

Pedal to the Metal!

By Craig A. Campbell and Ray Franklin

Illustration by Brett Bean

Here's the scenario.

Bob is creating a character for the D&D® Gamma World™ game. First, he rolls up two origins. Radioactive Felinoid. Awesome! Then he assigns ability scores and determines his trained skills. Good stuff there! Then he rolls starting gear.

A pickup truck.

"That's cool," he says. "But what can I do with it?"

Bob's Game Master says, "Well, you can drive it . . . if you can find fuel."

Bob responds, "That's great, but can it plow through a roadblock? How do I drive and shoot at the same time? How many people can it hold? What happens if I crash it? Can I make it into a Road Warrior-style death machine?"

VEHICLES IN D&D GAMMA WORLD

After the Big Mistake, Gamma Terra is scattered with fantastic technology that originated in other worldscales. But, it's also filled with technology that we use daily in the real world. Chief among these are vehicles. This article provides D&D GAMMA WORLD players and Game



Masters with a wealth of information for incorporating vehicles into their games.

Jump into the driver's seat and let's get going!

Rules of the Road

If you're going to operate a vehicle in Gamma Terra, you had better know the rules of the road.

Basic Driver's Ed

For the most part, vehicles use the same rules as characters and their equipment, though variations are described below. In the material that follows, the term occupant refers to any creature in a vehicle. The driver is the operator of the vehicle. Passenger refers to all other occupants who are not the driver.

Hit Points: A vehicle reduced to 0 hit points is disabled. It cannot be operated until it is repaired. If a vehicle's hit points drop to its bloodied value expressed as a negative number, the vehicle is destroyed.

Size and Space: Vehicles break the general rules about space occupied with respect to size category. Vehicles cannot squeeze.

Vehicle Immunities: Vehicles are immune to necrotic damage, poison damage, and psychic damage, as well attacks that target Will.

Vehicle Resistances: Vehicles have resist 10 cold and resist 10 sonic. They have resist 5 physical against all weapons except guns.

Speed: Overland speed is set by the Game Master, and it is based on terrain. A good guideline for a ground-based vehicle is 45 mph average, with a top speed of 60 mph in clear terrain. The speed given in a statistics block below is the speed the vehicle can move in squares.

Load: This entry in a vehicle's statistics block specifies the number of passengers and pounds of cargo the vehicle can carry.

Out of Control: If the driver loses control of the vehicle, this entry describes what happens.

Initiative: Vehicles are equipment used by characters. A driver uses the vehicle on his or her turn.

Fuel: Fuel is as rare or as plentiful as the Game Master decides (much like ammunition). Finding a cache of gasoline might be an adventure unto itself. Game Masters who want more complexity could rule that a vehicle operates at roughly 20 MPG, and extrapolate from there.

Opportunity Attacks: Vehicles do not provoke opportunity attacks.

On the Road

Terrain for vehicles is treated much like terrain for characters.

- ◆ **Difficult Terrain:** Entering a square of difficult terrain costs a vehicle 1 extra square of movement. Examples: Shallow water, uneven ground, deep snow.
- ◆ **Blocking Terrain:** Blocking terrain blocks line of sight from inside the vehicle and prevents movement. Examples: Large compact piles of rubble, cement barriers, buildings.
- ◆ **Challenging Terrain:** When a vehicle enters squares of challenging terrain, the driver must succeed on Mechanics checks defined by the Game Master. Examples: Large patches of ice, oil slicks.
- ◆ **Hindering Terrain:** As it does with creatures, hindering terrain punishes movement. Examples: Caltrops, spike strips.

The Driver's Test

The following rules detail how vehicles operate in combat encounters.

Entering or Exiting the Vehicle: Creatures get in and out of a vehicle by using a move action.

Space: Occupants occupy their space inside a vehicle's space. Normal vehicles provide only enough space for Medium creatures within their cabs. An occupant's attacks originate from the square in which the occupant is located in the vehicle.

Actions: A vehicle does not have actions. If the driver of the vehicle loses control, the vehicle continues to move at the end of each of the driver's turns.

Driver Actions: Each round, the driver must use a move action to direct the vehicle. Regardless of how many actions a driver has, he or she can use only one move action to move the vehicle in a round. A driver can use a standard action to attack while driving. If the driver doesn't use an action, the vehicle goes out of control.

ADDING COMPLEXITY

Game Masters who wish to add complexity to vehicle movement can consider the following as an option.

