

# HIGH TECH VEHICLES



**NORTHERN EDGE**  
**PUBLISHING**



Colin Dunn





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# HIGH TECH VEHICLES

## Cover Art (Front)

Colin Dunn

Cover background - Lord Zsezse Works(c) – 2011  
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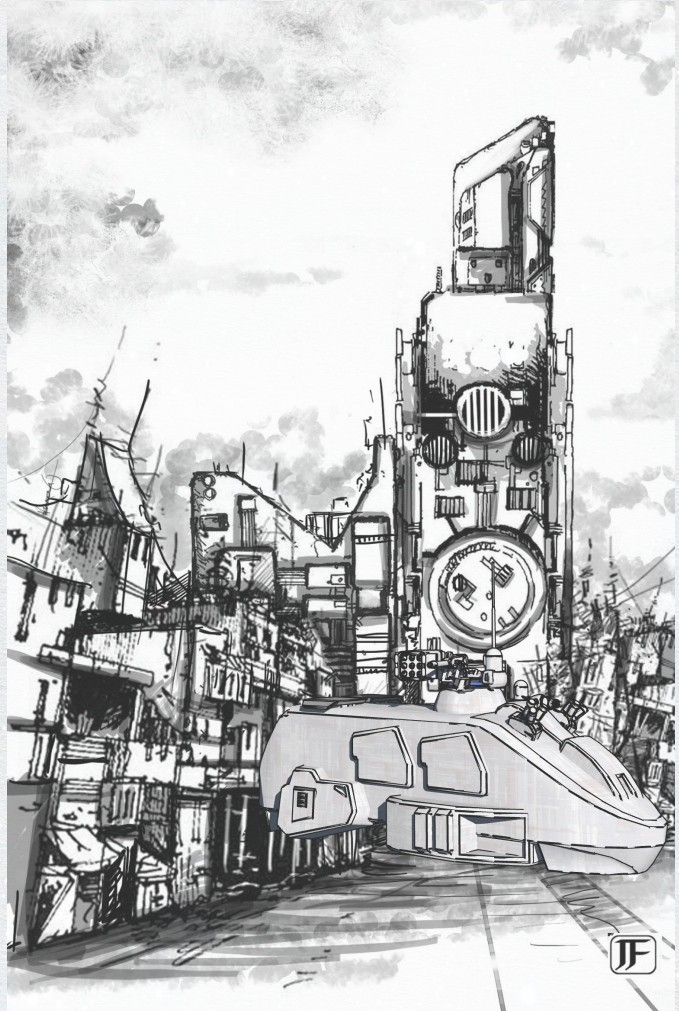
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## Writing, Design and Layout

Colin Dunn

## Futurex Apocalypse Font

S. John Ross



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This vehicle supplement is designed for use with the White Star OSR Science Fiction RPG from Barrel Rider Games, but can be used with any OSR science fiction rules set.

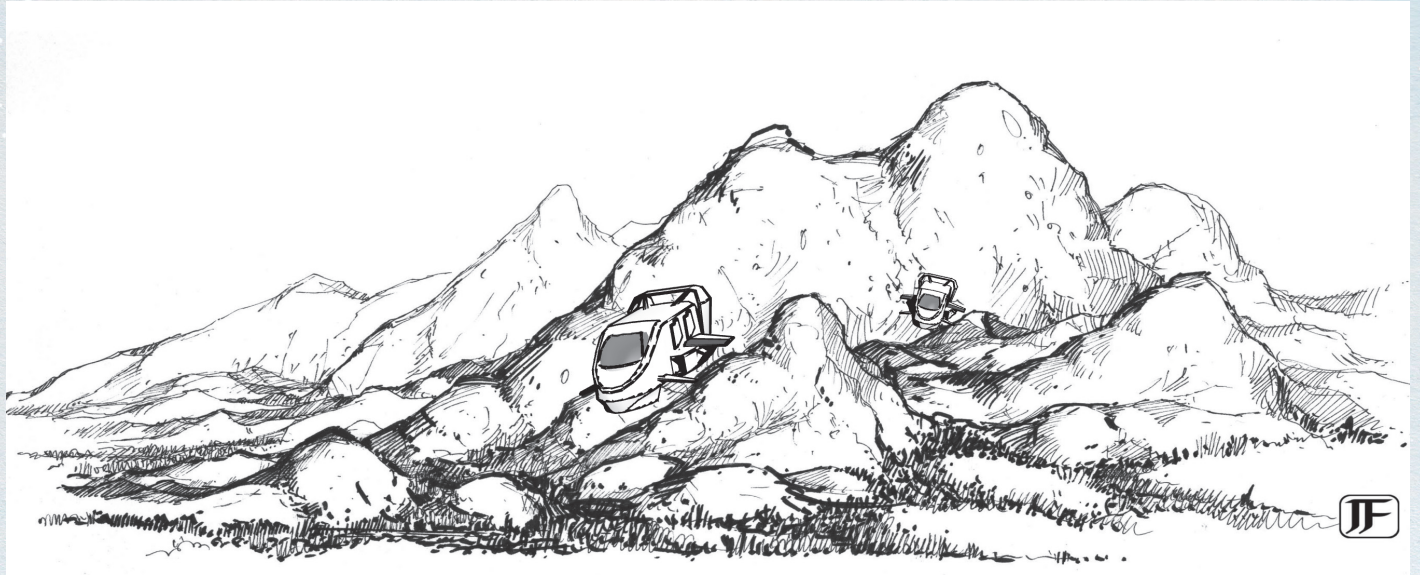




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# HIGH-TECH VEHICLES



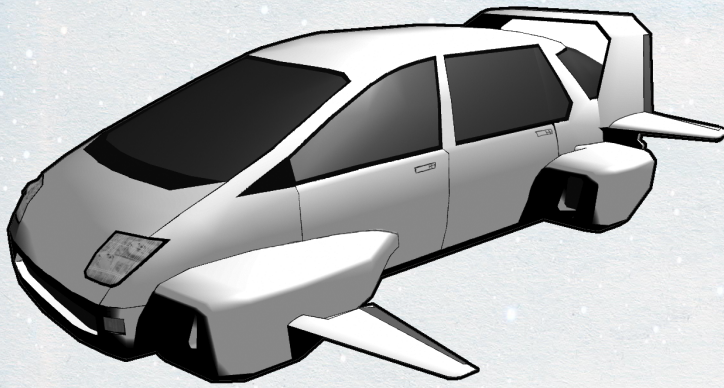
*The two aerodynes swept over the low, rocky mountains as they raced back towards the landing zone and their waiting ship. Only a few kilometres behind, a flight of low-tech jet fighters jockeyed for position, trying to line up the two vehicles for their primitive radar-locking missiles. The technological gap between the two groups made that targeting solution difficult to acquire, and the speed of the two scouting aerodynes was hard for the pursuing fighters to match unless they lit up their afterburners, and they were already near the edge of their range envelope.*

