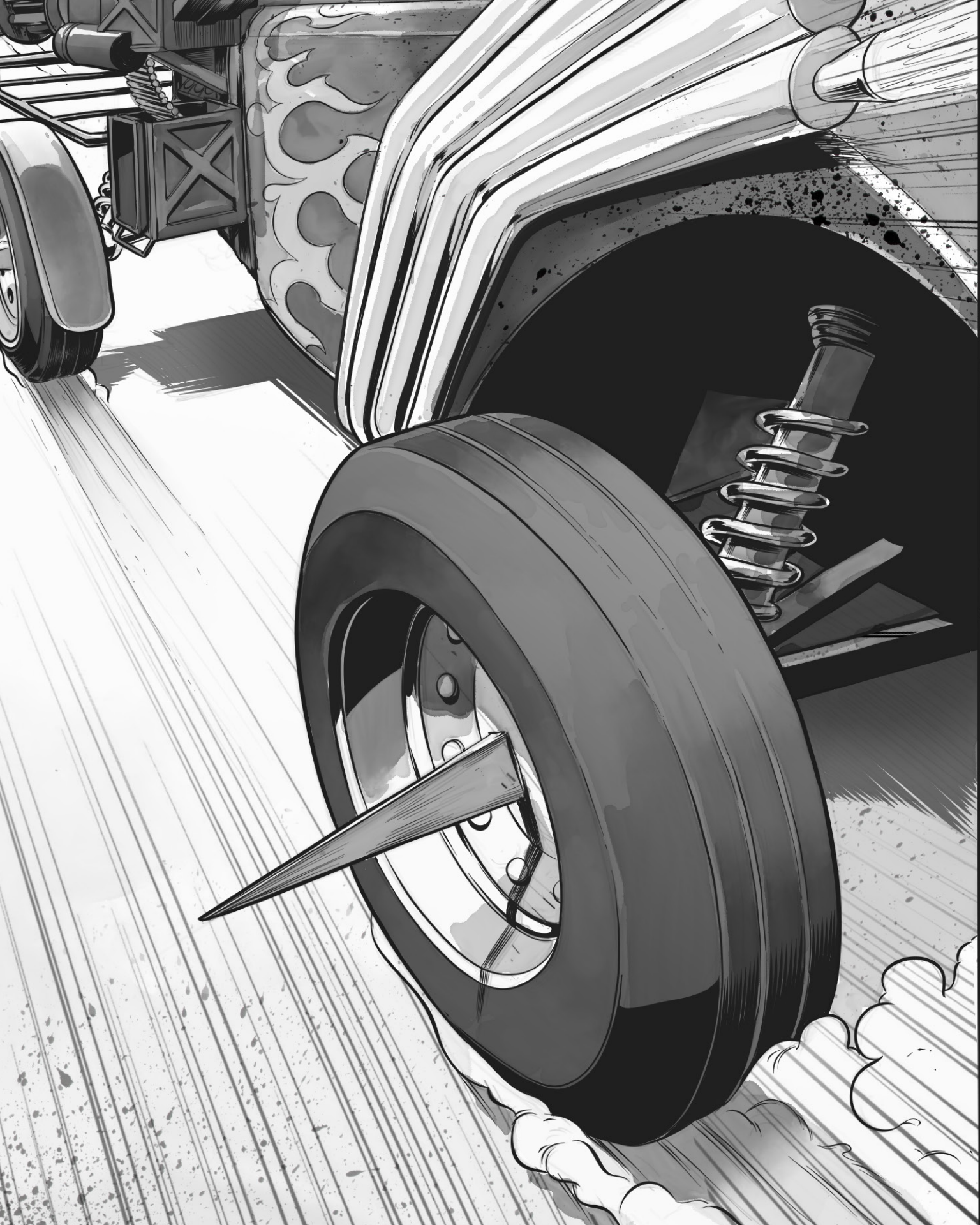# AUTOKILL

VEHICULAR COMBAT IN A BROKEN FUTURE

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CONTENTS

AutoKill is a vehicular combat system using multiple dice and movement templates to create a sand-box style tabletop experience.

Factions can be themed in any way you can imagine within the vast variety of settings. There are gangs, corporations, places and characters within the background for inspiration but the world is wide open to player creativity.

A BROKEN FUTURE

The game is set in a future Earth engaged in multiple dystopian scenarios.

Each continent and the countries within suffer in unimagined ways. HyperCapitalism is the main drive of humanity with the Earth's population at 10 billion and vast swathes of certain countries rendered uninhabitable by industry and conflict.

There are totalitarian country-states in brutal lock-down, scorched nuclear deserts and engine cities dominating bleak horizons. Everyone, without exception, is out for themselves.

New technologies have evolved in the desperate struggle to avert environmental and societal catastrophe. Huge atmospheric scrubbers clean blackened skies while AI controlled road-drones patrol the highways, selecting offenders to meet their quotas.

While combustion engines are still widely used, a plethora of alternative propulsion modes have evolved to cope with the depletion of fossil fuel resources and the constant threat of environmental apocalypse.

Advancements in nano and 3d printing technologies mean fast, vending machine style production is common for most objects including vehicles. It is possible to have an idea for a ride, stroll in to the nearest GigaCity showroom or illicit junk town ReproUnit and drive it away an hour later.

Due to these new forms of production, vehicles in the world of AutoKill draw on design cues from all of automotive history; combining, editing and improving on them. They can be equipped with exotic arsenals of weaponry utilising wildly varying levels of technological advancement, from crude black powder projectiles to lethal energy weapons.
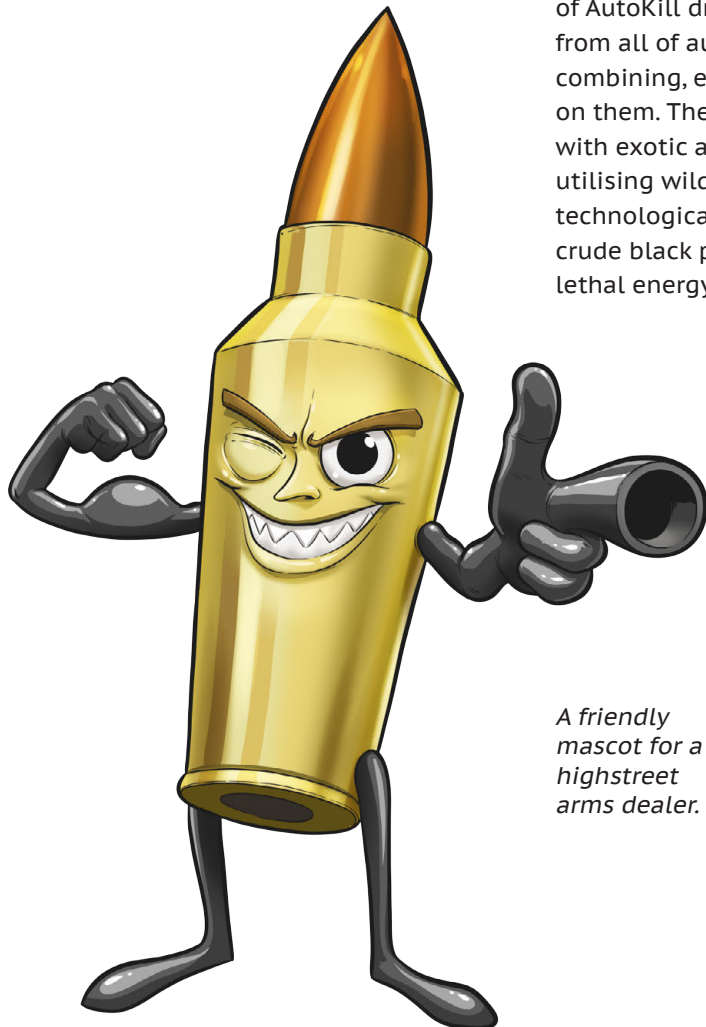
A friendly mascot for a highstreet arms dealer.

Far beyond the glistening showrooms of the GigaCities lie vast wasteland expanses scattered with petro-cannibals, exiled mutants and scavenger bandits. Nomadic groups of devolved savages have been witnessed in the most desolate areas, using salvaged half-car chariots and prehistoric blunt force weaponry to achieve their objectives.

From the dawn of transport to the bleeding edge stylings of the future, in AutoKill no vehicle is out of place.

THE RULES

AutoKill is typically played with 1-3 vehicles per player, although the system can handle (technically infinitely) more. Players run through the **Turn** in pairs, one vehicle each at a time.

To design their vehicles, first players choose from 5 **Vehicle Classes**. Then through the allocation of dice (**D6, D8, D10, D12, D14, D16**) across 6 **Stats**, and using cards from a **Vehicle Upgrade Deck,** they get to finely tune the type of vehicle they wish to play.

A **Driver** and **Crew** can be selected to add even more variety.

Players may **Steer**, **Attack**, **Accelerate/Decelerate** and make other **Special Actions,** all of which are resolved on a simultaneous dice roll.

The simultaneity of rolling and the back and forth **Turn** sequence keeps both players engaged with the game and focussed on the action at all times.

A basic **Turn** should go like this:

Both players within a pair nominate an **Active Vehicle**.

Both players set 0-3 **Actions..**

Both players roll dice in to **Dice Tray.**

Determine **Initiative.**

Player 1 resolves **Steer Actions**, lays out **Movement Templates.**

Player 2 resolves **Steer Actions**, lays out **Movement Templates.**

Player 1 resolves **Attack Actions.**

Player 2 resolves **Attack Actions.**

Player 1 resolves any **Collisions.**

Player 2 resolves any **Collisions.**

Player 1 moves vehicle to **Final Position.**

Player 2 moves vehicle to **Final Position.**

Player 1 resolves **Special Actions.**

Player 2 resolves **Special Actions.**

Both players resolve **Vehicle Effects.**

Both players resolve **Speed Change Actions.**

Both players record **Damage.**

Repeat until every vehicle of both players has been **Activated.**
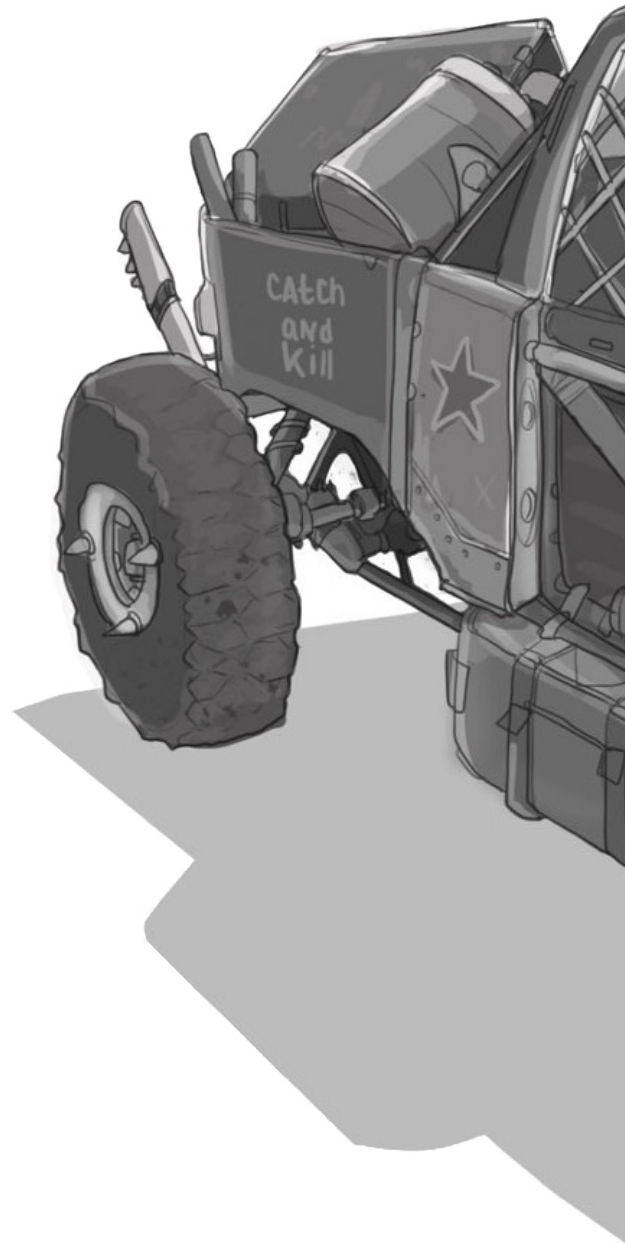
OVERVIEW

Any page that carries a full-width **Advanced Rules** watermark can be omitted without affecting the rest of the rules.
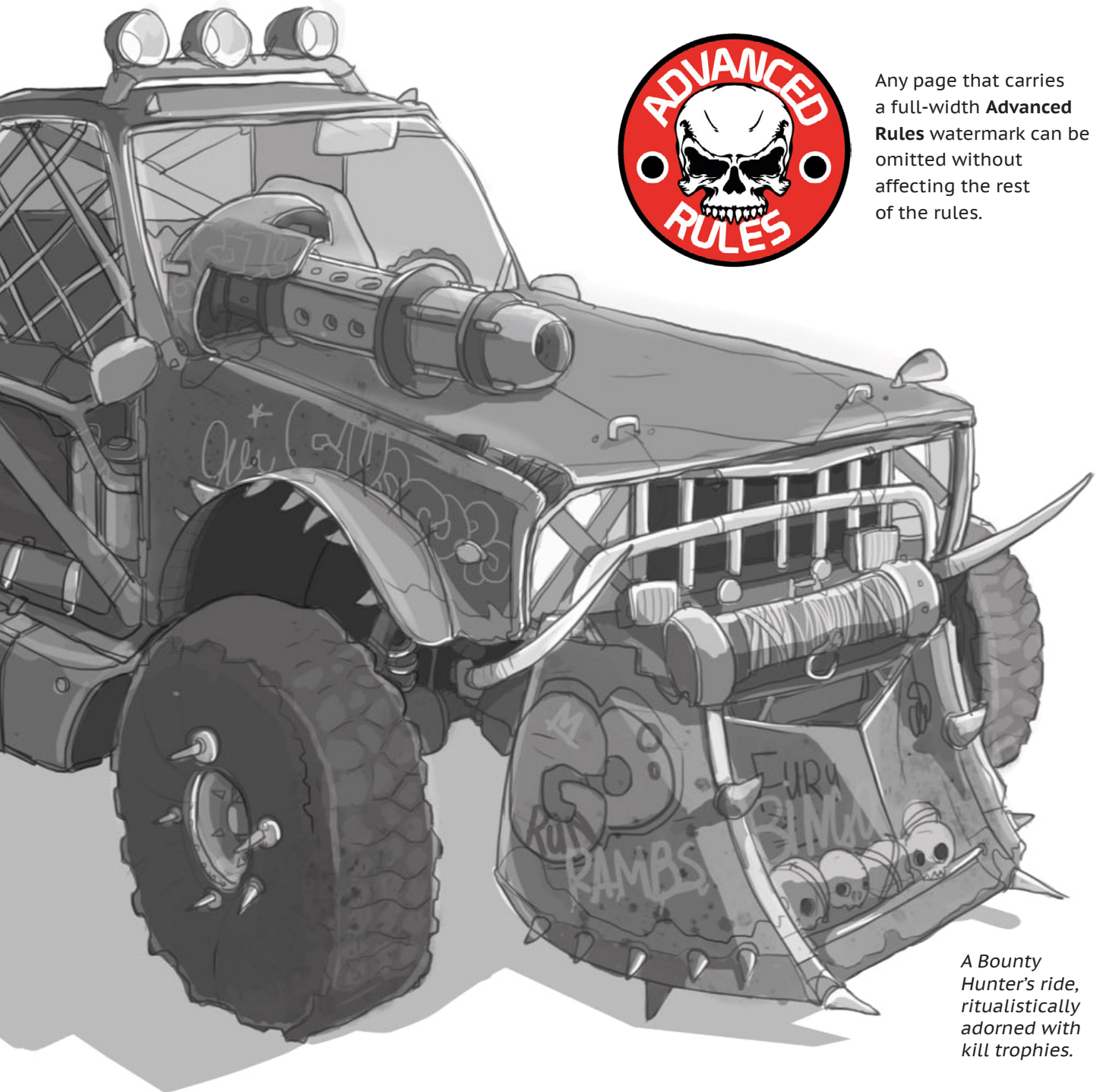
A Bounty Hunter's ride, ritualistically adorned with kill trophies.

DASHBOARD
Anatomy

Each vehicle in play has a **Dashboard**. It shows which **Stat Dice** is allocated to which **Stat Slot**.

It tracks the **Current Speed**, **Top Speed** and **Safe Speed** of the vehicle, as well as **Damage,** and any ongoing **Vehicle Effects**.

Stat Slots for **Control**, **Attack**, **Defence**, **Accelerate**, and **Decelerate**.

Hit Point Tokens.

Damage Threshold.

Damage Limit Tokens.

Damage Track

Vehicle Effect Slots.

Vehicle Effect Tokens.

Threshold

Ctrl

Att

Def

Acc

Dec

0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16

80 100
60 120
40 140
20 160
0
Power

Dice **Maximum**

Bonus Modifier

D6 +3   D8 +4   D10 +5   D12 +6   D14 +7   D16 +8

Stat Tokens.

Damage Modifier.

Current Speed Tracker.

Stat Slot for **Power.**

Speed Dial.

