

WASTELAND WHEELS



5E
COMPATIBLE



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INTRODUCTION

For many wastelanders, the apocalypse meant a return to an earlier age of transportation. Most never leave their home settlement unless forced to, and those that do typically walk. The most attainable way to travel faster might be to tame a beast or mutant as a mount. Similar creatures can also act as beasts of burden, pulling the carts of the traders who brave the expanses between settlements to keep the economic lifeblood of the wasteland flowing.

Old motor vehicles can be found across the wasteland, lining the streets and old highways. These wrecks are mere shells, ravaged by time, post-apocalyptic weather, and sometime violence, but they may still contain one or more functioning parts. Wasteland salvagers might even find one or more vehicles in better condition within an old showroom, garage, or underground car park. With enough skill, time, and luck, an engineer might be able to cobble together a functioning car or motorcycle from the salvage of many others. Building the vehicle is only the start of a wastelander's troubles: to use it, they must keep it fuelled.

In some wasteland worlds vehicles are more common. In such worlds the apocalypse may have been more recent. Resources are incredibly scarce, and wastelanders group together in gangs and clans to survive. Heavily modified vehicles are essential tools for any group: with them, a gang can scout barren wastes in search of precious food, water, medicines, and an ever-dwindling supply of fuel. When scavenging proves fruitless, a gang's vehicles are

instrumental during raids on rival gangs, and likewise when they must protect their own territory and resources.

This book provides vehicle rules for use in post-apocalyptic settings which are compatible with the Fifth Edition of the world's best known fantasy roleplaying game. Inside you'll find:

- ❖ New vehicle-themed archetypes: one each for all six *WASTELAND WANDERERS* classes, as well as the Sidekick class which appears in *WASTELAND WARES*.
- ❖ Rules governing vehicles and how they interact with existing game mechanics, as well as additional guidance.
- ❖ 41 Vehicle statblocks.
- ❖ Vehicle modification rules.
- ❖ Optional vehicle card rules and decks which add excitement to vehicle encounters.

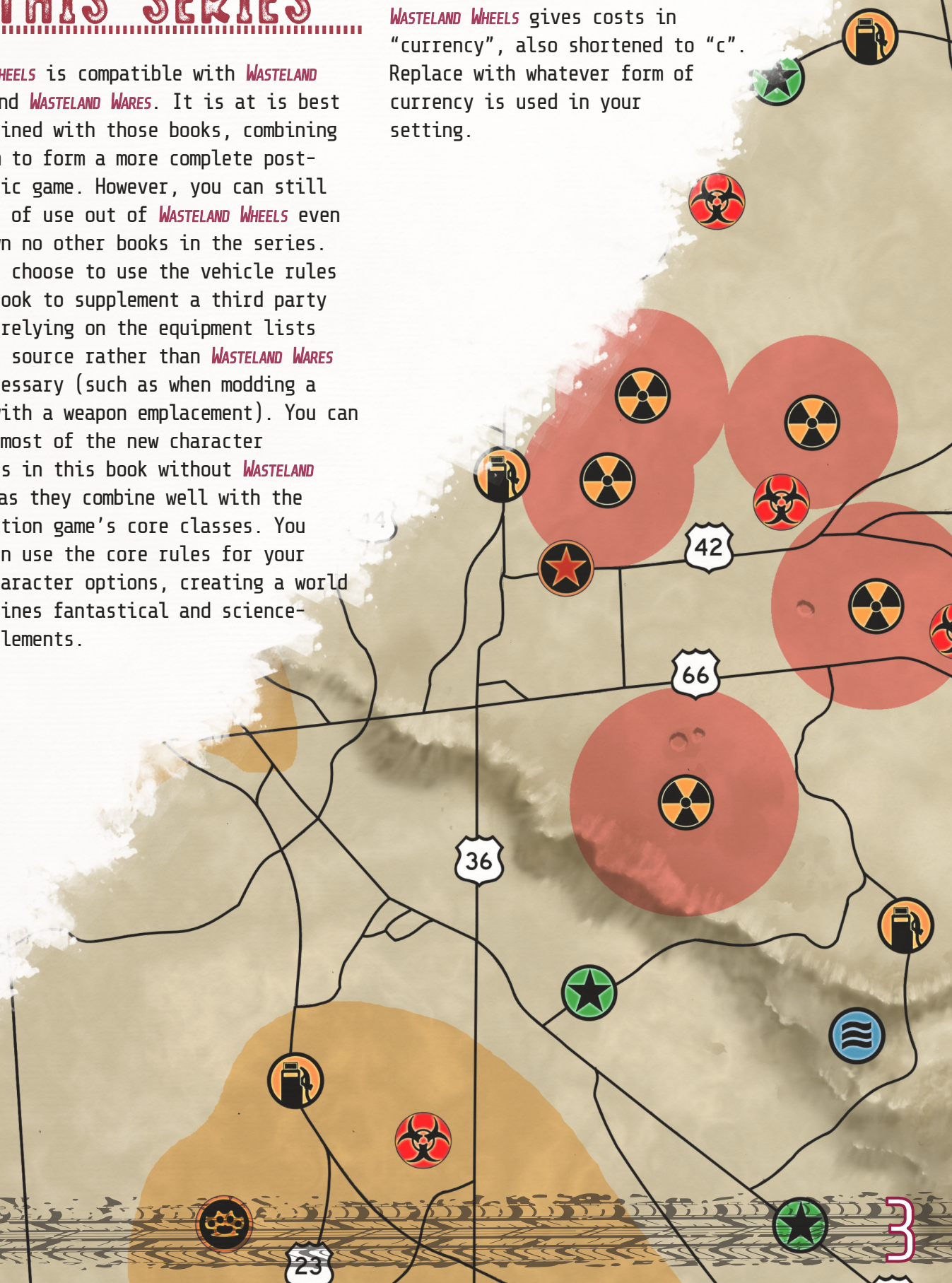
You'll find that a lot of the content in *WASTELAND WHEELS* works just as well for other games set in modern settings, and its rules can also be used as a basis for developing futuristic vehicles.

OTHER BOOKS IN THIS SERIES

WASTELAND WHEELS is compatible with *WASTELAND WANDERERS* and *WASTELAND WARES*. It is at its best when combined with those books, combining with them to form a more complete post-apocalyptic game. However, you can still get a lot of use out of *WASTELAND WHEELS* even if you own no other books in the series. You might choose to use the vehicle rules in this book to supplement a third party setting, relying on the equipment lists from that source rather than *WASTELAND WARES* where necessary (such as when modding a vehicle with a weapon emplacement). You can also use most of the new character archetypes in this book without *WASTELAND WANDERERS*, as they combine well with the Fifth Edition game's core classes. You might even use the core rules for your player character options, creating a world that combines fantastical and science-fiction elements.

COSTS

WASTELAND WHEELS gives costs in "currency", also shortened to "c". Replace with whatever form of currency is used in your setting.



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ARCHETYPES

The archetypes in this chapter provide new options for wasteland characters who specialise in driving, repairing, and otherwise interacting with vehicles. They're designed to be compatible with classes from *WASTELAND WANDERERS* and *WASTELAND WARES*. If you don't own those book, you can still use some of these archetypes! Some of the base classes in *WASTELAND WANDERERS* rework or re-frame 5e core classes (the Soldier is equivalent to the Fighter, for instance). If a wasteland class has an equivalent in the 5e core rules, the archetype in this book should be broadly compatible with the 5e core class.



NO VEHICLE CARDS? NO PROBLEM

The archetypes presented in this chapter engage with the vehicle card rules option in this book. Most such features exclusively apply in vehicle encounters, which happen only intermittently in most campaigns. The archetypes include additional features to make sure they're useful at other times. Consequently, you can ignore most vehicle card related features if your group isn't using those rules, and the archetype will stack up just fine against other options.

There's one feature which can't simply be ignored: the scoundrel's Daredevil archetype provides the Stunt Specialist feature at level 3. This feature normally allows the scoundrel to spend a **stunt!** card from their personal Driver's Deck (2 + the bonus cards from their Stunt Driver feature) to gain the card's usual benefit, but applied only to themselves.

You don't actually need vehicle cards for this feature to work, as it can be converted into an equivalent limited use feature. Each expended use of the feature can be used on the scoundrel's turn to gain advantage on a single ability check, attack roll, or saving throw made before the beginning of their next turn. It can be used 3 times at 3rd level, and 4 times from 9th level. Expended uses are regained on a short or long rest, as per the original Stunt Specialist feature.

SAVAGE

The following new archetype is available for the savage class, or the barbarian class if you aren't using *WASTELAND WANDERERS*.

ROADRAGER

Pick this archetype if you want to tap into your rage while driving a vehicle or acting as a member of its crew.

ROAD RAGE

SAVAGE LEVEL 3

You gain the following additional benefits while raging at the same time as driving a vehicle:

- ❖ A vehicle has advantage on Dexterity checks and Dexterity saving throws while you man the crew station that controls its movement.
- ❖ You add your Rage Damage to any damage you deal when making a melee attack with a weapon associated with your crew station while you're a member of the vehicle's crew. You also add your Rage Damage you deal when you use a vehicle's ram, run over, or side swipe trait while at its Controls.

You have new ways to prevent your rage from ending. If you're conscious and unless you willingly end your rage as a bonus action, it only ends if none of the following have occurred since your last turn:

- ❖ You make an attack against a hostile creature or vehicle using either your

own weapon or a weapon associated with your crew station on a vehicle you crew.

- ❖ You try to damage a hostile creature with a vehicle's ram, run over, or side swipe trait while you man the crew station that controls its movement, regardless of whether or not any damage is ultimately dealt to the target.
- ❖ You take damage, or a vehicle takes damage while you're a part of its crew or a passenger.

ROOF RIDER

SAVAGE LEVEL 3

You're accustomed to doing battle atop and across careening vehicles. You have advantage on Dexterity (Acrobatics) checks relating to balance, as well as Dexterity saving throws to avoid falling **prone** or falling off a moving vehicle or surface.

RECKLESS DRIVER

SAVAGE LEVELS 3, 10, AND 14

You gain proficiency in Land Vehicles.

When you're at the crew station that controls a vehicle's movement, you add bonus cards to your Driver's Deck according to your level in the savage class. You add only the cards appropriate for your current level, they aren't cumulative with those awarded at lower levels.

FROM 3RD LEVEL

- ❖ +1 **stunt!** card
- ❖ +1 **dangerous driver** card

FROM 10TH LEVEL

- +2 **stunt!** cards
- +1 **dangerous driver** card

FROM 14TH LEVEL

- +2 **stunt!** cards
- +2 **dangerous driver** cards

DANGEROUS DRIVER (UNIQUE CARD)

When you draw this card, set it in front of you face up, keeping it separate from your play pile. Whenever you deal damage to one or more creatures using either a weapon associated with your crew station or your vehicle's ram, run over, or side swipe trait, you can play this card if you have it to maximise the damage you deal to one creature instead of rolling the damage dice. Once the card is played, flip it over. It can't be used again, and doesn't return to the Driver's Deck for the duration of the encounter.

WRECKER

SAVAGE LEVELS 6 AND 14

You deal +1d6 melee weapon damage against vehicles, objects, and robots (constructs). Additionally, when you deal damage to a vehicle or object with a damage threshold, the damage threshold is treated as though it were 5 lower against your attack.

From 14th level, your bonus damage from this feature increases to +1d12. Furthermore, a vehicle or object's damage threshold is treated as though it were 10 lower than it actually is against your attacks.

MOTOR MADNESS

SAVAGE LEVEL 10

While you're manning a vehicle's crew station, and provided you remain conscious, nothing ends your rage while any hostile creatures or vehicles that you're aware of are undefeated. If you end your turn and you are no longer manning an crew station, your rage ends if more than a minute has passed since it began, or if you haven't met any of the usual criteria to maintain your rage.

Additionally, you can't be **charmed** or **frightened** while you're manning an crew station in a vehicle. If you're **charmed** or **frightened** when you enter a vehicle's crew station, the effect is suspended until you leave the crew station.



SCIENTIST

The following new archetype is available for the scientist class presented in *WASTELAND WANDERERS*.

GREASE MONKEY

Pick this archetype if you want to specialise in vehicle construction and repair.

Some of your features require their targets to make a saving throw. The saving throw DC of your Botanist features equals 8 + your Proficiency bonus + your Intelligence modifier.

AUTO REPAIR

SCIENTIST LEVELS 3 AND 9

You're proficient in Mechanic's Tools. If you're already proficient, you instead become proficient in one other tool or Intelligence-based skill of your choice.

From 9th level, when you make an Intelligence check using your Mechanic's Tools or an Intelligence (Engineering) check to which your Mechanic's Tools proficiency also applies, you treat a roll of 1 to 9 as though you rolled a 10.

BETTER, FASTER, STRONGER

SCIENTIST LEVELS 3, 9, AND 13

When you're a vehicle's passenger or at any of its crew stations that don't control its

movements, you add bonus cards to the Driver's Deck of the creature driving the vehicle according to your level in the scientist class. You add only the cards appropriate for your current level, they aren't cumulative with those awarded at lower levels.

FROM 3RD LEVEL

- ☢ +1 **stunt!** card
- ☢ +1 **rapid repairs** card

FROM 9TH LEVEL

- ☢ +2 **stunt!** cards
- ☢ +1 **rapid repairs** card

FROM 13TH LEVEL

- ☢ +2 **stunt!** cards
- ☢ +2 **rapid repairs** cards

RAPID REPAIRS (UNIQUE CARD)

When your driver draws this card, they give it to you. Set it in front of you face up. As a reaction any time you have access to Mechanic's Tools and are inside a vehicle, you can make an Intelligence check and restore hit points to your vehicle equal to the check result. Alternatively, as a reaction when the vehicle you're in receives a **fault!** card from the Chaos Count, that card is ignored. Once the card is played, flip it over. It can't be used again, and doesn't return to the Driver's Deck for the duration of the encounter.

MECHANICAL MAVEN

SCIENTIST LEVEL 3

You gain the ability to craft a small number of useful items using salvage.

You can have a number of these makeshift devices at a time equal to your

Intelligence modifier (a minimum of one), and you can craft up to that number during a short rest using your Mechanic's Tools. Each makeshift device you craft consumes a small number of materials, requiring 20 salvage unless otherwise specified for the device.

Anyone can use one of your makeshift devices if it's in their possession. Using the device requires an action.

You can make any combination of the makeshift devices described below. If you create an additional makeshift device when you've already reached your limit, one of the existing makeshift devices (your choice) develops a fault and becomes useless.

GRENADE

When you create this makeshift device, choose its type from the list below.

☢ GREASE: A grenade of this type is designed to spurt slick grease around its point of impact.

The grenade can be thrown at a point up to 60 feet away as an action. A 10-foot square area centred on that point becomes difficult terrain for one minute. Each creature standing in the area when you throw the grenade, and any creature that enters the area or ends its turn there, must succeed at a Dexterity saving throw or fall **prone**.

☢ INCENDIARY: A grenade of this type is designed to quickly ignite and spread flame, such as a Molotov cocktail. Your makeshift incendiary grenade deals fire damage equal to 3d6 + your Tech Value.

The grenade can be thrown at a point up to 60 feet away as an action. Each creature within 10 feet of the

target point must make a Dexterity saving throw, taking the full damage for each of the grenade's damage types on a failed save, or half as much if successful.

ROBOT REPAIR KIT

This makeshift device can quickly repair minor damage to a robot or turret. The robot repair kit is used as an action, and its user or target regains hit points equal to 3d6 + your Tech Value.

VEHICLE REPAIR KIT

This makeshift device can help restore damage to a vehicle. It must be used over the course of a short rest by a creature proficient with and in possession of Mechanic's Tools. Upon completion of the rest, the target vehicle regains hit points equal to 5d8 + your Tech Value.

FINE-TUNED FLEETNESS

SCIENTIST LEVEL 13

The encounter speed of any vehicle you occupy increases by 20 feet. Additionally, your own walking speed increases by 5 feet.

SPICK-AND-SPAN

SCIENTIST LEVEL 17

Whenever you restore hit points to a vehicle, a robot, or a turret, it regains additional hit points equal to your Intelligence bonus.

SLICK AND SPAN

SCIENTIST LEVEL 17

You can increase the radius of a grenade you create by spending additional salvage, to a maximum radius of 30 feet.

GRENADE RADIUS INCREASE COSTS

RADIUS	GREASE, INCENDIARY	OIL SLICK
15	+10 salvage	+20 salvage
20	+20 salvage	+40 salvage
25	+30 salvage	+60 salvage
30	+40 salvage	+80 salvage

Additionally, you can create a new type of makeshift device which combines the properties of your grease and incendiary grenades:

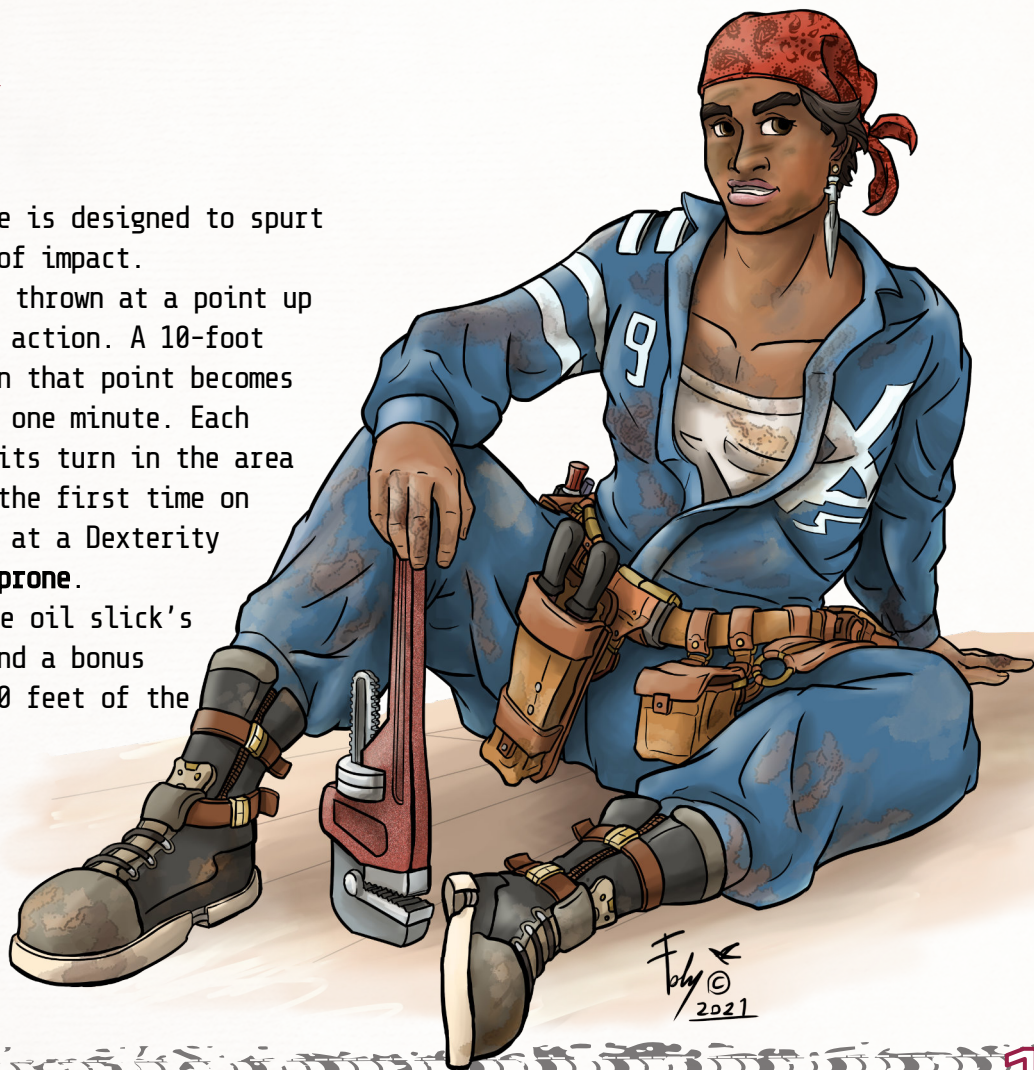
GRENADE, OIL SLICK REQUIRES 40 SALVAGE.

A grenade of this type is designed to spurt oil around its point of impact.

The grenade can be thrown at a point up to 60 feet away as an action. A 10-foot square area centred on that point becomes difficult terrain for one minute. Each creature that starts its turn in the area or moves into it for the first time on its turn must succeed at a Dexterity saving throw or fall **prone**.

At any point in the oil slick's duration, you can spend a bonus action while within 30 feet of the

oil slick to ignite it for the remainder of the minute. It is no longer considered difficult terrain. However, each creature within its area when you ignite it must make a Dexterity saving throw, taking fire damage equal to 3d6 + your Tech Value on a failed save, or half as much if successful. The fires continue to burn for the remainder of the minute or until doused, and a creature takes 1d6 fire damage when it enters the area for the first time on a turn or starts its turn there.



SCOUNDREL

The following new archetype is available for the scoundrel class, or the rogue class if you aren't using *WASTELAND WANDERERS*.

DAREDEVIL

Pick this archetype if you want to pull off especially daring stunts both behind the wheel and on foot.

STUNT DRIVER

SCOUNDREL LEVELS 3, 9, AND 13

You gain proficiency in your choice of Land Vehicles, Air Vehicles, or Water Vehicles.

When you're at the crew station that controls a vehicle's movement, you add bonus cards to your Driver's Deck according to your level in the scoundrel class. You add only the cards appropriate for your current level, they aren't cumulative with those awarded at lower levels.

FROM 3RD LEVEL

- +1 **stunt!** card
- +1 **speed freak** card

FROM 9TH LEVEL

- +2 **stunt!** cards
- +1 **speed freak** card

FROM 13TH LEVEL

- +2 **stunt!** cards
- +2 **speed freak** cards

SPEED FREAK (UNIQUE CARD)

When you draw this card, set it in front of you face up, keeping it separate from your play pile. When you use your action to drive and steer your vehicle, you can choose to have your vehicle Floor It! without spending the usual bonus action. You can Floor It! again using your bonus action, or use the bonus action for something else. Once the card is played, flip it over. It can't be used again, and doesn't return to the Driver's Deck for the duration of the encounter.

STUNT SPECIALIST

SCOUNDREL LEVEL 3

You always have access to all your stunt cards from the beginning of the encounter. When you build your Driver's Deck don't shuffle your stunt cards in with the rest of the Driver's Deck. Instead, set them all in front of you face up, keeping them separate from your play pile.

Additionally, when you're not driving a vehicle you can expend a stunt card to gain its benefit yourself. You can use this feature as many times as you have stunt cards in your Driver's Deck. Each time you do so, flip one of your stunt cards face down. Expended stunt cards can't be used in vehicle encounters and are returned to you when you finish a short or long rest.

VEHICLE MASTERY

SCOUNDREL LEVELS 9 AND 13

You have advantage on any Dexterity check you make to check to control, enter, exit, mount, or dismount a vehicle.

At 9th level, then again at 13th level, you gain proficiency in your choice of the following proficiencies: Land Vehicles, Air Vehicles, or Water Vehicles.

DARING DRIVING

SCOUNDREL LEVEL 13

You can use the following features. Once you use any daring driving feature, you can't use one again until you finish a short or long rest.

PRECISION IMPACT

When you deal damage to a creature or vehicle using either a weapon associated with your crew station or your vehicle's ram, run over, or side swipe trait, you can choose to add your sneak attack damage.

WING AND A PRAYER

You can somehow coax more out of your ride than it was ever designed to give. When you use your action to drive and steer a vehicle, you can spend a bonus action to restore a number of hit points to the vehicle equal to your sneak attack damage.

SUSTAINED STUNTS

SCOUNDREL LEVEL 17

When you roll initiative and have no stunt cards available, recover one expended stunt card.

SCOUT

The following new archetype is available for the scout class, or the ranger class if you aren't using *WASTELAND WANDERERS*.

ROUGH RIDER

Pick this archetype if you want the ability to move swiftly through rough terrain and endure crashes, falls, and other tests of your physical resilience.

OFF-ROAD EXPERT

SCOUT LEVELS 3, 7 AND 11

You gain proficiency in Land Vehicles.

When you're at the crew station that controls a vehicle's movement, you add bonus cards to your Driver's Deck according to your level in the scout class. You add only the cards appropriate for your current level, they aren't cumulative with those awarded at lower levels.

FROM 3RD LEVEL

- ☢ +1 **stunt!** card
- ☢ +1 **obstacle!** card

FROM 7TH LEVEL

- ☢ +2 **stunt!** cards
- ☢ +1 **obstacle!** card

FROM 11TH LEVEL

- ☢ +2 **stunt!** cards
- ☢ +2 **obstacle!** cards

In addition, you have nothing to fear from the **obstacle!** cards in your own Driver's Deck, using them in a unique way described

below. You're still affected by an **obstacle!** card in the Chaos Count as normal.

OBSTACLE (DRIVER'S DECK CARD)

You have a knack not only for avoiding obstacles but also for leading other vehicles into tricky situations. When you draw an **obstacle!** card from your Driver's Deck, you're unaffected by it. Instead, you may choose another vehicle involved in the encounter. The driver of that vehicle must deal with the obstacle instead as though they had drawn it from their own Driver's Deck. Whether you choose to use this feature or not, discard the card.

WHEELED WANDERER

SCOUT LEVEL 3

Your ability to ignore the effects of permanent areas of difficult terrain encountered within the wilderness (granted by the Wanderer or Natural Explorer features) extends to any vehicle you drive. Additionally, during overland travel you're able to drive at a vehicle's max speed, rather than its wasteland speed, provided the vehicle isn't unsuited for off-road use.

In addition, you gain a new way to spend Scout's Instinct.

CONTROLLED CRASH

When a vehicle you drive is involved in a crash, choose one of the following:

- ☢ Roll 2d6. Reduce the amount of crash damage dealt to your vehicle along with any creatures on or inside it (including yourself) by that amount.

- ☢ Roll 2d6. Increase the amount of crash damage to the other creature or vehicle involved in the crash by that amount, along with any creatures on or inside it.

HIT AND RUN

SCOUT LEVEL 3

You survive the dangers of the wastes using guerrilla tactics. Your movement speed increases by 10 feet. Additionally, you can take a bonus action on each of your turns in combat to Disengage.

DIMINISH IMPACTS

SCOUT LEVEL 7

You can use your reaction when you fall or are involved in a crash to reduce any falling or crash damage you take by an amount equal to 5 times your scout level.

DRIVE BY

SCOUT LEVEL 11

When you take the Drive action to move your vehicle, a creature in or on your vehicle which wields a melee weapon or mans a melee weapon station can spend their reaction to make a melee attack against a target that is within reach at any point during the vehicle's movement.

When you move while on foot, hit a creature with a melee attack, and then move at least 5 feet away from that creature on the same turn, you can spend your reaction to deal 2d6 additional damage of the same

type as your melee weapon to that creature.

Once a creature (including yourself) has benefited from either version of this feature, no creature can benefit from it again until the beginning of your next turn.

RUGGED RESILIENCE

SCOUT LEVEL 15

You have advantage on all Constitution saving throws you make, as do any vehicles you're driving. Vehicles you drive also gain the following additional benefits while you're at the Controls station:

- ❖ The vehicle's Damage and Fault Thresholds are each 5 higher than normal.
- ❖ The vehicle is considered one size larger for the purpose of determining the outcome of a crash.



SHEPHERD

The following new archetype is available for the shepherd class, or the bard class if you aren't using *WASTELAND WANDERERS*.

CONVOY COMMANDER

Pick this archetype if you want to command one or more vehicles into battle with mutants and raiders.

COMMAND CREW

SHEPHERD LEVELS 3, 6 AND 14

You gain proficiency in Land Vehicles.

When you're a passenger in a vehicle, it gains a Command crew station if it doesn't have one already. You're considered to always be in the Command crew station while in or on the vehicle, able to see outside the vehicle, and the other members of the crew can hear you.

COMMAND CREW STATION

COMMAND (REQUIRES 1 CREW, GRANTS TOTAL COVER). Make Perception checks relating to vision. You may also take the Help action to aid another member of the crew on an ability check which would benefit from your orders, or an attack roll which would benefit from your visual confirmations.

Additionally, when you're a vehicle's passenger or at any of its crew stations that don't control its movements, you add bonus cards to the Driver's Deck of the creature driving the vehicle according to your level in the shepherd class. You add only the cards appropriate for your current

level, they aren't cumulative with those awarded at lower levels.

FROM 3RD LEVEL

- +1 **clear!** card
- +1 **backseat driver** card

FROM 6TH LEVEL

- +2 **clear!** cards
- +1 **backseat driver** card

FROM 14TH LEVEL

- +2 **clear!** cards
- +2 **backseat driver** cards

BACKSEAT DRIVER (UNIQUE CARD)

When your driver draws this card, they give it to you. As a reaction, you can allow your driver to reroll a Dexterity ability check they just made to drive the vehicle or a Dexterity saving throw they just made for the vehicle. You may do so even after the result is known. Once the card is played, flip it over. It can't be used again, and doesn't return to the Driver's Deck for the duration of the encounter.

LEAD THE CHARGE

SHEPHERD LEVEL 3

When you take the Dash action, you can spend your reaction to allow a number of allied creatures up to your Proficiency bonus who are within 30 feet of you to immediately move up to 20 feet.

When you're crew or a passenger of a vehicle that takes the Floor It bonus action, you can spend your reaction to allow a number of vehicles crewed by allies up to half your Proficiency bonus (rounded down) which are within 90 feet of your vehicle to immediately move up to 60 feet.

If you're at macro scale, they move 1 square at standard macro scale, or 0.3 squares at jet macro scale.

ON A WING & A PRAYER

SHEPHERD LEVEL 3

When you will a vehicle in your convoy to hold together, it feels like your prayers are sometimes answered. You gain a new way to spend your Command points: as an action, choose one vehicle within 60 feet of you that you are aware of. That vehicle regains 1d4 hit points per Command point spent on this action.

EXTRA ATTACK

SHEPHERD LEVEL 6

You can attack twice, instead of once, whenever you take the Attack action on your turn.

COMMANDER'S STRIKE

SHEPHERD LEVEL 14

After you spend Command points during your action, you can spend a bonus action to make a weapon attack.

SIDEKICK

The following new archetype is available for the sidekick class, which appears in *WASTELAND WARES*.

COMBAT MEDIC

Pick this archetype if you want to quickly find and treat the injured, and evacuate the fallen.

PERFECT PASSENGER

SIDEKICK LEVEL 3

Under your careful supervision a vehicle can carry more cargo than usual. Your Efficient Packing feature applies to the cargo capacity of a vehicle when you perform or supervise the packing of the cargo. This benefit applies only until the packed items are disturbed, such as when somebody removes an item from the cargo, at which point excess items no longer fit back in unless you perform or supervise the packing once more.

Additionally, when you're a vehicle's passenger or at any of its crew stations that don't control its movements, you add bonus cards to the Driver's Deck of the creature driving the vehicle according to your level in the sidekick class. You add only the cards appropriate for your current level, they aren't cumulative with those awarded at lower levels.

FROM 3RD LEVEL

- ☢ +1 **clear!** card
- ☢ +1 **easy rider** card

FROM 7TH LEVEL

- ☢ +2 **clear!** cards
- ☢ +1 **easy rider** card

FROM 10TH LEVEL

- ☢ +2 **clear!** cards
- ☢ +2 **easy rider** card

EASY RIDER (UNIQUE CARD)

When your driver draws this card, they give it to you. As a reaction when your vehicle enters an area of difficult terrain, it can ignore the effects of that terrain until the end of its turn. Alternatively, as a reaction when your driver makes a Dexterity check on behalf of the vehicle to avoid an obstacle, you can increase their result up one step. Once the card is played to gain either benefit, flip it over. It can't be used again, and doesn't return to the Driver's Deck for the duration of the encounter.

MEDIC

SIDEKICK LEVEL 3, 5, 7, AND 9

As an Action, you can spend one use of a First Aid Kit to grant an adjacent creature one of the following benefits:

- ☢ You restore hit points to the creature (which can be yourself) equal to 2d8 + your sidekick level.
At 5th, 7th, and 9th levels, the amount of hit points you restore to a creature with this feature increases by an additional 1d8, to a total of 5d8 + your sidekick level from 9th level onward.
- ☢ You restore a creature that died from injury within the last minute to life

with 1 hit points, though you can't restore any missing body parts.

You can use any combination of the above benefits twice (provided you have a First Aid Kit with uses remaining), regaining expended uses when you finish a short rest.

SCROUNGE MEDICINES

SIDEKICK LEVEL 3

You're adept at replenishing or creating First Aid Kits with seemingly random items you find in the wasteland. Over the course of an hour you spend during a short or long rest, you can spend up to 60 salvage, gaining First Aid Kit use for every 6 salvage spent (to a maximum of 10 uses).

SEARCH AND RESCUE

SIDEKICK LEVEL 7

When an allied creature within the area of your Pillar of Support has half their maximum hit points or fewer remaining, you always know where they are. Furthermore, when an allied creature in your Pillar of Support at the start of your turn has 0 hit points remaining, you can spend a bonus action to reach them in the same turn, irrespective of the distance you could normally move.

TRIAGE

SIDEKICK LEVEL 10

As a bonus action, one allied creature adjacent to you which has fewer than its

maximum hit points remaining and has the least remaining hit points out of all qualifying creatures gains temporary hit points equal to your sidekick level.

Once you've used this feature, you can't use it again until you finish a short or long rest.

DRIVE SAFE

SIDEKICK LEVEL 10

While you're crew or a passenger of a vehicle, you can:

- ❖ Expend your Triage feature to grant the vehicle temporary hit points equal to your sidekick level.
- ❖ Expend one use of your Protective Instincts feature to allow the vehicle's driver to reroll a failed saving throw made on behalf of the vehicle.

UNTO THE BREACH

SIDEKICK LEVEL 15

To rescue survivors from the most dangerous and horrific situations, you must keep your cool. You become immune to the **frightened** condition.

MASTER MEDIC

SIDEKICK LEVEL 18

When you restore hit points with your Medic feature you no longer roll dice: treat each d8 as though you had rolled an 8.

SOLDIER

The following new archetype is available for the soldier class, or the fighter class if you aren't using *WASTELAND WANDERERS*.

GUNNER

Pick this archetype if you want to specialise in making use of a vehicle's weapon crew stations.

This archetype is a variation of the Heavy archetype published in *WASTELAND WANDERERS*, and therefore possesses mostly similar features with a few changes to reflect a specialisation in vehicle gunnery.

MOBILE ARTILLERY

SOLDIER LEVELS 3, 7, AND 10.

You gain proficiency in Land Vehicles.

When you're at a crew station that controls a vehicle's weapon, you add bonus cards to the Driver's Deck of the creature driving the vehicle according to your level in the soldier class. You add only the cards appropriate for your current level, they aren't cumulative with those awarded at lower levels.

FROM 3RD LEVEL

- +1 clear! card
- +1 ardent artillery card

FROM 7TH LEVEL

- +2 clear! cards
- +1 ardent artillery card

FROM 10TH LEVEL

- +2 clear! cards
- +2 ardent artillery cards

ARDENT ARTILLERIST (UNIQUE CARD)

When your driver draws this card, they give it to you. Set it in front of you face up. When you make a weapon attack from one of your vehicle's crew stations, you can make the attack roll with advantage. Once the card is played, flip it over. It can't be used again, and doesn't return to the Driver's Deck for the duration of the encounter.