*As they crested the last ridge, the two aerodynes made their way into the line of sight of their grounded shuttle. Shortly afterwards, the first of the fighters came screaming over the same ridge, and were promptly swatted out of the sky by the shuttle's nose-mounted laser cannon. The rest of the flight turned away, unwilling to risk dying in order to catch the infidels who had defiled their holy lands.*

Science fiction is full of high-tech vehicles, from flying cars to sophisticated hover tanks, and speeders so fast they scorch the air. Adventurers on alien worlds often need vehicles for transport, protection, and defense, and the mix of vehicles in this book provide many options.

The use of the vehicle combat rules from *Hyperspace Messenger 05 - Vehicles* (from DWD Studios) is strongly recommended.





## GULL AIR-CAR

<b>Passengers:</b>	1 (4)
<b>Cargo:</b>	2 cu
<b>Armor Class:</b>	6 [13]
<b>Hit Points:</b>	30
<b>Handling:</b>	0
<b>Speed:</b>	300 mph
<b>Cost:</b>	750 credits
<b>Extras:</b>	Variable Hover

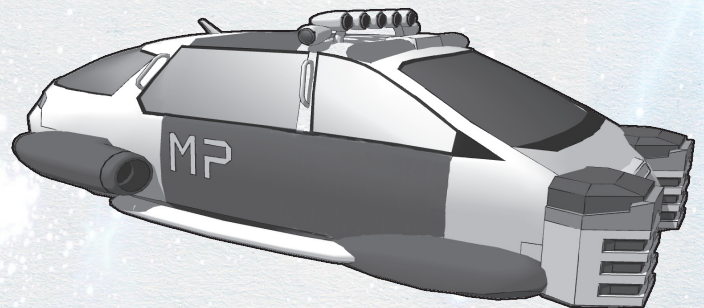
The Gull is typical of the sort of air car found in private use on most civilized worlds. While it is not a high-performance vehicle, it is still effective. It is widely praised for a comfortable and spacious interior.

The Gull is often heavily-modified by people who want to take advantage of how common it is. Afterburners, armor, weapons, and smuggling compartments are examples of the sort of modifications seen on these vehicles.

The Gull air car uses a single power core that lasts for up to a year before needing to be recharged..

## ORION URBAN PATROL VEHICLE

<b>Passengers:</b>	1 (3)
<b>Cargo:</b>	1 cu
<b>Armor Class:</b>	4 (15)
<b>Hit Points:</b>	40
<b>Handling:</b>	+1
<b>Speed:</b>	450 mph
<b>Cost:</b>	900 credits
<b>Extras:</b>	Sealed Systems, Comms System, Variable Hover, Stun Cannon, Ramming System



The Orion is a police upgrade of the basic Gull air-car, adding additional protection and greatly increased speed. The front is reinforced to allow the vehicle to ram other vehicles if necessary, and even to punch holes in dura-brick walls.

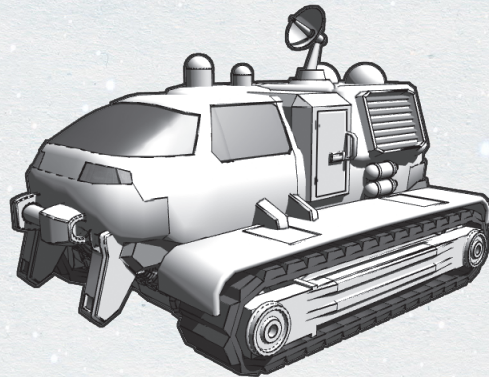
The power core on the Orion lasts for a year before needing to be recharged.

The equipped stun cannon requires a Saving Throw, with a bonus from Constitution, or else be knocked unconscious. If this system is used against someone inside an enclosed vehicle, they receive a +2 to the Saving throw.



## UT-40 EXPLORER

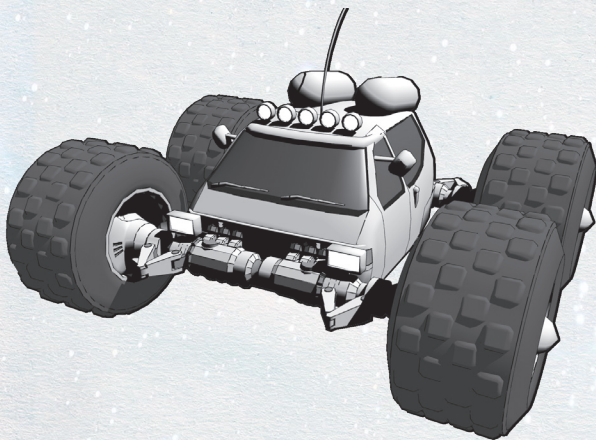
<b>Passengers:</b>	2 (2)
<b>Cargo:</b>	2 cu
<b>Armor Class:</b>	5 (14)
<b>Hit Points:</b>	50
<b>Handling:</b>	+1
<b>Speed:</b>	80 mph
<b>Cost:</b>	3100 credits
<b>Extras:</b>	Sealed Systems, Comms System, Sensor Pod, Sam pling Suite



The UT-45, or vehicles like it, are common on scouting and exploratory missions across the galaxy. The sampling suite allows it to build a more complete picture of the worlds it is exploring, but at a greatly increased cost.

The Explorer has internal space for bunks for its crew, a small galley, bathroom with shower, an airlock, and storage. With the sampling suite and attendant lab space, however, the vehicle is very cramped, and not suitable for expeditions of more than a week at a time.

The heavy-duty power core can last for a year without requiring a recharge.



