MOTO CAUST™

RONIN ARTS

REED AND SHY

Credits and Contents

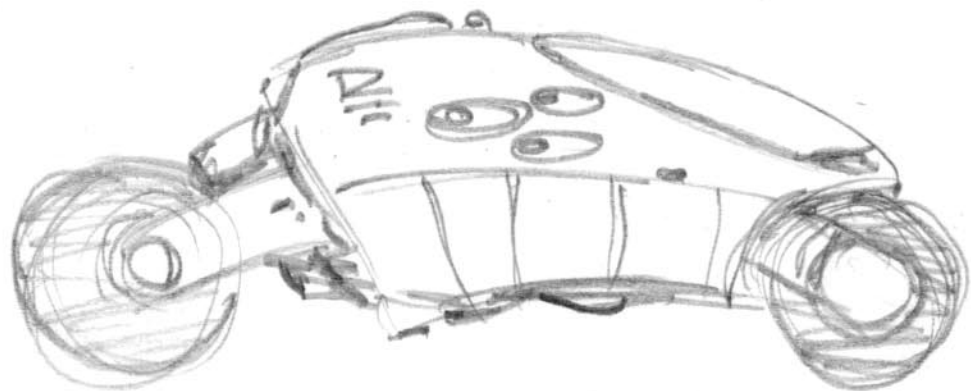## *MotoCaust* created by Philip Reed and Christopher Shy

*Written by **Philip Reed** • Illustrated by **Christopher Shy***
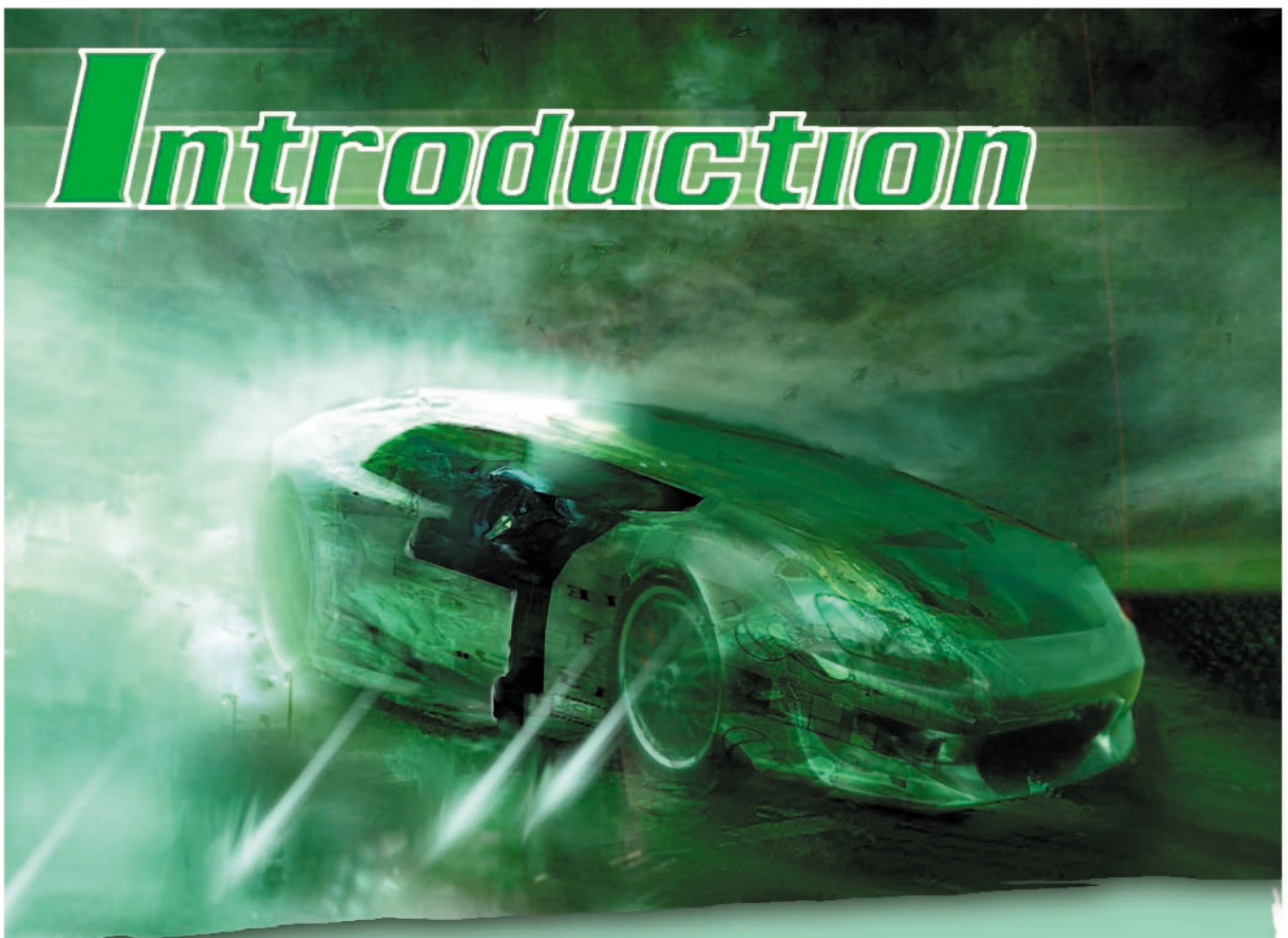*Editing and development by **Gene Seabolt***

*Playtesting and valuable feedback provided by **Oroszlany Balazs,
Michael Hammes, Jonathan Walton,** and **Stephen David Wark***

Introduction

The impact pulverized the world as we knew it. A planet killer of an asteroid – like bad Hollywood turned into bad times – struck the center of North America at 2:41 a.m. on a hot summer night. Within moments, the Earth had been shaken so violently, and so many had died, that it seemed like the end of our world. It was, in a way. It was the end of the world of our fathers.

Somehow, we endured. Struggling to rise up from the ruined crater our world had become, we tried to work together to save both humanity and our way of life. Unfortunately, the honest citizens quickly found themselves overcome by roving bands of criminals and … things far worse than merely lawless.

MotoCaust is a roleplaying game. Inspired by games and movies from our youth, and our fevered dreams of today, this roleplaying game strives to present the complete, basic game in as small of a package as possible. While future *MotoCaust* supplements will likely expand upon what you find here (especially in terms of the world and characters), don't think that anything that we create must be incorporated into your own game. Use what strikes you as cool, and toss the rest out. We promise not to cry.

Running the Red Line

by Philip Reed

The sun hung on the distant horizon looking like a single drop of blood that someone had lifted – ever so gently – and suspended above the blacktop. Parallel lines of black stretched before me, reaching to the setting sun and beyond. The light shimmered and warped as it touched the earth, the heat climbing from the road's surface in visible waves.

I glanced down from the blood-colored sun, my eyes adjusting quickly to the dim interior of the coupe. The dash lights had gone out a few weeks ago. There just hadn't been time to get the problem isolated and repaired. Likely, it was as simple as a fuse. Didn't matter – we didn't have any spare fuses to replace the bad one.

The speedometer, just barely visible in the darkened interior, showed 86 miles per. I nodded, more to myself than anything, and pushed down just a bit harder on the accelerator. The needle on the heat gauge responded to the additional pressure on the accelerator by nosing its way just a little into the red.

"Jack." The voice was Plug, our turret gunner. His shout brought my attention back to reality. "Jack," he bellowed again.

I roared back, "What?" It wasn't that we were pissed at each other. The V8, overcharged and overused, roared so loudly that the only way to be heard was to get even louder than it.

Another quick glance at the dash showed that the needle of the heat gauge was still climbing into dangerous territory. As I glanced back up, the car started shaking. The vibrations tore through my spine and shot up it to rattle my teeth.

I summed up my analysis of the situation with, "Fuck!"

I hit the brakes – hard – which sent the coupe skidding and bouncing down the uneven blacktop. A cloud of dust and debris lifted up behind us and blocked out everything in my rearview. The car continued shaking, an automotive seizure that ripped through every inch of its frame.

Plug shouted again from the turret, this time trying to be heard over the sound of his cannon firing. "Necros!"

The car shuddered, jerking on its shocks with each round that Plug fired from the 30mm Vigilante. The shells and cannon were designed for minimal recoil, putting as little stress on the weapon's mount as possible, but it had been a few months since we'd had the gun properly serviced. It wasn't exactly tip-top.

Not that the rest of our car was tip-top. Or us, for that matter.

"Move!" Archer screamed from the back seat. The sharp crack of his rifle every few seconds was a calm, relaxing sound, at least in comparison to the Vigilante's inhuman bass thrumming.

Pulling myself back together, I turned the key as I used one eye to stare into the dust cloud behind us. No matter how hard I stared, I couldn't see anything but an ominous swirl of dust, gravel, and road debris.
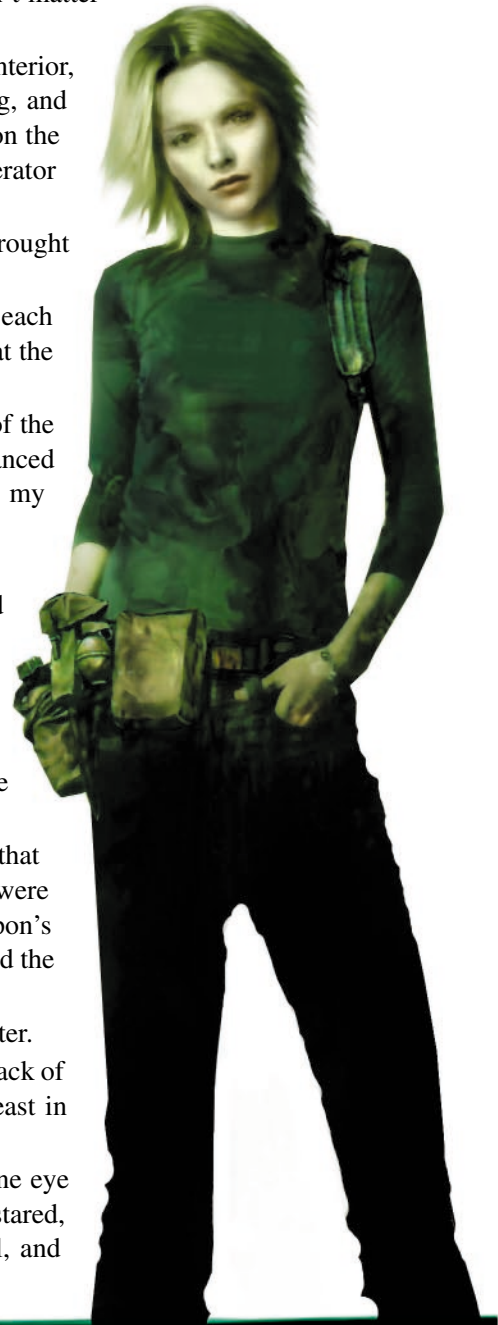
I turned the key again.

"Fucking move it, Jack!" Archer screamed. Somewhere above me, at the turret, I heard Plug jabbering something very similar as he continued launching a fortune in ordnance from the 30mm.

Taking a deep breath, I tried the key again. Nothing.

Archer and Plug were still screaming and firing, the sounds intermingling and forming a cacophony that reminded me of a concert that I'd attended a few weeks earlier. The only thing missing was stage effects. On cue, a burst of steam shot up in front of me, billowing from somewhere underneath the coupe's hood.

"It's dead!" I shouted, as I unstrapped the safety harness and threw the door open. I had my 9mm in my hand before my feet hit the ground.

"You're shittin' me," Archer said, his voice surprisingly calm and giving no hint that he'd just been screaming bloody murder. Almost too calmly, he turned back to the task at hand and fired his rifle, the crack of the weapon not quite so loud now that I was no longer confined to the interior of our dead coupe.

The cloud grew closer, and the outlines of at least 20 zombies on bikes grew within it. They were a couple of hundred feet away and closing quickly. I squeezed off a shot and cursed myself. *What did I stop for?* I thought as I fired again.

"We are righteously ass-out now!" Plug shouted as he fired again, ripping the head from one of the necros and forcing the creature's bike into a crash that – unfortunately – sent it sailing off the road without having any impact on the other zombies. They didn't stop, didn't even glance over at their fallen comrade. Not a lot of sympathy was spread around in zombie crews.

A flash of light raced up the seam between the coupe's hood and quarterpanel. It took me a second to decipher it: Flame. Fire. The engine wasn't done with its little rite of self-destruction.

Plug's right, I thought as I fired again, *we're ass-out.*

The World of MotoCaust

What follows is a brief introduction to some of the places, history, and daily life of the *MotoCaust* world. Gamemasters, or "motomasters," can use this information as a springboard for adventures or to base original locations and characters on. For ease of introduction, we're focusing on the area known as Texas. A campaign could take place anywhere in the former United States, keeping in mind that the meteor landed in Missouri and the physical devastation ripples out from there. (The social and economic damage reaches even farther.)

Motomasters and players need to keep in mind that *MotoCaust* is a game and, for that matter, one based more on cinematic adventure than reality. A lot of what follows is, we admit, completely ridiculous and pretty much impossible.

It's also possible to have some wicked fun with it.

How Did We Get This Way?

Ever since the meteor, the world has been in a steady state of rebuilding. The following is a brief overview of what has happened since the event. This information will help you to better understand the world of *MotoCaust.*

By the early 21st century, the world was a place filled with war, economic slump, and social decline. Across the world, people were fighting over religion, money, oil, power – the same things people had been fighting over for years. Nothing was changing, and the lines were being drawn, everything pointing toward what could very well be the feared World War III.

And then, in an instant, that world ended.

The asteroid devastated the globe, the impact site turning into a vast crater that quickly filled with Mississippi River water while the rest of the planet experienced cataclysmic weather, terrible earthquakes, and sudden volcanic eruptions. More than a few people thought that the end times – the biblical apocalypse – were coming to a pass.

But the world survived. Life survived. Man survived … even as unlife arrived to fight him for primacy.

The rebuilding of society was a difficult, tiring task. North America had suffered the worst of the damage, and within weeks the federal governments collapsed, leaving local governments, police forces, and militia to deal with the crisis. Millions upon millions died in the disaster, and over the following months millions more followed them. The rest of the world, once dependent upon and begrudging of the United States, refused to give the survivors of North America any assistance. They had their own massive rebuilding to face with meager resources.

For years, a state of lawlessness reigned across the world. Japan, England, and other coastal nations were particularly plunged into, first high water, then anarchy.

China, Russia, India, and Germany worked quickly to fill the gap left by the loss of Japanese and American industry. Though it took years, trade slowly returned, and over time China and Germany became the superpower nations of this changed world.

Today, those nations, and to a lesser extent India and Russia, manufacture most of the computer, electronic, and automotive goods that keep the world operating at levels of advance nearly equal to those before the event.

The U.S. is just starting to return, but not as a centralized government. Instead, state-sized governments are turning themselves into democratic, communist, and dictator states. Life, while not great, is slowly becoming pleasurable for many people.

Everyday Life in MotoCaust

Even though the world has ended, life goes on. After things settled down, people set to work rebuilding their lives and, as the years went on, things like television and radio kicked back on. Fast-food joints still pump out food, books keep selling, and life has an almost 20th century feel to it. If you don't think

"I made good time until I hit I-35 running through what's left of Austin. The ragged remains of the upper deck lurked over my right shoulder as I sped down the lower deck. Skateboard bandits were riding the wreckage, popping off shots at the traffic as they reached the crest of each jump.

"Most of the local fools around me slowed down when the rounds started flying, making themselves easier targets. Not me. I hit the gas and flipped the bird to the kids …"

about the changed landscape, lack of security, and "cowboy" mentality of most towns and outposts.

While not an exhaustive guide to living in the post-apocalyptic wasteland of *MotoCaust*, the following should give you enough information to get started with a fun, rewarding campaign.

Transportation

While most of the roads are seriously damaged, cars and trucks remain important forms of transportation across the world. Commercial air travel, while still available, is extremely expensive. A few rail lines are still functioning, and sea travel is as dominant as it was during the early 20th century.

Food

There isn't any soylent green or similar substance. Instead, people eat food much like the fare in the late 20th century. Fresh produce and meat can be expensive in some of the more isolated locations but, for the most part, food is affordable and available. Grocery stores and restaurants still exist. Delivery outside the walls of a secured outpost is rare and expensive.

Medical Technology

While no significant advances have taken place since the event, mankind has not lost any medical knowledge

Ground Double Zero

The wrung-out Runner leaned over and fixed me with a bloodshot eye. "Listen, man, you don't even know what wasteland is," he said. "I've seen it. I've seen Ground Double Zero."

"Get out," I said, letting the boredom creep into my voice. "No one living's come out of Missouri since the event."

"That's just the legend!" he snapped, pounding a palm on the table for emphasis. My own hand crept toward my pistol, but that seemed to be the end of his outburst. His hand rested where it had landed. It had a perpetual little tremor to it, nerves strung way past the breaking point.

"There's even people, living people, still trying to make a go of it there," he continued. "But the necros … They've got necros there that would scare the crap out of what we see down here. Then there's the hole …"

His voice drifted off. I made a scoffing sound but avoided meeting his eyes. When he mentioned the hole, some unimaginable horror had shone in his eyes. Whatever really spawned that fear, I wanted no share in it.
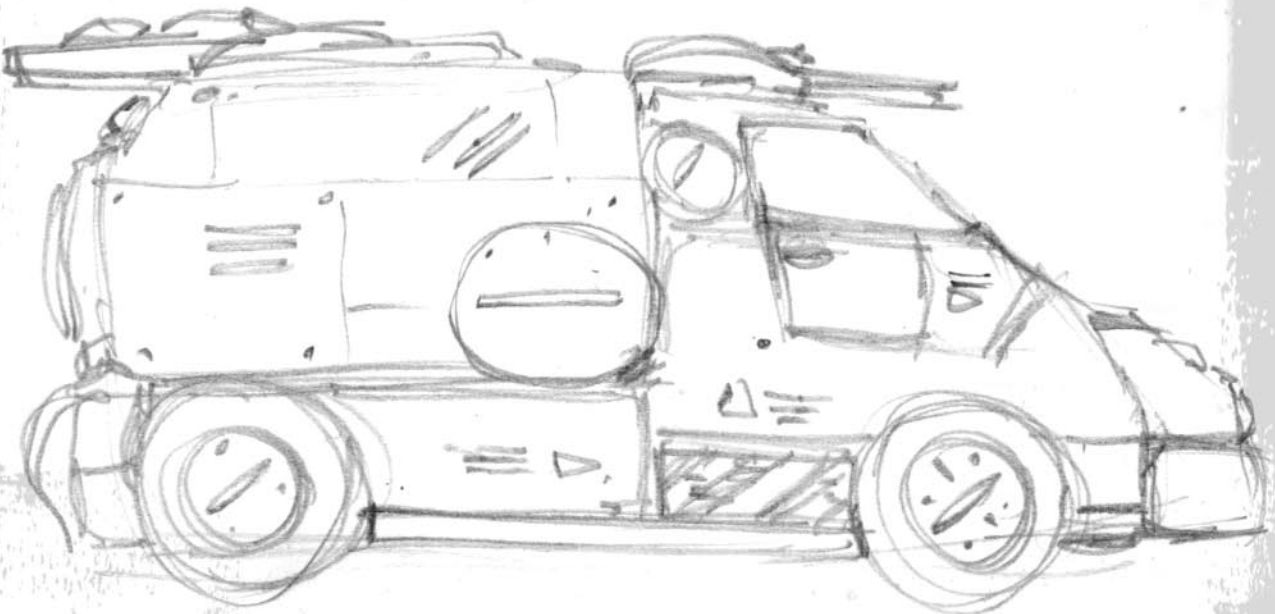
The asteroid that hit the Earth brought not only cataclysmic disasters and destruction of biblical proportions but, unlucky as we are, an alien spore that filled the air for weeks after the event. As the spore settled, it interacted with our world, forever twisting and transforming any decaying organic matter that it touched – especially the dead and dying. A few months after the event, just as people were starting to try to rebuild their lives, the zombies appeared.

during the years following the disaster. While not all towns and outposts have large, well-stocked medical facilities, they're usually ready and able to deal with all but the rarest and most deadly of diseases and accidents. Rare drugs can be hard to find, however.

