Supplement Rules Chapter SP04:

Vehicles

Vehicle, Vessel, Power Armor, & Mechas

A vehicle is any vehicle that only operates on the surface or atmosphere of a world. A vessel is any space daring ship. Power Armor and Mecha are humanoid shaped combat vehicles. The primary difference between power armor and mecha is whether there is a cockpit versus whether it is worn, and hence size.

Vehicle, Vessel, Power Armor, & Mecha Piloting

Typically vehicle-piloting checks are resolved against the skill Planetary Vehicle Pilot. Most vessels resolve against the skill Space Vessel Pilot. Depending upon the drive system a vessel may also resolve against the skill Advanced Propulsion Pilot. Power Armor and Mecha use their own skill Power Armor & Mecha Pilot.

Vehicle, Vessel, Power Armor, & Mecha Combat

This form of combat uses all of the basic rules for combat, and really is an expansion of the existing armor system. When damage is resolved against a vehicle, it first affects the defense. If the damage inflicted is greater than the defense points, then the balance is applied against the armor points. If the armor points are depleted, then the balance of the damage is applied against the body. Defense points are never reduced in value, armor points and body points do reduce when damaged.

For example: an Explorer (Defense: 600, Armor: 3000, Body: 800) is hit by 3 missiles, each doing 2,000 points of damage. After the first strike the Explorer takes 1400 points damage to its armor. (Defense: 600, Armor: 1600, Body: 800) The second strike does 1400 points to the armor. (Defense: 600, Armor:200, Body: 800) The third strike does 200 points across armor and 1200 to the body. (Defense: 600, Armor: 0, Body: -400).The Explorer is destroyed.

Defense Points – the amount of damage, the vehicle or vessel was built to shrug off without being damaged. Defense points are not depleted. Any strike that causes more damage than the defense points, passes on to damage the armor points. Only once the armor points are depleted can the body be damaged.

- A standard land vehicle, power armor, or mecha has defense points at 50% of the body points.
- A sturdy land vehicle, power armor, or mecha will have defense points at 75% of the body points.
- An rugged land vehicle, power armor, or mecha will have defense points at 100% of the body points.
- A civilian space vessel has defense points at 25% of the body points. This reaches a maximum of 20,000.
- A sturdy space vessel will have defense points at 35% of the body points. This reaches a maximum of 30,000.

- A combat space vessel will have defense points at 50% of the body points. No maximum.

Armor Points – the amount of damage that the machine has been hardened against. Must go through Defense first, depleting armor has no negative affects on the ship.

- A standard civilian vehicle is non-armored and has 0 armor points.
- A lightly armored civilian vehicle will have armor points equal to defense.
- An armored vehicle will have armor points 2.5 times the defense.
- A military vehicle will have 5 times as many armor points as defense.

Body Points – the amount of damage, the vehicle or vessel can take before being destroyed. Must go through defense, and armor points first. Once the Body has been damage the vehicle or vessel will begin to malfunction. Once fully depleted, the ship is destroyed.

- Typically equivalent to 100 points per body size.

Force Fields – the force field is an energy field used to dissipate damage before it even hits the ship. If one is present then it must be fully depleted before any damage is resolved against the defense points. Not all vehicles have force fields. If they are to be used in combat, a recharge rate is also indicated. This is the amount that the force field can restore of its original points per combat turn. (not action round)

Vehicle, Vessel, Power Armor, & Mecha Repair

Both can use the Structural Engineering tech skill to fix the defense, body, and armor. Also the tech skill Weapons of War Engineering, can be used to fixed force fields, weapons, power armor, and mecha. Typically a vehicles mechanical parts can be repaired using the Mechanical Engineering tech skill. Vessels mechanical parts are repaired using the Advanced Mechanical Engineering tech skill.

Vehicle Basics

Most vehicles in the Empire require no skills to operate. While within an Imperial City one enters the vehicle and commands the vehicle to proceed to their destination. However at times, when they are off world, outside the city, or the auto-pilot has been disabled that vehicle is under their control. Anything more difficult than driving down a highway or road will require a planetary vehicle piloting check. Most vehicles will have a power source that will last for several years with proper maintenance.

