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Game: **BATTLECARS**
Pub: **Games Workshop (1983)**

Page 1: **Rules summary**
Page 2: **Reference sheet**

v3

June 2009

For best results, print on card, laminate and trim to size.



SETUP

Use one playing board for a 2 or 3 player game, two for a 4 player game. Place terrain markers so that the corners are on diagonal line intersections.

Arm vehicles with **weapons counters** and roll a die to see who takes the first move. Vehicles start on the centre points of the board sides.

ARMING YOUR VEHICLE

A **weapon pod** can only hold *one* type of **missile weapon** (rockets, shells, MG rounds and flame) *or* a mix of **passive weapons**.

Rockets and shells can only be in pods that fire out of the front or rear. **Passive weapons** cannot fire out of the front. **Turrets** may only hold MG rounds. **Bikes** cannot be armed with rockets.

GAME TURN

- 1 Players secretly place **Speed counters**, following the acceleration/ deceleration rules. Counters are simultaneously revealed.
- 2 First player moves and fires.
Fired upon vehicles may return fire.
- 3 Next player(s) moves and fires.
- 4 Roll for **Smoke markers**.
- 5 Next turn begins with the old Speed counter turned face down and a new one placed.

MOVEMENT

Vehicles move a number of points equal to their **Speed** and *must* move their first point in the direction they were facing. Cars may not move through buildings, trees, wrecks and other cars, or along lines blocked by the corners of buildings and trees.

Bikes move as above, but *may* move through *undestroyed* trees and attempt to *avoid* mines and spikes. For each point or corner driven through roll d8. If the result is equal to or less than the bike's Speed the bike crashes, or the weapon takes effect.

When moving from **forward to reverse** or vice versa, a vehicle must have a speed of 0 before moving in the opposite direction. **Bikes cannot reverse**.

A vehicle with a speed of 0 may execute a **3 point turn** by rotating on the point to face any direction.

Cornering (45°, 90°, 135°, and 180° for bikes only) is carried out while moving.

FIRING

Missile weapons may be fired at other vehicles, buildings, trees, wrecks and pedestrians.

The **firer** must specify the area of the section at which he is aiming (**side**: front, centre or rear; at **45°**: end or two nearest sides).

A vehicle can only fire at 2 different targets during the turn (or 3 with *Gunnery Computer*), and can only fire **1 round at any one target** (i.e. can't fire twice at same target).

A vehicle can drop 1 round of **passive weapons** from each pod loaded with them in a turn.

Return fire can only be made when fired upon, and only 1 round of missile weapons at the attacking vehicle.

Pods may only fire along the line of their barrel and 45° to either side; turrets may fire along any line. Only the *nearest* target along any line of fire may be fired at, although something beyond may be hit if the shot misses the first target. The corners of buildings and trees obstruct the line of fire.

- 1 **Nominate Target** Specify target and target section.
- 2 **Calculate Range** The number of points showing between the firer and the target.
- 3 **Fire Weapon** Choose and discard the appropriate weapon counter.
- 4 **Check to Hit Roll** equal to or greater than the range with the weapon's range dice. +1 to hit with *Gunnery Computer*.
- 5 **Calculate and Record Damage**.

Passive weapons may only be dropped onto an unoccupied point first along the chosen line of fire.

Bikes may fire from a point in trees but not through trees.

Pedestrians Any shot fired at a pedestrian is **-2 to hit**. Any shot fired at a pedestrian or bike from *within* the same building/trees is *additional -2* to hit.

DAMAGE

Damage to Vehicles

The first area hit is the **armour block**. When it is covered in damage counters, extra points carry over to the interior as indicated by the **Hit Location table** for that section.

Empty spaces are hit first in weapon pods and turrets. Hit weapons are discarded; hit missile weapons may also cause additional effects.

If a component has already been destroyed, roll again. Any surplus carries on to another component.

Special components function until totally destroyed.

Where there are 2 components listed, the first is the one hit. When that is destroyed, roll again on the table for the surplus.

If an entire section is destroyed and if the damage does not come at right angles to the side, damage carries on to the next section in the line of fire.

Damage to Terrain and Wrecks

Damage is recorded by placing **damage markers**. Once covered (by 2, 4, 8 or 16 markers), damage then passes to any pedestrian taking cover there. The cover must be destroyed before a pedestrian takes damage.

SKIDDING

A vehicle must test for **skidding** in the following cases:

- a. It corners at more than the maximum safe speed.
- b. It drives *onto* a point covered with smoke, oil or spikes.
- c. The driver is killed and the vehicle is in motion.

Test for Skidding

- 1 Move car to the skid point (if cornering, *before* turn);
- 2 Determine the **Speed Difference (SD)**;
- 3 Consult the **Drift table**; determine **final facing**.

CRASHING AND RAMMING

A **crash** occurs when a vehicle would move onto a point covered by a tree, building or wreck (or the edge of the board). The vehicle remains on the point immediately before impact and reduces its speed to 0. **The obstruction takes 1 point of damage.**

Ramming occurs when one vehicle would move onto a point occupied by another. The vehicle remains on the point immediately before impact. After a ram both vehicles reduce speed to 0. The amount of damage is determined by direction of collision. The rammer ends its turn, but the target vehicle may be able to accelerate from 0 on its next turn.

