

Name

Prestige

Front

Back

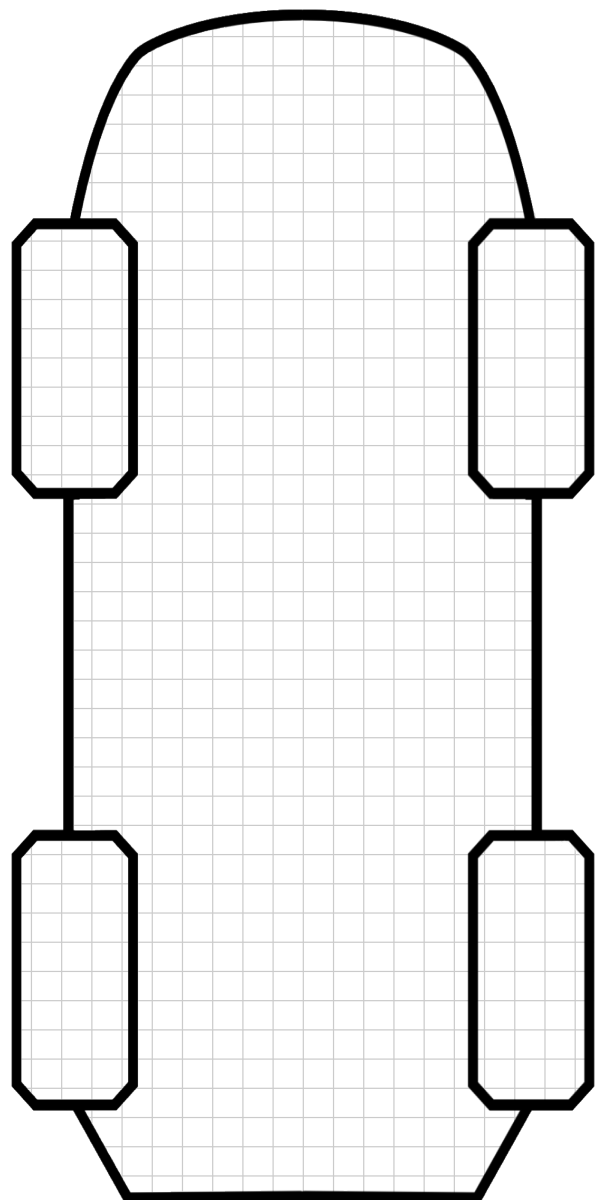
Left

Right

Top

Under

Frame




Body

HC	ACL	TS	Drive	Push	Shock
Cost \$	Weight		Date		

Weapons

		Hit	DMG	Notes

Power Supply



Extras

Driver Cheat Sheet

Speed

Change Speed before Moving.

Safely Accelerate up to your ACL.

Exceed Top Speed = 1d-5 Power Plant DMG

Extra ACL 5 = 1d-4 Power Plant DMG

Extra ACL 10 = 1d-3 Power Plant DMG

Speed Kills! Speeds of 50 MPH+ cause extra hazards!

ACL 2.5 accelerates 5 MPH every other round.

Safely Decelerate 5 or 10 MPH or

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

Movement

Move 1 Car Length per 10 MPH.

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.

Collisions

Ram Damage = 1d per 10 MPH.

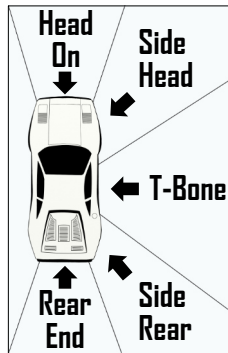
Damage Is Done to Both Sides
Until One Side Gives Way.

Collisions do 1h plus **Shock Hazard**.

Each 1h causes **DCL 10**.

Side-Swipe is a Rear-End w/ 1d min.

Vehicle with Greatest Push Score
Pushes the Other Vehicle Around.



Head-On = Speeds Combine

Side Head = Ram + ½ Speed

T-Bone = Ram Speed

Side Rear = Ram - ½ Speed

Rear-End = Speeds Subtract

Scrapes = Use ¼ Speed.

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.

Off-Road = ACL -5 to minimum 2.5

Pothole = 2h, LTD.

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

Combat

Attack at any time while Moving.

