

High Tech Vehicles

Explanation of Vehicles Table

Vehicle: Refers to the type of vehicle. While there are many kinds of each (just as there are different manufacturers of cars and helicopters in the real world), for convenience they are divided into simple groups.

Cost: This is gold piece equivalent. Appropriate local currency may be used to purchase them, where available, and costs can be converted to GP using this as a guide.

Speed: Motorised vehicle speeds are given in maximum miles per hour and yards per round. Note that vehicles do not have combat speeds *per se* but can operate at up to their maximum speed. Acceleration or deceleration of up to ¼ of the vehicles maximum movement speed per round counts as a single manoeuvre, trying to accelerate at ½ speed counts as 2

manoeuvres, ¾ as 3 manoeuvres, and to go from static to full speed in a single round counts as 4 manoeuvres.

Hover vehicles can maintain top speed over most terrain, including water, but cannot cross heavy seas, through dense forests or through areas of large rocks. Wheeled vehicles can only reach top speeds on flat roads, and occasionally some extremely flat natural terrains. Traditional (cobble) roads effectively top out speeds of ground cars and ground transports at half maximum, with dirt tracks and similar modifying speed according to the DM's judgement. Ground cycles and explorers can travel at up to 75% of full speed on dirt tracks and cobble roads.

Seats: The number of seats that a vehicle can easily accommodate. Note that vehicles may be converted to carry more people, with ground transports and hover transports being easily adaptable into buses,

exchanging cargo capacity for up to 80 seats.

Cargo: Cargo capacity is treated as normal.

Fuel: All of the vehicles described are powered by parabatteries. These range in size from fist-sized to 1 cubic meter. The following four types are used in vehicles:

Type 1: groundcycles and hovercycles (15cm cube, 400cn)

Type 2: groundcars and hovercars (40cm cube, 600cn)

Type 3: ground transports, hover transports and explorers (70cm cube, 800cn)

Type 4: aircars and jetcopters (1m cube, 1000cn)

Manoeuvring Factor: The number of manoeuvres that a vehicle can make per round (see flying vehicle rules in *Dawn of the Emperors*).

Vehicle	Cost	Speed	Seats	Cargo (cn)	Fuel	Manoeuvring factor	AC	HP
Ground Car	5,000	120mph (600yd)	6	3,000	P2	3	1	200
Ground Transport	15,000	90mph (440yd)	3	200,000	P3	2	3	400
Ground Cycle	2,000	120mph (600yd)	2	400	P1	4	2	100
Hover Car	8,000	160mph (800yd)	6	2,000	P2	2	1	200
Hover Transport	20,000	120mph (600yd)	3	200,000	P3	1	3	400
Hover Cycle	2,000	160mph (800yd)	2	400	P1	3	2	100
Explorer	20,000	100mph (480yd)	6	40,000	P3	4	0	600
Jetcopter	40,000	300mph (1500yd)	4	1,000	P4	3	3	400
Aircar	50,000	600mph (3000yd)	4	6,000	P4	3	2	700

Ground Car: A ground car is a wheeled vehicle very like a modern car, running on battery power. They are manoeuvrable and convenient, and commonly used. A ground car can cross almost any type of terrain if it has ground clearance, but they are not as fast as hover vehicles on level ground or roads.

Ground Transport: Ground transports are heavy, wheeled trucks. They can have open or enclosed cargo areas.

Ground Cycle: Electric motorcycles. They are fast and very manoeuvrable.

Hover Car: A hovercar, often known as a skimmer or a speeder, is a car that floats on a magnetic cushion of air a foot above the ground. A pair of turbo fans propel it through the air. Hover vehicles are faster than ground vehicles, but are less manoeuvrable and limited to traveling on fairly level surfaces or calm water.

Hover Transport: A hover transport is a heavy truck version of a skimmer.

Hovercycle: Hovercycles are two-man hover motorbikes. They are easier to ride

and control than a ground cycle but less manoeuvrable.

