

OFFICIAL RULES
INTERPLANETARY DEATHSPORT COUNCIL

A woman with long dark hair, wearing a heavily worn, patched leather jacket and goggles on her head, sits in the foreground. Behind her is a dark, modified car with various mechanical parts, pipes, and a mounted gun. A man with a bandana is visible on the car in the background. The scene is set in a desert-like environment with a grid pattern on the ground.

junkerdrome

TELEVISED VEHICULAR DEATHSPORT

ONLY WASTELAND WARRIORS *NEED APPLY*



ENTER THE DEATHSPORT DUELING CIRCUIT

You've scrounged, stolen, even killed to put together your combat vehicle.

You payed off deathsport officials to get a shot at an audition.

Now you are a contestant in the most famous deathsport.

WELCOME TO JUNKERDROME

This is a game of auto combat in a dystopian future. You build a vehicle and fight it out with other drivers in a televised deathsport. Wastelanders and offworlders alike live vicariously through your struggles in the arena.

They want your blood for entertainment.

You want to make it big.

Junkerdrome includes rules for:

- vehicle construction
- character creation
- auto combat
- arena play
- campaign play

junkerdrone

TELEVISED VEHICULAR DEATHSPORT



Daniel Proctor

Junkerdrone is a sport of the Interplanetary Deathsport Council

Vehicle models and images by Danny Marshall

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I. Background

Premise

Decades ago the rich and powerful fled for colonies on the moon and Mars. Nuclear skirmishes, industrial waste, and climate change turned Earth into a polluted radioactive wasteland. World governments collapsed a long time ago. No true governing takes place on a global scale anymore, but big corporations run everything.

Earth is sourced for raw materials and manufacturing. There is no regard whatsoever for what these activities due to the people and environment. There are three space elevators dispersed around the equator to cheaply transport materials on and off world.

For most people, life is a day-to-day struggle to scrape by. Along with the demise of government came a collapse of infrastructure. People essentially live on the scraps of the old world. Vast swaths of land are unoccupied, much of it uninhabitable. The population on Earth is now only about half a million people. A number not seen since the year 1800. Most people live in scattered cities or small communities. All places are lawless except for whatever rules a local community enforces. The exception is when a corporation takes an interest in something, then its say is law. Their justice is final. But corporations only bother to police areas of interest to them, such as settlements where they have workers, manufacturing, mining, etc. Otherwise, they couldn't care less what happens in the various shantytowns.

Justice is a luxury you take for yourself if you have the firepower.



Since the only thing resembling infrastructure comes from corporations, there are no more mass delivery systems for information on Earth. The age of information, at least for the inhabitants of Earth, is over. It's a dying planet being exploited by the neo-bourgeois. They view Earth and the rabble that feeds on its dying corpse as entirely expendable. When the Earth is fully dead, there is a whole solar system out there waiting to be exploited.

The decadent off-worlders have about all they could want, but they hunger for violent entertainment and the spark of excitement it gives their otherwise sterile and monotonous lives. Little thrills them anymore, as they are essentially immortal, transferring their memories into new clone bodies when the old ones grow old or bore them. They have replicant (biological android) slaves to fulfill unspeakable pleasures, but the inhuman off-worlders crave real violence accompanied by true suffering. They get their kicks from various deathsports organized by corporations and televised around the globe and to the off-world colonies. The rich get their fix for excitement, and the anger and suffering from Earthers is channeled into sports that can elevate the very few to a wealthy existence.

The most popular deathsport is *Junkerdrome*.

Game Play

Junkerdrome is a game of auto combat in an arena or racetrack setting. Desperate wastelanders buy and steal whatever they can to scrape together a car to enter the *Junkerdrome* circuit. Even then, their odds of being selected are slim and usually require bribing officials. Most people who manage to get into the circuit die a miserable death, or their vehicles are destroyed and they can't afford to carry on in the competition. Players in the game combat each other with cars and advance through the *Junkerdrome* circuit season hoping to earn prize money. Prize money means bigger and better vehicles, and a shot at becoming a *Junkerdrome* celebrity. That's the wastelander dream. Become a *Junkerdrome* rock star and enjoy the rest of life with clean food and no worries.

Dice

This game uses several six-sided dice. Dice and notation follows the standard that is well-established for many games. For example, if you are asked to roll 2d6 that means to roll two dice that have six sides. Sometimes there will be modifiers to dice results, such as +1 per die. This means to sum the dice rolled and add one per die that is rolled.

Model Cars

Model cars, which are available ubiquitously across many countries and in all sorts of different stores, are used as miniatures for game play. The scale is approximately 1/64 or 20 mm. The cars are generally inexpensive, and therefore the cost of entry into this game is small. If you prefer, you can simply buy a bunch of cars and play with them straight out of their packages. Some people may like to customize their vehicles to make them look like genuine cobbled-together wrecks from the wasteland. Although the default scale is 1 inch equals 15 feet and movement is generally done in units of 3 inches, you can use the movement rulers at the end of this book and won't need to play the game on a surface that has scale printed on it. You can play on any surface if you define the borders of your arena. Alternatively, if you are interested in modeling, you could build arenas and paint them for that extra aesthetic flair.

Reference Forms

At the end of this book there is a vehicle reference form for you to keep track of your vehicle's characteristics as you build it and modify it through play. There are hazard markets made to scale which can be copied and cut out, or you can make your own very simply. This rulebook is organized in a step-by-step fashion for gameplay and vehicle construction, which makes it easy to learn to play and build your first vehicle in no time. There is also a sheet of character reference forms for you to build your

drivers, gunners, mechanics, and even paramedics if desired. There are sheets of movement and hazard rulers. The movement rulers are used as a guide for moving vehicles during the game. They are simply provided as a convenience, but you could just as easily use rulers, tape measures, or similar tools depending on what you find handy. Playing on a surface that has a 1 inch grid might also be useful, particularly when first learning how to play. It could give an extra bit of confidence in where to place cars and as a reference for identifying line of sight when firing at other vehicles. The general rule of thumb is to use common sense in positioning vehicles and deciding which vehicles can be attacked. Although this is a game of simulated combat, keeping the game moving quickly makes it a hell of a lot more fun.



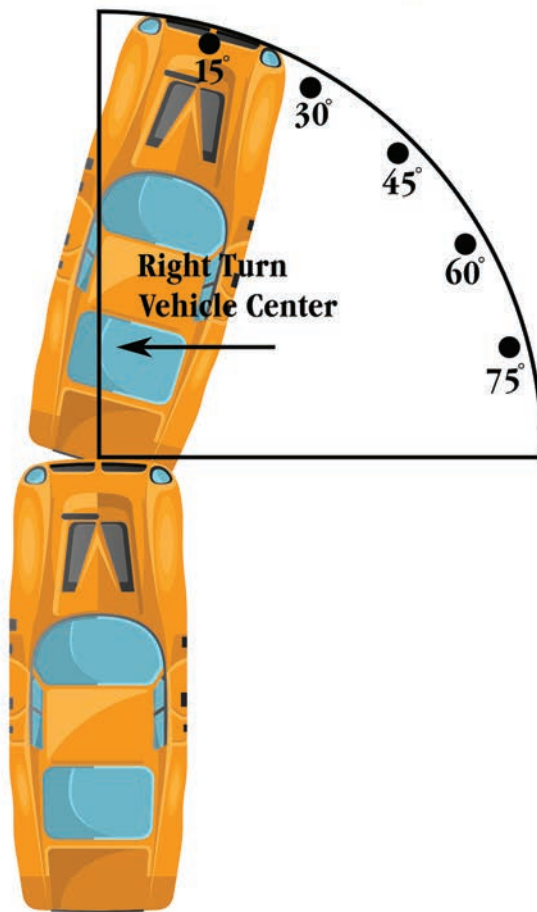
II. Dueling for Profit and Fame (How to Play)

The Basics

This game uses six sided dice. There will often be dice and notation that might look something like this: roll 2d6. In this example, the number 2 represents how many dice to roll. The “d” simply means dice. The number 6 means what type of die, in this case a die with six sides.

Rolling skill checks uses 2d6. There will be a target number which is generally equal to skill level (such as 8) with various modifiers. A roll equal to or under the skill level, considering modifiers, is a success. A roll above the target number is a failure. When damage is rolled for any reason, there may be more dice rolled.

Right Turn 15 Degrees



Right Swerve



Movement 2 Units Straight



In *Junkerdrone* play is divided into *turns*, which represent one second. Each turn contains four *segments* which represent a quarter of a second each. Movement is divided into *units* which represent 15 feet. If using a play surface that includes squares, 1 inch represents 5 feet, and there are 3 inches in a unit.

The basic sequence of play consists of the following steps.

Sequence of Play Summary

1. Plan Speed
2. Plan Segment Movement
3. Movement Occurs
4. Combat Occurs
5. Repeat 2-4 for each remaining segment
6. Begin new turn

The next section details the rules of the game. You may want to refer occasionally to the vehicle construction section to make sense of certain terms or concepts.

Sequence of Play Walk-through

1. Plan Speed

At the beginning of a new turn, players may change speed and record their new speeds in secret, if applicable. Vehicles may accelerate as much as their body type and any engine upgrades (or penalties) allow, up to the vehicle's maximum speed. Vehicles may decelerate from their current speed up to 40 mph (no more) at the start of a turn. All acceleration and deceleration occurs in increments of 10 mph. Higher deceleration rates incur penalties to vehicles' handling adjustments for the duration of the current turn. Refer to the Deceleration Table.

