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

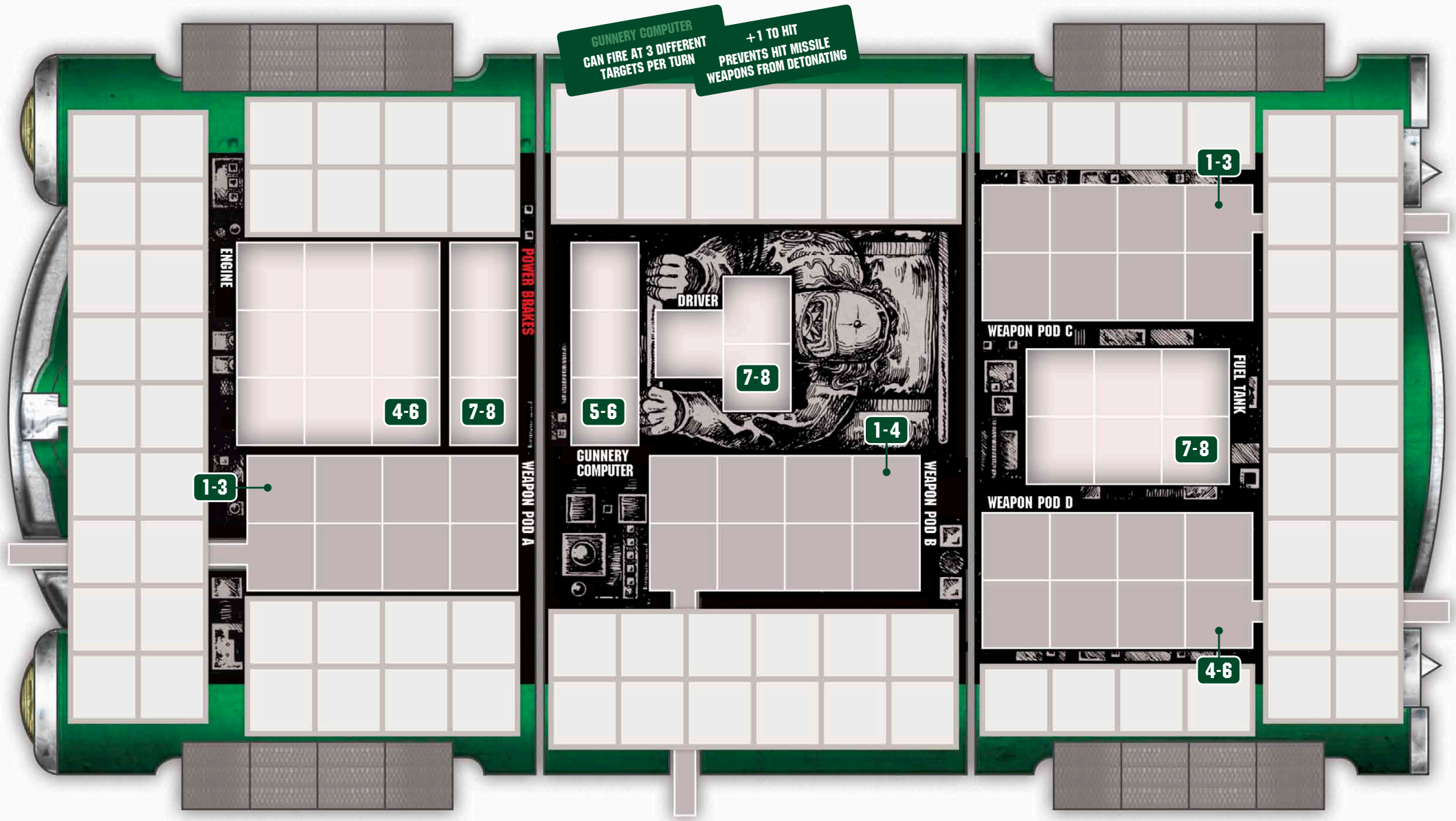
Page 1-4: **Car playsheets**
Page 5-10: **Bike playsheets**
Page 11-15: **Pedestrian playsheets & Speedometers**

v3
June 2009

Print on card **(ensure you are printing at 100% scale)** laminate and trim to size.

