DICEFORGE STUDIOS

Vehicle Forge Companion Guide

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A complete vehicle construction toolkit for Savage Worlds.
Build anything from a bicycle to a battleship in minutes.

Contents

1. Getting Started

Vehicle Forge is a free, browser-based construction tool for building vehicles compatible with Savage Worlds. It runs entirely in your browser — no installation, no account, no subscription. Open the URL and start building.

The tool is designed around Savage Worlds' *Fast! Furious! Fun!* philosophy. Six sliders control the core statistics. Weapons snap into mount points. Modifications add capability. Special Abilities define quirks and character. The stat block generates automatically in real time as you make changes. A vehicle that would take thirty minutes to build from reference tables takes three minutes in the Forge.

What You Need

A modern web browser (Chrome, Firefox, Safari, Edge) and the Savage Worlds core rules. The Forge builds vehicles compatible with the system but does not reproduce its rules. That's it.

First Launch

The tool ships with 47 reference vehicles from the Savage Worlds core rulebook, pre-loaded into the Vehicle Hangar as DF Canon builds. These are locked — you can't modify them, but you can clone any of them to create your own variant. They serve as benchmarks: if you're building a WWII medium tank and want to sanity-check your numbers, load the M4 Sherman and compare.

2. The Interface

The screen is divided into three areas. The **left sidebar** contains the vehicle identity fields (name, description, notes, image), the locomotion grid, the six stat sliders, the statistics panel, and the Vehicle Hangar. The **centre area** holds four tabs: Modifications, Weapons, Special, and Stat Block. The **header bar** runs across the top with export buttons, undo/redo, save, and settings.

The Four Tabs

Modifications shows available mods on the left and your installed mods on the right. Drag a mod from the catalogue into the bay, or click to add. Mods are grouped by category: Drawbacks, Core Systems, Defensive Systems, Offensive Systems, Locomotion & Power, Personnel, Structural, and Walker Systems.

Weapons shows the full weapon catalogue filtered by technology era. Seven eras are available: Ancient, Medieval, Black Powder, Industrial, Modern, Future, and Advanced. Click an era tab to filter. Drag weapons into the bay or click to add. Each weapon is installed in a mount type (Pintle, Fixed, or Turret) which you can cycle by clicking the mount badge.

Special lists 33 special abilities that define a vehicle's character — things like Amphibious, Four Wheel Drive, Open Top, Sealed, Ram Plate, Temperamental, Cursed, or Haunted. Toggle them on and off. They appear in the stat block output and don't consume mod slots.

Stat Block shows the live output of your current build. The stat block updates in real time as you make changes. It includes the vehicle's Class rating, all statistics, installed weapons with mount types, modifications, special abilities, crew, cost, and notes. Export buttons at the bottom let you copy, export, or print directly from this tab.

Vehicle Identity

The **Name** field at the top of the sidebar gives your vehicle its identity. Below that, **Description** is a short summary that appears in the stat block, and **Notes** is a longer field for tactical notes, backstory, or GM reminders. You can also add an **image** by clicking the image area or dragging and dropping a file — it's stored with the vehicle in the Hangar and appears in the stat block output.

3. The Six Sliders

Every vehicle in the Forge is defined by six core statistics, each controlled by a slider. The sliders set *relative* values within the vehicle's size class — a "standard" Toughness for a Size 8 tank is very different from "standard" for a Size 2 motorcycle.

Slider	Range	Effect
Size	1–30	Physical scale. Determines base Toughness, Crew, Wounds, Mod Slots, and cost. Changing Size resets weapons and m
Toughness	−5 to +5	Relative toughness adjustment within size class. Each step adds or subtracts a value that scales with Size.
Armour	−5 to +5	Armour bonus. The step size scales with Size and locomotion group. +4 or higher may grant Heavy Armor.
Speed	−5 to +5	Top Speed adjustment. Affects chase positioning and pursuit scenes.
Handling	−5 to +5	Manoeuvrability. Applied to Driving, Piloting, or Boating rolls.
Wounds	−3 to +2	Wound capacity adjustment. More wounds means harder to destroy.

