Vehicle Rules

Vehicles, though much rarer since the bombs fell, are still among the most powerful and useful tools at the disposal of a wastelander. Vehicles can be armored, weaponized (if not already), and otherwise customized by their owners, and have their rules for use and of course combat. Below are the rules applying to vehicles.

**SPECIAL Scores**

Vehicles only have Strength, Endurance, and Agility scores. In situations requiring the use of a different SPECIAL score (like Intelligence), treat the vehicle as though it has a score of 0. Vehicles automatically fail any rolls using a SPECIAL score other than Strength, Endurance, or Agility.

A vehicle’s Strength is determined in part by its size and weight, but also by the power of its engine. Endurance is measure of how hardy its frame, plating, and design are. And Agility is a combination of weight, engine strength, speed, and size, i.e., how nimble the vehicle is.

Vehicle SPECIAL scores are used exactly the same as for a creature or player character, unless otherwise noted.

**Hit Points**

Like creatures, vehicles have their own hit points and hit dice. These measure the overall durability of the vehicle and the state it’s in, from factory-new to flaming wreck. As a vehicle takes damage, it removes this damage taken from its current hit point total like normal. At certain thresholds, this damage can inflict status effects on the vehicle:

* Less than half its hit point maximum: Disadvantage on ability checks.
* Less than a quarter of its hit point maximum: Movement speed is halved
* 0 hit points: The vehicle is rendered inoperable, unrepairable, and has a speed of 0.

These status effects can be reversed by repairing the vehicle’s hit points to an amount above the corresponding threshold. Repairs to the vehicle require a successful Blacksmith ability check and consume 1 unit of steel per hit point restored. 1 hour of work can restore up to 10 hit points to a vehicle. With access to a workbench or similar setup, 1 hour work can restore up to 20 hit points.

**Damage Threshold**

Some vehicles are so durable they can completely ignore minor damage. A vehicle with a damage threshold ignores all damage from attack, unless that attack deals enough damage to equal the threshold or more.

For example, a car with a damage threshold of 5 ignores damage from attacks that deal 4 damage or less. Attacks that 5 damage or more apply like normal.

**Armor Class**

Most vehicles are made of metal have a natural Armor Class of 10 + their Agility modifier or Endurance modifier (whichever is higher). They can be modified to use armor that changes this value, however.

**Hardpoints**

Many vehicles also have hardpoints, which represent things like the driver’s seat/cabin, weapons, and other points of interest. These hardpoints can be targeted specifically instead of the vehicle as a whole, and as such have their own Armor Class and hit point pools. Damage to a hard point does not apply to the vehicle as a whole, but can inflict affects on it such as reducing its speed, disabling a weapon, etc. The specifics of a vehicle’s hardpoints are explained in its stat block.

**Action Points**

Vehicles do not have their own Action Points. Instead, the creatures operating the vehicle use their own AP and AP pools to perform actions involving the vehicle.

**Movement**

Movement for vehicles works the same as it does for creatures, though vehicles will have their own innate movement speed. Additionally, during a “chase” involving multiple vehicles the Overseer may rule that only movement involving turns or a change in speed cost AP, as the vehicle otherwise holds steady at a constant speed. To start the engine of a vehicle, or to stop it, costs 2 AP.

Vehicles are almost universally operated on atomic power and as such do not require fuel. However, a dead engine will require at least 2 fusion core charges to jumpstart if necessary.

**Crashing**

When a vehicle crashes into something that could damage it, such as a wall or another vehicle, they both take 1d6 ballistic damage for every 10 feet the vehicle moved since its last turn (maximum 20d6) and must succeed a Strength saving throw to avoid coming to a complete stop. If the vehicle crashes into something that likely wouldn’t damage it, only the other object/vehicle (or creature) takes the damage and makes the saving throw.

Creatures on or inside the vehicle when it crashes take half the damage the vehicle took and must succeed the same Strength saving throw to avoid being thrown from the vehicle. Creatures inside the vehicle have advantage on the saving throw.

**Opportunity and Overwatch Attacks**

Vehicles can provoke opportunity and overwatch attacks like normal, but these attacks have disadvantage against the vehicle if the attacker is not also in a vehicle.

**Creature and Cargo Capacity**

Creature capacity describes how many Medium-size creatures can ride the vehicle comfortably; for Large creatures, halve the creature capacity. More creatures can fit by squeezing or by clinging to the outside of the vehicle.

Cargo capacity specifies how much cargo the vehicle can carry. For every creature under the creature capacity limit of a vehicle, that vehicle has room for an additional 50 lbs. of cargo capacity. For example, a Corvega Blitz (creature capacity of 5) with only a driver would have an additional 4 x 50 = 200 lbs. of cargo capacity available to it.