

ROAD RAGE V8

A Game of Automotive Combat
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Introduction

Road Rage is the result of my own dissatisfaction with the other autocombat games available. While I've played and enjoyed Car Wars, Dark Future and Battlecars many times, none of them have quite hit the mark for me. Car Wars hyper-detailed approach doesn't necessarily give a good simulation, Dark Future limits you to two vehicle types (three if you count bikes) and while Battlecars is a great beer & pretzels game, again you're stuck with fixed vehicle designs.

But most of all, all these games are based on vehicles armed with guns, rockets and minelayers. There aren't any games out there that are designed to cover the whole spectrum of automotive mayhem, including races, chases, post-apocalyptic banditry and destruction derbies. Hence Road Rage.

Road Rage grew out of an earlier game, which combined the Car Wars vehicle design sequence with the Battlecars gridded movement. The resulting hybrid, known under the working title of BattleAutoDeathCarDuelWars, was quick for new players to pick up, but allowed the flexibility of the Car Wars vehicle design sequence.

Then more recently I came across the "Hot Rods & Gun Bunnies" supplement for the "Big Eyes Small Mouth" roleplaying game. It had a great vehicle design sequence based on buying Major & Minor options for vehicles to improve their performance, but very little in the way of actual game mechanics for how to use the resulting vehicles. This idea of Major & Minor options became the core of Road Rage.

The resulting rules steal shamelessly from many other rulesets. The vehicle damage rules are based on Ground Zero Games' "Full Thrust" spaceship combat game, but the idea of using them in an autocombat game came from Owen Cooper's "Axles & Alloys" game. The manoeuvre rules are inspired by Battlecars & Dark Future (two very similar systems in a lot of respects), and several vehicle options were inspired by components from Car Wars (Some may be sad to note I've not used the Armoured Beer Refridgerator)

The resulting game will, I hope, give an enjoyable game that can be picked up by new players fairly quickly, and allow you to reproduce all sorts of vehicular mayhem. The current version, V8, has been playtested mainly in the "armed vehicles" setting, but earlier versions have been used to run all sorts of races and chases. While I've tried to give a reasonable simulation of vehicle behavior, the emphasis is mainly on keeping the rules as simple and streamlined as possible.

The game is designed to be used with Hot Wheels or Matchbox vehicles, and as originally written used a 50mm square grid. If you wish to use the smaller Micromachines I would suggest replacing the 50mm increments in the rules with 30mm increments.

Game Setup

To play Road Rage, you will need...

A tape measure marked in centimetres (50mm=5cm)

A selection of Hot Wheels cars

6 sided dice (ideally at least 5 per player)

Paper & Pencils (for vehicle records)

If using dropped weapons, you will also need a selection of 50mm square counters to represent oil slicks, mines, spikes & flaming oil, plus some cotton wool for smokescreens.

The rules are written for "HO" sized vehicles (typically 50-70mm long) commonly referred to as "Matchbox" cars. If you wish to use different sized vehicles such as "Micromachines" or the larger "Dinky" scale (1/48 to 1/32) then simply scale all movement and ranges accordingly (I would suggest halving for "Micromachines" and doubling for "Dinkys")

Scenery for Road Rage can be anything from a gladiatorial arena to city streets to a more traditional wargames terrain for off-road gaming. This really depends on the scenario you wish to play. A simple road can be produced by printing off straight road sections on a PC printer. If playing an Off-Road game, decide in advance what scenery is Off-Road, Rough, Punishing or Impassable terrain.

The game organiser should decide the nature of the game, what the objectives are and whether weapons are allowed. He or she should then either design the vehicles involved, or allocate a budget of Major and Minor options for each player/side to design their own vehicles. The number and type of options allowed depends on the sort of game required. Suggestions are

Race game	All vehicles to be of one type, 3 Minor options each, no weapons
Cops & Robbers chase	3-4 Minor options, hand weapons only
Lo-Tech autoduel	3 Minor options, 1-2 Major options per side, hand weapons, vehicular crossbow or MGs only
Spy-chase	Spy-car - 5-6 Minor, 2 Major options, All weapon options Chase cars, 3-4 Minor options, no inbuilt weapons, hand weapons only.
Hi-Tech autoduel or Arena combat	5-6 Minor, 2 Major, All weapon options.

Part 1 - Vehicle Design Sequence

1. Select stock body
2. Select a number of Major, Minor or Free options
3. Calculate final Max speed, Acc, Dec, Hit Points etc.

Stock Body Types									
Vehicle	Speed	Acc	Dec	HC	Size	People	Cargo	Hit Points	Skill
Light Bike	100	40	20	4	0	1	50kg	18	Driving (bike)
Heavy Bike	120	40	20	3	1	2	100kg	27	Driving (bike)
Compact	80	20	20	3	1	4	100kg	36	Driving (car)
Mid Sized	100	20	20	2	2	5	200kg	45	Driving (car)
Truck/Van	80	20	20	1	3	3	1 ton	54	Driving (van)
Bus/Hvy Truck	70	10	20	0	4	2	10 tons	63	Driving (big rig)

Options

All Options are defined as Major, Minor or Mundane. In addition, items described as Destroyable have an entry on the vehicle's damage chart, and must be checked for during Critical Damage checks.

Airfoils

The car is fitted with airdams (at the front) or spoilers (at the rear) which increases the downforce on the car, improving handling. May not be fitted to Bikes. +1 HC, minor option, destroyable

Antilock Brakes

An advanced engineering system which prevents wheels from locking up when braking suddenly. +10 Dec, minor option, destroyable

Armour - Light

Light Armour represents slight reinforcing of the vehicle in vulnerable places, such as pinning a flack jacket to a car door, or covering the windscreen with a wire mesh. This is also the only form of armour that can be fitted to Bikes. Save damage on 6, minor option.

Armour - Medium

Medium Armour represents some significant attempts at armouring, either by building the bodyshell out of blast-resistant materials or slapping serious sheets of metal to the existing frame. May not be fitted to Bikes. Save damage on 5,6, 2 minor options.

Armour - Heavy

Heavy Armour represents fully armoured vehicles, either military type APCs or custom-built "indestructible" car bodies. May not be fitted to Bikes. Save damage on 4,5,6, major option.

Automatic Transmission

This is a gearbox modification, which automatically shifts to the correct gear depending on current speed and acceleration. This means the driver does not have to worry about the clutch or gearstick during normal driving, and may concentrate on other actions, such as shooting hand weapons. Negates penalty for shooting hand weapons while driving, at the cost of -10 Acc, mundane item, destroyable.