CONTROLLED CHAOS

SOLDIER LEVEL 3

When you fire a weapon with the full auto property, or you use the burst fire mode of a weapon with the burst fire property, you can select any number of creatures in the targeted area and exclude them from the effect.

HUNKER DOWN

SOLDIER LEVEL 3

Whenever you gain a cover bonus to your Armor Class and Dexterity saving throws, the bonus increases by +1.

STRAFE

SOLDIER LEVELS 7 AND 15

When you fire a weapon in autofire mode from a vehicle that has moved at least 20 feet since the end of your last turn, you

can target all creatures in an area of 15 feet by 15 feet. From 15th level, you can target an area of 20 feet by 20 feet using this feature.

HEAVY COMBAT STYLE

SOLDIER LEVEL 10

When you wield a heavy ranged weapon you gain the following benefits:

- ❖ You add your Proficiency bonus to melee attacks you make with the heavy ranged weapon as an improvised melee weapon.
- ❖ When you make a melee attack with your heavy ranged weapon, it deals bludgeoning damage equal to 1d8 + your Strength modifier on a hit.
- ❖ The weapon's bulk gives you some cover, granting a +1 bonus to your Armour Class.

APPETITE FOR DESTRUCTION

SOLDIER LEVEL 15

When you use a heavy weapon or explosive to deal damage to creatures in an area, you gain 1 temporary hit point for every creature in the area of effect that takes damage.

ONE LAST BLAST

SOLDIER LEVEL 18

Whenever you're out of ammunition for a heavy ranged weapon you're wielding, you can fire the weapon one more time as though you had enough ammunition left to do so (this includes weapons with the full auto property).

Once you've used this feature for a given heavy ranged weapon, you can't do so again until you acquire more ammunition for the weapon.



CRAFTING

It's conceivable that many of the vehicles and vehicle mods presented in *WASTELAND WHEELS* could be constructed rather than purchased. Sometimes a wastelander might also need their vehicle repaired or modded. Use the rules presented here to adjudicate such situations.

TOOLS & MATERIALS

To craft or repair an item, a wastelander needs the correct tools for the job. Sometimes, multiple sets of tools may even be required! For example, constructing a car from scratch would likely involve electrician's tools, mechanic's tools, and power tools.

In most cases the wastelander must also be proficient in the use of all required tools, though some tasks are simple enough that a complete novice could attempt them. The *CRAFTING ITEMS BY PROFICIENCY* table provides some suggestions for which types of items might be made, repaired, or modded using specific tools. However, your Guide is the final judge of what constitutes correct equipment for any given task.

CRAFTING ITEMS BY PROFICIENCY

PROFICIENCY	ITEMS
Demolitionist's Tools	grenades, mines
Electrician's Tools	energy weapons, energy grenades, energy mines, robot repair kits
Mechanic's Tools (Power/Industrial)	vehicles, vehicle armour, vehicle mods, ballistic guns

Crafting new items and repairing existing items also requires raw materials in the form of salvage. Unless otherwise noted, the salvage requirement of any given task is generally half of the currency cost for the same task, rounding up. Creating an item from scratch, for example, requires half the item's market cost in salvage.

SPECIAL MATERIALS

Advanced and expensive technologies used in some vehicles and mods are extremely difficult to craft with the resources available in the wasteland.

In these cases, the Guide may determine one or more special material components that must be found and used in the item's construction. The component might be found in a specific location, looted from a specific type of item (such as from an intact pre-apocalyptic vehicle, computer server, or power generator), or taken from the remains of a powerful creature or robot. Finding the special material can be the subject of one or more adventures. To reflect its importance and the difficulty of its acquisition, a special material can reduce the required salvage to make a desired item by up to half.

CRAFTING TIMES

ITEM TYPE	CRAFTING TIME
Ammunition (1 round)	(item cost ÷ 50) hours, to a minimum of 30 mins
Explosives, Weapons, Mods, Other Gear	(item cost ÷ 1.25) hours
Vehicles, Vehicle Mods	(item cost ÷ 1000) days

CRAFTSPERSON COMPETENCE

PROFICIENCY	BONUS	COMPETENCE
no proficiency	any	Novice
proficiency	+3 or more	Qualified
proficiency	+7 or more	Experienced
proficiency	+11 or more	Master

CRAFTING & REPAIR DIFFICULTY

REQUIREMENT	DC
Novice	8
Qualified	12
Experienced	16
Master	20

CRAFTSPERSON SERVICES (PER HOUR)

COMPETENCE	COST
Novice	2 c
Qualified	4 c
Experienced	5 c
Master	6 c

TIME

The time required to craft or repair an item is based on the cost of the item. Different types of item use different formulas for determining the time required, as shown in the **CRAFTING TIMES** table.

The task can usually be suspended and returned to later provided the item under construction or repair is safely stored. When the task is restarted, any time already spent on construction or repair is deducted from the remaining time requirement.

rule that the damaged item needs either minor or significant repairs.

MINOR REPAIRS. The cost of a minor repair is one quarter the cost of the item (rounding to the nearest whole number).

MODERATE REPAIRS. The cost of a moderate repair is half the cost of the item (rounding to the nearest whole number).

MAJOR REPAIRS. The cost of a major repair is three-quarters the cost of the item (rounding to the nearest whole number).

In all cases, treat the adjusted cost as though it were the item cost and cross-reference with the **CRAFTING TIMES** table to determine how long the repair takes.

VEHICLE REPAIRS

Vehicles have additional special rules regarding repairs and their cost, described starting on page 41 of the **VEHICLE RULES** chapter.

OTHER ITEM REPAIRS

When other types of items suffer harm but aren't destroyed, including individual vehicle mods and weapons, the Guide can

COMPETENCE

A craftsman may have one of four competence levels, depending on two factors: whether they have proficiency in the necessary tools, and their combined proficiency bonus and ability modifier when using those tools. A wastelander without proficiency is always considered a Novice, even if they have a high ability bonus: they may have natural talent, but their lack of training is a more significant

factor. Depending on their combined bonus with the required tools, a wastelander proficient in those tools is considered to be a Qualified, Experienced, or Master craftsman. The four competence levels and their requirements are shown on the *CRAFTSPERSON COMPETENCE* table.

ITEM COMPETENCE REQUIREMENTS

Items in *WASTELAND WHELLS* are given a competence requirement. This is the minimum competence level a craftsman must have in order to attempt to either make or repair such an item. When a wastelander's competence level is at least one higher than an item's competence requirement, then they can perform the task without making a check. If their competence is equal to the item's competence requirement, then they must make a check. The *CRAFTING AND REPAIR DIFFICULTY* table gives the DC to craft or repair items based on their competence requirement.

On a successful check the item is crafted or repaired. On a failed check, the attempt is unsuccessful and half of the salvage used in the attempt is lost.

COMMISSIONS

Wastelanders can hire NPC craftsmen to make or repair items on their behalf. If the item is one that the craftsman would have made anyway, then the currency cost is simply the market price of the item. This might apply if the craftsman happens to

be out of stock of a popular item when the wastelander visits, for instance.

When commissioning a craftsman to make a unique item, or one that they wouldn't normally sell, then the craftsman must also be compensated for their time. Craftsmen price their services by the hour, as shown in the *CRAFTSPERSON SERVICES (PER HOUR)* table. Total the time spent crafting the item, rounding up any excess minutes to a complete hour. Then multiply the service cost per hour by that value. The total is added to the cost of the commissioned item.

SUPPLYING SALVAGE

A craftsman usually has the materials they need for the job at hand. Nevertheless, they're happy to use good quality components and materials provided by the client, since that helps preserve their own stores.

A job can be paid for in salvage, in full or in part. The amount a craftsman charges for the finished product is reduced by 1 currency for each point of salvage spent by the commissioner. The craftsman still charges their service fee as normal.

COMMISSIONS & COMPETENCE

NPC craftsmen generally only accept commissions they're confident in completing. In other words, they won't accept a commission unless the desired item for construction or repair has a competency requirement one level below their own competency. A craftsman can be persuaded to attempt a task with an equal competency

to their own, but in such cases they make it clear there is a chance of failure and that certain costs must be covered even in the event they fail. These costs are:

- ❖ Their service fee per hour.
- ❖ One quarter of the item's market cost, to cover salvage lost in the attempt. This cost can be waived in full or in part if the commissioner provides the necessary salvage for the attempt.

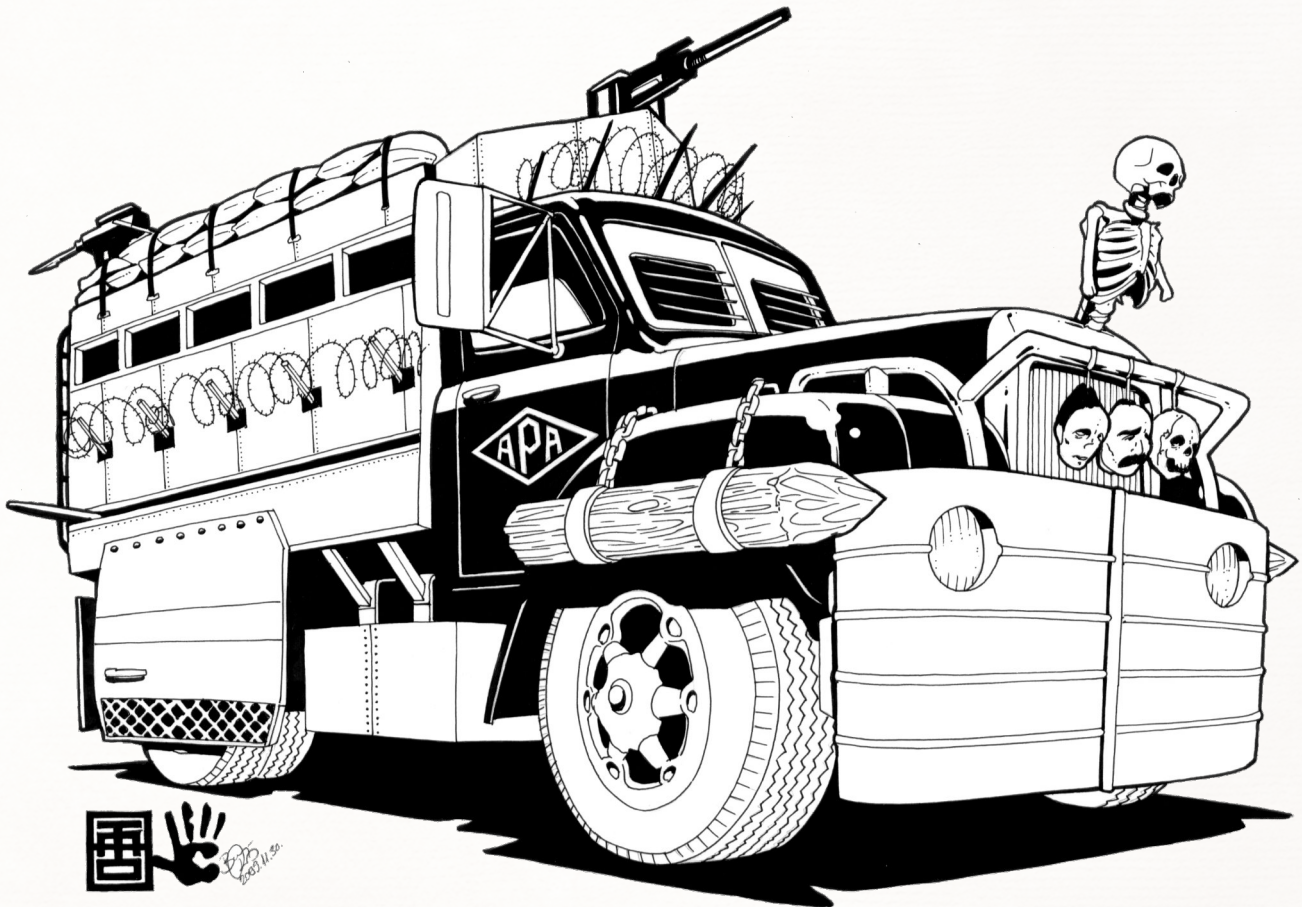
MOD INSTALLATIONS

The competency requirement of a mod is relevant when crafting a mod, but not when installing or removing it. A wastelander with a Qualified or better competency level

in the appropriate tools can install or remove a mod without issue. Up to two mods can be installed or removed during the course of any short or long rest.

MISSING PARTS

Whatever their competence, a mechanic can only install a mod if they have access to the right parts. While building mods is typically abstracted using the salvage system, your Guide is within their rights to determine that a particular mod requires specific, rare parts which the mechanic currently lacks. This is especially likely for mods that require experienced or master mechanics. Finding and acquiring the parts for such mods can be the basis for an adventure into the wastes. Supplying them is generally cause for a 20-30% discount on the mod's cost.



VEHICLE RULES

The rules in this chapter apply to vehicles described in *WASTELAND WHEELS*.

VEHICLE EXCEPTIONS

All rules that apply to creatures also apply to vehicles, unless they're overruled by a specific exception called out either in this chapter or in the vehicle's statblock.

INITIATIVE

During an encounter involving vehicles, creatures roll initiative individually as normal. However, the Guide may choose to group creatures for efficiency: just as they might group statistically identical creatures and roll only once for all of them, they have a new option: rolling once for each non-player controlled vehicle. Every non-player creature in the vehicle uses the driver or pilot's Dexterity ability check as though it were their own.

MOVEMENT

A vehicle is given two types of speed:

ENCOUNTER SPEED. A vehicle's encounter speed is used during combats and other turn-based encounters. It is the maximum distance a vehicle can travel during a single move on its turn.

REVERSING SPEED. Some vehicle statblocks provide a second encounter speed, given in brackets. This is as far as they can travel during their move while reversing.

MACRO SPEED. A vehicle's macro speed is the number of squares they can move during their turn when running the encounter on a macro scale grid (see the **grid rules** chapter). Macro speeds are variable and depend on the speed of the fastest vehicle in the encounter, so they don't appear on a vehicle's statblock.

MAX SPEED. A vehicle's max speed is the theoretical maximum speed of the vehicle in miles per hour, and is typically only used to determine how far the vehicle can travel overland in a given window of time. In practice, land vehicles can rarely reach their max speed in the wasteland, so instead use their wasteland speed.

WASTELAND SPEED. This speed abstracts difficult terrain and other obstacles likely to be encountered in wasteland travel, which is almost always off-road. The wasteland speed also assumes that the vehicle is suitable for off-road travel either by design or conversion (off-road tires, improved suspension, and so on). When a vehicle is unsuited to wasteland travel, ignore the wasteland speed on its statblock. Instead, halve its max speed instead (as though it were constantly in difficulty terrain).

SPEED LIMITERS

Vehicles that aren't designed or extensively modified to function in off-road environments have a tough time attaining anywhere near their top speeds in most wasteland environments, and other factors such as obstacles and extreme terrain can slow down any vehicle.

DURING ENCOUNTERS

During an encounter, speed limiters can typically be treated as difficult terrain. Difficult terrain affects a vehicle's encounter speed the same way it affects a creature's movement speed. Depending on the environment in which an encounter takes place, the Guide may rule that some difficult terrain only affects specific vehicles, or that special rules apply in addition to or instead of the rules for difficult terrain.

OVERLAND

Use the vehicle's wasteland speed, or if it is particularly unsuited to wasteland travel halve its max speed instead.

ATTACKING FROM A FAST VEHICLE

When a vehicle moves more than 120 feet on its driver's or pilot's turn, all attacks made from that vehicle against targets outside the vehicle are made at disadvantage until the beginning of the controlling creature's next turn.

OPPORTUNITY ATTACKS

The following rules govern when and how vehicle's crew can make opportunity attacks, and when a vehicle provokes opportunity attacks.

OPPORTUNITY ATTACKS WHILE DRIVING

A creature crewing a vehicle's Controls Station can use their reaction to make an opportunity attack when a creature or vehicles moves using the vehicle itself, provided the vehicle has the Run Over trait. The driver has a bonus to their attack roll equal to their Dexterity modifier + their Proficiency bonus. On a hit, both the target and the vehicle take damage equal to the damage dealt by the Run Over trait.

VEHICLE REACH

A vehicle's effective reach for the purposes of the driver's opportunity attacks is dependent on its size, as shown in the **VEHICLE REACH** table.

VEHICLE REACH

VEHICLE SIZE	REACH
Large	5 ft.
Huge	10 ft.
Gargantuan	15 ft.

OPPORTUNITY ATTACKS FROM MELEE TURRETS

A creature crewing a vehicle's Melee Turret station can use their reaction to make an opportunity attack using the turret when a creature or vehicle leaves the turret's reach.

OPPORTUNITY ATTACKS WHILE A PASSENGER

When a creature or vehicle leaves your reach, you can make an opportunity attack as normal provided you can attack from your position inside or on the vehicle. Attacks with melee weapons that are swung (such as most bludgeoning and slashing weapons) are made at disadvantage.

OPPORTUNITY ATTACKS AGAINST VEHICLES

When a vehicle provokes an opportunity attack, the attacker can:

- ❖ Target the vehicle itself.
- ❖ Target a creature riding on or inside the vehicle providing that creature doesn't have total cover and is within the attacker's reach.

CREW STATIONS

Each vehicle has one or more crew stations. At minimum, a vehicle has a Controls station for the crew member in charge of its movement. For instance, this station might represent the driver's seat of a car, or the pilot's seat of a plane or boat. Other crew stations most often represent weapon systems, though some vehicles may have other types of station.

STATION ACTIONS

On its turn a creature occupying a crew station can use one of the station's available actions, as well as one of the station's bonus actions if any are available. on its turn.

ENTERING & EXITING

A creature can move on its turn to enter or exit the vehicle station, but can't do and use a one of the station's actions on the same turn.

OBJECT INTERACTIONS

A creature at a crew station may use the free object interaction that is normally allowed as part of their movement, but doing so distracts them. If they use one of the station's actions on the same turn, they have disadvantage on an any ability check or attack roll made as part of that action.

CONTROLS STATION

A creature must occupy the Controls station before a vehicle can move. A vehicle with no one at Controls automatically fails Dexterity saving throws.

The creature at Controls makes ability checks and saving throws on behalf of the vehicle, using the vehicle's own ability score modifiers. If the creature at Controls is proficient in the vehicle's use, they can add their Proficiency bonus to the vehicle's ability checks and saving throws.

CONTROLS ACTIONS

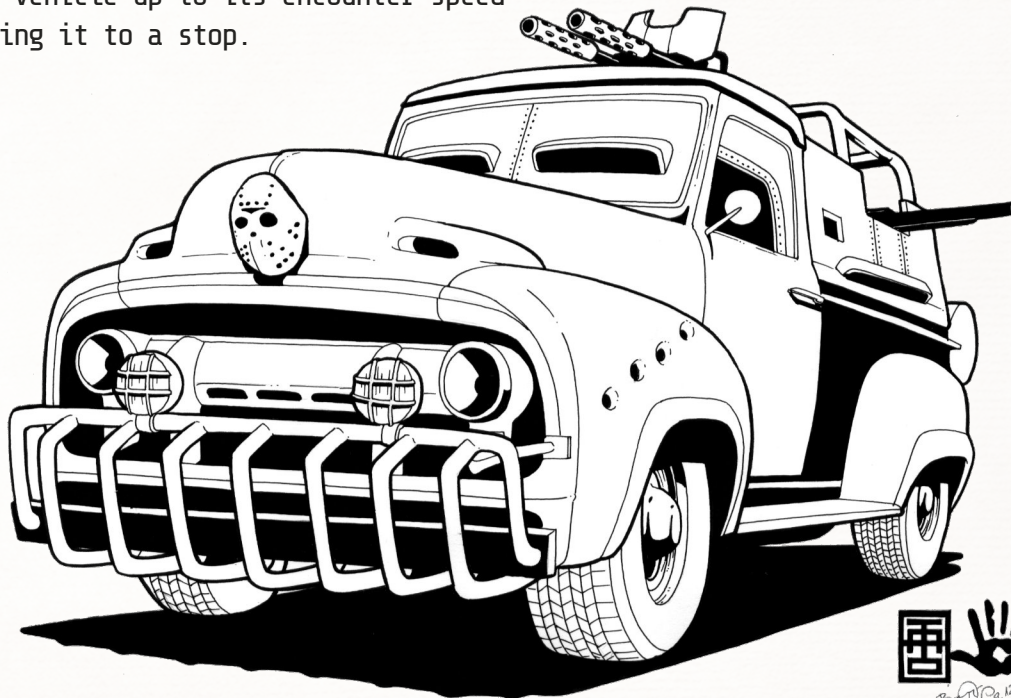
The following actions and bonus actions are typically available at all Controls stations.

DRIVE (ACTION)

When the vehicle's engine is running (see Switch On/Off), you can use this action to move the vehicle up to its encounter speed or to bring it to a stop.

Once you move the vehicle with the Drive action, it continues to move in the same direction and the same distance you previously moved it until one of the following occurs:

- ❖ A creature at the Controls station turns the vehicle, which it can do once during the vehicle's movement each turn.
- ❖ A creature at the Controls station takes the Drive action again to either adjust the vehicle's movement or bring its motion to a stop.
- ❖ A creature at the Controls station switches off the engine, in which case the vehicle's encounter speed is halved (rounding) down at the beginning of each of its turns, and it moves that distance in the same direction it was already travelling. It continues to do so until it hits an obstacle, or until its speed becomes 0 ft., when it stops.
- ❖ The vehicle hits an obstacle big enough to stop it.



DEFENSIVE DRIVING (BONUS ACTION)

You can take this bonus action only if you also take the Drive action. The vehicle doesn't provoke opportunity attacks with its movement this turn.

FLOOR IT (BONUS ACTION)

You can take this bonus action only if you also take the Drive action. The vehicle gains extra movement for the current turn. The increase equals the vehicle's encounter speed after applying any modifiers. With an encounter speed of 100 ft., for instance, the vehicle can move up to 200 ft. when you floor it.

Any increase or decrease to the vehicle's speed changes this additional movement by the same amount. For example, if your vehicle's speed is halved to 50 ft. because it's very unsuited to the encounter's terrain, then the vehicle can move up to 100 ft. when you floor it.

SWITCH ON/OFF (BONUS ACTION)

You start the vehicle's engine or shut it off.

WEAPON STATIONS

Each weapon installed on a vehicle has its own crew station. The weapon can't be used except by a creature occupying its station.

Weapons installed on vehicles are considered martial weapons. The weapon's statistics are given in the vehicle's statblock under Crew Actions, but the attack bonuses and saving throw DCs given in these entries are for a typical NPC crew. When your player wastelander is at the weapon's station you should ignore those numbers and calculate your own.

MELEE VEHICLE WEAPONS add the vehicle's Strength bonus to attack and damage rolls

associated with the weapon. If you're proficient in martial weapons, add your own Proficiency bonus to the weapon's attack rolls.

RANGED VEHICLE WEAPONS are treated similarly to other ranged weapon attacks. Add your own Dexterity modifier to attack and damage rolls associated with the weapon. If you're proficient in martial weapons, you also add your Proficiency bonus to the vehicle weapon's attacks rolls.

SPECIAL VEHICLE WEAPONS sometimes produce unusual effects, such as a burst of electrical energy. The potency of special weapons usually relies on an internal power source. Add the vehicle's Constitution bonus to attack and damage rolls. If you're proficient in martial weapons, add your own Proficiency bonus to the weapon's attack rolls.

USE WEAPON (ACTION)

You activate the weapon associated with your station and resolve the effect of its use.

PASSENGER STATIONS

Passenger stations are positions on the vehicle's interior that a creature can occupy, without forming part of the vehicle's crew. Passenger stations have no actions associated with them, but passengers can still take their own actions, such as making a ranged attack through a rolled down window.

COVER

Occupying a crew or passenger station often grants half, three-quarters, or full cover depending on where the station is within the vehicle.

EXPOSED CREW & PASSENGERS

Some vehicles may have exposed crew or passenger stations. But even when a creature isn't occupying a crew passenger station it's still possible for them to ride along with a vehicle.

Such a creature must cling to the outside of the vehicle. It can take actions as normal but may have disadvantage on some. It might also be required to make saving throws when it's at risk of being shaken off due to the vehicle's movement!

POWER SUPPLY

For the purposes of *WASTELAND WHEELS*, vehicles require one or more of an item known as a Power Core. The Power Core is a generic energy source used to represent whatever you need it to. Depending on the technological level available in your wasteland a Power Core might be equivalent to an electrical battery, a fusion battery, or something else entirely.

Vehicles also need fuel to power their engine and provide motion. The specific nature of that fuel likewise depends on your wasteland.

SLI CORE

A Starting, Lighting, and Ignition (SLI) core provides power to the vehicle's starting motor as well as its electrical systems such as the lights, stereo system, and so on.

The *POWER AND FUEL* table gives the cost of a vehicle's SLI Core.

FUEL

A vehicle's engine requires fuel in order to generate mechanical energy which powers its motion. Some vehicles have a second Power Core and a motor instead of an engine (see Traction Core, below).

FUEL/CHARGE CAPACITY. A vehicle's Fuel/Charge Capacity is given as a numerical value. When a vehicle is powered by fuel, this number represents the capacity in gallons (imperial) of the vehicle's fuel tank. When a vehicle is powered by an alternative source of energy, the number represents an abstract charge capacity known as charge points. Each charge point provides the vehicle an equivalent amount of power to a gallon's worth of fuel.

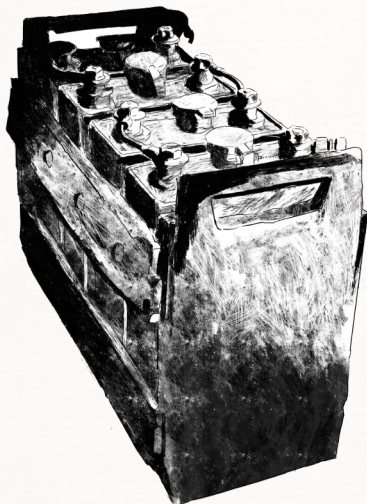
MILEAGE. A vehicle's mileage is the amount of miles it can travel per gallon (imperial) or point of charge. Each time it travels that distance, its current fuel is reduced by 1 gallon, or its current charge points are reduced by 1.

The *POWER AND FUEL* table gives the cost to fuel a vehicle by 1 gallon or charge it by 1 charge point.

POWER AND FUEL

DEVICE	COST	WEIGHT
SLI CORES (LAND)		
Large	750 c	10 lb.
Huge	2,000 c	40 lb.
Gargantuan	5,000 c	50 lb.
SLI CORES (AIR)		
Huge	4,000 c	30 lb.
Gargantuan	10,000 c	60 lb.
SLI CORES (WATER/UNDERWATER)		
Large	1,250 c	15 lb.
Huge	3,500 c	45 lb.
Gargantuan	8,000 c	70 lb.
ENGINES/TRACTION CORES (LAND)		
Large	3,000 c	100 lb.
Huge	8,000 c	350 lb.
Gargantuan	20,000 c	800 lb.
ENGINES/TRACTION CORES (AIR)		
Huge	16,000 c	150 lb.
Gargantuan	40,000 c	2,000 lb.
ENGINES/TRACTION CORES (WATER/UNDERWATER)		
Large	5,000 c	150 lb.
Huge	14,000 c	350 lb.
Gargantuan	32,000 c	3,500 lb.
FUEL/CHARGE (LAND)		
Per Gallon or Charge	20 c	10 lb.⊕
FUEL/CHARGE, 1 UNIT (AIR)		
Per Gallon or Charge	107 c	10 lb.⊕
FUEL/CHARGE, 1 UNIT (WATER/UNDERWATER)		
Per Gallon or Charge	33 c	10 lb.⊕

⊕ Given weight is for fossil fuels, charge weighs nothing.



TRACTION CORE

In some cases, a vehicle might even utilise a second type of Power Core called a Traction Core to power its motors. This is a standard configuration in electric vehicles, where the Traction Core may also be known as a Traction Battery. Similar setups are used in other vehicles with alternative power sources to fossil fuels. powered by other alternatives to fossil fuels.

The cost on a vehicle statblock assumes it has a functioning engine or Traction Core. The cost given on the **POWER AND FUEL** table is for a replacement.

Recharging an energy-based Traction Core in the wasteland isn't any easier than finding fuel. The cost for fuel or charge is the same, as shown on the **POWER AND FUEL** table.

VEHICLE STATBLOCKS

Vehicle statblocks function like creature statblocks except for a few considerations which are outlined below.

VEHICLE TYPE

The vehicle's size and type is indicated given where a creature's size and type would be on a creature statblock. A vehicle of a given size occupies and threatens the same space as a creature of that same size category. As with creatures, vehicles in the gargantuan category can differ from each other considerably.

A vehicle's type tells you what kind of

vehicle proficiency a creature needs to be safely control it!

ARMOR CLASS

Vehicles are made out metal and their Armor Class typically factors in a certain amount of natural armour. A vehicle's Armor Class includes their Dexterity modifier (if any) while the vehicle is in motion. When the vehicle isn't in motion, attack rolls made against it have advantage.

HIT POINTS

Vehicle hit points can't be restored by any feature or item intended to restore hit points to a creature. They can only be restored through repairs to the vehicle (see "Repairs").

DAMAGE THRESHOLD

Vehicles are bulky objects which prove difficult to damage.

A vehicle has a damage threshold. If it takes damage less than its damage threshold value, then it has immunity to that damage and ignores it all. It might still receive some superficial damage, such as scratches or minor dents, but it loses no hit points.

If a vehicle takes damage equal to or exceeding its damage threshold value, then it takes the damage as normal.

FAULT THRESHOLD

Vehicles are also given a Fault Threshold. When a vehicle takes damage equal to or greater than its Fault Threshold value,

then it experiences some kind of major breakage. Roll on the **MOTOR VEHICLE FAULTS** table (page 36), the **AIR VEHICLE FAULTS** table (page 37) or the **WATER/UNDERWATER VEHICLE FAULTS** table (page 38) to see what kind of breakage occurs.

SAMPLE STATBLOCK: COUPE

COUPE

HUGE LAND VEHICLE

ARMOR CLASS 19 (17 while motionless)

HIT POINTS 50; **DAMAGE THRESHOLD** 10; **FAULT THRESHOLD** 15

ENCOUNTER SPEED 120 ft.; **REVERSING SPEED** 20 ft.

STANDARD MACRO SPEED 2 sq.; **JET MACRO SPEED** 1 sq.

MAX SPEED 150 mph; **WASTELAND SPEED** 120 mph

STR	DEX	CON
+3 (16)	+2 (14)	+3 (16)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 4; **CARGO** 275 lb.;

FUEL/CHARGE 12 units (**MILEAGE** 40 miles per unit)

MOD ZONES engine, hood, trunk, undercarriage

CR 1 (200 xp) or 4 (1,100 xp)

COST 28,000 c

PRONE DEFICIENCY. If the coupe rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (4 AVAILABLE, GRANTS ¾ COVER).

SPEED

A number of different speeds are given on a vehicle's statblocks.

Its encounter speed is the distance it can move during the driver or pilot's turn, while a vehicle capable of reverse gear also has a slower reversing speed. Its max speed is the top theoretical speed of the vehicle outside of encounters, but that top speed assumes optimal driving conditions. In the wasteland things are seldom optimal, so motor vehicles are also given a wasteland speed which factors in the difficulty of the terrain.

In the wasteland vehicles often move slower than the speeds listed in their statblocks. Refer to "Speed Limiters" under the "Movement" heading, earlier in this chapter.

ABILITY SCORES

A vehicle is given only three ability scores and the corresponding modifiers.

STRENGTH is indicative of a vehicle's bulk and weight. Larger vehicles have higher Strength scores.

DEXTERITY represents a vehicle's handling and manoeuvrability. The tighter a vehicle's controls and the more agilely it can move, the higher its Dexterity score.

CONSTITUTION represents a vehicle's durability and the overall quality of its construction. Vehicles have higher Constitution scores when they're constructed from better materials and according to higher safety and quality assurance standards.

A vehicle is treated as though it has a score of 0 in each of Intelligence, Wisdom, and Charisma. It automatically fails any

ability check or saving throw using one of these three ability scores, or any other ability score that is reduced to 0.

CAPACITY

A vehicle's capacities indicate how much of something the vehicle can carry.

- ❖ The vehicle's **CREW** capacity is the number of Medium or Small creatures that can fit within its various crew stations.
- ❖ The vehicle's **PASSENGERS** capacity is the number of additional Medium or Small creatures that that occupy its passenger stations. With the exception of its Controls station, each of a vehicle's crew or passenger stations can carry an additional 300 lb. worth of items instead of a creature. However, a creature can't enter a station used to carry additional cargo until those items are removed.
- ❖ The vehicle's **CARGO** capacity is the maximum weight of items that can occupy a vehicle's additional storage, such as in a car's trunk. Creatures in and on the vehicle aren't counted as cargo, and neither is the equipment those creatures carry on their person.
- ❖ The vehicle's **FUEL/ENERGY** capacity is the maximum number of gallons of fuel the vehicle's tank can contain, or an equivalent amount of motive power measured in abstract energy points. The vehicle's **MILEAGE** is given in brackets, measuring the number of miles it can travel per gallon of fuel or point of energy.

MOD ZONES

A vehicle's mod zones are the parts of the vehicle onto or into which a mod could be built.

Vehicles designed for traversing a particular environment (eg. land, air, water, and underwater) tend to have mod zones in common, but each vehicle is different. The mod zones available for any given vehicle are listed on its statblock.

Typical mod zones for vehicles of different types are listed below.

LAND VEHICLES

Land vehicles such as cars, trucks, and motorcycles generally have some or all of the following mod zones:

- ☢ ENGINE
- ☢ HOOD
- ☢ ROOF
- ☢ TRUNK or BED
- ☢ WHEELS or TREADS

AIR VEHICLES

Air vehicles such as planes and helicopters generally have some or all of the following mod zones:

- ☢ ENGINE
- ☢ NOSE CONE
- ☢ WINGS
- ☢ DOOR GUN

WATER/UNDERWATER

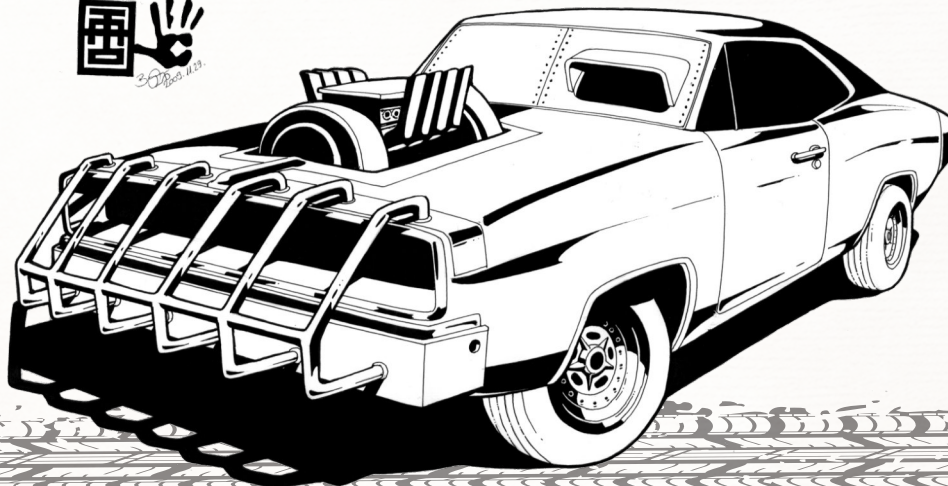
Water vehicles such as boats and underwater vehicles such as submarines generally have some or all of the following mod zones:

- ☢ ENGINE
- ☢ BOW
- ☢ PORT
- ☢ STARBOARD
- ☢ STERN

CHALLENGE RATING

Each vehicle is assigned one or two challenge ratings (or CRs). If the vehicle has two, the first should be used when it is two sizes larger than every other creature and vehicle in the encounter, and its ability to crash into smaller creatures and vehicles without significant damage to itself is a serious threat. In all other encounters, use the second CR value which doesn't factor in crash damage.

