

Vehicular combat

Basics:

Vehicular combat is all combat involving a vehicle. When fighting a vehicle, each shot must be announced, like an aimed shot. That means, the player must say which hit zone they fire, before firing.

The AP costs for the shot are however those of unaimed firing or of a burst.

If one fires aimed, the critical hit probability is raised by 15 points. Critical hits do double damage and ignore armor.

Each vehicle is composed of hit zones, that each have their own hit points. These zones each have individual difficulties for hitting them and their own amount of hit points. The following is a list of all defined hit zones.

IMPORTANT: Not every vehicle has **all** these zones. Obviously, a bike has no Brahmin/Horses and a Brahmin cart has no engine compartment. Which vehicle has which zones one can be seen in the vehicle list.

- Front wheel
- Back wheel
- left front wheel
- right front wheel
- left back wheel
- right back wheel
- engine compartment
- Driver
- Trunk
- bed
- left track
- right track
- cogs
- Brahmin/Horse left
- Brahmin/Horse right
- Brahmin/Horse
- Turret
- hull

Is one of these hit zones reduced to zero hit points, the hit zone is destroyed and useless until that part is repaired or replaced. That means different things for different hit zones: with a destroyed engine driving becomes impossible, but with a destroyed wheel it's still possible ... just much harder.

The following is a list of the effect of the loss of each hit zone:

Front wheel: Continuing to drive is extremely harder. The difficulty for all turns are doubled. Are both wheels destroyed continuing to drive has become impossible. The vehicle comes to a full stop.

Back wheel: See front wheel.

Left front wheel: Driving becomes a bit harder. All tests are more difficult by 5 more points. If another wheel is destroyed, the difficulty is raised another ten points to 15. With three destroyed wheels the difficulty is now 35 points. Four destroyed wheels make driving on impossible. The vehicle comes to a full stop.

Right front wheel, left back wheel and right back wheel: See left front wheel.

Engine compartment: The engine is completely gone and must be replaced or fundamentally repaired. How long that will take and whether or not replacement parts are needed (and what parts, if any) is up to the master. The vehicle does a full stop.

Driver: For hits on drivers the same rules apply as for characters when they are outside of a vehicle. Is more than one person in the vehicle, the shooter must announce who exactly they are shooting at.

Trunk: If the trunk is hit, the payload is damaged. Depending on what is loaded, this has varying consequences that are up to the master.

Bed: See trunk.

Tracks: The drive tracks of a tank or another vehicle using this system are hard to damage, but if even one is destroyed, the vehicle comes to an immediate stop. How long the repair takes and whether or not it's even possible and what types of replacement parts are needed is up to the master.

Cogs: The cogs that translate the pedaling into locomotion are now disabled. The bicycle is now a trainer bike. The tactical and traveling speeds are cut in half.

Brahmin/Horse left: The Brahmin or horse on this side is now dead. The vehicle comes to an immediate stop, since the other animal can't pull the cart and a cadaver both. One can cut away the dead animal from the vehicle for 6 AP if one has a sharp knife or similar (8 AP without a cutting tool). Since only one animal is now pulling the vehicle, the speeds (tactical and traveling) are reduced by half.

Brahmin/Horse right: See Brahmin/Horse left

Brahmin/Horse: The animal is dead. Not all the king's horses and all the king's men can put it back together again. It must be replaced. The vehicle comes to an immediate stop.

Turret: The turret is now so damaged, that the main cannon is disabled.

Hull: The hull is basically the body of a tank. Is it destroyed, that's it with this tank. It will never be repaired. It's just gone. Forever.

Armor rating:

The armor rating of single hit zones is the amount of damage those ignore. It can be improved upon with tuning. As for the driver: the armor rating of the character itself is added of course to the further armor rating the vehicle offers. If a character sits on a bicycle in T-60 Power Armor (a vehicle that offers no further armor rating), that character is not somehow getting hurt by air guns.