

Another boardgame player aid by

UniversalHead

Design That Works.

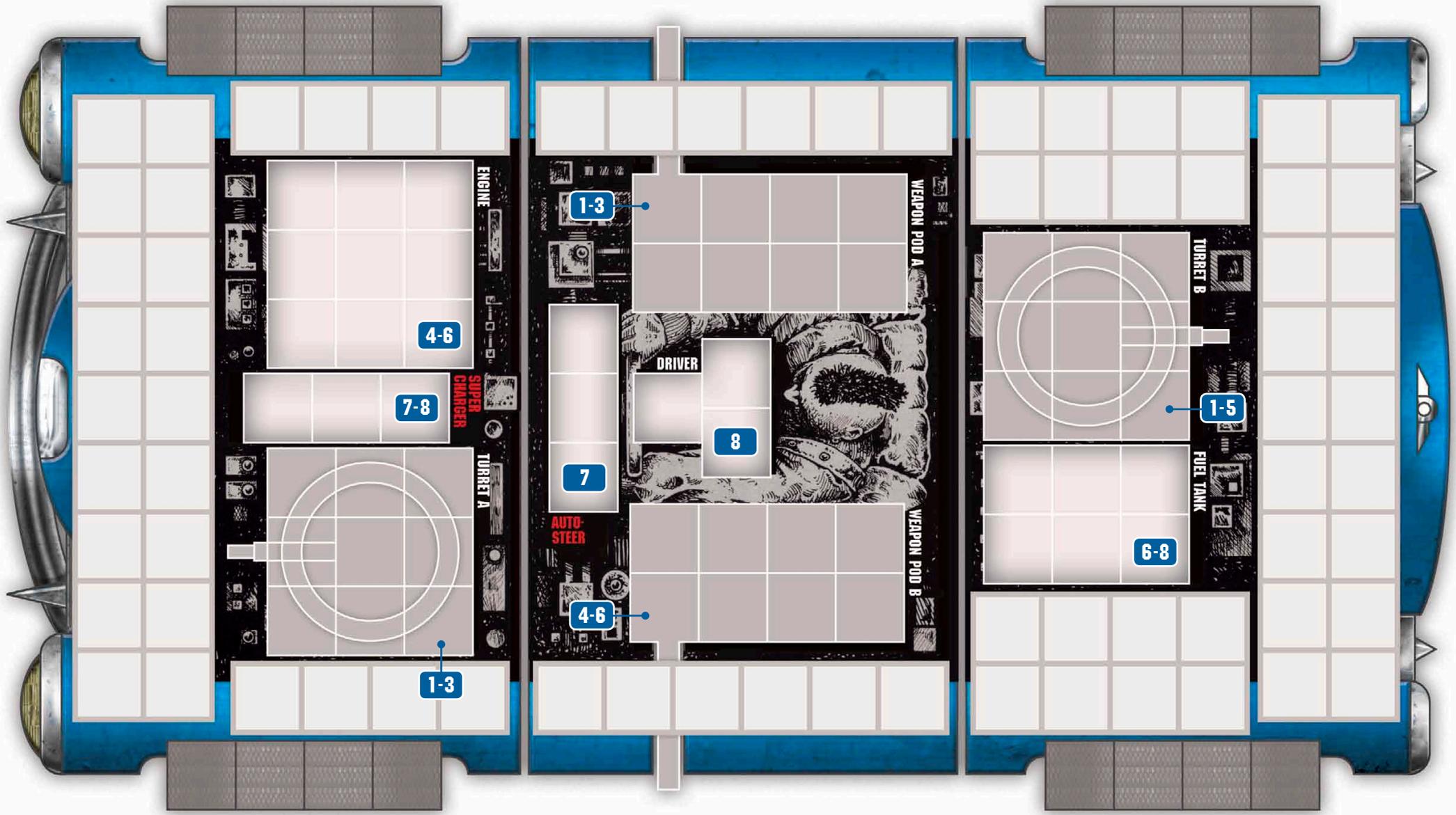
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Game: BATTLECARS	v3 June 2009
Pub: Games Workshop (1983)	
Page 1-4: Car playsheets	
Page 5-10: Bike playsheets	
Page 11-15: Pedestrian playsheets & Speedometers	
Print on card (ensure you are printing at 100% scale) laminate and trim to size.	