A vehicle's challenge rating is calculated in the same way as a creature's would be. Consequently, you can use it to help determine if your player's



wastelanders can handle an encounter against vehicles and their crews. You can also use challenge ratings as a method of comparison between multiple vehicles.

Remember that challenge ratings are a rough indicator at best, so don't put too much faith in them. It's necessary to consider the actual features of vehicles and creatures in an encounter and how they might interact. Some vehicles are naturally ill-suited to defend against other types of vehicles: air vehicles have a clear advantage against land vehicles, for instance. Vehicle mods can also have a significant impact on the outcome of vehicle encounters, as can various features of player wastelanders as well as some non-player crews.

When you make adjustments to a vehicle statblock, or when the vehicle is crewed by players or powerful non-player wastelanders, you may wish to recalculate the vehicle's challenge rating. Guidance for doing so is found in the **DMG**, and some specific advice for calculating a rough challenge rating for a vehicle follows.

CREW ABILITY & PROFICIENCY

The statblocks in *WASTELAND WHEELS* assume a moderately skilled crew, each with a Proficiency bonus of +2 and a +2 bonus in the appropriate ability score to make use of their crew station (for a total bonus of +4).

When a creature with a different Proficiency bonus occupies a vehicle's weapon station, the vehicle can become more or less dangerous. You may therefore wish to recalculate its challenge rating depending on its current crew.

Or you can use the following rough rule of thumb: every +3 to the vehicle's attack bonus equals a +1 to its CR, and likewise every -3 to the vehicle's attack bonus equals a -1 to its CR.

VEHICLE ABILITY

If you increase a vehicle's Strength, Dexterity, or Constitution scores, then you will need to recalculate its CR to account for the effects of those bonuses on its attacks, damage, armor class, and hit points.

DAMAGE THRESHOLD

Refer to the **EFFECTIVE HP BY DAMAGE THRESHOLD** table below and adjust the vehicle statblock's effective hit point value by the amount given. For a vehicle with a damage threshold that differs from any amount on the table, you can instead use the following formula.

$$\text{EFFECTIVE HIT POINTS FROM DAMAGE THRESHOLD} \\ = (\text{DAMAGE THRESHOLD} \div 5) \times \text{DAMAGE THRESHOLD}, \\ \text{TO A MINIMUM OF 10}$$

EFFECTIVE HP BY DAMAGE THRESHOLD

DAMAGE THRESHOLD	EFFECTIVE HP
5	10
10	20
15	45
20	80
25	125
30	180

MOTOR VEHICLE FAULTS

D20 ROLL	FAULT	JURY-RIGS & REPAIRS
1	<p>Engine Fire. One of the vehicle's engines (determine randomly if there is more than one) bursts into flame. The vehicle takes 10 (3d6) fire damage each turn, ignoring its damage threshold, until the fault is fixed. When the vehicle has half its hit points or less remaining the fire spreads, and any creature that starts its turn on or inside the vehicle also takes 10 (3d6) fire damage for the duration of the fault.</p> <p>If the vehicle is reduced to 0 hit points by this fault, it explodes (see the Vehicle Explosions sidebar).</p> <p>A creature with access to the engine and an ABC powder, AFFF foam, or carbon dioxide fire extinguisher (see WASTELAND WARES) can spend an action to automatically put out the fire.</p>	<p>Check. Dex Tools. Mechanic's/Power/Industrial Repair Cost. 10% of Vehicle Cost</p>
2-3	<p>Locked Steering. The vehicle can only move in a straight line until the fault is repaired. It also automatically fails its Dexterity checks and Dexterity saving throws for the duration.</p>	<p>Check. Str Tools. None Repair Cost. None</p>
4-6	<p>Fuel Leak. The vehicle's max, encounter, and wasteland speeds are each reduced by a third (its encounter and wasteland speeds are rounded to the nearest ten). At macro scale, the vehicle's macro speed should be recalculated accordingly. The vehicle loses one unit of fuel/charge every half hour until the fault is fixed.</p>	<p>Check. Dex Tools. Mechanic's/Power/Industrial Repair Cost. 2% of Vehicle Cost</p>
5-7	<p>Damaged Tire or Tread. One of the vehicle's wheels or treads is damaged. The vehicle's max, encounter, and wasteland speeds are each reduced by a third (round its encounter and wasteland speeds to the nearest ten). At macro scale, the vehicle's macro speed should be recalculated accordingly.</p> <p>The vehicle also has disadvantage on all Dexterity checks until the fault is fixed.</p> <p>If this fault is rolled a second time before the first instance is fixed, a different wheel or tread is affected. The vehicle's speeds are reduced by two thirds, and it automatically fails its Dexterity checks and Dexterity saving throws for the duration. The fault takes twice as long to fix.</p> <p>If this fault is rolled a third time before the first instance is fixed, one of the vehicle's wheels or treads is in a state of complete disrepair. Its speeds all become 0 until the fault is fixed. The fault takes three times as long to fix.</p> <p>A damaged tire or tread can't be jury-rigged, only repaired.</p>	<p>Check. Str Tools. Mechanic's/Power/Industrial Repair Cost. 5% of Vehicle Cost</p>
8-10	<p>Weapon Malfunction. One of the vehicle's weapons (either chosen by the Guide or determined randomly) no longer functions until the fault is fixed. If the vehicle has no functioning weapons to malfunction, no fault occurs on this occasion.</p>	<p>Check. Str Tools. Mechanic's/Power/Industrial, Electronics (energy weapons only) Repair Cost. 2% of Vehicle Cost</p>
11-13	<p>Alarming Smoke. One of the vehicle's crew stations (either chosen by the Guide or determined randomly) begins to fill with smoke and is heavily obscured until this fault is fixed. A creature in the station is blinded by the smoke.</p> <p>If this fault is rolled again while a station is still filled with smoke, the fault affects an additional crew station (if any). In addition, roll a second d20. On a 5 or less, the vehicle also develops the engine fire fault.</p>	<p>Check. Dex Tools. Mechanic's/Power/Industrial Repair Cost. 2% of Vehicle Cost</p>
14-16	<p>Shredded Armour. The vehicle's damage threshold is reduced by 10 until the fault is fixed.</p>	<p>Check. Str Tools. Mechanic's/Power/Industrial Repair Cost. 2% of Vehicle Cost</p>
17-19	<p>Damaged Axle. The vehicle judders uncontrollably. It has disadvantage on all Dexterity ability checks until the fault is fixed.</p> <p>In addition, all creatures inside and on the vehicle have disadvantage on all ability checks and attack rolls they make until the fault is fixed.</p>	<p>Check. Str Tools. Mechanic's/Power/Industrial Repair Cost. 2% of Vehicle Cost</p>
20	<p>Flipped. The vehicle flips over, falling prone on its roof or side either where it is, or in the nearest unoccupied space if the fault occurs while it is in motion through occupied spaces.</p> <p>An unsecured creature holding on the vehicle's exterior may choose to release their grip willingly or must succeed on a DC 20 Strength saving to avoid being thrown off. A creature that relinquishes or loses its grip lands prone in a randomly determined unoccupied space within 20 feet of the flipped vehicle.</p> <p>Creatures still on or inside the vehicle when it flips fall prone and must succeed on a DC 15 Strength saving throw, taking 10 (3d6) bludgeoning damage on a failed save.</p>	<p>Check. None Tools. None Repair Cost. By damage</p>

AIR VEHICLE FAULTS



D20 ROLL	FAULT	JURY-RIGS & REPAIRS
1	<p>Engine Fire. One of the vehicle's engines (determine randomly if there is more than one) bursts into flame. The vehicle takes 10 (3d6) fire damage each turn, ignoring its damage threshold, until the fault is fixed. When the vehicle has half its hit points or less remaining the fire spreads, and any creature that starts its turn on or inside the vehicle also takes 10 (3d6) fire damage for the duration of the fault.</p> <p>If the vehicle is reduced to 0 hit points by this fault, it explodes (see the Vehicle Explosions sidebar).</p> <p>A creature with access to the engine and an ABC powder, AFFF foam, or carbon dioxide fire extinguisher (see WASTELAND WARES) can spend an action to automatically put out the fire.</p>	<p>Check. Dex Tools. Mechanic's/ Power/Industrial Repair Cost. 10% of Vehicle Cost</p>
2-3	<p>Spin. The vehicle spins out of control until the fault is fixed. At initiative count 20, the vehicle moves half its speed diagonally downward in a randomly determined direction. Each creature inside the vehicle must make a DC 15 Dexterity or Strength saving throw (their choice) or fall prone at the beginning of each of their turns. An unsecured creature holding on the vehicle's exterior must succeed on a DC 20 Strength saving throw at the beginning of each turn to avoid being thrown off to a randomly determined space within 20 feet and immediately fall.</p> <p>This fault doesn't need to be repaired so much as corrected: a creature at the Controls Station must make a DC 15 Dexterity check, ending the fault on a success.</p>	<p>Check. Dex Tools. None Repair Cost. None</p>
4-6	<p>Fuel Leak. The vehicle's max and encounter speeds are each reduced by a third (round its encounter speed to the nearest ten). At macro scale, the vehicle's macro speed should be recalculated accordingly. The vehicle loses one unit of fuel/charge every half hour until the fault is fixed.</p>	<p>Check. Dex Tools. Mechanic's/ Power/Industrial Repair Cost. 2% of Vehicle Cost</p>
7-9	<p>Damaged Wing or Rotor Blade. One of the vehicle's wings or rotor blades is damaged, causing its flight to become erratic. The vehicle's max and encounter speeds are each reduced by a third (its encounter speed is rounded to the nearest ten). At macro scale, the vehicle's macro speed should be recalculated accordingly.</p> <p>The vehicle also has disadvantage on all Dexterity checks until the fault is fixed.</p> <p>If this fault is rolled a second time before the first instance is fixed, a different wing or rotor blade is affected. The vehicle's speeds are reduced by two thirds, and it automatically fails its Dexterity checks and Dexterity saving throws for the duration. The fault takes twice as long to fix.</p> <p>If this fault is rolled a third time before the first instance is fixed, the vehicle can no longer fly. If it is in the air, it immediately falls diagonally downward. If the vehicle is a plane it falls in its current direction of travel, while a helicopter it falls in a randomly determined direction. The vehicle and its occupants take falling damage appropriate for the distance of the fall.</p> <p>A damaged wing or rotor blade can't be jury-rigged, only repaired.</p>	<p>Check. Str Tools. Mechanic's/ Power/Industrial Repair Cost. 5% of Vehicle Cost per level of flooding</p>
10-12	<p>Weapon Malfunction. One of the vehicle's weapons (either chosen by the Guide or determined randomly) no longer functions until the fault is fixed. If the vehicle has no functioning weapons to malfunction, no fault occurs on this occasion.</p>	<p>Check. Str Tools. Mechanic's/ Power/Industrial, Electronics (energy weapons only) Repair Cost. 2% of Vehicle Cost</p>
13-15	<p>Alarming Smoke. One of the vehicle's crew stations (either chosen by the Guide or determined randomly) begins to fill with smoke and is heavily obscured until this fault is fixed. A creature in the station is blinded by the smoke.</p> <p>If this fault is rolled again while a station is still filled with smoke, the fault affects an additional crew station (if any). In addition, roll a second d20. On a 5 or less, the vehicle also develops the engine fire fault.</p>	<p>Check. Dex Tools. Mechanic's/ Power/Industrial Repair Cost. 2% of Vehicle Cost</p>
16-18	<p>Shredded Armour. The vehicle's damage threshold is reduced by 10 until the fault is fixed.</p>	<p>Check. Str Tools. Mechanic's/ Power/Industrial Repair Cost. 2% of Vehicle Cost</p>
19-20	<p>Damaged Wheel Well or Broken Landing Skid. The vehicle takes damage to its undercarriage that prevents its landing gear from functioning or does serious damage to its landing skids. It can't land safely. A creature at the Controls Station who tries to land the vehicle must make a DC 15 Dexterity check, to which they add their proficiency bonus if proficient in air vehicles. The vehicle and all creatures inside take 35 (10d6) bludgeoning damage on a failed save, or half that on a success.</p>	<p>Check. Str Tools. Mechanic's/ Power/Industrial Repair Cost. 2% of Vehicle Cost per level of flooding</p>



WATER/UNDERWATER VEHICLE FAULTS

D20 ROLL	FAULT	JURY-RIGS & REPAIRS
1	<p>Engine Fire. One of the vehicle's engines (determine randomly if there is more than one) bursts into flame. The vehicle takes 10 (3d6) fire damage each turn, ignoring its damage threshold, until the fault is fixed. When the vehicle has half its hit points or less remaining the fire spreads, and any creature that starts its turn on or inside the vehicle also takes 10 (3d6) fire damage for the duration of the fault.</p> <p>If the vehicle is reduced to 0 hit points by this fault, it explodes (see the Vehicle Explosions sidebar).</p> <p>A creature with access to the engine and an ABC powder, AFFF foam, or carbon dioxide fire extinguisher (see WASTELAND WARES) can spend an action to automatically put out the fire.</p>	<p>Check. Dex Tools. Mechanic's/Power/Industrial Repair Cost. 10% of Vehicle Cost</p>
2-3	<p>Flooding. The vehicle begins to take on water. Roll another d20.</p> <ul style="list-style-type: none"> ☛ On a 1, the damage is extensive. The repair requires a DC 20 ability check by a master mechanic, and the vessel fills with water (see the sinking sidebar) after d100 seconds. ☛ On a 2-7, the repair requires a DC 16 ability check by an experienced or better mechanic, and the vessel fills with water after d100 minutes. ☛ On an 8-19, the repair requires a DC 12 ability check by a qualified or better mechanic, and the vessel fills with water after d20 hours. ☛ On a 20, the repair requires a DC 8 ability check by a novice or better mechanic, and the vessel fills with water after d4 days. 	<p>Check. Str Tools. Mechanic's/Power/Industrial Repair Cost. 3% of Vehicle Cost per level of flooding</p>
4-7	<p>Fuel Leak. The vehicle's max, encounter, and wasteland speeds are each reduced by a third (its encounter and wasteland speeds are rounded to the nearest ten). At macro scale, the vehicle's macro speed should be recalculated accordingly. The vehicle loses one unit of fuel/charge every half hour until the fault is fixed.</p>	<p>Check. Dex (qualified) Tools. Mechanic's/Power/Industrial Repair Cost. 2% of Vehicle Cost</p>
8-11	<p>Weapon Malfunction. One of the vehicle's weapons (either chosen by the Guide or determined randomly) no longer functions until the fault is fixed. If the vehicle has no functioning weapons to malfunction, no fault occurs on this occasion.</p>	<p>Check. Str Tools. Mechanic's/Power/Industrial, Electronics (energy weapons only) Repair Cost. 2% of Vehicle Cost</p>
12-15	<p>Alarming Smoke. One of the vehicle's crew stations (either chosen by the Guide or determined randomly) begins to fill with smoke and is heavily obscured until this fault is fixed. A creature in the station is blinded by the smoke.</p> <p>If this fault is rolled again while a station is still filled with smoke, the fault affects an additional crew station (if any). In addition, roll a second d20. On a 5 or less, the vehicle also develops the engine fire fault.</p>	<p>Check. Dex Tools. Mechanic's/Power/Industrial Repair Cost. 2% of Vehicle Cost</p>
16-19	<p>Shredded Armour. The vehicle's damage threshold is reduced by 10 until the fault is fixed.</p>	<p>Check. Str Tools. Mechanic's/Power/Industrial Repair Cost. 2% of Vehicle Cost</p>
20	<p>Capsizing. A water vehicle turns on its side or upside down, with the same effects as flooding, except the fault cannot be repaired. If the vehicle is on its side, use its width as its height for determining how much of the vessel is submerged at any given time. A Huge or smaller vehicle can be righted as an action, requiring a DC 15 Strength check for a Large vehicle or a DC 20 Strength check for a Huge vehicle. Gargantuan vehicles can only be righted with the aid of machinery.</p> <p>If the vehicle is an underwater vehicle, treat this result as the flooding fault due to a leak. Don't roll the second d20: treat this result as though you'd rolled between 2 and 7.</p>	<p>Check. Str Tools. Mechanic's/Power/Industrial Repair Cost. 2% of Vehicle Cost per level of flooding</p>

CRASH DAMAGE OUTPUT BY DAMAGE THRESHOLD

DAMAGE THRESHOLD	CRASH DAMAGE OUTPUT CAP
5	3d6 (10)
10	6d6 (21)
15	9d6 (31)
20	11d6 (38)
25	14d6 (49)
30	17d6 (59)

CRASH DAMAGE

In most encounters involving multiple vehicles crash damage has little bearing on challenge rating. Vehicles and their crew take damage when they cause a crash, even if that damage is lessened due to being a larger size, so ramming full tilt into another vehicle isn't a safe strategy. However, there are tactical advantages to crashing as long as the average damage of the crash is about the same as the vehicle's Damage Threshold, especially when the creature or vehicle crashed into is two

sizes smaller and the damage to the crashing vehicle is halved.

Most Huge and Gargantuan vehicle are therefore given two challenge ratings: the first should be used in most encounters. When the vehicle is at least two sizes larger than all hostile creatures or vehicles in the planned encounter (such as when you use a vehicle as a "boss fight" for your player wastelanders on foot), use the second challenge rating instead. When a Huge or Gargantuan vehicle lacks a second challenge rating, it either lacks incentive to deal crash damage, or the challenge

SINKING

When a vehicle sinks, it takes on water over a period of time determined by the damage to its hull when it gains the **Flooding** fault (refer to the **WATER/UNDERWATER VEHICLE FAULTS** table). Different conditions apply to and within the vehicle at different points in the timeline, however quick or slow that might be:

ONE-QUARTER FLOODED

The vehicle has sunk by approximately a quarter of its own height.

- ☠️ Creatures inside the vehicle have disadvantage on Strength and Dexterity ability checks and Dexterity saving throws, and their movement speed is halved.

HALF FLOODED

The vehicle has sunk by approximately half of its own height.

- ☠️ Creatures inside the vehicle have disadvantage on all ability checks and Dexterity saving throws, and must swim while moving inside the vehicle.

THREE-QUARTERS FLOODED

The vehicle has sunk by approximately three-quarters of its own height.

- ☠️ Creatures inside the vehicle have disadvantage on all ability checks and all saving throws, and must swim while moving inside the vehicle.
- ☠️ At the end of every five minute inside the vehicle, a creature must make a DC 10 Constitution saving throw or gain a level of exhaustion.

FULLY FLOODED

The vehicle has sunk by an amount equal to its own height, and is entirely submerged if it wasn't already.

- ☠️ Creatures inside the vehicle must hold their breath. Once they run out of breath they begin to suffocate.
- ☠️ Creatures inside the vehicle have disadvantage on all ability checks and all saving throws, and must swim while moving inside the vehicle.
- ☠️ The vehicle descends 10 feet every round if it is Large, 20 feet every round if it is Huge, and 40 feet every round if it is Gargantuan.

VEHICLE EXPLOSIONS

When a vehicle explodes the area and damage of the explosion is determined by its size. Half of the explosion's damage is fire damage, and the remaining half is a damage type appropriate to the power source used in the vehicle's power supply.

VEHICLE EXPLOSIONS BY SIZE

VEHICLE SIZE	DAMAGE	EXPLOSION AREA
Large	3d6 fire, 3d6 by power type	10 ft. from vehicle
Huge	5d6 fire, 5d6 by power type	15 ft. from vehicle
Gargantuan	7d6 fire, 7d6 by power type	20 ft. from vehicle

DAMAGE TYPE BY POWER SOURCE:

Additional damage caused by the explosion of a vehicle depends on its power source.

ADDITIONAL EXPLOSION DAMAGE BY POWER SOURCE

POWER SOURCE	DAMAGE
Fossil Fuels	fire
Fusion	radiation
Matter-Antimatter	annihilation
Quantum Energy	quantum
Warp	warp
Magic	force

rating calculations both result in the same CR.

When calculating a Huge or Gargantuan vehicle's challenge yourself, you can do the same: give it one challenge rating which doesn't incorporate crash damage, and a second for when it is two sizes larger than all other creatures and vehicles. To calculate this challenge rating, increase the vehicle's damage output per round by the highest average crash damage the vehicle can achieve with its encounter speed, capped at the maximum average damage for which the vehicle itself would suffer no damage based on its damage threshold (refer to the **CRASH DAMAGE OUTPUT BY DAMAGE THRESHOLD** table).

CREW & PASSENGER STATIONS

A vehicle doesn't have actions or movement of its own. For a vehicle to function, crew must occupy stations in the vehicle and use their actions and sometimes their bonus actions to operate it.

All a vehicle's crew stations are indicated on its statblock. Along with the special features of the crew station, each station's entry lists the number of creatures required to operate the station and the type of cover those creatures gain from occupying the station (if any).

FAULTS

A vehicle can develop a serious fault in either of the following circumstances:

- ❖ The vehicle takes damage from a single source equal to or greater than its fault threshold
- ❖ The vehicle fails an ability check by more than 5, or the creature at its Controls Stations fails an ability check using the vehicle's ability by more than 5.

When a fault occurs, roll a d20 and consult either the **MOTOR VEHICLE FAULTS** table, the **AIR VEHICLE FAULTS** table, or the **WATER/UNDERWATER VEHICLE FAULTS** table, whichever is most appropriate for the vehicle in question.

VEHICULAR EXHAUSTION

Even when it hasn't developed a more serious fault, a vehicle can stop functioning properly owing to the harsh conditions of the wasteland coupled with a lack of resources for regular maintenance. This kind of wear and tear is handled as exhaustion, using the same six levels possessed by player wastelanders. The following adjustments to the exhaustion rules apply to vehicles:

- ❖ A vehicle that reaches exhaustion level 6 drops to 0 hit points and the vehicle suffers a breaks down. The DC for the vehicle's repair 20, and the cost of the repair is 10% of the vehicle's cost.

- ❖ A vehicle's exhaustion can only be removed through repairs. The DC of such repairs depends on the vehicle's current exhaustion level. The cost is always 2% of the vehicle's cost multiplied by the number of exhaustion levels to repair.

EXHAUSTION & REPAIRS

EXHAUSTION LEVEL	REPAIR DC
1-3	12
4-5	16
6	20

REPAIRS

A creature can attempt to repair a vehicle which has taken hit point damage, developed a fault, or gained levels of exhaustion. Vehicle faults can also be temporarily fixed in a makeshift fashion, which is called jury-rigging.

Repairing a vehicle is considered a crafting activity, and is therefore governed by the rules in the **CRAFTING** chapter. Specific expansions, exceptions, and clarifications to the crafting rules as they apply to the various types of vehicle repair appear below.

JURY-RIGGING FAULTS

A jury-rig is a rushed repair which costs nothing but only temporarily fixes a fault. To attempt to jury-rig a fault, a creature must spend an action, which they can only do when they meet all of the criteria listed below:

- ❖ They must be within reach of the source of the fault.

- ☢ They must have the right tools to repair the fault.
- ☢ While performing the repair, they can't operate one of the vehicle's stations.

For some faults, a creature may need to perform acts of daring to meet the first criteria, such as climbing onto the roof or hanging onto the side.

ABILITY CHECKS

The appropriate ability check and necessary tools to perform a jury-rig are given in the **Jury-Rigs & Repairs** column of whichever **VEHICLE FAULTS** table is most appropriate for the vehicle's type. The creature adds its proficiency bonus if proficient in the tools it's using to make the repairs, or if no tools are required, but has disadvantage if the vehicle is moving while the attempt is made.

DIFFICULTY

Unless otherwise stated the repair has a DC of 12 and requires a qualified or better craftsman to make the attempt. Due to the speed and stress of the repair, an ability check is always required for a jury-rig regardless of the competence of the creature performing the repair.

NO REPAIR COSTS

Ignore the repair costs entry in the **Jury-Rigs & Repairs** column, which applies only to thorough repairs.

TEMPORARY FIXES

A jury-rigged repair breaks again out whenever one of the following occurs, whichever happens first:

- ☢ An hour has passed while the engine is on

- ☢ The engine is switched on any time after an hour has passed
- ☢ The same fault occurs again

THOROUGH REPAIRS

To perform more than a patch job, a creature must have time and adequate resources, and the vehicle must be switched off and not in motion.

PERFORMING THOROUGH REPAIRS

When a creature chooses to perform a thorough repair, they must decide whether they are trying to fix a fault, remove a level of exhaustion, or restore the vehicle's hit points.

Returning a very damaged vehicle to perfect condition, or as close as a wasteland vehicle can get, is therefore typically a series of checks.

DO-IT-YOURSELF REPAIRS

Player wastelanders can perform repairs themselves if they have the necessary tools, skills, and overall competence, as well as access to salvage equalling or exceeding the cost of the repair.

REPAIRS AS A SERVICE

Player wastelanders can hire a mechanic, in which case the cost must still be paid but can be offset by currency, salvage, or a combination of both. Non-player mechanics also charge a service fee based on the time it takes to perform the repair.

A non-player mechanic adds the cost of all necessary checks together for their fee minus service costs. This assumes they will

succeed at each attempt, and as long as they are at least one competence level above the competence requirement of the repair their success is indeed automatic. Most mechanics who feel they have a chance of failure are honest about that (see **Commissions & Competence** in the **CRAFTING** the chapter).

REPAIR COST PERCENTAGES

Repair costs are often given as a percentage of the vehicle's full currency cost.

You can quickly calculate what the cost is for the vehicle in question by multiplying the vehicle's cost by the required percentage converted into the equivalent decimal.

For instance, 2% of 1,200 can be arrived at with the equation $12,000 \times 0.02 = 240$.

REPAIR TIMES

Each attempt at a thorough repair normally takes a variable amount of time, which is a number of days (or portions thereof) equal to **the repair's cost \div 1000**.

For instance, if the cost of a repair were 240 currency, then the required time would be $240 \div 1000 = 0.24$ days. Multiply 24 by the result of the previous equation to get a close estimate of work hours required. For instance, $24 \text{ hours} \times 0.24 = 5.76$ hours). If you really need to, you can then multiply that result by 60 to find out the time of the repair in minutes.

Salvage used in the repair attempt is spent at the beginning of the hour. At the

end of the hour, the creature performing the repair makes their ability check.

FIXING FAULTS

The appropriate ability check, necessary tools, and cost to fix a fault are given in the **Jury-Rigs & Repairs** column of whichever **VEHICLE FAULTS** table is most appropriate for the vehicle's type. The creature adds its proficiency bonus if proficient in the tools it's using to make the repairs, or if no tools are required.

DIFFICULTY

Unless otherwise stated the repair has a DC of 12 and requires a qualified or better craftsman to make the attempt. A creature automatically succeeds at the repair if they have a competency level one higher than the check DC (which usually means **experienced** or better).

COST

The cost of a thorough repair of a fault is provided in the **Jury-Rigs & Repairs** column of the appropriate **VEHICLE FAULTS** table.

REMOVING EXHAUSTION

If a vehicle has one or more levels of exhaustion, a creature can attempt to remove one exhaustion level per period of repairs (see **Repair Times**).

DIFFICULTY

The DC of the craftsman's check, and the required competence to even attempt it, depends on the vehicle's current exhaustion level.

DC AND COMPETENCE BY EXHAUSTION LEVEL

EXHAUSTION LEVEL	DC AND COMPETENCE
1-2	12 (qualified)
3-4	16 (experienced)
5-6	20 (master)

COST

The cost to repair a single level of exhaustion is 2% of the vehicle's cost.

RESTORING HIT POINTS

If a vehicle has taken damage, a creature can attempt to restore up to 10 hit points per period of repairs (see **Repair Times**).

DIFFICULTY

The DC of the craftsperson's check is 12, and the minimum competence required to make the attempt is **qualified**.

COST

The cost to restore hit points to a vehicle depends on its size.

HIT POINT RESTORATION COST BY VEHICLE SIZE

VEHICLE SIZE	COST
Large	5 × hit points restored
Huge	10 × hit points restored
Gargantuan	20 × hit points restored

CRASHING

When a vehicle crashes into anything that could reasonably damage it or be damaged by it, its speed is immediately reduced to 0 for the remainder of the turn, causing it to come to a sudden stop. Roll for crash damage, which is 1d6 bludgeoning damage for every 10 feet the vehicle has moved since its last turn, to a maximum of 20d6. Depending on the nature of the crash, any of the following might suffer the crash damage:

- ☢ The vehicle itself
- ☢ The vehicle, object, or creature it crashed into
- ☢ All creatures in or on a vehicle involved in the crash (each creature may make a DC 15 Strength saving throw, taking only half as much damage on a success).

The damage threshold of a vehicle or object involved in the crash applies: if the crash damage doesn't exceed the damage threshold, then the vehicle or object takes no damage. Creatures in or on a vehicle that avoids damage still receive crash damage as normal.

CRASHING INTO OBJECTS

The Guide determines whether an object is an obstacle that can cause a crash, or whether a vehicle can simply break through it or push it aside and continue its movement. An object is typically only able to cause a crash if it is no more than one size category smaller than the vehicle and provides solid resistance, such as a wall. There are exceptions: a smaller obstacle

might cause a crash if it is particularly hard and unmoving. For instance, a bollard is smaller than a Medium creature but can still stop a Huge vehicle in its tracks.

CRASHING INTO OTHER VEHICLES

If a vehicle enters the space occupied by another vehicle, a creature at the Controls Station of the second vehicle may have a chance to make a Dexterity saving throw. Compare the speeds of the two vehicles to the **VEHICLE CRASH SAVING THROWS BY SPEED** table to determine whether a saving throw is possible, along with its DC.

VEHICLE CRASH SAVING THROWS BY SPEED

VEHICLE SPEED	SAVING THROW
Half or less that of crashing vehicle	No saving throw
Identical to crashing vehicle	DC 15
At least one and a half times that of crashing vehicle	DC 10

The vehicle's saving throw, if possible, adds together the vehicle's Dexterity bonus and the driver's or pilot's proficiency bonus if they're proficient in the vehicle's use. On a failed saving throw, or if no saving throw is allowed, a crash occurs. What happens next depends on the size of the two vehicles.

IDENTICAL OR ONE SIZE DIFFERENCE

When both vehicles are the same size, or only one step different to each other (such as Large and Huge, or Huge and Gargantuan), the crash damages both. The movement of the vehicle which caused the crash is stopped and their speed is reduced to 0 ft until the end of the turn. Creatures on or inside both vehicles take the crash damage as well, but may make a DC 15 Strength saving throw to take only half.

CRASHING VEHICLE IS TWO SIZES BIGGER

When a Gargantuan vehicle crashes into a Large vehicle, the smaller vehicle isn't a serious obstacle. The Gargantuan vehicle takes only half the usual crash damage, and creatures on or inside the vehicle take no damage. The Gargantuan vehicle's speed is unaffected and it can continue moving if it has any movement left.

CRASHING VEHICLE IS TWO SIZES SMALLER

When a Large vehicle crashes into a Gargantuan vehicle, its speed is reduced to 0 ft until the end of its turn and it comes to a complete stop. Both vehicles take crash damage, but the damage dealt to the Gargantuan vehicle is halved. Furthermore, creatures on or inside the Gargantuan vehicle take no crash damage.

CRASHING INTO CREATURES

If a vehicle enters the space occupied by a creature, that creature can make a DC 10 Dexterity saving throw. On a success they get out of the way and take no damage. On a failure, the vehicle crashes into them. What happens next depends on the size of the creature compared to the size of the vehicle.

IDENTICAL OR ONE SIZE DIFFERENCE

When both vehicle and creature are the same size, or only one step different to each other (such as Large and Huge, or Huge and Gargantuan), the crash damages both.

The movement of the vehicle which caused the crash is stopped and their speed is reduced to 0 ft until the end of the turn. The vehicle and the creature both take crash damage. Other smaller creatures riding the creature which has been crashed into and creatures on or inside the vehicle take the crash damage as well, but may make a DC 15 Strength saving throw to take only half.

CRASHING VEHICLE IS TWO SIZES BIGGER

When a vehicle crashes into a creature two or more sizes smaller than it, such as when a Gargantuan vehicle crashes into a Large or smaller creature or a Huge vehicle crashes into a Medium or smaller creature,

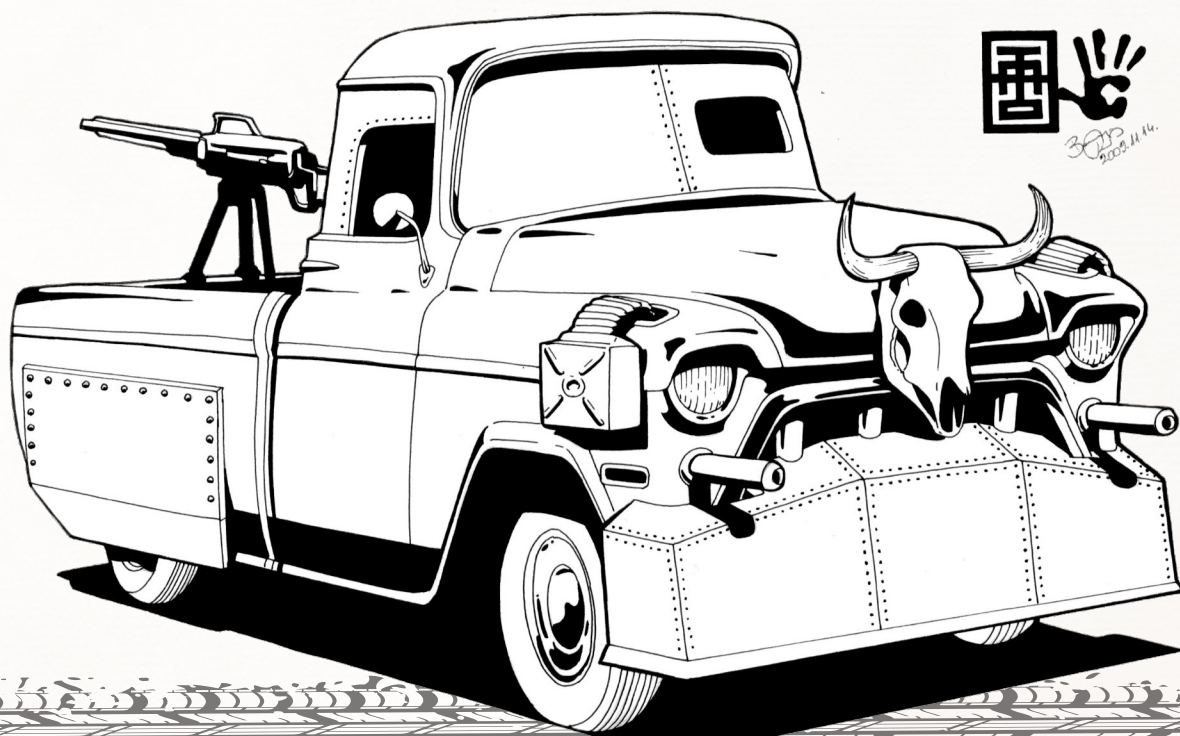
the creature isn't a serious obstacle. The vehicle takes only half the usual crash damage dealt, and creatures on or inside the vehicle take no damage. Other smaller creatures riding the creature which has been crashed into take the crash damage as well, but may make a DC 15 Strength saving throw to take only half. The vehicle's speed is unaffected and it can continue moving if it has any movement left.