SAFE

TOP

Safe and **Top Speed Trackers.**
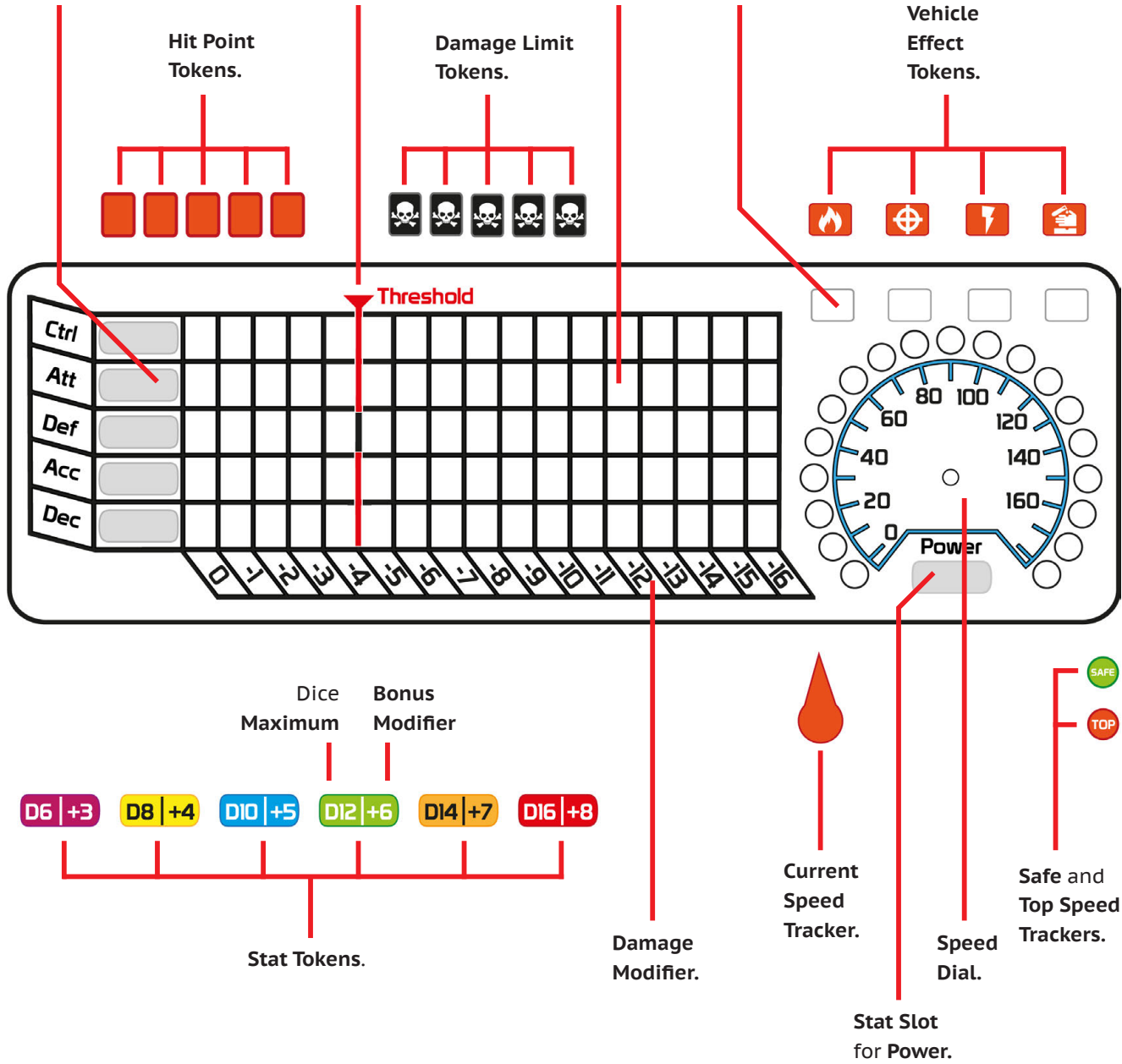
VEHICLE DESIGN
Dash Setup

Each **Stat Token** corresponds to a **Stat Dice** of the same colour.

The higher the **Maximum** value on the **Stat Dice**, the better the **Stat** will perform in game.

| D6 +3 | D8 +4 | D10 +5 | D12 +6 | D14 +7 | D16 +8 |

| 6 | 8 | 10 | 12 | 14 | 16 |

Stat Tokens are assigned to **Stat Slots.**

Hit Point Tokens are placed at the start of the **Damage Track,** on square 0.

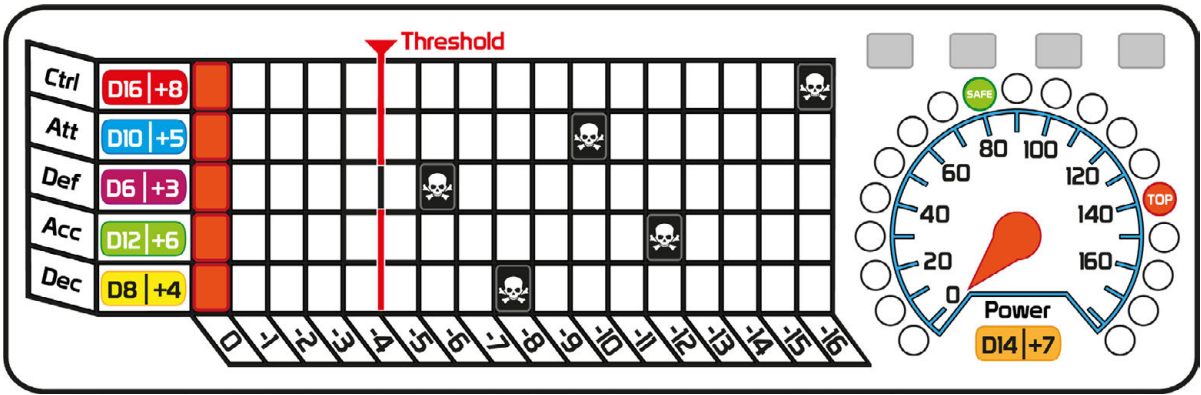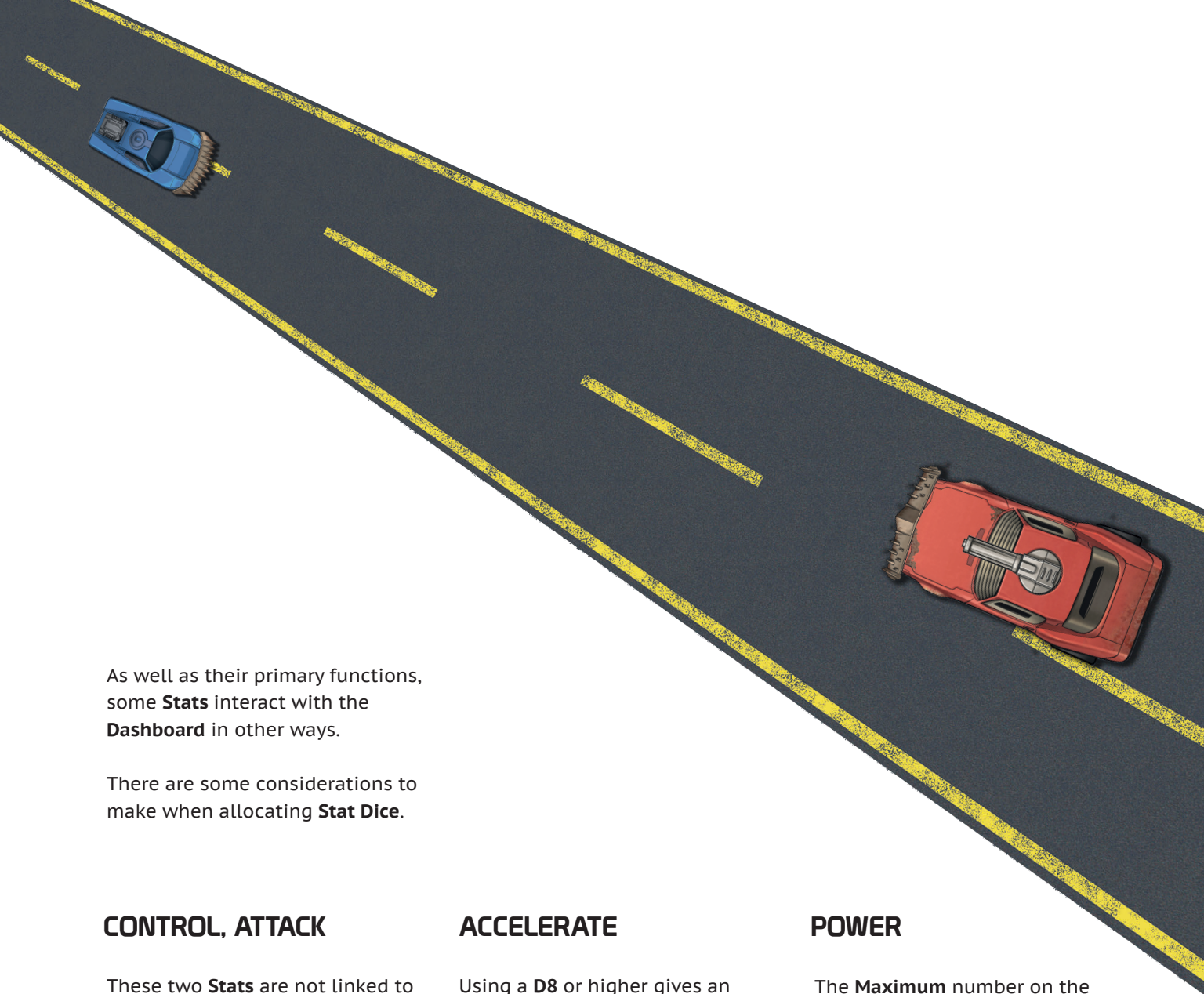**Damage Limit Tokens** are placed on **Damage Track** square that is equivalent in negative value to the **Maximum** value on the corresponding **Stat Token.**

The **Current Speed Tracker** is placed on the **Speed Dial,** set to 0MPH.

Below is an example **Dashboard** setup.

As well as their primary functions, some **Stats** interact with the **Dashboard** in other ways.

There are some considerations to make when allocating **Stat Dice**.

CONTROL, ATTACK

These two **Stats** are not linked to any other aspect of the **Dashboard**.

DEFENCE

This **Stat** takes the majority of **Damage** first. It protects other **Stats** until reaching its **Damage Limit.**

Damage to **Defence Stat** does not affect **Damage Threshold.**

ACCELERATE

Using a **D8** or higher gives an advantage at certain **Speeds**.

DECELERATE

The **Maximum** number on the **Stat Dice** is translated in to 10MPH increments, the result is the vehicle's **Safe Speed**.

The **Safe Speed Tracker** is placed in the relevant slot on the **Speed Dial**.

POWER

The **Maximum** number on the **Stat Dice** is translated in to 10MPH increments, the result is the vehicle's **Top Speed**.

The **Top Speed Tracker** is placed in the relevant slot on the **Speed Dial**.
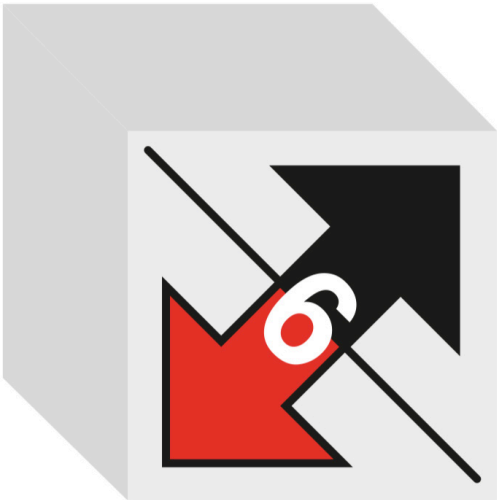
HAZARD DICE

The **Hazard Dice** can be used as a randomiser for:

- Number of **Hit Points** incurred
- **Damage** location
- Distance
- **Facing**
- Direction

It is a six sided dice, numbered as standard, that also includes a double ended, two colour direction arrow, bisected across the middle on each face.

Whenever it is referred to, it is <u>always</u> a players own **Hazard Dice** that is read. Even if **Damage** is caused to multiple vehicles belonging to different players, each player reads their own **Hazard Dice**.

If a player has not rolled a **Hazard Dice** this **Activation**, refer to the highest **HD** in play.

TERMINOLOGY

HD	**Hazard Dice.**
HD2	Use the **Hazard Dice** as a **D2**, 1-3 is 1, 4-6 is 2.
HD3	Use the **Hazard Dice** as a **D3**, 1-2 is 1, 3-4 is 2, 5-6 is 3.
HD"	The face value of the **Hazard Dice** in inches.
HDHP	The face value of the **Hazard Dice** in **Hit Points.**
HD Facing	Rotate the vehicle about its central axis to face in the direction of the red arrow.
Forward HD Facing	Rotate the vehicle about its central axis to face in the direction of the arrow in its 180° front arc, if this can't be determined, face in the direction of the red arrow.
HD Direction	The direction the red arrow is pointing.
HD Stat	The **Stat Dice** closest to the **Hazard Dice** in the **Dice Tray.** If **Stat Dice** are equidistant from **Hazard Dice,** or two dice are touching the **Hazard Dice,** choose the **Stat Dice** with the highest **Maximum.**
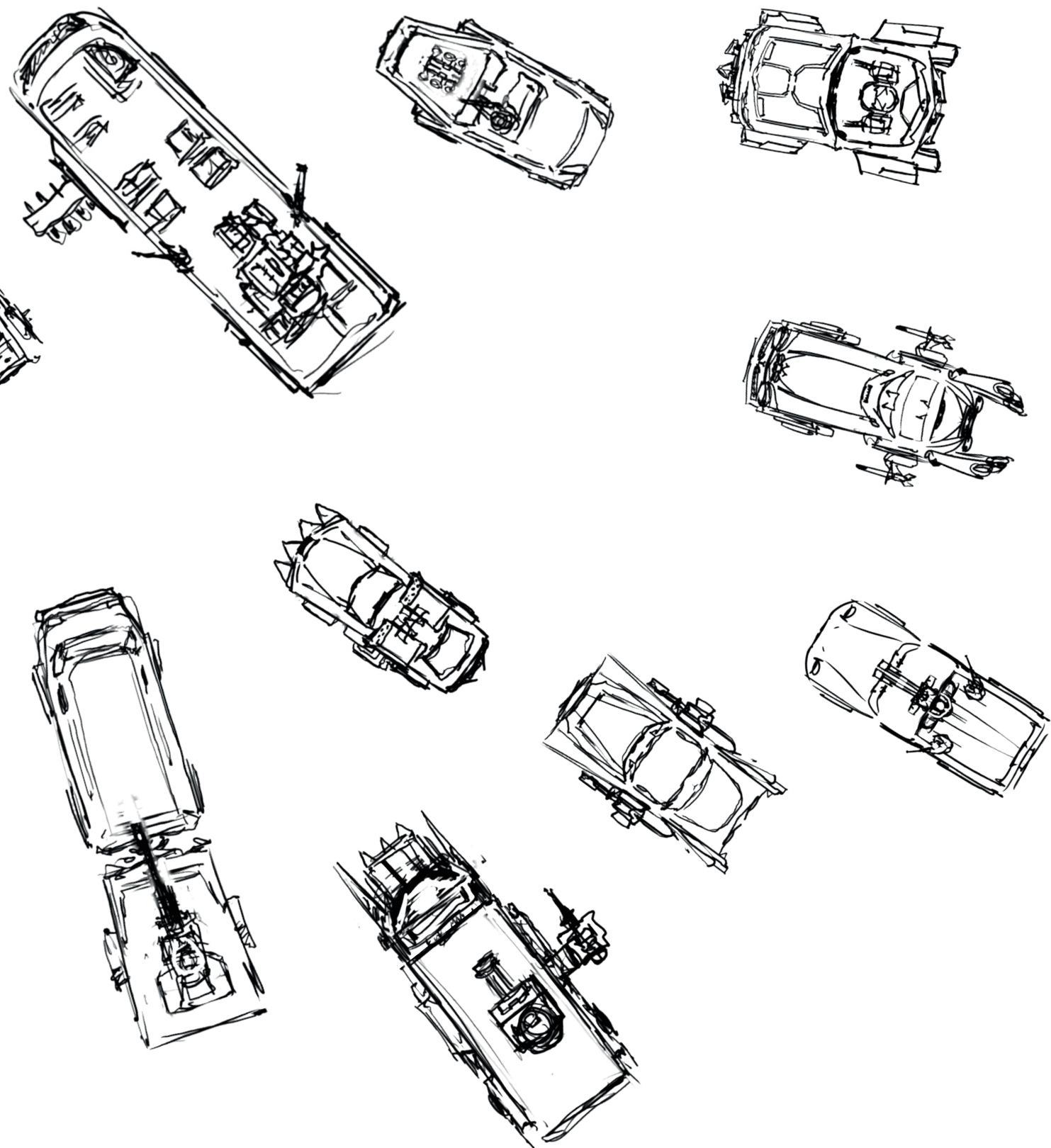
VEHICLE DESIGN
Vehicle Class

In AutoKill, most conceivable vehicles can be represented on the table top.

In addition to assigning **Stat Dice** to **Stat Slots**, vehicles are designated a **Class**, meaning the entire corresponding row in the table below applies to that vehicle.

Alternatively, if all players agree, certain aspects can be adjusted separately.

Class 3 vehicles, highlighted yellow, are standard car sized vehicles, it is recommended to learn the game using **Class 3** vehicles, as there are no extra modifiers in this **Class**.

The **Crew Limit**, **Cost, Size, Targeting Modifier** and **Steer Template Limitations** are linked and always correspond directly.

The **Toughness** and **Weight** aspects however, can be assigned freely to represent unusual builds (a particularly heavily armoured tank-motorcycle or a massive land ship made of canvass and fibreglass).

If the vehicle is longer than the 5-6" of **Class 5**, it will be very unwieldy on the tabletop unless it is articulated, like a big rig for example.

In the case of rigs with trailers, use the **Class** for the rig, discounting the trailer length. Remove the trailer at the start of the **Activation** and reattach it after movement, following the shortest path between the connector on the trailer and the connector on the rig.

Class examples (*right*) are by no means exhaustive and act as a guide only.

Big rig cabs. Large armoured transports. Tanks. Buses. Coaches.

Large pick-ups. Small flat-bed trucks. Large vans. RVs. Small buses. Some articulated truck cabs. Armoured cars. Small tanks. Monster trucks.

Average car sized vehicles. Some articulated truck cabs. Small armoured cars.

Dunebuggies. "Smart" style cars. Chariots. Milkfloats. Anything between a motorcycle and a car.

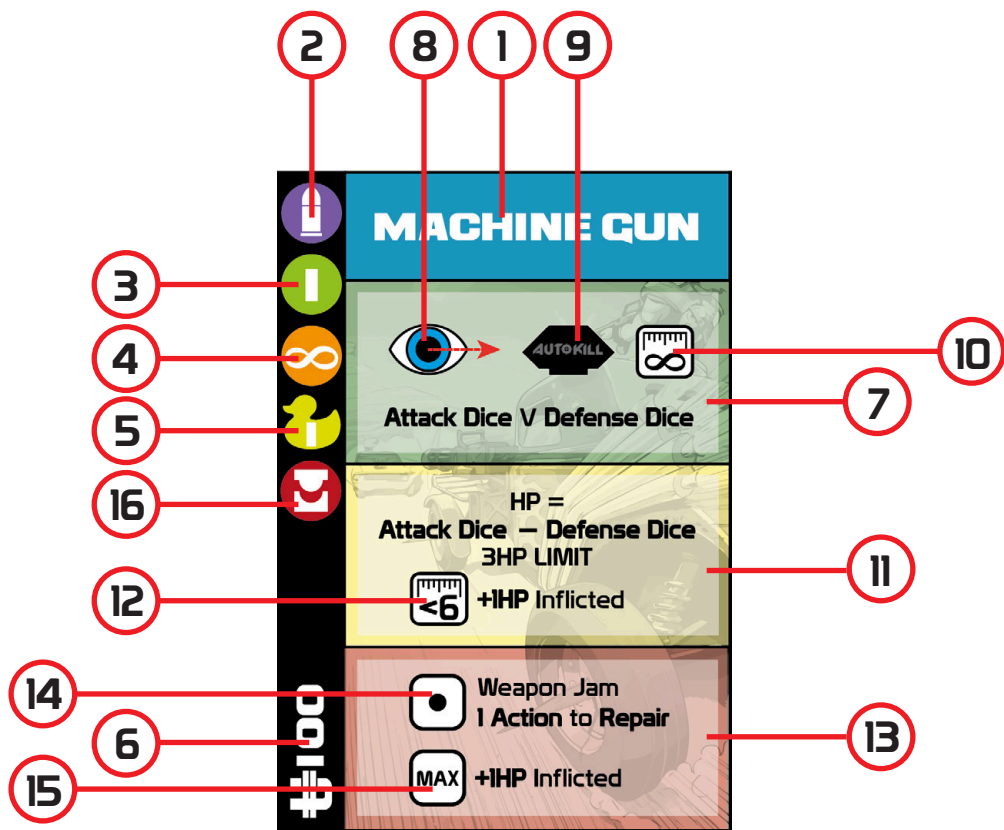Motorcycles +/- Sidecar. Bicycles. Scooters. Horses. Quadbikes. GoKarts.

