VEHICLE MAYHEM!
TUESDAY NIGHT FIEND CLUB
COMPATIBLE WITH
DCC RPG

Vehicle Mayhem

Vehicular Combat Rules for all your post-apocalyptic gaming needs

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Produced by Tuesday Night Fiend Club. For more supplemental material, including downloadable versions of the vehicle & reference sheets, visit us at: www.tuesdaynightfiendclub.com

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Setup
Creating your play area & definitions of areas on the road
3

Characters
Special rules & considerations for drivers
5

Vehicles
Statistics for your car
6

The Chase
Mechanics & turn sequence for your road race
11

Collisions
Rules for when cars hit each other
16

Special Actions
Doing the things a car's not meant to
18

Vehicle Modifications
Fixing up your vehicle with special gear
19

Rules for Vehicular Combat

A deserted stretch of cracked pavement cuts through the bleached earth- a relic of a dead world. Distant plumes of dust rise up, growing with the accompanying hum: a soft growl, then a roar. The peace of the radioactive hellscape is destroyed by gladiators in metal coffins, screaming towards a glorious end!

These rules are intended to provide you with everything needed to guide your players through the wasteland, wrecking every car in their way.

While this system is fairly standalone and can be easily adapted for use with most any RPG system, it is designed for use with the Dungeon Crawl Classics and Mutant Crawl Classics RPGs (DCC & MCC). These rules assume familiarity with the DCC ruleset, including Luck, abilities, initiative, and combat basics.

For early playtesting, I used disposable map paper with duct tape for the road & marker lines to define each zone (the spikey car is in the Pace Car position).

Setup

Play Area

It helps to use props or minis for this system. On the play surface, recreate the table below (at its simplest, mark out a 7x5 grid on a playmat, or even use paper chits to mark car positions on the diagram below). Each square should be large enough to hold whatever playing piece you select to represent the characters' vehicles (if using standard die-cast cars, 3" long by 2" wide is perfect). If you want a tighter race, reduce the number of lanes. An odd number is recommended to allow for a clearly defined Pace Car position.

	Way Ahead						
Pulling Away							
Out Front							
Lead Zone	*Off Road*			***Pace Car***			*Off Road*
Just Behind							
Falling Back							
	Way Back						

Chase Area: The 7x5 grid represents the area of road where the chase takes place. Vehicles leaving this zone to the front or back are considered out of the action and cannot affect cars in the Chase Area. Vehicles leaving this area to the left or right are considered Off Road (see below), but otherwise adhere to the rules of their zone.

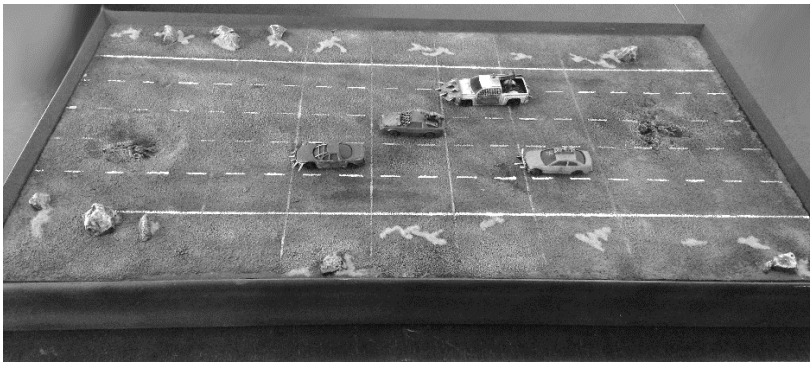
Way Ahead: If a car in the **Pulling Away** zone accelerates beyond the current Pace, it is removed into this area. The driver is assumed to have simply fled the scene, riding off into the distance: they are no longer part of the chase and cannot affect, or be affected, by other cars.
The judge (or GM) may wish to allow for removed vehicles to reenter the chase one of two ways: by reducing their speed or by being overtaken. If they reduce their speed, the driver should place their marker at the head of the lane they'll be dropping into; at the end of the round where they reduce speed, the marker is placed in the Pulling Away space in this lane. If there is another car there, resolve a collision.
Alternatively, if for two concurrent rounds the Pace of the chase exceeds the Pace of the vehicle when it left the Chase Area, it will be overtaken and rejoin the chase. It will drop into a Pulling Away space at the end of the round, causing a collision if there is another vehicle there.

Lead Zone: This is the main lane of the chase, where the pace is set for the action. The car in the center lane of the Lead Zone is referred to as the **Pace Car.** If, at any point, the Pace Car sets a Pace that cannot be matched by at least half of the other cars, it will shift forward and the Pace remains unchanged this round. Any other vehicle may move into the Pace Car space (following the normal movement rules). If there is no Pace Car when it is time to set the Pace, the vehicle in the Lead Zone with the highest Initiative becomes the Pace Car. If there are no vehicles in the Lead Zone, shift all other cars forward until one is in the Lead Zone. The Pace Car may not move ahead, but it may fall back and/or move laterally.

Just Behind & Falling Back: Cars traveling at speeds below current Pace will drop back a lane (one per round).

Way Back: If a car in the Falling Back row moves backwards for any reason (such as a failed Handling Roll or failing to match the current Pace), they will drop to the Way Back area, effectively leaving the chase. To return, they must exceed the Pace in the next two rounds. Failure to do so completely removes them from the chase: they are left behind.

Off Road: Any vehicles in the Off Road areas reduce their Speed Die by 1 step.



I built my current board from sheet insulation foam, with a wood frame for stability. I covered this with wood glue & miniature terrain ballast before painting (spray paint melts unprotected foam on contact). While entirely unnecessary, a nice "road" adds a lot to the feel of the game.