Deceleration Table

mph	Handling Adjustment
10-20	0
30	-1
40	-2

Once speed for the turn is determined, play proceeds for each segment of the turn.

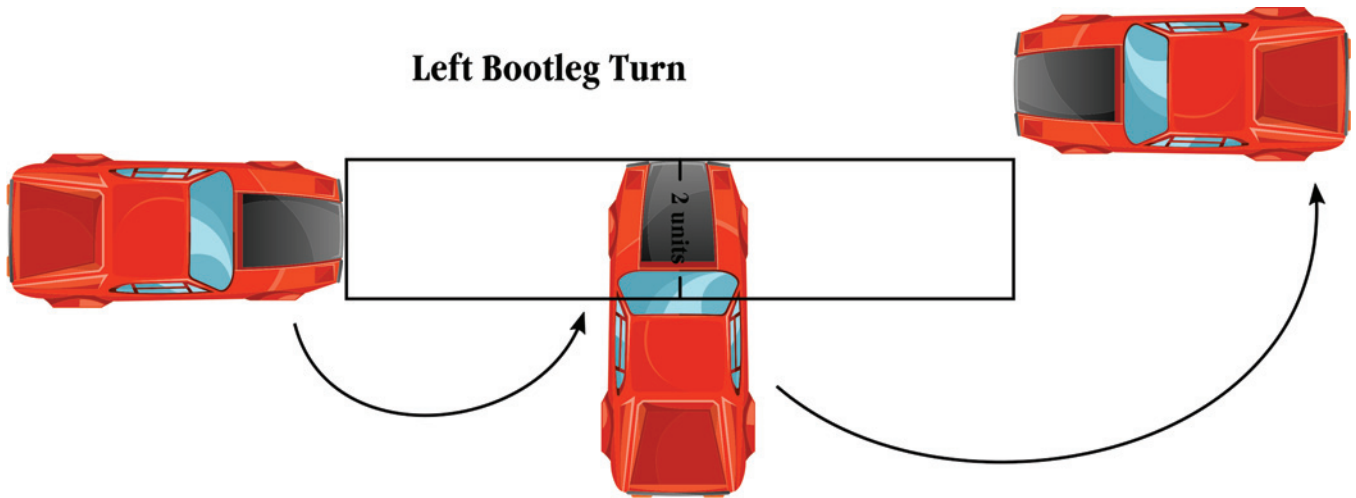
2. Plan Segment Movement

Each player secretly plans movement for the first segment. Movement distance is determined by speed. Players select the appropriate movement ruler(s) for current speed. If a maneuver is planned for the segment, the appropriate movement is executed with the help of rulers and guides.

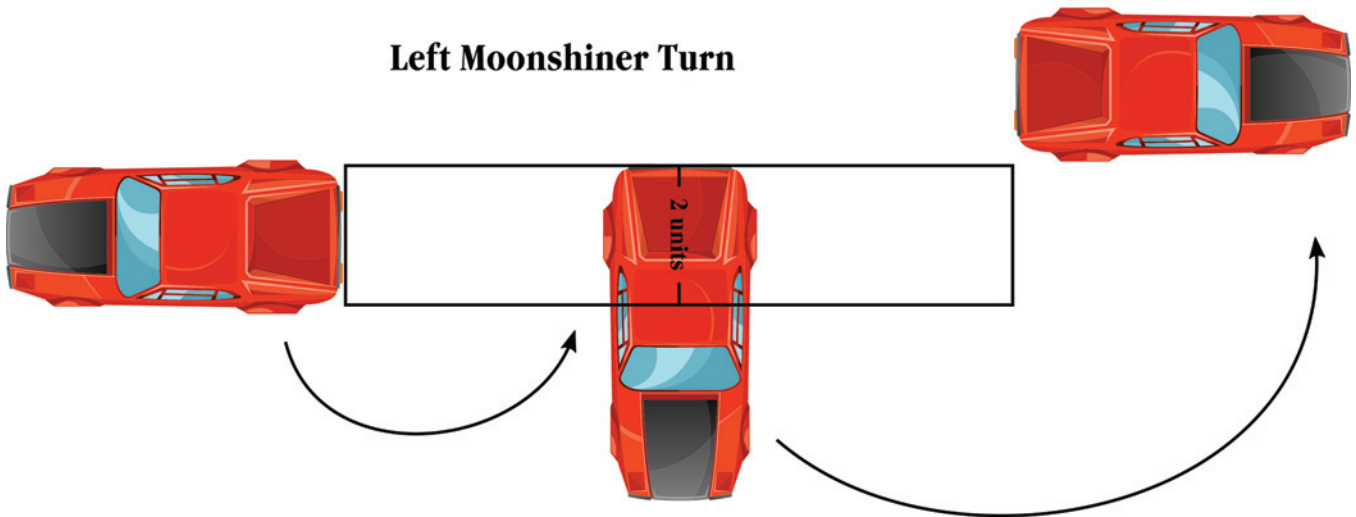
3. Movement Occurs

Players reveal their planned movement, and movement takes place with the player of the highest speed moving first. If any players are moving at the same speed, each player rolls 1d6 and adds his driver skill. Any adjustments for driver reflexes are also applied.

Left Bootleg Turn



Left Moonshiner Turn



Movement is a balance between playability and realism. A turn begins in segment one and players move their vehicles in order of speed the number of units indicated for their speed. For example, a vehicle moving 60 mph will move two units in the first segment.

Each unit represents movement on the board of 3 inches measured at the front of the vehicle. Refer to the movement guides at the back of this book. You can cut them out to make movement easier, or construct similar ones of your own. A tape measure also works well. Combine guides of different lengths if necessary to represent extremely fast speed.

Turn Table

Speed (mph)	Segment			
	1	2	3	4
0	0	0	0	0
10	1	0	0	0
20*	1	1	0	0
30	1	1	1	0
40	1	1	1	1
50	2	1	1	1
60	2	2	1	1
70	2	2	2	1
80	2	2	2	2
90	3	2	2	2
100	3	3	2	2
110	3	3	3	2
120	3	3	3	3
130	4	3	3	3
140	4	4	3	3
150	4	4	4	3
160	4	4	4	4
170	5	4	4	4
180	5	5	4	4
190	5	5	5	4
200	5	5	5	5

1 Turn = 1 second. 1 Segment = .25 seconds. 1 Unit = 15 feet. 1 inch = 5 feet.

*20 mph is the assumed pedestrian/driver/gunner maximum running speed.

Maneuvers

A maneuver is a form of movement that is not in a simple straight line. If a maneuver is done, it replaces one movement square for that vehicle's speed during the segment. If a basic maneuver is executed, it automatically succeeds if it is done within its safe speed. Otherwise, the player must succeed in a drive skill check to avoid a skid and possible crash. Advanced maneuvers always require a skill check.

Modifiers to skill checks are applied to the skill. For example, if rolling a driver skill check with a -2 penalty, a character with driver skill 10 would need to roll 8 or below to succeed.

Basic Maneuvers Table

Maneuver	Safe Speed*
Turn up to 30°	Up to 50 mph
Turn 31° to 45°	Up to 40 mph
Turn 46° to 60°	Up to 30 mph
Turn 61° to 75°	Up to 20 mph
Turn 76° to 90°	10 mph only
Swerve (drift) up to one unit forward and adjacent	Up to 80 mph
Reverse Driving	-2 to all drive skill checks

*Apply -1 to skill checks per 10 mph above the safe speed

Uncontrolled Skid

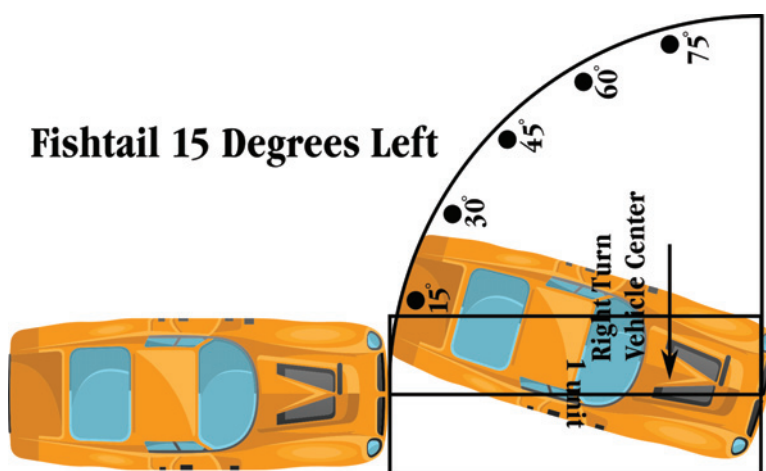
Roll a drive skill check if a basic maneuver is above a safe speed. All advanced maneuvers require a roll. If the roll fails, the vehicle skids 1 unit forward instead of executing the maneuver. A roll of 12 requires a roll on the *Loss of Control Table* under the maneuver/collision column.

Basic Maneuver Descriptions

Turns: Turns are basically self explanatory. When a player decides to execute a turn the vehicle will not be placed straight ahead, but instead will be turned so that the front of the vehicle is at an angle. A basic maneuver can be combined with other unit movements in a segment. For example, a player might move one unit straight ahead and a second unit as a turn, followed by moving straight for one unit or turning again.

Swerve: A swerve is a maneuver in which the vehicle moves mostly straight ahead, but executes two slight turns to shift the car's position right or left but still parallel to the original position. A swerve may be executed up to one full car width to the right or left. Refer to the swerve guides at the end of this book for help in placing cars during this maneuver.

Reverse driving: This is not actually a maneuver. It is listed here just to note that when driving in reverse all driving skill checks are at -2. Reverse driving could be an intended next step after executing a bootleg turn, which is described shortly.



