

SAVAGE STAR FRONTIERS



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VEHICLES SUPPLEMENT

V 1.18

1/19/05

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So, kick back with some old 80's music in your iTunes and relive one of the best settings TSR came out with.

I'll see you on the edge of the Xagy Dust Nebula!

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SAVAGE STAR FRONTIERS

What game would be complete without a mode of transportation? In Savage Star Frontiers a whole game can be done without Vehicles, but at some point, you are going to need to get somewhere fast and usually while chasing or being chased. That's where these stats will come in handy.

Vehicle Descriptions (See page 46 of the SWR for details)

The following standard vehicles are available on SF Worlds.

Ground Car

Ground car is a wheeled vehicle similar to cars in use today, except it runs on a parabattery instead of gasoline (and is one heckuva lot slower ☺). Because ground cars run in contact with the ground, they are very maneuverable. A ground vehicle can cross almost any type of terrain if it has enough ground clearance. However, they are not as fast as hover vehicles on level ground or roads.

Acc/Top Speed: 8/25(100kph)

Toughness: 10 (3)

Crew: 1+6

Cost: 5,000 Cr (rental --- 50 Cr plus 50 Cr/day)

Cargo Limit: 150 kg, 1 cubic meter

Ground Transport

Ground transports are heavy, wheeled trucks. They can have open or enclosed cargo areas.

Acc/Top Speed: 5/20 (75kph)

Toughness: 16 (4)

Crew: 1+2

Cost: 15,000 Cr (rental --- 75 Cr plus 100 Cr/day)

Cargo Limit: 10,000 kg, 30 cubic meters

Ground Cycle

Ground cycles are similar to today's motorcycles. They are fast and very maneuverable.

Acc/Top Speed: 15/30 (120kph)

Toughness: 8 (2)

Crew: 1+1

Cost: 2,000 Cr (rental --- 25 Cr plus 25 Cr/day)

Cargo Limit: 20kg, .5 cubic meters

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Hover Car ("Skimmer")

A hovercar or "skimmer" is a car that floats on a cushion of air 30 centimeters above the ground. A pair of turbo fans propels it through the air. In general, hover vehicles are faster than ground vehicles, but are less maneuverable and are limited to traveling on fairly level surfaces or calm water.

Acc/Top Speed: 8/37 (150kph)

Toughness: 10 (2)

Crew: 1+5

Cost: 8,000 Cr (rental --- 50 Cr plus 75 Cr / day)

Cargo Limit: 100kg, 1 cubic meter

Hover Transport

A hover transport is a heavy truck version of a skimmer.

Acc/Top Speed: 5/37 (150kph)

Toughness: 16 (4)

Crew: 1+2

Cost: 20,000 Cr (rental --- 75 Cr plus 150 Cr / day)

Cargo Limit: 10,000 kg, 35 cubic meters

Hover Cycle

Hover cycles are two-man hover vehicles similar to motorcycles. They are easier to ride and control than a ground cycle, but are not as maneuverable at high speeds.

Acc/Top Speed: 8/25(100kph)

Toughness: 8 (2)

Crew: 1+1

Cost: 2,000 Cr (rental --- 25 Cr plus 25 Cr / day)

Cargo Limit: 20kg, .5 cubic meters

Explorer

Explorers are heavy, four-wheeled vans built for traveling and exploring in rugged areas. They are very maneuverable and reliable. Each wheel has its own motor, and the extra-wide tires make it very stable. Explorers are airtight and have a retractable rudder so they can cross open water, but they can be capsized by high waves.

Acc/Top Speed: 5/23

Toughness: 20 (4)

Crew: 1+5

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Cost: 20,000 Cr (rental --- 75 Cr plus 200 Cr / day)

Cargo Limit: 2,000kg, 6 cubic meters

Glijet

A glijet is a combination rocket pack and hang glider. The rocket pack is used to fly to high altitude, where the glider wings are extended. The user can glide slowly with the wings, or use the rocket pack to fly at higher speed. The chemical rocket pack weighs 2 kg and costs 50 Cr to refill.

Acc/Top Speed: 15/25(100kph)

Toughness: 2

Crew: 1

Cost: 3,000 Cr (rental --- 75 Cr plus 50 Cr / day)

Cargo Limit: 15kg, .1 cubic meters

Jet Copter

A jet copter is a helicopter with jet engines. They can be flown like normal helicopters at up to 50 kph. Using the jet engines allows them to fly at speeds up to 350 kph.

