

D I C E F O R G E S T U D I O S

VEHICLE FORGE

COMPANION GUIDE

Universal Vehicle Construction for Savage Worlds

Everything from war chariots to star dreadnoughts. One tool. Any era. Any environment.

v2.1 — March 2026

Credits & Legal

Writing & Design: DiceForge Studios Ltd.

Vehicle Forge Tool: DiceForge Studios Ltd.

Legal Notice

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.penguin.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

You will need the Savage Worlds core rules to use this product.

Vehicle Forge and all associated content © 2026 DiceForge Studios Ltd. All Rights Reserved.

Fantasy Grounds is a trademark of SmiteWorks USA, LLC. Foundry Virtual Tabletop is a trademark of Foundry Gaming LLC. Neither is affiliated with or endorsed by their respective trademark holders.

Introduction

“The difference between a good GM and a great one is preparation. The difference between a great GM and a legendary one is knowing when to stop preparing and start playing.”

Welcome to the Vehicle Forge Companion Guide — your complete reference for building vehicles, war machines, and fighting craft for the Savage Worlds roleplaying game. Whether you need a WWII medium tank for tonight’s session, a pirate frigate for a swashbuckling campaign, or a capital ship for a far-future war, the Forge builds it in minutes.

The Vehicle Forge is a standalone HTML tool that runs in any modern browser. It ships with 127 weapons across seven technological eras, 41 modifications across eight categories, 34 special abilities, and 47 core reference builds covering everything from bicycles to battleships — with an additional 516 pre-built vehicles available through the expansion pack ecosystem. All content is original DiceForge material; the tool references Savage Worlds mechanics by name but does not reproduce them.

This guide covers everything you need to get the most from the Forge. The opening chapters walk you through the new three-column interface and construction workflow. The reference chapters document every modification, weapon, and special ability. The walkthroughs build three complete vehicles step by step, explaining every choice. The closing chapters discuss design philosophy and the pack ecosystem.

Design Philosophy

Fast, Furious, Fun

Savage Worlds lives by those three words, and so does the Vehicle Forge. Every design decision prioritised speed of play over simulation depth. Six sliders. Real-time stat block. One-click export. You can build a vehicle in two minutes and have it in play in three.

Build What You Need

You will never use all 127 weapons in a single campaign. Nor should you. Build vehicles that serve your story. A WWII one-sheet needs three or four vehicles at most. A pirate campaign might use a dozen ships over its entire run. The reference builds exist to give you a starting point — load one, adjust it, and move on.

Show, Don’t Stat

A stat block is a skeleton. The vehicle comes alive through description, through the way the GM narrates its guns firing and its armour ringing, through the players’ choices under fire. The Forge gives you the numbers. You give them meaning.

The Interface

Vehicle Forge v2.1 uses a three-column layout designed around the way GMs actually work — browse content on the left, build in the centre, and watch the stat block update on the right. Every interaction follows a natural flow from browsing to building to exporting, with no dead ends or wasted clicks.

The Three Columns

Command Strip (Left)

The narrow left-hand column is your command centre. Three mode buttons at the top — Packs, Hangar, and Workshop — control what appears in the centre workspace. Below the mode buttons sit the global search bar and context-sensitive filters. In Hangar mode, dropdown filters let you narrow vehicles by Size class, locomotion type, and vehicle class (A through G). In Packs mode, toggle buttons filter by enabled, disabled, or all packs. In Workshop mode, the filters give way to the vehicle identity panel: name, description, GM notes, and an image upload zone.

Below the contextual sections, the Tools panel provides your core operations: Save, New Vehicle, Duplicate, Export and Import JSON, Undo/Redo, Settings, and a direct link to this manual. The version number sits at the bottom of the strip.

Workspace (Centre)

The centre column is where the work happens, and its contents change based on which mode you've selected in the command strip.

Packs mode shows the full library of vehicle packs as a card grid. Each pack displays its name, vehicle count, and an enable/disable toggle. The toolbar across the top offers Enable All, Core Only, Disable All, and an Install .vfx button for loading third-party or custom packs. Disabling a pack hides its vehicles from the Hangar and removes its custom weapons, mods, and specials from the Workshop catalogues. Nothing is deleted — re-enabling the pack restores everything.

