

House Rules

Skill Rolls:

Some skills require rolls for them to be successful, and for skills not referred to elsewhere, skill rolls are made as follows.

Skill rolls are made like Gunner rolls, with skills having a *to-hit* of 7. A roll must be made on 2d6, various modifiers added, and the final result must be 7 or less for the skill to be successful.

Modifiers include all the normal modifiers, but unless applicable, range and target don't count.

Skill Experience:

Unless stated in the skill descriptions, one skill point is awarded for every combat that a character uses one of these skills. There are some exceptions to this, including Martial Arts.

As per normal, all skills are limited to a maximum of +4.

Skills:

The following is a complete list of Car Wars skills available.

Blade:

Blade is the skill of being able to wield knives, swords and other sharp implements in hand-to-hand combat. See the Unarmed Combat for more details.

Brawling:

The ability to attack targets in hand-to-hand combat. See the Unarmed Combat for more details.

Cyclist:

The ability to drive a motorcycle. See **Car Wars** for more details.

Driver:

The ability to drive a four or six-wheeled vehicle with proficiency. See **Car Wars** for more details.

First Aid:

First Aid is the ability to give a wounded patient enough medical attention so that they will be stable and alive long enough for an ambulance and properly trained personnel to care for the injured. First Aid is not enough to fix holes in people, only to prevent their condition from getting worse.

In game use, First Aid doesn't get a lot of use - the action is too quick for someone to

generally bandage a patient, and who would want to do that while cars are still zipping around shooting everything in sight? However, if a First Aider can get to a character that has been reduced to 0 hits while a game is still occurring (or within three minutes for long games), then there is a chance that the character may be stabilized and stay alive. A successful skill roll is required, success meaning that the character is stabilized. They will remain at 0 hits and be unconscious, but they will live.

Now for the bad news. The First Aider must stay with the character until professional help comes along. If they leave, then every turn that the patient is alone, roll 1d6. On a 6, the character dies. No first aid will bring this character back to life.

Gunner:

Gunner is the skill of being to use and fire vehicular weapons. See **Car Wars** for more details.

Handgunner:

The skill of being able to use hand weapons, such as pistols and rifles, but not melee weapons such as knives. Each level of this skill gives the user a +1 to hit.

Martial Arts:

Being trained in the knowledge of Martial Arts means that the character can revel in the fact that they are one of a select few around the world who knows about the mystical arts of unarmed combat. See the Unarmed Combat for more details.

Mechanic:

Mechanics are those who know how fix and build things, a very valuable skill to know in the world of Car Wars where people are constantly blowing things up with missiles and lasers and the like. During the game itself, this skill has very little meaning as fixing things takes far longer than any game will take. However, outside the arena, a mechanic can reduce the cost of repairing items from \$100 per point of damage, to \$100 - (mechanic skill level x \$10) as they can install the parts and do the labor themselves.

Unfortunately, you cannot get skill points just from installing parts in your car. Instead, you have to actually spend time out learning and being a mechanic. This is usually done in time periods of half a year or so.

Pogo:

The skill of traveling on a pogo stick. See the Skate Shop for more details.

Running:

Running is the ability that allows a character to get from one end of the arena to the other at record-breaking speed. It is a life saving skill.

Each level of the skill allows the character to run at an extra 5 mph. This means that every extra 5 mph means the character can run at a further 1/2" of movement per phase.

You cannot get skill points by running in combat, but track training outside of the game could increase this.

Skating:

The ability to use skates and rollerblades. See the Skate Shop for more details.

Skateboarding:

The ability to use skateboards for various tricks and movement. See the Skate Shop for more details.

Strength

Strength is not so much a skill, rather a feature of a persons build and muscle capacity. Being strong allows you to carry much and to do more damage in hand-to-hand combat. Each level of strength allows a character to carry 15 lbs. extra worth of equipment. Simply add 15 to all levels of the Encumbrance Chart. In addition, each level allows the character to inflict an extra +1 damage in hand-to-hand combat. This applies when using hand weapons as well.

