

muscle car apocalypse

A 1/32 SCALE CAR COMBAT GAME

By Owen Top

VERSION 0.4

Revision History:

Ver 0.1 – 17/1/11. Rules completed.

Ver 0.2 – 17/1/11. Minor tweaks to 'picking up pedestrians'

Ver 0.3 – 19/1/11. Added rules for terrain cards which I forgot before...

Ver 0.4 – 29/1/11. First playtest; Long Term Injuries table adjusted, rules for death of driver added, Mechanic and Fighter given DR 2, Grenade rule section added, grenade rules altered, Modified Rolling Road rules to assume all cars accelerated three times before start of game, added restriction requiring character's actions to alternate between cars, slight revision of fire rules, added rules for placing terrain before start of play/.

Contents:

- Overview of the game
- Gang Members and Vehicles.
- The Battle
- Post Battle Sequence
- Recruiting your gang
- Class profiles
- Vehicle Profiles
- Weapons and Equipment
- Vehicle Upgrades
- Skills
- Example Gang
- Road Cards
- Off Road Cards

OVER VIEW OF THE GAME:

Muscle Car Apocalypse takes place in a post apocalyptic future where rival gangs battle it out on the crumbling highways of the wastelands. Gangs fight each other in heavily modified cars, hoping the gain the spoils of war – fuel, food, and money.

GANG MEMBERS AND VEHICLES:

Gang Members

Your gang consists of at least one Leader accompanied by any number of Mechanics, Fighters, and Drivers. Each of these is represented by a figure in the game. Each character has a range of abilities, represented by their profile and skills. The profile consists of:

Move: The distance the character can move on foot per action.

Wounds: The amount of damage the character can take before dying.

Armour: How difficult it is to wound the character.

Melee: The character's ability to fight in close combat.

Shooting: The character's ability to use a gun.

Reflexes: How quickly the character can react.

Driving: How good the character is at driving. A character with a Driving stat of 0 cannot drive.

Mechanics: How good the character is at mechanical work. A character with a Mechanical stat of 0 cannot perform repairs or fit upgrades.

Action Points: How many actions the character can perform per turn.

Gang vehicles

Your gang will require transportation in the form of a vehicle of some sort. There are various types of vehicles, each with their own abilities. Each vehicle can carry a certain number of gang members. A vehicle's abilities are described on its profile. The vehicle profile consists of:

Acceleration: The distance the vehicle can move each action

Max Speed: The total number of times the vehicle can accelerate per turn.

Braking: How quickly the car slows down.

Armour: How difficult it is to damage the vehicle

Damage: The amount of damage the vehicle can take before destruction.

Seats: How many characters the vehicle can carry.

Ram: How effective the vehicle is in a ramming attack.

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THE BATTLE:

During the battle characters and vehicles manoeuvre over the table trying to kill one another.

The Battlefield:

For a Rolling Road Scenarios, the battlefield consists of a 6' by 4' table. An 18" wide road is placed lengthwise down the centre. The area to either side of this road is deemed 'off road'.

Shuffle the Road cards and place the deck face down at the front edge of the road. Shuffle the Off Road cards, cut the deck in half and place them face down at the front edge of both off road strips.

Place a few items of terrain in a mutually agreeable manner on the table before the game starts. This could easily be done by turning over the top two cards of each deck and placing the indicated terrain between 1/3 and 2/3 of the way down the table.

Scenarios which do not use the Rolling Road rules make use of a four foot by four foot table. Some terrain should be placed around this table in a manner acceptable to both players. See the scenarios for details of any terrain which is required.

Battle Turn sequence:

During battle, the turns follow this sequence:

- 1: Roll for initiative
- 2: Player One's actions
- 3: Player Two's actions
- 4: Move road

Roll for initiative:

At the start of every turn, players roll a dice, and the highest scorer takes the first turn,

Actions:

Everything that a character can do in the game makes use of Action Points. Each character has a set number of Action Points noted on his profile which will determine the number of actions he can perform per turn. For every AP, the character may perform an action or task described in the rules. Note that some actions are more time consuming, and require two action points, while others can only be performed once per turn.

Each character must complete all of his actions before the next character may begin his.

You must alternate vehicles when performing actions. When a character has completed all of his actions, no other character in his vehicle may perform actions until a character in another vehicle has done so. If all of the characters in other vehicles have performed actions, or if there are no other vehicles, characters within the same vehicle may perform their actions in any order the controlling player sees fit.

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Driving:

Each vehicle the gang operates must have a driver; this can be any gang member with a Driving Stat of greater than zero.

During the driver's turn he may move the car in any direction; forward by accelerating, backwards by braking, and side to side by steering. To move forward, the driver must use one of his actions to accelerate. This moves the car forward a number of inches equal to it's Acceleration stat. The driver can accelerate as many times as he has action points, or until he reaches the car's Max Speed. Likewise, the driver can cause the car to move backwards by braking. Braking uses an action, but there is no limit on how many times a car can brake per turn. The driver can also use his actions to move sideways without accelerating or braking. The car moves sideways a distance equal to it's acceleration stat. There is no limit on the number of times a car can steer sideways per turn apart from the driver's actions stat.

Shooting:

A character who is armed with a gun can shoot it during his turn at the cost of an action point. A character who is currently driving a vehicle may only fire a pistol unless using a Mounted Weapon. After determining the target is in range, roll two dice and add the character's Shooting Skill. Compare this to the target's Armour stat. If the attacker's score is higher, then the target has been hit and takes damage equal to the difference in the scores plus weapon's Damage stat.

If the target is in a car, he will receive an armour bonus of +1 for an open topped car, or +2 for an enclosed car.

If the target is itself a car, the attacker receives a +1 bonus to hit (cars are, after all large targets!)

