The Stop The Truck! Participation Game

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Rules and Turn Sequence

Concept and Board Layout

This is a participation game based loosely on the truck chase sequence from *Mad Max 2: The Road Warrior* (© Warner Bros. Entertainment PLC) designed for 4 or more players, one player is Max (The Truck) and all the others are The Gang.

The object of the game is for The Gang to stop the truck going the allotted distance, usually 100 squares. Either by colliding with it or shooting at it, in both cases trying to cause it damage.
The playing area is a board of 12 squares long by 9 squares wide.

Movement - To save having to have a playing board 100 squares long, distance/movement is by squares relative to the truck. The truck begins the game occupying the central 4 squares of the board. If vehicles pick a move with more squares movement than the truck they move forward on the board, if less they move back.
All selected sideways movement is done on the board. Any vehicle that 'drives' off the edge of the board, or is pushed off, is out of the game.

E.g. If The Truck selects a move of 4 squares, and vehicle 'A' moves 6 squares forward and 1 left then 'A' moves 2 squares along the board and 1 square left.

If two vehicles collide then the winner of the collision occupies the square.

When the truck moves sideways, it does so in full and pushes any vehicles it contacts sideways with it generating collisions as it does so. Any vehicles pushed off the board by the truck are lost. Any player who has a vehicle destroyed may pick a new vehicle and come back on next turn, there is no end to the supply of gang vehicles.

Gang Vehicle Templates.

Each vehicle has a template showing details. These are:-

Driver Skill - If this ever drops to 0 then the driver is out of the game. Also used to check driving skill if selecting a RED action. Roll 1d10 equal or less than current driver skill. If fail roll on the RED table and see what mishap has happened.

Shooting skill - Not all vehicles have this. If this ever drops to 0 then no further shooting is possible. Most vehicles can only shoot out of the forward 180deg arc (bike and trike can shoot 45deg backwards, harpoon van 360deg). To hit a target roll 1d10 equal or less than current shooting skill. If successful roll 1d10 on the relevant table, and apply result. Potential shooting targets are, rear crossbowman, either petrol bomber, tyres or Max if in arc. A degree of judgement is needed to decide if targets are visible through traffic.

Structural points - The current strength of the vehicle. If this ever drops to 0 then the vehicle is wrecked and out of the game.

Gears - At the start of each turn the player selects a coloured box in a gear zone. Players may go up or down one gear per turn. This gives a forward speed (in squares) and a sideways move (in squares). Some boxes are coloured RED and these require a driving roll to be made. Some boxes have a +1 or +2 in them, this is a modifier to collision damage.

Collision chart - If the vehicle ends up contesting a square with another vehicle roll 1d10 (with any modifiers from both the collider and the victim, in this instance any + bonus from the victim is treated as a minus to the collider) and look on the chart against the final score. Any red value is damage to self, and green value is damage to the victim.

The Truck Template

Very similar to the vehicle templates and operates in exactly the same way for movement. Differences are that there is a track for:-

Rear crossbowman - This is their shooting skill, when it gets to 0 then no more shooting. This crossbowman will shoot at the nearest vehicle in the rear 180deg arc.

Two petrol bombers - On the top of the truck with their possible drop locations. These locations are selected at the same time as movement, so it's a bit of luck/skill to select a square that will have a vehicle in it at the end of all movement. When the points of the petrol bomber are reduced to 0 then the petrol bomber is removed.

Tyres - Are a potential target. For every imbalance of two burst tyres on a side the truck pulls one square in that direction every turn. The front tyres of the truck are protected and are not a potential target.

Max - Occupies the second square of the truck and can shoot 180deg forward if the cab part of the truck (the front two squares) has not been involved in a collision. Select target and roll 1d10 equal or less than his current skill, then roll 1d10+2 on the relevant table. Max ignores any collision results that reduce driver skill, but the truck still loses the stated structural points. The truck is just too big.

Moves in top gear - These are limited to four turns or else the truck just races off into the sunset. For every top gear move after the fourth the truck takes two points of structural damage.

Optional rule - Used when there are a lot of gang vehicle players as a balance mechanism. Every time a gang vehicle is eliminated from the game the truck regains two structural points.

Move sequence

1. All players select movement (a coloured box). Truck selects movement and selects boxes for petrol bombs to land in.
2. Truck declares its forward speed.
3. Move all vehicles in order, lightest first to heaviest.
4. Any vehicles that have done a RED action roll against their driver skill and roll on chart of failed, apply results.

5. After all vehicles have moved do any collision rolls from vehicles trying to occupy the same square. If a vehicle is bumped sideways do any rolls from any subsequent collisions.
6. Move the truck sideways. Do any additional collisions.
7. Check to see if any vehicles are in a square selected as a petrol bomb location. If so then roll 1d10 on the petrol bomb chart and apply result.
8. All vehicles not involved in a collision or hit by a petrol bomb that have a shooting skill may shoot. Select target, roll 1d10 equal or less than current skill, is successful roll 1d10 on the relevant target table and apply result.

Damage / shooting tables.

At vehicles, after hit roll 1d10 for effect.

1. Hit vehicle, no effect.
2. 1 point of structural damage.
3. 1 point of structural damage.
4. 1 point of structural damage, 1 point off driving and shooting skills
5. 2 points of structural damage, 1 point off driving and shooting skills
6. 3 points of structural damage, 1 point1 off driving and shooting skills
7. 4 points of structural damage, 2 points off driving and shooting skills.
8. 1 point of structural damage, 1 point off driving and shooting skills, make RED driving roll now.
9. 2 points of structural damage, 2 points off driving and shooting skills, make RED driving roll now.
10. Hand weapon destroyed (no shooting), 3 points off driving and shooting skills.
11. Roll twice.

At petrol bombers / crossbowman / harpoon van harpoonist, roll 1d10.

1. Hit truck no effect.
2. 1 point of damage.
3. 1 point of damage.
4. 1 point of damage.
5. 2 points of damage.
6. 2 points of damage.
7. 2 points of damage.
8. 3 points of damage.
9. 4 points of damage.
10. 5 points of damage.
11. Dead.

At tyres, roll 1d10.

1. No effect
2. No effect
3. No effect
4. No effect

5. No effect
6. Burst
7. Burst
8. Burst +1 pt structural damage to truck.
9. Burst +1 pt structural damage to truck.
10. Burst +1 pt structural damage to truck.
11. Burst +2 pts structural damage to truck.

At Max, roll 1d10.

1. Hit truck, no effect.
2. 1 point of structural damage.
3. 1 point of structural damage.
4. 1 point of structural damage, 1 point off Max.
5. 2 points of structural damage, 1 point off Max.
6. 3 points of structural damage, 1 point off Max.
7. 4 points of structural damage, 2 points off Max.
8. 1 point of structural damage, 1 point off Max, make RED driving roll now.
9. 1 point of structural damage, 1 point off Max, make RED driving roll now.
10. Shotgun destroyed (no shooting), 3 points off Max
11. Roll twice.

At the bike, roll 1d10.

1. 1 point structural damage
2. 1 point of structural damage
3. 2 points of structural damage
4. 2 points of structural damage, 1 off driving and shooting skills
5. 2 points of structural damage, 2 off driving and shooting skills
6. 3 points of structural damage, 2 off driving and shooting skills, make RED driving roll.
7. 4 points of structural damage, 2 off driving and shooting skills. Make RED driving roll.
8. Dead
9. Dead
10. Dead
11. Dead

Petrol bomb hit effects, roll1d10

1. Goes off in hand, 1d10/2 to petrol bomber
2. 1 point of structural damage.
3. 2 points of structural damage.
4. 3 points of structural damage, 1 point off driving and shooting skills.
5. 3 points of structural damage, 1 point off driving and shooting skills.
6. 4 points of structural damage, 1 point off driving and shooting skills.
7. 4 points of structural damage, 1 point off driving and shooting skills.

8. 5 points of structural damage, 2 points off driving and shooting skills.
9. 6 points of structural damage, 2 points off driving and shooting skills.
10. No explosion

Failing a RED driving roll, roll 1d10

1. Hit pothole, 1 point of structural damage to car.
2. Driver hit by stone, 1 point off driving and shooting skills.
3. Binding brakes, no top gear.
4. Steering problem, do only yellow actions.
5. Engine fire, take 1d10/2 structural damage.
6. Clutch failure, stuck in current gear for rest of game.
7. Hit kangaroo, take 1d10 damage points. These may come off any combination of skills or structure points.
8. Loose a gear, player's choice.
9. Roll twice on this table.
10. Big accident, roll driver skill or less to come out of the wreck alive. (does not apply to Max)

Notes

The Bike - Can shoot up to 45deg backwards. Can adjust one square in any direction to avoid a collision, but cannot shoot this turn. May go up or down two gears a turn.

