCEL by 1 for the purposes of deceleration only.

Passenger space. Occupant slots can be removed to allow additional upgrade slots on a 1:1 basis. No vehicle can have less than 1 occupant. Note that this also reduces the number of actions available to a vehicle.

Ultra-light body. Body panels can be replaced with ultra-light materials. This increases the vehicle's maximum SPEED by 2, but reduces its SOAK by 5. This cannot be combined with a reinforced chassis (below).

Vehicle Upgrades

Upgrades (and weapons) use upgrade slots. A vehicle's upgrade slots are roughly evenly distributed around the chassis; a vehicle can have no more than one third of its upgrade slots in any one direction (forward, rear, left, right). This applies to upgrades which have a designated location in the table below, and to weapons, which must have a firing arc designated.



Upgrade	Slots	Location	Cost	Availability
Adaptive camouflage	1	General	20000	5B
Additional propulsion system	1	Rear	2000	5A
Reinforced chassis	1	General	2500	4A
Body blades	1	General	4000	4A
Bulletproof windows	2	General	3000	5A
Cable launcher	2	Front	5000	4B
Cement/paint blaster	3	Rear	8000	5B
Conversion vehicle	3	General	5000	5C
Dubious license plates	0	Rear/Front	1000	4A
Ejector seat	1	General	3000	4A
Hidden compartments	1	General	1000	4A
Imaging matrix	1	General	5000	5B
Kevlar tyres	1	General	10000	5A
Mines	1	General	5000	5A
Ramplate	3	Front	2000	4A
Remote control	1	General	20000	5A
Retractable skis	1	General	2000	4B
Self-destruct	1	General	4000	4A
Slick jet	1	Rear	3000	4A
Smoke jet	1	Rear	1500	4A
Spike strip launcher	1	General	6000	5B
Spiked tires	1	General	500	5A
Spiked wheels	1	General	1000	4B

Targeting computer	1	General	10000	5B
Wheel guards	1	General	500	4A
Wideband receivers	1	General	800	5A
Fire extinguisher	0	General	120	4A
Halon fire suppression system	1	General	2,200	5A
Airbrakes	1	General	4,000	5A
Parachute	2	Rear	6,000	5A
Roll cage	4	General	5,000	4A
A.I.	1	General	20,000	5B

Adaptive camouflage. Tiny cameras on both sides of the vehicle take high resolution pictures directly beside the vehicle, then project a layover image completely identical to those pictures that covers the vehicle, causing it to disappear into its surroundings. This is exceptionally complicated technology that only makes you invisible from one direction (and anyone that looks too closely easily sees your ruse). This upgrade may only be used when stationary.

Additional propulsion system. This upgrade gives the vehicle a temporary boost, giving it +2 ACCEL (for speed increases only) and increasing its maximum SPEED by +2 for 1d6 rounds once per day. For double the structure cost, this upgrade can be concealed (requiring a *Difficult [15]* INT check to notice). This upgrade may be selected more than once; each time it is purchased, the duration of the temporary boost is increased by 1 round and it can be used one more time per day.

A.I. A basic A.I. operates as an occupant, allowing the vehicle to take an additional action with a 4d6 dice pool, and has a LOG attribute of 2. An advanced A.I. (at ten times the cost) is also able to drive the vehicle autonomously and hold basic conversations with the occupants; it has a LOG attribute of 4.

Airbrakes. Airbrakes can be deployed to double a vehicle's ACCEL score for the purposes of deceleration only.

Body blades. Long reinforced blades snap out of the vehicle's sides with the push of a button. A driver may make attacks against an adjacent vehicle or creature using their *driving* skill; the blades do 2d6 slashing damage.

Bulletproof windows. The vehicle gains an ablative SOAK 50 ballistic. As ablative SOAK, bulletproof windows cease to provide any benefits after they have soaked 50 points of ballistic damage. These windows are also immune to windshield hit location damage until their SOAK is used up.

Cable launcher. A vehicle with this upgrade may grab vehicles and creatures within 50' of it, latching on with a steel cable that embeds into the target (2d6 slashing damage). A successfully grabbed vehicle can have its SPEED reduced by the SPEED of the vehicle that grabbed it. A side-mounted cable launcher can be used to make a free 90-degree turn in that direction only at any speed. Cable launchers can only be deployed once.

Cement/paint blaster. This upgrade gives the vehicle a unique weapon ideal to obscure windshields or muck up the engines of other vehicles. The cement/paint blaster has a range of 3 hexes (30'); on a hit, the target vehicle is blinded (-2d6) until the wet cement is removed. A cement/paint blaster can be fired 3 times before its ammunition is exhausted. Creatures struck by a cement/paint blaster are restrained for 1d6 rounds. This upgrade may be selected a second time to increase the capacity of the cement/paint blaster by 3.

Conversion vehicle. Over the course of a round, a conversion vehicle may change the type of terrain it traverses (for instance, a car might become a submarine or take flight). This type of terrain is chosen when the upgrade is purchased. A vehicle's speed rating is halved for this new terrain type. This upgrade covers the gamut of modifications required, adding in oxygen tanks, compensating for the pressure of the depths, and so on.

Dubious license plates. This simple upgrade is almost essential for clandestine vehicles; with the flip of a switch, the license plate can obscure or rotate to reveal a different license plate.

Ejector seat. One vehicle occupant can rapidly flee, flying out into the air in their chair before safely parachuting to the ground. If a vehicle spins out or explodes, an ejector seat ensures that the occupant is safely removed. The position of the ejector seat must be designated. Optionally, the ejector seat may retain the chair, and simply eject the occupant without a parachute, causing them 3d6 damage upon landing.

Fire extinguisher. A fire extinguisher can be used by an occupant to extinguish a fire. A fire extinguisher can be used once; multiple extinguishers can be installed.

Halon fire suppression system. A halon fire suppression system operates automatically, putting out any vehicle fire the round after it starts with no actions required from the vehicle's occupants. It can operate three times before it needs to be replenished.

Hidden compartments. The vehicle has several caches integrated into its structure. Finding one of these compartments requires a *Difficult [16]* INT check. This upgrade may be taken multiple times.

Imaging matrix. The vehicle has external sensors capable of radial thermal imaging, allowing it to detect creatures in pitch blackness or through smoke or other obscuring material. It can fire upon such targets with no penalty.