Acceleration and Deceleration: Starting from a dead stop, a driver can move the vehicle half its speed during his or her first turn. On the driver's second turn, the vehicle reaches full speed.

If the driver uses a move action to slam on the brakes, the vehicle moves half its most recent speed and then stops.

Speed: A vehicle moves up to its speed when a driver uses a move action to drive the vehicle.

Passenger Actions: Passengers can use their move actions to move within (or on) a vehicle. Passengers adjacent to the driver can use a move action to control the vehicle, but attack rolls and skill checks made while exerting this control take a -2 penalty.

Moving Around on a Moving Vehicle: The top of a moving vehicle is challenging terrain. To move around on top of a moving vehicle, a creature must

VARIABLE DAMAGE

Damage taken during crashes or by being ejected from or run down by vehicles can vary wildly. Vehicle speed, surrounding terrain, and other factors can affect such situations.

Game Masters should use their judgment when assigning damage in these situations. The following are some basic rules of thumb.

- ◆ **Fender Bender:** 2d6 physical damage to vehicle; 1d6 to occupants.
- ◆ **Mid-Speed Crash:** 4d6 physical damage to vehicle; 3d6 to occupants.
- ◆ **High-Speed Crash:** 6d10 physical damage to vehicle; 4d10 to occupants.
- ◆ **Ejected from a Slow-Moving Vehicle:** Creature takes 2d8 physical damage and falls prone.
- ◆ **Ejected from a Fast-Moving Vehicle:** Creature takes 5d8 physical damage and falls prone.
- ◆ **Being Run Over:** Creature takes 2d8 physical damage per size category of the vehicle (2d8 for Large, 4d8 for Huge, 6d8 for Gargantuan).

succeed on an Acrobatics check or an Athletics check as determined by the Game Master. If a creature falls off the vehicle, it can make a saving throw to see if it can hang on to the edge of the vehicle.

Targeting a Vehicle and Its Occupants: Even though they occupy the same spaces, vehicles and occupants are targeted separately with melee and ranged attacks. However, area and close attacks can hit a vehicle and its occupants at the same time.

Forced Movement: If a vehicle is pulled, pushed, or slid, the occupants move with it.

If such movement forces a creature out of a vehicle, it can make a saving throw. Failure indicates that the creature is ejected from the vehicle and takes damage (see the “Variable Damage” sidebar).

Running Down Enemies: The driver moves the vehicle into the target enemy’s space. The enemy receives a saving throw. Success indicates that the enemy dives out of the way and falls prone in a square adjacent to the vehicle. Failure results in the enemy falling prone and taking damage (see the “Variable Damage” sidebar).

Running into Blocking Terrain: Any time a vehicle is moved or forced against blocking terrain, the driver can make a saving throw. Success indicates the vehicle barely misses the blocking terrain. The vehicle might just skim past the blocking terrain if there’s room to get around, or it might skid to a stop in front of the terrain. Failing the saving throw means that the vehicle crashes.

Crashing: Vehicles can crash for a number of reasons and in a multitude of different situations. How much damage a vehicle and its occupants take when crashing is up to the Game Master (see the “Variable Damage” sidebar).

Repairing Vehicles: A vehicle that still has hit points remaining can be repaired to full hit points in about

CRITICAL HITS ON VEHICLES

If you score a critical hit against a vehicle, apply any extra damage, if provided, but ignore the additional effects provided by your character origins. Instead, roll on the following table.

VEHICLE CRITICAL TABLE

d6	Result	Effect
1	Ker-Pop!	One of the vehicle’s treads blows out. The vehicle takes a -2 penalty to speed. This penalty is cumulative with additional blown treads.
2	Kah-Runch!	The driver of the target vehicle bounces its head off whatever is in front of it. The driver is dazed until the end of your next turn.
3	Ker-Rack!	The driver of the target vehicle jerks the steering wheel violently. Each occupant of the target vehicle takes 1d8 physical damage.
4	Ka-Boom!	A small explosion rocks the vehicle. All occupants take a -2 penalty to attack rolls until the end of your next turn.
5	Squeeeal!	The vehicle swerves as the driver loses control temporarily. The vehicle grants combat advantage until the end of your next turn.
6	Screeech!	The vehicle swerves wildly. You slide the vehicle up to 3 squares.

an hour, given the right tools (it may not look pristine, but it will operate). The Game Master might require a moderate difficulty Mechanics check for every 40 points of repairs required. Otherwise, if the right tools are available, the Game Master might rule that a damaged vehicle is simply repaired when characters heal up between encounters.

