

Simple (swerve, take off or land, hover, rotate) Diff 15
Difficult (Tight turn, control a skid, recover from a stall, emergency stop, pull out of a dive, reverse or pull away) Diff 20
Very difficult (bootlegger turn, regain control from spin) Diff 25

Chase Rules, a driver can accelerate the vehicles acceleration speed every round, but a driver ahead of them can attempt to lose them by crashing into them an opposed drive check (success by the offensive driver hits the other car) or by trying to lose them, in traffic losing another driver is as simple as weaving between cars, but losing a driver on an open road may be near impossible as there is nowhere to hide.

Losing a character in traffic or in a city is a matter of a series of opposed drive checks for staying the same speed, typically a failure by one party or another results in a slow-down for that round or possible emergency breaking.

If a driver in either vehicle goes faster than the listed max speed, they must roll a Drive check at the number of MPH they are going over the max speed for that area. If they fail this check they hit another random vehicle on the road.

Max Speed Per City Location
Very Heavy Traffic, 20mph
Heavy Traffic, 40mph
Moderate Traffic, 60mph
Light Traffic, 80mph
Very little Traffic, 100mph
Open Road, No limit

Random Vehicle Collision Chart (Road, roll 1d10)
1-2. Motorcycle
3-4. Compact Car
5-7. Midsize Car
8. SUV, Pickup Truck, or Minivan
9. Large SUV, Van, or Light Truck
10. Semi Truck or Large RV

Combat Rules

Attackers inside the car and outside suffer the same penalty to hit depending on the speed of the vehicle. As it is hard to hit such a fast target and it's hard to fire at something as you're speeding by it.

Example: A man with an SMG is firing out of a window of a vehicle going 50mph, while he's being fired upon by a man on the street. Both receive a -3 penalty to their attacks, as the man in the vehicle is being jolted around at that speed, and the man outside is having trouble shooting the fast moving target.

1-30mph, Combat Modifier: 0
40-60mph, Combat Modifier: -3
70-100mph, Combat Modifier: -6
110+mph, Combat Modifier: -9

If two vehicles are firing on each other, the rules are slightly modified. If the vehicles are moving at the same speeds, occupants of both just receive the standard penalty for firing at each other. If the vehicles are going at different speeds, then for each category lower or higher, only the

difference in penalties is added to the normal penalty (the penalty is not doubled). Therefore a car going 60mph firing on a car going 80mph would have a -9 penalty, only the slower vehicle gets this combined penalty, the faster vehicle suffers the standard penalty for firing from that speed. The same equivalent penalty of two cars both going 120mph, who are firing on each other.

Firing At Vehicle Occupants

Shooting at a person inside or on a vehicle, requires a called shot. (-4 penalty) This can be very difficult with fast moving vehicles. In cars vehicles have glass between the outside and their occupants, Glass has 5 SDP and that much damage is subtracted from attacks on occupants, and when the SDP is gone it is shattered and provides no more protection for occupants on that side. Armored vehicle glass is double this number as SP, meaning that the glass can't be shattered out, but can be penetrated by large enough rounds (SP 10). With motorcycles however, there usually is no glass, so nothing to protect the occupant (a simple called shot penalty is all that's between them and an untimely death). However some motorcycles have a windshield in front of the handlebars (meaning if the motorcycle is being fired on its front side, say from a vehicle it is pursuing), the occupant does receive cover from the glass. Police motorcycles often have armored glass (SP 10) and therefore are much more protected while in hot pursuit of a vehicle. Occupants can slink down or lay flat in the car, trying to lower their profiles, giving shooters a -3 penalty to hit them, but they get -3 to any attacks, actions, or drive checks that round.

Vehicle Damage

Vehicles have both SP values and Structural Damage Points (SDP). If armored, the vehicle's SP is subtracted from the damage taken, with the remaining damage subtracted from the vehicle's SDP. When a vehicle is reduced to 0 SDP, it is considered to be destroyed or inoperable. In this simplified system, there are no locations for damage - all points are subtracted directly from the vehicle's SDP.

Shooting Out Tires - Shooting at tires is a called shot, -4 penalty. Tires normally have 1/10th of the vehicle's SDP and 2 SP to protect against casual glass and road hazards, but once punctured provide a -3 to Drive checks for each tire punctured and reduce max speed by 5 mph.

Crash Damage for Ground Vehicles - For every 10 damage done to a car or other ground vehicle through its SP in a crash or collision, roll on the following chart for additional damage done to the vehicle.

1-4. Nothing Extra

5. Minor Engine Component is broken (-2 to drive checks and ½ vehicle range). Automotive tech Diff 15 to fix.

6. Random Door Jams

7. Random Tire Pops Off

8. Critical Engine Component is broken (-4 to drive checks and 1/4th vehicle range). Automotive tech Diff 20 to fix.

9. Passenger or Driver's chair jams forward on sliders pinning passenger/driver. Strength Feat Diff 20 to get free.

10. Gas Leak, 1/10th of the vehicle's range worth in gasoline is leaked out per minute and creates a fire hazard that is easily ignited.