If the target is in a car or is a car which has accelerated OR braked this turn, the target receives a cumulative +1 armour bonus for each time the car has accelerated or braked. Note that cars are considered to have accelerated or braked three times before the game starts in any scenario which uses the rolling road rules.

Throwing grenades:

Throwing grenades works the same as shooting, however it requires TWO action points to throw a grenade.

If a character misses with a thrown grenade, there is a chance the explosion will still hit something. If a character misses, the grenade will scatter D6 inches in a random direction, and then explode. Any character within the grenades area of effect will be hit by the grenade as normal.

Melee:

Any character may attack another in Melee if he can get to within 1 inch of his target. Likewise, a character may attack a car in melee from the same range. A character who is driving a vehicle MUST pass a drive test in order to attack in melee. If the character fails this test, he does not make the attack, and may not make any further attacks in this turn.

To make the attack, roll two dice and add the character's Melee score. Compare this to the target's armour. If the attacker has rolled higher, then the defender suffers a number of wound equal to the difference in the scores plus the attacker's melee weapon's damage stat. Note that any character may attack in Melee by using his fists, but this does not give any bonus, the damage is simply equal to the difference in the scores.

Drive Tests:

Some actions require a Drive Test. To make a Drive Test, simply roll two dice and compare them to the character's Drive stat. If the roll is less than the Drive Stat, then the test has been successful. The effects of failure will depend on the situation and will be specified by the rules for that situation.

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Collisions and Rams:

Collisions and rams use similar rules. While collisions occur due to accident or random chance, rams are intentional attacks.

A car may ram another car as long as it can reach the other. The effect of the ram is dealt with as soon as the cars make contact. To make a successful ram, the attacking driver must pass a Drive Test. If he fails, he misses. Place the attacking car 1 inch from the defender. This car may not attempt to ram again this turn.

If the ram succeeds, roll two dice and add the car's Ram value. If this is greater than the defender's armour, the defender takes damage equal to the difference in scores. Ramming is dangerous however, so the attacker must also make a roll against his own armour

Ramming from different angles has different effects.

When ramming from behind, the Attacker rolls $2D6 + \text{Ram}$, against the defender, and takes $2D6 + 1/2\text{Ram}$ in return.

When side swiping, the Attacker rolls $2D6 + 1/2\text{Ram}$ for both.

When attacking head on, the Attacker rolls $2D6 + 2X\text{Ram}$ for both.

A pedestrian who is rammed or collides with a car is automatically removed from play unless he can pass a reflex test. If the test is passed, move him to the closest edge of the ramming vehicle.

Collisions make use of the same basic rules, the item which comes into contact with the car is considered the attacker, however unlike ramming, the attacker cannot be damaged. A wrecked car is considered to have a Ram value equal to half it's normal Ram value. Terrain items make use of the ram values listed below:

Item	Ram
Debris	6
Wall	12
Crater	10
Wreck	Ram value of vehicle before wrecked.
Rocks	12
Building	18
Shack	10

A car which has a driver may attempt to avoid a collision by making a Swerve. To make a successful swerve, the driver must pass a Drive Test. If he does so, the car is moved to the closest edge of the obstacle and avoids the collision.

Off road:

Any car which leaves the road for any reason must immediately take a Drive Test. A vehicle which passes this test may operate normally for the remainder of the turn. If the vehicle attempts to accelerate or brake, another drive test must be taken.

A vehicle which fails the drive test immediately goes out of control and may not perform any actions during this turn. In addition, any passengers in the car may not perform actions until the car is back under control. If a drive test is passed on the next turn, the vehicle will once more be under control.

The severity of the loss of control is determined by the amount which the driver failed the test by.

A failure of 1-3 results in a swerve; move the car D6 inches sideways (1-3=right, 4-6=left) and end it's turn.

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A failure of 4-6 results in a spin; move the car D6 inches in a random direction and face it in a random direction.

A failure of 6 or more results in a roll; move the car D6 inches in a random direction and face in a random direction. The vehicle suffers damage as for a collision with a Ram value of 12. The vehicle is now immobilised and treated as a wreck. In addition, all passengers suffer crash damage- this is treated as a melee attack with a Melee Stat of 10 and a Dam of 3.

Boarding:

If two cars are within one inch of each other, they may attempt to board. Any character who wishes to attempt to board must roll 2D6 and compare the score to his Reflex stat. If the roll is lower, the attempt is a success and he moves to the other car. A car may only ever contain as many characters as it has seats, except during boarding actions, when ONE extra may be carried while he attacks.

A character attempting to board a smaller vehicle gains a +1 bonus to their Reflex stat, while a character boarding a larger vehicle suffers a -1 penalty.

A character attempting to board an open topped vehicle gains a +1 bonus to their reflex stat.

If the character fails the reflex test he remains on his own car, and may not attempt to board again this turn. If the character fails by more than 6, he falls from his car.

Kicking out:

If a character is in the same car as an opponent, he may try to kick that character out of the car. To do so, make a Melee attack. If it is a success, the opponent is kicked out of the car and suffers the consequences.

If the defender is in an enclosed car, he receives a +2 armour bonus as it's very hard to kick someone through the side of a car.

Falling from cars:

If a character falls from a car, roll two dice and add +3 for every time the car has accelerated that turn. Compare this to the character's Armour stat. If the number is higher, the character takes wounds equal to the difference. If the character survives, he is now moving on foot.

Moving on foot:

Characters who are not in cars can move using their own Move Value, however they are also moved back 12 inches along with the scenery during the Move Road phase. A character which moves off the back of the board is considered to be out of the game.

Piking up characters on foot:

A character on foot may attempt to board a car if he comes to within 1 inch of it. Note that he may do this out of the normal turn sequence (i.e.: the car can come to him instead of him coming to the car). To board the car, the character must roll 2D6 and compare this to his Reflex score. If the number is lower than the Reflex score, he has successfully boarded the vehicle.