Advanced Maneuvers Table

Speed	Advanced Maneuver Skill Modifier		
	Controlled Skid	Bootleg Turn	Moonshiner Turn
30 to 40 mph	-1	-2	-4
41-60 mph	-2	-3	-5
61-70	-3	-4	-6
71-80*	-4	-5	-7

*Apply another -1 to the skill roll per additional 10 mph.

All advanced maneuvers require a drive skill check. Failure indicates that the player must roll on the *Loss of Control Table* under the movement/collision column.

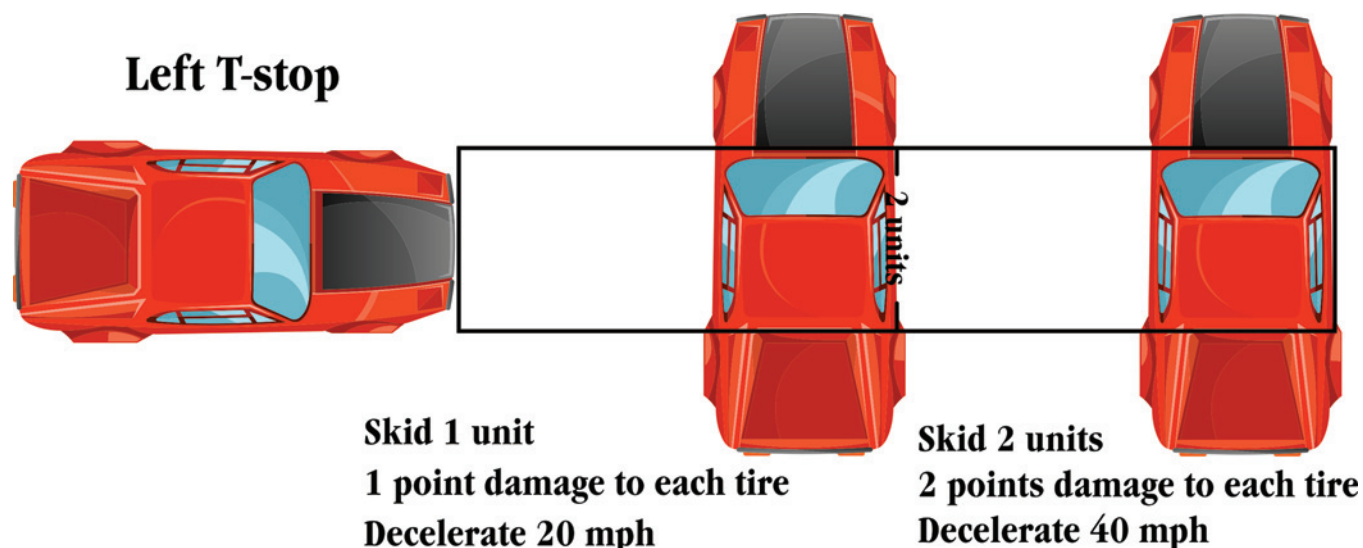
Advanced Maneuver Descriptions

Controlled skid: This maneuver allows a vehicle to slide one unit forward in the subsequent segment, usually following a basic maneuver in the previous segment. All tires take 1 point of damage. If the driver skill roll for the maneuver fails, the player must roll on the *Loss of Control Table*. For example, a driver could execute a turn in one segment, but rather than travel in that direction the next segment he could skid 1 unit forward. There are various reasons this might be done; one would be to change which side of the vehicle is facing for a collision.

Bootleg turn: A bootleg turn is a fancy maneuver which is essentially a controlled skid and 180° turn. Like any other skid, all tires take one point of damage. This maneuver requires two units of movement to be completed. Therefore it can be fully executed in one segment if the vehicle is moving fast enough, otherwise the movement would begin in one segment and carry over into the next. The vehicle's final position is one vehicle width shifted to the right or left. Vehicles may not fire weapons during a bootleg turn. At the end of the second movement unit the car has come to a stop. The vehicle may not accelerate until the start of the following turn.

Moonshiner turn: This maneuver is identical to a bootleg turn, except a vehicle is driving in reverse when it is done. Note that the drive skill penalties indicated for executing this maneuver already account for reverse movement.

T-stop: This is a method of rapid deceleration. The vehicle makes a controlled skid with a 90 degree turn to either the right or left. This allows a car to decelerate 20 mph per unit of movement. For



example, if a vehicle has 2 units of movement in a phase, it may skid in the T-configuration two units to decelerate 40 mph. Tires suffer 1 point of damage per unit of movement in the skid.

Note that all vehicles must be moving at least 30 mph to execute an advanced maneuver.

Loss of Control Table

Maneuver/ Collision	Hazard	Result
2-5		Distracted. All skill roles for the driver are executed with a -1 penalty. This includes driver and gunner skills if the driver is also operating weapons.
6-8	2-4	Short skid. Skid 1 a unit forward. Tires take 1 point of damage.
9-10	5-6	Long skid. Skid all remaining unit movement forward this segment. Tires take 1 point of damage.
11	7-8	Skid and spin. See below.
	9-11	Fishtail. See below.
12	12	Roll. See below.

Loss of Control Results

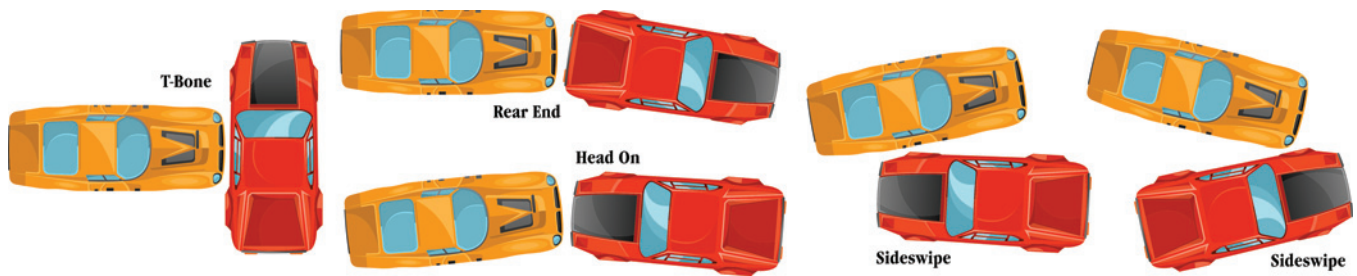
Skid and spin: The vehicle moves 1 unit in the original direction it was moving before attempting a maneuver for encountering a hazard. Each tire takes 1d6 damage. The vehicle is now in the same position as a T stop. The player must roll a driver skill check with a -4 penalty in order to regain control of the vehicle. If the roll is successful, the vehicle has come to a stop just like a T stop. If a turn maneuver precipitated the skid and spin, the vehicle will be facing the direction of the intended turn. Otherwise the vehicle will be facing right or left randomly.

If the skill check fails, the vehicle moves another unit forward and rotates 90° in the same direction again. The wheels take another 1d6 damage. The player has another opportunity to roll the driver check with a -4 penalty. If successful, the vehicle has stopped. If not, this procedure is repeated each segment. At the beginning of a new turn, the vehicle has reduced speed by 20 mph if it is still spinning. It will have reduced speed by 20 mph even if control is regained during the same turn.

If control of the vehicle is gained while it is facing either forward or backwards relative to the original direction of travel, the driver has the option of continuing in that direction without fully stopping, or fully stopping. The vehicle will be moving at its original speed -20 mph, assuming the vehicle has only been spinning in one turn. Each turn reduces speed by -20 mph, although tires will probably be destroyed by that time. If a vehicle is moving in reverse when it recovers, speed cannot exceed the vehicle's maximum reverse speed.

Fishtail: The vehicle moves one unit forward. The rear end shifts much like a turn. Use the right or left turn guide or a protractor to execute the fishtail. The direction and degree of the fishtail is determined randomly. Roll 1d6, 1-3 = right, 4-6 = left. Roll another 1d6, 1-2 = 15°, 3-4 = 30°, 5-6 = 45°.

Roll: The vehicle moves one unit forward *on its side* in a T stop position. In each segment thereafter, the vehicle moves another unit forward and rotates to its next side. For example, the first segment it lands on its side, and the next segment on its top, then on its other side, then on its wheels and bottom. Each time the vehicle lands on a side, that side suffers 1d6 damage. When it lands on its bottom, up to two points of damage are sustained to the tires and anything above that is sustained to the bottom of the vehicle. If all of the tires have been destroyed, the bottom takes all of the damage.



Like a spin, the vehicle continues to roll each segment and loses 20 mph speed at the beginning of each turn. Unlike a spin, the driver cannot ever regain control. The vehicle will continue to roll and take damage until the speed reduces to zero. When armor is depleted on any given side, damage is suffered to internal components as usual.

Collisions

Head On: A head-on collision is when the front of each vehicle collides.

Rear end: This collision occurs when the front end of one vehicle makes contact with the rear end of another vehicle.

Sideswipe: When the sides of vehicles make contact, whether traveling in the same direction or the opposite direction, a sideswipe occurs. As a rule of thumb, the angle of the vehicles should be 45° or less to one another for it to classify as a sideswipe vs. some other collision type.



T-bone: The front of one vehicle collides with the side of another vehicle.

To determine which type of collision is most appropriate for adjudicating results, the common sense approach is to look for whether the point of impact involves front to front, front to side, etc. If it is in question, use the illustration nearby as a guide. The area between 45° arcs is the hit location on sides of the vehicle. This is similar to the arcs of fire for weapons (see that section for a diagram).

