

**GURPS**<sup>®</sup>

Fourth Edition

# ACTION<sup>™</sup> 6

## TRICKED-OUT RIDES<sup>™</sup>



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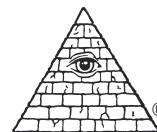
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## ABOUT GURPS

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Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

# INTRODUCTION

Whether your inspirations are the *Transporter* movies, the *Fast & Furious* franchise, or James Bond, one thing is true: Action heroes love cars! Without high-speed mayhem, where’s the fun in playing a wheel man (**GURPS Action 1: Heroes**, pp. 14-15) . . . and what’s the point of having rules for chases (**GURPS Action 2: Exploits**, pp. 31-35)?

No hero worth their salt settles for a stock car, though. Action autos are tuned-up and heavily customized: Prowlers have all that great police gear, spy cars bristle with high-tech gimmicks, SUVs in VIP motorcades are armored (and perhaps armed), and military vehicles boast *serious* firepower.

**GURPS Action 6: Tricked-Out Rides** is for those who want more detail than *Vehicles* (**Heroes**, p. 34) provides. It *isn’t* a realistic design system that tracks every horsepower, pound, and dollar, though. It’s a quick-and-dirty toolkit for

adventures where sports cars pack more gadgetry than fighter jets, and miniguns fit behind headlights!

## ABOUT THE AUTHOR

Sean Punch set out to become a particle physicist in 1985 and ended up as **GURPS** Line Editor in 1995. In that capacity, he has written, edited, or contributed to some 150 **GURPS** releases, revised the game into its fourth edition (2004), and been a regular contributor to *Pyramid* magazine. From 2008, he has served as lead creator of the **GURPS Action** and **GURPS Dungeon Fantasy** series; work on the latter led to his design of the **Dungeon Fantasy Roleplaying Game**, released in 2017. Sean has been a gamer since 1979, but devotes most of his spare time to Argentine tango. He lives in Montréal, Québec with *son amour*, Geneviève.

# THE BODY SHOP

For simplicity's sake, all **Action** cars fit into a small number of categories:

**Subcompact Car:** A sprightly two-seater. Three people (each 160-170 lbs., *including* gear) can squeeze in, but the third can take *no* actions and has neither airbag nor seatbelt. Although real-world subcompacts often have anemic engines, those in action stories are zippy. Top speed comes at a cost in stability, durability, range (tiny gas tank), and cargo capacity (minimal!).

**Compact Car:** Seats two comfortably, with room for gear – or four uncomfortably (two in front, two in back) – and has a bigger gas tank for more range. The engine is only marginally beefier than a subcompact's, so the extra weight associated with these features gives a lower top speed. Action compacts are still *relatively* speedy, however.

**Mid-Size Car:** The closest thing to a “generic” car, able to seat two in front and three in back – and big enough that nobody is cramped. Best for just two or three heroes, so they'll have ample space for equipment.

**Large Car:** The biggest ordinary car. Seats two in front and three in back, with space left over for gear, and has a large tank that minimizes refueling stops. Often marketed as a “luxury” vehicle, but that refers to its roominess – luxury *fittings* cost extra!

**Small SUV:** A solidly built, high-sprung “car” that can drive off road with five people and a pile of gear. Unfortunately, its weight makes it less maneuverable – and a fuel hog. This last point limits *actual* utility for wilderness escapades; it's usually found roaming the asphalt frontier.

**Large SUV:** Seats seven in a 2-2-3 configuration and *still* has room for gear. No more fuel-efficient than the small SUV – but hulking size lets it boast a deep tank, for serious range. All this comes with a price tag to match; even workaday versions are marketed as “luxury” rides. Thanks to their muscle and size, such vehicles are popular for motorcade and security use (sometimes armored and/or armed).

**HMMWV:** A *military* all-terrain vehicle – tougher, heavier, and more expensive than any SUV. Flat silhouette reduces target size and enhances stability, but limits seating to four. Weight and drag (low profile notwithstanding, it has a large surface area) limit top speed despite a powerful engine, creating a gas guzzler – although there's ample cargo space for gas cans. Built for combat, it has bullet-resistant windows (DR 15 vs. attacks on occupants) and a ST 24 external weapon mount (p. 6) on top.

**Single-Cab Pickup:** Classic light truck, built for cargo-hauling and towing. Heavy suspension means it handles well, even off road. Seats two in safety; up to two more can squeeze in behind them, but they'll be cramped (treat as bad “footing”: -2 to all actions, -1 to defenses) and have no seatbelts or airbags. Up to six people can ride in the flat bed; treat this as an open cabin giving a 360° arc of fire, but neither safety gear nor DR.

**Double-Cab Pickup:** Recent pickups have longer cabs that seat two in front and two in back. *Almost* identical to a single-cab pickup otherwise – but the slightly heavier cab comes at a cost in cargo capacity, and the shorter bed can accommodate only four armed lunatics.