Radio and Television

Both exist. Radio and television stations are either corporate-owned or run by the local community. (A few government-sponsored stations also exist.) Programs include many, many series from before the event and a mixture of new content. Broadcasts of high-profile runs attract a large number of viewers (and listeners). Music consists of both songs recorded before the event and hits from modern stars. Radios and televisions receive transmissions over the air or satellite systems – landline cable works in *very* few places.

Communications

Telephones are primarily cells, though some landlines still function in the larger cities and outposts. The internet still exists, though a shadow of its former self and accessible only through cell and satellite connections. Unfortunately, communications are significantly more expensive today than they were before the event. Nor are they as secure; eavesdropping gear is more available and effective than ever. It will crack anything short of military-grade security and scrambling. For that reason, highly sensitive messages are usually transported by a runner or cycle courier.

Education

Public schools still exist, as do many private schools. A college degree isn't as important as it was before the event and, in fact, a lot of students drop out and take jobs in garages or with private militias.
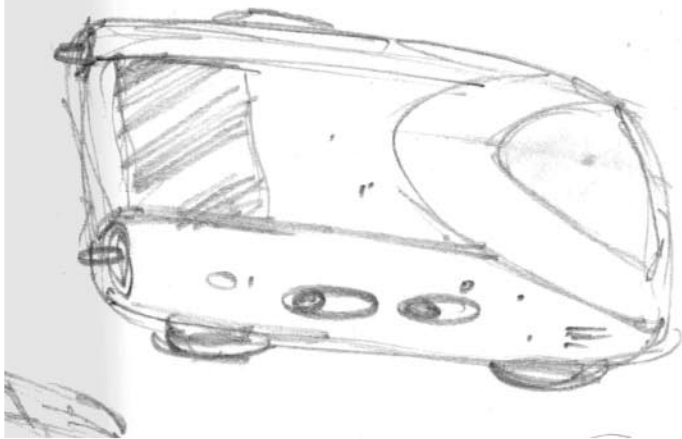
PARTS ARE HELL

"Now, this is truly out of date," Jumbo Jim said as he wrenched out a tangle of wires attached to some device. "Reliable, but way dated. Most of your modern stuff has a coil firing right at each cylinder, so as to squeeze out every last horse."

He mournfully shook the part he had extracted from under my hood. It looked like a robotic squid. "Back in the day, they fired every cylinder off this sort of central distributor. Works about as fine and chipwise it's less upkeep. However …"

I waited two beats. "However?" I prompted.

He looked sheepish. "However, we're gonna have to get knee-deep in zombies to raid some old junkyard and just maybe find a replacement. Parts are hell, even for the new rides."

"Parts are hell," I repeated to no one in particular. More zombies, I did not need.

TYPES OF CHARACTERS

Most people in the world of **MotoCaust** live grinding, day-to-day lives, but a few professions tend to get out and see the wider, wilder world. These are the same sorts of people that the player characters will tend to be. While every player should feel free to come up with any sort of character that he desires, the following archetypes can help those who don't have a strong concept in mind.

Favored and Penalized Skills

As described in Chapter 2, each character has a set of skills that the player picks for him. The following archetypes each have one favored and two penalized skills. The favored skill represents knowledge that *everybody* in that profession pretty much *has* to know, in order to be in that profession. The penalized skills represent knowledge that is hard (though not impossible) to pick up while following that trade.

Skill selection is described on p. 18. If the player chooses to play one of these six archetypes, he automatically adds 1 to his character's favored skill (and can purchase it up to skill

The Toll

The cop was armored up, like he planned on taking a stroll through downtown Dallas and kicking the shit out of anything that looked at him cross-eyed. He was carrying some sort of badass longarm that I couldn't ID, thick as a rocket launcher but heavier built. Some sort of flamethrower, maybe, something wicked for sure. A real old phrase came to mind: One riot, one ranger. I wondered if he'd recognize it.

He stepped up to the window. "The toll is five trade pieces, or equivalent value in goods," he said. "We might cut you a deal for working radio parts."

Oh hell, I thought, as I rummaged through my pack for something of value. If the booth monkeys are this tough I don't want to meet the real cops!

7, instead of the usual maximum of 6). On the other hand, should the player decide to take a penalized skill, the character must spend one extra point to purchase it (and can still place no more than six points in it, for a skill level of 5).

Body Guard

In a world as violent as this one, those with the wealth give themselves an extra edge by hiring personal protection. The *MotoCaust* setting offers a thriving trade in guns for hire.

The pay can be real good, and the lifestyle even better, but there's a steep downside: When the time comes, it's your job to put your body between the hostiles and your employer. Taking down the threat before he takes *you* down is real good, sure, but the job still gets done if you take a slug with the boss' name on it. There's a real good reason why the derogatory term for the profession is "bullet-catchers." Only the very best live to a ripe old age.

All Body Guards need to know how to handle personal firearms, so Modern Weapons is their preferred skill. They have to stay alert at all times while on duty, so they're rarely free to take part in maintenance chores. And when they do swing into action, good Body Guards usually take the direct, sledgehammer route to taking care of a problem. For these reasons, Repair and Theft are their penalized skills.

Cycle Courier

Given the frequent failures in the communications net, and the chances of somebody listening in to all but the most secure links, businesses and governments have come to rely upon couriers to handle their most sensitive data. Usually traveling fast and solo, these messengers know that all they can rely on is themselves, their bikes, and being gone before trouble even arrives.

Riding fast is no mean feat on the shattered roads and highways of *MotoCaust*, so any decent Cycle Courier knows how to expertly handle his wheels, making Driving their favored skill. Since they usually work alone, there's rarely any call to aid a partner, and they rely on speed rather than stealth, so First Aid and Stealth are the penalized skills.

Grease Monkey

Graybeard mechanics like to point out that people have always put their lives in the hands of their technician whenever they get behind the wheel. Only, nowadays, with bandits and necros around every corner, that fact's a lot more obvious than it used to be. Every serious road warrior in *MotoCaust* needs to at least know a good Grease Monkey, or preferably have one riding with his team. Whenever something crucial goes tits up in the middle of nowhere, the guy with the grease encrusted under his nails can be far more important to survival than the hottest wheel jockey.

Repair is the favored skill for Grease Monkeys, of course, while their life spent patching battered and tattered machines leaves them unlikely to have Social or Survival, which are their penalized skills.

Gun Bunny

Smart drivers drive. That's all they do. Hurtling along at 110 mph, the slightest twitch can spell the difference between life and death when the wreckage of some necro's cycle comes pinwheeling at you. No sane driver wants to get caught staring at a targeting monitor when that sort of shit's hitting the fan, so those who can carry dedicated gunners.

Being a Gun Bunny means it's your job to turn that necro cycle into high-velocity garbage. There's usually an opening on somebody's team for a crack gunner who can always hit that crucial shot – so Vehicular Weapons is the Gun Bunny's favored skill – but it might not be a bad idea to have a strong secondary skill, too. Even on these hostile roads, there's a lot of downtime between shootouts. In the meantime, Gun Bunnies tend to come to favor the biggest and latest hardware, so Primitive Weapons is a penalized skill. They also tend to acquire more than their share of personality quirks (mostly having to do with snarling at others), from the immense stress of being on the line every time the slugs start flying. Social is their other penalized skill.

Runner

No matter how good the Gun Bunnies, the saying goes, it still comes down to the guy behind the wheel. Or so the Runners like to say.

Any fair-sized settlement will have one or more corners where these modern-day knights like to hang out with their tricked-out cars as steeds. Some of them pay for their rides as racing professionals, others as duelists, still others as couriers carrying cargo that won't fit on a motorcycle. Some just take the first thing to come along, because gas isn't cheap.

Being a Runner isn't just about being good behind the wheel, though Driving is the favored skill. It's also a lot about style, both in your vehicle and your own conduct. The most profitable Runners aren't always the best drivers, but they're usually the coolest and sexiest of their peers. That said, as a profession they spend far too much time in a bucket seat, and don't stretch their legs often enough. Acrobatics and Unarmed Combat are their penalized skills.

Tuner

While Grease Monkeys trade out hunks of oily metal, somebody has to get into the electronic brains behind the machines and tweak their performance to its finest pitch. These technicians, with their computers and scan tools, are called Tuners. They write after-market programming that adds that little edge to a powertrain's acceleration curve and

find a way to piggyback high-rez bandwidth on the targeting-computer channel.

Like Grease Monkeys, they rely upon Repair as their favored skill. (The difference between the two archetypes has to do with how they spend their time, not what skill they spend it using.) Being the ancestors of computer geeks, they don't tend toward the physical or out of doors, so Acrobatics and Survival are their penalized skills.

Other Peoples

While not as suited for life as player characters, the following sorts of people will be encountered fairly frequently in the wilds of Texas after the meteor. They can make formidable allies or foes.

Cool-Es

The vast network of highways and roads linking Texas communities badly needs maintenance and repair – but life outside the towns and outposts tends to be brutal and short. Communities have resorted to using forced labor, called "construction cool-Es" or just "cool-Es," to work the pavement around their locale. Convicts often find themselves assigned to this dreaded labor, but some towns have gone so far as to enslave neighboring communities for the work.

Experienced road warriors know that bad roads mean trouble in two ways. Not only is the cracked pavement itself a hazard, but the local settlements that depend on it for their trade usually will be desperate to enslave more workers to fix it. Illinois towns, and the city of Chicago in particular, are infamous for enslaving visitors.

Soccer Moms

When the meteor struck, many feminists decided that men were the idiots who had built the nuclear tools that could have saved the world, but didn't notice the threat in time to use them. They grew radically more violent in their outlook, and decided that as long as a new world was being created, they would improve it by getting rid of the running sore that was the male sex.

The Soccer Moms established several small settlements, and many of them took to the roads in weapon-laden mini-vans. They sometimes raid other small communities, carrying off the younger girls and leaving no one else in their wake. Rumor has it that their raids also fund state-of-the-art gene-splicing research. Their goal is to be able to artificially mate female chromosomes and thus render the human male obsolete.

Despite their often barbaric raiding, most Soccer Moms seem to have taken on the careful grooming and manners of early 21st century suburbia, perhaps for reasons of irony.

Shakies

As if becoming a zombie weren't bad enough, it's not a simple or instant process. People who have been infected with the necro virus, but not yet fully turned, are known as "shakies."

Treatment can slow the process a bit, but a shaky usually will turn within five to seven weeks after being bitten. In the meantime, they suffer high fever followed by blisters and cracks in the skin that discharge pus and blood. Their eyesight grows weak, then they lose appetite and bodily functions completely. Dementia, coma, and death (such as it is) ultimately follow. The victim will resurrect or rekindle within an hour after death. By the terms of the treaty of New York, all patients passing into coma should be destroyed immediately.

Shakies can be found everywhere if you look hard enough. They seem to have filled the ecological niche given up by crack addicts (who no longer exist).

A few people have survived necro infection by *instantly* amputating the bitten extremity. It's not known how long it takes the virus to course through the bloodstream and infect the entire body, but it's likely measured in minutes if not seconds.

Momma's Girls

In the first days after the meteor, many women and boys sold the one thing that they possessed – their own ass – in order to survive. Over time, pimps and prostitution rings merged these freelancers. In this arena of unfettered capitalism, a bloody process of consolidation continued until only two major operations remained. After a particularly fierce street war, only Momma's Girls remained.

Often, the Momma's Girls houses are the most heavily fortified in a given settlement, and the chain upholds a *strict* rule against harming their employees. Legend has it that the operation employs hunter-assassins, and will spend years tracking down any runner or cowboy so stupid as to backhand one of Momma's own. The girls themselves unfailingly refuse to divulge any details of what goes on behind the doors of this prostitution monopoly, suggesting that discipline is just as strict inside as out.

No one has ever met Momma, or even can swear that she exists.

KawBoys

Taking to motorcycles the way that their distant ancestors took to horses, many men roam the western wastes living the life of KawBoys. Though a few of them find work tending beef cattle in remote regions, most simply find odd jobs in towns that they pass through sufficient to maintain their simple lifestyles.

KawBoys often wear dusters and prefer an outmoded six-shooter to more modern firearms. When they do have a few trading pieces to rub together, they often spend them at a Momma's Girls establishment. Given the boys' tendency to get out of hand, these houses have an unspoken policy of charging them more than the usual customer.

ZipTucks

The profession of doctor no longer is what it once was. Most medical professionals lack the hospital infrastructure, advanced equipment, and wide range of drugs that they once employed. The best of them roll up their sleeves and dedicate themselves to the life of a general practitioner, sometimes working under conditions not much better than those in the Old West.

The worst of them – and many travelers swear that the bad far outnumber the good – refuse to acknowledge that their former specialization has left them almost worthless as post-meteor medical men. Someone who once made a million dollars a year performing a single, intricate surgical procedure 10 times a day often has no idea what to do about a simple infection given only a few tools at hand.

The good ones get addressed as "doctor," with respect, by everyone in their community. The bad ones are despair-ingly referred to as "ziptucks," and are avoided when at all possible …

Zone Postals

A mail-delivery system has once again spread across North America, but it's a chaotic and freeform thing run more by competing clans than by any sort of bureaucracy. Collectively called the Zone Postals, these clans sometimes come to blows over the right to deliver in a given area. Wary residents of larger communities have to scramble out of the street as their armored vans come bumping and screeching along, a pack of gunners and axe-men clad in brown on one side banging away at a similar pack in blue on the other.

The largest three clans are Pappie's, the GroundHogs, and Federated Trust. While Federated Trust actually tries to act like a sane business, Pappie's has the best reputation for driving around or through *anything* to deliver the goods. For much the same reasons, they're not well regarded for the delivery of *fragile* parcels.

Diggers

Though land lines have been left to decay, the re-emerging cellular net has created a great demand for repair and installation of communications towers. "Diggers" are the crews that perform these jobs, often in dangerously isolated places. They usually display a *great* deal of skill at both telecommunications engineering and defending themselves.

Nothing much is known about these men and women. They don't spend much time in settlements unless there's a tower to be built, and they don't talk much on the rare occasion when they do come into contact with people outside their own crews. Rumor has it that – though cellular contracts can be obtained under a hundred different provider names – that one shadowy entity actually hides behind all the different fronts. This massive business, if it really exists, also trains and employs the diggers.

Diggers often prove to be life-savers to travelers who find trouble in the middle of nowhere. They always seem to know the local hazards and terrain intimately, and every one of them seems to be able to dress a wound in minutes. But, they won't socialize or hang around long.

No one really knows why they're called "diggers." Mostly, they erect steel-frame towers, and spend far more time climbing those than digging their foundations …

Places Then and Now

Some locales no longer are important in post-meteor Texas, while other places have become far more prominent than they used to be.

Dallas-Fort Worth

Even the craziest Runner turns white at the thought of trying to cross the Metroplex. Torn apart by riots and a particularly savage wave of necros, Dallas and Fort Worth have been reduced to a massive expanse of rubble. To date, only the Soccer Moms have shown the cajones to stake out settlements in the cities' shadow. They're also the only ones who seem to be able to make it through the ruins in one piece. This amounts to a massive shortcut for them, because most parties take extremely wide detours around the place even though all area highways run through it.

Houston

Though its government has broken into a crazy-quilt of iron-fisted corporate dictatorships, libertarian anarchies, and a few hard-pressed democracies, most inhabitants have not really noticed the difference. The region suffers substantially fewer necro invasions than most. It seems the heat and humidity accelerate necros' rate of decay. Even the most mindless zombies instinctively avoid the place.

Fort Hood Army Base

This military outpost, just north of the ruins of Austin, is home to a powerful, well-armed military division under the dictatorship of General Harold "Cannibal" Rogers. The outpost is well protected and surrounded by a low wall and barbed wire fences. Tanks, APCs, artillery, and other weapons are carefully guarded on this base as are the troops and their families. Rogers runs a tight ship and has a contract with the Texas government to provide escort to convoys and patrol the western and central portions of the state. New recruits are always welcome, as are traders. Runners are frowned upon, though the base will use them if there are no other options. Civilians are never allowed onto the base but, instead, allowed into a fortified building just outside the wall.

Refuge

A citadel built in the heart of old Goliad, this site saw some of the hairiest battles against the necros in years past. It still suffers more than its share of them in the region, but the hard-bitten residents have gotten used to horrors that would cause many men to wet their pants …

Scorpion Wall

This trading post north of El Paso is particularly infamous for its lawlessness, but it sits astride some important trade routes. Wheelers and dealers of all stripes can be found there, but even the sharpest operator needs to keep one hand on his wallet and the other on his pistol's grip.

Terrors of the Wasteland

Nightmares stalk the lands between outposts and cities, many of them belonging to the zombielike assortment of creatures known collectively as necros. Where these creatures stalk, they leave wasteland in their tracks, as they possess an insatiable appetite for still-living flesh. Technically, all necros are as dead as a four-card flush, and many of them display no more intelligence than roadkill. Others are inhumanly clever, and far more dangerous for it. The one fear that even the bravest living men hesitate to dwell upon is the prospect that, eventually, the sentient necros will organize and challenge the living for rule of the planet.

Each creature has statistics associated with it. *Strength*, *Intelligence*, and *Agility* are described in Chapter 2. *Combat* is basically the creature's Skill rating (p. 18) with whatever attack it uses. *Protection* is described on p. 42. *Hit Points* are explained on p. 16 and *Damage* on p. 42.

Corpsebound

These foul creatures are the merging of two or more human corpses into a single, terrifying beast. Mindless, corpsebound crawl about the wasteland eating small animals, insects, and any humans unfortunate enough to cross their path. Corpsebound will even feast on the rotting meat of other necros. They are cowardly, and only fight when cornered.

Some corpsebound are trained by motorheads and wasteoids. These are more aggressive beasts, and are used as guard dogs and, at times, in assaults on outposts.

Strength: 4   **Combat:** 3
Intelligence: 0   **Protection:** 3
Agility: 3   **Hit Points:** 8 per body
Damage: 1d6+Strength (claws), 1d4+Strength (bite)

Fleshbugs

A fleshbug is a spore-mutated giant insect, with or without wings. Fleshbugs come in a variety of shapes, sizes, and dispositions, and all are hungry for the flesh of the living. A fleshbug that does not consume living flesh once a week will soon starve.

These creatures will attack anything, even cars and trucks. Most fleshbugs possess a cruel bite. Some wield a poisonous stinger, but using the stinger inflicts as much damage on the fleshbug as it inflicts on the target. Many can tear through steel with their powerful mandibles.

Strength: 6   **Combat:** 4
Intelligence: 0   **Protection:** 4

Agility: 2   **Hit Points:** 25
Damage: 2d4+Strength (bite), 2d10+Strength (stinger)

Gargoyles

These bat-winged, once-human creatures spend their days sleeping within dark caves, abandoned buildings, or any other location where they'll be safe from daylight. At night, these creatures fly in search of living flesh and consider the blood of humans a special treat. Also known as vampires, gargoyles are aggressive and constantly hungry.

Gargoyles live in colonies of dozens and have a clear organizational structure. Gargoyles have no true intelligence, acting only on instinct. They have a mindless love for small electronic devices and hoard them in their lairs.

Strength: 4   **Combat:** 3
Intelligence: 0   **Protection:** 2
Agility: 3   **Hit Points:** 10
Damage: 1d4+Strength (bite), 1d6+Strength (claw)

Necroworms

A necroworm is a mutated beast usually 20 to 40 feet in length and covered in rotting, swiftly decaying flesh. The head looks like that of some creature from the deepest depths of the ocean. They attack with either their powerful bite (attempting to swallow prey whole) or by slamming their huge bodies against the victim. Necroworms can slumber for extended periods without food, but must eventually eat 500 lbs. of living flesh each month.

