

Ok, to start , this is not a new set of rules or is it all my ideas. This is simply my condensing of the various ideas that are out there into one document. I have added a few things to it, and adjusted things to fit my ideology of the subject so feel free to do the same. Not everything has been play-tested either, so if some things don't work as well, change it as you see fit. To the people who's ideas I used, many thanks. Your systems were either too good not to use, or much simpler then what I had set up.

Basic Vehicles

GROUND CAR

COST : 5,000 Cr (RENTAL--50 Cr plus 50 Cr/day)
TOP/CRUISE SPEED : 120 KPH/ 75 KPH
ACCEL : 60 m/t **DECEL :** 40 m/t **Turn Speed :** 80 m/t
Passengers : 6 **Cargo :** 150 kg / 1 cubic meter
Spaces : 6 **Max. Armor :** 8/3 **Bump Number :** 5
Structural Points : 150 **Turrets :** 1 S/M

HOVER CAR

COST : 8,000 Cr (Rental-- 50 Cr plus 75 Cr/day)
TOP/CRUISE SPEED : 160 KPH/ 80 KPH
ACCEL : 80 m/t **DECEL :** 40 m/t **Turn Speed :** 70m/t
Passengers : 6 **Cargo :** 100 kg, 1 cubic meter
Spaces : 4 **Max. Armor :** 6/3 **Bump Number :** 4
Structural Points : 150 **Turrets :** 1 S/M

Ground Cycle

COST : 2,000 Cr (Rental-- 25 Cr plus 25 Cr/day)
TOP/CRUISE SPEED : 144 KPH/ 96 KPH
ACCEL : 100 m/t **DECEL :** 40 m/t **Turn Speed :** 90 m/t
Passengers : 2 **Cargo :** 20 kg/ .5 cubic meters
Spaces : 2 **Max. Armor :** 3/0 **Bump Number :** 2
Structural Points : 75 **Turrets :** 1 S/M

Hovercycle

COST : 2,000 Cr (Rental-- 25 Cr plus 25 Cr/day)
TOP/CRUISE SPEED : 176 KPH/ 96 KPH
ACCEL : 100 m/t **DECEL :** 40 m/t **Turn Speed :** 90 m/t
Passengers : 2 **Cargo :** 20 kg, .5 cubic meters
Spaces : 1 **Max. Armor :** 2/0 **Bump Number :** 1
Structural Points : 75 **Turrets :** 1 S

Explorer

COST : 20,000 Cr (Rental-- 75 Cr plus 200 Cr/day)

TOP/CRUISE SPEED : 112 KPH/ 72 KPH

ACCEL : 60 m/t **DECEL :** 40 m/t **Turn Speed :** 100 m/t

Passengers : 6 **Cargo :** 2,000 kg, 6 cubic meters

Spaces : 12 **Max. Armor :** 15/5 **Bump Number :** 13

Structural Points : 200 **Turrets :** 1 S/M/L

Ground Transport

COST : 15,000 Cr (Rental-- 75 Cr plus 100 Cr/day)

TOP/CRUISE SPEED : 128 KPH/ 80 KPH

ACCEL : 40 m/t **DECEL :** 30 m/t **Turn Speed :** 50 m/t

Passengers : 3 **Cargo :** 10,000 kg, 30 cubic meters

Spaces : 20 **Max. Armor :** 18/5 **Bump Number :** 7

Structural Points : 250 **Turrets :** 3 S/M/L

Hover Transport

COST : 20,000 Cr (Rental-- 75 Cr plus 150 Cr/day)

TOP/CRUISE SPEED : 160 KPH/ 96 KPH

ACCEL : 60 m/t **DECEL :** 30 m/t **Turn Speed :** 40 m/t

Passengers : 3 **Cargo :** 10,000 kg, 35 cubic meters

Spaces : 16 **Max. Armor :** 15/5 **Bump Number :** 6

Structural Points : 250 **Turrets :** 2 S/M/L

Notes

Spaces-- This shows the amount of spaces available for weapons

Max. Armor-- This is the maximum amount of armor coats a vehicle may have. The number after the slash is the amount of coats that may be concealed. Due to top speed limits not all vehicles can move after they have all coats of armor applied, other modifications may be needed to get the vehicle to move even at a pitifully slow rate.

Bump Number-- This number is used when vehicles attempt a bump maneuver. This will be explained later.

Structural Points-- The amount of damage that the vehicle can take before being destroyed. When attacked, structural points are lost as well as making a roll on the vehicle damage table.

Turrets-- This shows the number and sizes of turrets available for each vehicle type. Turrets for cycles regardless of type are actually sidecars with a 180 degree field of fire. Remember that space may prevent what may be installed on the vehicle.

