

VEHICLES

VEHICLE MOVE ACTIONS

The distance a vehicle can travel is determined using the Driving Template. When travelling forward place the START of the driving template against the front of the vehicle; following a successful test (if needed) place the rear of the vehicle against the correct position of the template. A vehicle can “Drift” across the width of the driving template when moving straight (see diagram for details). A final Straight move (including if the vehicle makes just one Straight move) can finish at any point between the START position and the end of the template.

If a vehicle only drives in a straight line it doesn’t need to take a test, unless it has under fire markers. If a vehicle attempts any other manoeuvres then a test must be taken for each move action. Consult the list of driving modifiers below, the vehicle type and the character’s Drive value from their profile and then roll a single D10. A score of 2+ means that the test is passed and the move action is completed. A natural “10” result means that the test is passed automatically and the move action is completed.

THE VEHICLE IS...	MODIFIER
taking a gentle turn up to 45 degrees	-1
taking a hard turn up to 90 degrees	-2
taking a second move action	-1
taking a third move action	-2
underfire, each marker gives an additional -1	-1 per marker
travelling in reverse, additional -1 to any type of manoeuvre	-1

FAILING A DRIVING TEST

If the result after modifiers is a fail (1 or less) consult the table below to find out the result.

AMOUNT FAILED BY	RESULT
1	Add an additional under fire marker to the vehicle and complete the move action.
2	Add an additional 2 under fire markers. If travelling straight, no further effect; if gentle turn, turn failed, go straight instead; if hard turn, turn failed, gentle turn 45 degrees in the same direction.
3	Add an additional 2 under fire markers. If travelling straight, gentle turn 45 degrees (opposite to last turn direction); if gentle turn, flip driving template and turn 45 degrees in opposite direction; if hard turn, travel straight.
4	Add an additional 3 under fire markers. If travelling straight, hard turn 90 degrees (opposite to last turn direction); if gentle turn, flip driving template and hard turn 90 degrees in opposite direction; if hard turn, flip driving template and gentle turn 45 degrees in opposite direction.
5+	Crash!! roll a D10, 1 -2 place vehicle on roof at hard turn left position; 3 - 4 place vehicle on roof at gentle turn left position; 5 - 6 place vehicle on roof at straight forward position; 7 - 8 place vehicle on roof at gentle turn right position; 9 - 10 place vehicle on roof at hard turn right position. Any models inside the vehicle must pass a Nerve test at -4. If they pass they are placed outside the vehicle and lose their activation for the turn (if they still had one), if they fail they immediately receive 3 under fire markers.

There may be occasions where a failed test requires a vehicle to turn in the opposite direction to the last turn it took. If the vehicle hasn’t turned yet randomly determine which way it will turn.

VEHICLE TYPES

Each gang may only have one vehicle at a time. The first vehicle available to each gang is determined by the type of gang as detailed below. After the first game of the campaign, players may choose to replace their original vehicle with any other type. If swapping a vehicle, the player gets \$250 in part exchange for their original vehicle. All vehicles, no matter what type, cost \$500.

Gang	Vehicle
Agents	Medium Car
Police	Closed Truck
Gangsters	Large Car
Moonshiners	Open Truck

In one off games players may choose to have any type or number of vehicles as they wish within the \$ value restriction of the scenario.

Below is a list of each vehicle type and their special rules. The vehicle type given is fairly generic. A Small Car is any 2 seater type car. A Medium Car a standard 4 seater. A Large Car is something a bit more specialised, such as Capone's armoured 1928 Cadillac V-8. Closed Trucks can be standard type delivery vehicles or, in the case of the Police vehicle, a prisoner transport wagon. Open Trucks are run of the mill flat bed trucks with a covered cabin such as the Ford Model TT.

All vehicles have a Driver location. The number of Passengers indicates the number of models in addition to the driver that a vehicle may hold.

Type	Drive	Passengers	Cargo	Notes
Small Car	+2	+1	1	-
Medium Car	+1	+3	1	Running Boards
Large Car	0	+4	2	Running Boards, Heavy, Hard-to-Handle
Closed Truck	-1	+3	4	Closed, Hard-to-Handle
Open Truck	-1	+7	4	Open Back, Hard-to-Handle

VEHICLE SPECIAL RULES

Running Boards - Some cars are fitted with running boards on either side of the vehicle. Models may choose to stand on a running board rather than get inside, one may ride on each side. Models on running boards do not count as inside a vehicle for the purposes of shooting, but do count the vehicle's Speed as their movement value. Models trying to embark or disembark onto or from running boards get +1 to any Nerve Test needed for travelling at Speed 2.

Heavy - Heavy vehicles ignore the first under fire marker that they would suffer for shooting or a failed driving test.

Hard-to-Handle - These vehicles may not take Hard Turn Actions at Speed 3.

Closed - Closed vehicles can carry up to 2 additional passengers in the rear of the vehicle. Each takes 1 cargo spot if carrying cargo and additional passengers. Passengers carried this way cannot be targeted by shooting.

Open - Open vehicles can carry much larger numbers of passengers as indicated in the vehicle profile. These passengers don't benefit from being inside a vehicle for shooting purposes but count as obscured. They also count the vehicle's Speed as their movement value. Each side of the vehicle (not the front) can allow for up to 2 models firing.