

Movement Chart							p4
Speed	1	2	3	4	5	Ram	
0						0d	
5	0.5					1d-4	
10	1					1d-2	
15	1		0.5			1d-1	
20	1		1			1d	
25	1		1		0.5	1d	
30	1		1		1	1d	
35	1	0.5	1		1	2d	
40	1	1	1		1	3d	
45	1	1	1	0.5	1	4d	
50	1	1	1	1	1	5d	
55	1.5	1	1	1	1	6d	
60	2	1	1	1	1	7d	
65	2	1	1.5	1	1	8d	
70	2	1	2	1	1	9d	
75	2	1	2	1	1.5	10d	
80	2	1	2	1	2	11d	
85	2	1.5	2	1	2	12d	
90	2	2	2	1	2	13d	
95	2	2	2	1.5	2	14d	
100	2	2	2	2	2	15d	
105	2.5	2	2	2	2	16d	
110	3	2	2	2	2	17d	
115	3	2	2.5	2	2	18d	
120	3	2	3	2	2	19d	
125	3	2	3	2	2.5	20d	
130	3	2	3	2	3	21d	
135	3	2.5	3	2	3	22d	
140	3	3	3	2	3	23d	
145	3	3	3	2.5	3	24d	
150	3	3	3	3	3	25d	
155	3.5	3	3	3	3	26d	
160	4	3	3	3	3	27d	
165	4	3	3.5	3	3	28d	
170	4	3	4	3	3	29d	
175	4	3	4	3	3.5	30d	
180	4	3	4	3	4	31d	
185	4	3.5	4	3	4	32d	
190	4	4	4	3	4	33d	
195	4	4	4	3.5	4	34d	
200	4	4	4	4	4	35d	
205	4.5	4	4	4	4	36d	
210	5	4	4	4	4	37d	
215	5	4	4.5	4	4	38d	
220	5	4	5	4	4	39d	
225	5	4	5	4	4.5	40d	
230	5	4	5	4	5	41d	
235	5	4.5	5	4	5	42d	
240	5	5	5	4	5	43d	
245	5	5	5	4.5	5	44d	
250	5	5	5	5	5	45d	
255	5.5	5	5	5	5	46d	
260	6	5	5	5	5	47d	
265	6	5	5.5	5	5	48d	
270	6	5	6	5	5	49d	
275	6	5	6	5	5.5	50d	
280	6	5	6	5	6	51d	
285	6	5.5	6	5	6	52d	
290	6	6	6	5	6	53d	
295	6	6	6	5.5	6	54d	
300	6	6	6	6	6	55d	

Turn Sequence		p9
Cars Move Fastest to Slowest per Movement Chart		
Basic move is 1", ½ move must be made as told on chart		
A Vehicle can...		
- perform one Acceleration or Deceleration per turn		
- make one maneuver per phase, replacing 1" of movement		
- fire during any phase, once per turn per occupant/weapon		

Maneuvers			p6
	Speed	Wpn Fire	
<b>Bends</b>			
D1	< 15°	-1	
D2	16 to 30°	-2	
D3	31 to 45°	-3	
D4	46 to 60°	-4	
D5	61 to 75°	-5	
D6	75 to 90°	-6	
+D1	Swerve	-1	
<b>Drifts</b>			
D1	Regular	-1	
D3	Steep Drift	-3	
<b>Controlled Skids</b>			
+D1	1/4" Skid	0	
+D2	1/2" Skid	-5 mph	-3
+D3	3/4" Skid	-5 mph, 1pt	-6
+D4	1" Skid	-10 mph, 2pt	N
<b>Bootlegger Reverse</b>			
D7	1pt, 20-35mph start	N	
<b>T Stop</b>			
D1	D10/mph, -20 mph/1"	N	