CRASHING VEHICLE IS TWO SIZES SMALLER

When a Large vehicle crashes into a Gargantuan creature, its speed is reduced to 0 ft until the end of its turn and it comes to a complete stop. Both the vehicle and the creature take crash damage, but the damage dealt to the Gargantuan creature is halved. Furthermore, any smaller creatures riding the Gargantuan creature take no crash damage.

FALLING

When a vehicle goes over a cliff, plummets from the sky, or otherwise ends up falling from a height, the vehicle and all creatures on or inside it take falling damage as normal (1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6) and land prone. Creatures which are on the vehicle and not inside it must make a DC 20 Strength saving throw if they want to remain on it, otherwise they fall into a randomly determined unoccupied space within 20 feet of the vehicle's own landing point.



GRID RULES

When you run encounters on a grid, any encounters involving vehicles can occur at one of three scales: creature scale, vehicle scale, and macro scale. Creature scale is most appropriate when most participants are on foot, while vehicle scale is most appropriate when most if not all creatures occupy vehicles. Macro scale is best used for encounters using particularly large vehicle as well as vehicles with extraordinary speeds.

CREATURE SCALE

Creature scale is the typical scale used for encounters: each square is 5 foot-by-5 foot. Since vehicles are quick, hard to damage, and are able to do a lot of damage of their own, they can make for terrifying "boss" encounters for creatures on foot.

THE GRID

At creature scale, each square on the grid represents a 5 foot-by-5 foot space as usual.

VEHICLE SPACE

Each vehicle involved in the encounter occupies an area appropriate to its size, the same way a creature would. Just as with creatures, the vehicle doesn't literally fill its occupied space, but it does control it. Similar to how a creature

controls its space through the threat of melee attack, a vehicle makes it too dangerous to move through its area through the threat of its weapons and its ability to sideswipe or ram.

VEHICLE SPEED

Many vehicles have an encounter speed so high that it becomes essentially irrelevant at creature scale. A map used for such an encounter is invariably small enough that they can pass from one side to the other in a single move. If a vehicle's encounter speed is at least 50% higher than the map's longest dimension in squares, you don't even have to count squares when it moves: assume that it can get anywhere on the map its driver wants, as long as there's an unblocked path to the destination that involves no more than one turn.

VEHICLE SCALE

Vehicle scale is most appropriate when all or at least most creatures involved begin the encounter as the crew or passengers of vehicles, especially when passengers aren't expected to leave those vehicles. Each square on the grid represents a larger distance, making it possible to represent a bigger encounter space without a ridiculously large map. **Figure 1: Vehicle Scale and the Proximity Grid** illustrates a practical example of the vehicle scale: a

combat involving multiple vehicles and a couple of wastelanders on foot.

THE GRID

At vehicle scale, each square on the grid represents a 20 foot-by-20 foot space.

VEHICLE SPACE

A Gargantuan creature or vehicle occupies at least one square, with larger vehicles of that size class

FIGURE 1: VEHICLE SCALE & THE PROXIMITY GRID



occupying multiple squares. Long vehicles like coaches and buses, for example, occupy two adjacent squares.

Creatures and vehicles which are Huge or smaller don't occupy a full square and can therefore share their square with other creatures and vehicles. All creatures and vehicles currently in a grid square are said to be **proximate**.

PROXIMITY GRIDS

The possibility of multiple Huge or smaller creatures and vehicles sharing the same square on your grid has the potential for causing confusion, and it can also be

difficult to represent using miniatures or virtual tabletop tokens.

Consider using proximity grids in addition to your vehicle scale map. A proximity grid is a separate 4 square-by-4 square grid that uses creature scale. In other words, every square on the proximity grid is a 5 foot-by-5 foot space, and the grid itself occupies the exact space of a single square at vehicle scale. Because of this, when multiple creatures and vehicles share a space and become proximate, you can move their tokens over to an available proximity grid. **FIGURE 1: VEHICLE SCALE AND THE PROXIMITY GRID** illustrates a proximity grid in use to handle two wastelanders and a car occupying the same vehicle scale square.

MAGNIFYING ACTION

A proximity grid acts like a map at creature scale, allowing you to represent occupied space, movement, and position within the shared vehicle scale square. A creature or vehicles can enter a proximity square as long as their route into the square isn't blocked by hostile creatures and vehicles, and as long as there enough space to accommodate them once they enter.

MARKING PROXIMITY GRIDS

So as to not lose track of which proximity grid represents which square on your primary map, place a marker on the square and an identical marker near the appropriate proximity grid. Your markers could be a colour, a symbol, or a pair of unique token.

LEAVING PROXIMITY

A creature or vehicle can leave the proximity grid by using 20 feet of their movement. Once a creature or vehicle does so it returns to the vehicle scale map,

leaving their current space from the side that matches the one they exited the proximity grid from.

OPPORTUNITY ATTACKS

Leaving a proximity grid provokes opportunity attacks from adjacent creatures and vehicles, regardless of their reach. Moving within a proximity grid provokes opportunity attacks as normal.

VEHICLE SPEED

Vehicle encounter speeds are intentionally set at multiples of 20 feet so that their movement works as smoothly as possible at vehicle scale, allowing them to move an exact number of squares.

CREATURE SPEED

Many creatures have speeds that don't work perfectly for movement at vehicle scale. When a creature enters a square and they don't have 20 feet or more of movement remaining, their movement immediately ends.

MACRO SCALE

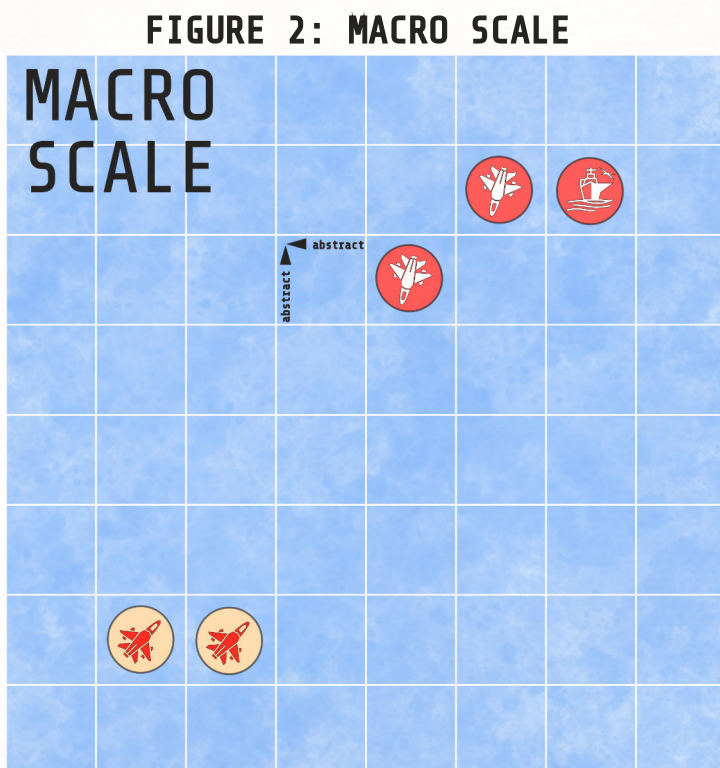
Macro scale is an approach to the grid that abstracts bigger distances, and is therefore particularly useful for handling encounters involving very large vehicles as well as very fast ones. You may not need to use it very often in a post-apocalyptic game, since most vehicles that match those descriptions are probably advanced pre-apocalyptic technologies and therefore difficult to find, maintain, and fuel. For instance, you might use macro scale for

encounters involving aircraft, helicopters, battleships, and submarines.

Another use case for macro scale is for handling an encounter that occurs in three dimensions, such as when your wastelanders dive in water and find themselves facing off against aquatic mutants! The abstract nature of distances in macro scale can make movement easier to handle in such encounters than worrying about specific measurements.

Before you can run a macro scale encounter you need to set a macro speed and range class (see **macro speeds** and **macro ranges**, later in this chapter). Macro scale therefore takes a little more work to prepare, but pays off in play.

FIGURE 2: MACRO SCALE illustrates a practical example of the macro scale: a combat between opposing fighter planes and an aircraft carrier.



THE GRID

At macro scale, each square on the grid represents an abstract, variable amount of space. In other words, it is big or small enough to accommodate the size and movement of the largest vehicles or creatures participating in the encounter. In most cases, a macro scale square is hundreds or even thousands of feet across.

VEHICLE SPACE

Because spaces in macro scale are so large, multiple vehicles and creatures can occupy a space at once. All creatures and vehicles currently in a grid square are said to be **proximate**.

MOVING THROUGH AN OCCUPIED SQUARE

It's possible to pass through a square occupied exclusively by allies, and doing so doesn't cost any additional movement.

A vehicle or creature can move through a space in which there is one or more hostile vehicle or creature, but doing so costs double the usual movement. In addition, a creature which does so provokes opportunity attack unless it takes the Disengage action, and a vehicle which does provokes opportunity attacks if it doesn't take the Defensive Driving bonus action.

HANDLING SHARED SQUARES

When multiple vehicles and creatures occupy the same macro square, it can be tricky to represent that with miniatures and other tokens. The following approaches might help you resolve this issue:

Since each square represents a much larger area, the amount of square you need is generally fewer. If you're drawing your

own grid, you have the option of making the squares much larger than normal to accommodate any miniatures or tokens that need to be in any one square. If you're using a grid that is sized for creature scale, you can instead draw larger squares over the top of the printed squares for a similar result. You can ignore the smaller squares as well as a miniature or token's position in the larger square: consider everything inside it an entirely abstract space. Because of the abstract nature of macro scale, you can also save a lot of space and use smaller grids if you use smaller miniatures or tokens to represent every vehicle or creature involved in the encounter. No matter whether a vehicle is gargantuan, medium, or another size, give it a miniature or token of the same size as each other participant.

If you aren't able to make the squares physically larger, you can use a similar approach to vehicle scale's proximity grid.

When multiple creatures and vehicles occupy the same square, remove them from the map and place them elsewhere on your tabletop. Since macro squares are abstract you don't have to use a proximity grid (though you can), you just have to place them together in a clear grouping. You might for instance choose to draw a circle on a piece of paper and put all the miniatures or tokens inside it. Add some sort of marker on the appropriate square of the map, and place an identical marker with the grouped miniatures or tokens. That way you'll know where to return them to when they leave the square. The marker could be a colour, a symbol, or a pair of unique tokens.

MACRO SPEEDS

To determine how far a vehicle can travel on its turn at macro scale, its macro speed in squares must be calculated. Vehicles don't have a macro speed entry on their statblock because macro speeds are relative and adjusted based on the fastest vehicle in the encounter.

The **MACRO DISTANCES** table presents two macro distance classes: Standard Macro Distance, and Jet Macro Distance. You can use Standard class for almost all encounters, since the vast majority of vehicle appearing in **WASTELAND WHEELS** have encounter speeds that fall within a relatively small range. If the encounter involves fighter jets, on the other hand, you'll want to consider Jet class. If you don't, you'll need a pretty big map!

DECIMALS

When a vehicle has a macro speed of less than one, it's too slow to cross even one macro scale square on a single turn. The number of turns it takes to move from one square to another is equal to $10 - \text{the number after the decimal point}$. For instance, an ATV has a Jet Macro Speed of 0.3, which means it takes 7 rounds ($10 - 3$) to cross from one macro scale square into an adjacent square.

A creature at the Controls Station of such a vehicle must pick their direction of travel on the first turn. They can stop the movement on a later turn but if they do so the vehicle's progress out of its square is reset.

In practice, you won't want to use vehicles with decimal macro speeds very often an encounter. Never put players in one: spending an age getting nowhere just isn't fun. Guide-controlled vehicles with decimal macro speeds are likely to have

little impact on the encounter if they can be avoided. However, a well planned scenario can sometime find a use for them in the same way it might use fixed gun emplacements and lookouts: as obstacles that restrict safe routes, which can be complementary to more mobile threats.

CALCULATING MACRO SPEEDS

If additional vehicle statblocks are introduced, you can calculate their macro speeds using the following methods:

A vehicle's **STANDARD MACRO SPEED** in squares is its encounter speed divided by 60, and rounded to the nearest whole number. If the vehicle's macro speed would be 0 as a result, round it to one decimal place instead.

A vehicle's **JET MACRO SPEED** in squares is its encounter speed divided by 240, and rounded to the nearest whole number. If the vehicle's macro speed would be 0 as a result, round it to one decimal place instead.

You might decide it's necessary to create a new macro speed class using a different formula. For instance, you could create a class for futuristic experimental jets or alien starships. Use the formulas above as your starting point, and keep adjusting the number by which a vehicle's encounter speed is divided until the results happy. Once the macro speed of the fastest vehicle of your newly created class is between 5 and 7 you're in the sweet spot.

MACRO DISTANCES

VEHICLE	STANDARD	JET
COUPES		
Coupe	2	1
Sports Coupe	3	1
SEDANS		
Sedan	2	1
Luxury Sedan	2	1
MOTORCYCLES AND ALL-TERRAIN VEHICLES		
Street Bike	2	1
Dirt Bike	1	0.3
Racing Bike	4	1
ATV	1	0.3
SPORTS UTILITY VEHICLES		
SUV	2	1
Large SUV	2	1
Hummer	1	0.3
TRUCKS		
Minivan	2	0.4
Pickup Truck	2	0.4
Armoured Truck	1	0.3
Moving Truck	1	0.3
Lorry or Semi-Trailer Truck	1	0.3
MISCELLANEOUS MOTOR VEHICLES		
Limousine	2	1
City Bus	1	0.3
Coach	1	0.3
MILITARY MOTOR VEHICLES		
Humvee/Infantry Mobility Vehicle	1	0.3
Infantry Fighting Vehicle	0.7	0.2
Large Capacity Infantry Fighting Vehicle	0.7	0.2
Heavy Infantry Fighting Vehicle	0.7	0.2
Tank	0.7	0.2
Heavy Tank	0.7	0.2
AIR VEHICLES		
Civilian Light Aircraft	3	1
Civilian Helicopter	25	6
Large Civilian Helicopter	2	1
Fighter Jet	2	1
Military Helicopter	2	1
Military Tandem Lift Helicopter	2	1
WATER VEHICLES		
Airboat	1	0.3
Cabin Cruiser	0.7	0.2
Personal Watercraft	1	0.2
Runabout	1	0.2
Rigid Inflatable Boat	1	0.3
Patrol Boat	0.7	0.2
Offshore Raiding Craft	1	0.2

MACRO RANGES

The weapons and features available to each participating vehicle and creature should be converted using the same formula used to determine a vehicle's speed. For instance, if the encounter uses Standard Macro Distance for vehicle speed, then it should use Standard Macro Distance for weapon and effect ranges as well.

CALCULATING MACRO RANGES

Thus, a **STANDARD MACRO RANGE** in squares is the weapon or effect's range in feet divided by 60, and rounded to the nearest whole number. If the weapon or effect's range is less than 1, it can only be used when its target is in the same square.

A **JET MACRO RANGE** in squares is the weapon or effect's range in feet divided by 240, and rounded to the nearest whole number. If the vehicle's macro speed would be 0 as a result, round it to one decimal place instead. If the weapon or effect's range is less than 1, it can only be used when its target is in the same square.

AREA EFFECTS

Any effect that would normally be able to target multiple creatures or vehicles can affect only one target at macro scale, owing to the large distances between each combat participant even within a single square.

ELEVATION

As with other scales, macro scale has an invisible vertical axis: each square actually represents three-dimensional cube. Compared with other scales the abstract

nature of a macro square's size make it much easier to handle vertical and diagonal movement. If the square represents a space hundreds of feet across then by extension it's representing hundreds of feet worth of verticality. When a vehicle or creature ends its turn in a macro square, it could be anywhere within the abstract confines of that space, whether on the ground, in the air, or underwater.

In many cases, one square's worth of height is enough to handle the three dimensional nature of a combat encounter. If you want participants to be able to move freely in any direction, however, you need to introducing additional squares worth of height on the vertical axis, possibly even as there are on the horizontal. This is achieved by introducing elevations.

Each elevation is a new layer of squares above or below the original, which should be represented by its own grid map as shown in **FIGURE 3: ELEVATIONS**. The original layer, which may represent ground level, is called elevation 0. The next elevation above it is elevation 1, the one above that is elevation 2, and so on. Likewise, all elevations below elevation are numbered in ascending negative values: -1, -2, and so on.

FIGURE 3: ELEVATIONS illustrates the same encounter as **FIGURE 2: MACRO SCALE** but with elevations introduced. The aircraft carrier occupies square G7 at elevation 0, which represents the ocean surface. It cannot leave elevation 0. Meanwhile, two fighter planes have taken off from the aircraft carrier and currently occupy squares E6 and F7 at elevation 1. They are scrambling to meet two enemy fighter planes, which are themselves occupying squares B2 and C2 at elevation 0.

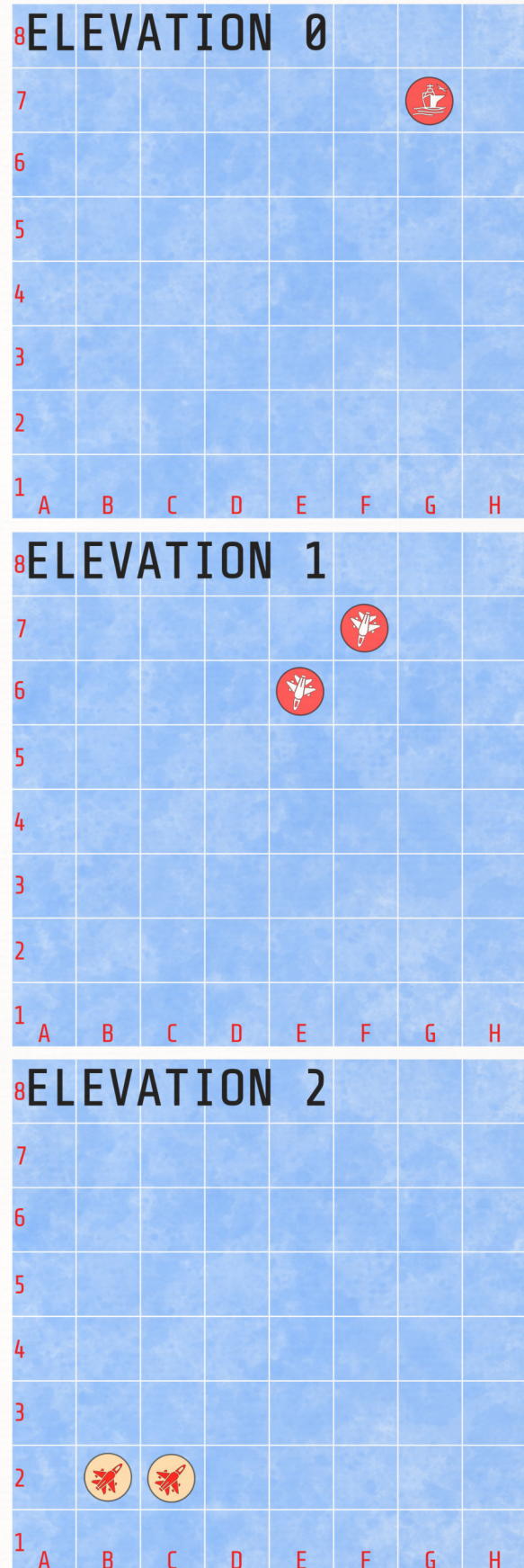
VERTICAL MOVEMENT

When a vehicle or creature moves, it can leave its current elevation if it has an appropriate movement speed to do so. For instance, an air vehicle can fly up or down into elevations that represent air, but can't descend into elevations that represent water. A vehicle may also move diagonally upward or downward, entering a new elevation while simultaneously moving one square adjacent to the square it occupied on the previous elevation.

COORDINATES

When running an encounter across multiple elevations it's highly recommended to assign coordinates to the grid, as in **FIGURE 3: ELEVATIONS**. The same system should be used across all elevation maps. This makes it much easier to move a vehicle or token to the right square of a new elevation when it moves up or down.

FIGURE 3: ELEVATIONS



CARS & SUVs

Before the apocalypse, passenger cars were the most common means of motorised private transport.

COUPES have a sloping or truncated rear roof, making their interior smaller—a coupe has no more than 33 cubic feet of interior space. Depending on the model, a coupe can have 2 or 4 side doors with no hatchback, or 2 side doors plus a hatchback.

SEDANS are larger cars with greater than 33 cubic feet of interior space. A sedan has four doors plus a trunk. They're typically more concerned with comfort and luxury—though most of those comforts have probably been stripped away in wasteland sedans thanks to the ravages of time, patchy repairs, and various modifications. are unlikely to in the sedans still in use in the wasteland.

SUVs (SPORTS UTILITY VEHICLES) are bigger cars with larger wheels and a higher driving position offering good visibility. They are designed to handle a variety of road conditions and come in four-by-four models which excel off-road. Hummers are especially large, even compared to other SUVs.

LIMOUSINES are designed for luxury and comfort. A typical limousine is a particularly fancy sedan with all the mod cons, and typically a longer wheelbase for additional spaciousness. A stretch limousine is much longer than a regular car, either to comfortably accommodate more passengers or to provide space for luxurious items such as television screens, and bars.

MINIVANS. Splitting the difference between a car and a full-size van, minivans accommodate a larger number of passengers, and thus also have more room to transport items when passengers aren't present.

COUPE

HUGE LAND VEHICLE

ARMOR CLASS 19 (17 while motionless)

HIT POINTS 50; **DAMAGE THRESHOLD** 10; **FAULT THRESHOLD** 15

ENCOUNTER SPEED 120 ft.; **REVERSING SPEED** 20 ft.

STANDARD MACRO SPEED 2 sq.; **JET MACRO SPEED** 1 sq.

MAX SPEED 150 mph; **WASTELAND SPEED** 120 mph

STR

+3
(16)

DEX

+2
(14)

CON

+3
(16)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 4; **CARGO** 275 lb.;

FUEL/CHARGE 12 units (**MILEAGE** 40 miles per unit)

MOD ZONES engine, hood, trunk, undercarriage

CR 1 (200 xp) or 4 (1,100 xp)

COST 28,000 c

PRONE DEFICIENCY. If the coupe rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (4 AVAILABLE, GRANTS ¾ COVER).

SPORTS COUPE

HUGE LAND VEHICLE

ARMOR CLASS 19 (17 while motionless)

HIT POINTS 50; **DAMAGE THRESHOLD** 10; **FAULT THRESHOLD** 15

ENCOUNTER SPEED 200 ft.; **REVERSING SPEED** 40 ft.

STANDARD MACRO SPEED 3 sq.; **JET MACRO SPEED** 1 sq.

MAX SPEED 270 mph; **WASTELAND SPEED** 215 mph

STR	DEX	CON
+3 (16)	+2 (14)	+3 (16)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 1; **CARGO** 200 lb.;

FUEL/CHARGE 12 units (**MILEAGE** 30 miles per unit)

MOD ZONES engine, hood, trunk, undercarriage

CR 1 (200 xp) or 4 (1,100 xp)

COST 35,000 c

PRONE DEFICIENCY. If the sports coupe rolls over and falls prone, it can't right itself and is **incapacitated** until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS $\frac{3}{4}$ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (1 AVAILABLE, GRANTS $\frac{3}{4}$ COVER).

SEDAN

HUGE LAND VEHICLE

ARMOR CLASS 19 (17 while motionless)

HIT POINTS 50; **DAMAGE THRESHOLD** 10; **FAULT THRESHOLD** 15

ENCOUNTER SPEED 120 ft.; **REVERSING SPEED** 20 ft.

STANDARD MACRO SPEED 2 sq.; **JET MACRO SPEED** 1 sq.

MAX SPEED 150 mph; **WASTELAND SPEED** 120 mph

STR	DEX	CON
+4 (18)	+2 (14)	+3 (16)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 4; **CARGO** 350 lb.;

FUEL/CHARGE 12 units (**MILEAGE** 60 miles per unit)

MOD ZONES engine, hood, roof, trunk, undercarriage

CR 1 (200 xp) or 4 (1,100 xp)

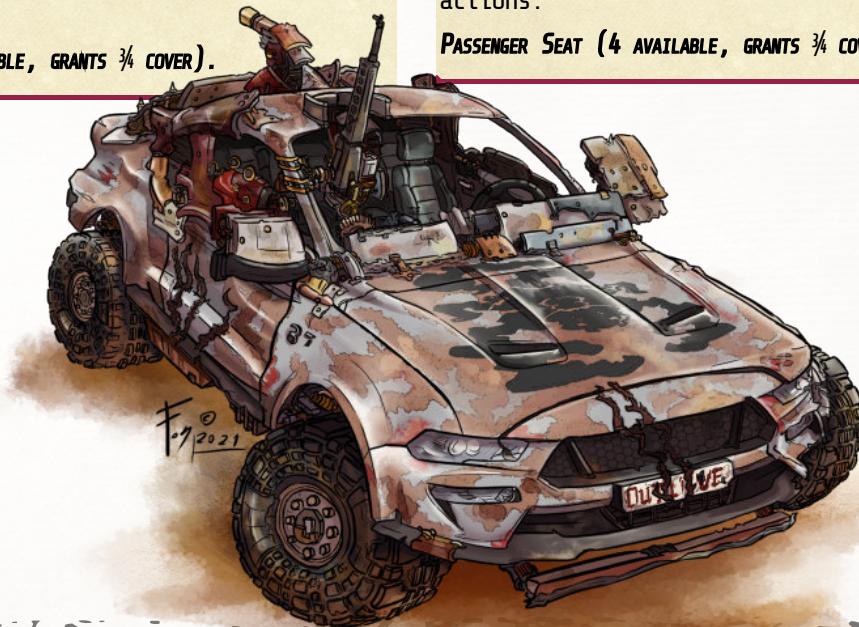
COST 30,000 c

PRONE DEFICIENCY. If the coupe rolls over and falls prone, it can't right itself and is **incapacitated** until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS $\frac{3}{4}$ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (4 AVAILABLE, GRANTS $\frac{3}{4}$ COVER).



LUXURY SEDAN

HUGE LAND VEHICLE

ARMOR CLASS 19 (17 while motionless)

HIT POINTS 60; **DAMAGE THRESHOLD** 10; **FAULT THRESHOLD** 15

ENCOUNTER SPEED 140 ft.; **REVERSING SPEED** 40 ft.

STANDARD MACRO SPEED 2 sq.; **JET MACRO SPEED** 1 sq.

MAX SPEED 200 mph; **WASTELAND SPEED** 160 mph

STR	DEX	CON
+4 (18)	+2 (14)	+3 (16)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 4; **CARGO** 300 lb.;

FUEL/CHARGE 12 units (**MILEAGE** 40 miles per unit)

MOD ZONES engine, hood, roof, trunk, undercarriage

CR 1 (200 xp) or 4 (1,100 xp)

COST 33,000 c

PRONE DEFICIENCY. If the coupe rolls over and falls prone, it can't right itself and is **incapacitated** until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (4 AVAILABLE, GRANTS ¾ COVER).

SPORTS UTILITY VEHICLE (SUV)

HUGE LAND VEHICLE

ARMOR CLASS 20 (19 while motionless)

HIT POINTS 50; **DAMAGE THRESHOLD** 15; **FAULT THRESHOLD** 20

ENCOUNTER SPEED 120 ft.; **REVERSING SPEED** 20 ft.

STANDARD MACRO SPEED 2 sq.; **JET MACRO SPEED** 1 sq.

MAX SPEED 150 mph; **WASTELAND SPEED** 120 mph

STR	DEX	CON
+4 (18)	+1 (12)	+4 (18)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 4; **CARGO** 300 lb.;

FUEL/CHARGE 18 (**MILEAGE** 25 miles per unit)

MOD ZONES engine, hood, roof, trunk, undercarriage

CR 1 (200 xp) or 5 (1,800 xp)

COST 39,000 c

PRONE DEFICIENCY. If the coupe rolls over and falls prone, it can't right itself and is **incapacitated** until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (4 AVAILABLE, GRANTS ¾ COVER).

LARGE SUV

HUGE LAND VEHICLE

ARMOR CLASS 19

HIT POINTS 60; **DAMAGE THRESHOLD** 15; **FAULT THRESHOLD** 20

ENCOUNTER SPEED 120 ft.; **REVERSING SPEED** 20 ft.

STANDARD MACRO SPEED 2 sq.; **JET MACRO SPEED** 1 sq.

MAX SPEED 150 mph; **WASTELAND SPEED** 120 mph

STR	DEX	CON
+4 (18)	+1 (12)	+4 (18)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 4; **CARGO** 500 lb.;

FUEL/CHARGE 26 (**MILEAGE** 15 miles per unit)

MOD ZONES engine, hood, roof, trunk, undercarriage

CR 2 (450 xp) or 5 (1,800 xp)

COST 43,000 c

PRONE DEFICIENCY. If the coupe rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (4 AVAILABLE, GRANTS ¾ COVER).

HUMMER

HUGE LAND VEHICLE

ARMOR CLASS 20

HIT POINTS 60; **DAMAGE THRESHOLD** 20; **FAULT THRESHOLD** 25

ENCOUNTER SPEED 80 ft.; **REVERSING SPEED** 20 ft.

STANDARD MACRO SPEED 1 sq.; **JET MACRO SPEED** 0.3 sq.

MAX SPEED 100 mph; **WASTELAND SPEED** 80 mph

STR	DEX	CON
+5 (20)	+0 (10)	+4 (18)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 1; **CARGO** 1,000 lb.;

FUEL/CHARGE 19 (**MILEAGE** 20 miles per unit)

MOD ZONES engine, hood, roof, bed, undercarriage

CR 2 (450 xp) or 6 (2,300 xp)

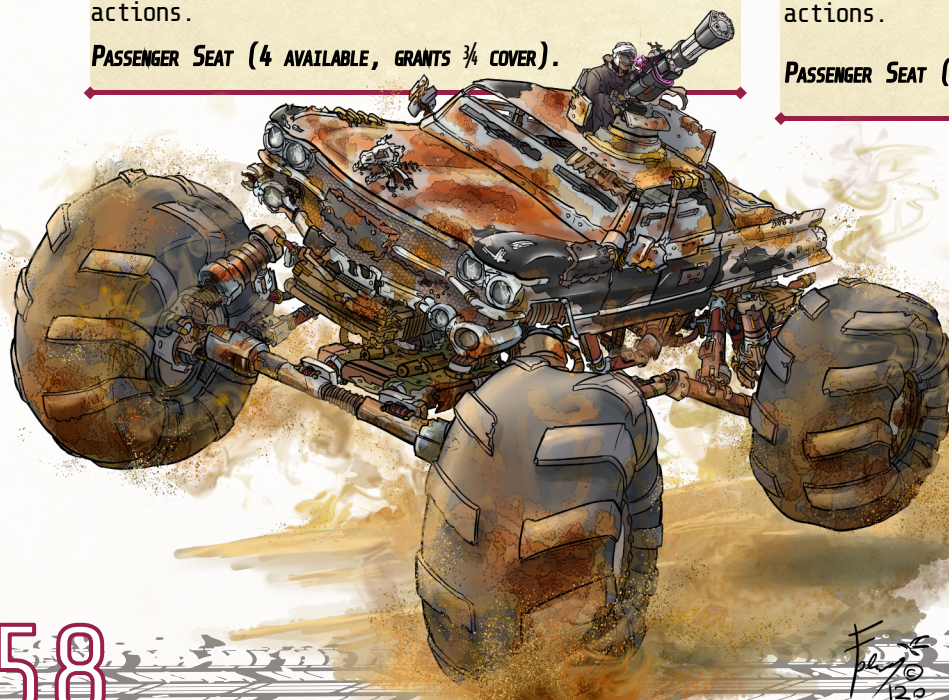
COST 47,000 c

PRONE DEFICIENCY. If the sports coupe rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (4 AVAILABLE, GRANTS ¾ COVER).



LIMOUSINE

HUGE LAND VEHICLE

ARMOR CLASS 17

HIT POINTS 50; **DAMAGE THRESHOLD** 10; **FAULT THRESHOLD** 15

ENCOUNTER SPEED 120 ft.; **REVERSING SPEED** 20 ft.

STANDARD MACRO SPEED 2 sq.; **JET MACRO SPEED** 1 sq.

MAX SPEED 160 mph; **WASTELAND SPEED** 130 mph

STR	DEX	CON
+4 (18)	+0 (10)	+3 (16)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 4; **CARGO** 300 lb.;

FUEL/CHARGE 15 units (**MILEAGE** 40 miles per unit)

MOD ZONES engine, hood, roof, trunk, undercarriage

CR 1 (200 xp) or 4 (1,100 xp)

COST 39,000 c

PRONE DEFICIENCY. If the coupe rolls over and falls prone, it can't right itself and is **incapacitated** until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (4 AVAILABLE, GRANTS ¾ COVER).

STRETCH LIMOUSINE

HUGE LAND VEHICLE

ARMOR CLASS 17

HIT POINTS 50; **DAMAGE THRESHOLD** 10; **FAULT THRESHOLD** 15

ENCOUNTER SPEED 120 ft.; **REVERSING SPEED** 20 ft.

STANDARD MACRO SPEED 2 sq.; **JET MACRO SPEED** 1 sq.

MAX SPEED 150 mph; **WASTELAND SPEED** 120 mph

STR	DEX	CON
+4 (18)	+0 (10)	+3 (16)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 7; **CARGO** 425 lb.;

FUEL/CHARGE 15 (**MILEAGE** 20 miles per unit)

MOD ZONES engine, hood, roof (×2), trunk, undercarriage

CR 1 (200 xp) or 4 (1,100 xp)

COST 42,000 c

PRONE DEFICIENCY. If the coupe rolls over and falls prone, it can't right itself and is **incapacitated** until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (7 AVAILABLE, GRANTS ¾ COVER).

MINIVAN

HUGE LAND VEHICLE

ARMOR CLASS 19

HIT POINTS 60; **DAMAGE THRESHOLD** 15; **FAULT THRESHOLD** 20

ENCOUNTER SPEED 100 ft.; **REVERSING SPEED** 20 ft.

STANDARD MACRO SPEED 2 sq.; **JET MACRO SPEED** 0.4 sq.