Kevlar tires. This vehicle's tires are invincible and cannot be shot out or destroyed by any attack that deals less than 15 points of damage. Only land vehicles may take this upgrade.

Mines. The vehicle can dispense mines or grenades once per turn; this upgrade holds up to 6 mines or grenades. For an additional \$2,000, the capacity of this upgrade can be increased to 9 mines or grenades. Mines occupy an adjacent hex and do 2d6 heat damage upon contact.

Parachute. A parachute is used to rapidly halt a vehicle's forward momentum. It grants an ACCEL of 12 for the purposes of deceleration only. A parachute can only be deployed once - once the vehicle stops decelerating, it is cut loose.

Ramplate. This upgrade allows a vehicle to ram other targets without suffering any internal damage. The vehicle gains 50 SOAK to collisions from the direction of the ramming attachment.

Reinforced chassis. A vehicle with a reinforced chassis increases its SOAK by 2 and becomes much heavier, reducing its ACCELERATION rating by -1 (if its ACCEL rating is already 1, then SPEED is reduced by 1 instead).

Remote control. This vehicle may be controlled remotely. When doing so, the driver uses *computers* for skill checks and is at a -1d6 for using a wireless connection. This upgrade may be taken a second time to eliminate the penalty. A vehicle must have the Wide-Band Receivers upgrade before it can take this upgrade.

Retractable skis. A vehicle with this upgrade may ignore difficult terrain caused by snow. If taken a second time by a vehicle with the spiked wheels upgrade, a land vehicle can be made bouyant and able to move on water at half its normal speed.

Roll cage. A steel structure around a vehicle helps protect occupants from damage. When an occupant would normally be injured due to spinning out or flipping, the roll cage prevents such damage from taking place.

Self destruct. This upgrade rigs the vehicle to explode when a certain button is pressed or command sent. A self destruct does damage equal to the vehicle's HEALTH in the vehicles' square(s), and halved for each square of distance. This upgrade may be taken a second time to increase the potency and range of the vehicle's self destruct blast by 50%.

Slick jet. This upgrade allows a vehicle to leave a slick coating in a trail behind it that is 20' long and 10' wide (2 hexes) for 6 rounds a day (these need not be used consecutively). The area becomes slippery, causing vehicles to spin out if a successful check is not made. This upgrade may be selected a second time to increase its daily uses a day by 6 rounds *or* to add an accelerant and ignition to the slick, lighting it on fire (dealing 1d6 heat damage to anything that passes through it).

Smoke jet. This upgrade allows a vehicle to leave a thick obscuring cloud of smoke in a trail behind it that is 20' long and 10' wide (2 hexes) for 12 rounds a day. This upgrade may be selected a second time to introduce a toxic agent or tear gas to the smoke, causing it to deal 1d6 poison damage to any creatures that pass through it. Smoke blocks many lasers, and blocks line-of-sight.

Spiked tires. A vehicle with this upgrade can ignore difficult terrain caused by slippery road conditions. Only land vehicles may select this upgrade.

Spiked wheels. Spikes erupt from this vehicle's wheels to slash and tear at other vehicles. Only land vehicles may select this upgrade. A driver may make attacks against an adjacent vehicle using their *driving* skill; the blades do 2d6 slashing damage and ignore SOAK automatically unless the target vehicle has wheel guards.

Spikestrip launcher. This vehicle can fire spikestrips. A spikestrip deals 4d6 slashing damage to vehicles which run over it and forces it to spin out unless a successful check is made.

Targeting computer. This upgrade allows a vehicle's weapons to integrate with one another and grants a +1d6 bonus to all of the attacks the vehicle's weapons make.

Wheel guards. This vehicle's wheels are protected by its chassis and its tires have a DEFENSE of 20. Only land vehicles may select this upgrade. Wheel guards also allow a vehicle to apply the vehicle's overall SOAK to attacks by spiked wheels.

Wideband receivers. A vehicle with this upgrade is able to pick up all bands of radio waves and provides its passengers with an internet connection.

Armor

Armor can be added to any vehicle which has a reinforced chassis; a vehicle without a reinforced chassis cannot support armor. Each unit of armor adds 1 to the vehicle's SOAK in one particular direction (forward, rear, left, right), and uses one upgrade slot. A single unit of armor costs \$1,000.



Mounted Weapons

Drivers may select from a wide range of weapons – machine guns, autocannons, rocket launchers, lasers, minedroppers, even tank guns and missile racks. Weapons must be allocated a specific firing arc (forward, left, right, or rear) unless the weapon is turreted. Each weapon requires an occupant to use it (the driver counts as one occupant). As noted above, no more than one third of a vehicle's upgrade slots may be located in one arc.

Turrets. A turreted weapon costs twice the listed price and takes up one additional upgrade slot. A turreted weapon may fire in any direction if mounted on top, or in two arcs if mounted on a specific firing arc. Only one turreted weapon may occupy any given side (or the top of a vehicle).

Linked. Weapons may be linked in pairs. Linked weapons take up one extra upgrade slot for the linked set, and require only one operator. Linked weapons must share the same firing arc.