Characters

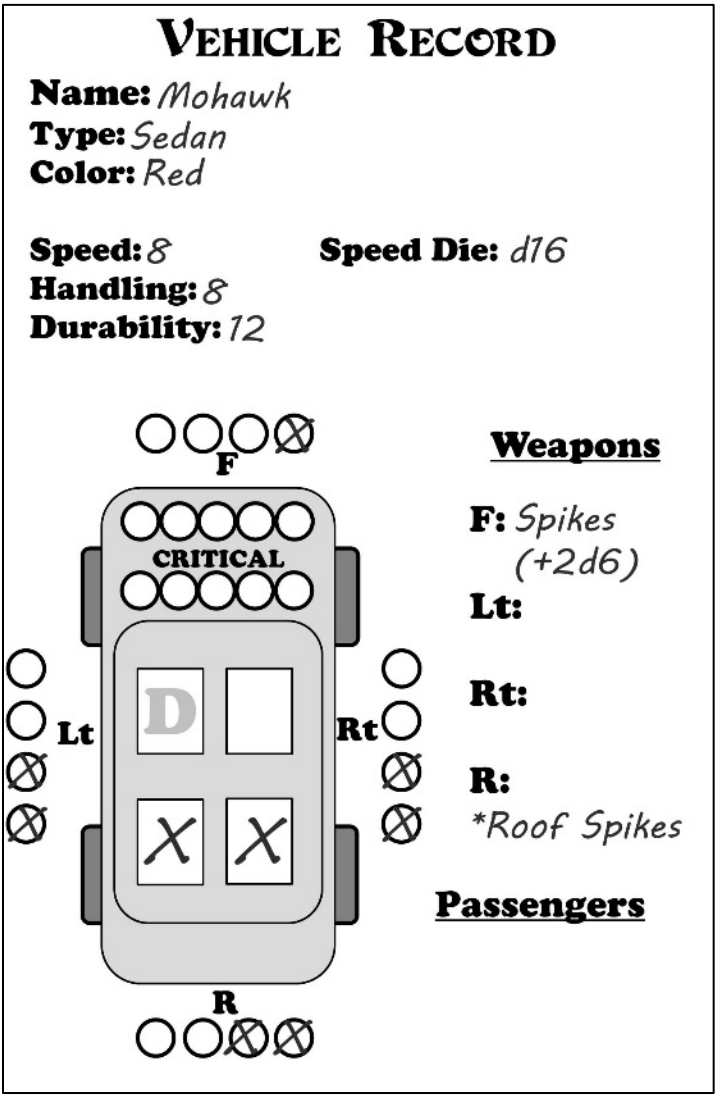
When creating or assigning characters to handle the vehicles, you'll want to add a new derived stat: **Driving**. This is a bonus (or penalty) to all Handling rolls made by the character. This value is found by adding the modifiers for the character's Agility and Intelligence (ex: a character with +1 Agi and -2 Int modifiers would have a Driving value of -1).

Luck can be burned to modify any rolls the player makes, including Speed, Handling, Durability, Shooting, and Damage (note that with the 5-point threshold for Vehicle damage, burning Luck to modify this may be more advantageous than in standard DCC). If using the exploding damage rule for guns, please note that the dice only will explode on a natural max roll (if you roll a 5 on 1d6 and add 1 from Luck, you do not roll additional damage).

The driver's Luck bonus should be inversely applied to rolls on the Critical Damage and Failed Handling tables (so a +2 Luck modifier would apply a -2 to rolls on the Critical Damage table).

Vehicles

At the end of these rules are blank examples of vehicle record sheets (these are also available at www.tuesdaynightfiendclub.com). Complete one for each participating vehicle



Of course, you'll want to name your vehicle. If using miniatures or toy cars, it helps to give it a name that reflects the figure. I've called this one "Mohawk" since it has a prominent row of roof spikes. That and the color should make it easy for me to remember which one it is in the heat of combat.

The **Type** is the broad class of vehicle; the table below provides starting stats for each.

Table 1: Vehicle Base Stats by Type

Vehicle Type	**Speed**	**Speed Die**	**Handling**	**Durability**	**Base Armor**
Motorcycle	14	d30	14	8	0
Speedster	12	d24	12	10	1
Muscle Car	10	d20	10	12	2
Sedan	8	d16	8	12	2
Van	7	d12	10	14	3
Big Rig (hauling a load)	8 (6)	d14 (d10)	10 (16)	16 (18)	4 (4)
Monster Truck	8	d20	10	18	3

Speed represents the vehicle's maximum "safe" travel speed. Each Speed point is roughly 10 miles per hour (a speed of 8 would be about 80 MPH). If the Speed rating is exceeded, any Handling rolls are made at a penalty of -2 per point by which the Speed rating is exceeded (for example, with a Speed rating of 8, Handling rolls would be made at -6 while traveling at a Pace of 11). Note that if a vehicle manages to travel 10 beyond their speed rating, any Handling rolls will automatically fail.

Table 2: Speed Based Handling Roll Penalties

		Speed Rating								
		6	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**
Current Pace	**7**	-2	-	-	-	-	-	-	-	-
	8	-4	-2	-	-	-	-	-	-	-
	9	-6	-4	-2	-	-	-	-	-	-
	10	-8	-6	-4	-2	-	-	-	-	-
	11	-10	-8	-6	-4	-2	-	-	-	-
	12	-12	-10	-8	-6	-4	-2	-	-	-
	13	-14	-12	-10	-8	-6	-4	-2	-	-
	14	-16	-14	-12	-10	-8	-6	-4	-2	-
	15	-18	-16	-14	-12	-10	-8	-6	-4	-2
	16	X	-18	-16	-14	-12	-10	-8	-6	-4
	17	X	X	-18	-16	-14	-12	-10	-8	-6
	18	X	X	X	-18	-16	-14	-12	-10	-8

Table 3: Failed Handling Effects

Roll 1d6*	Result
1-4	Lane Shift: Move 1 lane sideways. If triggered by collision, move away from attacker; otherwise, roll 1d4 (1-2: left; 3-4: right). Resolve collision if new lane is occupied.
5	Panic Stop: Shift directly back 1 zone. Resolve collision if new space is occupied.
6	Uncontrolled Acceleration: Shift forward 1 zone. Resolve collision if new space is occupied.
7-8	Wild Swerve: Move 1 lane sideways, then return to original lane. If triggered by collision, move away from attacker; otherwise, roll 1d4 (1-2: left; 3-4: right). Resolve collision if new lane is occupied. If another vehicle pushed into original lane, resolve collision when returning.
9-10	Out of Control: Vehicle shifts 2 positions in a random direction. Roll 1d8 (1: forward left; 2: straight forward; 3: forward right; 4: right; 5: back right; 6: straight back; 7: back left; 8: left). Resolve collision if an occupied space is encountered (and stop movement).
11-12	Spin Out: Vehicle spins to stop & drops to Way Back zone. Make a Luck check; success indicates that the vehicle faces forward. Resolve collision if an occupied space is encountered. If the vehicle enters an occupied space and the target vehicle does not move out of the way (by force or otherwise), the spun vehicle stops falling back & remains in the chase.
13+	Roll: Deal 4d6 damage to each side of the vehicle & 2d6 damage to each passenger. Driver may make a Luck roll, with success indicating vehicle landed wheels down- if they survive, they may keep driving. Otherwise, drop vehicle to Way Back zone. Resolve collision if an occupied space is encountered.
**Add margin of failure from Handling roll to total*	

The **Speed Die** is used when attempting to make a Speed roll. The total may exceed the max on the Speed Die after modifiers are applied. Although this is allowable, it is hazardous (see the penalties for exceeding a vehicle's Speed rating). If a natural 1 is rolled for a Speed check, the vehicle has run out of fuel. Optionally, the judge may allow a vehicle to "run on fumes" for 1d4 rounds, allowing the driver to attempt a more glorious finish.

