



## Auto Combat Tools RONIN ARTS

by Philip Reed

A popular feature of many post-apocalyptic campaigns is the “road warrior,” the individual armed with gun and car that sets off into the wasteland in search of adventure. In this issue of the *Modern Dispatch* I’ve put together an assortment of new feats and vehicle equipment to assist GMs and players in creating their own auto combat campaign. These tools are by no means an exhaustive collection for use in auto combat campaigns but are, rather, merely a stepping stone you can use to reach your perfect auto combat campaign.

In addition to feats and equipment, an optional critical hits system for vehicles – and a look at optional road conditions – has been included for your enjoyment.

### Open Game Content

All of the text in this PDF is designated as open game content. The graphics, artwork, and layout of the PDF are not open and this PDF may not be distributed without the permission of the author.

### About the Author

Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as West End Games, Privateer Press, and *Scrye Magazine*. Today, in addition to working on this new PDF, Philip also spent time tearing down an old, ugly fence. To learn more about Philip Reed – and Ronin Arts – please visit [www.roninarts.com](http://www.roninarts.com). The official Ronin Arts forum can be found at [www.raforums.com](http://www.raforums.com).

## Feats

The following feats were designed with driving – especially automotive combat – in mind. As always, these feats must be approved by your gamemaster before they may be selected.

### Brake!

You can come to a stop quicker than most other drivers.

**Prerequisite:** Vehicle Expert.

**Benefit:** When you declare your speed category for the round you can choose to drop your speed by up to two categories slower than your current speed (your acceleration speed is unaffected).

**Normal:** You may only decrease your speed category by one step each round.

### Combat Driving

You are especially adept at driving under fire.

**Prerequisite:** Vehicle Expert.

**Benefit:** You gain a +2 competence bonus to all Concentration checks made while Driving. Additionally, whenever your vehicle is hit by weapon’s fire, but before damage is rolled, you may make a Drive check as a free action. If your Drive check result is greater than the attack roll of the weapon that hit you then you manage to jerk the wheel in time to avoid the full impact of the weapon; the attack does one-half damage (round down).

content manager:  
phil reed, chris davis  
layout:  
chris davis

RPG  
OBJECTS

d20  
system

 RONIN  
ARTS

 ADAMANT  
ENTERTAINMENT

 12 to Midnight, Inc.  
call yourself a job a game

Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.

d20 Modern and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission. ‘d20 System’ and the ‘d20 System’ logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).

## Critical Hits

Like characters, vehicles can suffer from the effects of a critical hit. Unlike characters, though, a critical hit's exact effect is determined by rolling 1d10 and consulting the following chart:

1-5	<b>Normal Critical.</b> The effect of the critical is normal, increased damage, as if the vehicle were a character.
6	<b>Crew Hit.</b> Roll randomly to determine affected crewmember. The attack inflicts damage to the vehicle and 25% of the rolled damage amount (roll down) against the randomly selected crewmember.
7	<b>System.</b> One communications or electrical system – rolled randomly – is completely destroyed by the attack.
8	<b>Engine hit (minor).</b> The vehicle's top speed is decreased by 25% (round down). A successful Repair check (DC 20) and two hours of time is required to repair this damage.
9	<b>Engine hit (major).</b> The engine is destroyed. The vehicle's speed decreases by one category each round until it comes to a stop. The engine cannot be repaired and must be completely replaced.
10	<b>Fuel Tank.</b> Roll 1d6 – on a roll of 1 the tank explodes, inflicting 5d10 points of damage to the vehicle and 3d10 points of damage to each crewmember.

## Critical This!

Your accuracy with vehicle-mounted weapons is spectacular.

**Prerequisite:** Vehicle Expert, Weapon Focus (any vehicle-mounted weapon).

**Benefit:** When you score a critical on a vehicle you may select the result from the table (see box).

**Normal:** On a critical you roll for effect.

## Hard Core Racer

You've become one with your vehicle, capable of pushing it harder and faster than it was designed to handle.

**Prerequisites:** Vehicle Expert, Vehicle Focus, Drive 6 ranks.

**Benefit:** You can coax more power out of your chosen vehicle, increasing its maximum speed by 25% (round up) without affecting its fuel economy.

## Hold Her Steady

While driving you manage to keep your vehicle steady enough – no matter the speed – that you and your crew are unaffected by the vehicle's speed.

**Prerequisites:** Vehicle Expert, Vehicle Focus, Drive 10 ranks.

**Benefit:** The check/roll modifier due to your vehicle's speed is completely eliminated; you (and your crew) suffer no penalties to attack or skill checks.

## Improved Bootleg Turn

With a quick spin of the wheel and expert braking you execute a perfect bootleg turn.