Vehicle's Tow Allowance

A vehicle can drag and tow double its Mass at normal speed. Past this amount, its acceleration and Top Speed are halved, and then past Four times its Mass, it's halved again. Anymore than 4 times its Mass, the vehicle does not move.

Crashing & Ramming

Crash and ram damage is determined by dividing the speed of the moving vehicle by 20 (round down), to determine the number of six-sided dice thrown. This value is multiplied by a modifier based on the mass of the object collided with, listed in the Weight Modifier Table below. The vehicle takes this many dice in damage to its SDP, while all occupants take one-half of this die amount (assuming they're wearing seat-belts, if they aren't they take full damage). If the vehicles are not the same size, the larger vehicle takes half damage, while the smaller vehicle takes full. Two vehicles ramming each other at the same speed and going the same direction (such as continually swerving into each other between lanes) but not hitting head on, do $\frac{1}{2}$ damage for their speed and size.

WEIGHT MODIFIER TABLE	
Size	Multiplier
Very Light (small box, basketball)	x0.5
Light (man, large box)	x1
Medium (motorcycle)	x2
Heavy (car)	x3
Very Heavy (truck, ground)	x4

Vehicle Accessories

Armor Plating - often only done to trucks, limousines, and vans, but some rich people have their luxury car's armored. Doubles SP of vehicle, or if it has none, gives it 10

Cost: 1/4th the vehicles cost. Armoring Reduces Acceleration and Max Speed by 10mph (unless its already 10mph, then its halved), An armored vehicle's glass is also armored at half the SP of the vehicle's body. Availability: Rare

Auto Security System \$1500 (\$250/year for emergency services) - This system detects if a door has been lock picked or a window broken 70% of the time and alerts the proper authorities (it does not make noise). It is awareness Difficulty 25 for a burglar to notice and Electronic Security Difficulty 20 to disable. The system also keeps track of a vehicle that is broken down or in a wreck and automatically will call emergency services. Availability: Poor

Boosters (Nitro) \$2000 Doubles acceleration value when used but -4 to Drive or Motorcycle skill. Nitro boosters are usually illegal and run out after 10 uses before needing to be refilled at a \$200 fee. Availability: Poor

Brush Guards, Front and Rear \$500, Side Guards \$250 - Brush guards give a vehicle +5 SP when determining damage taken to the vehicles from collisions occurring on the vehicle where the brush guards are present. Availability: Poor

Car Alarm \$1000 - This system detects if a door has lock picked or a window broken, sometimes it just goes off if you touch a vehicle (20% chance). It is awareness Difficulty 25 for a burglar to notice and Electronic Security Difficulty 15 to disable. When set off, the alarm simply blares a loud annoying honking and flashes the lights of the car, or just barks a command "Step Away from The Car". Availability: Common

Steering Column Bar \$25 - This deterrent is attached directly to the steering wheel and steering column and locked; only the driver has the key. It is Pick Lock difficulty 25 to remove. Availability: Common

Fog Lights \$140 - These large lights can be installed on any car (usually a truck or off road vehicle) to allow maximum visibility or just blind the hell out of someone. They are usually mounted in a rack of 4 or 6 lights atop the vehicle and can be switched on and off inside the cabin of the vehicle. Availability: Common

Gun Ports \$200 each - These modifications to a vehicle's windows allow a shooter inside the vehicle to swing up a flap (usually of armored glass), and fire out of the vehicle. The price is for each window on the vehicle that is installed with these flaps. An enemy who could get close enough to the vehicle could technically just open the flaps from the outside and just fire in, but you shouldn't be dumb enough to let them get that close. Availability: Rare

"Heads Up" Display \$15,000 -

Hidden Compartment \$500 - This compartment is usually hidden in the floor or roof of the vehicle, and this usually determines the size and shape of what can be held inside it. The carrying capacity of the hidden compartment is usually 1/10th of the vehicle's overall cargo weight capacity. Availability: Rare

Performance Brakes \$1500 - Double the deceleration speed of the vehicle and provides a +3 bonus to making an Emergency stop maneuver. Availability: Common

Performance Engine \$5000 Increases the Acceleration value and Top Speed of a vehicle by 10%. Availability: Common

Performance Steering \$2000 This option gives a +2 bonus to Drive or Motorcycle checks, when installed into a vehicle. Availability: Common

Remote Keyless Entry \$300 this option comes standard on some vehicles, but simply allows a driver to unlock their vehicle from a key chain within about 10 meters of the vehicle. An Electronics or Electronics Security check Difficulty 20, a Radio Shack, and \$500 will allow you to make a device capable of working on other people's cars in the same fashion.