VEHICLE VARIATIONS (cars and cycles)

VEHICLE SIZES

	Top speed	Cruise speed	accel	decel	Turn speed	passengers	cargo	spaces	armor	cost
Small / compact	-20 KPH	-20 KPH	-20 M/T	+20 M/T	+10 M/T	-50%*	-50%	-50%*	-50%	-25%
intermediate	-10 KPH	n/a	-10 m/t	+10 m/t	n/a	n/a	-25%	-25%	-25%	-10%
mid-sized	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
large	+10 kph	+10 kph	+10 kph	n/a	-10 m/t	+50%**	+50%	+25%	+25%	+15%
heavy	n/a	+20 kph	n/a	-10 m/t	-20 m/t	+100%	+100%	+50%**	+50%	+30%

*-- round up

**-- round down

VEHICLE VARIATIONS (cars and cycles)

VEHICLE STYLES

	TOP SPEED	CRUISE SPEED	ACCEL	DECEL	TURN SPEED	SPECIAL	COST
STANDARD	n/a	n/a	n/a	n/a	n/a	n/a	n/a
CRUISE	-10 kph	+10 kph	n/a	n/a	n/a	n/a	-10%
UTILITY*	-10 kph	n/a	n/a	n/a	-10 m/t	n/a	+20%
LUXURY	n/a	+20 kph	n/a	n/a	-10%	n/a	+25%
SPORT	+10 kph	-10 kph	+10 m/t	+10 m/t	+10 m/t	n/a	+40%
SUPER SPORT	+20 kph	_20 kph	+20 m/t	+20 m/t	+20 m/t	n/a	+50%
DUAL SPORT	n/a	n/a	n/a	-10 m/t	-10 m/t	+0.1 terrain	+30%
ADVENTURE	n/a	n/a	n/a	-20 m/t	-20 m/t	+0.2 terrain	+40%
VINTAGE/ CLASSIC	-10 kph	-10 kph	-10 m/t	n/a	-10 m/t	n/a	-50 to 500%
CUSTOM	Varies	Varies	Varies	Varies	Varies	Varies	varies

*--Utility vehicles may alternate passenger and cargo space by any combination of 50%/50% (e.g. a standard utility ground car may convert 75kg/0.5 cubic meter of cargo space to 3 passenger seats, can't exceed the 50% on each end)

**-- CUSTOM variations allow for combinations, such as sport/standard. Use the lesser applicable modifier and average the cost modifiers. Use common sense where applicable, such as a longer wheel base vehicle would have a turn speed penalty etc.

VEHICLE VARIATIONS (Transports and Explorers)

VEHICLE SIZE

	TOP SPEED	CRUISE SPEED	ACCEL	DECEL	TURN SPEED	PASSENGERS	CARGO	SPACES	ARMOR	COST
SMALL	+10 kph	-10 kph	+10 m/t	+10 m/t	+10 m/t	-33%	-50%	-50%	-25%	-20%
STANDARD	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
LARGE	-10 kph	+10 kph	-10 m/t	-10 m/t	-10 m/t	+33%	+50%	+25%	+25%	+50%
HEAVY DUTY*	-20 kph	+20 kph	-20 m/t	-20 m/t	-20 m/t	+100%	+100%	+50%	+50%	+100%

*-- TRACK MOBILE chassis available for +25% cost, not allowed on city streets

VEHICLE VARIATIONS (Transports and Explorers)

VEHICLE STYLE

	TOP SPEED	CRUISE SPEED	ACCEL	DECEL	TURN SPEED	PASSENGERS	CARGO	COST
SPORT	+20 kph	-10 kph	+10 m/t	+10 m/t	+10 m/t	n/a	-25%	+25%
UTILITY*	n/a	n/a	+10 m/t	n/a	n/a	n/a	n/a	+30%
PASSENGER	n/a	n/a	n/a	+10 m/t	n/a	+20%	-75%	+20%
CARGO	n/a	+10 kph	n/a	n/a	n/a	-50%	+100%	+10%

*-- utility vehicles may alternate passenger and cargo space by any combination of 50%/50% (e.g. a standard utility explorer may convert 3 passenger seats to 1,000 kg/ 3 cubic meters of cargo space)

VEHICLE DEFENSES

Armor

Armor is added in layers. All the facets such as thickness, wheel guards, bullet-proof windshields are covered under this. The following rules apply:

- 1) each coat of armor adds 20 structural points
- 2) all armor must be destroyed before rolling on the Vehicle Damage Table
- 3) Max speed is reduced by 10 kph per layer
- 4) in a crash each layer of armor reduces the speed 10 kph for damage purposes
- 5) armor may be repaired by re-layering . Installation time is 6 days for each layer