Handling gives the base DC (target number) for any Handling rolls. If a handling roll is failed, note by how much the roll failed and add this to a 1d6 roll. Consult the Failed Handling Effects table to determine the result. For example, if a Handling roll with a DC of 12 was failed with a result of 5, you would roll 1d6+7 on the table.

Durability represents your vehicle's stability and the how difficult it is for opponents to force your vehicle out of control. After a collision, the attacker makes a Durability roll (using the target vehicle's Durability value as the DC); if successful, the defender must make a Handling roll.

Armor is represented by the empty dots surrounding the figure of the vehicle. When taking damage, each 5 points of damage from a single attack will remove 1 point of Armor: damage beyond this is lost. For example, a vehicle is shot by two rifles: the first does 8 points of damage and the second does 2 points, resulting in the vehicle losing 1 point of Armor. The facing of any attack is important, as there is an Armor value for each side (front, rear, left, right). If an attacker somehow manages to deal damage under the car, this is treated as Critical Damage.

Drawn inside the vehicle's hood are dots representing **Critical Damage** capacity. If the vehicle takes damage to a side that has no armor (or if damage exceeds current Armor on a side), this damage is treated as Critical. As with Armor damage, 5 full points of damage are required to cause a point of Critical damage.

Each time a vehicle takes Critical damage, roll on the Critical Damage Table, using 1d4 per point of total Critical damage (so, when a vehicle takes its 5th point of Critical damage, total a 5d4 roll to find the result). With the entries on this table, it is extremely unlikely a vehicle will need all 10 spaces, but if all 10 dots are marked, the vehicle is destroyed.

The large open squares in the car model are passenger spaces, showing how many a vehicle can comfortably accommodate. Space is provided for the names of your passengers in the lower right of the sheet. The Weapons list includes spaces for weapons, listed by the facing. Unless otherwise specified, each weapon can only attack targets to that side of the vehicle.

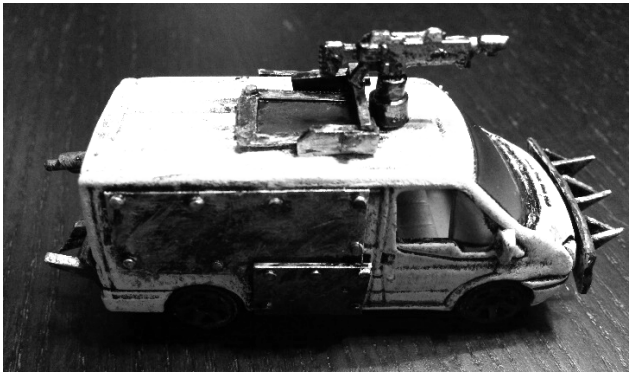
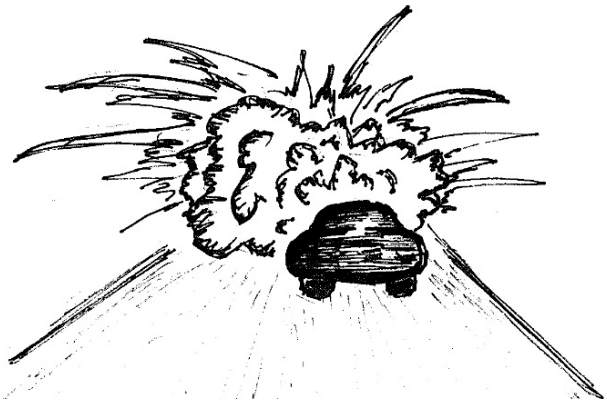


Table 4: Critical Damage Table

Roll xd4*	Result
1-3	Fine: You got lucky
4-5	Shaken: Make a Handling roll at -1
6	Repairable Damage: -1 step to Speed die; passenger can repair (Int or Disable Device roll vs DC equal to vehicle Speed rating)
7-8	Suspension Damage: +1 to Handling rating
9-10	Badly Shaken: Make a Handling roll at -2
11	Weapon Destroyed (driver's choice): If no weapons remain, count as 2 Critical points
12-13	Performance Loss: -1 step to Speed Die
14-15	Front End Damage: +2 to Handling rating
16	Door Blown Off: Choose location based upon direction of attack or roll 1d4 for location (1: front driver side; 2: front passenger side; 3: rear passenger side; 4: rear driver side). If passenger at this location, roll Reflex save (DC= current Pace) or fall out of vehicle.
17	Fire: The vehicle is burning & will explode (see Boom below) in 1d4 rounds.
18	Disabled: Vehicle slows to stop, dropping back 1 zone per turn.
19	Crash & Roll: Vehicle disabled; make Handling roll to avoid car flipping. If failed: deal 4d6 damage to each side of the vehicle & 2d6 damage to each passenger. Driver may make a Luck roll, with success indicating vehicle landed wheels down.
20+	Boom: Explosive destruction. Deal 6d6 damage to all passengers and 1d8 damage to all adjacent vehicles.
**x represents the number of critical damage points the vehicle has sustained*	



The Chase

Time in vehicle chases work a little different from standard combat. Each Round represents roughly 1 mile traveled & the jockeying for position that occurs over that mile.

Each round, the following sequence should be followed:

0. Roll Initiative
1. Check Events (optional)
2. Speed Rolls
3. Actions
4. Determine Pace Car & Set Pace

0. ***Roll Initiative***

Each driver, on entering the chase, rolls for initiative (as per standard DCC rules). This will only be rerolled if they leave & re-enter the race or if they change cars. Passengers use the Initiative value of their car. On the first round (start of the chase), cars are placed on the play area in initiative order (each driver may choose any position on the road). Unless the judge has other plans, the starting Pace is 6.

1. ***Check Events*** (optional)
   At the start of each round, roll on the following table to determine special Events. This step is optional. The judge may wish to determine Events before the race, or eliminate special Events altogether. Some Events may be inappropriate to the campaign world. In those cases, re-skin the Event to fit or treat the roll as "No Effect".