MAX SPEED 140 mph; **WASTELAND SPEED** 110 mph

STR	DEX	CON
+5 (20)	+0 (10)	+4 (18)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 6; **CARGO** 325 lb.;

FUEL/CHARGE 17 units (**MILEAGE** 22 miles per unit)

MOD ZONES engine, roof (×2), undercarriage

CR 2 (450 xp) or 5 (1,800 xp)

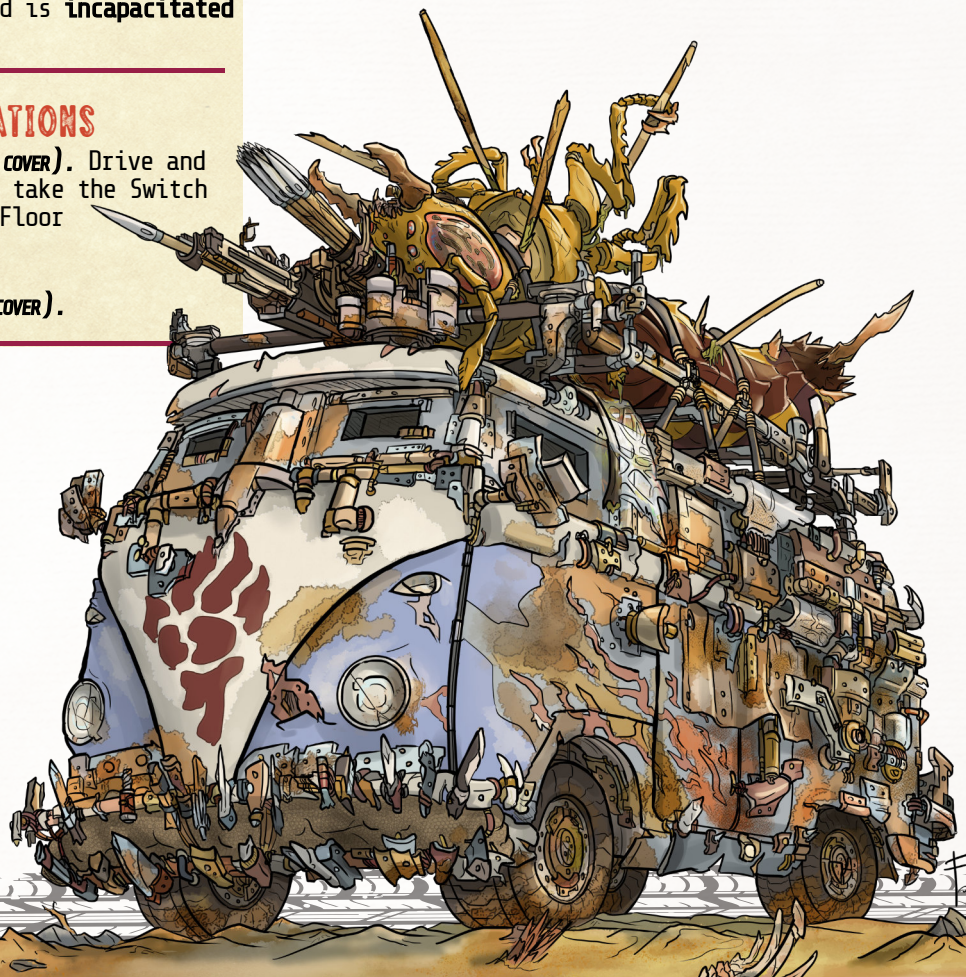
COST 39,000 c

PRONE DEFICIENCY. If the minivan rolls over and falls prone, it can't right itself and is **incapacitated** until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW AND GRANTS $\frac{3}{4}$ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (6 AVAILABLE, GRANTS $\frac{3}{4}$ COVER).



BIKES & ATVs

Motorbikes are two- or sometimes three-wheeled motor vehicles, used long distance travel, sport, or leisure. ATVs (all-terrain vehicles) are three- or four-wheeled vehicles designed for use across a variety of terrains which are operated in a similar manner to a motorbike.

MOTORBIKES. Motorbikes are further divided into three classes: street bikes are designed for and legal to drive on roads, dirt bikes are designed primarily or exclusively for off-road use, and racing bikes are souped up machines used in motorsports.

ATVs (ALL-TERRAIN VEHICLES). Thanks to their size, mobility, and engineering, ATVs are capable of handling rougher terrains than most vehicles. Four-wheeled varieties are also known as quadbikes. Most ATVs accommodate only the driver, but a few models are designed with a single passenger in mind.

STREET BIKE

LARGE LAND VEHICLE

ARMOR CLASS 20 (17 while motionless)

HIT POINTS 30; **DAMAGE THRESHOLD** 5; **FAULT THRESHOLD** 10

ENCOUNTER SPEED 140 ft.; **REVERSING SPEED** -

STANDARD MACRO SPEED 2 sq.; **JET MACRO SPEED** 1 sq.

MAX SPEED 200 mph; **WASTELAND SPEED** 160 mph

STR	DEX	CON
+2 (14)	+3 (16)	+1 (12)

DAMAGE IMMUNITIES poison, psychic, radiation
CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 1; **CARGO** 0 lb.;

FUEL/CHARGE 4 units (**MILEAGE** 45 miles per unit)

MOD ZONES engine, frame

CR 1/2 (100 xp)

COST 13,000 c

PRONE DEFICIENCY. If the street bike rolls over and falls **prone**, it can't right itself and is **incapacitated** until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (1 AVAILABLE).

DIRT BIKE

LARGE LAND VEHICLE

ARMOR CLASS 20 (17 while motionless)

HIT POINTS 30; **DAMAGE THRESHOLD** 5; **FAULT THRESHOLD** 10

ENCOUNTER SPEED 80 ft.; **REVERSING SPEED** –

STANDARD MACRO SPEED 1 sq.; **JET MACRO SPEED** 0.3 sq.

MAX SPEED 120 mph; **WASTELAND SPEED** 95 mph

STR	DEX	CON
+2 (14)	+3 (16)	+2 (14)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 1; **CARGO** 0 lb.;

FUEL/CHARGE 3 units (**MILEAGE** 50 miles per unit)

MOD ZONES engine, frame

CR 1/2 (100 xp)

COST 18,000 c

PRONE DEFICIENCY. If the dirt bike rolls over and falls **prone**, it can't right itself and is **incapacitated** until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (1 AVAILABLE).

RACING BIKE

LARGE LAND VEHICLE

ARMOR CLASS 21 (17 while motionless)

HIT POINTS 40; **DAMAGE THRESHOLD** 5; **FAULT THRESHOLD** 10

ENCOUNTER SPEED 220 ft.; **REVERSING SPEED** –

STANDARD MACRO SPEED 4 sq.; **JET MACRO SPEED** 1 sq.

MAX SPEED 300 mph; **WASTELAND SPEED** 240 mph

STR	DEX	CON
+2 (14)	+4 (18)	+2 (14)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 0; **CARGO** 0 lb.;

FUEL/CHARGE 5 units (**MILEAGE** 15 miles per unit)

MOD ZONES engine, frame

CR 1/2 (100 xp)

COST 18,000 c

PRONE DEFICIENCY. If the dirt bike rolls over and falls **prone**, it can't right itself and is **incapacitated** until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

ALL-TERRAIN VEHICLE (ATV)

LARGE LAND VEHICLE

ARMOR CLASS 19 (16 while motionless)

HIT POINTS 40; **DAMAGE THRESHOLD** 5; **FAULT THRESHOLD** 10

ENCOUNTER SPEED 60 ft.; **REVERSING SPEED** 10 ft.

STANDARD MACRO SPEED 1 sq.; **JET MACRO SPEED** 0.3 sq.

MAX SPEED 80 mph; **WASTELAND SPEED** 65 mph

STR	DEX	CON
+2 (14)	+3 (16)	+2 (14)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 0; **CARGO** 675 lb.;

FUEL/CHARGE 5 units (**MILEAGE** 30 miles per unit)

MOD ZONES engine, hood, undercarriage

CR 1/2 (100 xp)

COST 13,000 c

PRONE DEFICIENCY. If the coupe rolls over and falls prone, it can't right itself and is **incapacitated** until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

2-SEAT OR SIDE-BY-SIDE ATV

LARGE LAND VEHICLE

ARMOR CLASS 19 (16 while motionless)

HIT POINTS 40; **DAMAGE THRESHOLD** 5; **FAULT THRESHOLD** 10

ENCOUNTER SPEED 60 ft.; **REVERSING SPEED** 10 ft.

STANDARD MACRO SPEED 1 sq.; **JET MACRO SPEED** 0.3 sq.

MAX SPEED 80 mph; **WASTELAND SPEED** 65 mph

STR	DEX	CON
+2 (14)	+3 (16)	+2 (14)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 1; **CARGO** 450 lb.;

FUEL/CHARGE 5 units (**MILEAGE** 30 miles per unit)

MOD ZONES engine, hood, undercarriage

CR 1/2 (100 xp)

COST 18,000 c

PRONE DEFICIENCY. If the coupe rolls over and falls prone, it can't right itself and is **incapacitated** until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (1 AVAILABLE).



TRUCKS & BUSES

The motor vehicles in this group are larger, and are intended to transport either larger groups of creatures, high volumes of objects, or large, heavy objects.

ARMoured TRUCKS. These smaller trucks incorporate armour to discourage and thwart attempts to break into—or sometimes out of—the truck. They are used to transport money and valuable items. Some are designed for prisoner transport.

LORRIES AND SEMI-TRAILER TRUCKS. Large trucks used to transport significant volumes of goods across country or internationally.

MOVING TRUCKS. Medium-sized trucks typically used while moving house or for carriage of package deliveries.

CITY BUS. A form of public transport mostly used within a single metropolitan region. City buses can accommodate more passengers than their statblock suggests, provided those passengers stand.

COACH. A type of bus suited for long-distance travel either within a nation or even internationally. They have a luggage hold below the passenger compartment.

PICKUP TRUCKS. A light truck with an enclosed cabin and a bed for cargo at the rear.

ARMoured TRUCK

HUGE LAND VEHICLE

ARMOR CLASS 20

HIT POINTS 80; **DAMAGE THRESHOLD** 25; **FAULT THRESHOLD** 30

ENCOUNTER SPEED 80 ft.; **REVERSING SPEED** 20 ft.

STANDARD MACRO SPEED 1 sq.; **JET MACRO SPEED** 0.3 sq.

MAX SPEED 100 mph; **WASTELAND SPEED** 160 mph

STR	DEX	CON
+6 (22)	+0 (10)	+4 (18)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 1; **CARGO** 3,600 lb.;

FUEL/CHARGE ?? units (**MILEAGE** ?? miles per unit)

MOD ZONES engine, hood, roof, trunk, undercarriage

CR 4 (1,100 xp) or 8 (3,900 xp)

COST 105,000 c

BULLET RESISTANT GLASS. The armoured truck has four windows made of special glass: a windshield each on the driver and passenger sides, as well as a window on each on both front doors. If an attacker's line of sight to a creature occupying either the armoured truck's crew or passenger station passes through a window, the attack is instead resolved against window itself. Each window has 30 hit points and a damage threshold of 10. It shares the armoured truck's immunities, and also has resistance to bludgeoning, piercing, and slashing damage. Once a window is destroyed, a creature occupying a station behind it can be targeted by attacks as normal.

PRONE DEFICIENCY. If the armoured truck rolls over and falls **prone**, it can't right itself and is **incapacitated** until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW AND GRANTS ¾ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (1 AVAILABLE, GRANTS TOTAL COVER).

LORRY OR SEMI-TRAILER TRUCK

GARGANTUAN LAND VEHICLE

ARMOR CLASS 20

HIT POINTS 80; **DAMAGE THRESHOLD** 20; **FAULT THRESHOLD** 25

ENCOUNTER SPEED 60 ft.; **REVERSING SPEED** 20 ft.

STANDARD MACRO SPEED 1 sq.; **JET MACRO SPEED** 0.3 sq.

MAX SPEED 80 mph; **WASTELAND SPEED** 65 mph

STR	DEX	CON
+7 (24)	-3 (6)	+5 (20)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 2; **CARGO** 53,000 lb.;

FUEL/CHARGE 132 units (**MILEAGE** 8 miles per unit)

MOD ZONES engine, roof (×4), undercarriage

CR 3 (700 xp) or 6 (2,300 xp)

COST 73,000 c

PRONE DEFICIENCY. If the lorry or semi-trailer truck rolls over and falls **prone**, it can't right itself and is **incapacitated** until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (2 AVAILABLE, GRANTS ¾ COVER).

MOVING TRUCK

GARGANTUAN LAND VEHICLE

ARMOR CLASS 20

HIT POINTS 70; **DAMAGE THRESHOLD** 20; **FAULT THRESHOLD** 25

ENCOUNTER SPEED 80 ft.; **REVERSING SPEED** 20 ft.

STANDARD MACRO SPEED 1 sq.; **JET MACRO SPEED** 0.3 sq.

MAX SPEED 100 mph; **WASTELAND SPEED** 80 mph

STR	DEX	CON
+6 (22)	-1 (8)	+5 (20)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 2; **CARGO** 33,000 lb.;

FUEL/CHARGE 65 units (**MILEAGE** 8 miles per unit)

MOD ZONES engine, roof (×3), undercarriage

CR 3 (700 xp) or 7 (2,900 xp)

COST 57,000 c

PRONE DEFICIENCY. If the moving truck rolls over and falls **prone**, it can't right itself and is **incapacitated** until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (2 AVAILABLE, GRANTS ¾ COVER).

CITY BUS

GARGANTUAN LAND VEHICLE

ARMOR CLASS 20

HIT POINTS 80; **DAMAGE THRESHOLD** 20; **FAULT THRESHOLD** 25

ENCOUNTER SPEED 60 ft.; **REVERSING SPEED** 20 ft.

STANDARD MACRO SPEED 1 sq.; **JET MACRO SPEED** 0.3 sq.

MAX SPEED 80 mph; **WASTELAND SPEED** 65 mph

STR	DEX	CON
+6 (22)	-1 (8)	+5 (20)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 30; **CARGO** 0 lb.;

FUEL/CHARGE 57 units (**MILEAGE** 6 miles per unit)

MOD ZONES engine, roof (×4), undercarriage

CR 3 (700 xp) or 6 (2,300 xp)

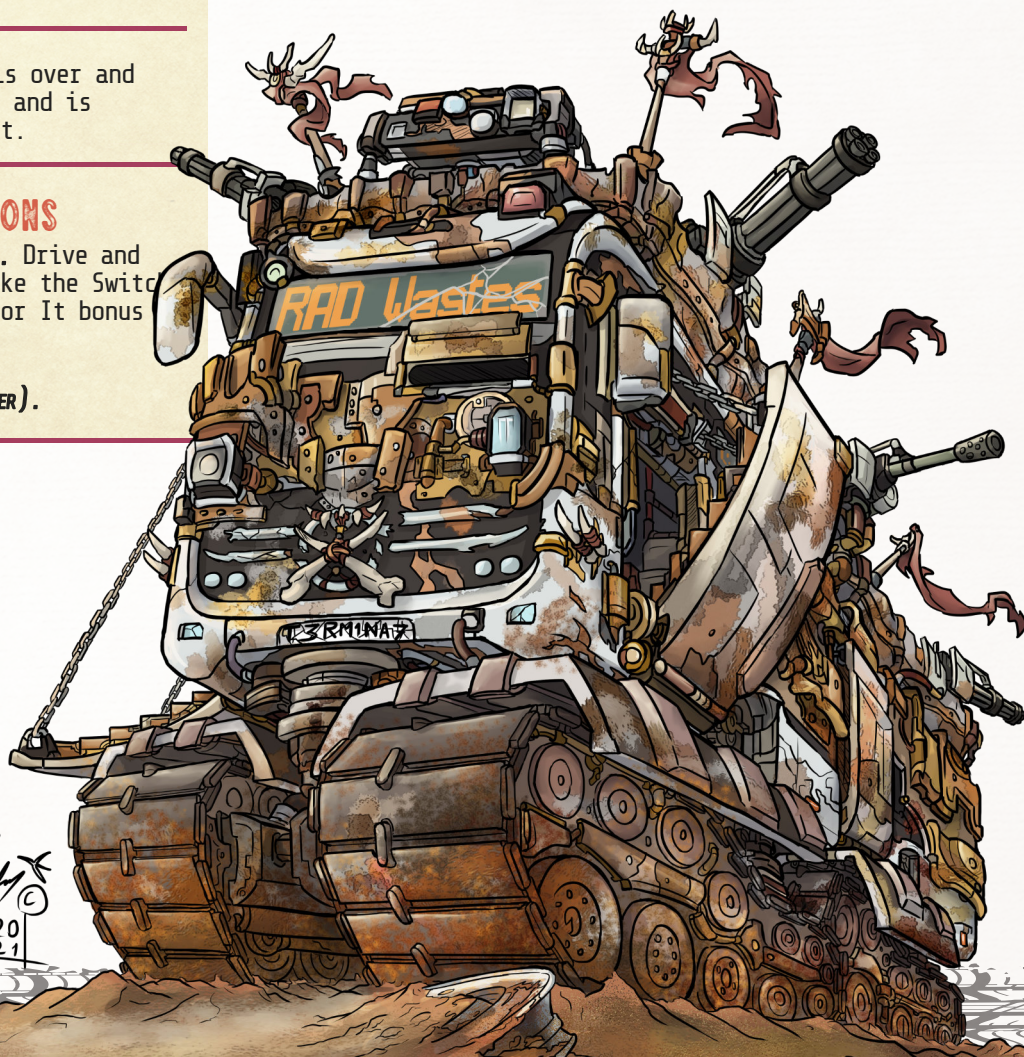
COST 73,000 c

PRONE DEFICIENCY. If the city bus rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS $\frac{3}{4}$ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (30 AVAILABLE, GRANTS $\frac{3}{4}$ COVER).



COACH

GARGANTUAN LAND VEHICLE

ARMOR CLASS 20

HIT POINTS 90; **DAMAGE THRESHOLD** 20; **FAULT THRESHOLD** 25

ENCOUNTER SPEED 80 ft.; **REVERSING SPEED** 20 ft.

STANDARD MACRO SPEED 1 sq.; **JET MACRO SPEED** 0.3 sq.

MAX SPEED 100 mph; **WASTELAND SPEED** 80 mph

STR	DEX	CON
+7 (24)	-2 (6)	+5 (20)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 50; **CARGO** 3,000 lb.;

FUEL/CHARGE 106 units (**MILEAGE** 4 miles per unit)

MOD ZONES engine, roof (×4), undercarriage

CR 3 (700 xp) or 7 (2,900 xp)

COST 73,000 c

PRONE DEFICIENCY. If the coach rolls over and falls prone, it can't right itself and is **incapacitated** until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (50 AVAILABLE, GRANTS ¾ COVER).

PICKUP TRUCK

HUGE LAND VEHICLE

ARMOR CLASS 20

HIT POINTS 60; **DAMAGE THRESHOLD** 15; **FAULT THRESHOLD** 20

ENCOUNTER SPEED 100 ft.; **REVERSING SPEED** 20 ft.

STANDARD MACRO SPEED 2 sq.; **JET MACRO SPEED** 0.4 sq.

MAX SPEED 140 mph; **WASTELAND SPEED** 110 mph

STR	DEX	CON
+5 (20)	+0 (10)	+4 (18)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 2; **CARGO** 1,700 lb.;

FUEL/CHARGE 17 units (**MILEAGE** 22 miles per unit)

MOD ZONES engine, hood, roof, bed, undercarriage

CR 2 (450 xp) or 6 (2,300 xp)

COST 47,000 c

PRONE DEFICIENCY. If the pickup truck rolls over and falls prone, it can't right itself and is **incapacitated** until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW AND GRANTS ¾ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (2 AVAILABLE, GRANTS ¾ COVER).

AIR & WATER VEHICLES

The vehicles in section are civilian aircraft and boats.

SAILPLANES. Also known as gliders, sailplanes are unpowered aircraft which stay aloft for considerable periods by using winds and thermals to attain lift. Most require assistance to launch, though some models have an engine which can be used for unaided lift-off or to sustain flight for longer.

CIVILIAN LIGHT AIRCRAFT. Light aircraft are small planes which are sometimes privately owned, or used commercially for passenger operations, sightseeing, aerial surveying, and photography.

CIVILIAN HELICOPTERS. Carried aloft by horizontally spinning rotors, a helicopter is capable of taking off and landing vertically, hover, and fly forwards, backward, and even laterally. Large civilian helicopters are capable of transporting many more passengers.

AIRBOATS. Flat-bottomed watercraft which use a propeller for forward motion. They're popular in marshy and shallow-water areas.

CABIN CRUISERS. A type of power boat which is smaller than a yacht but large enough to accommodate crew and passengers inside the vessel.

SAILPLANE

HUGE AIR VEHICLE

ARMOR CLASS 17

HIT POINTS 45; **DAMAGE THRESHOLD** 10; **FAULT THRESHOLD** 15

ENCOUNTER SPEED 120 ft.; **REVERSING SPEED** -

STANDARD MACRO SPEED 2 sq.; **JET MACRO SPEED** 1 sq.

MAX SPEED 170 mph; **WASTELAND SPEED** -

STR	DEX	CON
+6 (22)	+0 (10)	+4 (18)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 1; **CARGO** 0 lb.;

FUEL/CHARGE -

MOD ZONES nose cone, wing (×2)

CR 1/2 (100 xp)

COST 57,000 c

GLIDER. The sailplane's minimum speed is 50 miles per hour, which equates to 40 ft per round at creature or vehicle scale, 0.7 squares per round at standard macro speed, and 0.2 squares per round at jet macro speed. If it doesn't move at least that far on its turn it falls 500 feet at initiative count 0.

CRASH VULNERABILITY. If the sailplane crashes into the ground or collides with another vehicle or creature which is Medium or bigger, it is reduced to 0 hit points and falls from the sky if it hasn't already done so. The creature at its Controls Station may make a DC 15 Dexterity saving throw, ejecting and activating their parachute on a success. The parachute descends in a controlled glide at a rate of 150 feet per round (on initiative count 0). On a failed save of 10 or more the creature ejects but the parachute doesn't work. On any other roll the creature is still in the sailplane when it crashes and is also reduced to 0 hit points.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW AND GRANTS ¼ COVER). Drive the vehicle. You can't take the Switch On/Off or Floor It bonus actions, but you can take the Defensive Driving bonus action.

PASSENGER SEAT (1 AVAILABLE, GRANTS ¼ COVER).

CIVILIAN LIGHT AIRCRAFT

GARGANTUAN AIR VEHICLE

ARMOR CLASS 19

HIT POINTS 50; **DAMAGE THRESHOLD** 15; **FAULT THRESHOLD** 20

ENCOUNTER SPEED 180 ft.; **REVERSING SPEED** –

STANDARD MACRO SPEED 3 sq.; **JET MACRO SPEED** 1 sq.

MAX SPEED 240 mph; **WASTELAND SPEED** –

STR	DEX	CON
+3 (16)	+3 (16)	+3 (16)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 3; **CARGO** 120 lb.;

FUEL/CHARGE 33 units (**MILEAGE** 51 miles per unit)

MOD ZONES engine, nose cone, wing (×2)

CR 1 (200 xp)

COST 126,000 c

FLIGHT. The civilian light aircraft's minimum speed is 70 miles per hour, which equates to 60 ft per round at creature or vehicle scale, 1 square per round at standard macro speed, and 0.3 squares per round at jet macro speed. If it doesn't move at least that far on its turn it falls 500 feet at initiative count 0.

CRASH VULNERABILITY. If the civilian light aircraft crashes into the ground or collides with another vehicle or creature which is large or bigger, it is reduced to 0 hit points and falls from the sky if it hasn't already done so. The creature at its Controls Station and any passengers may make each make a DC 15 Dexterity saving throw, ejecting and activating their parachute on a success. A parachute descends in a controlled glide at a rate of 150 feet per round (on initiative count 0). On a failed save of 10 or more the creature ejects but the parachute doesn't work. On any other roll the creature is still in the civilian light aircraft when it crashes and is also reduced to 0 hit points.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW AND GRANTS ¾ COVER). Drive the vehicle. You can't take the Switch On/Off or Floor It bonus actions, but you can take the Defensive Driving bonus action.

PASSENGER SEAT (3 AVAILABLE, GRANTS ¾ COVER).

CIVILIAN HELICOPTER

GARGANTUAN AIR VEHICLE

ARMOR CLASS 21

HIT POINTS 50; **DAMAGE THRESHOLD** 15; **FAULT THRESHOLD** 20

ENCOUNTER SPEED 140 ft.; **REVERSING SPEED** –

STANDARD MACRO SPEED 2 sq.; **JET MACRO SPEED** 1 sq.

MAX SPEED 200 mph; **WASTELAND SPEED** –

STR	DEX	CON
+4 (18)	+2 (14)	+4 (18)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 6; **CARGO** 250 lb.;

FUEL/CHARGE 620 units (**MILEAGE** 2 miles per unit)

MOD ZONES engine, door gun

CR 2 (450 xp)

COST 145,000 c

HOVER. The civilian helicopter can maintain its position mid-flight without falling.

CRASH VULNERABILITY. If the civilian helicopter crashes into the ground or collides with another vehicle or creature which is large or bigger, it is reduced to 0 hit points and falls from the sky if it hasn't already done so. The creature at its Controls Station and any passengers may make each make a DC 15 Dexterity saving throw, ejecting and activating their parachute on a success. A parachute descends in a controlled glide at a rate of 150 feet per round (on initiative count 0). On a failed save of 10 or more the creature ejects but the parachute doesn't work. On any other roll the creature is still in the civilian helicopter when it crashes and is also reduced to 0 hit points.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (6 AVAILABLE, GRANTS ¾ COVER).

LARGE CIVILIAN HELICOPTER

GARGANTUAN AIR VEHICLE

ARMOR CLASS 19

HIT POINTS 60; **DAMAGE THRESHOLD** 20; **FAULT THRESHOLD** 25

ENCOUNTER SPEED 140 ft.; **REVERSING SPEED** –

STANDARD MACRO SPEED 2 sq.; **JET MACRO SPEED** 1 sq.

MAX SPEED 180 mph; **WASTELAND SPEED** –

STR	DEX	CON
+4 (18)	+2 (14)	+4 (18)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 6; **CARGO** 250 lb.;

FUEL/CHARGE 620 units (**MILEAGE** 2 miles per unit)

MOD ZONES engine, door gun

CR 2 (450 xp)

COST 218,000 c

HOVER. The large civilian helicopter can maintain its position mid-flight without falling.

CRASH VULNERABILITY. If the large civilian helicopter crashes into the ground or collides with another vehicle or creature which is large or bigger, it is reduced to 0 hit points and falls from the sky if it hasn't already done so. The creature at its Controls Station and any passengers may make each make a DC 15 Dexterity saving throw, ejecting and activating their parachute on a success. A parachute descends in a controlled glide at a rate of 150 feet per round (on initiative count 0). On a failed save of 10 or more the creature ejects but the parachute doesn't work. On any other roll the creature is still in the large civilian helicopter when it crashes and is also reduced to 0 hit points.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 2 CREW, GRANTS ¾ COVER). Drive the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions. Only one crew member can actively drive the vehicle each round, but the co-pilot may take the Help action to aid ability checks made as part of the vehicle's movement. Either pilot or co-pilot can take the Air-to-Air Countermeasures reaction.

PASSENGER SEAT (15 AVAILABLE, GRANTS ¾ COVER).

AIRBOAT

HUGE WATER VEHICLE

ARMOR CLASS 19 (17 while motionless)

HIT POINTS 40; **DAMAGE THRESHOLD** 10; **FAULT THRESHOLD** 15

ENCOUNTER SPEED 80 ft.; **REVERSING SPEED** –

STANDARD MACRO SPEED 1 sq.; **JET MACRO SPEED** 0.3 sq.

MAX SPEED 120 mph; **WASTELAND SPEED** –

STR	DEX	CON
+3 (16)	+2 (14)	+3 (16)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 3; **CARGO** 1,000 lb.;

FUEL/CHARGE 63 units (**MILEAGE** 2 miles per unit)

MOD ZONES engine

CR 1/2 (10 xp) or 3 (700 xp)

COST 39,000 c

WATER VEHICLE. The airboat can move on the water's surface, but has a speed of 0 ft. on land.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (3 AVAILABLE).

PERSONAL WATERCRAFT. A form of recreational watercraft large enough to accommodate one, two, or occasionally more riders, who stand or sit atop the vehicle.

RUNABOUTS. Small motorboats designed to take advantage of hydroplaning, used primarily for recreational activities, racing, or as ship's tender for a larger vessel.

RIGID INFLATABLE BOATS. Lightweight boats with a rigid bottom and sides formed from inflated air tubes. RIBs are very resilient and retain their buoyancy even when taking on water. Rugged and versatile, they're be used as work boats, lifeboats, and military craft.

CABIN CRUISER

GARGANTUAN WATER VEHICLE

ARMOR CLASS 19

HIT POINTS 70; **DAMAGE THRESHOLD** 20; **FAULT THRESHOLD** 25

ENCOUNTER SPEED 20 ft.; **REVERSING SPEED** -

STANDARD MACRO SPEED 0.3 sq.; **JET MACRO SPEED** 0.1 sq.

MAX SPEED 40 mph; **WASTELAND SPEED** -

STR	DEX	CON
+6 (22)	-1 (8)	+6 (22)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 3; **CARGO** 3,000 lb.;

FUEL/CHARGE 63 units (**MILEAGE** 2 miles per unit)

MOD ZONES engine, bow, stern

CR 3 (700 xp) or 5 (1,800 xp)

COST 73,000 c

WATER VEHICLE. The cabin cruiser can move on the water's surface, but has a speed of 0 ft. on land.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (3 AVAILABLE).

PERSONAL WATERCRAFT

LARGE WATER VEHICLE

ARMOR CLASS 20 (17 while motionless)

HIT POINTS 40; **DAMAGE THRESHOLD** 5; **FAULT THRESHOLD** 10

ENCOUNTER SPEED 40 ft.; **REVERSING SPEED** -

STANDARD MACRO SPEED 1 sq.; **JET MACRO SPEED** 0.2 sq.

MAX SPEED 65 mph; **WASTELAND SPEED** -

STR	DEX	CON
+2 (14)	+3 (16)	+2 (14)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 1; **CARGO** 60 lb.;

FUEL/CHARGE 6 units (**MILEAGE** 7 miles per unit)

MOD ZONES engine

CR 1/2 (100 xp)

COST 15,000 c

WATER VEHICLE. The Personal Watercraft can move on the water's surface, but has a speed of 0 ft. on land.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW). Drive the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (1 AVAILABLE).

RESEARCH SUBMERSIBLES. Unlike a submarine, a submersible isn't an autonomous craft. Usually launched from a surface vessel, platform, or the shore, a research submersible is used to explore the water and bring samples back to the surface.

RUNABOUT

HUGE WATER VEHICLE

ARMOR CLASS 19 (17 while motionless)

HIT POINTS 50; **DAMAGE THRESHOLD** 15; **FAULT THRESHOLD** 20

ENCOUNTER SPEED 40 ft.; **REVERSING SPEED** –

STANDARD MACRO SPEED 1 sq.; **JET MACRO SPEED** 0.2 sq.

MAX SPEED 45 mph; **WASTELAND SPEED** –

STR	DEX	CON
+3	+2	+3
(16)	(14)	(16)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 5; **CARGO** 1,500 lb.;

FUEL/CHARGE 10 units (**MILEAGE** 4 miles per unit)

MOD ZONES engine, bow, stern

CR 1 (200 xp) or 4 (1,100 xp)

COST 57,000 c

WATER VEHICLE. The runabout can move on the water's surface, but has a speed of 0 ft. on land.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (5 AVAILABLE).

RIGID INFLATABLE BOAT

HUGE WATER VEHICLE

ARMOR CLASS 18 (16 while motionless)

HIT POINTS 40; **DAMAGE THRESHOLD** 10; **FAULT THRESHOLD** 15

ENCOUNTER SPEED 40 ft.; **REVERSING SPEED** –

STANDARD MACRO SPEED 1 sq.; **JET MACRO SPEED** 0.2 sq.

MAX SPEED 50 mph; **WASTELAND SPEED** –

STR	DEX	CON
+2	+3	+2
(14)	(16)	(14)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 11; **CARGO** 500 lb.;

FUEL/CHARGE 50 units (**MILEAGE** 5 miles per unit)

MOD ZONES engine, bow, stern

CR 1/2 (100 xp) or 2 (450 xp)

COST 22,000 c

WATER VEHICLE. The runabout can move on the water's surface, but has a speed of 0 ft. on land.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (11 AVAILABLE).

RESEARCH SUBMERSIBLE

HUGE UNDERWATER VEHICLE

ARMOR CLASS 22

HIT POINTS 90; **DAMAGE THRESHOLD** 30; **FAULT THRESHOLD** 35

ENCOUNTER SPEED 5 ft.; **REVERSING SPEED** –

STANDARD MACRO SPEED 0.1 sq.; **JET MACRO SPEED** –

MAX SPEED 3 mph; **WASTELAND SPEED** –

STR	DEX	CON
+6 (22)	-1 (8)	+6 (22)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 2; **CARGO** 6,000 lb.;

FUEL/CHARGE 12 units (**MILEAGE** 3 miles per unit)

MOD ZONES engine

CR 7 (2,900 xp)

COST 330,000 c

UNDERWATER VEHICLE. The research submersible can move on the surface of water or below water, but has a movement speed of 0 ft. on land.

SAMPLING. The research submersible can take a solid, liquid, or gaseous sample over the course of one minute. If the research submersible moves, it loses the sample.

SONAR. The research submersible's driver can "see" creatures, vehicles, and obstacles out to a range of 660 feet.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS TOTAL COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (2 AVAILABLE, GRANTS TOTAL COVER).

WAR VEHICLES



HUMVEE OR IMV

HUGE LAND VEHICLE

ARMOR CLASS 22

HIT POINTS 60; **DAMAGE THRESHOLD** 25; **FAULT THRESHOLD** 30

ENCOUNTER SPEED 60 ft.; **REVERSING SPEED** 20 ft.

STANDARD MACRO SPEED 1 sq.; **JET MACRO SPEED** 0.3 sq.

MAX SPEED 70 mph; **WASTELAND SPEED** 55 mph

STR	DEX	CON
+5 (20)	+0 (10)	+5 (20)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 2; **PASSENGERS** 7; **CARGO** 1,000 lb.;

FUEL/CHARGE 25 units (**MILEAGE** 8 miles per unit)

MOD ZONES engine, hood, roof, bed, undercarriage

CR 8 (3,900 xp) or 9 (5,000 xp)

Statblocks in the war vehicles category represent vehicles created by the military-industrial complex for the purpose of national defense or waging wars on foreign soil. Most such vehicles were destroyed or fell into complete disrepair long ago, but some may still be discovered in functional or at least salvageable condition. Finding the necessary funds and materials to maintain and operate such a vehicle in the wasteland is another story altogether.

HUMVEES AND IMVs (INFANTRY MOBILITY VEHICLES) are wheeled personnel carriers. They compromise between armour and speed, and are ideally suited for patrols, reconnaissance, and security roles.

COST 105,000 c

PRONE DEFICIENCY. If the humvee or infantry mobility vehicle rolls over and falls **prone**, it can't right itself and is **incapacitated** until lifted upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

GUNNER (REQUIRES 1 CREW, GRANTS ½ COVER). Operate the hatch machine gun as an action.

HATCH MACHINE GUN:

CREATURE AND VEHICLE RANGE: 1,300/3,900 ft.

MACRO RANGES: 22/65 sq. (standard); 5/16 sq. (jet).

FULL AUTO: the gunner peppers a 10-foot cube area within range. Each target in the area must succeed on a DC 12 Dexterity saving throw (with advantage if they're in the machine gun's long range category), taking 5d4 + 2 piercing damage on a failed save or half that on a success.

