

**BUGGIES  
BIKES  
&  
TRIKES**

**REV 'EM UP-----GO!!**

**By  
FLAGSHIP GAMES**

# BUGGIES BIKES & TRIKES

or

what to do with all those cool vehicles, big guns, and red paint!  
by Flagship Games

The purpose of this game is to have a fast paced race with a fair chance to blow the tires off your opponents (or your opponents off their tires) in the process. Please feel free to use any vehicles you like with the idea here being originality and one-upsmanship. My only point to stress is about buggys - don't build them too big or they won't be able to corner, and they will make better targets. It is recommended that you use vehicles no larger than 70x90 mm. On the other hand, if they are very small, like the Hedglin goblin acrobatic shriner racing team, class them as trikes, even if they have 4 wheels. In the end it's up to you. Have a blast.

## GAME SEQUENCE

### 1. Movement

Revs up/nitro  
Leading vehicles move first...  
Hard braking

### 2. Movement Attacks

Rams  
Wheel spikes  
Skids/rolls

### 3. Firing

Aimed shots  
Acquiring targets  
Trailing vehicles fire first...

### 4. Damage

Crits  
Repairs

## SET-UP

After you have purchased your vehicles (either for a one-off race or for the tournament circuit) place vehicles on the track for the beginning of the race. How many laps or other factors determining who wins is up to the players (see suggestions for scenarios).

Be careful, enforcers are often placed around the track to make sure that the rules(?!?) are obeyed. Shortcuts can also be dangerous.

Finally, the crowd can sometimes get ugly. Watch out for surprises that sometimes appear out of the grandstand!

There are 3 types of set-up for a race:

- 1) **Pole position** - All vehicles start at one line like a standard race. Dice for starting position using a d10.
- 2) **Multi-pole position** - Chose up to 4 different spots on the track as starting positions. Start the vehicles spread out as evenly as possible at each of the starting positions (all pointing the same way - let's not get carried away). A vehicle completes a lap when it crosses its own starting position.
- 3) **Rally** - All vehicles start on one side of the track with the crew on the other side (dice for starting position as normal). Players must roll a d6 for each crew member to determine the number of inches they run toward the vehicle. Once the driver makes it to the vehicle, he may take off. This is particularly nasty, as some drivers may still be crossing the track to reach THEIR vehicles...

## SCENARIOS

If you want, you can set up your own racing circuit. Each player begins the season with 500 Clams. Don't spend it all in one place! If you get blown out (figuratively or literally) in the first race and you spent all your clams, you're out for the season. Also, damaged equipment can be fixed, but things that have fallen off (and run over) or been destroyed will cost you to replace. Dead speedsters are also hard to put back together, no matter how much duct tape you use.

The prizes and points for the circuit are standardized:

- 1<sup>st</sup> Place 300 Clams and 300 points for the season, and 1 automatic sponsor (you have to paint on the logo to get the Clam bonus)
- 2<sup>nd</sup> Place - 200 Clams and 200 points, and a 50% chance of a sponsor
- 3<sup>rd</sup> Place - 100 Clams and 100 points

However, there are other ways to score points (but not gain clams). Knocking an opponent out of the race (causing the vehicle to completely stop, burn up, or crash) gets you:

- Buggy - 100 points
- Trike - 75 points
- Bike - 50 points

You get these points if any member of the crew from the vehicle is left alive at the end of the race.

## MOVEMENT

Basic Movement - All vehicle movement depends on engine size. Regular engine acceleration is up to 2" per turn; Big engines accelerate up to 4" per turn. Maximum safe speed is 10" per turn. Vehicles in the lead on the track always move first, working your way back. This is true even if the leader laps slower vehicles. Determining who is in the lead can sometimes be difficult, as "shortcuts" are favorite way of moving up through the pack.

### GO FASTA!

You are allowed to go as fast as you can. However, if you are moving faster than 10 inches per turn, your vehicle will start to shake and rattle as your engine stresses itself past the max. Every inch traveled past 10 is the number you must roll over on a d6 to succeed. (i.e., at 14" speed, you must roll 5 or 6). If you do not succeed, take an engine crit for every pip on the d6 under your mark. This means that if you are traveling the 14 inches as above, and roll a 1 on your d6, you will take 4 crits (5-1)!!!! Non-drivers must subtract 1 to their die roll, and speedsters may add 1 to their die roll.