Machine Guns	Cost	Slots	Weight	Damage	ROF	Range	Notes
M240 General Purpose Machine Gun	2,000	1	28	2d6 ballistic	1	5	
FN Minimi Light Machine Gun (AKA M249 Light Machine Gun)	4,000	1	15	2d6 ballistic	1	4	
M134 Minigun	6,000	1	85	3d6 ballistic	1	7	
M3P Heavy Machine Gun	9,000	1	84	3d6 ballistic	1	8	
GAU-19 Gatling Gun	12,000	2	139	4d6 ballistic	1	10	
M230 Chain Gun	22,000	2	120	5d6 ballistic	1	15	
M242 Bushmaster Autocannon	45,000	3	262	6d6 ballistic	1	19	
Cannons	Cost	Slots	Weight	Damage	ROF	Range	Notes
Weathers & Co. 12mm Light Cannon	13,000	1	130	3d6 ballistic	2	12	
SLX-42 20mm Smooth Bore Mounted Gun	18,000	2	250	4d6 ballistic	2	20	
Royal Ordnance L7 Gun (AKA M256A1 120mm Smoothbore Gun)	28,000	6	2,826	8d6 ballistic	3	16	Rounds
Rheinmetall 120 mm L/44 Gun	25,000	6	2,620	8d6 ballistic	3	14	Rounds
Skoda A7 37mm Tank Gun	22,000	4	840	6d6 ballistic	3	12	Rounds
Ordnance QF 40mm 2-Pounder	23,000	5	1,795	6d6 ballistic	3	16	Rounds
Blitzkrieg XX-1 Railgun	120,000	8	5,600	9d6 ballistic	3	14	
Missiles	Cost	Slots	Weight	Damage	ROF	Range	Notes
Mk 19 Grenade Launcher	9,000	2	77	4d6 heat	2	12	Artillery
BM-13 Katyusha Multiple Rocket Launcher	120,000	5	11000	6d6 heat	4	20	Artillery
M142 High Mobility Artillery Rocket System	210,000	8	24000	7d6 heat	4	26	Artillery
Samson-Welling Micromissile Launcher	75,000	3	130	3d6 heat	2	8	
Mascot Industries Mini SAM Launcher	110,000	2	135	3d6 heat	2	20	Air targets only
Energy Weapons	Cost	Slots	Weight	Damage	ROF	Range	Notes
Fusion Systems Z4 Beam Laser	4,000	1	40	2d6 heat	1	6	Blocked by smoke
ST44 Heavy Pulse Cannon	8,000	2	75	4d6 heat	1	9	Blocked by smoke
AX-20 Small Blaster Cannon	2,000	1	30	2d6 heat	1	4	
General Lazer GX Particle Cannon	9,000	4	210	6d6 heat	3	10	
Other Weapons	Cost	Slots	Weight	Damage	ROF	Range	Notes

M10-8 Flame Gun	5,000	4	100	2d6 heat	2	3	Ignite, limited range
BMW Blaster Flamethrower	7,000	4	140	3d6 heat	2	4	Ignite, limited range
Lagonda Cockatrice Flamethrower	3,000	2	90	2d6 heat	2	2	Ignite, limited range
SECPRO WCS Water Cannon	4,000	5	390	2d6 blunt	1	3	Quench, limited range

Artillery. Artillery does not require line-of-sight.

Ignite. Targets stuck catch fire for 1d6 heat damage per round until extinguished.

Limited range. These weapons can only fire out to one range increment.

Rounds. This weapon can be loaded with different ammo types including high explosive shells, high explosive anti-tank (HEAT) shells, armor piercing shells, and shrapnel (anti-personnel) shells.

High explosive. Regular shells. Cost \$200 each.

HEAT. Ignores 10 points of SOAK. Cost \$2000 each,

Armor-piercing. Ignores 5 points of SOAK. Cost \$1000 each.

Quench. This weapon automatically puts out fires in the target vehicle

Vehicle Combat

The following rules comprise a basic version of vehicle combat. Vehicle combat takes place on a hex grid, or without a hex grid with the use of a set square or triangle. 1 inch represents 10'. Most vehicles take up one or two hexes (or are one or two inches long). Generally, each vehicle is controlled by one player (who also controls all its occupants) but GMs may allow a single vehicle to be operated by multiple players, with each controlling one occupant (one of whom is the driver).

Vehicle combat is divided into rounds, with each round representing an indeterminate but short time measured in seconds. Each round follows the following procedure:

1. All drivers roll INITIATIVE.
2. In reverse INITIATIVE order, each driver moves his car (accelerating or decelerating before commencing movement).
3. In forward INITIATIVE order, each car takes a number of actions up to its total occupants (assuming each occupant has an action available to her).
4. Return to step 1 and roll INITIATIVE again.

Initiative

Each round all vehicles roll INITIATIVE. Drivers add dice from their *driving* skill rather than *tactics* as in normal combat or *starship tactics* as in starship combat. A vehicle's HANDLING class also modifies INITIATIVE – more nimble vehicles are able to react to the movements of clumsier vehicles.

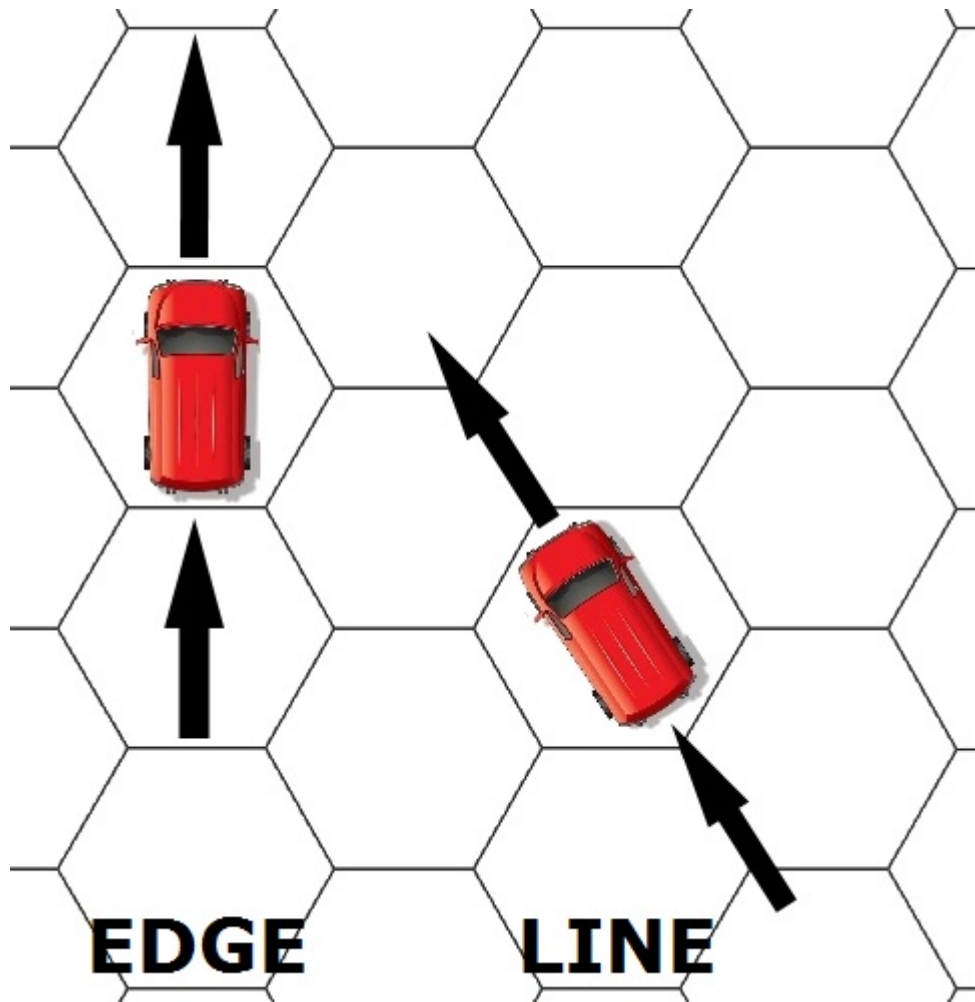
HANDLING CLASS	INITIATIVE
A (1)	+1d6
B (2)	+1d6
C (3)	-
D (4)	-
E (5)	-1d6
F (6)	-2d6

All vehicles then move their current SPEED in reverse initiative order (see the next section), followed by all vehicles taking actions in regular initiative order.

