



I've wanted to do this for a while...

I've been playing Battlegcars since the launch in 1983. I think like a lot of players, we all quickly saw the potential for making our own boards. Bigger boards, with ramps and jumps and 3D buildings and Micro Machine cars or whatever the equivalent was in those days. I didn't have enough room to go down the Corgi Car route.

This set has been built to satisfy my Micro Machine set-up: 6 Cars, 2 Bikes, 2 Trucks and a Tank. The board is 35mm squares.

If you want to download and have a Mat printed for your game area, I created one called The Industrial Estate (the boards included with this set are segments from that design, which also includes a racetrack) The file can be downloaded here:

<https://www.deviantart.com/farawaypictures/art/Battlegcars-The-Industrial-Estate-851265109>

So, all these years later, I still play, but the game can get frustrating. First, it's all the tokens. It took ages to arm the cars and then in the heat of the moment they went everywhere. So I decided to auto-stock each vehicle.

The second was how big everything was getting. Cars and Bikes were OK, but when you got into Trucks and Tanks then the play mats wouldn't fit in the box anymore. So, I've designed this set to all be printed on A4 Sheets (make sure you laminate the Play Mats). The idea is you re-house the whole game in a different box, maybe pick one up at your local charity/thrift store.

Third was the rules. It's a fast game. It felt, especially with new gamers, we were continually checking the rules, working out modifiers, working out where that damage went, how much drift, etc. etc etc... So I decided to cut the rules back quite a bit, desperately trying to limit it to one A4 page, simplifying them into simple dice rolls where I could, incorporate a lot into the play mat, so the speed of the game would not be interrupted.

Lastly, where would we be without the Esoteric Order of Gamers? I've used their simplified rules on practically every game I have, and so Peters work was my starting place. <https://www.orderofgamers.com/>

Addendum: Amends after Peters feedback - Speedo explained.

Also adjusted ramming details for Bikes, Trucks and Tank. Acceleration/Deceleration for Tank.



I received written permission from the Games Workshop legal Department to offer this modification as a Non Profit 'Print N Play' download.
Chris Morse 2020 (Faraway Pictures).

WEAPONS

Shell: Range 8
Damage 1D -Range



Rocket: Range 12
Damage 2D -Range



Flame: Range 3
Damage 1D -Range



Machine Gun: Range 8
Damage 1D -2 -Range
Can be fired along with any other weapon, or 2 bursts itself.



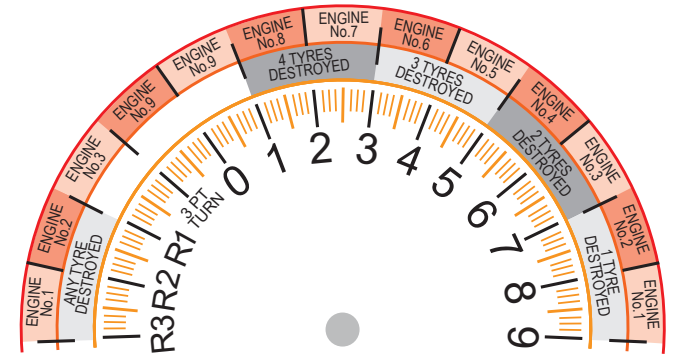
SPECIAL

Acceleration/Deceleration: 4 on road, 3 on grass.
Without Super Charger: 3 on road, 2 on grass.