Necroworms live underground. Some tall tales describe necroworm cities deep beneath the earth, but few people believe in them.

Strength: 20   **Combat:** 3
Intelligence: 0   **Protection:** 12
Agility: 1   **Hit Points:** 75
Damage: 2d6x3+Strength (bite), 10d10x10+Strength (body slam)

Skinthirsts

These nocturnal, lizard-like necros are attracted to the smell of the living. They lurk just outside the larger human outposts, and often scrabble at the walls. Skinthirsts are always seen in groups of five to 10, and will instinctively en masse fling themselves at the open gates of a compound. If one gets inside, it immediately pounces on the nearest human.

Their hides are so durable that they can shrug off light firearms and most primitive weapons. Killing a skinthirst requires either explosives or a well-placed attack on a vital point – their eyes, mouth, and underside all have Protection 0.

Strength: 12   **Combat:** 3
Intelligence: 0   **Protection:** 8
Agility: 3   **Hit Points:** 15
Damage: 1d6+Strength (bite), 1d10+Strength (claw)

Hell s Servants

Undead humans, these zombies ride across the wastelands on souped-up, powerful motorcycles or in armor-plated cars. Hell's servants are the least intelligent of the sentient necros, and can always be found fighting with each other or human settlements. They eat whatever flesh – dead or living – that they can get their hands on. It's not uncommon for one of these monsters to tear the arm from a companion and begin feasting on the gray, putrid meat.

These necros fight with swords, axes, their fists, and whatever firearms they can scrounge. Not quite intelligent enough to reload a weapon, a Hell's Servant will use its gun as a club once the ammo is spent.

Hell's servants have limited language skills and can follow the simplest orders, such as "ride" and "kill."

Strength: 6   **Combat:** 5
Intelligence: 1   **Protection:** 6
Agility: 5   **Hit Points:** 12
Damage: by weapon

Motorheads

These intelligent necros feast on human flesh, but also guzzle petroleum products as if they were engines of destruction. Motorheads can be found leading packs of Hell's servants, wasteoids, or other motorheads. In the last case, however, the leader must always be prepared to defend his position – treachery and backstabbing are a way of unlife for the motorheads.

Rumors persist of motorheads that tire of their lives and seek to join human outposts. Such individuals, if they exist, would be fearsome allies in the war to reclaim the Earth and destroy the necros.

Strength: 9   **Combat:** 6
Intelligence: 6   **Protection:** 7
Agility: 6   **Hit Points:** 20
Damage: by weapon

Shadows

The soul of a ninja resides within the rotting bodies of these dark necros. Wrapped in blood-encrusted bandages and looking something like black, high-tech mummies, shadows are highly competent martial artists and experienced computer and electronics technicians. The typical shadow carries with him a small palmtop computer, binoculars, nightvision gear, a flak vest, throwing stars, and a firearm.

Shadows are loners, working for the highest bidder. They prefer to be paid in human flesh, and some corrupt human outposts have gone so far as to hire a shadow to perform a service for them. These deadly assassins are to be killed at the first opportunity – a second opportunity is not likely to present itself.

Strength: 8   **Combat:** 8
Intelligence: 8   **Protection:** 5
Agility: 9   **Hit Points:** 20
Damage: by weapon

Wasteoids

Addicts in life before their unlife, these drug-crazed necros are hooked on the nastiest substances that the post-apocalyptic world of *MotoCaust* has to offer. They are hell-bent on driving fast and consuming as much flesh as they can get their gnarled hands on.

Wasteoids follow orders if there's any reason for them to think that doing so will earn them a scrap of flesh or a needle. More intelligent than Hell's servants, wasteoids are crafty, cunning warriors skilled with both primitive and modern weapons. Many wasteoids trade away their ammo or weapons for drugs, but those armed with a pistol or rifle are usually good marksmen and not to be lightly ignored.

Strength: 5   **Combat:** 5
Intelligence: 5   **Protection:** 6
Agility: 6   **Hit Points:** 12
Damage: by weapon

Playing a Sentient Necro

Shadows and motorheads can be used as player characters if the motomaster allows it. There's something creepy but cool about playing a sentient zombie intent on saving humanity from evil. Far be it from us to suggest that the creepy thing stop you.

To create a sentient necro character, do the following.

Motorheads: Create characters as normal (see p. 16) but decrease starting skill points to 9. Motorheads get a +3 to Driving but suffer a -5 to all Social rolls. Their thick skin gives an innate Protection 1. (The statistic given with their writeup assumes Protection 6 armor is worn, as well.)

Shadows: Create characters as normal (see p. 16) but decrease starting skill points to 8. Shadows get +5 each to Stealth and Unarmed Combat, and begin play with a flak jacket, palmtop computer, nightvision gear, and canteen. They also have the usual starting funds (see p. 19).

Archer's not your usual scavenger. Sure, he's fucking brilliant at uncovering a spark plug when we need one, or finding a pack of batteries, but there's something … different about him. Maybe it's the way he eats corndogs, or the way he tilts his head to one side when he hears something or, just maybe, it's that manic gleam in his eyes when he finds an abandoned fuel tank half full of liquid go-gold.

Likely, it's just his years in the Army. He never talks about what he used to do, before the event, but he's got one tattoo that some of the guys swears marks him as Special Forces. All I know is that he's always got my back, and has saved my ass from being eaten by a shitload of necros.

That's makes him cool in my book.

Characters in *MotoCaust* are quick and easy to create. Just make a copy of the character sheet (see p. 48), grab a pencil and some dice, and follow the instructions in this chapter.

Creating Characters

CAMPAIGN INFORMATION

Mostly, this material already was discussed on pp. 4-15 as part of the setting information. Once you've picked a name and concept, it's time to move on to the actual game mechanics of the character.

ABILITY SCORES

Each character has three abilities. These are:

Strength: Muscular characters have high scores while puny characters have low scores. While your Strength score may influence decisions you make about your character's physical appearance, it's possible to play a small guy with a high score. ("He's real wiry, you know.") Or a character with a low score might *look* big and imposing. ("I, um, need to get out of the DragenWagen and walk more . . .")

Intelligence: This measures the ability to think quickly and clearly, and to devise plans and understand instructions. It incorporates things like "testable" IQ, creativity, and education. As with Strength, some high-Intelligence characters will be dropouts, while some college-educated sorts will have low Intelligence. There's a world of difference between book-learning and doing, especially in *this* world.

Agility: Hand-to-eye coordination, balance, and other abilities associated with physical dexterity and grace all fall under this ability. It's less easily measured in real-world terms than the other two statistics, but no less important.

Generating Ability Scores

On the character sheet, each ability includes 10 boxes after its name. To generate your character's ability scores, roll 1d6 three times, then assign one roll to each of the abilities by filling in the appropriate number of boxes. For instance, if you roll 5, 2, and 3, you might assign the character Strength 2, Intelligence 3, and Agility 5 by shading two, three, and five boxes respectively.

You then get 3 extra points to distribute among the abilities in any way that you desire. You could place 1 point in each ability, 2 in one ability and 1 in another, or all 3 in a single ability. Fill in the appropriate boxes.

Your character's ability scores are now determined.

HIT POINTS

All characters start with 20 hit points. As yours takes damage, you'll fill in boxes on your sheet. Once all of them are full, he's bit the big one. See p. 42 for the gory details.

What You Need to Play

Plug, the turret man on our tricked-out SUV, swung his piece to fire at the necroworm. The brute was dozens of feet long, snapping down its powerful jaws as it tried to grab the rear-end of our ride. It shrugged off the 20mm rounds.

"Great. Now we've woke up his bee-autch!" Plug snarled as the beast's mate exploded out of the ground to our right. Things were beginning to look grim.

To play the game, you need only these rules, copies of the character sheet (see p. 48) and car sheet (see the inside back cover), a collection of dice, a deck of cards, scratch paper, and a few players. Once you've scrounged up the components (players can usually be found near fast-food joints and game conventions) you're all set to dive into character creation.
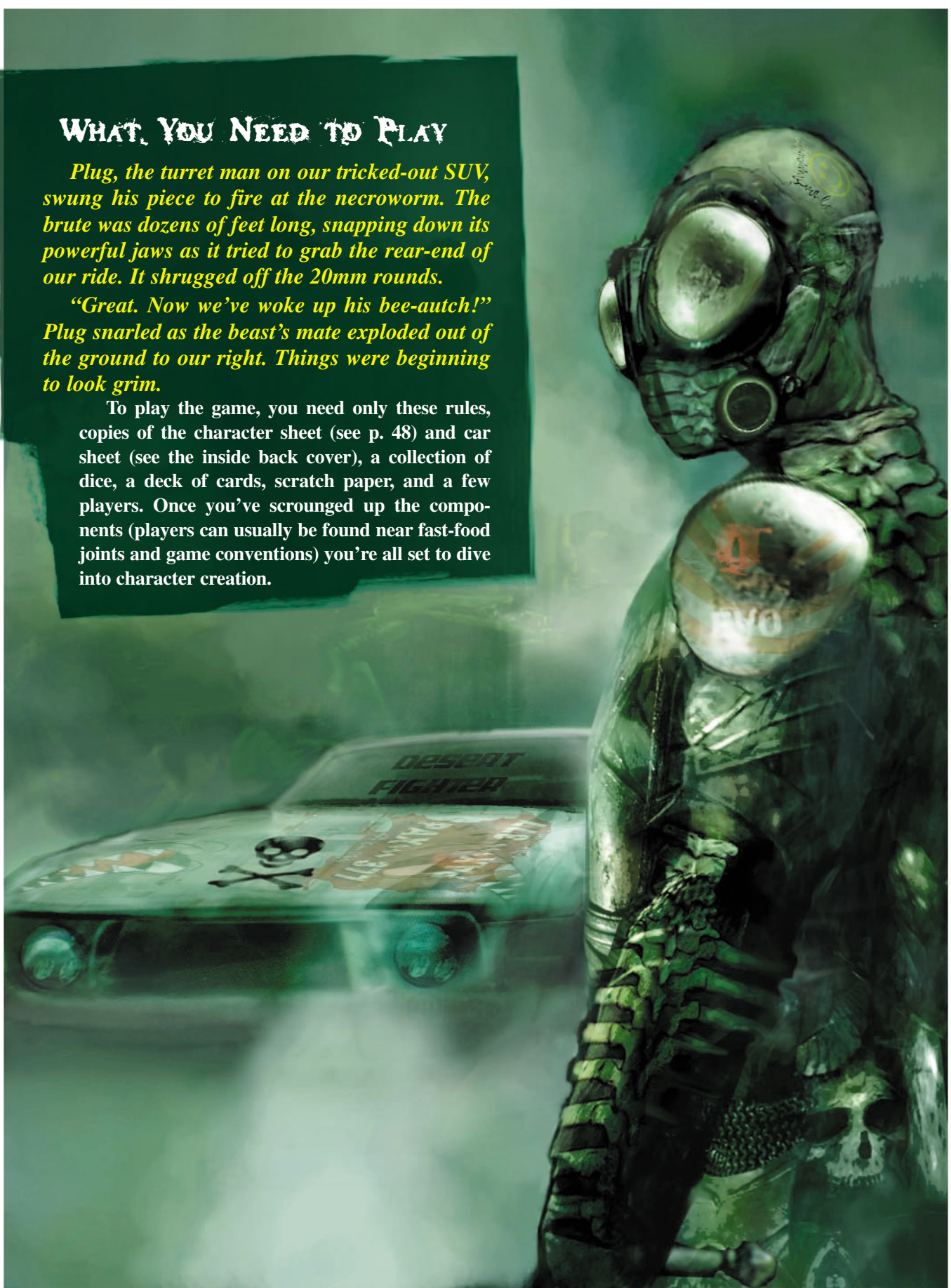
Skill Ratings

Though life is full of thousands of possible skills, only 12 matter in *MotoCaust.*

You begin the game with 20 skill points to divide among the 12 skills in any way that you wish, as long as you put no more than 6 points into any one skill (but see p. 8). The more points you have in a skill, the better you are at it. A single point would represent the greenest rookie, while 10 points (the most that you can have in a single skill after *lots* of experience) represents a stone-cold pro. Characters can still try to use skills in which they have not invested, but they do so at skill level 0. (And good luck with that.)

Fill in a number of boxes equal to the number of points that you place in each skill. See p. 38 for how to use skills in the game.

Skill Descriptions

Acrobatics: This covers climbing, jumping, running, flips, dodges, and whatever else that you associate with staying squirrelly and hard to hit in a highly cinematic setting.

Driving: This allows you to control anything that moves on the ground – including cars, motorcycles, and trucks.

First Aid: This emergency medical training allows you to *try* to heal injuries. The practitioner can attempt it on himself, but usually at some penalty for pain; -1 to skill for every 2 hits currently suffered would be about right. Taking measures such as biting a bullet or knocking down a little firewater might offset -1 or -2 in these penalties.

Modern Weapons: This is skill in modern weaponry, particularly firearms, but it also provides enough familiarity to fire military rockets and the like.

Primitive Weapons: This lets you wield swords, knives, bows – anything "old school." When ammo runs dry, however, old school is better than getting schooled.

Repair: This is the ability to fix *anything*. Engines, electronics, drywall, plumbing – all are covered here.
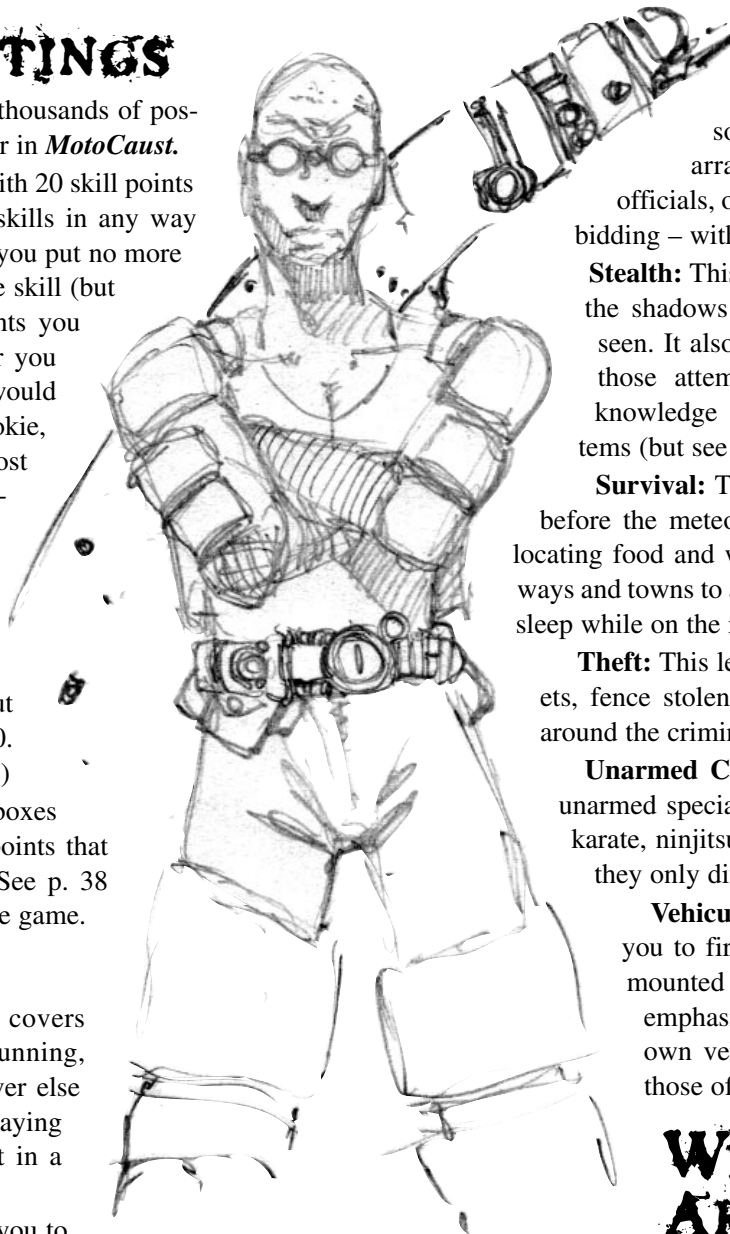
Social: This is the skill for schmoozing, networking, or selling something. You can use it to arrange trades, smooth-talk officials, or convince others to do your bidding – within reason.

Stealth: This allows you to move within the shadows and operate without being seen. It also covers the ability to *detect* those attempting to use Stealth, and knowledge of bypassing security systems (but see Theft to overcome locks).

Survival: This skill didn't matter much before the meteor – it does, now. It covers locating food and water, knowing which highways and towns to avoid, finding a safe place to sleep while on the road, and so forth.

Theft: This lets you pick locks and pockets, fence stolen goods, and find your way around the criminal underworld.

Unarmed Combat: This represents the unarmed specialty of the player's choice – karate, ninjitsu, pro wrestling, whatever – they only differ in special effects here.

Vehicular Weapons: This allows you to fire large weapons of the sort mounted on a vehicle, with particular emphasis on accounting for your own vehicle's wild maneuvers and those of the target.

Weapons, Armor, and Equipment

With ability scores and skills assigned, the character is finished – but his odds in facing this hostile world while buck-naked wouldn't be too good. You'll want to buy some stuff to improve his chances.

Starting Funds

In the post-apocalyptic world of *MotoCaust,* barter is the primary way in which you get what you want. Theft is probably a more common tactic for acquiring new goods, but we'll assume – for now – that the characters are honest. (Or they just haven't found someone weak enough to take down while wandering around in their birthday suits.)

A money economy is slowly returning, but the dollar is dead. Instead, Americans use the *trade piece* on the rare

occasions when it's called for. Coins fashioned of gold or silver, trade pieces most often come into play at larger outposts. In smaller communities, barter remains king, and trade pieces might not be accepted, or they might only be redeemed at a greatly inflated price.

A character begins play with 5d10x10 trade pieces worth of *personal* goods. This money doesn't have to be spent on a vehicle – that will be provided elsewhere – but its value can be used to purchase or barter for gas, ammunition, or vehicle upgrades after play begins. Given that equipment "spends" in a lot of the wild and woolly places where players' characters will travel, while trade pieces do not, the wise player will invest most of his character's trade pieces in goods, whether for personal use or future barter.

Weapons

To survive in the world of **MotoCaust**, you're going to need guns, lots of guns, and even heavier stuff at times when the zombie flesh gets thick on the ground. At other times – when ammo runs out and there's not a trader to be found for miles around – cold steel might spell the difference between life and death.

The following is a listing of just some of the weapons that are available. All of these are personal weapons; for vehicular weapons, see p. 30. They are also generic, cinematic pieces. Those gun bunnies that demand more realism and/or variety in their choice of firearms already have the appropriate books in their personal libraries; feel free to tinker with things to your taste.

Modern Weapons — Ranged

Weapon	Ammo	Damage	Cost
Anti-Tank Rocket	1	3d10x5	350tp
Pistol, 6-shooter	6	2d4+2	75tp
Pistol, Semi-auto	15	2d6	150tp
Rifle, Assault	30	4d6	300tp
Rifle, Hunting	10	4d8	175tp
Shotgun	5	4d10*	175tp
Shotgun, CAW	30	4d8*	400tp
Tripod MG	100	4d8	750tp

Primitive Weapons — Ranged

Weapon	Ammo	Damage	Cost
Bow	*	3d6	75tp
Crossbow	*	4d6	100tp

Primitive Weapons — Melee

Weapon	Ammo	Damage	Cost
Axe	–	3d6+Strength	50tp
Knife	–	1d4+Strength	25tp
Sword	–	3d6+Strength	60tp

* See weapon description for detailed information.

Anti-Tank Rocket: This disposable tube holds a single rocket. It's point and shoot. Anything within 20 feet of the rocket's target suffers half damage from the blast.

Axe: Covers anything from the wickedest engraved battleaxe to a plain tool for chopping wood.

Bow: Fires arrows, at 2tp each. A more powerful bow (add user Strength to damage), costs twice as much.