A vehicle that has been disabled requires greater repair times (and perhaps a quest to secure a new transmission), as determined by the Game Master (as a quick rule of thumb, consider the DC based on vehicle size).

VEHICLE STAT BLOCKS

The following statistics blocks detail vehicles available in the D&D GAMMA WORLD game.

Motorcycle	
Large vehicle	
HP 40; Bloodied 20	Space 1 square by 2 squares
AC 15, Fortitude 10, Reflex 10	
Speed 10	
Immune necrotic, poison, psychic, and attacks that target Will; Resist 10 cold, 10 sonic, 5 physical against all weapons but guns	
DRIVER	
A driver occupies 1 square of the motorcycle's space (straddling it) and must have one hand free to move it, or the vehicle goes out of control.	
LOAD	
2 Medium creatures; 200 pounds of gear.	
OUT OF CONTROL	
An out-of-control motorcycle that takes any damage crashes.	

Car	
Huge vehicle	
HP 80; Bloodied 40	Space 2 squares by 4 squares
AC 8, Fortitude 15, Reflex 8	
Speed 9	
Immune necrotic, poison, psychic, and attacks that target Will; Resist 10 cold, 10 sonic, 5 physical against all weapons but guns	
DRIVER	
A driver occupies 1 square of the car's space and must have one hand free to move it, or the vehicle goes out of control.	
LOAD	
5 Medium creatures; 500 pounds of cargo.	
OUT OF CONTROL	
An out-of-control car moves half its speed and comes to a stop at the start of its driver's next turn.	
COVER	
A car's cab provides partial cover to all occupants. Creatures in the trunk gain superior cover.	

Pickup Truck	
Huge vehicle	
HP 80; Bloodied 40	Space 2 squares by 4 squares
AC 10, Fortitude 15, Reflex 8	
Speed 8	
Immune necrotic, poison, psychic, and attacks that target Will; Resist 10 cold, 10 sonic, 5 physical against all weapons but guns	
DRIVER	
A driver occupies 1 square of the truck's space and must have one hand free to move it, or the vehicle goes out of control.	
LOAD	
2 Medium creatures in the cab, 4 Medium creatures or 1 Large creature in the bed; 2,000 pounds of cargo.	
OUT OF CONTROL	
An out-of-control truck moves half its speed and comes to a stop at the start of its driver's next turn.	
COVER	
A truck's cab and bed provides partial cover to Medium creatures.	

RV	
Gargantuan vehicle	
HP 100; Bloodied 50	Space 2 squares by 7 squares
AC 6, Fortitude 15, Reflex 6	
Speed 8	
Immune necrotic, poison, psychic, and attacks that target Will; Resist 10 cold, 10 sonic, 5 physical against all weapons but guns	
DRIVER	
A driver occupies 1 square of the RV's space and must have one hand free to move it, or the vehicle goes out of control.	
LOAD	
10 Medium creatures; 3,000 pounds of cargo.	
OUT OF CONTROL	
An out-of-control RV moves half its speed and comes to a stop at the start of its driver's next turn.	
COVER	
An RV's front cabin provides partial cover to occupants in the cabin. Creatures in the back gain superior cover.	

Dump Truck	
Huge vehicle	
HP 150; Bloodied 75	Space 2 squares by 6 squares
AC 12, Fortitude 19, Reflex 5	
Speed 5	
Immune necrotic, poison, psychic damage, and attacks that target Will; Resist 10 cold, 10 sonic, 5 physical (against all weapons but guns)	
DRIVER	
A driver occupies 1 square of the dump truck's space and must have one hand free to move it, or the vehicle goes out of control.	
LOAD	
2 Medium creatures; 10,000 pounds of cargo.	
OUT OF CONTROL	
An out-of-control dump truck moves half its speed and comes to a stop at the start of its driver's next turn.	
COVER	
A dump truck's cab provides partial cover to all occupants. Creatures in the bed gain superior cover.	

Helicopter Huge vehicle	
HP 60; Bloodied 30	Space 2 squares by 4 squares
AC 6, Fortitude 6, Reflex 13	
Speed fly (hover) 10	
Immune necrotic, poison, psychic, and attacks that target Will;	
Resist 10 cold, 10 sonic, 5 physical against all weapons but guns	
DRIVER	
A driver occupies 1 square of the helicopter's space and must have one hand free to move it, or the vehicle goes out of control.	
LOAD	
5 Medium creatures; 250 pounds of cargo.	
OUT OF CONTROL	
An out-of-control helicopter moves half its speed in a random direction and descends 4 squares. Creatures in an out-of-control helicopter take a -2 penalty to attack rolls, skill checks, and ability checks. If an out-of-control helicopter descends far enough to hit the ground, it crashes.	
COVER	
A helicopter's cab provides partial cover to all occupants.	
HELICOPTER PILOT	
A helicopter requires a driver specially trained in operating such a vehicle, at the Game Master's discretion.	