**CLASSIC BLUE
VERSION**



4-6

7-8

1-3

1-3

7

4-6

DRIVER

8

WEAPON POD A

WEAPON POD B

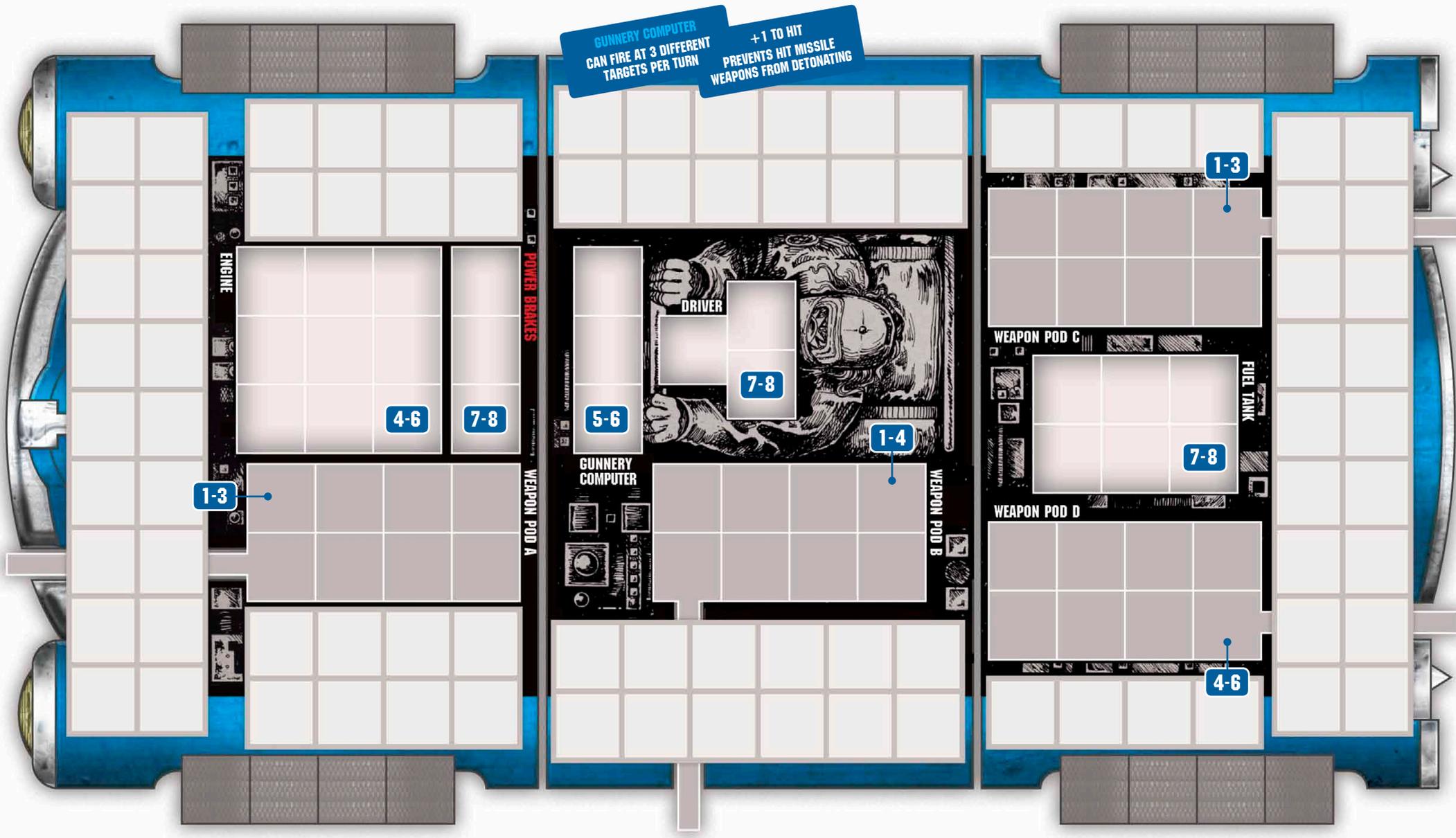
TURRET B

1-5

FUEL TANK

6-8

TURRET B



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

GUNNERY
COMPUTER

DRIVER

WEAPON POD B

WEAPON POD C

FUEL TANK

WEAPON POD D

1-3

4-6

7-8

5-6

