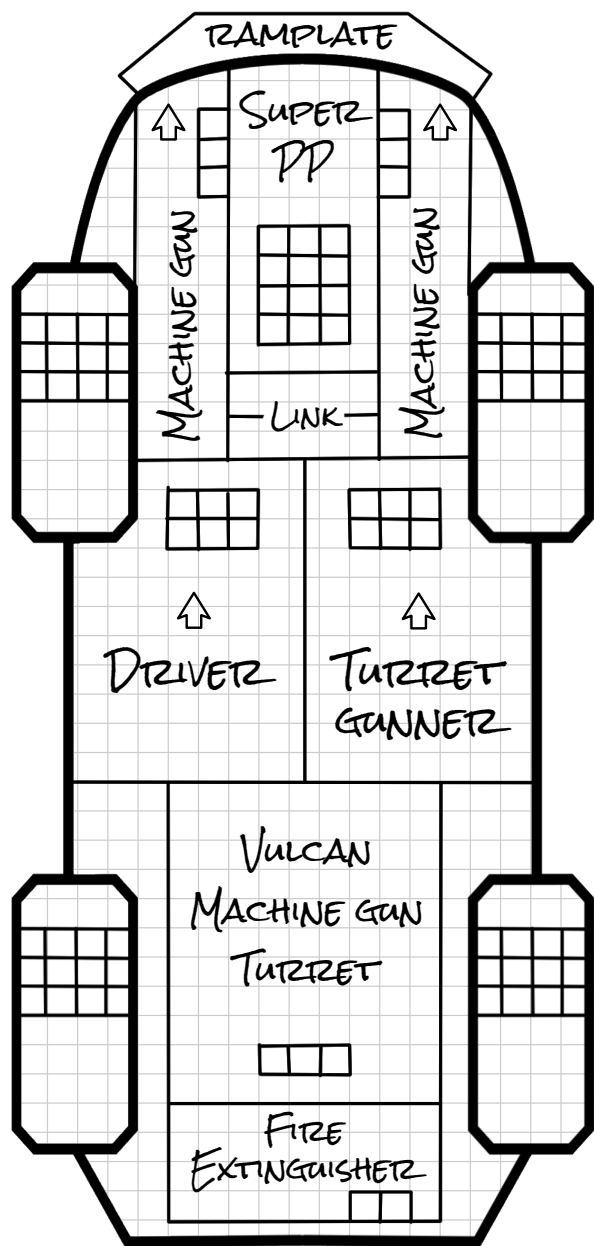


Name **HELLCAT**

Prestige



Front 30

Back 24

Left 24

Right 24

Top 24

Under 24

Frame 24

Body **MUSCLE CAT, NAM BLUE BARRACUDA**

HC 3 ACL 5 TS 102 Drive R Push 6 Shock 5

Cost \$ 19,200 Weight 6,600 Date

Weapons Hit DMG Notes

↑ MACHINE GUN 50% 1D A

2D:

↑ MACHINE GUN 50% 1D A

2D:

T VULCAN MG 60% 2D A

2D:

FIRE EXTINGUISHER - 1D Xs FIRE POINTS

1D:

Power Supply 52

Extras

RAMPLATE REMOVES 1/2 FRONT ARMOR FROM COLLISION
IT ADDS +1 PER DIE IN DAMAGE DONE TO OTHERS.

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.

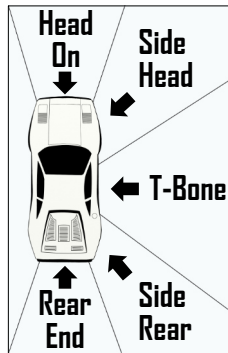
Damage Is Done to Both Sides
Until One Side Gives Way.

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.

