



**Crash Table 1**

2 or less – Trivial Skid. The vehicle keeps the same orientation, but moves ¼” in the direction it was going before the maneuver in which it lost control. Therefore, it may skid in a direction other than the one it is pointing. \*

3,4 – Minor Skid. As above, but the vehicle skids ½”. Speed is reduced by –5 mph. \*\*

5,6 – Moderate Skid. As above, but the vehicle skids ¾”, and each tire takes 1 point of damage. Speed is reduced by 10 mph. It then performs a trivial skid on the next mood. \*\*

7,8 – Severe Skid. As above, the car skids 1” and each tire takes 2 points of damage. Speed is reduced by 20 mph. On its next move, it performs a minor skid. \*\*\*

9,10 – Spinout. Vehicle spins, rotating 90 and moving 1” in the direction it was previously traveling (before the maneuver or hazard that caused the spinout) per phase of movement required. All rotations must be in the same direction. If the vehicle fishtailed into the spinout, the rotations are in the same directions the fishtail took; otherwise, roll randomly. Each tire takes 1d of damage at the start of the spinout. To do so, roll for control at HC –6. If the roll is successful, the spinout stops. If the roll is missed, the spinout continues normally. If control is regained, and the vehicle is facing the direction it is moving, movement continues as usual. If the car is facing sideways it must perform an immediate T-Stop. It may discontinue a T-stop by turning ‘into’ the direction of the skid and then continue the turn. If the vehicle is facing backwards and is traveling faster than its reverse top speed, it must slow down by at least 5 mph per turn until it is under its normal top speed for reverse.

11,12 – Car turns sideways (as in a T-stop) and rolls. The driver is no longer in control. The car decelerates at 20 mph per turn. Each phase it moves, it goes 1” in the direction it was traveling and rolls ¼ of a complete roll – ie in the first phase it moves 1”, turns sideways, and rolls onto its side; the next phase it moves, it goes 1” and rolls onto its top, etc. It takes 1d damage to the side (top, etc.) rolled onto each phase. When the bottom hits, each tire takes 1d damage. After all tires are gone, the bottom takes damage when it hits. Occupants may jump out at any time, or stay inside and hope that no damage reaches the interior. The car may be driven after it stops rolling if it is right side up and has tires on at least three corners. A cycle won’t be drivable after a roll. \*\*

13,14 – As above, but the vehicle is burning on a roll of 4, 5 or 6 on one die.

15 or more – The vehicle vaults into the air by the side (or front) tires, the tires doing the vaulting taking 3D of damage. The vehicle will then fly through the air for 1 to 6 inches (roll 1d) in the direction the vehicle was traveling before the crash result, revolving two sides for each inch traveled. When it lands, the side that hits takes collision damage t the vehicle’s initial speed. If the attempted maneuver was a tight bend or a hard swerve, the vehicle will flip end over end. Upon landing, the vehicle will continue to roll as per result 11 on this table. All occupants take 1 point of damage automatically. Body armour does not protect against this damage.

\* Any further aimed weapon fire on this turn is at –3 to hit

\*\* Any further aimed weapon fire on this turn is at –6 to hit

\*\*\* No further aimed weapon fire on this turn permitted

**Crash Table 2**

1-4 – Minor Fishtail. Roll randomly to see if the fishtail will be left or right. If, for instance, it is left, keep the vehicle’s right front corner in the same square, and move the left rear corner 1 square left. Reverse for a right Fishtail. \*

5-8 – Major fishtail. As above, but rear corner moves 2 squares. \*\*

9,10 – Execute a minor fishtail and roll again on Crash Table 1. \*\*\*

11-14 – Execute a major fishtail and roll again on crash table 1. \*\*\*

15 or more – Execute a major and minor fishtail (for a total of 3 squares of movement in one direction) and roll again on Crash Table 1.

\* Any further aimed weapon fire on this turn is at –3 to hit

\*\* Any further aimed weapon fire on this turn is at –6 to hit

\*\*\* No further aimed weapon fire on this turn permitted