Big Bumper

A large, reinforced bumper designed to minimised damage when colliding with obstacles or vehicles to the front. Halve collision damage to front, minor option, destroyable

Big Cowling

Bikes only. The bike has a large aerodynamic cowling at the front. This both increases the bike's top speed, and offers protection to the rider from shots to the front. +10mph top speed, rider counts as Partially Exposed to shots from the front, minor option, destroyable

Big Engine

This is an engine that is significantly larger than normal for the given body size, e.g. a 1.6L in a compact, a V8 or V12 in a mid-sized. +20mph top speed, minor option.

Brake Chute

A parachute mounted at the rear of the vehicle, designed to give rapid emergency deceleration. The vehicle must be travelling at least 60mph for the chute to deploy properly. 1-shot 60mph deceleration, minor option, destroyable

Cargo Area

Any vehicle may replace passenger seating with cargo space at the rage of 250kg per passenger. This may be doubled if the cargo space is designated as a "flatbed" and exposed to the open air. May not be fitted to Bikes. Mundane option

Convertible Top

When the top is down, this allows occupants to fire out of the vehicle in a 360 degree radius. However, the occupants count as "exposed" for the purposes of incoming fire. May not be fitted to Bikes. Mundane option

Computerised Engine Management

An electronic system which constantly monitors and tunes the engine as it is running, in order to maximise performance. +10 Acceleration, minor option, destroyable

Computer Assisted Suspension

An electronic system which monitors and adjusts the suspension in order to give a smoother, more stable ride. +1 HC minor option, destroyable

Engine Rebuild

Also known as "blueprinting". The engine has been taken apart and re-assembled to within the most exacting tolerances, and certain production items replaced with high performance alternatives. +20mph top speed, minor option.

Fire Extinguisher

A gas-type fire extinguisher mounted under the hood. Activating it counts as a driver or passenger's firing action for the turn. When activated it shoots a blast of fire-suppressant gas into the engine compartment, out of vents in the hood and front body, and up and over the bodywork of the car. It has a 4,5,6 chance of putting out any fires in the engine compartment or on the bodywork of the vehicle. It cannot put out fires inside the vehicle. 5-shot, puts out fire on 4,5,6, minor option, destroyable

Four Wheel Drive

Motive power is through all four wheels of the vehicle (or all six, or all eight etc) which gives even traction all round. This improves handling in poor surface conditions or off-road. May not be fitted to Bikes. +2HC on ice, oil, wet roads or off-road, minor option.

Fuel Injection

An advanced system which replaces the carburettor, giving a significant boost to performance. It is not possible to fit a Fuel Injection system and a Multicarb into the same vehicle. +20mph top speed +10mph Acc 2 minor options.

Hidden Cargo Space

Up to half the cargo space in the vehicle is in hidden compartments. Handy in the event of "Imperial Entanglements". Minor option, destroyable

Improved Brakes

More powerful brakes, allowing a shorter stopping distance. +10 Dec minor option.

Improved Shocks

The vehicle's suspension is tweaked to improve handling. +1HC, minor option.

Lights & Sirens

Police lights, sirens and a handy little searchlight. Minor option, destroyable.

Multicarb

A multi-barrelled carburettor designed to give superior performance over the standard single barrelled carb. It is not possible to fit a Multicarb and a Fuel Injection system into the same vehicle. +20mph, minor option.

Nitrous Oxide

A system which injects Nitrous Oxide gas into the combustion chamber. This gives a brief but enormous boost to speed. For a single turn per use, the vehicle's acceleration is increased by 30. This acceleration can be used to boost a vehicle's speed to over its normal Top Speed (i.e. a vehicle using Nitrous may reach Top Speed +30mph) but on the following turn it must reduce speed down to the Top Speed (may exceed normal Dec to do this). 3-shot +30mph acceleration, minor option, destroyable

Off Road Suspension

Heavy duty suspension with a higher than usual ground clearance. Allows vehicle to pass Rough Terrain without penalty and to pass through Punishing Terrain

Ram

A device mounted to the front of the vehicle designed to increase the amount of damage done in a forward ram attack. This can take the form of spikes, blades or a reinforced plate. This also reduces the damage taken by the vehicle when ramming, as per a Big Bumper. Doubles Base Ram Damage, halves damage taken, Major option.

Really Big Engine

This is an engine that is two or more sizes "too big" for the vehicle's body size. Examples would be a V8 in a compact, or a mid-sized with a Formula One racer engine. +40mph top speed, 2 minor options.

Roll Cage

A tubular steel framework designed to enclose the vehicle's passenger compartment and maintain its shape. While it's designed primarily to protect occupants in the event of the car rolling onto its roof, it also offers significant protection against side impacts. Halves damage caused by side impacts, minor option.

Safety Harnesses

Protects occupants from the effects of collisions. Not fitted to bikes, for the simple reason that a rider's best chance of survival in a crash is to separate from the bike to avoid being crushed. Save occupant damage caused by collisions on 4,5,6, minor option, destroyable

Slick Tires

Racing style tyres, with no noticeable tread pattern. Great for improving traction in dry conditions on the racetrack, lousy if it's wet, on a real road or off-road. +2HC on "clean" dry asphalt, -1HC on typical roads, -2HC off-road or on wet asphalt. Minor option.

Sports model

Compacts or Mid-Sized only. The car is a "sports" car with only room for two, a driver and a single passenger. +30mph, minor option

Streamlined

The body of the vehicle is designed to reduce drag caused by air resistance. +20mph top speed, minor option.

Stripped

Excess weight has been removed from the vehicle in order to improve performance. The vehicle is still street legal, though just barely. +10mph top speed +10 Acc, minor option.

Stripped to the Bones

Everything, absolutely everything not involved in making the car go forward very fast has been removed or lightened, to the point where the vehicle is no longer street legal (lacking things like headlights, indicators etc). +20mph top speed +20 Acc, 2 minor options.

Sun Roof

Allows one occupant to stand and fire hand weapons from the sun roof in a 360 degree arc. Firer doing so counts as "exposed" for the purposes of incoming fire. May not be fitted to Bikes. Minor option.

Supercharger

A supercharger uses a belt and pulley mechanism linked to an engine's crankshaft to force extra air and fuel into the engine's combustion chambers, greatly increasing engine power. It is not possible to fit a Supercharger and a Turbocharger into the same vehicle. +20mph top speed +10 Acc, 2 minor options.

