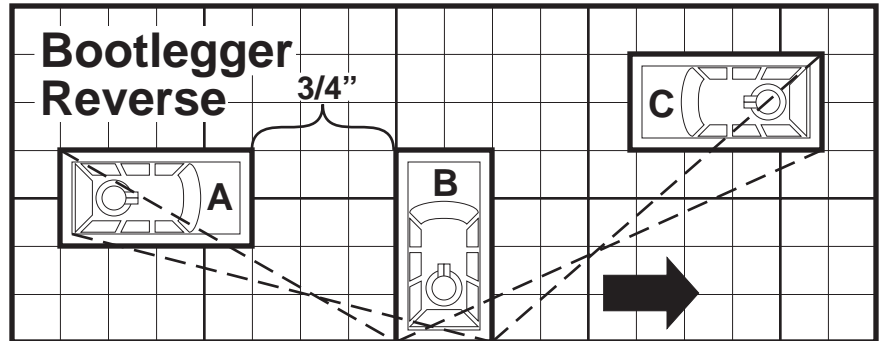


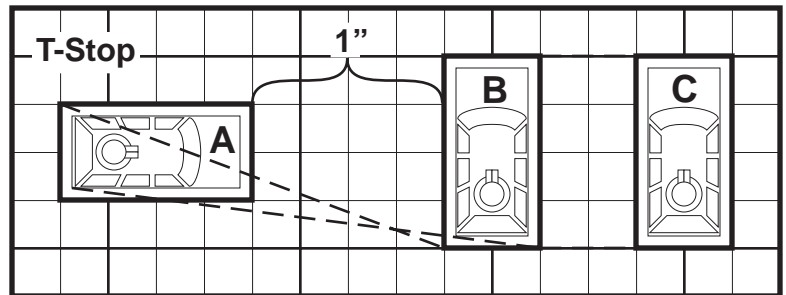
Drift: The vehicle moves 1" forward and 1/4" (or less) to one side, while facing in the same direction. This is a D1 maneuver.

Steep Drift: The vehicle moves 1" forward and between 1/4" and 1/2" to one side. This is a D3 maneuver.

Bootlegger Reverse: To attempt this maneuver, a vehicle must start the turn at between 20 and 35 mph before the acceleration/deceleration phase. It can't change speeds to within this range and then try a reverse, all in one turn. On the phase that a vehicle starts the reverse, it skids from A to B. This is a D7 maneuver, and does 1 point of damage to each tire. If the vehicle goes out of control or loses a tire, it will roll or skid sideways next phase, in the direction shown by the heavy arrow, decelerating only as indicated by the crash reselt. If the vehicle makes its control roll, it will automatically go to C on its next movement phase and stop (speed zero), facing the way it came. No aimed weapons fire is permitted until the vehicle stops moving. Cycles and oversized vehicles cannot try this maneuver.



T-Stop: This is an extreme maneuver used for emergency deceleration. It consists of rotating your car 90° to either side and moving forward 1" — identical to beginning a roll. The car then continues skidding sideways until it slows to a halt. The car decelerates 20 mph per inch of movement. Each tire will take 1 point of damage for each full 20 mph of speed lost, immediately after each movement phase. The difficulty of this maneuver is a D1 for every 10 mph of deceleration, and the control roll is made when the maneuver is begun. If the control roll is missed, add 1 to the Crash Table roll for every 20 mph (or fraction thereof) of deceleration — in *addition* to the regular speed modifier (based on the vehicle's original speed). No aimed weapons fire is permitted until the vehicle comes to a complete stop. Only vehicles which can perform a bootlegger can perform a T-Stop.



Deceleration: A vehicle can decelerate up to 10 mph each turn without danger, but more rapid deceleration counts as a maneuver. The vehicle's Handling Class is adjusted at the beginning of the phase, and the control roll is made at the *original* speed. All this must happen before the vehicle can move or fire on that phase.

15 mph: D1 maneuver.

20 mph: D2 maneuver.

25 mph: D3 maneuver.

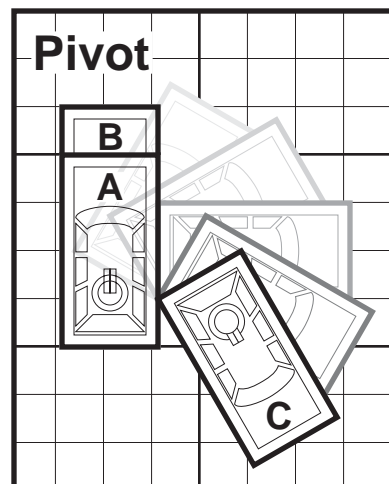
30 mph: D5 maneuver.

35 mph: D7 maneuver, and each tire takes 2 points of damage.

40 mph: D9 maneuver, and each tire takes 1d6 points of damage.

45 mph: D11 maneuver, and each tire takes 1d6+3 points of damage.

Decelerating more than 45 mph in one turn is impossible without special devices.



Pivot: At 5 mph only, ~~side~~ may pivot. Move 1/4" forward then rotate the vehicle any amount while keeping one rear corner fixed. The pivot is a D0 maneuver.

Reverse: Any vehicle except a cycle can move up to 1/5 its top speed in reverse. All maneuvers are at +D1.