# Vehicle Forge Companion Guide

*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 the Savage Worlds roleplaying game. 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. 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). The Savage Worlds core rules — the Forge builds vehicles compatible with the system but does not reproduce its rules. That's it.

## The Interface

The screen is divided into three columns. 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 right area shows the live stat block output with export buttons.

## 2. 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 | 1–20 | Physical scale. Determines base Toughness, Crew, Wounds, Mod slots, and cost. |
| Tough | -5 to +5 | Relative toughness adjustment within size class. |
| Armour | -5 to +5 | Armour bonus. +4 or higher grants Heavy Armor. |
| Speed | -5 to +5 | Top Speed adjustment. Affects chase positioning. |
| Handling | -5 to +5 | Manoeuvrability. Applied to Driving/Piloting/Boating rolls. |
| Wounds | -5 to +5 | Wound capacity adjustment. More wounds = 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.

# 3. Weapons and Modifications

## Weapons

The Forge includes 71 weapons across seven technology eras: Ancient, Black Powder, Industrial, Modern, Future, Advanced, and Stun. Each weapon has a minimum size requirement — you can't mount a Super Heavy Cannon on a motorcycle.

Weapons are installed in one of three mount types: Fixed Front (cheapest, fires in a forward arc only), Turret (full 360-degree rotation, costs more mod slots), or Pintle (crew-operated, exposed gunner). Weapons can be Linked in pairs or quads for increased damage at the cost of additional mod slots.

## Modifications

Modifications consume mod slots and add capability: Smoke Screen, Targeting System, Shields, Fusion Core, Amphibious, Submersible, Ejection Seats, and many more. Each vehicle's available mod slots are determined by its Size. Larger vehicles have more room for systems. Some modifications can be taken multiple times (stacking armour, for instance), while others are one-off installations.

## Custom Weapons

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

# 4. The Class System

The DiceForge Class system uses 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 its Armour Piercing value. Because both use the same scale, a Game Master can compare them at a glance 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. The plain letter (C) indicates a solid middle position.

## Quick Strike Guide

When a weapon's class matches a vehicle's class, it's an effective engagement — standard Savage Worlds damage rules apply. One class below is outmatched but not hopeless. Two below is desperate. Three or more below is wasted ammunition. One class above is dominant. Two or more above is overkill. The class tells you what you can hurt, not what you're supposed to fight.

| 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. |

# 5. The Vehicle Hangar

The Vehicle Hangar is where all your vehicles live — both the professionally-built DF Canon vehicles from expansion packs and your own custom creations.

## Three Tabs

**All** shows every vehicle in your Hangar. **DF Canon** shows only vehicles installed from official DiceForge expansion packs. **My Vehicles** shows only vehicles you've built or cloned yourself. The search bar filters across all visible vehicles by name, description, pack, 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 released by DiceForge Studios. 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, and deleted. Vehicles are grouped by their source pack (for canon) or under "My Vehicles" (for custom builds). Groups are collapsible.

# 6. 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. Batch import/export, backup. | Vehicle Forge |
| Stat Block (.txt) | Pinnacle-format plain text. Universal. | Foundry VTT, Roll20, index cards, any VTT |
| FG XML (.xml) | Fantasy Grounds Unity db.xml fragments. | Fantasy Grounds Unity |

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

# 7. 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 Vehicle Hangar. Uninstalling a pack removes all its content cleanly.

Each .vfx pack may contain any combination of: new weapons that appear in the weapon catalogue, 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 tagged with the pack name so you always know where they came from.

# 8. Building Vehicles: A Walkthrough

Let's build a WWII Sherman tank from scratch.

1. **Name it.** Type "M4 Sherman" in the Name field. Add a description: "The workhorse of the Allied armoured forces."

2. **Set the frame.** Select Tracked locomotion. Set Size to 7 (medium tank, ~32 tons).

3. **Adjust the sliders.** Toughness: Standard (0). Armour: +1 (decent for its era but not exceptional). Speed: Standard (0). Handling: -1 (not nimble). Wounds: Standard (0).

4. **Add weapons.** Switch to the Weapons tab. Find the Medium Cannon in the Modern era. Install it in a Turret mount. Add a Heavy Machine Gun on a Pintle mount for the commander.

5. **Add modifications.** Switch to Modifications. Add Smoke Screen (2 charges). Check your remaining mod slots.

6. **Review the stat block.** Switch to the Stat Block tab. You should see something like: Class C (III) — Size 7, Tracked, Handling -1, Toughness in the high 20s. Does it feel right? Adjust if needed.

7. **Save it.** Click Save. Your Sherman now lives in the Vehicle Hangar under My Vehicles.

8. **Export it.** Click Stat Block .txt to generate a Pinnacle-format stat block. Click FG XML for Fantasy Grounds. Click Export .json for backup or sharing.

The entire process takes three to five minutes. Building the same vehicle from reference tables would take twenty to thirty.

# 9. 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 Armour Piercing 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. The SFC was designed for one book's worth of vehicles. The DiceForge system was designed for all of them.

# Appendix A: Product Catalogue

The Vehicle Forge content ecosystem includes the following product types. Visit diceforgestudios.pages.dev for the current catalogue.

| Product | Price | Contents |
| --- | --- | --- |
| Vehicle Forge Tool | FREE | Complete construction system, 64 reference builds |
| Vehicle Packs | $2.99 | 10 DF Canon vehicles per pack, .vfx format |
| One-Sheet Adventures | $1.99 | 4–6 page adventures using pack vehicles |
| NPC Crew Packs | $1.99 | 6–8 named NPCs with stat blocks |
| Theatre Supplements | $5.99–$7.99 | Deep-dive rules, weapons, adventures |
| Genre Collections | $9.99–$49.99 | Bundled sets at 25–35% discount |

# Appendix B: Keyboard Shortcuts

| Key | Action |
| --- | --- |
| Ctrl+Z | Undo last change |
| Ctrl+Y | Redo |
| Ctrl+S | Save current vehicle |

# Appendix C: Licence and Credits

## Pinnacle Fan Licence

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

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*Up the Irons.*