Figure out Hit % and tell the CM.

The CM rolls for Hit and Damage.

Roll Under = Hit.

Roll Over = Miss.

Roll 01 = Double Damage.

Roll 00 = Weapon Jam.

Unjam Weapon

25% chance per try.

No ammo expended.

It is a firing action.

Rate Of Fire

Each Crew Member gets 1 Attack per Round.

Driver takes **-10** in all directions but forward.

Gunner takes **-10** when firing backwards.

Turrets take **-10** without Dedicated Gunner.

Turret Gunner takes **-10** with other weapons.

Passengers may use Handhelds and Pintels.

Line Of Fire

Line of Fire must be made between vehicles.

Fixed weapons fire straight from the side.

Turrets and Pintels fire at any angle.

Area = fixed weapons can strafe across a turn.

Turrets and Pintels can strafe 45°.

Does ½ damage.

Burst = explode on impact. # is radius in CLs.

Does ½ damage. Adds +1h to Shock.

Range 1:160

0" Close +40. **1"** Short +20. **3"** Medium +0. **10"** Long -10 **20"** Extra -20 **30"** Far -30

Targets

Vehicles = Front / Side

Normal Car = -10 / -0

Small Car = -10 / -10

Trike = -15 / -10

Motorcycle = -20 / -10

Cycle + SC = -15 / -10

Combatants

Standing = -20

Half Cover = -40

Lying Prone = -50

Full Cover = -60

Total Cover = -80

Specific Targets

Turret, 0 Space = -50

Turret, 1 Space = -40

Turret, 2 Space = -30

Turret, 3 Space = -20

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Single Tire = -30

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Sticky Tires = -10

Visibility

Smoke or Paint = -30

Light Snow/Rain = -10

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Notes

LR Armor = reduces laser damage
by half, as if dice rolled half value.

Metal Armor = Burst weapons remove
1 pt with 5 or 6. Other weapons a 6.

Injured Crew = at less than 3 DP
roll twice and use lesser roll
for all but damage.

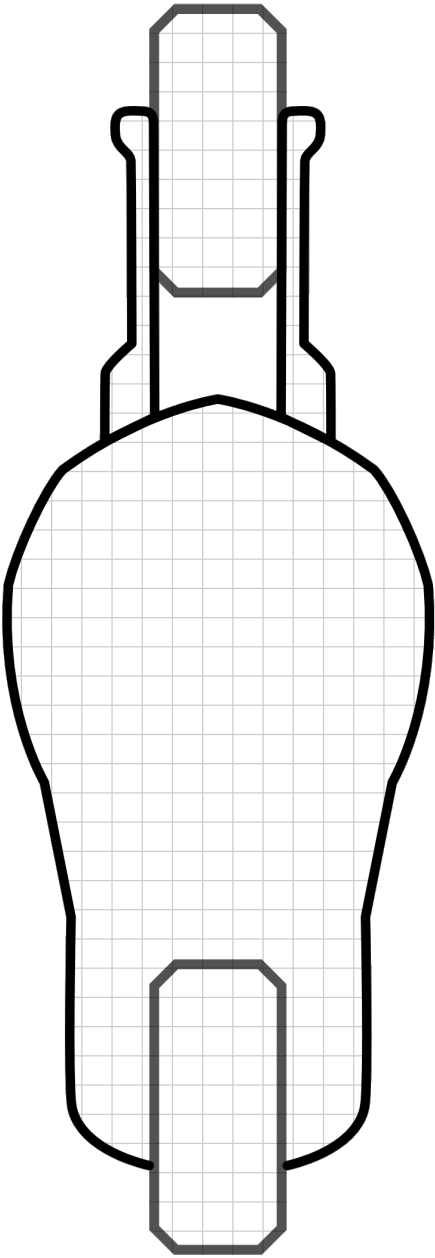
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Explosions = Power plants, batteries
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50% explode when DP lost.
80% when destroyed by fire
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Sun Roof = 2 rounds to open.
Unprotected by Top Armor.
Grants Half-Cover. Target at -40.