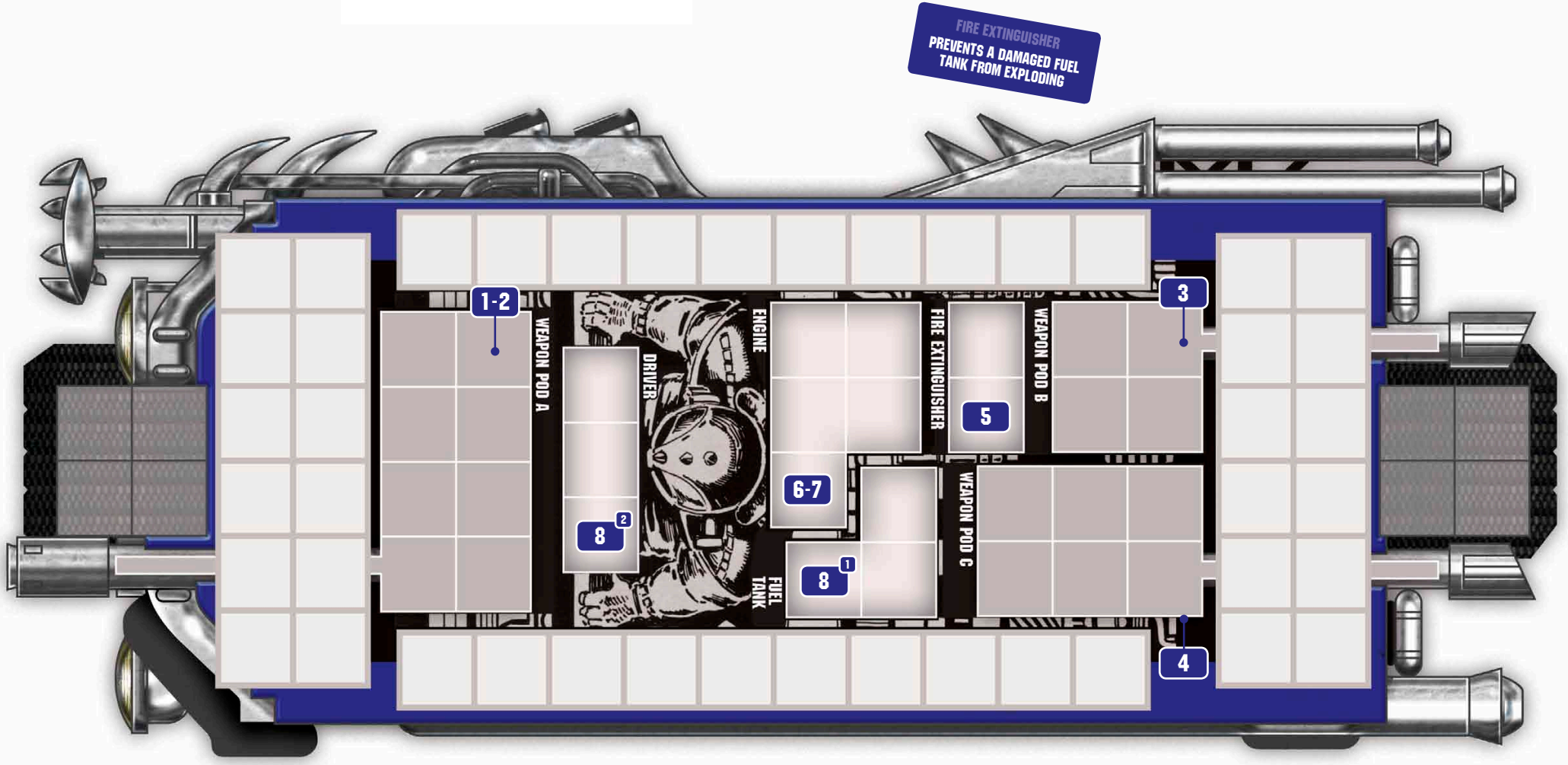
COLOR-CODED VERSION

ENGINE
4-6
7-8
SUPER CHARGER
TURRET A
1-3
1-3
WEAPON POD A
DRIVER
8
7
AUTO-STEER
WEAPON POD B
4-6
TURRET B
1-5
FUEL TANK
6-8


GUNNERY COMPUTER
CAN FIRE AT 3 DIFFERENT TARGETS PER TURN
+1 TO HIT
PREVENTS HIT MISSILE WEAPONS FROM DETONATING
ENGINE
POWER BRAKES
WEAPON POD A
4-6
7-8
1-3
5-6
DRIVER
7-8
GUNNERY COMPUTER
1-4
WEAPON POD B
1-3
WEAPON POD C
FUEL TANK
7-8
WEAPON POD D
4-6

3-4
WEAPON POD A
ENGINE
POWER BRAKES
8
5-7
WEAPON POD B
1-2
WEAPON POD C
1-3
DRIVER
8
7
AUTO-
STEER
4-6
WEAPON POD D
FUEL TANK
6-8
TURRET A
1-5

1-2
WEAPON POD A
ENGINE
SUPER CHARGER
5-7
8
WEAPON POD B
3-4
5-6
GUNNERY COMPUTER
DRIVER
7-8
1-4
WEAPON POD C
WEAPON POD D
1-4
8
FIRE EXTINGUISHER
FUEL TANK
5-7
FIRE EXTINGUISHER
PREVENTS A DAMAGED FUEL TANK FROM EXPLODING