Table 5: Events

Roll 2d6	Result
2	Spoiler: An NPC vehicle enters the chase with ill intent. The judge should keep on hand an extra stat sheet for a nasty van or truck to drop in & wreak some havoc…
3	Perfect conditions: +1 to all Handling & Speed rolls this round.
4	Dust Storm: For this round, all weapon ranges have max Range of 1 and effective Pace is increased by 2.
5	Turn (roll 1d4: 1-2, left; 3-4 right): All vehicles make Handling rolls; failure forces the car to shift 1 lane opposite the turn. Shift starting from the "outside" lanes; resolve collisions as they occur.
6-7	Rough Roads: Randomly place 1d4 debris markers at the head of lanes; each driver in one of these lanes at the end of the turn must make a Handling roll.
8	No Effect
9	Snipers: Randomly choose 1d4 cars to be the target of pot shots from snipers (1d10 dmg). Roll 1d4 to see where the shots come from: 1-2: left side; 3-4: right side.
10	Mine Field: Each driver makes a Luck check; those failing hit a mine (3d6 points of Critical Damage to their vehicle) .
11	Rad Zone: Characters must make a Fort save (vs a variable DC of 10+1d8) or take 2d4 dmg. If max Rads (18 DC), each vehicle also takes 1 Critical damage. If using MCC rules, remember the chance of mutation!
12	Waste Worms: The vibrations of vehicles have attracted the greatest threat of the wastelands, the Waste Worms! Randomly select a single vehicle to be grabbed; the vehicle is destroyed and out of the race. Any vehicles in the Off Road lanes must succeed in Luck checks or meet the same fate. Passengers may make a Reflex Save (DC 14) to attempt to exit the vehicle before being consumed. If they succeed, they will take xd6 damage (x= current Pace).

2. ***Speed Rolls***

Each driver (except for the Pace Car) must make a Speed roll, with the current Pace as the DC. The roll is made using the Speed Die for their vehicle. Driver Skill does not apply to this roll (but the result may be adjusted by burning Luck). Refer to the table below to see what Zone changes each vehicle must make this round.

Table 6: Speed Roll Results

Roll	**Result**
Below Pace	Drop back 1 Zone
Match Pace	Maintain current Zone or drop back 1 Zone
Above Pace	May advance 1 Zone, maintain, or fall back 1
Double Pace	May advance 1-2 Zones, maintain, or fall back 1

Zone changes will take place during the Actions phase. It may help to place a marker on the vehicle reference card as a reminder of the results of this roll.

If more than half the cars in the chase do not match the chosen Pace, the Pace Car instead moves forward one Zone. This round, the Pace remains unchanged. All vehicles who passed the Speed roll are treated as having rolled Above Pace and those who failed the roll are treated as matching the Pace.

3. ***Actions***

Actions are taken by Zone. Starting with the Out Front zone, each car acts in Initiative order, then passes to the next Zone. For example, two cars in the Out Front Zone with Initiative 6 and 4 would act first, followed by the car in the Lead Zone with Initiative 12, then by the cars in the Just Behind Zone with their initiatives of 14 and 10.

At the start of their turn, each vehicle must first move, keeping in mind the results of their Speed roll. A vehicle may move laterally or backwards as many lanes/zones as they wish (until another car is encountered), but forward movement is restricted by the Speed roll. Diagonal movement between two cars requires a Handling roll, with failure indicating a collision (randomly determine target car). Note that the Pace Car is an exception: since that vehicle set the Pace for the round, they may not move forward. Consider them to have matched the Pace for the round- they may only move laterally or backwards.

Unless the vehicle could not Match Pace and must drop back, movement is optional. A vehicle that passed the round's Speed roll

does not have to move at all. If a vehicle attempts to move into an occupied space, consider this a ramming attack and resolve as a collision.

After movement (or lack thereof) and potential collisions have been resolved, the vehicle and its passengers may make (non-ramming) attacks, including shooting, spells, and/or mutations. If the driver is attempting an attack (including with integrated vehicle weapons) and their vehicle moved this round, the die type is reduced by 1 step. Passengers firing do not take this penalty. Spell casting is not possible while driving.

AC for all cars is base 10, with the attack modified by the following table. Attacks against a passenger use the passenger's individual AC (with the -6 modifier listed below).

Table 7: Vehicle Ranged Attack Modifiers

Condition	Attack Modifier
Pace ≥ 8	-2
Pace ≥ 12	-4
Targeting a passenger	-6
Targeting passenger through blown door	-2

4. ***Determine Pace Car & Set Pace***

The car in the center lane of the Lead Zone is the Pace Car for the next round. If there is no vehicle in the Pace Car space, the vehicle with the highest initiative in the Lead Zone becomes the Pace Car. If there are no vehicles in the Lead Zone, shift all other cars forward until one is in the Lead Zone.

The Pace Car chooses the Pace for the next round. The chosen Pace must be within 2 of the previous round's Pace (for example, if this round the Pace was 8, the Pace Car may select a Pace from 6 to 10). The Pace Car must be able to make this Pace. The driver must immediately make a Speed roll and if they do not match the chosen Pace, Pace for the next round is 1 lower than the current Pace.

Example: This round, the Pace was 8. The Pace Car (a Sedan) wants to increase the Pace to 10. They attempt their Speed roll (using the Sedan's d16), but only roll a 6; so, the Pace for next round will be 7.

Cars Entering the Chase

In some cases, new vehicles may enter a chase in progress. Roll on the table below to determine where they will enter the chase. Their vehicle enters a valid road space from the direction of the rolled number (so results of 1-5

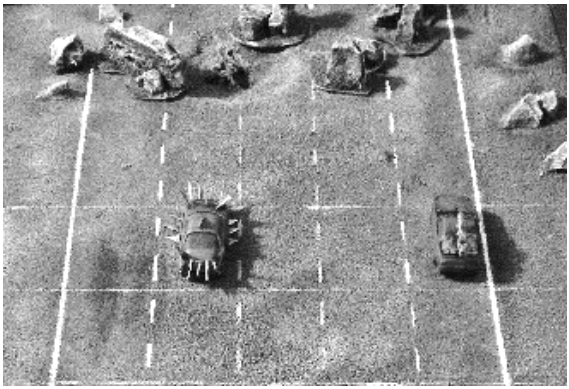
indicate drifting into the appropriate zone from Off Road; 6-10 would mean the car pulls into the Falling Back zone; etc.). The driver's Luck bonus can be used to adjust the results either direction (if the entry roll was 7, a Luck bonus of +1 could be used to change the result to 6 or 8).

Table 8: Random Chase Entry Location

Roll 1d20 to determine direction of entry (trigger collision if space is occupied). Luck bonus may be used to adjust entry location (+/-).