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HC	ACL	TS	Drive	Push	Shock
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Cost \$	Weight	Date
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Weapons	Hit	DMG	Notes
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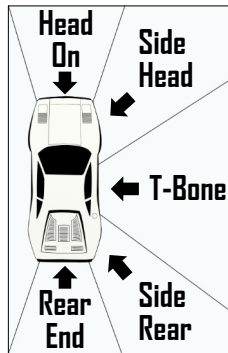
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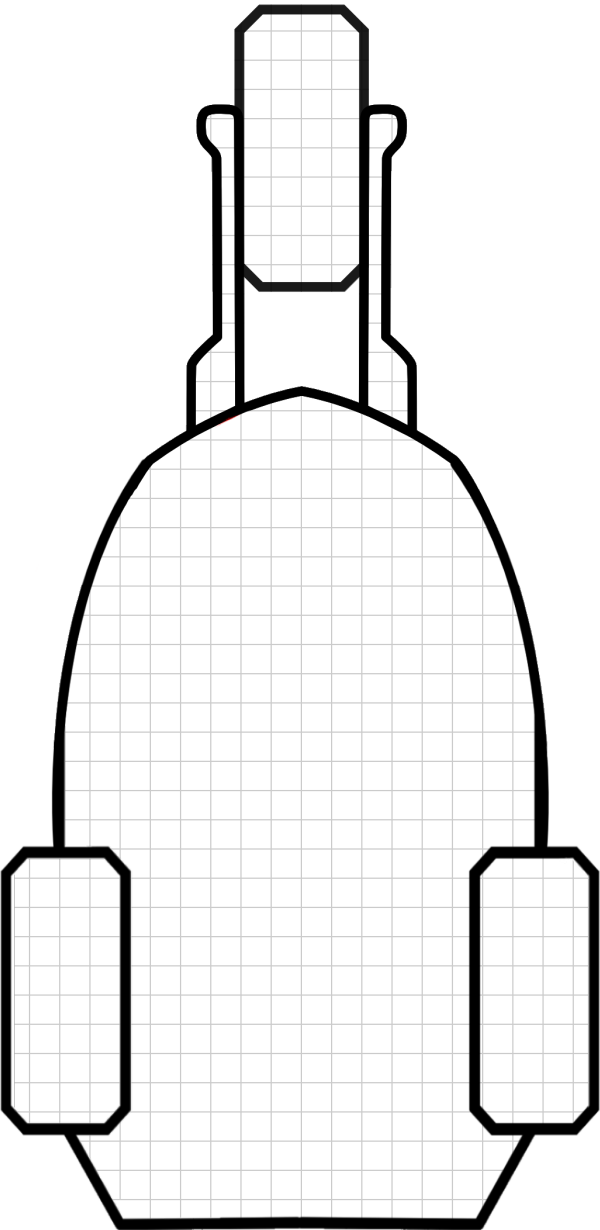
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HC	ACL	TS	Drive	Push	Shock
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Cost \$	Weight	Date
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Weapons

Hit DMG Notes

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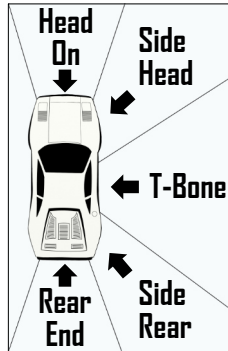
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Name	Prestige
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Prestige

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Under

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HC	ACL	TS	Drive	Push	Shock
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ACL	TS	Drive	Push	Shock
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TS	Drive	Push	Shock
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Drive Push Shock

Push	Shock
------	-------

Shock

Cost \$	Weight	Date
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Weight	Date
--------	------

Date _____

Weapons	Hit	DMG	Notes
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Hit	DMG	Notes
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DMG Notes

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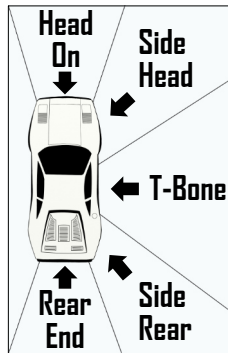
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Combatants

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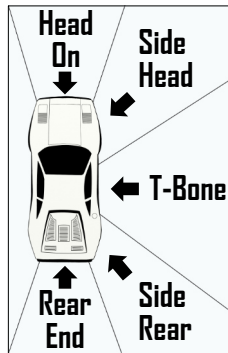
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HC	ACL	TS	Drive	Push	Shock
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HC	ACL	TS	Drive	Push	Shock
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Cost \$	Weight	Date
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Weapons	Hit	DMG	Notes
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Power Supply

Extras

Driver Cheat Sheet

Speed

Change Speed before Moving.

