



TERRAIN TABLE

Terrain Type	Threshold Modifier
Open	0
Ground Example: highways, flat grassy plains	
Water Example: open seas, gently flowing rivers	
Air Example: open sky at high altitude	
Light	+1
Ground Example: main street thoroughfares (ex: Michigan Ave.), rolling hills	
Water Example: Dock areas	
Air Example: Intra-city air traffic	
Restricted	+2
Ground Example: side streets, light woods, rocky mountain slopes, light traffic streets	
Water Example: Shallow water zones, gentle rapids	
Air Example: Heavy air traffic, Nape-of-earth (NOE) flying over normal traffic	
Tight	+3
Ground Example: back alleys, heavy woods, very steep slopes, high traffic streets, mud, swamp, sand	
Water Example: Confined spaces (ex: inside a pipe), heavy rapids	
Air Example: Canyon gorges, flying at street level	

Terrain

The terrain a vehicle is moving through serves as a threshold modifier to the vehicle test, as noted on the Terrain Table. The terrain type depends on the number of obstacles that either must be dodged or that block line of sight. Weather and visibility are not included in terrain and should be treated as standard dice pool modifiers.

TACTICAL COMBAT

In standard tactical combat, a vehicle is treated as an extension of the driver. Initiative is resolved as normal.

Actions

Drivers must spend at least one Complex Action each turn driving their vehicle, or the vehicle goes out of control at the end of the Combat Turn. Apply a -2 dice pool modifier to all actions by characters in an uncontrolled vehicle. If the driver does not make a Vehicle Test to regain control of the vehicle in one Combat Turn, it crashes.

In most cases using any onboard vehicle accessories (sensors, vehicle weapons, etc.) requires spending a Complex Action. (However, there may be some cases where only a Free or Simple Action is necessary, such as turning on/off Sensors or ECM, arming missiles, and so on.)

Listed below is a sample list of vehicle-specific actions:

Free Actions

Change Linked Device Mode: A driver who is rigging the vehicle or has a direct neural link to it may activate or deactivate various systems such as sensors, ECM, weapons, and so on as a Free Action. The driver may also call up a status report to monitor the position, heading and speed, damage report, and/or current orders of the vehicle.

Note that activated sensors, ECM, and ECCM systems come online at the start of the next Combat Turn.

Simple Actions

Use Sensors: A driver or passenger may use sensors to detect or lock onto targets.

Use Simple Object: This action can be used to manually activate/deactivate sensors, ECM/ECCM, weapon systems, and other onboard vehicle systems.

Complex Actions

Fire a Vehicle Weapon: A driver or passenger may fire a vehicle weapon.

Make Vehicle Test: A driver spends a Complex Action when executing a maneuver that requires a Vehicle Test. (It doesn't cost an action if the driver is making a Vehicle Test to avoid a crash.)

Ram: The driver may attempt to ram another vehicle (see *Ramming*, below).

Ramming

If a driver wants to ram something (or someone) with the vehicle, treat it as a melee attack. The target must be within the vehicle's Walking or Running Range (a -3 dice modifier applies if the driver has to resort to running). The driver rolls Reaction + Vehicle skill +/- Handling to attack. The target rolls Reaction + Dodge if a pedestrian, or Reaction + Vehicle skill +/- Handling if driving another vehicle.

If the driver gets more hits, he hits the target. Make the damage resistance test as normal. The base Damage Value of the attack is determined by the ramming vehicle's Body and speed, as noted on the

RAMMING DAMAGE TABLE

Vehicle Speed (meters/turn)	Damage Value
1-20	Body ÷ 2
21-60	Body
61-200	Body x 2
201+	Body x 3

Ramming Damage Table. The ramming vehicle must resist only half that amount (round down). Characters resist ramming damage with half their Impact armor (round up).

If the ram succeeds, each driver must make an additional Vehicle Test to avoid crashing. The threshold for the ramming driver is 2; the threshold for the rammed driver is 3.

CHASE COMBAT

Chase combat involves multiple vehicles moving at high speed over a distance. This covers everything from car and motorcycle chases to aerial dogfights to armored vehicles in mounted battle.