

Flier (Hero)

Sword

Slug

Shoot

Save

Concentrate
(+1d6 move)

Carpet

Weave Pts $(\text{Minus } 1 \text{ Bump})$

$(\text{Minus } 2 \text{ Bump})$

Magic Pts $(\text{Minus } *X* \text{ Bump})$

Current Speed $(1d6)$

$(2d6)$

Fighter (Swashbuckler)

Sword

Slug

Shoot

Save

Ammo

Bump Table (2d6 Plus Modifiers)

-4	Attacker Crash!
-3	Attacker 2 pts dam WP, MP, 1d6 to passengers
-2	Rug Burn! Attacker 1d6 to passengers
-1	Attacker 1 pt dam to MP
0	Attacker 1 pt dam to WP
1	Attacker turned 90° away
2	Attacker Anti Magic Field (Flier Save To Restart)
3	Carpets Tangle
4	No Effect
5	Defender turned 90° away
6	Defender Bumped 1-3 inches
7	Defender 1 pt dam WP
8	Defender 1 pt dam MP
9	Wrinkle! Defender passengers save or prone
10	Rug Burn! Defender 1d6 to passengers
11	Defender Anti Magic Field (Flier Save to Restart)
12	Defender 2 pts dam to WP
13	Defender 2 pts dam to MP
14	Defender 2 pts dam WP, MP, 1d6 to passengers
15	Defender Crash!

Bump Modifiers (Total All Modifiers)

	<u>Attacker</u>	<u>Defender</u>
Fail Avoid Roll	-2	+2
WP Damage	Minus Row	Plus Row
Bumped This Turn	-1	+1
MP Damage	Minus "X"	Plus "X"

Of Pods, Carpets, & Swash

Magic Carpets race just like Future Race vehicles, but as you'll notice by the charts, there are a few changes.

Magic Points - This value corresponds to "Grav Rating" in Future Race. (Magic Points + 4) minus current speed = turn radius.

Weave Points - This value corresponds to "Hull Rating" in Future Race.

Concentrate - This value corresponds to "Afterburners" in Future Race. There is no penalty to concentrate in Carpet Racing. However, as in Future Race, this may only occur twice per race. Concentrating adds 1d6 inches to current speed for one turn.

Acceleration Rating - AR has been removed from the Carpet Racing rules. All acceleration and deceleration in Carpet Racing will be by a number from 1 to 4.

Pilot Rating - Since Blood & Swash includes a save ability, the pilot rating used for saves in Future Race is deleted. All attempts by either the Flier or the Fighter to do any action will require a Save on d20 to succeed. Any action requiring a "PR Check" in Future Race will be changed to a Flier Save according to Blood & Swash Rules

Flier & Fighter Abilities - Before each race, roll for flier and fighter abilities using the Blood & Swash rules and treating the Flier as a "Hero" and the Fighter as a "Swashbuckler." Hit points are calculated by the same method and written on the chart next to the name of the character.

Bumping - When one carpet is forced into contact with another, either player may avoid contact with a successful Flier Save roll on a d20. If contact occurs then add all applicable modifiers and apply the result to a roll of 2 d6. Bumps usually result in the attacker's favor.

Bump Results - A result of "Rug Burn" will do damage of 1 d6 HP's damage to all passengers on a carpet.

"Wrinkle" causes all passengers to make a successful Save roll or be knocked prone.

"Anti-Magic Field" corresponds to "Flameout" in Future Race. Carpets decelerate by 4 until a successful flier save is made.

"Carpets Tangle" corresponds to "Pods Lock" in Future Race.

Turn Sequence - When a carpet's card is turned, each passenger may take an action. It is assumed that the Flier's action will be to operate the carpet. If the Flier takes another action, such as making an attack, the carpet will fly in a straight line at its current speed until next turn. The Flier does not use up an action making any saves.

Special Rules --

"Jumping" to another carpet - Whenever a carpet is within 1 inch of another carpet, any non-prone passenger facing in the correct direction may jump to the adjacent carpet by making a successful Save roll. Unsuccessful rolls go prone on the beginning carpet except that any "20" result causes passenger to sail over the target carpet and to the sand below.

"Grabbing" objects or persons from the ground - Any passenger may pick up an object or person by passing the carpet within 1 inch, with the figure facing in the proper direction, declaring their action for the turn, and making a successful "Slug" roll.

"Ground Movement" - Passengers on the ground move at a rate of 1d6 inches per turn until picked up. Passengers may remount a passing carpet using the same method as "Grabbing" above.

"Weapons, Attacking, and Movement" - These actions are resolved using the Blood & Swash rules. This includes all weapon ranges, save rolls, and damage caused.

"Princesses being rescued have a save roll of 10 and only 6 hit points. Be very careful with them.