

Road Rules of Gamma Terra

Vehicles in D&D Gamma World

By Caoimhe Ora Snow <caويمhe.snow@gmail.com>

The *D&D Gamma World* rulebook and the *Famine in Far-Go* expansion both allow you to roll up vehicles as part of your starting gear – but no rules are provided on how to actually use them in the game, apart from a few brief details on their overland speeds and gas mileage.

So, then, here are house rules for vehicles in *D&D Gamma World*, along with stats for several different types of vehicles for your games.

Note that cars, motorcycles, and other Ancient technology vehicles have a combat speed that is lower than their overland speed. This is intentional and meant to represent the speeds at which meaningful fights can take place. In actuality, a sportscar traveling at 75 miles per hour would move approximately 150 squares in one round.

Vehicle Rules

This is a summary of vehicle rules for *D&D Gamma World*, adapted from the *Dungeons & Dragons* vehicles rules presented in the *Adventurer's Vault* book.

- ◆ A vehicle takes up space (e.g. 2x2, 1x3, 4x10) and **can't squeeze**.
- ◆ A vehicle has a **heading** and can move in that direction only without turning. Place a marker in front of the vehicle to indicate which direction it is facing.
- ◆ A vehicle doesn't have a Will defense but has all other **defenses**.
- ◆ A vehicle is controlled by a creature – the **pilot or driver** – and acts on that creature's initiative.
- ◆ Giving up **control** of a vehicle is a free action, as is assuming control of the vehicle as well, but the new pilot or driver can't take any other action with the vehicle during that turn except taking over control.
- ◆ If there is no one controlling a vehicle, it moves **out of control** as described in its entry, at an initiative value of one lower than the lowest initiative in the combat.
- ◆ A vehicle can only be subjected to the following **conditions**: *immobilized*, *prone* (which doesn't knock it prone but does 1d10 damage and slows it until the end of the next round), *restrained*,

and *slowed*.

- ◆ A vehicle's movement doesn't provoke **opportunity attacks** against the vehicle or anyone riding in or on it.
- ◆ **Terrain** affects vehicles the same way it affects creatures. Use the driver's or pilot's skill for challenging terrain.
- ◆ A vehicle ending its turn has a **velocity** equal to how many squares it moved in that turn. This velocity lasts until the end of its next turn.
- ◆ A vehicle that **collides** with another vehicle, creature, or object does 1d10 damage per square of velocity to itself, the creatures pulling it, and whatever it hits. Creatures on board the vehicle take half damage.
- ◆ Vehicles can move **overland** for about 10 hours per day, at a rate in miles per hour equal to half of their speed.

To control a vehicle, use the **drive**, **turn**, and **stop** actions.

- ◆ **Drive**: move action; the vehicle moves up to its speed in the direction of its heading marker. It can move forward or diagonally forward only.
- ◆ **Turn**: move action; the vehicle moves half its speed in the direction of its heading marker. It can move forward or diagonally forward. At any time during the move, move the heading marker to either side of the vehicle, so it makes a 90 degree turn. Reorient the vehicle's miniature or counter at the end of the move.
- ◆ **Stop**: move action; the vehicle moves a number of squares equal to its velocity and then stops. Its velocity is 0 until it moves again; its heading doesn't change while stopped.



Gamma Terra Vehicles

Here are the stats for some common vehicles you might encounter in a D&D Gamma World campaign.

Bicycle

Medium vehicle

HP 20 **Space** 1 square by 1 square

AC 4; **Fortitude** 6, **Reflex** 6

Speed rider + 2

Driver

The driver of the bicycle must use at least one hand to control the bike, or else it goes out of control. The driver uses the Athletics skill to control the bicycle.

Load

One Medium creature; 25 pounds of cargo.

Out of Control

An out-of-control bicycle comes to a stop at the beginning of its turn, and ejects the driver into an adjacent square. The driver falls prone and takes 1d10 damage for every 2 squares of velocity. If a bicycle collides, the driver takes full damage, not half damage.

Big-rig Truck

Gargantuan vehicle

HP 200 **Space** 2 squares by 8 squares

AC 8; **Fortitude** 22, **Reflex** 2

Speed 10

Driver

The driver of the truck sits in the cab and uses one hand and one foot to drive the truck, or else it goes out of control. The driver uses the Mechanics skill to control the truck.

Load

Four Medium creatures in the cab; 25 tons of cargo.

Out of Control

An out-of-control big-rig moves forward at half its velocity.

Cover

A big-rig truck provides partial cover to its driver and passengers in the cab.

Canoe

Large vehicle

HP 50

Space 1 square by 3 squares

AC 2; **Fortitude** 10, **Reflex** 5

Speed 6

Pilot

The person steering the canoe sits at the front, and uses both hands on an oar or else the canoe goes out of control. The pilot uses the Athletics skill to control the canoe.