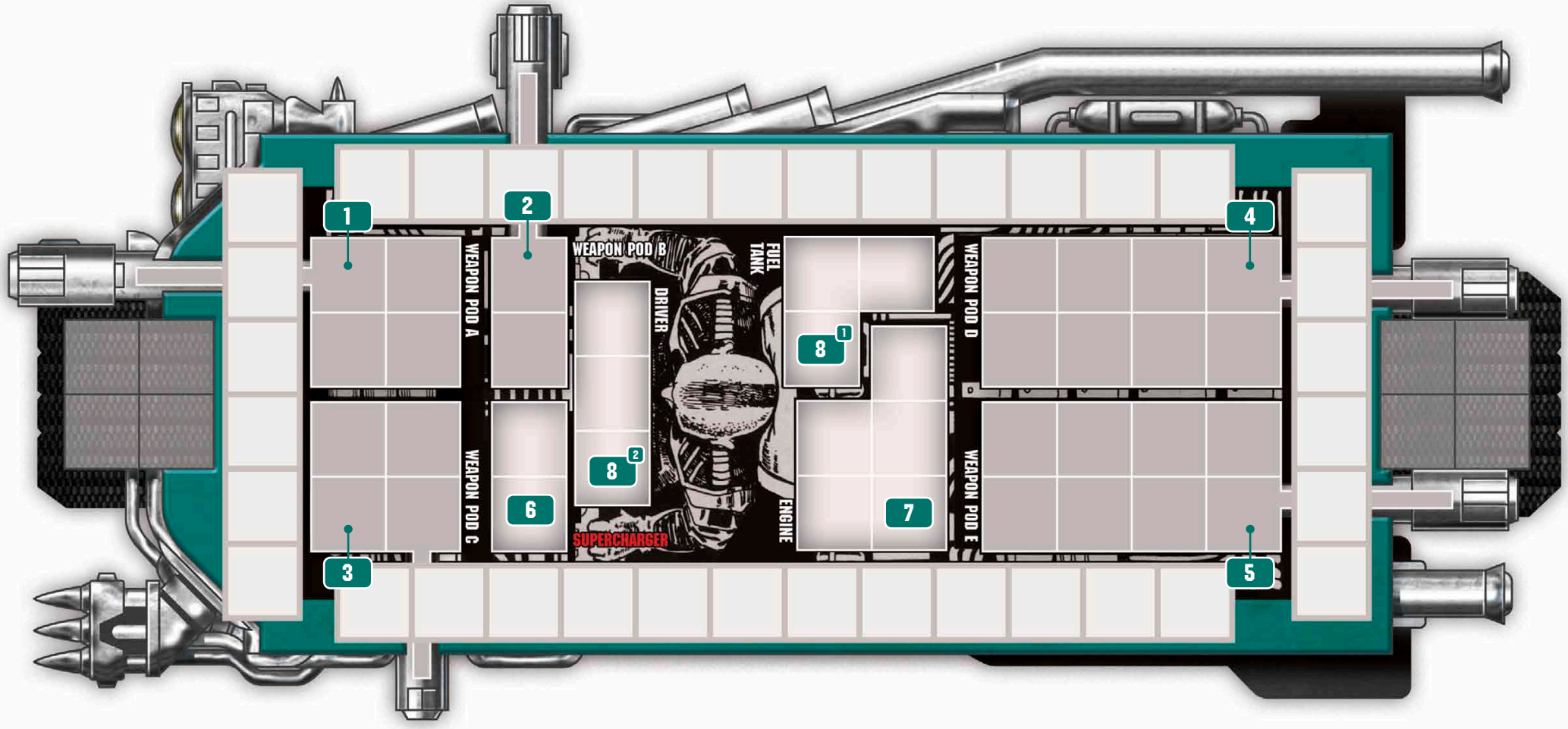
SPECIAL FIRING

MAY FIRE FROM - BUT NOT THROUGH - A POINT IN TREES

SPECIAL MOVEMENT

MOVE THROUGH UNDESTROYED TREES AND AVOID MINES AND SPIKES

FOR EACH POINT/CORNER DRIVEN THROUGH ROLL D8. IF EQUAL TO OR LESS THAN THE BIKE'S SPEED, THE BIKE DOES NOT MOVE ONTO THE POINT AND CRASHES, OR THE MINES/SPIKES TAKE EFFECT AS NORMAL



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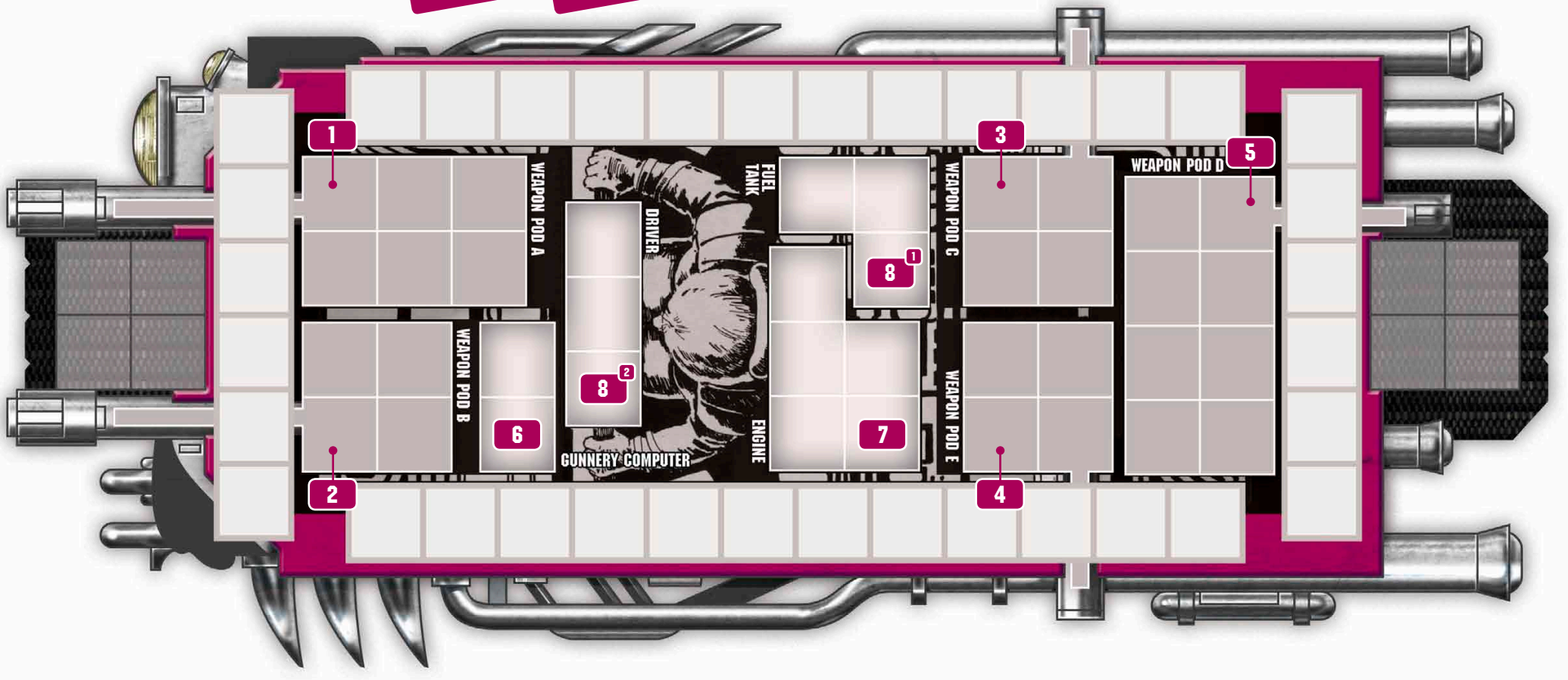
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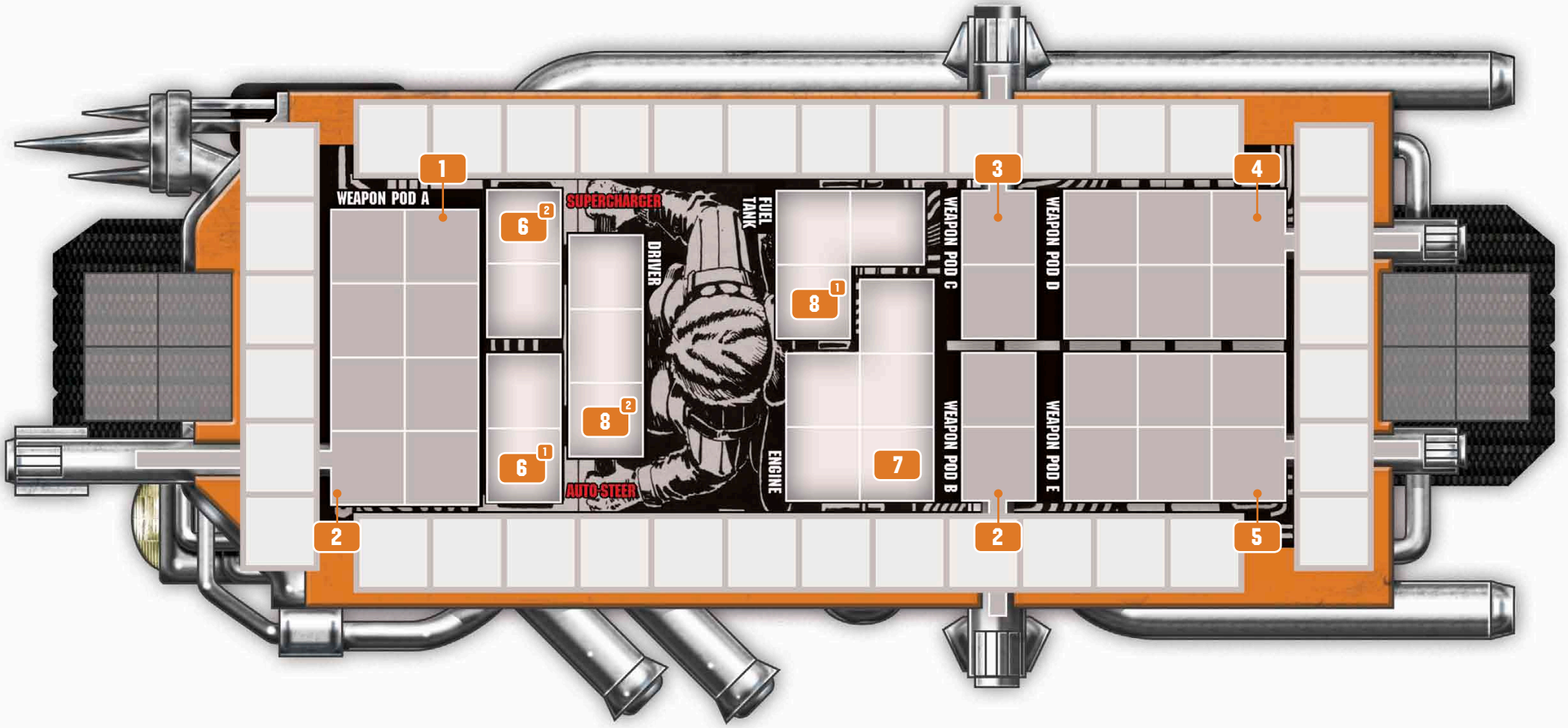

