

Quick Reference Guide

Turn Structure:

Starting Phase:

Players roll 1D10 highest result chooses who goes first.
Check rider speeds for activation.

Riders Phase:

Activate bikes one at a time.
In the following order: Speed 3, Speed 2, Speed 1, Stopped, on foot miniatures.

Invasion Phase:

Roll for invasion if required.
Activate any NPC's as required.

End Phase:

Perform any required recover tests.
Clean up expired tokens.
Check mission conditions.
Award any VP's earned.

Performing a Test:

Roll 2d10 and add the results together then add your stress. If you fail to meet your TN you may choose to add 1d10 to the result, if you ever roll over 21 you bust.

Turning:			
	Tight	Medium	Wide
Speed 1:	+0 stress. +1 stress if failed TN14.	<i>No roll required.</i>	<i>No roll required.</i>
Speed 2:	Instant +1 stress. +2 stress if failed TN15.	0 Stress. +1 if failed TN14.	<i>No roll required.</i>
Speed 3:	Instant +2 stress. +4 stress if failed TN 16.	Instant +1 stress. +2 stress if failed TN15.	0 Stress. +2 stress if failed TN14.

Rider Stats:

Recovery & wound saves are 1d10, required result is 10 or above.

Strength:

May be added to assist an attempted recovery from a crash.

Dodge:

Can be used to help avoid incoming attacks unless attack is by surprise or a trait states otherwise.

Protection:

If wounded this is added to your wound save in an attempt to avoid taking the damage.

Conditions:

Stressed Out:

A rider at max stress cannot pass a test unless they reach 21. This includes the current test if relevant

Bleeding:

Your rider adds 2 stress immediately. Add 2 stress more at the end of every subsequent activation. Once you reach 6 stress lose 1 wound at the end of every activation. Stress taken from bleeding cannot be recovered.

Burning:

Add 1 stress per action lose one wound at the end of your activation. At The end of each activation you must perform a test to see if the fire has been put out, TN17.

Distracted:

Add +1 on any TN's required during any test made. When distracted a rider will take 1 additional stress whenever attacked. Distracted & all of its effects can stack to a maximum of 2.

Stunned:

Your rider cannot make turns or attacks of any kind. If you are attacked you may still dodge but your final result must be 2 above their result to be successful.

Ranges Attacks:

Stopped:	Speed 1:	Speed 2:	Speed 3:
TN16.	TN17.	TN17.	TN19.

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NPC Invasion:

During the invasion phase, a player rolls 1d10 and adds the turn number to the result, if the final result is 8 or above then an NPC has invaded the board, the next player rolls 1d10 and consults the table to see where they spawn. Finally a final 1d10 and see what type of NPC invades. If its an odd number then spawn 2 RFPD officers with a spike strip between them and a pistol each. If you roll on foot with a sniper rifle on the highest point within the area.. If you roll even then spawn 1 RFPD rider with baseball bat.

1		2		3
	3		4	
		0		
	5		6	
7		8		9

Focus:

Your rider must rise its full movement and is not permitted to turn, attack or change speed, if successful you reduce your stress by 3.

Stoppie:

Sportsbikes & trailbikes only. Must be moving at speed 1 or 2 add stress equal to the speedx2. Move your minimum distance and then pivot on the front of your base between 45 to 180 degrees. Your next action must be performed at speed 1.

Stop:

This is a complex action that can only be used at speeds 1 & 2. Rider must travel their minimum distance and may turn up to 90 degrees once stopped if they desire, place a stopped token by the miniature base. Once stopped you may choose one of the below exclusive actions that is not completed until the complex action has been completed in full.

Stopped Available Actions:

- Clear the mind (de-stress or clear one state/condition).
- Overwatch.
- Take a shot (also available during skipped activation.)
- Reload

Clear the Mind:

Your rider needs to destress, 2 stress reduced immediately then upon next available action reduce stress to minimum OR remove one condition or state the rider is suffering from. You may choose skip one more action to remove another.

Overwatch:

You may travel up to your full movement before stopping, your rider is ready to make a shot or attack during your rider will You take up position and shoot at the first enemy that comes within range, during overwatch you are considered to have view from all angles and cannot be surprised. After complex action is complete you may choose to remain on overwatch at the price of one additional activation this addition may only be done once.

Take a Shot:

You have stopped to take a shot, you may also take a shot during your skipped activation.

Reload:

Your rider takes the time to reload their gun to its full capacity.