Turbocharger

This device uses the engine's exhaust stream to drive an air compressor ("fan") which increases the engine's power output. It is not possible to fit a Supercharger and a Turbocharger into the same vehicle. +20mph, minor option.

Very Streamlined

The shape of the vehicle is designed to reduce drag caused by air resistance to an absolute minimum. +40mph top speed, 2 minor options.

Vehicle Options Table			
Option	Cost	Dest	Effect
Airfoils	m	Y	+1 HC
Antilock Brakes	m	Y	+10 Dec
Armour - Heavy	M	N	Save damage on 4,5,6
Armour - Medium	mm	N	Save damage on 5,6
Armour - Light	m	N	Save damage on 6
Automatic Transmission	-	Y	Negates driver shooting penalty, at the cost of -10 Acc
Big Bumper	m	Y	Halve collision damage to front
Big Cowling	m	Y	+10mph top speed, protects rider
Big Engine	m	N	+20mph top speed
Brake Chute	m	Y	1-shot 60mph deceleration
Cargo Flatbed	-	N	replace passengers w 500kg cargo
Convertible Top	-	N	Allows all occupants 360 degree arc
Computerised Engine Management	m	Y	+10 Acc
Computer Assisted Suspension	m	Y	+1 HC
Engine Rebuild	m	N	+20mph top speed
Fire Extinguisher	m	Y	5-shot, puts out fire on 4,5,6
Four Wheel Drive			+2HC on ice, oil, wet roads or off-road
Fuel Injection	mm	N	+20mph top speed +10mph Acc
Hidden Cargo Space	m	Y	
Improved Brakes	m	N	+10 Dec
Improved Shocks	m	N	+1 HC
Lights & Sirens	m	Y	
Multicarb	m	N	+20mph top speed
Nitrous Oxide	m	Y	3-shot +30mph acceleration
Off Road Suspension	m	N	Negate off-road hazard penalty and off-road damage.
Ram	M	N	Doubles Base Ram Damage
Really Big Engine	mm	N	+40mph top speed
Roll Cage	m	N	Halves damage caused by side impacts
Safety Harnesses	m	N	Save whiplash damage on 4,5,6
Slick Tires	-	N	+2HC on "clean" dry asphalt, -1HC on typical roads, -2HC off-road or on wet asphalt.
Sports Model	m	N	+20mph top speed, 2 seats only.
Streamlined	m	N	+20mph top speed
Stripped	m	N	+10mph top speed +10 Acc
Stripped to the Bones	mm	N	+20mph top speed +20 Acc
Sun Roof	m	N	Allows 1 occupant 360 degree arc of fire
Supercharger	mm	N	+20mph top speed +10 Acc
Turbocharger	m	N	+20mph
Very Streamlined	mm	N	+40mph top speed

Vehicle Weaponry Table			
Weapon	Cost	Damage	
Hand Weapons	m	1	Accurate
Anti-vehicular crossbow	m	1	Critical, Slow
Machine gun	M	2	Autofire
Autocannon	M	3	Autofire, Limited Shots (6)
AGL	M	3	Blast, Limited Shots (6)
Rocket Launcher	M	6	Blast, Inaccurate, Limited Shots (1)
Rocket Pod	MM	6	Blast, Inaccurate, Limited Shots (6), Ripple fire.
Flamethrower	M	4	Incendiary, Limited Shots (6), Short Range,
Laser	M	3	Accurate
Heavy Laser	M	6	Accurate, Slow
Anti-tank gun	MM	8	Blast, Limited Shots (6), Slow
Smokescreen	m		Dropped, Limited Shots (6)
Oil dropper	m		Dropped, Limited Shots (6)
Spike dropper	m		Dropped, Limited Shots (6)
Mine dropper	M	6	Blast, Dropped, Limited Shots (6)
Flaming Oil dropper	mm		Dropped, Incendiary, Limited Shots (6)
Advanced targetting	m		+1 to hit (must be bought per weapon)
Computer targetting	mm		+2 to hit (must be bought per weapon)
Pintle mount	m		
Door mount	m		
Turret - limited traverse	mm		
Turret - 360 traverse	M		

Vehicle Weaponry Attributes

Accurate - the weapon gets a +1 bonus to hit

Autofire - the weapon may spread its fire across multiple targets, spreading its damage dice as evenly as possible across multiple 50mm zones. The area affected by autofire must be adjacent squares, or in a straight line. Dice separately for each target in the affected zone. E.G. Firing an Autocannon at two targets 50mm apart. The fire is effectively split across three zones, two containing targets with one empty zone between them. The Autocannon has four damage dice, so each targetted zone gets one each, and the firing player allocates the fourth to the first target. The player then rolls to hit each target separately, and if hit, the first target takes two dice of damage, the second one dice.

Blast - the weapon has an explosive warhead. Any vehicle hit by a Blast weapon must make a control check with a speed difference equal to half the weapon's damage dice.

Critical - The Vehicular Crossbow is the only Critical weapon in the game. On a successful hit which penetrates the vehicle's armour, the target vehicle must make a critical damage check for all components, with them destroyed on a 6. This represents the fact that although the crossbow bolt doesn't do as much overall damage as other weapons, it's highly likely to hit something vital as its six foot long hardened steel shaft slams into the car's innards.

Dropped - the weapon has a range of 1, and the weapon counter may only be placed in the square adjacently behind the firing vehicle.

Inaccurate - the weapon gets a -1 penalty to hit

Incendiary - the weapon causes a fire on the target vehicle.

Limited Shots - can only be fired one or six times, depending.

Ripple Fire - The weapon can fire all its shots in a single turn if desired. Each subsequent shot after the first is at a -1 penalty. In addition, the shots may be spread across a continuous area in a similar manner to Autofire, allocating one or more rockets per adjacent square or zone, but still taking the -1 penalty for each shot after the first.

Slow - The weapon requires reloading after every shot. This may be automatic, as per the Heavy Laser, which uses its Capacitor to build up a charge for the next shot, or manual, in the case of the Vehicular Crossbow or Tank Gun (which require a loader to use a firing action to reload). Either way the vehicle may fire only once every other turn.

