



# ***GUNWAVE***

The Mecha RPG System  
Vehicle Compendium

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## Table of Contents

Introduction.....	4
Pilotable Vehicles.....	5
Boats.....	5
Fighters.....	6
General-Purpose Spacecraft.....	7
Hovertanks.....	8
Tanks.....	9
VTOLs.....	10
Walkers.....	11
Large Weapons Platforms.....	12
Armageddon Machines.....	12

## Introduction

### **Introduction**

*Gunwave* is a tabletop RPG system for playing war with giant robots.

This document describes a number of vehicles that can be piloted and played against within the *Gunwave* system. Some of these vehicles will make more sense in one universe than in another; it's up to you to determine what's best for your own campaigns.

This document assumes that the reader has read the *Gunwave All-Purpose Player's Handbook*.

## Pilotable Vehicles

Since vehicles cannot switch out weapons, any weapons that they're equipped with do consume energy every turn.

### Boats

A boat is a vessel that floats on water. Even with advances in spaceflight and hovercraft technology, boats are inexpensive, easy to move, low-profile, and all-around useful.

#### Barge

*This large ship is made specifically to haul tons of cargo.*

Armor: 6                                      Energy: 50      Speed: 2  
                  **Light Machine Guns**      Dice: 5                      Energy: 1    Range: 5                      2 attacks per turn

#### Outboard Motorboat

*This small boat seats up to 4 people comfortably, and has a small motor in the back.*

Armor: 1                                      Energy: 20      Speed: 1

#### Small Yacht

*One person can live on a small yacht; it's meant to fit about 6 people comfortably, though up to 10 will be okay.*

Armor: 2                                      Energy: 50      Speed: 2

#### Medium Yacht

*With living space for two people, this yacht can seat about 10 people.*

Armor: 2                                      Energy: 60      Speed: 3

#### Large Yacht

*Four people can live very comfortably on this yacht, and it can seat up to 40 people. The machine gun is highly illegal.*

Armor: 3                                      Energy: 80      Speed: 3  
                  **Light Machine Gun**      Dice: 5                      Energy: 1    Range: 5

#### Gunship

*This single-person ship has been armored and outfitted with a machine gun turret.*

Armor: 4                                      Energy: 60      Speed: 2  
                  **Machine Gun Turret**      Dice: 6                      Energy: 1    Range: 5

## Pilotable Vehicles

### ***Fighters***

As the technology of war advanced, so did fighter technology. What began as sleekened versions of civilian biplanes evolved into highly advanced jets, and then the super-powered fighters of modern combat.

In an era of increasing battlefield domination by mecha, fighters have the advantage of speed: they can move into and out of a mecha's range in seconds. As such, only the deadly Sniper poses a serious risk to a fighter pilot.

This speed comes at a cost: a fixed weapons array, and a restricted ability to move. Fighters follow large ship movement rules; they must continue going at the same rate every turn, or increase or decrease their speed by at most 1 square per turn. This can be frustrating for a fighter pilot, whose often cannot bring appropriate weapons to bear.

#### VR-10 Warhawk

Armor: 5	Energy: 120	Speed: 9		
<b>Laser Cannon</b>	Dice: 5	Energy: 2	Range: 10	<i>Only targets ahead</i>
<b>Machine Gun Turret</b>	Dice: 6	Energy: 1	Range: 5	

#### 3X Falcon

Armor: 4	Energy: 120	Speed: 10		
<b>Machine Gun</b>	Dice: 6	Energy: 1	Range: 5	<i>Only targets ahead</i>
<b>Photon Cannon Turret</b>	Dice: 5	Energy: 3	Range: 8	

## General-Purpose Spacecraft

Many different kinds of light spacecraft have been developed for personal and commercial use.

### Graviton Space Tug

*This small, plug-shaped vehicle is barely large enough for its pilot and an array of maneuvering thrusters. A powerful tractor dish sits on the front of the tug.*

Armor: 3                                  Energy: 70      Speed: 4

### "Triton" Light Starcruiser

*Very popular transports, Tritons can hold up to 20 tons of cargo, and up to 15 crew or passengers. The cockpit seats a pilot and a navigator, though the ship can be flown by just the pilot.*

Armor: 5                                  Energy: 50      Speed: 4

**Plasma Cannon**                  Dice: 7                  Energy: 3      Range: 7                  *Only targets ahead*

**Photon Cannon Turret**          Dice: 5                  Energy: 3      Range: 8

### "Phoenix" Luxury Yacht

*This is essentially space equivalent of a large water-based yacht. Three people can live very comfortably on this yacht, with up to 30 passengers. The laser cannon is highly illegal.*

Armor: 3                                  Energy: 80      Speed: 3

**Laser Cannon**                      Dice: 5                  Energy: 2      Range: 10                  *Only targets ahead*

## Pilotable Vehicles

### ***Hover tanks***

The delicate hovercraft of previous centuries has given way to the hover tank of today. Modern hover tanks are covered with heavy armor, and float only a few inches from the ground, providing maximum stability. Though often built to haul troops, they also function as excellent light tanks.