Hazards			p9
<b>Deceleration</b>			
<10 mph	No Hazard		
15 mph	D1		
20 mph	D2		
25 mph	D3		
30 mph	d5		
35 mph	D7, 2pts each tire		
40 mph	D9, 1d each tire		
45 mph	D11, 1d+3 each tire		
>45	Not Possible		
<b>Hazards</b>			
D3	Hitting Curb, obstacle or ped	1d-3 to tire	
D1	Hitting loose debris	1d-3 to tire	
D1	Enemy fire does 1-5 hits		
D2	Enemy fire does 6 to 9 hits		
D3	Enemy fire does 10+ hits		
D2	Driver Inured or Killed		
<b>Oversized Hazards</b>			
D1	Striking an obstacle counter		
D2	Enemy fire does 13-21 hits		
D3	Enemy fire does 22+ hits		
D2	Trailer released while tractor in motion		
D1	AT gun fired to side		
D2	Tank gun fired		
D1	Cycle steamrolled		
<b>Road Conditions</b>			
Add to every Maneuver or Hazard			
D1	Light Rain, Gravel or Off Road		
D2	Heavy Rain		
D2	Oil on Road		
D2	Light Snow		
D3	Heavy Snow		
D4	Ice or Packed Snow		
<b>Tire Loss</b>			
HC=6	Tire Loss		
Crash 1	Tire Loss (2) 4 Wheels		
D3	Tire Loss (2) 6 Wheels		
Crash 1	Tire Loss (3) 6 Wheels		

**Combat Modifiers** p29

Range	
+4	Point Blank, less than 1" away
-1	per full 4" of distance
Movement	
+1	Target is not moving
+1	Firer is not moving
+1	Firing ped braced against solid object
-1	Target is moving between 20 and 37.5 mph
-2	Target is moving between 40 and 47.5 mph
-3	Target is moving between 50 and 57.5 mph
-4	Target is moving between 60 and 67.5 mph
-5	Target is moving between 70 and 77.5 mph
-6	Target is moving 80 mph or faster
Vehicle Targets	
-1	Combat or Subcompact
-1	Car from front or rear
-3	Motorcycle or Sidecar front or rear
-2	Motorcycle or Sidecar side
-2	Trike top
-3	Light Trike front/back
-2	Light Trike side
-2	Med Trike front/back
-1	Med Trike side
-1	Heavy Trike front/back
-1	Heavy Trike side
-1	X-Heavy Trike front/back
-2	Ten Wheeler Carrier Front
+1	Ten Wheeler Cab/Carrier Side
+1	Mini Bus/Tractor Side
+2	Trailer or Bus side
Specific Target	
-3	Pedestrian
-5	Ped in water
-4	Ped swimming
-3	Vehicle Tire
-2	Turret
-3	Motorcycle Rider (side only)
-6	Tractor's Fifth Wheel
-5	Legs of a Semi Trailer
-6	Lamppost
+10	Building
-3	Searchlight
-5	Tongue on Unattached Car Trailer
-7	Tongue on Attached Car Trailer
-5	Unattached Hitch to Pull Car Trailer
-7	Attached Hitch to Pull Car trailer
-10	Radar/Wire guided missile in flight, non-target
-6	Radar/Wire guided missile in flight, target
+4	Ground
Visibility	
-1	Firing through smoke or paint, per 1/2"
-2	Rain
-3	Heavy rain, fog or night
-4	Target under cover of rubble
-10	Firer blinded by searchlight
Misc	
-1	Firing while on Oil, Gravel or Bad Road
+1	Sustained Fire, 2nd consecutive shot
+2	Sustained Fire, 3rd +
-3	Firer does Trivial Skid or Minor Fishtail, for turn
-6	Firer does Minor/Moderate Skid or Major Fishtail, for turn
-2	Attacker not in arc of fire of target side
D rating	Hazard or Maneuver in same phase

**Fire Table** p31

	Fire Mod	Burn Dur
Lt Flamethrower	2	3
Flamethrower	4	3
HD Flamethrower	5	3
Portable Flamer	3	2
HighTemp FT Ammo	+1	1 (only)
FOJ, HDFOJ	3	2
MG Incendiary	2	1
RL Incendiary	3	2
MML Incendiary	2	1
Mini R Incendiary	1	0
LT R Incendiary	2	1
M R Incendiary	3	2
H R Incendiary	4	3
WGM.RGM/Stinger	4	3
MFR Incendiary	.5 (6)	1
LT Laser	0	0
Laser	1	0
M Laser	1	0
H Laser	2	0
Tw Laser	1	0
Napalm Mine	4	3
FCE, HDFCE, FGS	3	1

**Damage Location** p30

Front
front armour; (front weapons); front motor; (driver/gunner); cargo; back motor; (back firing weapons); back armour
Rear
as above, but reverse order
Right
right armour; (right weapons); (driver/gunner, cargo, motor); (left firing weapons); left armour
Left
as above, but reverse order
Underbody
bottom armour; (driver/gunner, cargo, motor); top armour tires can also take damage
Top
as above, but reverse order
Turret
top armour; (driver/gunner, cargo, motor); top armour tires can also take damage
Tires
tire/wheel only 'leftover' hits have no effect