## RUMBLE BUGGY

<b>Passengers:</b>	1 (3)
<b>Cargo:</b>	4 cu
<b>Armor Class:</b>	7 (12)
<b>Hit Points:</b>	40
<b>Handling:</b>	+2
<b>Speed:</b>	120 mph
<b>Cost:</b>	900 credits
<b>Extras:</b>	Sealed Systems, Comms System

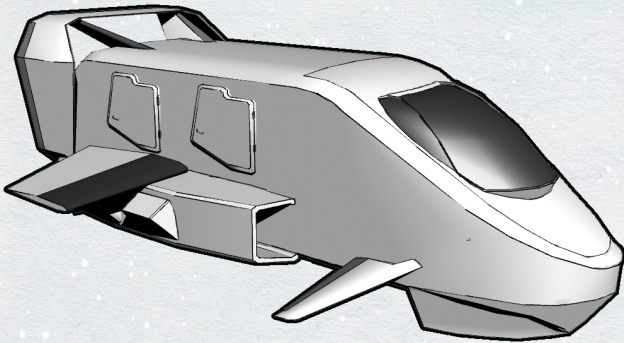
The Rumble Buggy is a long-range all terrain vehicle. The huge tires give it the ability to cross virtually any terrain, including relatively calm water. The ungainly tires do make it difficult to enter and exit, however.

This rugged vehicle is also equipped with a second power core, giving it almost two years worth of power, though it is seldom on extended journeys of that length. The extended durations allows it to remain in the field without access to a recharger for extended periods.

The huge tires make the Buggy unsuitable as a military vehicle, though it has occasionally been pressed into service. In such cases, it is usually-equipped with a roof-mounted autolaser or grenade launcher.



## LOTUS G9 AERODYNE



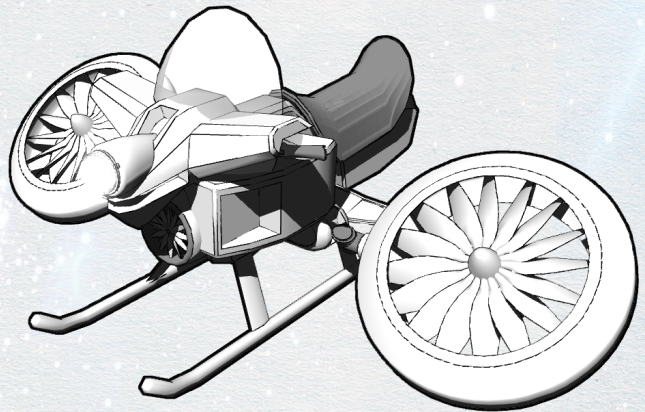
<b>Passengers:</b>	2 (20)
<b>Cargo:</b>	10 cu (50 cu in cargo mode)
<b>Armor Class:</b>	7 (12)
<b>Hit Points:</b>	50
<b>Handling:</b>	0
<b>Speed:</b>	400 mph
<b>Cost:</b>	1000 credits
<b>Extras:</b>	Sealed Systems, Comms System, Variable Hover

The Lotus is common aircraft on many worlds, and is widely used by explorors. The large hull has room for 20 people to sit, or else can be outfitted with sleeping arrangements, a mini-galley, and other amenities. It can also be equipped with labs and other scientific equipment.

This aerodyne uses a variable lift repulsor unit to fly at any height from just above the ground to up to 30,000 feet. The power core lasts for a year of use before needing to be recharged.

## KAWA SYSTEMS FLIGHT BIKE

<b>Passengers:</b>	1 (1)
<b>Cargo:</b>	0 cu
<b>Armor Class:</b>	8 (11)
<b>Hit Points:</b>	10
<b>Handling:</b>	-2 (+2)
<b>Speed:</b>	400 mph
<b>Cost:</b>	400 credits
<b>Extras:</b>	Open Frame, Variable Hover



The Kawa flight bike is ludicrously-fast, and so unstable that it is difficult to control. A skilled pilot, however, can take advantage of the nimbleness that comes from the vehicle's inherent instability. A Pilot character is trained to use a flight bike properly, and instead can add +2 to piloting checks..

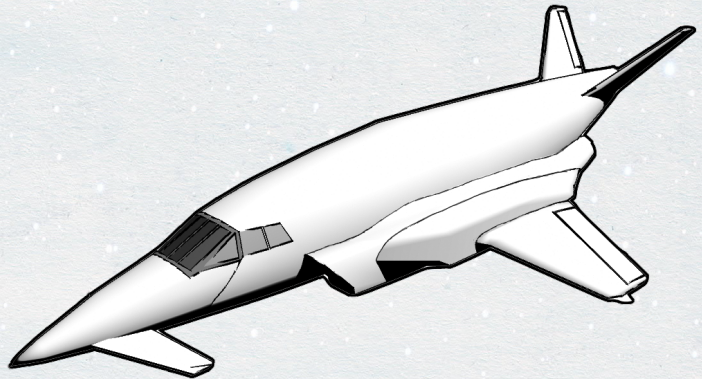
A flight bike can mount a laser rifle or an autolaser, though all attempts to use it are at -2 To Hit.

The flight bike is too small for a proper power core. The rechargeable cell is good for 2 weeks of flight time.



## GAIGE 200 CORP JET

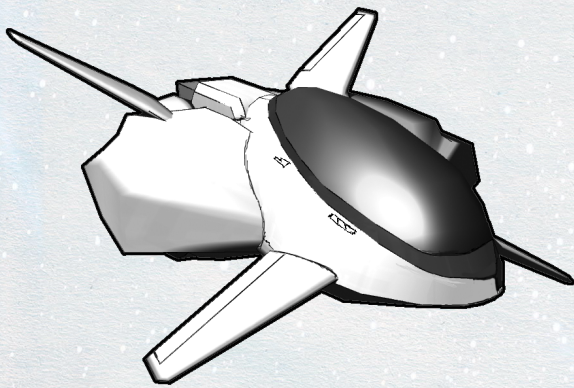
<b>Passengers:</b>	2 (8)
<b>Cargo:</b>	4 cu
<b>Armor Class:</b>	5 (14)
<b>Hit Points:</b>	40
<b>Handling:</b>	+1
<b>Speed:</b>	1200 mph
<b>Cost:</b>	3000 credits
<b>Extras:</b>	Sealed Systems, Comms System, Luxury Upgrade



The Gaige 200 is a fast, luxurious flyer used to make sub-orbital hops from one side of the world to the other in three hours or less. Conventional speed is limited to 1200 mph, though. The Gaige uses a basic repulsor that only assists in final landing. Otherwise, it relies on its wings and speed for lift.

The interior fittings of this aircraft are quite luxurious, with room for eight plus the crew. A wet bar and other amenities are standard.

