

Masters Of The Earth Vehicle Tables

Part of the Masters of the Earth Vehicle Supplement

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Presented By: [The Post Apocalyptic Forge](#)

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Type	Relative Cost(\$)	Size Class	Man	AC/DC	Breaks	Crew + Pass	Cargo (ShortTon)	Top Speed Char/Chas	Range	HD	Def	HP	Weapon Spaces	Cover
Modern Water Craft														
Boats														
1 Leisure Boat	4000	S	1/3	10/15	25	1+4	1.5	65/7	150	3	14	50	0	1/4
2 Row Boat/Dingy	500	S	3/0	1/2	5	1+3	1000lbs	10/1	Con	5	11	20	0	none
3 Tug/Com Fishing Boat	6000	M	1/1	3/15	20	6+2	5	25/3	1000	5	12	30	0	full/ 1/4
4 Luxury Yacht	60000	L	0/1	4/10	20	6+35	8	50/5	2000	5	11	100	0	full/ 1/4
5 Ferry	25000	L	2/0	3/15	20	4+100	20	25/3	100	10	13	105	0	full/ 1/4
Ships														
6 Cruise Ship	100000	G	0/0	4/10	20	20+120	16	55/6	1500	10	11	465	0	full/ 1/4
7 Cargo, Light	65000	H	0/0	3/15	10	10+0	60	30/3	5000	10	12	240	0	full/ 1/4
8 Cargo, Heavy	100000	G	-1/0	3/20	10	10+5	200	30/3	Nuclear	10	11	465	0	full/ 1/4
9 Military Vessel, Light	125000	H	-1/2	5/15	20	100+10	10	60/6	Nuclear	10	14	815	24/4	full/ 1/4
Military Vessel, Light	175000	G	-1/2	5/15	20	200+10	15	60/6	Nuclear	10	13	1605	36/6	full/ 1/4
10 Military Vessel, Heavy	250000	G	-2/1	4/15	15	500+20	20	70/7	Nuclear	10	12	1605	48/10	full/ 1/4
Military Vessel, Heavy	350000	C	-2/1	4/15	15	1000+40	40	70/7	Nuclear	10	11	7905	72/15	full/ 1/4
11 Research Vessel	100000	L	-2/1	4/10	20	20+6	10	50/35	Nuclear	10	14	100	0	full/ 1/4
Submersibles														
12 Submarine, Mil, Tactical	150000	H	-3/0	2/10	15	100+0	8	75/8	Nuclear	15	16	815	24/4	full/none
13 Submarine, Mil, Strategic	300000	G	-3/0	2/10	15	150+0	10	70/7	Nuclear	15	15	1605	34/4	full/none
14 Submarine, Research	65000	M	-2/0	2/15	20	2+2	1500lbs	20/2	Nuclear	15	18	85	0	full/none
Modern Aircraft														
Rotary Aircraft (1 mile or 5300' ceiling)														
15 BubbleGyro-copter	15000	S	0/1	15/15	20	1+1	400lbs	70/7	300	3	12	50	0	1/4
16 Commercial	35000	M	-2/1	20/15	25	1+3	1.5	150/15	600	9	15	80	0	1/2
17 Transport	55000	L	-2/0	15/15	20	2+4	4	100/10	1000	9	13	100	0	1/2
18 Military	80000	M	-3/2	25/20	25	2+0	1	200/20	1500	10	16	240	6/0	3/4
Winged Aircraft (25 mile ceiling)														
19 Personal Jet	50000	M	-1/3	50/20	50	1+4	1.5	800/80	1500	10	17	80	0	1/2
20 Military, Intercept	95000	M	-4/4	100/15	75	2+0	2	1500/150	1000	10	18	75	6/0	1/2
21 Military, Tac Assault	85000	M	-3/2	75/20	100	2+0	3	800/80	2000	10	16	75	6/0	3/4
22 Military, Strat Assault	100000	H	-1/1	25/20	75	8+2	10	600/60	6000	10	13	235	24/0	1/2

Type	Relative Cost(\$)	Size Class	Man	AC/DC	Breaks	Crew + Pass	Cargo (ShortTon)	Top Speed Char/Chas	Range	HD	Def	HP	Weapon Spaces	Cover
23 Military, Transport	50000	H	-1/1	25/20	75	4+60	60	600/60	6000	10	13	235	0	1/2
24 Commercial, Transport	45000	H	-1/1	20/15	50	4+2	40	600/60	4000	10	13	235	0	1/2
25 Commercial, Passenger	45000	H	-1/1	25/20	75	8+120	10	800/80	4000	10	13	235	0	1/2
26 Light, Passenger	35000	M	0/2	25/20	75	3+15	2	400/40	1000	10	16	65	0	1/2
27 Light Leisure	25000	S	0/3	25/20	75	1+3	1000lbs	350/40	1000	10	18	50	0	1/2
Lighter than Air (1/2 mile or 2800' ceiling)														
28 Commercial Cargo	25000	H	-1/0	5/5	10	4+4	3	60/6	3000	2	6	15	0	1/4
29 Commercial Advertising	20000	H	-1/0	5/5	10	2+4	1	60/6	1500	2	6	15	0	1/4
30 Commercial Passenger	25000	H	-1/0	5/5	10	6+30	3	65/7	3000	2	6	15	0	1/4
31 Hot Air Balloon	800	L	-2/0	1/-	-	1+3	1000lbs	wind	3000	2	7	6	0	none
Modern Ground Vehicles														
Cars														
32 Economy	2500	S	2/3	20/15	25	1+3	1500lbs	90/9	500	10	18	50	0	1/4
33 Full-sized	5000	S	1/2	15/15	20	1+4	1	100/10	400	10	17	60	0	1/2
34 Sports	8000	S	1/4	25/10	25	1+1	1000lbs	140/14	300	10	19	50	0	1/4
35 Limousine	10000	M	0/1	10/15	20	1+6	2	80/8	400	10	15	85	0	1/2
Motorcycles														
36 Light	1000	T	2/5	20/15	20	1+1	300lbs	100/10	300	9	19	30	0	none
37 Heavy	2000	T	1/3	15/15	15	1+1	600lbs	155/16	250	9	17	35	0	none
Utility Vehicles														
38 Economy P/U	3000	S	0/2	25/10	20	1+2	1500lbs	90/9	400	10	18	60	0	3/4 / 1/4
39 Full-sized P/U	12000	S	0/2	10/10	20	1+2	1	95/10	400	10	17	60	0	3/4 / 1/4
40 Van	12000	S	0/1	5/15	20	1+6	1	80/8	300	10	16	60	0	3/4
41 Misc. Utility	20000	M	-1/1	5/15	20	1+3	2	65/7	300	10	15	85	0	3/4
42 Freight, Light	20000	M	-1/1	5/15	20	1+1	3	75/8	400	10	15	85	0	1/2
43 Freight, Heavy	45000	L	-2/0	5/15	20	1+1	6	70/7	600	10	13	105	0	1/2
44 Passenger Bus	20000	L	-1/0	5/15	20	1+60	5	70/7	600	10	13	105	0	1/2
45 Earthmoving	15000	M	-2/0	5/15	25	1+1	5	30/3	100	10	14	82	0	1/4
Earthmoving	200000	L	-2/0	5/15	25	1+1	6	30/3	75	10	13	105	0	1/4
Military														
46 Transport	20000	M	-1/1	5/15	20	1+14	3	60/6	400	10	15	90	0	1/4
47 Armored PC	45000	M	-1/1	5/15	20	1+12	2	60/6	250	10	15	90	0/1	full/ 1/2
48 Battle, Light	60000	M	-2/0	5/15	25	2+1	2	65/7	250	10	14	90	4/1	full/ 1/2
49 Battle, Heavy	75000	M	-3/0	5/15	25	3+0	4	60/6	200	15	18	275	7/1	full/ 1/2

