VEHICLE RULES*

Vehicles come with their own kind of character sheet which can range from a page long description of the craft to just a handful of stats on an index card. For this section we will be using the Rover, whose sheet looks a bit like this:

ROVER

TERRAINS	Handling	Speed	Burn	INI	Pilot
Land	-10	60 / 90	20	d6	60%
Water	-15	30 / 40	25	d6	55%

ENERGY 10,000:

HP 50

DEFENSES
Inertia 12, 3d10.

ATTACKS	Hit	DMG	Dir	Aspects
Laser Cannon	+10	2d10p	RT	

COMPUTER
Level 3. Pilot +5, Gunner +5.

ACCESSORIES
Robopilot. Robogunner.

CARGO
D1 Battery, 400.

ENCUMBRANCE	Lugging	Trudging	Straining	Stopped
Weight	2000	4000	6000	8000

MAINTENANCE CLOCK: III

Terrains. This tells us what kind of terrain the vehicle can be used with. **Handling** is the modifier used with the *Base Pilot + Skill* of whoever is driving it. **Speed** is the *Cruising Speed / Top Speed* of the vehicle in KPH. **Burn** is the number of Energy Units that it takes to travel 1 kilometer at cruising speed. **INI** is the Ini die of the current pilot. **Pilot** is space for that Handling + Base Pilot + Skill score of whoever is driving it so you don't have to keep adding it up over and over again.

Energy. This is where we keep track of a vehicle's power supply. The number is the total energy units it holds with a full charge. Power drain you track in the space to the right of it.

Vehicle crews can recharge their personal power supplies by linking them to the vehicle's power supply, but they can only use the vehicle's power supply to run their own equipment by first shutting off their own power supply. This takes 1 round to do. The vehicle's power supply extends everywhere inside the vehicle and up to two meters outside of it.

HP. All vehicles take Heavy Point damage where each HP is worth 10 normal points of damage. So if you hit an Rover with a laser pistol doing 19 points of damage? The first 10 points do 1 HP to the vehicle and the other 9 points are dismissed as cosmetic damage. HP damage we record using roman hash marks to the right of its total.

Defenses. This lists the kinds of defenses the vehicle has such as force fields and armor. They work the same way for vehicles that they do for characters.

Attacks. This lists the weapon systems mounted on the vehicle. **Hit** is a modifier that should be used with the *Reflexes + Gunnery* skill of whoever is firing the weapon. **DMG** is the damage done by a single success. **Dir** is the direction the weapon is facing. **Aspects** is a free-flow area for any aspects the attack has.

Computer. This tells us the level of the vehicle's onboard computer system and any software it possesses.

Accessories. This is a list of other accessories the vehicle possesses. **Robopilot** means the vehicle has the machinery necessary for a computer to pilot the vehicle. **Robogunner** does the same with the vehicle's weapon systems.

Cargo. This is space for keeping track of all the stuff the vehicle has onboard.

Encumbrance. Like a character, a vehicle can only carry so much weight. These are the limits in kilograms which will cause the vehicle to slow down and eventually grind to a halt.

Maintenance Clock. Every hour of continuous travel adds 1 point to the vehicle's maintenance clock. Every time you add 10 hours to the clock you need to make a malfunction roll (See *Exhaustion* in *Rambles*).

Terrains

Terrains are what a vehicle was designed to traverse. Most have just one terrain and it will be quite obvious. Others, such as the Rover have more. The main terrains used in the game are:

Roads	= for driving only on paved roads.
Land	= for driving off-road.
Hover	= for floating a few feet above a solid surface.
Water	= for sailing on relatively calm water.
Sea	= for sailing on unstable water.
Sub	= for moving underwater.
Earth	= for digging underground.
Air	= for flying through the air.
Space	= for traveling into space.

Multi-Terrain vehicles should have different stats for each terrain. Just because a vehicle can drive on roads, fly through the air and into space does not mean it performs the same way on each terrain.