CLASS	CREW LIMIT	COST IN ₦	SIZE	TARGETING MODIFIER	STEER TEMPLATE LIMITATIONS	TOUGHNESS	WEIGHT (WEIGHT DIFFERENCE AFFECTS COLLISIONS, SEE COLLISION SECTION)
5	5	500	MASSIVE 5-6" LONG 5 HARD POINTS	+2 TO OPPOSING PLAYER'S ATTACK DICE	VERY EASY & EASY STEERS ONLY	PRACTICALLY INDESTRUCTIBLE 4 STATS OVER DAMAGE THRESHOLD TO DESTROY (EXCLUDING DEFENCE)	SUPER HEAVY -2 ACCELERATE -2 DECELERATE
4	4	400	LARGE 4-5" LONG 4 HARD POINTS	+1 TO OPPOSING PLAYER'S ATTACK DICE	VERY EASY, EASY & MODERATE STEERS ONLY	STRONG 3 STATS OVER DAMAGE THRESHOLD TO DESTROY (EXCLUDING DEFENCE)	HEAVY -1 ACCELERATE -1 DECELERATE
3	3	300	MEDIUM 3-4" LONG 3 HARD POINTS	0		MEDIUM 2 STATS OVER DAMAGE THRESHOLD TO DESTROY (EXCLUDING DEFENCE)	
2	2	200	SMALL 2-3" LONG 2 HARD POINTS	-1 TO OPPOSING PLAYER'S ATTACK DICE		WEAK 1 STAT OVER DAMAGE THRESHOLD TO DESTROY (EXCLUDING DEFENCE)	LIGHT +1 ACCELERATE +1 DECELERATE
1	1	100	MICRO 1-2" LONG 1 HARD POINT	-2 TO OPPOSING PLAYER'S ATTACK DICE		FRAGILE FULLY DEPLETED DEFENCE +1HP TO DESTROY	ULTRA LIGHT +2ACCELERATE +2 DECELERATE

UPGRADE DECK
Anatomy

After a vehicle has been assigned its **Stats** and **Class**, it may be further adapted using cards from a **Vehicle Upgrade Deck**. These range from passive and ranged weaponry, to boosted **Defence**, to a multitude of items and gadgets that affect all manner of outcomes during gameplay.

Bonuses on the cards stack, so by targeting stationary vehicles **(Sitting Ducks)** within the **Close Range Bonus** distance, then rolling a **Maximum**, players can really pile on the damage in a single **Attack**.

MACHINE GUN

AUTOKILL

Attack Dice V Defense Dice

HP =
Attack Dice — Defense Dice
3HP LIMIT
<6 +1HP Inflicted

Weapon Jam
1 Action to Repair
MAX +1HP Inflicted

1 **Upgrade** name

2 **Upgrade** type

3 Number of **Actions** required to use

4 Number of uses

5 Bonus to **Attack** when target is stationary

6 **Upgrade** cost in **UniCreds**

7 **Conditions for Success Panel**

8 **Line of Sight**

9 **Fire Arc**

10 **Range**

11 **Effect Panel**

12 **Close Range** distance

13 **Critical Success, Catastrophic Failure,** and additional information panel

14 **Catastrophic Failure**

15 **Critical Success**

16 Required in order to function

UPGRADE DECK
Symbols

UPGRADE TYPE

- Defence Item
- Attack Item
- Speed Item
- Control Item
- Repair Item
- Hard Point
- Percussive Weapon
- Spike/Puncture Weapon
- Powered Blade Weapon

- Control Loss Weapon
- Gaseous Weapon/Effect
- Solid Round Weapon
- Flame Weapon
- Rocket Weapon
- Energy Weapon
- Corrosive Weapon
- Explosive Weapon
- Laser Weapon

NUMBER OF ACTIONS

The number of **Actions** required to use an item is displayed in a green circle.

The top example requires 1 **Action** to use.

The middle example shows that an item can be utilised in 2 ways, either as a passive effect requiring no **Actions**, or as 1 **Action**.

The bottom example shows that you need to use 2 **Actions** in total to use the item, but that they can be spread over different **Activations**.

NUMBER OF USES

The base number of uses each item has is displayed in an orange circle. Some items have infinite usage (top example). Others have a set amount of uses with the option of buying more.

The cost of more ammo is displayed just above the item cost at the bottom left of the card.

SITTING DUCK

When a vehicle is stationary, it is a **Sitting Duck.** Vehicles **Attacking** a **Sitting Duck** gain a bonus. A white numerical value, as in the top example, adds that amount to **Attack** rolls. Sometimes, the bonus may also negate a targeting **Action**, as in the example underneath.

REQUIRED TO FUNCTION

Some items are specifically designed to improve or enhance other items. If another type of item is required for something to function, it is displayed in a red circle. **Hard Points** are a common example. If more than one **Hard Point** is required, a black numerical value may appear inside the **Hard Point** symbol.
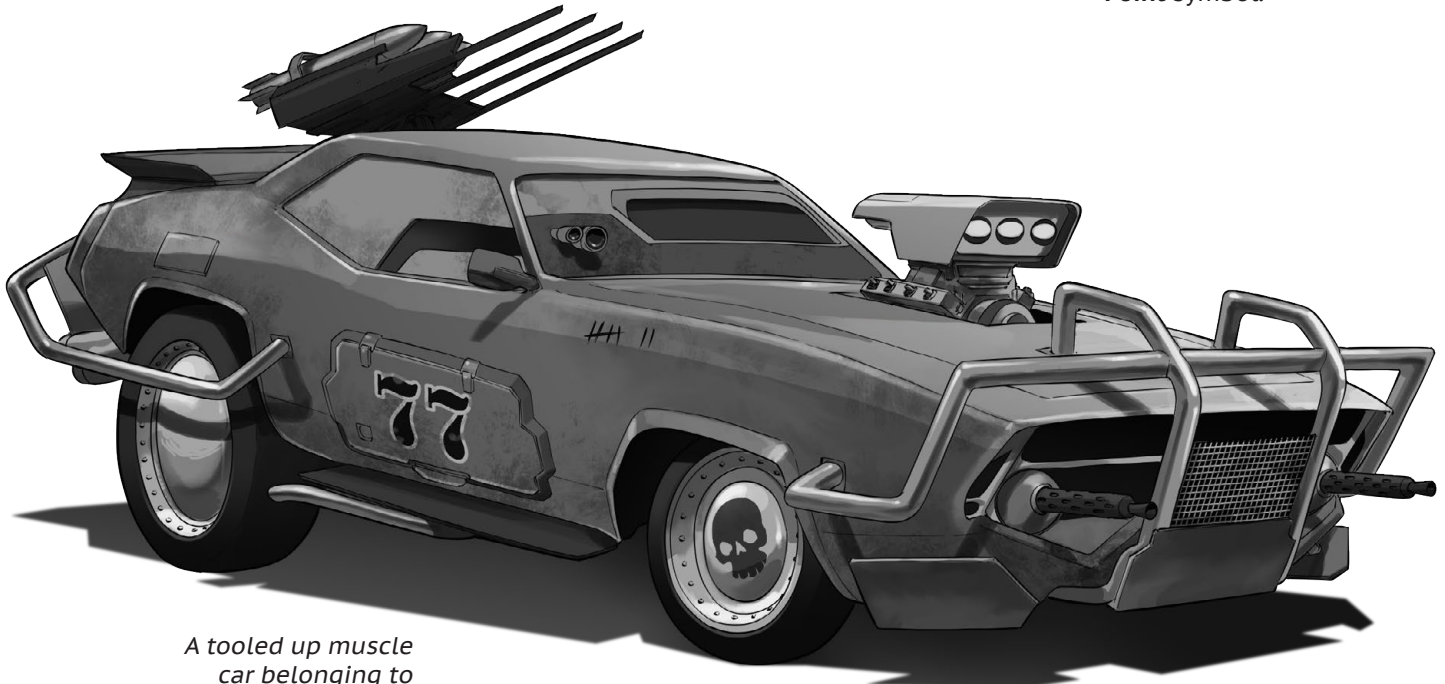
A tooled up muscle car belonging to AutoKill Arena ace Sven Svenesson

CREW

DRIVER

Each vehicle _must_ have at least one **Crew** member. If a vehicle only has one **Crew** member, they act as the vehicle's **Driver**.

The **Driver** carries out all **Actions** unless there are other **Crew** present.

CREW

A **Crew** member may fulfil multiple and changing roles within a vehicle (and potentially other vehicles).

All **Driving Actions** (**Steer, Accelerate** and **Decelerate**) _must_ be carried out by the **Driver**.

Attack and **Special Actions** that don't relate to driving can be carried out by any of the other **Crew**.

To use a **Crew** member's modifiers or special rules, the relevant **Crew** _must_ be allocated to the **Action** before dice are rolled, otherwise it is assumed the **Driver** carried out the **Action**.

PSYCHO

CONTROL	--
ATTACK	+1
DEFENCE	--
ACCELERATE	+2
DECELERATE	-1

SPECIAL RULES
+2 Attack when at Unsafe Speed

₵150
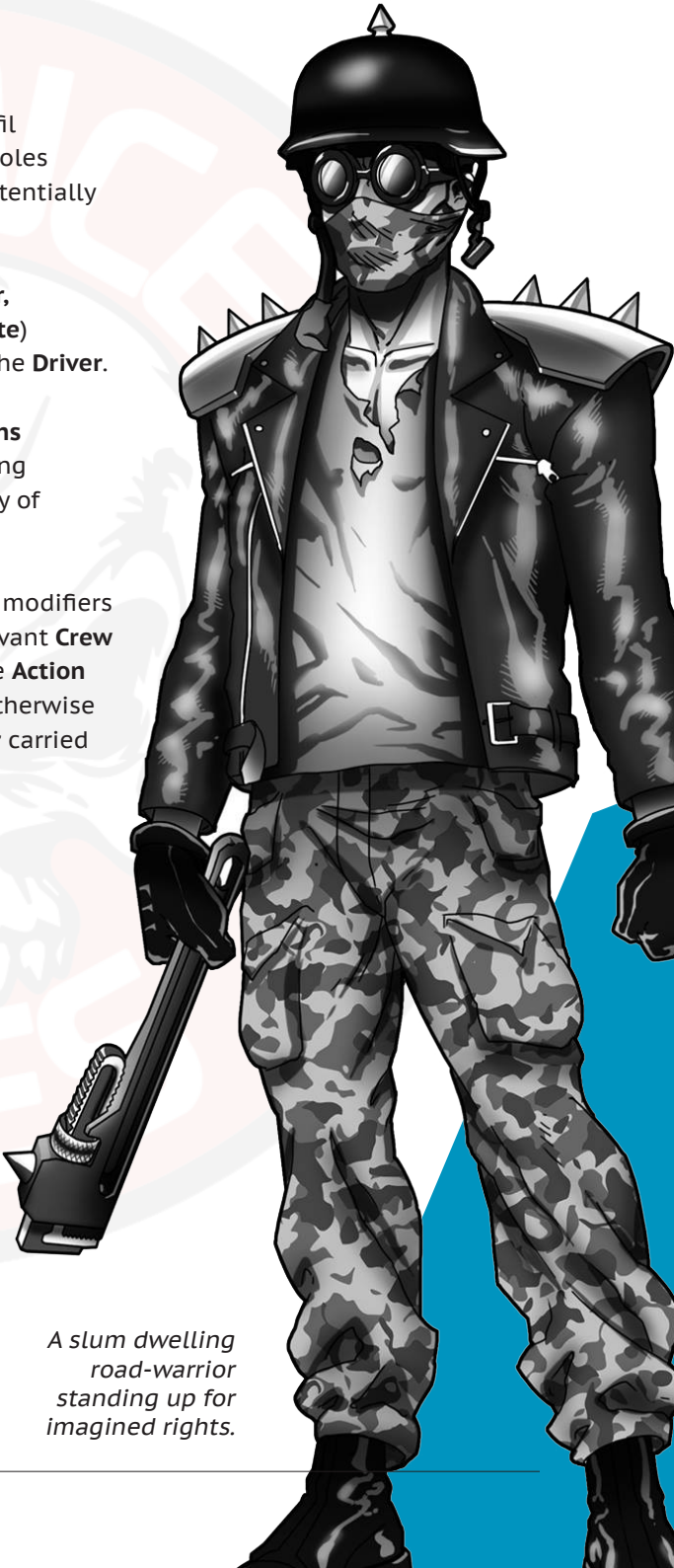
A slum dwelling road-warrior standing up for imagined rights.

ROSTER

All **Crew** must be entered on the **Crew Roster**, a **Driver** must be allocated by marking the relevant circle in the "**Driver**" column on the right hand side of the **Roster.**

A new **Driver** may be allocated at any time, this uses all 3 **Actions** for the **Activation**. Mark the relevant circle in the "**Driver**" column on the right hand side of the **Roster**, erasing the previous mark.

CREW MORTALITY

Most **Crew** members have 3**HP.** They may be directly harmed if any **Attack Action** <u>succeeds</u> on the **Attack Dice's Maximum** value.

The attacking player may choose to allocate 1**HP** to the vehicle's **Crew**, with any remaining **HP** allocated to the vehicle as normal. The injured **Crew** member is chosen by the defending player.

If the last **Crew** member in a vehicle dies, the vehicle remains at 0MPH and in play until/unless another **Crew** member takes control of it.

CREW ROSTER

DRIVER:

NAME:
HP: ☐ ☐ ☐   ○

NAME:
HP: ☐ ☐ ☐   ○

NAME:
HP: ☐ ☐ ☐   ○

NAME:
HP: ☐ ☐ ☐   ○

NAME:
HP: ☐ ☐ ☐   ○

NAME:
HP: ☐ ☐ ☐   ○

VEHICLE DESIGN
Costing a Game
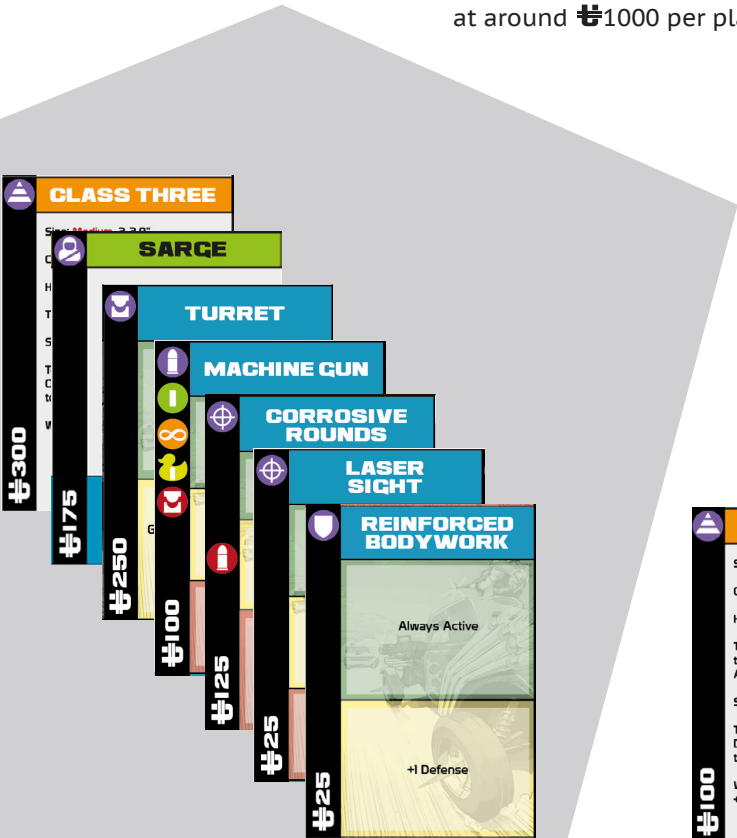
Turning a vehicle from a basic runaround to a tooled up death machine isn't free. Upgrades need to be *purchased*.

The currency used for this purpose is the **UniCred**, or ⛃.
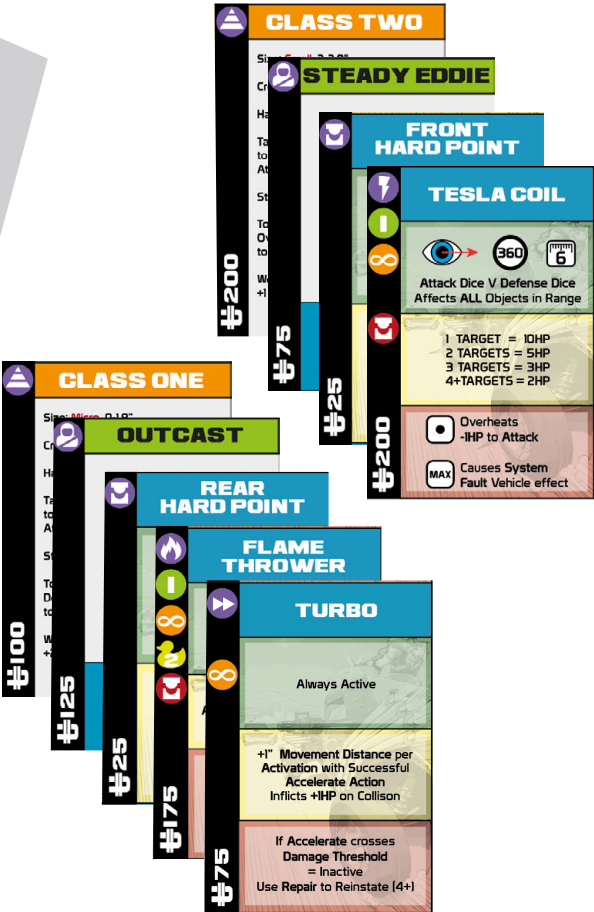
While learning the game, ⛃600 per player is fine. Enough for a car sized vehicle, an unskilled **Driver**, a single **Hard Point** with a basic weapon of some kind, and maybe a single performance boost or chunk of armour. When players are comfortable with the rules, a small game with a bit of variety comes in at around ⛃1000 per player.

Below are 2 examples of ⛃1000 lists, one single vehicle list (left), and one two vehicle list (right).

These two lists provide a good guide to scaling the game up, each ⛃1000 added increases the game size by around this amount.