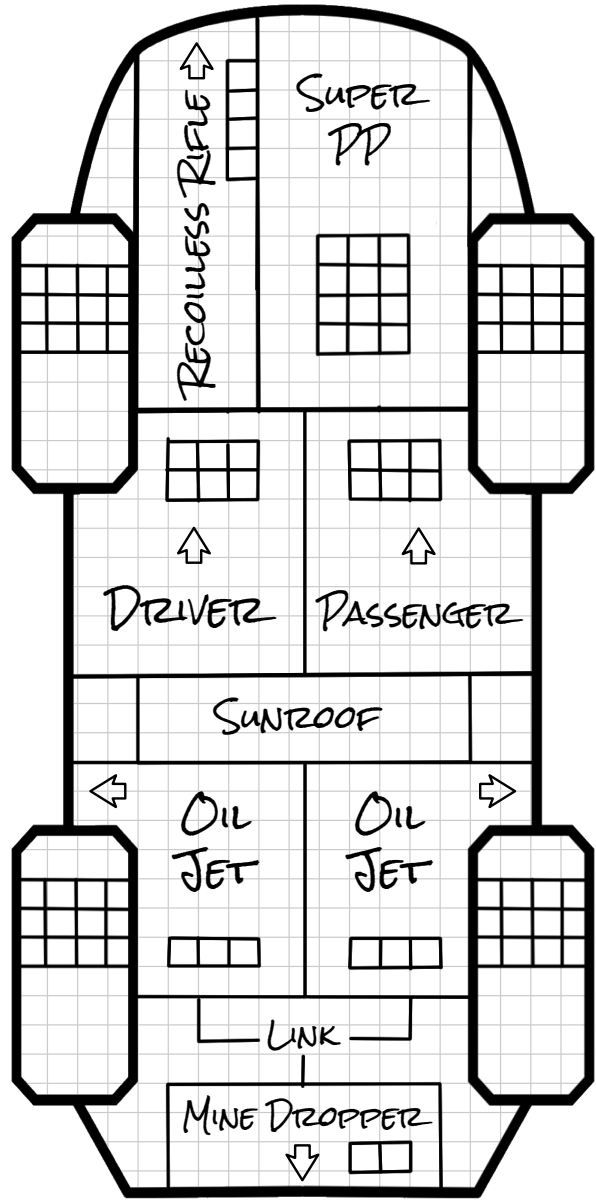
Fire = Any damage die rolling the F#
or better adds 1 fire point to side.

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.

Name OILETZ

Prestige



Front 40
FP

Back 43
FP

Left 40
FP

Right 40
FP

Top 20
FP

Under 20
FP

Frame 24

Body MUSCLE CAR, ORANGE CHEVY NOVA

HC 3 ACL 5 TS 105 Drive R Push 6 Shock 5

Cost \$ 19,970 Weight 6,305 Date

Weapons Hit DMG Notes

↑ RECOILLESS RIFLE 50% 20 B2

10:

⇒ OIL JET - 1 DH

25:

⇐ OIL JET - 1 DH

25:

⇓ MINE DROPPER - 20 UNDER / 10 TIRES

10:

Power Supply 52

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.

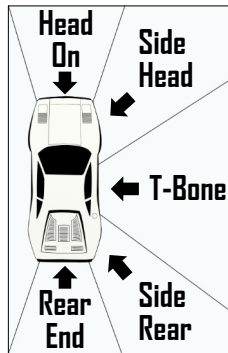
Damage Is Done to Both Sides
Until One Side Gives Way.

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.