## BUMBLEBEE FLITTER



<b>Passengers:</b>	1 (3)
<b>Cargo:</b>	2 cu
<b>Armor Class:</b>	8 (11)
<b>Hit Points:</b>	20
<b>Handling:</b>	0
<b>Speed:</b>	400 mph
<b>Cost:</b>	600 credits
<b>Extras:</b>	Variable Hover Sealed Systems,

The flitter is a common sight across space, carried as a utility vehicle on many spacecraft and their shuttles. The basic repulsor lift system works just about anywhere, including hard vacuum. The flitter has a basic short-range radio with a range of about 200 miles that does not really rate as a full comms system.

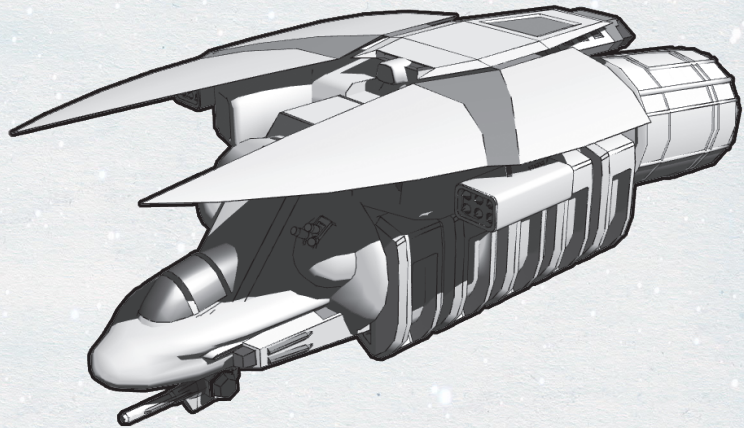
Some down-on-thier-luck mercenaries will arm the flitter with rockets and maybe an autolaser, but it is effectively unarmoured, and too lightweight to stand in full battle for very long.

The lightweight power core on the flitter the smallest available, can power the craft for up to six months before needing a recharge.



## KNUTE AU2 ASSAULT AERODYNE

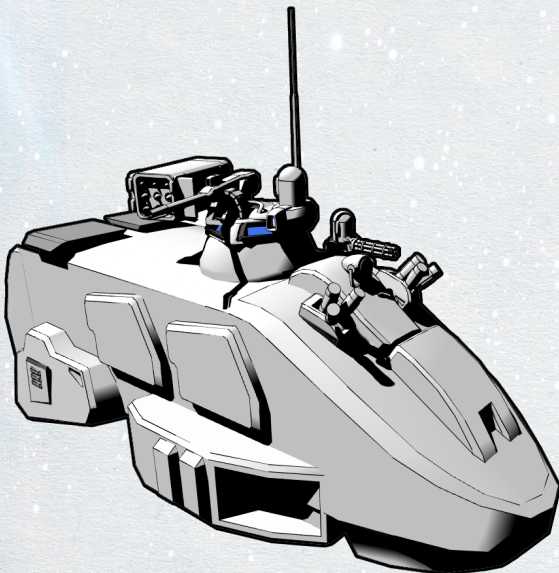
<b>Passengers:</b>	2 (10)
<b>Cargo:</b>	4 cu
<b>Armor Class:</b>	4 (15)
<b>Hit Points:</b>	70
<b>Handling:</b>	+1
<b>Speed:</b>	400 mph
<b>Cost:</b>	7500 Credits
<b>Extras:</b>	Sealed Systems, Variable Hover, Autolaser, 2 6-shot Missile Pods, Smoke Dischargers



The Knute was originally-developed as an assault carrier for military forces, a sort of flying APC. As later designs features improved capabilities, the Knute was retired from front-line service and entered the armories of police forces across space. As a carrier for SWAT forces, it can move in almost silently on its repulsors, and drop its team from the individual doors along its body. All 10 troopers can deploy at once, a big advantage for rapid assaults. While the military armament was retained, the missile pods are more often used to fire riot-control rounds, including tear gas and sleep gas.

The power core of the Knute lasts for 6 months of use before beeded to be recharged.

## KRIEG AERODYNE IFU



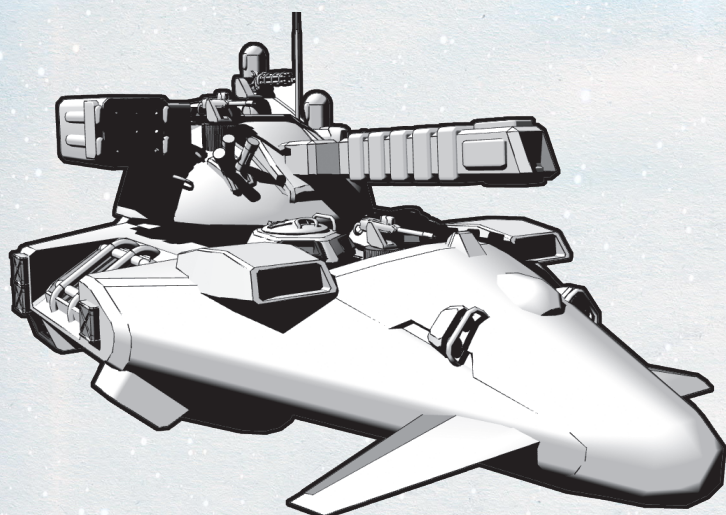
<b>Passengers:</b>	2 (12)
<b>Cargo:</b>	4 cu
<b>Armor Class:</b>	1 [18]
<b>Shield:</b>	-2 [+2]
<b>Hit Points:</b>	60
<b>Handling:</b>	+2
<b>Speed:</b>	600 mph
<b>Cost:</b>	10,000 Credits
<b>Extras:</b>	Sealed Systems, Comms System, Sensor Pod, Auto laser, 6-shot rocket pod, Defensive Laser, Smoke Dischargers

The Krieg is a more modern vehicle than the Knute, and while not as capable in some ways, it is faster and better protected, with both a defensive laser and a shield. It is able to carry eight troops in powered armour, or 12 conventional troopers. Troops can debark two at a time from the rear doors, under cover of the Krieg's armament

Due to the massive power requirements of the weapons and shield, the power core on the Krieg can only go for 4 months between recharging. Some variants mount an additional power core, but the cost is excessive.