The following modifiers apply to all attempts to board in this fashion:

+3 for every time the car has accelerated this turn.

-3 for every time the car has braked this turn.

-1 if the vehicle is open topped.

Automatic success if the car is stationary (this is only possible in scenarios which do not use the Rolling Road rules)

Note that if the modifiers make the number impossible to roll on a 2D6, it is an automatic failure, while it is an automatic success if the modifiers make the roll impossible to fail.

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Running Repairs:

It's not always possible to fully repair a car in the heat of battle, but sometimes something can be done. A Mechanic may attempt to make Running Repairs in the heat of battle to any car he is currently riding in. To do so, roll 2D6 and compare this to the Mechanic's Mechanical Skill. If the roll is lower, the repair is a success and the car regains D6 points of damage. A mechanic may only make one repair attempt per turn however.

Fire:

A character or vehicle which is on fire must roll a D6 at the start of that player's turn. On a 1-3, the fire goes out without further effect. On a 4-6, the fire continues and causes damage. Roll for damage immediately. Roll 2D6 +6 against the target's armour. If this causes a wound, add +2 to the number of wounds caused.

Wrecks:

If a car loses all of its damage, or rolls it becomes a wreck. Place the car on its roof to indicate this. Wrecks are treated as obstacles, and move during the Move Road phase. A car which collides with a wreck is treated as being rammed by it.

When a car becomes wrecked, the passengers suffer crash damage, and may leave the vehicle if they choose after it is immobilised.

Arc of fire:

A character in a vehicle may only fire ranged weapons at targets within his arc of fire. An open topped vehicle has a 360 degree arc of fire, so any passenger may fire in any direction.

A closed top vehicle has a much more limited field of fire. Any character sitting in one of the front seats has a 180 degree field of fire ahead, but may not fire to the rear of the vehicle. A character seated in the rear seat has a 180 degree field of fire to the rear of the vehicle, but may not fire ahead.

Pick-up trucks, have enclosed cabs but open trays. Anyone seated in the cab has the standard closed cab fire arc for their seat, while anyone in the tray has a 360 degree fire arc.

Death of the Driver:

When the driver of a car is killed, any other character in the vehicle may take control (note that this happens outside of the normal turn sequence and does not require actions) as long as their Drive stat is above 0.

If there is no one else in the car, the car will go out of control. The car will remain out of control until it leaves the table or rolls. Take an out of control test at the start of every turn from now on.

Roll two dice.

A roll of 1-3 results in a swerve; move the car D6 inches sideways (1-3=right, 4-6=left) and end its turn.

A roll of 4-6 results in a spin; move the car D6 inches in a random direction and face it in a random direction.

A roll of 6 or more results in a roll; move the car D6 inches in a random direction and face in a random direction. The vehicle suffers damage as for a collision with a Ram value of 12. The vehicle is now immobilised and treated as a wreck. In addition, all passengers suffer crash damage- this is treated as a melee attack with a Melee Stat of 10 and a Dam of 3

The road:

After both players have completed their actions, the rolling road comes into play. All

scenery, debris, wrecks, pedestrians etc. are moved backwards 12 inches. If anything comes into contact with a car during this process, a collision occurs.

After moving the terrain, take the top card from each of the three decks. Place the indicated terrain with it's back edge touching the table edge. The card will give instructions on exactly where and how to place the terrain.

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POST BATTLE SEQUECE:

After the battle is over gangs can spend their hard earned cash or lick their wounds.

Post battle sequence:

After the battle is over, it is necessary to carry out the Post Battle Sequence. This goes in the following order:

- 1: Roll for Long Term Injuries
- 2: Determine experience and make skill and stat upgrades
- 3: Roll for scavenging
- 4: Pay costs
- 5: Mechanical Repairs
- 6: Buy and install upgrades

Long Term Injuries:

Any character who is removed from play after losing all his wounds during the game is not necessarily dead, and may suffer from long term injuries as a result of wounds sustained in the game. A character removed from play without losing all his wounds (i.e.: one who fell from a car and was not picked up) does NOT roll on this table.

To determine the characters fate, roll three dice on the table below. A character who must roll on this table may not do anything else during the post battle sequence. Note that long term injuries are NOT cumulative; a character who rolls an injury he has already received re-rolls. If the second result is also an injury he has already received, treat it as a clean bill of health.

3-4	Dead
5-6	Leg wound; -1 Move
7-8	Arm wound; -1 Dam in Melee
9-10	Misses next battle while recovering
11-12	Clean bill of health.
13-14	Misses battle on a roll of 5-6 before the game
15	-1 reflex
16	Eye wound; -1 Shooting, -1 Driving
17	Horrible scars – opponents are at -1 Melee
18	Hatred; +1 to Melee while fighting the gang who injured him

Experience:

As you play, your gang members will gain experience, allowing them to become more potent fighters, more skilled mechanics, and better drivers.

You can earn experience in a number of ways:

- 1 point per wounding hit.
- 1 point per successful drive test
- 1 point for winning gang leader

Scenario specific bonuses are noted in the scenario rules.

When your character accumulates 5 experience points, they can be spent on an upgrade. You may either increase one to the character's stats by 1 point, or take a skill available to the character.

The Move and Action Points stats may not be increased by more than 1.

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The armour stat may not be increased via experience, it is only effected by equipment.
All other stats may never be increased by more than 2.

Skills:

Skills are special abilities which your characters can use. Some skills are used during the game, while others can be used between games. There are four classes of skills, and each character's profile will specify which skill classes he has access to.

Earning money:

In addition to any money earned during missions, any character may scavenge after a battle as long as he ended the battle with two or more wounds. A character who scavenges may not do anything else during the post battle sequence, but earns D6X5 dollars.

Costs:

There are some costs which **MUST** be met after each battle.