Crossbow: These fire quarrels, also 2tp each, but not interchangeable with arrows. They're fatter and shorter.

Knife: This is a large hunting knife. A "survival" knife – with compass, matches, and other small bits of equipment in the handle – is available for twice the cost.

Pistol, 6-shooter: This revolver, or "cowboy gun," uses ammo that costs 5tp per round. (Or 2tp to reload spent brass.) A quick-loader (25tp) allows reloading the entire cylinder in one turn (see p. 40). Otherwise, it takes two.

Pistol. Semi-auto: A modern pistol carries more ammo, can do more damage, and (in most eyes) looks cooler. Extra magazines cost 15tp each and ammo costs 6tp per round (or 3tp to reload). Of course, the semi-auto leaves spent brass and ejected magazines lying on the ground – and you might lack time to salvage them …

Rifle, Assault: These automatic rifles fire lots of bullets and are military-grade weapons. An assault rifle magazine costs 20tp and ammo costs 8tp per round.

Rifle, Hunting: A sporting arm used to take down big game. A clip costs 15tp and ammo costs 5tp each.

Shotgun: This fires a burst of pellets. The stated damage is for a target within 20 feet of the shooter. Subtract 1 die of damage (to a minimum of 1 die) for each additional 10 feet between weapon and target. Shells cost 6tp each.

Shotgun, CAW: This military shotgun fires semi-auto bursts or single shots. Not as damaging as a standard shotgun, the CAW does carry more ammo and has a faster rate of fire. A magazine costs 20tp and shells 6tp each.

Sword: While these come in all shapes and sizes, the provided stats can apply to all but the largest or smallest.

Tripod MG: A military surplus machinegun on a tripod mount, these weapons are valued by any outpost or organization. Ammo costs 10tp/round and must be fitted together with links (1tp/each) to form belts that are fed into the weapon. The listed ammo amount of 100 is for an average belt; they may be much shorter or longer.

Armor

Just about anyone venturing into the wastelands wears armor – that is, if they expect to come back *out*. The following list describes some common types seen in the world of **MotoCaust**. Of course, more can be created.

Armor	Protection	Cost
Flak Jacket	10	250tp
Helmet, Football	4	15tp
Helmet, Military	12	50tp
Leather Jacket	3	50tp

Flak Jacket: A military or police armored vest.

Helmet, Football: Better than nothing. Barely. Other "sports armor," such as football shoulder pads, gives similarly poor Protection at similarly low costs.

Helmet, Military: A modern Kevlar and resin model.

Leather Jacket: Bikers wear these for good reason – they minimize road burn in a skidding crash. And, well yea, they look cool, too.

We rode into Scorpion Wall at dawn, just moments after the rising sun chased the skinthirsts back to their homes. The guards on duty, six guys with rifles and tattered dusters, waved us in as soon as they recognized us. We were no strangers to the people of the Wall, and the outpost's residents knew we'd only show up when we had something big to trade, or needed to drop some tee-pees on a little R&R.

The outpost's gate, a sheet of rusted metal reinforced with wooden 8-by-8s, dropped into place behind us as we left the dangerous wasteland. It's not that Scorpion Wall is a safe community – hell, I've probably been in more fistfights inside its walls than out – it was just that we knew the danger of necros was pretty much eliminated once we were in the outpost. After a week on the road, that knowledge felt good.

Equipment

This is just a tiny sample of the equipment available. Anything that ever existed in the early 21st century is still out there somewhere. Motomasters should feel free to devise prices and rules for equipment not listed here.

Backpack: Perfect for carrying gear – including extra ammo, magazines, grenades, and a sack lunch.

Batteries: All shapes and sizes. Used to power individual items. Rechargeable batteries are available at 3x the cost; a charger costs 30tp.

Binoculars: A standard piece of equipment for any runner or warrior.

Camera, 35mm: This traditional camera requires no batteries and often comes with two lenses (one regular, one zoom). A roll of film costs 3tp and can take 24 photos.
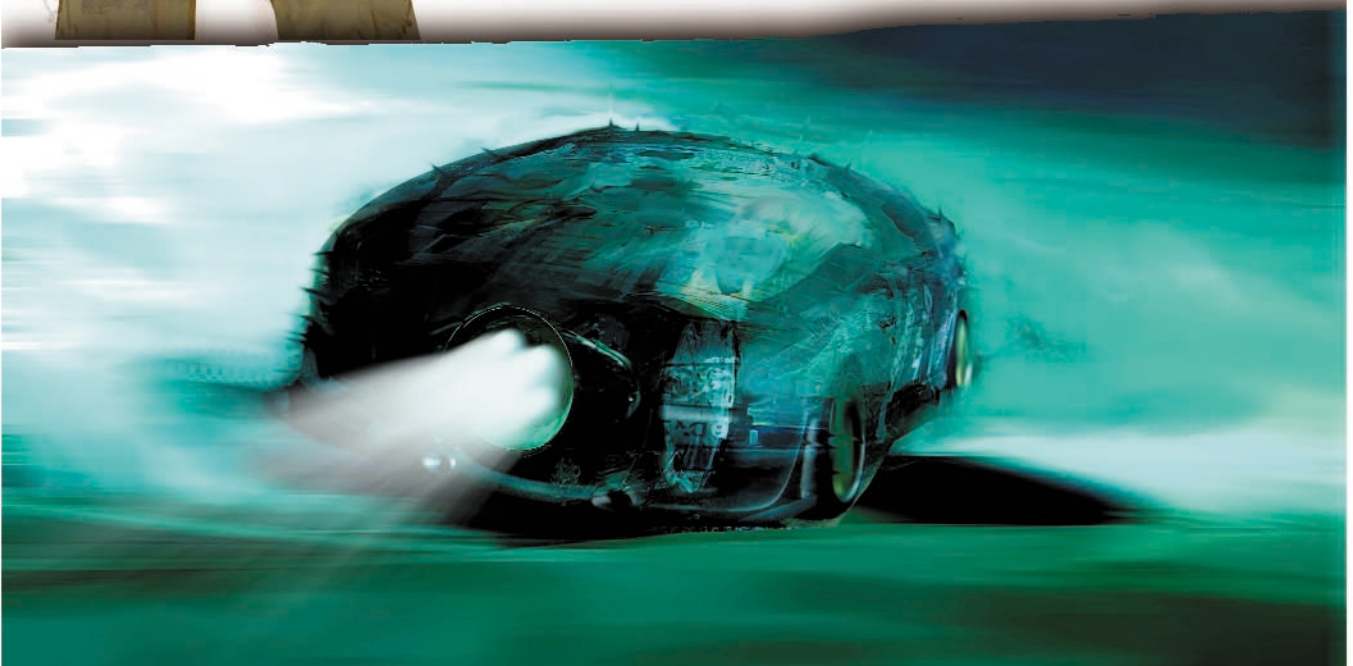
Camera, Digital: Requires 2 "AA" batteries. This camera plugs directly into a laptop or palmtop computer. A printer can be used to generate physical copies of the photos.

Canteen: This model carries a gallon of water (or other liquid). Insulated, the liquid inside is kept cool (or warm) for up to 12 hours.

Communications Headset: This headset plugs directly into a walkie (see below), or into the CB or cell system of a car.

Flashlight: Uses two "D" batteries. A flashlight like this illuminates out to about 30 feet and has a life of 18 hours with fresh batteries.

Fire Extinguisher: This small, one-handed personal fire extinguisher sprays only enough foam retardent to put out a small engine fire. Recharging the extinguisher after use requires special equipment and costs 10tp at just about any outpost or service station.

Folding Stock: Fits on pistols and related weapons. Reduces any range penalty (p. 41) to Modern Weapons skill by 2 when unfolded.

Gas Mask: Protects the wearer against chemical weapons, smoke inhalation, and the whipping sands of a dust storm. These masks are military surplus and cover the wearer's entire face. The filter in a gas mask should be replaced once a week (or the wearer might start asphyxiating from a clogged filter!). New filters cost 10tp.

IR Goggles: Allows wearer to see heat emissions, negating most penalties for night vision. (But not much use against zombies!) Runs for 20 hours on two "D" batteries.

Laptop Computer: This is an average system with CD, DVD, floppy drive, and cellular modem.

Laser Targeting Scope: This may be attached to any ranged hand weapon. It uses two "AAA" batteries and has a life of years. Using a scope gives the firer a +2 to Modern Weapons skill.

Medical Kit: Using this gives a +5 to First Aid skill. Usually includes some pain killers, bandages, antiseptic spray, and various other stuff depending on who put it together.

Night Vision Gear: These military-grade goggles allow the wearer to see clearly as long as there is *some* natural light (moonlight, for example).

Palmtop Computer: Less powerful than a laptop, but still quite useful because of its small size. Shadows (see p. 14) love the palmtop system because it is so light and handy. Includes a cellular modem.

Tool Kit: This heavy case includes many small hand tools and some power tools. A tool kit gives a +5 to all Repair rolls.

Walkie: As in walkie talkie. This handheld communicator usually has a range of about 10 miles, though that can depend on interference a good deal. Uses four "D" batteries for 40 hours of listening and/or four hours of transmitting.

Item	Cost
Backpack	25tp
Batteries	5tp each
Binoculars	75tp
Camera, 35mm	50tp
Camera, Digital	100tp
Canteen	
Communications Headset	100tp
Flashlight	15tp
Fire Extinguisher	50tp
Folding Stock	75tp
Gas Mask	150tp
IR Goggles	150tp
Laptop Computer	500tp
Laser Targeting Scope	200tp
Medical Kit	150tp
Night Vision Gear	200tp
Palmtop Computer	600tp
Tool Kit	350tp
Walkie	75tp

Putting It All Together

If you decided to go with one of the archetype character professions as described on p. 8, you may want to use the following character sheets to fill out your work. (These include handy reminders on favored and penalized skills, as well as some inspirational artwork.) Otherwise, you may prefer the generic (and more vertically shaped) character sheet on p. 48.

In either case, you'll probably need to fill in the last few details about your character. In particular, some people find it easier to work up the character first, then decide on physical description and personality. Others will have started with those sections already filled out before tackling abilities and skills.

The generic character sheet also provides a back page for listing equipment. There's not room to provide these for the archetype sheets, but equipment can simply be listed on the back of the photocopied character sheet. In either case, this is best done in pencil, because the actual goods are likely to change frequently, depending on the character's bartering and the ups and downs of his personal fortunes.

Bodyguard

Campaign Info

Name: _____

Appearance: _____
_____
_____

Personality: _____
_____
_____

Background/History: _____
_____
_____
_____
_____
_____
_____

Favored Skill: Modern Weapons
Penalized Skills: Repair,
Theft
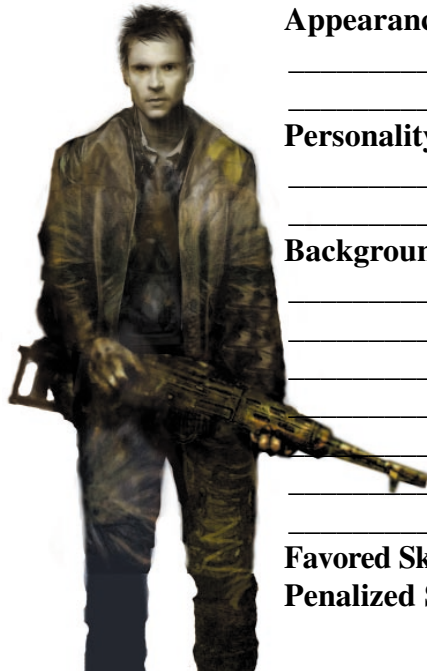
Ability Scores
Strength ☐☐☐☐☐☐☐☐☐
Intelligence ☐☐☐☐☐☐☐☐☐
Agility ☐☐☐☐☐☐☐☐☐

Hit Points
☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐

Skill Ratings
Acrobatics ☐☐☐☐☐☐☐☐☐
Driving ☐☐☐☐☐☐☐☐☐
First Aid ☐☐☐☐☐☐☐☐☐
Modern Weapons ☐☐☐☐☐☐☐☐☐
Primitive Weapons ☐☐☐☐☐☐☐☐☐
Repair ☐☐☐☐☐☐☐☐☐
Social ☐☐☐☐☐☐☐☐☐
Stealth ☐☐☐☐☐☐☐☐☐
Survival ☐☐☐☐☐☐☐☐☐
Theft ☐☐☐☐☐☐☐☐☐
Unarmed Combat ☐☐☐☐☐☐☐☐☐
Vehicular Weapons ☐☐☐☐☐☐☐☐☐

Cycle Courier

Campaign Info

Name: _____

Appearance: _____
_____
_____

Personality: _____
_____
_____

Background/History: _____
_____
_____
_____
_____
_____
_____

Favored Skill: Driving
Penalized Skills: First Aid,
Stealth

Ability Scores
Strength ☐☐☐☐☐☐☐☐☐
Intelligence ☐☐☐☐☐☐☐☐☐
Agility ☐☐☐☐☐☐☐☐☐

Hit Points
☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐

Skill Ratings
Acrobatics ☐☐☐☐☐☐☐☐☐
Driving ☐☐☐☐☐☐☐☐☐
First Aid ☐☐☐☐☐☐☐☐☐
Modern Weapons ☐☐☐☐☐☐☐☐☐
Primitive Weapons ☐☐☐☐☐☐☐☐☐
Repair ☐☐☐☐☐☐☐☐☐
Social ☐☐☐☐☐☐☐☐☐
Stealth ☐☐☐☐☐☐☐☐☐
Survival ☐☐☐☐☐☐☐☐☐
Theft ☐☐☐☐☐☐☐☐☐
Unarmed Combat ☐☐☐☐☐☐☐☐☐
Vehicular Weapons ☐☐☐☐☐☐☐☐☐

Grease Monkey

Campaign Info

Name: _____

Appearance: _____
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Personality: _____
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Background/History: _____
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_____
_____
_____

Favored Skill: Repair
Penalized Skills: Acrobatics, Survival

Ability Scores
Strength ☐☐☐☐☐☐☐☐☐☐
Intelligence ☐☐☐☐☐☐☐☐☐☐
Agility ☐☐☐☐☐☐☐☐

Hit Points
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐

Skill Ratings
Acrobatics ☐☐☐☐☐☐☐☐☐
Driving ☐☐☐☐☐☐☐☐☐
First Aid ☐☐☐☐☐☐☐☐☐
Modern Weapons ☐☐☐☐☐☐☐☐☐
Primitive Weapons ☐☐☐☐☐☐☐☐☐
Repair ☐☐☐☐☐☐☐☐☐
Social ☐☐☐☐☐☐☐☐☐
Stealth ☐☐☐☐☐☐☐☐☐
Survival ☐☐☐☐☐☐☐☐☐
Theft ☐☐☐☐☐☐☐☐☐
Unarmed Combat ☐☐☐☐☐☐☐☐☐
Vehicular Weapons ☐☐☐☐☐☐☐☐☐

Gun Bunny

Campaign Info

Name: _____

Appearance: _____
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Personality: _____
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Background/History: _____
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Favored Skill: Vehicular Weapons
Penalized Skills: Primitive Weapons, Social

Ability Scores
Strength ☐☐☐☐☐☐☐☐☐☐
Intelligence ☐☐☐☐☐☐☐☐☐☐
Agility ☐☐☐☐☐☐☐☐☐

Hit Points
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐

Skill Ratings
Acrobatics ☐☐☐☐☐☐☐☐☐
Driving ☐☐☐☐☐☐☐☐☐
First Aid ☐☐☐☐☐☐☐☐☐
Modern Weapons ☐☐☐☐☐☐☐☐☐
Primitive Weapons ☐☐☐☐☐☐☐☐☐
Repair ☐☐☐☐☐☐☐☐☐
Social ☐☐☐☐☐☐☐☐☐
Stealth ☐☐☐☐☐☐☐☐☐
Survival ☐☐☐☐☐☐☐☐☐
Theft ☐☐☐☐☐☐☐☐☐
Unarmed Combat ☐☐☐☐☐☐☐☐☐
Vehicular Weapons ☐☐☐☐☐☐☐☐☐

Runner

Campaign Info

Name: _____

Appearance: _____

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Personality: _____

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Background/History: _____

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Favored Skill: Driving

Penalized Skills: Acrobatics, Unarmed Combat

Ability Scores

Strength ☐☐☐☐☐☐☐☐☐

Intelligence ☐☐☐☐☐☐☐☐☐

Agility ☐☐☐☐☐☐☐☐☐

Hit Points

☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐

Skill Ratings

Acrobatics ☐☐☐☐☐☐☐☐☐

Driving ☐☐☐☐☐☐☐☐☐

First Aid ☐☐☐☐☐☐☐☐☐

Modern Weapons ☐☐☐☐☐☐☐☐☐

Primitive Weapons ☐☐☐☐☐☐☐☐☐

Repair ☐☐☐☐☐☐☐☐☐

Social ☐☐☐☐☐☐☐☐☐

Stealth ☐☐☐☐☐☐☐☐☐

Survival ☐☐☐☐☐☐☐☐☐

Theft ☐☐☐☐☐☐☐☐☐

Unarmed Combat ☐☐☐☐☐☐☐☐☐

Vehicular Weapons ☐☐☐☐☐☐☐☐☐

Tuner

Campaign Info

Name: _____

Appearance: _____

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Personality: _____

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Background/History: _____

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Favored Skill: Repair

Penalized Skills: Social, Survival

Ability Scores

Strength ☐☐☐☐☐☐☐☐☐

Intelligence ☐☐☐☐☐☐☐☐☐

Agility ☐☐☐☐☐☐☐☐☐

Hit Points

☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐

Skill Ratings

Acrobatics ☐☐☐☐☐☐☐☐☐

Driving ☐☐☐☐☐☐☐☐☐

First Aid ☐☐☐☐☐☐☐☐☐

Modern Weapons ☐☐☐☐☐☐☐☐☐

Primitive Weapons ☐☐☐☐☐☐☐☐☐

Repair ☐☐☐☐☐☐☐☐☐

Social ☐☐☐☐☐☐☐☐☐

Stealth ☐☐☐☐☐☐☐☐☐

Survival ☐☐☐☐☐☐☐☐☐

Theft ☐☐☐☐☐☐☐☐☐

Unarmed Combat ☐☐☐☐☐☐☐☐☐

Vehicular Weapons ☐☐☐☐☐☐☐☐☐

A burst of 30mm rounds tore into my passenger-side door as I pulled hard left, almost ripping the wheel from the column in trying to keep the rubber side down.

"Move it faster!"

I took a second to glance at Gail, in the passenger seat. Her face had twisted into a frozen, almost grotesque mask. She'd noticed how close those rounds had come.

Before I could respond, the 30mm fire lashed across our front tires and, as if in a dream, I felt us vaulting into the sky.

Creating Cars, Cycles, and Trucks

In **MotoCaust**, your character is no more important than his ride. The players create a single vehicle that is shared by the group. During the course of play, they will beg, borrow, steal or sometimes even purchase new vehicles. This chapter details how to build a vehicle from the ground up. Sample vehicles, for those too lazy to create their own and for motomasters to use for NPCs, can be found on p. 36.

To build a car, make a copy of the car record sheet (see the inside back cover) and follow the steps in this chapter, in order. You may spend up to 3,000tp per character in the party on your vehicle. Anything not spent is lost forever. (This represents that the vehicle isn't really "purchased" in most cases. It's an extra-large reward that the characters somehow earned in their adventuring prior to the start of play. One or more of the characters probably should include in their backstory exactly how the wheels came into their possession.)

Base Packages

The first step is to select the basic vehicle. This "base model" is fully functional with its own speed, maneuverability, and flash ratings. It also has space and weight capacity left over for customization.

Type: Quite simply, the sort of vehicle that is being purchased, from motorcycle to pickup truck.