Hangar mode displays every vehicle from your enabled packs in a responsive card grid. Each card shows the vehicle's name, class badge, size, locomotion, and key statistics at a glance. Click a card to load that vehicle into the display panel on the right. Filter tabs along the bottom of the command strip let you switch between All vehicles, Canon builds (the 47 core reference vehicles from the Savage Worlds rulebook), and My builds (your custom creations).

Workshop mode is where you build. A chevron progress bar appears at the top of the workspace, showing four steps: Build, Mods, Weapons, and Specials. Each chevron lights with a green indicator when that step contains data, and glows gold

when active. You can click any chevron to jump between steps freely — the sequence is a guide, not a cage.

Display Panel (Right)

The right-hand column always shows the current vehicle's complete stat block, updating in real time as you make changes in the Workshop. The stat block renders in proper Savage Worlds format: name, description, Size and frame category, locomotion, Handling, Top Speed, Toughness with armour in parentheses, Crew, Wounds, Strength (for walkers), weapons with mount types, modifications, special abilities, and GM notes.

Below the stat block, an export toolbar provides Copy (to clipboard in Pinnacle format), Export JSON, Stat Block as text file, Fantasy Grounds XML, Foundry VTT module export, and a Print function. Everything you need to get the vehicle from the Forge to the table.

The Workshop

The Workshop is the heart of the Vehicle Forge. Its four-step chevron workflow walks you through the complete construction sequence, though you're free to jump between steps at any time. The display panel on the right updates with every change, so you never lose sight of where your build stands.

Step 1: Build

The Build step handles chassis configuration — the foundation everything else sits on. You'll set three things here: locomotion, size, and performance sliders.

Locomotion

A grid of locomotion buttons spans the top of the Build panel. Fourteen types cover every environment a vehicle might operate in: Wheeled, Tracked, and Hover for ground vehicles; Sail, Turbine, and Jet for watercraft; VTOL, Turboprop, and Jet for aircraft; Biped and Multileg for walkers; and Space Thruster and Space FTL for spacecraft. Click one and the stat block recalculates immediately — base speed, handling characteristics, and available terrain interactions all flow from the locomotion choice.

Size

The Size slider runs from 1 to 30, covering everything from motorcycles to moon-sized battlestations. Size determines the frame category (Normal, Large, Huge, or Gargantuan), which sets baseline Toughness, Wounds, crew capacity, and mod slots. The frame information display below the locomotion grid shows a physical reference for the current size — approximate length, weight, and real-world examples — so you can sanity-check your build against the vehicle you're trying to model.

Performance Sliders

Eight sliders fine-tune the vehicle's characteristics. Toughness and Armour adjust structural resilience, each running from -5 to +5 around the frame baseline. Speed adjusts top speed within the locomotion type's range. Handling shifts between nimble and sluggish. Wounds adds or removes structural hit points. Crew and Passengers set capacity. The MPH Override field locks top speed to an exact value — essential when modelling real-world vehicles where the published speed is known.

TIP: *Don't overthink the sliders. Set them once and move on. If the stat block looks right, it is right. The numbers serve the story, not the other way around.*

Step 2: Mods

The Modifications step presents the full catalogue of 41 mods grouped into eight categories: Drawbacks, Core Systems, Defensive Systems, Offensive Systems,

Locomotion & Power, Personnel, Structural, and Walker Systems. Each mod appears as a card showing its name, category, mod slot cost, maximum takes, and a description of its mechanical effect.

Drag a mod card down to the Installed Modifications bay to fit it to the vehicle. The mod counter in the stat block adjusts in real time. Drawbacks have negative costs — they give mod slots back at a price. Temperamental (-2 slots, Repair at -1), Gas-Guzzler (-1 slot, +50% fuel consumption), Death Trap (-1 slot, full collision damage to crew). These make vehicles interesting. A Temperamental engine and a Bone Shaker suspension tell a story before the first shot is fired.

TIP: *Drawbacks are your friend. Players remember the tank that stalled at the worst possible moment, not the one with perfect statistics.*

Step 3: Weapons

The Weapons step opens with an era filter bar across the top — Ancient, Medieval, Blackpowder, Industrial, Modern, Future, and Advanced — with each era button filtering the catalogue to show only weapons from that technological period. The Forge ships with 127 weapons spanning the full range of vehicular combat, from Bronze Age scorpions and Greek fire siphons through WWII tank guns and modern guided missiles to far-future particle beams and mega mass drivers.

