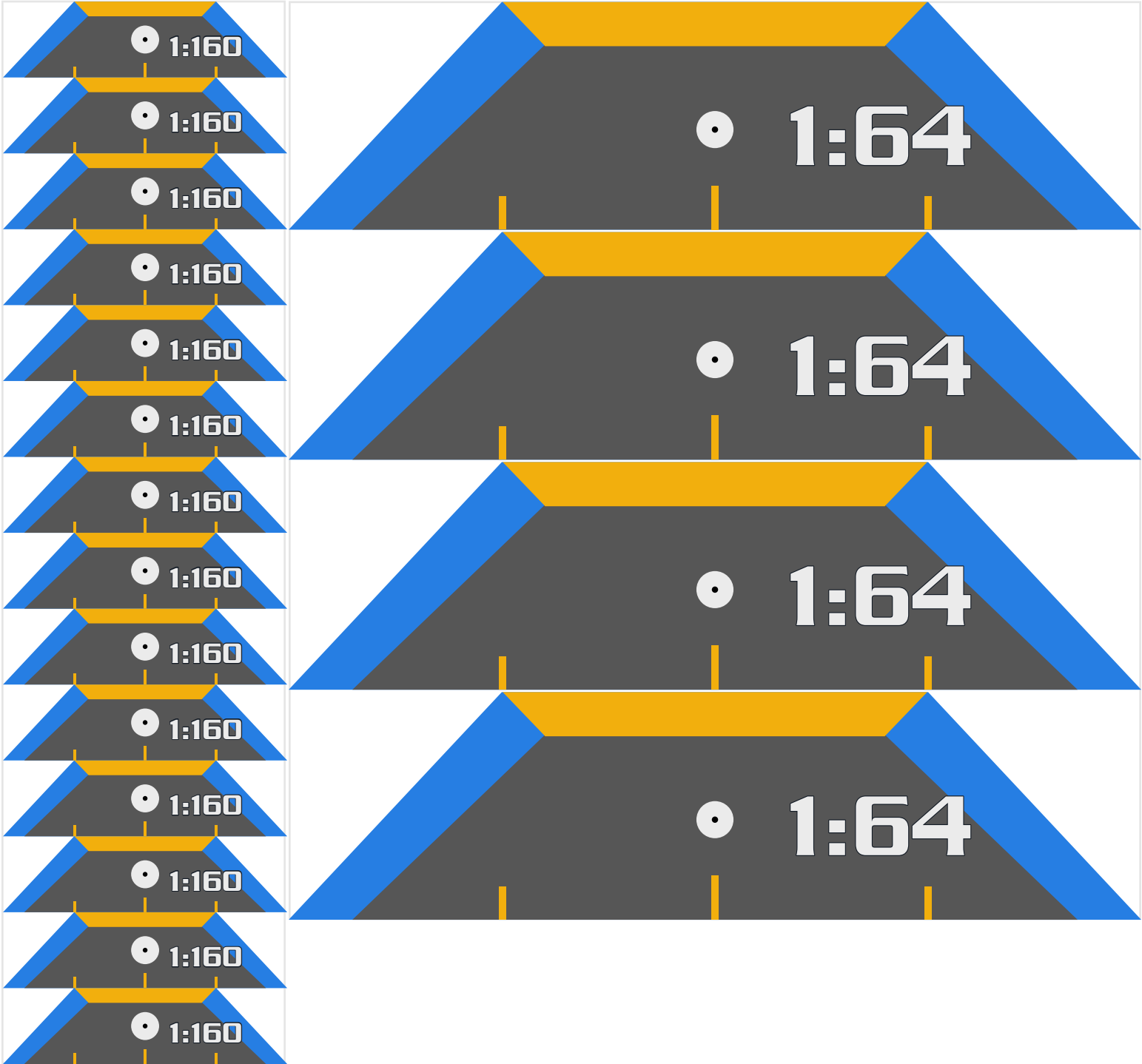


Turning Razors












































































































Hey!