CLASS THREE ⛃300

SARGE ⛃175

TURRET ⛃250

MACHINE GUN ⛃100

CORROSIVE ROUNDS ⛃125

LASER SIGHT ⛃25

REINFORCED BODYWORK ⛃25
Always Active
+1 Defense

CLASS TWO ⛃200

STEADY EDDIE ⛃75

FRONT HARD POINT ⛃200

TESLA COIL
Attack Dice V Defense Dice
Affects ALL Objects in Range

1 TARGET = 10HP
2 TARGETS = 5HP
3 TARGETS = 3HP
4+TARGETS = 2HP

Overheats
-1HP to Attack

Causes System
Fault Vehicle effect

CLASS ONE ⛃100

OUTCAST ⛃125

REAR HARD POINT ⛃25

FLAME THROWER ⛃175

TURBO ⛃75
Always Active

+1" Movement Distance per
Activation with Successful
Accelerate Action
Inflicts +1HP on Collison

If Accelerate crosses
Damage Threshold
= Inactive
Use Repair to Reinstate (4+)
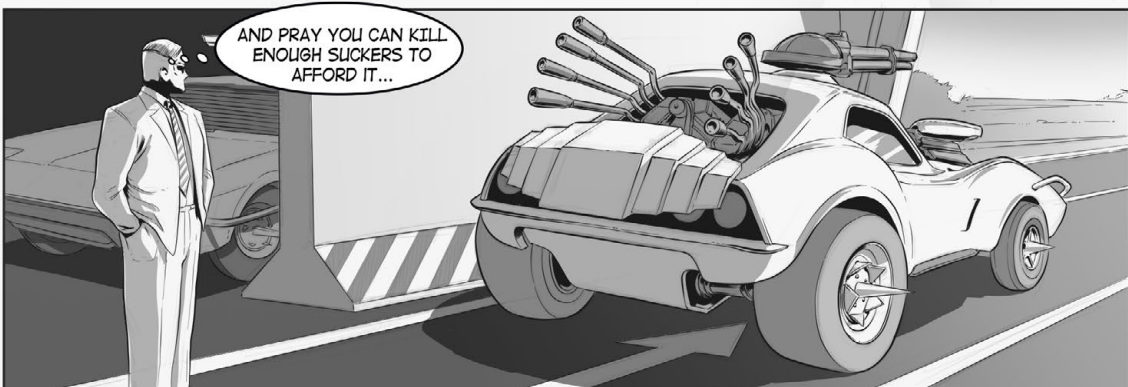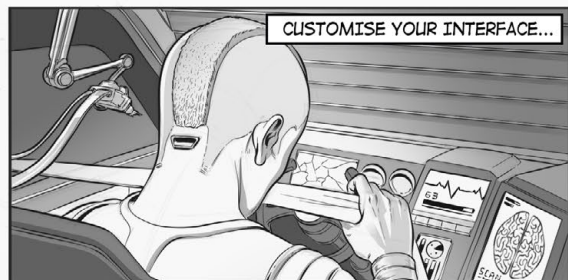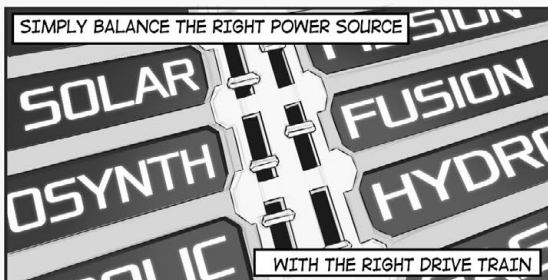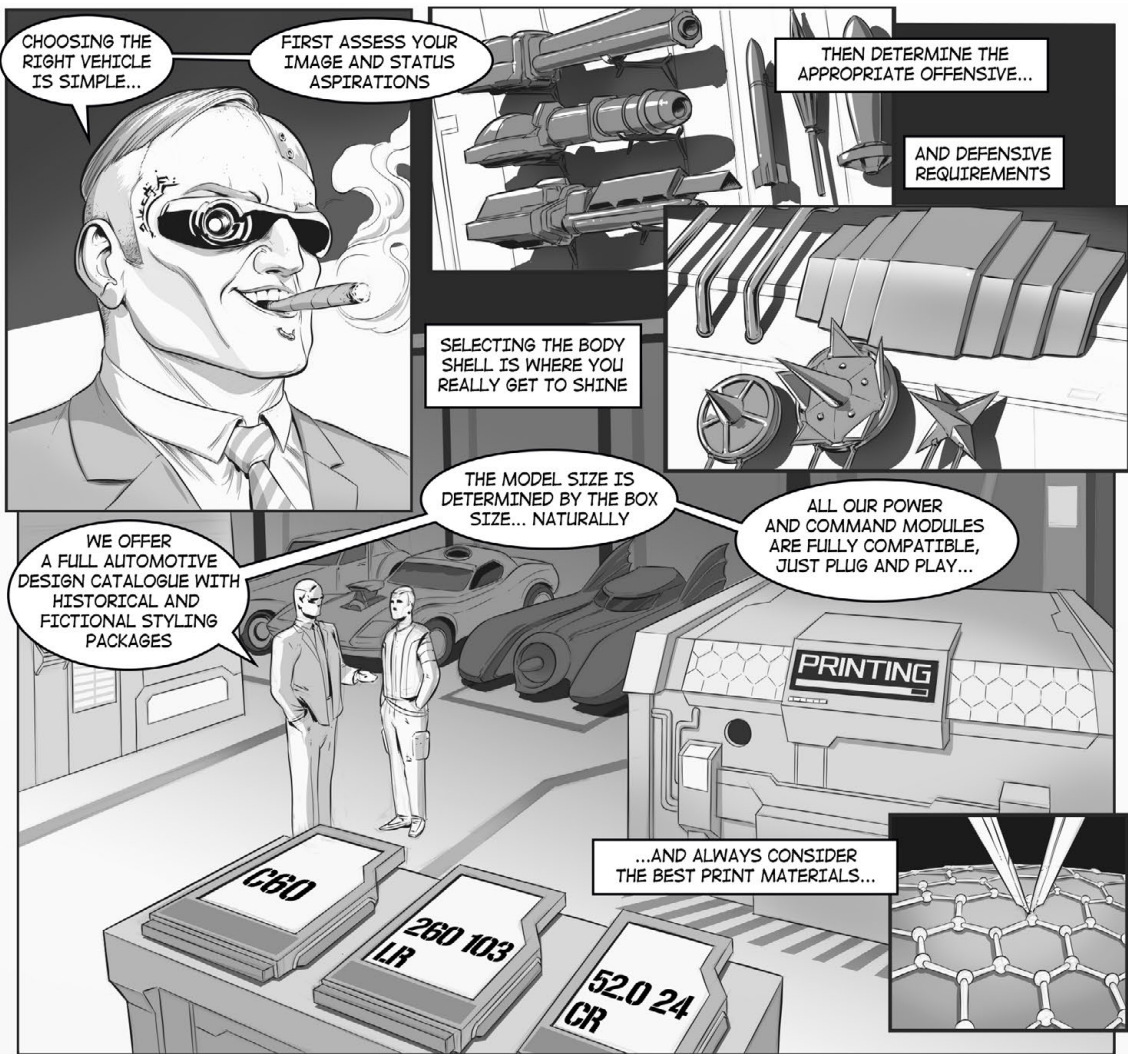
DASHBOARD & DICE
Usage

READING THE DICE

The **Natural Result** on the **Stat Dice** is cross referenced with the corresponding colour-coded **Stat Token** on the **Dashboard.**

First, any **Bonus Modifiers** are added, then any **Damage Modifiers** are subtracted. The **Final Result** is what is needed in order to determine whether an **Action** is successful or not.

BONUS MODIFIERS

The **Bonus Modifier** for each **Stat** is shown on the right side of the **Stat Token.**

D8 | +4

Bonus Modifiers are added even when **Damage Modifiers** bring the **Final Result** on the **Stat Dice** to 0 or less.

When a vehicle is moving at or under its **Safe Speed,** it receives a **Safe Speed Bonus.** This is a positive **Bonus Modifier** to the **Natural Result** on each **Stat Dice,** except **Defence.**

The **Defence Stat** always receives an **Armour Bonus**. This is a positive **Bonus Modifier** to the **Natural Result** on the **Defence Dice.**

DAMAGE

Every time a vehicle loses a **Hit Point**, the red **Hit Point Token** for the corresponding **Stat** is moved one square closer to its **Damage Limit**.

Unless otherwise stated, the **Defence Stat** takes all **Damage** first, then when that has reached its **Damage Limit**, the **HD Stat**.

Every **HP** incurred results in a permanent -1 **Damage Modifier** to the **Natural Result** on the corresponding **Stat Dice.**

A **Stat** can only incur **Damage** up to its **Damage Limit**, surplus **HP** are transferred to the **HD Stat**, then, should that be depleted, the next nearest **Stat** to the **HD**, then the next and so on.

When a **Stat** (apart from **Defence** and **Power)** reaches its **Damage Limit,** it explodes causing **HDHP** to the closest **Stat Dice** to its own **Stat Dice** in the **Dice Tray.**

If the **Power Stat** takes **Damage,** first the **Safe Speed** is decreased by 10MPH per **HP** incurred, until it reaches 0MPH, then the **Top Speed** is reduced 10MPH per **HP** incurred until it reaches 0MPH, if this happens the vehicle is destroyed.

DAMAGE THRESHOLD

If a number of **Hit Point Tokens** (dependent on **Class**) cross the **Damage Threshold,** the vehicle is destroyed.

The **Defence Stat** does not have a **Damage Threshold.**

EXAMPLE

A vehicle is travelling at **Safe Speed** and needs to **Steer**. The **Natural Result** of **11** on the red **Control Dice** is cross-referenced with the red **Stat Token.**

First, the +8 **Safe Speed Bonus** is added, then the -2 in **Damage Modifiers** is subtracted. The **Final Result** is 17.

			0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
Ctrl	D16	+8			■														☠
Att	D10	+5	■							☠									
Def	D6	+3				■		☠											
Acc	D8	+4	■						☠										
Dec	D12	+6	■									☠							

Threshold

Power — D14 | +7

SAFE · TOP

27
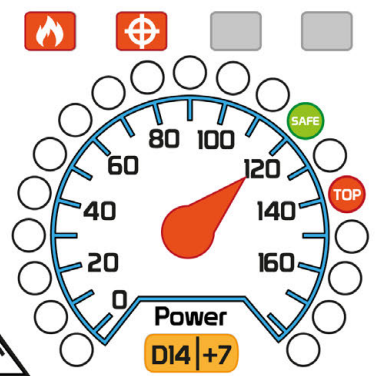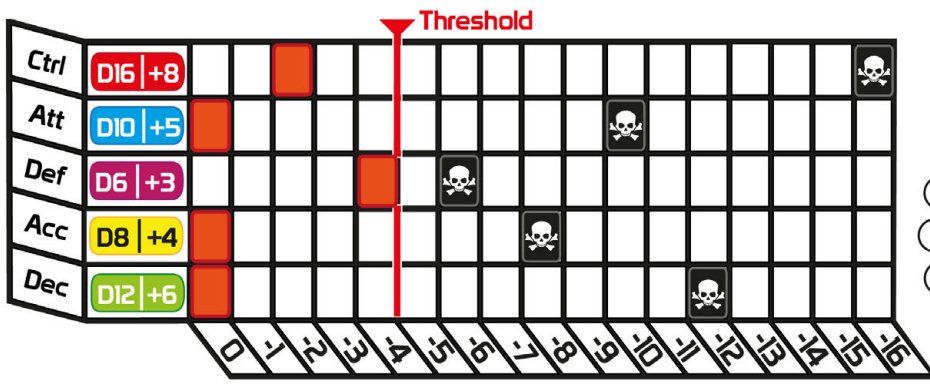
SPEED CHANGE

ACCELERATE

Equal or beat number of 10MPH increments between **Current Speed** and desired **Speed** with **Final Result** on **Accelerate Dice**.

SUCCESS

Increase **Current Speed** by desired number of 10MPH increments. Adjust **Current Speed Tracker** to new **Speed**.

FAILURE

Increase **Current Speed** by same number of 10MPH increments as **Final Result.** Adjust **Current Speed Tracker** to new **Speed**.

CATASTROPHIC FAILURE

If a 1 is rolled, maintain **Current Speed** and suffer **1HP** to **Accelerate Stat**.

DECELERATE

Equal or beat number of 10MPH increments between **Current Speed** and desired **Speed** with **Final Result** on **Decelerate Dice**.

SUCCESS

Decrease **Current Speed** by desired number of 10MPH increments. Adjust **Current Speed Tracker** to new **Speed**.

FAILURE

Decrease **Current Speed** by same number of 10MPH increments as **Final Result.** Adjust **Current Speed Tracker** to new **Speed**.

CATASTROPHIC FAILURE

If a 1 is rolled, maintain **Current Speed** and suffer **1HP** to **Decelerate Stat**.

REVERSE

Vehicles can **Reverse** up to their **Safe Speed.**

When in **Reverse**, vehicles do not receive a **Safe Speed Bonus**

When at 0MPH (or in **Reverse**), equal or beat number of 10MPH increments between **Current Speed** and desired **Speed** with **Final Result** on **Accelerate Dice**.

SUCCESS

Increase **Current Speed** by desired number of 10MPH increments. Adjust **Current Speed Tracker** to new **Speed**.

Vehicle now moves in **Reverse**, until it **Decelerates** back to 0MPH.

FAILURE

Increase **Current Speed** by same number of 10MPH increments as **Final Result.** Adjust **Current Speed Tracker** to new **Speed**.

CATASTROPHIC FAILURE

If a 1 is rolled, maintain **Current Speed** and suffer **1HP** to **Accelerate Stat**.

EMERGENCY STOP!

Uses all 3 **Actions** for the **Activation**.

Equal or beat **Hazard Dice** with
Decelerate Natural Result.

SUCCESS

Halve **Movement Distance**
for the **Turn** (round up).

Adjust **Current Speed
Tracker** to 0MPH.

FAILURE

Move full
Movement Distance
for the **Turn**.

Adjust
Current Speed Tracker
to 0MPH.

Place vehicle at
Forward HD Facing.

MOVEMENT

Movement Distance is calculated by halving a vehicle's **Current Speed** and translating the result in to 1" for every 10MPH increment.

The result may be rounded up or down to the nearest inch depending on the vehicle's **Accelerate Dice**.

A vehicle's **Current Speed** is checked against the table below to find its **Movement Distance**.

MPH:		0	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160
ACC DICE	**D6**	0"	0"	1"	1"	2"	2"	3"	3"	4"	4"	5"	5"	6"	6"	7"	7"	8"
	D8+	0"	0/1"	1"	1/2"	2"	2/3"	3"	3/4"	4"	4/5"	5"	5/6"	6"	6/7"	7"	7/8"	8"

D6 as **Accelerate Dice** means round down every time!

D8 or higher as **Accelerate Dice**, choose whether to round up or down, depending on the situation.

6"

5"

4"

3"

2"

1"
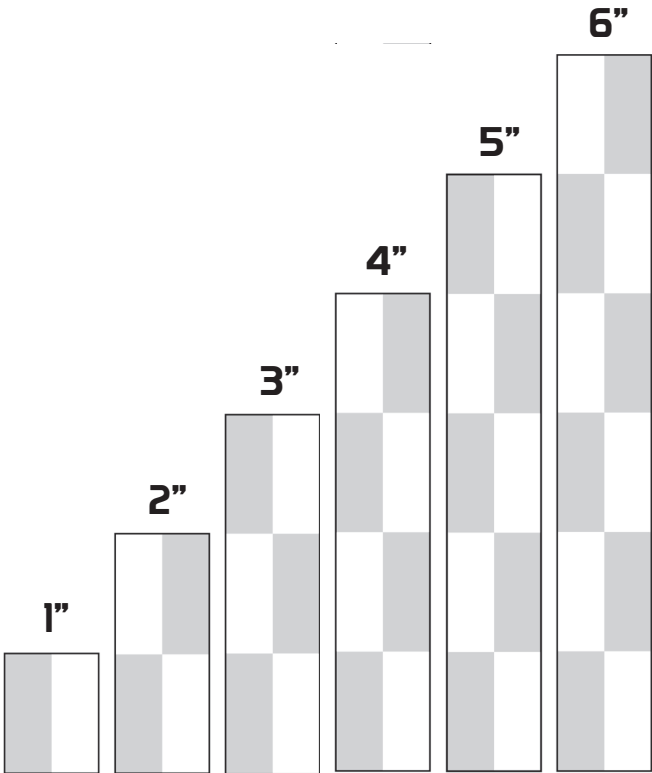
Movement Templates, needed to move in a straight line.

AUTOKILL
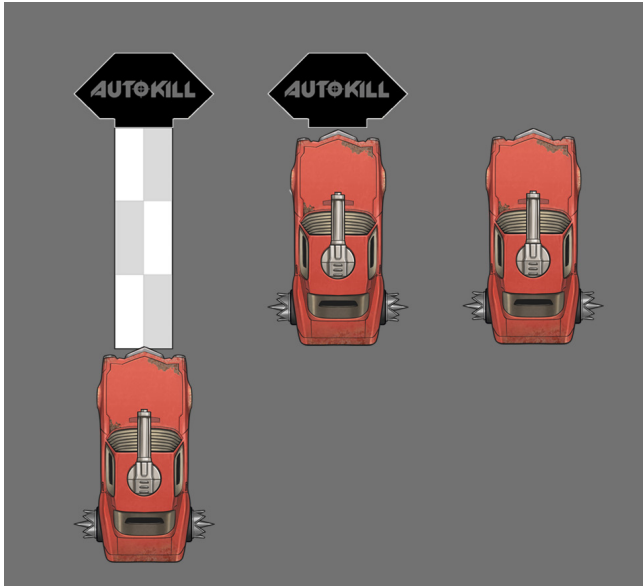
AutoKill Template.

Above is an example of a vehicle moving at 60MPH, equalling 3" of **Movement Distance.**

First, **Movement Templates** totalling the number of inches to be moved are placed in front of the vehicle.

Followed by the **AutoKill Template** at the end of the total **Movement Distance**.

The **Movement Templates** are removed, and the vehicle moved up behind the **AutoKill Template**.

The **AutoKill Template** is removed.
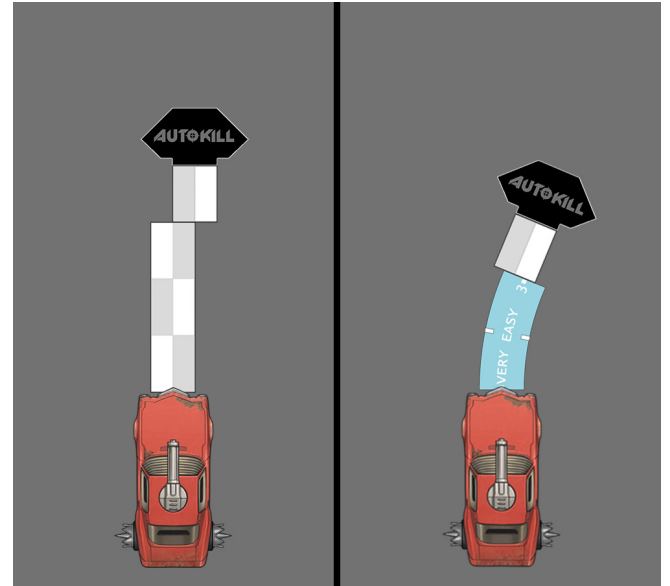
Once per **Activation** players may choose to **Offset** a pair of **Movement Templates** up to their central dividing line.