Vehicle Augmentations

The statistics blocks provided are for basic vehicles right off the (now defunct) assembly line. However, the heroes of Gamma Terra and their foes might augment their rides. Provided below are sample augmentations that could be available for vehicles. The Game Master has final say on what augmentations are available in his campaign.

The time it takes to outfit a vehicle with a new augmentation is up to the Game Master. If he or she wants you to work for it, a good rule of thumb is 8 hours of work per augmentation. If he or she wants to allow you to soup up your ride *A-Team* style, he or she can decrease this time.

Armored Cab Augmentation

Steel plates or other heavy reinforcements are attached to the cab of your vehicle.

Requirement: The vehicle's cab must be enclosed.

Effect: Creatures in the cab gain resist 5 physical. Decrease the vehicle's load by 50 pounds per square of the vehicle that is armored. If the entire vehicle is outfitted with armor, the vehicle gains resist 5 physical.

Fusion Power Kit Augmentation

The vehicle is outfitted with a futuristic power system that allows it to run on debris.

Effect: The vehicle does not require gasoline to operate. Organic matter of any type fuels it.

Hover Kit Augmentation

The vehicle is rigged with Omega Tech that allows it to fly. Almost.

Requirement: The vehicle must be Medium or Large.

Effect: The vehicle hovers just above the ground and ignores difficult terrain. It moves at half its normal speed across the surface of a liquid.

Off-Road Kit Augmentation

The vehicle is outfitted with heavy tires, a superior suspension system, and chassis reinforcement.

Effect: The vehicle ignores difficult terrain. The vehicle takes a -1 penalty to speed.

Oil Jets Augmentation

Containers of oil and rear-facing pipes are rigged to release an oil slick.

Power: The driver can create an oil slick at the rear of the vehicle.

Standard Action Close blast 5

Effect: The blast creates a zone that lasts until the end of your next turn. Other drivers whose vehicles enter the zone or start their turns there must make a hard Mechanics check. Failure results in each vehicle affected sliding until it is out of the oil slick.

Ram Augmentation

The vehicle has a heavy ram plate affixed to its front.

Requirement: The vehicle must be a ground-based vehicle at least Huge in size.

Effect: The vehicle gains resist 10 physical when ramming vehicles or roadblocks. Additionally, creatures in a vehicle that has this augmentation gain resist 5 physical when the vehicle crashes.

Remote Control Kit Augmentation

The vehicle is outfitted with extensive modifications that allow a driver to operate it from afar.

Effect: A driver can operate the vehicle while not seated in the driver's seat, using a battery-powered handset, from a range of up to 1,000 feet. The driver must use both hands to operate the remote control. The shortcomings of the cameras, microphones, and servos affixed to the vehicle cause the remote driver to take a -2 penalty to all skill checks to operate the vehicle, including Perception checks.

Sidocar Augmentation

A single, wheeled passenger or cargo compartment is attached to the side of your motorcycle.

Requirement: This vehicle must be a motorcycle.

Effect: The vehicle's space becomes 2 squares by 2 squares. Decrease maneuver rating by 1. The motorcycle can carry an additional passenger or 250 pounds of gear.

Turret and Mounted Weapon Augmentation

You mount a turret that contains a two-handed heavy gun on your vehicle.

Requirement: The vehicle must be Large or larger. The weapon must be a heavy, two-handed gun.

Effect: The turret (which occupies 1 square of interior space) holds one creature that gains partial cover. The gun can be fired with one hand. The turret provides a 360-degree arc of fire, and the gunner can turn the turret up to 180 degrees as a move action. Decrease the vehicle's load by 150 pounds. (See pages 74-75 of the *GAMMA WORLD Roleplaying Game Rulebook* for more information about ammo.)

Stunts

Vehicles in Gamma Terra have seen better days. The ravages of 150 years of age, corrosion, misuse, and disrepair make them fragile in comparison to real-world vehicles. That said, driving from place to place puts no undue stress on a vehicle. Neither do other standard vehicle activities, such as hauling a load, climbing an incline, or bouncing over some rough terrain. However, when you're in the middle of a speeding firefight, you might want to push the limits of what your vehicle can do. Such actions are called stunts.