## KENSEI HOVER TANK



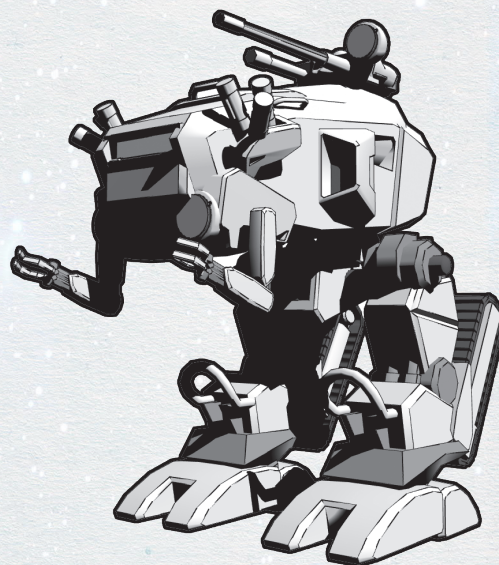
<b>Passengers:</b>	3
<b>Cargo:</b>	2 cu
<b>Armor Class:</b>	-2 (22)
<b>Shield:</b>	-4 (+4)
<b>Hit Points:</b>	80
<b>Handling:</b>	+1
<b>Speed:</b>	400 mph
<b>Cost:</b>	20,000 credits
<b>Extras:</b>	Sealed Systems, Comms System, Sensor Pod, Defensive Laser, Railgun, 2 Auto-Lasers, 9-shot missile pod, Smoke Dischargers

The Kensai is one of the most powerful fighting vehicles ever made. It is equipped with heavy armor and a powerful shield., along with a whole suite of weapons. The railgun is one of the most powerful vehicular weapons ever made, capable of shattering most other armoured vehicles.

The thrust jets and repulsors are only just barely able to lift the massive vehicle more than a few feet off the ground. The two power plants are good for 3 months of operation before it needs to be refueled. This vehicle consumes an enormous amount of power

## GHISLAIN TSO WALKER

<b>Passengers:</b>	2 (1)
<b>Cargo:</b>	1 cu
<b>Armor Class:</b>	3 (16)
<b>Hit Points:</b>	40
<b>Handling:</b>	+1
<b>Speed:</b>	60 mph (120 on tracks)
<b>Cost:</b>	1100 credits
<b>Extras:</b>	Sealed Systems, Comms System, Sensor Pod, Auto laser, Laser Rifle, Smoke Dischargers, Manipulator Arms (Str 20, Dex 12)

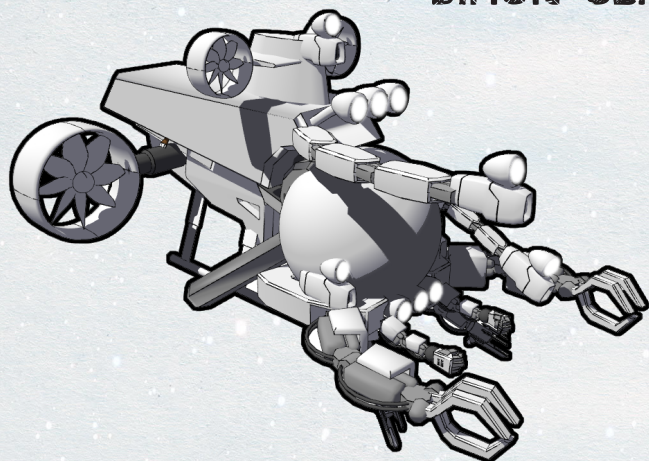


The Ghislain is a two-man walker with a secondary track drive for high-speed cross-country movement.. It is armed with an autolaser and a long-range laser rifle (double normal range). With the walker's load of sensors and communicators, it makes an ideal scout. the walker is often dropped from orbit under a repulsor chute in advance of other forces.

The power core is good for one year of operation.



## SIMON-CLASS RESEARCH SUBMERSIBLE



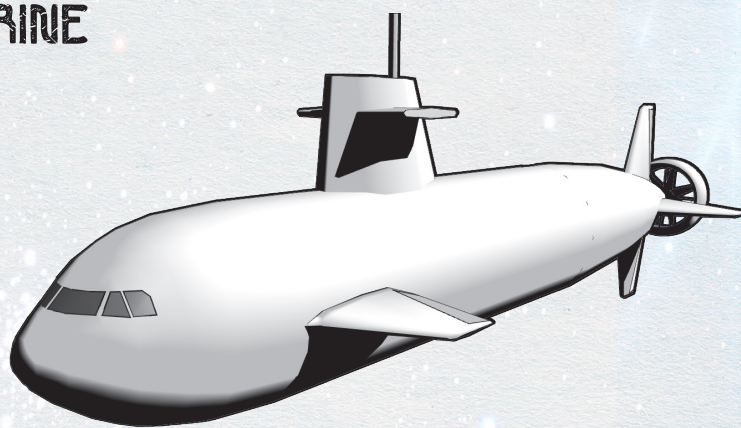
<b>Passengers:</b>	3
<b>Cargo:</b>	1 cu
<b>Armor Class:</b>	5 (13)
<b>Hit Points:</b>	30
<b>Handling:</b>	0
<b>Speed:</b>	40 mph
<b>Cost:</b>	1800 credits
<b>Extras:</b>	Sealed Systems, Comms System, Sensor Pod, Manipulator Arms (Str 20, Dex 12)

Capable of diving to the bottom of most oceans, the Simon is used in research and exploration on most worlds with any substantial amount of water. This research sub is not armed, but the manipulator arms hold any weapon designed for use by walkers or powered armor. The research sub has an airlock and a decompression chamber to allow access to the open ocean, and most are equipped with hardsuits to make decompression unnecessary. The sub can operate at depths as deep as 20 miles on most normal-sized worlds.

The power core is good for a year of operation.

## OCEANVIEW TRANSPORT SUBMARINE

<b>Passengers:</b>	4 (30)
<b>Cargo:</b>	20 cu
<b>Armor Class:</b>	2 (18)
<b>Hit Points:</b>	100
<b>Handling:</b>	-1
<b>Speed:</b>	100 mph
<b>Cost:</b>	5000 credits
<b>Extras:</b>	Sealed Systems, Comms System



The Oceanview is a large, multi-purpose submarine used on waterworlds and in oceans all over space. Some are even modified for military purposes, mounting rocket-torps and gatling lasers designed for underwater use.

Most commonly, though, the Oceanview is used to transport passengers and cargo from the surface to undersea cities and bases, and can operate at depths down to ten miles. It is equipped with an airlock and decompression chamber to allow access to the open ocean. Star Knights do not need to use the decompression chamber if they use the Water Breathing meditation.