#### **T-54 Groundhog**

Armor: 15	Energy: 40	Speed: 4		
<b>Machine Gun</b>	Dice: 5	Energy: 1	Range: 5	<i>Only targets ahead</i>
<b>Plasma Turret</b>	Dice: 7	Energy: 3	Range: 7	

#### **M7 Viking**

Armor: 13	Energy: 45	Speed: 5		
<b>Machine Gun</b>	Dice: 5	Energy: 1	Range: 5	<i>Only targets ahead</i>
<b>Plasma Turret</b>	Dice: 7	Energy: 3	Range: 7	
<b>Quad Shock Missiles</b>	Dice: 6 to hit	Energy: 4	Range: 10	<i>Twice per day, 4 damage</i>



## Tanks

Tanks fill an important role in warfare: they're much cheaper to produce than mecha, yet they maintain a mecha's speed, and nearly as much firepower. They're just far less flexible.

### S-8 Tigerclaw

Armor: 15	Energy: 40	Speed: 4	
<b>Plasma Cannon</b>	Dice: 7	Energy: 3	Range: 7

### T-10 Wolfsfang

Armor: 17	Energy: 35	Speed: 3	
<b>Plasma Cannon</b>	Dice: 7	Energy: 3	Range: 7

### H-10 Thunderbird

Armor: 13	Energy: 45	Speed: 5	
<b>Light Machine Gun</b>	Dice: 5	Energy: 1	Range: 5
<b>Plasma Cannon</b>	Dice: 7	Energy: 3	Range: 7

### H-20 Phoenix

Armor: 11	Energy: 50	Speed: 6	
<b>Light Machine Gun</b>	Dice: 5	Energy: 1	Range: 5
<b>Plasma Cannon</b>	Dice: 7	Energy: 3	Range: 7

## Pilotable Vehicles

### VTOLs

Incredibly maneuverable Vertical Take-Off and Landing craft have an independently rotating jet on each wing, allowing for rapid lift-off, changes of direction, and forward thrust. While relatively vulnerable to attack due to the damage of a single hit to an engine, VTOLs are so quick that they can usually dodge out of the way of all but the heaviest of fire.

A VTOL can carry anywhere from 20 to 50 troops, depending on its size.

#### VR-10 Warhawk

Armor: 5	Energy: 100	Speed: 9		
<b>Laser Cannon</b>	Dice: 5	Energy: 2	Range: 10	<i>Only targets ahead</i>
<b>Machine Gun Turret</b>	Dice: 6	Energy: 1	Range: 5	

#### 3X Falcon

Armor: 4	Energy: 110	Speed: 8		
<b>Photon Cannon Turret</b>	Dice: 5	Energy: 3	Range: 8	

## Walkers

The advent of bipedal war machines opened the door for other piloted walking machines. Walkers use four legs, giving them the advantage of maneuverability over almost any terrain. Walkers take no speed penalties on any kind of terrain.

### W1 Bear

Armor: 8	Energy: 60	Speed: 5	
<b>Laser Cannon</b>	Dice: 5	Energy: 2	Range: 10
<b>Machine Gun Turret</b>	Dice: 6	Energy: 1	Range: 5

### W2 Gazelle

Armor: 8	Energy: 50	Speed: 7	
<b>Laser Cannon</b>	Dice: 5	Energy: 2	Range: 10
<b>Machine Gun Turret</b>	Dice: 6	Energy: 1	Range: 5

### W5 Wolfseye

Armor: 10	Energy: 55	Speed: 4	
<b>Missile Pod</b>	Dice: 4	Energy: 4	Range: 10 <i>Always deals 4 damage</i>
<b>Machine Gun Turret</b>	Dice: 6	Energy: 1	Range: 5

## Large Weapons Platforms

### *Armageddon Machines*

These weapons are capable of massive destruction, wiping out whole colonies—or even whole planets—in one shot.

#### Colony Laser

Armor: 30	Energy: 300	Speed: 1		
<b>8 Photon Turrets</b>	Dice: 3 each	Energy: 1	Range: 20	
<b>Main Laser</b>	Dice: 20	Energy: 50	Range: 1,000	<i>Requires 3 turns to recharge</i>

#### Daedalus

*This octagonal spacecraft is designed purely to deal massive damage to anything near it in combat.*

Armor: 30	Energy: 200	Speed: 3		
<b>16 Photon Turrets</b>	Dice: 3 each	Energy: 1	Range: 20	
<b>16 Missile Turrets</b>	Dice: 4 each	Energy: 1	Range: 15	<i>120 rounds total</i>