Stunts push the limits of a vehicle's capabilities. They cause fuel lines to rupture, tires to blow out, engines to fail, and frames to bend (and sometimes break). But they also allow you to perform amazing feats with your ride. Drivers of Gamma Terra vehicles can attempt any of the stunts described below.

First, here are a few notes about how to read the descriptions of the vehicle stunts.

All vehicle stunts have the driver keyword, indicating that they can be used by the driver of a vehicle.

Check defines the skill check you must succeed on (and its difficulty) to perform the stunt. The Game Master will define the DC of the check based on the specific situation, but the difficulty class defined in the stunt power block is a good guideline.

Success defines what happens if you succeed on your skill check. Failure describes what happens if you fail this check. Note that the Game Master might describe other things that happen as a result of this skill check.

Regardless of success or failure, performing a stunt stresses your vehicle. After you've resolved the stunt action, roll a saving throw. If you fail this saving throw, roll on the Catastrophes table. Performing

multiple stunts during an encounter increases the possibility of a truly horrendous mishap. To reflect this reality, each roll on the Catastrophes table after the first one made during an encounter take a cumulative -1 penalty.

Jump It

Vehicle Stunt

You drive your vehicle onto an incline and launch it into the air.

At-Will ☞ **Driver**

Move Action

Requirement: Your vehicle must be moving at half its speed or faster.

Check: Mechanics (moderate DC of your level)

Success: You drive your vehicle up a ramp or incline, launching it into the air. The vehicle moves its current speed in squares through the air before hitting the ground again.

This "jump" movement is part of its normal movement. You might end your turn with the vehicle in mid-air if you run out of vehicle movement before the jump is completed. In this case, the remaining "jump" movement happens at the start of your next turn and uses up the appropriate portion of the vehicle's movement for that turn.

Failure: You complete the jump, but your vehicle takes 4d8 physical damage from a bad landing.

Full Throttle

Vehicle Stunt

You get some more juice out of the vehicle.

At-Will ☞ **Driver**

Minor Action

Check: Mechanics (easy DC of your level)

Success: Increase your vehicle's speed by 1d4 squares until the end of your current turn.

Failure: No effect.

STUNT COMPLEXITY

To add a bit more realism to your game (really?), you could choose to increase the DC of stunt checks by 2 for every size category of the vehicle larger than Large. It's up to you, though. You're playing a game that has the potential for Felinoid Rat Swarms, so realism might be the last thing you want.

Trade Paint

Vehicle Stunt

You careen your vehicle into another nearby vehicle.

At-Will ☞ **Driver**

Move Action

Requirement: Your vehicle must be the same size as, or larger than the vehicle you intend to target.

Target: One vehicle within 4 squares of your vehicle

Check: Mechanics, opposed by the Mechanics check of the driver of the target vehicle.

Success: You drive your vehicle into the target vehicle and hit it, ending your vehicle's movement adjacent to the target vehicle. The target vehicle takes 4d6 physical damage, and you push it up to 2 squares. Your vehicle takes 1d6 physical damage.

Failure: Your vehicle ends its movement adjacent to the target vehicle. You take a -2 penalty to skill checks you make to drive your vehicle until the end of your next turn.

Two Wheelin' Vehicle Stunt

You use some rubble in the road to pop your car onto two wheels.

At-Will ☼ Driver

Standard Action

Requirement: Your vehicle must be a car or a truck.

Check: Mechanics (hard DC of your level)

Success: Your vehicle pops up on two wheels. While the vehicle is on two wheels, its speed is halved and it occupies a space of 1 square by 4 squares (2 squares high). You can maintain this stunt on subsequent rounds by making a successful hard Mechanics check as a minor action. Occupants gain superior cover to adjacent ground vehicles while the vehicle is on two wheels.

Failure: No effect.

Special: If you roll a 1 on the Mechanics check required by this stunt, your vehicle goes completely over on its top, slides 3 squares, and comes to a stop. When using this stunt, you can attempt a saving throw to avoid a catastrophe only once: when the vehicle comes back down on four wheels or when it tips over.

Weave the Road Vehicle Stunt

You swerve your vehicle in a series of defensive maneuvers.

At-Will ☼ Driver

Standard Action

Check: Mechanics (moderate DC of your level)

Success: Your vehicle and all its occupants gain a +2 bonus to all defenses until the end of your next turn. This bonus applies only against attacks originating from outside of your vehicle.

Failure: You take a -2 penalty to skill checks you make to drive your vehicle until the end of your next turn.