Customization: The number of customization slots and amount of weight that can be added to the vehicle without decreasing the basic vehicle's performance.
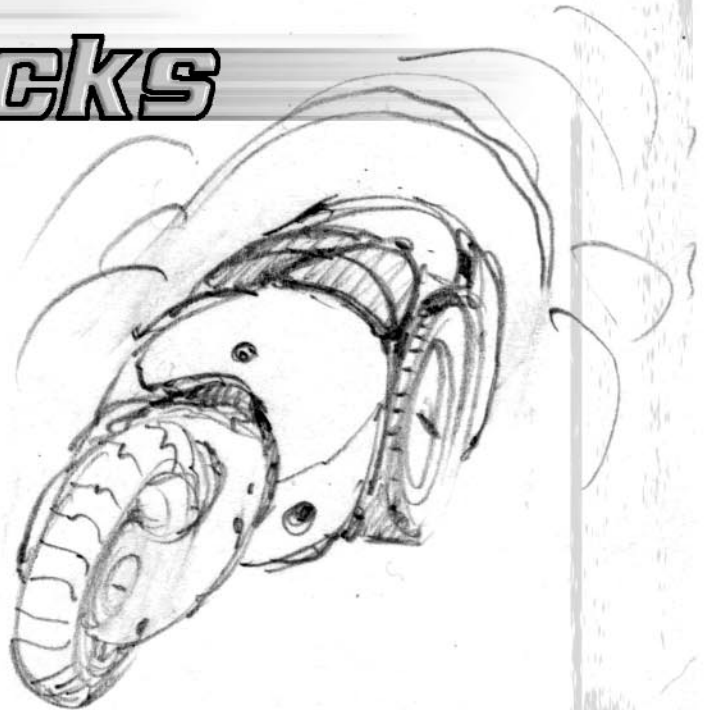
Speed: The maximum speed (in miles per hour) that the vehicle can reach before any modifications.

Maneuverability: The bonus that the vehicle's type grants to Driving rolls.

Body: The base damage the car can sustain, in hit points. Armor can be added to improve durability.

Flash: This measures how "showy" the base vehicle is. See p. 33 for more on flash.

Cost: The cost in trade pieces for the base vehicle.

Type	Custom	Speed	Man.	Body	Flash	Cost
Cycle	1/200 lbs.	80	+2	10	1	600tp
Compact	2/300 lbs.	60	+1	20	0	900tp
Sport	4/400 lbs.	80	+2	30	1	2,000tp
Coupe	6/500 lbs.	70	0	30	0	1,800tp
Pickup	10/900 lbs.	60	0	40	0	1,700tp

ENGINES

All of the above include a basic powertrain, with a stock engine, as represented by the listed speed for each type.

Of course, real runners never settle for the stock parts, and always either rip out the engine completely – dropping in a new one to replace it – or bolt on a lot of extras (see p. 31). The majority do both.

Assuming that you want to upgrade your engine to a high-performance model, select an engine modifier from the following list. *MotoCaust* doesn't concern itself with cubic displacement, number of cylinders, or any other details of real-world engines. All you need to know is what game effects that your upgrade package has.

All engines have 10 hit points (see p. 42).

Engine: Ranked from +1 to +4. (Assuming that no upgrade is purchased, the base engine would qualify as a +0 model.)

Customization Requirements: The number of slots and amount of weight that this engine requires. Subtract these numbers from the available customization slots and weight of your vehicle. If the result is a positive number in both areas you're fine; if the result is negative in either area see the box on p. 28.

Speed: Increase in top speed (in mph) that this engine gives you.

Flash: The flash bonus of the engine. See p. 33.

Cost: The engine's price, in trade pieces.

Bittersweet, an old sponsor operating out of Refuge, had called us in with promises of a simple job and big rewards. Archer shook his head and muttered something about Bittersweet's idea of a simple job and sex with a corpsebound, but in the end we decided to see what the deal was.

Bittersweet's office was in an old garage just off of the outpost's south wall. It was so close we could hear the sand whipping against the wall and the necros trying to claw their way inside.

"Here's the score," Bittersweet said, grinning as he leaned back.

"All you boys have to do is take this," he indicated a small metal case with his head, "and get it to Dour Raven at Mexi Station One . . ."

He paused only briefly, eyeing us.

" . . . in 12 hours."

Plug laughed. Flat out and no trouble, the Mexi could be made in 12. But trouble had the place locked up tight.

Customization

The basic vehicle (see p. 26) includes the vehicle's customization slots and weight. New items added to a vehicle subtract from this number and as long as you don't go below 0/0 you're fine.

Things go south in a hurry, however, whenever either value becomes a negative number. For every -1 slot or -100 lbs. (or fraction thereof), the vehicle's top speed is reduced by 5. If top speed falls to 0 or below, the vehicle cannot move. Try changing your design.

In addition, for every -2 slots or -200 lbs., the vehicle's maneuverability drops by 1. It is possible to have a negative maneuverability.

In *MotoCaust* speed *and* firepower are important. Trading a bit of one for the other might help your design hold up to the rigors of the road and the necros.

Deep Desert
protection suit

Engine	Customization Requirements	Speed	Flash	Cost
Engine +1	1/75 lbs.	+10	0	250tp
Engine +2	1/125 lbs.	+20	0	350tp
Engine +3	2/175 lbs.	+30	+1	500tp
Engine +4	3/225 lbs.	+40	+2	750tp

Gas and Fuel Tanks

Gas is expensive in *MotoCaust.* The average price of gas is 20tp/gallon and it can go as high as 50tp/gallon at some of the really remote outposts. Many fights have been started over a gas cache.
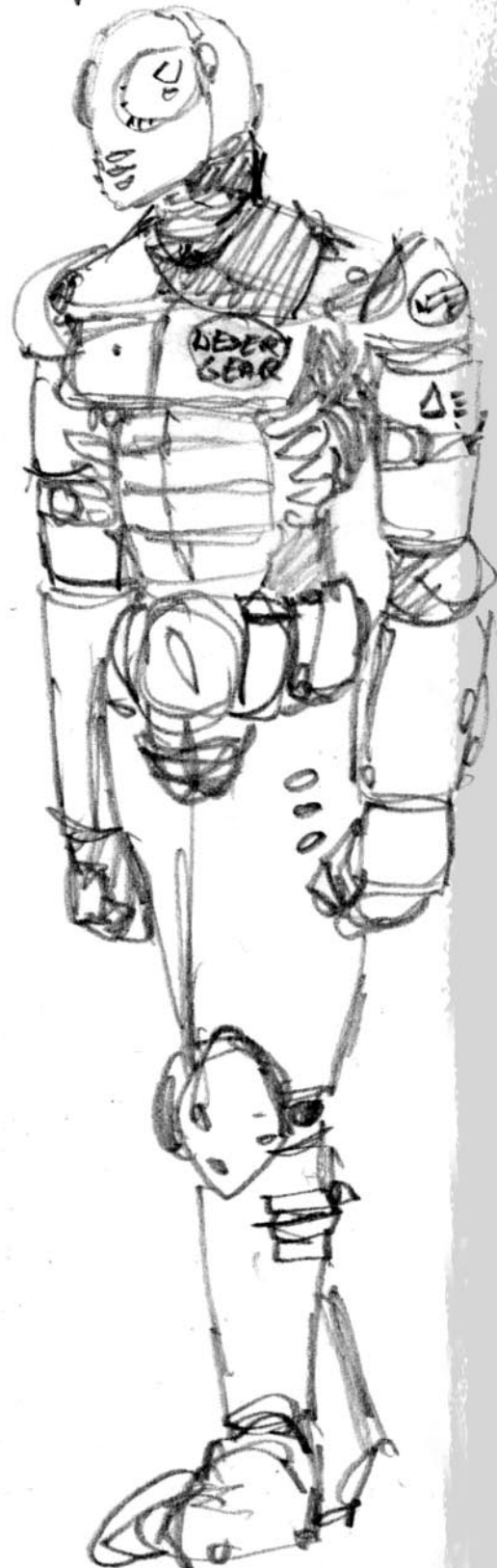
All base vehicle are assumed to have a 10-gallon tank. Increasing the size of a tank requires 25tp and customization 0/60 lbs. for each 10- gallon block added. The largest tank allowed is 50 gallons. Anything over 40 gallons total requires 1 slot in addition to the weight requirement.

Armor

The body rating of your vehicle (see p. 26) is the vehicle's hit points. You can increase the vehicle's hit points – and/or give it a protection rating – by adding armor.

Armor Increase	Hit Points	Protection	Weight	Flash	Cost
Light Ablative	+15	0	50 lbs.	0	200tp
Heavy Ablative	+25	0	75 lbs.	0	300tp
Molded Flash	+20	2	50 lbs.	+2	500tp
Streamlined	+20	2	100 lbs.	+1	600tp
Non-Ablative Plates	+30	4	200 lbs.	-1	1,000tp

You may add multiple units of armor, as long as they are all of the same type. Hit points and protection are increased by one-half (round up) for each extra armor unit added after the first. Flash is not increased beyond the base bonus.

Hit Points: The number of points added to the vehicle's basic value for its type.

Protection: The defense of the armor (see p. 42).

Weight: The customization weight the armor requires.

Flash: The flash modifier of the armor.

Cost: What the armor costs in trade points.

Armor Descriptions

Light Ablative: Ablative armor is fashioned of a lightweight metal and plastic composite. Light ablative uses the lightest, weakest materials in its construction.

Heavy Ablative: By adding in a touch of ceramic and using slightly denser metals and plastics, ablative armor can be made just a bit more durable.

Molded Flash: This armor is custom-constructed for each vehicle and, unlike ablative armor (and non-ablative plates), appearance and protection are very important. Molded flash wraps around the vehicle's contours and changes the body appearance to make it a sleeker, sexier car.

Streamlined: A vehicle with streamlined armor is chopped, or cut down to make it sleeker. A single customization slot is lost in this process. This much lower profile makes it both harder to hit and just a little faster (+10 mph to vehicle's speed).

Non-Ablative Plates: Heavy metal plates are bolted onto the vehicle's body. While this armor makes the vehicle extremely durable, it does seriously impair appearance.

TIRES

As with engines, every basic vehicle includes tires. Basic replacement tires have 10 hit points and cost 50tp apiece. They weigh 20 lbs. apiece for every vehicle except cycles, which use tires weighing 10 lbs. each. (The tire weight can be ignored for tires that are actually in use – the weight only comes into play when carrying spare tires as cargo.) If you want to upgrade your tires, select from the following options:

Armored: Each armored tire has 15 hit points and a Protection value of 1. When carried as cargo, they weigh 30 lbs. each, or 15 lbs. each for cycle tires. +100tp per armored tire.

Off-Road: These large, knobby tires are designed for travel across country. The penalty for driving off-road (usually -3) is reduced to -1 if the vehicle has off-road tires *on every wheel*. When carried as cargo, they weigh 30 lbs. each, or 15 lbs. each for cycle tires. +50tp per off-road tire.

Street Slicks: These are fat, smooth, sexy tires used by a lot of runners and street racers. They grant a +1 to maneuverability on dry pavement, but on wet pavement they inflict a -2. (True, glass-smooth racing slicks would give a dry +2 or inflict a disastrous -4 on wet roads.) When carried as cargo, street slicks weigh 25 lbs. each, or 13 lbs. each for cycle tires. +100tp per tire.

PLACING WEAPONS

So what, exactly, are "legal weapon mounts"? They're the locations in which a weapon may be placed in a vehicle, and they affect the direction of fire as follows:

Front: Weapons mounted on the front are assumed to be bolted onto the hood (subtract 1 from the vehicle's Flash and 100tp from the weapon's cost) or carefully installed inside the front of the car (to keep the vehicle looking as slick as possible). Front-mounted weapons may fire at anything in front of the vehicle or out to 45° in either direction. (The mounts include a limited system to traverse, or swing, the weapon).

Left: As front except on the left side. Left (and right, for that matter) weapons may not be bolted on and must be installed inside the vehicle.

Right: As left but applying to the right side.

Back: Like a front mounting, but on the back. Pickups cannot mount weapons on the back.

Turret: See p. 33.

Cycles can only mount front and back weapons; nothing can be

WEAPONS

Now we're getting to the good stuff.

You're going to want to come up with a good balance of weapons – without sacrificing too much speed and maneuverability – so that you can take down roving bands of necros, criminals, or others intent on robbing you of life or cargo.

When placing a weapon, you must decide where it is mounted in the vehicle. Legal weapon mounts are on any side or in a turret (see p. 33). Also see p. 28 for how the customization requirements described below limit how much firepower you can stack in your ride.

Weapon	Ammo	Damage	Customization Requirements	Cost
7.62mm MG	100	4d8	1/100 lbs.	850tp
20mm MG	100	2d10x4	2/150 lbs.	1,100tp
30mm Cannon	25	2d20x3	2/250 lbs.	1,500tp
Vigilante Cannon	50	2d20x3	3/350 lbs.	2,000tp
Single-shot RPG	1	3d10x5	0/50 lbs.	400tp
Multi-Fire RPG	10	3d10x5	2/200 lbs.	2,500tp
Hellfire Launcher	20	2d10x3	2/300 lbs.	3,500tp
Flamethrower	15	4d6x5	1/150 lbs.	650tp

7.62mm MG: This is a fairly standard weapon in the post-apocalyptic wasteland of *MotoCaust*. It uses the same ammo as the tripod MG (see p. 20). Ammo costs 10tp per round and each round must be attached together with links (1tp each) to form belts that are fed into the weapon. The listed ammo amount of 100 is for an average belt; a mounted 7.62mm machinegun can use a longer belt of ammo at a customization requirement of 0/25 lbs. for every 50 rounds over 100.

20mm MG: This heavy machinegun rips through armor and zombies at such an incredible rate that there are more than a handful of runners that swear by the weapon. Ammo costs 20tp per round and is linked together into belts. See 7.62mm MG, above, for info on belts.

30mm Cannon: This recoilless rifle fires single 30mm caseless rounds. The weapon's reloading and cooling gear makes up most of the weapon's customization requirements, and is sometimes scrapped (saving 1/75 lbs.) to create a self-loading, air-cooled weapon. It takes one round to manually reload a 30mm cannon, and if fired more than twice in three rounds, there is a 25% chance of the weapon overheating and breaking down. (A Repair roll at -5 to skill is required to fix an overheated weapon.) Ammo costs 30tp per round.
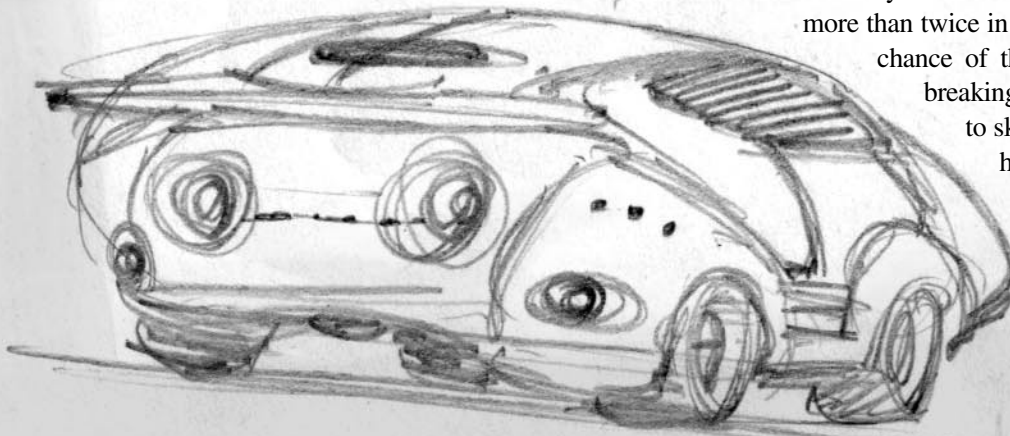
EXTRAS

Extras distinguish the vehicle. Your choice of extras not only reflects your own style, but also customizes the performance of your vehicle.

Engine Extras

All of these extras are designed to enhance the performance of your vehicle. A single vehicle can use almost all of these extras at once; see individual descriptions for more information.

Bolt On Headers: The exhaust headers are designed to increase the power of your engine. Add 5 mph to your vehicle's top speed.

Cold Air Intakes: These improved intakes increase your vehicle's horsepower and airflow. Add 5 mph to your vehicle's top speed.

Nitrous Oxide System: Each nitrous-oxide injector increases your vehicle's top speed by 30 mph, but for only five seconds. Multiple systems can be installed on a single engine (limit of 5), but each time a NO system is used, roll 1d6: if the result is equal to or under the number of systems installed on the vehicle – whether they're all being used at the time or not – the engine explodes, completely destroying it. See p. 47.

Performance Kit: This kit includes an ignition-system upgrade, improved fuel injection, and free-breathing cylinder heads and a better camshaft. The improvements increase your vehicle's speed by 20 mph. A performance kit may not be used with a supercharger.

Supercharger: A supercharger force-feeds air and fuel into your engine, increasing the power of the engine. Add 10 mph to your vehicle's top speed. Superchargers are only available for vehicles with the Engine +3 or Engine +4 modification.

Turbocharger: A turbocharger works like a supercharger, but only adds 5 mph to the top speed. They are available for any sort of engine.

Vigilante Cannon: This rapid-fire recoilless rifle fires 30mm slugs at a speed close to that of the 7.62mm machinegun. Ammo is interchangeable with the 30mm cannon though the *Vigilante* packages it in disposable clips for autofire.

Single-shot RPG: Like the anti-tank rocket (see p. 20), the single-shot RPG has a blast that extends out 20 feet – anyone (other than the primary target, of course) within that range of the detonation suffers half-damage.

Multi-Fire RPG: Unlike the single-shot RPG, the multi-fire RPG may fire between one and 10 rockets in a single shot. Rocket reloads cost 400tp each.

Hellfire Launcher: This multifire rocket launcher fires small, unguided rockets 10 at a time; the ammo load of 20 actually represents 200 small rockets. Each ammo load (one "shot" of 10 rockets) costs 25tp.

Flamethrower: The flamethrower spews high-temperature fuel over a wide area, engulfing anything within 50 feet in fire. See p. 47 for rules on fire.

Extras

Engine Extras	Customization Requirements	Cost
Bolt On Headers	0/20 lbs.	800tp
Cold Air Intakes	0/20 lbs.	600tp
Nitrous Oxide	0/30 lbs.	750tp
Performance Kit	1/100 lbs.	1,600tp
Supercharger	0/45 lbs.	1,250tp
Turbocharger	0/35 lbs.	1,300tp

Flash Extras	Customization Requirements	Cost
Chrome Wheels	0/0 lbs.	+100tp/tire
Custom Paint Job	0/0 lbs.	500tp/+1
Lightshow Kit	0/25 lbs.	300tp
Spikes and Blades	0/50 lbs.	150tp
Vehicle Decals	0/0 lbs.	150tp
Window Tinting	0/0 lbs.	300tp

Man. Extras	Customization Requirements	Cost
Handling Kit	1/100 lbs.	750tp
Off-Road Suspension	0/50 lbs.	500tp
Spoiler	0/75 lbs.	800tp

Defensive Extras	Customization Requirements	Cost
Armored Wheels	0/30 lbs.	250tp
Armored Windows	0/50 lbs.	400tp
Crash Seats	0/25 lbs./seat	200tp/seat
Roll Cage	1/150 lbs.	1,000tp

Offensive Extras	Customization Requirements	Cost
Turret	1/100 lbs.	800tp
Weapons Computer	0/10 lbs.	1,000tp

Flash Extras

These extras serve no purpose other than to add to the Flash rating of a vehicle. There's nothing stopping a runner from adding all of these extras to his vehicle – nothing but cash, that is.

Chrome Wheels: These stylish wheels add to the visual appeal of any vehicle. Chrome wheels give a +1 to Flash. Chrome spinners cost three times as much, but add +2.

Custom Paint Job: A really good paint job can go a long way toward making a vehicle look ultra-sexy. Every 500tp spent on your vehicle's custom paint job gives the vehicle +1 to flash, to a maximum of +4 for 2,000tp.

Lightshow Kit: This package includes underbody lighting, glowing gauges, wheel lights, and an assortment of other small lights that make the vehicle look awesome (Flash +2).