Damage from Crashes

Speed differential: The first step in determining damage from a collision is calculating the speed differential. For a head-on collision, add both vehicles speeds together. For a rear end collision, subtract the slower vehicle speed from the faster vehicle. For a T-bone, use the speed of the vehicle which has struck the side of the other vehicle. For a sideswipe, subtract the slower vehicle's speed from the faster vehicle's speed.

Crash damage: Base damage for all vehicle to vehicle crash types is 1d6. Add 1d6 per 10 mph of speed differential. Apply damage modifiers according to the Size and Damage Table. Smaller vehicles suffer greater damage in collisions against larger vehicles, and larger vehicles suffer less damage against smaller vehicles. Note that minimum damage is always at least 1 point per die.

Sideswipe damage is calculated differently. Like other collisions, the base damage is 1d6. However, additional damage is 1d6 per 20 mpg speed differential.

Size and Damage Table

Relative Vehicle Size	Damage Modifier
One size smaller than opponent	+1 per die
Two sizes smaller than opponent	+2 per die
One size larger than opponent	-1 per die
Two sizes larger than opponent	-2 per die
Vehicles equal size	No modifier

For example, two vehicles collide head on. One is traveling 50 mph, the other is at 30 mph. For calculating damage, we add their speeds for a head on collision, which sums to 80. Base damage is 1d6, plus 1d6 per 10 mph. The total damage to each vehicle is 9d6 if they are the same size. If there is one size difference between them (for example, one is medium and the other is light), then the larger reduces 1 point of damage per die and the smaller vehicle adds 1 point of damage per die. A die of damage will deal a minimum of 1 point of damage.

Speed After Collisions

Head on: After a head on collision, the slower car in the crash has stopped. The faster car is moving at a rate equal to its original speed minus the speed of the slower vehicle at the time of the crash. In the above example of collision damage, the slower car would be stopped but the faster car would continue traveling at 20 mph.

Rear end: Add the two vehicles' speeds at the time of the collision and divide by two. Round up, and this is the speed of both vehicles.

Sideswipe: No adjustments to vehicle speed are necessary.

T-bone: The ramming vehicle will be reduced in speed according to the T-bone Speed Reduction Table. For easier reference look at the T-bone Speed Cheat Table. The opponent will maintain his current speed. All speeds are rounded up at .5 or higher.

T-Bone Speed Reduction Table

Ramming Size vs. Opponent	Speed Adjustment
Equal	-50%
One or two sizes larger	-25%
One or two sizes smaller	-75%

T-Bone Speed Cheat Table

Speed (mph)	Equal Size	One or two sizes larger	One or two sizes smaller
10	10	10	0
20	10	20	10
30	20	20	10
40	20	30	10
50	30	40	10
60	30	50	20
70	40	50	20
80	40	60	20
90	50	70	20
100	50	80	30
110	60	80	30
120	60	90	30
130	70	100	30
140	70	110	40
150	80	110	40
160	80	120	40
170	90	130	40
180	90	140	50
190	100	140	50
200	100	150	50

Collision Position Adjustments

In a collision in which one vehicle continues to move but the other stops, the stopped vehicle will adjust its position to accommodate the moving vehicle. To a large extent common sense must be used in adjudicating the situation. Refer to the position adjustments diagram for examples.

Other Collisions

When a vehicle collides with a stationary object, the outcome is similar to colliding with other vehicles. All objects have a number of damage points that are analogous to armor points. For example, a concrete light post might have 10 damage points. If a car collides into it, damage is rolled like a head-on collision. Since the concrete light post isn't moving, the speed of the colliding vehicle is used to determine

damage dice. The maximum number of damage that can be done to the colliding car in this case is ten. Likewise, after ten points of damage the light post is destroyed and the car passes through it. If the light post is not destroyed, then the car comes to a stop.

In the case of larger objects, such as a building, the damage points for a wall represent just the area the car makes contact with. For example, a wall might have fifteen damage points. If a car rams into it and deals more than fifteen damage points, then the car passes through the wall at that location. If not, then the car smashes into the wall and comes to a stop. In the case of much smaller obstacles, such as people, small objects, etc., regardless of whether all of their damage points are gone they will adjust position as a vehicle hits them and passes through. There are no damage modifiers applied and damage is relatively minor at 1d6-2 (0 is possible). This may be customized to a scenario such that particularly small objects may only do a point of damage to a tire or the front end, etc.

Objects Size Table

Object Examples	Size	Damage
Pedestrians, small animals, other minor obstacles	N/A	1d6-2
Small trees, lamp posts, signs, cattle	Light	As collisions
Sandbags, crates, rubble piles	Medium	As collisions
Building walls, large rocks, steel barricades	Heavy	As collisions

Although most other types of collisions will be handled as head on collisions, some may be handled more like a sideswipe depending on circumstances. In such cases damage is handled the same but the vehicle does not change speed. It may only suffer as many points of damage as the object has damage points.

Road Hazards

The potential effects of road hazards will vary. Slick areas like a patch of grease might behave like the oil slick that can be emitted from a car as a weapon. It might behave exactly the same, or be less slick or more slick depending on the scenario. Such situations might apply penalties or bonuses to driving skill checks to avoid loss of control.

Other kinds of obstacles might include road debris. If it is debris that is not large enough to constitute a collision, then it may do damage to tires or the underside of a vehicle. Such damage could vary to cause one point of damage to tires, or in the case of a spike strip, 1d6 to all tires.

In all cases, driving over a road hazard requires the successful roll of a driving skill check. Failure requires a roll on the Loss of Control Table on the hazards column.

Other Conditions and Situations

Water: Driving through water reduces speed by 10 mph per foot distance. In addition, the player must succeed in a driver skill check. Failure requires a roll on the loss of control table in the hazard column. A driving skill check is required for water 6 inches deep or more even though it does not reduce speed. These checks are required each segment movement occurs over water. In addition, there is a -1 penalty to the driving skill per foot of water above the 1st foot. For example, there would be a -1 penalty if the water were two feet deep, and -2 if it were 3 feet deep.

Ditches, potholes, cracks: These hazards are adjudicated on a case-by-case basis depending on the scenario. Some will be treated like a road hazard that can do damage to tires or the underside of a vehicle. Some may be so deep that driving into it results in a collision with the other side.

Falls: If a vehicle drives over something like an embankment, a tire takes 1 point of damage on a roll of 1-2 on 1d6. Roll for each tire individually.



Jumps: A vehicle may execute a jump with a ramp that has at least a 30° angle and at most 45°. A vehicle must be traveling at least 30 mph when it hits the ramp. It will travel through the air 15 feet (1 square), +15 feet per 10 mph above 30 mph. For example, if traveling at 50 mph the vehicle can jump 45 feet. Landing requires a check for tire damage as a fall, and a driving skill check to avoid a roll on the hazard column on the Loss of Control Table. There is a driver skill penalty check of -1 as a base, and another -1 cumulative per 15 feet jumped. For example, the penalty is -2 if the vehicle jumps 30 feet.

If a vehicle tries to jump by hitting an incline that is greater than 45°, it is treated as a collision into a wall.

Loss of Tires

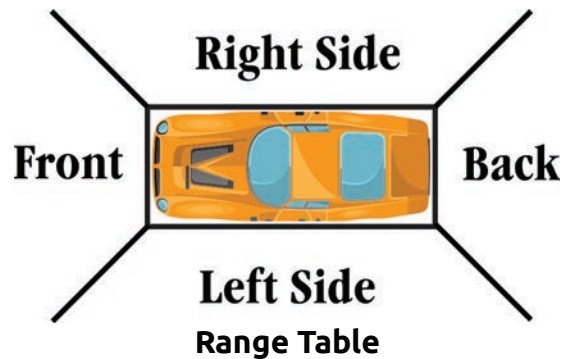
When one tire is destroyed maximum acceleration is reduced by half, rounded up. In addition, the vehicles handling adjustment drops by one. If a second tire is destroyed and it is across from the previously destroyed tire (two front, to back, or both on a side are destroyed) handling class suffers another -1 penalty. If a tire is destroyed which is diagonal from another one that is destroyed (for example, a right front tire and a back left tire) then the player must roll immediately on the loss of control table on the hazard column. Further, the vehicle is no longer operable. The vehicle continues in a straight line, decelerating 30 mph per turn until it stops or collides into something.

4. Combat Occurs

Combat occurs after a player moves for his segment. Attacking can be delayed to a later segment in the same turn. A driver or gunner may only attack once each in a turn. Linked weapons are an exception, but fire simultaneously. If a driver is ramming another car, the attack is simultaneous to his movement.

The attacker rolls 2d6, and the target number is the gunner skill or lower. Penalties for braking or other conditions are applied to the roll. *A roll of 2 on 2d6 is always a hit regardless of modifiers.*

Weapons have an arc of fire if statically mounted (45° off each corner of the vehicle). Weapons in a 360° (full) turret can fire in any direction. Weapons in a 180° (half) turret may fire in that arc for the facing location of the turret.



Close (1 unit or less)	Medium (Up to 5 units)	Long (5+ units)	Extreme (10+ units)
+2	0	-1	-2 plus -2 per 5 units thereafter

An attacker suffers a penalty to hit if the target is traveling 40 mph or faster. However, if the attacker is not moving or the target is not moving gunner skill check receives a +1 bonus.

