

## Turn Order

All players write down their speed for the turn. Starting with player at the front, each bike moves in turn. Start by declaring:

- Move in inches
- Any ramming / firing / special ability use

Roll d10 on handling chart and add any modifiers. Umpire traces route of bike and counts up hazards. Bike passes them up to the handling score then rolls a failure dice for each subsequent hazard until full distance is reached.

## Bottling

A player may chose to bottle before rolling - the bike's speed will be reduced to half and then the move made as normal at the reduced speed.

## Ramming

Before moving player can choose to ram any bike they will pass during their move. Both roll on Minor Collision table. Attacker deducts 1 from their own roll, in addition to other modifiers. After ramming, if the attacker's modified roll is lower or equal then place them just behind, if it is higher then place them just in front.

## Firing

Before moving player can shoot at any target which falls into their weapon arc and LOS at any point during the move. The shot must be declared before moving. Fixed weapons have a 90° arc. Hand held and swivel mounted weapons can be fired 360°. If pilot fires, add 1 Hazard Point for firing forwards and 2 for firing backwards. Passenger firing is at no penalty, but if passenger rolls a 1 to hit and hazards exceed Handling Score that move, they fall out. Roll d6 – hits on a 6. Target rolls on Minor Collision table.

## Handling Chart

Number given is Handling Score – indicating how many hazards may be negotiated without incident. If the bike passes more hazards then roll a Failure Dice for each one.

+1 for a small bike, -1 for a large one. Apply any Handling Penalty tokens from previous turn.

	Modified d10 Roll																	Mod. To Failure Rolls		
	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13		14	
12	0	0	0	0	0	0	5	13	21	29	37	45	53	61	69	77	85	93	101	-1
24	0	0	0	0	0	0	1	5	9	13	17	21	25	29	33	37	41	45	49	-1
30	0	0	0	0	0	0	1	4	7	10	13	16	20	23	26	29	32	35	39	0
36	0	0	0	0	0	0	0	3	5	8	11	13	16	18	21	24	26	29	32	0
42	0	0	0	0	0	0	0	2	4	6	9	11	13	15	18	20	22	25	27	0
48	0	0	0	0	0	0	0	1	3	5	7	9	11	13	15	17	19	21	23	0
54	0	0	0	0	0	0	0	1	3	4	6	8	10	11	13	15	17	18	20	0
Speed	60	0	0	0	0	0	0	1	2	4	5	7	8	10	12	13	15	16	18	0
	66	0	0	0	0	0	0	0	2	3	5	6	7	9	10	12	13	15	16	0
	72	0	0	0	0	0	0	0	1	3	4	5	7	8	9	11	12	13	15	+1
	78	0	0	0	0	0	0	0	1	2	3	5	6	7	8	10	11	12	13	+1
	84	0	0	0	0	0	0	0	1	2	3	4	5	6	8	9	10	11	12	+1
	96	0	0	0	0	0	0	0	0	1	2	3	4	5	6	7	8	9	10	+2
	108	0	0	0	0	0	0	0	0	1	2	3	4	4	5	6	7	8	9	+2
	120	0	0	0	0	0	0	0	0	1	1	2	3	4	4	5	6	7	8	+3
	132	0	0	0	0	0	0	0	0	0	1	2	2	3	4	5	5	6	7	+3
	144	0	0	0	0	0	0	0	0	0	1	1	2	3	3	4	5	5	6	+4

## Failure Rolls

Once the hazards exceed Handling Score, roll a d6 for each further hazard the bike passes. For multiple point hazards roll multiple dice and apply all effects

1	No Effect
2	Stop
3, 4	-1 Handling Penalty
5, 6	Collision – if rolled in first 5 dice it will be minor, otherwise major

## Minor Collision (d10)

1	Miraculous escape – no penalty
2	Spin – miss next turn turning bike round. Stop moving
3	Erratic power – roll d6 each turn. 1-2 reduce speed by 12", 5-6 increase speed by 12"
4	Pilot stunned – Travel d6 x 12" next turn
5	Accelerator malfunction. Min speed 36" (+12" for subsequent)
6	Broken engine. Max speed 48" (-12" for subsequent)
7	Turned upside down. -3 Handling next turn.
8	Damaged steering. -1 Handling (cumulative)
9, 0	Roll for major collision

## Major Collision (d10)

1	Major steering damage, Permanent -2 Handling (cumulative)
2	Engine malfunction – max speed 12"
3	Accelerator malfunction. Min speed 48" (+12" for subsequent)
4	Power unit destabilised – bike explodes on an unmodified handling roll of 1
5	On fire – roll on minor collision each turn until it goes out on a 1 or 2
6	Throttle feedback loop – accelerate by 12" every turn
7	Passenger killed or re-roll if no passenger
8	Major steering damage – double all hazard points
9	Destroyed
10	Explodes – bikes within 12" roll for minor collision