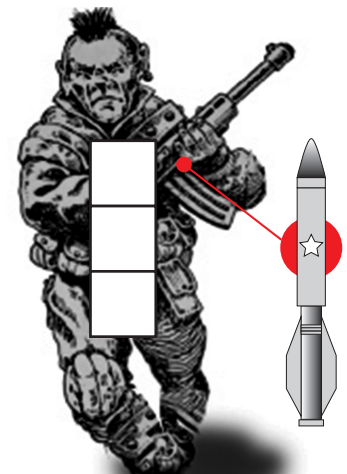
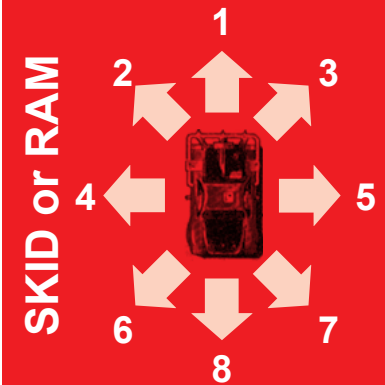
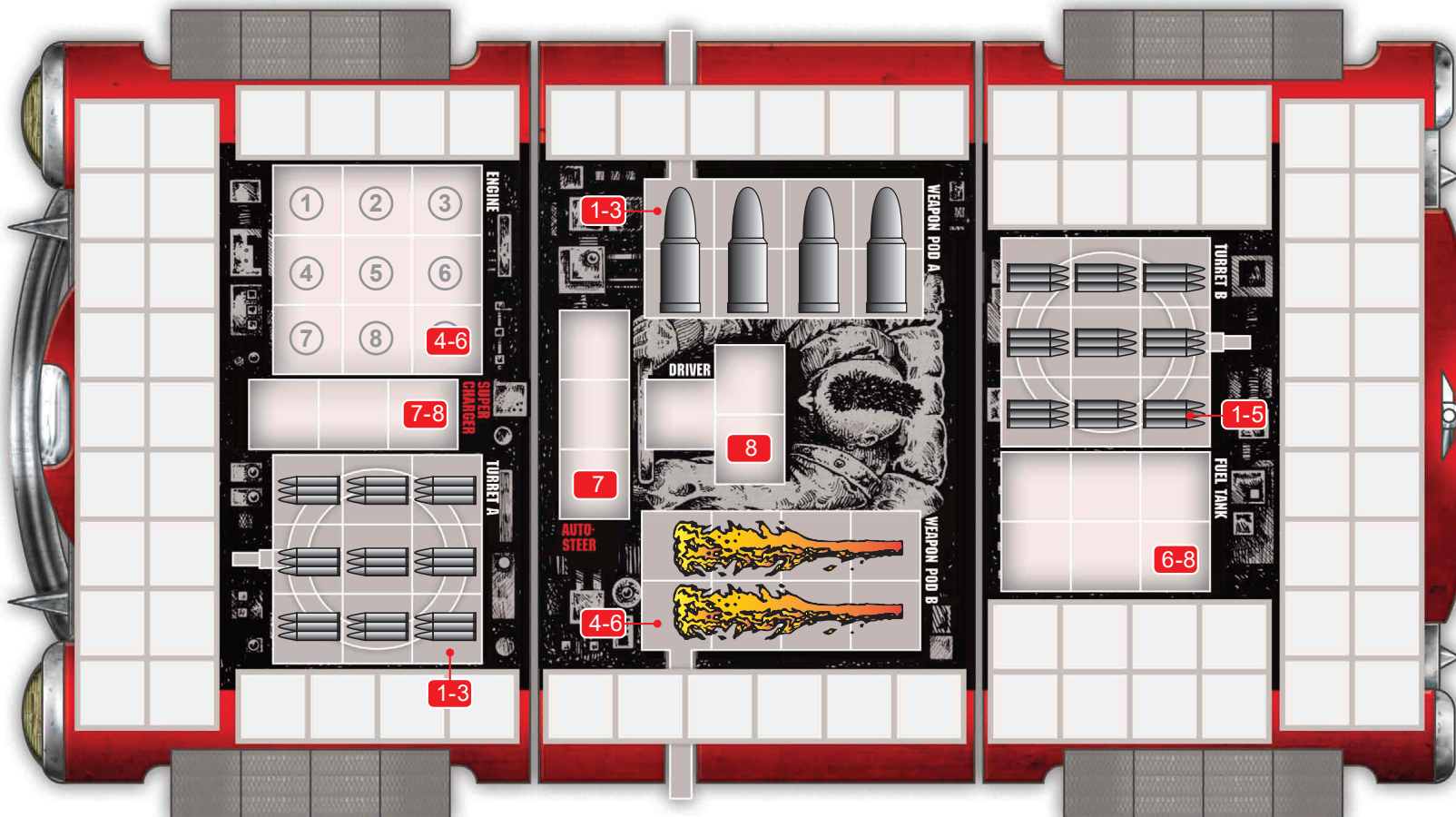
Cornering: If travelling above 6 roll for skid when making a 90° turn.
Without Auto Steer roll for skid above 4 with 90° turn.

Turret A or B hit with ammunition remaining, roll 1D and apply damage as normal.

Weapon Pod A or B hit with ammunition remaining, roll 2D and apply damage as normal.



CAR 1



WEAPONS

Shell: Range 8
Damage 1D -Range



Rocket: Range 12
Damage 2D -Range



Flame: Range 3
Damage 1D -Range



Machine Gun: Range 8
Damage 1D -2 -Range
2 bursts.



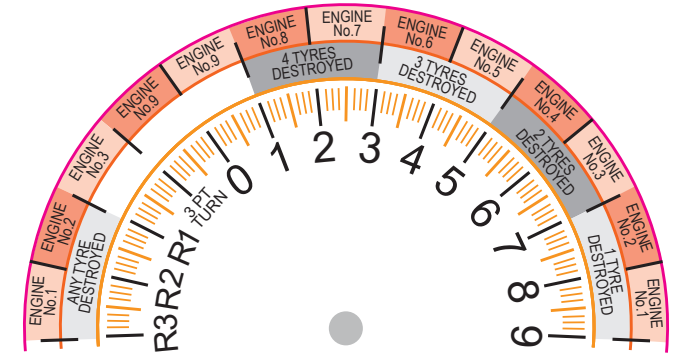
SPECIAL

Acceleration/Deceleration: 3 on road, 2 on grass.
With ACTIVE Power Brakes +1 Deceleration .

