

DRIVING

DUAL ACTIONS Hazard and Hit rolls: - 1 penalty.

Drift & Shoot Brake & Drift Accelerate & Drift Brake & Shoot Accelerate & Shoot

SAFETY LIMITS

RAMS

Sideswipe	
Neck and Neck (losers only)	40mph
Opposed - Winner	40mph
- Loser	20mph
Shunt	40mph

MANOEUVRES

Dodge	40mph	Bikes only
Overlapping Combat Zones - Bikes Only	80mph	
Neck and Neck	80mph	
Opposed	40mph	
Drift	80mph	
Drift out on curve	80mph	
Straight-ahead on curve	As marked	on outer lane
Drift in on curve	As marked	on outer lane
U-turn		
Safety limit	10mph	
Maximum limit	30mph	
Vehicles trying a U-turn at 31+ lose control		
Swerve	80mph	
Bootlegger - Minimum:	31mph	
- Maximum:	60mph	
Vehicles attempting a Bootlegger at 61+ lose control		

PASSIVES

Oil - straight-ahead	60mph
- any other move	30mph
Pattern mine	60mph
Smoke	60mph

HITS & CRITICAL HITS

Tyre destroyed	20mph
Shattered screen	30mph
Broken axle	40mph
Exploding Weapon	Counts as +8HE - 30mph limit
Exploding Engine	Counts as +2HE - 50mph limit
Exploding Fuel Tank	Counts as +6HE - 30mph limit
Driver Hurt	40mph
Driver Injured	20mph
HE hit from a weapon with a damage of 4 or less	50mph
HE hit from a weapon with a damage of 5 or more	30mph

OBSTACLES

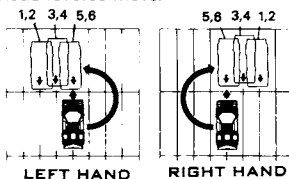
Sand	30mph
Debris	10mph
Railroad	60mph

BOOTLEGGER TEST

Roll a dice
 Subtract *adverse control*
 Each oil or mine counter in contact zone +1
 Debris in contact zone +1
 Sand in contact zone +1

Results

- Success!** Move the vehicle to the intended position.
- Failure.** Roll a dice, move vehicle to position shown on diagram. Next move is a straight-ahead reverse move.



4+ **Oversteer.** Immediate control loss.

HAZARD ROLLS

- Roll a dice.
- Add 1 for every 10mph (or part thereof) of the safety limit.
- Subtract Optimum Control.
- Add one if the driver has just completed a *dual action*.

Score Result

0	OK
1-4	Panic Brake by total times 5mph.
5+	Control Loss

CONTROL LOSS TEST

Roll a dice.
 Subtract *adverse control*.
 Add *speed factor*.

Score Result

1	Regain control
2,3	Skid and regain control
4,5	Skid out of control
6,7	Spin.
8+	Roll Take <i>speed factor</i> damage.

BIKES

When calculating *adverse control* you must use *reduced handling for*:

HE hits Critical hits Mine hits
 Debris Sand on Curves Collisions
 Oil on curves (and straights if speed change)

Score Result

1 or less	Regain control
2,3	Skid and regain control
4,5	Skid out of control
6+	Roll

ROLLING

If faster than 81mph, the bike crashes. At 80mph or less, the bike skids and suffers a *speed factor* hit at -2.

SHOOTING

Score required equals the range (ranges over between six spaces and maximum count as six). A roll of 1 before modification always misses.