Damage from Rams and Crashes

- 1 Determine the **Relative Velocity (RV)**;
- 2 Locate the area of damage;
- 3 Determine damage.

PEDESTRIANS

A driver can only leave a vehicle when its speed is 0. Any hits already received to the driver remain as a **pedestrian**.

A pedestrian has no turning or acceleration/deceleration restrictions and a maximum speed of 2 on all surfaces. He may pass freely through oil, spikes, mines and smoke; may enter trees, buildings and wrecks; and may fire from them in any direction.

Pedestrians may commandeer any stationary vehicle capable of movement which has been vacated by its driver, or whose driver is dead. If a **wreck** has operational weapons they can be fired by any occupant.

Hand weapons can be reloaded with unused ammo in the hand weapon of a dead pedestrian/driver by occupying the same point—this takes 1 turn during which he cannot fire.

If a pedestrian is run over by a vehicle he is automatically killed; the vehicle is unharmed.

THE DRIVER

A driver is dead after 3 points of damage. On your next move immediately roll for **skidding** with the vehicle's speed as the SD. Speed is 0 at the end of the skid.

If the vehicle is still capable of movement, it is not a wreck and may be commandeered by a pedestrian.

WEAPONS

Machine-gun



Range: d8
Damage: d8-2, minus range.

Flame



Range: 3
Damage: d8+3, minus range

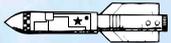
If flame hits any part of the section of a vehicle (or any part of a bike) with a damaged fuel tank and no working Fire Extinguisher, or if an undamaged fuel tank is hit by flame, roll d8 (+1 for every point of damage to the fuel tank). On a 7+ the tank explodes, destroying the vehicle and killing the driver.

Shell



Range: d8+3
Damage: d8, minus range
See Rocket.

Rocket



Range: 2d8
Damage: 2d8, minus range

Treat as Flame when hitting a damaged fuel tank, but deduct 2 from the final score.

If a shell or rocket hits a missile weapon counter in a turret or weapon pod of a vehicle with no working Gunnery Computer, roll d8 for each affected round. 7+ the ammo detonates.

If in a pod, the round fires off at 90° to the side or end of the pod. If a turret, roll d8 for direction.

If a shell or rocket hits the fuel tank of a vehicle with no working Fire Extinguisher, proceed as for Flame, but with -2 on the roll.



Smoke

Missile weapons fired through smoke are -4 to hit.

Vehicles entering smoke check to skid with SD of 3 or vehicle's speed, whichever is greater.

Roll d8 for each Smoke marker at the end of each round; on 5+ remove it.



Oil

Check to skid with SD of 5 or speed, whichever is greater.



Spikes

d8-3 damage each tyre (excess not carried over). Check to skid with SD of 2 or speed, whichever is greater.



Mines

d8-3 damage each tyre (excess not carried over) and d8-2 damage to an internal component (d8 on the hit location chart of this section: 1-2 front; 3-6 centre; 7-8 rear). The interior is damaged even if the armour is intact.



SKIDDING

SPEED DIFFERENCE (SD)

Cornering	excess over Safe Speed
Oil	5 or Speed if greater
Smoke	3 or Speed if greater
Spikes	2 or Speed if greater
Driver Killed	Speed

If 2 or more of these occur at the same point, using the greatest SD of the instances.

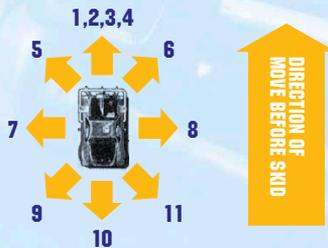
Cannot fire while drifting.

DRIFT

SD	Distance Drifted	Damage / Tyre
1	0	0
2	d8-7	0
3	d8-6	0
4	d8-5	0
5	d8-4	1
6	d8-3	1
7	d8-2	2
8	d8-1	2
9+	d8	3

FINAL FACING

Speed	Modifier
4	+1
5-6	+2
7-10	+3



1-4	Continue move.
5+	Reduce speed to 0, turn ends. A bike in trees crashes into a tree.
7+	If a bike, it has slid over and cannot fire until next turn.

CRASHING AND RAMMING

Crash

Vehicle: full damage
RV: vehicle's speed



Head-On Ram

Both vehicles: full damage
RV: sum of speeds



Side Ram

Target: full damage
Rammer: half damage (round down fractions)
RV: rammer's speed



Shunt Ram

Target: full damage
Rammer: half damage
RV: fastest speed minus slowest



SIDE DAMAGE (D8)

1-2	side front
3-6	side centre
7-8	side rear

Bikes take damage on the relevant side, slide over and cannot fire until next turn.

CRASH/RAM DAMAGE

RV	Damage	Other Effects
1	d8-2	
2	d8-1	
3	d8	
4	d8+1	
5	d8+2	
6	d8+3	
7	d8+4	
8	2d8	
9	2d8+1	
10	2d8+2	
11	2d8+3	
12	2d8+4	
13	3d8	
14	3d8+1	driver stunned
15	3d8+2	driver stunned
16	3d8+3	driver stunned
17	3d8+4	driver stunned
18+	4d8	driver stunned

Reduce vehicle speeds to 0 after ram or crash.

A stunned driver cannot move or fire until the end of the current game round.