Nitro: You may add super fuel injection rocket blasters, (a.k.a. NITRO) to your vehicle for an even faster ride. You must announce that you are hitting the nitro button at the beginning of a turn. Doing this automatically gives your vehicle d6 of speed! Now the problem with nitro is that it may not always shut off - if your d6 roll comes up 4-6, the nitro will continue to flow and you will continue accelerating next turn. A tank of nitro is only good for one shot, but you may carry as many as you like. vehicles may only use one nitro tank per turn.

Air Injectors: putting an air scoop or an injector will increase your acceleration by 1 inch. Thus a large engine will now accelerate at 5 inches per turn. This does not increase your vehicle's safe speed.

### TURNING

All vehicles can execute vehicle turns (VT's). Each VT is a left or right pivot FROM THE BACK OF THE VEHICLE (opposite of Pirates!) of up to 22.5 degrees. VT's can be taken at ANY time during the movement of a vehicle, using the turning template. How many safe VT's a player gets per turn is determined by the vehicle type and its speed.

VT's	Slow	Medium	Fast	Unsafe
	< 3"	4-6"	7-10"	> 10"
Buggy	4	2	1	0
Trike	6	3	2	0
Bike	8	4	3	1

Vehicles with knobby tires get 1 additional safe VT. You may attempt extra (unsafe) VT's. - for every unsafe VT you attempt, roll a d6 to succeed. If you are going slow, you fail on 6, medium fails on 4-6, and fast or unsafe speeds fail on 3-6. Non-drivers roll at plus 1, and speedsters roll at minus 1. You may keep attempting extra VT's until you fail. If you fail your roll, you may not make the turn, and must take a chassis crit as you stress your vehicle past its limits.

### REVVING IT UP!

At the beginning of a race, vehicles may rev-up their engines to blast off the starting line. Regular engines roll d4; Big engines roll d6; add this to your engine speed. A roll of a 1 (1-2 for non-drivers) means you popped your clutch and stalled your vehicle; do not move that phase. Stalled vehicles may not attempt to rev-up again. You may also rev-up from the pit stop .

### BRAKING and DECELERATION

Vehicles with regular tires may slow by 2" per turn. Large tires may slow by 4" per turn. You may exceed this, but it is unsafe, and may put you into a skid. If you wish to brake more than you are allowed, determine the number of extra inches of braking and roll a d6:

if >d6 You succeed.

if =d6 Vehicle slows, roll a suspension crit -1.

if <d6 For every point over, your vehicle skids that many VT's (1-3 left, 4-6 right). If more than 3 VT's, roll another d6. The vehicle flips on a 4-6 (see **ROLLING**).

\*\*Note - speedsters are not called brakesters and so get no bonuses for slowing down.

### DRAG CHUTES

These are deployed during the movement phase of the turn. A drag chute will slow the vehicle down by 2d6 inches this turn without any penalty for hard braking. One use per race.

### ROLLING

Sometimes even the best drivers lose it. Roll a d4 - this is how many times you roll: This is also how many crits you take. Roll another d4 to show how the vehicle lands after the roll: 1-top, 2- right side, 3- bottom, 4- left side. Did you buy a roll bar?

### RAMPS AND JUMPS

Many tracks have ramp areas or jumps as part of the race. The speed of your vehicle when you hit the base of the ramp determines how far you will jump. For every 4 inches speed or portion thereof, roll 1d6 worth of jump. Jumping is always measured from the top of the ramp to where the vehicle will land.

The vehicle jumping is considered "in the air" the turn it jumps and crew cannot fire or repair that turn. The following turn, place your vehicle down at the distance of your die roll(s) in a straight line from the point it launched off the ramp. From this point, your vehicle will travel at the take-off speed if there is a landing ramp, and at 1/2 the take-off speed if there is no landing ramp. If you land on another vehicle, both vehicles immediately roll (see **ROLLING**).