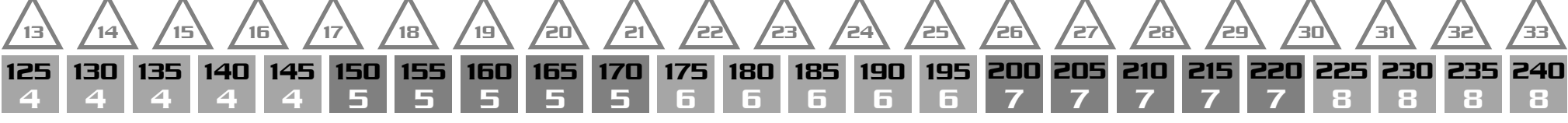
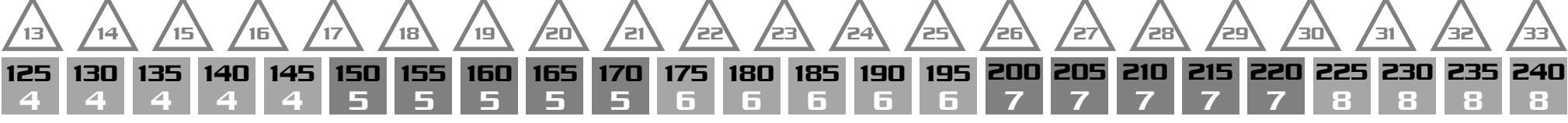
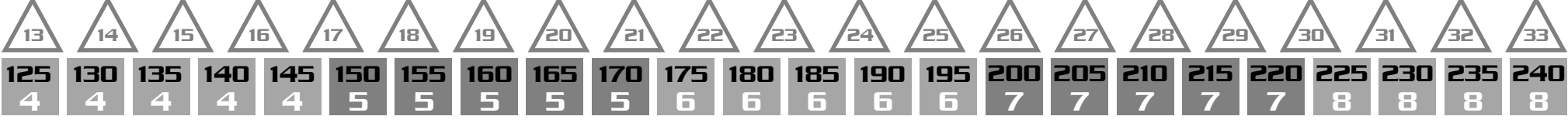
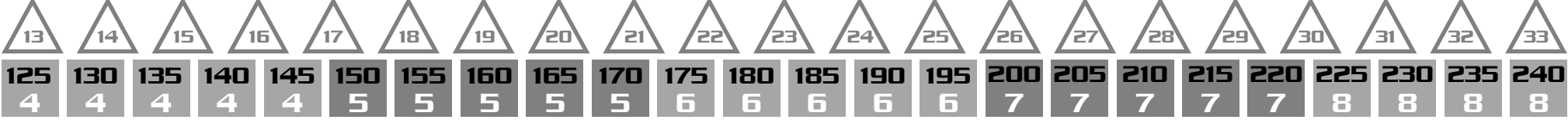
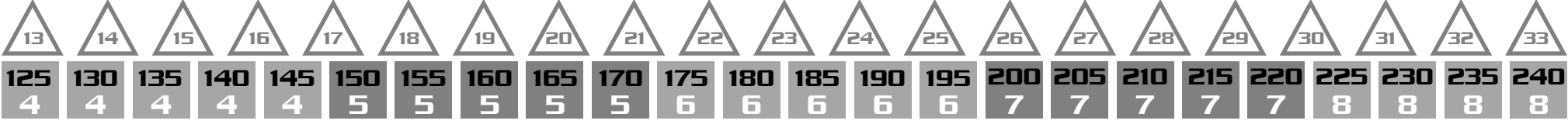
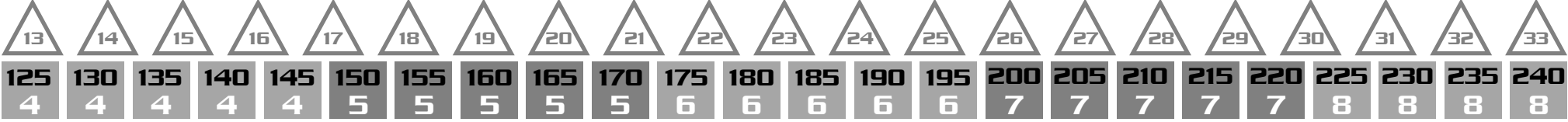
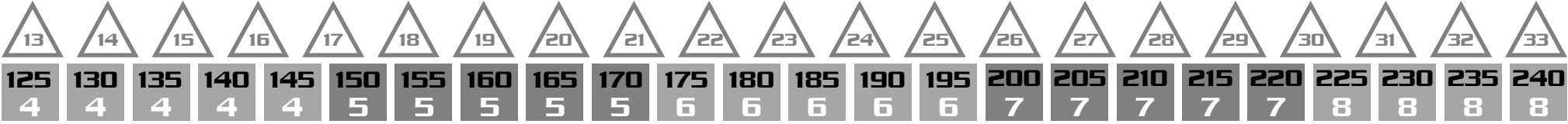
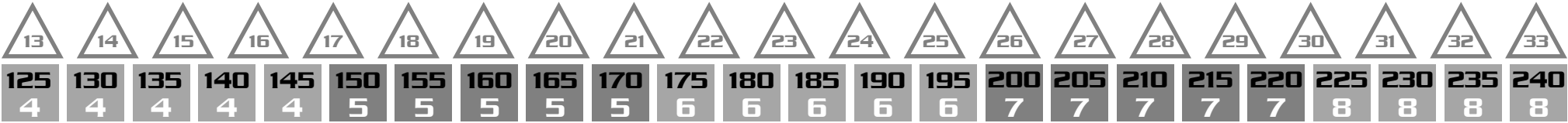
**If you wondering about all the blank
Pages in this PDF. It was made with
Double-sided printing in mind.**