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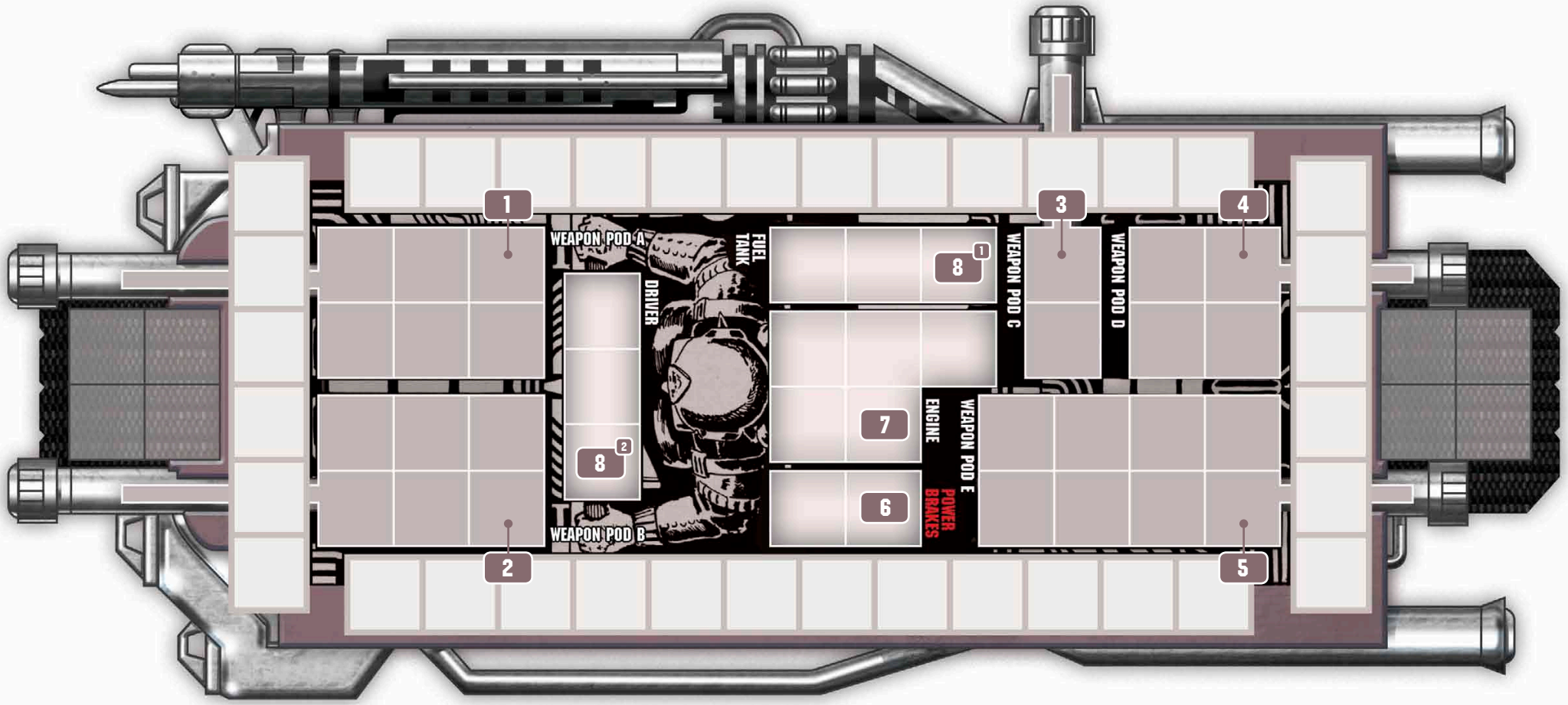