Safely Accelerate up to your ACL.

Exceed Top Speed = 1d-5 Power Plant DMG

Extra ACL 5 = 1d-4 Power Plant DMG

Extra ACL 10 = 1d-3 Power Plant DMG

Speed Kills! Speeds of 50 MPH+ cause extra hazards!

ACL 2.5 accelerates 5 MPH every other round.

Safely Decelerate 5 or 10 MPH or

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

Movement

Move 1 Car Length per 10 MPH.

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.

Collisions

Ram Damage = 1d per 10 MPH.

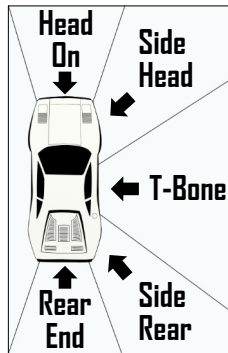
Damage Is Done to Both Sides
Until One Side Gives Way.

Collisions do 1h plus **Shock Hazard**.

Each 1h causes **DCL 10**.

Side-Swipe is a Rear-End w/ 1d min.

Vehicle with Greatest Push Score
Pushes the Other Vehicle Around.



Head-On = Speeds Combine

Side Head = Ram + ½ Speed

T-Bone = Ram Speed

Side Rear = Ram - ½ Speed

Rear-End = Speeds Subtract

Scrapes = Use ¼ Speed.

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.

Off-Road = ACL -5 to minimum 2.5

Pothole = 2h, LTD.

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

Combat

Attack at any time while Moving.

Figure out Hit % and tell the CM.

The CM rolls for Hit and Damage.

Roll Under = Hit.

Roll Over = Miss.

Roll 01 = Double Damage.

Roll 00 = Weapon Jam.

Unjam Weapon

25% chance per try.

No ammo expended.

It is a firing action.

Rate Of Fire

Each Crew Member gets 1 Attack per Round.

Driver takes **-10** in all directions but forward.

Gunner takes **-10** when firing backwards.

Turrets take **-10** without Dedicated Gunner.

Turret Gunner takes **-10** with other weapons.

Passengers may use Handhelds and Pintels.

Line Of Fire

Line of Fire must be made between vehicles.

Fixed weapons fire straight from the side.

Turrets and Pintels fire at any angle.

Area = fixed weapons can strafe across a turn.

Turrets and Pintels can strafe 45°.

Does ½ damage.

Burst = explode on impact. # is radius in CLs.

Does ½ damage. Adds +1h to Shock.

Range 1:160

0" Close +40. **1"** Short +20. **3"** Medium +0. **10"** Long -10 **20"** Extra -20 **30"** Far -30

Targets

Vehicles = Front / Side

Normal Car = -10 / -0

Small Car = -10 / -10

Trike = -15 / -10

Motorcycle = -20 / -10

Cycle + SC = -15 / -10

Combatants

Standing = -20

Half Cover = -40

Lying Prone = -50

Full Cover = -60

Total Cover = -80

Specific Targets

Turret, 0 Space = -50

Turret, 1 Space = -40

Turret, 2 Space = -30

Turret, 3 Space = -20

Turret, 4 Space = -10

Single Tire = -30

Side-by-Side Tires = -20

Sticky Tires = -10

Visibility

Smoke or Paint = -30

Light Snow/Rain = -10

Heavy Snow/Rain = -20

Notes

LR Armor = reduces laser damage
by half, as if dice rolled half value.

Metal Armor = Burst weapons remove
1 pt with 5 or 6. Other weapons a 6.

Injured Crew = at less than 3 DP
roll twice and use lesser roll
for all but damage.

Fire = Any damage die rolling the F#
or better adds 1 fire point to side.

Explosions = Power plants, batteries
and weapons with unspent ammo.
50% explode when DP lost.
80% when destroyed by fire
100% if flammable & destroyed by fire

Sun Roof = 2 rounds to open.
Unprotected by Top Armor.
Grants Half-Cover. Target at -40.