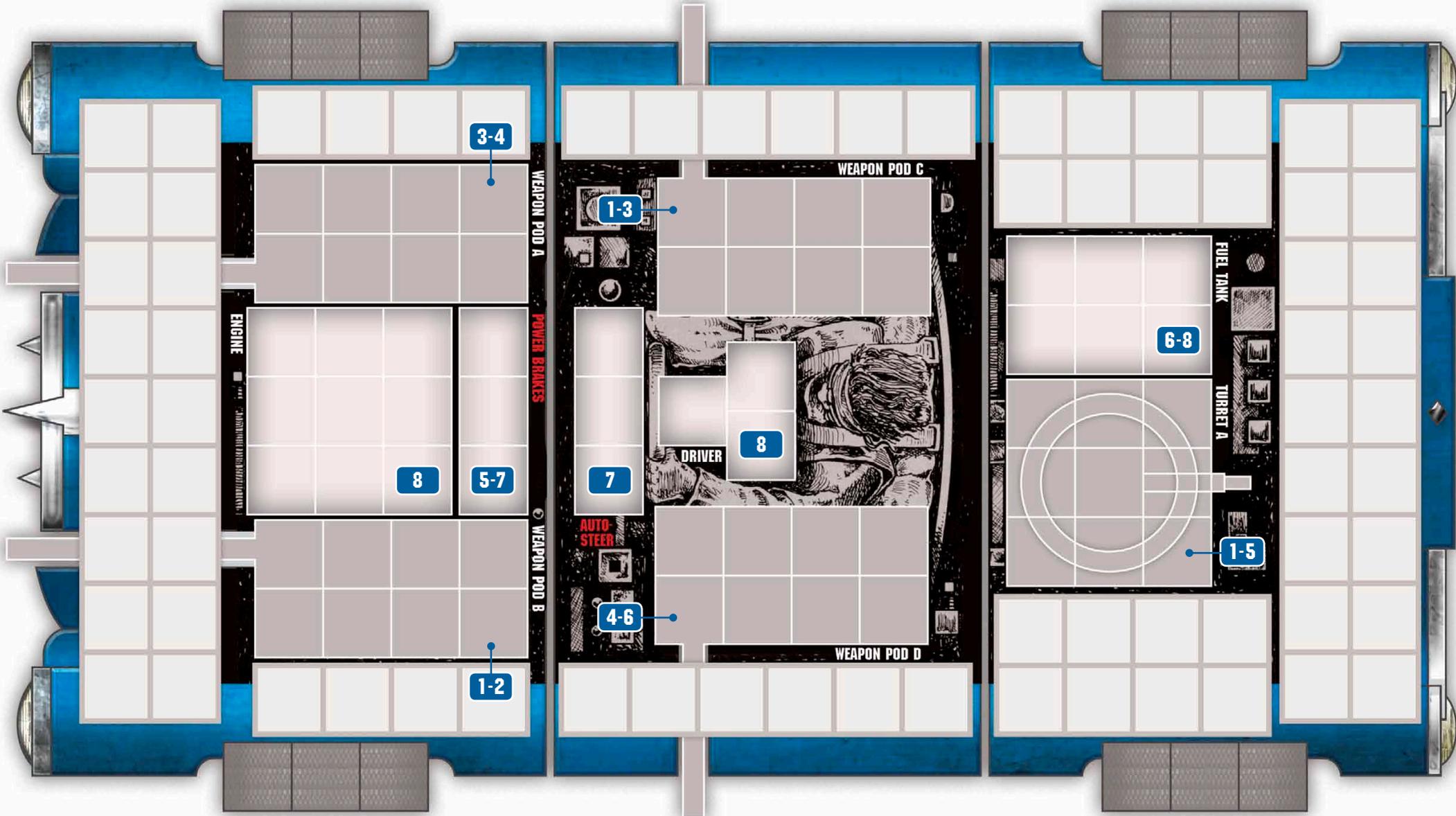
7-8

1-4

1-3

7-8

4-6



3-4

WEAPON POD A

ENGINE

POWER BRAKES

8

5-7

WEAPON POD B

1-2

1-3

WEAPON POD C

DRIVER

8

7

AUTO STEER

4-6

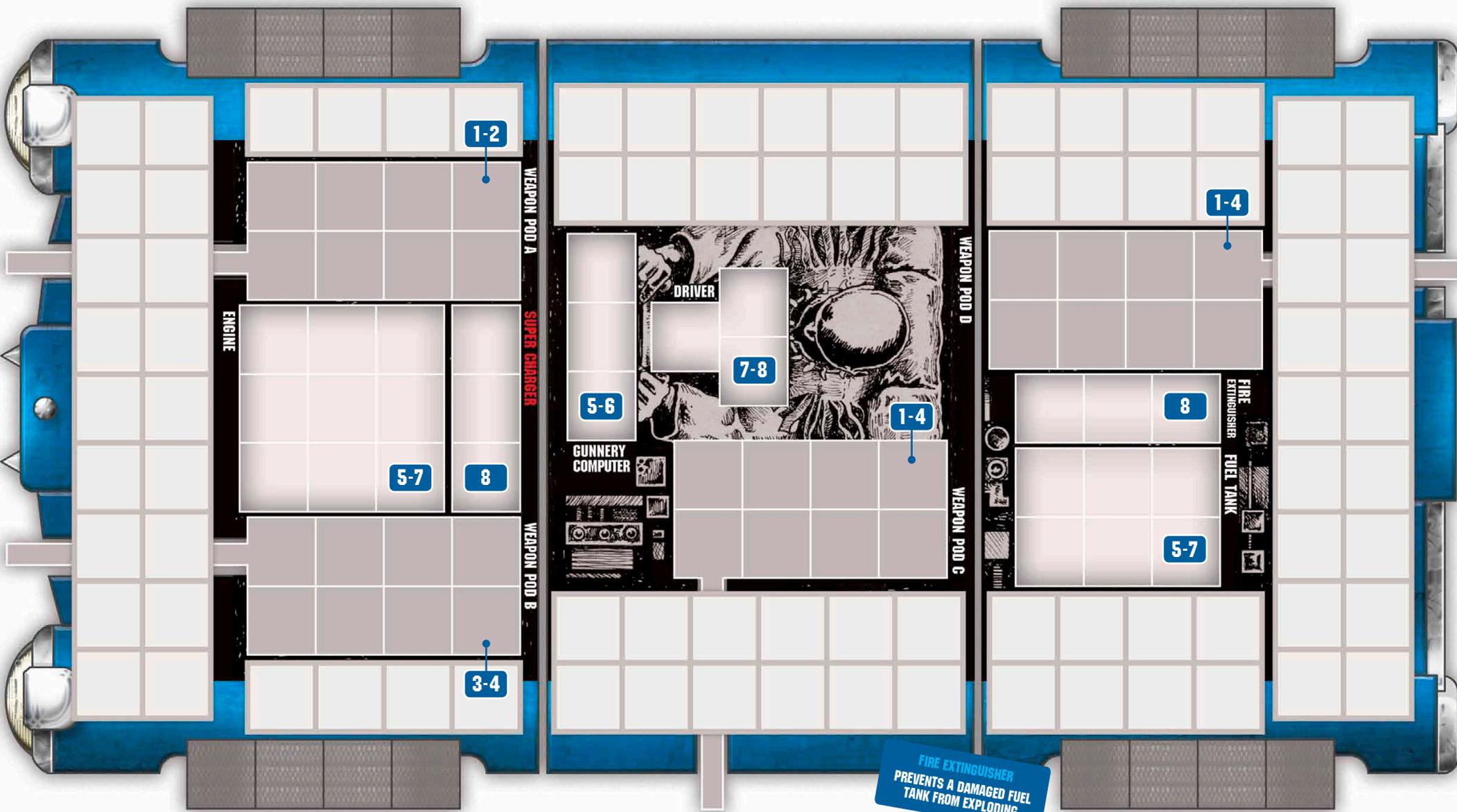
WEAPON POD D

6-8

TURRET A

1-5

FUEL TANK



1-2

WEAPON POD A

SUPER CHARGER

ENGINE

5-7

8

WEAPON POD B

3-4

DRIVER

7-8

5-6