**Especially for Chits
Use Short-edge binding to create ones
That have the same image printed on
front and back.**

**Printers do vary and some may print a
Bit unaligned, but at least you
Will never be stuck wondering what a
Flipped over chit is.**

The Grid

| | | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | | |
|----|----|----|----|----|----|----|---|---|---|---|--|---|---|---|---|---|---|---|---|---|---|-----|-----|-----|
| 00 | 05 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 100 | 105 | 110 | 115 | 120 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 |
| | | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | | |
| 00 | 05 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 100 | 105 | 110 | 115 | 120 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 |
| | | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | | |
| 00 | 05 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 100 | 105 | 110 | 115 | 120 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 |
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| 00 | 05 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 100 | 105 | 110 | 115 | 120 |
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| 00 | 05 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 100 | 105 | 110 | 115 | 120 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 |
| | | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | | |
| 00 | 05 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 100 | 105 | 110 | 115 | 120 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 |
| | | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | | |
| 00 | 05 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 100 | 105 | 110 | 115 | 120 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 |



Crash Master Cheat Sheet

The Grid

Vehicles are ordered by Top Speed, roll off any ties.

For Each Vehicle on its turn...

Slide Initiative Arrow.

Driver Declares Speed.

Exceed Top Speed = 1d-5 Power Plant Damage.

Extra ACL 5 = 1d-4 Power Plant Damage.

Extra ACL 10 = 1d-3 Power Plant Damage.

Move 1 Car Length per 10 MPH.

Make Attacks while Moving.

Add Hazards as Vehicle performs Maneuvers.

Warn in the Danger Zone!

Crash Roll on entering or going deeper into Crash Zone.

Shock Hazard = SK = damage to cause an 1h.

Blow Out? SK and HC lose 1 point. Redo Danger Zone. H2.

Maneuvers

Speed = Adds its hazard to any hazard taken.

Turn = 1h **Drift** = 1h **Reverse** = 2h **Trike Turn** = 3h

Slide = 1dh, DCL 10, LTD Rear

Skid = 1dh, DCL 20, MTD Skid per CL.

Bootlegger = 1dh+2, DCL 40, HTD Rear, LTD Front.

Conditions

Lawn, Field, Dirt = +1h to any maneuver.

Gravel, Mud, Sand = +2h to any maneuver.

Water, Snow, Oil = 1dh once per round.

Ice = 2dh once per round.

Deep Stuff = 70% Stuck. 30% if Off-Road.

Pothole = 2h, LTD.

Severe Pothole = 4h, 1d-2 Under, MTD.

Off-Road = ACL -5 to minimum 2.5

Weaponry

| | DMG | Fire |
|-------------------------|-------------|------|
| Machine Gun | 1d | |
| Vulcan MG | 2d | |
| Autocannon | 3d | |
| Gauss Gun | 3d | |
| Veh Shotgun | 1d | |
| Recoilless Rifle | 2d | |
| Anti-Tank Gun | 3d | |
| Blast Cannon | 4d | |
| Micro Missile L. | 1d | |
| Rocket Launcher | 2d | |
| Rocket, Light | 1d | |
| Rocket, Medium | 2d | |
| Rocket, Heavy | 3d | |
| Laser, Light | 1d | 6 |
| Laser, Medium | 2d | 6 |
| Laser | 3d | 5 |
| Laser, Heavy | 4d | 4 |
| Laser, Twin | 2d+6 | 5 |
| Flamethrower Lt. | 1d-1 | 5 |
| Flamethrower | 1d | 4 |
| Flamethrower, HD | 2d | 3 |
| Mine Dropper | 2d/1d | |
| Spike Dropper | 1d-1 | |
| Exploding Spikes | 1d+1 | |
| Junk Dropper | 1d-2 | |
| Oil Jet | 1DH | |
| Flaming OJ | 1d-2 | 5 |
| Ice Dropper | 2DH | |
| Fire Extinguisher | 1d | |
| FE, Improved | 2d | |
| FE, Handheld | 1d | |
| Burst Weapons | = Shock +1h | |

Combat

Roll 1d100 once given a Hit Score then DMG if successful

Roll Under = Hit

Roll 01 = Double Damage!

Roll Over = Miss

Roll 00 = Weapon Jam!

Crash Roll

Roll d00, add Vehicle Speed, -25 for Spoiler or Airdam:

0: Nothing = Vehicle continues to move normally.