EXAMPLE: Mad Mike's chopper hits the ramp at speed 11, which gives him 3d6 of jump. The gap between ramps (and the swamp below) is 7 inches. Mad Mike rolls a 3, 2, and a 5, equaling 10 inches. The next turn he lands on the other side 10 inches away in a straight line from the top of the jump ramp -- however, Mike's chopper is 2 inches long -- so he makes the other side with just an inch to spare! After landing, the chopper continues to travel at a speed of 10 inches.

### OFF-ROAD

If your vehicle goes off the track either by accident or on purpose, your vehicle automatically drops to half its current safe VT's. If you are traveling faster than 10 inches, roll a d6. On a 5-6, take a suspension crit at d10+2.

### RAMMING and COLLISIONS

Two vehicles trying to occupy the same space causes much crunching.....  
when this happens.....

Head to head: add the total speeds together. For every inch above 5, roll a crit for each vehicle.

T-bone: for every inch above 5 the ramming vehicle is traveling, the target vehicle takes a crit. The ramming vehicle take 1/2 the amount of crits, rounding up.

Rear ender: subtract the target vehicle speed from the ramming vehicle speed. For every inch above 5, roll a crit for each vehicle.

\*\*Note: trikes take crits at +1, and bikes at +2\*\*

### ARMOR

There are three classes of armor, light, heavy, and flak jackets. Check vehicle stats to see which vehicles can use what, and how much. Remember, these are go faster machines, not tanks!!

**Light armor** -- makes all crit rolls to that section at minus one (-1)

**Heavy armor** -- makes all crit rolls to that section at minus two (-2)

Bikes may only have light armor on the front and back. Trikes may have heavy armor on the front, and light armor on the rear and the side car. Buggies may have heavy armor front and back, and light armor on the sides. You must buy armor separately for front, back and each side. *Armor does not affect crits caused by rolling, or reduce the number of crits cause by flamers.*

Two sections of light armor or one section of heavy armor on your vehicle will reduce your acceleration by 1/2 inch. Your speed does not increase as you lose armor, as it is still there, just full of holes or dangling from its mounts.

Flak jackets are armor for the crew, and make all crew crits at -1. However, roll a d6 each time the crew member is hit. On a 4-6, the flak jacket is rendered useless. For morale reasons, ALL crew must get flak jackets (Hey, how come the gunner gets a jacket???)

### CREW MOVEMENT

Sometimes you just have to abandon your wheels. Any crew may walk 2 inches per turn and fire a weapon, or run flat out at 4 inches a turn. A race may be won by just the crew crossing the finish line! Crew members move based on their position in the race. (Run faster! He's gaining on us!) Crew members that have already moved in a turn still have a chance to dodge traffic (see

### RUNNING OVER PEDESTRIANS).

\*\* Note that there is almost always an old jalopy or bike in the pit area\*\*

### RUNNING OVER PEDESTRIANS

Pedestrians do not have to be acquired to be run over, but as they all (well, mostly) are seasoned members of the racing circuit, they have become quite adept at dodging vehicles. When being overrun, the pedestrian must roll a 5 or better on a d10 to move to safety(?). Subtract 1 if the pedestrian is running. Add 1 for every inch over 10" that the vehicle is traveling. If the pedestrian dodges, place the figure 2" either side of the passing vehicle. If the pedestrian is too slow, roll a pedestrian crit +2 for every pip under the adjusted minimum dodge roll.

EXAMPLE: Guido Fazio is bearing down on a poor bike driver who lost is wheels and is running for the pits. Guido is moving 13" this turn. The saving throw for the biker is 5 minus 1 (running) plus 3 (3" over 10"). The biker needs to roll 7 or better to dodge, but rolls a 2! Ouch! 5 pedestrian crits at +2. Better call the ambulance!

## WEAPONS and FIRING

During the firing phase, all vehicles that have line of sight may attempt to acquire their target for firing. To do so you must roll a 4-6 on a d6. If you have succeeded in acquiring your target, you may fire. Basic firing is done by rolling a d10. Attacks are made by rolling equal to or higher than 1/2 of your opponents current speed. This number is called the hit number (No Do!). The hit number may be modified by these factors: Range Increments, Gunner Skills, and Aimed Shots.