## Vehicle Table

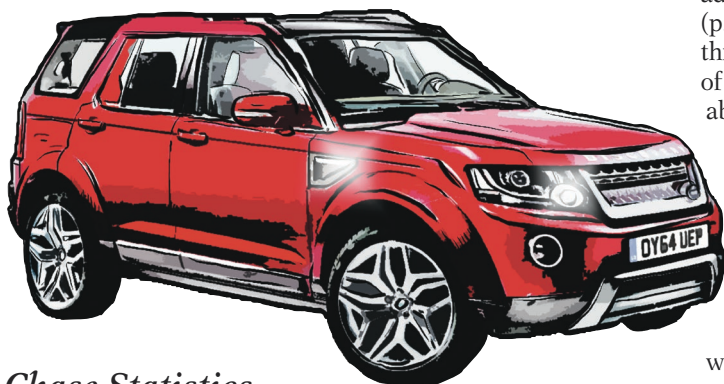
This table describes the above vehicle types using the system on pp. B462-463. These cars don't use *quite* the same stats as those in **Heroes** or the **Basic Set** – they follow a progression that sorts them into neater classes with nicer numbers.

Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ.	DR	Range	Cost	Locations
<b>DRIVING (AUTOMOBILE)</b>												
Subcompact Car	52	0/3	10f	3/70*	1.4	0.25	+2	1+1	4	400	\$15K	G4W
Compact Car	53	0/4	11f	3/65*	1.6	0.4	+2	1+3	5	500	\$20K	G4W
Mid-Size Car	55	0/4	11f	3/60*	1.8	0.5	+3	1+4	5	550	\$25K	G4W
Large Car	56	0/4	11f	3/60*	2	0.6	+3	1+4	5	600	\$30K	G4W
Small SUV	58	-1/4	11f	3/60	2.4	0.8	+3	1+4	5	450	\$40K	G4W
Large SUV	68	-1/4	11f	3/60	3.5	1	+4	1+6	5	600	\$75K	G4W
HMMWV	73	0/5	11	3/35	4.1	1	+3	2+2	8	300	\$100K	G4WX
Single-Cab Pickup	55	0/4	11f	3/55	2.2	0.85	+3	1+1	5	450	\$25K	GO4W
Double-Cab Pickup	56	0/4	11f	3/55	2.2	0.8	+3	1+3	5	450	\$25K	GO4W
Minivan	56	-1/4	11f	2/55*	2.2	0.8	+3	1+6	5	400	\$30K	G4W
Full-Size Van	70	-2/4	11f	2/35*	4.5	1.8	+4	1+1	5	400	\$30K	g4W



*Minivan:* This fixture of the suburbs is a large street car ballooned out to seat seven in safety, in a 2-2-3 configuration. High, clumsy profile means mediocre handling and drag that tanks fuel economy. The engine *isn't* buffed to handle this or the increased weight, reducing performance. Still, the price is right for moving a team (soccer or black-ops) and its gear without drawing attention – minivans *start out* inconspicuous (below).

*Full-Size Van:* A slow, bulky, fuel-inefficient box. Handles like a bus because that's what it is – at least, it's so far into the heavy end of Driving (Automobile) that it's no fun to drive. But it's inexpensive and can haul a *lot* of freight, which is why it's favored for deliveries. Up to 12 goons can ride in back, if they don't mind tiny windows, no safety gear, and crates or make-shift benches for seats.



## Chase Statistics

This table gives additional information useful with *Chases* (*Exploits*, pp. 31-35):

*Thrust:* Used in Ram maneuvers and wipeouts. Intermediate values appear to make vehicle choice more meaningful. Increases if modifications raise ST/HP.

*Speed Bonus:* Modifies most Chase Rolls, and is a per-die bonus to thrust and generic occupant damage (1d) in wipeouts. Increases if modifications raise Top Speed.

*Total Bonus:* Speed bonus plus Handling – both of which affect most Chase Rolls. Increases if modifications raise Handling or Top Speed.

Vehicle	Thrust	Speed Bonus	Total Bonus	Notes
Subcompact Car	6d-1	+9	+9	[1]
Compact Car	6d-1	+8	+8	[1]
Mid-Size Car	6d	+8	+8	
Large Car	6d+1	+8	+8	
Small SUV	6d+2	+8	+7	[2]
Large SUV	8d-1	+8	+7	[1, 2]
HMMWV	8d+1	+7	+7	[2]
Single-Cab Pickup	6d	+8	+8	[2]
Double-Cab Pickup	6d+1	+8	+8	[2]
Minivan	6d+1	+8	+7	
Full-Size Van	8d	+7	+5	[1]

## Notes

[1] The GM may apply SM *difference* as a bonus to Chase Rolls for smaller vehicles or a penalty for larger ones attempting a Hide maneuver anywhere “suitable scenery” is tight

passages. They might even let the smaller vehicle try a Mobility Escape! Most cars have SM +3, so this usually helps SM +2 subcompacts and compacts, and hurts SM +4 large SUVs and full-size vans.

[2] Vehicle has off-road Move. In chases against rivals *without* such mobility, rough wilderness terrain (never road or cityscape!) counts as “suitable scenery” for chase maneuvers that require it, if the GM agrees (e.g., Hide makes sense in a forest but not on a frozen lake). A driver with the Survival specialty that matches such terrain can *always* try a complementary skill roll to aid Chase Rolls, though.

## AVAILABLE IN MANY MODELS!

These options let action heroes create custom cars by adjusting many (though not all) stats on the *Vehicle Table* (p. 3), plus some other quantities. Realistically, changing one thing affects others, but these rules overlook that in the name of action! So don't take the descriptions *too* literally – they're about flavor, not realism.

As these modifications affect most or all of the vehicle, they're priced using “cost factors” (CF): Multiply the price in the “Cost” column by (1 + total CF). Add accessories (pp. 5-8) afterward – do *not* multiply their cost.

In all cases, where improvements are given as percentages, drop fractions.