	16	**17**	**18**	**19**	**20**	
15			*Pulling Away*			**1**
14			*Out Front*			**2**
13			*Lead Zone*			**3**
12			*Just Behind*			**4**
11			*Falling Back*			**5**
	10	**9**	**8**	**7**	**6**	

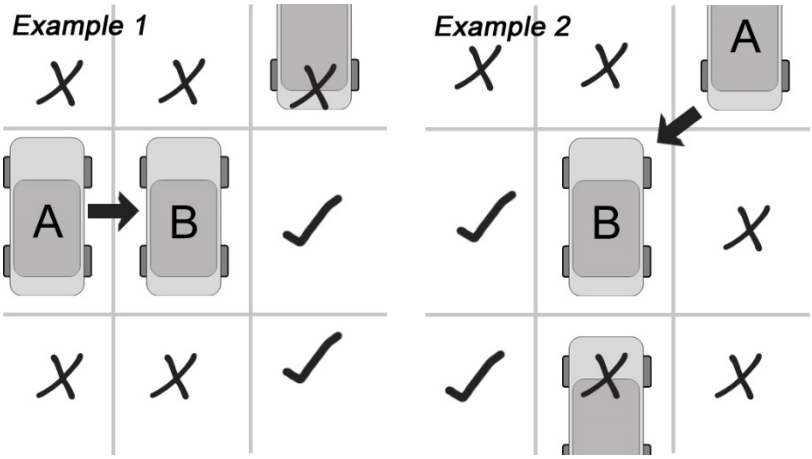
These new vehicles roll initiative and are placed as indicated during the 0 phase. They enter the chase when they would normally act (in initiative order by zone). Until then, they cannot be targeted by other vehicles. They will trigger any collisions caused by moving onto the road, then participate in the race as normal. Newly joining vehicles do not make a Speed roll this round: they are assumed to have matched the Pace to enter the chase.



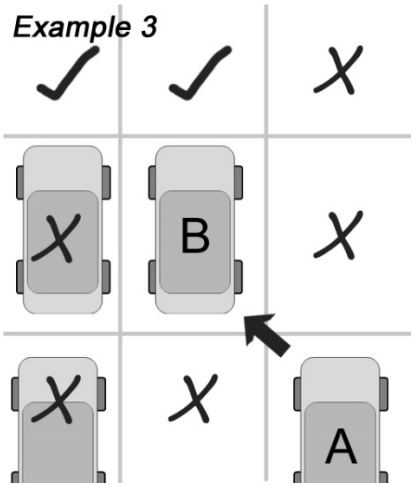
Collisions

Any time a vehicle attempts to move into an occupied space, there is potential for a collision. Resolve a collision as follows:

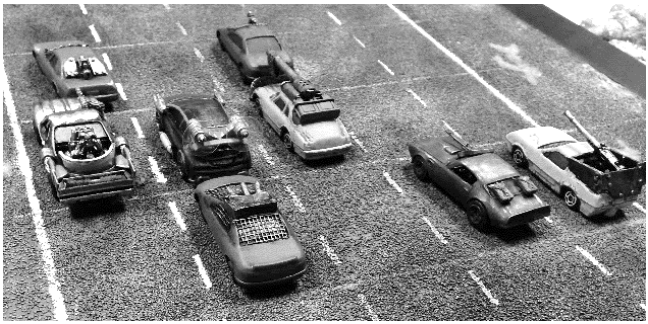
1. ***React:*** The driver in the target space may attempt to avoid the collision by moving out of the way. If there are any adjacent open spaces in a direction *away from* the collision, the target vehicle may make a Handling roll. If successful, move there and the collision is avoided altogether. The target vehicle may only move forward if they successfully exceeded the Pace this round (even if they already moved forward as far as normally allowed). If the target vehicle successfully evades, the attacking vehicle then moves into the vacated position. If this Handling roll to avoid collision is failed, do NOT roll on the Failed Handling Roll Table.
   See the examples below: in each, Vehicle A is attempting to crash into Vehicle B. Driver B successfully makes a Handling roll to avoid the collision. Driver B may now move to any of the spaces marked with a check mark. The occupied spaces are disallowed (you cannot trigger another collision to avoid the first), as are the spaces not directly away from the car triggering the collision (you cannot evade towards the car you are trying to avoid).



In the case of Example 3, if Vehicle B did not exceed the Pace with their Speed roll this turn, they have no valid spaces to which they may escape and the collision is unavoidable.



2. ***Collide:*** If the collision is not avoided, both cars take damage to the facing sides. If the collision comes from a diagonal (as in Examples 2 & 3 above), the vehicle initiating the collision chooses to which facing each vehicle takes damage. Damage is equal to the current speed, plus modifiers from weapons on that facing.
   Using Example 3 above: Vehicle A is traveling at Speed 8 and has front mounted spikes (plus 2d6 damage to all Ramming attacks- he rolls a 5). Coming from a diagonal, they choose to crash their front facing into Vehicle B's rear facing. Vehicle B takes 13 damage (causing a loss of 2 points of Armor) and Vehicle A takes 8 damage (and loses 1 point of Armor).
3. ***Check Durability:*** The driver who initiated the collision makes a roll (adding Driver skill adjustment) vs the other vehicle's Durability score. If successful, the target must make a Handling roll. If a failed Handling roll results in the target vehicle moving to another position, the attacking vehicle follows up into the vacated position.



Special Actions

Players are encouraged to go nuts in the chase- nothing should be off limits or out of bounds. While these rules can't account for every gonzo stunt the players will attempt, here are a few more common examples.

Fake Out

A driver can attempt to free up some space by forcing another driver to move away. The simplest way is by making it seem that they're forcing a collision. The acting driver makes a Personality roll; the target driver must then make a Will save vs the Personality roll result. If the target driver fails, they must move their vehicle away from the attacker, as if they were avoiding a collision. The attacking driver does not need to move into the vacated space: they may move into any adjacent space, keeping in mind restrictions based upon their Speed roll. Note that this action may be taken prior to shooting (allowing the shifting vehicle to be shot if they moved to a targetable space).

Switching Cars

Jumping from one car to another is a risky proposition at any speed. A jump may only be attempted to an adjacent car.

To jump, make an Agility roll with a DC equal to the current Pace+8 (at Pace 9, the DC would be 17). Failure indicates the character drops to the ground and takes xd6 damage, with X being the current Pace (at Pace 9, that would be 9d6 damage).

If the jump is successful, the character is considered to have landed on the roof, trunk, or hood of the target vehicle (depending upon the direction from which they jumped). If the vehicle has spikes on the facing side or roof, the character must make a Luck check to avoid taking damage from them. From atop the vehicle, an Agility check against a DC of the current Pace can be made to slide through an open window into an unoccupied passenger seat. Removing the occupant from an occupied passenger seat is riskier: this requires an opposed Strength check, with the loser thrown from the vehicle.

Stunt Moves

Special stunts and moves each require a Handling roll. Refer to the table below for some examples. The risk of such moves is great: any failed attempt requires a roll on the Failed Handling table, keeping in mind the impact of the move's penalty when factoring the margin of failure.

Table 9: Stunt Moves

Move	Handling Roll	Description
Bootlegger Reverse	-6	Car is spun 180° & continues to travel in same direction (driving backwards). Can be repeated to return to original facing.
Driving Backwards	-2	Penalty applies to all Driving & Speed rolls while driving in reverse
PIT Maneuver	-4	A controlled collision that forces target vehicle out of control. Attacker must be in a rear diagonal position to the target. If successful, target rolls on Failed Handling roll table, with the attacker's margin of success added to the roll. Not possible against very large/heavy vehicles (judge's discretion) or if either vehicle has spikes on facing side.