**Range Increments:** Except for template weapons of set ranges like skatter guns or flamers, all weapons have a range increment factor, in inches. For each increment after the first, subtract 1 from your d10 roll. Thus, a chain gun burst (3 shots per turn, or 3 d10) at a range of 30" would roll 3 separate d10-2 attacks verses the target speed.

**Gunner Skills:** May adjust die roll to hit.

SKILL	TO ACQUIRE	TO HIT
Non-gunner	-1	-1
Gunner	+0	+0
Trigger finger	+1	+1

**Aimed Shots:** If you elect to aim your shot during the firing phase, you do not fire but must choose (announce) a target. The following turn you will automatically acquire and must fire at the specified target, but get +1 to your die roll. That is, of course, if you still have line of sight.

**You hit!** Once you have hit target, roll to see location for each time you hit. Roll a d6 and refer to the appropriate crit chart:

- 1: Weapons
- 2: Crew
- 3: Engine
- 4: Chassis
- 5: Chassis
- 6: Suspension

**CRITS:** There are 12 different crits in each location. As a certain crit is taken, it is marked off and applied to the target. If the same crit is rolled again, choose the next one up. If damage is taken by a + or - on the weapon, adjust the die roll appropriately.

## WEAPON TYPES

There are 3 classes of weapons - light, heavy, and special. Unless otherwise stated, template weapons automatically hit, but the shooter must still acquire the target. Template weapons nominate targets, then if acquired lay down the template to see if the target is under the template. You may, with certain templates, catch more than one target.

**Fixed or vehicle mounted weapons:** If any weapon is fixed foreword, or backwards in some cases, they may be fired by the driver or gunner at that character's gunning skill. If the driver has no gunning skill, treat him as a non-gunner. Fixed guns fire in a straight line as modeled on the vehicle. If the two machine guns on the front of a buggy are set at 45 degree angles, then they are firing foreword at that angle. Draw a straight line to your target, and go from there. All fixed foreword guns must fire at the same time.

**Pintle mounted weapons** are any heavy weapon on a pintle mounting. Trikes have a 180 degree arc of fire off the side on which the gun is mounted. Pintle mounts on buggys have a 360 degree arc of fire. **Lights weapons** are hand held types that may be used by anyone. They have a 180 degree fire arc if fired by drivers, 360 degree arc if fired by gunners. **Heavy weapons** are fixed or pintle mounted big guns for your gunning pleasure. **Special weapons** such as oil and caltrops are dropped 1 inch from the rear of the vehicle.

## LIGHT WEAPONS

**Pistols:** Figure it out. Fires once per phase range increment (RI) = 3 inches, 1 crit at d10-2

**Assault Guns:** Hand held type machine guns; may fire once per turn, RI = 5 inches, 1 crit at d10-1

**Skatter Guns:** Sawed off double barrel types. Shotgun template. 1 crit (chassis at d10-3, crew at d10+1). Two shots only, but it can be reloaded at the pit area.

**Grenades:** Blast anything! Small blast area template. RI = 2 inches, 1 crit at d10+0. If more than one vehicle is in the template, roll for each. If you miss, no deviation, it just blows up with no damage!

**(Rockets) Buzz Bombs:** One shot ranged grenades. Roll 2d10. This is how far the rocket travels in a straight line before it goes off. Small blast template. Treat as a grenade 1 crit at d10+2.

**EXAMPLE:** Rokit Rodney fires his buzz bomb at a vehicle which is 10 inches away. He nominates his target and rolls 19 on 2d10! This means the buzz bomb flies past his original target (bouncing off the targets helmet) and goes

in a straight line, possibly hitting another target where it lands.

### **HEAVY WEAPONS**

Note: All heavy weapons do +1 damage on the crit chart to bikes, and +2 on the crit chart vs. pedestrians. This is in addition to the weapon's base crit modifier.

Chain Gun: Belt fed full auto madness. May fire a 3d10 burst (each die is a separate shot) every phase. RI=10", 1 crit at d10+2. For every natural 1 or 2 rolled on a d10, reduce burst die by 1d10 as the bullets run low. This effect is immediate, so if you're shooting at a stationary target, the number of hits still goes down. This may be fixed in the pit.