The descriptive labels beside each slider ("Sturdy," "Reinforced," "Very Slow," "Clumsy") are flavour text to help you calibrate your design intent. They have no mechanical effect beyond the stat adjustment.

Vehicle Frames

Size determines the vehicle's frame category, which sets base statistics. The chassis formula is **Toughness = 5 + Size**, and mod slots scale as **Mod Slots = Size × 2.5** (rounded down, minimum 3).

Category	Size	Base Handling	Wounds	Base Crew	Mod Slots
Light	1–3	+1	3	1	3
Medium	4–7	0	4	1	5–17
Heavy	8–11	−1	5	5	20–27
Super-Heavy	12–20	−2	6	20	30–50
Capital	21–25	−3	7	100	62–77
Titan	26+	−4	8	500	65+

Tip: Changing Size resets all installed weapons and modifications because the available mod slots change. Plan your frame size first, then add weapons and mods.

4. Locomotion

The locomotion grid sets your vehicle's movement type. Each locomotion type has a base Speed rating that the Speed slider adjusts up or down. The locomotion type also affects which skill is used to operate the vehicle (Driving, Piloting, or Boating) and certain combat rules.

Type	Group	Base Speed	Skill	Notes
Wheeled	Ground	4	Driving	Standard wheels. Road Vehicle mod available.
Tracked	Ground	3	Driving	Ignores Difficult Ground.
Hover	Ground	5	Driving	Ignores low obstacles and water.
Aircraft, VTOL	Air	7	Piloting	Helicopters, tilt-rotors, jump jets.
Aircraft, Turboprop	Air	10	Piloting	Prop-driven fixed-wing aircraft.
Aircraft, Jet	Air	12	Piloting	Jet-powered fighters and bombers.
Water, Sail	Water	2	Boating	Wind-powered vessels.
Water, Propeller	Water	3	Boating	Motor-driven boats and ships.

Type	Group	Base Speed	Skill	Notes
Water, Jet	Water	4	Boating	High-speed jet-driven craft.
Legs (Bipedal)	Walker	6	Piloting	Two-legged mechs and walkers.
Legs (Multileg)	Walker	5	Piloting	Four or more legs. Spiders, quadrupeds.

Walkers

Bipedal and Multileg walkers unlock the **Walker Systems** modification category, giving access to Jump Jets and Dual Cockpit. Walkers also automatically gain Heavy Armor regardless of Size, reflecting their armoured construction. The Stat Block output includes walker-specific information.

5. Weapons

The Forge includes **111 weapons** across seven technology eras: Ancient (8), Medieval (8), Black Powder (8), Industrial (11), Modern (14), Future (40), and Advanced (22). Each weapon has a minimum Size requirement — you can't mount a Super Heavy Cannon on a motorcycle.

Technology Eras

Click the era tabs above the weapon catalogue to filter by period. **Ancient** covers scorpions, onagers, Greek fire siphons, and ram plates. **Medieval** adds trebuchets, catapults, and boiling oil. **Black Powder** brings cannons from swivel guns to heavy naval guns, plus carronades and mortars. **Industrial** covers the World Wars — heavy machine guns, tank guns, torpedoes, and bomb bays. **Modern** includes ATGMs, SAMs, CIWS systems, and cruise missiles. **Future** is the largest era with lasers, plasma torpedoes, ion cannons, mass drivers, and missile systems. **Advanced** pushes into super-heavy weaponry — railguns, particle beams, mega lasers, and gravity cannons.

Weapon Mounts

Every weapon is installed in one of three mount types. The mount affects the weapon's arc of fire and its mod slot cost.

Mount	Mod Slot Cost	Notes
Pintle	Base cost	Crew-operated, exposed gunner. 180° arc. Default mount.
Fixed Front	Half base cost (rounded up)	Cheapest option. Forward arc only. Pilot-aimed.
Turret	Double base cost	Full 360° rotation. Most expensive but most flexible.

