DIRTY WHEELS

a game of Vehicular Combat!

Welcome to Dirty Wheels: a game of vehicular combat! These rules are designed to allow you to play games set in the post-apocalyptic future, where armed and armoured cars hunt each other on the roads and open spaces of the wasteland. The game is designed to be played with cars around 1/64 scale, which is the scale used by things like hot wheels. Modifying toy cars like this is a really fun and easy project, but it is also possible to play with unmodified cars.

Things like upgrades and weapons do not have to be physically represented on your cars, but you should make a note of them so you don't forget. There are three types of cars, of varying speeds and strengths, and what counts as what is really up to you, but again, make a note of it, and be clear with your opponent.

Picking everything for your cars and drivers should be done before the game, and you can either randomise or pick and choose everything, but you should agree which to do with your opponent.

The Rules:

Each player controls a team of cars. Each car has a type, which determines what weapons it can take, and how fast it moves. Cars may also take upgrades, and each car has a driver, who also has stats, and can be given special traits.

At the start of the game, players deploy their cars in the initiative order of their drivers, and once all cars are deployed, the game begins. Roll a die for each car, and add their driver's initiative. The result is their initiative score for the round. Cars activate in this order, starting with the highest initiative score.

When a car activates, it may move by a number of inches up to its movement. This move may be split into 4" segments. Before each segment, the car may rotate

by up to 90 degrees, and at one turn may fire at another car. Cars may not move sideways, and can move backwards, but every inch of movement in this direction counts as two.

Shooting:

To fire a weapon, first pick a target, within range and sight. Fixed weapons may only be fired at targets directly in front of the car, while turret weapons can be fired in any direction. Then roll a number of dice equal to the attacks of the weapon, adding the driver's aim to each roll. Now look at the armour value of the car being fired at, and subtract the weapon's strength from it. If any of your rolls exceed this value, a point of damage is dealt to the car. It now moves with 1 less speed. Each weapon only ever deals one damage. If a car takes as much or more damage as it has structure, it is destroyed, and you must roll on the following table to see what happens:

Roll:	Result:
1	The wreck of the car stays on the board, acting as an obstacle.
2-3	The car explodes, dealing 1 automatic damage to any cars within 3".
4-5	The car rolls over 3" away from the car that destroyed it, and then explodes as above.
6	The car moves straight forward by its speed, and then explodes as above.

Ramming::

If a car moves moves into another car during its move, then it has rammed it. End the normal move, and instead continue to move both cars in the original direction, but only by 1/3 of the remaining movement. Then, the car with the higher armour value can make as

many attacks as it has higher armour than the other car, just as though it were making a shooting attack. Do not add the driver's aim to these attacks, instead just add 2 to each. Note that you may also make shooting attacks while ramming.

Manoeuvres:

Instead of moving a 4" segment, a driver may attempt a manoeuvre. To do this, pick a manoeuvre from the list below, and roll a skill test against the skill of the driver. If this is successful, you may perform the manoeuvre. If the test is failed by 1 or 2, the car simply stays put. If the test was failed by more than 2, it stays put, but takes one damage.

- Hairpin turn: rotate by up to 180 degrees.
- Skid: move 3" in a sideways direction (this can count as a ram)
- Hop: move as normal, but may move over another car or obstacle.

Shock round:

Once all cars have activated, at the end of the turn, all drivers that were the target of an attack must roll a bravery test, aiming to get their bravery value. They get -1 to the roll if they were rammed. If the attacker has since died, then no test is needed. If the test is failed, the driver gets -1 initiative for every point they failed the roll by.

Terrain:

Different areas of your battlefield may be designated different types of terrain. You can mix multiple of these together too of course:
- Smooth Roads: everything as normal
- Thick mud: move 1" slower, and -1 to skill tests
- Bumpy terrain: -1 aim

You may also set up pieces of scenery on your board to act as obstacles. These can be barricades, piles of scrap, defensive outposts, or whatever else you want. Such pieces have the structure and armour of a standard car or truck (you can choose), and so can be rammed or attacked. They may also be given up to one heavy weapon, or two light weapons, which all act as turrets. If a scenery piece has weapons, you need to pick gunners for them, in the same way as you pick drivers, except you can ignore the *skill* stat, and any traits to do with moving.

Drivers:

Fighting in the post-apocalyptic wasteland is dangerous business, and only the best (or most insane) are willing to do so. A driver has four stats: initiative, bravery, aim, and skill. These are determined randomly, by rolling for each skill on the following table, or alternatively, you may agree that every player has 8 points per driver to spend on stats, with the first row costing 1 point, the second 2, and the third 3:

Roll:	Initiative:	Bravery:	Aim:	Skill:
1-2	1	5+	-1	5+
3-4	2	4+	+0	4+
5-6	3	3+	+1	3+

Drivers can also have D3-1 traits (or an equal amount per player), picked (randomly) from the list below:
1. Trigger happy: can shoot at a car an additional time per turn, but with -1 aim.
2. Speed demon: may move an extra 4" instead of firing.
3. Expert driver: May split move into 3" segments.
4. Sniper: +1 aim, but gets 1 less shot with each weapon.
5. Crazy: may re-roll bravery tests.
6. Hunter: May immediately move 4" after destroying a car.

Car types:

Racer
Fast, but lightly armed and armoured, racers zip around their slower opponents.

Speed	Structure	Armour	Weapons
12	3	4	2 fixed light, or 1 turret light.

Truck
Slow, but heavily armoured, and hits like… well, a truck. Can ignore -2" speed from heavy weapons.

Speed	Structure	Armour	Weapons
4	5	6	2 fixed light, and 1 turret heavy or light.

Standard
A normal, everyday mode of transport. But decked out for post-apocalyptic warfare.

Speed	Structure	Armour	Weapons
8	4	5	2 fixed light, or 1 turret light or heavy.

Light weapons:

Name:	Range:	Attacks:	Str.:
Machine gun	6	6	0
Light laser	30	3	2
Small grenade launcher	10	2D6	1
Flamethrower*	2"	-	-

*automatically deals 1 damage to the target

Heavy weapons (-2" speed):

Name:	Range:	Attacks:	Str:
Chain gun	10	10	1
Heavy laser	40	5	3
Artillery	15	3D6	2

Car upgrades:

Cars can be upgraded with extra features and equipment. Each car may take D3 of the following upgrades:

- Extra armour: +1 armour
- Ram: +2 attacks when ramming
- Coms booster: instead of moving one segment with this car, you may move another friendly car by that amount.
- Explosive ram: always roll D3+2 attacks when ramming (regardless of who has the highest armour, but also roll D3+2 attacks against self.
- Targeting system: +1 aim
- Modded engine: +3" speed.
- Experimental engine: may choose to boost speed by D3+3" at any point in its movement, but when it does so, takes 1 damage on a 4+.
- Special bullets: shooting attacks get +1 strength.
- Gunner: if within 3" of an enemy car, gunner may fire at the tires or driver of that car. Roll a die, the tires are hit on a 4+, and reduce speed by 2", the driver is hit on a 6+, and this destroys the car.
- Pipe bombs: may make D3 attacks with 1 strength against each car behind it within 6".
- Bright lights: cars facing the front of this one get -1 aim.
- Harpoon: Can be fired once per game at another car, or terrain piece. Hits on a 3+. If it hits, deal 1 damage, and you remain the current distance or less from that for the rest of the game. If you

move past this distance, any
remaining movement is halved, but
you drag the other thing along with
you (it does this same thing to you).
Being dragged into something can
result in a ram.