Crew

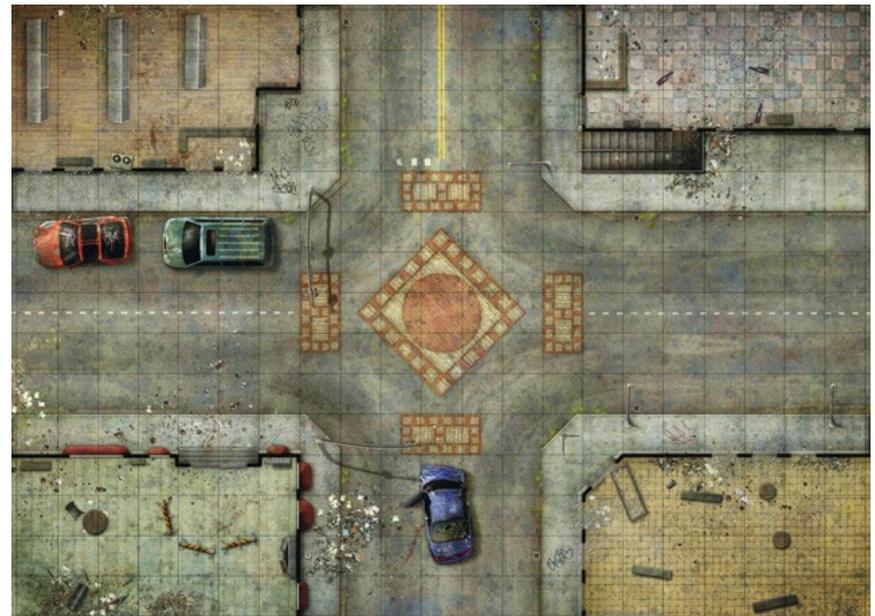
In addition to the pilot, two additional people can assist with paddling the canoe. For each crew member who uses a standard action to help paddle the canoe, the canoe gets +1 on speed until the end of its next turn.

Load

Two Medium creatures; total capacity 600 pounds.

Out of Control

An out-of-control canoe comes to a stop at the beginning of its turn. If the canoe is in rough water, it capsizes and its occupants are thrown into an adjacent square.



Flying Saucer

Gargantuan vehicle

HP 350

Space 8 squares by 8 squares

AC 15; **Fortitude** 20, **Reflex** 10

Speed fly 10 (hover)

Pilot

The pilot sits at the control console and uses both hands to steer the saucer, or else the saucer goes out of control. The pilot uses the Science skill to control the saucer.

Crew

In addition to the pilot, a flying saucer requires a crew of six, all of whom use a standard action each round to help control the saucer. Reduce the flying saucer's speed by 2 squares for each missing crew member. At fly speed 0, the saucer flies out of control.

Load

20 Medium creatures; 10 tons of cargo.

Out of Control

An out-of-control flying saucer moves forward at half speed. Each round, it has a 50% chance of descending. It descends 5 squares for the first 10 rounds it is out of control. After 10 rounds, it descends 10 squares per round.

Decks

The flying saucer has three decks: A command deck with the bridge; living quarters for the crew, with a medical/scientific lab; and the engineering deck.



Keelboat

Gargantuan vehicle

HP 200

Space 3 squares by 6 squares

AC 2; **Fortitude** 20, **Reflex** 2

Speed swim 4 (surface only)

Pilot

The pilot must stand at the rudder, at the back of the keelboat and operate it with one hand. The pilot uses the Mechanics skill to control the keelboat.

Crew

In addition to the pilot, a keelboat requires a crew of three, all of whom use a standard action each round to help control the keelboat. Reduce the keelboat's speed by 2 squares for each missing crew member. At swim speed 0, the keelboat moves out of control.

Load

8 Medium creatures; 10 tons of cargo.

Out of Control

An out-of-control keelboat moves forward at half its velocity.

Motorcycle

Large vehicle

HP 50

Space 1 square by 2 squares

AC 4; **Fortitude** 12, **Reflex** 5

Speed 8

Overland Speed

A motorcycle averages 40 miles per hour overland, and gets 35 miles per gallon.

Driver

The driver sits at the front of the motorcycle and must use at least one hand to operate the cycle or else it goes out of control. The driver uses the Mechanics skill to control the motorcycle.

Load

2 Medium creatures; 50 pounds of cargo. The passenger is considered to be squeezing and must use at least one hand to hold onto the driver. The passenger rides behind the driver.

Out of Control

An out-of-control motorcycle falls over and ejects its riders to adjacent squares. Riders are knocked prone and take 1d10 damage per 2 squares of velocity. If a motorcycle collides, the riders take full damage, not half damage.

Motorcycle with Sidecar

Large vehicle

HP 50 **Space** 2 squares by 2 squares

AC 4; **Fortitude** 16, **Reflex** 4

Speed 8

Overland Speed

A motorcycle averages 40 miles per hour overland, and gets 35 miles per gallon.

