Vehicle Plug-in

Although Mekton and Champion both have great rules for building complicated vehilces, nothing is ever as simple as the Fuzion rules. This week, I've bashed together some quick rules for constructing simple vehicles for use in the Fuzion game.

First off: The following is calculated with Fuzion Vehicle Points. to use in a Champions game, simply use them as the Character's Point Cost, one Option Point can convert to 1,5,or 10 Fuzion Vehicle Points depending on the realism and other factors. GM's may simply assign a maximum number of points for a player to spend.

Movement Cost

Type	Base Cost per MPH	Addition Cost
Ground Vehicles	1 pt per 10 MPH	
Submarines	1 pt per 20 MPH	+2 points (Life Support)
Boats	1 pt per 40 MPH	
Helicopters	1 pt per 10 MPH	+2 points (Hover)
Tunneling	1 pt per 3 MPH	+1 point for each 2 DEF above 1
Small Airplane	1 pt per 10 MPH (up to 150 pts)	
Supersonic Aircraft	16 pts for Mach 1	+2 pts per additional Mach
Spacecraft	same as Supersonic Aircraft	+4 poitns for Spacecraft

Note: Airplanes will stall if not traveling at least 1/10 maximum speed.

Vehicle Size

Mass Range	Size Example	Base Killing Defense, Damage Class, and Cost
20 kg to 200 kg	Motorcylcle/Scooter	3
400 kg to 800 kg	Compact/Car	5
1 ton to 3.2 ton	Limousine	7
6 ton to 12.5 ton	Fighter (F-16)	9
20 ton to 50 ton	Locomotive/Tank	11
100 ton to 3.2 Kton	Giant Robot/Destroyer	17

It's strongly recommended to increase the base Killing Defense equal to 3 or 4 times the Damage Class for a combat-based vehicle. It costs 1 point to increase the KD by 2. Champions players will realize that the base Damage Class is figured solely by mass, this is to avoid massive damage from traveling at vehicle speed, GM's may wish to increase damage based on speed for added realism. I chose to increase the Base Killing Defense rather than BODY to reflect the fact that Mekton usually ignores minor damage on large objects. When a vehicle has taken a total of 10 Killing Damage beyond its Defense, the vehicle is considered unrepairable and a replacement must be found or bought. The Mass category represents many things: how much a vehicle weighs and what a vehicle can lift (one category lower), carry (same category) or tow (same category) with its engine. Towing while carrying a full load drops the maximum speed to about half, while lifting while carrying a full load does not impose any penalties. Example: A 2 ton tow truck can easily tow a compact car (even while fully loaded) while a 800 kg car would be towing at half speed if it was also carrying 800 kg of people and cargo.

Options

Remote Control
This power allows you to communicate with your vehicle and have it follow your orders. It is usually limited to very simple, child-like instructions: move to this location, activate this power, report status, etc. Cost: 2 points. If the instructions are unclear, or if the GM is feeling cruel, he can roll 3D6 and, on a 5 or less, the vehicle cannot comply with the orders and requests further instructions OR complies with the order in an unintelligent fashion (runs through a non-working traffic light, takes longest route, activates all powers, etc.)

Shapechange
This power allows a vehicle to change its shape. Cost 2 points. For 4 points, it can change into a group of different shapes. for 6 points, it can change into almost anything of the same mass.

Equipment

Ranged Killing Attack
3 poins for 1 DC, +1 DC per point thereafter.

Non-Ranged Killing Attack
Same as above but can add vehicle's base DC up to total DC of the base Killing Attack.

Killing Defense
+2 KD for 1 point.

Robotic Limbs
+1 point per limb for as many limbs as you want.

Jump Jets
Normally vehicles can't jump without ramps and can only jump horizontally. For +1 point, vehicles may jump +10 yards horizontally or +5 yards upwards or +1 point for x2 NCM.

Multiple Equipment
+1 point for for each double of identical equipment. One shot items that are carried in multiples do not count.

Sample Vehicles

Type	Name	Mass	Cost (Size+Move)	MPH
Ground	Motorcycle	200kg	3+15=18	150
Ground	Porche 928S	800kg	5+14=19	140
Ground	Honda Prelude	1.6ton	5+11=16	110
Ground	Cadillac Fleetwood	3.2ton	7+10=17	100
Ground	GMC Panel Truck	6.4ton	9+9=18	90
Ground	Semi-Truck	12.5ton	9+8=17	80
Ground	Indy Car	800kg	5+29=34	290
Ground	Hum-Vee Military Jeep [1]	800kg	5+6=11	60
Ground	M-113 APC [1]	12.5ton	9+4=13	40
Ground	M-1 MBT [24]	50ton	11+5=16	50
Ground				
Airplane	Cessna Skyhawk	800kg	5+15=20	150
Airplane	Learjet Century III	6.4ton	9+16=25	560
Airplane	Boeing 747	50ton	11+16=27	440
Airplane	F-15 Eagle	12.5ton	9+18=27	Mach 2 (1500)
Helicopter	Jet Ranger III	3.2ton	7+13+2=22	130
Helicopter	AH-1 Huey Cobra [3]	6.4ton	9+25+2=36	250

Cost does not include weapons or additional armor, only the cost of frame and engine.

[1] Armed with .50 caliber Heavy Machine Guns, DC 10 (Cost +12)
[2] Amred with 120mm Tank Cannon, DC 17/4K (Cost +19)
[3] Armed with 8x TOW Missiles, DC 18/5K and 2x .50 caliber Heavy Machine Guns, DC10 (Cost +20, +12, +1)
[4] +28 Killing Defense (Total 39, Cost+14)