*Agile* (or *Superior Handling*): Advanced controls, all-wheel steering, better brakes and suspension, collision-avoidance radar, etc. give a Handling bonus: +1 for +1 CF or +2 for +4 CF.

*Armored:* Armor that adds to existing DR, a reinforced chassis to bear the weight, a more powerful engine to move it (raising ST/HP), and a bigger tank to feed that engine. *Window DR* starts at DR 2 for most vehicles, DR 15 for the HMMWV, and increases by *half* the added DR. Each +8 DR (maximum +32 DR) gives +5% ST/HP, and adds +0.5 CF.

*Fast:* Widespread changes – especially to engine, transmission, and streamlining – improve Top Speed (*not* Acceleration). The GM may reserve anything past +20% for subcompacts and compacts. Each +10% to Top Speed (maximum +50%) adds +1 CF.

*Fuel-Efficient:* Streamlining, engine tuning, regenerative braking, etc. – or a bigger (but lighter-weight) tank – extend Range. Each +20% to Range (maximum +100%) adds +0.5 CF.

*Heavy:* Improvements to chassis, engine, and transmission allow heavier loads. When combined with armored, *add* ST/HP increases. The GM might forbid this modification to fast or peppy cars. Each +20% to Load (maximum +60%) gives +10% ST/HP, and adds +0.5 CF.

*Inconspicuous:* Generic paint job, family car safety features, no visible prestige parts, etc. give the *vehicle* the benefits of Honest Face (p. B101) – but also -1 to reaction and Influence rolls when the goal is to impress (*always* penalizes Intimidation). Minivans start with this, while HMMWVs and large SUVs are too imposing to have it. +0 CF.

*Luxury* (or *Attractive*): Mutually exclusive with inconspicuous! Custom paint job, velvet-glove interior, etc., give a reaction or Influence roll bonus in scenes where the vehicle is the center of attention: +1 for +1 CF, +2 for +2 CF, or +3 for +3 CF.

*Peppy*: Similar to fast, but with a focus on *reaching* Top Speed instead of pushing it – usually by adding a bigger engine and trimming weight elsewhere. Improves Acceleration (*not* Top Speed). The GM may reserve anything past +2 for sub-compacts and compacts. Each +1 to Acceleration (maximum +7) adds +1 CF.

*Rugged*: Higher-quality parts give a HT bonus: +1 for +1 CF or +2 for +4 CF.

*Stable*: Wider wheelbase, lower profile, heavier suspension, spoilers, etc. grant a Stability Rating bonus: +1 for +1 CF or +2 for +2 CF.

*Example*: Guido the Killer Dealer needs a prestige tourer. Powerful status cars have wheelbases closer to those of mid-size or large cars, but are famously *flat*. The GM feels that if an HMMWV gets SM +3 and not SM +4 due to its low profile, then SM +2 rather than SM +3 is justifiable here. For a vehicle that seats an overcompensating owner plus trophy girlfriend, it makes sense to modify a two-seater: a subcompact.

Guido insists on the maximum +2 to Hnd (+4 CF), +7 to Acceleration (+7 CF), and +50% to Top Speed (+5 CF); adds +1 to SR (+1 CF); and, most important, wants +3 to reactions (+3 CF). Total CF is +20. These changes boost Hnd/SR to +2/4 and Move to 10/105 – and cost to \$315,000.

A real-world Ferrari 812 Superfast is a two-seater that does 0-60 mph in 2.9 seconds (Acceleration 10.1), hits 211 mph (Top Speed 103), and has an MSRP of \$335,275. It's *definitely* a status car. It won't be hard to add \$20,000+ of accessories to match its price!

## Going Electric

Early electric cars weren't ready for action, but today's can compete. To model one, begin with a compact, mid-size, or large car, or a minivan.

Improve starting Acceleration to 5 but halve base Range, to reflect the properties of electric motors; this tradeoff adds +0.5 CF. Add one level of stable (+1 CF) to simulate the effects of heavy batteries on the floor; this creates *space*, optionally boosting safe Occ. by 1 or 2 at no cost, but doesn't improve *Load*. Ignore all talk of fuel and fuel tanks! Thus, a baseline model has +1.5 CF, though peppy and luxury are extremely common.

## FULLY LOADED!

The right accessories help distinguish an *action* vehicle from "any old car." Some bear these marks:

\* Something implausible – or silly – even for *Action*, best reserved for campaigns featuring super-spies or the worst excesses of grindhouse cinema.

† Something the GM might restrict to heroes with Rank. Others who want it must scour the black market (*Exploits*, p. 6). Being caught *using* it attracts the attention of the authorities; the resulting complications give -1 or worse to BAD.

## Modifications and Weight

Many modifications – particularly those that increase ST/HP, Load, or DR, and bulky accessories – should raise LWt. A few could plausibly lower it.

*Ignore this!*

Chases and combat use ST, HP, Hnd, SR, HT, Move, SM, and DR. When traveling, Load, Occ., and Range are important. Heroes on a budget (and their bosses) certainly care about Cost. *Action* doesn't use LWt., though – its rules treat vehicle HP as a stand-in for weight. If an actual weight is needed for some reason, use the LWt. on the table.

## Standard Features

Every car comes with lights, mirrors, locks (mechanical or electronic), horn, heater, instrument panel (speedometer, clock, etc.), basic sound system (AM/FM radio, at least), spare tire, and whatever else the GM deems "standard" for the campaign's era; e.g., cigarette lighter and ashtrays until the early 2000s, or USB ports and Bluetooth for personal gadgets by the 2010s. *None* of this costs extra!

