

maneuvers

one per phase; D is subtracted from to-hit roll

Bends: D1 per 15°

Drifts: 1/4" D1; 1/2" D3

Swerve: 1/4" + Bend in same phase; D= bend D+1

Skids: bend or swerve then declare skid distance; skid happens on next move

1/4" skid – Adds +D1 to the difficulty of the bend or swerve, –1 to aimed weapons fire, no deceleration, no tire damage

1/2" skid – +D2 difficulty, –3 to aimed weapons fire, –5 mph deceleration, no tire damage

3/4" skid – +D3 difficulty, –6 to aimed weapons fire, –5 mph deceleration, 1 point damage to each tire

1" skid – +D4 difficulty, aimed weapons fire prohibited for the rest of the turn, –10 mph deceleration, 2 points damage to each tire

Deceleration: counts as maneuver if over 10 mph

15 mph: D1 maneuver

20 mph: D2 maneuver

25 mph: D3 maneuver Deceleration of 30 mph: D5 maneuver

35 mph: D7 maneuver, and each tire takes 2 hits of damage