Food must be bought at a cost of \$5 per gang member. A gang member who does not eat has all his stats reduced by 1 for the next battle. If he remains unfed, he will miss the next battle. If he still remains unfed he will die of starvation.

Fuel must be purchased for vehicles. The cost of fuel is indicated on the profile for the vehicle. If fuel is not bought, the vehicle may still take part, but must test to see if it runs out of fuel during the game. At the beginning of each of the controlling player's turns, roll a dice. On a roll of 6 the car runs out of fuel. For every turn after the first, the chance of running dry increases by one, so on the second turn it is on a roll of 5 or 6, on the third a 4, 5 or 6 etc.

A vehicle which is not refuelled for two battles will not be available for the third.

Repairs:

During the post battle sequence, the gang's members may attempt to repair vehicles. A character may attempt to repair any number of vehicles, but as soon as he fails, he may not repair any more vehicles. To attempt a repair, roll two dice and compare this to the characters mechanical stat. If the roll is less than the stat, the repair has been successful and the car is returned to fully operational condition. If the roll is greater than the stat, the repair has failed. In addition, if the roll fails by more than 6, the car suffers 1 additional point of damage for every point over six which the roll failed by. A vehicle reduced to zero in this way is destroyed.

Making purchases:

During the post battle sequence you may recruit any number of new gang members you can afford, buy any new weapons you can afford and the indicated price, and purchase any vehicle upgrades you can afford. These items do not necessarily need to be used immediately and can be placed in your stash for later use if you choose.

Upgrading cars:

To upgrade a car, it is necessary to purchase the parts at the price indicated. Fitting the parts to the car requires a character with a mechanical stat over 0. This character must spend the whole post battle sequence fitting the new parts and may not attempt to repair any vehicles. Note that one character can fit up to five upgrade parts per post battle sequence, but no more.

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RECRUITING YOUR GANG:

Recruiting your gang:

Before you play, it is necessary to recruit and equip your gang. You have \$1000 with which to purchase gang members and vehicles and equip them with weapons and upgrades. Any spare money can be kept in your stash for later use.

Your gang **MUST** include one Leader.

Your gang may include any number of Drivers, Mechanics and Fighters that you can afford. There must be space to carry every gang member in the gang's vehicles.

Any upgrades you buy for your vehicles at this time are automatically fitted, you do not need to do so during the post battle sequence.

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Character Profiles:

Leader: \$50

MV	WO	AR	ME	SH	RE	DR	MC	AP
3	6	10	6	6	8	8	6	3

Skills: Leader, Fighter, Driver, Mechanic.

Fighter \$25

MV	WO	AR	ME	SH	RE	DR	MC	AP
3	5	10	5	5	7	2	0	3

Skills: Fighter.

Driver \$30

MV	WO	AR	ME	SH	RE	DR	MC	AP
3	5	10	4	4	7	8	0	3

Skills: Fighter, Driver.

Mechanic \$30

MV	WO	AR	ME	SH	RE	DR	MC	AP
3	5	10	4	4	7	2	8	3

Skills: Mechanic, Fighter.

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Car profiles:

Roadster \$150

ACC	MAX	BRK	RAM	ARM	DAM	SEAT
4	3	3	8	15	10	2

OPEN TOP

Fuel costs: \$10

Coupe: \$160

ACC	MAX	BRK	RAM	ARM	DAM	SEAT
4	3	3	8	15	10	2

CLOSED TOP

Fuel costs: \$10

Pick-up: \$180

ACC	MAX	BRK	RAM	ARM	DAM	SEAT
3	2	3	10	18	10	2+2

CLOSE CAB/OPEN TRAY

Fuel costs: \$15

Buggy: \$150

ACC	MAX	BRK	RAM	ARM	DAM	SEAT
5	3	5	5	10	8	2

OPEN TOP, OFF ROAD

Fuel costs: \$12

Convertible: \$220

ACC	MAX	BRK	RAM	ARM	DAM	SEAT
4	3	3	8	15	11	4

OPEN TOP

Fuel costs: \$20

Sedan: \$230

ACC	MAX	BRK	RAM	ARM	DAM	SEAT
4	3	3	8	15	11	4

CLOSED TOP

Fuel costs: \$20

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Crew cab: \$250

ACC	MAX	BRK	RAM	ARM	DAM	SEAT
3	2	3	10	18	11	4+2

CLOSED CAB/OPEN TRAY

Fuel costs: \$25

Jeep: \$250

ACC	MAX	BRK	RAM	ARM	DAM	SEAT
3	2	3	10	17	11	4

OPEN TOP, OFF ROAD

Fuel costs: \$22

SUV: \$300

ACC	MAX	BRK	RAM	ARM	DAM	SEAT
3	2	3	11	18	12	4

CLOSED TOP OFF ROAD

Fuel costs: \$30

Van \$400

ACC	MAX	BRK	RAM	ARM	DAM	SEAT
3	2	3	10	18	12	6

CLOSED TOP

Fuel costs: \$30

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Weapons:

Pistol: \$5
Range: 8
Damage: 1

Rifle: \$10
Range: 14
Damage: 2

Shotgun: \$10
Range: 10
Damage: 2
Splash Damage: Any character within 1 inch of the target is also effected by the shot.

SMG: \$15
Range: 10
Damage: 2
Rapid Fire: Any character who wounds an opponent with an SMG can take a free second shot against the same target. If this shot is also a wound, there is no free follow up shot.

MG: \$30
Range: 12
Damage: 3
Strafe: Any character who wounds an opponent with an MG may either take a free second shot against the same target OR one within 1 inch of the target. If this shot is also a wound, there is no free follow up shot.