GUNNERY COMPUTER

WEAPON POD D

1-4

WEAPON POD C

1-4

8

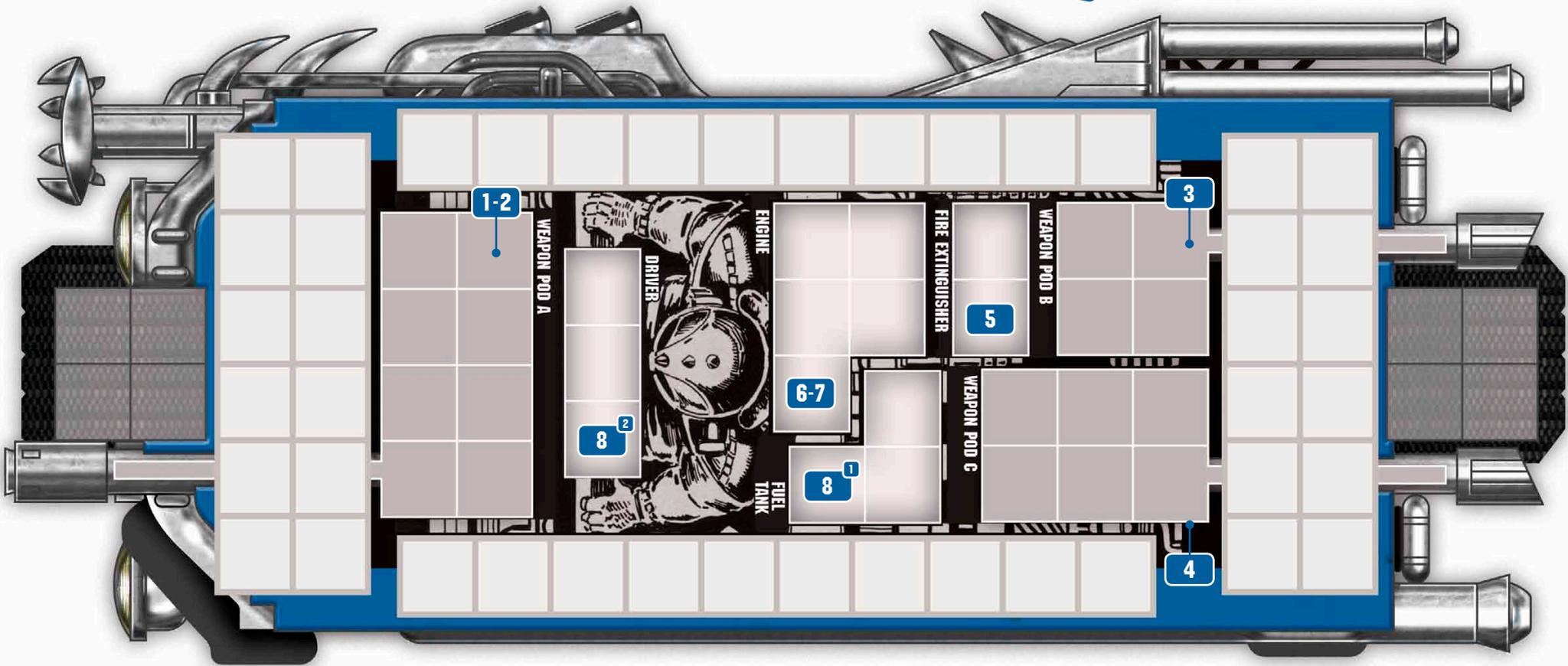
FIRE EXTINGUISHER

FUEL TANK

5-7

FIRE EXTINGUISHER
PREVENTS A DAMAGED FUEL
TANK FROM EXPLODING

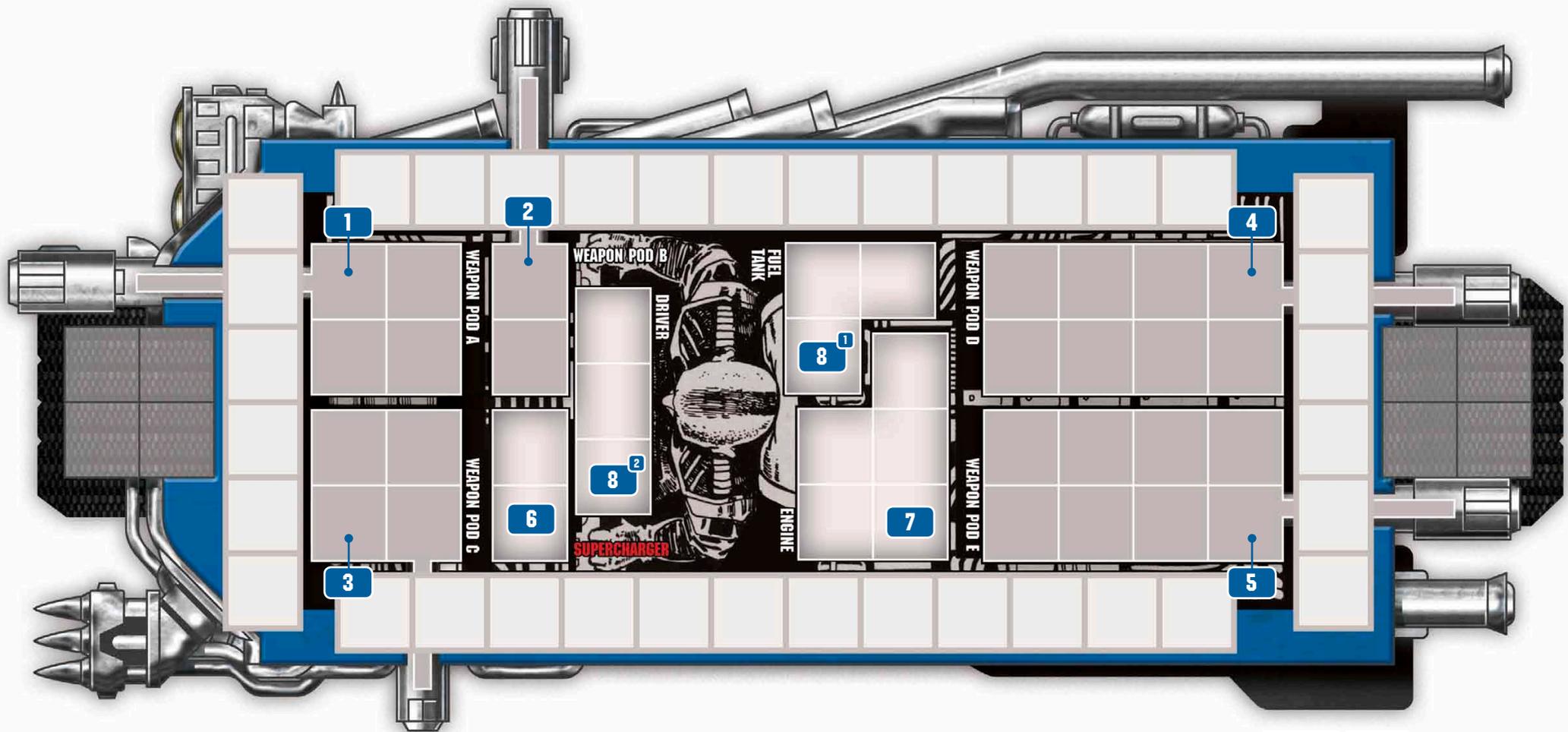
**FIRE EXTINGUISHER
PREVENTS A DAMAGED FUEL
TANK FROM EXPLODING**



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**