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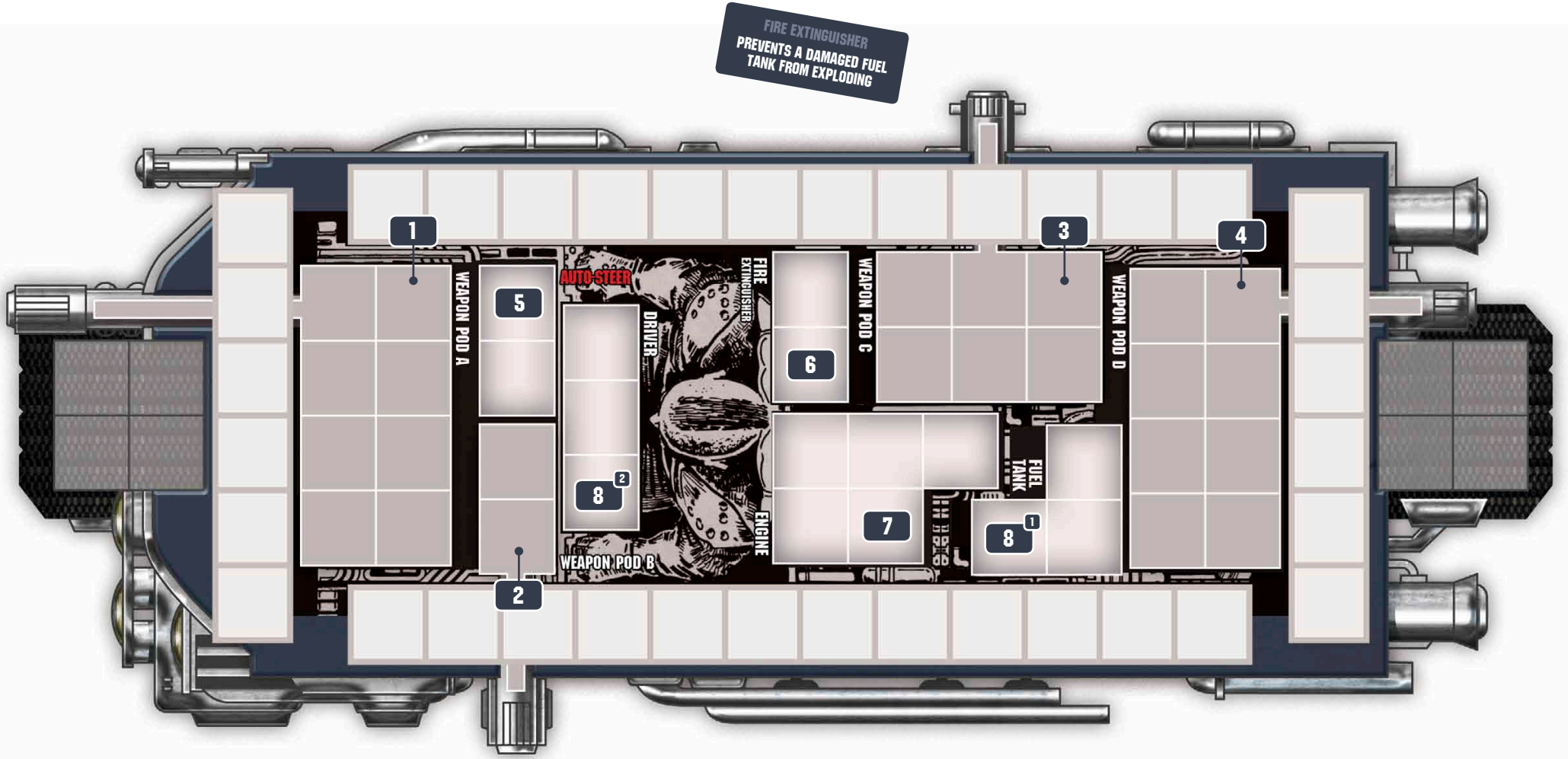
FIRE EXTINGUISHER
PREVENTS A DAMAGED FUEL TANK FROM EXPLODING
1
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8
8
WEAPON POD A
WEAPON POD B
WEAPON POD C
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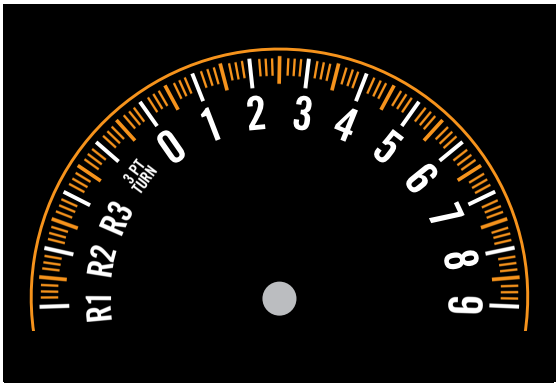

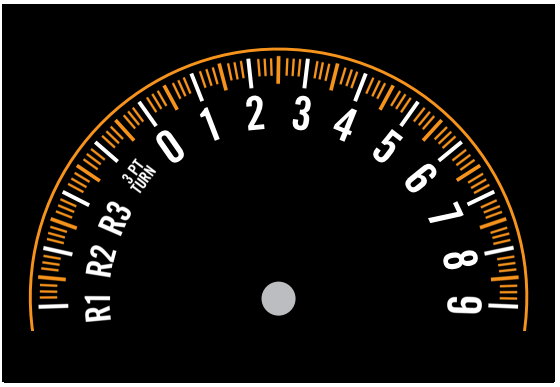

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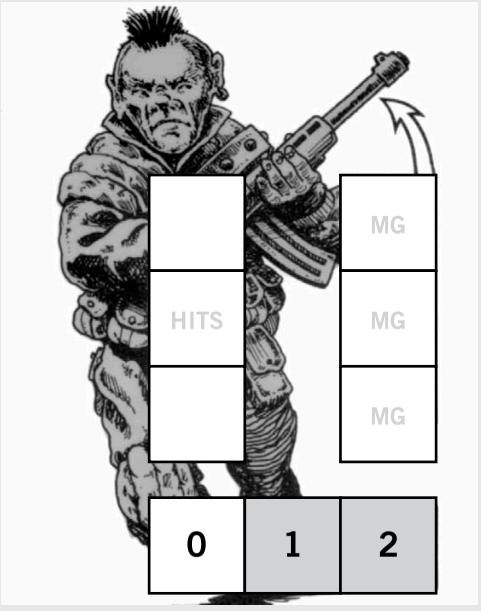
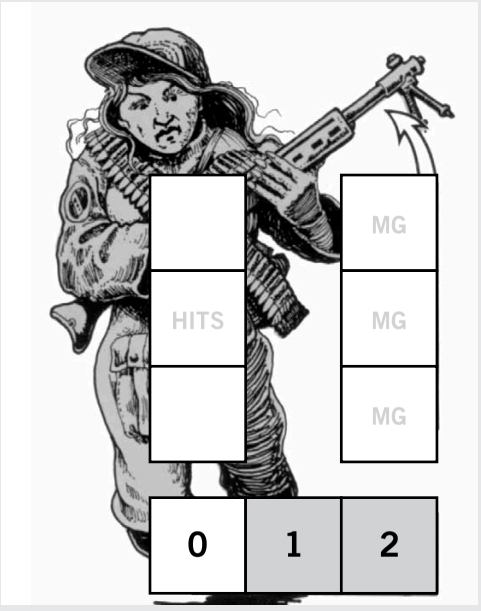


