

Vehicles

Basics:

Basically, here are a few, selected, vehicle types of all kinds introduced. One can use only these – or create own vehicles, based on these. The prices are suggestions and can of course be exchanged for Trade/Haggle checks – or for adventures at which end (or start or middle) the heroes get to own a vehicle. There is also the possibility of tuning, like a pillion rider for motorcycles or mounted weapons or armor for the larger vehicles or even nitrous oxide injectors are possible, after discussion with the Master.

If the word “depends” stands next to the hit points or the armor rating, that value depends on the animal or character

Tuning:

Tuning covers everything with vehicles from better engines to more sturdy wheels or up to the attachment of armor and machine guns.

Since there are a lot of possibilities there, I recommend to consider how you do it yourself. One can for example attach armor to the wheel house, which would raise the difficulty for hitting this wheel just as it would raise its armor rating.

If you wish to armor your brahmin, you should consider that the animal must carry the armor as well, and subtract it's weight from the normal carrying capacity.

If you attach machine guns, for example on the bed of a Fjord F1 Pickup Truck, please use the second special rule of the tank, as pertains shooting that machine gun.