The Trike - Can shoot up to 45deg backwards. Can adjust one square sideways to avoid a collision, but cannot shoot this turn.

The Harpoon Van - Can shoot 360deg but takes a full turn to reload. Harpoon adds +1 to damage dice roll.

The Blue Slasher - When it collides with the truck either the rear of the cab (square 2) or the tanker section (squares 3 and 4) and does damage to the truck it can do a driving roll and if successful, equal or less than driving skill, it bursts a tyre on that side.

Max - Adds +2 to damage rolls when hits from shooting (shotgun). Ignores –driving skill penalties from vehicle collisions. May not shoot if performing a RED action or the cab section (first two squares) of the truck is involved in a collision.

If Max is being overwhelmed by too many gang players (6 or more?) suggest one vehicle comes on on the Truck's side.

The AutoGyro - Comes on The Truck's side. It has only one gear and will tend to fly down the board and disappear. The AutoGyro can either drop petrol bombs or snakes. Use flying skill with modifiers as noted on the sheet to achieve a hit. If using petrol bombs if hit achieved roll 1d10 on the **petrol bomb table.** If dropping snakes roll 1d10 on following table. Roll at the beginning of each turn until the snake falls out or is shot. When shooting at the snake any hit kills it, any miss hits the vehicle and roll 1d10 on the **vehicle damage table**

1 Snake does nothing.
2 Driver distracted, pick yellow move this turn.

3 Driver distracted, pick yellow this turn, no shooting.
4 Driver distracted, pick straight action this turn.
5 Driver distracted, pick straight action this turn, no shooting,
6 Snake bites driver, 1 point off driving and shooting skills
7 Snake bites driver, 1 point off driving and shooting skills, must pick RED action
8 Snake bites driver, 2 points off driving and shooting skills, no shooting this turn.
9 Snake bites driver, 2 points off driving and shooting skills.
10 Snake falls out of vehicle, snake threat over.

TURN SEQUENCE

1. Dice for snake action or re-appearance (1:10).

2. Pick manouver.

3. Truck declares forward speed.

4. Move cars in order
   1. Open Dirt Buggy
   2. Bike
   3. Stock Car
   4. Light Trike
   5. Green Mesh Buggy
   6. Green Stopper
   7. Jeep
   8. Harpoon Van
   9. Blue Slasher
   10. Auto Gyro
   11. Plated Wrecker
   12. The Wagon

5. Move Truck sideways

6. Do driving rolls if required

7. Do ramming damage

8. Do petrol bomb damage

9. Drop snakes or bombs from auto-gyro

10. Do shooting

	TURN SEQUENCE.
1.	DICE FOR SNAKE ACTION OR REAPPEARANCE (1 IN 10)
2.	PICK MANOUVER
3.	TRUCK DECLARES FORWARD SPEED.
4.	MOVE CARS IN ORDER a. OPEN DIRT BUGGY. b. BIKE light trike / STOCK CAR c. GREEN MESH BUGGY d. BROWN STOPPER — Jeep: e. HARPOON VAN f. BLUE SLASHER Plate 7 g. AUTO-GYRO
5.	MOVE TRUCK SIDEWAYS
6.	REPOSITION AUTO-GYRO
7.	DO DRIVING ROLLS IF REQD.
8.	DO RAMMING DAMAGE
9.	DO PETROL BOMB DAMAGE
10	DROP SNAKES OR BOMBS FROM AUTO GYRO
11.	DO SHOOTING

To cross gorge (not by bridge)

If attempting to cross, roll equal or less than current drivers skill and compare to chart below, of course no shooting is allowed whilst crossing ravine.

1st gear.	O.K. no roll reqd.	drove across
2nd gear	roll made - OK. roll failed - roll on blue table	drove across
3rd gear	roll made - roll on red table. roll failed - roll twice on red table.	
4th gear	roll made - O.K. roll failed - roll on blue table	Jumped it
5th gear	roll made - roll on blue table roll failed - roll on red table	Jumped it

Should an attempt to emergency stop be made and fail then the car counts as being in the same gear as no. of squares it overshoots the near edge

Running into bridge abutments.

Cars suffer as many points of damage as squares they were going × 1½ round down.

ie car doing 6 squares forward suffers 9 pts of damage (& -3 to drivers skill).

ROLL	AT PETROL BOMBER OR GUNNER	AT TYRES	AT MAX.	ROLL	AT CARS	AT BIKE	ROLL
01	HIT TRUCK ETC. NO EFFECT	NO EFFECT	NO EFFECT	01	NO EFFECT	1 pt. DAMAGE	01
02	HIT TRUCK ETC. NO EFFECT	NO EFFECT	1 PT STRUT D.	02	1 PT. STRUT D.	1 pt DAMAGE	02
03	1 pt. of DAMAGE	NO EFFECT	1 PT STRUT D.	03	1 PT. STRUT D.	2 pts DAMAGE	03
04	1 PT. OF DAMAGE	NO EFFECT	1 PT STRUT + 1 to MAX	04	1 PT. STRUT + 1 pt to Dri	3 pts DAMAGE	04
05	1 PT. OF DAMAGE	NO EFFECT	2 PT STRUT + 1 to MAX	05	2 PT. STRUT + 1 to Driver	4 pts DAMAGE	05
06	2 PTs OF DAMAGE	BURST	3 PT STRUT + 1 to MAX	06	3 PT STRUT + 1 to Driver.	5 pts DAMAGE	06
07	2 PTs OF DAMAGE	BURST	4 PT STRUT + 2 to MAX	07	4 PT STRUT + 2 to Driver	6 pts D + red roll.	07
08	3 PTs OF DAMAGE	BURST	1 pt to strut + 1 pt to MAX + red drive roll read.	08	1 pt to strut + 1 pt to Driv + red drive roll	7 pts D + red roll	08
09	4 PTs OF DAMAGE	BURST + 1 pt Strut D.	1 pt to strut + 1 pt to MAX + red drive roll read.	09	2 pt to strut + 2 pt to driver + red drive roll	DEAD.	09
10	5 PTs OF DAMAGE	BURST + 1 pt STRUT D.	shotgun destroyed + 3 pts to MAX	10	handweapon destroyed + 3 pts to driver	DEAD.	10
11+	DEAD.	BURST + 2 pt STRUT D.	roll TWICE	11+	ROLL TWICE.	DEAD.	11+

PETROL BOMB CHART	
01	EARLY EXPLOSION 1d6 pts to bomber
02	1 POINT STRUT, 1 PT. TO DRIVER
03	2 POINTS STRUT, 2 PTS TO DRIVER
04	3 POINTS STRUT, 2 PTS TO DRIVER
05	3 POINTS STRUT, 3 PTS TO DRIVER
06	4 POINTS STRUT, 3 PTS TO DRIVER
07	4 POINTS STRUT, 4 PTS TO DRIVER
08	5 POINTS STRUT, 5 PTS TO DRIVER
09	6 POINTS STRUT, 6 PTS TO DRIVER
10	NO EXPLOSION

NOTE:- MAX's SHOTGUN ~~BIRD AFTER~~ ADDS +2 TO EFFECT DIE ROLL

'A TEAM' VANS CROSSBOW ADDS +1 TO EFFECT DIE ROLL

BIKES MAY MOVE ONE EXTRA SQUARE SIDE WAYS TO AVOID A RAM.

ALL SHOOTING AT BIKES IS AT -1 OFF SHOOTING SKILL

NO SHOOTING ALOWED WHEN DOING A RED MANOUVER, RAM OR EMERGENCY STOP OR OFF THE BOARD. OR IF A BIKE FORCED TO AVOID A RAM.

	BLUE ROLL
01.	MISS GEAR DO ONE GEAR LOWER MANOUVER NEXT GO
02.	DUST IN EYES, DO STRAIGHT NEXT GO, NO SHOOTING.
03.	UNDER STEER, GO ONE SQUARE AWAY FROM STRAIGHT.
04.	OVER STEER, GO ONE SQUARE TOWARDS STRAIGHT.
05.	STEERING LINK PROBLEM, ADD ONE TO DIE ROLL ON RED ACTIONS.
06.	LOSS OF ONE GEAR (1d4+1) MAY JUMP PAST.
07.	TYRE PROBLEM, VEHICLE ALWAYS STEERS 1 SQUARE LEFT OF DESIRED
08.	TYRE PROBLEM, VEHICLE ALWAYS STEERS 1 SQUARE RIGHT OF DESIRED
09.	FULE BLOCKAGE, NO TOP SQUARE SPEED IN ANY GEAR.
10.	ROLL ON RED TABLE.