AMMUNITION: 1,200 7.62mm rounds, 50 consumed per action.

PASSENGER SEAT (8 AVAILABLE, GRANTS ¾ COVER).

IFVs (INFANTRY FIGHTING VEHICLES) are heavy personnel carriers which can be used with treads. IFVs are typically deployed alongside tanks and offer the infantry they carry battlefield, tactical, and operational mobility.

TANKS are heavily armoured fighting vehicles with the firepower, defensive

capabilities and battlefield mobility necessary to operate in the front lines of combat. A light tank is able to move with greater speed and is more likely to operate in an expeditionary or reconnaissance role, whereas a main battle tank is slower but is otherwise superior and capable of fulfilling almost all battlefield roles.

INFANTRY FIGHTING VEHICLE

HUGE LAND VEHICLE

ARMOR CLASS 22

HIT POINTS 90; **DAMAGE THRESHOLD** 25; **FAULT THRESHOLD** 30

ENCOUNTER SPEED 20 ft.; **REVERSING SPEED** 5 ft.

STANDARD MACRO SPEED 0.7 sq.; **JET MACRO SPEED** 0.2 sq.

MAX SPEED 40 mph; **WASTELAND SPEED** 30 mph

STR	DEX	CON
+6 (22)	-1 (8)	+6 (22)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 3; **PASSENGERS** 6; **CARGO** 250 lb.;

FUEL/CHARGE 150 units (**MILEAGE** 4 miles per unit)

MOD ZONES engine, undercarriage

CR 11 (7,200 xp)

COST 145,000 c

PRONE DEFICIENCY. If the infantry fighting vehicle rolls over and falls **prone**, it can't right itself and is **incapacitated** until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS TOTAL COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

COMMAND (REQUIRES 1 CREW, GRANTS TOTAL COVER). Make Perception checks relating to vision while using the periscope. You may also take the Help action to aid another member of the crew on an ability check which would benefit from your orders, or an

attack roll which would benefit from your visual confirmations.

GUNNER (REQUIRES 1 CREW, GRANTS TOTAL COVER). Operate either the chain gun, coaxial machine gun, or missile launcher as an action.

CHAIN GUN (ACTION):

CREATURE AND VEHICLE RANGE: 2,000/6,000 ft.

MACRO RANGES: 33/100 sq. (standard); 8/25 sq. (jet).

FULL AUTO: the gunner peppers a 20-foot cube area within range. Each target in the area must succeed on a DC 12 Dexterity saving throw (with advantage if they're in the chain gun's long range category), taking 8d6 + 2 piercing damage on a failed save or half that on a success.

AMMUNITION: 300 25mm rounds, 50 consumed per action.

COAXIAL MACHINE GUN (ACTION):

CREATURE AND VEHICLE RANGE: 1,300/3,900 ft.

MACRO RANGES: 22/65 sq. (standard); 5/16 sq. (jet).

FULL AUTO: the gunner peppers a 10-foot cube area within range. Each target in the area must succeed on a DC 12 Dexterity saving throw (with advantage if they're in the machine gun's long range category), taking 5d4 + 2 piercing damage on a failed save or half that on a success.

AMMUNITION: 300 7.62mm rounds, 50 consumed per action.

MISSILE LAUNCHER (ACTION):

RANGED WEAPON ATTACK: +4; **CREATURE AND VEHICLE RANGE:** 4,600/13,800 ft.

MACRO RANGES: 77/230 sq. (standard); 19/57 sq. (jet)

SPECIAL: the gunner chooses a target point in range and makes an attack roll against a DC of 10 (short range) or 15 (long range). If firing at a target behind cover, increase the DC by the cover bonus which normally applies to armor class. If the attack roll is lower than the DC, the missile lands 5 feet away from the target for every 1 which the result fell short, in a randomly determined direction. All creatures and vehicles within 15 ft. of the impact point must make a DC 15 Dexterity saving throw, taking 10d6 fire damage on a failed save or half that on a success.

AMMUNITION: 12 anti-tank missiles, 1 consumed per action.

PASSENGER SEAT (6 AVAILABLE, GRANTS TOTAL COVER).

FIGHTER JETS are extraordinarily fast aircraft designed to establish air superiority. Although chiefly designed to fight in the air, a fighter jet can also provide a significant threat to ground targets, most of which are ill-equipped to counter either the jet's aerial approach or its sheer speed.

MILITARY HELICOPTERS are designed or converted to fill a number of roles, most commonly transportation. They might also perform search and rescue, medical evacuation, or be specialised for observation, attack, or other purpose. Tandem-lift helicopters use a pair of counter-rotating rotors, which makes them

LIGHT TANK

GARGANTUAN LAND VEHICLE

ARMOR CLASS 23

HIT POINTS 100; **DAMAGE THRESHOLD** 25; **FAULT THRESHOLD** 30

ENCOUNTER SPEED 20 ft.; **REVERSING SPEED** 5 ft.

STANDARD MACRO SPEED 0.7 sq.; **JET MACRO SPEED** 0.2 sq.

MAX SPEED 40 mph; **WASTELAND SPEED** 30 mph

STR	DEX	CON
+7 (24)	-1 (8)	+7 (24)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 4; **PASSENGERS** 0; **CARGO** 350 lb.;

FUEL/CHARGE 350 units (**MILEAGE** 2 miles per unit)

MOD ZONES engine

CR 14 (11,500 xp)

COST 298,000 c

PRONE DEFICIENCY. If the light tank rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS TOTAL COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

COMMAND (REQUIRES 1 CREW, GRANTS TOTAL COVER). Make Perception checks relating to vision while using the periscope. You may also take the Help action to aid another member of the crew on an ability check which would benefit from your orders, or an

attack roll which would benefit from your visual confirmations.

GUNNER (REQUIRES 1 CREW, GRANTS TOTAL COVER). Operate either the tank gun, coaxial chain gun, or smoke screen as an action.

TANK GUN (ACTION):

RANGED WEAPON ATTACK: +4

CREATURE AND VEHICLE RANGE: 3,300/9,900 ft.

MACRO RANGES: 41/165 sq. (standard); 13/55 sq. (jet)

HIT: 12d10 + 2 piercing damage

SPECIAL: once fired, can't be fired again until reloaded by loader/operator as an action.

AMMUNITION: 47 120mm rounds, 1 consumed per action.

COAXIAL CHAIN GUN (ACTION):

CREATURE AND VEHICLE RANGE: 2,000/6,000 ft.

MACRO RANGES: 33/100 sq. (standard); 8/25 sq. (jet).

SPECIAL: the gunner peppers a 20-foot cube area within range. Each target in the area must succeed on a DC 12 Dexterity saving throw (with advantage if they're in the chain gun's long range category), taking 8d6 + 2 piercing damage on a failed save or half that on a success.

AMMUNITION: 300 25mm rounds, 50 consumed per action.

SMOKE SCREEN (ACTION):

A cloud of smoke surrounds the light tank out to a range of 20 feet in all directions. The smoke spreads around corners, and its area is heavily obscured. It lasts for a minute or until a wind of moderate or greater speed (at least 10 miles per hour).

AMMUNITION: 5 smoke grenades, 1 consumed per action.

LOADER/OPERATOR (REQUIRES 1 CREW, GRANTS TOTAL COVER OR ¾ COVER WHILE OPERATING HATCH MACHINE GUN). Reload tank gun or operate hatch machine gun as an action.

HATCH MACHINE GUN (ACTION):

CREATURE AND VEHICLE RANGE: 1,300/3,900 ft.

MACRO RANGES: 22/65 sq. (standard); 5/16 sq. (jet).

FULL AUTO: the gunner peppers a 10-foot cube area within range. Each target in the area must succeed on a DC 12 Dexterity saving throw (with advantage if they're in the machine gun's long range category), taking 5d4 + 2 piercing damage on a failed save or half that on a success.

AMMUNITION: 300 7.62mm rounds, 50 consumed per action.

MAIN BATTLE TANK

GARGANTUAN LAND VEHICLE

ARMOR CLASS 24

HIT POINTS 110; **DAMAGE THRESHOLD** 30; **FAULT THRESHOLD** 35

ENCOUNTER SPEED 20 ft.; **REVERSING SPEED** 5 ft.

STANDARD MACRO SPEED 0.7 sq.; **JET MACRO SPEED** 0.2 sq.

MAX SPEED 30 mph; **WASTELAND SPEED** 25 mph

STR	DEX	CON
+8 (26)	-2 (6)	+8 (26)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 4; **PASSENGERS** 0; **CARGO** 425 lb.;

FUEL/CHARGE 300 units (**MILEAGE** 1 mile per unit)

MOD ZONES engine

CR 18 (20,000 xp)

COST 538,000 c

PRONE DEFICIENCY. If the main battle tank rolls over and falls **prone**, it can't right itself and is **incapacitated** until flipped upright.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS TOTAL COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

COMMANDER (REQUIRES 1 CREW, GRANTS TOTAL COVER OR ¾ COVER WHILE OPERATING HATCH MACHINE GUN). Make Perception checks relating to vision while using the periscope or operating the hatch machine gun. You may also take the Help action to aid another member of the crew on an ability check which would benefit from your orders, or an attack roll which would benefit from your visual confirmations.

HATCH HEAVY MACHINE GUN (ACTION):

CREATURE AND VEHICLE RANGE: 4,000/12,000 ft.

MACRO RANGES: 66/200 sq. (standard); 16/50 sq. (jet).

FULL AUTO: the commander peppers a 20-foot cube area within range. Each target in the area must succeed on a DC 12 Dexterity saving throw (with advantage if they're in the heavy machine gun's long range category), taking 7d6 + 2 piercing damage on a failed save or half that on a success.

AMMUNITION: 300 .45 rounds, 50 consumed per action.

GUNNER (REQUIRES 1 CREW, GRANTS TOTAL COVER). Operate either the tank gun, coaxial machine gun, or smoke screen as an action.

TANK GUN (ACTION):

RANGED WEAPON ATTACK: +4

CREATURE AND VEHICLE RANGE: 3,300/9,900 ft.

MACRO RANGES: 41/165 sq. (standard); 13/55 sq. (jet)

HIT: 12d10 + 2 piercing damage

SPECIAL: once fired, can't be fired again until reloaded by loader/operator as an action.

AMMUNITION: 47 120mm rounds, 1 consumed per action.

COAXIAL MACHINE GUN (ACTION):

CREATURE AND VEHICLE RANGE: 1,300/3,900 ft.

MACRO RANGES: 22/65 sq. (standard); 5/16 sq. (jet).

FULL AUTO: the gunner peppers a 10-foot cube area within range. Each target in the area must succeed on a DC 12 Dexterity saving throw (with advantage if they're in the machine gun's long range category), taking 5d4 + 2 piercing damage on a failed save or half that on a success.

AMMUNITION: 300 7.62mm rounds, 50 consumed per action.

SMOKE SCREEN (ACTION):

A cloud of smoke surrounds the light tank out to a range of 20 feet in all directions. The smoke spreads around corners, and its area is heavily obscured. It lasts for a minute or until a wind of moderate or greater speed (at least 10 miles per hour).

AMMUNITION: 5 smoke grenades, 1 consumed per action.

LOADER/OPERATOR (REQUIRES 1 CREW, GRANTS TOTAL COVER OR ¾ COVER WHILE OPERATING HATCH MACHINE GUN). Reload tank gun or operate hatch machine gun as an action.

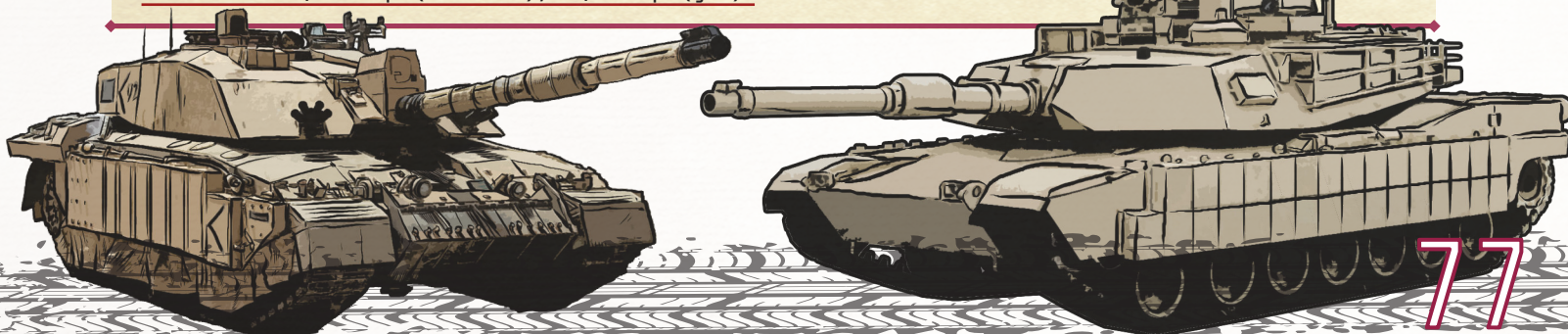
HATCH MACHINE GUN (ACTION):

CREATURE AND VEHICLE RANGE: 1,300/3,900 ft.

MACRO RANGES: 22/65 sq. (standard); 5/65 sq. (jet).

FULL AUTO: the loader/operator peppers a 10-foot cube area within range. Each target in the area must succeed on a DC 12 Dexterity saving throw (with advantage if they're in the machine gun's long range category), taking 5d4 + 2 piercing damage on a failed save or half that on a success.

AMMUNITION: 300 7.62mm rounds, 50 consumed per action.



FIGHTER JET

GARGANTUAN AIR VEHICLE

ARMOR CLASS 21

HIT POINTS 60; **DAMAGE THRESHOLD** 25; **FAULT THRESHOLD** 30

ENCOUNTER SPEED 1,480 ft.; **REVERSING SPEED** none

STANDARD MACRO SPEED 25 sq.; **JET MACRO SPEED** 6 sq.

MAX SPEED 2,000 mph; **WASTELAND SPEED** –

STR	DEX	CON
+4 (18)	+6 (22)	+4 (18)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 1; **PASSENGERS** 0; **CARGO** 0 lb.;

FUEL/CHARGE 1,056 units (**MILEAGE** 4 miles per unit)

MOD ZONES engine

CR 11 (7,200 xp)

COST 1,450,000 c

ROCKET-POWERED FLIGHT. The fighter jet's minimum speed is 126 miles per hour, which equates to 100 ft per round at creature or vehicle scale, 2 squares per round at standard macro speed, and 0.4 squares per round at jet macro speed. If it doesn't move at least that far on its turn it falls 500 feet at initiative count 0. While in the air, the fighter jet moves so fast that it's immune to damage caused by weapons that aren't mounted on air vehicles or designated as anti-aircraft weapons while it's flying, and weapon attack rolls made using such weapons have disadvantage.

CRASH VULNERABILITY. If the fighter jet crashes into the ground or collides with another vehicle or creature which is large or bigger, it is reduced to 0 hit points and falls from the sky if it hasn't already done so. The creature at its Controls Station may make a DC 15 Dexterity saving throw, ejecting and activating their parachute on a success. The parachute descends in a controlled glide at a rate of 150 feet per round (on initiative count 0). On a failed save of 10 or more the creature ejects but the parachute doesn't work. On any other roll the creature is still in the fighter jet when it crashes and is also reduced to 0 hit points.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive the vehicle. You may also take the Switch On/Off, and Floor It bonus actions, as well as operate any of the fighter jet's weapons as an action or take the Strafing Run action.

STRAFING RUN (ACTION):

The pilot brings the fighter jet into a dive to fire up to 10 targets on the ground in a 20 ft. wide and 100 ft. long line that runs in the same direction as the fighter jet's movement. Each target must make a DC 15 Dexterity saving throw, taking 3d8 piercing damage on a failed save or half as much on a success. The strafing run consumes ten on-board cannon. After making a strafing run the fighter jet's immunity to the damage of weapons not designed for anti-aircraft combat is downgraded to resistance until the beginning of its next turn.

ON-BOARD CANNON (ACTION):

RANGED WEAPON ATTACK: +4

CREATURE AND VEHICLE RANGE: 3,300/8,200 ft.

MACRO RANGES: 45/137 sq. (standard); 11/34 sq. (jet)

HIT: 8d8 + 2 piercing damage

SPECIAL: once fired, can't be fired again until reloaded by loader/operator as an action.

AMMUNITION: 150 20mm rounds, 10 consumed per action.

AIR-TO-AIR MISSILE (ACTION):

CREATURE AND VEHICLE RANGE: 27,333/82,000 ft.

MACRO RANGES: 455/1367 sq. (standard); 114/342 sq. (jet).

HIT: 10d12 + 2 fire damage.

SPECIAL: the homing missile attack has advantage in its short range category and no disadvantage at long range.

AMMUNITION: 6 air-to-air missiles, 1 consumed per action.

AIR-TO-GROUND MISSILE (ACTION):

CREATURE AND VEHICLE RANGE: 24,000/72,000 ft.

MACRO RANGES: 400/1200 sq. (standard); 100/300 sq. (jet).

HIT: 10d12 + 2 fire damage.

SPECIAL: the pilot chooses a target point in range and makes an attack roll against a DC of 10 (short range) or 15 (long range). If firing at a target behind cover, increase the DC by the cover bonus which normally applies to armor class. If the attack roll is lower than the DC, the missile lands 5 feet away from the target for every 1 which the result fell short, in a randomly determined direction. All creatures and vehicles within 30 ft. of the impact point must make a DC 15 Dexterity saving throw, taking 10d6 fire damage on a failed save or half that on a success.

AMMUNITION: 18 air-to-ground missiles, 1 consumed per action.

MILITARY HELICOPTER

GARGANTUAN AIR VEHICLE

ARMOR CLASS 21

HIT POINTS 80; **DAMAGE THRESHOLD** 25; **FAULT THRESHOLD** 30

ENCOUNTER SPEED 140 ft.; **REVERSING SPEED** -

STANDARD MACRO SPEED 2 sq.; **JET MACRO SPEED** 1 sq.

MAX SPEED 180 mph; **WASTELAND SPEED** -

STR	DEX	CON
+5 (18)	+1 (12)	+4 (18)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 4; **PASSENGERS** 12; **CARGO** 9,000 lb.;

FUEL/CHARGE 580 units (**MILEAGE** 1 mile per unit)

MOD ZONES engine

CR 13 (10,000 xp)

COST 810,000 c

HOVER. The military helicopter can maintain its position mid-flight without falling.

NIGHT VISION RECON GOGGLES. While in one of the military helicopter's door gunner stations, a creature has darkvision out to the heavy machine gun's short range. When a creature in a door gunner station makes an attack against a target in the heavy machine gun's short range the target is tagged. The gunner knows where the target is, even when it's concealed or behind cover. If the target moves further away than the weapon's short range, they're no longer tagged.

CRASH VULNERABILITY. If the military helicopter crashes into the ground or collides with another

vehicle or creature which is Large or bigger, it is reduced to 0 hit points and falls from the sky if it hasn't already done so. The creature at its Controls Station and any passengers may make each make a DC 15 Dexterity saving throw, ejecting and activating their parachute on a success. A parachute descends in a controlled glide at a rate of 150 feet per round (on initiative count 0). On a failed save of 10 or more the creature ejects but the parachute doesn't work. On any other roll the creature is still in the military helicopter when it crashes and is also reduced to 0 hit points.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 2 CREW, GRANTS ¾ COVER). Drive the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions. Only one crew member can actively drive the vehicle each round, but the co-pilot may take the Help action to aid ability checks made as part of the vehicle's movement. Either pilot or co-pilot can take the Air-to-Air Countermeasures reaction.

AIR-TO-AIR COUNTERMEASURES (REACTION):

When an air-to-air missile attack equals or beats the military helicopter's AC but is not a critical hit, use this reaction to cause the attacker to roll an additional d20 and take the worst result. Alternatively, use this reaction against a critical hit by an air-to-air missile attack in order to turn it into a normal hit.

AMMUNITION: 16 countermeasure dispensers, 1 consumed per reaction.

DOOR GUNNER (×2 AT PORT/STARBOARD, REQUIRES 1 CREW, GRANTS ½ COVER). Operate one of two heavy machine guns.

HEAVY MACHINE GUN (ACTION):

CREATURE AND VEHICLE RANGE: 4,000/12,000 ft.

MACRO RANGES: 66/200 sq. (standard); 16/50 sq. (jet).

FULL AUTO: the gunner peppers a 20-foot cube area within range. Each target in the area must succeed on a DC 12 Dexterity saving throw (with advantage if they're in the heavy machine gun's long range category), taking 7d6 + 2 piercing damage on a failed save or half that on a success.

AMMUNITION: 300 .45 rounds, 50 consumed per action.

PASSENGER SEAT (12 AVAILABLE, GRANTS ¾ COVER).

better optimised for lift and capable of holding greater weights.

PATROL BOATS are smaller naval vessels usually used for coastal defense, border protection, and search and rescue. They might also patrol along rivers.

OFFSHORE RAIDING CRAFT are small, fast boats suited for covert raiding missions, troop insertion, and patrols.

MIDGET SUBMARINES is a small submarine under 150 tons. They lack living accommodations and have a small operational range, usually launching from mother ships.

MILITARY TANDEM LIFT HELICOPTER

GARGANTUAN AIR VEHICLE

ARMOR CLASS 21

HIT POINTS 90; **DAMAGE THRESHOLD** 25; **FAULT THRESHOLD** 30

ENCOUNTER SPEED 140 ft.; **REVERSING SPEED** –

STANDARD MACRO SPEED 2 sq.; **JET MACRO SPEED** 1 sq.

MAX SPEED 200 mph; **WASTELAND SPEED** –

STR	DEX	CON
+7 (24)	-1 (8)	+7 (24)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 3; **PASSENGERS** 30; **CARGO** 12,000 lb.;

FUEL/CHARGE 920 units (**MILEAGE** 1 mile per unit)

MOD ZONES engine

CR 15 (13,000 xp)

COST 1,210,000 c

HOVER. The military tandem lift helicopter can maintain its position mid-flight without falling.

CRASH VULNERABILITY. If the military tandem lift helicopter crashes into the ground or collides with another vehicle or creature which is large or bigger, it is reduced to 0 hit points and falls from the sky if it hasn't already done so. The creature at its Controls Station and any passengers may make each make a DC 15 Dexterity saving throw, ejecting and activating their parachute on a success. A parachute descends in a controlled glide at a rate of 150 feet per round (on initiative count 0). On a failed save of 10 or more the creature ejects but the parachute doesn't work. On any other roll the creature is still in the military tandem lift helicopter when it crashes and is also reduced to 0 hit points.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 2 CREW, GRANTS ¾ COVER). Drive the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions. Only one crew member can actively drive the vehicle each round, but the co-pilot may take the Help action to aid ability checks made as part of the vehicle's movement. Either pilot or co-pilot can take the Air-to-Air Countermeasures reaction.

AIR-TO-AIR COUNTERMEASURES (REACTION):

When an air-to-air missile attack equals or beats the military tandem lift helicopter's AC but is not a critical hit, use this reaction to cause the attacker to roll an additional d20 and take the worst result. Alternatively, use this reaction against a critical hit by an air-to-air missile attack in order to turn it into a normal hit.

AMMUNITION: 16 countermeasure dispensers, 1 consumed per reaction.

WINDOW GUNNER (×2 AT PORT/STARBOARD, REQUIRES 1 CREW, GRANTS ¾ COVER). Operate one of two heavy machine guns.

HEAVY MACHINE GUN (ACTION):

CREATURE AND VEHICLE RANGE: 4,000/12,000 ft.

MACRO RANGES: 66/200 sq. (standard); 16/50 sq. (jet).

FULL AUTO: the gunner peppers a 20-foot cube area within range. Each target in the area must succeed on a DC 12 Dexterity saving throw (with advantage if they're in the heavy machine gun's long range category), taking 7d6 + 2 piercing damage on a failed save or half that on a success.

AMMUNITION: 300 .45 rounds, 50 consumed per action.

REAR DOOR GUNNER (REQUIRES 1 CREW, GRANTS ½ COVER). Operate a heavy machine gun.

HEAVY MACHINE GUN (ACTION):

CREATURE AND VEHICLE RANGE: 4,000/12,000 ft.

MACRO RANGES: 66/200 sq. (standard); 16/50 sq. (jet).

FULL AUTO: the gunner peppers a 20-foot cube area within range. Each target in the area must succeed on a DC 12 Dexterity saving throw (with advantage if they're in the heavy machine gun's long range category), taking 7d6 + 2 piercing damage on a failed save or half that on a success.

AMMUNITION: 300 .45 rounds, 50 consumed per action.

PASSENGER SEAT (30 AVAILABLE, GRANTS TOTAL COVER).

PATROL BOAT

GARGANTUAN WATER VEHICLE

ARMOR CLASS 24

HIT POINTS 100; **DAMAGE THRESHOLD** 25; **FAULT THRESHOLD** 30

ENCOUNTER SPEED 130 ft.; **REVERSING SPEED** -

STANDARD MACRO SPEED 0.7 sq.; **JET MACRO SPEED** 0.2 sq.

MAX SPEED 40 mph; **WASTELAND SPEED** -

STR	DEX	CON
+8 (26)	-2 (6)	+8 (26)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 5; **PASSENGERS** 11; **CARGO** 1,600 lb.;

FUEL/CHARGE 580 units (**MILEAGE** 1 mile per unit)

MOD ZONES engine

CR 16 (15,000 xp) or 17 (18,000)

COST 538,000 c

WATER VEHICLE. The patrol boat can move on the water's surface, but has a speed of 0 ft. on land.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

FORECASTLE GUNNER (REQUIRES 1 CREW, GRANTS ½ COVER). Operate a forecastle cannon.

FORECASTLE CANNON (ACTION):

RANGED WEAPON ATTACK: +4

CREATURE AND VEHICLE RANGE: 4,800/14,400 ft.

MACRO RANGES: 80/240 sq. (standard); 20/60 sq. (jet)

HIT: 8d8 + 2 piercing damage

AMMUNITION: 300 20mm rounds, 50 consumed per action.

GUNNER (×3 AT PORT/STARBOARD/STERN, REQUIRES 1 CREW, GRANTS ½ COVER). Operate one of three machine guns.

MACHINE GUN (ACTION):

CREATURE AND VEHICLE RANGE: 1,300/3,900 ft.

MACRO RANGES: 22/65 sq. (standard); 5/16 sq. (jet).

SPECIAL: the gunner peppers a 10-foot cube area within range. Each target in the area must succeed on a DC 12 Dexterity saving throw (with advantage if they're in the machine gun's long range category), taking 5d4 + 2 piercing damage on a failed save or half that on a success.

AMMUNITION: 300 7.62mm rounds, 50 consumed per action.

EXTERIOR PASSENGER SEAT (11 AVAILABLE, GRANTS ½ COVER).

OFFSHORE RAIDING CRAFT

HUGE WATER VEHICLE

ARMOR CLASS 20

HIT POINTS 60; **DAMAGE THRESHOLD** 25; **FAULT THRESHOLD** 30

ENCOUNTER SPEED 40 ft.; **REVERSING SPEED** -

STANDARD MACRO SPEED 1 sq.; **JET MACRO SPEED** 0.2 sq.

MAX SPEED 45 mph; **WASTELAND SPEED** -

STR	DEX	CON
+3 (16)	+1 (12)	+4 (18)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 2; **PASSENGERS** 8; **CARGO** 300 lb.;

FUEL/CHARGE 100 units (**MILEAGE** 5 miles per unit)

MOD ZONES engine, port, starboard

CR 9 (5,000 xp) or 10 (5,900)

COST 145,000 c

WATER VEHICLE. The patrol boat can move on the water's surface, but has a speed of 0 ft. on land.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Helm the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

BOW GUNNER (REQUIRES 1 CREW, GRANTS ½ COVER). Operate a heavy machine gun.

HEAVY MACHINE GUN (ACTION):

CREATURE AND VEHICLE RANGE: 4,000/12,000 ft.

MACRO RANGES: 66/200 sq. (standard); 16/50 sq. (jet).

FULL AUTO: the bow gunner peppers a 20-foot cube area within range. Each target in the area must succeed on a DC 12 Dexterity saving throw (with advantage if they're in the heavy machine gun's long range category), taking 7d6 + 2 piercing damage on a failed save or half that on a success.

AMMUNITION: 300 .45 rounds, 50 consumed per action.

EXTERIOR PASSENGER SEAT (8 AVAILABLE, GRANTS ½ COVER).

MIDGET SUBMARINE

GARGANTUAN UNDERWATER VEHICLE

ARMOR CLASS 24

HIT POINTS 100; **DAMAGE THRESHOLD** 30; **FAULT THRESHOLD** 35

ENCOUNTER SPEED 20 ft.; **REVERSING SPEED** none

STANDARD MACRO SPEED 0.3 sq.; **JET MACRO SPEED** 0.1 sq.

MAX SPEED 20 mph; **WASTELAND SPEED** –

STR	DEX	CON
+8 (26)	-2 (6)	+8 (26)

DAMAGE IMMUNITIES poison, psychic, radiation

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

CREW 6; **PASSENGERS** 8; **CARGO** 0 lb.;

FUEL/CHARGE 1,000 units (**MILEAGE** 5 miles per unit)

MOD ZONES engine

CR 14 (11,500 xp) or 15 (13,000)

COST 810,000 c

UNDERWATER VEHICLE. The midget submarine can move on the surface of water or below water, but has a movement speed of 0 ft. on land.

CREW AND PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS TOTAL COVER). Helm the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

COMMANDER (REQUIRES 1 CREW, GRANTS TOTAL COVER). Make Perception checks relating to vision using the periscope while the submarine is surfaced. You

may also take the Help action to aid another member of the crew on an ability check which would benefit from your orders, or an attack roll which would benefit from your visual confirmations.

RADAR OPERATOR (REQUIRES 1 CREW, GRANTS TOTAL COVER). You can “see” creatures, vehicles, and obstacles out to a range of 600 miles. You may also take the Help action to aid another member of the crew on an ability check or attack roll which would benefit from your radar readings.

TORPEDO AND MINE LAUNCH TEAM (REQUIRES 2 CREW, GRANTS TOTAL COVER). Load a torpedo or launch a loaded torpedo or mine as an action. The crew in this station have the blinded condition.

TORPEDO LAUNCH (ACTION):

RANGED WEAPON ATTACK: +4

CREATURE AND VEHICLE RANGE: 10,500/31,500 ft.

MACRO RANGES: 175/525 sq. (standard); 44/131 sq. (jet)

HIT: 12d12 + 2 fire damage.

SPECIAL: once fired, can't be fired again until reloaded as an action.

AMMUNITION: 10 torpedoes, 1 consumed per action.

MINE LAUNCH (ACTION):

A mine is placed in the water, occupying a 5-foot-by-5-foot cube within 30 feet of the midget submarine's port, starboard, or stern. It is anchored in place by a weighted cable. When a Huge or larger vehicle or creature moves within 20 feet of the mine, it explodes. All vehicles and creatures within 20 feet of the mine must make a DC 15 Constitution saving throw, taking 14d6 fire damage on a failed save or half that on a success. A vehicle or creature that triggers the mine by moving directly into it automatically fails its saving throw.

SPECIAL: once fired, can't be fired again until reloaded as an action.

AMMUNITION: 6 submarine mines, 1 consumed per action.

PASSENGER SEAT (8 AVAILABLE, GRANTS TOTAL COVER).

VEHICLE MODS

The lists in this chapter describe mods that can be applied to vehicles.

The costs of vehicle mods are shown on the **VEHICLE MODS** table (page 84).

MOD ZONES

A vehicle's mod zones are the parts of the vehicle onto or into which a mod could be built. Different vehicles have different mod zones, depending on the environment they're designed to operate in and the physical form of each individual vehicle. For example, air vehicles have very different mod zones to land vehicles, but an airplane's mod zones are also different to those of a helicopter. Each vehicle's statblock lists the mod zones available to it.

Sometimes a vehicle lacks a mod zone not because it physically lacks that zone, but instead because the zone is already occupied. This is often the case with war vehicles, which have thick armour and built-in weapons. Modifying them is both less easy and unlikely to be desirable, as it could compromise their offensive or defensive ability. However, wastelanders may wish to do so in some situations, such as when they can no longer find ammunition for a weapon and wish to replace it with something else. The Guide is the final arbiter of whether it is possible to open up a new mod zone and what must be sacrificed from the vehicle's statblock to create it.

LAND VEHICLES

Land vehicles such as cars, trucks, and motorcycles generally have some or all of the following mod zones:

- ❖ **ENGINE**
- ❖ **HOOD**
- ❖ **ROOF**
- ❖ **TRUNK** or **BED**
- ❖ **WHEELS** or **TREADS**

AIR VEHICLES

Air vehicles such as planes and helicopters generally have some or all of the following mod zones:

- ❖ **ENGINE**
- ❖ **NOSE CONE**
- ❖ **WINGS**
- ❖ **DOOR GUN**

WATER/UNDERWATER

Water vehicles such as boats and underwater vehicles such as submarines generally have some or all of the following mod zones:

- ❖ **ENGINE**
- ❖ **BOW**
- ❖ **PORT**
- ❖ **STARBOARD**
- ❖ **STERN**

VEHICLE MODS

MOD	COST	MOD ZONES BY VEHICLE ENVIRONMENT	COMPETENCE
MATERIAL MODS			
Heavy Plating	20% base vehicle cost	land, water, underwater: none (max of 1 material mod per vehicle)	Experienced
Lead Plating	10% base vehicle cost	land, water, underwater: none (max of 1 material mod per vehicle)	Experienced
Spiked	5% base vehicle cost	land, water, underwater: none (max of 1 material mod per vehicle)	Novice
Water Proofing	10% base vehicle cost	air, land: none (max of 1 material mod per vehicle)	Experienced
Winterized Coating	20% base vehicle cost	any: none (max of 1 material mod per vehicle)	Master
EFFICIENCY TWEAKS			
Booster	10% base vehicle cost	land: none	Experienced
Efficient Engine	15% base vehicle cost	any: engine	Experienced
Engine Downgrade	15% base vehicle cost	any: engine	Experienced
Engine Upgrade	15% base vehicle cost	any: engine	Experienced
Improved Shock Absorbers	10% base vehicle cost	land: undercarriage	Experienced
TIRES AND TREADS			
Kneecappers	5% base vehicle cost	land: none	Qualified
Snow Chains	500 c per wheel	land: none	Qualified
Tires, Conversion	20% base vehicle cost	land: treads	Experienced
Tires, Monster	5% base vehicle cost	land: wheels	Experienced
Tires, Off-Road	5% base vehicle cost	land: wheels	Experienced
Tires, Run Flat	5% base vehicle cost	land: wheels	Experienced
Tires, Slick	1% base vehicle cost	land: wheels	Experienced
Tires, Standard	5% base vehicle cost	land: wheels	Experienced
Tires, Winter	5% base vehicle cost	land: wheels	Experienced
Treads, Conversion	20% base vehicle cost	land: wheels	Experienced
Treads, Heavy	10% base vehicle cost	land: treads	Experienced
Treads, Standard	5% base vehicle cost	land: treads	Experienced
WEAPON EMPLACEMENTS			
Embedded Gun	8% base vehicle cost	air: nose cone; land: hood, trunk	Experienced
Flame Jet	10% base vehicle cost	land: hood, trunk	Experienced
Gun Turret, Small	5% base vehicle cost	air: door gun; land: bed, hood, roof, trunk; water: bow, port, starboard, stern	Qualified
Gun Turret, Large	10% base vehicle cost	air: door gun; land: bed, roof; water: bow, port, starboard, stern	Experienced
Melee Turret, Pincer	8% base vehicle cost	land: bed, roof; water: bow, port, starboard, stern	Experienced
Melee Turret, Wrecking Ball	8% base vehicle cost	land: bed, roof; water: bow, port, starboard, stern	Experienced
INTERIOR MODS			
Cargo Conversion	2% base vehicle cost	any: none	Qualified
Passenger Conversion	2% base vehicle cost	any: none	Qualified
Roll Cage	35% base vehicle cost	land: none	Master
MISCELLANEOUS MODS			
Flotation Device	20% base vehicle cost	land: undercarriage	Master
Howdah	10% base vehicle cost	land: roof	Qualified
Lightbar	500 c	land, water: none	Novice
Roof Rack	500 c	land: roof	Novice
Searchlight	5,000 c	land: bed, roof; water: bow, port, starboard, stern	Experienced
Siren	500 c	land, water: none	Novice

MOD COSTS

Most vehicle mods are given as a percentage of “base vehicle cost”, which means the cost given for the unmodded vehicle on its statblock. Even if a mod is installed on a vehicle which is already modified, the effect of those existing mods on the vehicle’s total value aren’t a factor in determining the new mod’s cost. To calculate the cost of such mods divide the base vehicle cost by 100, then multiply that number by the mod’s percentage.