Target Speed Adjustments Table

Speed	Gunner Skill Adjustment
40-60 mph	-1
70-80 mph	-2
90-100 mph	-3
110+	-4

Other Attack Modifiers Table

Target	Gunner Skill Adj.
Hazy conditions (through smoke, fog, rain, darkness); execute basic maneuver during the same segment	-2
Called shot (tires, pedestrian, turret); execute advanced maneuver during the same segment	-3
Short skid during the same segment	-2
Long skid during the same segment	-3
Skid and spin during the same segment	-4
During a roll	Attacking impossible

Damage

Once an attacker achieves a successful hit, damage is rolled according to the weapon type. Refer to the weapons chart in the vehicle construction section.

Melee and dropped weapons are used during the movement part of a segment either before or after movement. Projectile weapons may only be used after movement in a segment.

Many projectiles have an effect that is self-explanatory. For example, machine guns and lasers shoot a target. Some weapons require special consideration and are described below.

Mortars and grenade launchers: Mortars and grenades reach their target one turn after being fired. For example, if fired during the first segment of a turn they reach their target at the end of movement of the first segment on the next turn. Mortars explode on contact. Grenades land and can be programmed to explode essentially on contact, or with a delay of up to four turns (seconds). If set to delay, they could explode when a vehicle passes over the top and damage is done to the underside of the vehicle.

Flamethrower: In addition to the damage a flamethrower does there is a chance it will catch its target on fire. After a successful attack roll, the attacker rolls 2d6 again. On a roll of 2-5 the vehicle catches fire. See below in the damage section for the effects of a vehicle caught on fire. Although flame resistant armor prevents a car from catching fire, if that armor has been destroyed on the site attacked there is again a chance of catching fire since that part of the vehicle is not protected.

Oil slick: An oil slick is dropped behind the vehicle in a one unit diameter. Any vehicle passing over the oil slick must roll a driver skill check to avoid loss of control and a roll on the hazard column of the Loss of Control Table.

Spikes: Spikes are dropped behind the vehicle in a one unit diameter. A vehicle passing over the area suffers 1d6-2 points of damage to each tire, minimum of one point damage per tire. In addition, the player must roll a driver skill check or roll on the hazard column of the Loss of Control Table.

Smokescreen: A smokescreen causes a penalty of -2 for an attacker targeting an opponent through a smokescreen. In addition, any player driving through a smokescreen must make a drive check roll. Failure necessitates a roll on the hazard column of the Loss of Control Table. A smokescreen occupies a one unit diameter.

Mines: Mines are dropped by vehicles and cover a one unit diameter. Vehicles passing over mines suffer damage and require a driver skill check. Damage is 2d6 to the under armor and 1d6 to each tire. Remove a mine marker from the play board once it has been triggered.

Ram plates, rotary blades, and body spikes/blades: These items are essentially added to the armor of the side of the vehicle they apply to. Ram plates can be applied to either the front or back of a vehicle. Spikes/blades and rotary blades can be applied to the front, back, and either side. During a collision, a ram plate does extra damage to the opponent in the amount of +2 per die of damage. That bonus is reduced from the damage applied to the player doing the ramming. Body spikes or blades do an additional +1 damage to an opponent per die, but do not reduce damage. All of these weapons are destroyed when the armor they are attached to is destroyed.

Damage Location

Vehicles suffer damage to the side that was attacked. Damage is deducted from armor first. If a turret is targeted, damage is deducted the armor on the side or top that has the turret. Like ram plates, turrets are destroyed when armor is destroyed. A weapon in a turret will be stuck facing the last direction it was fired.

Tires are a different matter, and suffer damage independently of armor. If damage penetrates armor, or no armor is left on the side that was attacked, then damage is distributed among internal components including weapons, the engine, and occupants.

The player of the vehicle attacked with no armor in the attacked location rolls 1d6. On a roll of one, the driver is hit. On a roll of two, a gunner is hit if one is present. Otherwise, the player gets to decide where to apply damage. Damage may be applied to the engine, weapons, or any other components. A ram plate or body spikes/blades may not be chosen because they are destroyed along with armor. Once all internal components or weapons are destroyed, damage must be applied to the gunner or driver. If the driver is killed, the gunner can take over. If there is no gunner or the gunner chooses not to take over, the vehicle will continue moving in a straight line, decelerating 20 mph per turn. If it encounters another vehicle or an obstacle, collisions are handled as usual.

Fires

A vehicle may catch on fire in the following situations:

Flamethrower: When a vehicle is successfully attacked by a flamethrower, there is a 2-5 on 2d6 chance the vehicle catches on fire. If it does, all components of the vehicle, including armor and occupants, suffer one point of fire damage at the end of the turn. A fire mitigation system can immediately extinguish a fire before it deals any damage.

Lasers: If a vehicle does not have laserflection armor, there is a 2-3 chance on 2d6 that the vehicle catches on fire. All components of the vehicle, including armor and occupants, suffer one point of fire damage at the end of the turn. As with a flamethrower, a fire mitigation system can immediately extinguish a fire before it deals any damage.

Explosions

If a fire is not put out by a fire mitigation system, a vehicle and all its components will continue to take one point of damage at the end of each turn. Furthermore, if the vehicle is armed with rocket launchers, a flamethrower, mines, grenades, or mortars (basically anything that can explode), there is a 1 on 1d6 chance at the end of any turn the vehicle is on fire that it explodes. The explosion kills all occupants of the vehicle immediately. In addition, any other vehicle, pedestrian, or structure within one unit of the explosion suffers 1d6 damage (a vehicle will suffer damage to the side facing the explosion).

Salvage from an Explosion

There is a 2-3 chance on 2d6 that any given car component can be salvaged with one damage point remaining after an explosion. This excludes any of the explosive weapons listed above that might cause an explosion. To determine if any armor is salvageable, roll 1d6-1 for each vehicle side and multiply that number by ten. This is the percentage of remaining armor points at the time of the explosion that can be salvaged. Obviously, a roll of one means no armor is salvageable. Round fractions of armor points down.

5. Repeat 2-4 for each remaining segment

Movement and combat are repeated for each segment in the turn.

6. Begin new turn

Back to step one of planning movement for the next turn.

III. Vehicle Construction

The heart of *Junkerdrome* is vehicle combat. And the first step of vehicle combat is to acquire a vehicle. The basic sequence of vehicle construction is as follows.

Vehicle Construction Summary

1. Buy a body
 - A. Apply engine upgrades if desired
 - B. Apply suspension upgrades if desired
2. Select Armor
3. Select Tires
4. Equip Weapons
5. Splurge on car accessories

Most wastelanders survive on very few credits per week. There is very little legitimate work available to people, and much commerce relies on exchange of labor, barter, services, and scavenging.

All of this makes it very challenging for a would-be *Junkerdrome* driver to acquire his first vehicle. More will be said in the scenario section about how to acquire credits. For now, this section presents the process of building a car and the costs involved.

1. Buy a Body

The first step in building your car is selecting the body type. In some arena scenarios there will be required body types. There may be others that are a free-for-all with whatever you can afford.

Body Types Table

Type	Maximum Speed	Acceleration	Handling Mod.	Build Slots#	Size	Cost
Race car	200	60	+2	4	Light	1,000
Subcompact	90	30	+2	8	Light	500
Compact	90	40	+1	10	Light	600
Sedan/Coupe	100	40	0	12	Medium	700
Mid-size	100	40	0	13	Medium	800
Luxury	100	50	-1	14	Medium	900
Full-size	100	40	-1	15	Heavy	1,000
Large*	90	40	-2	16	Heavy	1,100
Van	90	30	-2	30	Heavy	1,200

*Large includes pickups, SUVs, and wagons. #These *do not* include the assumed 1 slot for the driver.

Type: This is the generic body style of the vehicle.

Maximum speed: this is the maximum speed that can be attained with this vehicle type. This can be modified depending on how equipped the vehicle is and whether an engine upgrade is purchased.

Acceleration: The miles per hour (mph) a vehicle may accelerate at the start of a new turn.

Handling mod.: This reflects the base size and suspension of a vehicle. This modifier is applied to the drive skill for skill checks. The handling modifier can be improved with a suspension upgrade.

Build slots: These are the total build slots available for that body type. All items that can equip a vehicle require slots. The engine and driver each take one slot. The number of build slots listed already accounts for these (in other words, add 2 slots for the actual number without the driver and engine). However, if additional gunners (or other passengers) are added they will take one slot each.

Size: This is a category that describes the overall size of the vehicle. It is not meant to be a precise weight, but an abstract relative size compared to other vehicles or objects. This is used for calculating collision damage, primarily.

Cost: This is the cost in credits. The cost assumes the vehicle already has a functioning basic engine. Deduct 25% if there is no engine.

Load and Handling

The number of slots used decreases maximum speed and acceleration. If you load the vehicle to the gills it eventually won't be able to move (or very quickly at least) without an engine upgrade! Adjust your vehicle's maximum speed, acceleration, and handling adjustment according to the number of slots occupied.

Load and Handling Table

Slots Occupied	Maximum Speed Reduction	Acceleration Reduction	Handling Adj.
8-11	30	20	-1
12-15	40	20	-1
16-19	50	30	-2
20-23	60	30	-2
24-27	70	30	-3
28	80	40	-4

Engine Upgrade

An engine is already factored into the cost of a vehicle body, and accounts for 25% of the body cost. Engines are petrol burning. An engine may be upgraded to increase its maximum speed and acceleration. This can become especially important when a vehicle is heavily outfitted. You might want to decide on how much armor and how many other slots will be filled before deciding on an engine upgrade.

Engine Upgrade Table

Maximum Speed Bonus	Acceleration Bonus	Cost#
10	-	10% of body cost
20	10	20% of body cost
30	10	30% of body cost
40*	20	40% of body cost
50	20	50% of body cost
60	30	60% of body cost

*Maximum for race car. #Cost is total body cost with basic engine. Round up.