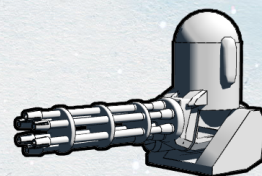
The power core on this submarine lasts for six months of normal operation.



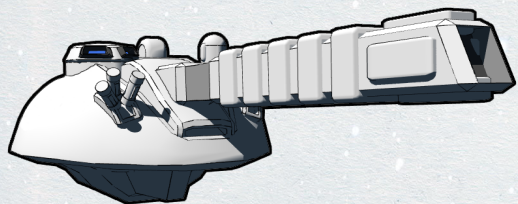
## DEFENSIVE LASER TURRET

The defensive laser protects a vehicle or base from missiles and rockets. It cannot protect against a railgun's shells, however.

A functioning defensive laser adds +3 [-3] to the AC of a vehicles against missiles, rockets, and grenades only.



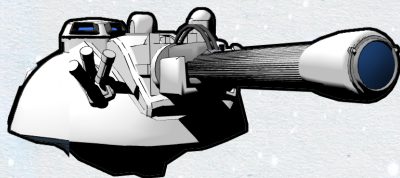
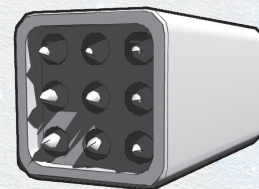
## RAIL GUN



While slower to fire than a laser cannon, and not causing quite as much damage, the railgun offers a unique benefit: it is unaffected by shields or defensive lasers, meaning that it is more likely to result in a hit than lasers or rockets. It is a heavy, power-hungry weapon, however, and each shot uses 6 hours of endurance from a power plant.

## MISSILE POD

Found in 2-, 6-, and 9-shot varieties, the missile pod carries heavy missiles designed to savage even the biggest armoured vehicle. Missiles are unaffected by shields, and require no power to fire, making them ideal for smaller vehicles.



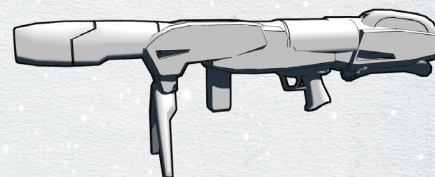
## LASER CANNON

The laser cannon is a heavy energy weapon often found as the main armament on tanks and aerodynes. The searing beam is quite visible in an atmosphere, but invisible in a vacuum.

The laser cannon is relatively slow to fire, given the amount of time it takes to recharge the weapons power cells. Each shot subtracts an hour of duration from the carrying vehicle's power plant.

## AUTOLASER

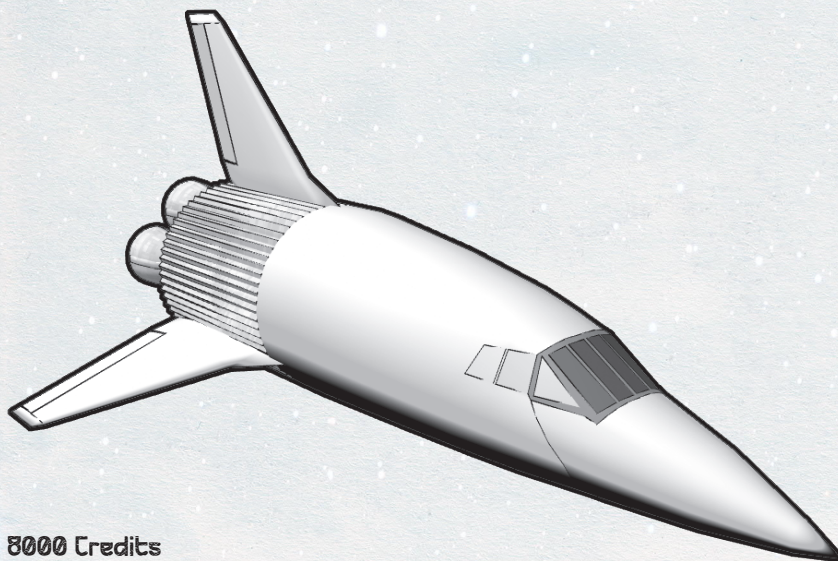
The autolaser is a heavy man-portable laser capable of fully-automatic fire, like a laser machinegun. It is also often found as the primary weapon on small vehicles, or as the secondary weapon on large vehicles.



Weapon	RoF	Damage	Range	Cost	Effect
Defensive Laser	4	2d6	200	900	+3 [-3] AC vs. missiles
Rail Gun	1	10d6	400	1500	Ignores Shields
Missile Pod	2/6/9	8d6	300	300	Ignores Shields. 50 Creds per missile
Laser Cannon	2	8d6	400	500	
Autolaser	4	3d6	300	300	



## SPACE DART ROCKET SHUTTLE



8000 Credits

ARMOR CLASS:	7 [12]
HIT POINTS:	35
SHIELD STRENGTH:	0
MOVEMENT:	5
TARGETTING:	N/A
ATTACK:	N/A
CREW:	2
PASSENGERS:	14
LIFE SUPPORT:	7 days
CARGO:	1 ton (15 cu)
MODIFICATIONS:	None

The Space Dart is a short-range craft, used by larger ships that are not able to land. The fuel supply of the rocket shuttle allows it to make about a dozen landings from high orbit on a normal sized-world, and the onboard life-support is good for about a week of continuous operation.

This type of rocket shuttle is small, and rarely armed. It is common in civilized regions with prepared landing pads. It is not well-suited to rough use. Liners and large corporate vessels will often use shuttles like this for ferrying passengers to and from planets.

Most rocket shuttles have seating for two crew and up to 14 passengers, along with a small amount of cargo.