The owner is free to elaborate on this stuff. Perhaps something is odd (a metric drink holder that won't fit American cups), broken, absent, or retro (a lighter *instead* of USB). Trivial options – bumper stickers, fuzzy dice, pine-scented deodorizers ("You find one in every car."), etc. – are likewise at the owner's discretion.

Two standard features have game effects:

*Airbags*: When active, trigger in a wipeout (*Exploits*, p. 35), providing DR 10 against the damage. For the sake of fun, a Ram won't trigger them, so they have no effect on the basic 1 HP that inflicts. Someone behind an airbag can't do *anything* but attempt to free themselves, which takes a chase round and requires a DX-2 roll. Before the late 1980s, the GM may charge \$200 apiece. Once triggered, replacements cost \$1,000 each!

*Seatbelts*: When buckled, give DR 5 vs. the damage a wipeout inflicts, any number of times. For the downsides, see *GURPS Action 5: Dictionary of Danger*, p. 35. Long, multi-anchor tethers that function as seatbelts for people in the bed of a pickup or back of a van cost \$200 apiece.

## Upgrades

These options mostly *replace* standard vehicle parts – brakes, bumpers, locks, skin, tires, trunk, etc. – with versions that work better or offer special features without adding significant weight. For instance, tinted windows weigh no more than plain ones.

A few upgrades hang off the outside. These *should* add weight, but the rules ignore this to reduce bookkeeping. See *Modifications and Weight* (above).



What everything here has in common is that it requires no space, unlike the items in *We Can Install That for You!* (pp. 7-8).

**Anti-Surveillance System.** Emissions shielding, soundproofing, etc. inflicts -5 on all rolls to spy on the *inside* of the car using non-visual means. \$3,750 at SM +2, \$5,000 at SM +3, or \$7,500 at SM +4.

**External Weapon Mount†.** Pintle or ring mount for a weapon beside a roof hatch – or optionally for pickups, a mount atop the cab roof or a pintle in the bed, accessible only to riders in the bed. The gunner is exposed while using it! Requires a vehicle of at least SM +3; maximum one mount per vehicle. Consult the *Mounted Weapons Table* (below) for permitted weapon ST requirement. Weapon and ammo weight *does* count against Load. \$30 × maximum weapon ST requirement.

**Gun Ports†.** Let occupants shoot out with personal weapons with Bulk no worse than -5 without opening windows or doors. \$100 each.

**Hidden Compartment.** +2 to Smuggling skill – and a Search roll is *required* to find what’s inside. \$10 per *pound* of Load hidden.

**High-Security Locks.** -5 to Lockpicking or other skills used to open the doors without the right keys or codes. *All* doors (even the trunk): \$1,200 at SM +2; \$2,000 at SM +3 or more.

**Improved Brakes.** +1 to Driving rolls to retain control during rapid deceleration; see *Pushing the Envelope* (p. B395). In a chase, gives +1 to any Chase Roll for Emergency Action, Reverse, or Stop maneuvers. \$1,000.

**Light Bar.** Priority-vehicle flashers. \$100 for basic model; \$400 for ultra-bright one that looks like the real thing (legal to own, but *using* it on an unauthorized vehicle is illegal and rates a †).

**Multi-Plate\*†.** “Trick” license-plate mount. Pressing a button flips it to any of up to four different plates. Unobvious even to close inspection. \$500.

**Reinforced Bumpers.** Bullbars, push bumpers, or similar on the *front* of the car. In a Ram maneuver: +1 per die to damage inflicted, -1 per die from damage received. In a Force maneuver *as pursuer*: Quarry suffers an extra -1 to avoid wipeout. Illegal (†) in some jurisdictions. \$300 at SM +2, \$400 at SM +3, or \$600 at SM +4.

**Run-Flat Tires.** A tire that’s shot up may go flat (p. B555); a tire shredded by spikes *will* do so. Losing one gives -4 to Hnd and -50% to Top Speed; losing two or more stops the vehicle. With *these* tires, the penalties are just -1 to Hnd and -20% to Top Speed, no matter how many are damaged. \$1,000 for the set.

**Safety Fuel System.** Armored tank, self-sealing lines, redundant pumps, etc. eliminate the “F” on HT, for vehicles that have it. Costs a whopping 10% of basic vehicle cost; e.g., \$1,500 for a subcompact.

**Searchlight.** Powerful light can illuminate targets out to one mile distant. Roll against DX to hit each turn; if aimed, add Acc 12. Anyone without Protected Vision (sunglasses, tinted windows, etc.) is blinded if caught in the beam, and must roll against HT or remain that way for 1d seconds – for the next round, in a chase. \$500.

**Stealth\*.** Variety of features give -4 to detect the car by one specific means. Sound: \$7,500 at SM +2, \$10,000 at SM +3, or \$15,000 at SM +4. Infrared (thermograph, heat-seeking missiles, etc.) or radar (including police and military radar): \$22,500 at SM +2, \$30,000 at SM +3, or \$45,000 at SM +4.

**Tinted Windows.** Basic tint is free but cosmetic. *High-quality* tint gives the occupants Protected Vision (p. B78) – and nosy people more than one yard away -5 to Vision rolls to peer inside. \$400 at SM +2, \$550 at SM +3, or \$800 at SM +4.