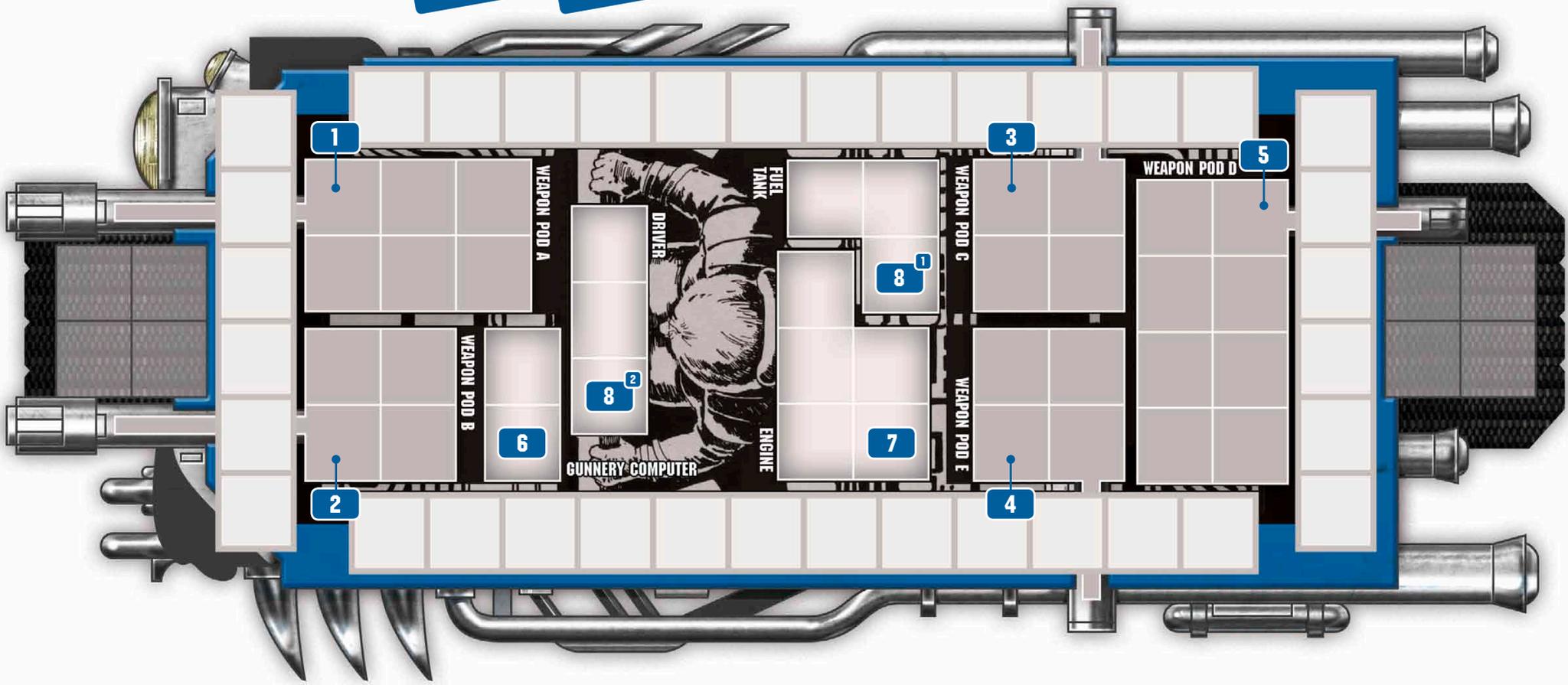
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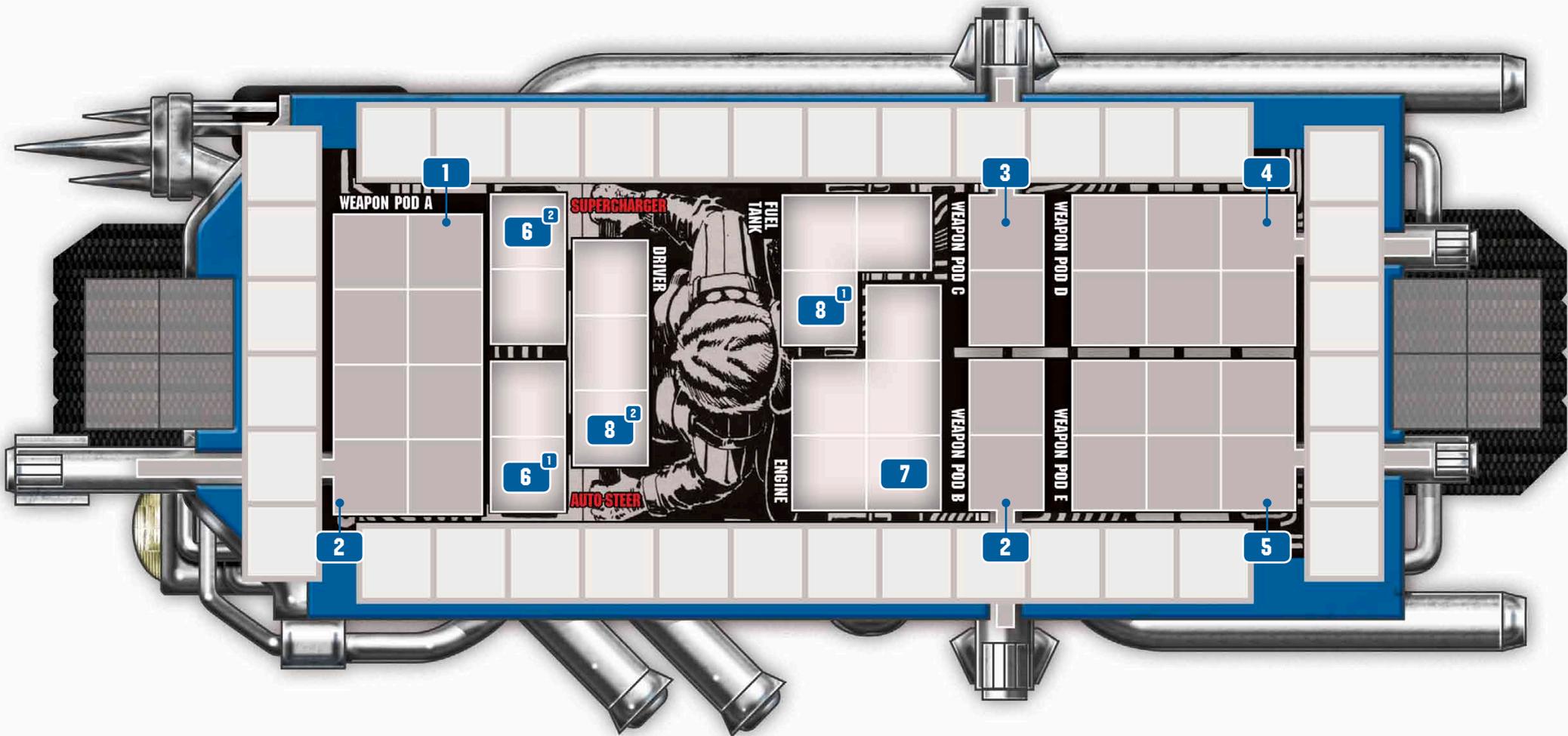
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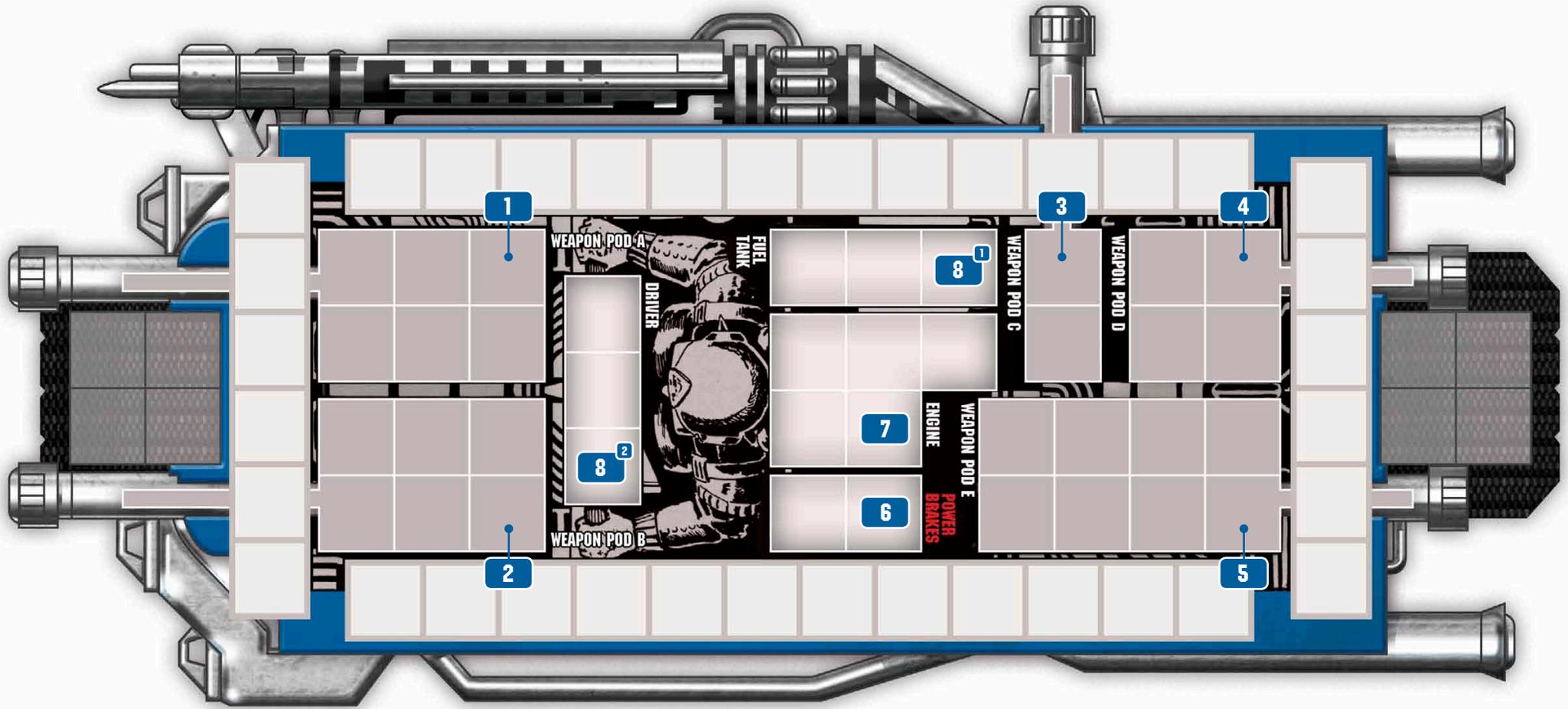
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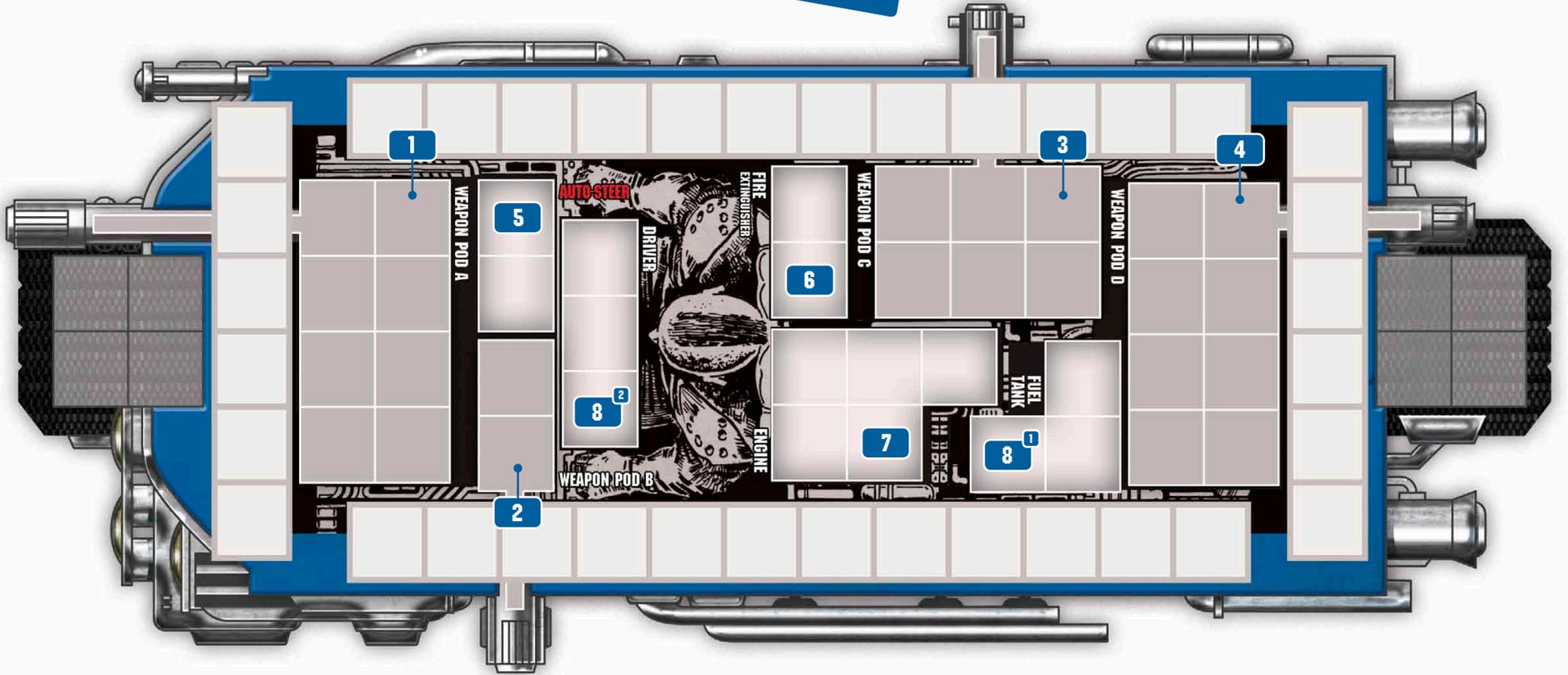