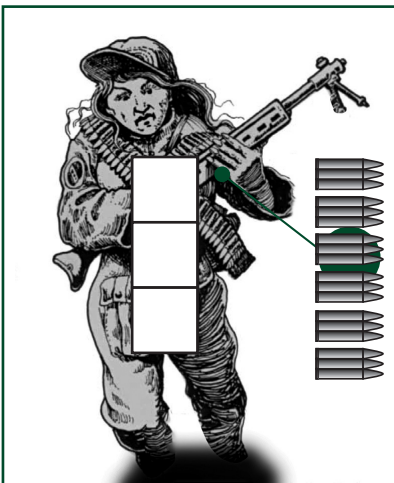
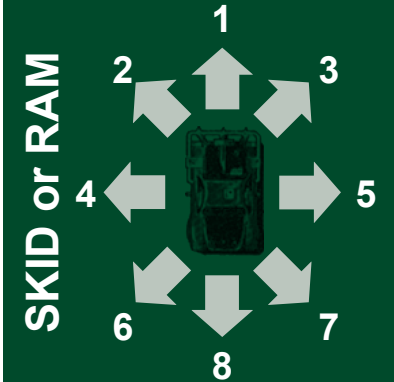
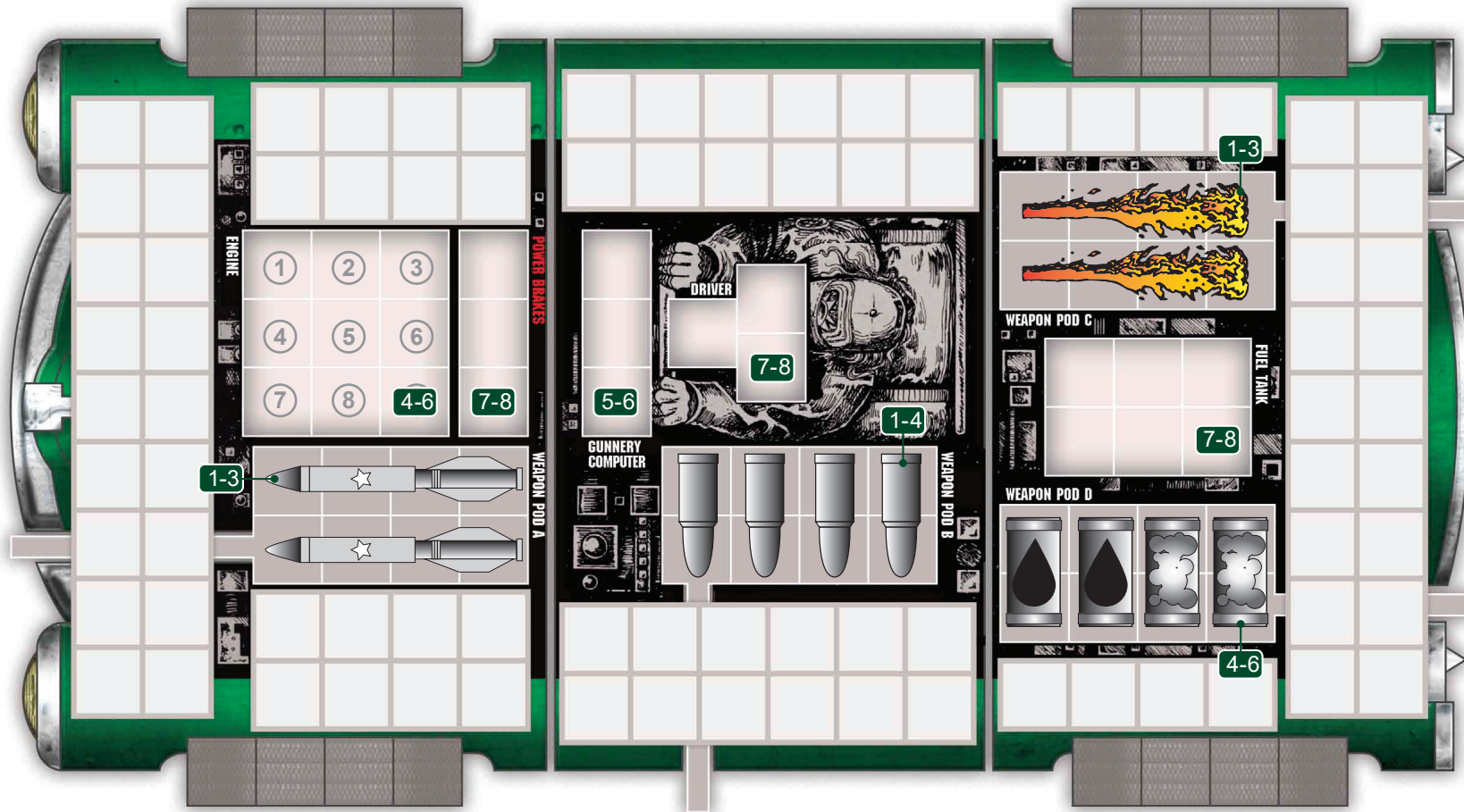
Cornering: If travelling above 4 roll for skid when making a 90° turn.

Weapon Pod A, B or C hit with ammunition remaining, roll 2D and apply damage as normal UNLESS you have active Gunnery Computer.

With ACTIVE Gunnery Computer fire 1 more weapon.



CAR 2



MOVEMENT UP TO 2

WEAPONS

Shell: Range 8
Damage 1D -Range



Rocket: Range 12
Damage 2D -Range



Flame: Range 3
Damage 1D -Range



Machine Gun: Range 8
Damage 1D -2 -Range
Can be fired along with any other weapon, or 2 bursts itself.