Acc/Top Speed: 5/12 (50kph) or 30/87 (350kph)

Toughness: 16 (4)

Crew: 1+3

Cost: 40,000 Cr (rental --- 100 Cr plus 80 Cr / day)

Cargo Limit: 500kg, 5 cubic meters

Air Car

An air car is a vertical take-off and landing vehicle, or VTOL. It takes off and lands like a helicopter, but flies like an airplane.

Acc/Top Speed: 25/225(900kph)

Toughness: 10 (4)

Crew: 1+3

Cost: 50,000 Cr (rental --- 100 Cr plus 100 Cr / day)

Cargo Limit: 1,000kg, 2 cubic meters

Other Vehicles

Many other means of transportation besides those described above are available in STAR FRONTIERS games. The systems and vehicles listed below will not be used in combat very often, but player's may find ways to work them into their adventures.

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Public Transportation

Monorails are the most common mass transit systems on Frontier worlds. Monorail cars can hold up to six passengers and travel at 70 to 100 meters/turn. Monorail passengers usually pay 1 CR per day for an unlimited number of rides. Occasionally, monorails are built underground and called subways.

Cabs of many types are common. Ground cars, skimmers and even cycles are used as cabs. Drivers operate some while robots or computers pilot others. A typical price is 2 Cr for the first km traveled and 1 Cr for each km after that.

Moving Walkways, also called people movers or sliders, are sidewalks that are built like conveyor belts. A person simply steps onto the slider and it carries him, her or it along at 10 meters/turn. Using a slider does not cost anything.

Flyers

Super-Sonic Transports, or SSTs, are large jet-powered aircraft capable of flying at very high altitudes at several times the speed of sound (sound travels 1,988 meters/turn). They are used as luxury passenger planes flying between large cities, as large cargo haulers supplying cities under construction, etc.

Orbital shuttles, often called orbiters, are a cross between an airplane and a space ship. They are powerful enough to fly into orbit around a planet, and sturdy enough to re-enter the atmosphere and land on the surface. They are commonly used to carry supplies and passengers to orbiting space stations and spaceports. An orbiter can reach an orbiting space station in one to two hours.

Water Vehicles

Ships of many varieties are found throughout the Frontier. Players can find anything from three-mast sailing ships to luxury liners and supertankers. Hovercrafts are used commonly in areas where the sea is relatively calm. Skimmers can be used over water if the waves are not more than 40 cm high.

Submarines are used on worlds where the seas are very rough, covered with ice or otherwise unsuited to surface travel. They are common around underwater cities and sea-bottom mines.

Animals

Riding Animals and beasts of burden are used on many planets where the local technology is not advanced enough to build other vehicles. They also are used to get

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into areas that are too rough for ground vehicles, or where their natural abilities to sense water or danger are needed more than a vehicle's speed and reliability.

Speeds

Vehicle speeds are given in meters per turn (or inches per round in SW, i.e. 6 seconds). To find out how many map spaces a vehicle moves in one turn, divide its speed in meters/turn by the size of a square on the game map. For example, a skimmer traveling at 50 meters/turn on a map with 5-meter squares will move 10 squares per turn.

Conversions from meters/turn to kilometers/hour and miles/hour are shown on the Vehicle Movement Table.

VEHICLE MOVEMENT TABLE

Meters/turn	Kph	Mph	Meters/turn	Kph	Mph
5	3	2	90	54	34
10	6	4	100	60	38
20	12	8	125	75	47
30	18	11	150	90	56
40	24	15	175	105	66
50	30	19	200	120	75
60	36	23	250	150	94
70	42	26	300	180	112
80	48	30	350	210	131

Parabatteries

All the vehicles described above, except for the Glijet, are powered by parabatteries. Parabatteries range in size from fist sized to one cubic meter. The following four types are used in vehicles:

Type 1	600 Cr	Ground Cycles and Hover Cycles
Type 2	1200 Cr	Ground Cars and Hover Cars
Type 3	2300 Cr	Trucks, Hover Trucks and Explorers
Type 4	4500 Cr	Air Cars and Jet Copters

If you are concerned with the available fuel, you can always use the system from the Zombie Run adventure. You have four levels of fuel; Full, High, Low, or Empty.

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If, during combat, the driver draws a Deuce, then the fuel level drops by one. Otherwise just use it as a Referee Fiat and screw the players that way ("Sorry Paul. You're out of power. Must've left the lights on all night. The monster is coming right for you. Draw for initiative.")

There are some vehicles to start you off with. Next up will be the Weapons Supplement, followed by some ideas I have for Knight Hawks, Star Frontiers Star ships!

Sweet!

Hope you enjoy!

cya

jp

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