The Vehicle Record Sheet

For each vehicle in the game, you will need to make up a Vehicle Record Sheet as follows

Name	Police Special	Chassis	Mid-Sized
Top Speed	Acceleration	Deceleration	HC
120	30	20	3
Size	Seats	Cargo	Armour
2	5	200kg	Light (6)
OOOOO/OOOOO/OOOOO Critical Damage on 6 OOOOO/OOOOO/OOOOO Critical Damage on 5,6 OOOOO/OOOOO/OOOOO Crippled - Critical 4,5,6			NB The number of Os should equal the vehicle's hit points.
CRITICALS: Engine (First, Second), Fuel, Brakes, Driver, Passenger, Autocannon, Turret (360), Spike Dropper.			
OTHER OPTIONS: Improved Shocks, Safety Harnesses, Fuel Injection			

A selection of blank record sheets is included at the back of the rulebook. Fill in the vehicle stats, and blank off any excess damage boxes over the vehicle's hit point total. Write any destroyable options in the "Criticals" box, and any non-destroyable options in the "Other Options" box

Character Design

Characters start with three skill points to be divided between a number of skills, and five hit points.

Driving (vehicle type) – used to modify control rolls while driving a particular type of vehicle. Types include Bikes, Cars, Vans and Big Rigs

Small Arms - used to modify to-hit rolls while firing handheld weapons apart from the Rocket Launcher

Heavy Weapons – used to modify to-hit rolls while firing MGs mounted on Pintle or Door mounts, or using a handheld Rocket Launcher.

A new character must allocate the three starting skill point between whatever skills required, but no more than two points to any one skill to start with. A dedicated driver might allocate two points to Driving (car) and one to Driving (van), a typical cop might have Driving (car)-1 and Small Arms-2 etc. If playing a campaign or league, a surviving driver may improve these skills over time.

Bikers or drivers in a Race game may get a crash helmet for free - saves against all personal damage on a roll of 6. As an optional rule, characters may spend Minor Options to buy protective gear for themselves rather than the vehicle. A Minor Option will buy the following...

Body Armour - Save ranged-weapon damage on a roll of 5,6.

Bike Racing Leathers - protect Bikers from damage when falling off - save 4,5,6

When characters make damage saving rolls, they do so against each damage point, not per damage dice as vehicles do.

Part 2 - Playing The Game

Turn sequence

1. All drivers select a speed for their vehicles
2. In order of speed, highest to lowest, move
3. Speed push (optional)
4. Firing phase
5. Fire, smoke and Flaming Oil phase. Roll a die for each smoke or flaming oil marker – 1-3 remains, 4-6 removed, Vehicles on fire roll D6-1 for damage, fire goes out on roll of 1.

Phase 1 Speed selection

Speed should be based on the speed of the previous turn (0 if stationary). The vehicle may increase its speed by its acceleration, or decrease its speed by its deceleration. No vehicle may exceed its top speed (which is the chassis top speed, plus any modifiers from selected Options), except when using Nitrous Oxide.

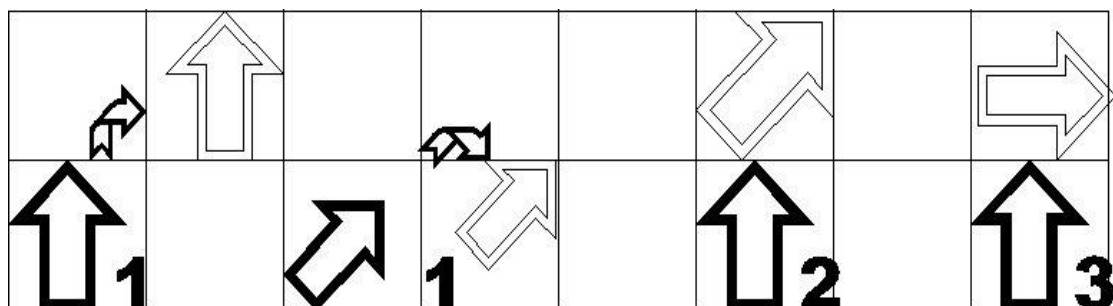
To shift into reverse gear, the vehicle must come to a complete stop. The car may then accelerate in reverse, up to a maximum speed of 20mph.

Phase 2 Movement

For each 10mph of speed, the vehicle will move 50mm. (or one square) All vehicles must start their move with a 50mm (or one square) move in the direction that they were facing at the end of the previous Turn, even if this means hitting an obstruction. If not using square, measure all movement distances from one of the front wheels of the vehicle. When turning, pivot the vehicle on the rear wheel on the side of the turn.

Manoeuvres

After each 50mm of movement, a vehicle may attempt a manoeuvre. Note that in the case of the Drift, the car is always considered to have moved forward, then to the side, and will collide with anything directly in front of it.



Manoeuvre	Safe speed	Effect
(1) Drift	70mph	Vehicle moves sideways 1 sq Minimum speed 30mph, may only Drift 1sq (50mm) for every 2sq (100mm) of forward movement
(2) 45 degree turn	50mph	Vehicle turns 45 degrees to right or left
(3) 90 degree turn	20mph	Vehicle turns 45 degrees to right or left
Bootlegger	Special	Special
Donuts	0mph	Spins stationary vehicle to any facing
Emergency Stop	Special	Brings vehicle to a halt.

Speed difference = (Current speed – Safe speed)/10

Chance of success on 2D6 = (4+ Drivers Skill + Vehicle HC) – (SD + No of Manoeuvres attempted so far that turn)

If the driver fails the control roll, the car skids 50mm (one square) for every 2 full points that the roll failed by. Failing by one point results in no skid movement, but the vehicle must still check for final facing as below. Each 50mm skidded counts towards the vehicle's final movement, if the vehicle skids further than the its top speed would allow, then the skid must be carried over to the following turn. At the end of the skid, roll 1D6, subtract the driver's Drive skill and add the Speed Difference. The result is the vehicle's final facing after the skid.



If the vehicle ends up facing in the original direction of travel (1-4) then it must continue its move normally. If the vehicle ends up facing 5 or 6, may complete the rest of its move, but any remaining movement is halved, and the vehicle's current speed is also halved. If the vehicle ends up facing in any other direction, it comes to a halt, and next turn starts with a speed of 0mph.

If the driver rolls 12 for the control roll, (a critical failure) the vehicle goes into a fatal roll. Roll 1D6

1,2,3 it flips onto its back and skids forwards for the rest of its move on its roof. The vehicle is crippled, all occupants take whiplash damage equal to the amount of damage required to cripple the vehicle. After completing its move the vehicle/wreck reduces its speed to 0.