	RED ROLL
01.	STEERING PROBLEMS, ADD 2 TO DIE ROLLS ON RED ACTIONS
02.	HIT POTHOLE, 1 POINT STRUCT. DAMAGE TO CAR.
03.	HIT BY STONE, 1 POINT DAMAGE TO DRIVER
04.	CRACKED CHASSIS, DO NO RED, COUNT BLUE AS RED, ALL TOP GREEN AS BLUE.
05.	NO BRAKES, NO EMERGENCY STOP.
06.	CLUTCH FAILURE, STUCK IN PRESENT GEAR FOR REST OF GAME.
07.	BINDING BRAKES, NO TOP GEAR
08.	ENGINE FIRE, DO ONLY GREEN, WILL GO OUT IN 2d6 GO's
09.	ROLL TWICE ON THIS TABLE
10.	BLOWN IT. ROLL LESS THAN DRIVERS SKILL TO COME OUT OF WRECK.

	SEQUENCE.
01.	PICK ACTION
02.	TRUCK DECLARES FORWARD SPEED.
03.	MOVE CARS IN ORDER :- PETES BUGGY. BIKES GREEN STOPPER. 'A' TEAM. BLUE SLASHER.
04.	DO DRIVING ROLLS IF REQD, DO DAMAGE ETC.
05.	MOVE TRUCK SIDEWAYS AND RE-ARRANGE CARS AS REQD.
06.	DO ANY RAMMING DAMAGE.
07.	DO PETROL BOMB DAMAGE.
08.	DO SHOOTING.

Snakes: -

When a successful snake drop is made roll on following table for two turns at start of sequence, and apply results befor movement is decided.

After two turns snake "goes to sleep" if not destroyed or ejected. It will wake up on a roll of 1 on a d10 (dice each turn) and then be active for two turns.

Snake table. (roll d 10)

1/ Snake does nothing

2/ Snake distracts driver, must do green this turn.

3/ Snake distracts driver, must do green, no shooting this turn.

4/ " " " do straight this go

5/ " " " " " " " no shooting

6/ Driver startled, must do a blue manouver this go.

7/ " " " " " " " " no shooting

8/ " " " " " red " " "

9/ Snake does nothing this go but stays active for two more turns

10/ Snake bites driver & does 2 pts of damage, do red drive roll at new ability.

Snakes may be shot, any hit kills a snake, a miss is treated as a hit "vs car"

Move Sequence.

1/ Dice for snake action or reappearance.

2/ Pick Action

3/ Truck declares forward speed.

4/ Move cars in order.
   a. Open Dirt Buggy
   b. Bike
   c. Green Mesh Buggy
   d. Brown Stopper
   e. Harpoon Van
   f. Blue Slasher
   g. Auto gyro

5. Move truck Sideways

6. Reposition auto-gyro

7. Do driving rolls if required and roll on tables

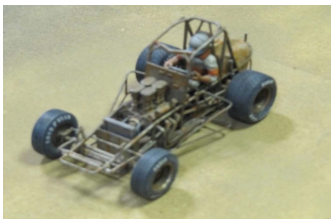
8. Do rammming damage

9. Do petrol bomb damage / snake dropping

10. Do Shooting.

Car No.1

Open dirt buggy



Front ram +0

Side ram +0

Rear ram +0

Driver skill	0	1	2	3	4	5	6	7									
Shooting skill	0	1	2	3	4	5	6	7	8								
Structural points	0	1	2	3	4	5	6	7	8								

ES = emergency stop, start again next turn in first gear.

Red Action - roll equal or less than current drivers skill, fail and take a card.

	0	1	2	3	4	5	6	7	8	9	10	
3L								+2				
2L								+1	+1			
1L												
	0	1	2	3	4 es	5	6	7	8	9	10	Top gear
1R												
2R								+1	+1			
3R								+2				

	0	1	2	3 es	4	5	6	7	8	
3L						+2				
2L						+1	+1			
1L										
	0	1	2	3 es	4	5	6	7	8	4th gear
1R										
2R						+1	+1			
3R						+2				

	0	1	2 es	3	4	5	6	
2L					+1			
1L								
	0	1	2 es	3	4	5	6	3rd gear
1R								
2R					+1			

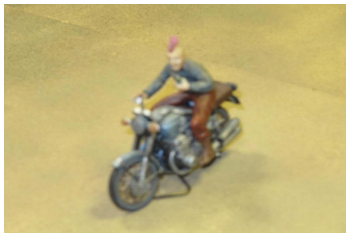
	0	1	2	3	4	
1L						
	0	1	2	3	4	2nd gear
1R						

	0	1	2	
1L				
	0	1	2	1st gear
1R				

Dice roll	Damage done	
12	6 pts & -2 driver skill	Damage to opponent
11	5 pts & -1 driver skill	
10	4 pts & -1 driver skill	
9	3 pts & -1 driver skill	
8	2 pts struct	
7	1 pt struct	
6	No damage	
5	1 pt struct	Damage to self
4	2 pts struct	
3	3 pts & -1 driver skill	
2	4 pts & -1 driver skill	
1	5 ts & -1 driver skill	
0	6 pts & -2 driver skill	
-1	7 pts & -2 driver skill	
-2	Wrecked	

Car No.2

The bike



Front ram +0

Side ram +0

Rear ram +0

Driver skill	0	1	2	3	4	5	6	7			
Shooting skill	0	1	2	3	4	5	6	7			
Structural points	0	1	2	3	4	5					

ES = emergency stop, start again next turn in first gear.

Red Action - roll equal or less than current drivers skill, fail and take a card.

Dice roll	Damage done	
12	3 pts & -1 driver skill	Damage to opponent
11	2 pts struct	
10	1 pt struct	
9	No damage	
8	1 pt struct	Damage to self
7	2 pts struct	
6	3 pts & -1 driver skill	
5	4 pts & -1 driver skill	
4	Wrecked	
3	Wrecked	
2	Wrecked	
1	Wrecked	
0	Wrecked	
-1	Wrecked	
-2	Wrecked	

	0	1	2	3	4	5	6	7	8	9	10	
3L								+2				
2L								+1	+1			
1L												
	0	1	2	3	4 es	5	6	7	8	9	10	Top gear
1R												
2R								+1	+1			
3R								+2				

	0	1	2	3 es	4	5	6	7	8	
3L						+2				
2L						+1	+1			
1L										
	0	1	2	3 es	4	5	6	7	8	4th gear
1R										
2R						+1	+1			
3R						+2				

	0	1	2 es	3	4	5	6	
2L					+1			
1L								
	0	1	2 es	3	4	5	6	3rd gear
1R								
2R					+1			

	0	1	2	3	4	
1L						
	0	1	2	3	4	2nd gear
1R						

	0	1	2	
1L				
	0	1	2	1st gear
1R				

Bike special abilities

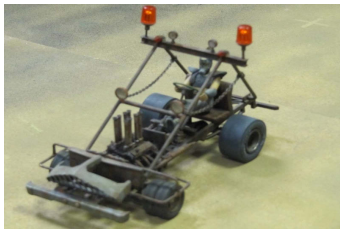
May shoot at 45 drgrees backwards.