Type	Relative Cost(\$)	Size Class	Man	AC/DC	Breaks	Crew + Pass	Cargo (ShortTon)	Top Speed Char/Chas	Range	HD	Def	HP	Weapon Spaces	Cover
Ultra-Modern Vehicles(3500' ceiling)														
Public														
50 Flitter	6000	S	10/6	25/5	50	1+1	600lbs	1000/100	10000	9	19	50	0	1/4
51 HoverWedge	4000	T	6/5	20/10	30	1+1	200lbs	160/16	1000	9	19	30	0	none
52 PFC, Small	6000	S	4/3	15/5	40	1+1	600lbs	60/6	1000	9	16	50	0	1/4
53 PFC, Medium	8000	S	4/3	15/5	40	1+4	800lbs	60/6	1000	9	16	50	0	1/2
54 PFC, Large	10000	M	4/2	10/5	35	1+7	1.5	80/8	1000	9	14	65	0	1/2
55 CC, Small	7000	S	4/3	15/5	40	1+1	600lbs	65/7	1000	9	16	50	0	1/4
56 CC, Medium	9000	S	4/3	15/5	40	1+4	800lbs	65/7	1000	9	16	50	0	1/2
57 CC, Large	15000	L	4/2	5/5	35	1+7	1.5	80/8	1000	9	13	85	0	1/2
58 Entertainment Barge	100000	H	4/0	5/5	20	10+100	10	40/4	5000	9	10	200	0	1/2
59 City Transport	20000	L	4/1	5/5	30	1+40	1	60/6	2000	9	12	85	0	3/4
60 Freight Hauler, Light	25000	M	4/1	5/5	25	1+2	2	80/8	5000	9	13	65	0	1/2
61 Freight Hauler, Heavy	50000	L	4/1	5/5	25	1+2	4	80/8	5000	9	12	85	0	1/2
Military														
62 Transport	25000	M	4/2	15/10	40	1+8	2	80/8	5000	9	14	85	0	1/4
63 Armored Transport	30000	M	4/1	10/10	40	2+8	1.5	80/8	5000	9	13	250	1/1	full/ 1/2
64 Hover Tank, Light	65000	M	4/1	10/10	40	2+1	1	100/10	1000	9	13	250	4/1	full/ 1/2
65 Hover Tank, Heavy	90000	M	4/0	5/10	35	3+0	3	80/8	500	15	18	250	7/1	full/ 1/2
66 Battle Platform	500000	G	-1/0	5/10	15	100+500	100	100/10	5000	15	15	1525	48/0	full/ 1/2
67 Intel Vehicle	80000	S	4/0	15/10	40	2+2	800lbs	80/8	1000	9	13	85	0	3/4
Miscellaneous														
68 Medical Services Veh	25000	M	4/2	10/5	35	2+2	1.5	100/10	500	9	14	65	0	1/2
69 Fire Response Vehicle	40000	M	4/1	10/5	35	2+8	2	80/8	500	9	12	65	0	1/2
70 Mobile Lab	40000	M	4/1	10/5	30	4+0	1.5	75/8	1000	9	12	65	0	1/4
71 Mobile Comm	40000	M	4/1	10/5	35	2+2	1.5	75/8	1000	9	12	65	0	1/4
72 Law Enforcement, Int	20000	S	4/4	20/10	45	1+2	600lbs	800/80	1000	9	17	60	1/0	1/2
73 Law Enforcement, Ass	30000	S	4/2	10/10	35	1+6	1.5	100/10	2000	9	15	60	2/0	3/4

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This system uses the D20Modern Vehicle rules as its core. This document merely details the differences and expansions of the rules that can be found within those core rules. You will need the D20Modern SRD/OGL documents or the D20 Modern book. D20Modern and D20 are trademarks of Wizards of the Coast. This document is a derivative work and is intended for entertainment purposes only. All Copyrights and Trademarks are recognized as belonging to their originators and nothing in this document is intended to infringe upon those rights. The mention of trademarks are only included so that users of this document can best identify which products the information included herein would be most suited to apply to. I reserve all original material as copyrighted material. Any personal use of this document for its intended purpose is permitted excepting distribution or changes in any form, which are prohibited without my express permission. The intended purpose is for entertainment in the form of role-playing games or similar interests.

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Introduction

My initial vehicle system was one I generated for Mutazoids3E by Money Talk Enterprises, Inc. prior to the release of D20Modern. I never released it to the public because of my involvement with that project. I've felt all along that it was not a good effort and I've intended on overhauling and changing much of it. This document is the result of that desire. Since D20Modern and Mutazoids3E has finally come out, I figure, why re-invent the wheel. Most of the material in the D20Modern vehicle rules is usable. I merely changed some aspects to suit my own desires and needs. I encourage others to do the same if you don't like my rules or the D20Modern rules. I think most anyone will find something here they'd like to take with them into their campaigns. As a genre, vehicles should probably play a minor role in the post-apocalyptic setting. It stands to reason that most vehicles would either be destroyed in the events leading to the fall of mankind or in the intervening time period. It should always be a special find requiring the overcoming of dangerous enemies and/or hazards. Make the reward of mobility something the players really get worked up about.

Although some robots or automatons are as large as vehicles and use the same movement rules, they are not classified and listed as vehicles. Vehicles have operators and often passengers, robots are autonomous and do not require operational intervention or direction. Thus, they are not listed in the vehicle section.

Vehicle Table Terms

1. #: Numbers have been assigned to each individual vehicle in order to make identification easier and to compensate for the differences in table names and the description names of the vehicles
2. Vehicle Type: The general category of vehicle and its classification. May effect some rules.
3. Relative Cost: The listed amount in \$ is merely to allow the GM and players to assign a relative value to the vehicle for game purposes and does not necessarily indicate actual value since barter is the exchange of choice throughout the lands.
4. Size Class: Size Class represents the general dimensions of a vehicle and how much space it takes up and also assumes most vehicles weigh about the same as other vehicles in its Size Class.
Each Size Class also represents an amount of spaces a particular vehicle takes up on the playing board. One(1) space equals one(1) square on the playing mat, four(4) spaces equals four(4) squares, etc. The value given to the left is for Character modes and the value on the right is for Chase mode.
5. Maneuver (Man): This is the modifier used in many events, situations or when a stunt is attempted. The more actual driving a PC has to do the lower the bonus or higher the penalty. Also factored into the bonus/penalty is the difficulty inherent in piloting a particular vehicle (especially those requiring a lot of knowledge, like submarine piloting) as well as inherent maneuverability of the vehicle. The second number is the Maneuver AC Modifier applied when factoring vehicle AC values and used nowhere else.
6. Accelerate/Decelerate (ACC/DCC): A driver or pilot can always choose to Accelerate at a slower rate than is listed. Deceleration is the absence or removal of a motive force (i.e coasting) and allowing natural friction to slow vehicle movement. Just a side note on Deceleration. Aircraft have a minimum speed they must go in order to remain in-flight. If

an aircraft's speed falls below this threshold it will fall from the sky and go boom. Minimum Speed will be addressed in the Vehicle Descriptions. Minimum speed will count as Take off Speed as well for game purposes.

7. **Breaking (Break):** The amount of speed or assisted stopping power that can be applied during any given movement period. A player may elect to use less breaking power. Breaking is the unnatural application of force to assist the natural slowing process of a vehicle. As it applies to water and aircraft, it typically means the reversal of engines or surface areas applied against the flow of air or water to slow the vehicle more rapidly than it otherwise might be able to. The fact is, that an aircraft uses a continuous thrust system where there is very little natural deceleration unless action is taken by the pilot, i.e. throttling back the engines.
8. **#+# = number of crew + the number of passengers.** The number of crew includes the driver, co-pilots, navigators, gunners, other misc. staff or crew not necessarily involved in the actual movement processes of the vehicle.
9. **Cargo Capacity:** Unless stated numbers in this column in tons. 1 ton = 2000lbs. This is a Short Ton.
10. **Top Speed (TS):** The first number is the Character Speed (as in D20Modern) the second number is for Chase Speed (also as in D20Modern). A pilot or driver can cruise at any desired speed up to max acceleration each turn up to the maximum ACC rate. It is too complicated to worry about fuel consumption during game play. 1 mph = 1.466ft/second or (1.466ft/second).
11. **Range:** How far a vehicle can move given a full fuel capacity. Fuel consumption can easily be figured by using the Range given. At the end of the Range, the vehicle is simply 'out of fuel', at the half point of the Range value, you've used half your fuel capacity, etc. Nuclear = 5 year fuel capacity before a recharge or replacement fuel is required.
12. **Defense (Def):** base(10) + Material AC mod + SC(Size Class Defense Adjustment) (+ Maneuver AC mod. if moving). The values given are for a moving vehicle, subtract the Maneuver AC Modifier if sitting still.
13. **Hardness (HD):** The amount subtracted from damage each attack due to material strength and hardness.
14. **Hit Points (HP):** Hit points in the Vehicle Chart reflect HP value based on typical materials used to build the particular vehicle type. HP values are generally rounded UP to the nearest 5 points except HP values under 10 points.
15. **Weapon Mount Spaces (Weapon Spaces):** The amount of spaces worth of weapons mounts the vehicle is capable of receiving. Weapons can then be assigned to each mount also on a space available basis. Space for ammunition has also been factored in. The format is #/#. The second number indicates an external weapon mount and it's spaces available.
16. **Cover:** How much cover in game terms that the vehicle affords to crew and passengers. This generally is an average value. If a member of the crew is above deck of a ship hanging over the rail to shoot at someone, his cover would probably be ¼ at best. The GM should adjust the cover value as the situation requires. Where there are two values given, one is for when the occupant is inside the vehicle, the other is when the occupant is outside the vehicle but still riding.