Templates can be offset in either direction and do not need to be offset by the full amount.

The first **Movement Template** may not be offset with the vehicle.

STEER
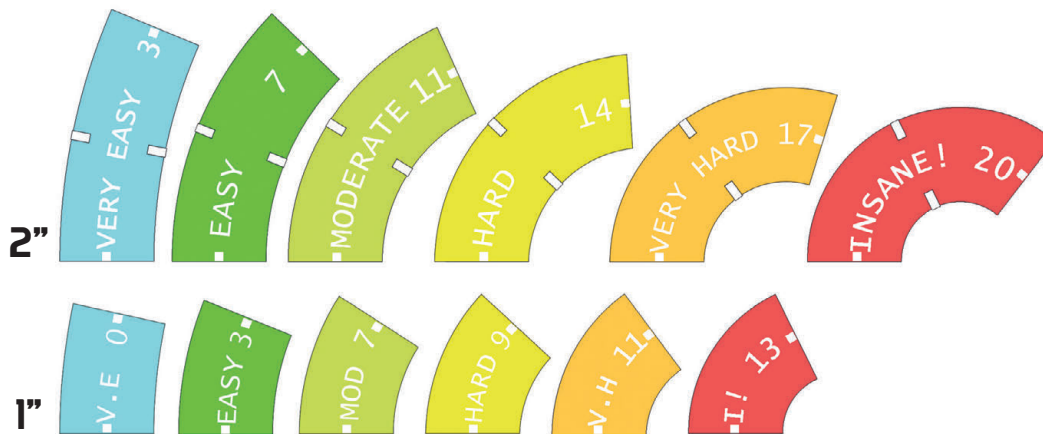
In order to **Steer** a vehicle, equal or beat desired **Steer Template** value with **Final Result** on **Control Dice.**

SUCCESS

Incorporate desired **Steer Template** in to **Movement Distance** for **Activation.**

CRITICAL SUCCESS

If a **Maximum** is rolled, choose any **Steer Template** equal or lower in value than **Final Result** on **Control Dice.**

FAILURE

Incorporate a **Steer Template** with closest equalled or beaten value in to **Movement Distance** for **Activation.**

CATASTROPHIC FAILURE

AT SAFE SPEED:

If a 1 is rolled, over-steer and spin out.

Complete **Movement Distance** for the **Activation,** including desired **Steer Template.**

Place vehicle at **HD Facing**, 0MPH.

AT UNSAFE SPEED:

If a 1 is rolled, over-steer and roll the vehicle.

Complete **Movement Distance +HD",** including desired **Steer Template.**

Place vehicle at **HD Facing,** 0MPH.

Check **Roll Table** against **Natural Result** on opponent's **D10.**

If the vehicle doesn't explode, it takes 1**HP** per 10MPH of its **Current Speed.**

If a vehicle is on its side, players may spend all **Actions** on its next **Activation** rolling it on to its wheels.

If a vehicle is on its roof, players may spend all **Actions** on its next **Activation** rolling it on to its side.

ROLL TABLE

1-2	Vehicle explodes causing **HDHP** to all vehicles within **2HD"**
3	Vehicle lands on right side
4	Vehicle lands on left side
5-7	Vehicle lands on roof
8-10	Vehicle lands on wheels
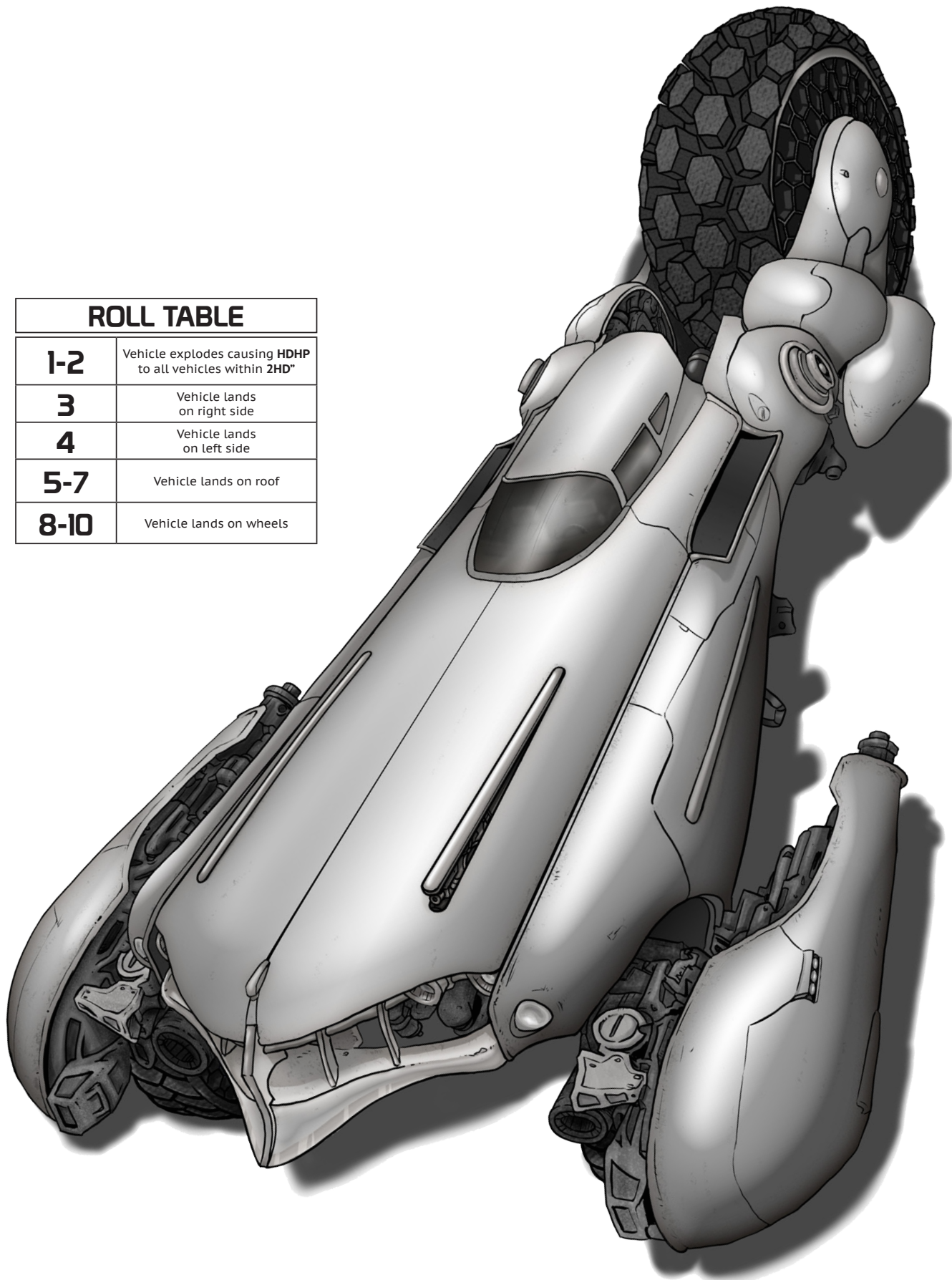
ATTACK

In order to **Attack**, a vehicle must be equipped with a weapon. These can be found within the **Vehicle Upgrade Deck.**

A weapon may be assigned to a **Hard Point** on the **Front, Rear, Left** or **Right Facings,** or to a specialist **Hard Point** of some kind.

In general, the **Attacking** player must beat the **Final Result** on the **Target Vehicle's Defence Dice** with the **Final Result** on their **Attack Dice.**

Line of Sight and **Fire Arc** may be required.

Refer to individual **Vehicle Upgrade Card** for results.

SUSTAIN ATTACK

Use additional **Actions** during an **Attack Action** to **Sustain Attack**, increasing the likelihood of causing **Damage** with each **Action** spent.

Sustain Attack for 2 **Actions** = +1 to **Attack** roll**.**

Sustain Attack for all 3 **Actions** = +2 to **Attack** roll.

SPECULATIVE SHOTS

Sometimes an enemy model may be obscured from **Line of Sight** by terrain. Or it may be the case that a vehicle's **Driver** could not be aware of an enemy, but due to the nature of tabletop wargaming, the player is aware of an enemy vehicle.

If a vehicle is equipped with a weapon that can ignore terrain, shoot through terrain, or doesn't need **Line of Site**, a **Speculative Shot** may be taken.

Speculative Shots do not receive _any_ modifiers. _Only_ the **Natural Result** on the **Attack Dice** is read.

Outcome is resolved as per individual weapon rules.

FRONT HARD POINT

Always Active

Required to Moun Forward Facing We

₵25

MACHINE GUN

Attack Dice V Defense Dice

HP =
Attack Dice — Defense Dice
3HP LIMIT
<6 +1HP Inflicted

Weapon Jam
1 Action to Repair
MAX +1HP Inflicted

₵100

A spirited debate over right of way takes place on a scorched stretch of SynthMac.

ATTACK
LoS & Fire Arc

The **Fire Arc** can be measured from any point on the vehicle or its **Movement Templates**, from the rear-most edge of the vehicle, to the leading edge of the **Movement Templates**, as long as it is aligned with the correct **Hard Point.**
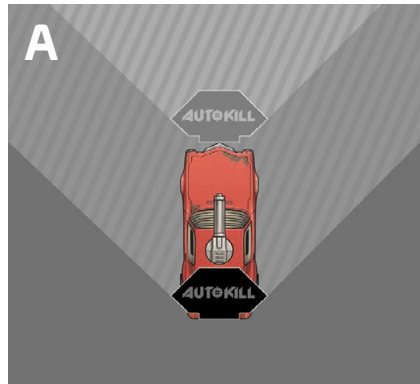
Diagram A shows the **Fire Arc** of a stationary vehicle with a **Front Facing Hard Point.**
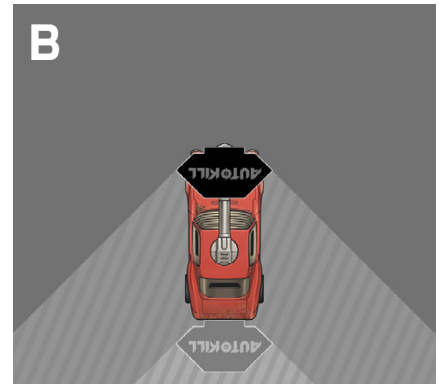
Diagram B shows the **Fire Arc** of a stationary vehicle with a **Rear Facing Hard Point.**
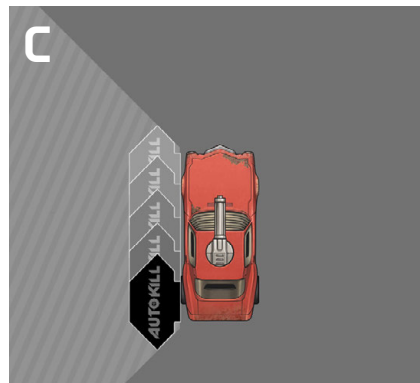
Diagram C shows the **Fire Arc** of a stationary vehicle with a **Left Facing Hard Point.**
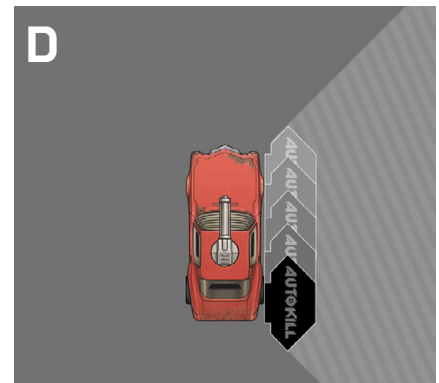
Diagram D shows the **Fire Arc** of a stationary vehicle with a **Right Facing Hard Point.**

LINE OF SIGHT

E

FIRE ARC

F

G
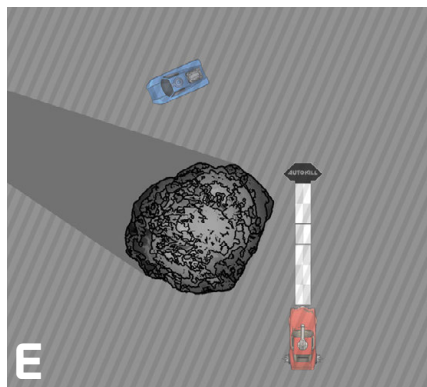
Line of Sight is a visual path drawn from one object to another.

Line of Sight is measured from <u>ANY</u> point on the **Attacking Vehicle** AND its **Movement Templates**, but <u>NOT</u> its **AutoKill Template**.

The striped area in diagram E represents the area that is within **Line of Sight** of the red vehicle.

Line of Sight must be drawn to **Target Vehicle** only, <u>NOT</u> to its **Movement Templates** if present.

If <u>ANY</u> of the **Target Vehicle** is obscured, -1 to **Attack Dice Final Result.**
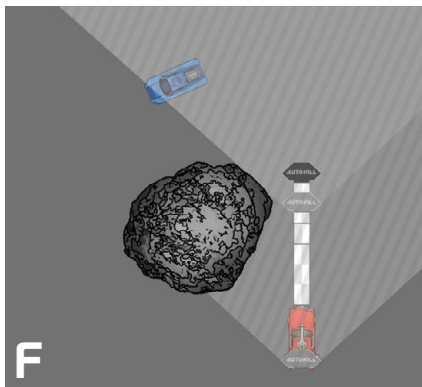
A weapon's **Fire Arc** is the area it can cover.

The **Fire Arc** can be measured from <u>ANY</u> point on the **Attacking Vehicle** or its **Movement Templates**, as long as it's aligned to the correct **Hard Point**.

The greyed out **AutoKill Templates** in diagrams F, G and H prescribe the largest possible area of effect.

The red vehicle in diagram F is equipped with a weapon fixed to a **Front Hard Point**.

The striped area in diagram F is within both **Line of Sight** and **Fire Arc** of the red vehicle.
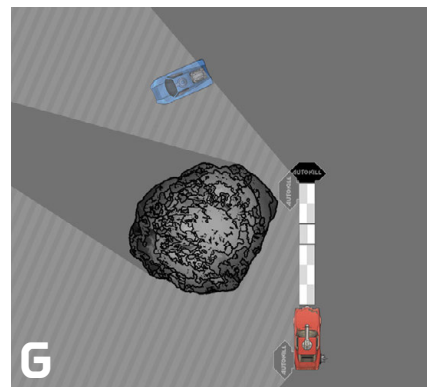
The striped area in diagram G represents the full area of effect provided by a **Left Hard Point** mounted weapon.

Diagram H shows the full area of effect of a **Rear Hard Point** mounted weapon.

H
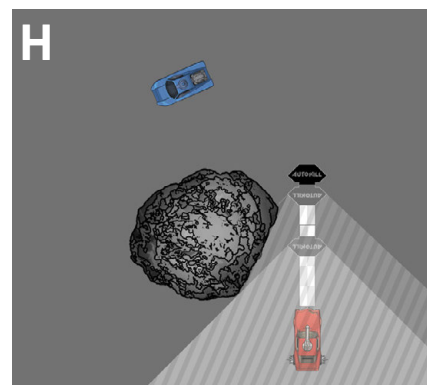
If <u>ANY</u> of the **Target Vehicle** is not within the **Fire Arc**, -1 to **Attack Dice Final Result.**

SPECIAL ACTIONS

EXTINGUISH FIRE

Dedicate 1-3 **Actions** to the task.

Equal or beat **HD3** with number of **Actions** dedicated to extinguish.

Remove **Vehicle Effect Token** from **Dashboard** if successful.

BREAK TARGET LOCK

Requires all 3 **Actions** for the **Activation**.

Equal or beat **HD** with **Control Dice Natural Result.**

Remove **Vehicle Effect Token** from **Dashboard** if successful.

ROLL VEHICLE

Attacking and **Target Vehicles** must be at 0MPH and within 2" of each other to **Roll Vehicle**.

Requires all 3 **Actions** for the **Activation**.

Automatic success, roll vehicle a quarter turn, roof to side, side to wheels, wheels to side, or side to roof.

Roll Vehicle may be used to roll a player's own vehicle or an enemy vehicle.
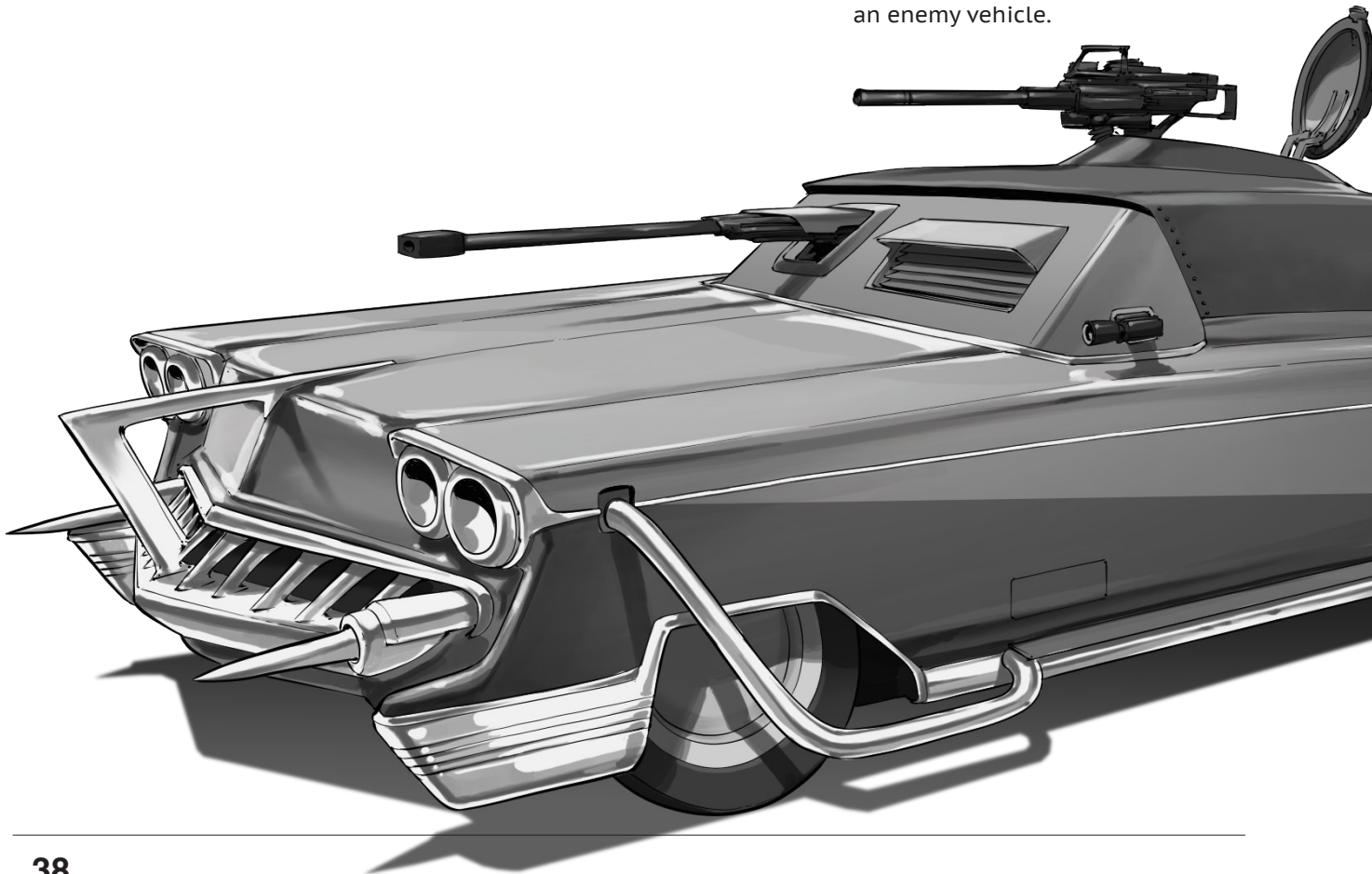
THREE POINT TURN*

Requires all 3 **Actions** for the **Activation**.