Skill points cannot increase strength. Instead, going to the gym, working out or lifting weights and other heavy objects, can increase it.

Thrown Weapons:

This skill allows you to throw weapons - such as grenades and knives - with much more accuracy than normal. In fact, each level allows you a +1 to the *to-hit* roll when using such weapons.

Unarmed Combat

Close combat, man-to-man, hand-to-hand, the stirring stuff of legend. Unfortunately in 2053, most people have guns and thus don't wish to tangle with the unarmed stuff, which is a shame as a lot of arenas pay good money to watch these events.

Unarmed combat is handled a lot like regular shooting combat. The main difference is that the attacker must be adjacent to the target. A normal *to-hit* roll is then made, and if successful, the target takes damage. Of course, there are a wide range of modifiers to be taken into account for hitting and damage.

To-Hit Modifiers: All normal *to-hit* modifiers are in effect, excluding any range modifiers. This means that while the basic *to-hit* with a fist is 12, when you include the pedestrian size modifier, it becomes a 9.

Blocking: If a character wishes, they may forgo any unarmed combat attack, and instead attempt to block an incoming attack. As the blocker loses their attack, they may only

make 1 block per turn. If the attacker is using a weapon of some kind, the blocking attempt will become more difficult, but not impossible, especially to a martial artist - in this case, the block isn't actually a block, but more of dodge or sidestep away from the attack.

The thing about blocks is that they must be declared and the block roll made *before* any hand-to-hand damage roll is made. Once the damage has been declared, then a block cannot be made.

To make a block, the blocking character must make a normal to-hit roll with whatever they are using, applying the modifiers below.

Attacker using fists	+0
Attacker using a club or improvised weapons	-1
Attacker using a knife or power tool	-2
Attacker using a machete or short sword	-4
Attacker using a sword or large power tool	-5
Attacker using a claymore	-5
Attackers skill	- Brawling <i>or</i> Martial Arts <i>or</i> Blade skill
Blocking with fists	+0
Blocking with a club or improvised weapons	+1
Blocking with a knife or power tool	+2
Blocking with a machete or short sword	+4
Blocking with a sword or large power tool	+5
Blocking with a claymore	+5
Blockers skill	+ Brawling <i>or</i> Martial Arts <i>or</i> Blade skill

Skills:

There are certain skills that are useful when fighting hand-to-hand.

Brawling:

The basic skill, brawling allows a character to fight unarmed or using clubs, improvised weapons, knives or power tools (large or small). For each level of this skill, a character

gains a +1 to their *to-hit* roll. If the character is using any other hand-to-hand weapon, then they must either use Blade skill or +0 as their skill, whichever is higher.

Blade:

Blade skill is the ability to wield blades and sharp objects effectively at a target. It confers a +1 per level to a *to-hit* roll if the character is using knives, swords, claymores or power tools (if the referee is being kind). It gives no ability to fight unarmed.

Martial Arts:

Martial arts are an exotic unarmed combat skill. Taught by monks who know the knowledge of the ancient ways, or by the local unarmed combat skill, there are many types of martial arts, and all confer advantages over the basic brawling skill. In addition to giving the basic +1 per level to an unarmed combat *to-hit* roll, martial arts also gives the following abilities:

Level 1: At level 1, a martial artist will always get in the first strike in unarmed combat if fighting against a non-martial artist, regardless of level, there is no simultaneous attack. If two martial artists are fighting, then the one with the highest level, or skill points within that level will strike first. Only if skill points are matched then the strike becomes simultaneous.

In addition, they gain an additional hand-to-hand combat attack. This may be made at any point in the same turn (if may not be saved and stored up for additional turns) and may be made against the same or a different target.

Level 2: The character gains a +1 to damage in hand-to-hand combat at this level.

Level 3: At level 3, a martial artist doesn't have to lose their attack if they block, and may make as many blocking moves as they have attacks.