Vehicle Descriptions

1. **Leisure Boat:** Includes the common fishing boats, ski boats, canoes, rafts and house boats you can find on lakes and shallow seas. Jet boats and similar single or double rider leisure vehicles are size Tiny(4-8ft).
2. **Row Boat/Dingy:** This includes the entire line of small utility hand rowed boats found on rivers and along inland lakes and coastal seas and oceans. Canoes, and kayaks are included in this group. They are used for a wide variety of tasks including, fishing, rescue, transportation, and the occasional romance.
3. **Tug and Commercial Fishing Boat:** This includes the non-seagoing pusher tugs and port authority tugs, as well as small covered deck commercial fishing boats.
4. **Luxury Yacht:** This class of boat is typical of small motor or single-masted sailing ships or large leisure craft. Included in this class of ship are the larger ocean going tugs and commercial fishing vessels.
5. **Ferry:** This type of boat is typically used as a short range transport and passenger carrier. Barges also are in this category.
6. **Cruise Ship:** Large luxury passenger ships used for leisure travel throughout the world before the end.
7. **Cargo, Light:** Ships of this size are capable of deep river travel and were built by the thousands for short haul or small economy shipments of cargo.
8. **Cargo, Heavy:** This class of ship is used throughout the world as the typical ocean going cargo carrier of choice. This is the work-horse of trading nations and was responsible for movement of tons of non-critical cargos across the oceans every single day.
9. **Military Vessel, Light:** This general designation is for a multitude of mid-sized military ships and includes many of the Auxiliary, Tender, Frigate, and Destroyer classes of military ships. Ships of this size class are typically armed with a wide range of small arms and missiles, both defensive and offensive. A typical Frigate or Destroyer may have additional armaments including torpedoes, depth charges, 5-inch guns, 20mm cannon usable for both close in air defense and direct fire warfare applications. Tender and supply ships are traditionally lightly armed with only small arms and close-in air defenses such as the 20mm Phalanx.
10. **Military Vessel, Heavy:** This size class includes the largest of military vessels, such as the Battleships, and Aircraft carriers and could only be built and maintained by the wealthiest of nations. Battleships were the heaviest armed and armored floating vessels ever built. They are armed with nearly every form of weaponry that could be mounted on its huge hull, from the awesome main batteries (14-inch guns) to the humble 50caliber guns. This ship absolutely bristles with deadly force. In addition to the mounted weaponry the Battleship carried a compliment of two reconnaissance aircraft and two helicopters used for search and rescue as well as submarine hunting. Though an Aircraft Carrier was by no means a humble fighting ship with it's own armaments, it's primary defensive and offensive capabilities resided in its

ability to carry aircraft. A typical Fleet Carrier of the day could carry a compliment of approximately 70+ aircraft of varying purposes, had a crew of 3000 personnel and an additional aircrew of 2000-2500 personnel. Smaller Tactical Carriers could carry about 30+ aircraft and also carried a compliment of 2000 marines and crew compliment of 1500 personnel.

11. Research Vessel: Also included in this class of ship are dedicated search and rescue ships usually associated with a nations Coast Guard and military hospital ships. Ships of this ilk were used for a multitude of scientific pursuits, from ocean mapping, weather tracking, search and rescue, to sunken vessel recovery and ocean depth exploration. They are outfitted for long at-sea stays and could typically stay underway for periods of 60 days or more without re-supply.
12. Submarine, Military, Tactical: This represents the attack class of submarine types. Attack submarines are typically between 300-400 feet long and carry a crew of about 145 men. An attack submarine will usually have 4 forward launch torpedo tubes and as many as 2 rear launch tubes in addition to 12 vertical launch missile tubes. Although most attack subs were nuclear powered toward the end, the reserve fleets and foreign naval powers still maintained diesel powered vessels. You never know which you might run across.
Depth: 3000' Time: 30 days if conventional or 90 days if nuclear powered.
13. Submarine, Military, Strategic: This class of sub represents the strategic ballistic missile subs. Ballistic missile subs are usually armed with 4 forward launch torpedo tubes and 2 rear firing launch tubes as well as 24 vertical launch missile tubes. They range in length from 500-800 feet long and carry a crew of about 200 men. Almost all ballistic missile subs were nuclear powered. Only the major powers could afford to build and maintain these underwater vessels. In addition, the technology to build a viable strategic submarine was prohibitive and required a vast amount of dedicated resources.
Depth: 4000' Time: 120 days
14. Submarine, Research: This class of submarine are the small manned and unmanned vessels used to explore the oceans, carry material and personnel to undersea labs and cities and to recover sunken ships.
Depth: 5000' Time: 12 hours
15. BubbleGyro Copter: This is a small recreational helicopter used by the civilian community for joy rides, photography outings and is easily identifiable by its large glass/plexiglass canopy encompassing a 1 or 2-seat cockpit and also by its relatively small size. Kits could be purchased and easily assembled and were popular with the same groups that enjoyed hang gliders and ultra-light aircraft. There were open cockpit versions without canopies available and widely used as well.
16. Commercial Helicopter: This encompasses a wide range of civilian use rotary winged aircraft used for a multitude of general purposes. They were popular with many law enforcement agencies as well because of their size and maneuverability. News and tourist agencies also favored this aircraft. The well-financed corporate mogul or rock star usually had one in his backyard hangar parked next to the Lear Jet.
17. Transport Helicopter: These large helicopters were used for hauling freight either internally or slung underneath as well as for fighting forest fires and hauling large groups of partiers to NY city or LA where all the cool partiers loved to be seen. Included in this class are the military heavy transport helicopters used for troop transport and field logistics support. This class of aircraft is so versatile that it was used for nearly every application imaginable from drug interdiction to ECM and submarine busting, no job was too much for these beasts of burden to handle.
18. Military Helicopter: These armored and armed terrors were unpleasant to see on the battlefield if you were an enemy troop. These deadly sky raiders could hover over a battlefield and control it with deadly force. Typically armed with a lethal array of cannon and rockets including the Hydra-70 rockets in tube launchers, 20mm and 30mm cannon that could chew up and spit out most armored vehicles let alone a poor schmuck with a field rifle and backpack. If this wasn't enough, the enemy would surely cringe at the site of missile fire emanating from the belly of these beasts as it surely meant the death of some far off target. Military assault helicopters were typically armored underneath to withstand small arms fire and were built with multiple redundancies to make it as battle hardened as anything that flies could be.
19. Personal Jet: This class of aircraft was used by the wealthier class of citizen for well heeled travel and by small airlines catering to the same. While providing the luxury of increased flight speed, it rarely compromised on the creature comforts, having well stocked bars and comfortable seating for those who were financially able to avoid the airlines efficient but unglamorous flying cattle cars. Often federal and state drug law enforcement agencies would use these aircraft outfitted for drug enforcement and tracking of targeted ships or aircraft. The minimum speed for this type of craft is 80mph before being subject to gravity.
20. Military Intercept: In order to deliver strategic and tactical payloads to targets via bombers the military had to counter attacking enemy air forces. The Interceptor class of jet fighter was the answer to this problem. This is the hunter killer of the skies used for interdiction of enemy fighters and bombers. They typically carried an armament payload that reflected their specialized tasks, though often they were modified for anti-ship and over the horizon ground attacks with missiles. Minimum flight speed for this type of craft is 90mph.
21. Military, Tactical Assault: The role of this class of aircraft was in ground support and tactical bombing. With modern smart weapons, guidance systems and small size these military craft were able to rain pin-point death and destruction upon the enemy. With an impressive arsenal to choose from there was rarely a ground support mission they could not accomplish and they were often a welcome sight to pinned friendly troops. Minimum air speed for assault craft is 70mph.
22. Military, Strategic Assault: These were the heavy bombers of the age. Traveling at great heights out of reach of most missile batteries they dropped their deadly payloads upon enemy fortifications, cities and entrenchments. The armaments were chosen for effect and included fire, cluster, standard, and nuclear bombs, along with specialized missiles and ordinance. Minimum speed is 65mph.