**Winch.** Motorized spool for pulling things. Its ST cannot exceed the vehicle’s! Drags 20×BL effortlessly. \$10 × ST.

## MOUNTED WEAPONS TABLE

The maximum ST requirement of any single weapon mounted *in* or *on* a car is as follows:

Vehicle	Max ST	Notes
Subcompact Car	17	[1]
Compact Car	17	[1]
Mid-Size Car	18	
Large Car	18	
Small SUV	19	
Large SUV	22	
HMMWV	24	
Single-Cab Pickup	18/27	[2]
Double-Cab Pickup	18/28	[2]
Minivan	18	
Full-Size Van	23	

### Notes

[1] Cannot have an external weapon mount (above); must be internal (p. 7).

[2] Use lower ST for external weapon mount atop cab, or internal weapons; use higher ST for external weapon mount in bed.

## Electronics

Cars can have *many* electronic gadgets, including those from *Heroes*, pp. 26-30. Here are some common choices.

These accessories consume vehicle power, working while the vehicle runs and then draining its battery at the speed of plot; see *Bullets, Beans, and Batteries (Exploits*, p. 7). None require significant space. Modern vehicles provide numerous slots for electronics – the volume is already accounted for.

Aside from radios and acoustic systems (mics, PAs, sound systems, etc.), these things merit a CF before mature TL8: +1 CF if commercially available but uncommon, +4 CF if restricted-access tech (e.g., GPS in the early 1980s), or +19 CF if it shouldn’t exist (like cell phones and computers in 1970s spy cars, which rate a \* for cinematic). The GM may make such items depend on Assistance Rolls (*Heroes*, pp. 24-25) *instead of* budget.

**Car Alarm.** High-quality – doesn’t go off at inconvenient times! \$240.

**Cell-Phone Jammer†.** 30-yard radius. \$2,000.

**Cellular Monitoring System†.** Includes the benefits of a cell-phone jammer. \$20,000.



*Computer.* Complexity 3, with touch screen. Other accessories are connected at no extra cost: camera feeds and GPS maps appear on screen, phone gives Internet access, etc. Can record from these sources. \$2,100.

*Dash Cam.* Records what's going on in front of the car. Needs a computer or extra screen for real-time monitoring. \$150.

*Directional Microphone.* Eavesdrops on sounds outside the vehicle. Gives Parabolic Hearing 3. \$800.

*Extra Screen.* To display several things at once. \$100.

*GPS.* +3 to Navigation. \$100.

*Head-Up Display.* Projects the output of basic instruments, computers, cameras, GPS, radar, etc. onto the windshield, giving +1 to Driving skill. *Not* a Handling bonus; doesn't improve safe deceleration (p. B468) or Dodge (p. B470). Also grants +1 to Gunner skill with vehicular weapons. \$5,000.

*Jammer†.* Affects bugs, radio communicators, and remote detonators in a two-mile radius. \$5,000.

*Low-Light Camera.* Gives colorblind night-sight in one direction – front, back, etc. Includes its own screen. Light intensification (Night Vision 9): \$3,500. Thermal imaging (Infraredision and Telescopic Vision 2): \$7,000.

*PA System.* Gives the speaker the benefits of Penetrating Voice (p. B101). \$100.

*Phones.* Cellular: \$100. Satellite (global range): \$1,000. ×2 cost if “secure.”

*Radar.* Not for collision-avoidance – a true *sensor system* with a three-mile radius. Greater range is rarely useful at ground level. Used with Electronics Operation (Sensors). \$10,000.

*Radar Detector.* Spots speed traps, senses weapon lock-on, etc. Recent models detect lasers, too! \$100.

*Radios.* Two-way. Five-mile range: \$250. 35-mile range: \$2,000. “Secure” models – scrambled, encrypted, spread-spectrum, etc. – are ×2 cost, and rate a † if military.

*Scanner.* Eavesdrops on police frequencies. May rate a † if it can tune in to restricted communications. \$125.

*Siren.* Loud emergency-vehicle siren. Often combined with PA system. \$50 for basic noisemaker; \$150 for multi-tone model that sounds like the real thing (legal to own, but *using* it on anything but an authorized vehicle is illegal and rates a †).

*Sound System.* High-quality, with block-rocking speakers. \$500+.

*Stolen Vehicle Recovery System.* For finding the vehicle! “Noisy” radio beacon that anybody within 25 miles can pick up with a suitable receiver: \$300. Remotely activated, secure system (e.g., LoJack): \$700. Cellular beacon that works wherever phones do: \$1,500.

## We Can Install That for You!

Some *internal* accessories are bulky enough that available space limits how many can be installed. These rules approximate volume using *weight*. Many other additions have weight, but the goal here is to reduce bookkeeping by tracking it only for equipment that displaces occupants (see *Modifications and Weight*, p. 5).

Start with a vehicle's Load. Subtract 0.1 ton for the driver. All the rest is available for this gear – keep subtracting weight, to a minimum Load of 0 tons. Any Load remaining can carry weapons on external mounts, cargo, or occupants. Passengers

## Emergency Kits

Emergency gear *isn't* standard in cars, but well-prepared drivers carry it as cargo! Common choices include: electric lantern (\$30, 3 lbs.) or flashlight (\$20, 1 lb.); fire extinguisher (\$50, 8 lbs.); first aid kit (\$10, 1 lb.); glow sticks (\$2, 0.1 lb. each), road flares (\$5, 1 lb. each), or strobe marker (\$25, 0.25 lb.); military rations (\$5, 1.5 lbs. per meal); mini tool kit (\$200, 4 lbs.); “space blanket” (\$5, 0.25 lb.); survival kit (allows unpenalized Survival skill; \$100, 0.5 lb.); and tire iron (\$15, 2 lbs.). A spare vehicle battery (\$100, 40 lbs.) is heavy but useful – and not just for the car.

require 0.1 ton apiece; they and the driver cannot exceed the vehicle's usual Occ.