Suspension Upgrade

A vehicle can be upgraded beyond its base suspension to a medium or heavy suspension. These improve the handling adjustment for the vehicle. Much like an engine upgrade, you might want to first decide how much armor and other components you will use to outfit the vehicle before deciding on what kind of suspension upgrade, if any, is desired. Cost: Medium costs 50% of body cost, heavy costs 100% of body cost. Cost refers to total cost of the body with basic engine.

Suspension Upgrade Table

Type	Upgrade	Handling Adj.
Subcompact	<i>Medium</i>	+2
	<i>Heavy</i>	+3
Compact	<i>Medium</i>	+1
	<i>Heavy</i>	+2
Sedan/Coupe	<i>Medium</i>	+1
	<i>Heavy</i>	+2
Mid-size	<i>Medium</i>	+1
	<i>Heavy</i>	+2
Luxury	<i>Medium</i>	+1
	<i>Heavy</i>	+2
Full-size	<i>Medium</i>	+1
	<i>Heavy</i>	+2
Large*	<i>Medium</i>	+1
	<i>Heavy</i>	+2
Van	<i>Medium</i>	+1
	<i>Heavy</i>	+2
Race car	<i>Medium</i>	+1
	<i>Heavy</i>	Not available

2. Select Armor

Armor can be made from metal scrap or more advanced materials, but the higher-end materials are out of reach for many *Junkerdrome* warriors. Armor takes space on a vehicle.

Armor Types Table

Type	Armor Points	Spaces	Cost
Metal (1 space per 25 points)	1-25	1	15 per point
	26-50	2	
	51-75	3	
	76-100	4	
Nanoceramic (1 space per 40 points)	1-40	1	25 per point
	41-80	2	
	81-120	3	
Nanosteel (1 space per 75 points)	1-75	1	35 per point
	76-150	2	
	151-225	3	

Armor Modifications

Laserflection: This modification reduces damage from lasers by 50%, rounding up. It increases the cost of armor by 20%.

Thermosulate: This mod makes armor completely fire retardant. It does not combust, but takes ordinary damage from all weapons, including flame-based weapons. It increases armor cost by 50%. *Note that nanoceramic and nanosteel armors are already fire retardant by default.*

Laserflexion and thermosulate armor may be combined to double the cost of normal armor.

Personal Armor

Body armor: Body armor can be purchased for vehicle occupants. It has three damage points and typically points are deducted from armor before personal damage points. *Cost: 100 credits*

3. Select Tires

Basic tires are your run-of-the-mill inflated tires with rubber tread. Solid-core have an outer rubber layer and an inner shock absorbing layer. Both tire types may be reinforced and fire resistant qualities added.

Tire Types and Modifications Table

Type	Damage Points	Traits	Cost*
Basic	3	Air inflated rubber tires.	20
Solid Core	5	Solid rubber. Handling Adj. +1.	50
Modifications			
Reinforced	+2/+3	Steelbelting for basic, steel reinforced for solid core.	+100%
Fire Resistant	-	Reduce heat/fire damage by 2	+50%

*Per tire.

4. Select Weapons

Next, select the weapons for your vehicle, but remain cognizant of the number of slots available and how many slots each weapon takes. Choosing weapons is very important because it will reflect your combat strategy. Will you rely a lot on drop weapons? Melee weapons? Projectile, or some combination?

Weapon Table

Weapon	Type	Damage	Shots	Slots	Component Damage	Cost
Hand-weapon*	Projectile	1d6-2	20	-	-	-
Machine gun	Projectile	1d6	20	1	3	500
Heavy machine gun	Projectile	2d6	20	2	4	800
Grenade launcher	Projectile	1d6	20	1	3	500
Mortar	Projectile	3d6	10	2	3	800
Flame thrower	Projectile	1d6	20	2	3	500
Light rocket	Projectile	2d6	10	1	3	700
Heavy rocket	Projectile	3d6	10	2	3	900
Laser canon	Projectile	3d6	20	2	3	4000
Spear Gun	Projectile	1d6	10	1	4	300
Body spikes/blades	Melee	+1 per die	-	-	As armor	50% of armor
Flail	Melee	1d6	-	2	4	300
Ramplate	Melee	+2 per die	-	1	As armor	100% of armor
Oil slick	Dropped	-	10	1	3	150
Smokescreen	Dropped	-	5	1	4	200
Spikes	Dropped	1d6-2	10	1	4	150
Mines	Dropped	2d6/1d6	5	1	3	500

*Used by pedestrians and/or vehicle occupants.

Weapon Table Descriptions

The effects of many of these weapons and how damage is calculated have been explained previously in the combat section. A few of these table descriptors will be clarified below.

Type: Projectile and dropped weapons are used after movement in a segment, as described in the combat section. Melee weapons can be used prior to movement or after movement in a segment. In order to use a melee weapon against an opponent, the vehicles must be close enough to each other to almost achieve a collision (within 1 square, or 5 feet).

Damage: This is the amount of damage dealt to the side of the vehicle targeted. Damage is distributed as described in the combat section.

Shots: This is the number of times the weapon may be fired without needing to be reloaded. It is the maximum amount of ammunition carried by the vehicle, unless cargo is used to carry additional ammunition.

Slots: The number of open slots needed to equip the weapon.

Component damage: Weapons can take this number of damage points before being destroyed.

Note that hand weapons may be fired at vehicles, but they count as the attacker's weapon attack that round. Hand weapons include any guns that are typically personal, such as rifles or handguns, which are not the same as larger vehicle weapons.

Cost: A fully loaded magazine for any given weapon costs an additional 50% of the weapon value.

5. Splurge on Car Accessories

For the successful deathsport duelist, car accessories can round out a vehicle nicely. Some might just save your butt in a tight spot!

Accessories Table

Accessory	Slots	Cost
Backup engine	2	30% of body cost, base
Cargo	1 minimum	-
Ejector seat	1	500
Fast change tires	-	+100% of tire cost
Fire mitigation system	-	20% of body cost
Passenger cage	1	300
Targeting system	-	2,000
Turret (full)	1	800
Turret (half)	1	600
Weapon link	-	800

Accessories Descriptions

Backup engine: A backup engine can be installed, but to make it fully functional and capable of transitioning from another engine the total requirements are 2 slots. The backup engine may be brought online even if the vehicle is in motion. A backup engine has three damage points, just like a regular engine. Note that a backup engine may take damage if an attack breaches armor, just as any other component.

Cargo: Any empty slots can be used for cargo. One slot of cargo can be used to store the full ammunition for one weapon, or one spare tire. It takes three full turns to reload a weapon from cargo reserves. It takes at least five minutes (turns) to change an ordinary tire, which is not practical for most competition situations.

Ejector seat: A separate ejector seat must be bought for each vehicle occupant. It may be activated after movement in a segment, just like weapon fire. It cannot be activated in addition to the same occupant firing a weapon. An ejector seat launches the occupant 100 feet into the air. The parachute opens and he floats down to land 1d6 units in the same direction the vehicle was traveling. If an ejector seat is activated while a vehicle is in a roll, the player must roll 1d6. On a roll of 1 to 3 the occupant is ejected into the ground for 1d6 damage. If this happens, the player rolls 1d6 again. On a roll of 1 the car also lands on the character for an additional 1d6 of damage. Body armor *does* reduce these damages.

Fast change tires: These tires are designed to be changed quickly in a combat situation. Even so, a vehicle must be completely stopped and it takes ten turns from start to finish. If not all tires are

upgraded to fast change it should be carefully noted on the vehicle record form which are and are not fast change.

Fire mitigation system: When a vehicle catches on fire, the fire mitigation system kicks in immediately to try to put it out before damage can occur. The player rolls 1d6, and on a roll of 1-4 the fire is immediately extinguished. If the roll fails, the car burns for the rest of the turn. The fire mitigation system can be rerolled at the start of each new turn.

Passenger cage: A separate passenger cage must be installed per vehicle occupant. It provides reinforcement that takes 3 points damage before the occupant when damage enters the vehicle. This includes all damage except from a vehicle on fire

Targeting system: A targeting system may be installed to aid in firing weapons. It may not be used for melee weapons or dropped weapons. Weapons attached to a targeting system contribute +1 to the gunner skill. If the driver will be firing weapons separate from the gunner, there must be two separate targeting systems.

Turret (full): A full turret may be installed on the top of a vehicle. A turret can hold two slots of weapons and fire them at the same time. If they are the same type of weapon, attacks are rolled as normal for each. If they are different type of weapon fired together there is a -1 penalty to both. Firing them individually is done as normal. A full turret can target an opponent in a 360° range. A turret of any type is destroyed when the armor it is attached to is destroyed. The mounted weapon is then fixed in it's most recent firing angle.



Turret (half): A half turret can be mounted on the top of a vehicle, on the rear, or on the front. Half turrets follow the same weapon rules as full turrets, but have a firing angle of 180°. The direction in which it is mounted determines the overall arc of fire. See the diagram below. A turret of any type is destroyed when the armor it is attached to is destroyed. The mounted weapon is then fixed in it's most recent firing angle.

Weapon link: A weapon link may be installed so that weapons can fire simultaneously. Such weapons must have the same facing. Otherwise, linked weapons follow the same rules as those linked in a turret.

Repairing Car Components

At the end of a *Junkerdrome* duel, vehicles will need to be repaired before they can compete again at peak performance.

Damaged armor is simply scrapped and new armor placed on for the regular cost of armor. Other components are repaired at a rate of 25% of the cost of the component per one damage point repaired.

