CAR WARS CRASH FLOW CHART

START

CONTROL LOST DUE TO A MANOEUVRE?

CONTROL LOST DUE TO A HAZARD?

FAILED MANOEUVRE

I. Roll 1D6 +/- Crash Modifier:
+4 if on ice
+2 if on oil

3 or less - Fishtails
4-6 - Skids
7+ - Spins

SKIDS

I. Roll 1D6 +/- Crash modifier.

II. Skid forward that distance, or all remaining movement whichever is less.

III. If you have any movement left and were attempting a bend or drift you may make that manoeuvre, or one less difficult without rolling again.

IV. After any optional free manoeuvre continue your phase as normal.

SPINS

I. Take 1 point of tire damage to each tire.

II. Move forward 1 .5 " or your remaining movement, or whichever is less.

III. Move counter to "cross the T" pointing in the direction you were attempting to go. This equals 90 degrees of spin and 3" of your movement.

IV. Roll 1D6:

1 = extra 30 degrees of spin
2 = extra 45 degrees of spin
3 = extra 90 degrees of spin
4 = car skids sideways 1" in direction of arrow
5 = car skids sideways 2" in direction of arrow
6 = car begins to Roll

FISHTAILS

Lost control when attempting a bend?

I. Move 3" or all remaining movement, whichever is less.

II. Roll 1D6:

1 = 15 degrees
2 = 30 degrees
3 = 45 degrees
4 = 60 degrees
5 = 75 degrees
6 = 90 degrees

III. Move back corner by above in the direction of the turn.

IV. Continue movement is there is any remainin.

Lost control when attempting a drift?

I. Perform the Drift as normal.

II. Roll 1D6:

1 = 15 degrees
2 = 30 degrees
3 = 45 degrees
4 = 60 degrees
5 = 75 degrees
6 = 90 degrees

III. Move back corner by above in the opposite direction to of the drift.

IV. Continue movement is there is any remaining.

Lost control from a Collision Hazard?

I. Move 3" or all remaining movement, whichever is less.

II. Roll 1D6:

1 = 15 degrees
2 = 30 degrees
3 = 45 degrees
4 = 60 degrees
5 = 75 degrees
6 = 90 degrees

III. Move back corner by above away from collision.

IV. Continue movement is there is any remaining.

Lost control for any other reason?

I. Move 3" or all remaining movement, whichever is less.

II. Roll 1D6:

1 = 15 degrees
2 = 30 degrees
3 = 45 degrees
4 = 60 degrees
5 = 75 degrees
6 = 90 degrees

III. Roll 1D6 to see if direction is right or left.

IV. Continue movement is there is any remaining.

ROLLS

I. Move your remaining distance this phase sideways.

II. For each 'inch' you move your car rolls first to its side, the top etc. Each side takes 1D6 collision damage (underbody not damaged until all wheels are gone).

III. At the start of each later Phase the car loses 10mph, but continues to roll. (Low or Ultra-Low Profile cars will not stop on their side, if its last roll will leave it on its side it doesn't compelte that roll.

R.