*Central Tire-Inflation System.* Lets the vehicle *ignore* up to two flat tires. Not cheap – costs 10% of *basic* vehicle cost! Occupies Load equal to LWt./20; e.g., on a mid-size car (LWt. 1.8, Load 0.5, \$25,000), it costs \$2,500 and uses up 0.09 ton.

*Ejection Seat\*†.* Totally unrealistic ejector triggered by the driver, designed to shoot an unwelcome passenger a short distance from the car, without much (okay, *any*) regard for their safety; see *Dictionary of Danger*, p. 35. \$5,000, 0.05 ton.

*Electrified Hull†.* Anyone touching the vehicle must roll vs. HT or be stunned while in contact; roll vs. HT each second afterward to recover. \$1,500, 0.02 ton. Lethal version that does 3d burn per second is ×10 cost.

*Extra Controls.* Second complete set of controls, as good as the first, allows the front-seat passenger to assume control of the vehicle so the driver can do something else – or if the driver is incapacitated. \$2,000, 0.03 ton.

*Fire-Suppression System.* Activates automatically. In a chase, has a 12 or less chance of putting out a fire each round. \$5,000, 0.1 ton.

*Internal Weapon Mount†.* A weapon mounted inside a vehicle, firing in one direction (forward, back, etc.), is possible on an ordinary car – if cinematic (\*) on anything smaller than SM +4 (large SUV or full-size van). The *Mounted Weapons Table* (p. 6) gives the permitted weapon ST requirement per mount; multiple mounts are allowed, Load permitting. Targeting systems, remote triggers, and so on mean the *mount itself* costs \$60 × weapon ST requirement; total Load occupied by weapon and mount is just the weight of the weapon and its ammo, but there's a minimum of 0.01 ton per weapon. *Double* cost and effective weapon and ammo weight (minimum 0.02 ton) for a weapon that pops out of the roof and functions like a 360° turret.

*NBC Countermeasures.* Proof against biological and chemical threats, and radioactive dust (fallout), though *not* intense, direct radiation (as from a nuclear explosion). At least for a day or two. \$5,000 × Occ., 0.01 ton × Occ. – even if fewer people are aboard.

*NOS.* Nitrous oxide system, to boost engine output. Rather than do complicated math converting horsepower to real performance, assume that on any chase round when a nitrous tank is expended, the driver gains an extra +1 speed bonus to Chase Rolls. Illegal (†) in many places! *System* (hoses, controls, etc.) is \$400. Each tank is \$300, 0.02 ton.

**Oil Slick\*†.** Sprays super-slippery lubricant *behind* the vehicle. Contains 25 “shots.” On any chase round where the vehicle is the *quarry*, using a shot gives the pursuer -3 to Chase Rolls. Extremely cinematic – and illegal on public roads! \$2,000. 0.05 ton.

**Remote Controls\*.** Extensive servos to control all vehicle systems, with a secure transceiver (five-mile range). Can be disconnected with a physical switch, for security. \$15,000, 0.05 ton.

**Safe.** Lockable, 20-cubic-foot compartment with DR 80, HP 64. \$1,000, 0.25 ton.

**Self-Destruct\*†.** Rather than do detailed demolition calculations, assume that a well-placed bomb will blow up any car, with enough boom left over to inflict 6d×3 [4d] cr ex. Ouch. Owner chooses triggers (alarm, phone, etc.) and safeties (if any!). \$650, 0.01 ton.

**Smokescreen\*†.** Not a realistic smoke discharger, but a gadget that turns the exhaust into a smoke gun. Contains 10 “shots.” On any chase round where the vehicle is the *quarry*, expending a shot gives the pursuer -4 to attack rolls (the smoke is dense, but the pursuer knows the general location of its origin!), while the quarry enjoys +4 to Chase Rolls for the sole purpose of a Hide maneuver. \$2,000. 0.04 ton.

### More Buttons, More Dials!

Accessories not noted as working together can have a control enabling this. Add \$50 per *function*, regardless of the number of *systems* involved.

*Examples: A collective trigger for several weapons. A mode allowing the radar detector to switch on the jammer when*

*set off. A car alarm that reacts to thieves by activating the electrified hull and playing a message over the PA. A NOS-oil slick-smokescreen “panic button.” Firing the ejection seat can play the Bond theme over the sound system, if you want!*

The capacity to reroute *audio* – e.g., piping the radio or directional microphone to the PA or phone – is free, however. Just roll against a suitable Electronics Operation skill.

## WEAPONS

Here are weapons often carried *on* external mounts (p. 6) or *in* internal ones (p. 7). Many others are possible, including the personal firearms from **Heroes**, p. 32 (real-world vehicles have sported pintle-mounted rifles and internal pepper sprayers), and guns from **GURPS High-Tech**. The biggest limitation is the weapon’s ST statistic; see the *Mounted Weapons Table* (p. 6).

The weight of all weapons and their ammo *always* counts against the vehicle’s Load. Internal mounts have a minimum commitment of 0.01 ton (20 lbs.), doubled to 0.02 ton (40 lbs.) for weapons that pop out of the roof. For lighter weapons, it’s most efficient to add ammo to reach the minimum.