100: Minor Fishtail = DCL 10, LTD Rear.

Roll 1d and Pivot. Even = Left 45°. Odd = Right 45°.

110: Major Fishtail = DCL 15, LTD Front, MTD Rear.

Roll 1d and Pivot. Even = Left 45°. Odd = Right 45°.

120: Skid Stop = Pivot 90° and Skid. Take MTD Skid,

DCL 20 per CL until 0 MPH is reached. Flip on Blow-Out.

130: Spin Out = Pivot 90° and Spin taking MTD All

DCL 20 per CL until 0 MPH is reached.

150: Flip = CM drops vehicle 1" per 10 MPH.

The side it lands on takes 1d per 10 MPH.

Anything it hits takes ½ damage.

Landing upright does 2d to each tire.

Crew takes 1d damage each.

170: Crash & Burn = Same as Flip except vehicle is totalled.

Crew takes 2d damage each.

If they survive they escaped the wreckage.

Ram Damage = 1d per 10 MPH. Half to Armor and Half to Frame.

Motorcycles automatically Jettison riders with a Skid Stop or worse.

Recoil

Reduce Hazards by HC.

Fire does damage. Wipers remove -5 from Paint.

Roll 1d for each Spill or Cloud chit and remove on a:

Smoke = 2 or less

Flaming Oil = 3 or less

Paint = 4 or less

Dropped Ice = 1 or less

Unjam Weapon

25% chance per try.

No ammo expended.

Flip Side Roll 1d10:

1: Front. 2: Back.

3: Left. 5: Right.

7: Under. 9: Top.

Tire Damage

Light = 1d-4

Medium = 1d-2

Heavy = 1d

Off-Road = Damage -3

None on Slick Surfaces

Falling Damage

Vehicles = 2d per CL

Crew = 1d per CL

Jettisoned!

Roll d00 + Speed

Crew takes 1 pt per 25.

Off-Road = -1 pt

Extreme Braking

DCL 15 = 1h, LTD Front.

DCL 20 = 2h LTD Front.

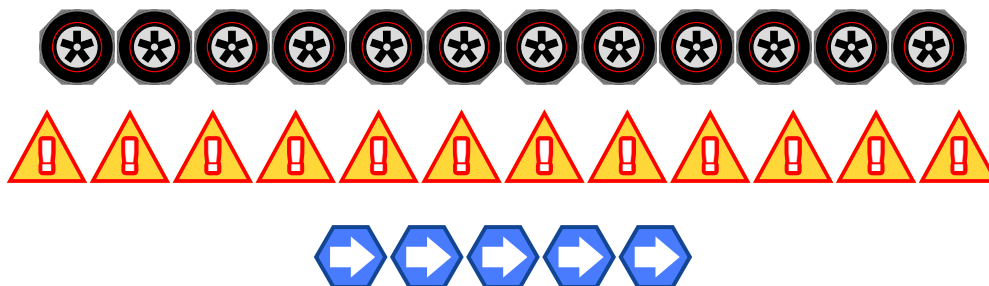
DCL 25 = 3h, MTD Front,
LTD Rear.

DCL 30 = 4h, MTD Front,
LTD Rear.

DCL 35 = 5h, HTD Front,
MTD Rear.

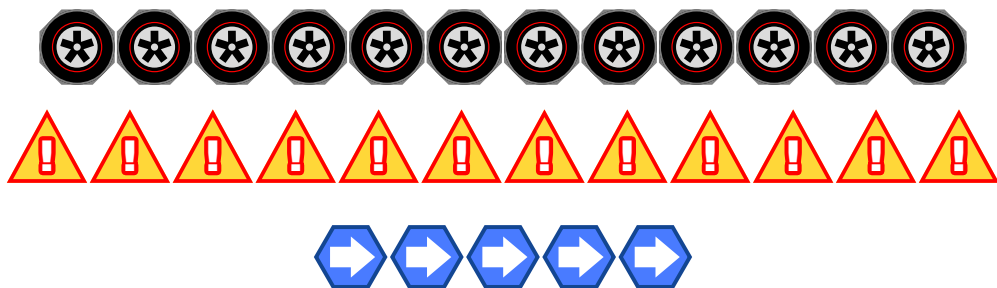
DCL 40 = 6h, HTD Front,
MTD Rear.