Pilot & INI. Driver, Helmsman, Rider, Engineer, Captain – there are countless names for the person who drives a vehicle. Gamewise, we use ***Pilot*** for all of them and when a character climbs into a vehicle's cockpit the first thing you need to do is find the character's Pilot score.

Pilot = Base Pilot + Skill + Handling

Add the character's Base Pilot score to any skill you have with piloting this kind of vehicle as well as the Handling of the vehicle itself (it's at the start of the terrain line). On the vehicle sheet write this down as the terrain's Pilot score. It needs to be **20% or greater** for you to pilot the vehicle. You can't even get it to start if you don't have that. The Pilot score also gives us the terrain's INI die using the table below. Any score greater than 100 uses the d12.

100: d12
75: d10
50: d8
25: d6
10: d4

Computer Pilots. Most Free Frontiers vehicles will have an onboard computer of some sort. With the Robopilot and Robogunner upgrades it will be able to use the vehicle like a robotic body. In this case, treat the computer like a character and use the *Computer* rules to find its Pilot and INI.

Chases

When vehicles race along at breakneck speeds trying to outrun each other, you have a chase on your hands. Before it can begin we need to see if a chase can even happen. Both vehicles need top speeds that are greater than the other vehicle's cruising speed.

Top Speed > Cruising Speed.

Think of a jetcopter chasing a tractor. A jetcopter has a cruising speed which is many times greater than the tractor's top speed. A chase can happen, at least in theory, but there is no way the tractor can outrun the jetcopter. Likewise a tractor can chase a jetcopter but it will be hopelessly outpaced by the faster vehicle.

Outrun! To outrun an opponent you put the pedal to metal and gun it. Gamewise we make a series of **piloting competitions**. The first to **win three** gets their way. Often this means the pursuit vehicle somehow muscles the pursued vehicle to a stop, or the pursued vehicle disappears into the distance.

Stunts. To bring the chase to a quick end, the pursued vehicle may attempt a stunt between piloting checks. This could be jumping a gully or performing a high-speed skid turn, whatever is available in the area where the chase is taking place.

First the pursued vehicle performs the stunt, then any pursuit vehicles wishing to stay in the chase needs to perform the same stunt. Of course, the crazier the stunt is, the more difficult the check should be.

Check: Pilot
S: You remain in the chase.
L: You go skidding to a halt.
F: You crash the vehicle.
C: You destroy the vehicle.

Crashes. A light fail on a stunt roll means the driver chickened out and abandoned the attempt at the last moment, merely skidding to a stop. A crashed vehicle will take damage but may be able to run again once you get it turned upright. A destroyed vehicle has broken something important and will not run again no matter how many HP it has left.

The damage taken by the vehicle depends on just how devastating the crash seems to the GM. Each character in the vehicle takes this amount as normal damage, **impact** for those strapped into some kind of safety restrain or **mixed** for those who are not. The vehicle itself takes the die roll as heavy point damage.

Level	Damage
Soft	1d6
Mild	1d12
Medium	1d20
Heavy	2d20
Serious	3d20
Severe	4d20
Massive	1d100
Devastating	2d100
Oh The Humanity!	3d100

Slams. Attempting to run your vehicle into another vehicle is a **Pilot Competition** between the drivers. The winner gets to decide if the collision will happen or not. A damage roll (using the table above) should be made and the same amount of HP damage taken by both vehicles.

If either vehicle fails their piloting check, it should be treated like a failed stunt. With a light fail the vehicle goes careening to a stop. Otherwise the vehicle crashes or is destroyed and all of its occupants take damage.

Flying Vehicles. While performing a stunt in a flying vehicle does not change anything, slamming a flying vehicle into another vehicle (or anything for that matter) is not a good idea. Crashes always do Serious damage or worse. This compensates for the damage caused by falling out of the sky and hitting the ground.

Combat

There should be **1d12 rounds** of combat between each chase check where the characters riding in the vehicles can attack each other, just like normal combat but with a few notable differences.