Harpoon Gun: \$30 + Mounting
Range: 10
Damage: 2
Vehicle weapon: The Harpoon gun MUST be fitted to a vehicle.
Reel 'em in: A vehicle hit and damaged by the harpoon gun is connected to the vehicle which shot it. The shooter may reel in the opponent at a rate of D6 inches per AP. If the target car accelerates, it drags the shooter's car along with it. Every time this happens, the shooter must pass a Drive Test or the rope will snap and the opponent will be freed. The shooter may choose to cut the rope at any time during his own turn.

Grenade: \$15
Range: 6
Damage: 3
Area Of Effect: Any character within two inches of the target is also effected by this weapon. Make individual attack rolls against any character within two inches – if the attack fails that character has escaped the effect of the weapon, but others may not be so lucky.

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Molotov: \$20

Range: 6

Damage: 2

Area Of Effect: Any character within two inches of the target is also effected by this weapon. Make individual attack rolls against any character within two inches – if the attack fails that character has escaped the effect of the weapon, but others may not be so lucky.

Fire: Any character or vehicle hit by this weapon will be set on fire on a D6 roll of 4+.

Knife: \$10

Range: Melee

Damage: 2

Club: \$5

Range: Melee

Damage: 1

Armour:

Helmet: \$15

+1 Arm

Can be combined with other armour

Bullet Proof Vest: \$20

+2 Arm

Combat Armour: \$50

+3 Arm

Flame-proof suit: \$50

+2 arm, +5 against fire.

Equipment:

first aid kit: \$40

A character with a first aid kit may attempt to heal D3 of his own wounds at the cost on 1 Action Point. To heal, take a reflex test. If successful, heal D3 wounds. If the test fails, the character does not heal, and may not attempt to heal again this turn.

A character with the First Aid skill using a first aid kit receives a +2 reflex bonus to any attempts to use the kit or the first aid skill.

Lucky charm: \$25

Once per game, a character with a lucky charm may re roll any dice rolled. The second result must be accepted

Stims: \$40

Once per game, a character with Stims receives +1 Action Point for a turn. A character with Stims may use them on a friendly character within 1 inch instead of himself if he chooses.

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Net: \$20

A character with a net may use it to immobilise an opponent in Melee. A successful melee attack is required to use the net. A character caught in the net may do nothing except attempt to escape the net, and any attacks made against a character caught in the net receive a +2 Melee Bonus. To attempt to escape the net costs 1 Action point. The captured character escapes on a 5 or 6.

Chloroform: \$30

A character with chloroform may use it instead of a normal Melee attack. If his attack is successful, the target is knocked unconscious and takes no further part in the game. The unconscious body can be dragged or carried by a single character at half speed, or by two at full speed.

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Car upgrades:

Extra armour: \$50

Increases the car's ARM by 2.

Armoured glass (Closed top only): \$35

Increases armour bonus to passengers to +3

Ramming Bar: \$50

Vehicle no longer takes damage when it rams from the rear, and takes half damage in a head on collision.

Ramming Spike: \$50

+2 Ram to any ram attacks except side swipes.

Dozer blade: \$35

Reduce the ram value of any collision by 10.

Tuned engine: \$50

+1 to acceleration.

Souped up engine: \$150 (\$100 if already fitted with tuned engine)

+2 to acceleration.

Heavy duty brakes: \$35

+2 to braking.

Off road suspension: \$40

Non-Off road vehicles receive a +1 Reflex bonus to off-road drive tests.

Roll cage: \$40

Passengers suffer half damage in the event of a roll.

Reactor: \$500

Car no longer requires fuel.

Mounted weapon: \$20 + Cost of Weapon

Vehicle is fitted with forward firing gun which can be operated by the driver or front seat passenger.

Pintel weapon: \$30 + cost of weapon

Vehicle is fitted with a gun with a 360 degree field of fire. A passenger must be assigned to crew this gun – that passenger is counted as being in an open topped vehicle (there's been a hole cut in the roof)

Oil droppers: \$20

Place an oil slick marker directly behind the vehicle once per game. This moves in the Move Road phase. Any vehicle which collides with the oil marker takes a Drive Test just as it would if it went of road. Note that ALL vehicles take this test, even Off Road vehicles.

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Spike droppers: \$20

Place a spike marker directly behind the vehicle once per game. This moves in the Move Road phase. A car which collides with the Spike marker suffers a collision as it would with Debris. If the car takes damage, the tyres are punctured. Reduce the car's ACC and MAX by 1. Drive tests are made at -2 Reflex.

Smoke Screen: \$25

Place a smoke marker behind the car once per game. The screen moves with the car. Guns cannot be fired through the smoke screen. At the start of the controlling player's turn, roll a dice. On a 5-6 the smoke is removed, otherwise it remains in play.

Nitro Booster:\$30

Once per game the car's may make a free move with +3 acceleration.

Reinforced: \$50

The car's DAM is increased by +2.

Boarding plank: \$30

When a passenger in this car attempts to board another car, he receives a +2 bonus to his reflex stat.

Spiked body work: \$30

If an opponent attempts to board the vehicle, a -4 reflexes penalty is applied. If the reflex test is failed by more than 3, the boarder takes D3 damage.

Wheel spikes: \$30

When this car side-swipes another, it's ram value is increased by +2.

Fire Extinguisher: \$20

This car and it's occupants go out on a 2-6 when rolling for fire effects.

muscle car apocalypse

Skills list:

Leader skills:

Decisive: +1 to rolls for initiative.

Inspirational: Once per game, receive D6 extra action points. These can be assigned to any character, but you must declare how many you are assigning and to whom as soon as the number is determined.

Haggle: When purchasing items in the post battle sequence, this character may attempt to haggle. Roll 2D6 and subtract this number from the price – the price can never drop below \$1. If a double is rolled, the price is INCREASED by this number for all items of this type you attempt to buy until after the next game.

