

# Maximillian

## Initiative

Fastest vehicle → Smallest → roll dice

## Activation

3 actions in any order:

◇ Move                      ◇ Attack                      ◇ Special

## Movement

|   |  |
|---|--|
| 1 | <p><b>Accelerate or Brake?</b><br/> <u>Either:</u> free +1 or -1 Speed adjustment.<br/> <u>Or:</u> one of the two following options:</p> <p>◇ <b>“Fang It”</b><br/>           Add 2+ Speed. Fate Roll:<br/>           Fate = added Speed, Fortune = Driver skill.<br/>           Failure = +1 Speed &amp; 1 Engine damage.</p> <p>◇ <b>“Hand Brake”</b><br/>           Minus 2+ Speed. Fate Roll:<br/>           Fate = Speed lost, Fortune = Driver skill.<br/>           Failure = -1 Speed &amp; 1 Steering damage.</p> |
| 2 | <p><b>Movement</b><br/>           Full movement for each Speed point. The final point can be partial if moving straight ahead.</p>   |
| 3 | <p><b>Cornering</b><br/>           Fate Roll:<br/>           ◇ <b>Green</b>      Fate = 0. Not usually required.<br/>           ◇ <b>Amber</b>      Fate = 1 x Speed<br/>           ◇ <b>Red</b>          Fate = 2 x Speed<br/>           Fortune = Driver skill + Handling + Equipment<br/>           Failure = Skid!</p>   |
| 4 | <p><b>Skidding</b><br/>           ◇ Place the vehicle on top of the exit lug.<br/>           ◇ Move the model sideways 1” per point the cornering roll was failed by.<br/>           ◇ For every 1” over the first, rotate the model 90° towards the exit lug and reduce Speed by 1.<br/>           ◇ Continue moving unless the vehicle has crashed.</p>  |

## Crashing

In a collision, both models take a damage roll.  
 The vehicle that moved is the “Attacker”.

|          |   |
|----------|---|
| Head On  | <u>Attacker:</u> Defender Size + fastest Speed.<br>-2 Speed.  |
|          | <u>Defender:</u> Attacker Size + fastest Speed.<br>-3 Speed.  |
| Rear End | <u>Attkr:</u> Defdr Size + difference in Speeds.<br>-1 Speed. |
|          | <u>Defdr:</u> Attkr Size + difference in Speeds.<br>+1 Speed. |
| T-Bone   | <u>Attacker:</u> Defdr Size + Attkr Speed.<br>-2 Speed.       |
|          | <u>Defender:</u> Attkr Size + Attkr Speed.<br>-1 Speed.       |
| Scenery  | <u>Attacker:</u> Attacker Size + Speed.<br>Reduce Speed to 0. |

## Special Manoeuvres

After a Special Manoeuvre, Movement ends.

|            |  |
|------------|--|
| Bootlegger | <p>Speed = 3+. Straight ahead. Rotate model 180°, reduce Speed to 0.<br/> <b>Fate Roll:</b> Fate = vehicle Speed + Size.<br/>           Fortune = Driver skill + Handling.<br/>           Failure = 1 Steering damage, and for each point of failure move 1” and rotate 90°.</p> |
| J-Turn     | <p>Speed = R. Straight reverse. Rotate model 180°, increase Speed to 1.<br/> <b>Fate Roll:</b> Fate = 2 + vehicle Size.<br/>           Fortune = Driver skill + Handling.<br/>           Failure = for each point of failure rotate 90°. Reduce Speed to 0.</p>                  |

## Terrain

|        |  |
|--------|--|
| Rough  | <p><b>Fate Roll:</b> Fate = 2 x Speed.<br/>           Fortune = Driver skill + Handling.<br/>           Failure = 1 Steering damage.</p>             |
| Soft   | <p><b>Fate Roll:</b> Fate = 2 x Speed.<br/>           Fortune = Driver skill + Handling.<br/>           Failure = -1 Speed per point of failure.</p> |
| Slopes | <p>Up: -1 Speed.<br/>           Down: +1 Speed.</p>  |

## Attacking

|   |   |
|---|---|
| Arcs-of-Fire                                  |   |
| Fixed   | <b>Green</b>  |
| Pintle  | <b>Green + Amber</b>  |
| Swing   | <b>Green + Amber + Red</b>  |
| Turret  | 360°  |
| Attack Pool                                   |   |
| <b>Fortune</b>                                | +1 per Gunner skill point.<br>+1 per weapons Attack Dice.<br>+ any Equipment modifiers. |
| <b>Fate</b>                                   | +1 per point of target Speed<br>+2 if in Cover<br>+1 per full 12” of range.             |
| If the roll is successful, the target is hit! |   |

## Weapons

|   |
|---|
| ◇ <b>Machine Guns</b>   |
| 3 Attack Dice, Damage = 1 hit per success.<br><u>Weight of Fire:</u> Twin MGs can reroll 3 Fortune dice.  |
| ◇ <b>Light Cannons</b>  |
| 2 Attack Dice, <b>1</b> success = 2 hits, <b>2+</b> = 2 hits + 1 crit.  |
| ◇ <b>Heavy Cannons</b>  |
| 2 Attack Dice, <b>1</b> success = 1 hit + 1 crit, <b>2</b> = 2 hits + 2 crits, <b>3+</b> = 2 hits + 2 crits + 2 hits to opposite side.<br><u>Slow to Bear:</u> +1 Fate if target moving at 3+ Speed.  |
| ◇ <b>Rockets</b>  |
| 1 Attack Dice, <b>0</b> successes = Near Miss to target side, <b>1+</b> = Direct Hit over centre.<br><u>Near Miss:</u> 1 hit, <u>Direct Hit:</u> 1 hit to all sides + 1 crit.<br><u>Wildly Inaccurate:</u> scatter 1d6” per point of failure. |
| ◇ <b>Flame Throwers</b>   |
| 12” max. Roll 3 Fortune only: 1 crit per success.   |