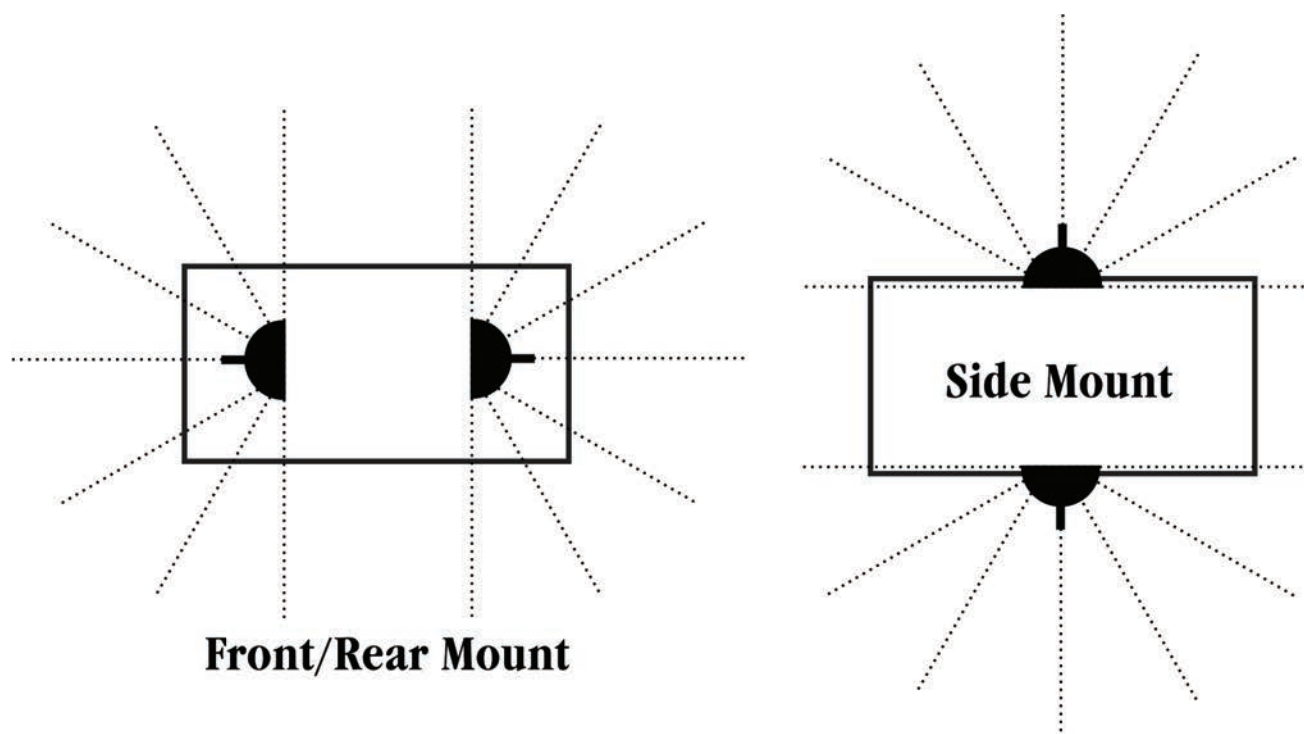
Repairing the engine is slightly different. The base value of the engine is calculated as 25% of the vehicle body type value, not accounting for any upgrades that may have been added. For example, if a body costs 1,000 credits the engine is worth 250 credits. That is the base cost. To calculate repair cost, take 25% of two hundred and fifty and that is how much it costs to repair each damage point on an engine.

The value of the engine increases if it has an engine and/or a suspension upgrade. Add these into the value of the engine if they apply to the engine that needs repair. Calculate the amount to repair an upgraded engine has usual. An upgraded engine must be repaired as an upgraded engine, it cannot be downgraded. If a driver cannot afford to repair an upgraded engine, a new base engine needs to be purchased.

Similarly, armor can only be repaired with a like type.

Selling repaired or undamaged parts typically nets 80% of a component's value. Selling an unrepaired component, such as a partially damaged engine or weapon can net 20% of its normal price per damage point it retains.

Damaged armor cannot be sold. Undamaged armor nets 80% of its value.



IV. Characters

The default roles of characters in *Junkerdrome* are as drivers and gunners in vehicles. To that extent, what we need to know about characters is fairly limited compared to a full-fledged role-playing game. The rules presented here are basic rules to operate characters. With some work by a referee, the system could be fleshed out to define characters in greater detail. A future supplement may do just that.

Basic Characteristics

Damage points: All characters have three damage points. Armor can increase the damage capacity of a character.

Movement: Characters can move 20 mph, or if tracking on the turn table, they can run 1 unit the first segment and another unit the second segment.

Skills

There are five skills in *Junkerdrome*. When creating a character, a player has 30 points to distribute among the skills. At character creation no skill can be raised above 10. Further, a player *does not* have to assign points in all skills. If a situation arises in which a character needs to use a skill for which he has no points in, he can only succeed on a roll of 2 on 2d6.

A skill check roll of 2 is always considered successful, regardless of modifiers. A player must roll the skill level or lower on 2d6 to succeed in that skill. Any bonuses or penalties are applied to the skill level



before the roll. For example, a gunner skill 8 check with a -1 penalty means the player must roll 7 or below on 2d6.

Skill Descriptions

Driver: This is the skill used for driving a vehicle and mounted melee weapons. It includes all vehicle types.

Gunner: This skill is used for firing all vehicle weapons and hand weapons.

Mechanic: This skill can be used to build and repair vehicles and equipment. A successful use of this skill reduces the cost of repairing a piece of equipment by 10%. Only one roll is needed per piece of equipment, even if it has more than one damage point to fix. The skill cannot be used to repair completely destroyed equipment. Cost of armor is also reduced by 10%, and only one roll is needed regardless of how many armor points are repaired. But a new roll must be made any time repairs are done.

Melee: All hand-to-hand combat or use of hand-wielded weapons (club, knife, etc.) is covered by this skill.

Paramedic: Normally a character dies when he reaches zero hit points. If a character has reached zero hit points (and not below) a character with paramedic skill can attempt to stabilize the wounded character. However, a paramedic must reach the wounded character and succeed in a skill roll within 15 turns of a victim reaching 0 hit points. After that, the character is dead.

Experience Points

Characters are able to raise skills by accumulating experience points. Experience points are earned in an arena dual or adventure. During one of these scenarios, the player adds a check mark next to any skill successfully used during the scenario. For example, successfully executing any maneuver that requires a successful driving skill check earns one checkmark (experience point). Successfully attacking someone with a gun earns a checkmark in the gunner skill, etc. The exception to this is the paramedic skill. Each successful use of the paramedic skill earns 3 checkmarks. Checkmarks carry over if there are extra after raising a skill.

Once a character has accumulated five checkmarks for a skill, that skill may be raised by one point. The number of experience points it takes to raise a skill changes as a character improves. For example, characters begin as 30 point characters. For every point raised in a skill, the character becomes one point higher. Raising the driver skill by one makes the character a 31 point character. At certain point levels it takes more experience points to raise a skill. See the table below.

Skill Cost Table

Character Points	Experience to Raise a Skill
Up to 35	5
36-40	10
41-45	15

For example, when a character reaches 36 points he needs 10 checkmarks in a skill in order to raise it.

For characters over 45 points, the cost to raise a skill by experience continues with the same formula of 5 additional experience points per 5 character points.

Character Actions

Although it's unwise for a character to leave a vehicle in the middle of combat, there are some actions a character can take only by risking it. For example, changing a tire. Especially if quick change tires are present this could become practical. In addition, characters can move small hazards out of the way in one turn. A character could clear all spikes from an area in fifteen turns. A referee can decide how long it takes for similar actions.

Personal Combat

When individuals engage in combat with one another outside of vehicles, the combat system is similar but has a few important differences. Characters may fire projectile weapons at one another with ordinary considerations for range. All such weapons deal 1d6-2 damage, with a minimum of one point of damage. To engage in melee combat, characters must be in the same or adjacent 1' square (remember squares represent 5 feet, units represent 3 squares). Characters may attack once per turn, whether with melee or projectile weapons. They may not attack in the same segment they move and may only attack in the first or second segment of a turn. Handheld weapons, such as a knife or iron pipe, deal 1d6-4 damage, minimum of one point. A kick or a punch deals 1d6-5 damage, but there is no minimum. Therefore, the attacker must roll a 6 on 1d6 to deal one point of damage.

Healing

Characters generally heal at the rate of 1 hit point per two weeks. Advanced medical facilities can reduce this time by half.

V. *Junkerdrome* Circuit

Play can be set up with many variations. Presented here is a basic framework from which to work when customizing arenas and circuit play.

Junkerdrome Deathduel

Any contender who scrapes together a vehicle worth at least 2,000 credits can enter the cue as a contestant in the *Junkerdrome* dueling circuit. Competition is stiff for admission. But once scheduled for a show, drivers have the chance to become an interplanetary celebrity and enjoy all the fame and fortune the title provides!

The goal in an arena battle is to be the last mobile vehicle in the arena, while scoring points along the way to increase general ranking. Winners are ranked from 1st to 3rd place according to when their vehicles are immobilized. There are ten arena battles per circuit season.



Scoring Points

Arena Points Table

Activity	Points Earned
Projectile Weapon Hit	1 (+1 for rocket, +2 mortar or grenade, +3 flame thrower)
Melee weapon hit	4
Succeed in ram	5
Succeed in sideswipe	4
Oil slick, smoke screen, or spikes cause collision	8 if collision, 10 if a roll
Scoring a kill	10
Achieving 1 st Place	40
Achieving 2 nd Place	30
Achieving 3 rd Place	20

The top three duel winners receive an extra award of credits. Participants also receive a smaller cash prize.