	ROAD	GRASS
	~~SC~~	~~SC~~
Acceleration	3 2	2 1
Deceleration	3	2
Cornering	~~AS~~	~~AS~~
45º	9 8	6 4
90º	6 4	3 2
135º	3 2	2 1
Max Reverse Speed	3	2

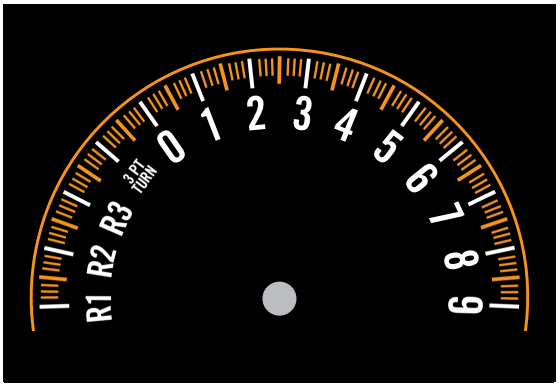
MAXIMUM SPEED MODIFIERS (Greater reduction)
-1 per **Engine** square destroyed
-2 per **Tyre** destroyed

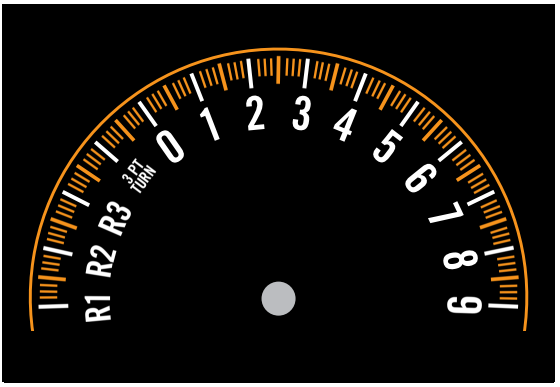
CAR 2



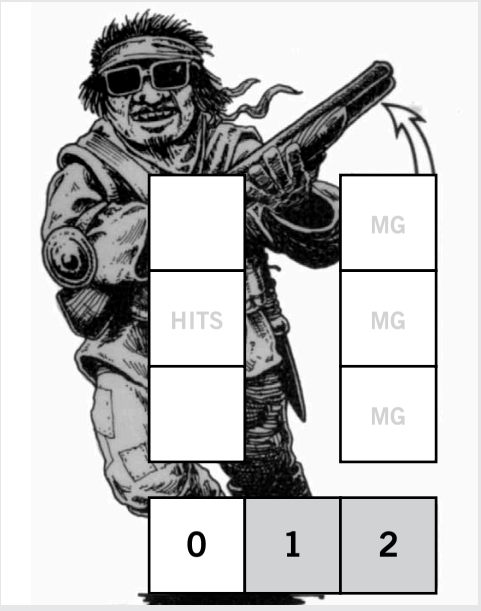
	ROAD	GRASS
	~~PB~~	~~PB~~
Acceleration	2	1
Deceleration	4 3	3 2
Cornering		
45º	8	4
90º	4	2
135º	2	1
Max Reverse Speed	3	2

MAXIMUM SPEED MODIFIERS (Greater reduction)
-1 per **Engine** square destroyed
-2 per **Tyre** destroyed





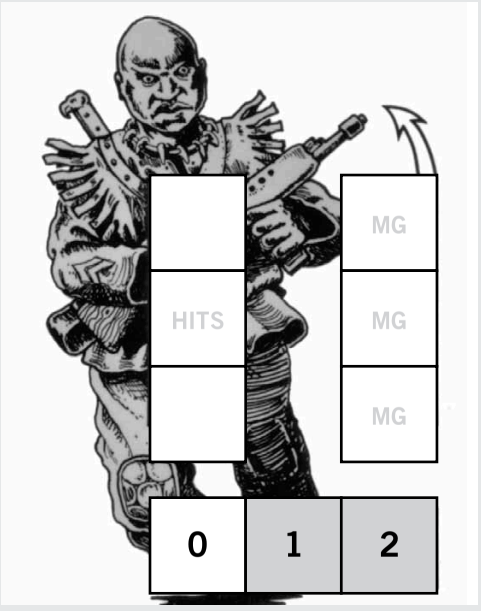
CAR 3



	ROAD		GRASS	
	~~PB~~		~~PB~~	
Acceleration	2		1	
Deceleration	4	3	3	2
Cornering		~~AS~~		~~AS~~
45º	9	8	6	4
90º	6	4	3	2
135º	3	2	2	1
Max Reverse Speed	3		2	

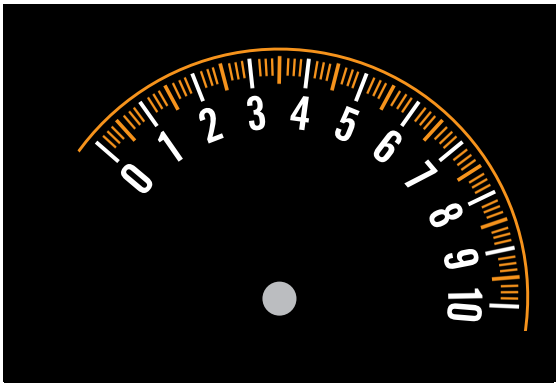
MAXIMUM SPEED MODIFIERS (Greater reduction)
-1 per **Engine** square destroyed
-2 per **Tyre** destroyed

