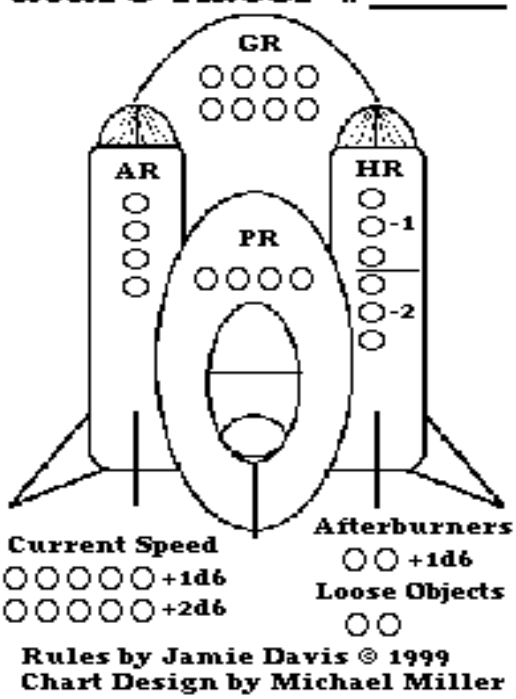
Future Racer #_____



Rules by Jamie Davis © 1999
Chart Design by Michael Miller

Bump Table (2d6 + Modifiers)

-4	Attacker Crash
-3	Attacker 1d6 Damage across HR,GR,AR,PR
-2	Attacker PR -1
-1	Attacker GR -1
0	Attacker HR -1
1	Attacker Turned 30˚ away
2	Attacker Flameout
3	Racers Lock
4	no effect
5	Defender Turned 30˚ away
6	Defender Bumped 1-3 inches
7	Defender HR -1
8	Defender GR -1
9	Defender AR -1
10	Defender PR -1
11	Defender Flameout
12	Defender HR -2
13	Defender GR -2
14	Defender 1d6 Damage across HR,GR,AR,PR
15	Defender Crashes

Bump Modifiers (total all modifiers)

	Attacker	**Defender**
Fail Avoid Roll	-2	+2
HR Damage	-row	+row
Bumped This Turn	-1	+1
GR Damage	-x (total damage to GR)	+x (total damage
Pilot Rating	+ attacker	- defender

Turn Sequence:
One card per racer, draw a card, move, reshuffle after last card is pulled.

Skill Checks:

PR Check: ≤ Pilot Rating on 1d6
1 is automatic success, 6 is automatic fail
Movement: (total = Current Speed + Modifiers) in inches.
1/2 in straight line, then can turn, must use all movement.
First Row: low gear (Cur Speed + 1d6)
Second Row: high gear (Cur Speed + 2d6)
Cur Speed increase/decrease by AR
Turn: (GR + PR) - Cur Speed = # of 30˚ turns
if negative, need to stress GR with PR check. -1 GR if PR Check fails.
If turn opposite direction from a previous turn in phase then expend an
additional turn point.
Bump: if involuntary, both sides may try to avoid.
if not, defender must pass PR check to avoid or just take the hit.
Moving racers lose 1 inch of movement from bump.
Locked Bump: (two locked racers hitting a 3rd racer)
1/2 move straight, 2d6 ≤ total PR to unlock
3d6 plus modifiers against 3rd racer on Bump Table
If result is against locked racers, assess damage to both.
Head on Bump:
3d6 by each player against the other racer.

(Permission is granted to photocopy this chart for game play)

Flameouts:
Each turn decrease Cur Speed by 4 until pass PR Check.
Afterburners: (+1d6 to movement)
PR Check, if fails -1 to AR.
Loose Object: (within 1 inch in front at begin/end of turn)
PR Check attacker to hit, PR Check defender to avoid.
If attacker succeeds and defender fails then flameout.
Airborne: (off ramp on race course)
+50% movement, PR Check and ≤ GR on 2d6 to land successfully
Collision: (with course, not another racer)
PR Check for each inch into object. -1 per each inch past first inch, cumulative.
Any failure take 1d6 HR dam and continue checks.
Any Rating Goes To Zero:
PR test for pilot to survive crash.
Random acts of violence: (snipers at selected locations)
Roll 2d6, any dbl is a hit. If hit roll on Bump Table (use def modifiers only)

From the "No Holds Barred Texas rules"

Flameout Table (Optional) 1d6

Die Roll	**Result**
1	Left Engine Fails, Break 60˚ left.
2-5	Both Engines Fail, Continue Straight
6	Right Engine Fails, Break 60˚ right.

Ranged Weapon Table (Optional)
Hits on Att PR Check, Saves on Def PR Check
Damage is 1d6 spread over HR, GR, AR, PR

Range	**Att Modifier**	**Def Modifier**
0 - 9 inches	n/a	-1
9.1 - 18 inches	-1	n/a