Most vehicles are power by Anti-Gravity Hover (AGH) technology. Any transport of this type is capable of vertical take off and landing. The Anti-Gravity portion of the drive gives lift as well as a minor amount of forward propulsion. Additional hover and fan jets provide the primary maneuvering power as well as the main power for directed flight. Most enclosed vehicles of this type

can reach altitudes of 30,000 feet or so, but are primarily used near the surface.

Planetary Vehicles

Name	Tech Level	Body Size	Crew	Pass	Cargo	DEF	Armor Points	Body	Speed in mph	Cost
AGH Board	7	0.5	1	0	Wear	50	0	50	50	25K
AGH Bike	7	1	1	1	10	50	0	100	200	35K
AGH Car - Sport	7	3	1	1	50	150	0	300	300	75K
AGH Car	7	5	1	5	200	250	0	500	240	100K
AGH Explorer	7	8	1/2	5	1000	600	3000	800	160	200K
AGH APC	7	10	2/3	10	1000	1000	5000	1000	160	500K
AGH Truck	7	12	1/2	1	36000	600	0	1200	160	150K

AGH Board
The Hover Board is a popular youth mode of transport as well as sporting fun. They can be shaped in size from a surfboard to a large skate board depending on style but all function in the same manner.
Tech: 5. **Skills:** Planetary Vehicles Pilot. **Body Size:** 1. **Crew:** 1. **Passengers:** 0. **Cargo Space:** Only what the character is wearing.
Force Field: 0. **Defense:** 50. **Armor Points:** 0. **Body:** 50.
AG Speed: 12 mph. **AGH Speed:** 50 mph.
Civilian Availability: Very Common (95%) in Empire, Common (85%) in Colonies.
Black Market Difficulty: Why Bother?
Cost: approximately: 10,000 Credits.

AGH Bike
The Hover Bike is a single person open cockpit transport that rides similar to a contemporary motorcycle. A passenger can be placed behind the driver if necessary. Bikes are still not included in the traffic control computers of the Empire worlds, many chose this vehicle simply for the lack of restriction and mapping of their travels.
Tech: 5. **Skills:** Planetary Vehicles Pilot. **Body Size:** 2. **Crew:** 1. **Passengers:** 1. **Cargo Space:** 10 cubic feet in two saddle boxes.
Force Field: 0. **Defense:** 50. **Armor Points:** 0. **Body:** 100.
AG Speed: 50 mph. **AGH Speed:** 200 mph.
Civilian Availability: Very Common (95%) in Empire, Common (85%) in Colonies.
Black Market Difficulty: Why Bother?
Cost: approximately: 35,000 Credits.

AGH Sport Car
The Sport Cars covers a wide variety of two seat closed cockpit transports. Cockpit is enclosed when the collision force shield is turned on, and unenclosed when it is off. Force Field Strength: 500 points. While the vehicle is within an Imperial city the vehicle's autopilot will keep the vehicle under the control of the local traffic controller. A hacking skill check with a difficulty of 4 will typically free the vehicle to the pilots' complete control. Outside of cities and in the colonies the vehicle is completely under control of the owner.

Tech: 5. **Skills:** Planetary Vehicles Pilot. **Body Size:** 4. **Crew:** 1. **Passengers:** 1. **Cargo Space:** 50 cubic feet trunk.
Force Field: 500. **Defense:** 150. **Armor Points:** 0. **Body:** 300.
AG Speed: 75 mph. **AGH Speed:** 300 mph.
Civilian Availability: Very Common (95%) in Empire, Common (85%) in Colonies.
Black Market Difficulty: Why Bother?
Cost: approximately: 75,000 Credits.

AGH Car
The Hover Car covers a wide variety of four to six seat closed cockpit transports. Cockpit is enclosed when the collision force shield is turned on, and unenclosed when it is off. Force Field Strength: 500 points. While the vehicle is within an Imperial city the vehicle's autopilot will keep the vehicle under the control of the local traffic controller. A hacking skill check with a difficulty of 4 will typically free the vehicle to the pilots' complete control. Outside of cities and in the colonies the vehicle is completely under control of the owner.
Tech: 5. **Skills:** Planetary Vehicles Pilot. **Body Size:** 6. **Crew:** 1. **Passengers:** 5. **Cargo Space:** 200 cubic feet trunk.
Force Field: 500. **Defense:** 250. **Armor Points:** 0. **Body:** 300.
AG Speed: 60 mph. **AGH Speed:** 240 mph.
Civilian Availability: Very Common (95%) in Empire, Common (85%) in Colonies.
Black Market Difficulty: Why Bother?
Cost: approximately: 100,000 Credits.