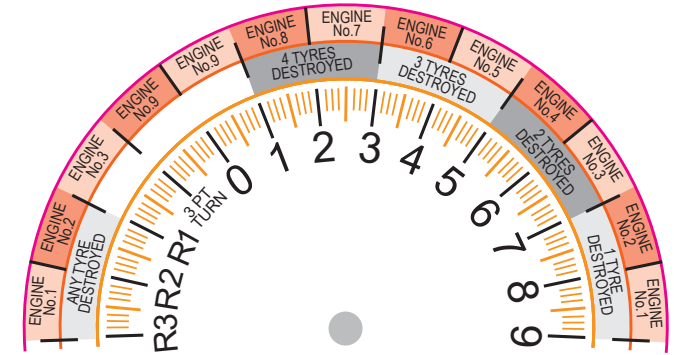
SPECIAL

Acceleration/Deceleration: 4 on road, 3 on grass.
With ACTIVE Power Brakes +1 Deceleration .

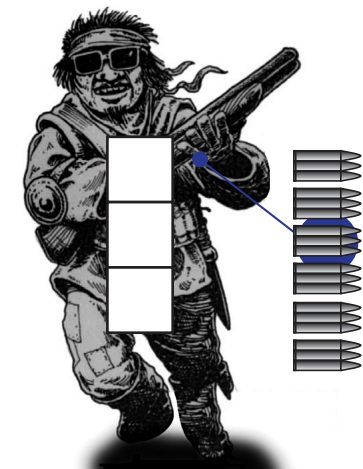
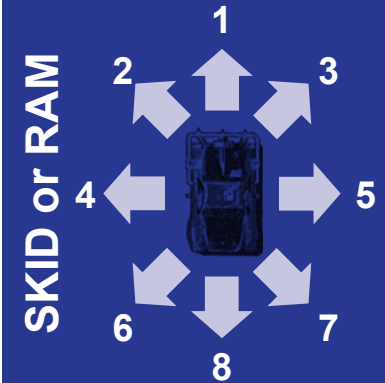
Cornering: If travelling above 6 roll for skid when making a 90° turn.
Without Auto Steer roll for skid above 4 with 90° turn.

Turret A hit with ammunition remaining, roll 1D and apply damage as normal.

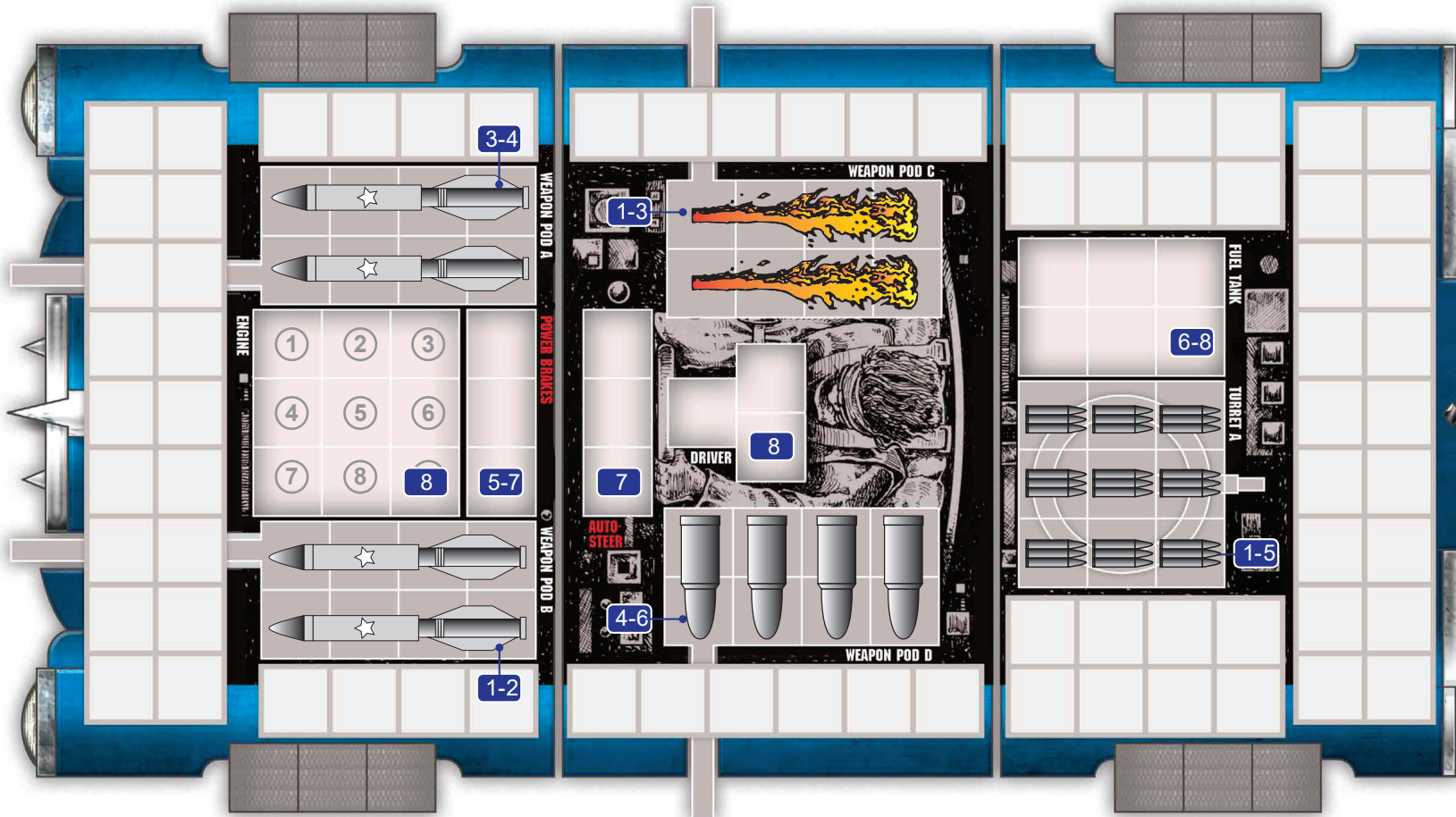
Weapon Pod A, B, C or D hit with ammunition remaining, roll 2D and apply damage as normal.