Click the coloured mount badge on any installed weapon to cycle between Pintle → Fixed → Turret. Watch your mod slot budget — switching from Fixed to Turret quadruples the cost.

Linked Weapons

Click the link icon on an installed weapon to cycle through linking options: **Single** (no link, standard), **Linked ×2** (paired weapons, +1 damage die, double mod cost), and **Linked ×4** (quad weapons, +2 damage dice, quadruple mod cost). Linking simulates mounting multiple identical weapons that fire together.

Custom Weapons

The **Add Custom Weapon** button at the bottom of the weapon catalogue lets you define entirely new weapons with your own damage, AP, range, RoF, minimum Size, mod cost, and notes. Custom weapons are stored in your browser alongside your saved vehicles and appear in the weapon catalogue for all future builds.

Tip: Custom weapons are ideal for setting-specific armaments — enchanted ballistae for a fantasy campaign, weird science devices for Deadlands, or prototype energy weapons for a sci-fi homebrew.

6. Modifications

Modifications consume mod slots and add capability to your vehicle. The Forge includes **41 modifications** across eight categories. Some can be taken multiple times (stacking up to their maximum), while others are one-off installations.

Drawbacks

Drawbacks are modifications with *negative* mod costs — they *free up* slots by imposing limitations. **Unmanned** (−2 slots) removes the crew entirely. **Open Crew** (−1 per tier, max 3) exposes occupants. **Temperamental** (−2 per tier, max 2) makes the vehicle unreliable. **Skeleton Crew** (−1) reduces manning. **Bone Shaker** (−1) makes it uncomfortable. **Death Trap** (−1) reduces crew survivability. **Gas-Guzzler** (−1) burns fuel fast. **Low-Tech** (−2) limits available systems.

> *Tip: Drawbacks are how you build vehicles that feel authentic to their era. A WWII half-track with Open Crew and Bone Shaker plays very differently from a modern IFV — and costs fewer mod slots, leaving room for weapons.*

Core Systems

Machine Intelligence (2 slots, max 3) adds autonomous capability. **Enhanced Sensors** (1 slot) improves detection. **Tactical Relay** (2 slots) links to friendly vehicles. **Signal Rig** (1 slot, max 2) boosts communications. **Remote Operator** (1 slot) enables remote piloting. **Detection Grid** (1 slot) provides area awareness. **Sensor Array** (4 slots) is the heavy-duty detection suite.

Defensive Systems

Sloped Armour (3 slots) improves effective protection. **Countermeasure Suite** (1 slot) deploys decoys. **Surge Protection** (2 slots) hardens against EMP. **Crew Escape** (2 slots) adds ejection capability. **Nanorepair System** (3 slots, max 2) provides self-healing. **Deflection Field** (3 slots) projects an energy barrier. **Stealth System** (half Size in slots) reduces detection signature.

Offensive, Locomotion, Personnel, Structural, and Walker Systems

Gimballed Weapons (1 slot) and **Fire Control** (2 slots) improve offensive accuracy. **Amphibious Kit** (2 slots) lets ground vehicles cross water. **Boost Injector** (1 slot, max 4) provides speed bursts. **Variable Form** (3 slots) allows the vehicle to transform between locomotion modes. **Fusion Core** (4 slots) provides unlimited power. **Berths**, **Troop Bay**, and **Comfort Upgrade** (tiered, 2–4 slots) manage personnel. **Vehicle Bay** (4 slots) carries smaller vehicles. **Jump Jets** (1 slot, walkers only) enables short jumps. **Dual Cockpit** (−1 slot, walkers only) adds a second pilot station. **Compact Engineering** (−1 slot, max 3) squeezes more capability into less space.

7. Special Abilities

The Special tab lists 33 abilities that define a vehicle's character without consuming mod slots. These are toggle switches — click to add, click again to remove. They appear in the stat block output and serve as narrative and mechanical tags for the GM.

