

<p><b>GAS ENGINE (or 1 THRUSTER) EXPLODES!</b> D3 wounds to all on board; must be replaced</p>	<p><b>WEAPON EXPLODES!</b> D3 wounds to all on board; must be replaced (see rules for scorcher, rockets)</p>	<p><b>TIRE BLOWS or TRACK DESTROYED!</b> Vehicle immobilized; Initiative roll or flip; must be replaced</p>	<p><b>GUBBINS DESTROYED!</b> Roll to determine which one; must be replaced</p>	<p><b>ARMOR DESTROYED!</b> Armor on side of vehicle shot came from is destroyed; must be replaced</p>	<p><b>ARMOR DAMAGED</b> Armor on side of vehicle shot came from provides no protection for rest of race</p>
<p><b>1 CREW HIT</b> Roll to determine which one; takes wounds equal to weapon's Strength</p>	<p><b>1 CREW HIT</b> Roll to determine which one; takes wounds equal to weapon's Strength</p>	<p><b>1 CREW HIT</b> Roll to determine which one; takes wounds equal to weapon's Strength</p>	<p><b>1 CREW HIT</b> Roll to determine which one; takes wounds equal to weapon's Strength</p>	<p><b>DRIVER HIT</b> Takes wounds equal to weapon's Strength</p>	<p><b>GUNNER HIT</b> Takes wounds equal to weapon's Strength</p>
<p><b>GAS ENGINE STOPS WORKING</b> Must be repaired</p>	<p><b>GAS ENGINE STOPS WORKING</b> Must be repaired</p>	<p><b>1 THRUSTER STOPS WORKING</b> Must be repaired</p>	<p><b>1 THRUSTER STOPS WORKING</b> Must be repaired</p>	<p><b>WEAPON STOPS WORKING</b> Must be repaired</p>	<p><b>WEAPON STOPS WORKING</b> Must be repaired</p>
<p><b>STEERING DAMAGED</b> Maximum 1 turn during Gas Engine Movement Phase until repaired</p>	<p><b>STEERING DAMAGED</b> Maximum 1 turn during Gas Engine Movement Phase until repaired</p>	<p><b>WEAPON UNRELIABLE</b> Must roll D6 each time used; doesn't work on 1-3; may be repaired</p>	<p><b>WEAPON UNRELIABLE</b> Must roll D6 each time used; doesn't work on 1-3; may be repaired</p>	<p><b>TIRE DEFLATES or TRACK JAMS</b> Reduce all gas engine movement by 4 inches until that tire/track is repaired</p>	<p><b>TIRE DEFLATES or TRACK JAMS</b> Reduce all gas engine movement by 4 inches until that tire/track is repaired</p>
<p><b>ENGINE AT HALF POWER</b> Move half distance during Gas Engine Movement Phase until repaired</p>	<p><b>ENGINE AT HALF POWER</b> Move half distance during Gas Engine Movement Phase until repaired</p>	<p><b>WEAPON MOUNT DAMAGED</b> Lose one arc of fire</p>	<p><b>WEAPON MOUNT DAMAGED</b> Lose one arc of fire</p>	<p><b>TIRE DEFLATES or TRACK JAMS</b> Reduce all gas engine movement by 2 inches until that tire/track is repaired</p>	<p><b>TIRE DEFLATES or TRACK JAMS</b> Reduce all gas engine movement by 2 inches until that tire/track is repaired</p>
<p><b>THRUSTERS JAM WIDE OPEN</b> Immediately move straight ahead D6' per functional thruster</p>	<p><b>THRUSTERS JAM WIDE OPEN</b> Immediately move straight ahead D6' per functional thruster</p>	<p><b>WEAPON SIGHTS DAMAGED</b> +1 modifier to Shooting rolls until repaired</p>	<p><b>WEAPON SIGHTS DAMAGED</b> +1 modifier to Shooting rolls until repaired</p>	<p><b>WOBBLY STEERING</b> +1 modifier to driver's Initiative rolls until repaired</p>	<p><b>WOBBLY STEERING</b> +1 modifier to driver's Initiative rolls until repaired</p>
<p><b>ENGINE STALLS</b> Miss next Gas Engine Movement Phase</p>	<p><b>ENGINE STALLS</b> Miss next Gas Engine Movement Phase</p>	<p><b>THRUSTERS STALL</b> Miss next Thruster Movement Phase</p>	<p><b>THRUSTERS STALL</b> Miss next Thruster Movement Phase</p>	<p><b>WEAPON JAMS</b> May not be used during next Shooting Phase</p>	<p><b>WEAPON JAMS</b> May not be used during next Shooting Phase</p>
<p><b>STEERING JAMS</b> Vehicle spins (if moving); use scatter die to determine facing</p>	<p><b>STEERING JAMS</b> Vehicle spins (if moving); use scatter die to determine facing</p>	<p><b>GUBBINS DAMAGED</b> Roll to determine which one (scorcher tanks may burn); may be repaired</p>	<p><b>GUBBINS DAMAGED</b> Roll to determine which one (scorcher tanks may burn); may be repaired</p>	<p><b>GUBBINS DAMAGED</b> Roll to determine which one (scorcher tanks may burn); may be repaired</p>	<p><b>GUBBINS DAMAGED</b> Roll to determine which one (scorcher tanks may burn); may be repaired</p>
<p><b>ARMOR DAMAGED</b> Armor on side of vehicle shot came from provides no protection for rest of race</p>	<p><b>ARMOR DAMAGED</b> Armor on side of vehicle shot came from provides no protection for rest of race</p>				