Medic: You may re-roll on the long term injuries table for any gang members who must roll on the table. This character may do nothing else during this post-battle sequence, and the second result must be accepted. Note the skill can be used on any number of injured characters at the same time.

First Aid: During battle, this character may attempt first aid on any other character within 1” for the cost of 1 Action Point. Take a Reflex test; if successful, heal D3 wounds. This skill can be used any number of times, but if it fails you cannot use it any more this turn.

Press Ganger: When recruiting new gang members, the cost is reduced by 2D6. If a double is rolled, the recruitment attempt fails and you may not recruit further gang members until after the next game.

Fighter skills:

Boarding Specialist: Re-roll any reflex tests caused by attempting to board a car. You must keep the second result.

Gun fighter: Fire two pistol shots per AP.

Sniper: Increase maximum range of guns by +4 inches.

Ferocious attack: +1 damage to injuries caused by melee attacks.

Strong Throwing Arm: Increase the range of grenades by +2.

Expert Scavenger: Add +2 to the D6 roll for scavenging before multiplying.

Driver skills:

Rally driving: Re-roll any drive tests caused by driving off road, or oil patches. You must keep the second result.

Precision Ram: Re-roll ONE ram attack roll once per turn. This can be used on both damage to the defender or attacker. You must accept the second roll.

Swerve: Re-roll drive tests caused by obstacles. You must accept the second result.

Close Driving: Any character boarding another vehicle from the one driven by this character receives a +2 reflex bonus.

Drive-by: This character may use a Pistol, Shotgun, SMG, Grenade or Molotov while driving.

Repel boarders: This character may attack in melee without the need of a drive test.

Mechanical Skills:

Tune-up: Reduces fuel costs by 25% per vehicle. This bonus does not stack

Bodger: If this mechanic make successful running repairs, D6+2 points of damage are repaired.

Expert Repairman: When repairing a car during the post battle sequence, you may re-roll the dice. You must accept the second result.

Tinker: Decide on an item of vehicle equipment and take a mechanical test. If successful, this item can be purchased at half price. A character using this skill may only do so once per post battle sequence, and may perform no other tasks. An item bought in this manner is automatically fitted to a vehicle.

Gunsmith: Decide on a weapon or piece of armour and take a mechanical test. If successful, this item can be purchased at half price. A character using this skill may only do so once per post battle sequence and may perform no other tasks.

Alchemist: Increase the area of effect of any grenade this character uses by +1 inch.

muscle car apocalypse

Scenarios:

Before any game, roll a D6 and consult the table to determine the scenario.

1. Play Skirmish
2. Play Car Chase
3. Play Convoy
4. Play The Fugitive
5. Play Roadhouse
6. Play Arena

Car chase:

Them thar varmints has stolen valuable property! Git after them!

Roll to determine attacker and defender.

The defender places his gang vehicles within 3 inches of the centre of the table. Each of his vehicles is carrying D3 pieces of Loot.

The attacker places his vehicles within 12 inches of the back edge of the table.

Place starting terrain as normal.

Loot can be picked up and carried by any character riding in a vehicle carrying loot. One action is required to pick it up.

The defender wins if he can move all his vehicles off the front edge of the table, or all the attacker's characters are removed from play.

The attacker wins from any other result.

Rewards: For each piece of loot the Defender managed to get off the table, he receives 2D6X5 credits. For each piece of loot he failed to get off the table, the attacker receives 2D6X5 credits.

Convoy:

These here trucks need a helpin' hand to get through the wastelands!

Roll to determine attacker and defender.

The defender places One truck for every two vehicles (rounding up) in his gang within 6 inches of the middle of the table. He places his own vehicles within 6 inches of the trucks.

The attacker then places his vehicles within 12 inches of the back table edge.

Each truck is manned by a driver armed with a pistol and a driver's mate (mechanic) armed with a shotgun and club.

Trucks are very slow, and therefore cannot accelerate, although they may brake and steer 3 inches.

A truck can be captured by the attacker if he can remove it's crew and get a driver of his own on board (It goes without saying that it can also be recaptured by the same method).

The defender wins if all of the attacker's vehicles and characters are removed from play.

The attacker wins if he captures all the trucks or all the defender's vehicles and characters are removed from play.

Rewards: The defender is paid \$100 per truck safely reaching it's destination.

The attacker can sell trucks and cargo for 2D6X10 dollars.

muscle car apocalypse

Skirmish:

Hey! Look over there! Varmints on our land!

Both players deploy all of their vehicles and characters within 18 inches of the middle of the table.

The player who removes all his opponents vehicles and characters from play is the winner.

Rewards: The winner successfully expands his territory; all scavenger rolls receive a +2 bonus until the next game.

Arena:

Tonight on Wastelands TV see the big boys duke it out for the title in the arena!

This scenario DOES NOT use the rolling road rules. Instead, a 4 foot by 4 foot playing area is used. Terrain may be placed on this in any agreed manner.

Gangs deploy their vehicles within 6 inches of opposite table edges. Characters may deploy on foot if they wish.

The last man standing wins.

Rewards: Each character who takes part receives \$10. A bonus of \$20 is paid for each character removed from play. A Bonus of \$50 is paid for each vehicle removed from play.

Multilayer: This scenario supports any number of players. For larger games, a larger table may be necessary

Roadhouse:

I dunno who threw the first punch, but I know these varmints is gonna pay!

This scenario DOES NOT use the rolling road rules. Instead, a 4 foot by 4 foot playing area is used. Place a the roadhouse in the middle of the table (a shoebox will do if nothing else is handy), and place some other pieces of terrain in any agreed manner.

Each player deploys his vehicles within 6 inches of the roadhouse. Each player then deploys his characters touching the roadhouse.

The last man standing is the winner.

Rewards: The gang left in control of the roadhouse can extort protection money. Each character who scavenges receives a +3 bonus to his scavenger rolls until the next game.