May adjust one square to avoid a collision

but if does so may not shoot,

Car No.3

Stock car



Front ram +0

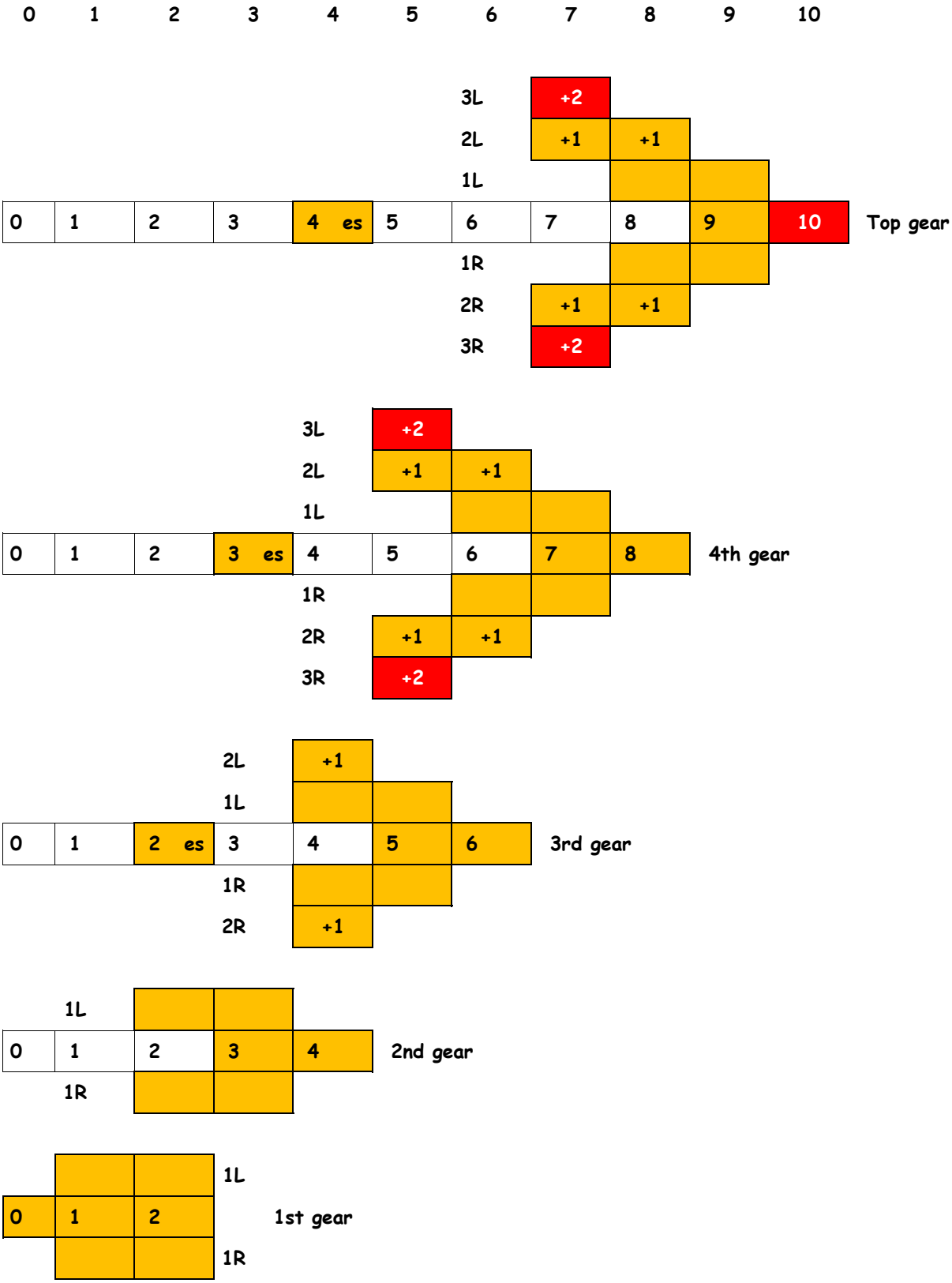
Side ram +0

Rear ram +0

Driver skill	0	1	2	3	4	5	6									
Shooting skill	0	1	2	3	4	5	6	7								
Structural points	0	1	2	3	4	5	6	7	8	9	10	11				

ES = emergency stop, start again next turn in first gear.

Red Action - roll equal or less than current drivers skill, fail and take a card.



Dice roll	Damage done	
12	6 pts & -2 driver skill	Damage to opponent
11	5 pts & -1 driver skill	
10	4 pts & -1 driver skill	
9	3 pts & -1 driver skill	
8	2 pts struct	
7	1 pt struct	
6	No damage	
5	1 pt struct	Damage to self
4	2 pts struct	
3	3 pts & -1 driver skill	
2	4 pts & -1 driver skill	
1	5 ts & -1 driver skill	
0	6 pts & -2 driver skill	
-1	7 pts & -2 driver skill	
-2	8 pts & -2 driver skill	

Car No.4

Light trike

Front ram +0

Side ram -1

Rear ram +0

Driver skill	0	1	2	3	4	5	6	7	8	9	
Shooting skill	0	1	2	3	4	5	6	7	8	9	
Structural points	0	1	2	3	4	5	6	7			

ES = emergency stop, start again next turn in first gear.

Red Action - roll equal or less than current drivers skill, fail and take a card.

0 1 2 3 4 5 6 7 8 9 10

3L +2

2L +1 +1

1L

0 1 2 3 4 es 5 6 7 8 9 10 Top gear

1R

2R +1 +1

3R +2

3L +2

2L +1 +1

1L

0 1 2 3 es 4 5 6 7 8 4th gear

1R

2R +1 +1

3R +2

2L +1

1L

0 1 2 es 3 4 5 6 3rd gear

1R

2R +1

1L

0 1 2 3 4 2nd gear

1R

Trike may go up or down two gears a turn.

1L

0 1 2 1st gear

1R

Dice roll	Damage done	
12	5 pts & -1 driver skill	Damage to opponent
11	4 pts & -1 driver skill	
10	3 pts & -1 driver skill	
9	2 pts struct	
8	1 pt struct	
7	No damage	
6	1 pt struct	Damage to self
5	2 pts struct	
4	3 pts & -1 driver skill	
3	4 pts & -1 driver skill	
2	5 ts & -1 driver skill	
1	6 pts & -2 driver skill	
0	Wrecked	
-1	Wrecked	
-2	Wrecked	

Car No.5

Green mesh buggy

Driver skill	0	1	2	3	4	5	6	7	8		
Shooting skill	0	1	2	3	4	5	6	7			
Structural points	0	1	2	3	4	5	6	7	8	9	10

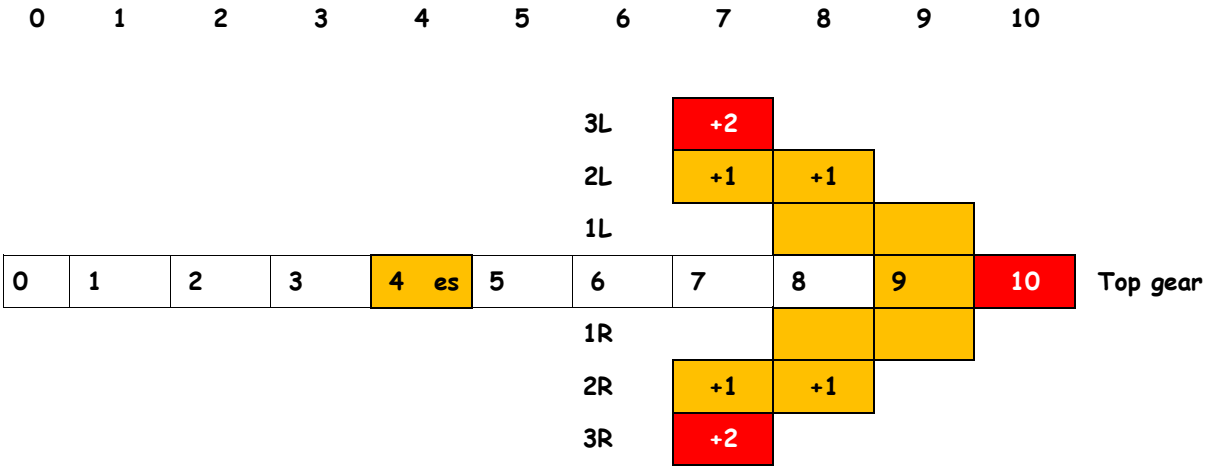
Front ram +0

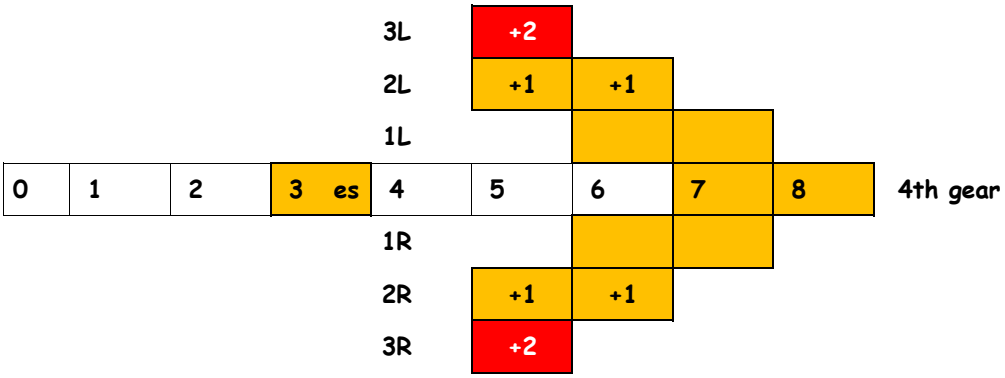
Side ram +0

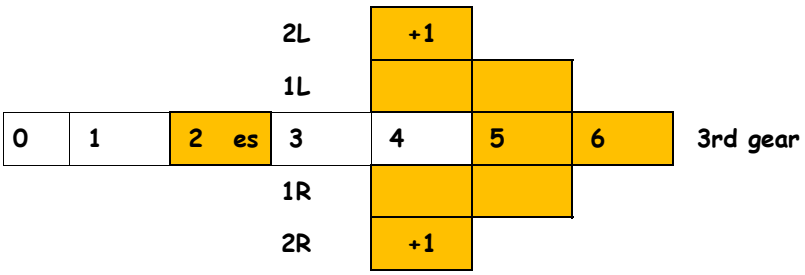
Rear ram +1

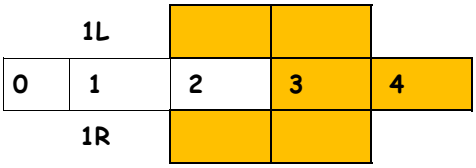
ES = emergency stop, start again next turn in first gear.