Each weapon card displays range brackets, damage dice, armour penetration, rate of fire, mod slot cost, minimum Size requirement, and notes covering special rules like Guided, Heavy Weapon, Blast Templates, and Clean Burn. Drag a weapon card to the Weapon Hardpoints bay to mount it. A mounted weapon defaults to Pintle (standard cost, limited arc); click the mount badge to cycle through Fixed (half cost, forward arc only) and Turret (double cost, 360° arc).

Identical weapons stack automatically. Mount four Heavy Lasers and the stat block reads “4× Heavy Laser (Fixed Front)” rather than four separate entries. The plus and minus buttons on grouped weapons let you add or remove individual copies without dragging.

A Custom Weapon button at the bottom of the catalogue opens a form for creating one-off weapons that don’t exist in the standard catalogue. Useful for alien technology, magical siege engines, or that one weird gun the players salvaged from a derelict.

TIP: *Mount your primary weapon in a turret and everything else fixed or pintle. This concentrates your mod budget on the weapon that matters most.*

Step 4: Specials

The Specials step presents 34 special abilities grouped by category: Movement (Amphibious, Four Wheel Drive, All-Terrain, STOL, Unpowered, Shallow Draft, Deep Draft), Crew (Open Top, Enclosed, Cramped, Spacious, Ejection System, Cargo Bay), Durability (Heavy Armor, Sealed, Pressurised, Fireproof, Waterproof, Ram Plate), Operational (Long Range, Short Range, Stealth, Loud, Night Operations, Smoke Screen, Flares/Chaff, Towing Capacity), and Quirks (Temperamental, Famous/Infamous, Cursed, Haunted, Sentient, Unreliable System, Prototype).

Specials cost no mod slots. They describe what the vehicle is, not what it has. Click a special to toggle it on or off. A free-text Custom Special Abilities field at the bottom of the panel lets you write bespoke traits that appear in the stat block exactly as written — perfect for divine vehicles, cursed war machines, or anything else that doesn't fit a standard category.

TIP: *A vehicle with Haunted, Cursed, and Sentient is three adventures waiting to happen. Use special abilities to give vehicles personality, not just statistics.*

Vehicle Packs

“The Forge is a platform, not a destination.”

The Vehicle Forge ships with 47 core reference builds drawn from the Savage Worlds rulebook — the foundational vehicles that cover the most common archetypes across all genres. But no single core set can cover every genre’s specific needs. The pack ecosystem extends the Forge with themed content collections that add pre-built vehicles, custom weapons, specialised modifications, and genre-specific special abilities.

Packs use the .vfx file format, a JSON-based container that the Forge reads and installs automatically. Enable a pack and its vehicles appear in the Hangar, its weapons in the Workshop catalogue, its mods alongside the core set. Disable it and everything vanishes cleanly. Nothing is deleted — the data stays in local storage until you explicitly uninstall.

Pack Families

The current catalogue organises 65 packs into 15 genre families, each addressing a specific tactical and narrative experience:

Blood & Thunder — Naval warfare from ancient galleys to Napoleonic broadsides. Age of Sail fleets, ancient river warfare, Elizabethan sea dogs, and Nelson-era ships of the line. 53 vessels.

Iron & Steel — Ground warfare across two thousand years. Ancient siege engines, medieval battering rams, WWI trench tanks, WWII armour from both fronts, Cold War MBTs, and modern military vehicles. 73 vehicles.

Talons & Contrails — Military and civilian aviation from the earliest biplanes through stealth fighters and orbital shuttles. 43 aircraft.

Star & Void — Science fiction fleets from single-seat interceptors to capital ships. Starter, patrol, battle, and capital fleets. 43 spacecraft.

Fang & Claw — Fantasy and mythological war beasts, mounts, and living siege engines. Dinosaur cavalry, griffin riders, dragon mounts, and the stranger things that lurk in deep fantasy. 43 creatures.

Sails & Gasbags — Fantasy skyships, airships, and magical vessels. Dwarven ironclads with runic engines, elven wind-runners, and goblin balloon bombs. 23 vessels.

Chrome & Fury — Modern and near-future vehicles, spy cars, police interceptors, and street-level vehicular chaos. Chase starters and wasteland runners. 33 vehicles.

Dread & Ruin — Horror vehicles. Ghost ships, cursed submarines, possessed muscle cars, and things that should not move but do. 23 vehicles.

Saddle & Fang — Mounts and beast-drawn vehicles across every genre. War horses, camel cavalry, dog sleds, and the beasts that serve darker masters. 33 entries.