ARMOR COSTS PER LAYER

	MAXIMUM COATS	CONCEALED COATS	COST PER LAYER	COST PER CONCEALED LAYER
HOVERCYCLE	2	0	1500 Cr	n/a
GROUND CYCLE	3	0	1500 Cr	n/a
HOVERCAR	6	3	4000 Cr	6000 Cr
GROUND CAR	8	3	4500 Cr	7000 Cr
HOVER TRANSPORT	15	5	10,000 Cr	13,000 Cr
GROUND TRANSPORT	18	5	11,000 Cr	15,000 Cr
EXPLORER	15	5	7,000 Cr	9,000 Cr

SCREENS

There are 3 types of screens available to vehicles. Only one type of screen may be used, at a time, on a vehicle. There are powered by there own parabattery. The auxiliary power-pak is listed in the equipment section.

Albedo Screen- uses 1 SEU per minute of operation and absorbs all laser damage at a cost of 2 SEU per die of damage

Inertia screen- uses 1 SEU per minute of operation and reflects half the dice of damage done by ballistic attacks and crashes at a cost of 1 SEU per die of damage.

Holo Screen- not technically a defense screen, the holo screen hides the vehicle by disguising it's presents as a natural part of the landscape or a pre-looped camouflage visual. It uses 3 SEU per minute.

Screen cost

HOVERCYCLE	N/A
GROUND CYCLE	N/A
HOVERCAR	10,000 Cr
GROUND CAR	10,000 Cr
HOVER TRANSPORT	25,000 Cr
GROUND TRANSPORT	25,000 Cr
EXPLORER	15,000 Cr

-- This price is the cost of the screen and the parabattery installed.

TURRETS

There are 4 types of turrets available. Each takes up a certain amount of space. Each turret has an allotment of spaces for weaponry. Turret descriptions are:

Open Turret- This is basically a circular hole in the vehicle with a 360 degree swivel gun mount. The gunner stands, aims and fires the weapon.

Regular Turret- This is the basic enclosed turret. It has a 360 degree field of fire but is limited to a minimum of 10m due to its height off the ground. It is usually fired by a remote gunner in the vehicle.

Universal Turret- This turret is similar to the above turret, but can elevate from -15 degrees up to 90 degrees. It eliminates the minimum range penalty.

Pop-up Turret- pop-up turrets may either be regular turrets or universal. They are designed to retract into the vehicle. Though this comes at a cost, they require double space requirements to accommodate this pop-up feature.

	SPACES REQUIRED	COST*	TURRET SPACES
OPEN TURRET			
-SMALL	1	1,000 Cr	1
-MEDIUM	2	2,000 Cr	2
-LARGE	3	4,000 Cr	4
REGULAR TURRET			
-SMALL	1	2,000 Cr	1
-MEDIUM	2	4,000 Cr	2
-LARGE	4	8,000 Cr	4
UNIVERSAL TURRET			
-SMALL	1	2,500 Cr	1
-MEDIUM	2	5,000 Cr	2
-LARGE	4	10,000 Cr	4
POP-UP TURRET			
-SMALL	2	5,000 Cr**	1
-MEDIUM	4	10,000 Cr**	2
-LARGE	8	20,000 Cr**	4

*-- This cost covers the turret and mounting

**-- this is the cost regardless, the turret can be either regular or universal at the builders request

VEHICULAR WEAPONS

	SPACES	MOUNTING FEE	DAMAGE	AMMO	RATE OF FIRE	DEFENSE
FLAMETHROWER	1	500 Cr	3d10*	10	1	None
VEHICLE MACHINE GUN	2	750 Cr	15d10	20	1	Inertia
VEHICLE GRENADE LAUNCHER	2	750 Cr	18d10	20	1	Inertia
VEHICLE RECOILLESS RIFLE	2	750 Cr	20d10	15	½	Inertia
VEHICLE HEAVY LASER	2	750 Cr	1d10/SEU***	500	1	Albedo
VEHICLE FLAMETHROWER	2	750 Cr	8d10**	10	1	None
CANNON	4	1,250 Cr	25d10	10	½	Inertia
HOWITZER	8	5,000 Cr	75d10	10	¼	Inertia
MINEDROPPER	2	500 Cr	5d10/mine	10	1	Inertia
SPRAYER	2	500 Cr	Variable	10	1	variable

*-- after the initial damage the target suffers 1d10 per turn for the next 3 turns

