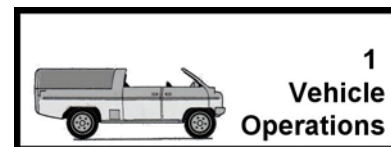# Vehicles Operations

Vehicles operations (Driver, Flyer, Seafarer) are very similar, using skills and characteristics in much the same way, regardless of the environment.

1
Vehicle
Operations

TASKS FOR VEHICLE OPERATIONS

Vehicle operation is governed by Characteristics, Skills, and Knowledges. Vehicles may be operated by characters, by the Grid, or by an On-Board Brain.

VEHICLE SKILLS AND KNOWLEDGES

Skill	Knowledge
Driver	Wheeled
Driver	Tracked
Driver	Legged
Driver	ACV
Driver	Grav
Driver	Mole
Flyer	Winged
Flyer	Rotor
Flyer	Flapper
Flyer	Grav
Flyer	LTA
Seafarer	Ship
Seafarer	Sub
Seafarer	Boat
Seafarer	Grav
Pilot	Small Craft
Pilot	ACS
Pilot	BCS

THE GRID

Vehicles operating on the Grid are under centralized Grid Computer control. Operations are automatic.

Centralized controls allow all vehicles to operate at optimum speed in the same traffic flow.

VEHICLE OPERATION TASKS

Vehicle Operation is based on a standard set of tasks.

Routine Vehicle Operations present little danger or difficulty; the vehicle is operating within its design parameters.

Routine Operations are resolved per World Hex; they are automatic if C+S for the Operator is 12 or greater.

Special Operations (marked with an asterisk *) are resolved per Terrain Hex (or per Local Hex if operating at that level).

Terrain

Terrain marked Yes on the Terrain Chart is **Allowed Terrain:** operations are routine.

Terrain marked No on the Terrain Chart is **Prohibited Terrain:** a vehicle cannot enter that terrain.

Terrain not marked Yes or No is **Disallowed Terrain**: vehicle operation is possible but more difficult.

Vehicle Operations Failure

Failure of a Vehicle Operation Task generates an **Emergency**: roll 1D for level.

Emergency-1	Easy 1D	C2
Emergency-2	Average 2D	C2
Emergency-3	Difficult 3D	C2
Emergency-4	Formidable 4D	C2
Emergency-5	Staggering 5D	C2
Emergency-6	Hopeless 6D	C2

Vehicle Emergency Failure generates a Malfunction: roll 1D for level and consult Malfunctions.

BUT:

Immediate Action may forestall the emergency.

PREPARATIONS

Task	Difficulty	Char	C+S
Pre-Journey Checks	Average 2D	C5	12
Begin	Average 2D	C5	12

DRIVING

Task	Difficulty	Char	C+S
Routine Road	Easy 1D	C2	6
Allowed Terrain	Average 2D	C2	12
*Disallowed Terrain	Staggering 5D	C2	
*Speed +1	= Difficulty +1		
*Speed - 1	= Difficulty - 1		
*Evasive	= Difficulty +1		

FLYING

Task	Difficulty	Char	C+S
Routine Flight	Average 2D	C2	6
Air Corridor	Easy 1D	C2	6
*Disallowed Terrain	Staggering 5D	C2	
*Speed +1	= Difficulty +1		
*Speed - 1	= Difficulty - 1		
*Evasive	= Difficulty +1		
*Landing	Difficult 3D	C2	

SEAFARING

Task	Difficulty	Char	C+S
Routine Sailing	Easy 1D	C2	6
*Disallowed Terrain	Staggering 5D	C2	
*Speed +1	= Difficulty +1		
*Evasive	= Difficulty +1		
*Rough Seas	= Difficulty +1		

SPACEFLIGHT

Task	Difficulty	Char	C+S
Routine Flight	Easy 1D	C2	6
Climb To Orbit	Difficult 3D	C2	
*Disallowed Terrain	Staggering 5D	C2	
*Speed +1	= Difficulty +1		
*Evasive	= Difficulty +1		
*Hit Jump Point	Difficult 3D	C5	
*Enter Atmosphere	Difficult 3D	C2	
*GG Level Change	Difficult 3D	C2	

CONCLUSION

Task	Difficulty	Char	C+S
Shutdown	Easy 1D	C2	6

COMPUTER CONTROLLED VEHICLES

A Vehicle with an On-Board Brain may be computer-controlled.

Vehicle operation is based on the Computer's C+S. C is any required Characteristic; S is any required skill.

An On-Board Brain essentially transforms the Vehicle into a Strangeform Robot.

Be sure to note the On-Board Brain's Hobby (if applicable).