Spikes and Blades: These jagged, wicked-looking steel spikes and blades not only make your vehicle look frightening (Flash +2), they also inflict an additional 3d6 points of damage to any individuals – living or necro – struck by your vehicle.

Vehicle Decals: Available in a variety of designs and colors, these high-quality decals personalize a vehicle and can add a playful – or dangerous – look (Flash +1).

Window Tinting: Either black, colored, or mirrored, window tinting adds +1 to your vehicle's Flash.

Maneuvering Extras

These extras modify the handling, or maneuverability, of the vehicle. A single vehicle may, if the owner can afford it, use all of these extras.

Handling Kit: Improved brakes and suspension make this kit extremely useful. The vehicle's maneuverability is modified by +3.

Off-Road Suspension: This extra gives the vehicle a high-sprung appearance and it also offsets the
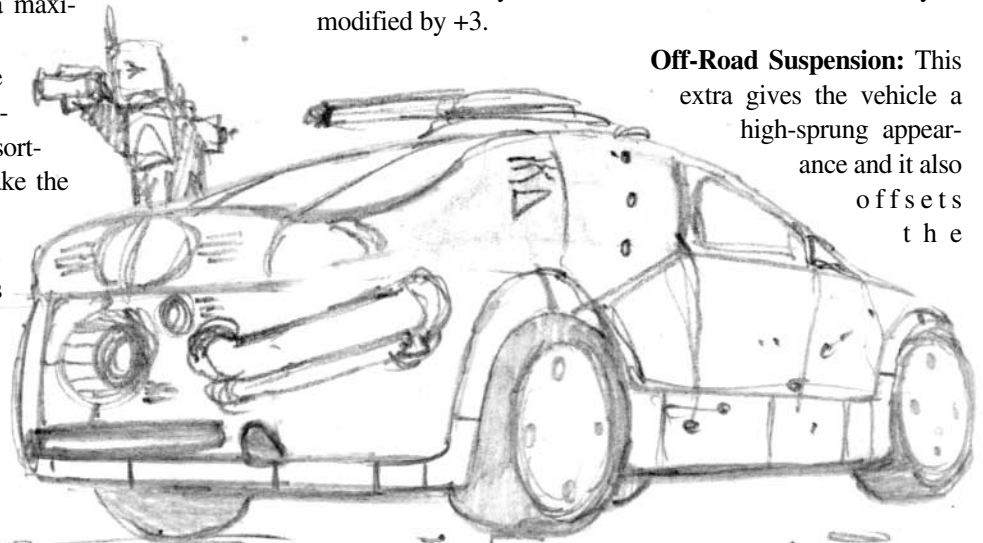
the penalty for driving off-road (usually -3) by 2. This beneficial modifier is cumulative with the modifier for off-road tires (see p. 29).

Spoiler: A large airfoil, this gives a vehicle +2 to maneuverability as well as +1 to Flash.

Defensive Extras

Designed to enhance the vehicle's survivability (especially that of the occupants), these extras protect against weapons and crashes. All of them may be used on one vehicle, subject to the owner's budget.

Armored Wheels: These metal coverings take damage before the tires half of the time (roll 1d6; on an even roll, apply damage to the armor first). They have 10 hit points each.

Armored Windows: Armored windows leave only narrow slits for the driver and passengers to see through. Targeting the interior of a vehicle with armored windows is not allowed.

Crash Seats: These carefully designed seats protect the occupants in a crash or roll. Damage from a crash (see p. 47) is reduced to one-half if the individual is properly belted into a crash seat.

Roll Cage: This extra bracing protects the vehicle and occupants in rolls and collisions; all damage suffered is reduced by 2 dice (see p. 47).

Offensive Extras

These extras make the vehicle more dangerous. Again, both of these extras may be used on a single vehicle.

Turret: A turret is a rotating weapon platform on top of a vehicle that may hold weapons with a combined weight of no greater than 300 lbs. They can fire in any direction except down. A turret includes a gun camera, and may be fired by the driver (at -2 to Vehicular Weapons skill) or by a designated gunner.

Flash

While a lot of survivalists and searchers will turn up their noses at the pretty cars that the runners drive, that style ensures the runners' success in the world. The Flash of your car has several game/world effects, a few of which are:

Higher Profile Jobs: A lot of sponsors only want to work with the guys with the coolest cars. When it comes time to hire a new runner, a sponsor looks first at the cars and then the drivers – the job goes to the guy with the flashiest car and, if tied, the driver with the higher Driving skill.

More Bets: Betting is an important way for runners and sponsors to make money. The flashier the car, the more bets will be placed on the driver.

Reputation: When someone knows what car you drive, you add one-half the vehicle's Flash to your Social skill.

Motomasters are encouraged to devise their own uses for Flash. The amount of use that Flash will see in a game depends upon the type of game that the motomaster and players enjoy.

A cycle may not mount a turret; all other vehicles may mount just one.

Scrapping the gun camera and weapon controls will cut the cost and customization requirements of a turret in half. Unfortunately, weapons in this sort of stripped-down turret may only be fired by a dedicated gunner who must stand in the vehicle – with head and upper body exposed to gunfire – and aim the weapons manually.

Weapons Computer: This upgrades the onboard systems with targeting software and a weapon-camera monitor that give a +2 to Vehicular Weapons skill. Each computer gives its bonus to just one seat; multiple gunners require multiple computers if all are going to enjoy the bonus. If he plans on firing any weapons, the driver may want one, too.

Calibration Codes, PROM Chips, and Tuning

"There is today more computer power in a Ford Taurus you drive to the supermarket than there was in Apollo 11 when Neil Armstrong took it all the way to the moon. Isn't that amazing?"

– President Bill Clinton, 1996
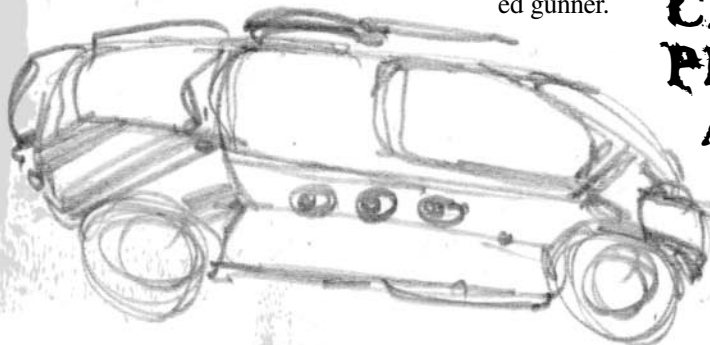
Code	Effect	Value
Alter Spark Timing	+5 mph	500tp
Reprogram Fuel Injector	+10 mph	800tp
Reset Idle Speed	Fuel range +5	350tp
Shift Points	+5 mph	500tp

Once an engine's codes are recalibrated, that change remains in effect until a diagnostic is run (which resets the system) or a static shock hits the system (also resetting the codes to their factory standards).

hundreds of codes available on the black market. Some codes are input through a proper series of brake, accelerator, and key commands (such as tap the brake pedal four times while the ignition is turned to on and the vehicle in neutral to reset the check-engine light). Others require interface with the vehicle's computer using a laptop or palmtop system (see p. 22) or a dedicated scan tool. See the box, above, for a small sample of calibration codes, their effects, and their trade value. This is the cost to have someone give you the code and reprogram your engine – the code cost alone is one-half of the listed value.

Recalibrating an engine, once you know the codes, requires a Repair roll at -2 to skill. A tuner may recalibrate a number of codes on one vehicle equal to one-half (round down) his Repair skill, and no more than that.

PROM Chips

Sometimes recalibrating the engine's base chip just won't give the desired effect. In such instances, the tuner resorts to purchasing a new PROM chip and installing it in the vehicle.

Being based on the commercially produced vehicles of the 1990s and early 2000s, the cars of *MotoCaust* are loaded with computers, electronic circuits, software, and other high-tech gear. Each engine is preprogrammed by the manufacturer. Some runners and tuners have taken it upon themselves to recalibrate these base settings and, at times, swap out chips for better, more expensive PROM (programmable read only memory) chips that improve performance.

Calibration Codes

Every chip in a factory engine is reprogrammable *if* the tuner has access to the proper calibration codes. Since these codes vary not only by engine size and manufacturer, but also by the desired calibration change, there are hundreds upon

PROM Chip	Effect	Cost
AHITW6a "Banshee"	+10 mph	1,000tp
GsEX55 "Camel"	Fuel range +10	1,400tp
RxRa-7 "RoadRunner"	+15 mph	1,250tp
TAG "Reaper"	+2 to Vehicular Weapons skill	1,250tp
WIT-76 "Oblivion"	+20 mph*	1,500tp

* After every 10 minutes at Oblivion-enabled speeds, roll 1d8. On a 1, the engine explodes.

Installing a new PROM chip requires a Repair roll at -4 to skill. A tuner may install a number of new PROM chips on one vehicle equal to one-half (round down) his Repair skill and no more than that.

Motomasters and players are encouraged to create their own PROM chips (and, for that matter, calibration codes). If you come up with something especially cool, send it to us at **philip@philipjreed.com.**

Fuel Range

Each engine – depending on size, extras, and the vehicle it's mounted in – has a different range per gallon of gas. To determine your vehicle's range per gallon of gas, subtract its top speed (after all extras) from the sum of 130 plus any modifiers for fuel range (such as PROM chip GsEX55). Multiply by 40 then divide by the vehicle's hit points (*after* adding armor). The result is the number of miles the vehicle can travel on a single gallon of gas.

If the number is negative, the engine drains too much fuel and the design is unusable. Reconfigure your vehicle to give it a positive fuel mileage.

Vehicle Design Walkthrough

Now that you've read over the design rules, let's go through and design a car step by step. Refer to the various sections as you read through this walkthrough so that you have a clear understanding of the design process.

This walkthrough assumes a party of three characters, giving them 9,000tp to create a ride.

1. Select Vehicle. These guys want a cool car, so they pick the sports body, leaving them with 7,000tp. It has a customization rating of 4/400 lbs.

2. Upgrade Engine. They want a fast, flashy car so they choose Engine +3, leaving them with 6,500tp and 2/275 lbs. for customization.

3. Gas Tank. While their basic car includes a

10-gallon gas tank, they know they're going to need a better range than that will provide. They add in another 10 gallons leaving them with 6,475tp and 2/215 lbs. for further customization.

4. Add Armor. In keeping with the street image they desire, they select molded flash armor. To increase survivability, they choose this option twice, giving them +30 hit points and a Protection of 3, as well as Flash +2. They now have 5,475tp and 2/115 lbs. to work with.

5. Select Tires. They choose street slicks and now have 5,075tp and 2/115 lbs. for customization.

6. Mount Weapons. Looking over the limited customization weight, the decision is made to add one 20mm MG – mounted in the front – leaving them with 3,975tp and 0/-35 lbs. This extra weight will reduce their speed by 5 mph, and they know that anything else that adds volume or weight will also reduce top speed.

7. Add Extras. Even though they're overweight, the decision is made to try and make up any speed loss through engine extras. They decide to add bolt on headers, cold air intakes, and a turbocharger for engine extras, leaving 1,275tp and putting the vehicle at 0/-110 lbs.

With their remaining funds, they add chrome wheels, a lightshow kit, vehicle decals, and window tinting.

Their final numbers are value 8,875tp, 0/-110 lbs., top speed 115 mph (125-10 for overweight), maneuverability +2, Flash 7, and a fuel range of 10/gallon.

Flip to the next two pages for a few sample vehicles.
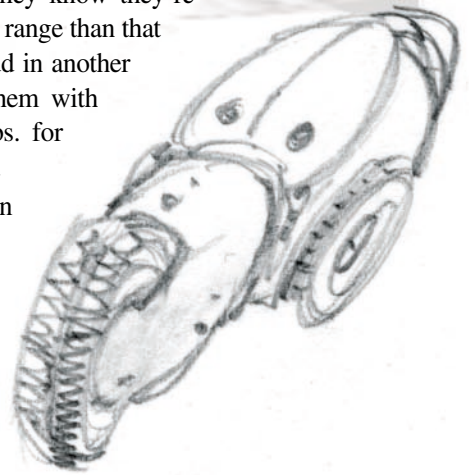
Vehicle Name   RIPPER

Basics

Vehicle: COUPE
Value: 10,075TP
Customization: 1/-135
Speed: 105
Maneuverability: 0
Flash: 6
Engine: +3
Gas Tank: 20 GALLON
Fuel Range: 24
Protection: 2

Weapons

Weapon: VIGILANTE CANNON
Location: FRONT
Ammo: 50
Damage: 2D20X3
Weapon: _____
Location: _____
Ammo: _____
Damage: _____
Weapon: _____
Location: _____
Ammo: _____
Damage: _____

Extras

CHROME SPINNERS
VEHICLE DECALS
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Hit Points

Armor Type: MOLDED FLASH

Engine ☐☐☐☐☐☐☐☐☐
Body ☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐

Armor ☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐

Tires

Type: STREET SLICKS

Front Left ☐☐☐☐☐☐☐☐☐

Front Right ☐☐☐☐☐☐☐☐☐

Back Left ☐☐☐☐☐☐☐☐☐

Back Right ☐☐☐☐☐☐☐☐☐

Customization Codes

RESET IDLE SPEED
SHIFT POINTS
_____
_____
_____
_____
_____

PROM Chips

REAPER
CAMEL
_____
_____
_____
_____

Notes

_____
_____
_____
_____

Vehicle Name SKELETON

Basics

Vehicle: PICKUP
Value: 10,825TP
Customization: 2/-135
Speed: 110
Maneuverability: 0
Flash: 4
Engine: +4
Gas Tank: 20 GALLON
Fuel Range: 14
Protection: 4

Weapons

Weapon: VIGILANTE CANNON
Location: FRONT
Ammo: 50
Damage: 2D20X3
Weapon: MULTI-FIRE RPG
Location: FRONT
Ammo: 10
Damage: 3D10X5
Weapon: _____
Location: _____
Ammo: _____
Damage: _____

Extras

WINDOW TINTING
CUSTOM PAINT JOB +2

Hit Points

Armor Type: NON-ABLATIVE PLATES

Engine ☐☐☐☐☐☐☐☐☐
Body ☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐
Armor ☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐

Tires

Type: ARMORED

Front Left ☐☐☐☐☐☐☐☐☐☐☐☐☐

Front Right ☐☐☐☐☐☐☐☐☐☐☐☐☐

Back Left ☐☐☐☐☐☐☐☐☐☐☐☐☐

Back Right ☐☐☐☐☐☐☐☐☐☐☐☐☐

Customization Codes

RESET IDLE SPEED
REPROGRAM FUEL INJECTOR

PROM Chips

Notes

As we cruised down the crumbling blacktop, constantly swerving to avoid the larger potholes and craters that dotted the road, our lights caught a pair of corpsebound. The conjoined zombies – gray flesh and white eyes and a tangle of arms and legs – looked up at our approach. They cried out in terror and inhuman pain.

"Nail the fuckers," Archer shouted from the rear of the truck as he swung his rifle into position and took aim.

The rest of us did likewise, as Bone swerved the truck in an attempt to run down the necros before they could escape.

Playing the Game

Now that you have your character and a vehicle, it's time to learn how to play the game. Ideally, this won't take long – **MotoCaust** has been designed to run simply and smoothly, with bare-bones mechanics that don't go into a great amount of detail. This does require the motomaster to fill in the details, so please remember that his word is law.

Basic Task Resolution

All actions in the game are accomplished by rolling 2d10, adding the dice together, and comparing the total to the appropriate Ability + Skill. If the number rolled is equal to or less than Ability + Skill, you've succeeded. If it's higher than Ability + Skill, you've failed.

The Skills, and the Ability with which they're usually paired, are:

Skill	Ability
Acrobatics	Agility
Driving	Agility
First Aid	Intelligence
Modern Weapons	Agility
Primitive Weapons	Strength
Repair	Intelligence
Social	Intelligence
Stealth	Agility
Survival	Intelligence
Theft	Agility
Unarmed Combat	Strength
Vehicular Weapons	Agility

Obviously, Agility and Intelligence are more important than Strength – until a fight turns to blades and fists …
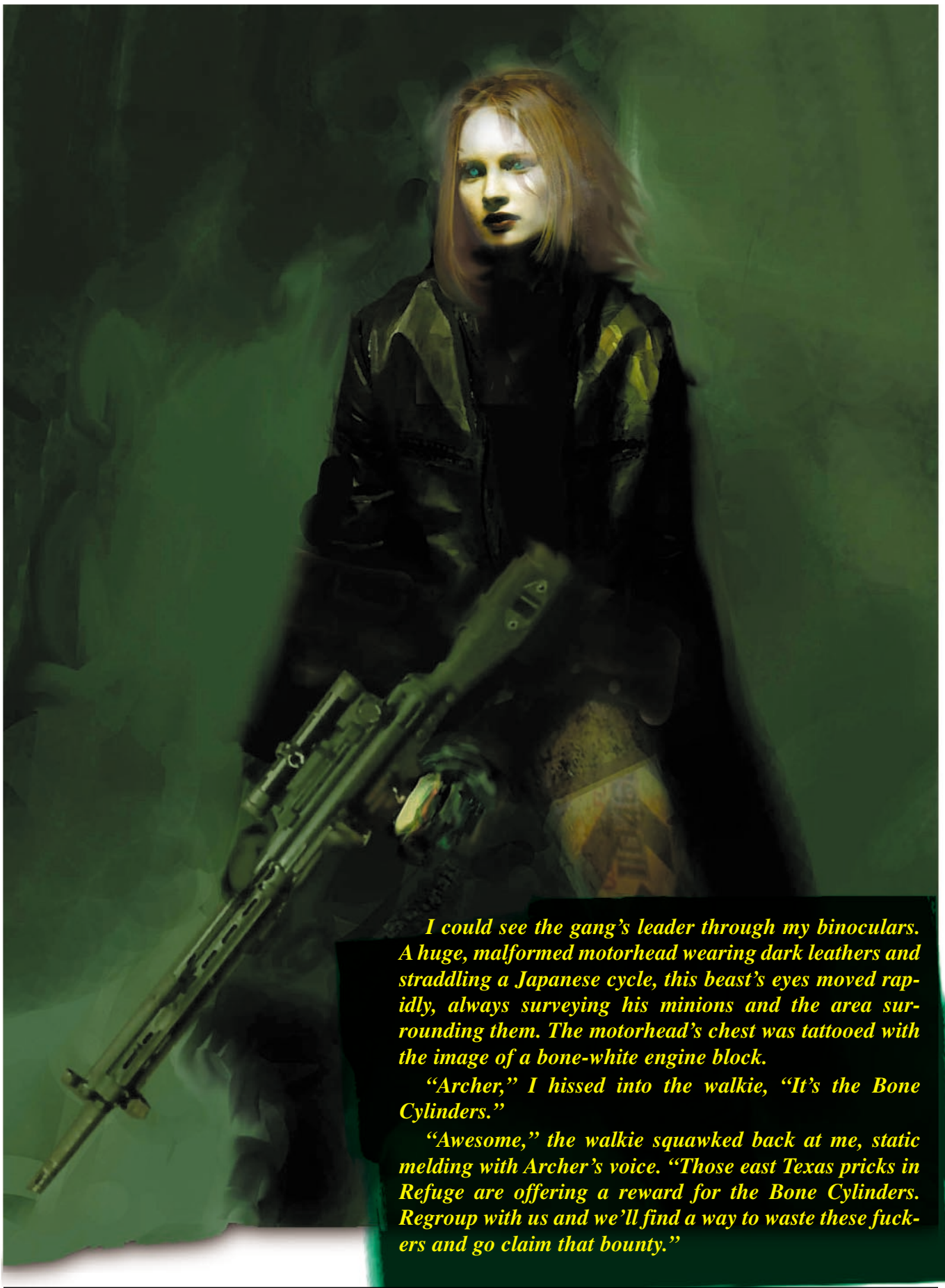
I could see the gang's leader through my binoculars. A huge, malformed motorhead wearing dark leathers and straddling a Japanese cycle, this beast's eyes moved rapidly, always surveying his minions and the area surrounding them. The motorhead's chest was tattooed with the image of a bone-white engine block.