CAR 3



MOVEMENT UP TO 2



WEAPONS

Shell: Range 8
Damage 1D -Range



Rocket: Range 12
Damage 2D -Range



Flame: Range 3
Damage 1D -Range



Machine Gun: Range 8
Damage 1D -2 -Range
Can be fired along with any other weapon, or 2 bursts itself.



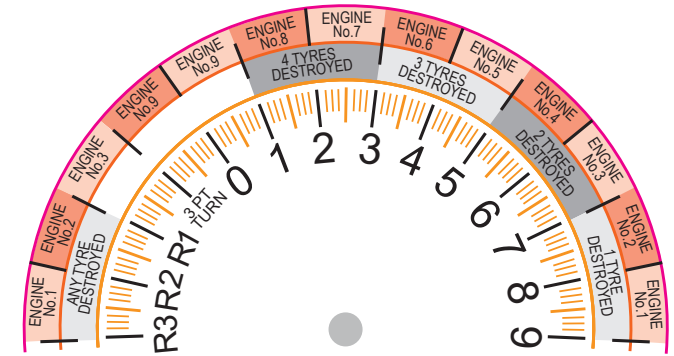
SPECIAL

Acceleration/Deceleration: 4 on road, 3 on grass.
Without Super Charger: 3 on road, 2 on grass.

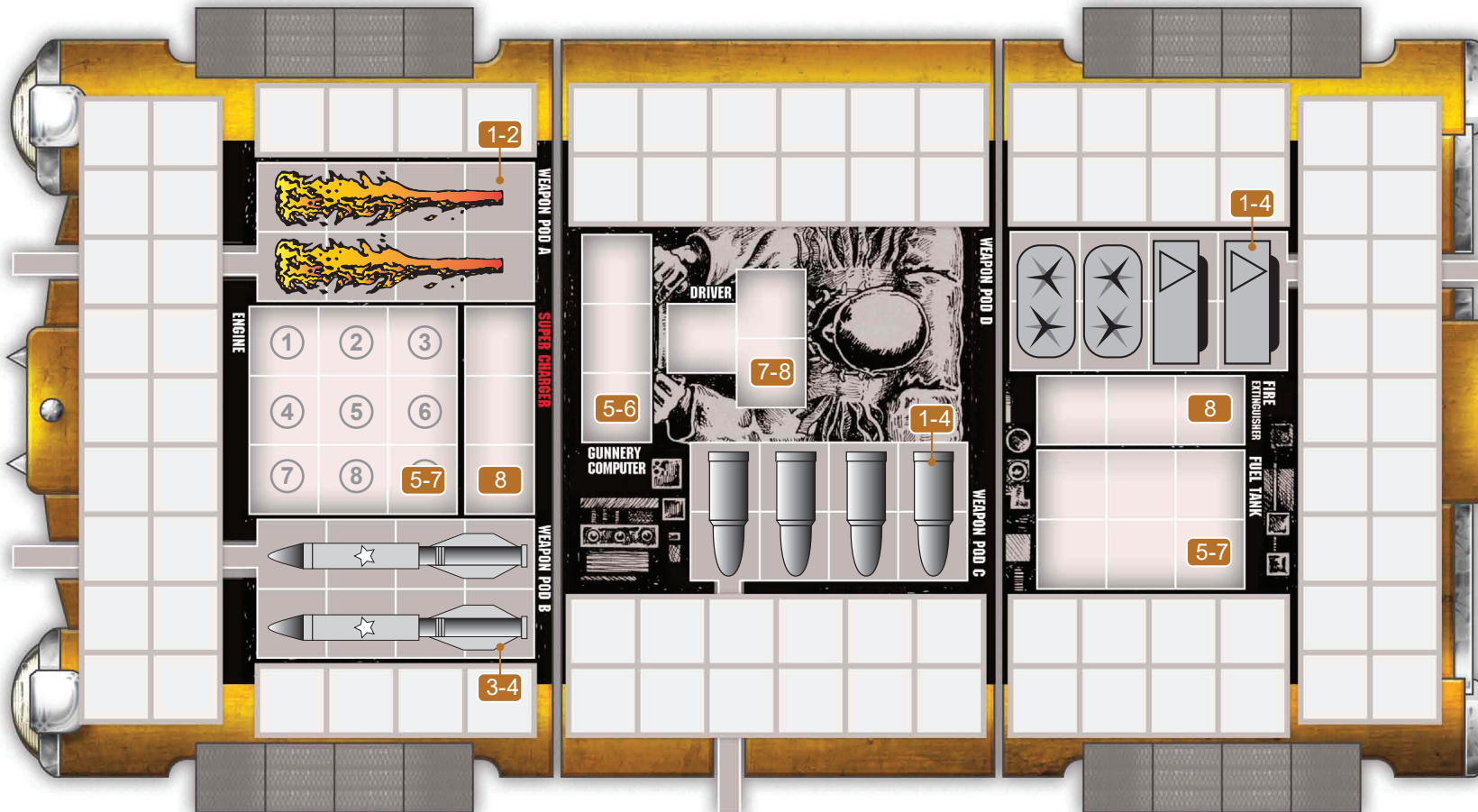
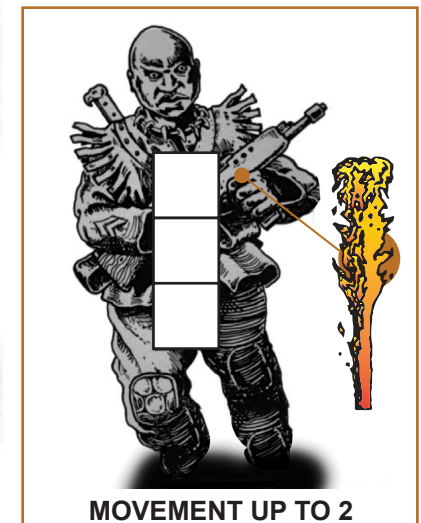
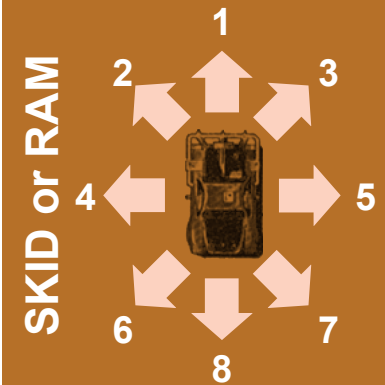
Cornering: If travelling above 6 roll for skid above 4 with 90° turn.