Mobility: Amphibious, Four Wheel Drive, All-Terrain, STOL, Unpowered, Shallow Draft, Deep Draft. **Construction:** Open Top, Enclosed, Cramped, Spacious, Sealed, Pressurised, Fireproof, Waterproof. **Combat:** Ram Plate, Ejection System, Smoke Screen, Flares/Chaff. **Utility:** Cargo Bay, Long Range, Short Range,

Towing Capacity, Night Operations. **Quirks:** Stealth, Loud, Temperamental, Famous/Infamous, Cursed, Haunted, Sentient, Unreliable System, Prototype.

> *Tip: The quirk abilities — Cursed, Haunted, Sentient, Prototype — are designed for the Dread & Ruin supplement but work beautifully in any setting where vehicles have personality. A Haunted galleon or a Sentient starship creates instant story hooks.*

8. The Class System

The DiceForge Class system provides an at-a-glance combat rating using the same A–Z scale for both vehicles and weapons. A vehicle's Class is derived from its total Toughness (base plus Armour). A weapon's Class is derived from its average damage plus Armour Piercing. Because both use the same scale, a Game Master can compare them instantly to assess combat viability.

Class	Value	SFC	Examples
A	0–15	I	Motorcycle, car, light boat
B	16–25	II	APC, WWII medium tank, fighter aircraft
C	26–35	III	Modern MBT, heavy tank, corvette
D	36–45	IV	Frigate, destroyer, armoured cruiser
E	46–55	V	Battleship, titan, dreadnought
F	56–65	VI	Star base, mega-titan
G	66–75	VII	Orbital platform, super-dreadnought
H+	76+	—	Space stations, colony ships, and beyond

The +/− Modifier

Each class band is subdivided with +/− modifiers to show position within the range. C+ sits at the top of Class C, almost breaking into D. C− is barely into C territory and vulnerable to strong B-class weapons. Plain C indicates a solid middle position.

Quick Strike Guide

Matchup	Result	Meaning
Same class	EFFECTIVE	Fair fight. Standard damage rules.
One below	OUTMATCHED	Hard going. Need lucky shots.
Two below	DESPERATE	Near hopeless. Only crits matter.
Three+ below	NO EFFECT	Find a bigger gun.
One above	DOMINANT	Clear advantage.
Two+ above	OVERKILL	Target is outclassed entirely.

9. The Vehicle Hangar

The Vehicle Hangar lives in the lower-left sidebar. It's where all your vehicles are stored — both the professionally-built DF Canon reference vehicles and your own custom creations.

Three Tabs

All shows every vehicle in your Hangar. **DF Canon** shows only reference vehicles from the Savage Worlds core rules (or installed from expansion packs). **My Vehicles** shows only vehicles you've built or cloned. The search bar filters across all visible vehicles by name, description, or locomotion type.

DF Canon vs My Vehicles

Canon vehicles are marked with a gold border, a lock icon, and a gold DF badge. They cannot be modified, overwritten, or deleted. They represent tested, balanced stat blocks. To create a variant, click the green **Clone** button — this copies the vehicle to My Vehicles where it becomes fully editable. The original canon vehicle remains untouched.

Your own vehicles are marked with a green border and a **MINE** badge. They can be freely edited, renamed, duplicated, and deleted. Click any saved vehicle to load it into the editor.

Saving

Click **Save** in the header bar (or the save button below the stat block) to save the current build to the Hangar. If you're editing an existing vehicle, it overwrites. If the name is new, it creates a new entry. The **Duplicate** button creates a copy with "(copy)" appended to the name — useful for building variants without losing the original.

10. Export Formats

Vehicle Forge exports to three formats from a single source of truth. Build once, export everywhere.

Format	Purpose	Compatible With
JSON (.json)	Vehicle Forge native format. Backup, batch import/export, sharing between users.	Vehicle Forge
Stat Block (.txt)	Pinnacle-format plain text. The universal format every GM recognises.	Foundry VTT, Roll20, index cards, any VTT
FG XML (.xml)	Fantasy Grounds Unity db.xml fragments for direct import.	Fantasy Grounds Unity

The Pinnacle text stat block is the *lingua franca* of Savage Worlds. Every GM recognises the format. Every VTT importer can parse it. When in doubt, export as text — it works everywhere.