Explorer: Heavy, four-wheel drive vans built for traveling and exploring in rugged areas. Manoeuvrable and reliable. Each wheel has its own motor, and the extra-wide tires make it very stable. Explorers are airtight and have a retractable rudder so they can cross open water, but they can be capsized by high waves.

Jetcopter: A helicopter with jet engines. At low speed they fly by means of helicopter rotors. Using the jet engines allows them to fly at high speed.

Aircar: An aircar is a vertical take-off and landing vehicle, or VerTOL. It takes off and lands like a helicopter, but flies like an airplane.

Range

All vehicles listed above can travel 1,000 miles on a fully charged parabattery before it is out of energy and must be recharged or replaced. Full charging requires access to a power generator and takes 4 hours multiplied by the battery type. For example,

to fully charge a truck battery requires 12 hours.

Operating Vehicles

Tech vehicles work almost exactly the same way as flying mounts and ships, using the rules from *Dawn of the Emperors*, with only a few differences. Firstly, if evenly spaced through the round, instead of one manoeuvre per round being free, two manoeuvres can be carried out for free, with further manoeuvres (up to the maximum permitted per round) requiring skill checks. However the initiation of a 2 or 3 manoeuvre turn in one moment always requires a skill check. This means that the speed of a vehicle may make tight turns extremely difficult, because of the motion of the vehicle between manoeuvres, perhaps necessitating slowing to turn without losing control.

Attacking vehicles is treated as if attacking buildings, with damage from weapons, physical and magical attacks handled as for stone constructions. When initially a vehicle takes 10% of its total HP damage, then for each successive 20% (therefore at 30%, 50%, 70% and 90% damage) roll on the following chart to determine the effect on driving. Roll d% and add the % vehicle hit

points lost to the roll. Note that damage is cumulative – a vehicle may take 20% followed by two 40% reductions in speed, and thus be immobilised.

When a moving vehicle is being attacked, remember that it may only be possible to

attack it for a tiny proportion of a round. It may only be within range for a melee or missile attack for a second or less, and it is important to apply rules for partial targets only available for a fraction of a round as given in the Rules Cyclopedia, potentially increasing the maximum to hit penalty

further than the -8 given therein. Targets inside a vehicle are treated as having full hard cover, unless the windows are open, at which point they are treated as having three quarters cover (unless bending down for protection).

Damage Roll	Effect	Description
11-40	Cosmetic damage	Paintwork is damaged, or bodywork dented. Perhaps the glass is cracked.
41-60	20% speed reduction	Top speed and acceleration reduced by 20%
61-80	40% speed reduction	Top speed and acceleration reduced by 40%. Smoke or sparks may also be coming out of the vehicle.
81-100	Skid	The vehicle moves at 10% of the speed planned that round, and a skill check is required to regain control. Speed is reduced by 90%.
101-120	Spin	The vehicle is spinning, and will move in a randomly determined forward direction at 10% of its speed, and finish the round stationary (or falling), facing a random direction.
121-140	Roll	The vehicle has been upended, and is rolling. It will overturn 1d6 times while moving at 10% of its former speed, causing 1d6 damage per roll to all occupants, before coming to a rest. Each roll inflicts a further 6d6 damage to the vehicle, and a flying vehicle will fall while rolling. A skill check at -4 is required to bring a falling flying vehicle back under control.
141-160	Burn	The vehicle is on fire. It continues moving as before. The vehicle takes 10d6 damage per round until the fire is extinguished, and all occupants likewise take 10d6 fire damage but can save vs. dragon breath for half damage
161-180	Burn and roll	The vehicle suffers the effects of both roll and burn (see above)
181-200	Explodes	The vehicle explodes, inflicting 20d6 damage to all within 40'. Those outside the vehicle may save vs. dragon breath for half damage, whereas those inside take full damage (no saving throw).