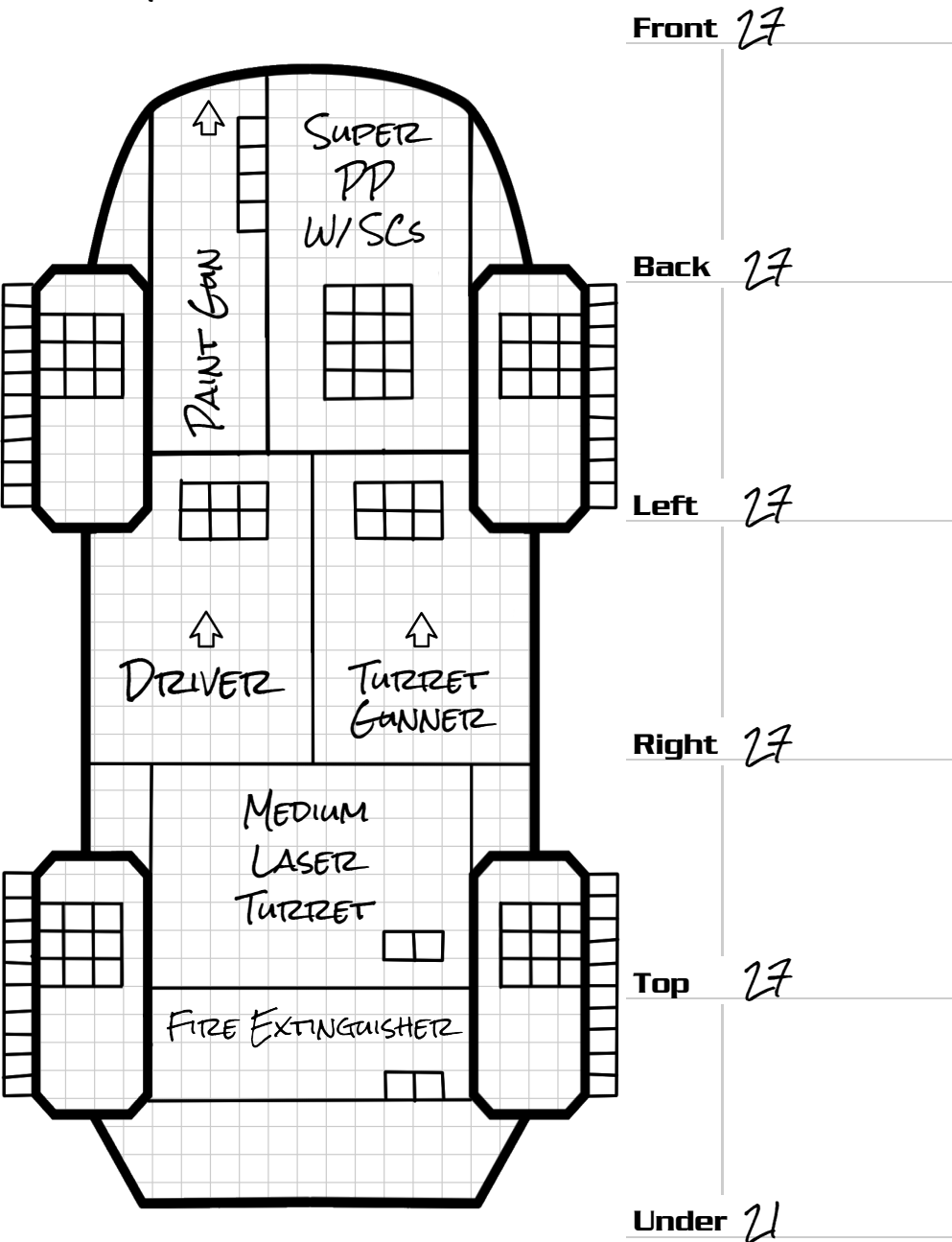
Injured Crew = at less than 3 DP
roll twice and use lesser roll
for all but damage.

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.

Name **PICASSO TRIGGER** Prestige



Frame 22

Body SEDAN, BLACK CHERRY FLAKE BREMEN SEATING
HC 4 ACL 10 TS 121 Drive A Push 6 Shock 4
Cost \$ 19,988 Weight 5,583 Date

Weapons	Hit	DMG	Notes
T MEDIUM LASER	60%	2D	2 PUPS A F6
↑ PAINT GUN	50%	10x-5	A
1D:			
FIRE EXTINGUISHER	-	1D	Xs FIRE POINTS
1D:			

Power Supply 52

Extras LOW PROFILE, TEFLON GRAIN ARMOR

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.

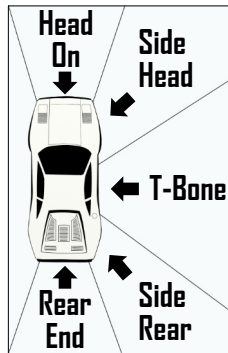
Damage Is Done to Both Sides
Until One Side Gives Way.

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.