Weapon Pod A, B or C hit with ammunition remaining, roll 2D and apply damage as normal UNLESS you have active Gunnery Computer.

With ACTIVE Gunnery Computer fire 1 more weapon.
With ACTIVE Fire Extinguisher Flame will not explode.



CAR 4



WEAPONS

Shell: Range 8
Damage 1D -Range



Rocket: Range 12
Damage 2D -Range



Flame: Range 3
Damage 1D -Range



Machine Gun: Range 8
Damage 1D -2 -Range
2 bursts.



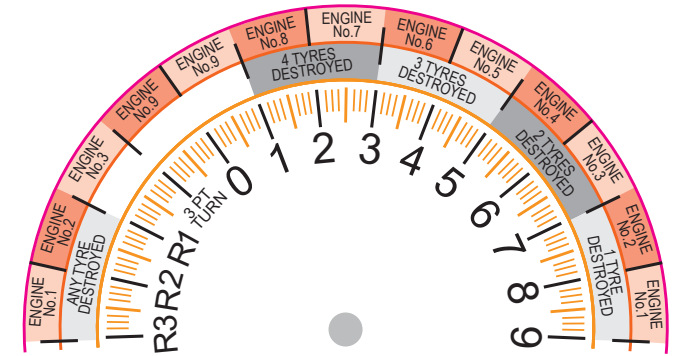
SPECIAL

Acceleration/Deceleration: 3 on road, 2 on grass.
With ACTIVE Power Brakes +1 Deceleration .

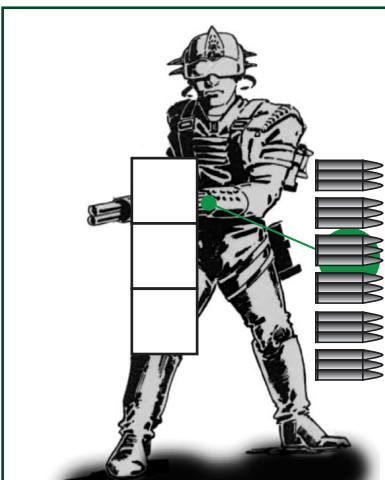
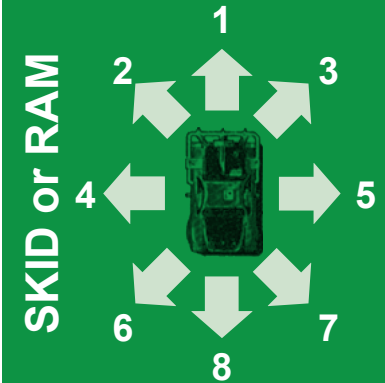
Cornering: If travelling above 4 roll for skid when making a 90° turn.

Weapon Pod A, B or C hit with ammunition remaining, roll 2D and apply damage as normal UNLESS you have active Gunnery Computer.