HEAVY WEAPONS

Chain Gun	+3
40mm GL	0
Heavy Laser	+2
TGSM	+4
Other Missiles	+2

MEDIUM WEAPONS

Machine Gun	+2
Autocannon	+1
20mm GL	0
Combat Laser	+2

LIGHTWEIGHT WEAPONS

4.2mm MG	+2
20mm Tube GL	0
Lightweight Combat Laser	+2
40mm RAG	0
Missile Fire Computer	
Range 5-6	+1
Range 7-8	+2
Range 9+	+3
Turret Fire computer	+1
	at any range

TACTICAL FACTORS

Hood-mounted	+1
Turret-mounted	+1
Turret mounted with Fire Computer	+2
Turret-mounted with Fire Computer at ranges of 6+	+3
Each smoke marker (max 3)	-1
Max of -1 for fire computers	
Firing vehicle at 81+mph	-1
Target vehicle at 81+mph	-1
Rear-facing	
Roof or Tailgate	-1
Side or Rear wings	-2
Shooting as part of a Dual Action	-1
Bike Target	
One lane	-2
Two lanes	-1

DAMAGE

HEAVY WEAPONS

Chain gun	
GP	+5
DU	+6AP
40mm Grenade Launcher	
HE	+8HE
Shaped Plastic	+6AP
Heavy Laser	+6
Missiles	
Cannister	1-2/+3
HE	+8HE
HIVAP	1AP/Space
Shaped Plastic	+6AP
TGSM	3:6 +4HE

MEDIUM WEAPONS

Machine gun	+1
15mm Autocannon	
GP	+3
DU	+3AP
20mm GL	+2HE
Combat Laser	+3

LIGHTWEIGHT WEAPONS

4.2mm MG	+1
20mm GL	+2HE
Combat Laser	+1
40mm RAG	
HE	+8HE
Shaped Plastic*	+6AP

PASSIVES

Oil:	-1 handling, max -2.
Pattern Mines:	+3 damage, 50mph safety
Smoke:	-1 hit rolls, 50mph safety
Spikes:	6s score a wheel critical, at base damage.

SKIDDING

Roll a dice. On even numbers the car *skids straight* and loses 5mph speed. On odd numbers the car *drift skids* and loses 10mph speed.

If the car *drift skids* and is now on a curve, it automatically drifts outwards. If the car is on a straight, roll the dice again: on even numbers the car goes to the right, on odd numbers it drifts to the left.

SPINNING

Place the spin template over the model.

On the first test, roll a dice: even is clockwise, odd is anti-clockwise.

Roll a second dice.

Add *speed factor*.

The total scored indicates the vehicle's final position on the template.

Move model and deduct speed from the vehicle's speed track.

CRITICAL HITS

TARGET MATRICES

Note: in the tables below, the term Roof applies to roof, turret or tail gun positions.

FRONT	
CARS AND BIKES	
1,2	Bodywork
3	Front Wheels
4	Weapons - roll again:
1,2	Wings
3	Sides
4	Hood
5,6	Roof
	Bikes, roll again: Odds: left; Evens: right.
5	Engine
6	Single Seater: Driver
	Two Seater - roll again:
1,2,3,4	Driver
5,6	Tail Gunner
	Bike - roll again:
1,2	Fuel
4,5,6	Rider

REAR	
CARS	
1,2	Bodywork
3	Rear Wheels
4	Weapons - roll again:
1,2	Passives
3	Rear-mounted weapons, roll again:
1,2	Left wing
3,4	Central
5,6	Right wing
4	Sides
5,6	Roof
5,6	Roll again:
1,2	Engine
3,4	Fuel
5,6	Single Seater: Driver
	Twin Seater, roll again:
1-4	Tail Gunner
5-6	Driver
BIKES	
1,2	Bodywork
3	Rear Wheels
4	Passives
5	Roll again: Odds: Fuel;
	Evens: Engine
6	Rider

FLOOR	
CARS	
1,2	Bodywork
3,4	Wheels - roll again:
1,2,3,4	Front
5,6	Rear
5,6	Roll again:
1	Weapons - roll again:
1,2	Sides
3,4,5,6	Passives
2,3	Engine
4	Fuel
5,6	Single Seater: Driver
	Two Seaters, roll again:
1-3	Tail Gunner
4-6	Driver
BIKES	
1,2	Bodywork
3	Wheels - Roll again:
	Odds: Front
	Evens: Rear
4	Weapons - Roll again:
	Odds: Front - roll again -
	Odds: Left; Evens: Right
	Evens: Passives
5	Engine
6	Rider