Movement

Speed. A vehicle **MUST** move its current **SPEED**. However, any vehicle may increase or decrease its **SPEED** by an amount equal to its **ACCELERATION** score before moving.

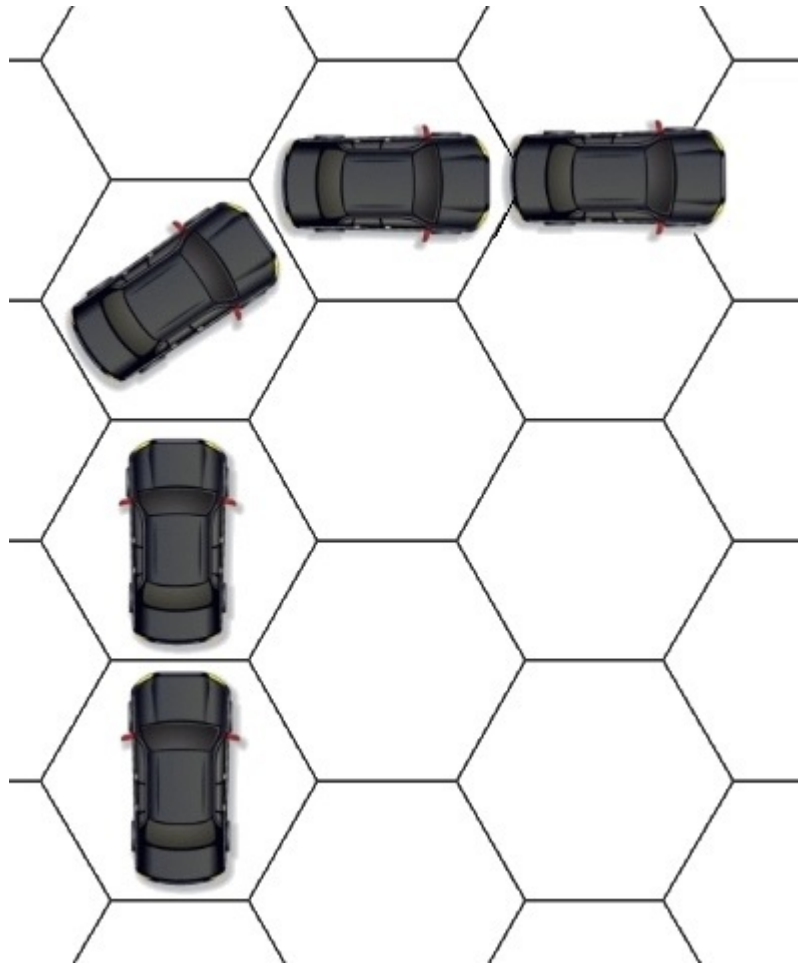
A vehicle may move along a hex edge or along a hex line. A turn (below) allows a vehicle to change direction by up to sixty degrees, which equals one hex edge or one hex line.



Turning. Turning is free as part of a forward movement as long as it is less than that allowed by a vehicle's current turning circle. A turn is always combined with a forward movement. Vehicles cannot rotate without forward motion (except walkers, which can rotate freely).

When making a turn, the vehicle turns to the left or right up to 60 degrees (or up to one hex side or one hex line). A full 90-degree turn therefore requires a 60-degree and a 30-degree turn (or some other combination).

On a hex grid, vehicles can only turn 60 or 30 degrees. When not using a grid, vehicles may turn any amount up to 60 degrees.

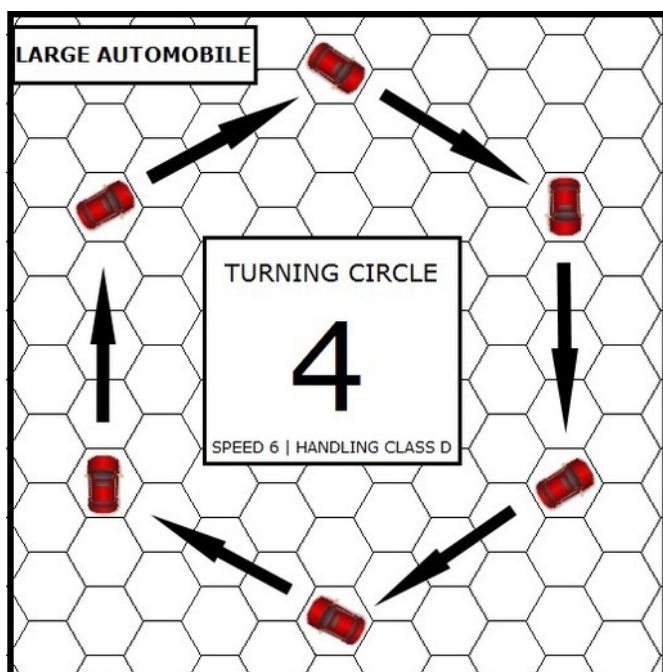


A vehicle's turning circle is equal to its current speed multiplied by its HANDLING, divided by 5 (round down to a minimum of 1), where HANDLING has a value of A=1, B=2, and so on. A class C car moving at a velocity of 6 has a turning circle of $3 \times 6 / 5 = 3$. A smaller class A motorcycle moving at the same velocity has a turning circle of just 1 hex, while a class E truck at that speed has a turning circle of 6.