Miniatures. A big problem with vehicles is that they are designed to travel extremely far and very fast, making it hard to accurately depict movement in combat. You may use miniatures to help keep track of who is attacking who, but as far as speed and distances are concerned, we leave that to the imagination. When dealing with weapon ranges? If your opponent is close enough to hit you, you are close enough to hit them, *within reason*.

Initiative. Every combat round starts with the pilots rolling their vehicle's INI die for the terrain they are traveling on. Instead of going character by character we go vehicle by vehicle with everyone in the vehicle doing everything they will do for that round at more or less the same time. The highest rolling vehicle attacks first and so on down the line.

Any vehicle under attack rolling a 1 in the first round has been caught by surprise. It cannot do anything but take damage during that round.

Evasive Maneuvers. As a reaction, the pilot may attempt evasive maneuvers, essentially boogieing the vehicle about to make it harder to hit. Think of this as a **Stunt** check where every success you make reduces the strength of anyone attacking your vehicle, just like a character dodge. Failing the check crashes the vehicle, just like a stunt.

Everyone in the vehicle (except the pilot) should add **1 beat** to their beat tracker from being jostled about. Vehicles which are trapped on a 2d plane (think of a tractor as compared to a jetcopter) will suffer a **Stunt -20** from being unable to go up or down.

Targeting. Most attacks are going to be made against the vehicle itself but you can also specifically target characters on or in the vehicle. This is a harder shot to pull off and when you miss you miss the character as well as the vehicle.

> **Outside Vehicle.** Characters on the outside of a vehicle can be targeted just like a character in combat. Anyone riding a bike of some sort is always outside the vehicle.
>
> **Half Outside.** A character who is half in and half out of a window, hatch, sun-roof or similar opening gets partial cover. They may be targeted with a -30.
>
> **Inside Vehicle.** Characters inside a vehicle cannot be targeted. They cannot return fire with anything other than weapons mounted on the vehicle designed to be fired from inside it.

Attack. The **Hit** of the vehicle sheet should be a modifier rather than a percentage. This is done so it can change depending on who is firing off the weapon. Use *Reflex* + *Gunnery* as its base.

DMG is what you roll for each success of your hit roll. Any roll with an **h** before its damage type does heavy point damage where each point is equal to 10 points of normal damage.

Dir tells us the direction a mounted weapon is facing. The most common abbreviations are:

F = Fixed Forward
B = Fixed Back
L = Fixed Left
R = Fixed Right
T = Top Mounted

RT = Rotating Turret
RP = Rotating Pintel
DR = Dropped

If any of these has a C before it, such as CFF, it is a concealed weapon that takes 1 round to emerge from his hiding place. Dropped weapons are dropped from below the vehicle, such as a mine layer or bomb. A Top mounted weapon is on the roof and fixed to one direction, this means the P should be replaced by a facing letter such as F for forward.

Defenses. Vehicle defenses work the same way for vehicles as they do for characters. Those with an **h** attached to it do heavy point defense where each point nullifies 10 points of normal damage.

Breaking Up. Once a vehicle takes its full load of HP in damage it breaks apart. If the vehicle is moving, treat it like a stunt crash. A damage roll should be made for its occupants. The vehicle itself is toast.

Eject! Airborne vehicles that break apart will fall out of the sky. If parachutes are available, each crew member should be given the chance to grab one and eject.

Luck Save
S: You float down to safety.
L: Take 1d100i in damage.
F: Take 2d100i in damage.
C: Take 3d100i in damage.

Steeds

A steed is a living creature you ride. Just like a character, it should have its own set of stats. When you climb onto its back you become the steed's rider and in charge of making any checks the steed needs to make. For your Pilot score use the steed's Agility plus any skill bonus you have in *Ride Steed*. Add or subtract from this a measure of just how onary the beast is.

Pilot = Steed Agility + Ride Steed + Onariness.

Animals not accustomed to having a rider on its back will be far more onary than those that have been bred for it. In the end, what a creature has is left up to the GM and will typically be a 5 point modifier ranging from an ambivalent +0 to a *get off my back -40*. Doing something to win the steed's favor before climbing on the creature's back might reduce this factor.