Batch Operations

Batch Export exports every vehicle in your Hangar as a single JSON file. **Print All** generates printable stat block cards for every saved vehicle in a new browser window — print them on index cards or A4 sheets for table reference.

11. Extension Packs (.vfx)

Extension packs are .vfx files that add new content to the Forge: weapons, modifications, special abilities, and pre-built vehicles. Install them via the ■ **Extensions** button in the header bar. Uninstalling a pack removes all its content cleanly.

Each .vfx pack may contain any combination of new weapons (which appear in the weapon catalogue tagged with the pack name), new modifications for the mod bay, new special abilities, and pre-built vehicles that appear as DF Canon entries in the Vehicle Hangar. Weapons and modifications from extension packs are always tagged so you know where they came from.

> *Tip: Extension packs are how the Vehicle Forge grows over time. Theatre supplements like Blood & Thunder (ships and the sea) and Iron & Steel (armoured ground war) deliver new rules content alongside .vfx extensions that add their unique weapons, mods, and vehicles directly into your Forge.*

12. Settings and Accessibility

Click the ■ **Settings** gear icon in the header to access display and audio options.

Text Brightness adjusts the overall text contrast from dim (60%) to bright (140%). Useful for different lighting conditions or screen types. **Text Size** scales all text up or down for readability. **Audio** toggles the subtle UI sound effects (clicks, clunks, and snaps as you add and remove items). **Reset Display** returns all settings to defaults.

The tool also shows your currently installed extension count and provides a **Clear All Data** button that wipes your entire Hangar, extensions, and settings — use with caution.

13. Building Vehicles: Two Walkthroughs

The best way to learn the Forge is to build something. Here are two complete walkthroughs — a WWII tank and a science fiction patrol corvette — that demonstrate every major feature.

Walkthrough 1: M4 Sherman (WWII Medium Tank)

The concept. The workhorse of the Allied armoured forces. Reliable, available in vast numbers, outgunned by later German designs but good enough to win the war through sheer volume. We want a solid Size 7 tracked vehicle with decent armour, a medium tank gun, and a commander's machine gun.

Step 1: Identity

Type **M4 Sherman** in the Name field. In Description, enter "The workhorse of the Allied armoured forces." In Notes: "Crew: Commander, gunner, loader, driver, bow gunner. Produced 1942–1945, approximately 49,000 built."

Step 2: Frame

Select **Tracked** locomotion (base Speed 3, ignores Difficult Ground). Set **Size to 7**. This gives us a Medium frame: base Toughness 12 (5+7), base Handling 0, 4 Wounds, and 17 Mod Slots (7 × 2.5 = 17).

Step 3: Sliders

Toughness: **0** (Standard). The Sherman wasn't notably tough for its class. Armour: **+1** (decent for its era — frontally adequate, sides vulnerable). Speed: **0** (Standard — 32 mph road speed, nothing special). Handling: **−1** (not nimble — it's a 33-ton tracked vehicle). Wounds: **0** (Standard — 4 Wounds).

Step 4: Weapons

Switch to the **Weapons** tab. Click the **Industrial** era filter. Find **Medium Tank Gun** (4d10, AP 10, Range 75/150/300) and click to add. It arrives as Pintle by default — click the mount badge to cycle to **Turret**. That's 6 mod slots (base 3, doubled for turret). Now find **Heavy Machine Gun** (2d8, AP 2, Range 30/60/120, RoF 3). Add it and leave it as **Pintle** — the commander's .50 cal. That's 1 mod slot.

Step 5: Special Abilities

Switch to the **Special** tab. Toggle on **Enclosed** (it's a tank, not an open-top vehicle) and **Smoke Screen** (Shermans carried smoke dispensers).