A few mods have a fixed cost instead, and gun turret mods require you to buy the weapon intended for installation separately.

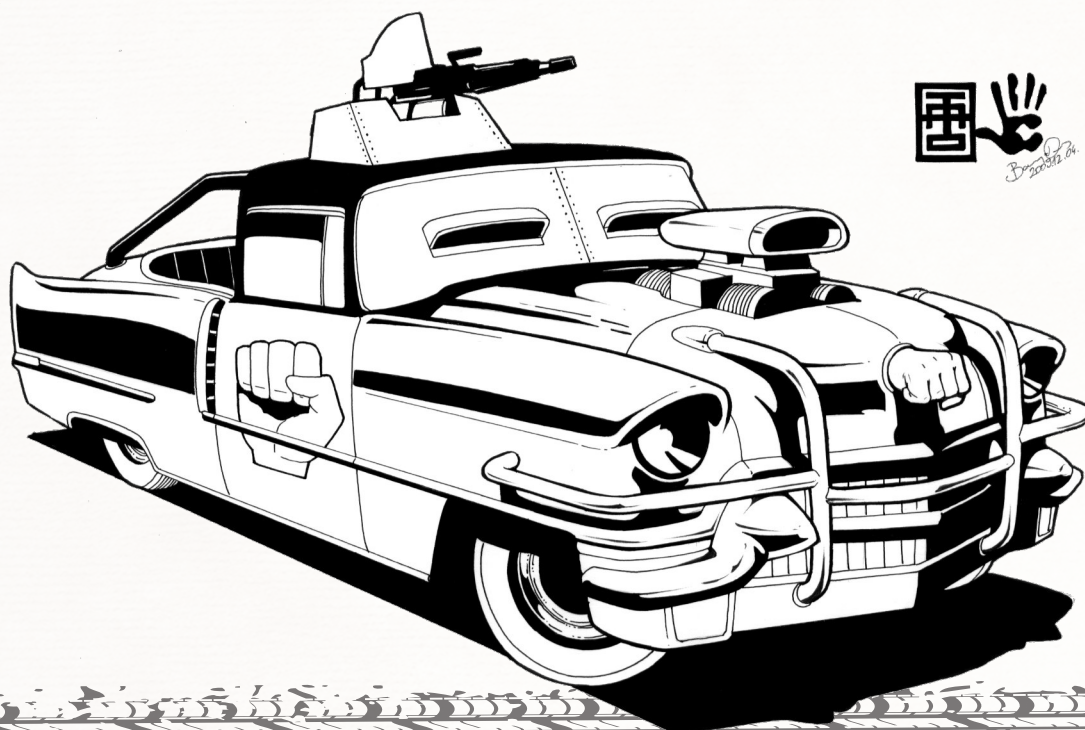
Installing a small gun turret on the roof of a sedan costs 5% of the sedan’s 30,000 currency base cost, or 1,500 currency. The turret doesn’t come with a weapon installed, so a compatible weapon must also be paid for before the turret is fit for purpose.

CRAFTING & REPAIR

Crafting vehicle mods requires half as much salvage as the mod’s currency cost.

If a vehicle mod becomes damaged, but not destroyed, it can be repaired with a quarter of the armour’s currency cost in salvage.

To craft a vehicle mod, a wastelander must be proficient in the appropriate tools: always Mechanic’s Tools, and sometimes also Electrician’s Tools, Demolitionist’s Tools, or both. In practice, standard Mechanic’s Tools are rarely enough to make a vehicle mod, and the craftsman likely needs access to industrial tools. However, your Guide is the final arbiter for which tools are necessary for each mod.



INSTALLATION

In most cases, installation of a vehicle mod requires only a single creature if the vehicle is Large, at least two creatures if the vehicle is Huge, and at least four creatures if the vehicle is Gargantuan. At least one of the participating wastelanders must possess a Qualified or better competency level in each of the appropriate tools required for the installation. A single vehicle mod can be installed over the course of a 24 hour period.

MATERIAL MODS

The following modifications alter or add to the materials used in a vehicle's construction:

HEAVY PLATING. The vehicle's AC increases by +2.

LEAD PLATING. Creatures inside the vehicle take 5 less radiation damage from any source outside the vehicle.

SPIKED. When it crashes into a creature or object, the vehicle deals 2d6 additional piercing damage.

WATER PROOFING. The vehicle is sealed against water as long as all access points are closed, with enough oxygen to last an hour.

WINTERIZED COATING. The vehicle, along with any creatures inside the vehicle, each have resistance to energy and fire damage originating from outside the vehicle.

EFFICIENCY TWEAKS

The following modifications adjust the vehicle's operational efficiency in speed

and handling:

BOOSTER. A creature at the vehicle's controls station can use the booster as an object interaction provided the vehicle is switched on. The vehicle's speeds all increase +50% until the end of its next turn, and the vehicle uses a minimum of half its movement on each of the driver's turns even if they don't take the Drive action. While the booster is active, the vehicle's reversing speed (if any) is reduced to 0 ft.

The booster can be used once per encounter.

When calculating the vehicle's boosted speeds, round as follows:

- ❖ Round its encounter speed to the nearest 5 foot increment.
- ❖ Round its macro speed to the nearest whole number in squares.
- ❖ Round its jet macro speed either to the nearest whole number in squares. If the nearest whole number is a 0 round the vehicle's jet macro speed to one decimal place instead.

EFFICIENT ENGINE. The vehicle's mileage increases by +35% per unit of fuel/charge.

ENGINE DOWNGRADE. The vehicle's speeds are each reduced by -20%, but its mileage is increased by +20%. When calculating the vehicle's new mileage and speeds, round as follows:

- ❖ Round its mileage to the nearest whole number.
- ❖ Round its max speed to the nearest whole number in mph.
- ❖ Round its encounter speed to the nearest 5 foot increment. If this mod would reduce the vehicle's encounter

speed to 0 ft., then the mod cannot be installed.

- ❖ Round its macro speed to the nearest whole number in squares.
- ❖ Round its jet macro speed either to the nearest whole number in squares. If the nearest whole number is a 0 round the vehicle's jet macro speed to one decimal place instead.

ENGINE UPGRADE. The vehicle's speeds each improve by +20%. When calculating the vehicle's boosted speeds, round as follows:

- ❖ Round its mileage to the nearest whole number. If this mod would reduce the vehicle's mileage below 1 mile per unit, then the mod cannot be installed.
- ❖ Round its max speed to the nearest whole number in mph.
- ❖ Round its encounter speed to the nearest 5 foot increment.
- ❖ Round its macro speed to the nearest whole number in squares.
- ❖ Round its jet macro speed either to the nearest whole number in squares. If the nearest whole number is a 0 round the vehicle's jet macro speed to one decimal place instead.

IMPROVED SHOCK ABSORBERS. The vehicle's wasteland speed increases by +10% or to equal its max speed, whichever is lowest. If the vehicle also has off-road tires or heavy treads, the vehicle's max speed is its wasteland speed. Round to the nearest whole number in mph. In addition, falling damage for the vehicle is 1d4 per 10 feet fallen, not 1d6.

TIRES & TREADS

The following modifications alter the wheels or treads of a land vehicle:

KNEECAPPERS. The vehicle's driver can spend a bonus action after the vehicle has moved at least its own length in distance (10 ft. for a large vehicle, 15 ft. for a huge vehicle, or 20 ft. for a gargantuan vehicle). The driver chooses either the vehicle's left or right side. The kneecappers target a straight line that is 5 ft. wide and double the vehicle's own length. The front end of this line aligns with the front of the vehicle on the chosen side. All creatures in the affected area must succeed at a Dexterity saving throw (DC 8 + driver's Dexterity bonus + driver's proficiency bonus), taking 2d6 slashing damage on a failed save.

SNOW CHAINS. A creature with proficiency in Land Vehicles can spend 5 minutes to attach or detach snow chains from their vehicle's tires, except for monster tires with which snow chains are incompatible. Any other creature must spend 10d6 minutes on the task. Either way, fitting or removing snow chains can't be undertaken as part of a short or long rest. While the snow chains are attached, the vehicle treats difficult terrain caused by snow or ice as regular terrain. Its speeds are each reduced by -20%. When calculating the vehicle's new speeds, round as follows:

- ❖ Round its max speed to the nearest whole number in mph.
- ❖ Round its encounter speed to the nearest 5 foot increment. If this mod would reduce the vehicle's encounter speed to 0 ft., then the mod cannot be installed.

- ☢ Round its macro speed to the nearest whole number in squares.
- ☢ Round its jet macro speed either to the nearest whole number in squares. If the nearest whole number is a 0 round the vehicle's jet macro speed to one decimal place instead.

TIRES, CONVERSION. Apply this mod to a vehicle which normally has treads. It has standard tires instead, and becomes eligible for any mod that replaces standard tires. The cost of the standard tires is included in the cost of this conversion.

TIRES, MONSTER. The vehicle's statblock changes in the following ways:

- ☢ It gains 20 hit points.
- ☢ It gains the **Elevated Chassis** feature. A creature must spend 10 feet of its movement to enter the vehicle. If it lacks the necessary movement to do so, it ends its turn clinging to the vehicle's side. When the vehicle moves, a creature clinging to it must succeed on a Strength saving throw to avoid being thrown off. The DC is 10 if the vehicle moves 40 feet or less, but increases to DC 15 if the vehicle moves between 41-80 feet, or DC 15 if the vehicle moves faster than 81 feet. A creature that loses its grip lands prone in a randomly determined unoccupied space within 20 feet of where the vehicle's movement ends.

TIRES, OFF-ROAD. The vehicle's statblock changes in the following ways:

- ☢ Its wasteland speed increases by half the difference between its max speed and original wasteland speed.
- ☢ If the vehicle also has improved shock absorbers, the vehicle's max speed is its wasteland speed.

TIRES, RUN FLAT. The vehicle becomes less susceptible to the **Damaged Tire** fault (result 5-7 on the **MOTOR VEHICLE FAULTS** table, page 36). Each time the vehicle is subject to this fault, its max, encounter, and wasteland speeds are reduced by a fifth of their usual maximum, rather than a third. Run flat tires wear out after 50 miles starting from the first instance of fault. After the vehicle has travelled that distances, the **Damaged Tire** fault reverts to its normal level of severity.

TIRES, SLICK. On paved road and in dry conditions, the vehicle's driver has advantage on ability checks to control the vehicle. The vehicle's driver has disadvantage on ability checks to control the vehicle under any other conditions.

TIRES, STANDARD. A motor vehicle is assumed to have standard tires unless otherwise described, and they have no effect on the vehicle's statblock nor any particular benefits or drawbacks for the vehicle's driver. The cost of this mod only applies if replacing a vehicle's tires with a new set of standard tires.

TIRES, WINTER. The vehicle treats difficult terrain caused by snow or ice as regular terrain. The vehicle's driver has disadvantage on ability checks to control the vehicle under any other conditions.

TREADS, CONVERSION. Apply this mod to a vehicle which normally has tires. It has standard treads instead, and becomes eligible for any mod that replaces standard treads. The cost of the standard treads is included in the cost of this conversion.

TREADS, HEAVY. The vehicle's statblock changes in the following ways:

- ☢ It gains 20 hit points.
- ☢ Its wasteland speed increases by half the difference between its max speed and original wasteland speed.

☢ If the vehicle also has improved shock absorbers, the vehicle's max speed is its wasteland speed.

TREADS, STANDARD. A few land vehicles such as tanks default to standard treads instead of standard tires. They have no effect on the vehicle's statblock nor any particular benefits or drawbacks for the vehicle's driver. The cost of this mod only applies if replacing a vehicle's treads with a new set of standard treads.

WEAPON EMPLACEMENTS

The following modifications add weapons to a vehicle:

EMBEDDED GUN. An embedded gun mod is built directly into the vehicle's chassis and can be fired by the driver as a bonus action. Once the embedded weapon's ammunition is depleted it can't be fired again until reloaded, which requires the use of mechanic's tools and takes 20 minutes. Reloading the embedded gun can't be undertaken as part of a short or long rest.

The gun to be installed must be purchased separately from the following weapon tables which appear in *WASTELAND WARES: PIPE GUNS, BALLISTIC PISTOLS, HEAVY BALLISTIC RIFLES, SHOTGUNS, or ENERGY GUNS*. If you're using an alternative sourcebook for post-apocalyptic equipment, an embedded gun can be any firearm the size of a rifle or smaller.

FLAME JET. A flame jet mod is simply a flamer which has been built directly into the vehicle's chassis and fired by the driver as a bonus action. The flamer is a heavy weapon which appears in *WASTELAND WARES*, but its statistics are reproduced on the

VEHICLE WEAPONS TABLE (page 90) for convenience.

When fired, the flame jet consumes 10 flamer fuel to expel a line of fire out to its maximum range. All creatures within the line must make a DC 12 Dexterity saving throw, taking 2d4 fire damage on a failed saving throw or half that if successful. On a failed saving throw the target is also set alight, taking 1d4 fire damage at the beginning of each of its turns. A creature can end this ongoing damage by using its action to make a DC 10 Dexterity saving throw to extinguish the flames.

Once the flame jet's ammunition is depleted it can't be fired again until reloaded, which requires the use of mechanic's tools and takes 20 minutes. Reloading the flame jet can't be undertaken as part of a short or long rest.

GUN TURRET, SMALL. In addition to occupying one of a vehicle's mod zones, a gun turret also converts one of the vehicle's passenger stations into a crew station. Alternatively, a melee turret can occupy two passenger stations on a howdah. If the vehicle has no passenger stations available to convert, this mod can't be installed. A gun turret crew station grants 1/2 cover.

The gun to be installed in the turret must be purchased separately. Small gun turrets can accommodate any firearm from the following weapon tables which appear in *WASTELAND WARES: PIPE GUNS, BALLISTIC PISTOLS, HEAVY BALLISTIC RIFLES, SHOTGUNS, or ENERGY GUNS*. You can also install a crossbow into a small gun turret. If you're using an alternative sourcebook for post-apocalyptic equipment, a small gun is anything of rifle size or smaller.

GUN TURRET, LARGE. In addition to occupying one of a vehicle's mod zones, a gun turret also converts one of the

VEHICLE WEAPONS

WEAPON	COST	DAMAGE	WEIGHT	AMMO	PROPERTIES	COMPETENCE
SIMPLE RANGED WEAPONS						
Pincer	see mod	–	650 lb.	–	special (see mod description)	experienced (repair only)
Wrecking Ball	see mod	8d10 bludgeoning	4.2 lb.	–	special (see mod description)	experienced (repair only)
SIMPLE RANGED WEAPONS						
Chain Gun	6,947	2d8 piercing	262 lb.	25mm	ammunition (range 2,000/6,000), full auto (50 rounds), reload (300 rounds), enlarged full auto	experienced (repair only)
Flame Jet	137	2d4 fire	9 lb.	flamer fuel	ammunition (range 45), reload (100 rounds), two-handed, special	experienced (repair only)
Machine Gun	3,205	2d6 piercing	3 lb.	7.62mm	ammunition (range 1,300/3,900), full auto (50 rounds), reload (300 rounds)	experienced (repair only)
Heavy Machine Gun	8,501	2d4 fire	2 lb.	.45	ammunition (range 4,000/12,000), full auto (50 rounds), reload (300 rounds), enlarged full auto	experienced (repair only)
Enlarged Full Auto: the burst fire of this weapon targets a 20 ft. cube area, rather than the usual 10 ft. cube.						

vehicle's passenger stations into a crew station. Alternatively, a gun turret can occupy two passenger stations on a howdah. If the vehicle has no passenger stations available to convert, this mod can't be installed. A gun turret crew station grants $\frac{1}{2}$ cover.

The gun to be installed in the turret must be purchased separately. Heavy gun turrets can accommodate a ranged weapon which appears on the **VEHICLE WEAPONS** table, or any firearm which appears in **WASTELAND WARES** and is listed on the **HEAVY GUNS** table. If you're using an alternative source book for post-apocalyptic equipment, a large gun is anything bigger than a rifle that could still reasonably fit and operate on the vehicle.

Two of the vehicle weapons (the chain gun and heavy machine gun) have a special trait, which is as follows: these full auto ranged weapons target a 20-foot cube area,

rather than the usual 10-foot cube.

MELEE TURRET, PINCER. In addition to occupying one of a vehicle's mod zones, a melee turret also converts one of the vehicle's passenger stations into a crew station. Alternatively, a melee turret can occupy two passenger stations on a howdah. If the vehicle has no passenger stations available to convert, this mod can't be installed. A melee turret crew station grants $\frac{1}{2}$ cover.

The turret has a pincer arm, which has a reach of 15 feet and is capable of grappling a Medium or smaller creature or object. The turret operator must make a melee weapon attack against the target. On a hit, the target is grappled (escape DC = 8 + the operator's Dexterity bonus + their proficiency bonus). If the target is a creature, it is restrained until the grapple ends.

The pincer turret can grapple only one

target at a time. Its operator can use a bonus action to make the pincer release whatever it's holding.

MELEE TURRET, WRECKING BALL. In addition to occupying one of a vehicle's mod zones, a melee turret also converts one of the vehicle's passenger stations into a crew station. If the vehicle has no passenger stations available to convert, this mod can't be installed. A melee turret crew station grants $\frac{1}{2}$ cover.

The turret has a wrecking ball, which has a reach of 15 feet. Its operator can make a melee weapon attack with the wrecking ball, dealing bludgeoning damage equal to $8d8 +$ the vehicle's Strength bonus. If the target is an object or structure it takes double damage.

INTERIOR MODS

The following modifications alter the inside of a vehicle:

CARGO CONVERSION. This mod converts 1 passenger station into 200 lb. worth of additional cargo space.

PASSENGER CONVERSION. This mod converts 200 lb. worth of cargo space into 1 additional passenger station.

ROLL CAGE. A creature inside a vehicle with a roll cage halves any bludgeoning damage they take when the vehicle falls, crashes, or suffers the *Flipped* fault (result 20 on the *MOTOR VEHICLE FAULTS* table, page 36).

MISCELLANEOUS MODS

The following modifications don't fit any of the previous categories:

FLOTATION DEVICE. The vehicle's driver can deploy the flotation device as a bonus action. While the flotation device is deployed, the vehicle is capable of floating on the surface of water or similar liquids, but its movement speed becomes 0. The vehicle can physically move across water by other means, such as being towed or pushing against the water body's bed with poles. Deactivating the flotation device also requires a bonus action, but isn't instantaneous. The device takes 5 minutes to fully deflate. If the vehicle is still floating over water when the flotation device is deflating, it sinks after only 2 minutes.

HOWDAH. This mod converts a roof or bed zone into two passenger stations which grant $\frac{1}{2}$ cover to their occupants. Multiple zones of the same type can be converted into a larger howdah with two passenger stations per converted zone. A gun or melee turret can be installed on a howdah, converting two passenger stations into a single crew station for the installed weapon.

LIGHTBAR. The vehicle's driver can turn the lightbar on or off as an object interaction. While it is on, the lightbar generates bright light out to a range of 100 feet from the vehicle and dim light for an additional 100 feet.

ROOF RACK. This mod converts a roof zone into 200 lbs. of additional cargo capacity.

SEARCHLIGHT. In addition to occupying one of a vehicle's mod zones, a searchlight also converts one of the vehicle's

passenger stations into a crew station. Alternatively, a searchlight can occupy two passenger stations on a howdah. If the vehicle has no passenger stations available to convert, this mod can't be installed. A searchlight crew station grants $\frac{1}{2}$ cover.

The searchlight's operator can turn it on or off as an object interaction. While the searchlight is on, it creates a focused beam of light approximately 5 feet in diameter. The searchlight can illuminate a target area up to 2 miles away in good weather conditions and provided there are no obstructions. Anything in the beam is brightly lit, and anything within 10 feet of the beam's edge is dimly lit. As an action, the operator can change the direction of the searchlight's beam. If you are unsure what direction the searchlight is facing in the first place, assume it is facing forward.

SIREN. The vehicle's driver can turn the siren on or off as an object interaction. While it is on, the siren generates loud noise that can be heard out to a range of 850 feet.

AMMUNITION

The **AMMUNITION** table shows the types of ammo used by the example war vehicles in **WASTELAND WHEELS**. The table is arranged into a rough order of rarity, from most to least commonly found both in the wasteland and in merchant's stores. It can be used as a reference when the Guide is deciding when to award ammo for vehicles and how many rounds are available.

Vehicles modded with weapon emplacements may also require other types of ammunition appropriate to the chosen weapon, determined either by **WASTELAND WARES** or possibly a third party source you're using.

In the real world, vehicle weapons use many different varieties and calibers of ammunition. The vehicle weapon used by the example war vehicles and weapon mods in **WASTELAND WHEELS** intentionally simplify and standardise to a smaller number of ammo types, but the Guide should feel free to introduce new or variant vehicle weapons which use new types of ammunition.

VEHICLE AMMUNITION

AMMO / EXPLOSIVE	WEAPONS	ROUNDS PER BOX	COST		WEIGHT PER ROUND
			PER BOX	PER ROUND	
7.62mm	machine gun	20	30	2	—
.45	heavy machine gun	20	50	3	—
20mm	cannon	10	—	—	—
25mm	chain gun	10	40	5	—
120mm	tank gun	10	140	15	—
Smoke Grenade (Tank)	tank grenade launcher	1	—	40	0.5 lb.
Flare/Chaff	flare/chaff dispenser	1	—	40	0.5 lb.
Naval Mine	mine launch	1	—	50	440 lb.
Torpedo	torpedo launch	1	—	50	1,450 lb.
Anti-Tank Missile	missile launcher	1	—	40	45 lb.
Air-to-Air Missile	air-to-air missile launcher	1	—	70	330 lb.
Air-to-Ground Missile	air-to-ground missile launcher	1	—	70	500 lb.

GUIDANCE

This chapter includes additional advice for the Guide regarding the vehicle rules in this book.

VEHICLE SCARCITY

WASTELAND WARES discusses the concept of scarcity and its importance in a post-apocalyptic setting (see the section on Economy, starting on page 25). Vehicles are extremely scarce resources, as are the fuel/charge needed to operate them and the ammunition to load their weapons. They have extraordinarily high value, which means that only the wealthiest wasteland residents have the slightest hope of legitimately purchasing a vehicle. Keeping it operational for any great length of time is another challenge altogether.

In practice, player wastelanders are unlikely to earn the truly extortionate amount of credits necessary to buy and upkeep one or more vehicles. Your best bet is to award vehicles by other means.

DISCOVERY

The player wastelanders might find a vehicle on their adventures, hidden somewhere previously undiscovered. It might be in working order or in need of some maintenance, but either way it's theirs if they can take it. And then defend it.

SPOILS OF WAR

If the player wastelanders defeat enemies who possess vehicles without completely destroying those vehicles, they may be able to claim ownership over them.

THEFT

There's nothing stopping greedy wastelanders from jacking a vehicle from the faction which currently owns it, but doing so creates serious complications. A vehicle is such a valuable asset that its previous owners will usually stop at nothing to reclaim it and punish the thieves. Given the power and resources they must have to own and operate the vehicle in the first place, making an enemy of such a faction is no small thing.

FUEL & AMMO SCARCITY

As Guide you control how much fuel/charge and weapon ammunition a vehicle has at the time it's acquired, as well as how challenging it is to procure more. This gives you a dial you can turn to control how much influence a player-controlled vehicle has on the game.

If vehicles aren't a major part of the game, or if you want a vehicle to be used without it becoming a permanent fixture,

limiting its capacity to be refuelled or restocked puts a clock on the vehicle's usefulness. For instance, you might want to give your players temporary access to a tank during a particular adventure without it becoming their new manent ride.

Refuelling a tank isn't easy or cheap, and there's no reason to think it would be simple to replace spent ammo. If chances to do so aren't available, the tank quickly becomes more of a liability than a boon.

It's best not to be too restrictive with access to fuel or ammo for vehicles weapons when your campaign is **meant** to be vehicle-oriented, or when you have players who've shown clear interest in vehicles (such as by selecting archetypes from this book). That doesn't mean you have to let them keep a military vehicle like a tank, but players expecting to engage with the vehicle rules ought to be able to maintain motorcycles and cars at the very least. Discuss expectations with your group in advance, and plan to accommodate the vehicles they're interested in.

VEHICLE CARDS

Vehicle cards are an optional set of rules. If you choose to incorporate them into your game, they can add additional randomness and excitement to encounters involving two or more vehicles.

These rules involve two types of card deck:

DRIVER'S DECKS are cards which are managed by the player of any character at the controls of a vehicle. Only players use driver's decks, though your Guide may decide to make an exception for a vehicle driven or piloted by a major non-player character.

Your Driver's Deck introduces random elements that affect your vehicle on your turn, such as small obstacles you must dodge and opportunities to perform stunts.

The **CHAOS COUNT** is a deck of cards managed by the Guide. It introduces random elements that either affect all vehicles involved in the encounter or could affect anyone, such as larger obstacles and sudden vehicle faults. It also includes special cards such as wild cards, which let players take advantage of a variety of special options.

READING DIRECTION

Since this book is written in English, the rules here assume you're probably most comfortable reading left to right. They therefore tell you to lay cards out left to right. By all means do the exact opposite if it's more natural for you.

DRIVER'S DECK

When you're in control of a vehicle during an encounter, your Driver's Deck dictates conditions that affect your vehicle, introducing the possibility of both good and bad luck. A Driver's Deck always contains the following 8 cards:

- 5 **CLEAR!** Cards
- 1 **OBSTACLE!** Card
- 2 **STUNT!** Cards

A vehicle normally has a Driver's Deck only when player wastelanders are among its crew. If one of the player wastelanders is at the vehicle's Controls station, that wastelander's player should take charge of the Driver's Deck. If none of the player-controlled crew of a vehicle are driving it then the Driver's Deck belongs to the non-player wastelander at the Controls, but one of the players should take charge of it on that creature's behalf.

Restricting vehicles without player-controlled crew from having Driver's Decks of their own is intended to reduce the number of things a Guide needs to keep track of during a vehicle encounter. The Guide may always choose to make an exception for any vehicle, especially when it's crewed by significant non-player wastelanders.

USING THE DECK

Before or after rolling initiative, but before any creature takes its turn, gather any cards necessary to build your Driver's Deck. Shuffle the Driver's Deck and place it face down.

On each of your turns during the encounter, draw a card from the top of the deck and place it face up in front of you in your play pile. After your first turn, place subsequently drawn cards on top of the first. The effects of the topmost card in your play pile come into play immediately after it is revealed and remain for the entire round.

If there are no more cards to draw from the Driver's Deck, shuffle the play pile and reset the deck.

TYPES OF CARD

CLEAR!

When you draw a **clear** card on your turn, you have no problems to deal with but neither do you have any particular edge. You may still be affected by cards that came up in the Chaos Count this round.

OBSTACLE!

When you draw an **obstacle!** card on your turn, there's something in the path of your vehicle you need to swerve to avoid. The obstacle card in the Driver's Deck differs from an obstacle from the Chaos Count. It represents something in the path of your vehicle specifically, but which isn't an

issue for any other vehicles in the encounter.

The exact nature of the obstacle can be determined by the Guide, yourself, or even another player. It might be a rock, a pit or ditch, an oil slick, a pile of barrels, or even a creature.

You can handle an obstacle in one of the following ways:

COME TO A COMPLETE STOP

Your vehicle can't move until the beginning of your next turn, but you ignore the effects of any obstacles ahead of you (including any from the Chaos Count).

TRY TO EVADE

You make a Dexterity check using your vehicle's Dexterity modifier and adding your proficiency bonus (provided you are proficient), comparing your result to the **EVADE OBSTACLE** table (page 90).

You can roll with advantage if you voluntarily slow your vehicle down. If you



can still move the vehicle after the check is resolved, you may only move it up to half its encounter speed.

If you have to avoid an obstacle from your Driver's Deck on the same turn you have to avoid an obstacle from the Chaos Count, make a single check for both with disadvantage.

EVASIVE OBSTACLE

CHECK RESULT	CONSEQUENCE
10 or less	The vehicle hits the obstacle, taking 16 (3d10) bludgeoning damage against which its resistance does not apply. All vehicles that don't get the same result automatically "Pull Away" from the affected vehicle this turn.
11 to 14	The vehicle scrapes by the obstacle with difficulty, taking 5 (1d10) bludgeoning damage against which its resistance does not apply. It can neither "Catch Up" or "Pull Away" this turn.
15-19	The vehicle narrowly avoids the obstacle, but its progress is slowed. It can neither "Catch Up" or "Pull Away" this turn.
20 or more	The vehicle avoids the obstacle without issue and is barely delayed.

STUNT!

When you draw a **stunt!** card on your turn you can pull off an amazing feat, granting the following benefit:

Once before the beginning of your next turn, you can choose to grant advantage to one of the following:

- ❖ A single ability check, attack roll, or saving throw rolled by another creature that is part of your

vehicle's crew, a creature that is your vehicle's passenger, or yourself.

- ❖ An ability check or saving throw you roll on behalf of the vehicle, using its own ability modifier.

If the **stunt!** is used to grant advantage on a ranged attack roll, that attack can target a creature or vehicle that is normally an invalid target (the target must still be in your weapon's range). For instance, you might use a **stunt!** card to allow your land vehicle's gunner to fire upon an airborne creature or vehicle, perhaps by performing a spectacular ramp jump.

ADDITIONAL CARDS

Sometimes you can add more vehicle cards to your Driver's Deck. These cards can come from one of the following sources:

- ❖ **YOURSELF:** New character options in *WASTELAND WHEELS* provide additional cards when you're at the controls of a vehicle. The Stunt Driver feat adds 3 more **stunt!** cards, for instance. New archetypes might also add bonus **stunt!** cards but can also introduce unique cards that bring you exclusive benefits.
- ❖ **YOUR CREW:** Similarly, allied characters might belong to archetypes from *WASTELAND WHEELS* that focus on a role other than driver. When those allies are occupying the correct crew station in your vehicle, any special cards their archetype offers are added to your deck.

CHAOS COUNT

The Chaos Count is a deck controlled by the Guide which dictates conditions that either affect all vehicles involved in an encounter or else give vehicle drivers and crew the opportunity to twist fate. The Chaos Count always contains the following 13 cards:

- ❖ 8 **ROUND** Cards, numbered 1 through 8
- ❖ 1 **ROUND MARKER** Card
- ❖ 1 **OBSTACLE!** Card
- ❖ 1 **FAULT!** Card
- ❖ 2 **WILD!** Cards

Cards in the Chaos Count affect all vehicles in the encounter, even when they don't have a Driver's Deck.

USING THE DECK

Before or after rolling initiative, but before any creature takes its turn, separate the **round marker** and **round 1** cards from the Chaos Count deck. Place the **round 1** card on the table in front of you, and place the **round marker** card directly above it.

Shuffle the remainder of the deck and place it face down. Then draw cards from the top of the deck until it's depleted, following the rules below:

- ❖ Lay **round** cards down in the same row as the **round 1** card already on the table. Regardless of when each round number is drawn, sort them into ascending order from left to right.
- ❖ As each **obstacle**, **fault**, **wild**, or other special card is drawn, it needs to be placed directly below a **round**

card. Determine the correct **round** card to which you should assign the special card according to these rules:

- ❖ A **round** card can have up to two special cards assigned to it, provided they are each a different type of card.
- ❖ Special cards can never be assigned to **round 1** at the beginning of the encounter, but may be assigned to it when the Chaos Count resets during the same encounter.
- ❖ When a special card is drawn, place it directly below the last **round** card you drew if possible.
- ❖ If not, place it below the **round** card with the next highest value that still has room for it.
- ❖ If there is no such card, place it below the **round** card with the next lowest value that still has room for it and isn't **round 1**.
- ❖ If it is still impossible to place the special card, return it to the bottom of the Chaos Count deck. By the time it is drawn again, all **round** cards will be available.

At the beginning of each round of the encounter after the first, move the turn order card one step along the row of **round** cards. If there are no more cards in the row, reset the **round marker** card to its position over **round 1**. Excluding those two cards, reshuffle the Chaos Count deck and lay it out again according to the rules previously described. Continue to track the Chaos Count round by round as described above, treating the current round as a new **round 1** for the purpose of this process.

CARD TYPES

OBSTACLE!

Obstacles generated by the chaos count are objects or other barriers that affect most or every vehicle in the encounter. A chaos count obstacle is defined by the Guide, usually in advance (see below). If a vehicle could reasonably be affected by the obstacle described by the Guide, then it is. If the vehicle encounter involves both land and air vehicles, for instance, many situations might be obstacles for the land vehicles but not the air vehicles, and vice versa. When setting an obstacle that only affect some vehicles in one round, the Guide should aim to even things out when the **obstacle!** card is drawn in the next round.

These obstacles are often large physical barriers that are part of the scenery, but might also represent environmental conditions (such as fog) or a smaller object or geographical feature that nevertheless effects every vehicle: on a race course, for example, an obstacle might represent a hair pin turn. An obstacle might also represent creatures, such as a flock or herd of animals blocking the path ahead. It could even be a sudden event, like a nearby explosion!

Particularly useful are any obstacles that could logically recur during the same encounter. Vehicles might narrowly avoid a minefield once, but the chaos of their conflict could bring them back toward the mines. A massive mutant sea monster that plagues water or underwater vehicles may not give up after its first attempt to make a snack of one of the vehicles.

When absolutely stuck for ideas, fall

back on the simplest idea of all: the affected vehicles are on course to crash with each other, and everyone must evade to avoid a deadly pile-up.

All vehicles affected by a chaos count obstacle must choose to either Come to a Complete Stop or Try to Evade the obstacle at the beginning of their turn, exactly the same way as they would when reacting to an obstacle drawn from the Driver's Deck.

PREDETERMINED OBSTACLES

Generating suitable obstacles on the fly can be taxing. The Guide might consider making a short list of obstacles that suit the encounter in advance. The following sections provide examples you might use.