ARMOR CLASS:	7 [12]
HIT POINTS:	35
SHIELD STRENGTH:	0
MOVEMENT:	10
TARGETTING:	N/A
ATTACK:	N/A
CREW:	2
PASSENGERS:	0
LIFE SUPPORT:	7 days
CARGO:	1 ton
MODIFICATIONS:	FTL Drive

## STAR DART FTL COURIER

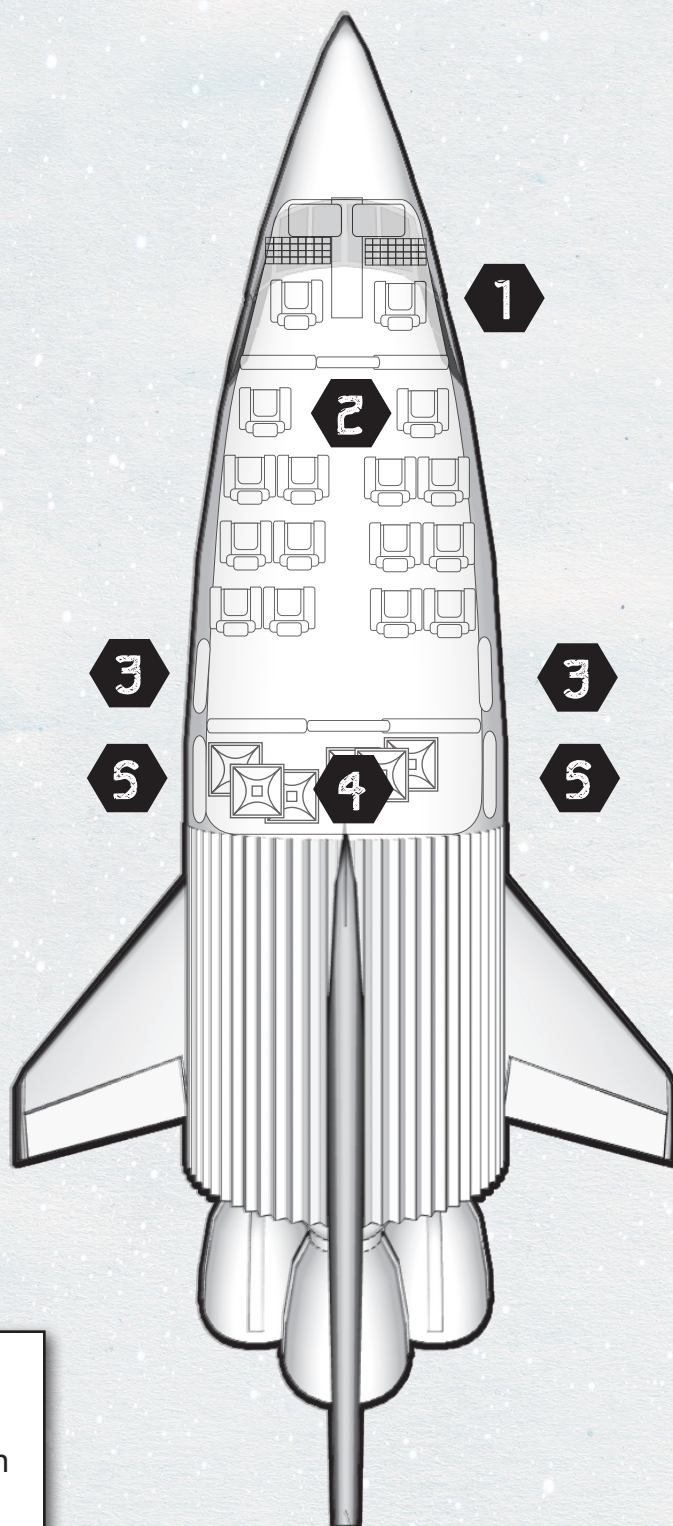
15,000 Credits

The Star Dart is a semi-secret FTL version of the rocket shuttle, used for high-priority small packages and data. It is externally-identical to the standard rocket shuttle.

This version sacrifices much of the cargo space and all of the passenger space to mount a more powerful rocket drive and an FTL drive. The life support is unchanged, so the range is decidedly-limited.



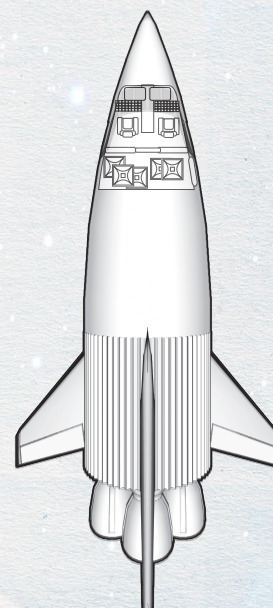
# SPACE DART ROCKET SHUTTLE



## DECK PLAN KEY

1. Cockpit
2. Passenger Section
3. Exterior Doors
4. Cargo Section
5. Cargo Doors

## STAR DART





## Vehicle Extras

These are some of the updates that can be added to a vehicle, and explains some of the modification listed in each vehicle description. (These modifications first appeared in Hyperspace Messenger 05, from DWD Games.)

**Armor Plating** – Vehicles are already built of durable materials. Additional armor can be purchased in one of three levels. This upgrade cannot be given to walkers, which are already armored as much as they can be. Heavy armor cannot be given to hover or flying vehicles, because the mass is just too much.

- **Light:** -2[+2] to AC, Speed -10%, Handling -1, Cost 10 times HP
- **Medium:** -4[+4] to AC, Speed -20% Handling -2, Cost 20 times HP
- **Heavy:** -6[+6] to AC, Speed -40% Handling -4, Cost 50 times HP

**Comms System** – This adds a full communications suite into the vehicle. It functions as a communicator, but also picks up and transmits various frequencies of radio signals. Cost 200 credits.

**Extended Cargo** – This simply adds an external cargo module with a capacity equal to one fourth of the vehicle's maximum hit points. It is attached to the vehicle in some manner. For ground vehicles, this attaches like a trailer with a towing hitch. For walkers, it's dragged along on wheels or pulled like a cart. This cannot be given to hover vehicles. It reduces the vehicle's top speed by 20 mph and its handling by 2. Cost equals ten times the number of cargo units added.

**Luxury Upgrade** – This vehicle has all the most modern upgrades. Its seats are very comfortable and it has many forms of entertainment. It's no more functional, just more comfortable to use for extended periods. Increase overall cost 20%.

**Passenger Conversion** – This upgrade reduces the cargo capacity by half, but adds a number of passengers equal to twice the amount of cargo capacity reduction. Cost equals 25 credits times the amount of cargo area converted.

**Reserve Power** – This adds support for an additional power plant and reconfigures the power sharing couplers of the vehicle. This increases by 50% the expected longevity of the power plant(s).

**Sampling Suite** – Perfect for geologists and ecologists, the sampling suite includes deployable gear designed to take and analyze mineral, biological, and atmospheric samples. Equipment adds a lot of mass to the vehicle and reduces handling by 1. It cannot be added to a "cycle" vehicle. Cost 1,000 credits.

**Sealed System** – A completely sealed passenger compartment and can operate in areas with toxic (or no) atmosphere. Adds one to the number of power plants required for the vehicle. Cost equals five times the vehicle's hit points.