SIDE	
CARS AND BIKES	
1,2	Bodywork
3	Wheels - roll again:
1,2,3	Front
4,5,6	Rear
4	Weapons - roll again:
1	Front wings
2	Rear wing (Tailgate if empty)
3,4	Passives
5	Side
6	Roof
	Bikes, - roll again: Odds: Front; evens: Passive
5	Roll again:
1,2,3,4	Engine
5,6	Fuel
	Bikes, - roll again: Odds: Fuel Evens: Engine
6	Single Seater: Driver
	Two seater - roll again:
1,2,3	Driver
4,5,6	Tail Gunner
	Bikes: Rider

ROOF			
SINGLE SEATER CAR		TWO SEATER CAR	
1,2	Bodywork	1,2	Bodywork
3,4	Weapons - roll again:	3	Weapons - roll again:
1,2,3	Rear-mounts, roll again:	1,2	Rear-mounts, roll again:
1,2	Left wing	1,2	Left wing
3,4	Central	3,4	Central
5,6	Right wing	5,6	Right wing
4,5,6	Roof	3,4,5,6	Roof
5,6	Roll again:	4	Roll again:
1	Engine	1,2,3,4	Engine
2,3	Fuel	5,6	Fuel
4,5,6	Driver	5,6	Roll again:
		1,2,3,4	Tail Gunner
		5-6	Driver
BIKES			
1,2,3	Bodywork		
4,5,6	Rider		

CRITICAL HIT RESULTS

BODYWORK

- 1 **Transmission:** Dice + damage. On 7+ acceleration reduced to 0.
- 2 **VDU destroyed:** Turrets & missile guidance units KO'd.
- 3 **Fuel line:** The vehicle is now leaking fuel.
- 4 **Brake line:** Halve braking.
- 5 **Weapon link severed:** Roll for weapon hit on this facing; weapon selected is out of action.
- 6 **Screen:** 30mph safety limit.

WHEELS

- 1 **Brake pipe:** Halve braking.
- 2,3 **Front Wheels - Steering:** Dice + damage. On 7+ handling is -2.
- Rear Wheels - Axle Hit:** Dice + damage. On 7+ acceleration is reduced to 0.
- 4 **Split Tyre:** Tyre shreds if dice rolled after each move is less than speed factor.
- 5,6 **Tyre Destroyed:** Handling -2, maximum speed down by 10mph or to 60mph - whichever is slowest. Hazard roll with 20mph *safety limit*.

FUEL

- 1-3 **Holed:** Vehicle is now leaking fuel.
- 4-6 **Explodes:** Engine disabled, +8HE hit.

WEAPONS

- 1,2 **Damaged:** Accuracy -2. Roll before each shot, can't fire on odd scores.
- 3 **Jammed:** Won't fire until driver can score a 6 on a shoot action.
- 4 **Command Link severed:** Weapon out of action.
- 5,6 **Destroyed:** The weapon cannot fire. HE weapons roll again, on odd numbers they explode at +8HE.

ENGINE

- 1 **Engine Block:** Dice roll + damage. Score 7+ - engine disabled.
- 2 **Carburettor:** Halve acceleration.
- 3 **Brake Cylinder:** Braking to zero.
- 4 **Generator:** Lasers, turrets & guidance systems out of action.
- 5 **Ignition:** Engine disabled.
- 6 **Explosion:** Engine disabled, +2 HE hit.

DRIVER

- 1,2 **Hurt:** 40mph safety limit.
- 3,4 **Injured:** Drive skill -2, 20mph safety limit.
- 5 **Limb Disabled:** Roll a dice: even are arms, odd legs. Legs, drive skill minus 1. Arms, drive skill -2. 20mph *safety limit*.
- 6 **KO:** Vehicle has no driver.