Multilayer: This scenario supports any number of players. For larger games, a larger table may be necessary

muscle car apocalypse

The Fugitive:

People round here is mighty riled up an' out to lynch that thar fugitive.

Place the Fugitive within 6 inches of the middle of the table.

Both players then deploy their gangs within 12 inches of the back end of the table.

The player who captures the fugitive is the winner. This is done either by driving off the table with him or defeating all opposition. Note that the game DOES NOT end with the death of the fugitive – he's wanted dead or alive, so his body is needed to claim the bounty. If the fugitive escapes, the game ends without a winner.

The fugitive is a Leader driving a Coupe mounting an MG. He automatically passes any Drive tests he is forced to make.

After both players have taken their turn, but before the road moves, the fugitive takes his turn.. To determine what the fugitive does, consult the following check-list

1. Am I In melee? If the fugitive is in Melee, he will spend his action points fighting until the enemy is defeated.
2. Is there a target within range? If the fugitive can shoot, he will use his three actions shooting at that target.
3. Is there an obstacle in my path? If there is an obstacle, the fugitive will steer to avoid it.
4. Accelerate If there is nothing else to do, the fugitive will accelerate.

Rewards: The gang which captures the fugitive receives a bounty of 3D6X10 dollars, dead or alive.

muscle car apocalypse

Example Gang:

Herman The German (Leader)
With MG and Knife - \$90

Klaus (Fighter)
With Shotgun and Knife - \$45

Kurt (mechanic)
With Shotgun and knife- \$50

Jan (Driver)
With pistol and knife- \$45

Hans (driver)
With pistol and knife- \$45

Heinrich (Fighter)
With SMG and Molotov - \$60

Happy Herman's Go-Buggy (Convertible)
With Ramming Bar, Tuned Engine and Oil Droppers - \$340

Hans's Hot Rod (Coupe)
With Tuned engine, extra armour and armoured glass - \$295

Total price: \$970

Total stash: \$30

Food costs: \$30

Fuel costs: \$30

muscle car apocalypse

Sample Gang Two:

San Armageddon Police Department:

Sheriff Grind (Leader)

Shotgun, Knife and Helmet - \$85

Deputy Burner (Driver)

Pistol, Helmet - \$55

Deputy Wrench (Mechanic)

Shotgun, Knife, Helmet - \$65

Deputy Markovitz (Fighter)

SMG, Knife, Helmet - \$65

Patrol man Gonzalez (Driver)

Helmet - \$45

Patrol man Drokman (Fighter)

MG, Knife, Helmet - \$80

Department Cruiser (SUV)

Armoured glass, Dozer blade, Fire extinguisher. - \$390

Highway Patrol car (Coupe)

Mounted weapon (MG) - \$210

Total price: \$995.

Total stash: \$5.

Food costs: \$30

Fuel costs: \$40

muscle car apocalypse

Example Gang Three:

Road Pirate Battle Bus

Cap'n Black Heart (Leader)

SMG, Molotov, Knife, Lucky Charm.

Helmsman Ironhand (Driver)

Pistol

Bos'un Skabs (Mechanic)

Shotgun, Knife

Peg Leg Rotter (Mechanic)

Shotgun, Knife

Skullface Sam (Fighter)

Shotgun, Knife, Molotov

Angry Joe (Fighter)

SMG, Knife, Molotov

Battlebus (Van)

Ram spike, Armoured windows, Pintel MG X2

<p style="text-align: center;">ROAD TERRAIN</p> <p style="text-align: center;">NONE</p>	<p style="text-align: center;">ROAD TERRAIN</p> <p style="text-align: center;">NONE</p>
<p style="text-align: center;">ROAD TERRAIN</p> <p style="text-align: center;">DEBRIS</p> <p style="text-align: center;">CENTER</p> <p>Place an are of debris no greater than 6 inches by 6 inches in the CENTER of the road.</p>	<p style="text-align: center;">ROAD TERRAIN</p> <p style="text-align: center;">DEBRIS</p> <p>LEFT</p> <p>Place an are of debris no greater than 6 inches by 6 inches on the LEFT of the road.</p>
<p style="text-align: center;">ROAD TERRAIN</p> <p style="text-align: center;">CRATERS</p> <p style="text-align: center;">CENTER</p> <p>Place a crater no greater than 4 inches by 4 inches in the CENTER of the road.</p>	<p style="text-align: center;">ROAD TERRAIN</p> <p style="text-align: center;">DEBRIS</p> <p style="text-align: right;">RIGHT</p> <p>Place an are of debris no greater than 6 inches by 6 inches on the RIGHT of the road.</p>

<p style="text-align: center;">ROAD TERRAIN</p> <p style="text-align: center;">CRATERS</p> <p>LEFT</p> <p>Place a crater no greater than 4 inches by 4 inches on the LEFT of the road.</p>	<p style="text-align: center;">ROAD TERRAIN</p> <p style="text-align: center;">CRATERS</p> <p style="text-align: right;">RIGHT</p> <p>Place a crater no greater than 4 inches by 4 inches on the RIGHT of the road.</p>
<p style="text-align: center;">ROAD TERRAIN</p> <p style="text-align: center;">BARRICADES</p> <p style="text-align: center;">CENTER</p> <p>Place a linear barricade or wall no more than 6 inches long in the CENTER of the road.</p>	<p style="text-align: center;">ROAD TERRAIN</p> <p style="text-align: center;">BARRICADES</p> <p>LEFT</p> <p>Place a linear barricade or wall no more than 6 inches long on the LEFT of the road.</p>
<p style="text-align: center;">ROAD TERRAIN</p> <p style="text-align: center;">BARRICADES</p> <p style="text-align: center;">RIGHT</p> <p>Place a linear barricade or wall no more than 6 inches long on the RIGHT of the road.</p>	<p style="text-align: center;">ROAD TERRAIN</p> <p style="text-align: center;">BARRICADES</p> <p>LEFT RIGHT</p> <p>Place a linear barricade or wall no more than 6 inches long on the LEFT and RIGHT of the road.</p>