23. Military, Transport: Aircraft of this sort were used for a variety of logistical purposes and a few were converted for ground troop support and transport. Able to carry tremendous loads these skybarges brought the fun to war. Also included in this class are the ECM, sub-hunters, tactical air control and command and refueling specialty aircraft. Minimum speed is 65mph.
24. Commercial, Transport: For critical deliveries of mail, packages and goods between cities and continents this was the mode of transport of choice. Able to stay aloft for long periods and carry large payloads economically, they were the backbone of civilization and commerce between other nations and cities. Minimum airspeed is 70mph.
25. Commercial, Passenger: Before the end of the world many enjoyed the sardine like comforts of air travel to foreign destinations. These large jet powered aircraft were designed to move people by the hundreds from one faraway destination to another as cheaply and quickly as possible. Minimum airspeed is 70mph.
26. Light, Passenger: This included a wide variety of mid to small sized aircraft specializing in the transport of people and goods in niche markets where the big boys had no economic interest in filling or because airports could not support larger aircraft. This type could either be jet, or propeller powered and had a minimum airspeed of 60mph.
27. Light Leisure: This is the personal aircraft of small size that filled the skies prior to the end. Hundreds of thousands of people owned and operated their own private aircraft used for short distant leisure and business travel throughout the world. Minimum airspeed is 45mph.
28. Commercial, Cargo LTA: The lighter than air ship was pressed into service after many decades in hiatus as a cheap and reliable means of transporting goods between cities. These were still relatively uncommon.
29. Commercial, Advertising LTA: Simply a floating billboard used by commercial and civic interests to advertise to large captive crowds of people at events. These were the most common airships and were widespread in their use. They were often employed for paid joy rides.
30. Commercial, Passenger LTA: For those in no hurry to reach a destination a new class of air travel was spawned, the Luxury Zeppelin. Built for luxurious pampering and sedentary pace these airships were becoming more popular with the populace before the end.
31. Hot Air Balloon: These hobby airships were popular world wide and enjoyed by more than a few wide eyed children as they passed overhead on their quiet tranquil journeys across the countryside. Because of their affordability and ease of use they had a wide following and distribution. Their light transporting abilities made them suitable only used for leisure, site seeing and joy riding.
32. Economy Car: The small personal ground transport of economy-minded people. It got you there, just not in style. They were known to be able to travel long distances on small amounts of fuel and were often converted to alternate fuel sources as they became available. Look for these every where as they were extremely common.
33. Full-Sized Car: For the more financially endowed person or large family you just HAD to have one of these babes. Not only did it get you from point A to point B, but it got you their in climate controlled, leather seated comfort.
34. Sports Car: These performance vehicles were the babes of bachelors and bachelorettes across the world. They said, 'I am young and reckless' with abandon. Often these vehicles were made in convertible models for that wind in your hair look you've always wanted. These vehicles were typically outfitted with performance engines and suspensions and could handle higher rates of speed than most ground vehicle of the time.
35. Limousine: When you have money and you want everyone else to know you have money the way to do so is to ride in one of these long luxurious babe magnets. Limos were the choice of Hollywood stars, professional athletes and prom queens when traveling about on a night out on the town. You can now find these vehicles in the armies of raiders and warlords as personal vehicles as they are still an impressive ride.
36. Light Motorcycle: These were the mopeds and crotch rockets that the young and foolish at heart craved to have between their legs. Whether touring about the city shopping or racing down freeways at dangerous speeds weaving in and out of traffic these small agile two-wheeled transports got you where you needed to be.
37. Heavy Motorcycle: These are still the choice of road warriors today as well as the yesteryears. From American Iron to foreign road cruisers these motorcycles took their riders on joyous open winded excursions all over the world. Often outfitted with saddlebags, trailers and sidecars, these were quite capable long distance vehicles.
38. Economy Pickup: These handled small payloads and groups of rednecks with equal ease. Whether hauling a few bales of hay or a shit load of empties this was your vehicle of choice. Very popular with the young because of their inexpensiveness these were turned out and sold by the hundreds of thousands. This class of vehicle also includes the smaller SUV's available at the time.
39. Full-Sized Pickup: When you needed to haul larger loads or big leisure boats this was what you had in your driveway. Very popular with the urban cowboy and working class man these could be found everywhere. Most of the SUV and service trucks class of vehicles are included in this category.
40. Vans: These utility vehicles were used for a multitude of purposes, from hauling of freight, to utility service vehicles to carpooling. They saw service in and between every city in the world. Often decorated with elaborate murals they were mobile canvasses as well.
41. Miscellaneous Utility: These vehicles occupy the class and size of vehicles between Van's and true freight hauling vehicles. They are typically used as ambulances, swat and scene lab trucks, emt fire vehicles, and larger service vehicles, etc.
42. Freight Trucks, Light: These include most single axle panel trucks that ferried small cargo to and from commercial and residential interests in every city of the world. Usually a single combined tractor trailer configuration was used.

43. **Fright Trucks, Heavy:** Employed throughout the world as a basic goods transporter these tractor/trailer combo vehicles hauled TONS of material and goods between destinations everyday and were responsible for holding civilization together with the glue of commerce. They could be found in single/double or even triple trailer configurations and could haul heavy loads safely and economically from location to location.
44. **Passenger Bus:** The urban people mover of choice. Does 'cattle car' ring any bells here. These can still be easily found and busses of all types are often converted by local raiders and road warriors into mobile fortresses. The only problem is their love of the go juice. It takes a lot of fuel to keep these behemoths on the road.
45. **Earthmoving Vehicles:** This class covers a large assortment of medium to large utility vehicles specifically made for moving dirt and rock from one place to another. It also covers most farm equipment used for harvesting and collection of crops.
46. **Military Transport Vehicle:** Unfortunately for the unlucky traveler and the even unluckier batch of eggs, this ride was extremely common in most standing and reserve armies of the world. These work horses are responsible for hauling more ordinance and staples to more front lines than any other class of vehicle in history. These vehicles were a logisticians right hand and saw to it that the men in the field could carry the mission to the enemy.
47. **Armored Personnel Carrier:** With creature comforts such as armor and bench seats the discerning trooper always appreciated this ride into combat. These were the backbone of every mechanized and mobile infantry unit and can still be found from time to time in the hands of local militias and better armed organizations everywhere. Most PC's were lightly armed with 1 medium or heavy machine gun. Though they were never intended for direct combat applications, they are still able to withstand most small arms fire.
48. **Battle Tank, Light:** This class of armored vehicle includes many of the light to medium tanks of most standing armies, as well as the armed and armored scout vehicles of most mechanized infantry units. These military vehicles were cheap to build and field and saw heavy action throughout the world. Typical armaments included 20mm to 75mm autocannons and up to the 105mm gun with 1-2 medium to heavy machine guns.
49. **Main Battle Tank, Heavy:** IF your talking armored whoop-ass your talking main battle tanks. These babies were the mobile heavy artillery responsible for busting through enemy lines. The combination of modern reactive armor and it's speed and power made these vehicles a feared opponent on any battlefield. The lighter armored but heavier armed mobile howitzer and mortars are also included in this class of vehicle. Howitzers were armed with the big boys of guns often fielding the 152mm and 155mm guns, these mobile death machines could reach deep into enemy territory with deadly accuracy to clear entrenchments and strong points.
50. **Flitter:** This is a 1 or 2 person inter-atmospheric fully automated transport vehicle. Almost no user intervention is required. It also offers a full range of vehicle safety features, such as inertia dampeners and ejection capsule with limited anti-gravity decent capability. These are typically used by corporate heads, heads of state, or other important personages to fetch an individual or individuals who are immediately needed at a given location. A mere identification check and the passenger/s are on their way to the programmed location at breakneck speeds. This vehicle has low orbit capabilities so ignore the ceiling limits of other ultra-modern vehicles.
Depth: 200' Time: 1 hour
51. **HoverWedge:** This is the ultra-modern equivalent to the crotch rocket or motorcycle. This thing is agile and quick and has a low level flight capability. It's safety features include, one seat and a set of handy handlebars in which to grip hard as you rocket along at terrifying speeds.
52. **PFC, Small:** This is a Private Family Conveyance of choice for the more affluent hipsters of the day. This is equivalent to the ground vehicle, sports car. Features included hover and low flight capability without the bother of replacing worn treads of the old ground vehicles. Also includes many of the most modern safety features, crash foam applicators, a full autopilot AI, and automated defensive driving software and systems.
53. **PFC, Medium:** Like PFC, Small only bigger and with a few more options.
54. **PFC Large:** A luxury version of the other PFC's, only affordable by the wretchedly wealthy. Often featured armored equivalents for the truly paranoid.
55. **CC, Small:** The Commercial Conveyance is basically the same as a PFC though manufactured with little in the way of amenities and with basic drab color schemes. This is marketed to corporations who would like to maintain their bottom line regardless of the discomfort of it's employees.
56. **CC, Medium:** Like the PFC only bigger. Has a few more amenities but the colors are still drab.
57. **CC, Large:** Because this vehicle is used by corporate big-whigs, no expense was spared in the amenities. This is basically the hover equivalent of the limo ground vehicle. They are still decked out in drab colors however, so as not to draw undue attention to the occupants.
58. **Entertainment Barge:** These were large floating mobile platforms used for a number of entertainment interests. From restaurants, to theme parks, to gambling facilities and much more. Some sickenly wealthy people even designed homes around them.
59. **City Transport:** These vehicles were used in place of buses in many cities throughout the world. They transported many people between destinations within cities as well as between cities.
60. **Freight Hauler, Light:** Merely the hover equivalent to the ground vehicle of the same type.
61. **Freight Hauler, Heavy:** Also the hover equivalent to the ground vehicle of the same type, but if you noticed, it can carry less actual freight.
62. **Military Transport:** The all terrain, almost all weather MRE hauler of wealthier nations around the world. Also doubles as

an unarmored troop carrier. Yah for them!

