SYNTHICIDE

VEHICLE BATTLE QUICK REFERENCE

- The GM decides which vehicles are in the scene.
- Determine Driver Velocity (if any drivers are trained)
- All drivers Roll 1d10 + DV to determine turn order.
- On a vehicle's turn, the driver and passengers of all take one action.

Pilot Actions	Required Rolls
Escape	DV vs. DV
Pursue	DV vs. DV
Play Chicken	Speed/Operation
Grapple	DV vs. DV
Ram	DV vs. DV

Escape
1. Lose all Pursuit Points you have.
2. Roll DV vs. DV against fastest pursuer. If successful, +1 Escape Point. If not, pursuer gains +1 Pursuit Point.
3. Starting with your 4th Escape Point earned, remove one of your slowest pursuers from the battle.

Pursue
1. Lose Escape Points/Pursuit Points assigned to others.
2. Roll DV vs. DV against Target. If successful, +1 Pursuit Point. If not, one of target's passengers gets extra action against you next turn.
3. Pursuit Points determine what you and your target may do. One Pursuit Point means both can attack with rifles. Two means pistols and shotguns. Three means both can ram, grapple, or use striking weapons.

Play Chicken
1. Lose any Pursuit Points you have.
2. Set a Speed AD to avoid crashing.
3. Make Speed rolls (or Operation if trained).
4. Vehicles that crash or abandon pursuit leave the battle.

Grapple
1. You must have three Pusruit Points assigned.
2. Pilots roll DV vs. DV. If the grappler wins, the ships lock together and cannot take escape actions.
3. There are two ways to escape a grapple: Play Chicken or use your own grappler to fight back.

Ram
1. You must have three Pusruit Points assigned.
2. Drivers roll DV vs. DV. If you win, both vehicles take damage equal to twice the other's Damage Threshold.
3. Drivers of vehicles taking damage must roll to avoid crashing. Operation AD equals half the rammer's DV. This rule doesn't apply to spaceships.

Passenger Actions	Required Rolls
Attack	Standard Attack action
Jump to Enemy vehicle	Toughness
Board Enemy Vehicle	None
Take Control	Toughness vs Toughness
Lookout	None
Steel	None
Poise	None

Attack
1. Your highest available cover after attacking is +1.
2. Your weapon must match the Pursuit Points range.
3. Enemy passengers have up to +4 cover if ducking.
4. Attacking vehicles auto hits. Damage must beat the Damage Threshold.
5. If you damage a vehicle or driver, its driver must roll to avoid crashing. Operation AD equals half the vehicle's DV. This rule doesn't apply to spaceships.

Jump to enemy vehicle
1. Your vehicles must be within striking range.
2. Roll Toughness vs. half the enemy DV. Round down.
3. If you win, jump. You now act on that vehicle's turn.
4. If not, fall. Take damage equal to 3x the target's DV.
5. Driver can later roll Operation vs. Speed to throw you.
6. You can take an action to climb inside a vehicle that has an open cabin or has taken damage.

Board Enemy Spaceship
1. Automatically board ship via your ship's grappler.
2. Draw out a grid for a standard character battle.
3. Character battles located on a ship play out a full round at the end of that ship's turn.

Take Control of a vehicle
1. Roll opposed Toughness. Winner controls the vehicle.
2. If you tie, the vehicle crashes. This rule doesn't apply to spaceships.

Lookout
1. Choose an enemy vehicle.
2. Before next turn, you can burn one Resolve Point to let your driver to roll an automatic 10 against the chosen enemy.

Steel
1. Gain +1 AP for the first turn of a boarding battle.
2. You can do this again, storing up to 3 AP.
3. Actions other than boarding negates this bonus.

Poise
1. Gain +1 Battle Reflex for the start of a boarding battle.
2. You can do this again, gaining up to +3 Battle Reflex.
3. Actions other than boarding negates this bonus.

SYNTHICIDE

VEHICLE NAME	VELOCITY	DMG THRESHOLD	HP
LIST PRICE	LOCKPICK AD	OVERRIDE AD	TRACKING AD

CUSTOMIZATIONS	DESCRIPTION	VALUE

FUEL CAPACITY   FUEL UNIT   CARGO CAPACITY

CURRENT FUEL

CARGO	VALUE

PURSUIT POINTS

1	2	3
RIFLE RANGE	SHOTGUNS & PISTOLS	STRIKING, RAMMING & GRAPPLING

ESCAPE POINTS

1	2	3	4+
			ELIMINATE SLOWEST PURSUER

NOTES

VEHICLE NAME	VELOCITY	DMG THRESHOLD	HP
LIST PRICE	LOCKPICK AD	OVERRIDE AD	TRACKING AD

CUSTOMIZATIONS/CARGO	DESCRIPTION	VALUE

PURSUIT POINTS ☐ ☐ ☐ ESCAPE POINTS ☐ ☐ ☐ ☐

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