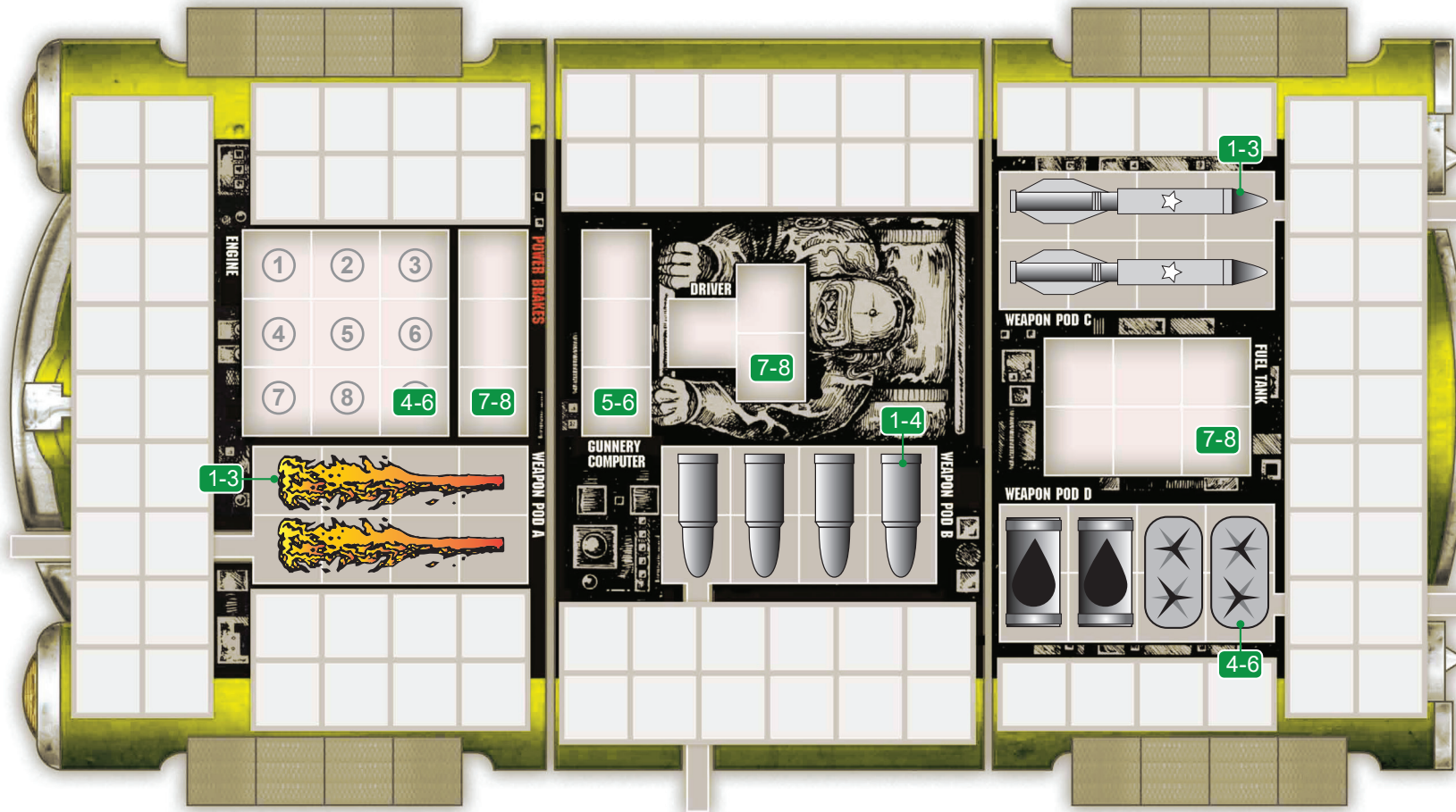
With ACTIVE Gunnery Computer fire 1 more weapon.



CAR 5



MOVEMENT UP TO 2



WEAPONS

Shell: Range 8
Damage 1D -Range



Rocket: Range 12
Damage 2D -Range



Flame: Range 3
Damage 1D -Range



Machine Gun: Range 8
Damage 1D -2 -Range
Can be fired along with any other weapon, or 2 bursts itself.



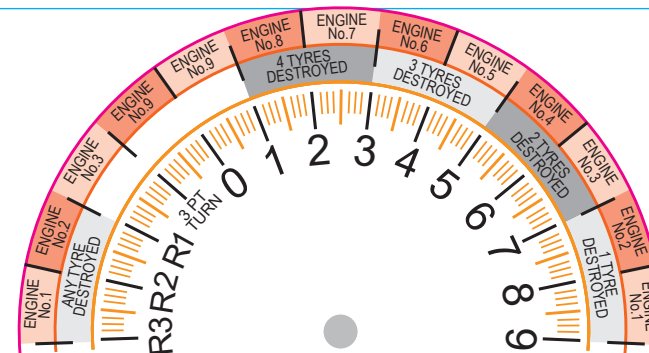
SPECIAL

Acceleration/Deceleration: 4 on road, 3 on grass.
Without Super Charger: 3 on road, 2 on grass.