Flamer: Fires every other turn. Special template, 1 crit at d10+2. Any vehicle hit may continue burning on a 4-6 on a d6. If it does, take another crit. Check each turn until it's out.

Grenade Launcher: Maximum range 15", small blast template, 2 crits at d10+0. Place template(s) and Roll d12 clock face +1d3 deviation. You may fire 2 per turn, but you must acquire for both. Comes with 6 grenades total. May be refilled in the pit.

Cannon: Manly man's weapon! Large blast template, RI = 12 inches, 1 crit at d10+2. If you hit, place the template on the target. Any other vehicle under the template gets hit by shrapnel on a 4-6 on a d6 (1 crit at d10+1. Every time the cannon fires, it pushes the firing vehicle 1" in the opposite direction. May only fire every other turn, and comes with 3 shots. May be refilled in the pit.

Missile: Special - speed 9" per phase, 2 crits at +2. This wire guided tech toy gets 2 VT's per turn, one halfway through its move, the other at the end. It will try to take the shortest route toward its acquired target. If something else gets in the way, BOOM! When the missile hits a target, roll vs. 1/2 target speed (no minus for range, all other factors apply). \*note, you only have to acquire once. *Missiles do not scatter.*

### **SPECIAL WEAPONS**

Oil: Makes a slick 2 inches in diameter (special template). Any vehicle traveling through a slick must roll a d6: 1-2 OK, 3-4 turn 1d3 VT's to the right, 5-6 turn 1d3 VT's to left. Oil lasts 6 turns on pavement, but only lasts 3 turns on dirt, then soaks into ground.

Vehicle Mounted Rockets: May be fired by the driver and may be mounted (fixed) on *any side* of the vehicle. These are essentially buzz bombs (see *Buzz Bombs* for effect), but you have the advantage of firing more than one (in the same direction) per firing phase. You must declare how many are firing that turn.

Caltrops: When dropped on the track makes a bed of spikes (special template). Any vehicle driving through the caltrops must take a suspension crit at d10+2. Caltrops disappear as soon as someone runs over them.

Mines: Place a mine marker behind your vehicle (use a nickel). A vehicle hitting a mine takes a crit at d10+2. Roll a d6 for location (1-3 suspension, 4-6 chassis). Mines stay in place for indefinitely until they are hit.

Spiked Wheels: Use these when passing within 1/2 inch of another vehicle. Roll a d10 to hit vs. 1/2 target speed; if successful, the target takes a suspension crit at d10+1. May be used on one vehicle per turn, per side. Each time they are used, roll a d6. On 4-6 spikes break off that side.

Smoke: When smoke is dropped, place the smoke template behind the vehicle. Smoke cannot be acquired or shot through, and any vehicle traveling through the smoke must roll 3-6 on a d6, or automatically turn 1 VT roll d6 1-3 left, 4-6 right. Smoke lingers for 2 turns.

## ROLL BARS

Protect your crew from being squished. If a crew crit roll is rolled during a flip, re-roll once. Only buggys may have roll bars.

## RAM BUMPERS

Front buggy bumpers designed to bounce your baby around. If you ram and have a ram bumper, you only take ½ the normal number of crits on your vehicle.

## REPAIRS

Pit areas are shared by a group of mechanics who love to work on vehicles (usually 10-20 per pit area), and the occasional sawbones to help the wounded. When a vehicle pulls into a pit area, it automatically come to a stop in the farthest forward pit. The player then rolls 2d6 to see how many pit crew rush over to work on his vehicle. If the driver has any personal pit crew, such as wrenches, mechs or sparkys, they also go to the vehicle.

If another vehicle pulls into the pit area, it pulls into the next pit, and also rolls 2d6 for a pit crew. If the second (or third, etc.) driver rolls beyond the remaining number of pit crew, he will pull an equal amount of crew from the earlier vehicles (hey look, his bike is redder!). Your hired boys only work on your vehicle, so they can't be lured away. This is done until all pits are full. Please note that the more vehicles in the pit, the fewer crew to work on your vehicle; thus the idea is to get in first and get out fast. For every crew working on your vehicle at the end of the turn, roll 1d6. On a 6, they repair one crit on your vehicle (your choice) or may reload a weapon.