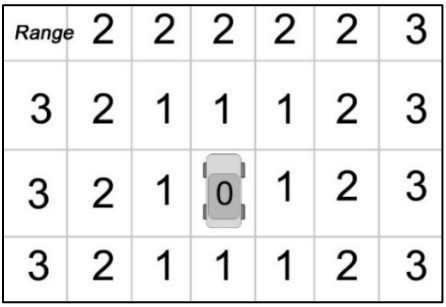
Vehicle Modifications

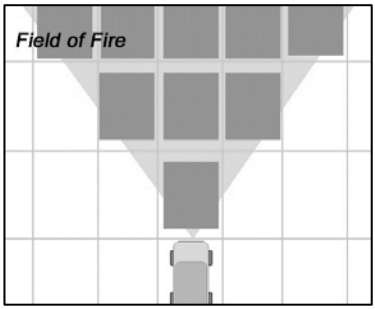
Inevitably, you're going to want some weapons, armor, or special tricks for your vehicles. The items below should be considered optional, at judge's discretion. If your campaign world has similar items with different stats, feel free to use those.

Range

Range on the Weapons table is specific to these vehicle combat rules and refers to how many spaces away the target is (illustrated by the Range image). Weapons with range 0 only apply to ramming attacks or collisions.

The Field of Fire image shows the spaces that can be targeted by fixed weapons. Only the directly adjacent space can be targeted at Range 1. This expands in a cone moving away from the vehicle: 3 spaces at Range 2, 5 at Range 3.





This cuts down the effective range of guns to what may seem unrealistically short ("no way a rifle is only good within 3 car widths…"). This is meant to represent the decreased efficiency of a gun being fired out of a car cruising at 100 mph. As awesome as a flamethrower is, its range is extremely limited in a highway death match.

Weapons

Table 10: Weapons

Weapon	Damage	Range	Notes
Pistol	1d8	1	
Rifle	1d10	3	
Machine Gun	3d6	2	
Big Gun/ Cannon	2d10	3	
Flamethrower	3d4	1	Remainder damage inflicted upon passengers (if 7 damage is rolled, 5 would remove 1 armor & the remaining 2 go to passengers). Dmg does not explode. If Critical damage inflicted, do not roll on table- treat as 17 (On Fire).
Rocket Launcher	4d10	4	Resolve as collision
Harpoon Gun	1d10	1	Latches onto target if Armor is successfully damaged. Once latched, target cannot switch lanes or exceed attacker's Speed roll. As an action, target can force opposed Speed roll- success will detach line (loser must make handling roll).
Spikes	+2d6	0	Add to normal collision damage. Increase Armor capacity for spiked side of the vehicle by 1.
Ramming Prow	+1d6	0	Add to normal collision damage. Increase Front Armor capacity by 2. If hitting target vehicle from behind, vehicle is forced to left or right (attacker's choice)

For all ranged weapons, I use a simple mechanic to handle ammo: if you ever roll a natural 1 with a weapon that uses ammo, its supply is exhausted. I've found this to be fun & cinematic (especially when you've got "primitive" characters dealing with artifacts or technology they don't fully understand). Optionally, especially for one-off games, you may wish to substitute this for a "Jam" rule. Any shooting roll of a natural 1 results in the gun being jammed. Each round, the driver (or passenger) may spend their action attempting to unjam the weapon: this requires a successful Luck check (roll d20 under the Luck score). Note that if the driver is attempting this while moving, the die

type penalty applies, but since you want to roll under your Luck, the die type goes up (so the Luck check to attempt an unjam while moving would be made using 1d24).
To represent the destructive potential of firearms, I give guns "exploding damage" If you roll maximum on any damage die, reroll that die and add to the damage total. For example, when rolling damage for a machine gun (3d6), the attacker rolls 1, 4, and 6. The 6 is rerolled, for a 3, and this is added to the total (14). Another option is to rule that all critical hits with guns increase the damage die type by one step- so a natural 20 with that machine gun would roll 3d8 for damage.

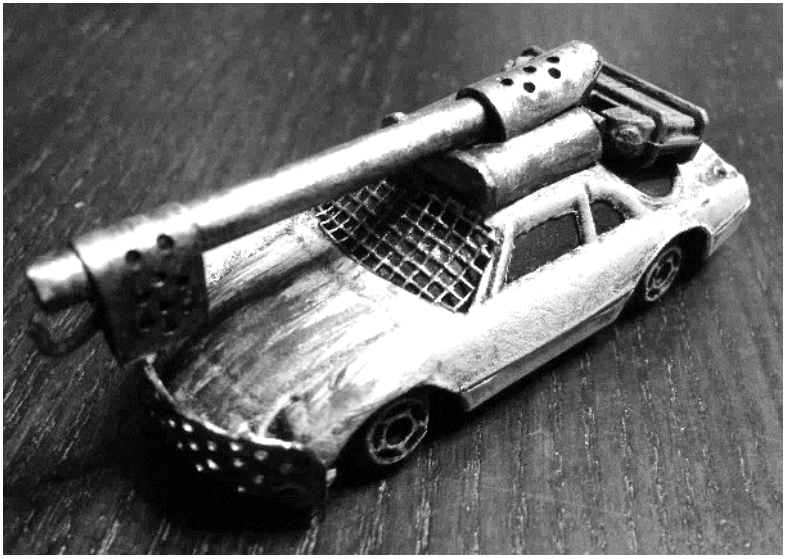
Vehicle Upgrades

Table 11: Vehicle Modifications

Modification	Effect
Armor Plating	Increase the Armor point capacity for the side by 1-2 For every 4 points of armor added, reduce the vehicle's Speed Die type by 1 step
Boost (nitrous, supercharger, etc.)	Change the result of a single Speed roll to "Double Pace". Roll 1d6 after each use: on a 1, the Boost expires; on a 6, it blows- take a point of Critical Damage & roll on the Critical table
Fragile (bike)	Total Critical spaces reduced to 5; all Critical Damage results count as 2 for purposes of Critical Damage table rolls.
Monster Truck	Can run over opponents, inflicting 4d6 damage (treat as Collision- target can attempt to evade). If successful, continue to roll over next vehicle in a straight line until an empty space is encountered or a target successfully evades.
Off Roader	This vehicle takes no Speed Die penalty from riding in the Off Road lanes
Reinforced Windows	Attacker on vehicle must make Strength roll vs DC 14 before attempting to enter vehicle or remove occupants.
Spiked Roof	Prevents being run over (such as by a Monster Truck). Any attackers jumping to this make a Luck check to avoid taking 2d6 spike damage
Turret	Weapons mounted on a turret can attack targets in any spaces within range (regular Field of Fire restrictions do not apply)
Twin-linked	Re-roll a failed attack roll with this weapon (once per round)

You may want to upgrade vehicles from the base values of their type. Of course, it's the judge's prerogative to make any such changes on a whim- but the table above may be helpful in guiding some of these changes. Particularly when running a campaign, your players may look for ways to improve their favorite rides.