Driver

The driver sits at the front of the motorcycle on one side and must use at least one hand to operate the cycle or else it goes out of control. The driver uses the Mechanics skill to control the motorcycle.

Load

2 Medium creatures; 100 pounds of cargo. The passenger rides in the square diagonally behind the driver, in the sidecar.

Out of Control

An out-of-control motorcycle falls over and ejects its riders to adjacent squares. Riders are knocked prone and take 1d10 damage per 2 squares of velocity. If a motorcycle collides, the riders take full damage, not half damage.

Pickup Truck

Huge vehicle

HP 150 **Space** 2 squares by 4 squares

AC 5; **Fortitude** 20, **Reflex** 4

Speed 9

Overland Speed

A pickup truck averages 45 miles per hour overland, 60 miles per hour ideal conditions, and gets 10 miles per gallon.

Driver

The driver sits in the left square of the second row, and must use at least one hand and one foot to control the truck, or else it goes out of control. The driver uses the Mechanics skill to control the truck.

Load

Two Medium creatures in the cab, four Medium creatures in the back, or three Medium creatures in the cab and six Medium creatures in the back if they are squeezing; 2,500 pounds of cargo.

Out of Control

An out-of-control pickup truck moves forward at half its velocity. If a pickup collides, creatures in the back take full damage, not half damage.

Cover

A pickup truck provides partial cover to its driver and passengers.



Sedan

Huge vehicle

HP 150 **Space** 2 squares by 4 squares

AC 8; **Fortitude** 15, **Reflex** 8

Speed 11

Overland Speed

A sedan averages 55 miles per hour overland, and gets 20 miles per gallon.

Driver

The driver of a sedan must sit in the left middle square of the sedan, and uses one hand on the steering wheel to control the sedan, or else it goes out of control. The driver uses the Mechanics skill to control the sedan.

Load

Four Medium creatures, or Six medium creatures if they are squeezing; 400 pounds of cargo.

Out of Control

An out-of-control sedan moves forward at half its velocity.

Cover

A sedan provides partial cover to its passengers and driver.

Skycycle

Large vehicle

HP 50

Space 1 square by 2 squares

AC 4; **Fortitude** 15, **Reflex** 5

Speed fly 10

Overland Speed

A skycycle averages 50 miles per hour overland.

Driver

The driver sits at the front of the skycycle and must use at least one hand to operate the cycle or else it goes out of control. The driver uses the Mechanics skill to control the skycycle.

Load

2 Medium creatures; 25 pounds of cargo. The passenger is considered to be squeezing and must use at least one hand to hold onto the driver. The passenger rides behind the driver.

Out of Control

An out-of-control skycycle moves half its velocity and falls to the ground. Riders are knocked prone and take 1d10 damage per 2 squares of velocity plus 1d10 damage per square fallen. If a skycycle collides, the riders take full damage, not half damage.

Sportscar

Huge vehicle

HP 125

Space 2 squares by 3 squares

AC 8; **Fortitude** 15, **Reflex** 10

Speed 15

Overland Speed

A sports car averages 75 miles per hour overland, and gets 15 miles per gallon.

Driver

The driver of a sports car must sit in the left middle square of the car, and uses one hand on the steering wheel to control the car, or else it goes out of control. The driver uses the Mechanics skill to control the sports car.

Load

Two Medium creatures; 100 pounds of cargo.

Out of Control

An out-of-control sports car moves forward at half its velocity.

Cover

A sports car provides partial cover to its passengers and driver.

Unicycle

Small vehicle

HP 25

Space 1 square by 1 square

AC 2; **Fortitude** 5, **Reflex** 4

Speed rider + 2

Driver

The driver sits on top of the unicycle and uses both legs to control the unicycle. The driver uses the Acrobatics skill to control the unicycle. If the driver takes damage, she or he must make an Acrobatics check against a DC equal to 5 + the amount of damage, or else the unicycle goes out of control.

Load

1 Medium creature.

Out of Control

An out-of-control unicycle comes to a stop at the beginning of its turn, and ejects the rider into an adjacent square. The driver falls prone and takes 1d10 damage for every 2 squares of velocity. If the unicycle collides, the driver takes full damage, not half damage.

Wagon, small

Large vehicle

HP 50

Space 2 squares by 2 squares

AC 3; **Fortitude** 10, **Reflex** 3

Speed creature's speed – 4

Creature-Drawn

A wagon is pulled by a Large or Huge creature.

Driver

A wagon's driver sits at the front of the wagon. The rider must hold the reins in at least one hand or else the wagon goes out of control. The driver uses the Nature skill to control the creature pulling the wagon.

Load

Four Medium creatures; one ton of cargo.

Out of Control

An out-of-control wagon comes to a stop at the beginning of its turn.

Cover

A wagon provides partial cover to its passengers and driver.

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