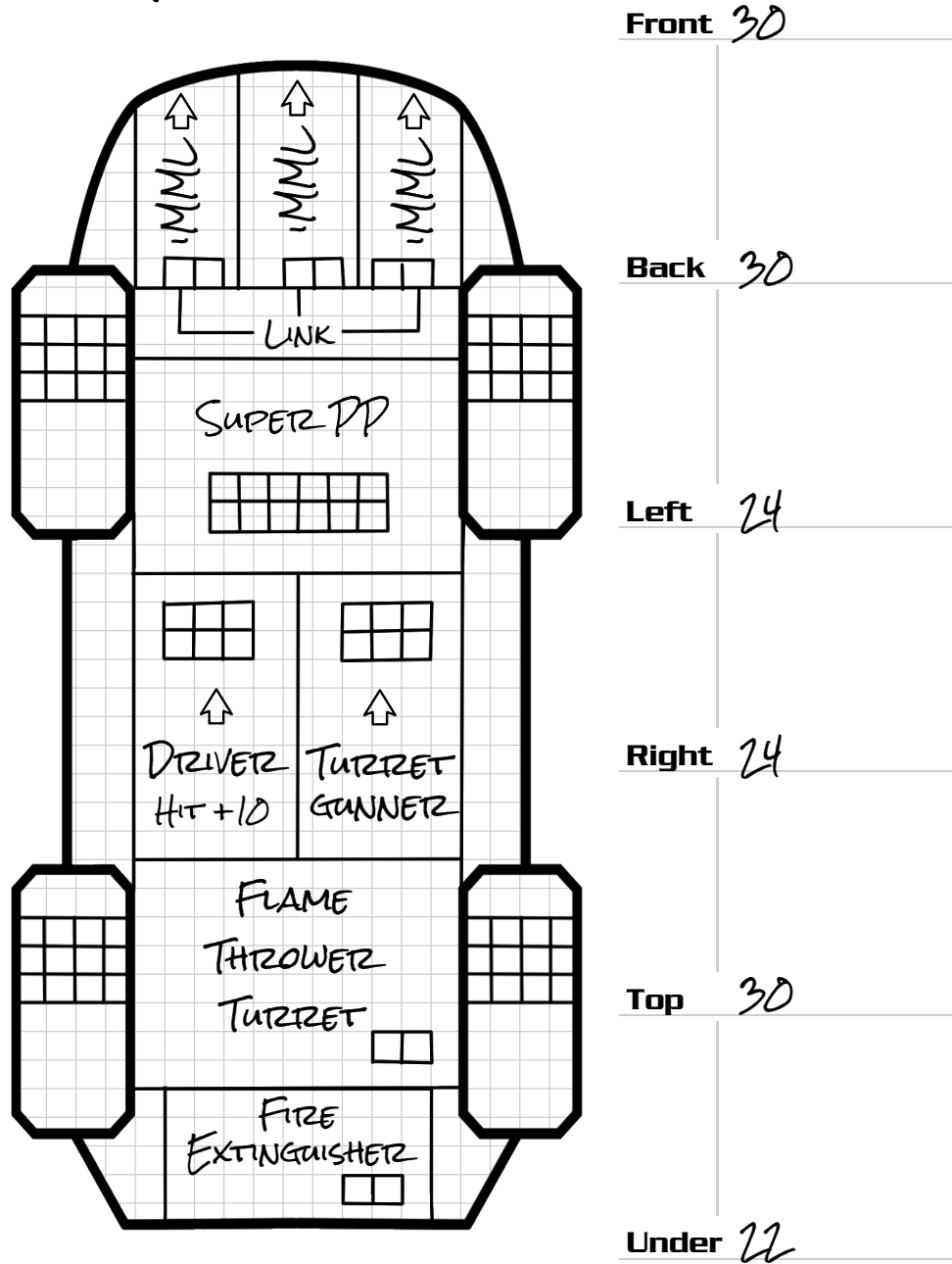
Injured Crew = at less than 3 DP
roll twice and use lesser roll
for all but damage.

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.

Name **HOTSHOT PYRO** Prestige



Frame **24**

Body **MUSCLE CAR, YELLOW STINGRAY WITH FLAMEJOB**
HC 3 ACL 5 TS 101 Drive R Push 6 Shock 5
Cost \$ 18,150 Weight 6,595 Date

Weapons	Hit	DMG	Notes
↑ IMM LAUNCHER	40%	1D	B1 F6
1D:			
↑ IMM LAUNCHER	40%	1D	B1 F6
1D:			
↑ IMM LAUNCHER	40%	1D	B1 F6
1D:			
T FLAMETHROWER	60%	1D	A MS F4
2D:			
FIRE EXTINGUISHER	-	1D	XS FIRE POINTS
1D:			

Power Supply **52**

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.

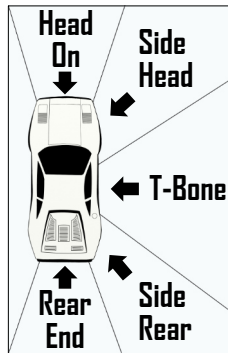
Damage Is Done to Both Sides
Until One Side Gives Way.