**Pit crews:** There are different types of pit crew at your disposal. If you are new on the circuit, you take what you get; as you accumulate wealth, you can get your own crew.

**Wrenches:** Your own personal pit boys.

**Mechs:** Better than most. Automatically repair 1 thing per turn.

**Sparkys:** Natural born fixers. May repair 1 thing per turn and give you a +2 on your 2d6 pit crew roll.

## VEHICLE TYPES

There are basically 3 types of vehicles allowed on the race track (as the name implies). Any other type vehicle must be o.k'd by the race officials before entering the race. Many teams have sponsors to help defray the cost of red paint and ammo, such as SQUIGZ PRIDE, ACE BANDAGE, HAGGIS SELTZER, and GO FASTA RED. Other teams may have a warlord who just likes to show off his boys. As a result, some teams may have more than one vehicle on the track at the same time. Any team may have up to 3 sponsors and receives 5 d6 clams for each sponsor, but the sponsorship (logo, name, etc.). MUST be clearly painted on the vehicle!! Look at Indy 500 cars as an example.

**Bikes:** Two wheeled wonders. May have two of the same type light weapon mounted fixed foreword. May have up to 2 of 2 different types of special weapons. May carry one driver and one passenger. May not have spiked hubs. May have up to light armor on front and rear. For one-off races, maximum cost is 300 Clams.

**Trikes:** Three wheels are better. May have two of the same light weapons mounted forward and may have one heavy weapon, either fixed forward, or pintle mounted with a 180 degree arc of fire off the side in which it is mounted. May have up to 3 of 3 different types of special weapons. May carry 2 crew total. May have light armor on the rear and side (side car side only), and up to heavy armor in the front. For one-off races, maximum cost is 400 Clams.

**Buggys:** A stable gun platform? Buggys may have 2 of the same type of light weapon mounted fixed forward, or one heavy weapon fixed foreword and also have one heavy weapon on a pintle mount with a 360 degree arc of fire, or have 2 heavy weapons of the same type fixed forward. Buggys may also have up to 3 each of 4 different types of types of special weapons. May carry 3 crew (one driver, one gunner, and one mech) total. May have up to heavy armor front and rear, and light armor on the sides. For one-off races, maximum cost is 500 Clams.

**DRIVING SKILLS**

The whole idea is to be the first one over the finish line in more or less one piece. Any body can crew a vehicle, drive, or shoot, but for someone with skills you gotta pay. A crew member may have more than one skill, these are usually the ones who stay alive...

**Non-driver:** some guy in your clan who got too tanked up and boastful the night before. Now he's hung over and behind the wheel. Handles vehicle at -1 VT If revving up, will pop the clutch on a roll of 1-2.

**Driver:** Regular gear grinding race boy. No bad habits (well there was that one time with the cute wrench....)

**Speedster:** These guys are born for this! Handles vehicles at +1 VT

Each player starts off with 500 clams to build their team. All vehicles start with a small engine and small tires. Every body gets a pistol for free. No team may have more than 3 vehicles on the track at a time, but may have more vehicles ready for future races.

CREW	COST	STUFF	COST	WEAPONS	COST
<b>DRIVERS</b>		Bike	50	<b>LIGHT WEAPONS</b>	
Non-driver	Free	Trike	75	Pistols*	Free
Driver	50	Buggy	100	Assault Gun	10
Speedster	100			Scatter Gun	15
		Pintle Mount	25	Grenade (1)	10
<b>GUNNERS</b>		Big Engine	50	Buzz Bomb (1)	15
Non-gunner	Free	Large Tires	25		
Gunner	50	Knobby Tires	20	<b>HEAVY WEAPONS</b>	
Trigger Finger	75	Nitro (each)	25	Chain Gun	75
		Air Scoop	20	Flamer	50
		Drag Chute	25	Grenade Launcher	50
		Roll Bar	25	Cannon	75
		Light Armor (per side)	10	Missile (1)	25
		Heavy Armor (per side)	25		
<b>PIT CREW</b>		Flak Jacket (per crew)	10	<b>SPECIAL WEAPONS</b>	
Wrenches (2)	25	Ram Bumper	50	Oil (1)	10
Mech (1)	50			Caltrops (1)	20
Sparky (1)	75			Mine (1)	25
				Tire Spikes (2 sides)	25
				Smoke (1)	15
				Rocket (1)	15

## CRITS

Roll a d6 for location every time a vehicle has been hit, then roll a d10 for the crit effect in this location. Each time a crit has been used, mark it off your list. If the same number is rolled again, use the next higher number on that chart. If the result of the roll is 0 or less, take no damage. Bless the armor and praise the sponsor!

