

**VEHICLE**

To simply everything, every vehicle have these ability – C-Unit, speed, hull, defence and capacity. All you need to do is pick 1 vehicle, add modification and a name. Remember the more things that you put in a vehicle the expensive it is.

Vehicle Type	C-Unit	Speed	Hull	Defence	Cap	TU
Bike	1	5	2	4	4	30
Dune Buggy	1	3	4	4	4	35
Car	1	4	5	5	6	70
Van	1	3	6	5	6	80
Truck	1	3	7	6	8	90
Long Trailer	1	2	8	6	8	120
Tank	3	1	10	7	8	200
Super Tank	3	1	12	7	10	250

**C-Unit:** The computer of the vehicle. It determines how good the vehicle is in combat and manoeuvring.

**Speed:** Determine how fast the vehicle is.

**Hull:** Basically HP for vehicle although it is handle differently.

**Defence:** Target number for attacking. *To calculate defence add driver's Physical ability with the vehicle defence score.*

**Cap:** Capacity or Cap determines how many modifications you can install on the vehicle.

**VEHICLE MODIFICATIONS**

Here are list of modifications for your vehicle. TU = Trade Unit  
Mod = Modification

**Armour Tiles** (Mod 0) (TU 5)  
+1 to defence (max. defence at 13) each armour tiles reduces vehicle speed by 1.

**Increased C-Unit/Speed/Hull** (Mod 0) (TU 10)  
Add 1 to vehicle stats of your choice.

**GIGA system** (Mod 1) (TU 8)  
You may fire 2 weapons at the same time targeting 1 vehicle. For every additional GIGA you may fire 1 additional weapon.

**Targeting system** (Mod 1) (TU 5)  
Add 1 to your attack roll using vehicle weapon.

**Ram plating** (Mod 1) (TU 8)  
When damage by ramming, half the damage received.

Vehicle Weapon	Damage	Range	Mod	TU
Machine gun	1d6+1	Medium	1	10
Beam Blaster	1d6+2	Medium	1	15
Vulcan	2d6	Medium	1	30
Howitzer	2d6	Long	2	30
Gatling Gun	2d6+1	Medium	2	35
Flame Thrower*	2d6+2	Short	2	40
Spark	2d6+2	Medium	2	45
Cannon**	3d6/2d6	Long / Extreme	3	100
Thunder Cannon**	4d6/3d6	Long / Extreme	3	150

You may also add weapon to your vehicle. All weapon has varies damage, range, mod and TUs. Refer to the table below:

\* Attack 1d3 targets. Must make separate roll for each target.

\*\* Miss on Short to Medium range

**VEHICLE COMBAT**

There are 2 types of vehicle combat in Mutants & Machine-guns. One is where the vehicle is stationary where you just pick the attack, escape and ram option and the other is where a chase is in play, read further for chase combat.

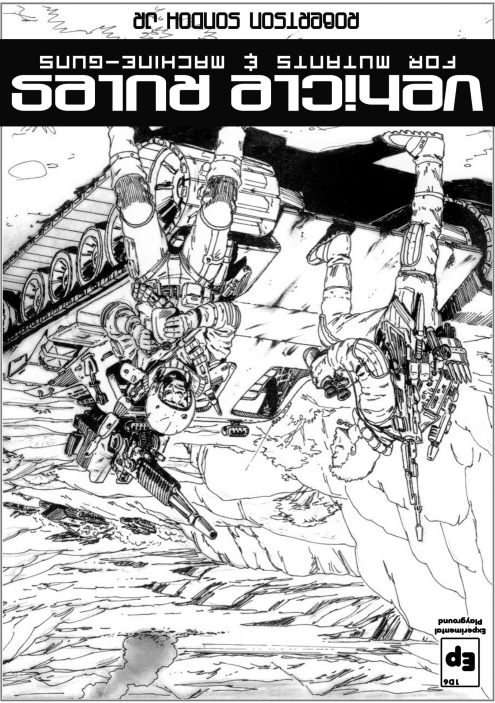
**Chase Combat**

At the beginning of chase combat GM will pick the range of the vehicles, usually in long range. Put a token on the range band, this is the visual representation of how far opponent’s vehicle to yours.