Level 4: At level 4, the martial artist gains an additional hand-to-hand attack, and an additional point of damage, thus giving three attacks each with a +2 damage bonus.

All martial arts bonus - damage, additional attacks, blocks etc, are for use if the character is fighting unarmed, or with clubs, knives and improvised weapons. They do not give any advantages if the character is using swords.

However, if the character also has the Blade skill, then they may gain the martial arts bonuses up to a level equaling their blade or martial arts skill, whichever is lower.

Improving Skills:

Skills are improved in the usual way - any combat in which the character uses their skill gains them one skill point. Killing a pedestrian doesn't count towards bonus skill points.

Martial arts are slightly different though. It takes ten times the next level in skill points to gain that level. Thus, to get from level 0 to 1, it costs 10 skill points, to get from level 1 to 2, it costs 20, and so on.

Unarmed Combat Equipment:

The following may be found useful in unarmed combat.

Weapon	Hands	Damage	To-Hit	Cost	Weight
Fists	1	1d-5 *	12	-	-
Club/Improvised Weapons	1	1d-4 *	11	-	(3 lbs.)
Knife	1	1d-3 **	12	\$25	0.5 lbs.
Power Tool	1	1d-2 ***	11	\$100	2 lbs.
Machete/Short Sword	1	1d-2 **	10	\$75	3 lbs.
Sword	1	1d-1 **	10	\$200	5 lbs.
Large Power Tool	2	1d+1 ***	9	\$150	15 lbs.
Claymore	2	1d+1 **	9	\$300	8 lbs.

* Affects no part of a vehicle

** Affects no part of a vehicle except tires.

*** Damage is halved against any of a vehicle except tires.

Club/Improvised Weapons:

This basically means anything picked up, from a broken bottle, to chain, lead pipe or whatever. It also includes gun butts and pistols used as clubs. The weight is only applicable if the weapon is picked up.

Power Tools:

These include drills, small rotary saws and the like. Large power tools include chainsaws.

Claymores:

Big two-handed swords.

Fruit:

And the final lesson for the day: If someone comes at you with fruit - shoot them.

Skate Shop

Outside of a car or off a bike, a pedestrian is a slow thing. And that lack of speed can kill just as easily as a machine gun can. As a result, during the ages, man has developed other means of getting around quickly. In 1943, some British Homeguard units used skates to be able to get into contact with the enemy more quickly, and today it's not just the Go-gangs that use skates as a means of moving quickly.

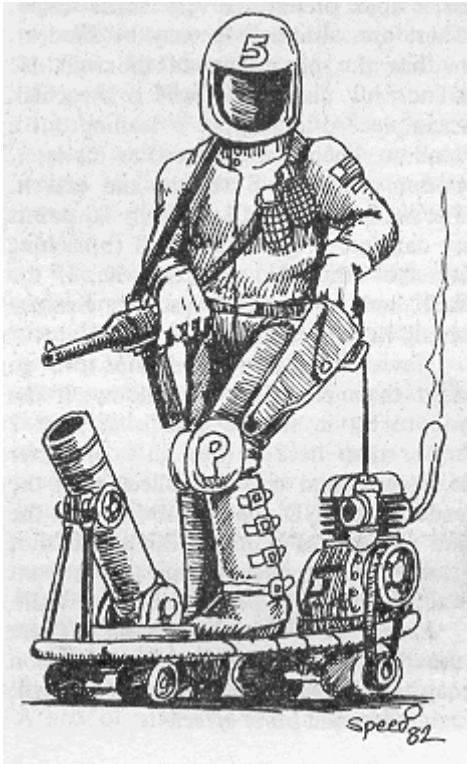
New Equipment:

New items to help pedestrians go faster include the following:

<u>Item</u>	<u>Hands</u>	<u>Cost</u>	<u>Loaded Weight</u>	<u>Max Speed</u>	<u>Skill</u>
Powered Boots	2 if carried	\$350	5 lbs.	20 mph	-

