

The low black sedan pulls closer into Pis rearview mirror, dark tinted windows menacing. The low rumble

A compact coupe with adequate firepower and a decent

Max Toad 50 lb. LengtP 2 yards. \$5,000, 300 Tb.
Motorbikes have 10 hits.

Compact Car

into rubble. It takes about 100 hits to derail a train.

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Table Two say**Table One**
cPeck) or moves normally. See **Maintaining**
Control for more information.

- 5. Each crew member may now take ONE firing
action. This includes tPe aiming and firing of a
vehicle or set of linked vehicular is

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The only exception to this rule is the side-swipe. The damage dealt by a side-swipe is relative to only the weights of the two vehicles. Basic side-swipe damage = $1d$. Remember to count collision damage into the total point damage of a vehicle as taken in a round (for Hazard purposes).

Sometimes a huge object hits a little one. If one vehicle outweighs another by 10:1, then roll 1d10. On a 1-6, the effect is normal. On a 7-10, the larger vehicle literally rolls OVER the smaller vehicle. Damage is applied normally, but the larger vehicle loses only 20% of its current speed while the smaller is stopped cold. Damage in a collision is first applied to the armor

normally be able to. This costs 35% of body cost and

inaccurate. After the first one, each additional rocket of the same size mounted on the same side takes up only 50% of its space and weighs 75% its weight.

Options

May be made to resemble fabric. Cars with a convertible top may not mount turret.

- **Electronic Traction Control** - \$1000, 10 lb, 1 cf.
Reduces the problems of extreme acceleration and helps with cornering. Subtracts .25 from SR. Limit one.

• **Fake Weapon**

Mileage comes to $9000 / (260 + (4342 / 20)) = 18.4$ mpg... plus 10% for sport brings us 20.2 mpg. Good!

AC 11 (max 15), 59 mpg@65. Normal Armor: F12,