Tokens



Dropped Weapons 1:160

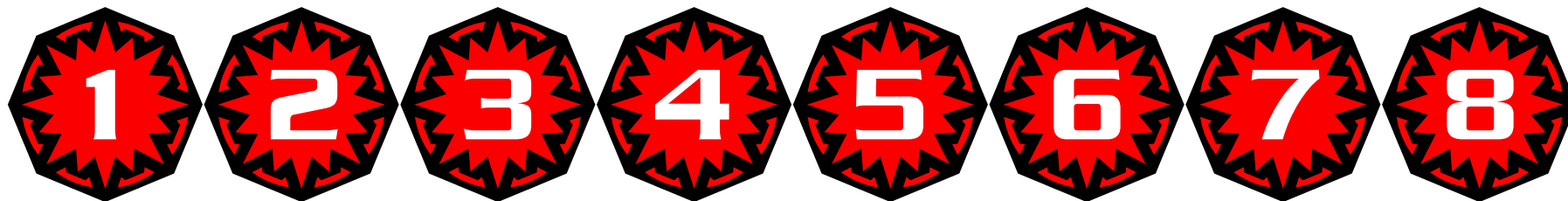
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|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
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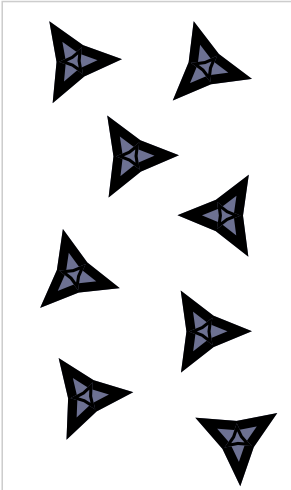
| Spikes | Spikes | Spikes | Spikes | Spikes | Spikes | Spikes | Spikes | Spikes | Spikes | Mines | Mines | Mines | Mines | Mines | Mines | Mines | Mines | Mines | Mines |
|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| Smoke | Smoke | Smoke | Smoke | Paint | Paint | Paint | Paint | FOJ | FOJ | FOJ | FOJ | Oil | Oil | Oil | Oil | Ice | Ice | Ice | Ice |
| Smoke | Smoke | Smoke | Smoke | Paint | Paint | Paint | Paint | FOJ | FOJ | FOJ | FOJ | Oil | Oil | Oil | Oil | Ice | Ice | Ice | Ice |
| Smoke | Smoke | Smoke | Smoke | Paint | Paint | Paint | Paint | FOJ | FOJ | FOJ | FOJ | Oil | Oil | Oil | Oil | Ice | Ice | Ice | Ice |
| Smoke | Smoke | Smoke | Smoke | Paint | Paint | Paint | Paint | FOJ | FOJ | FOJ | FOJ | Oil | Oil | Oil | Oil | Ice | Ice | Ice | Ice |