Rollerskates	2 if carried	\$175	5 lbs.	20 mph	Skating
In-line Skates	2 if carried	\$200	5 lbs.	25 mph	Skating
Powered Skates	-	+\$300	+ 5 lbs.	+5 mph	Skating
Skateboard	2 if carried	\$100	10 lbs. *	20 mph	Skateboarding
Powered Board	2 if carried	\$300	15 lbs. *	30 mph	Skateboarding
Push Scooter	-	\$150	10 lbs. *	20 mph	-
Powered Scooter	-	\$400	20 lbs. *	30 mph	-
Pogo Stick	1 if carried	\$100	10 lbs. *	10 mph	Pogo
Powered Pogo Stick	1 if carried	\$250	15 lbs. *	10 mph	Pogo

* Weight only applied when carried, they weigh nothing when in use.



Powered Boots:

Powered boots are devices that attach to a pedestrian's legs, and allow them to run at a far greater rate than normal. One advantage of these over the other devices is that no special training is required to use them.

Rollerskates/In-line Skates/Powered Skates:

These are all devices that you wear instead of normal shoes. Roller-skates have four wheels on each skate, 2 on each side. There are generally more stable, but slower than In-line skates. In-line skates (or Roller-blades) have four wheels in a line underneath the skate. They are considered faster than skates. Powered skates are roller-skates or in-line skates, with motors attached that allow the pedestrian to not have to concentrate on skating, just steering. They are also faster.

Skateboard/Powered Board:

A skateboard is a thin board with wheels attached that a pedestrian stands on. They propel themselves by pushing their feet on the ground. The pedestrian is not attached to the board at all, so as soon as they leap off it, they are able to run around as normal. The powered board is simply a skateboard with a motor attached to propel it.

Push Scooter/Powered Scooter:

A push scooter is much like a skateboard, but it only has two wheels instead of four, and it has a handle at the front for steering. It is propelled along by pushing your feet along the ground. The powered scooter solves this by attaching a motor

at the back to save you the hassle.

Pogo Stick/Powered Pogo Stick:

The pogo stick has been a favorite for children for years. They don't travel fast, but they bounce, resulting in some interesting movement moves.

The powered pogo stick doesn't allow the stick to move faster, but it does allow it to bounce higher.

Movement:

For the most part, these devices simply make a pedestrian faster, and as such, they should follow all the normal rules for pedestrians.

Skill Rolls:

Sometimes it is necessary to see how well a skater can stay upright. To do this, a skill roll must be made. The target number is 7, with a +1 per level of skill the user has. There might be additional modifiers as well. This number must then be rolled *below* on 2d6 for the user to succeed.

Counter Sizes:

None of these items of equipment increases the size of a normal pedestrian counter.

Half Inch Movement:

For devices that have a 5 mph speed (such as the In-line skates with their speed of 25 mph), then simply move the pedestrian 2 1/2 inches when their are moving at full speed. Maneuvers cannot be made on this half inch of movement.

Acceleration and Deceleration:

All items can get to their top speed in 2 turns. The first turn takes the item to 10 mph, the second turn takes the pedestrian to their top speed.

Slowing down is the same. A pedestrian may slow down up to 15 mph per turn.

Facing and Turning:

When traveling at 10 mph or less, a pedestrian doesn't have a facing and may turn in any direction desired.

However, when traveling faster, a pedestrian does gain a facing and suddenly the types of turns they do becomes a bit more important. At this point, a pedestrian is treated like a mini-vehicle and must be moved with the Turning Key. This is done exactly as normal.

Because a pedestrian doesn't have a handling class, they may attempt maneuvers at a D class of less than or equal to their skill rating. These will always be successful. For greater maneuvers, a character must make a skill with a target number modifier of (D of maneuver - skill rating of character).

Turning 180° and moving backwards:

Skaters have the ability to make suddenly turn 180° and start traveling in reverse as it

were. To jump backwards requires a skill roll with a target number modifier of +6. Then traveling backwards is handled as normal, although there are no speed restrictions. All maneuvers are at a +1 modifier, as normal.