**Prerequisites:** Stunt Driver, Vehicle Expert, Vehicle Focus.

**Benefit:** The DC of any bootleg turn that you attempt is reduced as follows:

Facing Change	DC
45 degrees	0
90 degrees	5
135 degrees	135
180 degrees	15

Additionally, the distance you must move in a straight line before you may attempt a bootleg turn is reduced by 1 square.

## Improved Defensive Driving

You're skilled at driving defensively in combat situations.

**Prerequisites:** Combat Driving, Vehicle Expert.

**Benefit:** When driving defensively you gain a +2 dodge bonus to your vehicle's defense and you and your vehicle's occupants suffer only a -2 penalty on attack rolls.

**Normal:** Driving defensively imposes a -4 penalty on attack rolls.

## Improved Sideswipe

You know just where to hit an opponent's vehicle to maximize damage.

**Prerequisites:** Stunt Driver, Vehicle Expert, Vehicle Focus.

**Benefit:** The number of dice of damage that you inflict on an opponent during a sideswipe is increased by 50% (round up). The damage that your vehicle suffers is not doubled.

**Normal:** Both vehicles involved in a sideswipe suffer equal damage.

## Improved Vehicle Dodge

You are highly skilled at twisting the wheel, accelerating, and otherwise manipulating your vehicle to dodge obstacles and attacks.

**Prerequisites:** Dexterity 15, Drive 8 ranks, Vehicle Expert, Vehicle Dodge.

**Benefit:** Your Vehicle Dodge benefit is increased from +1 against a selected opponent to +3.

## One Hand on the Wheel

You can use a one-handed weapon – such as a pistol – while driving without penalty.

**Prerequisites:** Vehicle Expert, Weapon Focus (one-handed weapon).

**Benefit:** You may take a full attack action – in addition to a move action – while driving.

**Normal:** A driver cannot take a full attack action while driving since controlling the vehicle requires a move action.

## Redline

No one drives like you!

**Prerequisites:** Combat Driving, Hard Core Racer, Vehicle Expert, Vehicle Focus, Drive 6 ranks.

**Benefit:** You gain a +2 competence bonus to all Driving checks and the maximum speed of your chosen vehicle is increased by 50% (round up) without affecting its fuel economy. This speed increase replaces the increase gained from Hard Core Racer.

## Rubber to the Road

You can push your vehicle's acceleration, moving to your top speed faster than most other drivers.

**Prerequisite:** Vehicle Expert.

**Benefit:** When you declare your speed category for the round you can choose to go up to two categories

faster than your current speed (your deceleration speed is unaffected).

**Normal:** You may only increase your speed category by one step each round.

## Stunt Driver

Your skill behind the wheel when performing a vehicle stunt is legendary.

**Prerequisites:** Vehicle Expert, Vehicle Focus.

**Benefit:** You gain a +2 bonus to Drive checks when attempting vehicle stunts.

## Vehicle Charge

You know how to push your vehicle to inflict devastating damage on opponents.

**Prerequisites:** Vehicle Expert, Vehicle Ram.

**Benefit:** The base amount of damage inflicted on a rammed vehicle is increased by +5 dice (before doubling, see Vehicle Ram). The damage that your vehicle suffers is not affected.

**Normal:** Both vehicles involved in a ram suffer equal damage.

## Vehicle Focus

You are proficient with a specific type of vehicle.

**Prerequisite:** Drive 4 ranks.

**Benefit:** You add a +1 to all Drive rolls made when driving your selected vehicle.

**Special:** You may gain this feat multiple times, each time selecting a different vehicle type.

## Vehicle Ram

You know how to slam your vehicle into opponents in order to inflict serious damage.

**Prerequisite:** Vehicle Expert.

**Benefit:** The number of dice of damage that you inflict on an opponent during a ram is doubled. The

damage that your vehicle suffers is not doubled.

**Normal:** Both vehicles involved in a ram suffer equal damage.

## Vehicle Equipment

In campaigns in which automotive combat is commonplace, it's extremely likely that drivers will want to modify their cars, attempting to make them more combat-worthy vehicles. The following new equipment options will help when it comes time to customize your ride.

Installing any of these options requires a Craft check (DC equal to the item's purchase DC) and a number of hours of time equal to one-half the item's purchase DC (unless otherwise indicated in the item's description).

### Armored Body

The vehicle's frame and external shell are reinforced, increasing the vehicle's hardness by 25% (round up) and hit points by 50% (round up).

*Example: A Crown Victoria with an armored body has hardness 7 and 51 hit points.*

**Purchase DC:** One-half vehicle's base purchase DC.

**Restriction:** Restricted (+2)

### Armored Wheel

The vehicle's wheels are protected by armored guards, providing each wheel with one-quarter cover.