Most internal weapons fire in *one* direction; the pursuer in a chase can use only front-firing ones on their quarry, and the quarry can use only rear-firing ones on their pursuer. Weapons in double-cost pop-up mounts can shoot in *any* direction. So can an externally mounted weapon – but the gunner is exposed!

Below, *Weight* and *Cost* assume an empty weapon. The weight and cost of one full increment of Shots appear after the slash. Divide weights by 2,000 to get tons.

### Weapons Table

Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	Notes
<b>GUNNER (MACHINE GUN) (DX-4 or other Gunner at -4)</b>											
Automatic Grenade Launcher, 40mm <i>linked</i>	4d(10) cr ex	2	35/2,200	75/25.4	6	32	21	-8	2	\$17,500/\$960	[1]
Heavy Machine Gun, .50	7d×2 pi+	5	1,800/7,600	84/30.3	8	100	21	-9	2	\$15,000/\$400	
Minigun, 7.62mm	7d pi	5	1,000/4,200	61/204	33!	3,000	20	-7	2	\$20,000/\$2,400	[2]
<b>GUNNER (ROCKETS) (DX-4 or other Gunner at -4)</b>											
Heavy Rocket, 70mm	7d×3 [3d+2] cr ex	2	70/10,500	23	1	1	10	-9	1	\$1,300	[1, 3]
<b>GUNS (LMG) (DX-4 or most other Guns at -2)</b>											
General-Purpose Machine Gun, 7.62mm	7d pi	5	1,000/4,200	29.6/6.6	9!	100	12	-7	2	\$6,000/\$80	
Light Machine Gun, 5.56mm	5d pi	5	800/3,500	22.6/6.4	12!	200	11	-6	2	\$3,300/\$100	

### Notes

- [1] First Range figure is *minimum* range, not 1/2D.
- [2] Requires power – from either running vehicle or its battery.
- [3] Rocket cost and weight are *per rocket*, always mounted internally.



## TOO MUCH GUN?

*Heroes* intentionally limits itself to light weapons – its heaviest firepower is a one-shot grenade launcher and a big sniper rifle. The armaments in *Tricked-Out Rides* are far deadlier, and can kill a hero's car – and the hero – with one good burst. Be careful introducing them into an *Action* campaign.

At a minimum, extend the advice *Bullets, Beans, and Batteries* (*Exploits*, p. 7) proffers for explosives to *all* vehicular weapons. Track ammo like a hawk. Definitely *don't* use Infinite Ammunition!

It's also recommended that all *defensive* cinematic combat rules (*Exploits*, p. 38) – Bulletproof Nudity, Cinematic Explosions, Mook Marksmanship, and *especially* TV Action Violence – be in effect against vehicular weapons, even if not used otherwise, and that each use of Flesh Wounds affect *all* injury from a successful attack with such a weapon.

Some additional cinematic rules to consider:

*All Or Nothing*: A successful dodge by a pedestrian avoids *all* harm from a vehicular weapon attack, regardless of its RoF or area of effect. This *can* be combined with Feverish Defense.

*From The Burning Wreckage*: No matter how badly a *vehicle* is damaged, if it started a chase round able to move, its *occupants* aren't injured. If weapons fire takes it out of the chase, those aboard can bail out. Only those

who don't are in danger on later rounds – and the vehicle's DR still protects them.

*Not Paid To Bring Ammo Home*: In a chase, blazing away throughout a round chews through a multiple of RoF – say, five times usual (but still just one rocket).

*Sniper Elite*: Only *personal* weapons can target a vehicle's vital areas – or at least its windows (that is, occupants). *Vehicular* weapons cannot.

The GM decides whether these rules work in favor of PCs only, or extend to NPCs. A good guideline is that nameless mooks get few or no benefits – a burst from a machine gun takes out a whole truckload – but important henchmen and bosses enjoy the same protection as heroes.

### Not Enough Gun?

The GM who uses the above rules may want to import even heavier weapons: autocannon, guided missiles, tank guns, artillery, . . . If so, *High-Tech* has you covered. Be careful! Regardless of whether they slaughter *heroes*, military-grade firepower can destroy nonmilitary *campaigns*.

### Look Ma, No Gun!

Even unarmed vehicles can be deadly. *Dictionary of Danger*, pp. 35-37 counts the ways.

## EXAMPLES

Here are five ready-to-use vehicles, one for each lens from *Heroes*, pp. 4-5. They aren't "typical" – they're examples of distinctive rides for memorable adventures. At the GM's option, team of heroes may *split* high Signature Gear costs.

### Expensive Import

**\$337K (34 points as Signature Gear)**

Crime lords love high-performance rides. More than status symbols, these can hold their own in a chase. As the example under *Available in Many Models!* (pp. 4-5) explains, flat cars that barely have room for two count as subcompacts, whatever their footprint.

This one completes that example with accessories that prioritize performance (head-up display and improved brakes grant Driving bonuses), avoiding cops, and protecting the investment. The showpiece is a fine-quality sound system (+2 to any relevant rolls). At over \$10,000, it's merely "not bad" – real-world luxury stereos often top \$300,000, car not included!

*Category*: Subcompact Car.

*Modifications*: Agile, +2 Handling; Fast, +50% Top Speed; Luxury, +3 reactions; Peppy, +7 Acceleration; Stable, +1 SR.

*Upgrades*: High-Security Locks; Improved Brakes; Tinted Windows.