Starting Places

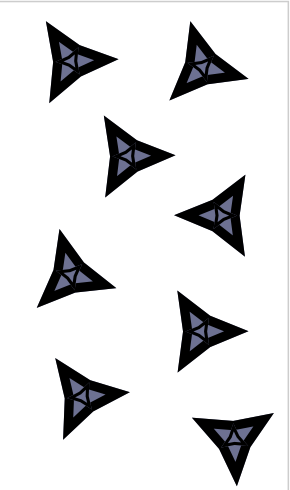




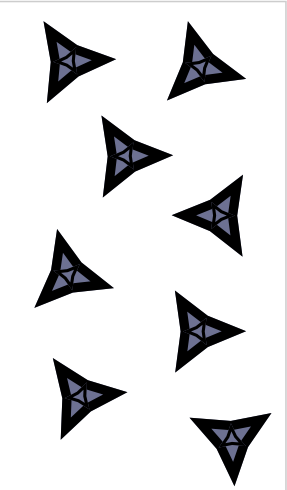
Dropped Weapons 1:64



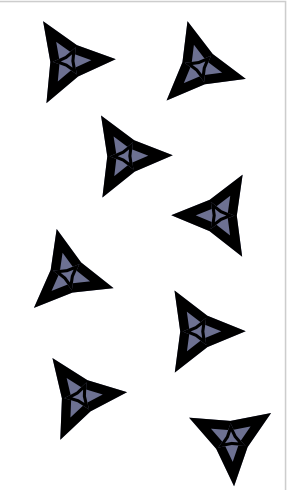
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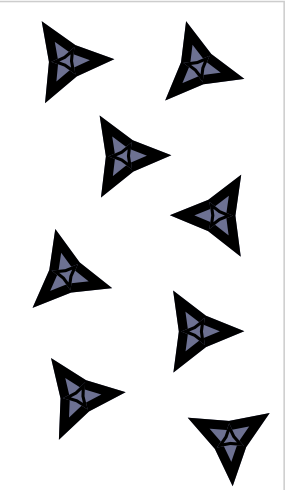
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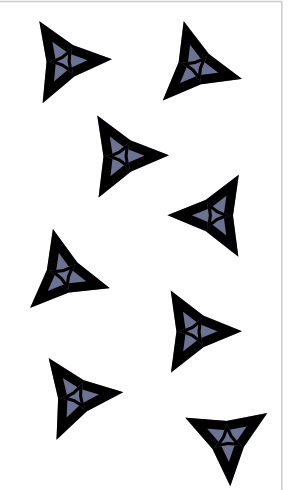
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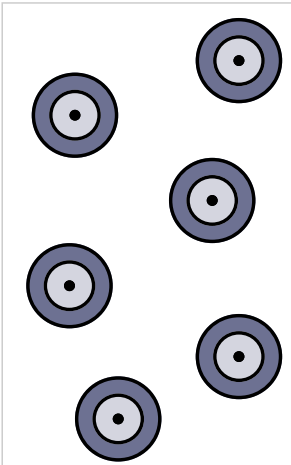
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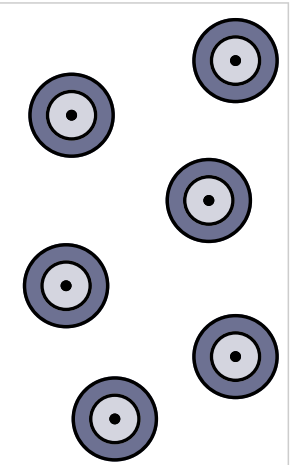
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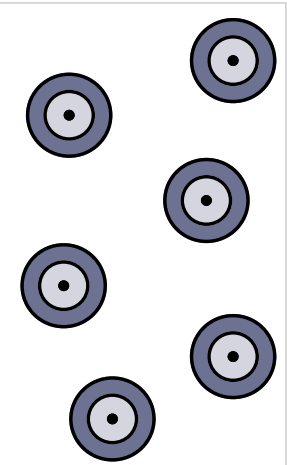
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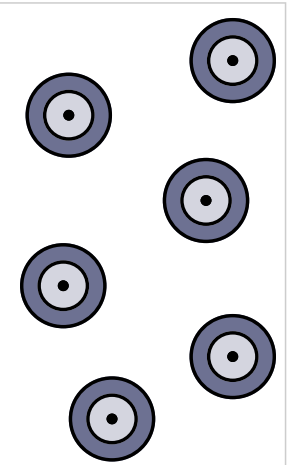
Mines



