



Where the Rubber Meets the Road: Vehicular Combat in Interesting Times

INITIATIVE

Initiative in vehicular combat is very similar to traditional combat, with the following exceptions:

- **Drive** may always be substituted for **Cunning** to determine initiative bonuses
- Treat **Critical Failures** as normal Initiative results.
- **Passengers** may roll for Initiative normally, or choose to act immediately after the Driver in order of highest to lowest **Cunning**, to avoid long chains of held actions.

The Faster Car Bonus

In a chase between vehicles with unequal top speeds, the faster car always gets a bonus of -1 to Initiative rolls.

MOVEMENT

All vehicles have a Cruising and Top speed, listed in kph. A vehicle may move that many kilometers in an hour, or meters in an action. A vehicle must move at least its current speed during its turn.

Drivers moving at Cruising speed may take a normal action – which does not relinquish control of the vehicle – as a Split (**+3 penalty**) action. Moving at Top speed takes a driver's full attention, and they may not take any other actions, barring stunts.

Acceleration and Deceleration

It takes time for a vehicle to build up speed from a stop, or to slow back down to one. In single action, the driver may increase or decrease the speed of a vehicle by a single step. For example, a driver can move from a full stop to Cruising speed in a single action, but not to Top Speed.

You must declare your current speed when rolling Initiative.

COLLISIONS

Collisions are the inevitable consequence of dangerous high-speed pursuits, whether the result of accident or malicious intent. The vehicle's speed determines collision damage.

Collisions deal 1D6 damage for every 10kph of the vehicle's current speed, rounding up. So, a truck moving at a Cruising Speed of 45 kph deals 5D6 damage on impact.

If two differently sized vehicles collide, the vehicle with the higher Durability fares better. It may select a number of D6 equal the difference between the vehicles's Durabilities to subtract before determining damage. Man-sized and smaller targets are considered to have 0 Durability... they aren't likely to hurt your ride, but at high enough speed, anything becomes dangerous.

Passengers suffer during a collision as well. Passengers take Non-Lethal damage in a collision equal to the amount their vehicle suffers, with a DR equal to the vehicle's Durability.

OUT OF CONTROL

When a car goes out of control, it is a spinning, skidding, looming accident. Drivers who cannot regain control of their vehicle face a quick and devastating crash.

Vehicles go Out of Control for the following reasons: any loss of driver consciousness, Critical Failure on a Drive or Stunt check, due to a bump-and-go maneuver, or losing more than half its total HP to an attack.

A driver may attempt to regain control of their vehicle, with a penalty (+6) to the roll. The driver has two actions to regain control before the vehicle suffers a collision (or rollover if no potential obstacles are present). The damage of the collision is resolved at the speed the vehicle was travelling when it went Out of Control.

LEAD

Lead represents the distance between the pursuer and target vehicles of a chase. It is broken down into broad categories. Lead is closed by a pursuer or increased by a target by 1 for each contested Drive check they win during a chase, and is also modified by certain stunts. In most circumstances, the Lead of a chase begins at 1 or 2.

Lead 0: Bumper to Bumper

This level of Lead is when vehicles are veritably touching, close enough to perform melee attacks and jump from one vehicle to another.

Lead 1-3: Close

At this level of Lead, the cars are close enough to hit each other with pistols and most submachine guns.

Lead 4-5: Far

There is an appreciable distance between cars at this level of Lead. The distance is greater than the effective range of most pistols, but is well within the range of rifles.

If the Lead between vehicles increases beyond Far, the target has gotten away.

TERRAIN

Terrain takes a wide range of different forms, from the winding dirt roads of the countryside to dense urban labyrinths. The following examples are some types of terrain that chase scenes might take place in, and the complications they present.

Open Terrain

Open terrain is easy to navigate, with a low chance of imposing obstacles; Open Terrain is the default terrain drivers will encounter. Open Terrain imposes no penalties to Drive checks.

Examples: Uncongested highways, desert flats, country roads

Rough Terrain

Rough terrain is challenging, but not outright dangerous, to negotiate. All drivers who enter rough terrain suffer a penalty (+3) to **Drive** checks.

Examples: Busy streets, narrow alleys, hairpin turns

Hazardous Terrain

Along with being difficult to negotiate, hazardous terrain does damage to any vehicle that moves through it. Some varieties of terrain are only hazardous at high speed, like driving off-road or through damaged streets.

Hazardous terrain imposes a penalty (+6) to **Drive** checks and does 2D6 damage for each turn a vehicle moves through it at Cruising speed, 3D6 damage at Top speed.

Examples: Debris strewn streets, battlefields, through a street market.

Obstacles

Any sufficiently large object can be an obstacle, so long as colliding with it would result in the vehicle taking a large amount of damage. Avoiding obstacles requires a Drive check with a penalty (+3). A vehicle that strikes an obstacle takes Collision damage.

Examples: Buildings, large vehicles, boulders.

DAMAGE

Vehicles take damage normally from attack, though unlike most characters a vehicle has an intrinsic Armor Value, called Durability. Attacks made with a Strength of half a vehicle's Durability or lower are unable to do damage. Passengers of enclosed vehicles may use the vehicle's Durability when they are targets of an attack (barring called shots, as normal).

If a vehicle is reduced to 0 HP it is disabled, and will coast to a stop after travelling its speed. If a disabled vehicle takes damage in excess of its Durability, it is destroyed. It may explode spectacularly or simply be reduced to a heap of junk, but aside from spare parts a destroyed vehicle is a useless wreck.

Critical Damage

More than just having windows shot out and holes punched through the chassis, Critical Damage represents when one of the vital operational systems of a vehicle suffers damage.