Self-Sealing Tires \$150 each - Tires normally have 1/10th of the vehicle's SDP and 2 SP to protect against casual glass and road hazards, but once punctured provide a -1 to Drive checks for each tire punctured and reduce max speed by 5 mph. Self Sealing Tires however negate the penalty to drive as they seal the hole made, and don't reduce the top speed, however if they take triple the damage they normally have through the SP of the tire, they are thoroughly popped and act as a normal popped tire with all the penalties. Availability: Poor

Hard Rubber Tires \$450 each - Tires have SP 6 instead of SP 2 Availability: Rare

Spotlight \$100 - These are usually mounted on aircraft but sometimes on the side of a jeep or military vehicle, they work like a flashlight, negating darkness penalties for 150m inside the spotlight. Availability: Poor

Storage Containers \$100 - These are mounted on the exterior of the vehicle usually, a truck bed or the saddlebags of a motorcycle. They add 10% more weight capacity to the vehicle per extra container and can be sealed and secured to keep items from moving around. However if filled with extra weight past the vehicle's normal carrying capacity, the top speed is reduced by 5 mph for the vehicle for each storage container filled. Availability: Common

Weapon Mount \$200 - This is usually mounted in the back of a jeep, out of the hatch of a tank, or on a door of a helicopter. It allows a heavy weapon or rifle to be mounted in a swivel position on the vehicle, usually with 120-degree turn radius. The weapon's stability adds a +1 to its accuracy when thus mounted. Availability: Rare

Winch \$750 - This is usually mounted on the front of rescue helicopters or off-road vehicles. It holds 500m of steel metal cable (with a SP 10 and 20 SDP to snap or cut), and can pull it in at strength capable of pulling the Mass of the vehicle at 10 meters a round.

Availability: Poor

Combat Changes

Location Hit Boxes: Limbs are disabled at 8 damage, but not destroyed until they take 16 damage. Head hits are still double damage, and 8 damage to your head renders you unconscious instantly, where 16 damage is lethal. (After armor and BTM). These changes are made due to the lack of armor in most Modernpunk games and due to the unrealism of losing an arm to a 9mm bullet.

Stun Damage - Melee weapons and unarmed attacks that do stun damage can only render a specific location useless or knock the target unconscious where it would normally kill them. A target that would be killed by a weapon that does both stun and lethal damage, where they have equal of both, should be allowed a death save to see whether the lethal put them down or the stun. A failure indicates lethal damage. All unarmed attacks do stun damage unless a maneuver such as breaking a limb is used.

Shotguns - Shotguns work as normal firearms for rolling to hit and damage, unless as on modern shotguns the choke is disengaged allowing the cone to spread out, or that it is a sawn off shotgun. In this case, it works as a cone inside short range, hitting multiple targets in that area if in a narrow corridor. With multiple targets caught in a cone, damage done is treated as short range for the closest target, mid-range for the second target, and long for the third. Usually no more than three targets are hit in such a pattern and damage is still rolled to a location (but it would not make sense for three men standing in single file line to one get hit in the foot, another in the head, and the third in the torso from one blast). Sawn off and unchoked shotguns past this short range work as normal but with a higher difficulty to hit for range by one category.

Reloading - Reloading a firearm is one action in a round, it takes a weaponstech or appropriate firearms roll at Difficulty 10 to reload a semi-automatic/fully automatic pistol/submachine gun/rifle. It's a Difficulty 15 to reload a breech-loading firearm, or put in 3 rounds for a revolver. If the roll fails, that action fails to reload the firearm that round and another round will need to be spent to reload it fully. A critical failure drops the bullets or clip being used to reload, or otherwise causes an extra round to be spent retrieving more ammo or picking up the dropped ammo.

Surprise - Not only does surprise grant a +5 to attack rolls, it also allows for maximum damage done with melee weapons (not to mention the max damage from a firearm if range is point blank).

Armor - Armor only provides 1 SP per 25 SP of soft armor against falls and vehicle collisions, and 1 SP per 10 SP of hard armor against falls and vehicles. Armor also is always treated as 1/3rd against Fire, as the heat can easily overcome soldiers in full body armor, unless that armor is properly fireproofed. Every-time armor absorbs damage from a weapon, half damage in stun is still taken for damage rolled. For soft armor this includes all weapons, for hard armors, stun damage is only taken from weapons that do d10s for damage.

Called Shots - Called shots are -4 penalty to hit normal hit-chart locations specifically, or -8 to hit very specific locations such as hands, feet, eyes, nose, ears, or even the gun someone is holding. Only one called shot per round is normally allowed with this penalty, taking additional called shots adds a cumulative -2 penalty. Therefore taking 4 called shots a round would be -4 on the first shot, -6 on the second shot, -8 on the third shot, and -10 on the last shot.