63. Military Armored Transport: Well, when you need supplies in high risk battle fields, and don't want to risk having your vehicle shot out from underneath your ass, this is the ride of choice. Also doubles as a less riskier ride for the troops.
64. Hover Tank, Light: An all terrain mobile armored light battle vehicle. Used by almost every high-tech nation as it's battlefield mainstay. Scout and special attack variants were also developed.
65. Hover Tank, Heavy: The hover equivalent to the treaded main battle tank of the past. While lesser nations still fielded those cumbersome and slow behemoths, the elite forces of the wealthy nations whooped ass from ground level to skyscraper level. This vehicle also tended to replace helicopters and there were MANY variants manufactured, including mobile artillery.
66. Battle Platform: This was the giant battleship of the sky. Able to bring a tremendous amount of firepower to any battlefield in the world. This was often used as headquarters and command ships as you might imagine. Only the very wealthiest of nations could afford the expenditure of building and maintaining these giant weapons platforms.
67. Intel Vehicle: This class of hover vehicle was used as an intelligence gathering and communications platform. They also often pulled duty as a command center. They were lightly armored and could withstand some battlefield punishment.
68. Medical Response Vehicle: This type of hover vehicle was used throughout the world for fast response to medical emergencies. It carried highly trained medical personnel that were assisted by robotic units in wealthier nations.
69. Fire Response Vehicle: No more high rise crisis with these puppies. In the old days people in high rise buildings were at risk of being left to toast in fires because ladder trucks just didn't have the reach. Now, they can bring the fire trucks to the people. Because of their size, they could only carry about 5000 gallons of fire retardant. Luckily, in the future this was more than enough for most fire situations.
70. Mobile Laboratory: In the future, outbreaks of mutant viruses were taken very seriously. Naaaa, really..most of these were mobile crime scene analysis platforms. Some were used by corporations as resource surveyors and similar tasks.
71. Mobile Communications Vans: News crews, police units, and other civil authorities used these as on-scene command response vehicles. They had the full communications capability of whatever nation, state or city that was required.
72. Law Enforcement, Interceptor: This was the small law enforcement vehicle adopted by many wealthy nations before the end. It offered flight capability and incredible face peeling speed. It was said that nothing could outrun one of these badboys once they were on your tale. The drivers of these vehicles were the fighter jocks of their day, and if they weren't pigs, would have been looked up to by billions of little boys, girls and nomen children.
73. Law Enforcement, Assault: This was the law enforcement combat ride of choice. It brought teams of special LE commandoes to the scene, wherever it might be so they could apply maximum force to whatever situation required it. The assault vehicle itself was often armed with light to medium weapon capabilities.

D20 Modern Changes

Rules and Statistics Not Used or Changed from the D20Modern Source

Vehicles (starting page 123 D20Modern)

- Vehicle initiative modifiers are not used in the Vehicle Statistics Tables nor in resolution of tasks. The Statistic 'Maneuver Modifier' may be used in its place if you feel it is necessary. In all other instances where initiative is a factor, use the individual PC's initiative.
- I have my own Size Category system, so the one in the D20Modern manual is NOT used.
- Barter is the basis for most transactions in a post apocalyptic setting so Purchase DC has been removed as unneeded.
- Restriction has also been removed as unnecessary because in a PA setting civil authority is minimal or completely gone in most cases as is a normal society and economic system. Most vehicles will be 'found' items and unrestricted in their use for the most part so long as the PC has the skill to operate the vehicle.
- The Vehicles table (4-14) has been completely replaced. Disregard the one in the D20Modern manual.
- The Vehicle Weapons table (4-15) has been completely replaced. Disregard the one in the D20Modern manual.

All other statistics or rules are used as listed from the D20Modern manual.

Vehicle Movement and Combat (starting page 155 D20Modern)

- Vehicle Size: Has been superseded by my own system. Ignore the one in the D20Modern manual in table 5-12.
 - Getting Started: Any vehicle with a hatch or non-standard entry system requires a full round action to enter or mount. This is just a clarification and a generalization. A GM should use good judgment on individual vehicle types.
 - Initiative: Use character initiative exclusively. Do NOT use vehicle initiative.
 - Vehicle Speed: The table listed in the D20Modern manual (5-13) is good for land vehicles only. Refer to the extended tables in my own system for other vehicle types (Alternative Vehicle Speed and Modifiers Tables).
- Declaring Speed: Ignore the parts about categories. You do not declare a speed category as in D20Modern. A player merely accelerates or decelerates. All vehicle speeds are in rates not categories. For example: A PC tells the GM he is accelerating his

vehicle to speed 15 from a speed of 0 (You cannot exceed the Acceleration limits of the vehicle, listed in the Vehicle Tables). He is now going speed 15, which just happens to be in the Alley speed category. He does not declare that he is 'going Alley Speed' as it describes in the D20Modern manual. Deceleration is handled the same. The player declares how much he is slowing, and whether or not he will be decelerating or breaking (up to the Breaking limit) which may or may not move his Speed Category. Otherwise, the Speed Categories are handled normally as are all the other statistics in the Vehicle Speeds and Modifiers table (5-13).

- Driving a Vehicle: Add - 'Decelerate' as a simple maneuver, and 'Breaking' if going Alley Speed or less as a simple maneuver, and up to 60deg turn if going at Alley Speed or less as a simple maneuver. Add - 'Breaking' by 1/2 or more at Highway Speed or greater is considered the stunt 'Hard Break'. Ignore the Speed Category references for the stunt 'Hard Break', the rest applies. Ignore the rules dealing with the stunt 'Dash'. There may be future changes or additions. All the other rules apply from this section.

- Exploding Vehicles: Vehicles only explode in 1d6 rounds if at the -3/4 HP point and it does a number of d6 dice equal to 2x its size category expressed as a number. i.e. a Tiny vehicle (motorcycle) does 1x2d6(2d6) damage. A Colossal vehicle would do 7x2d6(14d6) damage, etc.

- Vehicle Repairs: Ignore the rule from the D20Modern manual. Use the Repair, Mechanical or Electrical skill rules of the MOTE setting.

All other statistics and rules are used as listed from the D20Modern manual.

Vehicle Size Class Data

Size Class	Mult	Size Range	Spaces	Examples
Tiny(T)	X5	4-8 feet	1/1	Scooter/Kayak/Motorcycle
Small(S)	X10	9-15 feet	2/1	Sedan/Pickup Truck/Speed Boat
Medium(M)	X15	16-30 feet	4/1	Panel Truck/Single Engine Aircraft/Tug Boat
Large(L)	X20	31-60 feet	9/1	18 Wheeler/Yacht/Military Tactical Aircraft
Huge(H)	X50	61-200 feet	25/3	Strategic Military Aircraft/Light Cargo Ship/Small Oil Tanker
Gargantuan(G)	X100	201-500 feet	75/4	Large Oil Tanker/Heavy Cargo Ship
Colossal(C)	X500	501+ feet	100/6	SuperHeavy Cargo Ship/Aircraft Carrier

- Size Class(Abbreviation): The relative size of the vehicle.
- Multi(Hit Point Multiplier): Used in factoring Hit Points for each vehicle
- Size Range: The specific length range a vehicle needs to qualify for any given size class
- Spaces: How many spaces the vehicle takes up on the game mat. The first number indicates the Character mode of play, the second indicates the Chase mode.
- Examples: Examples of vehicles in any given size class, so that a GM may extrapolate vehicles not listed in the charts.

Alternative Vehicle Speed and Modifiers Tables

Used as an extension of the tables that are found on page 156, table 5-13 of the D20 Modern Manual

Ships:

Speed Category	Character Scale		Chase Scale		Defense Modifier	Check/Roll Modifier
	Move	Turn	Move	Turn		
Stationary	0	-	0	-	+0	-
Alley Speed	1-5	0	1	1	+0	+0
Street Speed	6-20	1	2	1	+0	+0
Highway Speed	20-40	2	3-4	1	+0	+0
All-Out	41+	4	5+	2	+1	-1

Aircraft:

Speed Category	Character Scale		Chase Scale		Defense Modifier	Check/Roll Modifier
	Move	Turn	Move	Turn		
Stationary	0	-	0	-	+0	-
Alley Speed	1-20	1	1-2	1	+1	+0
Street Speed	21-100	3	3-10	1	+2	-1
Highway Speed	101-400	6	11-40	2	+4	-1
All-Out	500+	9	41+	3	+8	-2

All other stats and methods are as indicated in other sections of these rules and in the D20Modern manual.

Vehicle Depth Tables

Depth Gradient	Actual Depth	Damage per Round	To Hit Modifier
0	Surface	none	0
1	1-100'	1d8	0
2	101-200'	1d8+2	-1
3	201-300'	1d8+4	-1
4	301-400'	2d8	-2
5	401-500'	2d8+2	-2
6	501-1000'	2d8+4	-3
7	1001-2000'	3d8	-3
8	2001-3000'	3d8+2	-4
9	3001-5000'	3d8+4	-4
10	5000'+	4d8	-6

- Depth Gradient: The relative depth of the vessel in question. Used to determine additional weapons damage at depth.
- Actual Depth: The actual depth of the vessel at the beginning of the round.
- Damage per Round: The amount of damage a particular vessel receives every round if it exceeds its dive limits as given in the vehicle description.
- To Hit Modifier: The deeper a target is the harder it is to hit it. This applies to other vessels even at the same depth.

Vehicle Depth

Some vessels, such as submarines and some ultra-modern vehicles are able to submerge and travel underwater. If the vehicle is capable of submersing, the Depth statistic will be noted in the vehicle description as well as Time allowed before resurfacing.