Keep in mind that excessive upgrades, particularly armor, will weigh down a vehicle and affect performance. Armor upgrades can be for 1 or 2 points of additional armor capacity (more than that is at judge's discretion). For every 4 points of armor purchased for the vehicle, reduce the Speed Die type by 1 step. For example, adding 2 Armor to each side of a Muscle Car would drop its Speed Die to d16.



I modified a bunch of cars gave them stats afterwards. This looks like a Muscle Car to me. It's got front Armor Plating (somewhat thin, so I'll call it +1), a Flamethrower, and Reinforced Windows. That big fuel tank on the back seems vulnerable: I'll lower its rear Armor by 1.

Optional Tournament Rules

You may wish to run a game detached from a campaign where the chase is the center of attention. If doing so, the following rules changes are recommended.

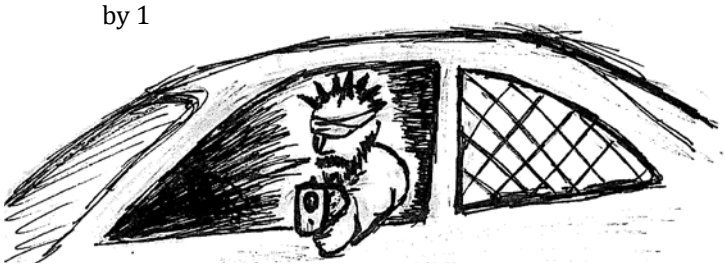
- Track the number of rounds ("Miles") each driver covers. You can use this to determine a winner after a predetermined time/distance has elapsed.
- Any vehicles leaving the chase via Way Ahead or Way Back are out of the race entirely: there is no returning.
- Use the "Jammed" rule for gun natural 1s instead of "Out of Ammo". It can be assumed they prepped enough ammo for this special race.
- Don't allow "special" classes (spell casters, mutants, etc.). Keep it simple. Trust me, a Sleep spell can wreak havoc on the road…
- Generate experienced characters to drive the cars (based on my experience, 2nd level seems like a sweet spot). If you've got all 0-level drivers and get a "Rad Zone" event, it can wipe out your field (again, trust me on this one…)

Photo credit: @winterforge from the first Vehicle Mayhem playtest

Vehicle Mayhem Quick Reference

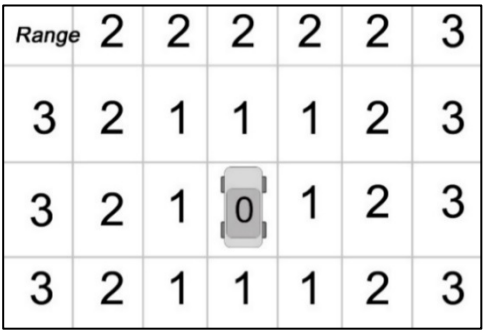
Turn Sequence

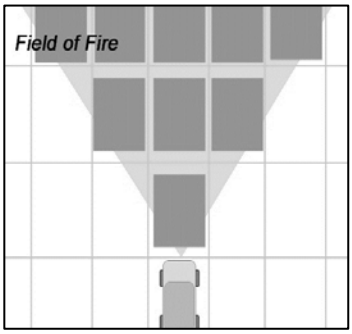
0. **Roll Initiative**
    a. Each car rolls once per chase
    b. Each passenger uses vehicle's Initiative
1. **Check Events** (optional)
    a. 2d6 on Table
2. **Speed Rolls**
    a. < Pace: Must drop back at least 1 Zone
    b. = Pace: May drop back or maintain Zone
    c. > Pace: May advance 1 Zone, maintain, or drop back
    d. ≥ Double Pace: May advance 1-2 Zones, maintain, or drop back
    e. If more than half the cars cannot match Pace, Pace remains unchanged & Pace Car is forced forward 1 Zone (*see full rules*)
3. **Actions**
    a. Move, then act
    b. Moving into occupied space triggers collision
        i. Target vehicle makes Handling roll to avoid collision
            1. If successful, attacker moves into space
        ii. Each vehicle takes (Pace + weapons) damage to contacting side
        iii. Attacker makes Durability roll
            1. If successful, Defender makes Handling roll
    c. If shooting, base DC=10
        i. A driver whose vehicle moved this turn attacks at -1 die type
4. **Determine Pace Car & Set Pace**
    a. Pace may not change by more than 2
    b. Pace Car must match Pace w/Speed roll; if not, Pace drops by 1



Weapon	Dmg	Range	Notes
Pistol	1d8	1	
Rifle	1d10	3	
Machine Gun	3d6	2	
Big Gun/ Cannon	2d10	3	
Flamethrower	3d4	1	Remainder Dmg dealt to passengers
Rocket Launcher	4d10	4	Resolve as Collision
Harpoon Gun	1d10	1	Latches onto target if Armor damaged
Spikes	+2d6	0	
Ramming Prow	+1d6	0	If attack from behind, force target to side

Ranged Attack Modifiers	Modifier
Pace ≥ 8	-2
Pace ≥ 12	-4
Targeting a passenger	-6
Targeting passenger through blown door	-2



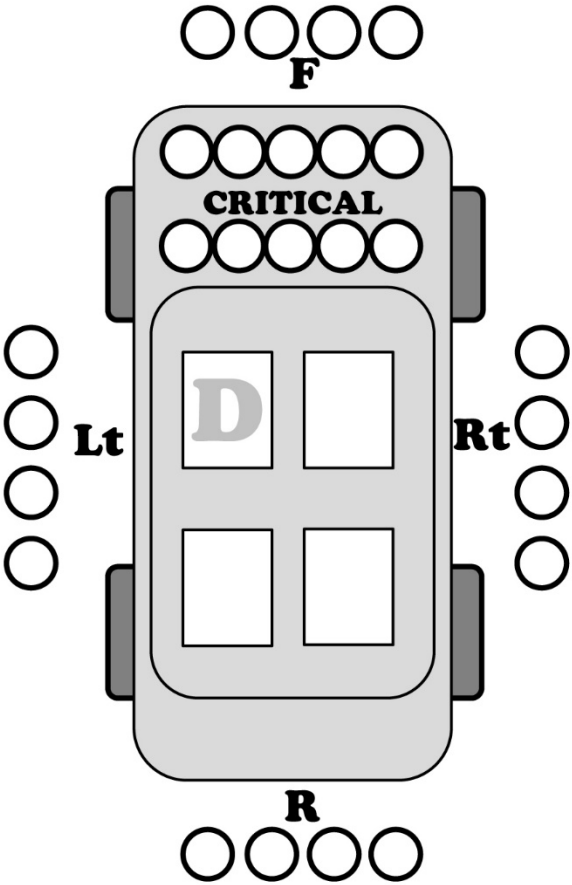


Special Actions	Description	Roll
Fake Out	Trick another driver to move as if avoiding colission	Personality vs Will
Switch Cars	Jump to another vehicle	Agi vs DC (Pace +8)
Bootlegger Reverse	Spin 180° & keep moving in reverse	Handling -6
Drive Backwards	-2 penalty to all Driving & Speed rolls	
PIT Maneuver	Force roll on Failed Handling table	Handling -4