Each CD has an associated effect on the effectiveness of a vehicle. These effects are cumulative. Shooting a car's engine multiple times increases the likelihood that the entire machine will seize up and cease functioning.

A vehicle suffers a CD whenever it takes a Critical Hit. Roll a D6 and apply the result to the vehicle, along with any damage. Characters may attempt called shots to specific CDs, with a penalty of **+6**, plus any relevant modifiers applied by stunts. Called shots to CDs must do a minimum of 10 damage for the effect to apply.

1 Control Damage

The Handling of the vehicle goes down by 1.

If Handling reduces to -1 or lower, the vehicle goes Out of Control.

2 Tire Damage

For each Tire Damage result, **Drive** checks suffer a penalty of **+3** (Maximum **+12**).

3 Transmission Damage

For each Transmission Damage result, you require an extra action to increase speed or modify Lead.

4 Oil Leak

The vehicle takes 1D10 damage per each Oil Leak result each turn unless the engine is stopped, and the vehicle gains the Fragile Quality (Critical failures on 19-20) until repaired.

5 Fuel Leak

Fire damage gains 1D6 damage per Fuel Leak result and the Persistent quality. At the end of each driver turn, roll a Drama Die. A roll of 10 indicates the vehicle has lost enough fuel to be inoperable.

6 Engine Damage

The vehicle's Cruising and Top speeds are reduced by half for each Engine Damage result. If the Engine suffers the vehicle's total HP in a single attack, the engine is destroyed. The vehicle will come to a complete stop after travelling your current speed.

Repairing Damage

With about an hour's worth of work and the right tools, you may repair 2D6 damage done to a vehicle, or a single Critical Damage result. Multiple repairs can be performed at the same time, but each mechanic must roll separately.

HANDLING AND STUNTS

Each vehicle has a listed Handling value. This dictates how many stunts the vehicle may perform each turn. Each stunt has a set of special rules or conditions that you gain when it is played. To use a stunt, declare you are doing so, and then roll a **Drive** check. Many stunts are complicated enough to come with a native penalty, and others have prerequisites. Both are listed before the special rules for the stunt.

The other vehicles in a combat automatically resist stunts listed as Contested. A rare few stunts are *Risky*. Rather than just Critical Failures, any failure to pull off a Risky stunt results in a vehicle going Out of Control.

Most stunts are played on your action, but some can be played to interrupt an enemy action, and others are automatically contested. If a stunt is interruptive or contested, it will be noted below the prerequisites.

Each stunt may only be used once per turn.

General Stunts

Bootlegger Turn

Prerequisite: None

Penalty: **+3**

You move forward at your current speed, but may alter the facing of your vehicle, up to 180°. If you are the Lead car and use this stunt at Lead 1-3, immediately improve Lead by 1. Otherwise, you may use any Head On stunts. Performed in reverse, this stunt is known as the Moonshiner's Turn.

Hard Brake

Prerequisite: None

Penalty: **+4**

Interrupt

You drop from your current speed to a full stop. Hard Brake may be used to dodge Sideswipes or similar attacks. If used in response to a Sideswipe, your opponent's next Drive check suffers an additional penalty (**+1**).

Redline

Prerequisite: None

Penalty: None

Risky, Interrupt

You increase the Top speed of your vehicle by 20kph. You may sustain this speed, but for each turn after the first, the vehicle takes 1D6 damage. Redline may be used to dodge a Bump and Run.

Scandinavian Flick

Prerequisite: None

Penalty: **+0**

You perform a 90° turn at your current speed. If you are the Lead car, pursuers suffer an additional **+3** penalty to their Drive check.

Sideslip

Prerequisite: None

Penalty: **+3**

Interrupt

You may dodge an attack, Ram, or Bump and Run with Sideslip.

Chase Stunts

Bump and Run

Prerequisite: Chase Car, Lead 1

Penalty: + 3

Contested (Drive)

You force the target vehicle to go Out of Control. The target driver only suffers a penalty (+3) to regain control from a Bump and Run.

Ram

Prerequisite: Chase Car Lead 2 / Head On Lead 4

Penalty: **+0** (**+3** for targets on foot)

Contested (Drive)

You ram a target, doing Collision damage at your current speed.

Sideswipe

Prerequisite: Chase Car, Lead 2

Penalty: +0

Contested

You reduce the Lead by 1 and do half your ramming damage. You can push the car into the next worst category of terrain (Open becomes Rough, Rough becomes Hazardous, Hazardous becomes an Obstacle).

Jockey

Prerequisite: None

Penalty: **+3**

You reduce the Lead by 1 and position for attack. All passengers get a helping bonus to their next attack equal to your Drive skill.

Lead Stunts

Brinkmanship

Prerequisite: Lead Car

Penalty: None

Contested (Lower of Drive or Will)

Choose either a Rough or Hazardous terrain type to enter. If your opponent is unable or unwilling to follow, improve Lead by 1.

Clip

Prerequisite: Lead Car, Lead 2

Penalty: **+3**

Risky

You clip objects in an attempt to create difficulty for a pursuing car. Increase Lead by 1, and until the start of your next turn pursuing cars treat Terrain as one step worse (excluding Obstacles).

Powerslide

Prerequisite: Lead Car, Lead 3, Open Terrain

Penalty: **+6**

Risky

You and the closest vehicle trade Chase and Lead car status.

Weave

Prerequisite: Lead Car, Lead 3 or Higher

Penalty: **+0**

Ranged attacks suffer a penalty (**+3**) to hit until the start of your next turn.