A vehicle must be stationary to perform a **Three Point Turn.**

Player declares that they are going to attempt a **Three Point Turn.**

A 2 or more is needed on **Control Dice Natural Result.**

If successful, rotate vehicle to desired **Facing**.

On a roll of 1, the vehicle ends **HD Facing.**

REPAIR

The vehicle must be stationary to perform a **Repair Action**.

Requires all 3 **Actions** for the **Activation**.

Players declare how many **HP** they wish to regain.

Equal or beat that number with **Natural Result** on **D8**.

SUCCESS

Distribute the regained **HP** to whichever **Stats** need them. Move red **Hit Point Token** away from its **Damage Limit** back towards 0.

FAILURE

If you fail to equal or better the number of **HP** you declared, you regain **1HP**.

CAR-JACK

If a vehicle has 1 or less living **Crew**, and is at 0MPH, it is at risk of being **Car-Jacked.** This is an all or nothing, desperate attempt at vehicle theft.

Attacking and **Target Vehicles** must be at 0MPH and within 2" of each other.

Requires all 3 **Actions** for the **Activation**.

If there is no **Driver** or the **Driver** is dead in the **Target Vehicle,** success is automatic.

If the **Driver** is alive and present, **Attacking D6 V Target D8**

Highest **Natural Result** wins.

If successful, **Attacking Driver** takes control of vehicle, **Defending Driver** is dead.

If unsuccessful, **Attacking Driver** dies, surviving **Driver** may choose which vehicle to keep.

Remaining vehicle stays at 0MPH and in play, until/unless another **Driver** takes control of it.

*A factory fresh
Callidac Stalker,
"Business Edition".*
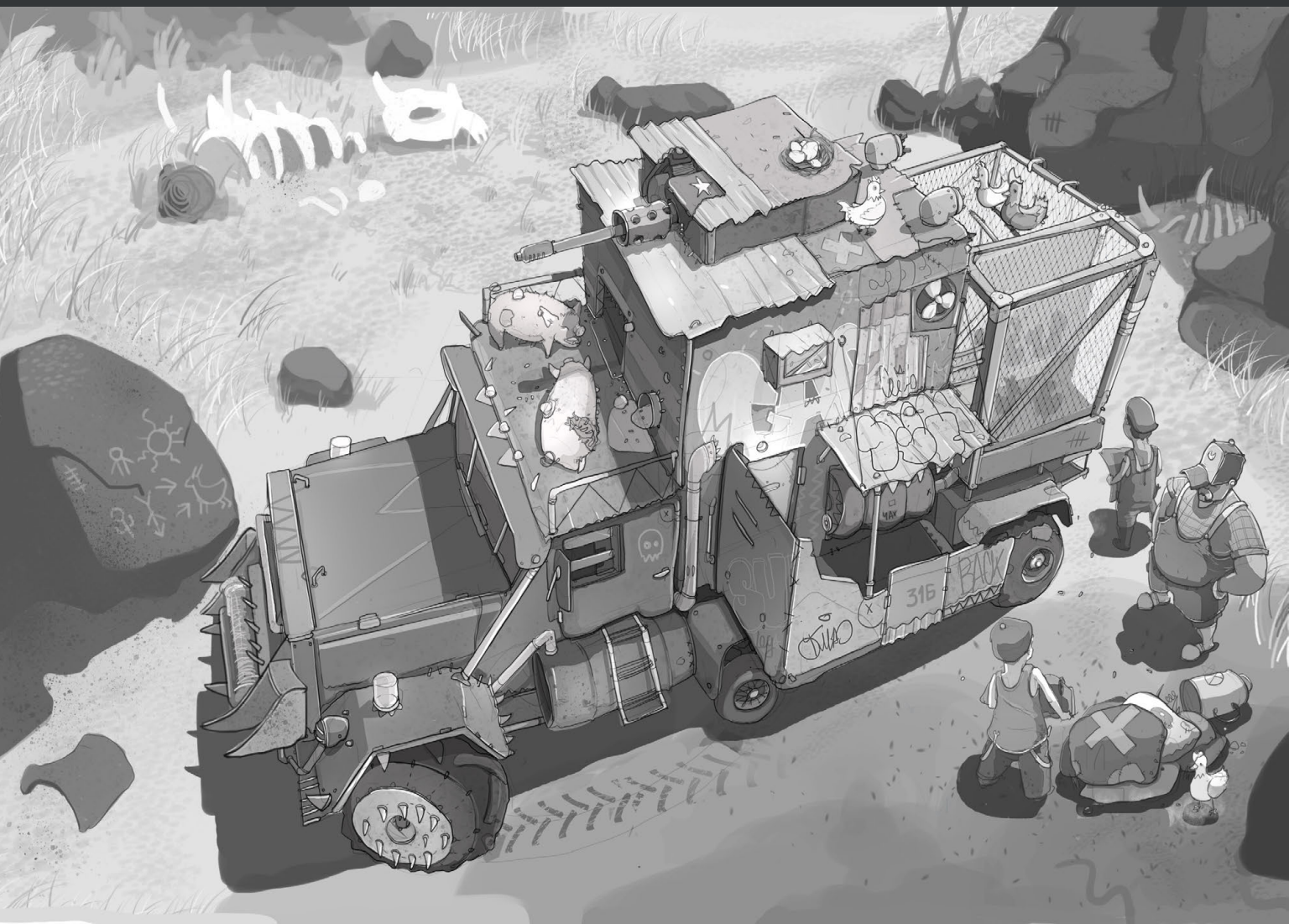
Nomadic road-farmers load up their Snail with supplies at a Newanderthal trading post.

THREE POINT TURN

Players may get in to situations that would take too long to manoeuvre out of with the standard movement mechanics.

If this occurs, or at any other time, players can attempt a **Special Action**, the **Three Point Turn.**

A **Three Point Turn** takes up all 3 **Actions** for that **Activation.**

A vehicle must be stationary to perform a **Three Point Turn.**

Player declares that they are going to attempt a **Three Point Turn.**

A 2 or more is needed on **Control Dice Natural Result.**

If successful, rotate vehicle to desired **Facing.**

On a roll of 1, the vehicle ends **HD Facing.**
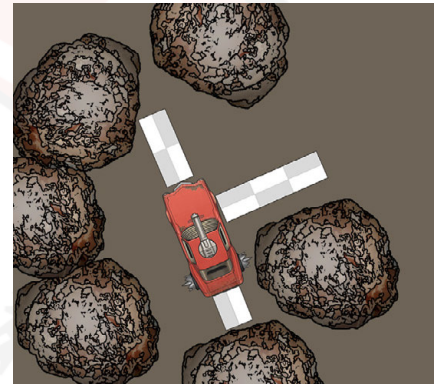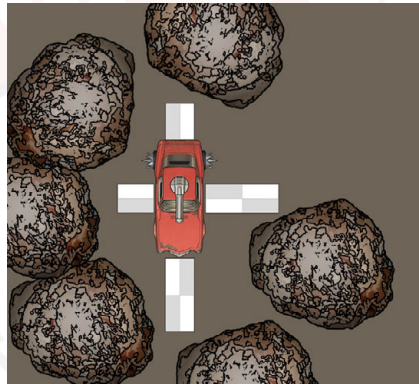
If an opponent doesn't think there would be enough space to carry out the manoeuvre, they may challenge a **Three Point Turn**.

No challenges are allowed after dice are rolled.

If challenged, measure the space around the vehicle to prove it is possible.

If you can find the vehicle's **Class** number in inches of space at any point on both the horizontal and vertical axis of the vehicle, then the manoeuvre is possible.

Using **Movement Templates**, determine if this is true.

If it isn't, you may spend all **Actions** each **Activation** rotating the vehicle to **HD Facing** in the hope of getting it in to the right position.

TRAVERSABLE TERRAIN

Traversable Terrain is any area of the table that can be accessed by vehicle.

SAFE TERRAIN

The main type of Traversable Terrain is Safe Terrain.

This represents an adequate surface to drive on and needs no special rules.

All Bonus Modifiers are read as normal. Roads are a prime example of Safe Terrain.

Safe Terrain should be designated at the start of the game.

UNSAFE TERRAIN

A purpose designed road surface is the optimum material to drive on, however this is not always possible on the chewed up highways and toxic wastes of the broken future.

If terrain is designated Unsafe, ignore all Safe Speed Bonuses while travelling upon it.

Unsafe Terrain should be designated at the start of the game.

INCLINES

An Incline is any significant rise in terrain height that can be traversed by vehicles in play (models/Movement Templates can be physically placed on the terrain surface without falling off or sliding out of place).

Inclines should be designated at the start of the game.

A vehicle that starts its Activation on and facing up an Incline must include an Accelerate Action (2+) to maintain Current Speed.

Failing to do so, or failing the Action results in a decrease of 10MPH to Current Speed.

A vehicle that starts its Activation on and facing down an Incline must include a Decelerate Action (2+) to maintain Current Speed.

Failing to do so, or failing the Action results in an increase of 10MPH to Current Speed.

Russian wilderness rescue extortionists search for victims to rescue.

TRAVERSABLE TERRAIN
Drops

A **Drop** is an abrupt and sheer end to a driving surface. A cliff face, the roof of a building, the edge of a ramp, or a jump.

When a vehicle's **Movement Distance** is interrupted by a **Drop**, a **Jump Distance** (refer to table right) is inserted at ground level with the **AutoKill Template** placed at the end. This replaces any remaining **Movement Distance**.

MPH:	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160
Jump Distance	1"	2"	3"	4"	5"	6"	7"	8"	9"	9"	10"	10"	11"	11"	12"	12"
+1" for every 1" of descent up to:	1"	2"	3"	4"	5"	6"	7"	8"	9"	10"	11"	12"	13"	14"	15"	16"

The **Jump Height** is twice the height of any **Incline** preceding the **Drop**, measured from the ground level preceding the **Incline** (See diagram A).

A — Jump Height 2" / 1"

EXAMPLE

The vehicle in diagram B is travelling at 120MPH. Its **Movement Distance** of 6" is interrupted by a 1" **Drop**.

The **Jump Distance** of 12" (10" due to **Speed** + 2" due to **Jump Height**) replaces the remaining **Movement Distance** for the **Activation**.
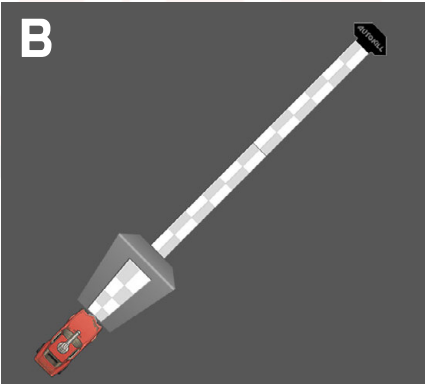
Any terrain items placed in front of a jump or **Drop** must be defined as clearable or not before the start of the game.

If any vehicles move in to the path of the jump or **Drop** during play, and players cannot agree whether they are clearable, check **HD2** of airborne vehicle, 1-3=Failure 4-6=Success.

If a vehicle traverses a **Drop**, compare **Control Dice Natural Result** to **Hazard Dice.**

SUCCESS

If **Control Dice** higher than **Hazard Dice**:

Rotate vehicle to **Forward HD Facing** on final placement.

Take 1**HP** damage for every 1" of decent, +1**HP** per vehicle **Class**.

In diagram B, the vehicle is **Class 3** and has descended 2". Therefore it takes 5**HP**.

If **Control Dice Natural Result** is greater than **Jump Distance**, treat as above except without any rotation on final placement.

FAILURE

If **Hazard Dice** is higher than **Control Dice,** vehicle length exceeds **Jump Distance**, **Jump Height** is greater than 16", or falling is a result of a **Collision**:

Rotate vehicle to **HD Facing** on final placement, referring to the **Roll Table** (below) against opponent's **D10**.

Take 1**HP** damage for every 1" of decent, +1**HP** per vehicle **Class**, +1**HP** for every 10MPH increment of **Speed**.

ROLL TABLE	
1-2	Vehicle explodes causing **HDHP** to all vehicles within **2HD"**
3	Vehicle lands on right side
4	Vehicle lands on left side
5-7	Vehicle lands on roof
8-10	Vehicle lands on wheels

VEHICLE EFFECTS

CORRODING

From the first **Activation** a vehicle is **Corroding**, a vehicle takes **1HP** per **Activation** (in addition to any other **Damage).**

Damage is incurred to **HD Stat** on first **Activation** in effect, and continues to deplete the same **Stat** each **Activation** until **HD** result is a 1, or the **Stat** reaches its **Damage Limit.**

ON FIRE

From the first **Activation** a vehicle is **On Fire**, a vehicle takes **HD3HP** per **Activation** (in addition to any other **Damage).**

To extinguish, dedicate 1-3 **Actions** to the task.

Number of **Actions** dedicated **V HD3**

Equal or beat to extinguish. Take no **Damage** for the **Activation** that the fire is extinguished.

Remove **Vehicle Effect Token** from **Dashboard** if successful.

TARGET LOCKED

SYSTEM FAULT

While **Target Locked,** a vehicle is always considered to be in **Line of Sight** and **Fire Arc** of the **Attacking Vehicle**.

To break **Target Lock** spend 3 **Actions** swerving and signal jamming.

Control Dice Natural Result V HD

Equal or beat to break **Target Lock**.

Remove **Vehicle Effect Token** from **Dashboard** if successful.

While there is a **System Fault,** read the **Stat Dice** closest to your intended **Stat Dice** in the **Dice Tray** for every **Action**.

Remove **Vehicle Effect Token** from **Dashboard** after **HD3 Activations** in effect (**HD3** result is determined on first **Activation** in effect).

CONTROL PANEL

STEER ACTION	ATTACK ACTION	SPEED CHANGE/ SPECIAL ACTIONS
Place relevant Crew & Upgrade Cards here.	Place relevant Crew & Upgrade Cards here.	Place relevant Crew & Upgrade Cards here.
Place desired Steer Template here		

0	10	20	30	40	50	60	70	80
90	100	110	120	130	140	150	160	■
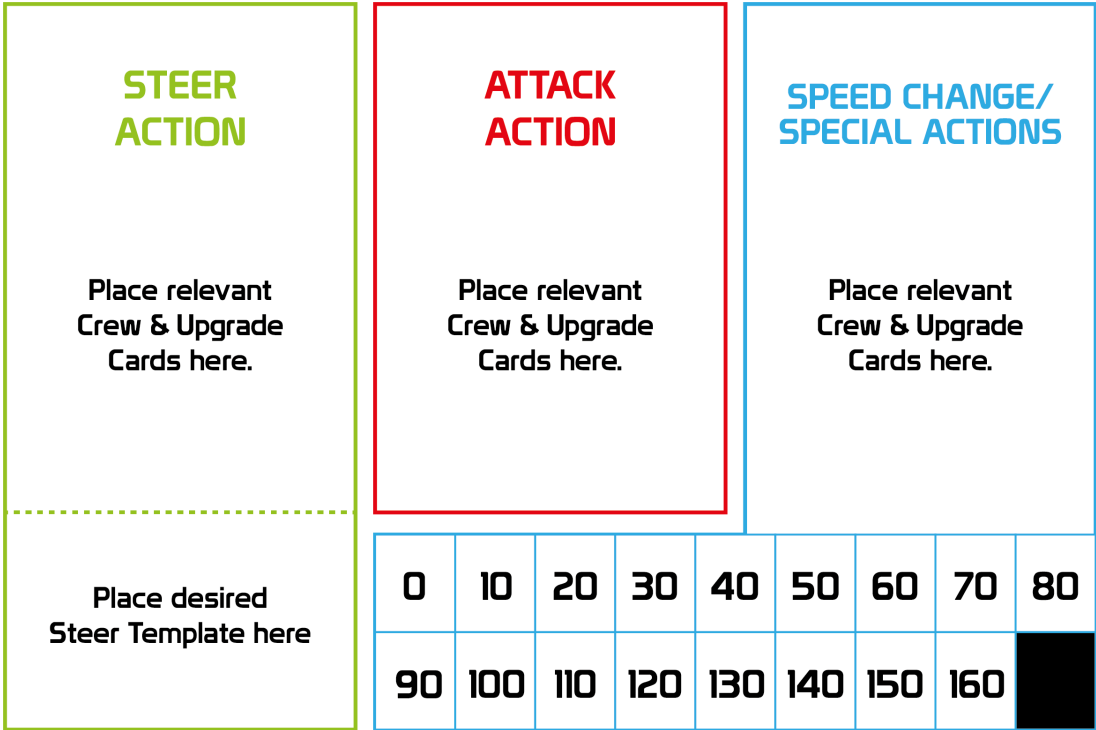
Each player has a **Control Panel**. This is where **Actions** are set.

Cards relevant to each **Action** are placed on the corresponding **Action Slot**. When the time comes to resolve each **Action**, all the cards needed are available in the right order.

Only cards placed on the **Control Panel** can be included in **Action** resolution, with two exceptions:

Vehicle Class cards are always included.

If a vehicle only has a **Driver** and no other **Crew**, the **Driver's Crew Card** is always included.