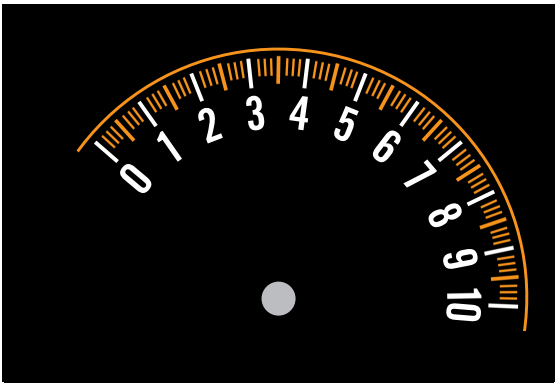
CAR 4



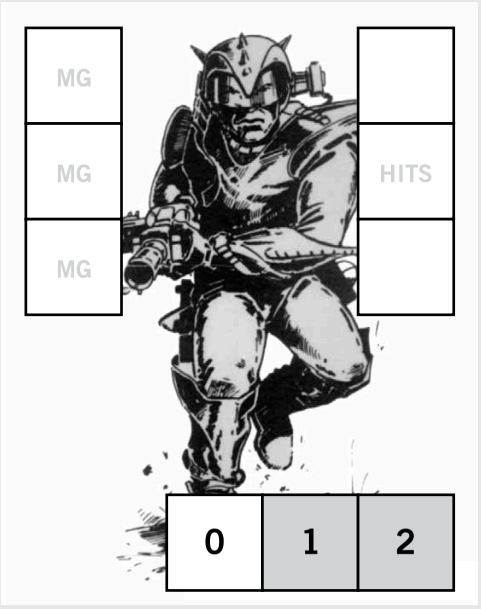
	ROAD		GRASS	
	~~SC~~		~~SC~~	
Acceleration	3	2	2	1
Deceleration	3		2	
Cornering				
45º	8		4	
90º	4		2	
135º	2		1	
Max Reverse Speed	3		2	

MAXIMUM SPEED MODIFIERS (Greater reduction)
-1 per **Engine** square destroyed
-2 per **Tyre** destroyed





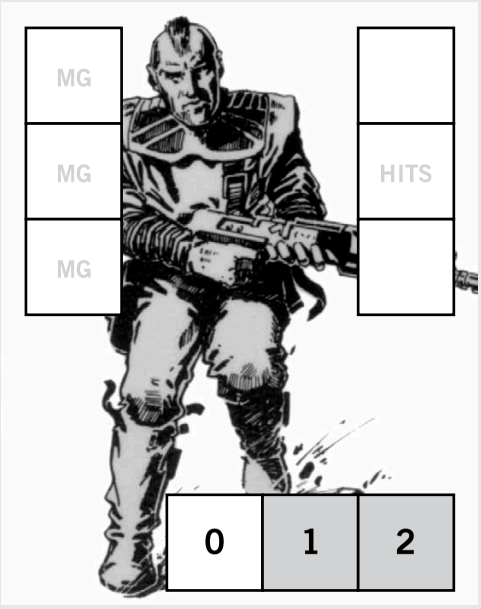
BIKE 1



	ROAD	GRASS
Acceleration	3	2
Deceleration	4	3
Cornering		
45°	10	6
90°	6	4
135°	4	3
180°	2	1

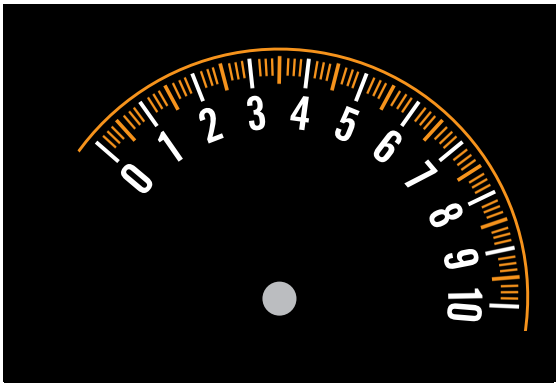
MAXIMUM SPEED MODIFIERS (Greater reduction)
-2 per **Engine** square destroyed
-4 per **Tyre** destroyed

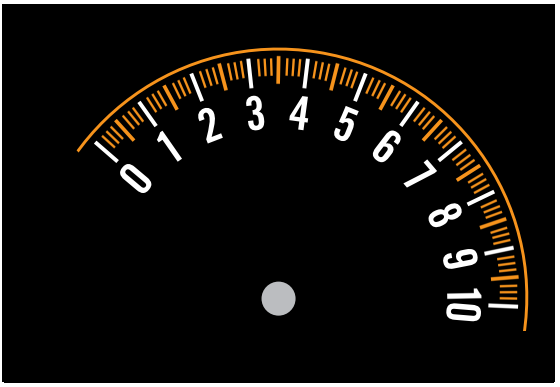
BIKE 2



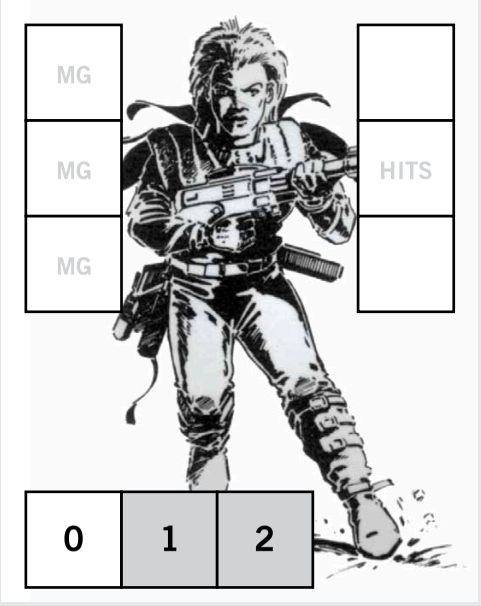
	ROAD		GRASS	
	~~SC~~		~~SC~~	
Acceleration	4	3	3	2
Deceleration	4		3	
Cornering				
45°	10		8	
90°	6		5	
135°	4		4	
180°	2		2	

MAXIMUM SPEED MODIFIERS (Greater reduction)
-2 per **Engine** square destroyed
-4 per **Tyre** destroyed