4,5 it flips over and flies through the air at 45 degrees to either the left (4) or right (5). Complete the skid as above

6 the Vehicle becomes a Flaming Bouncing Fireball of Death. The vehicle spins to 90 degrees to the direction of travel. For every 10mph of speed the vehicle has left at the time of the skid, the vehicle will roll 50mm (1 square) in the direction of travel and roll one side. For example with 30mph left, the vehicle will roll onto its side on the

first 50mm of movement, onto its roof on the second 50mm, and onto its other side with the third and final 50mm of rolling that turn. For every 50mm of rolling, take 1 dice of damage per 20mph of speed. For example, a vehicle travelling at 60mph that goes into a roll, take 3 dice of damage per 50mm of rolling.

At the end of a turn of rolling, reduce the vehicle's current speed by 30mph. If the speed is now 0 or less, the vehicle comes to a halt lying on whichever side it finished the turn on. If the speed is still greater than 0, the vehicle must spend its entire next turn rolling as well. Repeat until the vehicle comes to a halt.

If the vehicle comes to a halt on its wheels, and somehow hasn't been crippled, destroyed or blown up, and the driver has somehow survived the glorious pinwheel of destruction, the vehicle and driver must remain stationary for one turn before carrying out any further action.

Bootlegger turn

This is a special manoeuvre, in that it takes up three points of movement. In the Bootlegger turn, a vehicle travelling at high speed throws itself into a deliberate sideways skid, spinning around to point in the opposite direction to the one it was originally travelling in. To do a Bootlegger, a vehicle must be travelling at least 30mph. If a vehicle initiates a Bootlegger with less than 30mph movement left in the turn, then the manoeuvre must be carried forward to the next turn, and the vehicle may not attempt to decelerate, accelerate or carry out any other manoeuvre until the Bootlegger is completed.

The first step of the Bootlegger is to throw the vehicle into a 90 degree turn. Roll for control loss as normal. If the vehicle skids, then calculate the skid as normal. If the driver keeps control, then the vehicle is turned 90 degrees to the direction of travel. The vehicle then moves 50mm (1 square) in the original direction of travel, and then attempts another 90 degree. If the vehicle fails its control roll, then calculate the results of the skid normally. If successful, the vehicle will still skid a distance of half the remaining movement in the turn in original direction of travel. At the end of the manoeuvre, the vehicle will stop with a speed of 0mph, and be facing in the opposite direction to the one it started in.

Donuts

A vehicle at speed 0mph may declare that it is turning "donuts". This is a manoeuvre that spins the vehicle round in a very short turning circle, allowing it to finish its movement facing in any direction. No control roll is required when turning donuts.

Emergency Stop

An Emergency Stop may only be declared at the very start of the vehicle's movement. The vehicle moves half its movement directly forward - this represents the vehicle's minimum stopping distance. The driver must then roll for control loss with a speed difference equal to half the vehicle's speed at the start of the Emergency Stop. At the end of any skid movement that is required, the vehicle comes to a complete stop.

Phase 3 Speed Push (optional)

Once every vehicle has completed its initial movement, drivers may attempt to push for extra speed. This is an optional rule, and is most suitable for games that are meant to simulate either racing or car chases. Speed Pushes are carried out in the same order as movement i.e. highest speed first

A driver who wishes to attempt a speed push announces how much extra speed he or she is pushing for. The driver must then make a control roll with a speed difference of $3 \times (\text{extra speed} / 10)$. Thus pushing for an extra 20mph of movement is a SD 6 skid check.

If successful, the vehicle gets to move the additional distance forward only. The vehicle may not attempt any manoeuvres as part of the extra “push” movement. If the vehicle rams or crashes as a result of the extra movement, calculate as normal.

Note that extra movement gained by a speed push does not add to the vehicle’s current speed. Instead it is extra ground that has been made up by skilful driving.

Phase 4 Firing

All firing is considered simultaneous. By default, all shots are considered to be aimed at the vehicle unless specified otherwise. If using hand weapons, the firing player may elect to aim at a tire or a vehicle occupant instead. The firer must declare whether he is aiming at the vehicle, the tires or an occupant, and whether he is leaning out of the vehicle (either a window or sunroof) before any firing is resolved.

Using Hand Weapons from within a vehicle

When you’re inside a vehicle, you get some degree of protection from the vehicle’s body. However the downside of this is that it’s equally difficult for you to fire out, as the vehicle’s body can interfere with your own line of fire. It is possible to negate this penalty, at the cost of losing the protection, by leaning out of the vehicle. At the start of the firing phase, anyone wishing to shoot must announce whether or not they are leaning out of the vehicle. Anyone who does not declare this at this time, is considered to be within the vehicle compartment as normal.

Weapon ranges

Short ranged weapons have a range of 250mm (5 squares)

Normal weapons have a range of 500mm (10 squares)

Long ranged weapons have a range of 1500mm (30 squares)

Arcs of fire

Hand Weapons

The driver of a vehicle may fire directly ahead, or up to 90 degrees to the drivers side. The front passenger of a vehicle may fire in a 180 degree arc from directly ahead to directly behind.

Rear passengers of a vehicle may fire directly behind, or up to 90 degrees to the side that they are on.

Passengers standing up in a sunroof may fire in a 360 degree arc around the vehicle. Occupants in a convertible may fire in a 360 degree arc, except for the driver who is limited to the 180 degree forward arc.

Mounted Weapons

Door mounts fire into a 90 degree arc measured from the adjacent side or rear square.

Pintle mounts fire into a 180 degree arc, either forward or rear.

Fixed mount – directly ahead, and 1 square (50mm) either side of directly ahead (in effect a 3 square (150mm) wide fire corridor)

Turrets are either 180 degree mounts, in which case they must be specified as either Forward or Rear facing, or 360 degree mounts.

Ranged Fire resolution

Chance of hit on 2D6 = 4 + Firer skill + target size

Roll of 2 is a critical hit, roll a dice 1-3 double rolled damage, 4,5 triple rolled damage, 6 quadruple rolled damage. If the chance of a hit falls to less than 2, a roll of 2 hits but does not do critical damage.