Rust & Ruin — Post-apocalyptic salvage. War rigs, scrap crawlers, jury-rigged technicals, and the desperate machines of a world after collapse. 23 vehicles.

Brass & Steam — Steampunk and Victorian-era mechanical wonders. Clockwork walkers, steam-powered landships, and brass-fitted contraptions. 23 vehicles.

Wire & Chrome — Cyberpunk and near-future urban vehicles. Hover-limos, spider tanks, drone swarms, and corporate enforcement platforms. 23 vehicles.

Space Fleets — Extended science fiction content across ten themed fleet packs: rebel fighters, imperial battlegroups, cathedral ships, alien biofleets, frontier runners, exploration vessels, corporate titans, carrier groups, invasion forces, and exotic technology. 50 spacecraft.

Space Structures — Orbital habitats, military installations, and megastructures. O’Neill cylinders, Coriolis stations, fortress monasteries, hive stations, and alien megastructures older than human civilisation. 30 structures.

Total ecosystem: 563 vehicles across 65 packs, with pack-specific weapons, modifications, and special abilities where genre demands them. The Space Fleets family alone adds 14 custom weapons (lance batteries, bio-plasma launchers, phase beams, doomsday cannons), 15 modifications (void shields, hangar bays, biosphere domes), and 12 special abilities (carrier operations, regeneration, living ship mechanics).

Vehicle Frames

Every vehicle starts with a frame determined by its Size. The frame sets baseline statistics that modifications, weapons, and special abilities build upon.

Size	Frame	Toughness	Wounds	Crew	Mods	Handling	Class
-2 to 0	Normal	3-7	3	1	3-5	+1	A
1 to 3	Normal	6-8	3	1	3-7	+1	B
4 to 7	Large	9-12	4	1+	10-17	0	C
8 to 11	Huge	13-16	5	5+	20-27	-1	D
12 to 16	Gargantuan	17-21	6	20+	30-40	-2	E
17 to 23	Gargantuan	22-28	7	100+	42-57	-3	F
24+	Gargantuan	29+	8	500+	60+	-4	G

Vehicle Class

The Forge assigns a Vehicle Class from A (lightest) to G (heaviest) based on Size, providing a quick shorthand for comparing vehicles across eras and genres. A Class C vehicle is a Class C vehicle whether it's a Sherman tank, a fantasy war chariot, or a cyberpunk hover-APC — they occupy the same tactical space on the table. Class badges appear on every vehicle card in the Hangar and in the stat block header, colour-coded for instant recognition.

Locomotion

Locomotion type defines how the vehicle moves, its base speed range, and how it interacts with terrain and environment. The Forge offers fourteen types across five categories.

Ground

Wheeled (~15-215 MPH) — Cars, trucks, motorcycles. The most common ground type. Road-dependent for best performance.

Tracked (~15-85 MPH) — Tanks, APCs. Ignores Difficult Ground. Slow but unstoppable.

Hover (~30-205 MPH) — Hovercraft, grav vehicles. Ignores most terrain including water.

Water

Sail (~8-56 MPH) — Wind-powered. Unlimited range, weather-dependent. The choice for Age of Sail campaigns.

Turbine (~17-125 MPH) — Motor boats, warships. Reliable power in all conditions.

Jet (Water) (~30-155 MPH) — Hydrofoils, fast attack craft. Speed at the cost of rough-water handling.

Air

VTOL (~90-770 MPH) — Helicopters, tiltrotors. Vertical takeoff and hover capability.

Turboprop (~160-770 MPH) — Propeller aircraft, transports. Reliable, fuel-efficient, and forgiving.

Jet (~430-2,250 MPH) — Fighters, bombers, airliners. Speed and altitude at the cost of fuel.

Walkers

Biped (~12-60 MPH) — Walkers, mechs. Uses Piloting skill. Can use Fighting for melee and Stomp attacks.

Multileg (~12-48 MPH) — Quadrupeds, war beasts, spider tanks. Rerolls failed Piloting vs Out of Control.

Space

Space Thruster (~2,000–5,000 MPH) — In-system drives. Fighters, shuttles, patrol craft.

Space FTL (~5,000–20,000 MPH) — Interstellar drives. Capital ships, exploration vessels, colony transports.

