

# SAVAGE WORLDS VEHICLE CONVERSION & CREATION

(Expanded)



*Note: the concepts within this document are completely compatible with the Savage Worlds Deluxe Edition rules regarding vehicles. It seeks only to give GMs better clarification as to how Pinnacle designers arrived at the values they did and help GMs convert or create their own vehicles.*

*Compiled by Chad "Vincent" Jones and based on the Savage Worlds Deluxe system created by Pinnacle Entertainment.*

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First you need to determine the maximum speed in mph of the vehicle you are creating. For those who are converting real vehicles, a simple net search should give you the vehicle's maximum speed in mph.

Once you have the vehicle's maximum speed, you need to figure out its operational speed (called "Top Speed" in *Savage Worlds*).

For civilian vehicles, this speed is  $\frac{1}{4}$  of its maximum speed.

For military vehicles, this speed is  $\frac{1}{2}$  of its maximum speed.

Examples of Maximum Speeds:

**Early Cars:** 40–90 mph.

**Modern Cars:** 80–220 mph with an average Top Speed of 120 mph.

**WWI Aircraft:** 45–115 mph with fighters averaging at about 90 mph.

**WWII Aircraft (propeller driven):** 200–480 mph with an average of 400 mph.

**Early Jet Aircraft & Civilian Jets:** 520–700 mph.

**Modern Military Jet Aircraft:** Mach 1.5 and 2.5 (1141–1903 mph). However this speed is achieved with afterburners. Typically the combat speed is subsonic, maintaining enough energy for violent acrobatic maneuvering: the so-called "corner speed" that often lies between 345–460 mph.

**Spacecraft:** There are a lot of concepts for spaceships. For Hard Sci-fi, the vessel keeps increasing speed until its mass can no longer be accelerated or it needs to start decelerating. As these vessels are not likely to be involved in dogfights or chases, there really is little point in listing their Top Speeds.

Mostly what people are looking for in an action space combat adventure are ships and dogfights similar to those found in *Star Wars*, so I will use their speeds as a basis.

## Speed

Converting MPH to Savage World's Speeds

To convert mph (miles per hour) into Savage Worlds movement, multiply the mph by 1.5.

Top Speed

Top Speed is a bit of a misnomer. This actually represents the operational speed of a vehicle that still allows it to avoid obstacles, and is typically used for chases and dogfights. A Model T car may be capable of a maximum speed of 45 mph, but in chases and combat be traveling at a safer speed for the vehicle of 11 mph (which when multiplied by 1.5 yields a Top Speed of roughly 16).

As per *Wookieepedia*, Top Speeds are between 550–850 mph.

**Starcruisers:** *Star Wars* starcruisers are fast, almost as fast as their starfighter counterparts. Expect speeds of 500–700 mph.

You may want your starcruisers to be slower, lumbering hulks or they are simply stationary features bristling with cannons that the heroes need to avoid at all costs (as in *Triple Ace's Daring Tales of the Space Lanes*).

## Acceleration

Once you have the vehicle's Top Speed, it's time to work out its Acceleration. Consider your concept, is the vehicle a slow, pondering giant or is it a powerful, lightweight speedster? Apply the following formula that matches your vehicle's concept to work out its Acceleration.

### Acceleration

Concept	Formula
Very speedy/Racer	About 2/3 Top Speed
Fast/Sporty	About 1/2 Top Speed
Standard	About 1/3 Top Speed
Slow	About 1/4 Top Speed
Clumsy	About 1/5 Top Speed
Lumbering	About 1/6 Top Speed

## Climb

As stated in the *Savage Worlds Deluxe Edition*, this is a rating of how well the vehicle can gain altitude in an atmosphere. However this new system replaces older versions that listed Climb in speed.

The new system is based more on concept and is used to determine which vehicles perform better at increasing altitude.