"Archer," I hissed into the walkie, "It's the Bone Cylinders."

"Awesome," the walkie squawked back at me, static melding with Archer's voice. "Those east Texas pricks in Refuge are offering a reward for the Bone Cylinders. Regroup with us and we'll find a way to waste these fuckers and go claim that bounty."

Game Turns

When it becomes necessary – usually only during combat – *MotoCaust* is played in turns. A turn represents roughly 10 seconds, though the exact length depends on what the motomaster and players need at the time. It's safe to assume that, on average, six turns equal one minute.

In a single turn, if a character is on foot, he may do any one of the following:

Move: On an average 10-second turn, a character can move as much as (Strength + Agility)x20 feet. Anything over 50 feet during a 10-second turn equates to running.

Attack with a weapon: A single attack with one weapon is allowed on a single turn. See below for combat rules.

Reload a weapon: Reloading a weapon (if it requires reloading) takes one turn during which time the character can do nothing else.

Move and attack: It's perfectly legal for a character to move and attack with a weapon in one turn. The character's movement is reduced to 50 feet, or one-half normal, whichever is less. Or, if the character chooses to move at full speed, the attack is at a -5 penalty to skill.
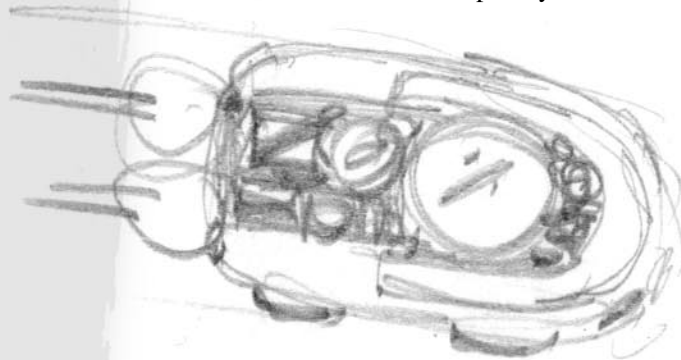
Do nothing: Though typically not a great choice, doing nothing most certainly is *a* choice …

The above choices are for a character on foot. If the character's in vehicular combat, he'll have a different set of options depending on if he's a driver or passenger (see p. 43).

Initiative

At the beginning of an encounter – not each turn – one of the players and the motomaster each rolls one d10 and adds the highest Agility score on that side (highest Agility score for the players and highest Agility score for the NPCs or creatures). The side with the highest total wins initiative and takes actions first on each turn.

If the rolls tie, then all action is assumed to be simultaneous in this encounter. The players go first, but any damage inflicted by either side is not applied until the end of each turn. This could lead to the rare case where a character and creature kill each other. That's cool.

Movement

During movement, characters can move in any direction they want and stop at any time. A character never has to move his full allowed distance in a turn.

Climbing

A character can climb a number of feet in one turn equal to his Agility plus Acrobatics score. He can attack with a one-handed weapon at a -5 penalty to skill, or -2 penalty if he climbs only one-half his allowed distance.

Jumping

A character can perform a running jump by running for one turn then jumping a number of feet equal to his Agility plus Acrobatics score on the next turn, *or* a standing jump in which he jumps one-half the running-jump distance. He cannot attack on a turn in which he jumps.

Combat

The second that someone draws a weapon, the game has entered combat mode. The roleplaying can continue, but everyone's attention is going to be focused on the weapon and the potential for violence.

It's important to stress that combat is not essential to enjoying *MotoCaust*. It's possible for players who prefer non-combat situations to play for countless sessions without once using these combat rules. (Of course, we wouldn't want to play with those players. We're always looking for an excuse to spill some blood.)

Attacking

The first step in combat is to attack the target. An attack requires an Ability + Skill roll (see p. 26) with the exact stat and skill depending on the nature of the attack. See p. 18 for the appropriate Skills for each weapon and p. 38 for which Ability couples with each Skill.

Unless the attack is by an automatic weapon, it represents just a single strike, using up only one round of ammunition (arrow, shotgun shell, etc.) where appropriate. Obviously, it's possible to fire more than one shot, or throw more than one punch, during the course of 10 seconds, but these rules assume that most of that time is spent ducking or weaving and generally just looking for an opening to place one good shot.

Autofire

Automatic weapons such as machine guns fire a burst of 10 rounds in a single attack. The first round hits normally, and for every 2 points by which the attack roll is under the Ability + Skill target, another round hits. All other shots fired in the burst are wasted.

Healing and Repairs

Once combat has ended, the survivors are going to be looking to heal themselves and repair any damaged equipment or vehicles. Healing and repairs are both fairly easy to accomplish in *MotoCaust,* requiring First Aid and Repair skill checks … and time.

Healing

Any character with at least 1 hit point remaining after combat is still alive and can be healed through use of the First Aid skill. A character can only use First Aid on himself if he has 10 or more hit points remaining – anyone with between 1-9 hit points may only be healed by another character, or by natural means.

A successful First Aid roll indicates that the character has healed 1 hit point for each full 30 minutes spent administering First Aid – anything less than 30 minutes has no effect. A failed roll also has no effect.

A character may only be healed up to 6 hit points in a single day through the use of First Aid.

For every full night of sleep, a character also regains 2 hit points.

A character may never be healed – or regain through sleep – more hit points then he started with; 20 hit points is the most a character may ever have.

Your attack roll can be modified by a number of variables. Some more common skill modifiers include:

Situation	Modifier
Target is at Point-Blank Range (29' or less)	0
Target is at Close range (30'-99')	-1
Target is at Medium range (100'-299')	-2
Target is at Long range (300'-899')	-3
Target is at Extreme range (900'+)	-5
Target is Moving	-1 per 150'/10 mph*
Target is Behind Cover	-1 to -5
It's Raining or Snowing	-1 to -5
It's Foggy	-2 or -3
Attacker is On Fire	-3
Target is Unaware of the Attacker	+3

* Round up; i.e., a target moving 151' a turn is -2 to hit.

Of course, hand weapons cannot attack anything except adjacent targets. Pistols, shotguns, bows, and crossbows *double* the skill penalty for attacking beyond medium range. Rifles double the penalty for extreme range. Vehicular weapons use the listed penalty at all ranges.

Your attack roll also will be modified if the target is any bigger or smaller than an average adult human:

Size	Modifier
Shot to the Eye!	-6
Skinthirst Mouth, Human Hand	-5
Cycle Tire, Human Head	-4
Car or Pickup Tire, Passenger in Car	-3
Cycle Engine, Half-Exposed Gunner	-2
Car or Pickup Engine	-1
Pedestrian, Cycle Rider	0
Cycle, Pony, small Corpsebound	+1
Compact, Horse, Outhouse	+2
Sports Car or Coupe, huge Corpsebound	+3
Pickup Truck, small Travel Trailer	+4
Semi Tractor, small Necroworm	+5

Add +1 to hit for each doubling of size thereafter.

These modifiers stack with those in the previous table. Shooting a human-sized necro at long range is -6 to skill; shooting him in the head is -10. Best to get closer …
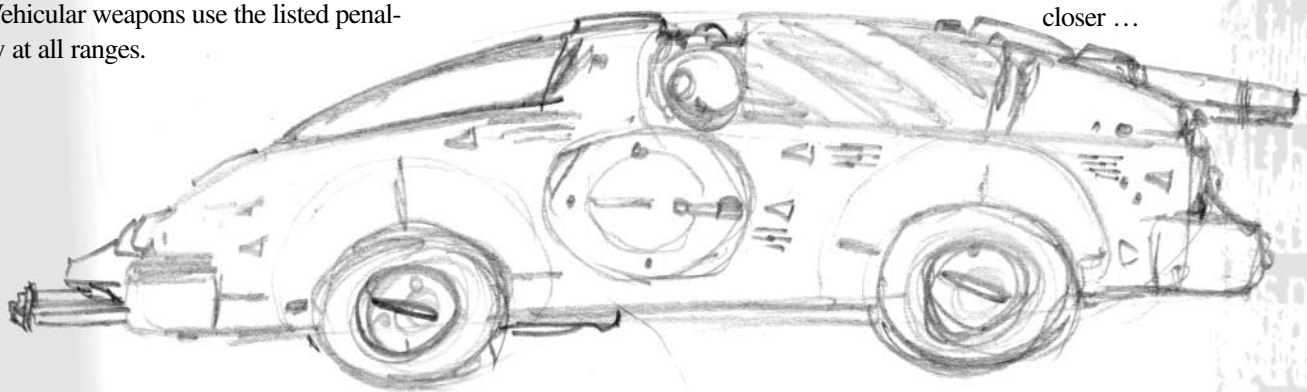
Damage to Unarmored Targets

If the target is not wearing any armor with a Protection value, then roll the appropriate damage for the weapon used and subtract that amount from the target's hit points.

If the target has hit points remaining, it is still in the game. If it doesn't, it's either dead or destroyed.

Optionally, the motomaster may want to rule that, on the turn after taking damage, humans and other living creatures take a -1 to all Skill usage for every 2 hit points they lost in the previous turn. Neither necros nor cars feel pain, so this penalty wouldn't apply to them.

Damage to Armored Targets

If the target has armor that provides Protection, roll the damage of the weapon used and compare *each* die rolled to the target's Protection value.

If the die roll is less than the Protection number of the target, toss the die out – it inflicts no damage.

If the die roll is equal to or greater than the Protection number of the target, subtract the number rolled from the target's hit points.

If the die roll is the maximum that die is capable of – such as rolling an 8 on a d8 – *and* it's at least half of the target's Protection value, then permanently subtract 1 from the Protection of the target and subtract the die roll from the target's hit points. A target's Protection cannot be reduced to a negative value; 0 is as low as it goes.

Example: Drake fires his 7.62mm MG at a massively armored car with Protection 14. Two shots hit and he rolls 3, 6, 8, 1, 2, 2, 7, 5. None of the dice penetrate except the maximum 8, which is more than half of 14 and thus reduces the target's Protection to 13. Meanwhile, Drew pops off a semiauto pistol round at the car. He rolls 6 and 2, but even the maximum 6 isn't more than half of the remaining Protection 13. The bullet bounces.

Dead or Destroyed

Once the hit points of a character, creature, or item are reduced to 0 – or lower – that particular target is dead or destroyed. A dead character or creature drops where it is and is no longer a threat. (Then again, the threat of a horrible odor is likely to provoke those around the corpse to either leave the area or remove the body.) A destroyed item may not be repaired – the damage is so severe that there isn't enough left to work with. It's barely usable as scrap.
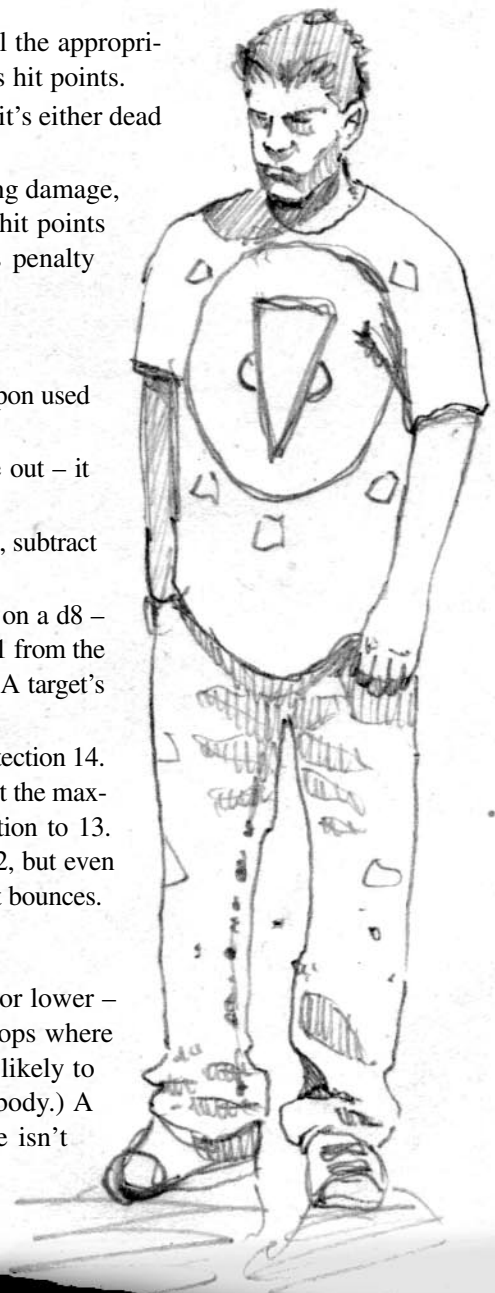
HEALING AND REPAIRS

Repairs

Repairs work much like healing (see p. 41) except they're applied to items and require the Repair skill. Unfortunately, repairs also require spare parts – any Repair attempt made without access to spare parts suffers a -10 penalty.

Any vehicle or item with at least 1 hit point is still functional and can be repaired. If a vehicle or item is reduced to 0 hit points, it is completely destroyed and cannot be repaired. The destroyed item can be sold or traded as scrap for 1/20th its original value.

A successful Repair roll indicates that the item is partially restored, at 1 hit point for each full 30 minutes spent performing the repairs – anything less than 30 minutes has no effect. A failed roll also has no effect.

Any item, as long as it has 1 hit point, can be repaired. Some items are more difficult to repair than others as is demonstrated by these sample Repair skill modifiers:

Tire	-4 to Repair
Engine	-3 to Repair
Computer	-3 to Repair
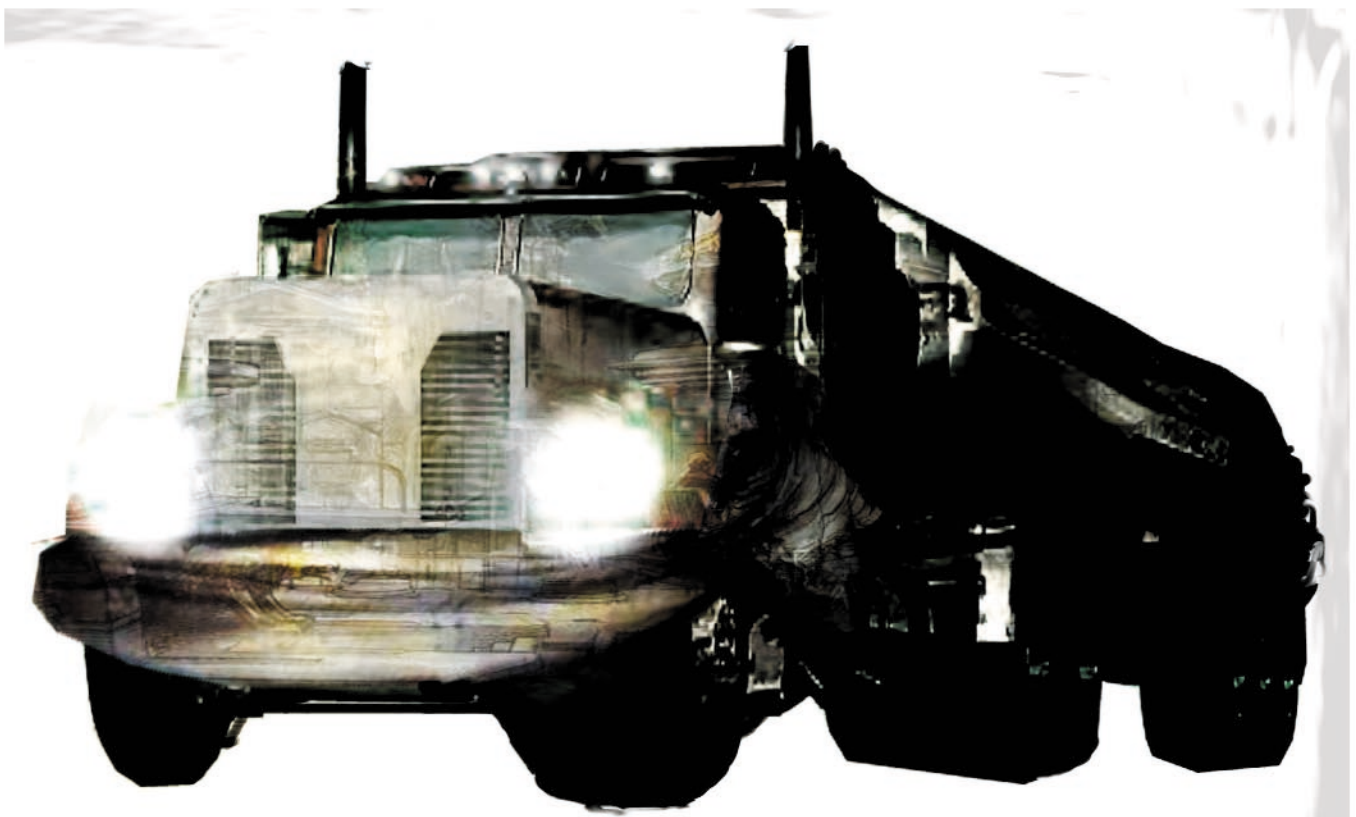
Vehicular Movement and Combat

Vehicular combat is fast and furious – and tough to keep track of on the same scale as foot combat. So, we're not even going to try, but instead use an abstract system that depends on the imagination of both the motomaster and the players.

While this system requires no maps or counters, it may be a bit too freeform for some players to enjoy. Those who prefer a harder, tactical feel can find several other game systems that do the job. If you want to use one of those to play out *MotoCaust* combat, go for it.

Starting Out

To begin with, the motomaster needs to set the scene, describing what the road's like, what fills the surrounding terrain, the weather, and so forth. The players will need this information to fill out their actions as combat progresses. The players, of course, determine how fast they're traveling when combat begins. The motomaster determines how fast the opposition is moving, where they are in relationship to the players' vehicle(s), and whether or not one side has surprised the other.

Then, the motomaster shuffles a deck of ordinary playing cards and deals them out. Every player who's going to take an active role in the upcoming combat gets five cards. The motomaster also deals out a five-card hand for each major non-player character to take part. (In a massive fight involving more than 10 combatants, this will have to be reduced to four cards apiece, or even three if more than 13 participants are involved.) The remaining cards are discarded.

Initiative then is determined normally (p. 40), except that if one side has surprise it always goes first.

Example: Morgan, Wandering Bob, and Ajax are cruising down a lonely stretch of Arizona highway in their custom Azzcrusher 1200 coupe at 80 mph. It's Morgan's turn behind the wheel. The motomaster describes that they're heading west, into a fiery setting sun, and that the road is cracked and buckling from years of neglect. Its shoulders slope down through some steep gravel banks to a salt-crusted desert sprinkled with a bit of scrub and cactus.

Two shimmering dots appear on the far horizon. About the time that Morgan makes them out as Chromestar XL compacts running at about 60 mph, one of them opens fire. Combat has begun!

The motomaster shuffles and deals out five cards each to the players for Morgan, Wandering Bob, and Ajax. He deals himself two five-card hands, one each for the single bandit behind the wheel of each Chromestar XL.

Laying Down the Cards

Whichever side ends up going first, one player (or motomaster-selected NPC) from that side will begin the fighting by laying down one of his five cards. *He must describe the event that he's causing to happen, and if the motomaster does not think he's trying hard enough, he can penalize or even cancel the card played.* The suit of the card determines what sort of event that he's causing to happen; the value of the card gives a guideline to how serious the event is, with 2 being the lowest value and 10 the highest. (Aces and face cards have special values; see p. 45.)

The suits and their corresponding events are:

Spades: Attack (value adds to weapon skill).

Hearts: Change in Speed (value adds to Driving).

Clubs: Breakdowns (value adds to Repair).

Diamonds: Fancy Maneuvering (value adds to Driving).