**Purchase DC:** 12

**Restriction:** Licensed (+1)

### Enhanced Engine

The vehicle's engine is heavily modified, components bolted on, parts monkeyed with, and the engine

completely overhauled and improved. The top speed of the vehicle is increased by 25% (round up).

**Purchase DC:** 5 + one-half the base purchase DC of the modified vehicle.

**Restriction:** None

## Extra Fuel Tank

A second fuel tank is added to the vehicle, doubling its range. Additionally, this modification makes the vehicle more susceptible to damage from a fuel tank hit (on a roll of 2 in 6 the tank explodes, see box on p. 00).

**Purchase DC:** 12

**Restriction:** None

## Hardened Windows

Using a more durable glass-like material, all of the vehicle's windows hit points are increased to 6 each.

**Purchase DC:** 15

**Restriction:** Licensed (+1)

## Off-Road Suspension

The vehicle is equipped with an improved suspension that allows it to better travel over rough roads (or off-road). See box.

**Purchase DC:** 10 + one-half the base purchase DC of the modified vehicle.

**Restriction:** None

BEGIN BOX

END BOX

## Ramplate

A heavy, steel plate is mounted on the front of the vehicle, increasing the amount of damage the vehicle inflicts against rammed targets; the damage caused

## Road Conditions

The roads in most auto combat campaigns are rarely well-maintained. Instead, most roads are damaged in some way, making them more difficult to drive on. For a quick and dirty way of taking these imperfect roads into account use the following table.

Road Condition	Drive Penalty	Maximum Speed
Perfect	None	All-Out
Slightly Damaged	-2	All-Out
Moderately Damaged	-4	Highway Speed
Heavily Damaged	-6	Street Speed
Effectively Destroyed	-8	Alley Speed

**Drive Penalty:** The modifier the driver suffers when driving on the road in question.

**Maximum Speed:** The highest speed a vehicle can achieve while driving on the road in question. A vehicle equipped with off-road suspension can achieve a top speed one step higher than listed here.

*Example: A vehicle with off-road suspension driving on a heavily damaged road may reach the "Highway Speed" category.*

## Road Conditions

<b>Perfect</b>	The road is undamaged and well-maintained.
<b>Slightly Damaged</b>	Minor cracks and pot holes dot the road's surface.
<b>Moderately Damaged</b>	In addition to the above, some small sections of the road are missing and wrecks block the road every dozen miles or so.
<b>Heavily Damaged</b>	As above but wrecks are encountered every six miles and larger sections of the road have been completely destroyed.
<b>Effectively Destroyed</b>	As above but wrecks appear every mile or so and, in places, the road is reduced to hard, broken pieces.

by the vehicle in a ram is increased by +5d10 while the damage the ramplate-equipped vehicle suffers is unaffected.

**Purchase DC:** 22

**Restriction:** Restricted (+2)

## Roll Cage

The vehicle is equipped with a steel cage that completely wraps around the occupants, protecting them from damage during a roll (occupants suffer no damage during a roll). Additionally, the vehicle itself

suffers damage as if it were traveling one-half of its actual speed (round down).

**Purchase DC:** 18

**Restriction:** None

## **Run-Flat Tires**

The vehicle is equipped with specially-designed tires that continue to function even when flat. Each flat tire imposes a -2 penalty on Drive checks (instead of the usual -4). These tires require only one hour to install (for each pair) and a check DC of 5.

**Purchase DC:** 10 per tire.

**Restriction:** Licensed (+1)

## **Vehicle Spikes**

Jagged, metal spikes protrude from the vehicle's body, not only making it a fearsome-looking machine but also increasing the damage inflicted on soft targets (like people) during a collision. In a collision, soft targets suffer an additional 2d20 points of damage as the metal spikes tear into their body.

**Purchase DC:** 18

**Restriction:** Restricted (+2)

## **Weapon Mount**

A custom-mount is installed in the vehicle, allowing the vehicle to carry a weapon in the modified position. Depending on the campaign in question, this mount takes the form of a hole cut in the side, a computer-assisted stable platform connected directly to the driver's controls, or a few bolts and a complicated, manual firing system. Purchase DC and restriction reflect the mount only; the weapon must be purchased separately.

**Purchase DC:** 6 (bolted on), 10 (hole in vehicle), 18 (computerized system)

**Restriction:** None/None/Restricted (+2)



## Open Game License

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any

Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental

regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Dragonstar: Starfarer’s Handbook Copyright 2001, Fantasy Flight Games, Inc.

Traps & Treachery Copyright 2001, Fantasy Flight Games, Inc.

Deadlands d20 Copyright 2001, Pinnacle Entertainment Group, Inc.

Horizons: Redline Copyright 2003, Fantasy Flight Games, Inc.

Modern Dispatch #96 2006, Ronin Arts; Author Philip Reed