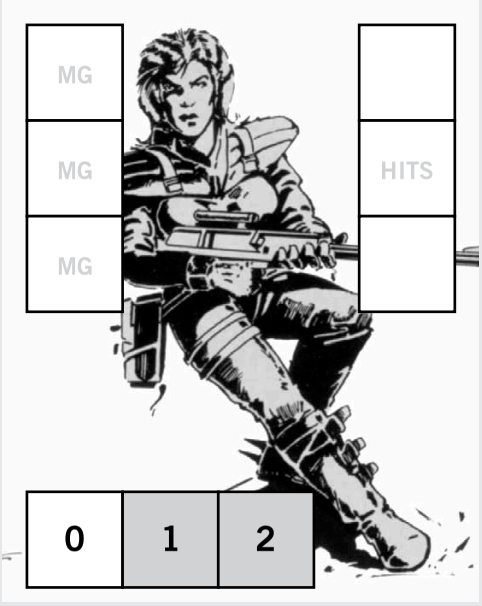
BIKE 3



	ROAD	GRASS
Acceleration	3	2
Deceleration	4	3
Cornering		
45º	10	6
90º	6	4
135º	4	3
180º	2	1

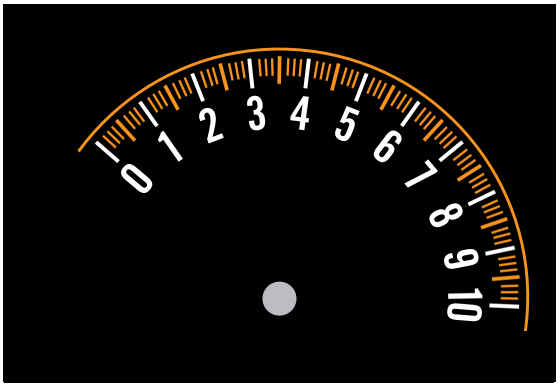
MAXIMUM SPEED MODIFIERS (Greater reduction)
-2 per **Engine** square destroyed
-4 per **Tyre** destroyed

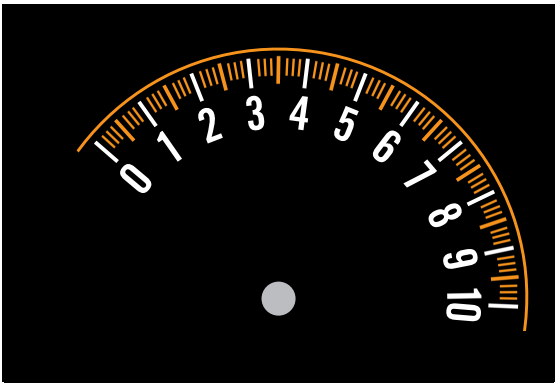
BIKE 4



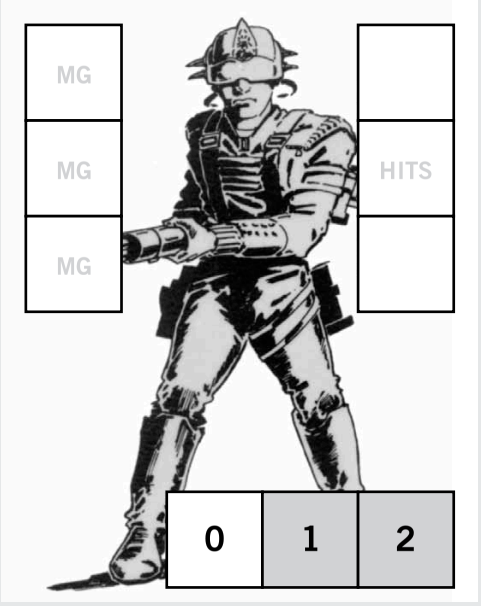
	ROAD		GRASS	
		~~SC~~		~~SC~~
Acceleration	4	3	3	2
Deceleration	4		3	
Cornering		~~AS~~		~~AS~~
45º	10	8	8	6
90º	6	6	5	4
135º	4	4	4	3
180º	2	2	2	1

MAXIMUM SPEED MODIFIERS (Greater reduction)
-2 per **Engine** square destroyed
-4 per **Tyre** destroyed





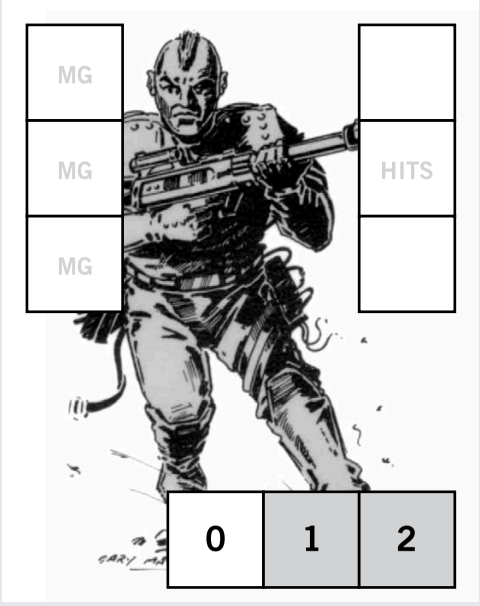
BIKE 5



	ROAD	GRASS
	~~PB~~	~~PB~~
Acceleration	3	2
Deceleration	5 4	4 3
Cornering		
45°	10	6
90°	6	4
135°	4	3
180°	2	1

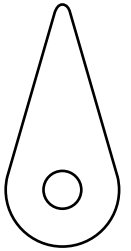
MAXIMUM SPEED MODIFIERS (Greater reduction)
-2 per **Engine** square destroyed
-4 per **Tyre** destroyed

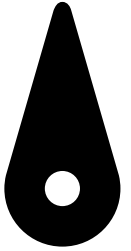
BIKE 6



	ROAD	GRASS
Acceleration	3	2
Deceleration	4	3
Cornering	~~AS~~	~~AS~~
45°	10 8	8 6
90°	8 6	5 4
135°	5 4	4 3
180°	3 2	2 1

MAXIMUM SPEED MODIFIERS (Greater reduction)
-2 per **Engine** square destroyed
-4 per **Tyre** destroyed





Speedometer Dials

Cut 10 white and 10 black speedo indicators out of 2mm plasticard and file edges smooth (this is actually easier than it sounds, as plasticard ‘snaps’ apart after scoring).

Use a 5mm drill bit to drill the central hole.

Speedometer Construction

Laminate the speedometer graphic, drill a 5mm whole through the grey circle, attach a craft rivet through the hole with the two dials (the black dial underneath serves as the ‘previous speed’ indicator).

You may need to mount the speedo graphic on something of approriate thickness to make the whole thing fit snugly.

PS Use the speedo when your pedestrian leaves the car (just remember that pedestrians have a maximum speed of 3).

Enjoy—if you’ve come this far, you really *are* a diehard Battlecars fan!