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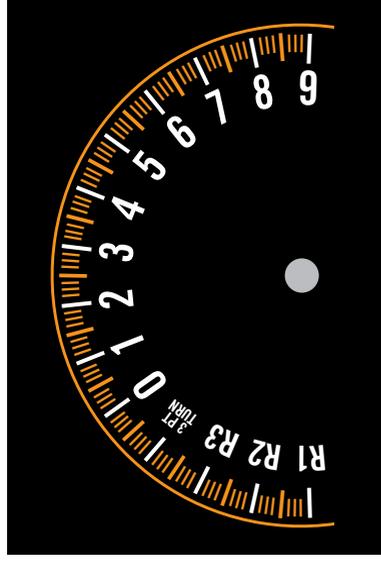
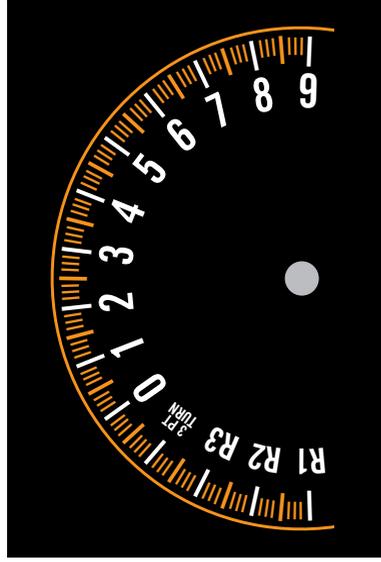
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PREVENTS A DAMAGED FUEL
TANK FROM EXPLODING