1st place – 10,000 credits

2nd place – 7,000 credits

3rd Place – 4,000 credits

All others – 2,000 credits

If a player's driver is killed he may bring in a new driver for the next circuit event, and is assumed to be coming in from other circuit matches. His points will be half of the lowest contender in the play group, or a minimum of one point per battle fought so far for the group. He is assumed to have put together a vehicle worth 2,000 credits.

Prize money for battles is used to repair vehicles first and foremost. It can also be used to hire gunners, mechanics, paramedics, etc.. Salvage rights in the arena are granted to the one who makes the kill if the opponent driver is killed.

Cost to hire an NPC is 100 credits per skill point of the NPC. For example, hiring a gunner with skill 5 costs 500 credits per arena battle. Costs must be paid upfront before a battle. If a player can't afford to rehire an employee in a subsequent battle, other players must be given the chance to bid on hiring the NPC.

Employees earn experience points just like player characters. However, their salary per battle is fixed at the rate the NPC was first hired, regardless of advancement through experience. This is why letting an employee go can be a big deal. Rehiring someone of equal skill later can be more expensive. It is also why other players may want to bid on an employee who has been let go. In subsequent battles that NPC can be bid on by the player who originally hired (created) him.

Corporate Advertising

Before a duel, each player may roll 1d6 to see if he is offered a corporate advertising incentive. A roll of 1 indicates a corporation offers an advertising incentive that pays out no matter how the driver places in a duel, so long as the advertising is successfully executed and the driver lives. First place point leaders are offered an advertising deal on a roll of 1-2, and may command a 20% higher fee.

If an advertising deal is offered, roll on the table below to determine the type. Players may refuse the advertising. These are merely some examples of possibilities. Variations may be created to spice things up.

Roll d6	Level	Type	Payout
1-3	1	Ad Decal	250 credits
4	2	Fireworks	500 credits
5	3	Personal Display	750 credits
6	4	Neon Banner	1,000 credits

Ad Decal: This form of advertising is a simple decal placed on the right and left sides of the vehicle. It offers no detriment to the driver and is easy money.

Fireworks: After a successful attack by the advertiser, the driver or gunner must launch a fireworks display which uses the driver's next attack in the subsequent turn or the gunner's attack for that turn. This must be done at least twice during an arena battle. In addition, for the purposes of determining whether a vehicle explodes after catching on fire, the presence of fireworks on the vehicle counts as explosive weapons.

Personal Display: Once during an arena dual, the driver or gunner of a vehicle must exit the vehicle and stand on the hood or top of the vehicle and waive a banner. In order to do this, the vehicle must come to a complete stop. This activity takes a turn. The banner may not be waived at the start of an arena dual. At least one vehicle must already have been hit with an attack before this advertising display can be done.

Neon Banner: This is the most dangerous form of advertisement. A flashing neon banner is attached to the vehicle, at either the right, left, or rear side. That side grants a +2 gunner skill for any attacker who attacks that side at any time during combat. The banner may be turned off, but all advertising credits are lost no matter how long the banner was on during a duel.

Corporate Sponsors

The following corporate sponsors are provided to add interest to the game. These are only a few examples.

SynthAgra

Producer of food for the masses, with brands such as *Just Like Juice*, *Almost Meat*, and *Very Nearly Vegetables* (in a tube).

Dunes Beverage Co.

A backwater subsidiary of a larger beverage company. Dunes caters to the Earth market, with brands like *Dunes Groin Kick Whiskey*, *Piss Water Lite Beer*, and *Grease Stripper Gruel* (a thick liqueur which, as the name implies, can be used as a degreaser).

Cousin Eddie's Auto Salvage

One of the few wasteland-based companies that isn't owned by an offworld corporation, Cousin Eddie's is a brutal syndicate of wasteland scavengers. They scour the wastelands in competition with independent parts dealers and duelists, looking for parts and refurbishing them for sale. Cousin Eddie is a hardened wasteland survivor, who rules the syndicate with harsh efficiency.

Use of Paramedics

If a driver hires a paramedic, the paramedic can be used to try to save his butt. This is to a player's advantage because if his character dies he will have to start over with a new driver, losing character experience and money. Paramedics are off limits in an arena or on a race track. They may not be attacked. If they are, the offender will lose all points for that arena battle or race.

There will generally be a designated paramedic bunker in an arena or near a racetrack, with a couple of vehicles outfitted to be ambulances of sorts. Drivers with paramedics are outfitted with life sign sensors so that the paramedic knows when the driver is in need of assistance (reaches 0 damage points). The paramedic will get to the ambulance from the bunker and move as quickly as possible to the scene of the driver's wreck to try to stabilize him. If successful, the driver is transported back to the bunker for the duration of the dual. It generally takes 1 turn for the paramedic to get to the ambulance, and then the remaining turns to get to the driver are calculated normally based on speed and distance.

Junkerdrome Deathrace

The *Junkerdrome* racing circuit is somewhat less popular than the duel circuit, but is nonetheless a major entertainment component of the wider deathsport council. The rules are generally similar to arena dueling, but instead of a duel the competition is a race on a track. Each track may have obstacles and challenges, and the goal is straightforward to finish first. There are 1st through 3rd placings just like arena duels, but the money involved is different. Drivers are assumed to have scraped together a 2,000 credit race car for competition.

1st place – 7,000 credits

2nd place – 5,000 credits

3rd Place – 3,000 credits

All others – 1,000 credits

No projectile weapons are allowed on the course, but collision-type combat and melee combat is allowed. Drivers score points as usual.

Corporate advertising may be offered as in duels with a roll of 1 on 1d6, but only decal ads are available.

Campaign Play

Although the focus of *Junkerdrome* is arena and race track play, full campaigns outside of these venues are certainly possible. A few notes are presented here. The rules for characters are not nearly as developed as full-fledged role-playing games, but they are serviceable enough to be used as-is for campaign play. Alternatively, you can use your favorite role-playing game of choice for character play and refer to the rules in this book for car combats.

The biggest theme in the world of *Junkerdrome* is survival with limited resources. Therefore, adventures outside of an arena could be related to finding resources such as car parts and food.

Survival in the wastelands while competing with others could lead to all sorts of situations. Adventures that are based on stealing resources from another group might be common. Another possibility is that between circuit seasons the players need something to do to earn a living, and use their weaponry as mercenaries. Possibly, the players are former *Junkerdrome* contestants who never made it big. They're all washed up for the circuit, but now use their skills in the wasteland to survive.



Vehicle Name:

Body Type:
Size:

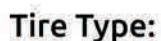
Total Cost:

Maximum Speed:

Acceleration:
Build Slots:
Slots Occupied:

Handling Modifier:

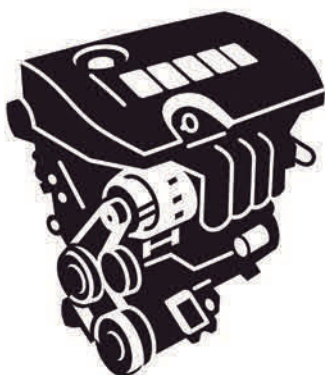
Cost:



Handling Adjustment



Damage Points Bonus



Engine Upgrade

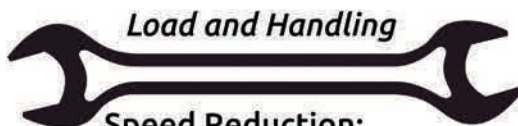
Maximum Speed Bonus



Acceleration Bonus



Final Maximum Speed

C

Load and Handling

Speed Reduction:

Acceleration Reduction:



Suspension Upgrade

Upgrade:

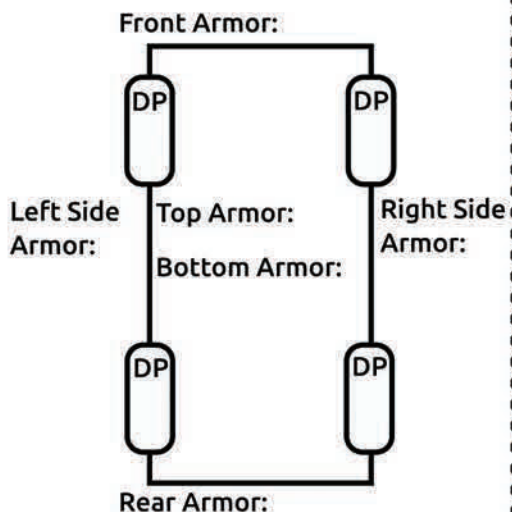
Handling Adjustment

Final Handling Modifier



Final Acceleration

○



Armor Type:

[illegible]

A full-body image of a person in a dark, tactical, gas mask-like costume. The person is wearing a dark, multi-pocketed jacket, gloves, and boots. They are holding a large, dark, cylindrical object. The costume includes a large, round, metallic mask with a breathing apparatus. The person is standing against a white background.

A full-body image of a character in a dark, tactical outfit. The character wears a mask with a long, dark beard and a headpiece with a circular emblem. They are holding a submachine gun and wearing a long, dark coat with a wide collar and a sash. The character's legs are covered in dark, textured boots with orange straps. The background is plain white.

A full-body image of a soldier in tactical gear, including a helmet, goggles, and a gas mask, holding an assault rifle. The soldier is wearing a dark, multi-pocketed tactical vest and pants with knee pads. The background is plain white.