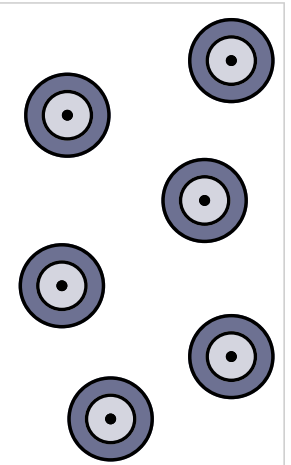
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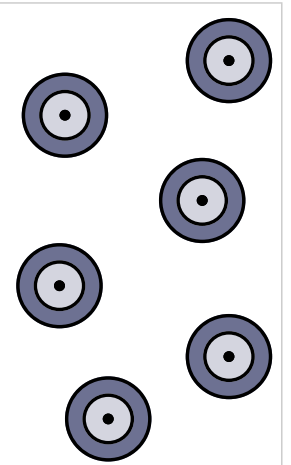
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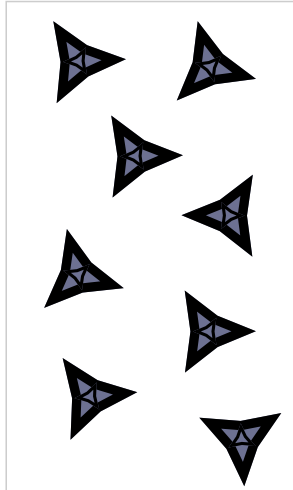
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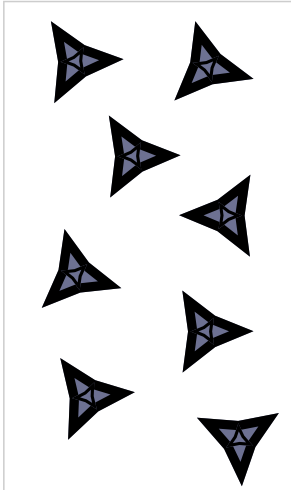
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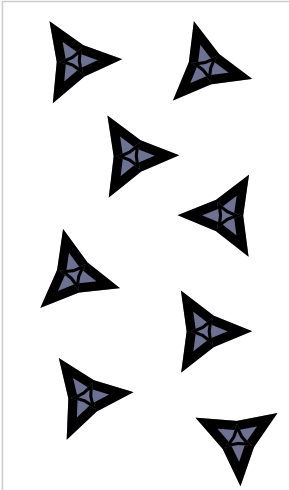
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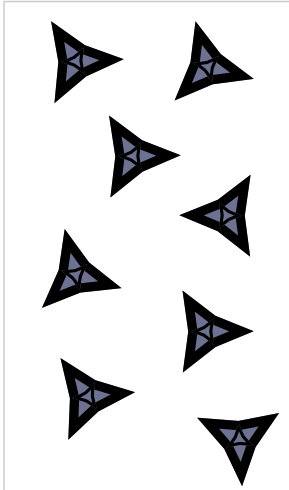
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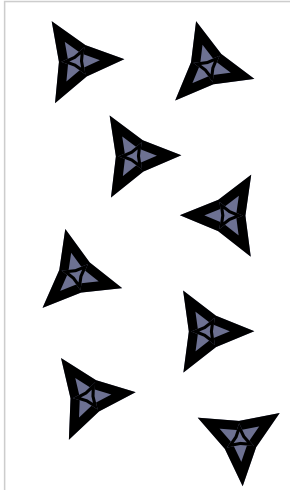
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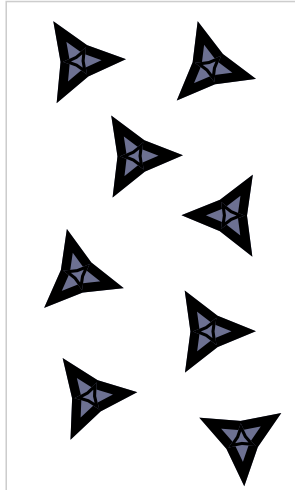
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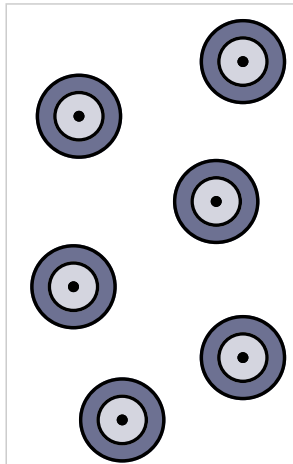
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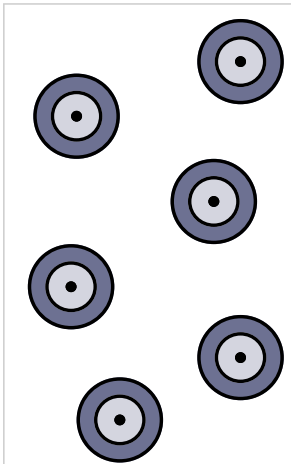
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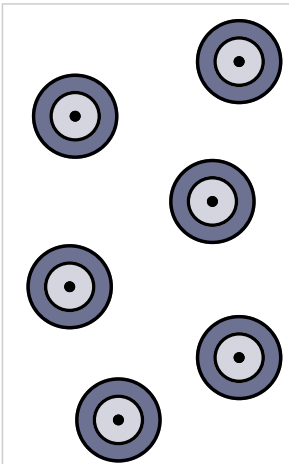
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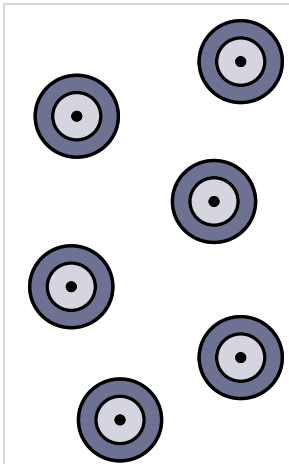
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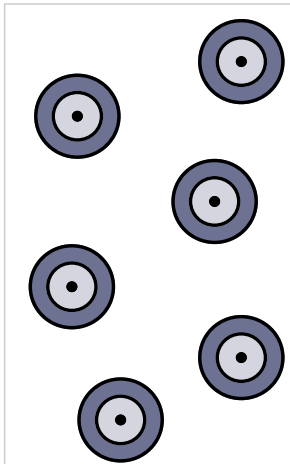
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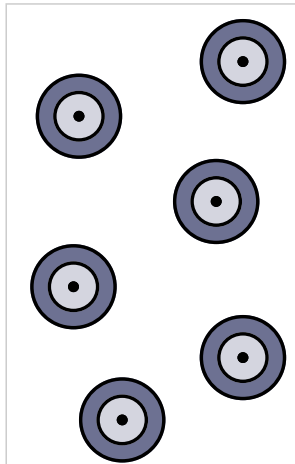
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Mines