**-- after the initial damage the target suffers 1d10 per turn for the next 5 turns

***-- the heavy laser may be set from 5 to 30 SEU per shot

Weapon Ranges

	POINT BLANK	SHORT	MEDIUM	LONG	EXTREME
FLAMETHROWER	0-10	11-20	21-30	31-45	46-70
VEHICLE MACHINE GUN	----	0-100	101-350	351-750	751-1500
VEHICLE GRENADE LAUNCHER	----	0-75	76-300	301-600	601-1200
VEHICLE RECOILLESS RIFLE	----	0-200	201-1250	1251-3,000	3,000-5,000
VEHICLE HEAVY LASER	----	0-150	151-750	751-1500	1501-3000
VEHICLE FLAMETHROWER	----	0-25	26-50	51-100	101-150
CANNON	----	100-1000	1001-2000	2001-3000	3001-5000
HOWITZER	----	----	250-3000	3001-7000	7001-15,000
MINEDROPPER	----	----	----	----	----
SPRAYER	Varies	Varies	<u>Varies</u>	Varies	varies

TARGETING SYSTEMS

There are a few targeting systems available. They range from simple to high tech military gear.

Manual Targeting- This is the cheapest system available. It requires a gunner to operate the system in close proximity. The gunner also receives a hard cover bonus.

Electronic Targeting System- This system requires that a special targeting recticle be mounted on the weapon system. The gunner then has a +1 CS due to the electric sighting system helping to better lock-on the target and still provides the gunner with hard cover.

Cyber-link- This is a helmet that let's the gunner remote target the weapons systems. It is attached to the vehicles computer and aids in targeting. The gunner may choose which weapons to fire, up to a maximum of 3.

Eye-weapon coordination- This is a special helmet that uses small lasers and complex circuitry that scans the eye movements of the wearer and aims the weapons to the wearers line of sight. This high tech system gives the user a +3 CS , but negates any weapons skills.

VEHICLE EQUIPMENT

Auxiliary Power-pak- This parabattery is used to power screens and auxiliary systems, except the vehicle computer, in the vehicle. It has 250 SEU , weighs 25 kg, costs 1,250 Cr, and has 4 weapon adapters, 1 screen adaptor and 5 miscellaneous ports.

Cyber-link- The Cyber-link is a special chair/ helmet combination. It is wired into a vehicle's computer to allow the gunner to aim and fire the weapon systems remotely. If the computer is equipped with any targeting assist programs, these to will aid the gunner. The gunner has access to 3 systems which, in turn, allows him to fire any of the 3 he chooses by either voice activating the systems or manual activating them through a panel in the chair arm. The system is not perfect however, and the fire may only fire in 1 direction at a time.

Driver optics- This device is a visored helmet. The driver may have up to 3 different optics on the helmet.

Electronic Targeting System- This device incorporates a box with a targeting screen on it and a sight/sensor on the end of the weapons barrel. Using the 2 together allows the gunner a bit better accuracy then plain iron sights.

Fuzzy Dice- This device is a pair of furry, 6 sided dice on a string. O, you know you want a pair.

Infra-red Scanner- This device is used to scan for heat sources. It displays the results on a screen mounted in the vehicle or on the windshield if attached to a vehicle's computer and a Dis-Viz progit. The scan uses 2 SEU per minute of operation.

Infra-red Jammer- This device hides the vehicle from IR scans. It also gives certain missiles a negative chance to hit. It uses 2 SEU per minute of operation.

Radar- This device enables the vehicle to scan for objects. These appear as blips on the radar screen or windshield. The radar uses 1 SEU per minute of operation.

Radiophone- This is a standard radiophone with a 1,000 km range. This device can also be upgraded to use encrypted frequencies.

Searchlight- A searchlight is mounted on the turret of a vehicle. Besides its normal function of providing light, it may be used to blind opponents. If the target is under 500m away, spot-lighting them will blind them for 1d10 turns. An RS check is required to avoid the blindness, but a successful hit will daze them for 1 turn. The lights range is 1 km and it uses 3 SEU per minute of operation.

Utility Trailer

VEHICLE UPGRADES

Airbrakes/ Heavy-Duty Brakes- (Hover/Ground vehicle) - +10 m/t deceleration--
Cost: 1000 Cr

Auto-extinguisher- This device is a series of spray nozzles located inside and outside the vehicle. These nozzles are connected to a tank by pressurized lines. The tank contains extinguishing foam. The foam can put out any fire in one turn. If the vehicle rolls, the system automatically activates, foaming down the vehicle. This automatically reduces any Roll and Burn results to just a Roll. This requires the entire system to be replaced. If activated manually, however, only the tank needs to be re-filled. This system can be mounted on any vehicle except cycles.

Gyrostabilizer- Adds +10 m/y to turn speed-- Costs: 2500 Cr

Detachable Luggage Rack- (Cycle or Car) - +50% cargo space--Cost: 75 Cr

Performance Module- This small electronics chip rests the engine parameters to increase performance-- +20 top speed & acceleration, +10 decel and turn speed --
Cost: 20,000 Cr

Sidecar

Sport transaxles

Tow package

Torque transaxles