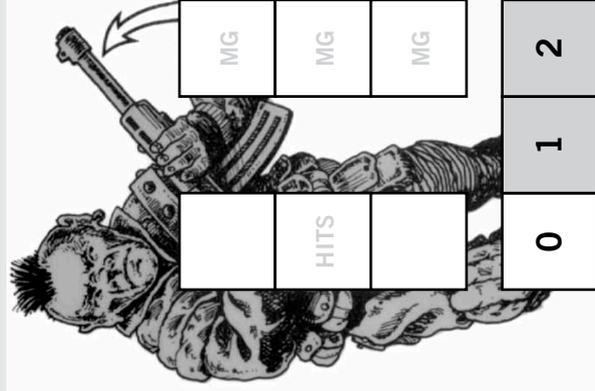
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CAR 1

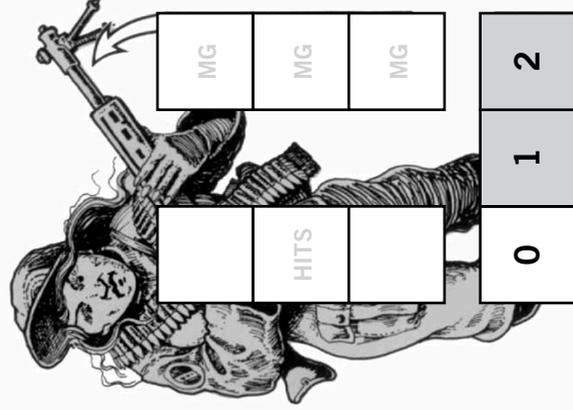


	ROAD	GRASS
Acceleration	SC 3	SC 2
Deceleration	3	2
Cornering	AS 9	AS 6
45°	8	4
90°	6	3
135°	3	2
Max Reverse Speed	3	2

MAXIMUM SPEED MODIFIERS (Greater reduction)

- 1 per Engine square destroyed
- 2 per Tyre destroyed

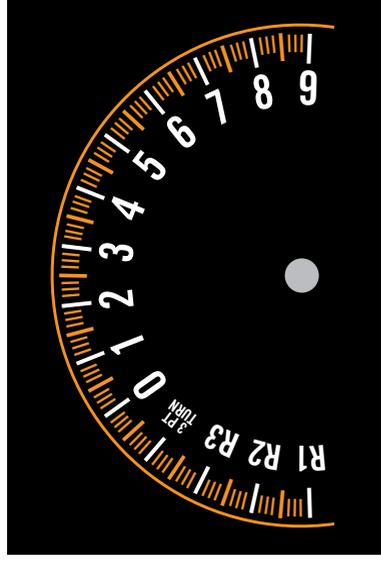
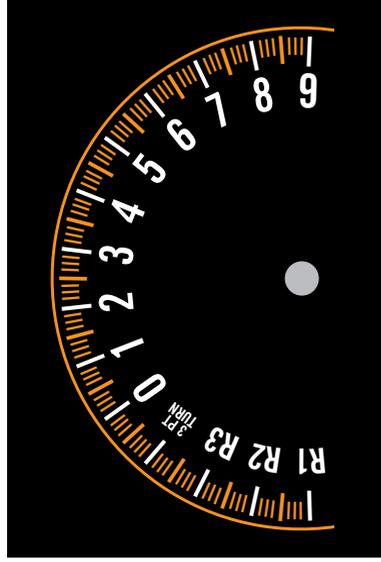
CAR 2



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

MAXIMUM SPEED MODIFIERS (Greater reduction)

- 1 per Engine square destroyed
- 2 per Tyre destroyed



CAR 3

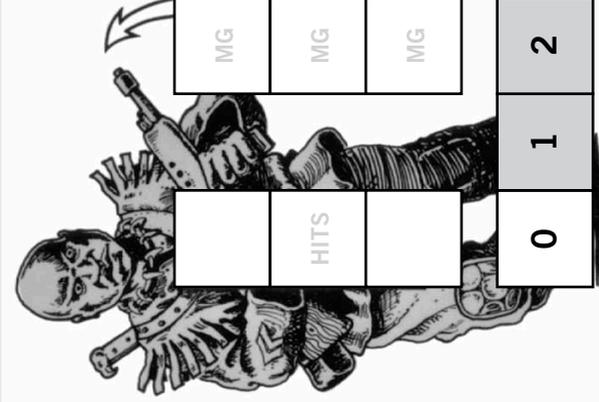


	ROAD	GRASS
Acceleration	PB 2	PB 1
Deceleration	4	3
Cornering	AS 9	AS 6
45°	8	4
90°	6	3
135°	3	2
Max Reverse Speed	3	2