<u>Target Options</u> -1 if target is moving 30-50mph -2 if target is moving 60-80mph -3 if target is moving 90+mph	<u>Firer options</u> -1 if firer enclosed in vehicle firing hand weapon -2 if firer is also driving
<u>Targeting vehicle occupants</u> -1 if target “Partially exposed” -2 if target enclosed in vehicle	<u>Weapon options</u> +1 Weapon is Accurate -1 Weapon is Inaccurate
<u>Called Shots</u> -3 targeting a Vital Spot -3 targeting a Tire	

Definitions

“Partially exposed” - an occupant who is leaning out of a window or sunroof, or an occupant of a vehicle with the “Convertible Top” option, or a pedestrian firing over cover

“Enclosed in vehicle” – an occupant in a normal vehicle passenger compartment, or a pedestrian in full cover not firing

“Vital Spot” – a shot that targets a Vital spot does an automatic critical if it hits.

“Tire” – A successful hit blows the tire. Target must make a control roll with a SD of (current speed – 30mph). Also top speed is reduced by 25% for a 4 wheeled vehicle, 10% for a multi-wheeled Big Rig, Heavy Truck or Bus. When all tires have been blown, top speed is reduced to 20mph.

When a vehicle with armour is hit, take a number of six sided dice equal to the damage dice of the hitting weapon and roll to see if the armour saves. Light saves on 6, Medium on 5,6 and Heavy on 4,5,6. Then roll any remaining dice to determine the number of damage points applied to the vehicle's Damage Track.

When a vehicle occupant is hit, roll to save once using the vehicle's armour unless the occupant is partially or totally exposed. If the armour does not stop the shot, the target takes D6 hit points of damage.

Dropped weapons

Oil Slick – when a vehicle moves onto an oil slick, test for a skid using a Speed Difference of 6, or the vehicle's speed/10 whichever is higher

Spike Droppers – when a vehicle moves over spikes, roll 1D6 for each tire, on a 6 the tire is blown. If more than one tire blows, test for control loss separately.

Smoke Screen – Obscures visibility, Firing through a smokescreen is at –8 penalty. Also when a vehicle moves into a smokescreen, test for a skid using a Speed Difference of 3

Mine Dropper – When a vehicle moves over a mine, Roll 1D6. On a 4,5,6 the vehicle has passed close enough to the mine to trigger it. Also roll for tire damage as for spikes above.

Flaming Oil Dropper – Combines the effects of Oil and Spikes as detailed above

Phase 5 Fire, Smoke & Flaming Oil

Roll a die for each smoke or flaming oil marker – 1-3 remains, 4-6 removed
For each vehicle fire, roll 1D6, 1 = fire goes out, 4,5 vehicle takes 1 point of damage, 6 vehicle takes 1 dice of damage.

Vehicle Damage

Each vehicle has a number of hit points. On the vehicle record sheet, this is divided into three rows of damage boxes, E.G.

OOOOO/OOOOO/OO Critical Damage on 6
OOOOO/OOOOO/OO Critical Damage on 5,6
OOOOO/OOOOO/OO Crippled 4,5,6

When a vehicle takes damage, whether from collisions or from weapons fire, that damage is expressed in a number of six-sided dice to be rolled. The total value rolled on the dice is the number of damage points to be taken. Damage Points are marked off on the vehicle record sheet from left to right, starting with the top row.

When a complete row of damage boxes have been filled in, the vehicle must check for Critical Damage. Each vehicle record sheet will have a list of all the components that can be damaged.

E.G. Engine (First, Second), CEM, Brakes, Fuel, Driver, Passenger, Laser1, Laser2.
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When a row of damage boxes has been completely filled in, roll D6 for each component. If it's the first Critical Damage check, the component is hit on a roll of 6, if it's the second, it is hit on 5,6. The effect of a hit on a component is as follows.

Engine - The first time the engine is hit, the vehicle's Top Speed and Acceleration are reduced to half normal (round up). The second time the engine is hit, it packs up completely. Acceleration is reduced to 0mph, and the vehicle must decelerate by at least 20mph per turn until it coasts to a halt.

Fuel - The fuel tank is hit and explodes. The explosion does 4 dice per vehicle size of damage to anything within 50mm (in the same square) including the car itself, anything within 100mm (adjacent squares) takes 2 dice of damage, anything within 150mm (within 2 squares) takes 1 dice of damage.

Brakes - The vehicle's Deceleration drops to 0, and the vehicle may no-longer perform an Emergency Stop manoeuvre

Driver, Passenger etc. - The occupant takes 1 dice of damage. This damage may not be saved by safety belts but may be saved by personal armour.

Other components - the component is destroyed, and may not be used for the rest of the game. Any advantages given by the component (e.g. speed or manoeuvre bonuses) are lost.

When the last row of damage boxes is filled in, the vehicle is crippled. Roll for Critical Damage, with components taking a hit on 4,5,6. In addition, make a Control

Loss roll with a Safe Speed of 0mph. If the vehicle doesn't crash, it must decelerate by 50mph per turn and may only move straight forward until it comes to a halt.

If a crippled vehicle takes further damage, keep track of "negative" hit points. When it has taken damage enough to fill in a row of damage boxes, roll for Critical Damage for any surviving components, taking hits on 4,5,6.

Crashing And Ramming

A crash occurs when a vehicle would move into contact with an obstruction. A ram occurs when a vehicle moves into contact with another vehicle, either deliberately or as the result of a skid. (NB if using a square grid, "move into contact with" means "move into the same square as".) Resolve the effects of a ram or crash immediately during the Movement phase.

Ram types

Any ram that impacts on the front of the target vehicle is classed as a Head-On Ram

Any ram that impacts on the rear of the target vehicle is classed as a Shunt Ram

Any ram that impacts on the side of the target vehicle is classed as a Side-On Ram

If the vehicle is hitting exactly on the corner of the vehicle, the ramming player may choose whether to hit the side or the front/rear.

Ramming Damage

The damage caused by a ram depends on three things (1) the size of the vehicles concerned (2) the relative speed of the two vehicles (3) the type of ram.

Base damage : 2xVehicle Size (4xVehicle Size if equipped with a Ram)

Speed Damage : +1 Damage Dice for every 10mph over 30 (i.e. 40mph=+1, 50mph=+2 etc)

Head-On	Add both vehicle speeds together for Ramming Speed. Both vehicles take Base Damage + Speed Damage
Shunt	Subtract target speed from rammer speed for Ramming Speed (min 0) Rammer takes half damage dice Target takes full damage dice
Side-on	Ramming speed is that of the ramming vehicle Rammer takes half damage dice Target takes full damage dice

Modifiers

If vehicle is equipped with a Ram or Big Bumpers (Front) and rams or is rammed at the front, half total damage dice taken.

If vehicle is equipped with Big Bumpers (Rear) and rams or is rammed at the rear, half total damage dice taken.