Encumberment. As with vehicles, encumberment is an issue. Force a steed to carry too much weight (which includes the character's body weight) and it will start taking penalties from lugging, trudging or straining.

Speeds. It's good to remember that movement speeds are in *steps per round* as well as *kilometers per hour*. A steed's Cruising Speed is equal to its normal speed. Its Top Speed is its running speed, aka double that amount. A riding lizard with Walk 8 has a Cruising Speed of 8 and a Top Speed of 16.

Cruising Speed = Movement
Top Speed = Movement x 2

While all creatures can sprint to triple their speed, they can't do it for prolonged periods of time so we ignore it.

Trying Hard. As the steed's rider, you can get it to Try Hard to better its chances, but the exhaustion this causes does wear damage to **both** the steed and its rider. If you can't handle the wear caused by this neither can your steed.

Single Minded. Steeds do have minds of their own and are notorious for not listening to riders they disagree with. Most of the time they will do what is asked of them unless the action seems reckless, in which case it is perfectly within the steed's right to refuse to budge, or ditch its rider, or do whatever it thinks should be done.

This last one often occurs with steeds unaccustomed to being in combat. If the steed has not be trained for it, it will spook easily and succumb to self-preservation above all else.

Other Concerns. It's important to remember that steeds are living things. They need to feed and sleep at the end of the day. They take normal damage and will be effected by exhaustion as well as injury. Unlike a vehicle, they will high-tail it when poorly treated.

VEHICLE CREATION

Unlike robots and spaceships, you don't create a vehicle from the ground up. Instead you buy a base model and customize it. *Base models are a very bare bones affair.* The base model has no batteries, weapons, armor or computer. They don't even come with cup-holders. All of these thing you have to buy extra.

Load. The limiting factor with vehicles is weight. You will most likely run out of weight long before you run out of room. All vehicles come with a **Base Load** which is the most the vehicle can safely carry without running into long-term problems. Like a character, a vehicle's base load determines its encumbrance. This means that in the short term your vehicle can carry more weight than its base load, but when it comes to customization you should keep the total weight of all modifications equal to or under the vehicle's base load.

Weight & Price. These two tell us how much the base vehicle weighs and costs. *The weight of the vehicle does not count against your base load!* Instead these two are often used with modifications to figure out how much they will change the vehicle's load or price. Upgrading to a rugged chassis weighs 10%. If the vehicle has a base weight of 10,000 kg the chassis upgrade will add 1,000 kg to your load.

Terrains. This block tells us what the vehicle can traverse. Most vehicles have just one terrain, others may have more. **Handling** is a piloting modifier. A +0 is average. A penalty means that the vehicle was not designed for this kind of terrain but can carefully traverse it. **Speed** gives us the vehicle's cruising speed and top speed separated by a slash. Cruising speed is how fast the vehicle can travel while only burning 10 energy units per kilometer. Top Speed is the fastest the vehicle can safely go.

Batteries. All vehicles are battery powered. When it comes to buying batteries, divide the battery's capacity by the vehicles terrain burn and that is the number of kilometers you can travel while moving at the vehicle's cruising speed.

Distance = Capacity / Burn.

So a C4 battery holds 5,000 energy units. The Rover burns 20 EU at 60 kph. 5,000 divided by 20 means you can travel 250 kilometers between charges. If this sounds good to you then buy it a single C4 battery, otherwise you might want two or possibly three.

You can run a vehicle using any type of battery, but only types C and D can be quickly recharged using a high-voltage connection.

Weapons. Weapons tells us how many kilograms of weaponry the vehicle can have permanently mounted and firing in a certain direction. If a direction is not present then no weapons can be mounted in that direction. The six main directions are:

F = Forward
B = Back
L = Left

R = Right
T = Top
D = Dropped

So the Rover has F10, B10, R12, L12, D12, T12 this means it can have up to 10 kg of weaponry firing forward or back and 12 kg of weapons firing from the sides, top or dropped below itself.