VEHICLE STUNT CATASTROPHES

Whenever you fail a saving throw after performing a stunt, roll 2d6 and consult the table below. Note that some effects don't fit a particular vehicle type; Game Masters are free to determine alternative effects as the situation warrants. Each roll on the Catastrophes table after the first one made during an encounter takes a cumulative -1 penalty. Game Masters should determine whether a reroll is needed if the indicated result doesn't make sense.

CATASTROPHES

2d6	Result	Effect	2d6	Result	Effect
2 or lower	Disabled	The vehicle is reduced to 0 hit points, moves half its speed, and comes to a stop.	9	Blown tread	The vehicle takes a -2 penalty to speed. This effect is cumulative with other blown treads.
3	Heavy damage	The vehicle takes 4d6 physical damage.	10	Lose cover	One section of the vehicle, determined randomly, is torn off, negating cover for creatures adjacent to the lost portion.
4	Fire	The vehicle bursts into flame. All occupants take ongoing 10 fire damage (save ends).	11	Damaged augmentation	One vehicle augmentation, determined randomly, ceases to function until repaired.
5	Moderate damage	The vehicle takes 3d6 physical damage.	12	Lucky	Bwahaha! YOU are totally lucky. Now go blow something up.
6	Buckled vehicle	All occupants take 2d6 physical damage.			
7	Light damage	The vehicle takes 2d6 physical damage.			
8	Swerve	The vehicle swerves uncontrollably. The driver takes a -2 penalty to skill checks to operate the vehicle until the end of his or her next turn.			

SPEEDING FIREFIGHTS

Laying out a battle map for a speeding firefight poses problems, since it's not efficient to use a very large map to represent terrain that will be dealt with only in stages over the duration of the fight.

The following is a simple system that allows the Game Master to challenge players during moving-vehicle firefights while keeping the map layout at a workable level.

When the encounter begins, the Game Master places vehicle tiles and cutouts or other representations (sized appropriately) in the center of a blank grid according to their positions relative to one another. Creature tokens are then placed in the vehicles. Finally, the Game Master places other cutouts, dungeon map tiles, or other objects on the map to represent various obstructions and hazards.

Creatures take their actions normally during each of their turns, based on their locations on the map.

At the end of each turn, the Game Master moves all the terrain features down the map a number of squares equal to the encounter speed (see the "Vehicle Movement" sidebar). He or she then lays out new terrain features at the top of the map.

Think of this as a "top-to-bottom" scrolling video game. Vehicles stay relatively centrally located, while the terrain "scrolls down" the map. This system makes new terrain features surprising to the players since they won't necessarily know what's coming from round to round.

VEHICLE MOVEMENT

Vehicle Speed and Direction: A speeding firefight should involve vehicles that are relatively matched in speed, are moving in the same general direction, and are staying close to one another (otherwise, the faster vehicle leaves the encounter).

Encounter speed is equal to the lowest speed of all vehicles involved. Encounter speed represents the general speed of the chase and affects how fast terrain features move past the vehicles. If the vehicles encounter difficult terrain, Game Masters have to scroll the map more slowly while the vehicles make their way through the difficult terrain.

Jockeying for Position: Although vehicles are considered to be moving with each other at roughly the same speed, drivers can jockey for position. On his or her turn, a driver can move his or her vehicle forward or backward a number of squares equal to one-quarter of the vehicle's speed. This phenomenon represents slight speed variations that occur during a high-speed chase, where the drivers jockey for position and attempt to cut each other off. This movement is part of the overall movement of the chase (the encounter speed), but it allows players to make a tactical maneuver that occurs over a distance of a square or two.

On their turns, drivers can also move their vehicles left and right up to their vehicle's speed, moving toward or away from other vehicles and avoiding terrain features in the process.

About the Author

Craig Campbell was suckered into playing D&D in 1990 when some of his college friends told him he needed to get out less. In the time since, he's devoured many sourcebooks, transforming himself into a zombielike creature that constantly seeks to tell amazing stories and eat the brains of his players. Hailing from northeastern Wisconsin (go Packers!), he currently lives in Marietta, Georgia with his all-consuming love of bad movies.

Ray Franklin began gaming a long time ago right here in this very galaxy. Through the encouragement of his friends and family, he has been recently persuaded to share his wild imaginings with the rest of the gaming community. He is currently playing a radioactive cockroach in his co-author's D&D *Gamma World* game, while gearing up for season two of his own DUNGEONS & DRAGONS campaign.