EXAMPLE LAND OBSTACLES

- ☢ A huge rock
- ☢ A pile of radioactive barrels
- ☢ An oil slick
- ☢ A ruined building
- ☢ Twisted wreckage
- ☢ Broken electrical lines
- ☢ A herd of mutant sheep, cattle, or other beasts
- ☢ A landslide, mudslide, or avalanche
- ☢ An area contaminated by deadly levels of radioactive waste or wracked by warp energies
- ☢ An explosion
- ☢ Sudden storm force winds
- ☢ One or more landmines
- ☢ Other involved vehicles
- ☢ Uninvolved vehicles
- ☢ A large gathering of people

EXAMPLE AIR OBSTACLES

- ☢ A flock of birds
- ☢ Uninvolved air vehicles
- ☢ Other involved air vehicles
- ☢ Tight terrain such as narrow canyons or urban ruins through which the encounter passes
- ☢ Broken electrical lines
- ☢ Sudden storm force winds or turbulence
- ☢ Lack of thermal lift (for gliders)
- ☢ Heavy fog or cloud cover (possibly concealing a tall physical obstacle)
- ☢ Thick smog or radioactive clouds
- ☢ A brief burst of heavy rainfall

EXAMPLE WATER OBSTACLES

- ☢ One or more mines
- ☢ A flock of violent mutant seagulls
- ☢ A pod of whales rises from the depths
- ☢ Uninvolved water vehicles
- ☢ Other involved water vehicles

- ☢ Tight waterways such as canals
- ☢ A strong water current
- ☢ A brief burst of heavy rainfall
- ☢ An explosion, such as a mine going off
- ☢ An unknown massive creature swims below
- ☢ A terrible mutant attacks!

EXAMPLE UNDERWATER OBSTACLES

- ☢ One or more mines
- ☢ A pod of whales
- ☢ Tight terrain such as underwater canyons or submerged urban ruins through which the encounter passes
- ☢ A giant kelp forest
- ☢ Shipwrecks
- ☢ A volcano or hydrothermal vent
- ☢ An area contaminated by deadly levels of radioactive waste or wracked by warp energies
- ☢ An explosion
- ☢ An unknown massive creature swims nearby
- ☢ A terrible mutant attacks!

FAULT!

On the round in which the fault! card is in play, randomly determine one vehicle involved in the encounter. The driver of the selected vehicle must roll a d20. Any creature in one of the vehicle's crew or passenger stations may spend a point of inspiration to grant the driver advantage on their roll.

- ☢ **10 OR HIGHER.** The vehicle takes damage equal to its damage threshold, but is otherwise unaffected.
- ☢ **1-9.** The vehicle suffers a fault rolled from whichever of the **MOTOR VEHICLE FAULTS** (page 36), **AIR VEHICLE FAULTS**

(page 37), or **WATER/UNDERWATER VEHICLE FAULTS** (page 38) tables is most appropriate. Roll 1d20 again to see what kind of breakage occurs.

- ❖ The creature may impose the effects of a fault on a vehicle whose driver has yet to act in the initiative order, as though a **fault!** card had been played on them (see the description of Fault! cards in Chaos Count).

WILD!

During a round in which a **wild!** card is in play, any creatures involved in the encounter can spend a point of inspiration on their turn to gain their choice from among the following benefits:

- ❖ You gains an additional Action this turn. If you use the extra Action to attack you may make only one attack as part of it, regardless of how many attacks you normally make during your Action.
- ❖ Your ranged attacks this turn ignore 15 points of any vehicle's damage threshold.
- ❖ Choose one crew station on another vehicle. The creature operating that station has disadvantage on the first roll they make to use the station between now and the beginning of your next turn.
- ❖ At the end of the current round, you choose a new position in the initiative order. If multiple creatures choose to use the wild! card this way, they choose their new positions in reverse order of their current initiative (the creature which

previously acted last must choose their new position first, and so on).

- ❖ **Vehicle drivers only.** At the end of your current turn, you may reset your Driver's Deck.

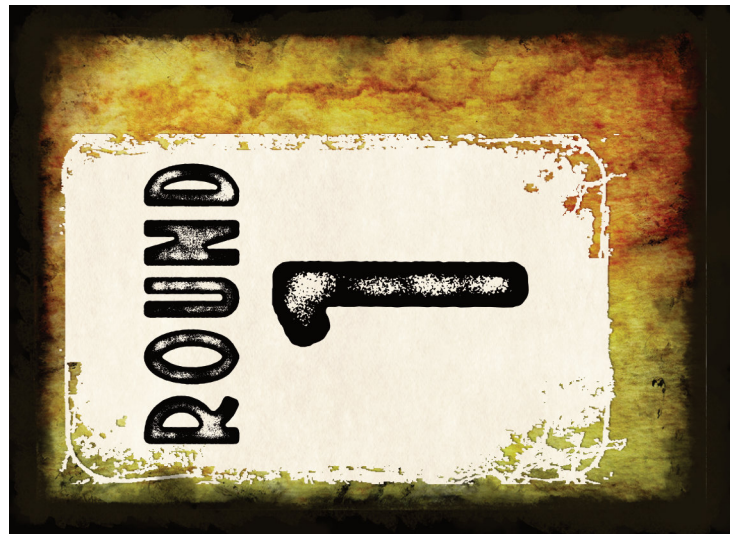
ADDITIONAL CARDS

The Chaos Count is usually fixed, but your Guide may sometimes introduce unique cards with special rules to enhance an unusual encounter they've designed. Any new special card added to the Chaos Count should be accompanied by an additional numbered **round** card (the first special card you introduce should be paired with a new "round 9" card, the next a "round 10" card, and so on.

Blank Chaos Count card templates are provided for this purpose.

READY TO PRINT CARD DECKS

All cards required by these optional rules can be found on the following 30 pages. Permission is granted to photocopy and print the cards so you can create your decks. Alternatively, there are print on demand options available for professional quality vehicle cards. Visit spilledale.com to learn more.



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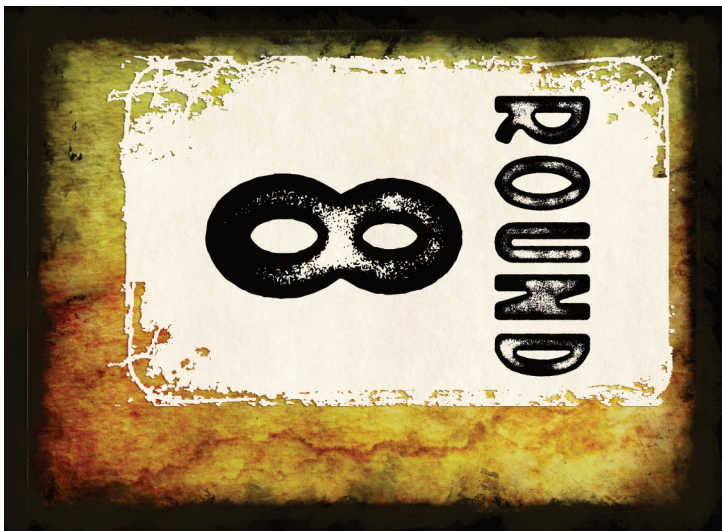
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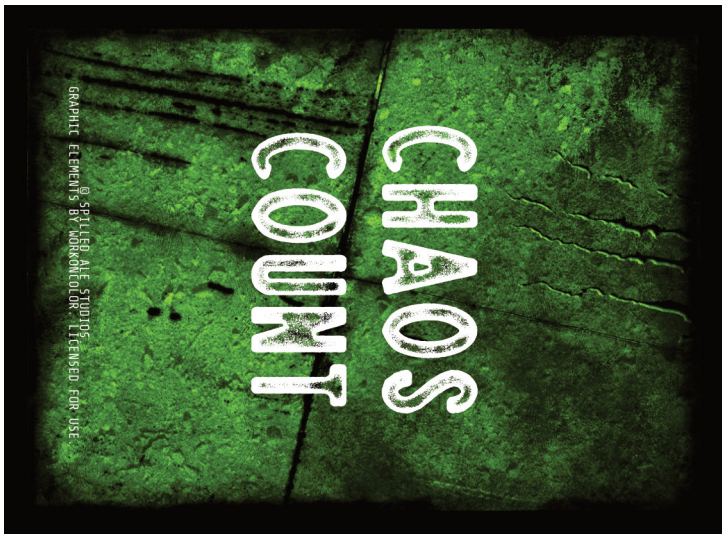
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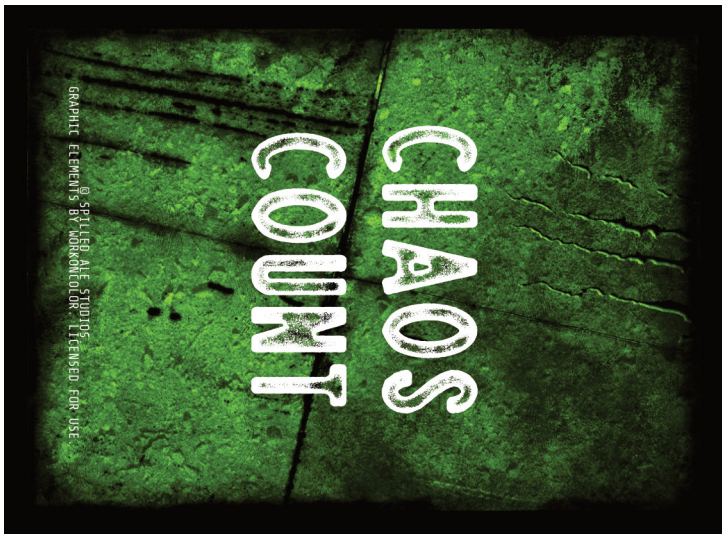
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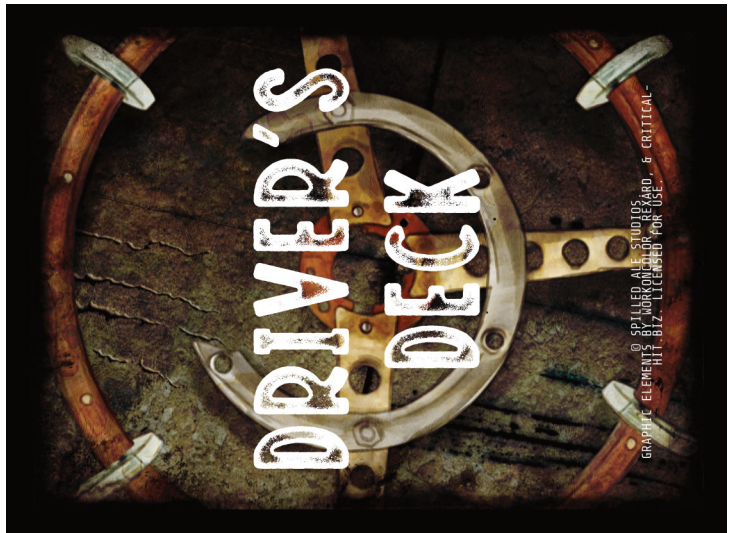
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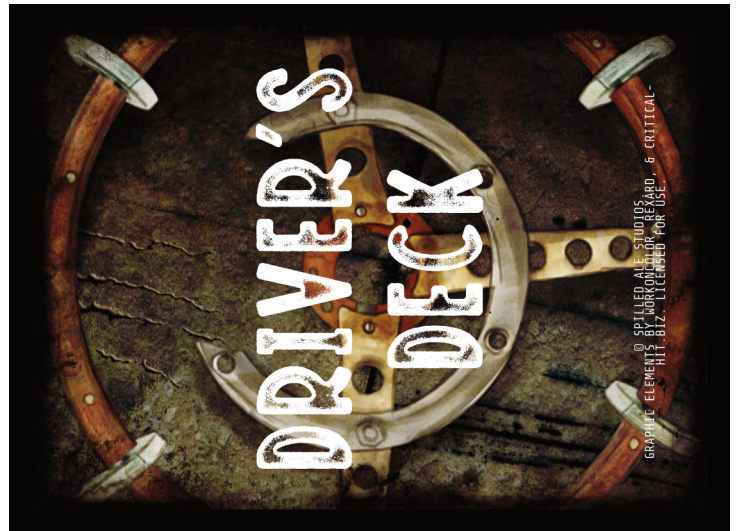
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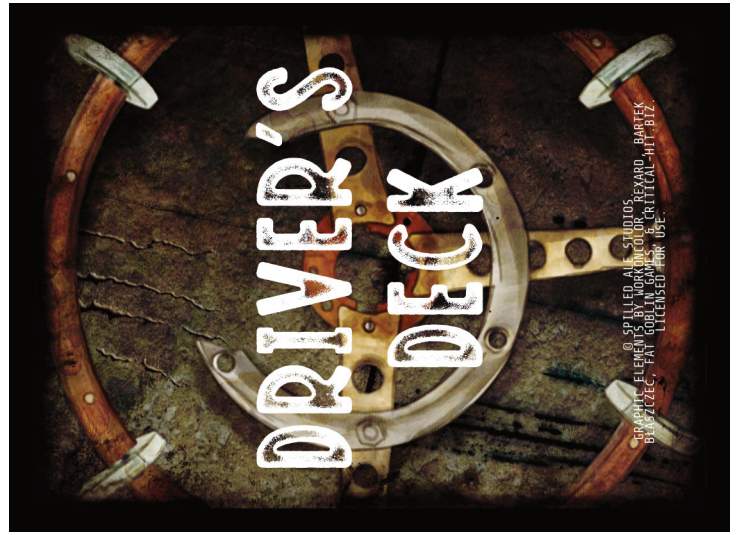
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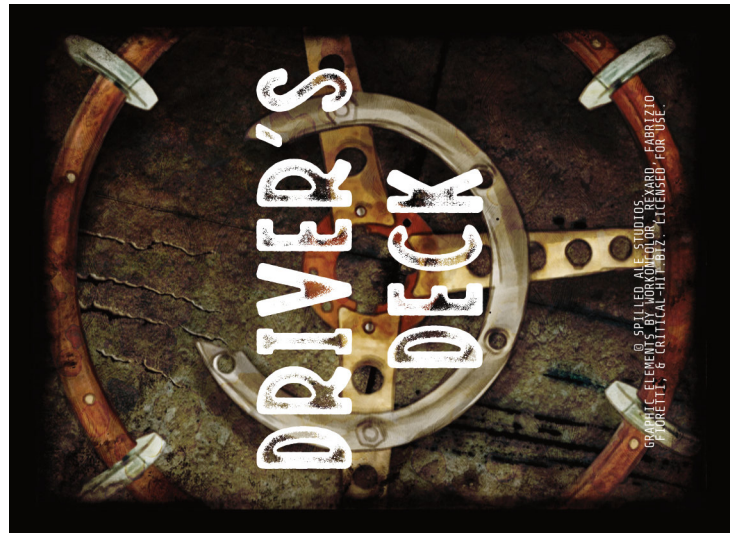


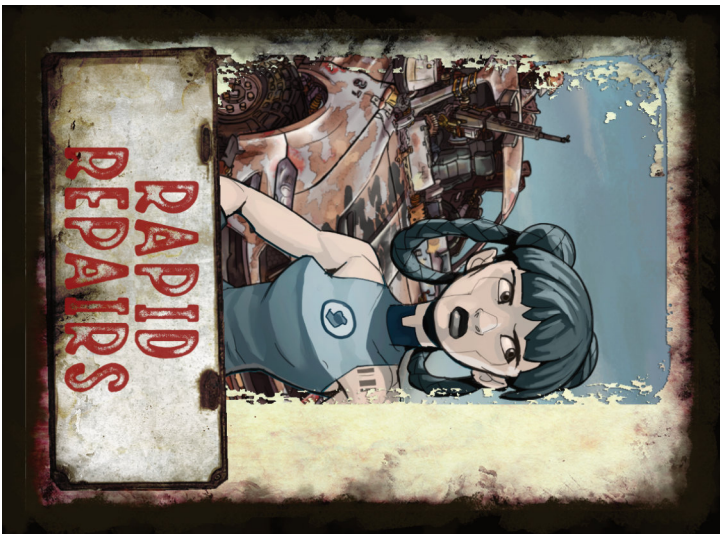
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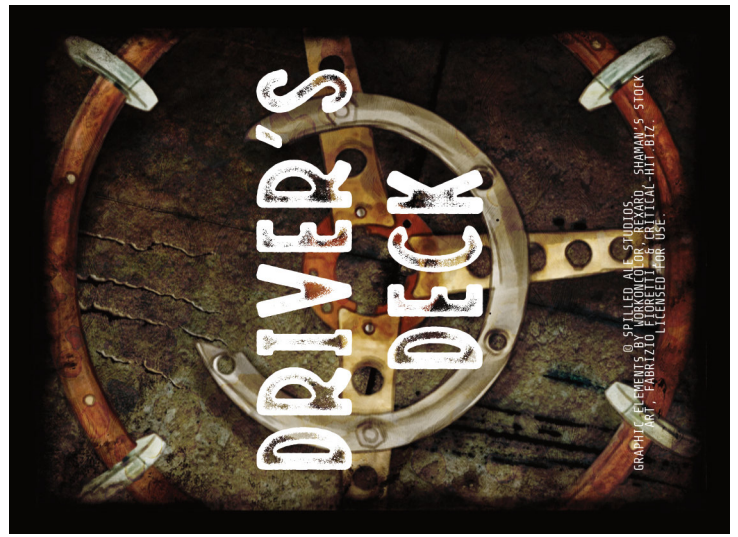
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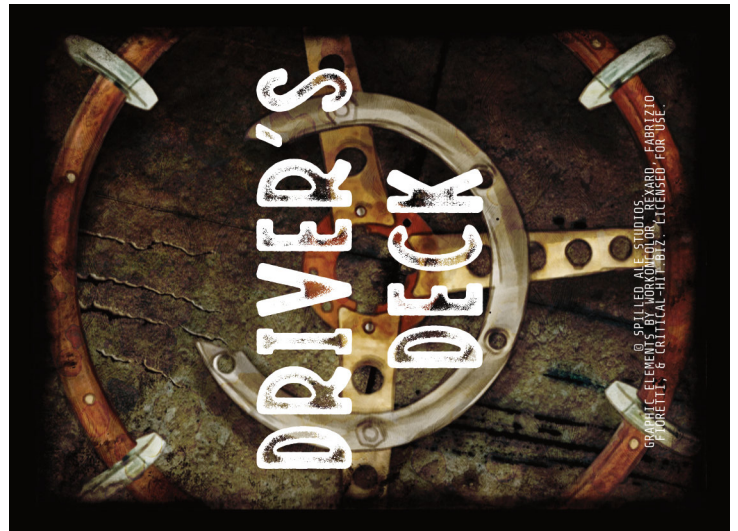
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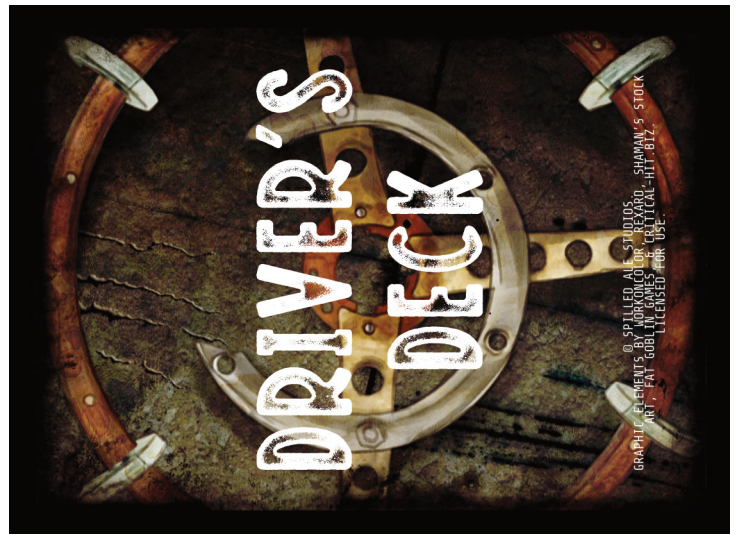
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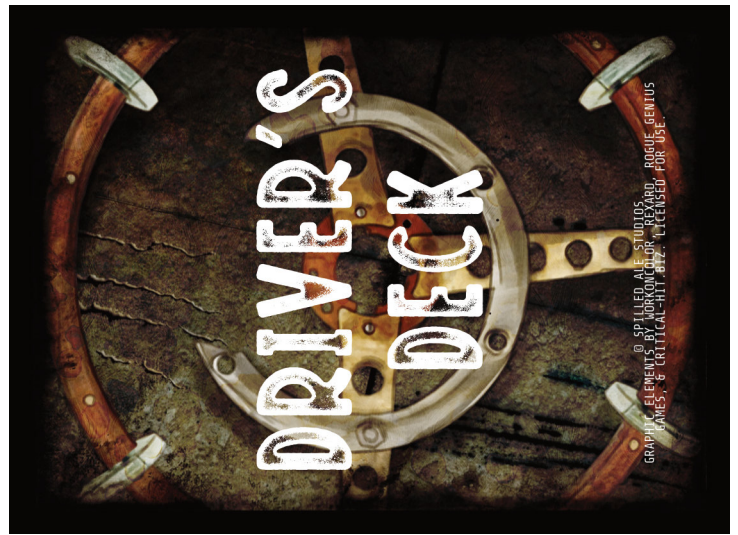
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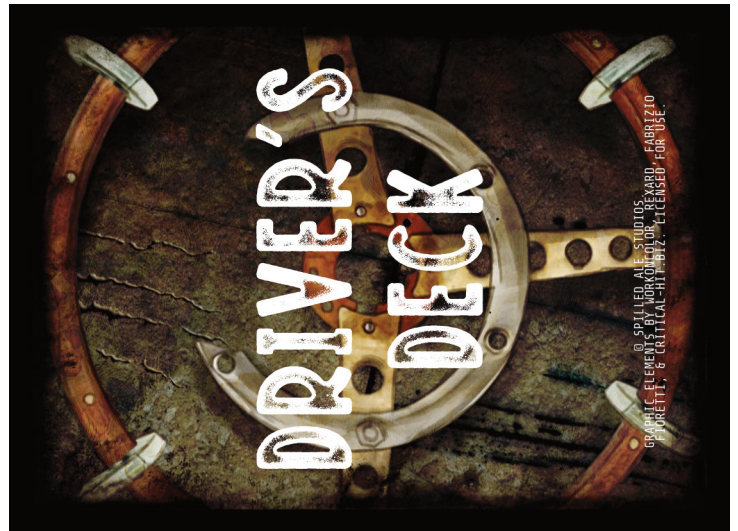


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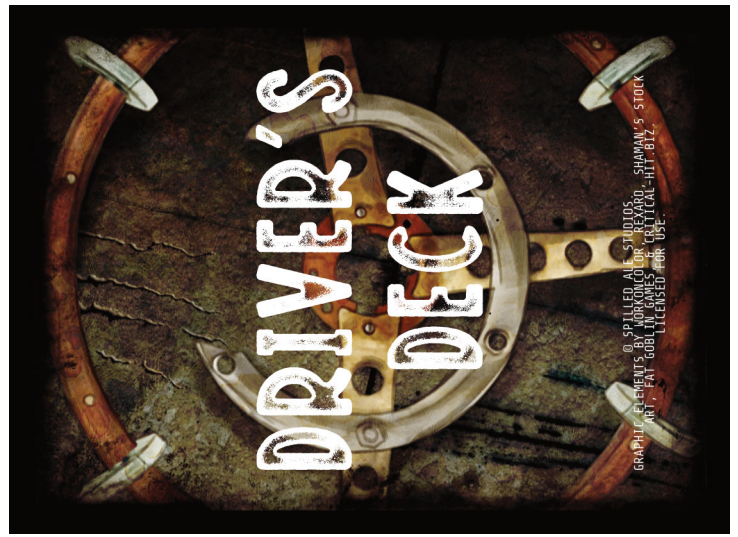
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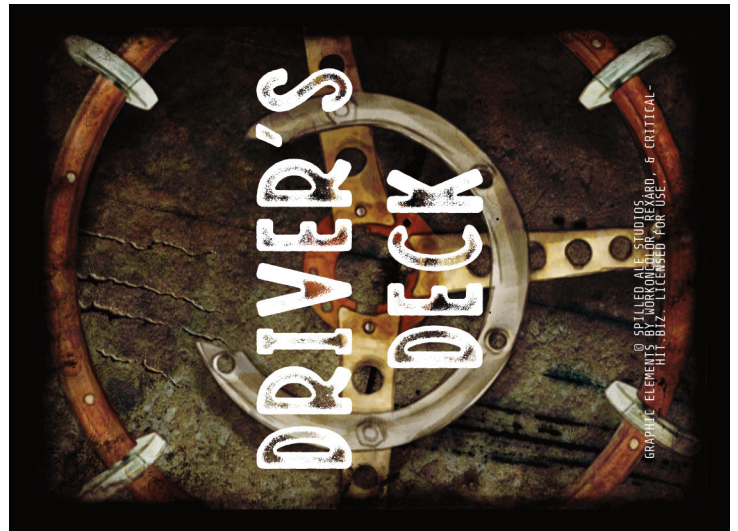
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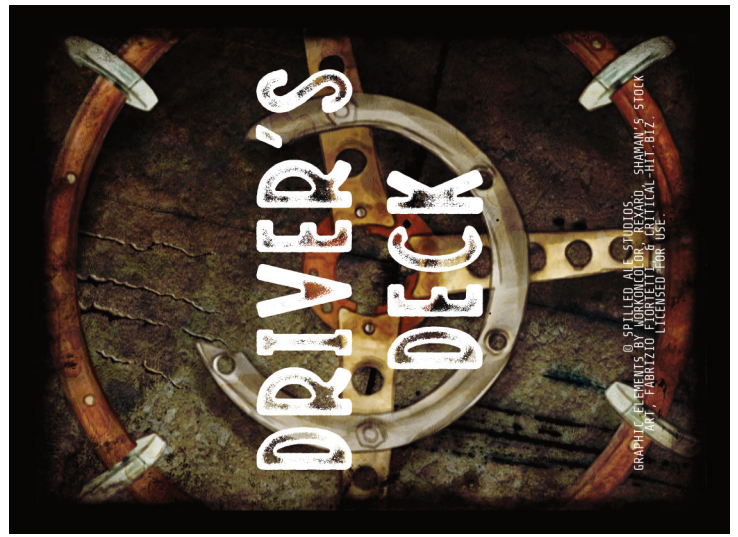
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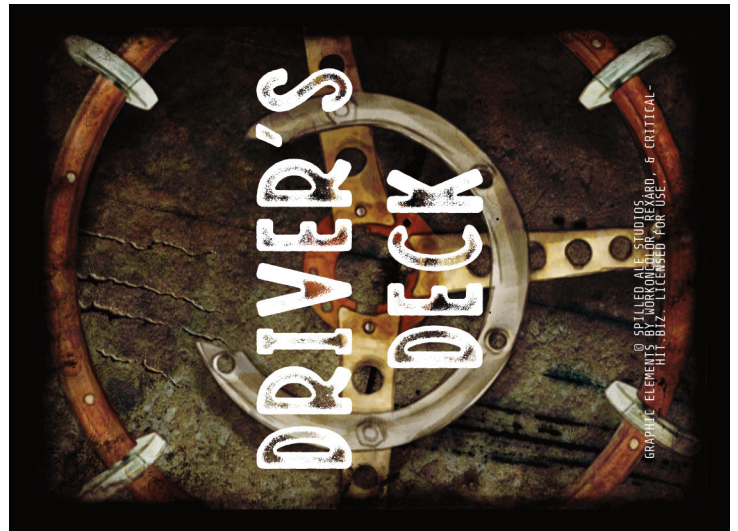
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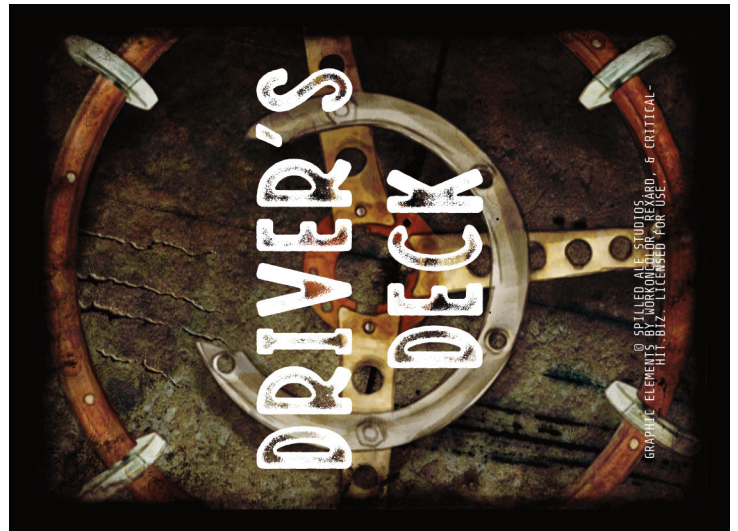
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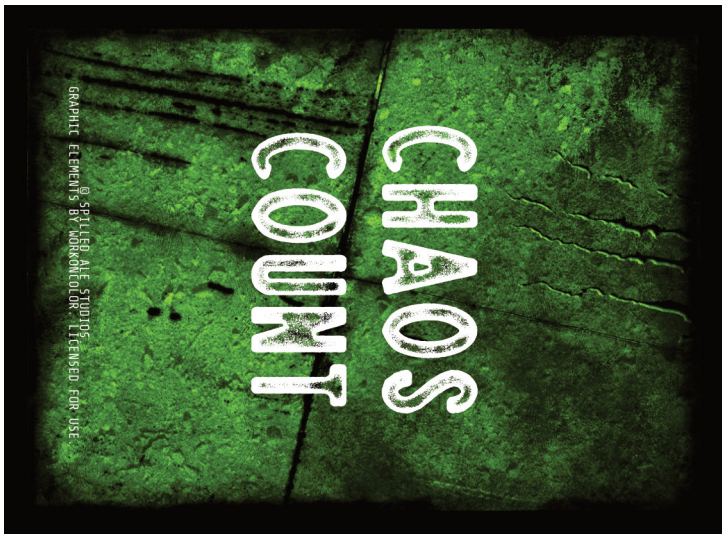
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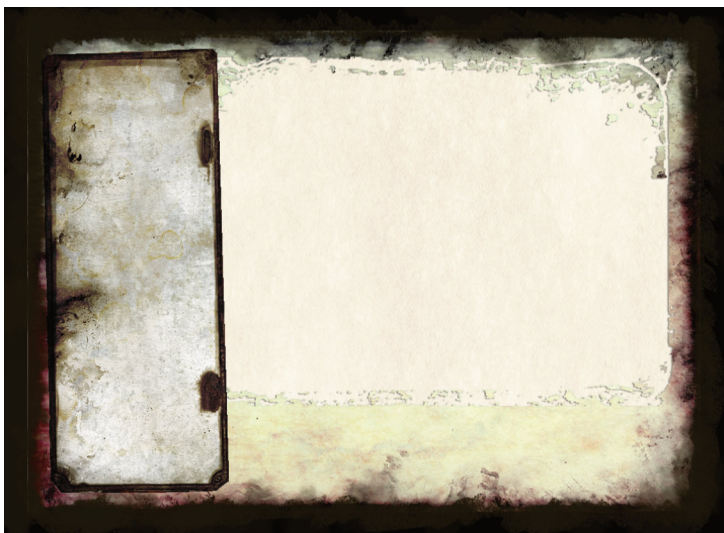
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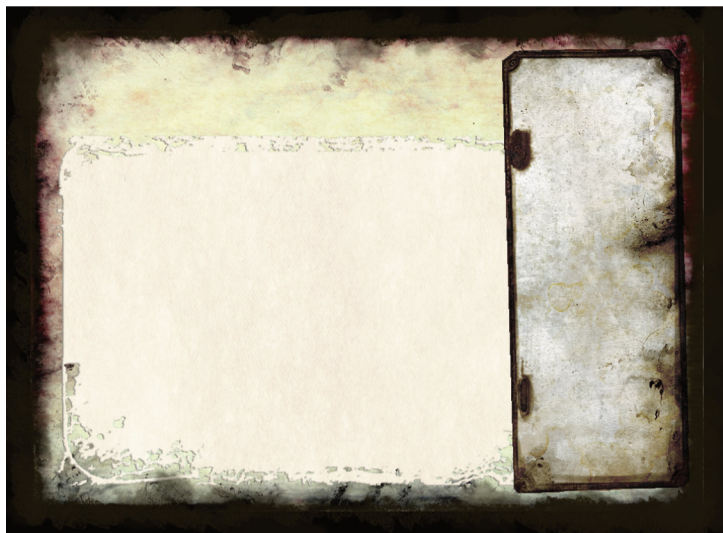
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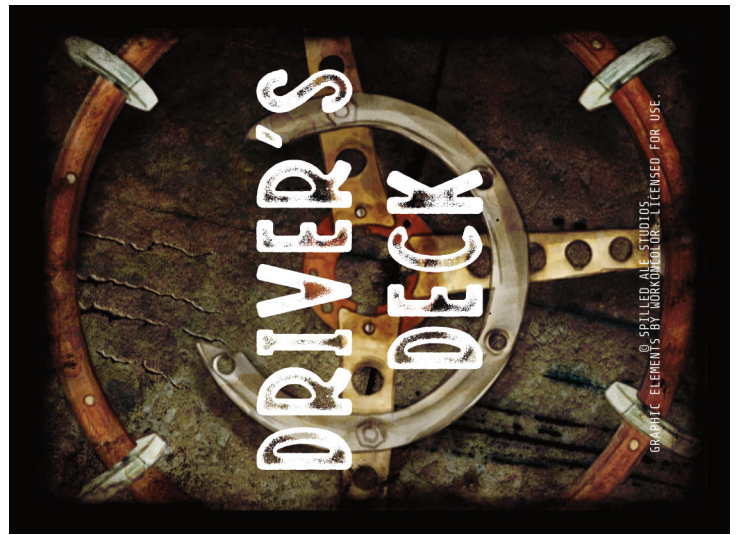
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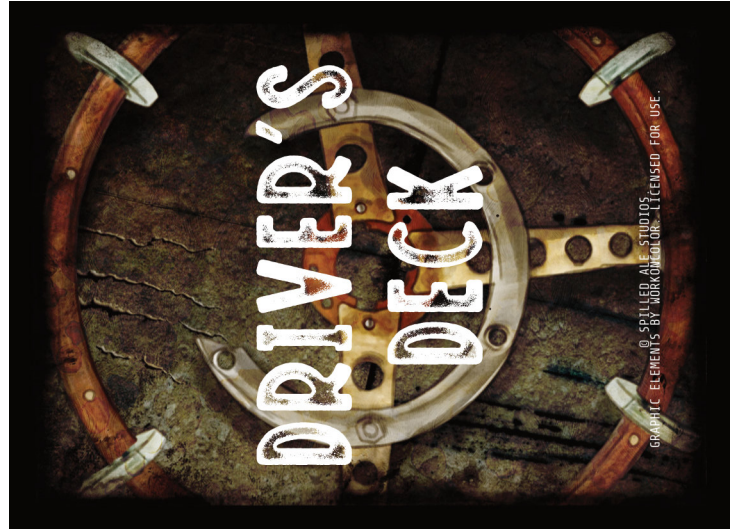
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