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.

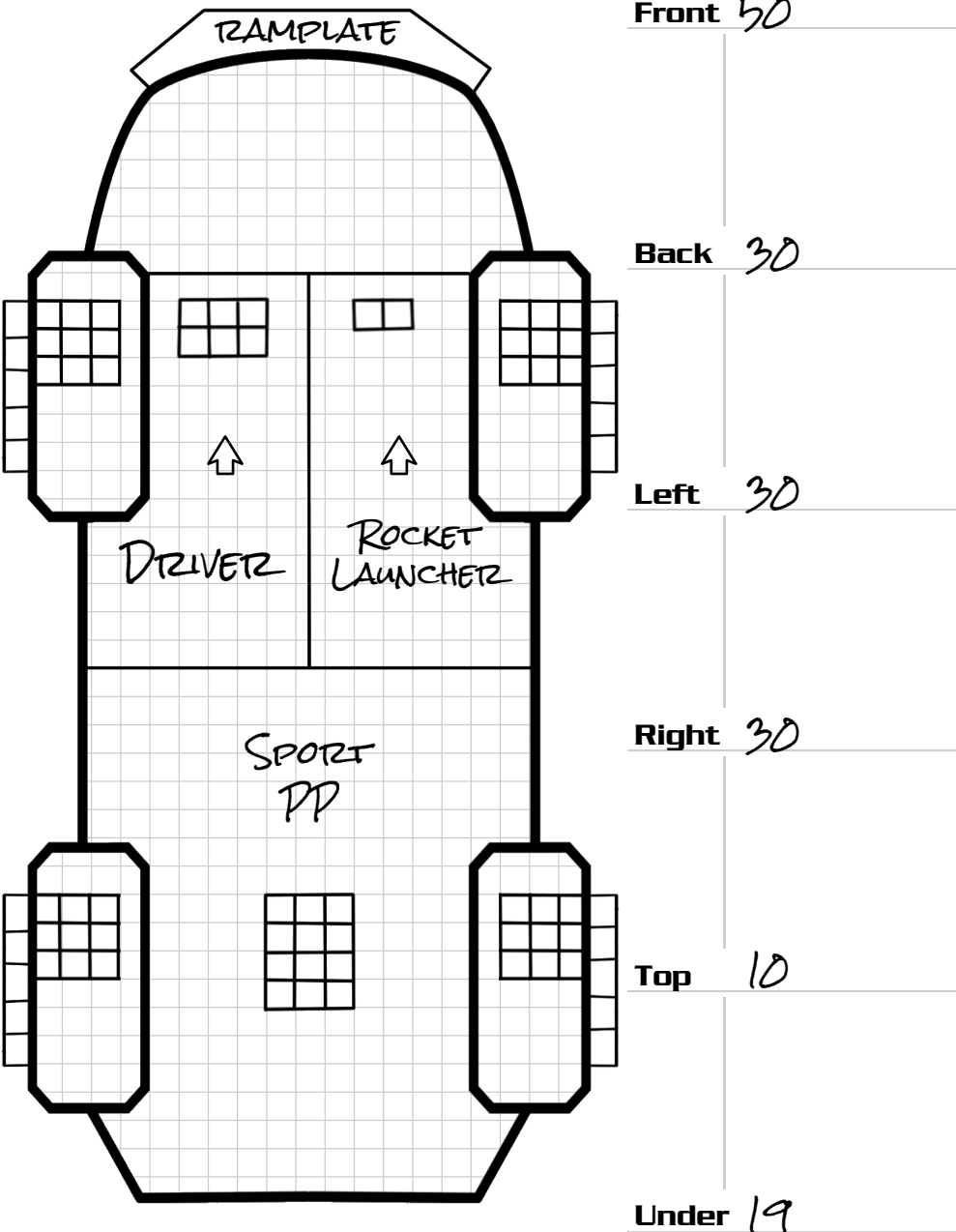
Injured Crew = at less than 3 DP
roll twice and use lesser roll
for all but damage.

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.