Materials Information

I use a materials based system for vehicle Defense and Hit Points. The following tables detail the relative values of each material. The following two tables *italicized* entries are added by me the rest are D20 SRD/OGC.

Table: Substance Hardness and Hit Points

Substance	Hardness	Hit Points	Defense Modifier
Paper	0	2/inch of thickness	-
<i>Hide</i>	<i>0</i>	<i>2/inch of thickness</i>	-
Rope	0	2/inch of thickness	-
<i>Composites, Soft</i>	<i>1</i>	<i>5/inch of thickness</i>	-
<i>Rubber</i>	<i>1</i>	<i>30/inch of thickness</i>	-
Glass	1	1/inch of thickness	-
Ice	0	3/inch of thickness	1
<i>Fiberglass</i>	<i>3</i>	<i>7/inch of thickness</i>	<i>2</i>
Wood	5	10/inch of thickness	3
Stone	8	15/inch of thickness	4
<i>Composites, Hard</i>	<i>9</i>	<i>25/inch of thickness</i>	<i>6</i>
<i>Aluminum</i>	<i>10</i>	<i>30/inch of thickness</i>	<i>6</i>
Iron	10	30/inch of thickness	6
Steel	10	30/inch of thickness	6
Titanium	12	40/inch of thickness	8
<i>Endurum</i>	<i>15</i>	<i>100/inch of thickness</i>	<i>10</i>

* Composite = Plastics, Kevlar, hybrid man-made non-alloy materials, etc.(the hardness and hitpoint value assigned to this is a generalization/average as some man made non-metallic materials were quite soft and some were harder than steel)

Hide = Canvas, Hemp cloth, natural materials, etc.

Table : Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC*
Rope (1 inch diam.)	0	2	23
Hide Clothing	0	2	14
Telephone Book	0	1	20
Rubber Tire(5'X3")	1	90	30
Simple wooden door	5	10	13
Spear	5	2	14
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Aluminum can	9	11	11
Composite Shingle(1'X2")	9	50	30
Chain, Light/Medium/Heavy	10	10/25/50	20/23/26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28
Steel Plate (1'X1")	10	30	30
Titanium I-beam (8'X1/2")	12	1800	35
Endurum bar (6'X1")	15	100	45

* Break DC: The DC for a Strength check needed to destroy the item in one action, rather than reducing it to zero hit points through a series of attacks.

Vehicle Hit Points System

Table: Vehicle Hit Points

Size Class Modifier	Material HP Value	Material Hardness Value	Defense Adjustment	Vehicle Type Bonus/Penalty
Tiny X5	Hide-2	0	-0	Military Ground +10%
Small X10	Fiber Glass-7	3	-1	Lighter than air -5%
Medium X15	Wood-10	5	-2	Extreme HighTech -5%
Large X20	Composite, hard-25	9	-3	(-3 or > Man value)
Huge X50	Aluminum-30	10	-4	Military Ocean +5%
Gargantuan X100	Steel-30	10	-5	All Subs +5%
Colossal X500	Endurum-100	15	-6	

Vehicle Hit Points = Size Class Multiplier X Material HP Value X .15 (15% total HP score) + Material Hardness Value +/- Vehicle Type Bonus/Penalty

Examples:

1. Wooden Row Boat: Size Class (small)X10 (X) Material HP Value (wood) 10 (X) .15 (+) Material Hardness Value (wood) 5 (+/-) Vehicle Type bonus/penalty (n/a) (=) Row Boats HP's (20)
2. Military Frigate: Size Class (huge)X50 (X) Material HP Value (Aluminum) 30 (X) .15 (+) Material Hardness Value (Aluminum) 10 (+/-) Vehicle Type bonus/penalty (+5%) (=) Frigates HP's (247)
3. Military Helicopter: Size Class (Medium)X15 (X) Material HP Value (Aluminum) 30 (X) .15 (+) Material Hardness Value (Aluminum) 10 (+/-) Vehicle Type bonus/penalty (-5%) (=) Military Helicopters Hp's (74)

Vehicle Defense System

The formula: Defense(while moving) = base(10) + Material AC Mod - SC(Size Class Defense Adjustment) + Maneuver AC Mod

The formula: Defense(while still) = base(10) + Material AC Mod - SC (can't add the Maneuver AC Mod if it's not moving)

Don't forget to subtract material hardness from each successful attack

Examples:

1. Row Boat: 10 + Material AC mod (wood) 2 + Size Class defense adj. (small)-1 + Maneuver AC mod 0 = 11
2. Military Frigate: 10 + Material AC mod (aluminum) 6 + size class defense adj. (huge) -4 + Maneuver AC mod 2 = 14
3. Military Helicopter: 10 + Material AC mod (aluminum) 6 + size class defense adj. (med) -2 + Maneuver AC mod 2 = 16

Miscellaneous Vehicle Accessories

#	Item	Cost	Spaces	Effects
1	Vehicle Armor	500/point	-	Pick a facing. 10 point max. subtract f/dam
2	Solid Tires	100 ea	-	Cannot be burst or flattened. -1 Maneuver
3	Roll Cage	200	-	+2 personal save vs all crash damage
4	Crash Foam Ejector	200	-	+4 personal save vs all crash damage
5	Auto-fire extinguisher	100	-	Reduce fire damage -1d6/round halves duration
6	Autopilot	1000	-	Pilots vehicle. No 'stunts' allowed. Legal speeds only.
7	Tire Blades	100	-	Damage other vehicles. +1d6
8	Auto-Gunner	1000	-	Auto-fires weapons when target in range. 1 attack/round
9	Ejection Seat	400	-	Auto-Eject if explosion or serious collision danger
10	Remote Ignition System	300	-	Auto-start your vehicle from up to 500'
11	Full AI Control System	5000	-	All the benefits of the autopilot and autogunner, but can break laws and do stunts as if a person were driving. Roll necessary stats for AI.
12	Hover Pods	500 ea	-	Each hover pod can lift 1000lbs. Attached to ground vehicles for limited hover capability. -2 Maneuver
13	NBC Shielding	4000	-	No effects from toxin, radiation or biological hazards while inside protected environment
14	EW Pod	3000	1	Detects and Negates tracking RF radar or infrared tracking
15	Super Charger	1000	1	Adds +25% to max speed of any vehicle
16	Trailer kit	5000	-	A trailer hitch and 4 space trailer to do with what you want
17	4-wheel Positraction Kit	3000	-	Allows the benefits of a 4 wheel drive vehicle over terrain on non-4 wheel drive ground vehicles
18	IFF system	5000	-	Identifies your vehicle as a friendly one to installations, agencies and automations who care so they don't fire.
19	Remote Control System	2000	1	Allows the control of your vehicle from a remote controller.
20	Communications Kit	1000	-	All the gear you need to communicate with anyone, anytime. Reach out and touch someone. Can you hear me now.

Vehicle Weapons Systems

*Note: American made armaments are listed almost exclusively. There is only one foreign weapon listed, the Exocet VLM because of it's wide use by other military powers. Some weapons systems have been simplified and/or merged with other systems for game use.

Miscellaneous Weapons Rules

1. Ammunition: A reload of ammunition takes up an amount of spaces equal to $\frac{1}{4}$ the cost of the weapon system itself. So if you've purchased or found a .50cal machine gun that takes up one space a reload for that weapon takes up .25 or $\frac{1}{4}$ of a space.
2. Mount Firing Arcs: (for simplification, the D20Modern firing arcs of Front, Back, Right, Left, Up, and Down are used)
 - Fixed Weapon Mounts
 1. Side installed weapon mounts can only fire directly to the front or the rear of the vehicle.
 2. Top or bottom installed mounts may only fire in the direction in which they are installed. Top installed mounts obviously cannot fire down, etc.
 3. Weapons mounts with the 'external' designation may only be reloaded from the outside of the vehicle.
 - Turret Mounts
 1. Side mounted turrets may fire any direction but the opposite side of the vehicle.
 2. Top mounted turrets may fire any direction except down.
 3. Weapons mounts with the 'external' designation may only be reloaded from the outside of the vehicle.
 - Missile Launchers
 1. All shipboard missile launchers fire their missiles in any direction except down (as long as there are no obstructions)
 2. All aircraft missile launchers fire their missiles to the front only.
 3. Vehicle missile launchers may fire in any direction in which they are mounted.
 4. Weapons mounts with the 'external' designation may only be reloaded from outside the vehicle.
 - Bomb Racks
 1. All bomb racks and their variants release or eject their payloads down.
 2. Weapons mounts with the 'external' designation may only be reloaded from outside the vehicle.
 3. Weapons cannot fire through the surface of water to hit a target unless specifically designed to do so or unless within 10'.

The data shown here is for entertainment purposes only. It should NOT be used as a historical or archival source of information as it has been heavily modified for game use and is NOT an accurate representation of actual weapons systems.