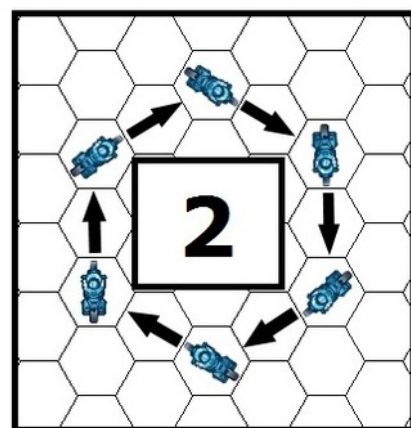
The turning circle value simply represents the number of hexes in a straight line that a vehicle must move before turning one hex side. An easy way to track this is to leave a marker where the vehicle last turned a hex-side. It can turn again when it is a number of hexes from that marker equal to its turning circle, at which point you rotate the vehicle one hex side and reposition the marker.

For convenience, you can also use the table below to determine a vehicle's turning circle

SPEED	A	B	C	D	E	F
1	1	1	1	1	1	1
2	1	1	1	1	2	2
3	1	1	1	2	3	3
4	1	1	2	3	4	4
5	1	2	3	4	5	6
6	1	2	3	4	6	7
7	1	2	4	5	7	7
8	1	3	4	6	8	10
9	1	3	5	7	9	10
10	2	4	6	8	10	12
11	2	4	6	8	11	12
12	2	4	7	9	12	14
13	2	5	7	10	13	15
14	2	5	8	11	14	16
15	3	6	9	12	15	18
16	3	6	9	12	16	19



Turning Circles



Jumping. A vehicle can jump a distance equal to its acceleration times 20' at maximum speed as long as it has a ramp. For every point of speed below maximum, reduce the jump distance by 20'. For example, a generic compact automobile can jump 40' while moving at SPEED 5, and a sports bike can jump 100' while moving at SPEED 11. These distances assume non-optimum real-world conditions (a stunt driver using specially built ramps and specially designed vehicles can make far larger jumps). Some exploits allow drivers to increase these distances.

Pedestrians. Characters or creatures on foot divide their SPEED by 10 (to a minimum of 1) to represent the different speed scales at which vehicular combat takes place. Pedestrians can take actions as normal.

Maneuvers. A number of maneuvers are available as exploits, including emergency stop, handbrake turn (J-turn), and more.

Actions. A vehicle may take a number of actions equal to the number of occupants it carries. Each occupant may perform one action. Movement and turning does not constitute an action. No item or weapon may be used more than once per round. A driver may perform a maneuver as an action. If occupants are killed, the vehicle's available actions are decreased.



Firing

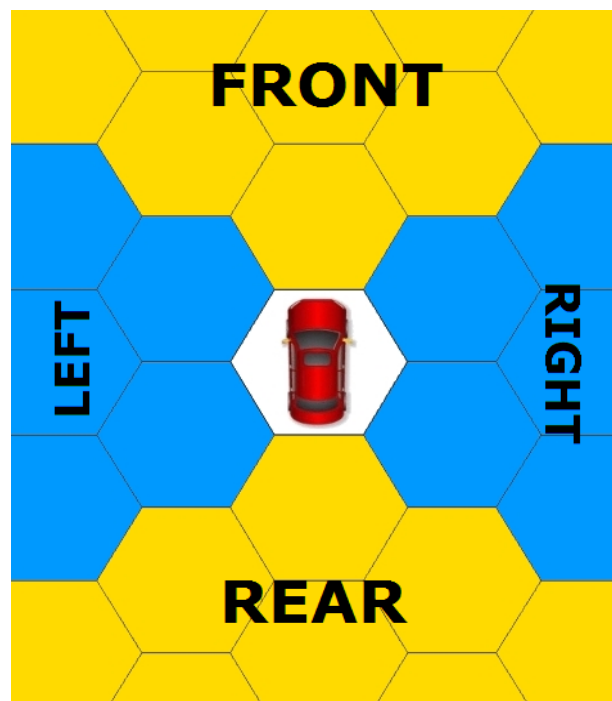
Weapons can be operated by vehicle occupants. Weapons have a firing arc, unless they are turreted, granting a 360-degree firing arc. A line-of-sight is required unless the weapon is designated as Artillery. Some weapons are linked, which means one occupant fires both at the same time.

An occupant uses AGILITY or INTUITION to fire (as normal), and applies the usual range increment penalties.

Attacks are made against the target vehicle's DEFENSE; vehicles add their current speed to their DEFENSE score.

Stationary target	+1d6
Rear attack	+1d6
Forward-mounted weapons	+1d6
Per range increment	-1d6
Aft-mounted weapons	-1d6

If the occupants are not player characters or specific NPCs, use a dice pool of 4d6 for attacks. Weapon damage is reduced by a vehicle's SOAK and then applied to its HEALTH.



Damage. As with all objects, a vehicle reduced to half HEALTH is broken (inoperable). A vehicle reduced to zero HEALTH is destroyed. If the vehicle is powered, reducing it to zero HEALTH causes it to explode. The explosion does heat damage equal to the vehicle's initial HEALTH in its own hex, and half that for each hex distant.

Additionally, for every 6 rolled in the damage roll, roll once on the following table.

2d6	Location	Effect
2	Weapon	Weapon is damaged
3	Tire	Spin out
4	Engine	Reduce SPEED by 1
5	Driver	1d6 damage to driver
6	Windshield	Reduce HANDLING by 1 class
7	Chassis	No additional effect
8	Passenger	1d6 damage to passenger
9	Fuel tank	Vehicle catches fire, taking 1d6 damage each round
10	Engine	Reduce ACCEL by 1
11	Tire	Spin out
12	Weapon	Weapon is damaged

Flames. Some weapons and situations ignite a vehicle. This causes 1d6 heat damage to the vehicle each round (as well as 1d6 heat damage to each occupant); this damage cannot be SOAKed. To extinguish a flaming vehicle, a fire extinguisher is required, which automatically puts out a fire with one action.

Collisions

There are four types of collisions: head-on, rear-end, t-bone, and sideswipe. When a collision takes place, all vehicles spin out unless the driver makes a successful check (see below).

Determine the collision speed as follows. Both vehicles take damage equal to three times the collision speed.

Head-on. Two vehicles collide and each is in the other's front arc. Add their current speeds together.

Rear-end. A vehicle collides with the rear arc of another vehicle. Deduct the black vehicle's speed from the red vehicle's speed.

T-bone. A vehicle collides with the side arc of another vehicle. Use the speed of the red car.

Sideswipe. The result of a maneuver in which two vehicles collide with the side arcs of each other. Use half of the faster vehicle's speed.