If vehicle is equipped with Rollcage and is rammed on the side, then half total damage dice taken.

E.G. A Size 3 van ploughs into the side of a Size 2 car at 50mph.

The van does $6 (2 \times \text{size}) + 2 (50\text{mph ramming speed}) = 8$ damage dice to the car

The van takes $4 (2 \times \text{car size}) + 2 (50\text{mph ramming speed})$ Halved (rammer) = 3 damage dice from the impact.

Both vehicles must then check for Control Loss using the Ramming Speed as the Speed Difference. Any resulting skids are taken in the direction of the other vehicle's movement (i.e. the rammer will skid in the direction the target is moving, the target will skid in the direction the rammer is moving.)

Whiplash Damage

Vehicle occupants take a number of damage points equal to half the number of damage dice from the ram in Whiplash damage. Occupants that are securely strapped in get a saving throw against each point of damage separately.

Occupants wearing normal seatbelts save on a roll of 6

Occupants wearing safety harnesses save on a roll of 4,5,6.

Final Speed after Rams

Calculate the final speed after a ram as follows

Head-On : Both vehicles' speeds reduced to 0.

Shunt : Both vehicle's speeds reduced to the average of their original speeds.

Side-On : Rammer is reduced to 0mph, Target is reduced to half speed.

Sideswipes

A vehicle currently alongside another vehicle heading in the same direction may make a sideswipe attack. This consists of a Drift manoeuvre (see above) into the other vehicle. The attacker must make the control roll for the Drift as normal (if necessary).

If successful, the driver of the attacking vehicle selects a difficulty modifier for the sideswipe based on how aggressively he is attacking. Both cars take Base Ram Damage, then both drivers must then make control rolls using the opposing vehicle's Size rating + the selected difficulty modifier as the Speed Difference. If either vehicle fails, it skids a minimum of 50mm away from the other vehicle (more if indicated by the control roll). If both succeed, the larger vehicle wins and the other is shunted 50mm to the side as above. Roll for final facing for any failed control rolls. If the

sideswiping vehicle has any movement left after the sideswipe it may complete its move.

Collisions with fixed objects

Calculate the damage as a head-on ram exactly as above, using the following Size value for the target

Size 0 : Traffic Cones, empty cardboard boxes

Size 1 : Trashcans, pedestrians

Size 2 : Portable road barriers, wooden crates

Size 3 : Road signs, traffic lights, bollards, interior walls.

Size 4 : Lampposts, trees, brick walls

Size 5 : Brick buildings

If the crashing vehicle does more than Size x 3 damage points to the obstacle, it smashes through it, losing Size x 10mph in speed. For Buildings, assume that there's an internal Size 3 wall for every 50mm of building

Optional Rules

Off-Road Driving

All off-road terrain is classified as a combination of the following types.

Off-Road	All manoeuvre safe speeds are halved.
Rough	Any vehicle without Off Road Suspension takes 1 point of damage per 10mph of speed over 30mph for each turn or part of turn spent on Rough terrain.
Punishing	Impassable to any vehicle without Off Road Suspension. Any vehicle with Off Road Suspension takes 1 point of damage per 10mph of speed over 30mph for each turn or part of turn spent on Punishing terrain.
Impassable	Treat as collision with Size 5 object
Slippery	Any vehicle without 4WD suffers half acceleration (round down) and half top-speed. All vehicles suffer -4 HC

E.G. A muddy field might be Slippery Off Road, a car park strewn with rubble might simply be Rough, while a wood might be Punishing Off Road terrain

Every time a vehicle crosses a terrain contour, there is a chance of it "catching some air" and leaving the ground. If using stepped slope terrain, crossing a single contour within 50mm counts as a moderate slope, crossing two counts as a sharp slope. If using sculpted terrain, before the game try to judge which slopes are moderate and which are sharp - since all sculpted terrain is pretty much unique you'll have to use your best judgement.

From a moderate slope, the vehicle will take off if travelling at more than 60mph. It will fly for half its speed (round up, carried over into next Turn if necessary.), will lose 10mph of speed while airborne and landing counts as a manoeuvre with a Safe Speed of 50mph.

From a sharp slope, the vehicle will take off if travelling at more than 30mph. It will fly for its full speed (round up, carried over into next Turn if necessary, will lose 20mph of speed while airborne and landing counts as a manoeuvre with a Safe Speed of 10mph.

While airborne a vehicle may not manoeuvre, accelerate or decelerate. In the 50mm immediately after take-off and before landing, it is not flying high enough to avoid other vehicles, in other airborne squares it soars over other vehicles.

If the point at which the vehicle should land is at a level lower than the original take off point, the vehicle flies for another 50mm, dropping down the extra level. If it doesn't touch down at this point, then the vehicle flies for another 50mm, dropping down yet another level. If it still hasn't landed on solid ground, then the vehicle stops flying and starts falling vertically. It hits the ground directly below, taking ram

damage as if for a head-on ram with a Size 5 object, and must make a Control Roll with a Safe Speed of 20mph.

Bikes

Except where noted below, all bikes follow the same rules as for cars.

Control Loss

Whenever a bike suffers control loss, roll 1D6. If the roll is less than or equal to the number of squares skidded, the rider falls off the bike, and takes an additional 1D6 damage per 20mph of speed. Both bike and rider continue to skid for the vehicle's full speed (carried over into the following turn if necessary) and stop, with the rider being 50mm away from the bike in a random direction. The rider must take at least one turn stationary before remounting the bike, which takes another turn, at which point the bike may accelerate and restart moving.

Ramming

When a bike is involved in any ram other than a sideswipe with a larger vehicle, the driver automatically falls off, as above.

Whiplash Damage & saving throws.

Bike riders do not suffer whiplash damage as normal car occupants do. Instead they are more likely to take damage from Falling Off the bike. If they do, they get a saving throw based on the protective gear they are wearing. Minimal gear (a crash helmet) will give a saving throw of 6, full racing leathers a saving throw of 4,5,6.

Firing

Bikers do not suffer the penalty for firing hand weapons while driving. Riders on bikes with Big Cowlings count as Partially Exposed to shots coming from the front, otherwise bikers do not get any protection from their vehicles.

In addition, roll a D6 for any shot aimed at the bike, on a roll of 6 it hits the Rider instead. If the weapon is a Blast, Incendiary or Autofire weapon, the Rider is hit on a roll of 5,6. Apply full damage to the rider (normally fatal)

Mines

If moving over a Mines counter, a bike will only trigger the mine on a roll of 6.