MAXIMUM SPEED MODIFIERS (Greater reduction)

- 1 per Engine square destroyed
- 2 per Tyre destroyed

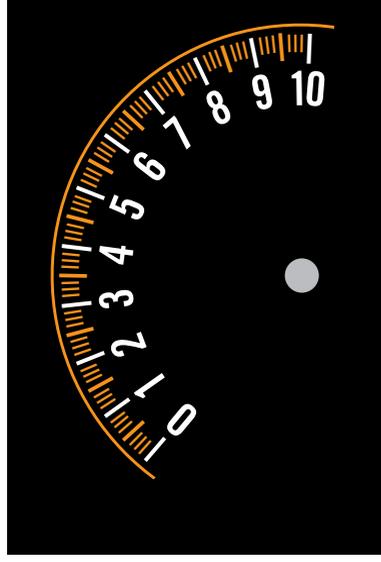
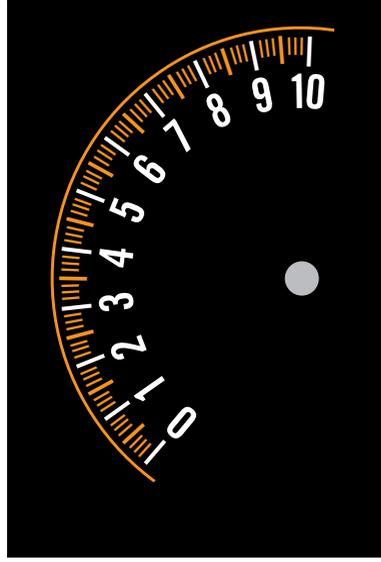
CAR 4



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

MAXIMUM SPEED MODIFIERS (Greater reduction)

- 1 per Engine square destroyed
- 2 per Tyre destroyed



BIKE 1

MG			
MG	HITS		
MG			



0	1	2
---	---	---

ROAD GRASS

Acceleration
Deceleration

3 2
4 3

Cornering

45° 10 6 4 3 1
90° 6 4 3 1
135° 4 3 3 1
180° 2 2 3 1

MAXIMUM SPEED MODIFIERS (Greater reduction)

-2 per Engine square destroyed
-4 per Tyre destroyed

BIKE 2

MG			
MG	HITS		
MG			



0	1	2
---	---	---

ROAD GRASS

Acceleration
Deceleration

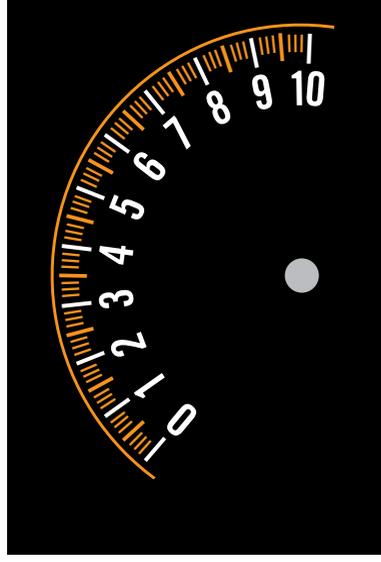
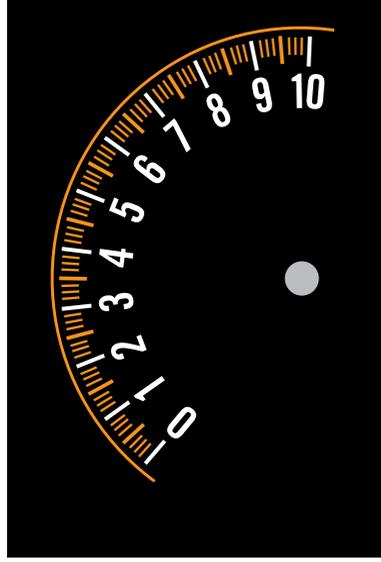
4 3
4 3

Cornering

45° 10 8 5 4 2
90° 6 4 4 4 2
135° 4 4 4 4 2
180° 2 2 2 2 2

MAXIMUM SPEED MODIFIERS (Greater reduction)

-2 per Engine square destroyed
-4 per Tyre destroyed



BIKE 3

MG			
MG	HITS		
MG			

0	1	2
---	---	---

	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 4

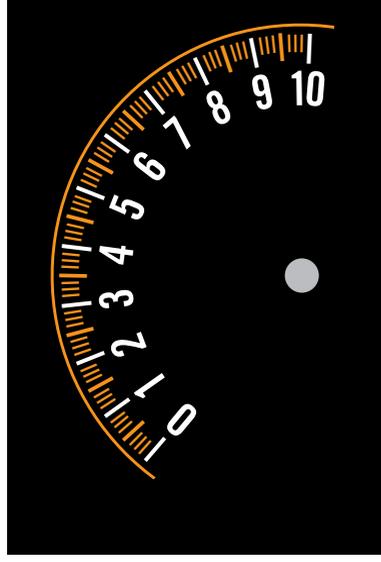
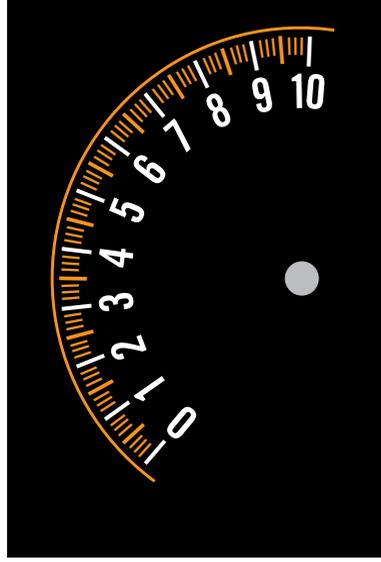
MG			
MG	HITS		
MG			

0	1	2
---	---	---

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

MAXIMUM SPEED MODIFIERS (Greater reduction)

-2 per Engine square destroyed
-4 per Tyre destroyed



BIKE 5

MG			
MG	HITS		
MG			

0	1	2
---	---	---



BIKE 6

MG			
MG	HITS		
MG			

0	1	2
---	---	---

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

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

MAXIMUM SPEED MODIFIERS (Greater reduction)

-2 per Engine square destroyed
-4 per Tyre destroyed

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 appropriate 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!