Name **DEATH BEETLE** Prestige



Frame 20

Body COMPACT, RED & BLACK VW BUG

HC 2 ACL 15 TS 145 Drive R Push 7 Shock 4

Cost \$ 14647 Weight 4420 Date

Weapons Hit DMG Notes

↑ ROCKET LAUNCHER 50% 20 B2
10:

Power Supply 60

Extras

RAMPLATE REMOVES 1/2 FRONT ARMOR FROM COLLISION
IT ADDS +1 PER DIE IN DAMAGE DONE TO OTHERS.

ROCKET LAUNCHER HAS SWC ADDED TO IT.

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.

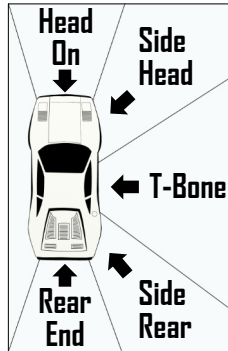
Damage Is Done to Both Sides
Until One Side Gives Way.

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.

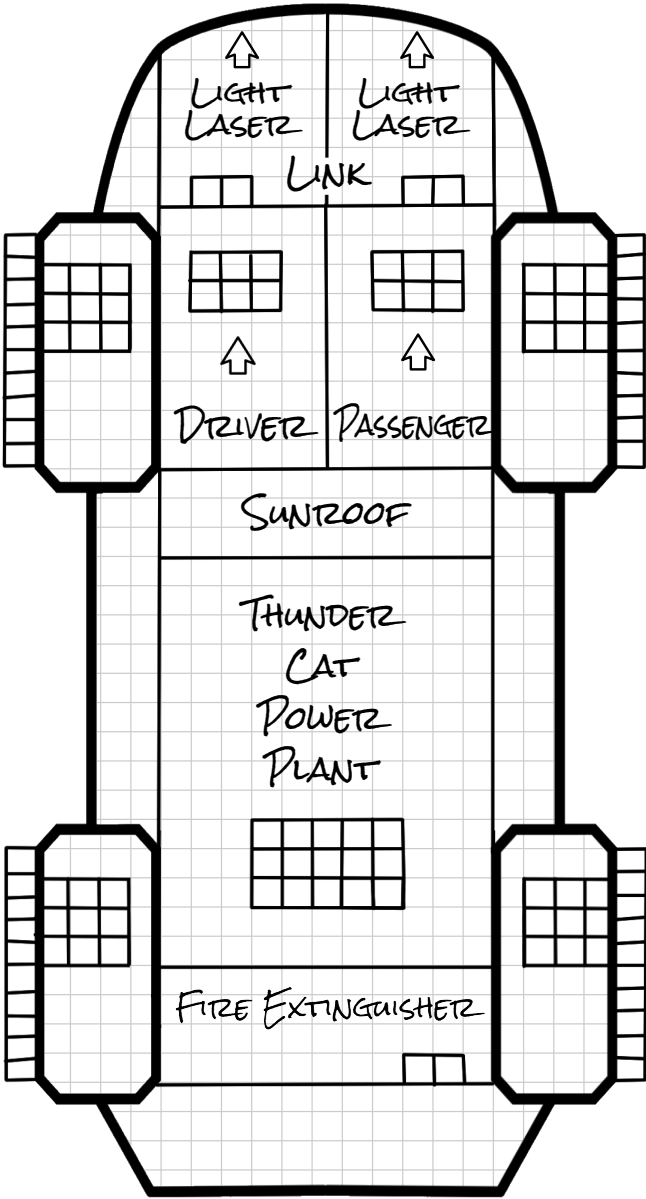
Explosions = Power plants, batteries
and weapons with unspent ammo.
50% explode when DP lost.
80% when destroyed by fire
100% if flammable & destroyed by fire

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

Name COPPERHEAD

Prestige

Front 35



Back 35

Left 26

Right 26

Top 20

Under 20

Frame 27

Body SEDAN, COPPER FLAKE LAMBO DIABLO

HC 5 ACL 15 TS 188 Drive A Push 9 Shock 5

Cost \$ 29,151 Weight 6,116 Date

Weapons	Hit	DMG	Notes
↑ LIGHT LASER	70%	1D	1 PUPS A F6
↑ LIGHT LASER	70%	1D	1 PUPS A F6
FIRE EXTINGUISHER	-	1D	XS FIRE POINTS
1D:			

Power Supply 134

Extras LOW PROFILE, TITANIUM GRAIN ARMOR

LIGHT LASERS ARE LINKED TO A SWC

PR RADIAL TIRES

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.