There are actual examples listed in the *Savage Worlds Deluxe Edition* to help you determine your vehicle's climb. The following chart is based more on concepts

### Climb

Concept	Climb
Terrible	-2
Poor	-1
Average	0
Good	1
Great	2
Incredible	3
Unreal (such as UFOs)	?

## Handling (Optional)

Handling was introduced in *Slipstream* but seems like it should be a valid addition to any vehicle system. Handling represents how responsive a vehicle is to the driver's commands.

This modifier adds to the pilot/driver's roll as well as any crew who are aiding in the control rolls.

### Handling

Concept	Modifier
Terrible	-2
Poor	-1
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Great	+1
Unreal	+2

## Toughness

Toughness is tricky. The *Deluxe Edition* measures this by the vehicle's tons, however given the variety of materials this can vary wildly. The chart below offers examples from the *Deluxe Edition* and how they rate the vehicle's Toughness. Use this as a guide to determining your new vehicle's Toughness.

## Toughness

Toughness	Notes
6-8	Motorcycles to full-sized cars
9-11	Early light Tanks, light WWII fighters, light civilian aircraft
11-12	SUVs and Semis, APCs and early Tanks, WWII fighters, civilian aircraft, modern military fighter aircraft
13-14	
15-18	Modern Tanks, WWII bombers
19-22	
+3-5	For every 100 tons after

## Armor

It is time to add armor to your vehicle. Most vehicles do not lay the armor on thick. Aircraft are designed to keep the weight low so they retain speed and maneuverability. Really the only heavily armored vehicles are tanks, APCs, or big battleships. If you're building mecha into your game they may also have some thick armor.

### RHAe

In World War I and II, tanks used Rolled Homogenous Armor (RHA) listed in mm. These were mainly thick sheets of steel. However as new materials and designs became available in the modern era this rating was changed to RHAe or RHA *Equivalent*. So a modern tank may only have armor that's 33mm thick, but its armor rating might be 140mm RHAe (or it has the stopping power of 140mm of the old Rolled Homogenous Armor).

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## Armor

Type	Armor	Type
Fiberglass faring	0	Standard
Sheet metal/ composite sheet	1-3	Standard
Heavy plate (RHAe)	1 per 10mm or .4 inches	Heavy
Energy Shields	?	Mega

### Futuristic Armors & Energy Shields

You are kind of on your own here. You might take a modern vehicle and double its armor value to reflect new designs or materials. It really depends on how tough you want them to be compared to modern vehicles. Maybe you want your alien motherships to be vulnerable to the guns of a WWII battleship.

Remember futuristic weapons develop parallel to these armor increases and have AP ratings to reflect this. As the armor increases, so will the AP rating of the weapons meant to take it down.

My personal recommendation is to create a new rating. For example, we already have standard damage and Heavy damage. Standard damage cannot harm vehicles that are equipped with Heavy armor. Heavy weapons can punch through standard armor as if it wasn't even there.

You could have Mega damage. Physical objects cannot breach this level of protection, only high-energy weapons can. So energy weapons can bypass Heavy armors as easily as Heavy weapons penetrate standard armor.

## Weapons

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The *Savage Worlds Deluxe Edition* already covers modern day vehicle weapons. It shouldn't be too difficult to extrapolate any other modern day weaponry based off of this.

Many of these weapons are balanced against the vehicle's base Toughness (without armor). You shouldn't need more than 3 dice for a weapon's damage unless it is meant to damage very tough vehicles in their class (like Imperial Star Destroyers).

Increases in Armor technology are balanced with the weapon's Armor Piercing capability. So even though you have a tank with a Toughness of 77(60), you only have to deal enough damage to beat its Toughness of 17 as long as the weapon has an AP rating of 60. This is entirely possible with a 3d8 damage weapon.

## Crew

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This is totally subjective. If you are converting a real vehicle it should be easy enough to find information on the vehicle's crew.

Science fiction vehicles are tricky. It may take a huge crew to man the bridge of a starcruiser, or it may take only a single pilot jacked into the neuro-computer. It's all based on what you want out of your setting.

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