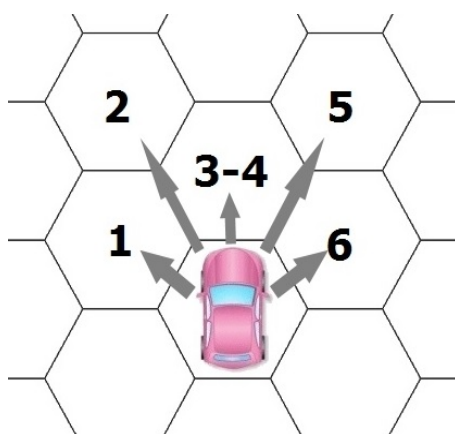
Spinning Out

Spinning out occurs when:

1. The driver is injured.
2. A tire is damaged.
3. A collision takes place.
4. The vehicle enters or begins its turn on slippery terrain (oil slicks, ice, etc.)
5. After a jump.

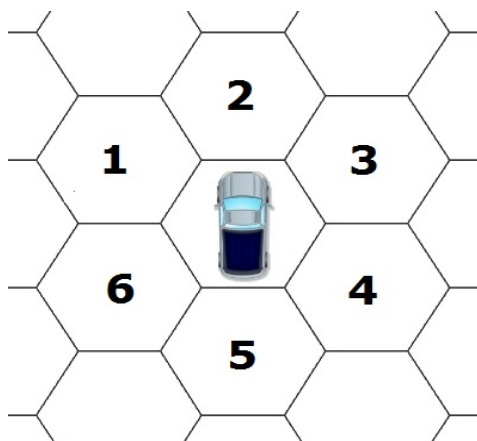
The driver may attempt to prevent the vehicle from spinning out by making an AGI check (bolstered by his driving skill, if he has it) with a difficulty equal to three times the vehicle's current speed.

If the vehicle spins out, it comes to a stop in a randomly determined hex half its current speed from the point where it spins out. Roll 1d6 for direction:



The vehicle's new facing is also randomly determined by rolling 1d6, with each of the six hex sides representing one die result.

A vehicle which spins out causes 1d6 damage to all occupants.



Alternative Play Surfaces

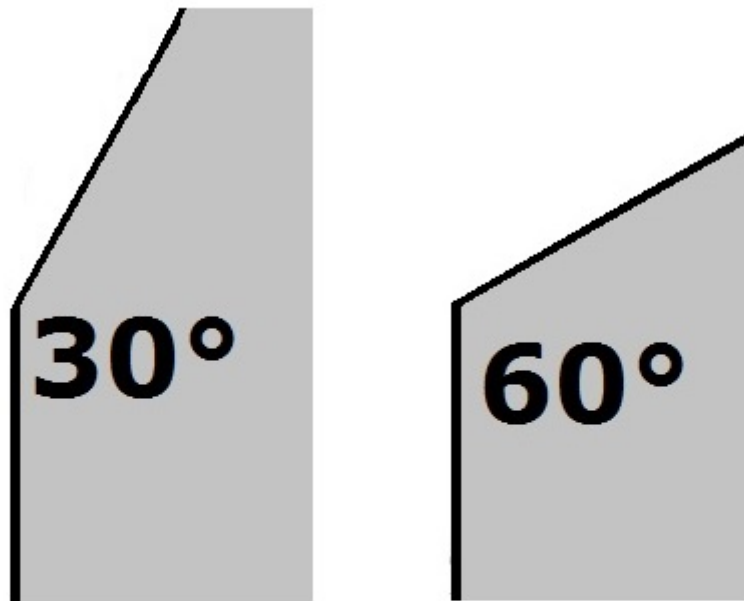
No grid. The hex grid is used to make measuring distances and angles easier. However, vehicle combat does not require a grid - you can play on a tabletop using a ruler. Instead of hexes, simply measure inches. Playing without a grid allows you to use any top-down map or illustration as your terrain. Use a [30-60-90 degree set square](#) or triangle, available from any stationery shop. Alternatively, a [turn guide](#) is available to print and cut.

Square grid. A square grid can be used instead of a hex grid. This still makes counting distances easy, although a turn guide is required to measure 30-degree and 60-degree turns.

Smaller playing surface. The default play area assumes a large dining table, with each vehicle moving distances measured in inches. At high speeds, that can add up to 2 feet of movement for some of the fastest vehicles. If your playing surface is limited in size, you have two options to choose from:

Use smaller units. Use a half-inch grid instead of an inch grid. You will need smaller vehicle counters to accommodate this.

Scale down. Half all range, speed, and acceleration values.



TURN GUIDES
PRINT ON CARD AND CUT

Appendix: Vehicle List

For contemporary vehicles, a real-world vehicle catalog can be used. The vehicles below are converted for use in WOIN for convenience. The conversion already includes quality adjustments where appropriate. When selecting a vehicle from this list, go immediately to Step 3 (tuning) in the vehicle design process.

Adjusted price. The adjusted price incorporates inflation. This is only used when price is used as a balancing factor (for example in duel-type skirmish scenarios where each party has a budget to spend). Use the actual price for purchase in an actual setting.