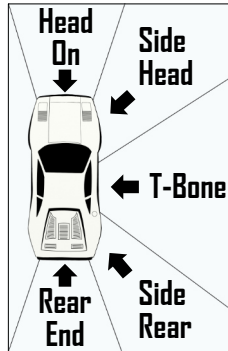
Damage Is Done to Both Sides
Until One Side Gives Way.

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.

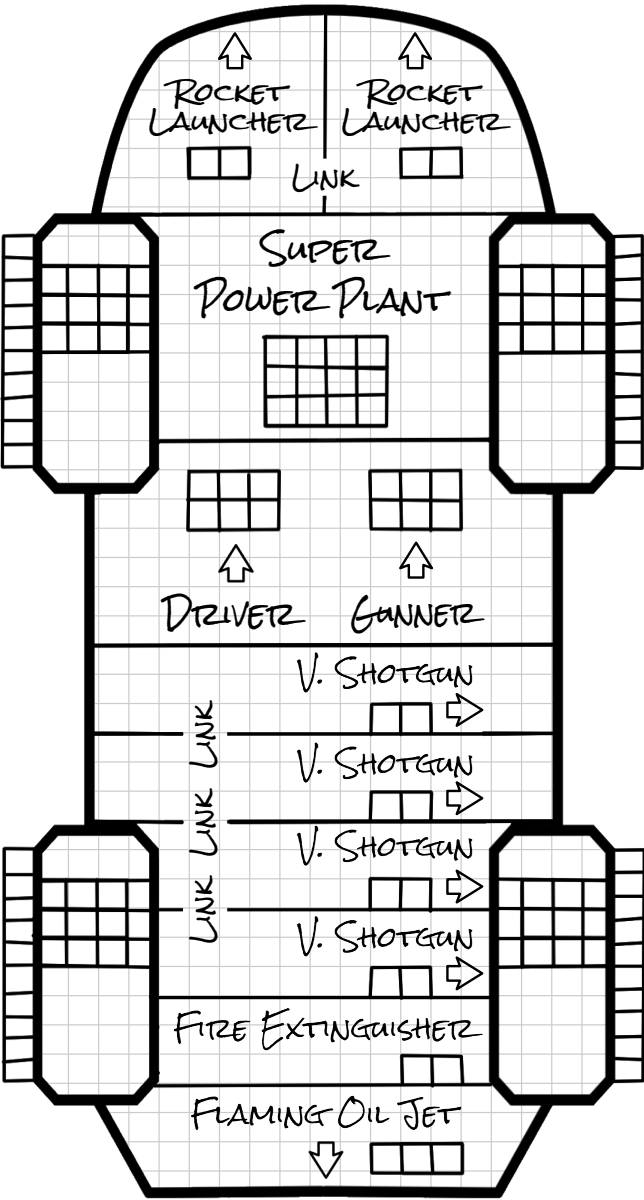
Explosions = Power plants, batteries
and weapons with unspent ammo.
50% explode when DP lost.
80% when destroyed by fire
100% if flammable & destroyed by fire

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

Name DREADNOUGHT

Prestige

Front 44



Back 44

Left 44

Right 44

Top 30

Under 33

Frame 28

Body LUXURY, SAPPHIRE LINCOLN CONTINENTAL MARK V
HC 3 ACL 5 TS 103 Drive R Push 6 Shock 5
Cost \$ 24,995 Weight 6,452 Date

Weapons	Hit	DMG	Notes
↑ ROCKET LAUNCHER	60%	2D	B2 10:
↑ ROCKET LAUNCHER	60%	2D	B2 10:
⇒ V. SHOTGUN	60%	1D	MM 10:
⇒ V. SHOTGUN	60%	1D	MM 10:
⇒ V. SHOTGUN	60%	1D	MM 10:
⇒ V. SHOTGUN	60%	1D	MM 10:
↓ FLAMING OJ	-	1D-2	10H F5
25:			
FIRE EXTINGUISHER	-	1D	X5 FIRE POINTS
10:			

Power Supply 52

Extras ROCKET LAUNCHERS LINKED TO A HI-RES SWC

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.

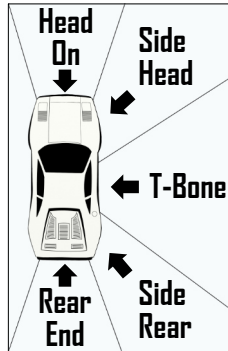
Damage Is Done to Both Sides
Until One Side Gives Way.