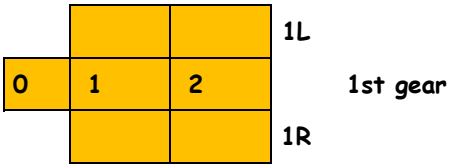
Red Action - roll equal or less than current drivers skill, fail and take a card.











Dice roll	Damage done	
12	6 pts & -2 driver skill	Damage to opponent
11	5 pts & -1 driver skill	
10	5 pts & -1 driver skill	
9	4 pts & -1 driver skill	
8	3 pts & -1 driver skill	
7	2 pts struct	
6	1 pt struct	
5	No damage	
4	1 pt struct	Damage to self
3	2 pts struct	
2	3 pts & -1 driver skill	
1	4 pts & -1 driver skill	
0	5 ts & -1 driver skill	
-1	6 pts & -2 driver skill	
-2	7 pts & -2 driver skill	

Car No.6

Jeep

Front ram +1

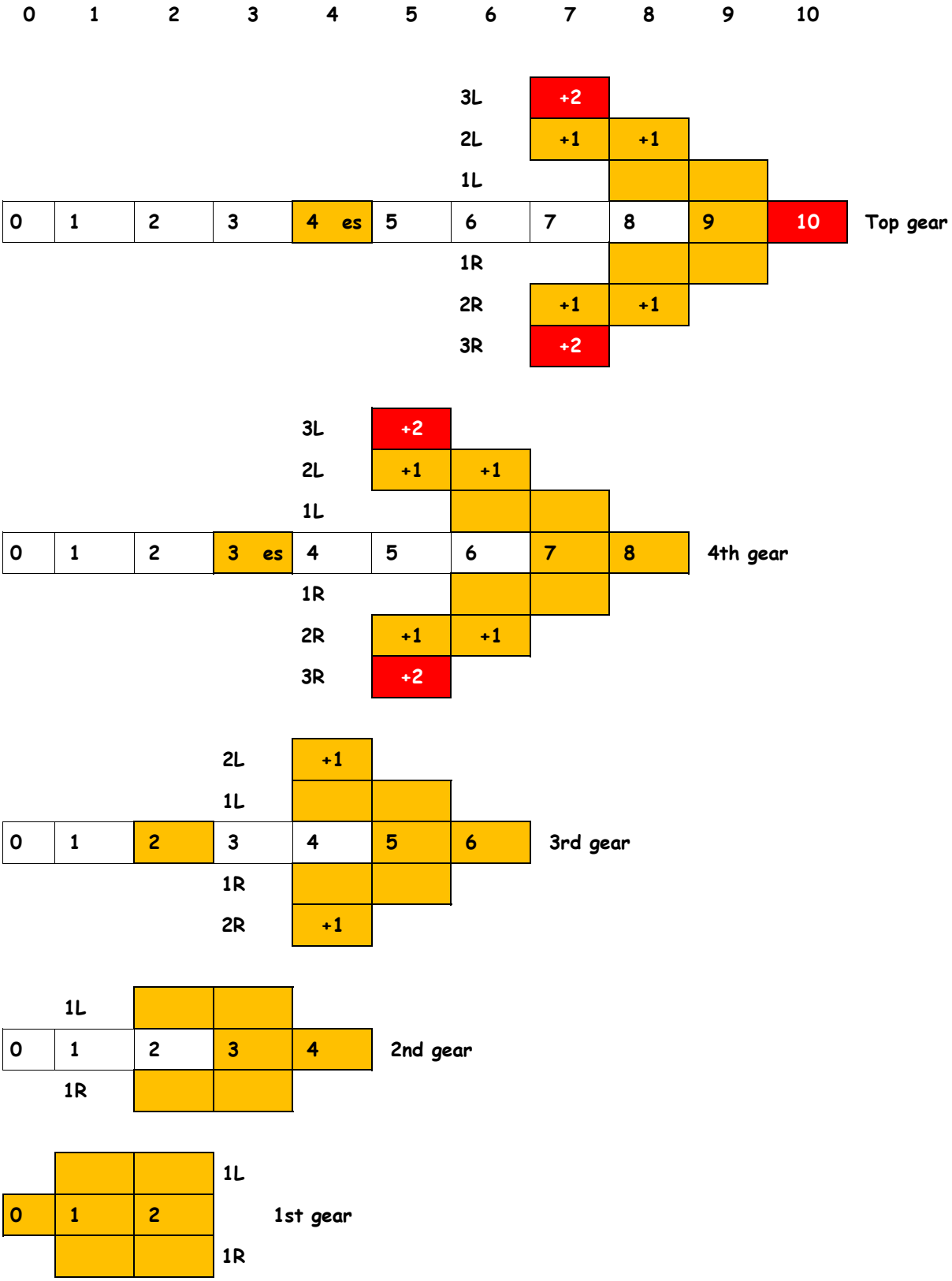
Side ram +0

Rear ram +0

Driver skill	0	1	2	3	4	5	6	7								
Shooting skill	0	1	2	3	4	5	6	7								
Structural points	0	1	2	3	4	5	6	7	8	9	10	11	12			

ES = emergency stop, start again next turn in first gear.

Red Action - roll equal or less than current drivers skill, fail and take a card.



Dice roll	Damage done	
12	6 pts & -2 driver skill	Damage to opponent
11	5 pts & -1 driver skill	
10	5 pts & -1 driver skill	
9	4 pts & -1 driver skill	
8	3 pts & -1 driver skill	
7	2 pts struct	
6	1 pt struct	
5	No damage	
4	1 pt struct	Damage to self
3	2 pts struct	
2	3 pts & -1 driver skill	
1	4 pts & -1 driver skill	
0	5 ts & -1 driver skill	
-1	6 pts & -2 driver skill	
-2	7 pts & -2 driver skill	