Fixed weapons can swivel side to side a small amount but are generally stuck firing in just one direction. An fixed forward weapon can only fire at something ahead of itself. Just the direction letter goes under **Dir** in attacks. A fixed mount costs an extra $100 per kg of weapon.

Top mounted weapons need to be given a direction to point in. Under Dir in attacks put a T and the letter of that facing (ex: F, L, R or B). So a TF is a top-mounted forward facing weapon. Like any fixed mount a top mount costs $100 per kg of weaponry.

RT stands for *Rotating Turret* and can be used in place of a top mounted weapon. The turret can fire in any direction but it requires extra machinery to spin itself around. A turret mount costs $200 and 5 kg per kilogram of weaponry contained in it.

RP stands for *Rotating Pintel* and is another top-mounted option. It is simply a post the weapon is mounted on. It costs $10 and 0.5 kg per kilogram of weapon. Like a turret a pintel mount can fire in any direction. The only drawback is that somebody needs to go out there and fire it. *The gunner will not be protected by the vehicle.* Up to 10 points of armor can be put on a pintel mount to protect this person. Pintel armor costs $50 and 2 kg per point of armor.

A pintel mounted weapon is the only one where the weapon can be removed from the pintel mount and fired by hand. All other weapons need to be modified to the point where they can only be fired using the vehicle's controls.

Concealment. Any weapon except a pintel mounted one can be concealed, meaning it pops in and out of the vehicle with the flick of a switch. Put a **C** before the attack's direction letter. A CRT is a concealed rotating turret. This costs $50 and 1 kg per kilogram of weapon concealed.

Ammo Weight? Position weight only takes into account the weight of the weapon itself. If the weapon uses ammo, the weight of that ammo will not limit how much weaponry you can have mounted on the vehicle, but it will add to the load carried by the vehicle.

Linked Weapons. When more than one weapon is mounted facing a certain direction, they are typically linked together to form a battery that fires all of them at the same time as if they were one weapon. This doesn't change the weight or cost of the weapons; however, should you choose to go with unlinked weapons you will need a separate gunner for each weapon.

Build. Vehicles don't actually use armor. Instead you strengthen its build to make the vehicle more durable, increasing its HP. The default is Normal. Change it to something else and the modification will come with a price and weight that depends on the base vehicle.

Build	HP Change	Weight	Price
Fragile	-40%	-20%	-40%

Light	-20%	-10%	-20%
Normal	0%	0%	0%
Heavy	+20%	+10%	+20%
Rugged	+40%	+20%	+40%
Hard	+60%	+30%	+60%
Brute	+80%	+40%	+80%
Tank	+100%	+50%	+100%

So if your Base vehicle has 40 hp, weighs 10000 kg, and costs 60 kc giving the vehicle a Heavy build will increase the HP by 8, add 1000 kg to its load and cost an extra 12 kc. Reducing the build to Light does the opposite. It removes 8 hp, takes 1000 kg off of your load and lessens the cost by 12 kc.

Force Fields. Vehicles use *Area Field Generators* to protect themselves. This is essentially the same thing as the Personal Field Generators used by characters but with a wider area of coverage. Likewise, you buy them by the die. The price, weight and drain should all be multiplied by the vehicle's *Force Field Coverage*.

Force Field	Price	Wt	Drain
Albedo	1 kc	1	1 EU per die
Energy	1 kc	1	1 EU per die
Inertia	1 kc	1	1 EU per die
Sonic	1 kc	1	1 EU per die
Cloaking	10 kc	2	1 EU per minute

Force Field Coverage or FFC is the minimum number of meters needed to completely cover the vehicle. It is typically measured from the very center of the vehicle to its most distant point.

So if you want an Inertia 3d10 force field and the vehicle has FFC 4. The base three die force field is going to cost 3 kc, weigh 3 kg and burn 3 EU. The FFC of four increases this to 12 kc, 12 kg and burn 12 EU per round. On your vehicle sheet you would write *Inertia 12, 3d10*. The 12 is its burn rate per round.

