# Vehicle rules

Overview:

The post apocalyptic Wasteland has numerous vehicles in it – if not even close as many as before the Great War. Most of them use one of the following four motive forces: muscle power, steam power, internal combustion engines or electrical engines. In those four groups there are of course various variations. On the following pages a few different vehicle types are described, but there are of course a lot more than just those 12 or so vehicles.

Tactical movement:

Tactical movement contains the rules for the movement of vehicles in combat. The rules are laid down, so that everything from car chases to the support (or fighting) of pedestrians, is possible.
The principle is, that vehicles move for *x* cm per action point. The vehicles themselves have those action points. Those reflect their own agility. Furthermore every vehicle has it's own difficulty value, VD in short (Vehicle Difficulty), that is used for turning. The stopping distance when doing a full brake is also a given value. Just like the hitpoints of the vehicle.
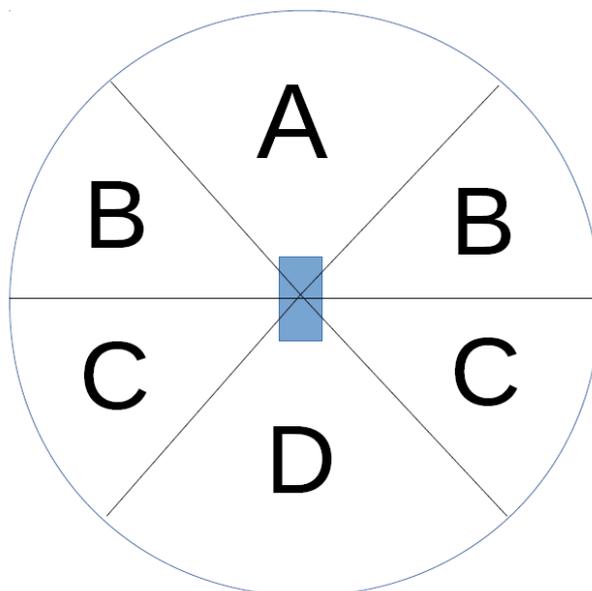
Movements towards the direction of **A** have no added difficulty: that means they succeed when the role on the corresponding *driving* skill succeeded.

Movements towards the **B** direction are made more difficult by half the vehicle difficulty.

Movements towards the **C** direction are made more difficult by double the vehicle difficulty.

Movements towards **D**, just like with movements towards B, by half the vehicle difficulty.

If the roll *fails* the decision on what happens is in the hand of the Master. The possibilities range from: the horse/brahmin stays standing, the engine is killed, the gas pedal isn't pressed as much, so that the car does not achieve the wished for velocity (or pressed down too far, and the car runs too fast).

Traveling:

Traveling is non tactical movement inside a city or from city to city or or or. Basically, every time one uses a vehicle for transportation without having to regard it as tactical movement. The important value is here especially the gone stating the speed in km/h.

Vehicle example:

The following is one of the vehicles with all it's values. In red one will find things not in the full list, but which are added here to explain the values.

Dune Buggy	
Description:	Before the Great War, these cars were not that common, but in the Wasteland they are often crafted from the components of different car wrecks: An engine, a roll-over bar or two and four spring loaded wheels. They aren't much, but they are very useful. Short description of the vehicle
Used skill:	Driving (Engines) Which of the two driving skills is used
Price:	15.000 $ The price in NCR Dollars. It is mentioned here, that there are no more used car salesmen on every second corner and one has to search hard to find any car that is for sale.
Wheels:	4
Engine options:	Internal Combustion/Electrical/Steam powered There are of course variations.
Holding capacity:	To up to four humans/ghouls or one or two super mutants. Basically how many people and how much other load it can move
Kilometers per „refill":	250/220/190 The first value refers to the first mentioned engine option, the second for the second and so on.
Vehicle difficulty:	25 Explained under the movement rules for vehicles
Action points:	9 These action points are independent of those of the driver. The driver always gives up half his action points for driving, the rest are available for movements from the driver seat (shooting for example).
Speed (tactical):	11 cm/AP The speed in combat.
Hit zones, difficulties, hit points and armor rating: This is all explained under the combat rules for vehicles	Left front wheel: 10 25 5 Right front wheel: 10 25 5 Left back wheel: 10 25 5 Right back wheel: 10 25 5 Engine compartment: 20 150/125/100 8 Driver: 20 depends 5
Stopping distance:	13 cm The stopping distance in combat.
Speed (Traveling):	50 km/h The average traveling speed on open areas and relatively driveable terrain.
Special rule:	None