Note that drivers can only play hearts or diamonds in this manner, and gunners can only play spades or clubs. (Additionally, the gunner playing a spade must fire a weapon that he controls, and no other gunner can fire the same weapon in the same turn.) Drivers who also have weapons at their command can play *any* suit, but both their Driving and weapons skills will be at -2 for the combat as they split their attention between two crucial functions! Pedestrians can play any suit except hearts.

At this point, any player on the defending side can lay down a single card *in the same suit* to offset the attacking side's card. *Again, the player must describe how this event is being offset.* When possible, it's a good idea to have drivers play their otherwise useless black cards and gunners their otherwise useless red cards in this role.

Example: The bandits have surprise, so they go first. Given that he had them open fire, the motomaster already has pretty much mandated what their first move is. He looks at his first hand and finds Qc, 4s, 3d, Ac, Td. That lone spade isn't such a hot card for attacking. The other hand holds 6d, 6s, Tc, 7s, 9h. That seven of spades looks more promising. As he lays it down, the motomaster says, "As the setting sun clearly outlines your car coming over a rise, the first bandit fires a great shot."

The players confer. Morgan's player has 9d, Ah, Qd, 3h, 2s, while Wandering Bob's has 8d, Jc, 6h, Js, Th, and Ajax's has 9c, Kh, Jd, 5h, 8s. Since Morgan is behind the wheel, they agree that he should stick to driving. (They've already learned that -2 for doing two jobs at once can be a killer.) So, they decide to burn his low spade now, on defense, and save their higher spades for later attacks. It's a bit risky, but the bandit is still far off and they're moving fast – it should be a real tough shot even with that seven added to it. "Just as he pulls the trigger, a little glimmer of reflected sunlight off of our windshield ever so slightly spoils his aim," says Morgan's player as he lays down the lowly deuce of spades.

Determining Results

After the cards have been played, either the attacker or defender is going to roll against an appropriate Ability + Skill with his own card's value as a bonus and the other card's value as a penalty. The result depends on the suit:

Spades (Attacks)

This is the most straightforward. The attacker always rolls. He takes all the other modifiers described on p. 41 (don't forget those for speed!) as well as those from the cards. If the attack hits, the target suffers damage normally.

This attack must target the vehicle in general, not a specific component, unless a face card is used to launch it (see p. 45) or the target is a non-vehicle (a combatant on foot, a building, etc).

Hearts (Change in Speed)

The attacker's description of what he's trying to do determines whether or not he or the defender rolls vs. Driving, with their own card as a bonus and the other card as a penalty. In either case, the rolling player takes a +1 for every 5 mph by which his top speed is better than the other combatant's, or -1 for every 5 mph by which his car has less top speed.

If the attacker rolls, and succeeds, then his margin of success determines the results. For instance, a success by 1 might let him change the range band by one (moving from long to medium range or vice versa), a success by 3 might let him zip through three range bands, while a success by 10 would let him break off any engagement entirely and leave the other side in the dust, if he so desired. If the roll fails, relative position remains

unchanged. If it fails by more than 5, he goes to the Wipeout! table (p. 47).

Usually, the defender only rolls in a situation where the attacker is trying to get him to Wipeout! (see p. 47). He usually has the option of forgoing the roll, and letting the attacker zip on down the road. If he decides to keep pressing the combat, he rolls. On a success, nothing happens. On *any* failure, his vehicle suffers a Wipeout!

Clubs (Breakdowns)

In clubs, the defending character in charge of maintaining the targeted vehicle always rolls against Repair skill, with the cards as modifiers. If he misses the roll, something breaks down from the wear and tear of combat! Roll 1d8:

Roll	Result
1	Something caught fire! See p. 47.
2	Gas line leaks (1 gallon per 10 turns).
3	Tire springs leak (1 hit point per turn).
4	Turret locks up; roll 1d4 for facing.
5	Targeting computer or other extra* quits.
6	Random weapon jams for remainder of combat.
7	-1 Maneuverability for every point roll missed by.
8	-5 mph top speed for every point roll missed by.

* Ignore those extras that improve top speed or maneuverability; they're already covered by results 7 and 8.

If the rolled result doesn't apply, then nothing bad happens! Simpler vehicles suffer fewer breakdowns than more complicated ones.

The character isn't actually rolling against some sort of instant use of Repair skill, by the way. He's rolling to see how well he performed in maintaining the vehicle *before* the combat. For that reason, if the characters have been busy or slipshod in babying their ride in the last few days, the motomaster should feel free to apply an additional penalty to this roll.

Diamonds (Fancy Maneuvering)

This works almost exactly like hearts, except that the trick is not based on slamming the gas or brake pedal to the floor; it's based on fancy work behind the wheel. Instead of the modifier for the difference in top speed between vehicles, the rolling driver takes a modifier of +1 or -1 to Driving for every point by which his vehicle's Maneuverability is higher or lower than the opponent's. Otherwise, the mechanics work the same.

Example: The spades give the bandit a +5 to his attack roll. He also takes a -5 because his target is still at extreme range, a -2 because he's shooting and driving at the same time, and a -8 for his target's speed of 80 mph, with a +3 for its size. This works out to a net -7. His Agility is 6 and Vehicular Weapons 7, giving him a modified target number of 6. He rolls 2d10 and gets an 8, which is a miss.

Moving Along

Once the first pair of cards is played, then a character or NPC from the other side gets to play a card offensively, with any opposing player able to respond to it defensively as above. Then, a second player from the initial side gets to play offensively, then a second player from the other side, and so on. If one side has more combatants than the other, then the more numerous side will have a string of combatants play cards at the end of the turn while the less numerous side can only respond to them defensively.

Once every combatant has played a single card offensively (regardless of how many cards they've played in defensive response to the other side's plays), then the turn is over. Based on the fighting vehicles' orientation and speed during the turn just ended, the motomaster should adjust his description of the scene for the next turn. (For simplicity's sake, assume a car moves 15 feet for every 1 mph it's going during a turn. Two cars moving in the same direction thus get either closer or farther away by 15 feet x the difference in mph depending on which one's moving faster. Two cars closing on one another get nearer by 15 feet x the sum of their speeds in mph.) Also, things like leaking tires or ticking time bombs can be checked off, under the assumption that all of the above took 10 seconds.

Zero Cards

At any time, offensively or defensively, a combatant can choose to play a "zero card." This doesn't use one of their cards, but counts as a 0 value in the ensuing Skill roll. For instance, if your turn to play offensively comes up, and you absolutely want to take a shot but don't have any spades, you can play a zero card and take a shot at +0 minus the value of any spade played defensively. Combatants who run out of cards *must* play zero cards until the redeal (below). Some players may find a plus side in that a zero card never requires any special description of its effects. "I shoot" or "I want him to roll for a breakdown" is as colorful as it needs to get.

Special Cards

The face cards and aces are special cards. Face cards cannot be played defensively, only on offense. They provide the following special privileges:

Face Card	Ability
Js	Target tire at +10 minus usual size penalty!
Qs	Target engine at +10 minus usual size penalty!
Ks	Target occupant at +10 minus usual size penalty!
Jh	+/-10 and Wheelie Stunt Possible!
Qh	+/-10 and Bootleg Stunt Possible!
Kh	+/-10 and Airborne Stunt Possible!
Jc	-10 to foe's roll and automatic result 6 on table!

Qc	-10 to foe's roll and automatic result 7 on table!
Kc	-10 to foe's roll and automatic result 8 on table!
Jd	+/-10 and Fishtail Stunt Possible!
Qd	+/-10 and Super Weave Stunt Possible!
Kd	+/-10 and Tilt-on-One-Side Stunt Possible!

On a successful roll, the stunts possible with red cards should make it *extremely* difficult for opposing vehicles to pursue; the motomaster will have to judge. They also can be used to force the action in ways that otherwise would be forbidden, such as by squeezing a car trapped in a gated clearing through an ordinary doorway by tilting it up on two wheels.

Aces can only be played defensively, not offensively. They're only worth 1 point, but they force the attacking player to *swap* cards and roles! He gets the singleton and you get whatever value of card that he played, and whatever he was trying to do to you he now has to avoid himself! (This *does* mean that you do the shooting, not him, when you play the As!)

Example: The first bandit having missed, it's the players' turn. Behind the controls of the Azzcrusher's 20mm cannon, Wandering Bob decides to end this right now. Saying, "This sneak attack really pisses me off and I bead in on the other guy as he moves toward us silhouetted by the sun," he plays his Js to target the second bandit's tire at +10 (for the card), -5 (extreme range), -6 (the bandit's speed), and -3 (the tire's size) for a net -4. The motomaster decides not to risk his two remaining spades so soon. He shrugs and says, "Zero card."

Wandering Bob has Agility 5 and Vehicular Weapons 7, for a target number of 8 with the modifiers. He rolls an impressive 4, which is four under his target number, giving him three hits with his cannon! The tire explodes into shreds and the second bandit goes to the Wipeout! table (p. 47). The results there leave him as a smoking trail of grease and fountain of flying debris in his companion's wake …

Because the first bandit has already played a card offensively in this turn, this leaves the PC crew playing in an uninterrupted string. Ajax decides to play his 9c, to see if he can't force further bad luck on the remaining bandit, and tells the motomaster, "Your remaining bad guy drives over some of the remains of his buddy's car."

Unfortunately, this plays right into the bandit's hand, and the motomaster drops the Ac while stating, "That's not near as bad as that one flying gun barrel that ends up arcing way over where y'all are heading it off at 80 mph." Between fights, Wandering Bob takes care of the Azzcrusher, with Intelligence 3 and Repair 4, so he now has to roll against a target number of -1 (plus 1 for the ace minus 9 for his own club)! Needless to say, he fails, rolling a 14. Rolling on the Breakdown table, he comes up with a 5. The motomaster announces that the flying wreckage tore off the gun camera for Ajax's targeting computer, while the players breathe sighs of relief that the margin of failure didn't come into play!

Morgan is the last combatant to play offensively. Concentrating solely on his driving, he decides to pull out the big guns early. "I weave right through the remains of that dead bandit at full speed, passing his buddy and making it so he'll have to do some hard driving to catch back up with us," he says, laying down the Qd. Though the motomaster thinks maybe his last bandit *should* let the PCs just drive on by, he decides to pull one last nasty trick. "As you start swerving past the first lump of twisted metal, you notice the oil slick behind it," he states, and drops the Td. Morgan has Agility 8 and Driving 3, and the two powerful cards cancel each other out, so he rolls against an 11. He comes up with a 9 and a 6, and just barely avoids the Wipeout! table …

With that, the round ends. The remaining bandit will play first to begin the second round, followed by the three PCs in any order that they choose. The real problem for the bandit is that he'll be running out of cards real soon!

The Redeal

No one gets new cards until *every* combatant has used *all* of his cards. That will leave a lot of zero-card plays (see above), especially if a lone driver (with only five cards total) is trying to fend off a pack of attackers (with five cards each). Someone who wants to keep his opponent from trying anything real tricky can purposely hold onto his last card, playing zero cards instead, just to deter the redeal.

Once all cards are played, the motomaster shuffles the deck and deals out fresh cards.

This pattern is continued until the combat ends, either through the destruction of everybody on one side or through one side fleeing the field and the other either letting them go or being unable to keep up with them.

General Notes

Some other factors to keep in mind include:

Facing

The motomaster should remember that, to fire on a foe, the attacking car must have a weapon facing in that general direction! The narrative should keep general track of how the opponents are oriented, and thus help determine who can shoot whom. Savvy combatants should maximize gaps in their opponent's field of fire. For instance, if facing a car with no side-mounted weapons, play a heart and try to zoom up beside him, so as to later blast him with your own side-mounted gun!

Alternate Card Counts

The basic rules give a gritty feel where "numbers tell," and the side with fewer fighters has a large disadvantage. For more cinematic play, "cannon fodder" foes can be given fewer cards to begin combat. For instance, the motomaster might give each

player five cards in a fight against 15 Hell's servants, but only give a card each to the nearly braindead necros. Alternately, he can give more cards to each player for even more cinematic play. Or, he could base the number of cards dealt to each combatant on their Intelligence score. Whichever system feels best is the right one.

Dodging

Pedestrians who get caught in the middle of a vehicular fight, or even in combat with others on foot, might want to devote themselves to avoiding trouble. If a person on foot moves no more than half speed and devotes their entire turn to dodging, they roll against Agility + Acrobatics. Everyone trying to shoot them in that turn takes a -1 to hit for every point by which the roll came under their target number. Anyone trying to run them down would roll against their Agility + Driving, and take the same penalty.

Drivers can do the same thing, but not as well. They only impose a -1 for every 2 points by which they make a Agility + Driving roll. Any gunners in their vehicle can still fire, but at -15 plus any other modifiers!

Dead Engines and Other Minor Issues

Once a car loses all of its top speed rating, or engine hit points reach 0, it no longer has power. It automatically slows down by 30 mph each turn. The driver can slow it even more by playing a heart on his turn.

If a vehicle loses all its body hit points and survives the Wipeout! roll (below), it slows down in the same fashion. If it survives a lost tire on one corner, it slows as above but the driver can maintain his speed by playing a heart on each of his turns! He'll be at an extra -3 to skill for maneuvers while driving on three tires, however.

Collisions

When an object hits another object, divide its hit points by 5, then round the result down to the value of the next available die size (usually 4, 6, 8, 10, 12, and a maximum of 20). It does 1 die of this size damage for each 10 mph of *relative* speed that it has. The other object does the same number of dice, but with die size based on its hit points. Assuming they survive, both objects must then roll on the Wipeout! table, as well.

Example: An armored truck with 90 hit points strikes Jeff, who has the usual 20 hit points for a human, at 30 mph. The truck uses (30/10 = 3) 3d12 (90/5 = 18 rounded down to 12) to determine damage to Jeff while Jeff does (30/10 = 3) 3d4 (20/5 = 4) to the truck.

Fire

Some breakdown rolls will leave a vehicle on fire, as will taking more than 30 hits from a flamethrower. When this happens, the flaming vehicle rapidly fills with smoke and heat, causing no small amount of distraction to its crew.

Anyone carrying a fire extinguisher (p. 22) in their personal gear can give up their chance to play an offensive card and instead try to put out the fire. Roll 1d6; on a 1-3, the fire is put out. At the end of each turn in which the fire is still burning, roll 1d8 to see how much damage that the car body and each occupant takes.

WIPEOUT!

The only problem with driving fast is that sometimes the ride ends real suddenlike. Crashes are handled on this Wipeout! table. Maneuvers in combat can cause wipeouts; so can damage: If the vehicle itself, all tires on one corner, or the driver reaches 0 hit points, then a Wipeout! roll is called for. Also, some non-combat hazards – such as an unexpected patch of ice – can prompt Driving rolls to avoid Wipeout!

In all cases, a roll must be made. (Dead drivers roll against Agility 0 and Driving 0!) Apply a -1 for each 15 mph of current speed. Look up the results here:

Result	Effect
Success by 5 or more	No effect
Success by 4	15º fishtail, -10 mph
Success by 3	30º fishtail, -20 mph
Success by 2	45º swerve, -30 mph
Success by 1	60º swerve, -40 mph
Success by 0	90º wheelover, -50 mph
Failure by -1	Flip on one side, 1d4 x (mph/5)
Failure by -2	Roll, 1d6 x (mph/5)
Failure by -3	End over End Roll, 1d8 x (mph/5)
Failure by -4	Airborne, 1d10 x (mph/5)
Failure by -5 or more	Wow!, 1d20 x (mph/5)

Any change in direction might point the vehicle toward a new hazard. If damage is taken, the vehicle itself takes the full amount listed, and anything on it or in it with hit points (most certainly including occupants) rolls one-third as many dice (round down) for its own damage.
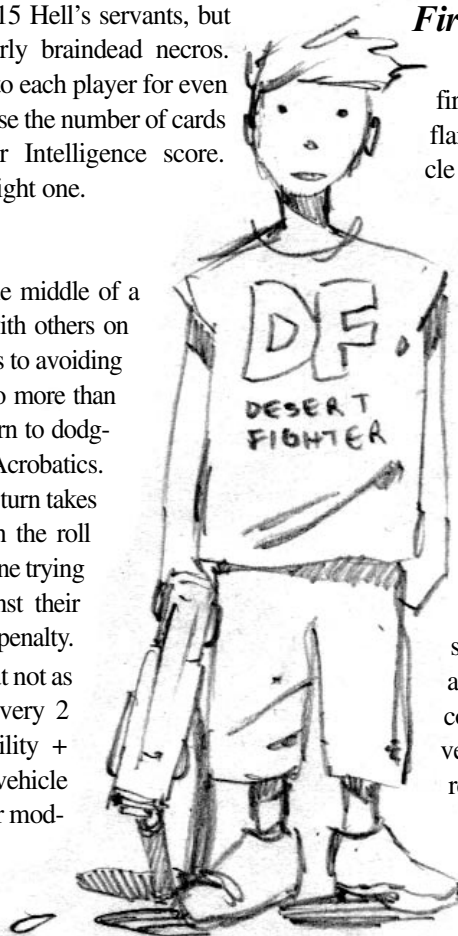
Weapons

Weapon: _____
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  Ammo: _____
  Damage: _____
Weapon: _____
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Weapon: _____
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  Damage: _____

Defense

Armor Item: _____
  Protection: _____
  Notes: _____
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Armor Item: _____
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Armor Item: _____
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Miscellaneous Equipment

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Campaign Information

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Background/History: _____
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Ability Scores

Strength ☐☐☐☐☐☐☐☐☐
Intelligence ☐☐☐☐☐☐☐☐☐
Agility ☐☐☐☐☐☐☐☐☐

Hit Points

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐

Skill Ratings

Acrobatics ☐☐☐☐☐☐☐☐☐
Driving ☐☐☐☐☐☐☐☐☐
First Aid ☐☐☐☐☐☐☐☐☐
Modern Weapons ☐☐☐☐☐☐☐☐☐
Primitive Weapons ☐☐☐☐☐☐☐☐☐
Repair ☐☐☐☐☐☐☐☐☐
Social ☐☐☐☐☐☐☐☐☐
Stealth ☐☐☐☐☐☐☐☐☐
Survival ☐☐☐☐☐☐☐☐☐
Theft ☐☐☐☐☐☐☐☐☐
Unarmed Combat ☐☐☐☐☐☐☐☐☐
Vehicular Weapons ☐☐☐☐☐☐☐☐☐

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Vehicle Name _____

Basics

Vehicle:_____
Value: _____
Customization: _____
Speed:_____
Maneuverability:_____
Flash: _____
Engine: _____
Gas Tank:_____
Fuel Range: _____

Weapons

Weapon:_____
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    Ammo: _____
    Damage: _____
Weapon:_____
    Location: _____
    Ammo: _____
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Weapon:_____
    Location: _____
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Extras

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Hit Points

Armor Type:_____

Engine ☐☐☐☐☐☐☐☐☐
Body ☐☐☐☐☐☐☐☐☐
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Armor ☐☐☐☐☐☐☐☐☐
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Tires

Type: _____

Front Left ☐☐☐☐☐☐☐☐☐☐☐☐☐
Armor ☐☐☐☐☐☐☐☐☐
Front Right ☐☐☐☐☐☐☐☐☐☐☐☐☐
Armor ☐☐☐☐☐☐☐☐☐
Back Left ☐☐☐☐☐☐☐☐☐☐☐☐☐
Armor ☐☐☐☐☐☐☐☐
Back Right ☐☐☐☐☐☐☐☐☐☐☐☐☐
Armor ☐☐☐☐☐☐☐☐☐

Customization Codes

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PROM Chips

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Notes

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RONIN ARTS

Written by
Philip Reed

Illustrated by
Christopher Shy

Editing and development by
Gene Seabolt

www.roninarts.com

"I made good time until I hit I-35 running through what's left of Austin. The ragged remains of the upper deck lurked over my right shoulder as I sped down the lower deck. Skateboard bandits were riding the wreckage, popping off shots at the traffic as they reached the crest of each jump.

"Most of the local fools around me slowed down when the rounds started flying, making themselves easier targets. Not me. I hit the gas and flipped the bird to the kids …"

MOTOCAUST

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