Step 6: Review

Switch to the **Stat Block** tab. You should see something like:

```
M4 SHERMAN
The workhorse of the Allied armoured forces.
```

```
Class B+ (II) — Size 7 (Medium), Tracked, Handling -1, Top Speed 3
Toughness: ~21 (Armour ~8), Wounds: 4, Crew: 1, Mod Slots: 10/17
Weapons: Medium Tank Gun (Turret), Heavy Machine Gun (Pintle)
Special: Enclosed, Smoke Screen
Notes: Crew: Commander, gunner, loader, driver, bow gunner. Produced 1942-1945.
```

Note: exact stat values depend on the current version's scaling formulae. The numbers above are representative — load the M4 Sherman from the DF Canon Hangar to see the canonical values.

Step 7: Save and Export

Click **Save**. Your Sherman appears in the Hangar under My Vehicles with a green border. Click **Stat Block** to download a Pinnacle-format .txt file. Click **FG XML** for Fantasy Grounds. Click **Export .json** for backup or sharing.

> *Tip: Compare your build to the DF Canon M4 Sherman. Load the canon version, note the numbers, then load yours. Where they differ, ask yourself: is my version telling a different story about the same vehicle, or have I missed something?*

Walkthrough 2: ISS Resolute (Patrol Corvette)

The concept. A fast, lightly-armoured patrol corvette for a science fiction campaign. Quick enough to chase down smugglers, armed enough to threaten them, too small to stand up to a proper warship. Think the Rocinante from *The Expanse* or a Star Wars corvette — something that punches above its weight through speed and crew quality.

Step 1: Identity

Name: **ISS Resolute**. Description: "Fast patrol corvette. Built for speed, not slugfests." Notes: "Interstellar Security Service. Crew of 8. Assigned to Sector 7 anti-piracy patrol."

Step 2: Frame

Select **Aircraft, Jet** locomotion (base Speed 12 — we'll re-skin this as a spaceship; the Speed value represents relative thrust). Set **Size to 10**. This gives us a Heavy frame: base Toughness 15 (5+10), base Handling −1, 5 Wounds, and 25 Mod Slots.

Step 3: Sliders

Toughness: −**1** (Below average — it's built for speed, not durability). Armour: **+1** (some protection, but not a battleship). Speed: **+2** (this is a *fast* corvette — its defining characteristic). Handling: **+1** (nimble for its size — compensates for the Heavy frame's −1 base). Wounds: **0** (Standard).

Step 4: Weapons

Switch to the **Weapons** tab. Click **Future** era. Add a **Medium Laser** (3d10, AP 20, Range 150/300/600) in a **Turret** mount — the main gun. That's 6 mod slots. Add a **Gatling Laser** (3d6+4, AP 4, Range 50/100/200, RoF 4) in a **Turret** mount — the point-defence weapon. That's 2 mod slots. Add **Light Missiles (×8)** (6d6, AP 16) in a **Fixed** mount for the anti-ship punch. That's 0 mod slots (missiles are self-contained).

Step 5: Modifications

Switch to **Modifications**. Add **Enhanced Sensors** (1 slot) — essential for patrol work. **Fire Control** (2 slots) — compensates for the single main gun. **Countermeasure Suite** (1 slot) — keeps you alive when the shooting starts. **Environmental Seal** (2 slots) — it's a spaceship. **Boost Injector** (1 slot) — one burst of emergency speed for pursuits.

Step 6: Special Abilities

Toggle on **Sealed**, **Pressurised**, **Enclosed**, and **Long Range**.

Step 7: Review

```
ISS RESOLUTE
Fast patrol corvette. Built for speed, not slugfests.
Class C (III) — Size 10 (Heavy), Jet, Handling 0, Top Speed 14
Toughness: ~22 (Armour ~6), Wounds: 5, Crew: 5, Mod Slots: 15/25
Weapons: Medium Laser (Turret), Gatling Laser (Turret), Light Missiles ×8 (Fixed Front)
Mods: Enhanced Sensors, Fire Control, Countermeasure Suite, Environmental Seal, Boost
Injector
Special: Sealed, Pressurised, Enclosed, Long Range
Notes: ISS Sector 7 anti-piracy patrol. Crew of 8.
```

The Resolute is a Class C vessel — respectable, but a Class D frigate would outgun it handily. Its strength is that +2 Speed and +1 Handling — it catches what it chases and escapes what it can't fight.