TIP: *Don't overthink locomotion. If it has wheels, it's Wheeled. If it has tracks, it's Tracked. If it walks on two legs, it's Biped. The Forge handles the rest.*

Walkthrough: M4 Sherman

“The Sherman wasn’t the best tank in the war. It was the best tank for winning the war. Reliable, mass-produced, and everywhere it needed to be.”

Concept

An American WWII medium tank — the backbone of Allied armoured forces from North Africa to Berlin. Not the heaviest or the fastest, but reliable, well-armed for its class, and available in numbers no other nation could match. We’re building the definitive mid-war Sherman, the kind rolling off the Detroit production lines in 1943.

In the Workshop

Switch to Workshop mode and click the Build chevron. In the locomotion grid, click Tracked. Set the Size slider to 7 — a Sherman weighs 33 tonnes and stretches about 20 feet, which puts it solidly in the Large frame (Size 4-7). The stat block in the display panel updates immediately: base Toughness 12, Handling +0, Wounds 4, and 17 mod slots.

Slide Toughness up to +1 and Armour up to +2. The display panel reads Toughness 23(8). Type 30 into the MPH Override field — the Sherman’s documented road speed. Handling drops one notch to -1, because WW2 tanks were not agile. Set Crew to 5: commander, gunner, loader, driver, bow gunner.

Fitting Weapons

Click the Weapons chevron. The era filter defaults to all eras; click Industrial to narrow the catalogue to WWII-period armament. The 75mm Tank Gun shows minimum Size 5 — fine at Size 7 — and costs 3 mod slots. Drag it to the Weapon Hardpoints bay and click the mount badge to cycle to Turret (360° traverse, 6 slots). Drag two Medium Machine Guns and set both to Fixed (1 slot each). That’s 8 slots on weapons, leaving 9 of 17 for modifications.

Finishing Touches

Click the Specials chevron and toggle Heavy Armor — this is a proper armoured fighting vehicle, not a rifle-vulnerable transport. Back in the Mods step, there’s room for extras if you want them, but the Sherman’s defining characteristic was simplicity. Leave the remaining slots empty — that’s story potential for mid-campaign upgrades.

The display panel now reads:

M4 SHERMAN WWII medium tank, reliable and mass-produced. Size 7 (Large) • Tracked • Handling -1 • Top Speed 30 MPH Toughness 23(8) • Crew 5 • Wounds 4 Weapons: 75mm Tank Gun (Turret), 2× Medium MG (Fixed) Notes: Heavy Armor, Tracked

TIP: *The Sherman had dozens of variants — the M4A3E8 “Easy Eight” with a 76mm gun, the M4A3R3 flamethrower, the M4A1(76)W with wet stowage. Build the base, then adjust. That’s how the real factories did it.*

Walkthrough: 32-Gun Frigate

“A frigate was the eyes of the fleet and the terror of the merchant lanes. Fast enough to catch anything she could fight, and fast enough to run from anything she couldn’t.”

Concept

An 18th-century naval frigate — the workhorse of any blue-water navy. Not a lumbering ship of the line, but a fast, manoeuvrable warship carrying her guns on a single covered deck. The kind of vessel that hunted privateers, escorted convoys, and carried dispatches across oceans.

In the Workshop

Click Sail in the locomotion grid and set Size to 10. A fifth-rate frigate displaces 700–900 tonnes and measures about 130 feet on the gun deck — that’s Huge frame territory, bigger than most land vehicles, smaller than a ship of the line. The display panel shows: base Toughness 15, Handling -1, Wounds 5, 25 mod slots. Wind-powered means no fuel costs and unlimited range.

Bump Armour to +2 for the reinforced oak hull planking. Type 12 into MPH Override — a well-handled frigate managed 10–12 knots in fair weather.

The Main Battery

Click the Weapons chevron and filter to Blackpowder. The main battery: drag 8× Medium Cannon to the Weapon Hardpoints bay (Pintle mounts, 2 slots each — 16 total). Two Carronades for close-range devastation (1 slot each). That’s 18 slots on weapons. The remaining 7 go to crew quarters and rigging.

The Stat Block

32-GUN FRIGATE Fifth-rate warship, fast and weatherly. Size 10 (Huge)
 • Sail • Handling -1 • Top Speed 12 MPH Toughness 27(12) • Wounds 5
 • Crew 5+200 Weapons: 8× Medium Cannon (Pintle), 2× Carronade (Pintle) Notes: Enclosed, Heavy Armor

TIP: Only one broadside fires per round. Eight guns sounds impressive until you remember half of them point the wrong way. That’s why frigate captains spent their careers practising the art of the turn.