PSYCHO

CONTROL	--
ATTACK	+1
DEFENCE	--
ACCELERATE	+2
DECELERATE	-1

SPECIAL RULES

+2 Attack when at Unsafe Speed

₵150

MODERATE 11

CORROSIVE

₵250

MACHINE GUN

₵125

LASER SIGHT

Always Active

+1 Attack

If Attack Crosses Damage Threshold = Inactive
Use Repair to Reinstate (4+)

₵25

TURBO

Always Active

+1" Movement Distance per Activation with Successful Accelerate Action
Inflicts +1HP on Collison

If Accelerate crosses Damage Threshold = Inactive
Use Repair to Reinstate (4+)

0	10	20	30	40	50	60	70	80
90	100	110	120	130	⬤	150	160	

Speed Change Actions must be accompanied by a token on the attached numbered scale to indicate the **Desired Speed**.

TURN SEQUENCE

1 Players nominate an **Active Vehicle** each.

2 Players set 0-3 **Actions** on their **Control Panels** for their **Active Vehicles**.
- Up to 1 **Steer Action**
- Up to 1 **Attack Action**
- Up to 1 **Speed Change Action**
- Up to 1 **Special Action**

3 **NO MEASURING** of any kind before rolling dice!

Players roll dice in to **Dice Trays**. Determine **Initiative**:
- Highest **Current Speed** gets **Initiative**.
- If **Speed** equal, highest result on **D16** gets **Initiative**.

4 Check for successful **Steer Actions** if relevant.

5 Player with **Initiative** (**Player 1**) lays down their **Movement Templates** until either full **Movement Distance** is achieved (place **AutoKill Template**), or a **Movement Template** makes contact with an object (stop placing templates as close to object as possible).

6 **Player 2** lays down their **Movement Templates** until either full **Movement Distance** is achieved (place **AutoKill Template**), or a **Movement Template** makes contact with an object (stop placing templates as close to object as possible).

7 **Player 1** resolves **Attack Actions**.

8 **Player 2** resolves **Attack Actions**.

9 **Player 1** resolves any **Collisions**.

10 If **Player 2** was not involved in a **Collision** already, **Player 2** resolves any **Collisions**.

11 **Player 1:**
- Removes any remaining **Movement Templates**
- Places vehicle directly behind **AutoKill Template**
- Removes **AutoKill Template.**

12 **Player 2**:
- Removes any remaining **Movement Templates**
- Places vehicle directly behind **AutoKill Template**
- Removes **AutoKill Template.**

If a vehicle or its **Movement Templates** come in to contact with an object at the end of the **Activation**, a **Collision** is triggered.

13 Both players resolve any **Special Actions.**

14 Both players resolve any **Vehicle Effects.**

15 Both players check for successful **Speed Change Actions** & adjust **Current Speed** if relevant.

16 Both players record any **Damage**.

Each vehicle may **Activate** once per **Turn**. When all vehicles have **Activated**, the **Turn** is complete. Repeat.

Return to the beginning of the **Turn Sequence** and repeat with the next pair of vehicles/players.

If there is an odd number of vehicles, the player with no **Active Vehicle MUST** continue to roll their dice in to their **Dice Tray** for every **Activation** in the **Turn**.

COLLISIONS

Throughout the game, units of **Damage** and **Speed** are linked.

10MPH = 1**HP**. Therefore **Hit Points** may be referred to as a factor of **Speed**.

"**Speed HP**" means the number of 10MPH increments a vehicle is travelling at, translated in to **Hit Points**. A collision at 100MPH would cause 10**HP.**

If vehicles are the same **Weight Class**, **Collisions** occur in the manner described in the main body of the **Collisions** section.

If the **Weight Class** is different, refer to the table (right) and the text in the orange, yellow and green boxes on the opposite page, as well as the rules written in the yellow boxes within each **Collision** outcome.

Before resolving **Collisions**, first move vehicles in to contact and refer to **Collision** diagrams in relevant sections for outcomes.

		PASSIVE VEHICLE WEIGHT CLASS:				
		1	2	3	4	5
ACTIVE VEHICLE WEIGHT CLASS:	1	NORMAL COLLISION	LIGHTER, +2 MODIFIER HEAVIER, -2 MODIFIER	SEE GREEN BOX OPPOSITE	SEE GREEN BOX OPPOSITE	SEE GREEN BOX OPPOSITE
	2	LIGHTER, +2 MODIFIER HEAVIER, -2 MODIFIER	NORMAL COLLISION	LIGHTER, +2 MODIFIER HEAVIER, -2 MODIFIER	SEE GREEN BOX OPPOSITE	SEE GREEN BOX OPPOSITE
	3	LIGHTER VEHICLE DESTROYED. HEAVIER, -10MPH, 5HP	LIGHTER, +2 MODIFIER HEAVIER, -2 MODIFIER	NORMAL COLLISION	LIGHTER, +2 MODIFIER HEAVIER, -2 MODIFIER	SEE GREEN BOX OPPOSITE
	4	LIGHTER VEHICLE DESTROYED. HEAVIER, -10MPH, 5HP	LIGHTER VEHICLE DESTROYED. HEAVIER, -10MPH, 5HP	LIGHTER, +2 MODIFIER HEAVIER, -2 MODIFIER	NORMAL COLLISION	LIGHTER, +2 MODIFIER HEAVIER, -2 MODIFIER
	5	LIGHTER VEHICLE DESTROYED. HEAVIER, -10MPH, 5HP	LIGHTER VEHICLE DESTROYED. HEAVIER, -10MPH, 5HP	LIGHTER VEHICLE DESTROYED. HEAVIER, -10MPH, 5HP	LIGHTER, +2 MODIFIER HEAVIER, -2 MODIFIER	NORMAL COLLISION

If a **Ramming Vehicle** is 2 **Weight Classes** or more heavier than the **Passive Vehicle**, the lighter vehicle is destroyed in the **Collision**. Do not refer to **Collision** outcomes, remove vehicle from play instead.

The heavier, surviving vehicle slows down 10MPH and takes **5HP**.

If there is a difference of 1 **Weight Class**, refer to **Collision** outcomes but with a +2/-2 modifier.

The lighter vehicle applies a +2 modifier to every direct effect that refers to it within the **Collision** outcome. Inches (other than **Movement Distance)**, 10MPH increments of **Speed**, and **Hit Points**. **Movement Distance** is unaffected.

The heavier vehicle applies a -2 modifier to every direct effect that refers to it within the **Collision** outcome. Inches (other than **Movement Distance)**, 10MPH increments of **Speed**, and **Hit Points**. **Movement Distance** is unaffected.

These modifiers are in yellow boxes within each **Collision** outcome.

In every case except a head on collision:

If a **Passive Vehicle** is 2 **Weight Classes** or more heavier than the **Ramming Vehicle**, the lighter vehicle takes **Speed HP**, place vehicle **HD"** away in **Forward HD Direction** of heavier vehicle at **HD Facing**. Do not refer to **Collision** outcomes.

In a head on collision:

The lighter vehicle is destroyed in the **Collision**. Do not refer to **Collision** outcomes, remove vehicle from play instead.

The heavier vehicle slows down 10MPH and takes **5HP**

COLLISIONS

With Moving Vehicle

1 PASSIVE VEHICLE

- Takes Ramming Vehicle Speed HP
- Moves half Ramming Vehicle's Movement Distance away from Ramming Vehicle (round up).
- Completes Movement Distance including any Steer Actions.
- 0MPH, HD Facing.
- Complete step 14 and 16 of Turn Sequence.

RAMMING VEHICLE

- Takes half Ramming Vehicle Speed HP (round up)
- Decelerates HD3x10MPH
- Forward HD Facing.
- Complete step 14 and 16 of Turn Sequence.

2 PASSIVE VEHICLE

- Takes Ramming Vehicle Speed HP
- Moves half Ramming Vehicle's Movement Distance away from Ramming Vehicle (round up).
- Completes Movement Distance including any Steer Actions.
- 0MPH, HD Facing.
- Complete step 14 and 16 of Turn Sequence.

RAMMING VEHICLE

- Takes Ramming Vehicle Speed HP
- Stops
- Forward HD Facing.
- Complete step 14 and 16 of Turn Sequence.

3 PASSIVE VEHICLE

- Takes Ramming Vehicle Speed HP
- Moves half Ramming Vehicle's Movement Distance away from Ramming Vehicle (round up).
- Completes Movement Distance including any Steer Actions.
- 0MPH, HD Facing.
- Complete step 14 and 16 of Turn Sequence.

RAMMING VEHICLE

- Takes half Ramming Vehicle Speed HP (round up)
- Decelerates HD3x10MPH
- Forward HD Facing.
- Complete step 14 and 16 of Turn Sequence.

4 PASSIVE VEHICLE

- Takes Speed difference HP
- Adds half Ramming Vehicle's Movement Distance (round up), to the start of their own Movement Distance (including any of their own Steer Actions).
- Completes from step 11 in Turn Sequence.

RAMMING VEHICLE

- Takes Speed difference HP
- Decelerates Speed difference MPH
- Complete step 14 and 16 of Turn Sequence.

5 BOTH VEHICLES

- Take highest Speed HP
- Stop.
- Move half fastest vehicle's Movement Distance away from each other (round up), centred over point of impact.
- 0MPH, HD Facing.
- Complete step 14 and 16 of Turn Sequence.

+2HP if Lighter
-2HP if Heavier

+2" if Lighter
-2" if Heavier

+20MPH if Lighter
-20MPH if Heavier

NOTE

The leading face of a moving vehicle counts as the front for the purpose of collisions

COLLISIONS
With Stationary Vehicle

1 PASSIVE VEHICLE

- Takes **Ramming Vehicle Speed HP**
- Moves half **Ramming Vehicle's Movement Distance** away from **Ramming Vehicle** (round up).
- Moves **HD"** to left of **Ramming Vehicle**.
- **HD Facing**.
- Complete step 14 and 16 of **Turn Sequence.**

RAMMING VEHICLE

- Takes half **Ramming Vehicle Speed HP** (round up)
- **Decelerates** HD3x10MPH
- **Forward HD Facing**.
- Complete step 14 and 16 of **Turn Sequence.**

2 PASSIVE VEHICLE

- Takes **Ramming Vehicle Speed HP**
- Moves half **Ramming Vehicle's Movement Distance** away from **Ramming Vehicle** (round up).
- **HD Facing**.
- Complete step 14 and 16 of **Turn Sequence.**

RAMMING VEHICLE

- Takes **Ramming Vehicle Speed HP**
- Stops
- **Forward HD Facing.**
- Complete step 14 and 16 of **Turn Sequence.**

3 PASSIVE VEHICLE

- Takes **Ramming Vehicle Speed HP**
- Moves half **Ramming Vehicle's Movement Distance** away from **Ramming Vehicle** (round up).
- Moves **HD"** to right of **Ramming Vehicle**.
- **HD Facing**.
- Complete step 14 and 16 of **Turn Sequence.**

RAMMING VEHICLE

- Takes half **Ramming Vehicle Speed HP** (round up)
- **Decelerates** HD3x10MPH
- **Forward HD Facing**.
- Complete step 14 and 16 of **Turn Sequence.**

4 PASSIVE VEHICLE

- Takes **Ramming Vehicle Speed HP**
- Moves half **Ramming Vehicle's Movement Distance** away from **Ramming Vehicle** (round up)
- **HD Facing**.
- Complete step 14 and 16 of **Turn Sequence.**

RAMMING VEHICLE

- Takes **Speed HP**
- Stops
- Complete step 14 and 16 of **Turn Sequence.**

5 PASSIVE VEHICLE

- Takes **Ramming Vehicle Speed HP**
- Moves half **Ramming Vehicle's Movement Distance** away from **Ramming Vehicle** (round up)
- **HD Facing**.
- Complete step 14 and 16 of **Turn Sequence.**

RAMMING VEHICLE

- Takes **Speed HP**
- Stops
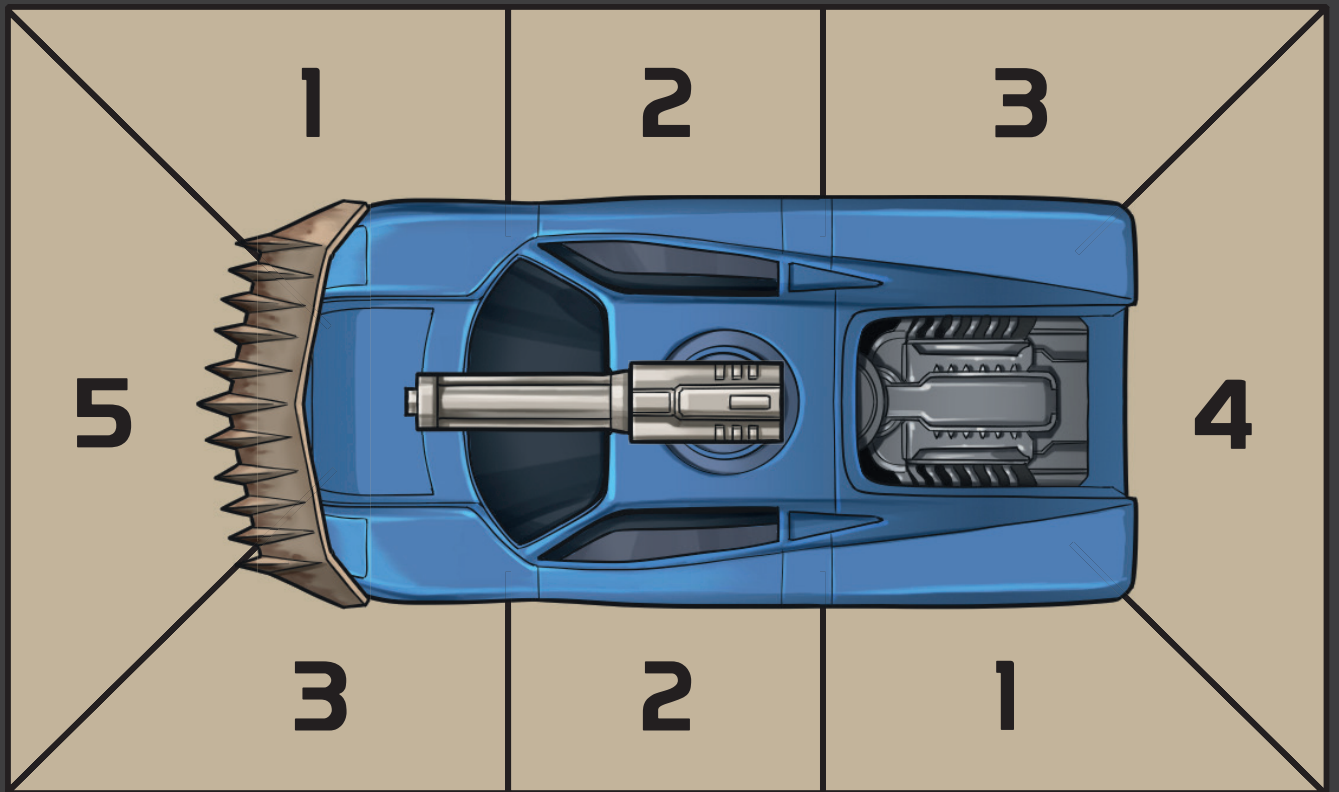- Complete step 14 and 16 of **Turn Sequence.**

+2**HP** if Lighter
-2**HP** if Heavier

+2" if Lighter
-2" if Heavier

+20MPH if Lighter
-20MPH if Heavier

NOTE

The leading face of a moving vehicle counts as the front for the purpose of collisions

COLLISIONS

Sideswipes

WITH MOVING VEHICLE

Control+Power V Control+Power

DRAW/HIGHEST:

- Complete/s **Activation** as normal.

LOWEST:

- (Vehicle & **Movement Templates**) Move HD3" away from **Ramming Vehicle** (round up).
- Takes HD3HP
- Completes from step 11 of **Turn Sequence.**
- **Forward HD Facing.**

WITH STATIONARY VEHICLE

MOVING VEHICLE:

- Completes **Activation** as normal.

STATIONARY VEHICLE:

- Moves half **Ramming Vehicle's Movement Distance** away from **Ramming Vehicle** (round up).
- Takes half **Ramming Vehicle's Speed HP** (round up).
- **Forward HD Facing.**
- Complete step 14 and 16 of **Turn Sequence.**
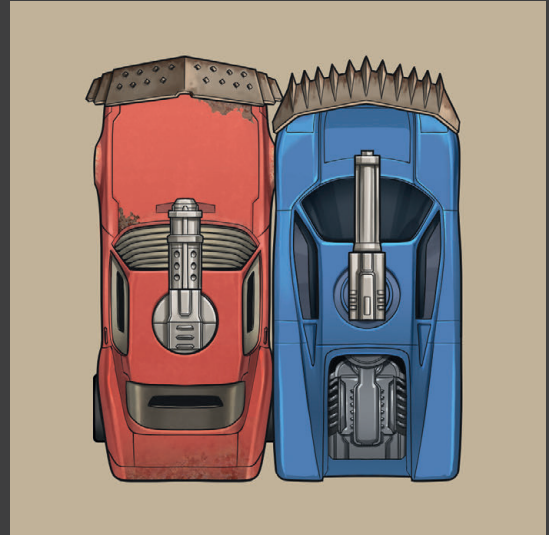
+2" if Lighter
-2" if Heavier

+2**HP** if Lighter
-2**HP** if Heavier

NOTE

The leading edge of a moving vehicle counts as the front for the purpose of Collisions.

+2" if Lighter
-2" if Heavier

+2**HP** if Lighter
-2**HP** if Heavier

WITH MOVING VEHICLE

BOTH VEHICLES:

- Both vehicles & their **Movement Templates** Move half fastest vehicle's **Movement Distance** away from each other (round up), centred over point of impact.
- Take half fastest vehicle's **Speed HP** (round up).
- **Forward HD Facing.**
- Completes from step 11 of **Turn Sequence.**

WITH STATIONARY VEHICLE

MOVING VEHICLE:

- Completes **Activation** as normal.