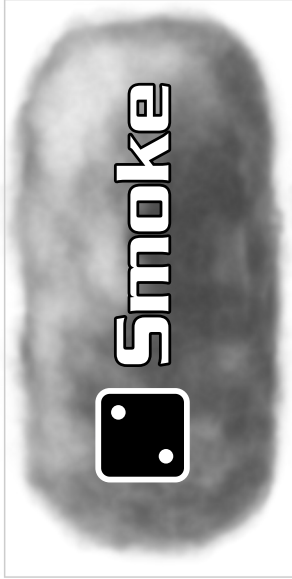
Mines



Mines

Dropped Weapons 1:64

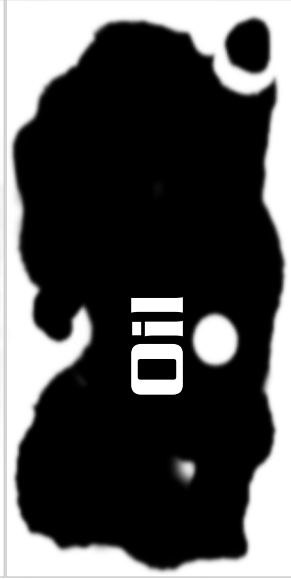
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|--|--|--|--|--|--|--|
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|  Smoke |  Smoke |  Oil |  Oil |  Paint |  FOJ |  Ice |



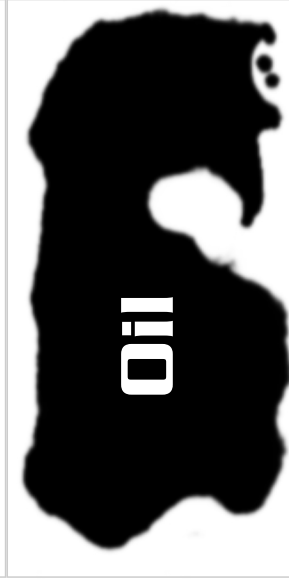
Smoke



Smoke



Oil



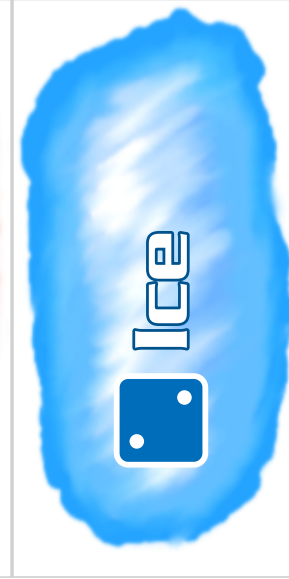
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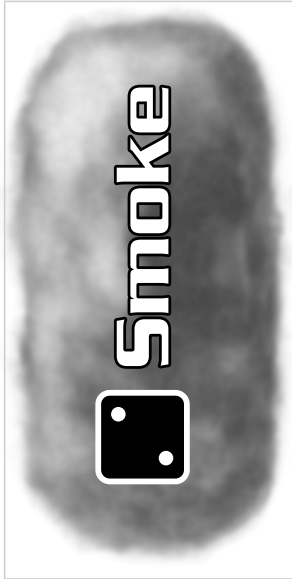
Paint



FOJ



Ice



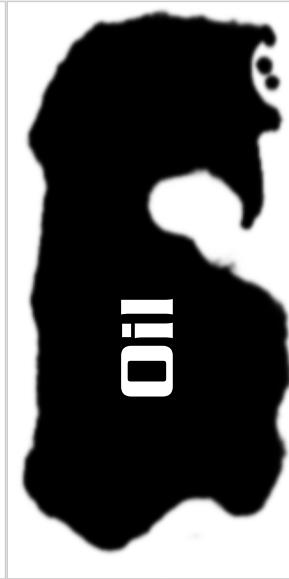
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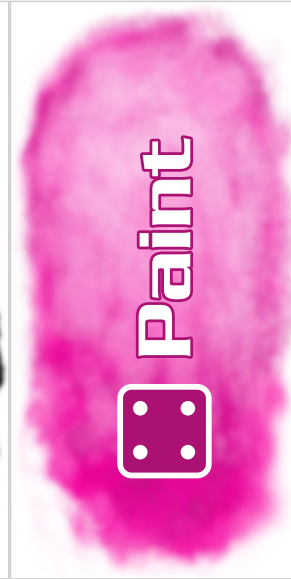
Smoke



Oil



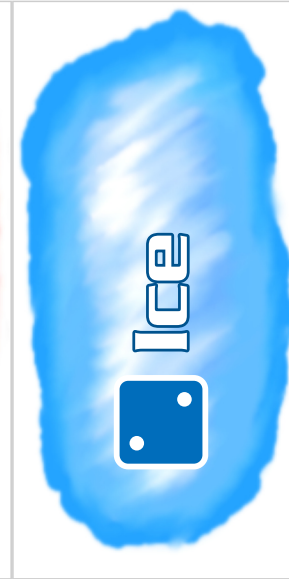
Oil



Paint



FOJ



Ice

Starting Places