Falling:

When a character fails a skill roll, then it means that they plummet to the floor. This results in the character taking 1d6-5 damage (body armor does protect against this type of damage). In addition, the character will skid along the floor a distance of 1" per phase per 10 mph (or fraction) of speed that they were travelling. At the end of this skid, the character is lying on the floor, stationary.

For example, if a skater was traveling 20 mph and then fell, they would skid 1" for two phases.

Traveling through dropped weapon counters:

Pedestrians aren't usually effected by dropped weapons, but there are always exceptions.

- **Spikes/Explosive Spikes:** a pedestrian will not set these off.
- **Mines:** usually a pedestrian will not set off mines. They are usually set for car weights, not pedestrian ones.
- **Oil:** A pedestrian traveling through oil on any on the equipment listed here has the same hazards as a vehicle. If they make any maneuvers, then they must make a skill roll with a +2 modifier to the skill target number.
- **Flaming Oil:** functions as normal oil, and the pedestrian also takes damage.
- **Paint and Smoke:** this functions as normal. If a pedestrian flies through a paint cloud, then they suffer all the effects of paint. If they are wearing goggles or glasses, then this only until they remove their goggles (requiring a *firing action*). If they aren't, they could be permanently blinded at the Referee's decision.

Pogo Stick Movement:

Pogo sticks are a little different than normal skates. They bounce. In game terms they make one bounce a phase, The first time they bounce, they bounce up to 1/2' in height, with every additional bounce doubling that, up to a normal pogo sticks height of 2' and the powered sticks height of 7'. A character may control the height that they bounce and thus don't have to bounce the full distance. One game effect of this is that they can bounce over some dropped weapons. Treat the bounce starting at the beginning of a phase and ending at the end of one. Anything in between the starting and finishing counter positions can be considered to have been bounced over and will not effect the character at all.

However they are not fast and the bouncing effects probably won't allow them to vault over dropped weapons, although trip wires are a certain possibility.

Combat:

Shooting weapons from faster devices, is of course, one of the main reasons for investing in them in the first place. The other is being fast enough to avoid being hit.

A person wearing powered boots, roller-skates, in-line skates or on a skateboard has both hands free. Thus, provided they have at least 1 in their skill (10 skill points), they may use two handed weapons which don't have much recoil (thus no LAW's). If they have less skill, then they may only use 1 handed weapons.

A person using pogo sticks or scooters may only use 1 handed weapons.

There are no additional penalties for using firing while on these items of equipment.

Targeting the Mobility:

Sometimes, you don't want to just shoot the person, but you want the satisfaction of seeing them fall as well. In this case, you want to shoot the wheels that keep the person moving.

Shooting the wheels is at a -6 (which includes the -3 for shooting a pedestrian). A successful hit is usually a bad day for the pedestrian. All mobility equipment has a certain number of DP, just like a vehicular component, although it is not treated as a vehicular component for purposes of being damaged.

<u>Item</u>	<u>DP</u>
Powered Boots	1 (each)
Skates	1 (each)
Skateboards	2
Pogo stick	2

As soon as an item takes the required damaged to destroy it, it no longer works and this will cause the pedestrian to fall.

New Skills:

There are several new skills required for success use of the new equipment listed here.

- Skating
- Skateboarding
- Pogo

Each level of skill gives the user a +1 to the skill roll number needed to avoid a failure.

Shotguns come in a wide variety of types, and each of them can support a vast quantity of ammunition. Whilst there are many types of shotgun, they can be broadly broken down into three main categories - Light (16-20 gauge), Medium (12 gauge) and Heavy (10 gauge). Basic cost and weights are as follows, but notice that damage and to-hit numbers depend on the ammunition loaded into the weapon. Modern shotguns are rarely pump-

action these days, but instead are magazine feed, and from a distance can be mistaken for assault rifles.