Vehicle Record

Name:
Type:
Color:

Speed: **Speed Die:**
Handling:
Durability:



Weapons

F:

Lt:

Rt:

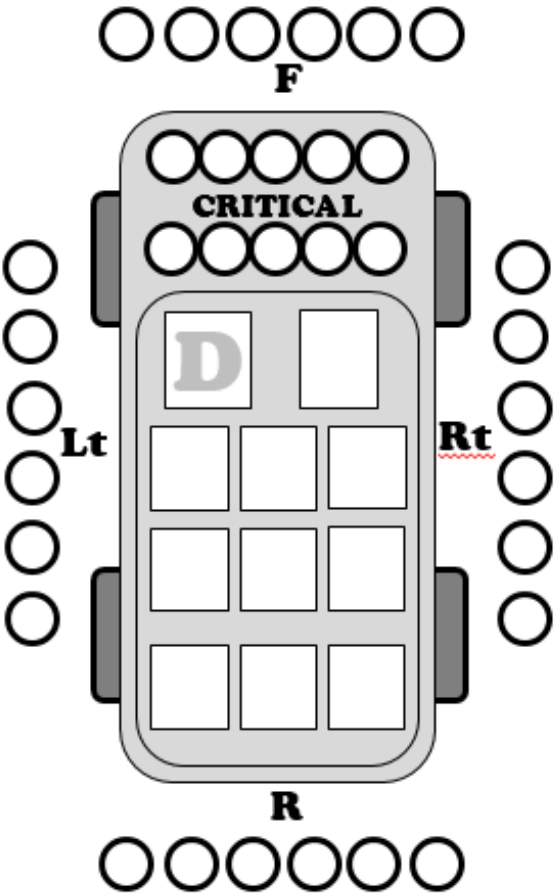
R:

Passengers

Vehicle Record

Name:
Type: *Van*
Color:

Speed: **Speed Die:**
Handling:
Durability:



Weapons

F:

Lt:

Rt:

R:

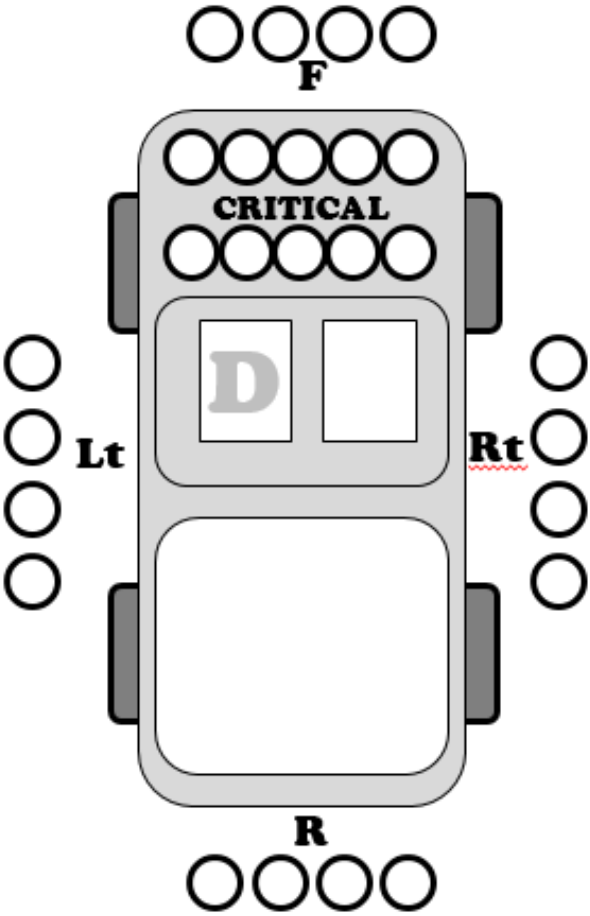
Top:

Passengers

Vehicle Record

Name:
Type: *Pickup*
Color:

Speed: **Speed Die:**
Handling:
Durability:



Weapons

F:

Lt:

Rt:

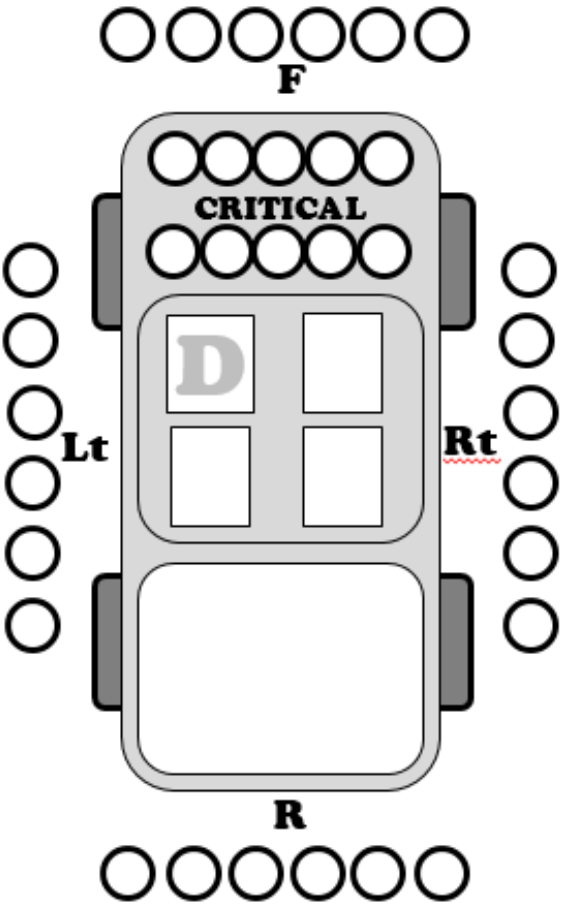
R:

Passengers

Vehicle Record

Name:
Type: *Monster Truck*
Color:

Speed: **Speed Die:**
Handling:
Durability:



Weapons

F:

Lt:

Rt:

R:

Top:

**Off Road*

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