AGH Explorer
The Explorer is a rugged vehicle designed for exploring new worlds and helping to settle colonies. The explorer only needs a crew of one, but there is a co-pilot seat. Comm gear lays in the middle of the dash and can be operated from either seat. The back can fit up to 5 passengers comfortably with gear. This does not mean you don't see them on the settled worlds, in fact there may be more there than anywhere else in the galaxy. . While the vehicle is within an Imperial city the vehicle's autopilot will keep the vehicle under the control of the local traffic controller. A hacking skill check with a

difficulty of 4 will typically free the vehicle to the pilots' complete control. Outside of cities and in the colonies the vehicle is completely under control of the owner.
Tech: 5. **Skills:** Planetary Vehicles Pilot. **Body Size:** 8.
Crew: 1/2. **Passengers:** 5. **Cargo Space:** 1000 cubic feet in various storage lockers both internal and external.
Force Field: 0. **Defense:** 600. **Armor Points:** 3000.
Body: 800.
AG Speed: 40 mph. **AGH Speed:** 160 mph.
Civilian Availability: Common (85%) in Empire, Common (85%) in Colonies.
Black Market Difficulty: Why Bother?
Cost: approximately: 200,000 Credits.

AGH APC

The APC is an armored transport for the troops of the Empire, MegaCorp or any other organized force. Civilian variants will not typically have weapons, but military ones are always armed with a least one turret with primary and secondary weapons including firing ports and mounted weapons. The crew typically consists of a driver, backup driver/communications/sensors, and a gunner (if military) in the turret. The passenger compartment is packed and spartan but can fit up to 10 with gear for missions or 4 with gear for extended patrols. Privately owned military variants are not permitted within the Empire, but the colony worlds are more permitting and will be up to local authorities. The military variants are covered in the GM chapters. . While the vehicle is within an Imperial city the vehicle's autopilot will keep the vehicle under the control of the local traffic controller. A hacking skill check with a difficulty of 4 will typically free the vehicle to the pilots' complete control. Outside of cities and in the colonies the vehicle is completely under control of the owner.
Tech: 5. **Skills:** Planetary Vehicles Pilot. **Body Size:** 10.
Crew: 2/3. **Passengers:** 10. **Cargo Space:** 1000 cubic feet in various storage lockers both internal and external.
Force Field: 5000. **Defense:** 1000. **Armor Points:** 5000.
Body: 1000.
AG Speed: 40 mph. **AGH Speed:** 160 mph.
Civilian Availability: Available (50%) in Empire, Uncommon (35%) in Colonies.
Black Market Difficulty: Why Bother?
Cost: approximately: 500,000 Credits.

AGH Truck

The Hover Truck covers a variety of freight moving transports. Variants exists of open flat beads, sealed containers, dumpers, wreckers, etc. The cab is typically designed for two but variants exists with four or six seats as well. . While the vehicle is within an Imperial city the vehicle's autopilot will keep the vehicle under the control of the local traffic controller. A hacking skill check with a difficulty of 4 will typically free the vehicle to the pilots' complete control. Outside of cities and in the colonies the vehicle is completely under control of the owner.
Tech: 5. **Skills:** Planetary Vehicles Pilot. **Body Size:** 12.

Crew: 1/2. **Passengers:** 1. **Cargo Space:** 36,000 cubic feet in back either flatbed, or container 30x20x60.
Force Field: 0. **Defense:** 600. **Armor Points:** 0. **Body:** 1200.
AG Speed: 40mph. **AGH Speed:** 160mph.
Civilian Availability: Very Common (95%) in Empire, Common (85%) in Colonies.
Black Market Difficulty: Why Bother?
Cost: approximately: 150,000 Credits.