Note that crits may be repaired and added back onto the chart by pit crew.

(1) WEAPONS

(2) CREW

(3) ENGINE

(4-5) CHASSIS

(6) SUSPENSION

### (1) WEAPONS

- 1 Bullets ricochet off of your barrel, sparking nicely. No effect.
- 2 Pintle mounted gun swings up and hits gunner on the chin, fire at -2 next phase.
- 3 Gun shot out of gunners hand, no shooting next phase.
- 4 Pistol shot out of holster, falling onto the track. If 2 or more crew onboard, roll to see who.
- 5 1 vehicle mounted special weapon is destroyed. If you don't have any, don't worry.
- 6 Heavy weapon is hit and jams, takes two turns to clear.
- 7 Pintle mount is damaged, 180 degree firing forward only until repaired.
- 8 Barrel on heavy weapon is bent. All shots are at -2 until repaired.
- 9 Any one light weapon other than a pistol is blown off the vehicle
- 10 Magazine hit. Heavy weapon has no more shots until a pit stop, and crew takes a crit at d10+1.
- 11 Heavy weapon is shot off of pintle mount and may not fire, as it fell off somewhere on the track. Place caltrops marker on track (representing debris) behind the vehicle.
- 12+ Heavy weapon explodes!! Heavy weapon destroyed, and gunner takes a crew crit at d10+3.

### (2) CREW (If carrying 2 or more crew and the crit is not specific, randomize the result by die roll)

- 1 One right off the Ol' belt buckle, no damage!! If carrying 3rd crew, they fall out on 3-6 on a d6.
- 2 Shot makes gunner duck. No firing next turn.
- 3 Shot makes driver duck. No acceleration or firing next turn.
- 4 Crewman's new coveralls are shredded by shrapnel! Enraged, he gets +1 to fire next turn!
- 5 An explosion rocks the vehicle, causing the driver to hit the brakes! Decelerate by 1d4. This may cause an unsafe maneuver.
- 6 Dazed crewman pulls the trigger, hitting own vehicle. Roll a chassis crit at d10+1.
- 7 Gunner is wounded and must roll to acquire at +2
- 8 Gunner/driver is knocked off his vehicle!! Roll a d10 vs. vehicle speed divided by 2. If die roll is higher, he lives and a figure is placed where he fell off (oh Boy!! Bonus points for pedestrians!!).
- 9 Driver is wounded and can only accelerate/decelerate every other turn.
- 10 Driver is badly wounded and must roll a 4-6 on a d6 each turn to keep control of the vehicle.
- 11 Gunner is blown in two and (consequently) dies.
- 12+ Driver is killed, and vehicle goes out of control next turn.

### (3) ENGINE

- 1 Shot does not penetrate engine casing. No damage.
- 2 Shot hits throttle, vehicle accelerates next phase by engine maximum.
- 3 Carb stuck, cannot accelerate next turn.
- 4 Fan belt shredded, vehicle slows by 3 inches.
- 5 Any special engine mounts are destroyed.
- 6 Fuel line springs a leak! Roll d6 for each time you step on it; on 5-6, vehicle does not accelerate.
- 7 Oil leak. For every turn left unrepaired, roll an engine crit at d10-1.
- 8 Engine badly damaged. You may only accelerate by 1/2 speed per turn.
- 9 Engine block pierced. You may only accelerate at 1/4 speed per turn.
- 10 Big engine fire. Smoke template lingers for 2 turns.
- 11 Engine blown. Maximum speed of 5" per turn.
- 12+ Engine blows up. vehicle rolls ahead at 1/2 current speed for one turn, then comes to a stop.

