

Quick Reference Guide

Pre-Game:

Determine mission.
Players roll 1d10 for Deployment & then deploy.
Players place objectives using deployment order.

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, add the results then check against your TN, if failed you add 1d10 at a time to the result, but if you ever roll over 21 you bust.

Turning:			
	Tight	Medium	Wide
Speed 1:	+0 stress. +1 stress if failed TN14.	No roll required.	No roll required.
Speed 2:	Instant +1 stress. +2 stress if failed TN15.	0 Stress. +1 if failed TN14.	No roll required.
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. If you take damage whilst at max stress, any remaining stress must be taken as wounds.

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.

Objectives:

Place the first objectives in the very centre of the board, the second goes to player 1 and the third to player 2. Each player places their objective within their half of the table on the road.. The centre objective is worth 1 point, the objective on your opponents side of the table is worth 2 points. Points are calculated at the end of every turn.

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

Ranges Attacks:

Stopped:	Speed 1:	Speed 2:	Speed 3:
TN16.	TN17.	TN18.	TN19.

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Focus:

Without changing speed complete your full movement without attacking or turning then reduce your stress by 3.

Stoppie: [TN14. No Cruisers.]

Speed 1 & 2 only, add stress equal to speed x2. Move your minimum distance & then pivot on the front of your base between 45 to 180 degrees. Your next action must be performed at speed 1.

Chicane: [Base TN14]

You may use up to 3 turning templates but may not attack. Turn at any point during this action without using weave. Add 1 to each turn TN following the first.

Pickup Objective: [Base TN14]

Must be within 1 inch of item you may attempt to pick it up providing you have not attacked this action. Add 2 stress instantly, TN14+speed+1 for each enemy within 3 inches. Object markers should 25mm tokens or object on a 25mm base.

Pass objective: [Base TN13]

Instead of attacking, rider may instead pass a something to a friendly rider within 1 inch. Add 1 stress to each rider instantly, add +1TN for each enemy rider within 3 inches. If failed by bust your opponent rolls a d10, odds and evens determine which bike crashes. If it fails due to failure to reach the target number the item is dropped, opponent must place within 1 inch of either base.

Attacking a rider with objective:

A rider carrying an item may not attack back and suffer -2 on dodge rolls, attack as normal, if successful roll 1d10, odds opponent places item within 3 inches of rider, evens your rider steals the item.

Gung-ho:

Complex action may only be chosen at the start of your activation. Your rider must move double full movement at your chosen speed, you're permitted 2 turns at any point during the action. Your rider may perform melee attacks on any enemy rider prior to the end of your activation. Maximum 4 attacks, add 2 stress for every attack after the second.

Rider Down: [+2 to recovery.]

Complex action, must travel minimum distance to stop within 1 inch of downed friendly rider, test for recovery with +2 to roll. Both riders recover 2 stress.

Dismount: [Pillion only.]

The on-foot miniature dismounts within 2 inches of the bike. If stopped then no test required. If moving then a test must be succeeded. Speed-d-10 and the final result must be 8 or less to succeed. Should you fail this test, you take speed wounds and it's the end of that miniatures turn, however should you succeed your rider may take their actions as normal.

[So speed 1 is 1d10, speed 2 is 2d10, speed 3 is 3d10. The insane risk at speed is deliberate.]

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:

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:

Your rider has readied themselves and may shoot or or kick the next available target prior to an incoming attack. On your next turn, you may choose to remain in overwatch once only.

Take a Shot:

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

Reload:

Rider reloads their gun to its full capacity.

Collisions:

A rider would never deliberately crash however if a collision happens both riders must roll to survive. Riders look at the impact and determine the angle of the collision, if its head-on then riders must survive TN18, if successful they move past the rider without crashing. If its at a sharp angle then its TN16, if its side on then its TN15.

