

WHEELSPINS IN THE WASTELAND

Build an Automobile

When Mutant Scavengers need to travel across the Ruined Earth, they need wheels.....

WITW is intended as abstract combat and pursuit rules for vehicles on roadtrips across scorched badlands and down freaky freeways. PCs may have a vehicle each or share a ride.

1° Choose vehicle . Each has an armour class (AC) and a movement rate (MV).

Type	AC	MV
Sportscar	9	12
Jeep	7	9
Station Wagon	5	6
Truck	3	3

2° Roll for hit points , 1d8 per level (HD). So, 1d8 for a vehicle starting at level 1.

3° Roll 1d4 once for weapons:

1 *Driver/Passengers' firearms*: 1d4 damage

2 *Ram*: 1d6 damage

3 *Chain Guns*: 1d8 damage

4 *Rocket Launcher*: 1d10 damage, fires one shot every other round

4° Number of attacks (AT) is 1 at start, then raise at 2 at level 5, 3 at level 9 and so on. Each time you raise, roll for another weapon.

Autoduelling

1° Initiative: Each one roll 1d10+vehicle AC.

The best score has initiative, then each one attack in descending order. So a lighter automobile has better chances to strike first. If one has several attacks (AT), he rolls initiative several times.

2° Attack: roll 1d20. If the score is *equal to or under* your opponent AC + your own level, it's a hit.

3° Damage: When you hit an opponent's vehicle, roll the damage dice. Deduct the result from the vehicle's hit points (hp). At or below 0, vehicle is destroyed/crashes, and the occupants crawl from the wreckage. Such losers may be kept as slaves or desert rations for cannibals.

4° Chicken Out ?: If outnumbered, after the first wreckage, and when reduced to one-half number or hit points, scavenger checks for morale. The DM rolls 1d10. If the result is over the vehicle's hit dice, the auto will withdraw or surrender to get a better position.

5° Pitstop: After that, all hit points (hp) are restored back their initial score. After all, hit points reflect the capacity to escape or withstand hits. If a vehicle has been sent below 0hp, it will require the services of a garage.

Adventure

1° Stealth & stunts: sneak past enemies, hide down alleys, perform a bootlegger-turn are easier with a lighter vehicle. For each such an action, roll 1d20 under the vehicle's AC+level. For easier actions, the DM may choose 1d10 instead.

2° Saving throws: when such a roll is needed for any reason, roll 1d20 under the character's level, +4. So a 7th level vehicle must roll under 11 to escape the landslide in the canyon. This "level+4" rule applies to every other action which isn't covered by the "stealth & stunts" rule, but fits the common scavenger tasks like driving on ice, through sinking sands, chemical clouds etc or surviving being rammed off a mountain road.

3° Dangers: If something could destroy a motorbike, like a fall, it does 1d8 points of damage. If it could destroy a compact auto, 2d8. If it could destroy a truck, 4d8. No more.

4° Driver Skill: If the Referee/DM decides a driver has mutations/skills etc that enhance or detract from the vehicle's performance, small bonuses or penalties may be applied to rolls.

5° Refuelling: After every encounter there is a 1 in 6 chance that the vehicle has used up all it's fuel. Vehicles may salvage fuel/energy cells etc from defeated (but not destroyed) vehicles.

Customization

Vehicles start at level 1 (1 Hit Dice). Each time they defeat another vehicle by destroying it the winning vehicle(s) gets 100 experience points per losing vehicle's hit dice, shared between the winners. The number of experience points needed to level up is 2000 x the current level. There are no limits to levels. Gaining a new level means better rolls for duels/save/actions, and 1d8 more hit points. This is due to customization and upgrading autoparts, which happens between missions – and can only occur in a garage in a 'safe' area. The player rerolls all hit dice. If the new score is better than the old one, his vehicle gets that new total. If not, he keeps the old one.

By Sean Wills, this is a supplement for MUTANT SCAVENGERS of the RUINED EARTH by Kyrinn S. Eis, based on 'Searchers of the Unknown' written by Nicolas Dessaux. Dungeons & Dragons is a Registered Trademark® of Wizards of the Coast, Inc. No challenge or claim to the ownership of these trademarks is intended or implied. This is a not-for-profit fan work and is believed to reside within Fair Use.

Thanks to James Maliszewski for inspiration.

START YOUR ENGINES !