To get a field supplying **heavy point** damage multiply everything by **10** and tack an **h** on the end of the die roll. Our sample inertia field would cost 120 kc, weigh 120 kg and burn 120 EU per round. On your sheet you would write down *Inertia 120, 3d10h*.

Passengers & Riders. This is the recommended number of medium-sized characters the vehicle was designed to carry. *You need to allocate weight for them and pay for their seats!* Doing so adds $200 and 100 kg per passenger. Unlike passengers, riders ride on a vehicle rather than inside it and cost and weigh less.

1 Passenger = $200, 100kg.
1 Rider = $20, 80 kg.

Robos. These accessories are equipment packages that lets the vehicle's computer take command of the vehicle, basically turning the entire vehicle into a robotic body. Robopilot lets the computer pilot the vehicle. Robogunner lets it fire any weapon system which is not pintel-mounted.

Accessory	Weight	Price
Robopilot	+5%	+20%
Robogunner	+5%	+10%

Spare Parts. This is a collection of small yet vital things that often break on this kind of vehicle. Each collection you carry is another chance you get at fixing the vehicle when it breaks down during a ramble.

1 Spare Parts = Weight 2%, Price 5%.

Cupholders! No vehicle is complete without space to hold your cup. Each cupholder costs $5. It is recommended that you buy at least one per passenger.

BASE MODELS*

With a vehicle you buy a base model and then outfit it with batteries, passengers, weapons, etc. Air vehicles all use enclosed rotors to provide them with lift. Jet vehicles use more powerful plasmajet engines. The main stats for these vehicles are found in the table below. **BL** stands for *Base Load*. **Pax** is short for *Passengers*. Any number with an **r** before it is the recommended number of riders. Terrains for the vehicles can be found in the descriptions below.

Model	Price	Weight	HP	BL	Pax	Weapons
Aircar	40kc	1800	12	800	4	F6, B6, R2, L2, D4, T6
Aircycle	15kc	400	3	400	r2	F4, B2
Airvan	50kc	2500	20	1200	6	F6, B6, R8, L8, D8, T8
Car	20kc	1500	18	800	4	F6, B6, R2, L2, D4, T6
Cycle	3kc	300	4	400	r2	F4, B2
Dirt Bike	1kc	150	6	300	r1	F4, B2
Dune Buggy	2kc	500	10	500	2	F6, T4
Jetcar	80kc	2000	15	800	4	F6, B6, R2, L2, D4, T6
Jetcycle	30kc	500	5	400	r2	F4, B2
Jetwing	5kc	25	1	200	-	-
Rover	50kc	5000	40	2000	8	F10, B10, R12, L12, D12, T12
Pickup	25kc	2000	30	1400	2	F6, T2
Subcar	40kc	2000	20	800	4	F6, B6, R2, L2, D4, T6
Trike	1kc	200	8	400	r1	F2, B4
Truck	30kc	2500	35	1600	2	F8, B8, R10, L10, D10, T10
Van	25kc	2000	30	1200	6	F6, B6, R8, L8, D8, T8

Aircar. This is flying car the future always promised you. It uses four encased rotors to lift itself up and fly around.

Terrains	Handling	Speed	Burn
Air	+5	120/240	15

Aircycle. This is a ground cycle that uses a quad set of rotors for flight. Unlike many ridden vehicles, it can be outfitted with a Robopilot.

Terrains	Handling	Speed	Burn
Air	+10	140/280	10

Airvan. The van equivalent of the flying car. Not the most nimble thing in the sky but good for hauling cargo over long distances.

Terrains	Handling	Speed	Burn
Air	-5	100/200	20

Car. A four-wheeled automobile meant to be taken only on roads. Taking it off-road onto anything more treacherous than a lawn will cause it to get stuck. To turn it into a **Sports Car**, increase its price by 50% and change its terrain to Handling +5, Speed 140/240, Burn 14.