<p style="text-align: center;">ROAD TERRAIN</p> <p style="text-align: center;">CRATERS</p> <p>LEFT RIGHT</p> <p>Place a crater no greater than 4 inches by 4 inches on the LEFT and RIGHT of the road.</p>	<p style="text-align: center;">ROAD TERRAIN</p> <p style="text-align: center;">DEBRIS</p> <p>LEFT RIGHT</p> <p>Place an are of debris no greater than 6 inches by 6 inches on the LEFT and RIGHT of the road.</p>
<p style="text-align: center;">ROAD TERRAIN</p> <p style="text-align: center;">BRIDGE</p> <p style="text-align: center;">CENTER</p> <p>Place a bridge no more than 8 inches wide and 12 inches long in the centre of the road. Any vehicle not on the bridge is considered to be off road.</p>	<p style="text-align: center;">ROAD TERRAIN</p> <p style="text-align: center;">DEBRIS</p> <p style="text-align: center;">CENTER</p> <p>Place an are of debris no greater than 6 inches by 6 inches in the CENTER of the road.</p>
<p style="text-align: center;">ROAD TERRAIN</p> <p style="text-align: center;">DEBRIS</p> <p>LEFT</p> <p>Place an are of debris no greater than 6 inches by 6 inches on the LEFT of the road.</p>	<p style="text-align: center;">ROAD TERRAIN</p> <p style="text-align: center;">DEBRIS</p> <p style="text-align: right;">RIGHT</p> <p>Place an are of debris no greater than 6 inches by 6 inches on the RIGHT of the road.</p>

<p style="text-align: center;">OFF ROAD TERRAIN</p> <p style="text-align: center;">HILL</p> <p style="text-align: center;">CENTER</p> <p>Place a hill no larger than 18 inches by 12 inches in the centre of the Off Road area.</p>	<p style="text-align: center;">OFF ROAD TERRAIN</p> <p style="text-align: center;">HILL</p> <p>LEFT</p> <p>Place a hill no larger than 18 inches by 12 inches on the left of the Off Road area.</p>
<p style="text-align: center;">OFF ROAD TERRAIN</p> <p style="text-align: center;">HILL</p> <p style="text-align: center;">RIGHT</p> <p>Place a hill no larger than 18 inches by 12 inches on the right of the Off Road area.</p>	<p style="text-align: center;">OFF ROAD TERRAIN</p> <p style="text-align: center;">DEBRIS</p> <p style="text-align: center;">CENTER</p> <p>Place an are of debris no greater than 6 inches by 6 inches in the CENTER of the off road area.</p>
<p style="text-align: center;">OFF ROAD TERRAIN</p> <p style="text-align: center;">DEBRIS</p> <p>LEFT</p> <p>Place an are of debris no greater than 6 inches by 6 inches on the LEFT of the off road area.</p>	<p style="text-align: center;">OFF ROAD TERRAIN</p> <p style="text-align: center;">DEBRIS</p> <p style="text-align: right;">RIGHT</p> <p>Place an are of debris no greater than 6 inches by 6 inches on the RIGHT of the off road area.</p>

<p style="text-align: center;">OFF ROAD TERRAIN</p> <p style="text-align: center;">ROCKS</p> <p style="text-align: center;">CE NTER</p> <p>Place an area of rocks no bigger than 6 inches by 6 inches in the CENTER of the Off Road area.</p>	<p style="text-align: center;">OFF ROAD TERRAIN</p> <p style="text-align: center;">ROCKS</p> <p>LEFT</p> <p>Place an area of rocks no bigger than 6 inches by 6 inches on the LEFT of the Off Road area.</p>
<p style="text-align: center;">OFF ROAD TERRAIN</p> <p style="text-align: center;">ROCKS</p> <p style="text-align: right;">RIGHT</p> <p>Place an area of rocks no bigger than 6 inches by 6 inches on the RIGHT of the Off Road area.</p>	<p style="text-align: center;">OFF ROAD TERRAIN</p> <p style="text-align: center;">CRATER</p> <p style="text-align: center;">CENTER</p> <p>Place a crater no larger than 4 inches by 4 inches in the CENTER of the off road area.</p>
<p style="text-align: center;">OFF ROAD TERRAIN</p> <p style="text-align: center;">CRATER</p> <p>LEFT</p> <p>Place a crater no larger than 4 inches by 4 inches on the LEFT of the off road area.</p>	<p style="text-align: center;">OFF ROAD TERRAIN</p> <p style="text-align: center;">CRATER</p> <p style="text-align: right;">RIGHT</p> <p>Place a crater no larger than 4 inches by 4 inches on the RIGHT of the off road area.</p>

<p>OFF ROAD TERRAIN</p> <p>NONE</p>	<p>OFF ROAD TERRAIN</p> <p>NONE</p>
<p>OFF ROAD TERRAIN</p> <p>BUILDING</p> <p>CENTER</p> <p>Place a building, no larger than 12 inches by 12 inches in the CENTER of the Off Road Area.</p>	<p>OFF ROAD TERRAIN</p> <p>BUILDING</p> <p>CENTER</p> <p>Place a building, no larger than 12 inches by 12 inches in the CENTER of the Off Road Area.</p>
<p>OFF ROAD TERRAIN</p> <p>SHACK</p> <p>Place a shack no larger than 6 inches by 6 inches in the CENTER of the Off Road Area.</p>	<p>OFF ROAD TERRAIN</p> <p>SHACK</p> <p>Place a shack no larger than 6 inches by 6 inches in the CENTER of the Off Road Area.</p>