*Electronics*: Car Alarm; Computer; GPS; Head-Up Display; Radar Detector; Satellite Phone; Scanner; Sound System (Fine); Stolen Vehicle Recovery System (Remote).

### Spy Car

**\$382K (39 points as Signature Gear)**

This spy-mobile is a compact car; like its cinematic inspirations, it's a nominal four-seater that holds two. Light armor (DR 13, DR 6 windows), run-flat tires, reinforced fuel systems, and overall rugged design help it survive. A hot engine provides speed – the *driver* must provide handling!

Its *real* features are endless gizmos. Highlights are many systems for spying on others and countering enemy spies – plus cinematic gadgets like a multi-plate, oil and smoke sprayers, an ejection seat, and a self-destruct that blows up anybody who fails to pick the locks! Two hidden, front-firing 7.62mm machine guns round out the package.

*Category*: Compact Car.

*Modifications*: Armored, +8 DR; Fast, +50% Top Speed; Peppy, +5 Acceleration; Rugged, +1 HT.

*Upgrades*: Anti-Surveillance System; High-Security Locks; Multi-Plate; Run-Flat Tires; Safety Fuel System; Stealth (IR, Radar, and Sound).

*Electronics:* Cellular Monitoring System; Computer; Directional Microphone; GPS; Jammer (linked to Radar Detector); Low-Light Camera (Thermal, Front); Radar; Radar Detector; Satellite Phone (Secure).

*Accessories:* Ejection Seat; Internal Weapon Mounts x2 (ST 12); Oil Slick; Self-Destruct (linked to High-Security Locks); Smokescreen (linked to Oil Slick).

*Weapons:* GPMG x2 (linked front), each with 150 rounds.

## Elite Police Cruiser

**\$220K (22 points as Signature Gear)**

A typical prowler is a large car that holds two officers in front, two suspects in back, and a secure armory in the trunk; this one is a super-car for elite cops. While real-world cruisers cost a fraction of the price, they're only *reputed* to be armored and improved for long-range, high-speed pursuits – this one really is! It has all standard police gadgets, too.

*Category:* Large Car.

*Modifications:* Armored, +8 DR; Fast, +20% Top Speed; Fuel-Efficient, +20% Range; Peppy, +2 Acceleration; Rugged, +1 HT.

*Upgrades:* High-Security Locks; Improved Brakes; Light Bar (Ultra-Bright); Reinforced Bumpers; Run-Flat Tires.

*Electronics:* Cellular Phone (Secure); Computer; Dash Cam; Extra Screen; GPS; PA System; Radio (5 miles); Siren (Multi-Tone); Stolen Vehicle Recovery System (Remote).

*Accessories:* Safe (weapons locker).

## Commando Transport

**\$357K (36 points as Signature Gear)**

This custom HMMWV is intended to transport four special operators and gear (up to 280 lbs. apiece with full kit) into enemy territory. It packs .50-caliber firepower. Its most

noticeable improvement is *significant* armor (DR 40, DR 31 windows).

*Category:* HMMWV.

*Modifications:* Armored, +32 DR.

*Upgrades:* External Weapon Mount (ST 24); Gun Ports x4; Reinforced Bumpers; Searchlight; Winch (ST 39).

*Electronics:* GPS; Radio (35 miles, Secure); Satellite Phone (Secure).

*Accessories:* Central Tire-Inflation System; NBC Countermeasures.

*Weapons:* HMG (pintle), with 1,000 rounds.

## Motorcade Escort

**\$389K (39 points as Signature Gear)**

Security operators love large SUVs packed with defensive hardware. This one *might* transport a VIP, but it's usually found on escort duty. Rugged and heavily armored (DR 37, DR 18 windows), it has built-in protection against fire, gas, and blowouts. The hull is electrified to discourage troublemakers. Reinforced bumpers, gun ports, and a pop-up minigun turret (takes the space of a passenger) illustrate that the best defense is a good offense.

*Category:* Large SUV.

*Modifications:* Armored, +32 DR; Rugged, +1 HT.

*Upgrades:* Gun Ports x4; High-Security Locks; Improved Brakes; Light Bar (Ultra-Bright); Reinforced Bumpers; Run-Flat Tires; Safety Fuel System; Tinted Windows.

*Electronics:* Car Alarm; GPS; Head-Up Display; Radar Detector; Radio (35 miles, Secure); Satellite Phone (Secure); Siren (Multi-Tone); Stolen Vehicle Recovery System (Cellular).

*Accessories:* Electrified Hull; Fire-Suppression System; Internal Weapon Mount (ST 20, Pop-Up); NBC Countermeasures.

*Weapons:* Minigun (pop-up), with 3,000 rounds.

## Example Table

Prices are rounded up, allowing give-and-take for truly *minor* tweaks.

Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ.	DR	Range	Cost	Locations
Expensive Import	52	+2/4	10f	10/105*	1.4	0.25	+2	1+1	4	400	\$337K	G4W
Spy Car	55	0/4	12	8/97*	1.6	0.21	+2	1+1	13	500	\$382K	G4W
Elite Police Cruiser	58	0/4	12f	5/72*	2	0.35	+3	1+3	13	720	\$220K	G4W
Commando Transport	87	0/5	11	3/35	4.1	0.56	+3	2+2	40	300	\$357K	G4WX
Motorcade Escort	81	-1/4	12	3/60	3.5	0.56	+4	1+5	37	600	\$389K	G4W



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