**Sensor Cluster** – This adds infra-red, ultra-violet, light-amplification and zooming



cameras to the vehicle. It allows normal night use without illumination. Cost is 300 credits.

**Speed Boost** – This upgrade allows the vehicle to perform a burst of speed, allowing it to double its top speed for 1 turn (10 rounds). It requires its own power plant to be added to the vehicle, which is privately coupled to its circuitry. It can be used only once and depletes its power plant when used. Cost equals ten times the maximum speed of the vehicle, plus the cost of the power plant (100 credits).

**Variable Hover** – This can only be added to flying or hovering vehicles, and permits the vehicle to hover in place at variable altitudes (normal hover technology operates at a fixed altitude). Cost equals ten times the vehicle's hit points. This reduces the expectancy of the vehicle's power plant by half.

## Other Weapons and Defensives

**Grenade Launcher** – The grenade launcher is primarily an anti-personnel weapon, and can fire a variety of grenade types. The grenade launcher has a rate of fire of 2, and a range of 300 feet. Cost is 100 Credits. Grenade Launchers can fire several different types of grenades, as below.

Grenade Type	Effect	Cost
High Explosive	4d6, 10 foot radius	5 Creds
Smoke	Smoke cloud, 10 x 50 feet	8 Creds
Stun	Saving Throw, or Stunned, -4 on all actions for 1d4 minutes.	10 Creds
Sleep	Saving Throw, or fall asleep for 1d6 minutes	12 Creds
Plasma	8d6, 20 foot radius	25 Creds

**Smoke Discharger** – Smoke dischargers can spew out clouds of sensor-blocking smoke, obscuring vision and all sensors. Vehicles inside the cloud are at -2 to hit anything outside of the cloud, while opponents outside the cloud will suffer -4 on to hit rolls on vehicles inside the cloud.

Smoke dischargers create a cloud of smoke 40 feet wide by 120 feet long, and most vehicles typically carry six dischargers.



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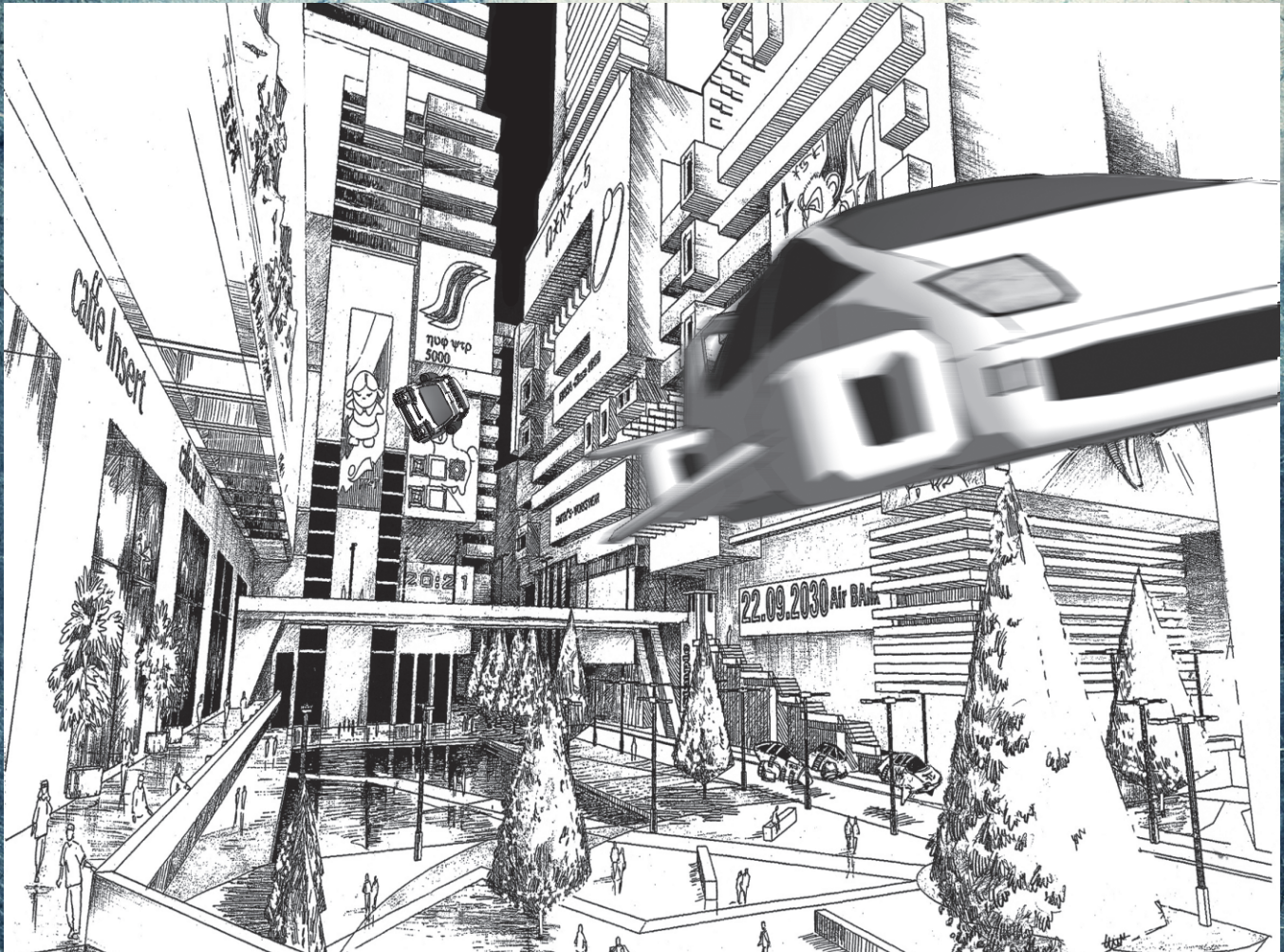
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# HIGH TECH VEHICLES



*Curso flicked on the afterburners that Miya had illegally installed on the aircar, and rocketed down the street, the Sekuritat pursuit falling further and further behind. It looked like he was in the clear, until the gunboat dropped down in front of him, and his Starknight senses warned him that his aircar was being painted by a targeting radar. The last thing he saw was the crimson flare from the laser cannon that sliced the aircar out of the sky.*

Sometimes just getting there is not enough. Sometimes, the journey is the true adventure, and this collections of vehicles for the White Star game will make the journey easier.

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