Car No.7

Green stopper

Front ram +0

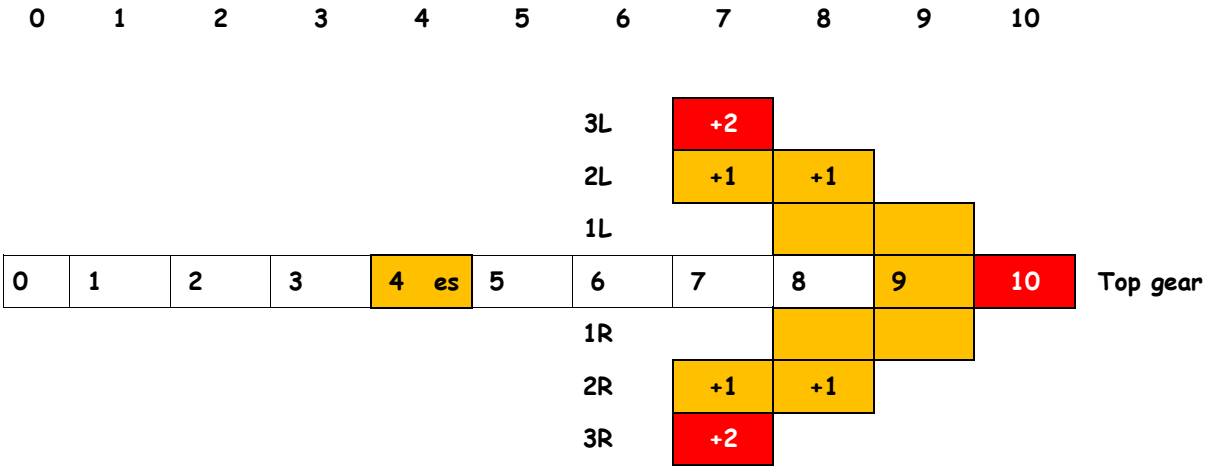
Side ram +0

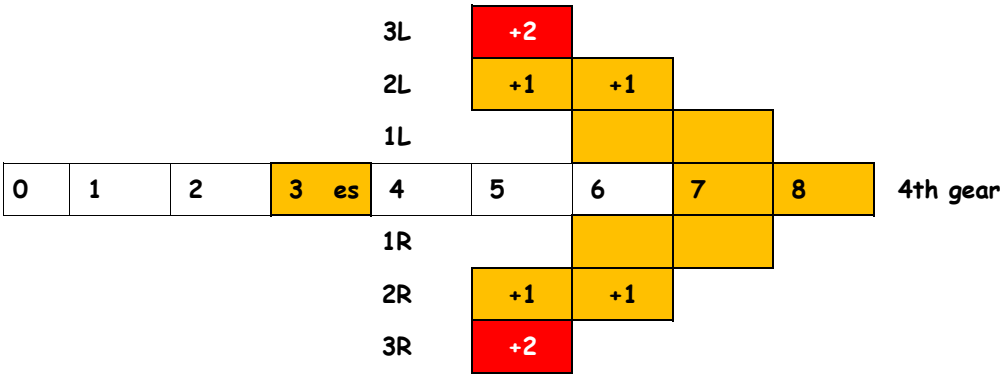
Rear ram +2

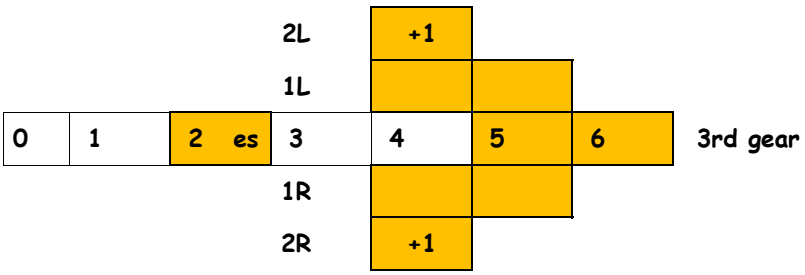
Driver skill	0	1	2	3	4	5	6	7	8							
Shooting skill	0															
Structural points	0	1	2	3	4	5	6	7	8	9	10	11	12	13		

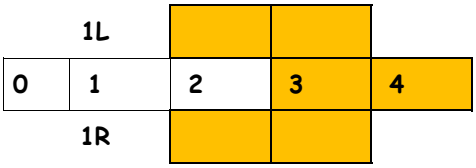
ES = emergency stop, start again next turn in first gear.

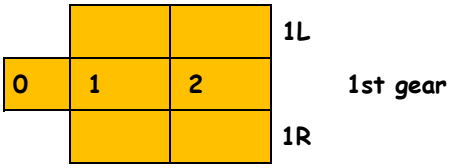
Red Action - roll equal or less than current drivers skill, fail and take a card.







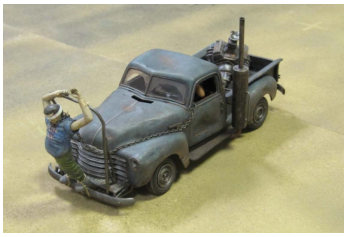




Dice roll	Damage done	
12	8 pts & -2 driver skill	Damage to opponent
11	7 pts & -2 driver skill	
10	6 pts & -2 driver skill	
9	5 pts & -1 driver skill	
8	4 pts & -1 driver skill	
7	3 pts & -1 driver skill	
6	2 pts struct	
5	1 pt struct	
4	No damage	
3	1 pt struct	Damage to self
2	2 pts struct	
1	3 pts & -1 driver skill	
0	4 pts & -1 driver skill	
-1	5 pts & -1 driver skill	
-2	6 pts & -2 driver skill	

Car No.8

Prison wagon



Front ram -1

Side ram +0

Rear ram +0

Driver skill	0	1	2	3	4	5	6										
Shooting skill	0																
Structural points	0	1	2	3	4	5	6	7	8	9							

ES = emergency stop, start again next turn in first gear.

Red Action - roll equal or less than current drivers skill, fail and take a card.

0	1	2	3	4	5	6	7	8	9	10		
						3L	+2					
						2L	+1	+1				
						1L						
0	1	2	3	4 es	5	6	7	8	9	10	Top gear	
						1R						
						2R	+1	+1				
						3R	+2					
				3L	+2							
				2L	+1	+1						
				1L								
0	1	2	3 es	4	5	6	7	8			4th gear	
				1R								
				2R	+1	+1						
				3R	+2							
			2L	+1								
			1L									
0	1	2 es	3	4	5	6					3rd gear	
			1R									
			2R	+1								
	1L											
0	1	2	3	4							2nd gear	
	1R											
			1L									
0	1	2									1st gear	
			1R									

Dice roll	Damage done	
12	6 pts & -2 driver skill	Damage to opponent
11	5 pts & -1 driver skill	
10	5 pts & -1 driver skill	
9	4 pts & -1 driver skill	
8	3 pts & -1 driver skill	
7	2 pts struct	
6	1 pt struct	
5	No damage	
4	1 pt struct	Damage to self
3	2 pts struct	
2	3 pts & -1 driver skill	
1	4 pts & -1 driver skill	
0	5 ts & -1 driver skill	
-1	6 pts & -2 driver skill	
-2	7 pts & -2 driver skill	

Car No.8a

Generator truck

Front ram -1

Side ram +0

Rear ram -1

Driver skill	0	1	2	3	4	5	6					
Shooting skill	0	1	2	3								
Structural points	0	1	2	3	4	5	6	7	8	9	10	

ES = emergency stop, start again next turn in first gear.

Red Action - roll equal or less than current drivers skill, fail and take a card.

0 1 2 3 4 5 6 7 8 9 10

3L +2
2L +1 +1
1L
0 1 2 3 4 es 5 6 7 8 9 — Top gear
1R
2R +1 +1
3R +2

3L +2
2L +1 +1
1L
0 1 2 3 es 4 5 6 7 — 4th gear
1R
2R +1 +1
3R +2

2L +1
1L
0 1 2 es 3 4 5 6 — 3rd gear
1R
2R +1

1L
0 1 2 3 4 — 2nd gear
1R

1L
0 1 2 — 1st gear
1R

Dice roll	Damage done	
12	6 pts & -2 driver skill	Damage to opponent
11	5 pts & -1 driver skill	
10	5 pts & -1 driver skill	
9	4 pts & -1 driver skill	
8	3 pts & -1 driver skill	
7	2 pts struct	
6	1 pt struct	
5	No damage	
4	1 pt struct	Damage to self
3	2 pts struct	
2	3 pts & -1 driver skill	
1	4 pts & -1 driver skill	
0	5 ts & -1 driver skill	
-1	6 pts & -2 driver skill	
-2	7 pts & -2 driver skill	

Car No.9

Harpoon van

Driver skill	0	1	2	3	4	5	6				
Shooting skill	0	1	2	3	4	5	6	7	8	9	
Structural points	0	1	2	3	4	5	6	7	8		