Weapon Mounts	Mount Space –Weapon Spaces		Weapon Type Accepted
	Vehicle Spaces	Automaton Spaces	
<i>Multi-Purpose Vehicle Weapon Mounts</i>			
Turret, small-external	1-2	4-4	Weapons and Accessories
Turret, large-external	4-4	6-6	Weapons and Accessories
Turret, Dual small-external	4-4	8-8	Weapons/Dual or Quad only
Turret, Dual large-external	8-8	16-16	Weapons/Dual or Quad only
Turret, small pop-up	2-2	6-6	Weapons and Accessories
Turret, Large pop-up	4-3	10-10	Weapons and Accessories
Cupola	4-3	8-8	Weapons and Accessories
Fixed Weapon Pod, small-external	1-1	2-2	Weapons and Accessories
Fixed Weapon Pod, medium	2-2	4-4	Weapons and Accessories
Fixed Weapon Pod, large	3-3	6-6	Weapons and Accessories
Mini-Missile Launcher, small-ext	1-4	4-2	Mini-Missiles only
Mini-Missile Launcher, large-ext	2-8	8-4	Mini-Missiles only
Obstruction Ejector, small-ext	1-2	4-4	Obstructions and Mini-Mines
Obstruction Ejector, Large-ext	1-4	4-4	Obstructions and Mini-Mines
<i>Naval Missile Launch Systems</i>			
Mark 21 Canister Missile Launcher-external	4-2		Any Ground to Air
Mark 26 twin arm missile launcher	2-2		Any Ground to Air
Mark 13 Canister missile launcher-external	4-2		Any VLM
Mark 29 cell missile launcher	4-2		Any VLM
Mark 41 cell missile launcher	4-2		Any VLM
Mark 46 triple Torpedo Tubes	4-2		Any Torpedo
Mark 48 Guide Missile Vertical Launcher-extern	4-2		Any NBC VLM
Depth Charge Rack-external	4-6		Any Depth Charge or Mine
<i>Aircraft Missile Launch Systems</i>			
M260/LAU-68/131 Rocket Launcher-external	1-6		Hydra-70
LAU-142 Missile Launcher-external	2-2		Any Air to Air(AIM-120)
LAU-10 Rocket Launcher-external	1-6		Zuni
LAU-117 Missile Launcher-external	1-2		Any Air to Ground(Maverick)
LAU-118 Missile Launcher-external	1-2		Any Air to Ground(HARM)
M272/299 Missile Launcher-external	1-4		Any Air to Ground(Hellfire)
<i>Aircraft Bomb Rack Systems</i>			
Talley Rack-external	2-4		100lb or less
AERO-65 Small Rack-external	2-2		500lb or less only
BRU-21 Medium Rack-external	2-3		1000lb or less only
BRU-41 Large Rack-external	2-4		1000lb or greater
BRU-100 Super Rack-external	3-1		5000lb or greater
MK8 Mine Rack-external	2-1		Mine, Depth Charge or Torpedo
SUU-67 Flare Dispenser-external	1-6		Flares
MAU-12 Rack-external	2-2		NBC weapons

Weapon System	Weapons Spaces	Weapon Category	Range or Area/Damage/Effects
Typical Military Ground Vehicle Armaments			
<i>Small Arms</i>	1	Various Small Arms	Varies with specific weapon
<i>Guns</i>			
M214 5.56N gatling MG	1	Support Weapons	60/2d10x4
M2HB .50cal HMG	1	Support Weapons	100/2d10
M240 7.62N MG	1	Support Weapons	60/2d6
Mark19 40mm grenade launcher	1	Support Weapons	200/2d12
23mm autocannon	2	Heavy Weapons	500/4d10
25mm autocannon(M242 or MK38)	2	Heavy Weapons	500/4d12
30mm autocannon	2	Heavy Weapons	500/4d12
40mm autocannon	2	Heavy Weapons	500/5d12
75mm autocannon	2	Heavy Weapons	1000/6d12
105mm gun	3	Heavy Weapons	1000/7d12
120mm gun	3	Heavy Weapons	3000/8d12
122mm gun	3	Heavy Weapons	3000/10d12
125mm gun	3	Heavy Weapons	5000/9d12
152mm gun	4	Heavy Weapons	8000/8d20
155mm gun	4	Heavy Weapons	8000/10d20
120mm mortar	3	Heavy Weapons	5000/8d12
<i>Ground Based Missiles</i>		Heavy Weapons	<i>All Missiles have an area of 20'</i>
TOW/FOTT anti-vehicle (fire and forget)	1	-	2.5miles/10d12
Javelin anti-vehicle	1	-	1.5miles/8d10
LOSAT anti-vehicle	1	-	3miles/10d12
M47 Dragon manportable anti-vehicle	1	-	1650yards/8d10
M136 AT4 manportable	1	-	230yards/6d10
BGM71/M220 TOW anti-vehicle (wire guided)	1	-	2miles/10d12
M39/ATACMS multi-warhead bombardment	1	-	140miles/8d12
ATACMS /BAT anti-armor bombardment	1	-	150miles/10d10
YMGM-157/EFOGM anti-vehicle	1	-	9miles/8d10
M26 MLRS bombardment	2	-	10miles/10d12
M30/MLRS Guided	2	-	30miles/9d12
M55 NBC capable	1	-	25miles/10d10 or NBC hazard
MGM-52C Lance bombardment/nuke capable	1	-	45or75miles/10d10 or NBC haz
FIM-92A Stinger anti-air	1	-	1.5miles/4d12
HUMRAAM anti-air	1	-	20miles/6d12
MIM-23 Hawk anti-air	1	-	15miles/5d12
MIM-72M48 Chaparral FAADS anti-air	1	-	2.5miles/8d12
MIM-104 Patriot anti-air/ballistic	2	-	100miles/8d12
MEADS anti-air/ballistic	1	-	60miles/8d12
THAAD anti-ballistic	1	-	40miles/8d12
Typical Ship Armaments			
<i>Small Arms</i>	-	Various Small Arms	Varies with specific weapon
<i>Guns</i>			
50 Caliber	1	Support Weapons	100/2d10
50 Caliber dual	1	Support Weapons	100/2d10x2
50 Caliber quad	2	Heavy Weapons	100/2d8x4

12.7mm MG	1	Support Weapons	100/2d12
12.7mm dual	2	Heavy Weapons	100/2d12x2
20mm cannon	2	Heavy Weapons	500/4d10
20mm dual AA	2	Heavy Weapons	500/3d10x2
20mm Phalanx chaingun AA	3	Heavy Weapons	500/4d10x4
25mm cannon AA	2	Heavy Weapons	500/4d12
40mm cannon AA	2	Heavy Weapons	500/5d12
MK62 3"/MK75 76mm multipurpose gun	3	Heavy Weapons	10miles/6d12
MK45 5" multipurpose gun	4	Heavy Weapons	13miles/10d12
<i>Missiles</i>		Heavy Weapons	
AGM-84 Harpoon anti-ship/land VLM	1	-	67miles/10d12
AIM/RIM-7 Sea Sparrow anti-air/ballistic	1	-	30miles/6d10
Exocet anti-ship VLM	1	-	40miles/10d10
SAM anti-air	1	-	8miles/5d10
SAM-2 anti-air	1	-	6miles/6d10
BGM-109 Tomahawk sea-land VLM	1	-	700miles/10d12
ASROC VLM anti-sub	1	-	1mile/10d12
HyStrike/Fast Hawk Fast Cruise Missile-VLM	1	-	650/10d12
AGM-119 Penguin anti-ship	1	-	18miles/10d10
Trident II	3	-	4500miles/NBC hazard
<i>Torpedoes</i>		Heavy Weapons	
Mk46 Torpedo	2	-	5miles/10d10+1d6/depth grad
MK48 ADCAP Torpedo	2	-	4miles/10d12+1d6/depth grad
MK50	1	-	2miles/8d12+1d6/depth grad
<i>Depth Charges and Mines</i>		Heavy Weapons	
MK41 2000lb	1	-	10d20+1d6/depth gradient
MK51 1000lb	1	-	10d12+1d6/depth gradient
MK60 (encapsulated torpedoes) air/sub launched	1	-	8d12+1d6/depth gradient
MK67 (encapsulated torpedoes) air/sub launched	1	-	8d12+1d6/depth gradient

Typical Military Aircraft Armaments

<i>Small Arms</i>	-	Various Small Arms	
<i>Guns</i>		Heavy Weapons	
GAU-2 - 7.62mm	1	-	60/2d6
M61/GAU-4 - 20mm Vulcan	2	-	500/4d8x2
GAU-8 - 30mm Avenger	2	-	500/4d12
GAU-12 - 25mm Equaliser	2	-	500/4d12
GAU-13 - 7.62mm	1	-	60/2d6
GAU-15/16 - 50cal	1	-	100/2d10
GAU-17 - 7.62mm	1	-	60/2d6
GPU-2A - 20mm Pod	2	-	500/4d10
M129/L60 - 40mm	2	-	500/5d12
M60 - 7.62mm	1	-	60/2d6
M75 - 40mm	2	-	500/5d12
M79M102 - 105mm	3	-	1000/7d12
M134 - 7.62mm minigun	1	-	60/2d4x4
M195 - 20mm	2	-	500/4d10
M197 - 20mm	2	-	500/4d10