Short	Medium	Long	Extreme
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The range band will determine what kind of weapon or action you can use to destroy your opponent.

This is used only when 2 vehicles or 2 groups of vehicles are in play. For 3 or more you need more than 1 range band with tokens. That is to show how far opponents’ vehicle to yours.



Vehicle Type:

Vehicle's Name:

Driver's Name:

C-Unit	Speed	Cap
Defence (driver's Physical + Hull)		
Weapon modifications (Weapon/Damage/Range/Mod/TU)		
Vehicle modifications (Name/Ability/TU/Mod)		
Damage To Hull	1-4	0
Damage	5-10	1
	11-17	2
	18+	3

**BIZZARRIAN**

The Bizzarrian are critters that you can rides. They are similar to critters with only exception of the speed stats which is used in chase combat. When attacking in chase combat, they must get to Short range to attack unless the Bizzarrarian has a ranged attack. They also roll their Combat stats instead of C-Unit when attacking. A Bizzarrian *cannot* ram any vehicle. Here are some examples:

**PoCat**  
Combat 3 Ability 2 Speed 2  
Defence 8 HP 20 Damage Claw & Bite (1d6+3)  
PoCat is a large cat which you can ride. Like its cousin it tends to sleep a lot after eating.

**Chokobos**  
Combat 2 Ability 0 Speed 3  
Defence 7 HP 10 Damage Bite (1d6+2)  
Chokobos is a giant chicken like creatures with golden feathers. It is usually shy and run away in combat. Always make an ability roll against TN 7 in combat from running away.

**Blazing Bird**  
Combat 2 Ability 2 Speed 4  
Defence 7 HP 10 Damage Bite (1d6+2), Fireball (Long, 2d6)  
Blazing bird is a giant bird that can fly. In combat it may produce fireball from its beak hitting a target (make an ability roll) from long range dealing 2d6 damage.

Chase combat is determined by these phases.

- Initiative.
- Chase.
- Action.
- Resolve action by initiative.

**Initiative.** Each round, every vehicle must roll 1d6. The highest wins initiative.

**Chase.** All vehicles make a chase roll which is 2d6 + speed. The highest may move 1 range band closer to or farther away.

*Examples: Metal Max's car is in Medium range with Jagged Mutant. Both makes chase rolls with the outcome of Max winning over Jagged Mutant. Max then move his vehicle nearer to Jagged Mutant from Medium to Short range, close enough to ram his vehicle.*

**Action.** All vehicles pick an action. Each vehicle later resolves action by initiative order. Here are lists of action which can be done during vehicle combat.

- 1. Attack.** If your vehicle's weapon is **in ranged with your target**, roll 2d6 + C-Unit. If the result is equal or more than target vehicle's defence, you succeed. Roll for weapon damage.  
If attacking critters, apply the damage directly to their HP. If attacking another vehicle, roll for damage and consult the damage table below:

- 2. Escape.** Must be in *Extreme range* only. Roll 2d6 + speed. If the result equal to or more than opponent with the highest speed +7, you manage to escape from the battle.
- 3. Catch-up/Break away.** In *any ranges*. All vehicles make a 2d6 + speed roll. If yours is higher than the others, you move closer or father away by 1 range band.
- 4. Ramming.** Must be in *Short range* only. Roll 2d6 + C-Unit. If the result is equal to or higher than target defence, you succeed. Roll as many dice equal to vehicle's hull for damage.
- 5. Using non-vehicle weapon.** Must be in *Short range* and available only for guns. All attack has a -2 penalty when attacking target vehicle and a -4 if you're trying to attack the driver or any other passenger.
- Damage to Hull.** When a vehicle's hull reduce to zero, roll 1d6, on a 2 to 6, the vehicle stop functioning and driver must go on foot. On a 1, the vehicle blew up. Driver and passenger make a Physical roll against TN 7. If failed, each driver and passenger received 3d6 damage.

Damage roll	Damage to Hull
1 - 4	0 damage
5 - 10	1 damage
11 - 17	2 damage
18+	3 damage