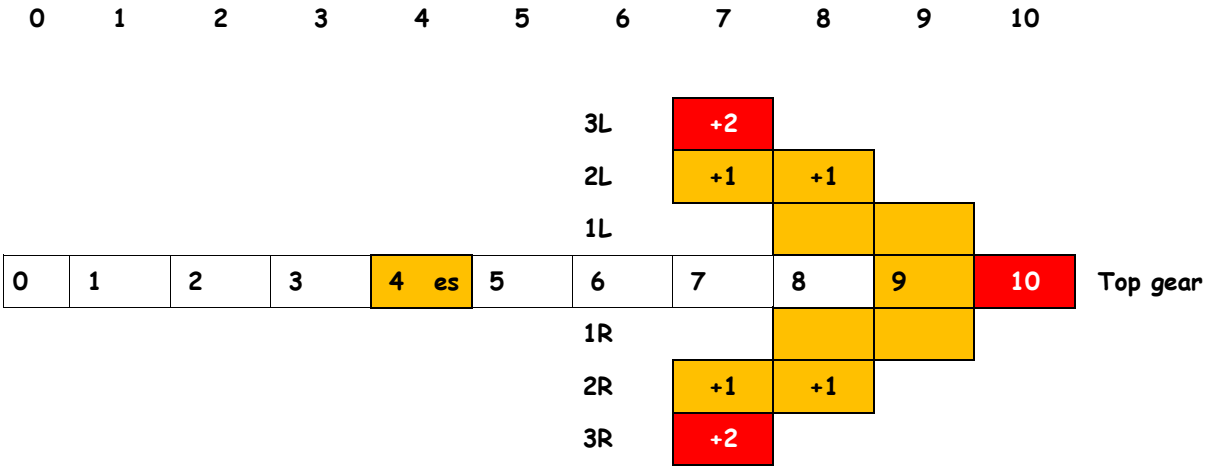
Front ram +0

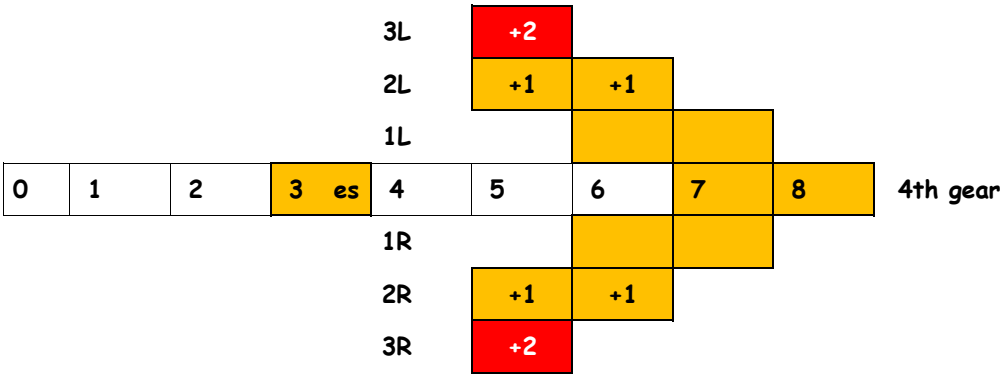
Side ram +0

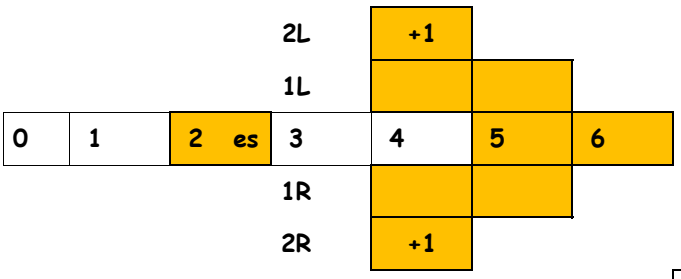
Rear ram -1

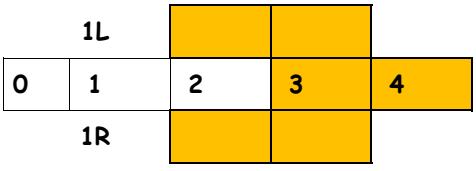
ES = emergency stop, start again next turn in first gear.

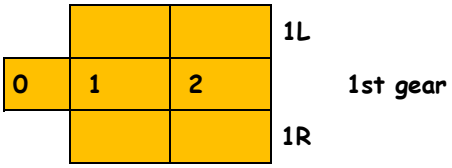
Red Action - roll equal or less than current drivers skill, fail and take a card.











It takes one turn to reload the harpoon. During that turn the van must not be involved in a ram or do a red move. The harpoon adds +1 to its damage roll after it has hit.

Dice roll	Damage done	
12	6 pts & -2 driver skill	Damage to opponent
11	5 pts & -1 driver skill	
10	5 pts & -1 driver skill	
9	4 pts & -1 driver skill	
8	3 pts & -1 driver skill	
7	2 pts struct	
6	1 pt struct	
5	No damage	
4	1 pt struct	Damage to self
3	2 pts struct	
2	3 pts & -1 driver skill	
1	4 pts & -1 driver skill	
0	5 ts & -1 driver skill	
-1	6 pts & -2 driver skill	
-2	7 pts & -2 driver skill	

Car No.10

Blue slasher

Front ram +0

Side ram +0

Rear ram +0

Driver skill	0	1	2	3	4	5	6	7								
Shooting skill	0															
Structural points	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

ES = emergency stop, start again next turn in first gear.

Red Action - roll equal or less than current drivers skill, fail and take a card.

0 1 2 3 4 5 6 7 8 9 10

	3L	2L	1L	1R	2R	3R	
0							
1							
2							
3							
4 es							
5							
6							
7	+2	+1			+1	+2	
8		+1			+1		
9							
10							Top gear

	3L	2L	1L	1R	2R	3R	
0							
1							
2							
3 es							
4	+2	+1			+1	+2	
5		+1			+1		
6							
7							
8							4th gear

	2L	1L	1R	2R	
0					
1					
2 es					
3	+1			+1	
4					
5					
6					3rd gear

	1L	1R	
0			
1			
2			
3			
4			2nd gear

	1L	1R	
0			
1			
2			1st gear

If a side ram does positive damage to the rear half of truck then may attempt to burst a tyre. Roll equal or less than current drivers skill, if pass then roll on the tyre burst table.

Dice roll	Damage done	
12	8 pts & -2 driver skill	Damage to opponent
11	7 pts & -2 driver skill	
10	6 pts & -2 driver skill	
9	5 pts & -1 driver skill	
8	4 pts & -1 driver skill	
7	3 pts & -1 driver skill	
6	2 pts struct	
5	1 pt struct	
4	No damage	
3	1 pt struct	Damage to self
2	2 pts struct	
1	3 pts & -1 driver skill	
0	4 pts & -1 driver skill	
-1	5 pts & -1 driver skill	
-2	6 pts & -2 driver skill	

Car No 11

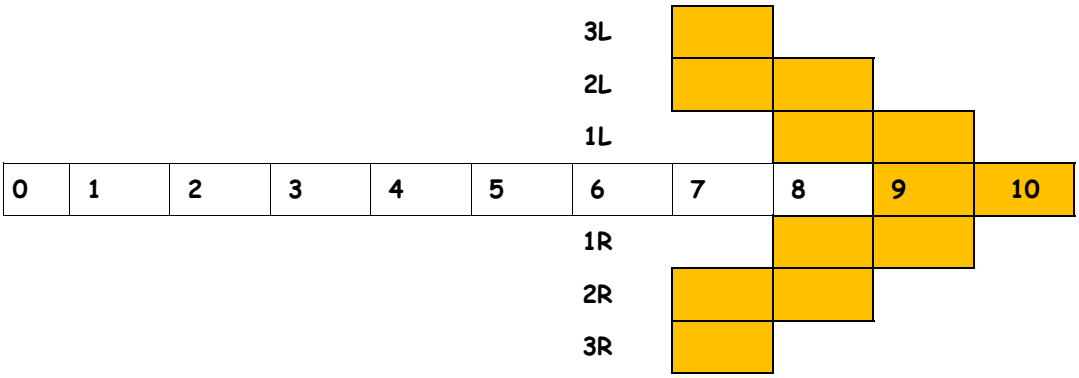
Auto-gyro

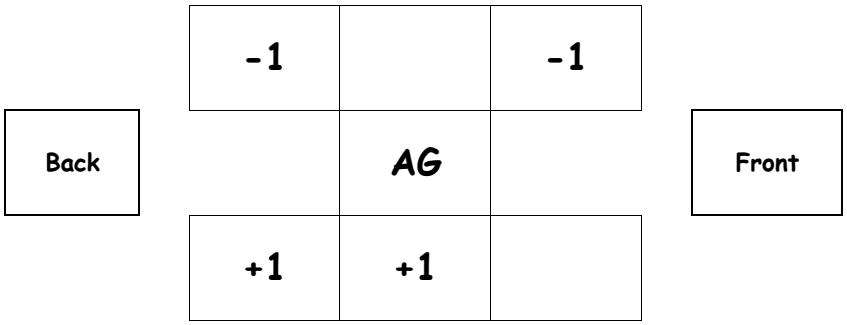
Flying skill	0	1	2	3	4	5					
Dropping skill	0	1	2	3	4	5	6	7	8	9	
Structural points	0	1	2	3	4	5					

May drop either a petrol bomb, and target if hit takes a 1d10 roll on the bomb table.

Or may drop a snake, the target car must take a 'snake' card every turn until the snake is disposed of.

0 1 2 3 4 5 6 7 8 9 10





Bomb or snake dropping modifiers to skill

Car No.12

Plated wrecker

Front ram +0

Side ram +0

Rear ram -1

Driver skill	0	1	2	3	4	5	6	7	8							
Shooting skill	0															
Structural points	0	1	2	3	4	5	6	7	8	9	10	11	12	13		

ES = emergency stop, start again next turn in first gear.

Red Action - roll equal or less than current drivers skill, fail and take a card.