M218 - 50cal	1	-	100/2d10
M230 - 30mm	2	-	500/4d12
M240 - 7.62mm	1	-	60/2d6
M242 - 25mm Bushmaster	2	-	500/4d12
M296 - 50cal	1	-	100/2d10
M301 - 20mm	2	-	500/4d10
MK-12 - 20mm	2	-	500/4d10
<i>General Purpose Bombs</i>	-	Heavy Weapons	<i>All bombs have an area of 40'</i>
MK77 750lb Fire(Napalm)	1	-	7d6+7+1d6/round
T39/M123 12,000lb (no rack mounting)	4	-	12d20+12
MK82 500lb	1	-	5d6+5
MK83 1000lb	1	-	10d6+10
MK84 2000lb	1	-	10d20+10
T55/M118 3000lb	2	-	
<i>Cluster Bombs</i>		Heavy Weapons	
CBU-59-Rockeye-II APAM	1	-	3d4xd6
CBU-71 incendiary	1	-	3d6+1d6/d4rounds
CBU-75-Sadeye anti-personnel	1	-	2d6xd6
CBU-78/89 Gator anti-pers/armor (mine laying)	1	-	2d6xd6 or 2d8xd6
CBU-87-CEM	1	-	2d8xd6
CBU-94 Elec. Power Interdiction	1	-	2d6xd6+electrical off
CBU-97-SFW anti-armor	1	-	3d8xd6
MK20-Rockeye anti-armor	1	-	3d8xd6
DAACM runway interdiction	1	-	4d8xd4
<i>Fuel Air Explosives</i>	-	Heavy Weapons	
BLU-82 15000lb Big Blue (no rack mounting)	4	-	10d12+1d12/d4rounds+stun
BLU-95 500lb (FAE II)	1	-	3d6+1d6/d4rounds+stun
BLU-96 2000lb (FAE II)	1	-	4d6+1d6/d4rounds+stun
<i>Air Dropped Mines</i>	-	Heavy Weapons	
MK62 500lb	1	-	5d6+5+1d6/depth gradient
MK63 1000lb Quickstrike	1	-	10d6+10+1d6/depth gradient
MK64/65 2000lb Quickstrike	1	-	10d12+10+1d6/depth gradient
MK60 Captor Mine (torpedo)	1	-	8d12+8+1d6/depth gradient
<i>Chemical</i>	-	Heavy Weapons	as toxic or poison cloud attack
BLU-80 Bigeye	1	-	area80'
MK94 GB 500lb	1	-	area40'
MK116 Weteye GB	1	-	area60'
<i>Flares</i>	-	Heavy Weapons	
LUU-1 Ground	0.5	-	area100'
LUU-2/4/19 Parachute	0.5	-	area600'
<i>Depth Bomb</i>	-	Heavy Weapons	
MK53/54/101	1	-	10d6+10+1d6/depth gradient
<i>Torpedo</i>		Heavy Weapons	
MK50	1	-	8d12+8+1d6/depth gradient

<i>Guided Bombs</i>			+1-4 to hit w/ guidance system
<i>Laser Guided</i>	-	Heavy Weapons	
GBU-10/12/16 Paveway II 500lb/1000lb/2000lb	1	-	5d6+5/10d6+10/10d12+10
GBU-24 2000lb Paveway III	1	-	10d12+10
GBU-27 Have Void (stealth planes)	1	-	10d12+10
BLU-113/GBU-28 Bunker Buster	2	-	8d20+8
<i>TV/IR Guided</i>	-	Heavy Weapons	
GBU-15	1	-	8d6+8
<i>GPS Guided</i>	-	Heavy Weapons	
GBU-29/30/31/32 JDAM	1	-	8d6+8
GBU-36/37 GAM	1	-	8d6+8
<i>Air-Air Missiles</i>	-	Heavy Weapons	<i>all missiles have an area of 20'</i>
AIM-7 Sparrow AA or GA	1	-	60miles/6d10
AIM-9 Sidewinder	1	-	10miles/6d10
AIM-54 Phoenix	1	-	100miles/6d10
AIM-120 AMRAAM	1	-	20miles/6d10
AIM-132 ASRAAM	1	-	40miles/6d10
FIM-92A Stinger also man-portable	1	-	5miles/4d12
<i>Air-Ground Missiles</i>	-	Heavy Weapons	
Hydra-70 Rocket	.25	-	7.5miles/1d6
Zuni Rocket	.25	-	5miles/2d6
AGM-12/GAM-83(nuke capable) Bullpup	1	-	10miles/8d12
AGM-45 Shrike anti-radar	1	-	30miles/4d6xd4
AGM-62 Walleye guided glide bomb	1	-	5miles/8d12
AGM-65 Maverick air-ground multi-use	1	-	17miles/8d12
AGM-78 Standard ARM anti-radar	1	-	75miles/4d6xd4
AGM-84 Harpoon anti-ship	2	-	85miles/10d12
AGM-88 HARM anti-radar	1	-	80miles/5d6xd4
AGM-114 Hellfire anti-vehicle AA or AG	1	-	1mile/8d10
AGM-119 Penguin helicopter launched	2	-	18miles/8d10
AGM-122 Sidarm small anti-radar for helos	1	-	2d6xd4
AGM-123 Skipper general use	1	-	25miles/8d10
AGM-137 TACIT Rainbow anti-radar (loiters area)	1	-	50miles/3d4xd4
AGM-154 JSOW multi-warhead capable	1	-	15or65miles/4d4xd4
Tomahawk VLM multi-warhead capable	2	-	900miles/10d10
Exocet VLM	2	-	40miles/8d10

Ultra-Modern Weapons Systems

<i>Beam Weapons</i>		Heavy Weapons UM	
Laser, Light	1	-	40/2d8
Laser, Heavy	2	-	80/4d10
Fusion, Light	2	-	40/4d8
Fusion, Heavy	3	-	80/8d10
EMP	2	-	100/8d8 electronics only
Sonic Beam	2	-	60/4d8
Magneto, Light	2	-	100/4d8

Magneto, Heavy	4	-	200/8d10
Stun Beam(see also non-lethal)	1	-	60/stun
<i>Bombs</i>		Heavy Weapons UM	
EMP Bomb	1	-	40'/10d10
Tactical Fusion Bomb	2	-	500'/20d20+100+rad hazard
Stun Bomb(see also non-lethal)	1	-	40'/stun
Cherry Bomb (spinning laser)	1	-	60'/1d8xd10
Plasma Bomb	1	-	10d20+10
<i>Missiles</i>		Heavy Weapons UM	
Mini-Missile LOS	.25	-	2d6 line of site, ballistic
Mini-Missile FAF	.25	-	2d6 fire and forget, +2 to hit
<i>Mines</i>		Heavy Weapons UM	
Tracer(attaches and xmts information)	.5	-	-
EMP Pulse	1	-	40'/10d10
Rider(programmed as in-port explosive) Plas/Fus	1 or 2	-	40'-500'/10d20+10 or as Fusion
Tactical Fusion	2	-	500'/20d100+20+rad hazard
Plasma	1	-	40'/10d20+10
Mini-Mine	.25	-	5'/1d6
<i>Non-Lethal</i>		Heavy Weapons UM	
APDF(Anti-Personnel Defense Foam) bomb	1	-	40'/entrap
Stun Beam	1	-	40'/stun
Stun Bomb	1	-	40'/stun
Chemical(NBC) -Stun or Knockout bomb	1	-	40'/knockout

Vehicle Weapons Accessories

<i>Weapon Systems Accessories</i>		<i>Effects</i>	
Targeting Radar	1	+4 missile attack	
ATAD (Automatic Target Acquisition Device)	1	+4 guns	
Fake Weapons	0.5	Spot -4	
Battle Ram	-	adds 2d6 to Ram Damage. Takes 30HP before destroyed	
Energy Battery	1	For Energy Weapons. Extra Storage Capacity	
Automated Anti-Missile System	1	+6 Def against missile attacks	
Fake Turret	1	Spot -4	
Cyberlink	-	Maneuver +2, Targeting +2	
<i>Aircraft Specific Targeting Systems</i>			
AN/AAS-35-Pave Penny	1	+1 Bombs	
AN/ASQ-213-HARM Targeting Systems (HTS)	1	+4 Missile Only	
AN/AVQ-12-Pave Spike	1	+2 Bombs	
AN/AVQ-26-Pave Tack	1	+2 Mines and Depth Charges	
ATP-Advanced Targeting Pod	1	+4 All Armament Types	
IRADS	1	+1 Guided Bombs Only	
LANTIRN	1	+2 Guided Bombs Only	
LITENING	1	+3 Guided Bombs Only	
ATFLIR	1	+4 Guided Bombs Only	

Weapon Spaces = The amount of weapon spaces a particular weapon takes up or how many spaces that a rack or mount system holds.

Weapon Category = The skill associated with the use of that particular weapon system.

Weapon Type Accepted = The Type of weapon associated with the mount type.

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