Automobiles	Year	Cost	Adj. Price	Upgrades	Occupants	SPEED	ACCEL	HANDLING	HEALTH	SOAK	DEFENSE
Aston Martin DB5	1963	7,000	43,400	10	2	7	3	C	65	5	10
Pontiac Firebird Trans Am	1982	10,396	44,703	10	2	6	2	C	64	5	10
Dodge Charger	1969	6,005	33,628	10	2	8	4	D	72	5	10
Ford Gran Torino	1975	4,314	21,570	10	2	5	2	D	85	5	9
Ferrari 308 GTS	1981	47,440	208,736	12	2	7	3	B	56	5	10
Ford Falcon XB Interceptor	1974	6,510	33,201	10	5	6	2	C	61	5	10
Ferrari Daytona Spider	1972	68,970	365,541	12	2	9	4	B	56	5	10
F212 Ferrari Testarossa	1986	220,000	858,000	12	2	9	4	B	72	5	10
DeLorean DMC-12	1982	12,000	51,600	11	2	5	2	C	54	5	10
Porsche 911	1963	6,370	39,494	8	4	8	2	B	43	5	10
Porsche 911	2012	82,100	106,730	11	4	9	4	B	66	5	10
Ford Mustang	1964	2,368	14,445	8	4	7	3	D	50	10	10
Ford Mustang	2012	22,200	28,860	10	4	8	4	D	72	10	10
Volkswagen Beetle	1950	1,280	9,600	8	4	5	1	D	33	5	10
Volkswagen Beetle	2012	19,795	25,734	10	4	7	2	D	66	5	10
BMW 3-Series	1984	20,970	85,977	11	5	6	2	B	55	10	10
BMW 3-Series	2012	42,800	55,640	11	5	7	3	B	90	10	9
Jaguar XJ	1969	6,465	36,204	10	5	6	2	B	72	10	10
Jaguar XJ	2012	73,200	96,160	11	5	8	6	B	82	10	9
Bugatti Veyron	2014	1,500,000	1,650,000	12	2	13	7	C	81	5	9
Koenigsegg Trevita	2010	2,100,000	3,150,000	12	2	12	7	B	64	5	10
Pagani Zonda Cinque	2009	1,246,599	1,994,558	12	2	11	6	B	54	5	10
McLaren F1	1998	450,000	1,215,000	10	3	12	6	B	50	5	10
Mini Cooper	2015	20,700	20,700	8	4	7	3	B	50	5	10
Mini Cooper	1964	2,093	12,767	8	4	5	2	B	27	5	10
Aston Martin DB9	2004	230,000	483,000	12	2	10	4	B	80	10	9
Jaguar E-Type	1963	5,895	36,549	10	2	7	3	B	50	5	10
Honda Civic	2015	31,250	31,250	8	5	6	2	C	24	5	10
Jeep Grand Cherokee	2015	29,995	29,995	10	5	8	3	D	91	10	9
Range Rover Sport	2014	63,495	69,845	11	5	8	2	D	95	10	9
Ford Focus	2014	21,135	23,249	8	5	7	2	C	58	5	10
Land Rover Freelander	2014	60,453	66,498	11	5	6	3	D	78	10	10
Motorcycles	Year	Cost	Adj. Price	Upgrades	Occupants	SPEED	ACCEL	HANDLING	HEALTH	SOAK	DEFENSE
Harley Davidson FLSTF Fatboy	1990	10,299	36,047	6	1	5	3	B	13	0	12

Kawasaki ZZR 250	2003	12,950	28,490	6	1	9	4	B	6	0	12
Kawasaki Ninja GPZ 900R	1984	9,950	30,845	6	1	8	5	A	10	0	12
Triumph TR-6 Trophy	1961	1,200	7,680	6	1	6	4	A	7	0	12
Harley Davidson Hydra-Glides	1952	1,850	13,505	6	1	5	4	B	6	0	12
Trucks & Vans	Year	Cost	Adj. Price	Upgrades	Occupants	SPEED	ACCEL	HANDLING	HEALTH	SOAK	DEFENSE
GMC Vandura Van	1983	10,187	42,785	11	5	5	1	D	100	10	9
Cadillac Miller-Meteor Hearse	1959	9,748	64,337	16	5	6	1	E	120	10	9
Kenworth K100 Cabover Truck	1977	45,000	216,000	15	3	4	1	E	520	10	4
Kenworth W900	1974	36,000	183,600	15	3	4	1	E	380	10	5
Seagrave Fire Engine	2013	450,000	540,000	17	6	3	1	E	1200	10	2
Tanks	Year	Cost	Adj. Price	Upgrades	Occupants	SPEED	ACCEL	HANDLING	HEALTH	SOAK	DEFENSE
M1 Abrams Main Battle Tank	1980	4,300,000	19,350,000	19	4	2	1	D	2400	20	2
M60 Patton Main Battle Tank	1961	790,000	5,056,000	17	4	2	1	D	2000	20	2
Challenger 2 Main Battle Tank	1998	4,217,000	11,385,900	17	4	2	1	D	2500	20	2
Stingray Light Tank	1988	890,000	3,293,000	17	4	2	1	D	904	15	2
Panzer VIII Maus	1944	1,200,000	9,720,000	17	6	1	1	F	643	20	2
M706 Cadillac Gage Commando Amphibious Armored Car	1963	510,250	3,163,550	20	5	6	2	E	148	20	4
Police Vehicles	Year	Cost	Adj. Price	Upgrades	Occupants	SPEED	ACCEL	HANDLING	HEALTH	SOAK	DEFENSE
Plymouth Belvedere Pursuit	1988	890,000	39,900	17	4	2	1	D	904	15	2
Ford Crown Victoria Police Interceptor	1988	890,000	37,500	17	4	2	1	D	904	15	2
Ford Police Taurus Interceptor Sedan	1988	890,000	29,458	17	4	2	1	D	904	15	2

Converting Vehicles

To convert a real-world vehicle, use the following conversion method. To convert a vehicle, you will need its price, maximum speed, 0-60 acceleration, and weight.

A vehicle design sheet is [available here](#).

Price. This is the price the vehicle costs in the real world. This may vary by time period, depending when your game is set. In general, use the price when the vehicle was new.

DEFENSE. The weight of a vehicle determines its DEFENSE attribute (use the table below). A vehicle also adds its current SPEED to its DEFENSE score.

Upgrades. The number of upgrade slots available is dependent on the vehicle's size. Higher quality vehicles gain bonus upgrade slots.

Weight (lb)	DEFENSE	Class	HANDLING*	Upgrades	Examples
0-1,000	12	0	A-B	4	Bikes, buggies
1,001-4,000	10	0	C-D	8	Cars
4,001-6,000	9	1	D	10	Pickups, large cars, vans, small helicopters, spitfires
6,001-10,000	8	2	D	12	Large pickups
10,001-14,000	7	3	E	14	Hummer H1
14,001-16,000	6	4	E	16	Haulers, dump trucks
16,001-19,500	5	5	E	18	Commercial trucks, small plane
19,501-26,000	4	6	F	20	Tow trucks, small buses, black-hawk helicopters
26,001-33,000	3	7	F	22	Buses, coaches, small tanks, fighter jets
33,001+	2	8	F	24	Tractor trailers, big rigs, big tanks, fire trucks, starfighters

**Typical value*

SPEED. SPEED is equal to the vehicle's maximum speed in miles per hour divided by 10. For example, a car with a max speed of 120mph has a SPEED of 12. This is the vehicle's top speed, designed for a straight line; at high speeds, it can be very difficult to maneuver and turn. Most drivers will typically operate at half this value in combat.