Step 8: Save, Export, and Print

Save it. Export the Pinnacle stat block for your VTT. Then click **Print All** to generate index cards of every vehicle in your Hangar — lay them out on the table and your players can see exactly what they're up against.

14. Tips and Tricks

Build from concept, not numbers

Start with a sentence: "Fast light tank, undergunned but nimble." That tells you Size 5–6, Speed +1 or +2, Handling +1, modest weaponry. The numbers follow the fiction. If you start from the numbers and try to retcon a concept onto them, the vehicle will feel hollow at the table.

Use the DF Canon builds as benchmarks

The 47 reference vehicles aren't just examples — they're calibrated to match the Savage Worlds core rulebook. If your custom M1A1 Abrams has lower Toughness than the canon version, that's a design choice you should be able to explain. "This one's been in the field for six months without maintenance" is a good reason. "I didn't check" isn't.

Drawbacks make better vehicles

A WWII jeep with Open Crew and Bone Shaker has 2 extra mod slots to spend on weapons or equipment. Those drawbacks also make it *feel* like a jeep at the table — exposed, uncomfortable, but mobile and armed. Drawbacks are a feature, not a penalty.

Mount types matter more than you think

A Heavy Tank Gun in a Fixed mount costs half the mod slots of a Turret mount. That's a huge saving. But Fixed means the pilot aims the weapon, and it only fires forward. For a fighter aircraft, that's fine — the whole plane points at the target. For a ship, it's terrible. Match the mount to the platform.

Clone, don't rebuild

Want three variants of a tank — standard, command, and AA? Build the standard version, save it. Then use **Duplicate** twice. Load each copy and adjust: swap the main gun for a radar suite on the command variant, replace it with twin autocannons for the AA variant. You've built three vehicles in the time it takes to build one.

Undo is your friend

Every change is undoable. Changed Size and lost all your weapons? **Undo** restores everything. Experimented with a turret mount and blew your mod budget? Undo. The undo stack is deep — use it freely. Redo is there too if you change your mind about changing your mind.

Batch Export for campaign prep

Build all the vehicles for a session — the party's transport, the enemy convoy, the boss's flagship — then hit **Batch Export** to save them all as one JSON file. Email it to your co-GM. Or hit **Print All** to generate table-ready reference cards for every vehicle in the encounter.

Appendix A: SFC Compatibility

The DiceForge Class system is fully compatible with the Science Fiction Companion's Heavy Metal setting rule. Classes A through G map directly to SFC Classes I through VII using the same mathematical formula: average damage plus AP for weapons, total Toughness for vehicles.

DiceForge	SFC Equivalent
A	I
B	II
C	III
D	IV
E	V
F	VI
G	VII
H+	— (beyond SFC)

GMs using the SFC Heavy Metal rules can apply them directly to any Vehicle Forge stat block without conversion. The parenthetical roman numeral shown in every stat block — for example, *Class C+ (III)* — is the SFC equivalent provided for convenience.

DiceForge classes beyond G represent vehicles and weapons that exceed the SFC's Class VII ceiling. The system scales to Z (and theoretically beyond), accommodating everything from orbital battle stations to generation ships.

Appendix B: Keyboard Shortcuts

Action	Access	Notes
Undo	Undo button (header bar)	Reverses last change. Deep stack.
Redo	Redo button (header bar)	Restores undone change.
Save	Save button (header bar)	Saves current vehicle to Hangar.

The Forge is primarily mouse-driven. All sliders support click-and-drag. The +/− buttons beside each slider provide fine control. Mount types cycle on click. Weapons and mods can be dragged from the catalogue or clicked to add.

Appendix C: Licence and Credits

Pinnacle Fan Licence

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Up the Irons.