	<u>Hands</u>	<u>Cost</u>	<u>Shots</u>	<u>Ammo Loaded</u>		<u>Weight</u>
				<u>Cost</u>	<u>Cost</u>	
Light Shotgun	2	\$75	10	\$1	\$85	6 lbs.
Light Double-Barrelled Shotgun	2	\$120	10	\$1	\$130	9 lbs.
Medium Shotgun	2	\$120	10	\$1	\$130	8 lbs.
Medium Double-Barrelled Shotgun	2	\$200	10	\$1	\$210	12 lbs.
Heavy Shotgun	2	\$200	5	\$2	\$210	12 lbs.

Double-Barreled Shotguns:

Double-barreled shotguns are ones which have two barrels, either one above the other, or side by side. DB shotguns are unique in that they may be fired twice when the character makes takes his *firing action*, but both shots must be taken together and must be fired at the same target. Roll to hit for each shot, each taking up one shot of ammunition.

Sawed-Off Shotguns:

Sawed-off shotguns are available for all shotgun types, save the heavy shotgun. A sawed-off shotgun is usually a custom design rather than a factory option as it represents an attempt to shorten the barrel for concealment or close quarters action. There is no price difference.

A sawed-off shotgun only has two thirds the range of a normal shotgun (round down), three-quarters the weight of a normal shotgun (round down to the nearest half pound) and when using Buckshot and Birdshot rounds (not slugs or other single shot ammunition options) has a +1 to the To-Hit roll, making them easier to hit with

Ammunition:

There is a plethora of ammunition options available to shotguns, and these are summarized in the following table.

	<u>Ammo Cost</u>	<u>To-Hit</u>	<i>Shotgun type Damage</i>			<u>Maximum Range</u>
			<u>Light</u>	<u>Medium</u>	<u>Heavy</u>	
Buckshot	x1	9	1 hit*	2 hits*	3 hits*	30"
Magnum Buckshot	x5	9	NA	3 hits*	4 hits*	30"
Tungsten Core Buckshot	x5	9	NA	2 hits*	3 hits*	45"
Birdshot	x1	10	1 hit*	2 hits*	3 hits*	20"
Solid Slug	x5	8	1d2*	1d3+1*	1d6*	45"
Incendiary Slug	x10	8	NA	1d3* ¹	1d3+2* ¹	45"

Sabot Slug	x10	8	NA	1d3*	1d6-1*	60"
Dragons Breath	x15	9	NA	1d3*I	1d6*I	20"
Flechettes	x10	9	NA	2 hits*	3 hits*	60"
Mini-grenade	\$25*P	7	NA	1d6**	1d6**	45"
Mini-missile	x100	8	NA	1d6	1d6+2	60"
Smoke	\$50*P	7	NA	special	special	45"

NE The round is not available for this type of shotgun.

* Affects no part of a vehicle except tires.

*I Affects no part of a vehicle except tires, but it does Incendiary damage.

*P The cost of this round is as listed, as is the same for all shotgun types.

** Damage is *halved* against any part of a vehicle, except the tires.

Other rounds are available for shotguns, including Flash rounds, Sonic rounds, gas rounds flares, rubber buckshot and rubber slug rounds. Rules for these will be made available as soon as they are needed.

Ammunition for a shotgun may be mixed in the magazine, but if a character carries a mixed load shotgun, then the order in which the ammunition will be fired must be recorded and may not be changed during the game. The only way to change this is to remove the clip and re-order the ammunition - which will usually take a couple of minutes, usually more time than will be available - or to get a Rotary Magazine.

Rotary Magazine:

A rotary magazine is a special magazine for shotguns which allows the character to choose which round of ammunition they wish to fire. Effectively, the magazine is like a giant revolver, and the ammunition inside is revolved until the specified round is in the chamber. Selecting the ammunition does not take a *firing action* and thus a character may fire any round of ammunition they like from their magazine whenever they fire the weapon.

A rotary magazine costs an additional \$50 and is not available for double-barreled shotguns.