0 1 2 3 4 5 6 7 8 9 10

3L					+2						
2L					+1	+1					
1L											
0	1	2	3 es	4	5	6	7	8 +1			4th gear
1R											
2R					+1	+1					
3R					+2						

2L			+1						
1L									
0	1	2 es	3	4	5	6 +1			3rd gear
1R									
2R			+1						

1L						
0	1	2	3	4		2nd gear
1R						

		1L			
0	1	2		1st gear	
		1R			

Dice roll / Damage done

12	8 pts & -2 driver skill	Damage to opponent
11	7 pts & -2 driver skill	
10	6 pts & -2 driver skill	
9	5 pts & -1 driver skill	
8	4 pts & -1 driver skill	
7	3 pts & -1 driver skill	
6	2 pts struct	
5	1 pt struct	
4	No damage	
3	1 pt struct	Damage to self
2	2 pts struct	
1	3 pts & -1 driver skill	
0	4 pts & -1 driver skill	
-1	5 pts & -1 driver skill	
-2	6 pts & -2 driver skill	

Car No.12a

The monster truck

Front ram +2

Side ram +0

Rear ram +0

Driver skill	0	1	2	3	4	5	6	7								
Shooting skill	0															
Structural points	0	1	2	3	4	5	6	7	8	9	10	11	12			

ES = emergency stop, start again next turn in first gear.

Red Action - roll equal or less than current drivers skill, fail and take a card.

0 1 2 3 4 5 6 7 8 9 10

	0	1	2	3	4 es	5	6	7	8	9	10	
2L								+1	+1			
1L												
	0	1	2	3	4 es	5	6	7	8	9	10	Top gear
1R												
2R								+1	+1			

	0	1	2	3 es	4	5	6	7	8	
2L						+1	+1			
1L										
	0	1	2	3 es	4	5	6	7	8	4th gear
1R										
2R						+1	+1			

	0	1	2 es	3	4	5	6	
2L					+1			
1L								
	0	1	2 es	3	4	5	6	3rd gear
1R								
2R					+1			

	0	1	2	3	4	
1L						
	0	1	2	3	4	2nd gear
1R						

	0	1	2	
1L				
	0	1	2	1st gear
1R				

Dice roll	Damage done	
12	8 pts & -2 driver skill	Damage to opponent
11	7 pts & -2 driver skill	
10	6 pts & -2 driver skill	
9	5 pts & -1 driver skill	
8	4 pts & -1 driver skill	
7	3 pts & -1 driver skill	
6	2 pts struct	
5	1 pt struct	
4	No damage	
3	1 pt struct	Damage to self
2	2 pts struct	
1	3 pts & -1 driver skill	
0	4 pts & -1 driver skill	
-1	5 pts & -1 driver skill	
-2	6 pts & -2 driver skill	

Car No.13

The wagon

Front ram +1

Side ram +0

Rear ram -1

Driver skill	0	1	2	3	4	5	6	7	8							
Shooting skill	0															
Structural points	0	1	2	3	4	5	6	7	8	9	10	11	12	13		

ES = emergency stop, start again next turn in first gear.

Red Action - roll equal or less than current drivers skill, fail and take a card.

0 1 2 3 4 5 6 7 8 9 10

	0	1	2	3	4 es	5	6	7	8	9	10	
3L								+2				
2L								+1	+1			
1L												
Top gear	0	1	2	3	4 es	5	6	7	8	9	10	
1R												
2R								+1	+1			
3R								+2				

	0	1	2	3 es	4	5	6	7	8	
3L						+2				
2L						+1	+1			
1L										
4th gear	0	1	2	3 es	4	5	6	7	8	
1R										
2R						+1	+1			
3R						+2				

	0	1	2 es	3	4	5	6	
2L					+1			
1L								
3rd gear	0	1	2 es	3	4	5	6	
1R								
2R					+1			

	0	1	2	3	4	
1L						
2nd gear	0	1	2	3	4	
1R						

	0	1	2	
1L				
1st gear	0	1	2	
1R				

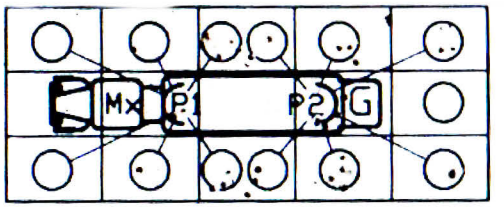
Dice roll	Damage done	
12	8 pts & -2 driver skill	Damage to opponent
11	7 pts & -2 driver skill	
10	6 pts & -2 driver skill	
9	5 pts & -1 driver skill	
8	4 pts & -1 driver skill	
7	3 pts & -1 driver skill	
6	2 pts struct	
5	1 pt struct	
4	No damage	
3	1 pt struct	Damage to self
2	2 pts struct	
1	3 pts & -1 driver skill	
0	4 pts & -1 driver skill	
-1	5 pts & -1 driver skill	
-2	6 pts & -2 driver skill	

The Truck

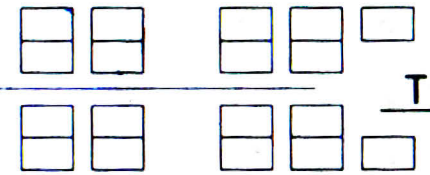
Max's Shoot/Drive 0,1,2,3,4,5,6,7,8

Bomber No1 0,1,2,3,4,5,6,7,8,9,10
Bomber No2 0,1,2,3,4,5,6,7,8,9,10
Gunner 0,1,2,3,4,5,6,7,8,9,10

1. BLUE ACTION roll equal or less than twice drivers skill.
2. RED ACTION roll equal or less than drivers skill.

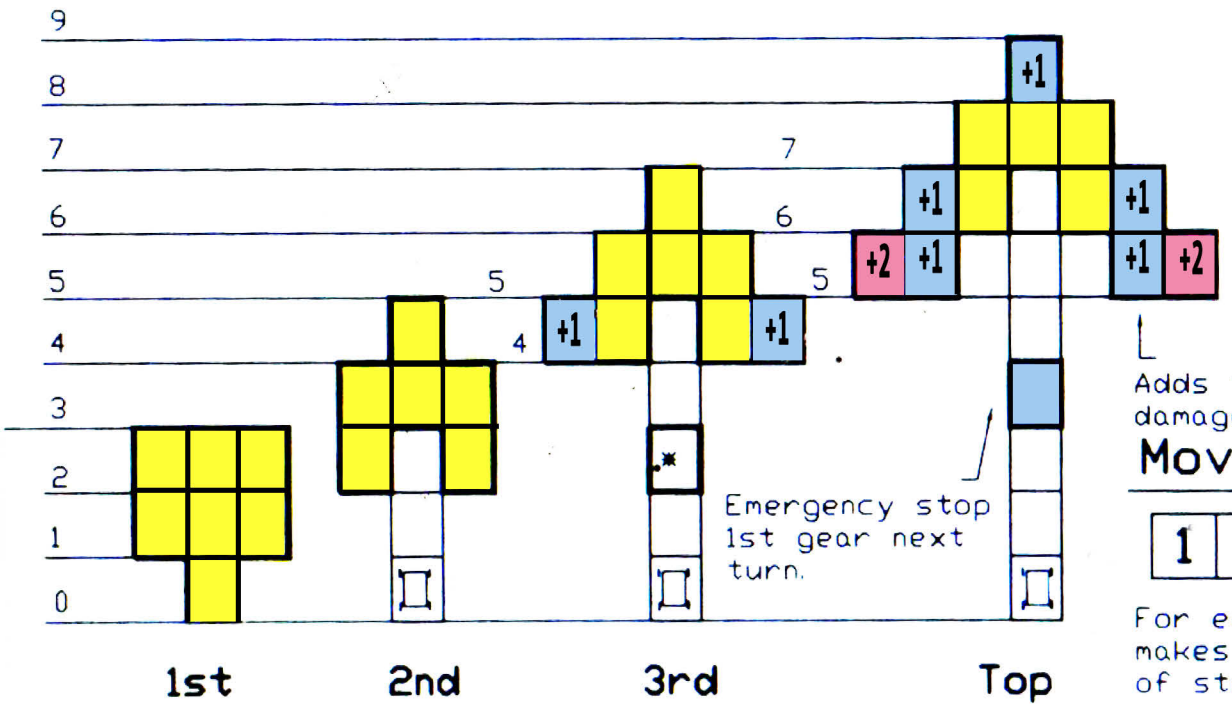


Petrol Bomb Chart



Tyre Chart

For every 3 tyres more burst on one side more than the other truck veers one space



Struct Pts

1,2,3,4,5,6,7,8,9,10,11,12,
13,14,15,16,17,18,19,20,
21,22,23,24,25,26,27,
29,30,31,32,33,34,35,36
37,38,39,40,

Adds to ram damage roll.

Moves in top gear

1	2	3	4

For each extra move the truck makes in top gear it suffers 2 pts of struct dammage and Max must