Terrains	Handling	Speed	Burn
Roads	+0	100/150	10

Cycle. This is a two-wheeled street-cycle. It was made for paved roads but is a bit more forgiving than other ground vehicles when taken off-road.

Terrains	Handling	Speed	Burn
Roads	+5	120/180	4
Land	-10	80/120	4

Dirt Bike. With big knobby wheels and a reinforced suspension, this ground cycle is made for off-road terrain. It can be used on normal roads but provides a rough ride.

Terrains	Handling	Speed	Burn
Land	+5	80/120	3
Roads	-10	80/120	3

Dune Buggy. Dune buggies are light four wheeled off-road vehicles. They are a favorite of explorers for their relatively light weight and low burn rate.

Terrains	Handling	Speed	Burn
Land	+0	60/90	6
Roads	-10	60/90	6

Jetcar. Essentially an aircar that uses plasmajet engines. For double the price you can turn it into a Space car. It gains the space terrain, using the same stats as the air terrain, as well as 24 hours worth of life support. The extra equipment for this adds 100 kg to the vehicle's load.

Terrains	Handling	Speed	Burn
Air	+10	140/280	20

Jetcycle. For the truly daring this is essentially a plasmajet engine that you ride. Double the price, outfit it with an Atmosphere field and you can ride it into space. The extra equipment for this weighs only 20 kg.

Terrains	Handling	Speed	Burn
Air	+15	160/320	15

Jetwing. This is a backpack with two folding struts bearing small plasmajets that snap out to the sides once activated. Flying one is both exhilerating and terrifying.

Terrains	Handling	Speed	Burn
Air	+15	120/240	5

Pickup. A six wheeled truck with an open bed. This one is made for paved roads but it can be converted into an off-road vehicle for $900 and 180 kg. Doing so gives it the Land terrain with Handling

-5, Speed 80/120, Burn 14. While pickups do not have much space for mounted weapons and top mounted weapons are limited to the top of the cab, you can put up to 16kg of pintel mounted weaponry in the bed of the truck.

Terrains	Handling	Speed	Burn
Roads	-5	100/150	14

Rover. A Rover is a large van with four very large wheels designed for long-distance off-road travel. It is too wide to be taken on normal roads so don't even try. One thing a rover can do which many other vehicles cannot is cross open water. Its doors and windows are air tight when closed. The wheels provide floatation while its sizeable treads act as paddlewheels. The rover, however, it is not exactly sea-worthy and may be overturned by rough seas.

Terrains	Handling	Speed	Burn
Land	-10	60/90	20
Water	-15	30/40	25

Subcar. This submersible car can be driven on-road, off-road, on top of the water or even underneath it. Once all doors and windows are closed it seals air-tight and can dive up to 100 meters. It carries with it refillable air tanks, enough to provide 8 hours of breathable air for four passengers. Unfortunately, if stressed it will begin to spout leaks underwater and flood in 1d10 minutes.

Terrains	Handling	Speed	Burn
Roads	+0	100/150	12
Land	-10	60/90	12
Water/Sea	-15	40/60	14
Sub	-15	30/45	14

Trike. This is a three-wheeled off-road vehicle similar to the dirt bike. It is easier to handle but not as fast.

Terrains	Handling	Speed	Burn
Land	+0	40/60	3
Roads	-10	40/60	3

Truck. This is a six-wheeled delivery truck meant for paved roads only. For 1 kc and 200 kg you can outfit it for off-road travel. It gains the Land terrain with Handling -10, Speed 80/120, Burn 16.

Terrains	Handling	Speed	Burn
Roads	-10	100/150	16

Van. A four wheeled van meant for paved roads. It can also be turned into an off-road vehicle for $800 and 150 kg. This gives it the Land terrain with Handling -5, Speed 80/120, Burn 14.

Terrains	Handling	Speed	Burn
Roads	-5	100/150	14

Notes

MPH	KPH
5	8
10	16
20	32
30	48
40	64
50	80
60	96
65	104
70	112
80	128
90	144
100	160
110	176
120	192
130	208
150	240
180	272

5 mph = 8 kph