Pedestrians

People moving on foot in a Road Rage game have a low life expectancy. Pedestrians have 5 hit points, and may move 100mm per turn in any direction, and always move after all vehicles have moved.

When moving in buildings it takes 50mm of movement to move from one floor to the next.

If two Pedestrians come into contact, they may fight in melee. Each rolls D6 and adds any remaining hit points. The highest total wins, and the winner does 1D6 hit points damage to the loser.

For Ranged Weapon Fire purposes, Pedestrians count as Size 0

When a vehicle other than a bike hits a Pedestrian, the Pedestrian takes 1D6 damage per 10mph of vehicle speed, (no armour save) while the vehicle takes 1D6 damage. (armour saves)

A vehicle occupant who attempts to jump out of a moving vehicle takes 1D6 per 20mph of vehicle speed. Half this damage if the vehicle is on soft ground.

Quick Reference -Driving

Manoeuvre	Safe speed	Effect
(1) Drift	70mph	Vehicle moves sideways 1 sq Minimum speed 30mph, may only Drift 1sq (50mm) for every 2sq (100mm) of forward movement
(2) 45 degree turn	50mph	Vehicle turns 45 degrees to right or left
(3) 90 degree turn	20mph	Vehicle turns 45 degrees to right or left
Bootlegger	Special	Special
Donuts	0mph	Spins stationary vehicle to any facing
Emergency Stop	Special	Brings vehicle to a halt.

Speed difference = (Current speed – Safe speed)/10

Chance of success on 2D6 = (4+ Drivers Skill + Vehicle HC) – (SD + No of Manoeuvres attempted so far that turn)

Rams

Base damage : 2xVehicle Size (4xVehicle Size if equipped with a Ram)

Speed Damage : +1 Damage Dice for every 10mph over 30 (i.e. 40mph=+1, 50mph =+2 etc)

Head-On	Add both vehicle speeds together for Ramming Speed. Both vehicles take Base Damage + Speed Damage
Shunt	Subtract target speed from rammer speed for Ramming Speed (min 0) Rammer takes half damage dice Target takes full damage dice
Side-on	Ramming speed is that of the ramming vehicle Rammer takes half damage dice Target takes full damage dice

Quick Reference - Combat

Vehicle Weaponry			
Weapon	Cost	Damage	
Hand Weapons	m	1	Accurate
Anti-vehicular crossbow	m	1	Critical, Slow
Machine gun	M	2	Autofire
Autocannon	M	3	Autofire, Limited Shots (6)
AGL	M	3	Blast, Limited Shots (6)
Rocket Launcher	M	6	Blast, Inaccurate, Limited Shots (1)
Rocket Pod	MM	6	Blast, Inaccurate, Limited Shots (6), Ripple fire.
Flamethrower	M	4	Incendiary, Limited Shots (6), Short Range,
Laser	M	3	Accurate
Heavy Laser	M	6	Accurate, Slow
Anti-tank gun	MM	8	Blast, Limited Shots (6), Slow
Smokescreen	m		Dropped, Limited Shots (6)
Oil dropper	m		Dropped, Limited Shots (6)
Spike dropper	m		Dropped, Limited Shots (6)
Mine dropper	M	6	Blast, Dropped, Limited Shots (6)
Flaming Oil dropper	mm		Dropped, Incendiary, Limited Shots (6)

Chance of hit on 2D6 = 4 + Firer skill + target size

Roll of 2 is a critical hit, roll a dice 1-3 double rolled damage, 4,5 triple rolled damage, 6 quadruple rolled damage. If the chance of a hit falls to less than 2, a roll of 2 hits but does not do critical damage.

<u>Target Options</u> -1 if target is moving 30-50mph -2 if target is moving 60-80mph -3 if target is moving 90+mph	<u>Firer options</u> -1 if firer enclosed in vehicle firing hand weapon -2 if firer is also driving
<u>Targeting vehicle occupants</u> -1 if target "Partially exposed" -2 if target enclosed in vehicle	<u>Weapon options</u> +1 Weapon is Accurate -1 Weapon is Inaccurate
<u>Called Shots</u> -3 targeting a Vital Spot -3 targeting a Tire	

Vehicle Record Sheets

Name		Chassis		
Top Speed	Acceleration	Deceleration	HC	
Size	Seats	Cargo	Armour	
OOOOO/OOOOO/OOOOO/OOOOO/OOOOO Critical Damage on 6 OOOOO/OOOOO/OOOOO/OOOOO/OOOOO Critical Damage on 5,6 OOOOO/OOOOO/OOOOO/OOOOO/OOOOO Crippled - Critical 4,5,6				
CRITICALS: Engine (First, Second), Fuel, Brakes, Driver, Passenger,				
OTHER OPTIONS:				

Name		Chassis		
Top Speed	Acceleration	Deceleration	HC	
Size	Seats	Cargo	Armour	
OOOOO/OOOOO/OOOOO/OOOOO/OOOOO Critical Damage on 6 OOOOO/OOOOO/OOOOO/OOOOO/OOOOO Critical Damage on 5,6 OOOOO/OOOOO/OOOOO/OOOOO/OOOOO Crippled - Critical 4,5,6				
CRITICALS: Engine (First, Second), Fuel, Brakes, Driver, Passenger,				
OTHER OPTIONS:				

Name		Chassis	
Top Speed	Acceleration	Deceleration	HC
Size	Seats	Cargo	Armour
OOOOO/OOOOO/OOOOO/OOOOO/OOOOO Critical Damage on 6 OOOOO/OOOOO/OOOOO/OOOOO/OOOOO Critical Damage on 5,6 OOOOO/OOOOO/OOOOO/OOOOO/OOOOO Crippled - Critical 4,5,6			
CRITICALS: Engine (First, Second), Fuel, Brakes, Driver, Passenger,			
OTHER OPTIONS:			

Name		Chassis	
Top Speed	Acceleration	Deceleration	HC
Size	Seats	Cargo	Armour
OOOOO/OOOOO/OOOOO/OOOOO/OOOOO Critical Damage on 6 OOOOO/OOOOO/OOOOO/OOOOO/OOOOO Critical Damage on 5,6 OOOOO/OOOOO/OOOOO/OOOOO/OOOOO Crippled - Critical 4,5,6			
CRITICALS: Engine (First, Second), Fuel, Brakes, Driver, Passenger,			
OTHER OPTIONS:			