#### **(4-5) CHASSIS**

- 1 Paint and chrome blown off. No real damage, but very disturbing to the driver!
- 2 Armor on this side -1.
- 3 Bumper drags, then falls off. Reduce speed by 2".
- 4 Fender blown off.
- 5 Paint and chrome blown off.
- 6 Armor on this side -1.
- 7 Paint and chrome blown off
- 8 Windscreen shatters. d3 VT's in a random direction.
- 9 Armor on this side -1.
- 10 Oil on goggles. Straight only for one phase, no shooting for driver while he wipes them with his grease rag.
- 11 Door shot off.
- 12+ Fuel tank explodes! Vehicle comes to a burning halt. All crew members must roll a d6:
  - 1-2, Crew member jumps clear; place figure on the track near the vehicle
  - 3-5 Crew member is blown off the vehicle! Place randomly (d12 direction) 1d6 inches from the burning hulk.
  - 6- Crew member goes up in flames!!!

#### **(6) SUSPENSION**

- 1 Shot does not penetrate rubber tires no damage
- 2 Tire loosing air, reduce acceleration by one (cumulative)
- 3 Tire loosing air, reduce acceleration by one (cumulative)
- 4 Suspension shot - bouncy ride makes all shots to hit at -1
- 5 Shocks blown. Minus 1 VT
- 6 Vehicle tries to fly. all crew hang on - no VT's or firing this phase
- 7 One wheel upgrade destroyed
- 8 Suspension shot - bouncy ride makes all shots -2
- 9 Shocks blown. VTs reduced to ½ normal.
- 10 Tire blowout - (1-3 right//4-6 left) turns in this direction require double VT's
- 11 Suspension blown, max. safe VT's =1 per turn.
- 12+ A tire is blown off, flipping the vehicle over. All crew members must roll a d6:
  - 1-2, Crew member jumps clear; place figure on track near vehicle
  - 3-5 Crew member is flung off! Place randomly (d12 direction) 1d6 inches from the mangled wreck.
  - 6- Crew member is squashed under the vehicle!!!

**PEDSTRIAN CRIT CHART** (Anybody not on a vehicle is considered fair game. If they are hit, use this chart. If a pedestrian is hit with a heavy weapon, add +2 to the die roll.)

- 1 Shot is absorbed by a copy of Playmech magazine folded in his back pocket. No damage.
- 2 Shot rips through your new leather jacket! You may fire at +1 next turn.
- 3 Shots stitch the ground in front of you. Add 1d4 to next move.
- 4 Knocked down flat on your face for 1 turn. All other shots fired at you this turn are at -1.
- 5 1 random weapon carried is blown away.
- 6 Flesh wound on the arm. All firing at -1
- 7 Moderate wound. May not move or fire next turn while you stop the bleeding.
- 8 Knocked unconscious. You must roll 5 or 6 on 1d6 to wake up.
- 9 Heavy wound. 1/2 move only and you're out for the next race (if you survive).
- 10+ Splat! Ripped apart by shot/blast. You're dead!!!!

brought to you by Thomas Foss & Flagship games--revvum up!!GO!!!!!!!!!!!!  
edits - dls 12/29/97

### BB&T TURN SHEET

SPEED	SLOW < 3"	MEDIUM 4-6"	FAST 7-10"	UNSAFE < 10"
Base VTs	8/6/4	4/3/2	3/2/1	1/0/0
Modified # VTs				
Crit Minuses	L    R	L    R	L    R	L    R

To acquire, roll 4+ of 1xd6  
(-1 - non-guner, +1 - trigger finger)

To hit, roll > ½ target speed on 1xd10

Heavy weapons: +1 to crit vs. bikes  
+2 to crit vs. peds

Knobby Tires get 1 additional VT

Rev up - Reg. Engine d4, Big Engine d6 Popped clutch on 1 (non-drivers 1-2)

#### CURRENT SPEED

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Max Acceleration - Regular Engine 2", Big Engine 4" - Don't forget armor penalties

Max Braking - Regular Tires 2", Big Tires 4"

#### Heavy Weapons

Type	Shots Remaining

#### Special Weapons

Type	# Remaining

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Max Braking - Regular Tires 2", Big Tires 4"

#### Heavy Weapons

Type	Shots Remaining

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**Special Weapons**

<b>Type</b>	<b># Remaining</b>