

Call of Cthulhu - Motorcar Procedures

Make a driving roll at least once in a village or town and at least once again in the country. Make additional rolls if there are any road hazards or dangerous conditions. Failures roll 1D6 below: On rolls of 97-100 a malfunction has occurred. Car mechanics can also roll on this chart to determine another person's repair problems (1-2=light, 3-4=medium, 4-5=heavy breakdown; specific skills: metalworking and painting for body repairs, metalworking for welding repairs, mechanical repair for mechanical problems, and electrical repair for electrical problems. Professional towing costs \$.12 a mile.

1 = collision with another vehicle! Roll 1D6 below:

1-2 = bad hit, large body work repair required and medium engine damage. Repair costs \$2.75 for materials for the body work and \$2.00 for the labor; and \$4.75 parts and \$3.00 labor for the mechanical and electrical repair; 3 days in garage.

3-4 = medium hit, medium body work and light engine damage repair needed. Body work costs 1.25 for materials and 2.50 for the labor; and \$3 labor and \$2 parts for the mechanical repair; 3 days in garage.

5-6 = light hit, light body work required. Repair costs \$2.50 for the body work; 1 day in garage.

2 = drive off road; roll 1D6:

1-2 = hit tree (country) or telephone pole (city); medium body work and light engine damage repair needed.

3-4 = country: hit a fence, light body work required. Repair costs \$2.50 for the body work; 1 day in garage.

5 = rough ground; wheel strut broken; needs to be welded. Repair costs \$.70 and takes one hour at a shop; a new part costs \$2.25 and takes 1 hour to install; \$1.00 labor at a garage.

6 = empty field; drive back onto road.

3 = heavy breakdown; roll 1D6:

1-2 = engine stops; after 1D6x5 minutes of investigating, a part is shot and needs new replacement. Repair costs \$5.75 for a new part and \$8.00 labor for the repair.

3-4 = engine stops; after 1D6x5 minutes of investigating, a part is broken but can be fixed in 1Dx5 minutes if a mechanic tool set is available. Repair costs 4.25 for the part and \$5 labor for the repair.

5-6 = electrical problem; after 1D6 minutes of investigating, wiring is broken and can be fixed in 1D6 minutes if an electrical tool set is available. Otherwise repair costs \$2.00 labor at a garage and takes 1 day.

4 = medium breakdown; roll 1D6:

1-2 = engine stops; after 1D6 minutes of investigating, a part is shot and needs new replacement. Repair costs \$2.75 for a new part and \$4.00 labor for the repair.

3-4 = engine stops; after 1D6 minutes of investigating, a part is broken but can be fixed in 1Dx5 minutes if a mechanic tool set is available. Repair costs 2.25 for the part and \$2 labor for the repair.

5-6 = engine stops; after 1D6 minutes of investigating, the starter is broken and the break in the wiring is there; can be fixed in 30 minutes if an electrical tool set is available. Otherwise repair costs \$2.00 labor at a garage and takes 1 day.

5 = light malfunction; roll 1D6:

1 = head lamp burned out; need a new one \$65.

2 = door latch no longer holds the door shut; can fix with baling wire in 5 minutes. Make a luck roll to see if you have any baling wire. Better repairs can be made with a new latch; \$2.25 new; takes 1D6 x.5 minutes to fix it (\$1.50 labor at a garage).

3 = fender loose; can fix in five minutes with a new bolt; make a luck roll to see if you have a bolt and nut. Takes 10 minutes to fix; costs \$.35 at a garage to get it repaired.

4 = seat loose; can fix in five minutes with a new bolt; make a luck roll to see if you have a bolt and nut. Takes 10 minutes to fix; costs \$.35 at a garage to get it repaired.

5 = steering wheel needs tightening; if you have an adjustable wrench it takes ten minutes to repair. Make a luck roll to see if you have one.

6 = battery dead; new one costs \$3.50 and takes 10 minutes to repair; \$1.75 labor at a garage.

6 = flat tire! Takes 1D6 +6 minutes to fix; provide you have a tire patch kit; make a luck roll to see if you have one. Kits are good for 5 flats and cost \$.75 each.