STATIONARY VEHICLE:

- Moves half **Ramming Vehicle's Movement Distance** away from **Ramming Vehicle** (round up).
- Takes half **Ramming Vehicle's Speed HP** (round up).
- **Forward HD Facing**.
- Complete step 14 and 16 of **Turn Sequence.**

COLLISIONS
Static Objects

HEAD ON COLLISION WITH PERMANENT OBJECT

- Take **Speed HP**
- Move half **Movement Distance** directly away from object (round up).
- 0MPH, **HD Facing.**
- Complete step 14 and 16 of **Turn Sequence.**

COLLISION WITH IMPERMANENT OBJECT

- Take 1**HP**
- Complete remaining **Movement Distance** and **Actions**.
- Object scatters **HD"** in **HD Direction** causing 1**HP** to anything it hits.
- Complete from step 11 of **Turn Sequence.**

CONTACT WITH PERMANENT OBJECT ON FINAL PLACEMENT OF VEHICLE (SCRAPE)
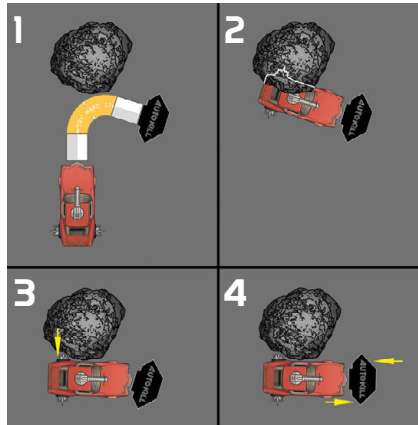
Sometimes **Movement Templates** may not come in to contact with a **Permanent Object**, but when a vehicle is placed at its **Final Position**, it overlaps with, or comes in to contact with one.
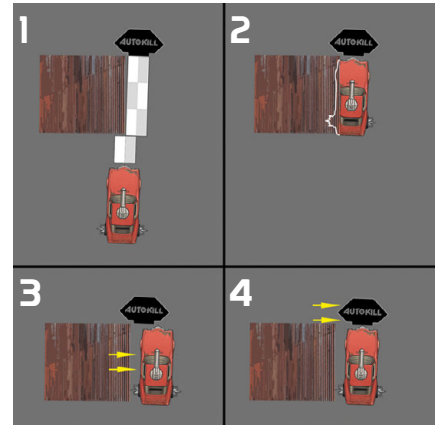
If a **Scrape** happens:

- Place the vehicle as close as possible to it's **Final Position**.
- Adjust **AutoKill Template** to match vehicle's new **Facing**/position.
- Take 1**HP**
- Complete from step 14 of **Turn Sequence.**

GLOSSARY

Accelerate, Accelerate Action

The shift from **Current Speed** to a higher **Speed**.

Accelerate Dice

The **Stat Dice** assigned to the **Accelerate Stat**.

Accelerate Stat

The **Stat** that dictates a vehicle's ability to speed up.

Action

An activity or manoeuvre, one of up to three per vehicle, per **Turn**.

Action Token

A circular blue token used to set Speed Change **Actions** on the **Control Panel**.

Action Slot

The areas on the **Control Panel** where **Actions** are set.

Activated

A vehicle that has expended its **Actions** for that **Turn** has **Activated**.

Activation

The usage of an individual vehicle within the **Turn**, An **Activation** comprises of 1-3 **Actions**.

Active Vehicle

A vehicle that is currently carrying out its **Actions**.

Advanced Rules

Optional rules that add complexity and depth to the game.

Armour Bonus

The bonus applied to the **Defence Stat** at all times, a positive modifier totalling half the highest value on the **Defence Dice**.

Attack, Attack Action

The **Action** of firing a weapon or otherwise activating offensive capabilities using the **Attack Dice**.

Attack Item

An item from the **Vehicle Upgrade Deck** that affects **Attack Actions.**

Attack Dice

The **Stat Dice** assigned to the **Attack Stat**.

Attacking Vehicle

A vehicle carrying out an offensive **Action**.

Attack Stat

The **Stat** that dictates a vehicle's ability to **Attack**.

AutoKill Template

A 90⁰ angle used as a **Fire Arc**, and as a placement marker at the head of a vehicle's **Movement Distance.**

Bonus Modifier

A positive modifier added to a **Stat Dice's Natural Result**.

Car-Jack

The **Action** of attempting to steal a vehicle.

Catastrophic Failure

The roll of a 1 on a **Stat Dice**, triggering catastrophe.

Class

Classes 1-5 are vehicle classifications based on **Toughness, Size** and **Weight** among other atributes.

Close Range

The range at which certain weapons gain a bonus number of **HP** when successful in their **Attack**.

Collision

An event triggered when a vehicle or its **Movement Templates** come in to contact with something.

Conditions for Success Panel

The green panel at the top of **Vehicle Upgrade Cards**.

Control Panel

The area where **Action Tokens** are placed in order to set **Actions**.

Control

Relating to the **Control Stat,** a vehicle's ability to manoeuvre using **Steer Templates.**

Control Action

An **Action** that utilises the **Control Dice**, commonly a **Steer Action.**

Control Dice

The **Stat Dice** assigned to the **Control Stat**.

Control Item

An item from the **Vehicle Upgrade Deck** that affects **Control Actions.**

Control Loss Weapon

A passive weapon from the **Vehicle Upgrade Deck** that affects a vehicle's ability to maintain control.

Control Stat

The **Stat** that dictates a vehicle's ability to **Steer**.

Corroding

A **Vehicle Effect**, while **Corroding**, a vehicle takes **Damage** each **Turn**.

Corrosive Weapon

A passive weapon from the **Vehicle Upgrade Deck** that causes the **"Corroding" Vehicle Effect.**

Cost

The value in **UniCreds** that an item, vehicle or **Crew** member is worth.

Crew

The occupants of vehicles in the game, they carry out a vehicle's **Actions.**

Crew Deck/Card

A selection of vehicle occupants with varying skills.

Crew Limit

The maximum number of **Crew** members a vehicle can have, dependent on **Class.**

Crew Roster

A list of a vehicle's **Crew** that also denotes **Driver.**

Critical Success

The **Maximum** result on a **Stat Dice** rolled during the attempt of certain **Actions**, resulting in buffs or bonuses.

Current Speed

The **Speed** a vehicle is travelling at.

Current Speed Tracker

A red pointer that indicates a vehicle's **Current Speed**, it is located on right of the **Dashboard** in the centre of the **Speed Dial**.

D2

Refers to using a six sided dice to provide a binary outcome. 1-3 equals 1, and 4-6 equals 2.

D3

Refers to using a six sided dice to provide one of three outcomes. 1-2 equals 1, 3-4 equals 2, 5-6 equals 3.

D6, D8, D10, D12, D14, D16

A six, eight, ten twelve, fourteen or sixteen sided dice respectively.

Damage

Incurred in **Collisions** and as a result of **Successful Attack Actions** against a vehicle, it inhibits vehicle functionality.

Damage Limit

The maximum amount of **Damage** a **Stat** can take.

Damage Limit Token

A black token with a white skull and crossbones icon on it. This token stays static throughout the game and marks a **Stat's Damage Limit** on its **Damage Track.**

Damage Modifier

A negative modifier corresponding to the number of **Hit Points** a **Stat** has incurred.

Damage Threshold

The red line between 4 and 5 **HP** that spans all **Damage Tracks** except **Defence** on the **Dashboard**. If a number of **Hit Point Tokens** cross it, a vehicle is destroyed.

Damage Track

The grid on the **Dashboard** used to track **Damage**. **Hit Point Tokens** move along the **Damage Track** towards a **Stat's Damage Limit**.

Dashboard

The tool used to track a vehicle's **Stats**, **Speed**, **Damage** and performance during a game.

Decelerate, Decelerate Action

The shift from **Current Speed** to a lower **Speed**.

Decelerate Dice

The **Stat Dice** assigned to the **Decelerate Stat**.

Decelerate Stat

The **Stat** that dictates a vehicle's ability to slow down.

Defence

A vehicle's ability to withstand **Damage** from weaponry.

Defence Dice

The **Stat Dice** assigned to the **Defence Stat**.

Defence Item

An item from the **Vehicle Upgrade Deck** that affects the **Defence Stat.**

Defence Stat

The **Stat** that dictates a vehicle's ability to withstand **Damage**.

Desired Speed

Set on the **Control Panel** before dice are rolled.

Dice Tray

Any flat bottomed receptacle of at least 5" by 5".

Driver

A conceptual representation of a vehicle's **Driver**. **Drivers** are injurable and perform **Driving** and other **Actions**.

Driving Actions

All **Actions** related to manoeuvring a vehicle **Steer, Accelerate, Decelerate, Three Point Turn, Reverse.** Carried out by vehicle's **Driver.**

Drop

An abrupt and sheer end to a driving surface.

Effect Panel

The yellow panel in the middle of **Vehicle Upgrade Cards**.

Energy Weapon

A weapon that uses energy.

Explosive Weapon

An exploding weapon.

Facing

1) The direction a vehicle is pointing towards. 2) The side of a vehicle that a weapon is mounted on.

Final Position

The location/**Facing** of a vehicle at the end of its **Activation.**

Final Result

The figure determined by taking a dice's **Natural Result**, adding any **Bonus Modifiers** and subtracting any **Damage Modifiers**.

Fire Arc

The 90° angle within which vehicles can target enemy vehicles with certain weapons, measured using the **AutoKill Template.**

Flame Weapon

A weapon that causes the **"On Fire" Vehicle Effect.**

Forward HD Facing

The direction that the arrow on the **Hazard Dice** that is in a vehicle's front 180 arc is pointing.

Fragile

Toughness Class 1, fully depleted **Defence Stat +1HP** in **Damage** to destroy.

Front Facing

A location to install a **Hard Point** for weapon attachments, a weapon placed here will face forward.

Gaseous Weapon/Effect

Any in game effect or weapon that behaves like a gas.

Hard Point

A location on a vehicle that a weapon or **Upgrade** can be attached to.

Hazard Dice

A white six sided dice with red and black direction arrows and a number from 1-6 on each face, used as a randomiser for number of **Hit Points**, **Damage** location, distance, **Facing** and direction.

HD

Abbreviation of "**Hazard Dice**".

HD2

Use **Hazard Dice** as a **D2**, 1-3 is 1, 4-6 is 2.

HD3

Use **Hazard Dice** as a **D3**. 1-2 is 1, 3-4 is 2, 5-6 is 3.

HD"

Face value of **Hazard Dice** in inches.

HDHP

Face value of **Hazard Dice** in **Hit Points**.

HD Facing

The direction the red arrow on the **Hazard Dice** is pointing, when referring to the rotational facing of a vehicle.

HD Direction

The direction the red arrow on the **Hazard Dice** is pointing.

HD Stat

The **Stat Dice** nearest to the **Hazard Dice** in the **Dice Tray**.

Heavy

Weight Class 4, -1 **Accelerate/Decelerate.**

Hit Point

A unit of **Damage**.

Hit Point Tokens

A red token used to track the number of **Hit Points** a vehicle has incurred.

HP

Abbreviation of "**Hit Points**".

Incline

Any significant rise in terrain height that can be traversed by vehicles in play.

Impermanent Object

A loosely attached, lightweight, or flimsy structure or object that wouldn't affect the path of a vehicle too much on **Collision**.

Initiative

The vehicle with **Initiative** places **Movement Templates** and carries out **Attack Actions** first.

Jump Distance

The distance between the edge of a **Drop** and the landing point of a vehicle that traverses it.

Jump Height

The maximum height a vehicle reaches while traversing a **Drop.**

Laser Weapon

A light beam based weapon.

Large

A **Size Class 4** vehicle. 4 **Hard Points**, aproximately 4-5" long.

Left Facing

A location to install a **Hard Point** for weapon attachments, a weapon placed here will face to the left of a vehicle.

License Card

A record of a **Driver's HP** and name.

Light

Weight Class 2, +1 **Accelerate/Decelerate.**

Line of Sight

An uninterrupted line drawn between any location or object on the table and any point on a vehicle or its **Movement Templates**.

Massive

A **Size Class 5** vehicle. 5 **Hard Points**, aproximately 5-6" long.

Maximum

The highest result on a **Stat Dice**, when rolled this normally results in a bonus or buff.

Medium

Refers to **Class 3,** car sized vehicle attributes.

Micro

A **Size Class 1** vehicle. 1 **Hard Point**, aproximately 1-2" long.

Movement Templates

Straight or curved templates of different lengths, angles and colours, marked in increments of one inch.

Movement Distance

The total number of inches a vehicle moves based on its **Current Speed**.

Natural Result

The result on a **Stat Dice** as it lays in the **Dice Tray.**

Offset

Any two **Movement Templates** can be misaligned up to the half way mark, this is an **Offset**.

On Fire

A **Vehicle Effect**, while **On Fire**, a vehicle takes **Damage** each **Turn**.

Passive Vehicle

The vehicle represented by the blue car in the **Collision** type diagrams in the **Collisions** section of the rules.

Percussive Weapon

A weapon that uses a vehicle's **Speed** and inertia to cause **Damage.**

Permanent Object

A securely attached, heavy, or sturdy structure or object that would cause **Damage** and interrupt the path of a vehicle.

Player 1

The player with **Initiative** that **Activation**.

Player 2

The player without **Initiative** that **Activation**.

Power

The **Speed** potential of a vehicle, **Power** dictates a vehicle's **Top Speed**.

Powered Blade Weapon

A motorized cutting weapon.

Power Stat

The **Stat** that dictates a vehicle's **Top Speed.**

Practically Indestructible

A **Toughness Class 5** vehicle. Fully depleted **Defence Stat + 4 Stats** over **Damage Threshold** to **Destroy.**

Ramming Vehicle

The instigating vehicle in a collision.

Range

The distance from which a weapon can hit its target.

Rear Facing

A location to install a **Hard Point** for weapon attachments, a weapon placed here will face to the rear of a vehicle.

Repair Action

An **Action** that allows **Hit Points** to be re-instated.

Repair Item

An item that affects a **Repair Action.**

Reverse

When a vehicle is in **Reverse**, it moves backwards instead of forwards and can only move at **Safe Speed**, despite it counting as **Unsafe Speed**.

Right Facing

A location to install a **Hard Point** for weapon attachments, a weapon placed here will face to the right of a vehicle.

Rocket Weapon

A self propelled missile weapon.

Roll Table

An outcome table that dictates the results of rolling a vehicle.

Roll Vehicle

The **Action** of rolling a vehicle on to a face from an adjacent face, e.g. from roof to side or side to wheels.

Safe Speed

Tied to the **Maximum** value on the **Decelerate Dice**, vehicles get a bonus for traveling at or under this **Speed.**

Safe Speed Tracker

A small, round, green token with "SAFE" written on it. It is placed on the **Speed Dial** in the slot corresponding to a vehicle's **Safe Speed**.

Safe Speed Bonus

A bonus imparted for travelling at or under a vehicle's **Safe Speed.**

Safe Terrain

Terrain surface that does not afffect game mechanics.

Scrape

A minor type of **Collision** that barely affects a vehicle.

Sitting Duck Bonus

A bonus imparted when a **Target Vehicle** is stationary.

Size

An attribute of vehicle **Class** prescribing length in inches and number of **Hard Points** allowed.

Small

A **Size Class 2** vehicle. 2 **Hard Points**, aproximately 2-3" long.

Solid Round Weapon

A weapon with conventional rounds.

Special Action

An **Action** that doesn't conform to the basic **Stat** based **Actions** of **Steer**, **Attack**, and **Speed Change**, they may take up more than one **Action**.

Speculative Shots

An **Attack** made without **Line of Sight** or any positive modifiers.

Speed

Of or relating to a vehicle's **Current, Top**, or **Safe Speed**.

Speed Change Action

An **Accelerate** or **Decelerate Action**.

Solid Round Weapon

A weapon with conventional rounds.

Solid Round Weapon

A weapon with conventional rounds.

Special Action

An **Action** that doesn't conform to the basic **Stat** based **Actions** of **Steer**, **Attack**, and **Speed Change**, they may take up more than one **Action**.

Speculative Shots

An **Attack** made without **Line of Sight** or any positive modifiers.

Speed

Of or relating to a vehicle's **Current**, **Top**, or **Safe Speed**.

Speed Change Action

An **Accelerate** or **Decelerate Action**.

Speed Dial

The section on the right of the **Dashboard** that tracks **Speed** related data.

Speed Item

An item from the **Vehicle Upgrade Deck** that affects **Speed** or **Movement Distance**, **Accelerate** or **Decelerate Actions.**

Spike Puncture Weapon

A contact weapon that punctures a vehicle's armour.

Stat Dice

One of 6 dice of varying colour and number of faces used to represent the different **Stats** that vehicles use in game.

Stat

A vehicle characteristic; **Power, Accelerate, Decelerate, Control, Attack** or **Defence**.

Stat Slot

A slot on the **Dashboard** relating to a corresponding **Stat** and designed to receive a **Stat Token.**

Stat Token

Placed in a **Stat Slot** on the **Dashboard** to represent a chosen **Stat**, the higher the value of the token and its corresponding **Stat Dice**, the better the **Stat**.

Steer, **Steer Actions**

The insertion of a **Steer Template** in to the **Movement Distance** for the **Activation**.

Steer Templates

Curved templates of one or two inches, and of varying angles and colours.

Steer Template Limitations

A limitation imposed on a vehicle's turning circle, related to vehicle **Class.**

Strong

A **Toughness Class 4** vehicle. Fully depleted **Defence Stat + 3 Stats** over **Damage Threshold** to **Destroy.**

Super Heavy

Weight Class 5, -2 **Accelerate/Decelerate.**

Sustain Attack

Increasing weapon efficacy by spending more **Actions Attacking.**

System Fault

A **Vehicle Effect**, while there is a **System Fault**, a vehicle's **Stats** are scrambled.

Target Vehicle

A vehicle that is the desired victim of an **Attack Action.**

Target Locked

A **Vehicle Effect**, while a vehicle is **Target Locked**, it counts as always in **Line of Sight** and **Fire Arc** of the **Attacking Vehicle.**

Targeting Modifier

A modifier applied to vehicles following the logic that larger vehicles are easier to hit, and smaller ones harder.

Three Point Turn

A manoeuvre for repositioning a vehicle to a new **Facing.**

Top Speed

The fastest **Speed** a vehicle can travel at, dictated by the **Power Stat.**

Top Speed Tracker

A small, round, red token with "TOP" written on it. It is placed on the **Speed Dial** in the slot corresponding to a vehicle's **Top Speed.**

Toughness

A vehicle atribute relating to the number of Stats that need to cross the **Damage Threshold** for it to be destroyed.

Traversable Terrain

Any terrain accessible by a vehicle.

Turn

One cycle of game-play.

Turn Sequence

The order in which the various stages of the **Turn** are resolved, displayed in the form of a flow chart.

Turret

A rotating platform on a vehicle that a weapon or **Upgrade** can be attached to.

Ultra Light

Weight Class 1, +2 Accelerate/Decelerate.

UniCreds

The currency in the world of AutoKill, and in game terms, the "points" needed to purchase weapons and upgrades.

Unsafe Terrain

No **Safe Speed Bonuses** are applied while traversing this terrain.

Unsafe Speed

Related to **Decelerate Stat,** no 50% bonus is added at this **Speed.**

Upgrade

An item from the **Vehicle Upgrade Deck**, used to increase a vehicle's performance in a given area.

V

Abbreviation of "versus".

Vehicle Class

A set of vehicle atributes loosly defined by **Size.**

Vehicle Effects

A lasting effect that causes damage or negative results to a vehicle on a **Turn** by **Turn** basis.

Vehicle Effect Slots

4 slots on the **Dashboard** designed to receive **Vehicle Effect Tokens**.

Vehicle Effect Tokens

A set of red tokens displaying symbols for the **On Fire, Corroding, System Fault,** and **Target Locked Vehicle Effects**.

Vehicle Upgrade Card

A card displaying rules for **Upgrades** along with their cost in **UniCreds**.

Vehicle Upgrade Deck

A deck containing all the **Upgrades** available in the game.

Weak

Toughness Class 2 fully depleted **Defence Stat +1HP** in **Damage** to destroy.

Weight

Class atribute affecting **Speed Change** and **Collisions.**