ACCELERATION. This is equal to 20 divided by the vehicle's 0-60 time. It is the amount by which a vehicle may increase or decrease its speed each round.

HANDLING. This needs to be estimated. Use the sample vehicles as a guideline.

HEALTH. A vehicle's HEALTH is equal to the square root of its weight in pounds.

SOAK. A vehicle's SOAK depends on the vehicle type.

Compact cars, sports cars, and smaller vehicles have SOAK 5.

Larger vehicles have SOAK 10.

Armored vehicles have SOAK 15 (light armored) or 20 (heavy armored).

Quality. Quality is mainly used to determine the number of available upgrade slots. It also provides an equipment bonus to drivers.

Quality can be gauged by simply looking up the adjusted cost of the vehicle (after inflation is applied). Adjusted cost is a flat +10% per year (e.g. a 20 year old vehicle has an adjusted cost of +200%). This does not affect the actual cost of the vehicle – it is simply used to compare like for like with older vehicles when determining quality.

If you have a vehicle's price (when new), you can establish its quality using the tables below. For example, a 2014 Bugatti Veyron is worth \$1,500,000, making it an artisanal sports car.

	Compact	Large	Luxury	Sports	Small ATV	Medium ATV	Large ATV
Standard	Up to \$24K	Up to \$40K	Up to \$54K	Up to \$45K	Up to \$7,500	Up to \$29K	Up to \$46K
High	\$24K – \$40K	\$40K-\$65K	\$54K-\$90K	\$45K-\$75K	\$7,500-\$13K	\$29K-\$48K	\$46K-\$78K
Exceptional	\$40K – \$80K	\$65K-\$130K	\$90K-\$180K	\$75K-\$150K	\$13K-\$25K	\$48K-\$95K	\$78K-\$155K
Mastercraft	\$80K – \$800K	\$130K-\$1.3M	\$180K-\$1.8M	\$150K-\$1.5M	\$25K-\$250K	\$95K-\$950K	\$155K-\$1.5M
Artisanal	\$800K – \$8M	\$1.3M – \$13M	\$1.8M- \$18M	\$1.5M-\$15M	\$250K-\$2.5M	\$950K-\$9.5M	\$1.5M-\$15M
Legendary	\$8M+	\$13M+	\$18M+	\$15M+	\$2.5M+	\$9.5M+	\$15M+

	Motorcycle	Motorcycle, sport	Semi-tractor, cab	Truck, small	Van
Standard	Up to \$4,500	Up to \$16,500	Up to \$120K	Up to \$42K	Up to \$36K
High	\$4,500-\$7,500	\$16,500-\$27,500	\$120K-\$200K	\$42K-\$70K	\$36K-\$60K
Exceptional	\$7,500-\$15K	\$27,500-\$55K	\$200K-\$400K	\$70K-\$140K	\$60K-\$120K
Mastercraft	\$15K-\$150K	\$55K-\$550K	\$400K-\$4M	\$140K-\$1.4M	\$120K-\$1.2M
Artisanal	\$150K-\$1.5M	\$550K-\$5.5M	\$4M-\$40M	\$1.4M-\$14M	\$1.2M-\$12M
Legendary	\$1.5M+	\$5.5M+	\$40M+	\$14M+	\$12M+

Inflation

An Aston Martin DB5 cost only about \$8,000 in 1963; its equivalent these days costs many times that. Inflation is an added layer of complexity, so GMs should decide whether to include it, but as a general rule prices can be adjusted by 10% per year *for the purposes of determining quality on the table above only*. This allows older, classic cars to qualify for a quality level appropriate to their actual quality.

MI6 ASTON MARTIN DB5 (1963)

Exceptional quality sports coupe (+2d6)

Occupants 2; **weight** 3,230 lb

SPEED 14 (143 mph); **ACCEL** 3 (8s); **HANDLING** C

HEALTH 65

DEFENSE 10; **SOAK** 5

Upgrade slots 10

Bulletproof windows (2), dubious license plates (0), ejector seat (1), mounted machine guns, linked (3), slick jet (1), spiked wheels (1), smoke jet (1)

2x Linked FN Minimi Light Machine Guns (2d6 ballistic damage; range 4; forward)

Value \$137,750 (adjusted value \$716,300)

REDLINE (MINI-GAME)

Redline is a mini-game which can be played using these rules. In *Redline*, vehicles battle it out in a lawless society, careening around the streets of abandoned cities, in a desperate fight to the death. The winners salvage what's left of their opponents' vehicles to upgrade their own, or to sell on the black market to buy other equipment.

In *Redline*, a mysterious speed force has infiltrated the world. Nobody knows how it happened, or how it works. But one thing is apparent: speed is everything! Vehicles can repair themselves by simply moving faster. The faster they move, the faster they are repaired.

What You Need

To play *Redline* you need:

- A copy of these rules.
- A 1-inch scale map of a city section or other arena
- A number of miniature 1-inch scale car counters or toys
- A selection of six-sided dice, pens, and vehicle record sheets (found in these pages).

How To Play

Each player begins with a budget of \$20,000. They may spend that budget on one vehicle of any kind, including upgrades and improvements.

The players should start their vehicles as far as part as possible at the edges of the battle area, equally spaced around the edge. They may begin with any facing they wish.

Roll INITIATIVE and begin play using the vehicle combat rules earlier in this chapter!

Redlining

At the start of its movement phase, after accelerating or decelerating, but before resolving movement, each vehicle automatically repairs 2 points of damage for every 5 points of SPEED at which it is currently moving. For example, a sports car moving at speed 14 (about 140mph) repairs 4 points of damage.

Victory Conditions

The winner is the last vehicle standing. The winner gains salvage to a dollar value equal to a quarter the value of the car budget (in other words, \$5,000). For higher value starting budgets, the reward increases proportionally. The reward can be spent on upgrades and improvements.

VEHICLE

HEALTH				
DEF	SPEED	ACCEL	HAND	

TURNING CIRCLE																				
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	

WEAPON	FIRING ARC	RANGE	DAMAGE

CUSTOMIZATION	DETAILS

OCCUPANT	POSITION	DRIVING	FIRING	HEALTH
	DRIVER	d6	d6	
		d6	d6	
		d6	d6	
		d6	d6	
		d6	d6	