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

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Notes

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

Metal Armor = Burst weapons remove
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Injured Crew = at less than 3 DP
roll twice and use lesser roll
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Fire = Any damage die rolling the F#
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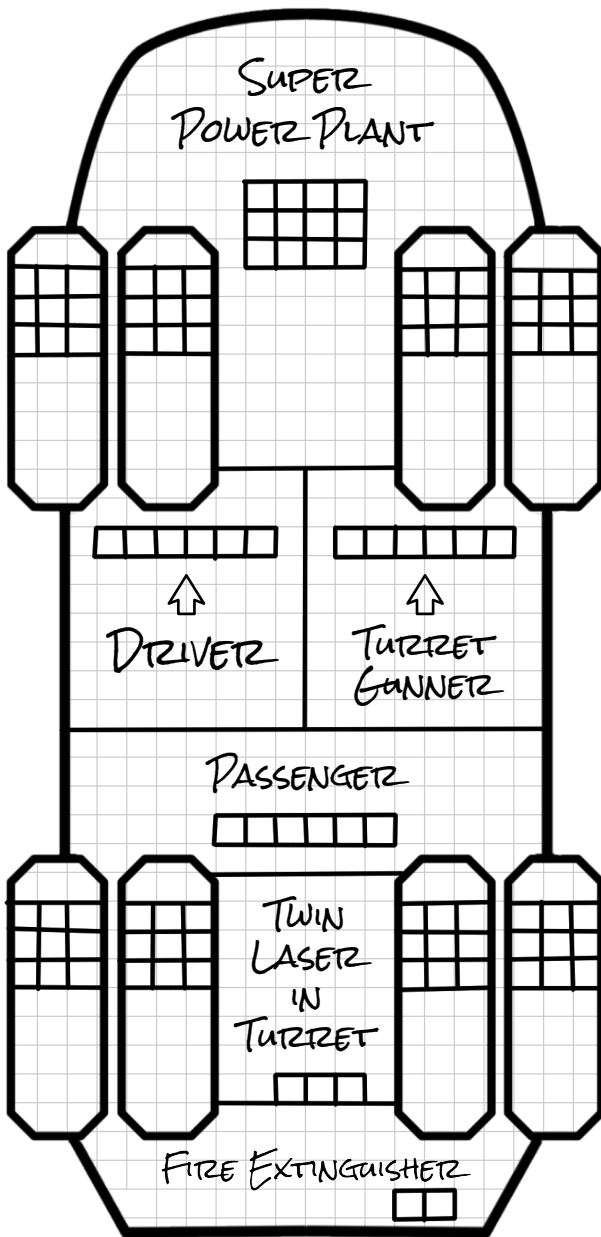
Explosions = Power plants, batteries
and weapons with unspent ammo.
50% explode when DP lost.
80% when destroyed by fire
100% if flammable & destroyed by fire

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

Name ATILA 38

Prestige

Front 32



Frame 30

Back 32

Left 23

Right 32

Top 23

Under 30

Body MUSCLE WAGON, CHAMELEON GREEN CHEM NOMAD

HC 3 ACL 5 TS 101 Drive A Push 6 Shock 7

Cost \$ 25,000 **Weight** 6,600 **Date**

Weapons	Hit	DMG	Notes
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T TWIN LASER 70% 2D+6 3 pups, A, F4

Power Supply 52

Extras

TWIN LASER HAS SWC

Driver Cheat Sheet

Speed

Change Speed before Moving.

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Slide = 1dh, DCL 10, LTD Rear **Skid** = 1dh, DCL 20, MTD Skid per CL

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Collisions

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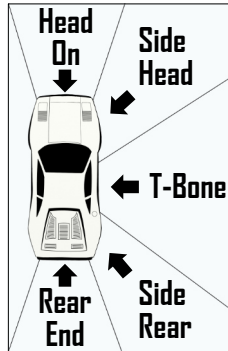
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Does ½ damage.

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

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Trike = -15 / -10

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Cycle + SC = -15 / -10

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Half Cover = -40

Lying Prone = -50

Full Cover = -60

Total Cover = -80

Specific Targets

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Turret, 2 Space = -30

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