

# Mad Dogs With Guns

## Screaming Wheels

Move	Distance	Notes
Cruising	10"	Sensible motoring, such as you might need while tailing a target, driving out to a little bar in Bay City, or other everyday moving about. Corners and curves slow it down by D6"
Speeding	5D6"	Gotta get there fast! Corners and curves cost the highest D6 of the roll. Corners count as 2 hazards, curves as 1 hazard.
Racing	7D6"	Pedal to the metal and go! Corners and curves cost the two highest D6. Corners count as 4 hazards, curves as 2 hazards.

## Braking

(Reduce one speed level automatically)

D6 Roll	Result
1,2	Skids 45 degrees left for 1D6 ". If you hit anything, roll on crash table.
3,4	Skids 45 degrees right for 1D6 " If you hit anything, roll on crash table.
5,6	Go straight to crash table without collecting \$200.

## Swerving Around Obstacles

D6 Roll	Result
1	Loses a wing mirror and some paint, but no real damage to anyone
2	Skids 45 degrees left for 2D6". If you hit anything, roll on crash table.
3	Skids 45 degrees right for 2D6". If you hit anything, roll on crash table.
4	Loses control—opposing player moves you up to 3D6" into anything he likes! Counts +1 on crash table, plus any other modifiers.
5	Rolls over—opposing player moves you up to 3D6" into anything he likes—upside down! Counts +2 on crash table, plus any other modifiers.
6	Complete Smashup! —Car flies into billboard, goes off cliff, etc. Opposing player moves you up to 3D6" into anything he likes Counts +4 on crash table, plus any other modifiers.

# Quick Reference Sheets

Crash Table	
D6 Roll	Result
1,2	Lightly bump object in front—no damage to anyone
3,4	Crash—car damaged but drivable. Passengers inside car are uninjured. Roll against Stunts for passengers on running boards or on top of car. No <i>Racing</i> speed.
5	Crash—car wrecked. Roll on Serious Business table for all passengers. Car cannot move under its own power
6	Crash—car blows up, as they do. Roll on the Serious Business table +2 for injury. Roll against STUNTS to escape from blazing inferno. Fail and you are trapped inside—sorry ‘bout that! If it isn’t obvious, the car ain’t goin’ nowhere.

- -1 if you are *Cruising* and you hit a stationary object, or something going the same direction as you are. Pedestrians and bikes count, since you are bigger than them.
- +1 if you were *Speeding* and you hit a stationary object or something going the same direction as you are.
- +2 if you were *Racing* and you hit a stationary object or something going the same direction as you are.
- Oncoming traffic: +1 if *Cruising*, +2 if *Speeding*, and +3 if *Racing*. Add the modifiers for *both* vehicles together. E.g. a *Speeding* car and a *Cruising* car hitting head-on would both have +3 on the Crash table.
- If riding a Motorcycle: an additional +2, dead man.

## Shooting at Cars:

If you rolled any hits against a car, roll 1D6 for each hit:

**1-3:** You hit somebody inside—roll to see who, then again on the Lead Poisoning Table. The passengers probably need to make GUTS rolls....

**4-6:** You hit the car. Roll on the Car Hits table.

The driver of a car that is hit by bullets must make a Hazard Test against GUTS (GUTS-2 if hit by “Blazing away”) to see if he flinches or coolly drives away.

Car Hits Table	
D6 Roll	Result
1,2	Struck the bodywork. Nothing to worry about.
3	Engine hit! Moves at half speed (except at “Cruising” rate, which remains OK) from now on. Roll a D6 each turn; it stops completely on a 5 or 6.
4	Cut a brake line. Cannot slow from current speed except going uphill! All hazards doubled in difficulty. Damn, this is dangerous!
5	Tire hit! Skid 2D6” (random left or right). Car out of action, even if no crash results.
6	The fuel tank! Explosion! Roll STUNTS-2 to escape (roll Serious Business+2 to check for wounds)—otherwise incinerated!