Walkthrough: Assault Walker

“In the void between stars, there are places where wheels sink, tracks jam, and hover fields fail. That’s where you send something with legs.”

Concept

A far-future assault walker — a bipedal war machine designed for mountain warfare on a hostile colony world. The terrain defeats conventional armour: tracked vehicles can’t climb the passes, hover tanks can’t hold position in the updrafts, and air support keeps getting swatted by emplaced particle batteries. The general needs something that walks, shoots, and terrifies.

In the Workshop

Click Biped in the locomotion grid and set Size to 10. The Heavy Laser needs minimum Size 8, and the general wants psychological impact as much as firepower — sixty-three feet tall, towering over the tree line, is exactly the weapon she actually wants. The display panel reads: Huge frame, Handling -1, Wounds 5, 25 mod slots. The walker-specific Strength stat appears automatically.

Slide Toughness to +2 and Armour to +3. The Huge frame increments give +8 Toughness and +9 Armour. Result: Toughness 38(15). Autocannon fire bounces. Type 40 into MPH Override — a brisk stride for something this size. Set Handling to -2, because 125 tonnes of walking metal does not dodge. Crew 2: pilot and gunner in the Dual Cockpit.

Arming the Beast

In the Weapons step, filter to Future era. Heavy Laser into the Turret (5 slots). Two Medium Lasers into Fixed mounts (3 each). Light Missiles ×8 at 0 slots. In Mods: Jump Jets (1), Dual Cockpit (-1), Sensor Array (4), Environmental Seal (2). Mod counter reads 7 remaining out of 25.

The Stat Block

ASSAULT WALKER Heavy bipedal war machine, mountain warfare specialist. Size 10 (Huge) • Biped • Handling -2 • Top Speed 40 MPH Toughness 38(15) • Crew 2 • Wounds 5 • Strength d12+10 Weapons: Heavy Laser (Turret), 2× Medium Laser (Fixed), Light Missiles ×8 (Fixed) Notes: Heavy Armor, Jump Jets, Dual Cockpit, Sensor Array, Environmental Seal

There’s no reference build for a walker this size — and that’s the point. The reference builds cover common archetypes. The slider system handles everything else. The

general gets her mountain-killer. The enemy gets a sixty-three-foot reminder that some problems can't be solved by digging in.

Design Notes & Tips

Don't Fill Every Slot

The temptation is to spend every available mod slot. Resist it. Real vehicles carry spare capacity, redundant systems, and empty mounting points for future refits. A vehicle with slots remaining is a vehicle with story potential — the crew might upgrade it mid-campaign, or a patron might offer a weapons refit as a reward.

Weapons: Less Is More

Every weapon on a vehicle is a weapon the GM has to track in combat. A tank with one main gun and two machine guns is Fast, Furious, Fun. A tank with eight weapon systems is a spreadsheet. Build for the table, not for the spec sheet.

Turrets Cost Double for a Reason

A turret-mounted weapon can fire in any direction. That flexibility is worth the premium. Mount your main weapon in a turret and everything else fixed or pintle. This concentrates your mod budget on the weapon that matters most.

Drawbacks Are Your Friend

Drawbacks give mod slots back. They also make vehicles interesting. A Temperamental tank with a Bone Shaker suspension is more memorable than a statistically perfect one. Players remember the vehicle that stalled at the worst possible moment.

Special Abilities Tell Stories

A vehicle with Haunted, Cursed, and Sentient is three adventures waiting to happen. A vehicle with Prototype and Unreliable System is a bomb with a steering wheel. Use special abilities to give vehicles personality, not just statistics.

Scale Matters

A Size 2 car and a Size 18 dreadnought exist in completely different tactical realities. The car is fighting infantry and dodging between buildings. The dreadnought is exchanging broadsides with other capital ships at extreme range. Build for the encounters your campaign will actually have.

What Comes Next

The Vehicle Forge is a living tool. The pack ecosystem grows with every release, expanding the pre-built catalogue across new genres, eras, and tactical niches. Community feedback drives the priority list — the most-requested features and the most-needed vehicle types move to the front of the queue.

For the latest products, updates, and community content, visit DiceForge Studios on DriveThruRPG.

Now go build something.

VEHICLE FORGE COMPANION GUIDE
v2.1 — DiceForge Studios Ltd.
diceforgestudios.pages.dev/vehicle-forge.html