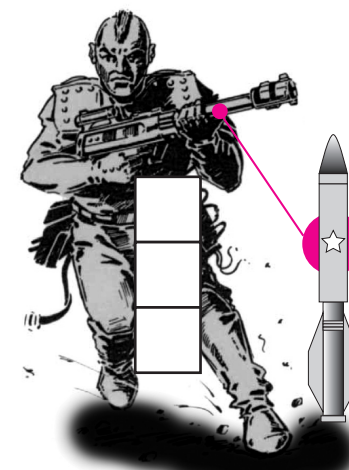
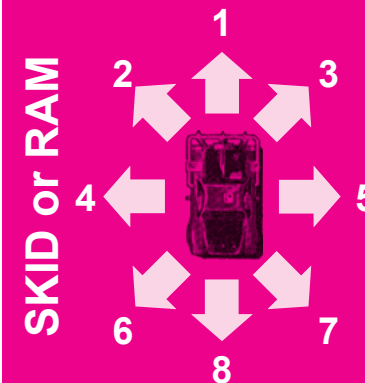
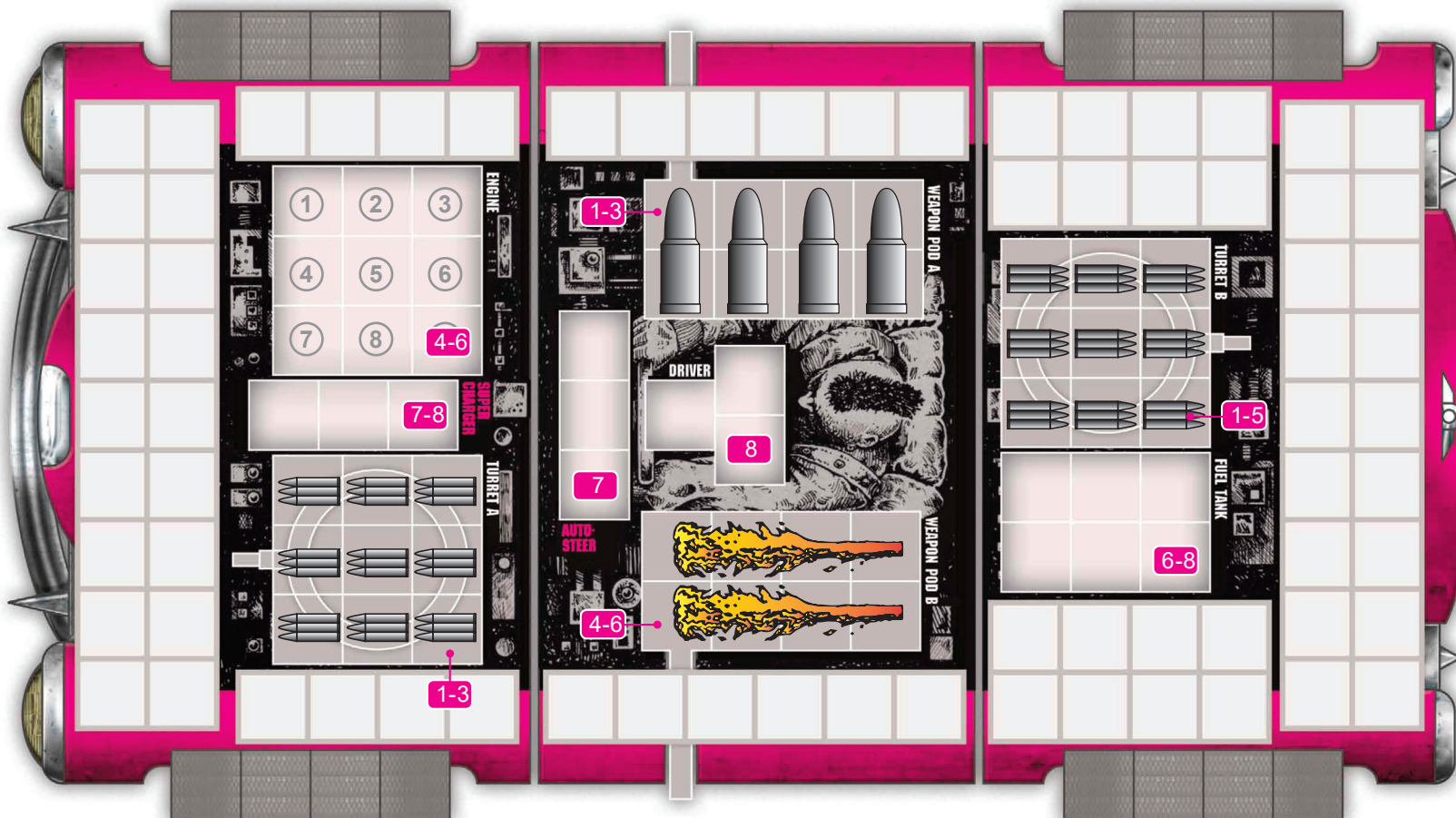
Cornering: If travelling above 6 roll for skid when making a 90° turn.
Without Auto Steer roll for skid above 4 with 90° turn.

Turret A or B hit with ammunition remaining, roll 1D and apply damage as normal.

Weapon Pod A or B hit with ammunition remaining, roll 2D and apply damage as normal.



CAR 6



MOVEMENT UP TO 2

WEAPONS

Shell: Range 8
Damage 1D -Range



Rocket: Range 12
Damage 2D -Range



Flame: Range 3
Damage 1D -Range



SPECIAL

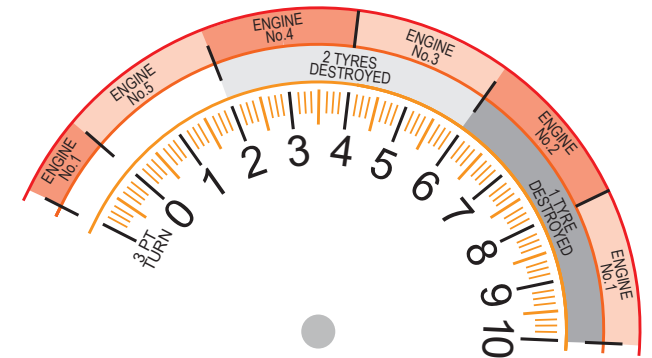
Acceleration/Deceleration: 4 on road, 3 on grass.

Cornering: If travelling above 7 roll for skid when making a 90° turn.

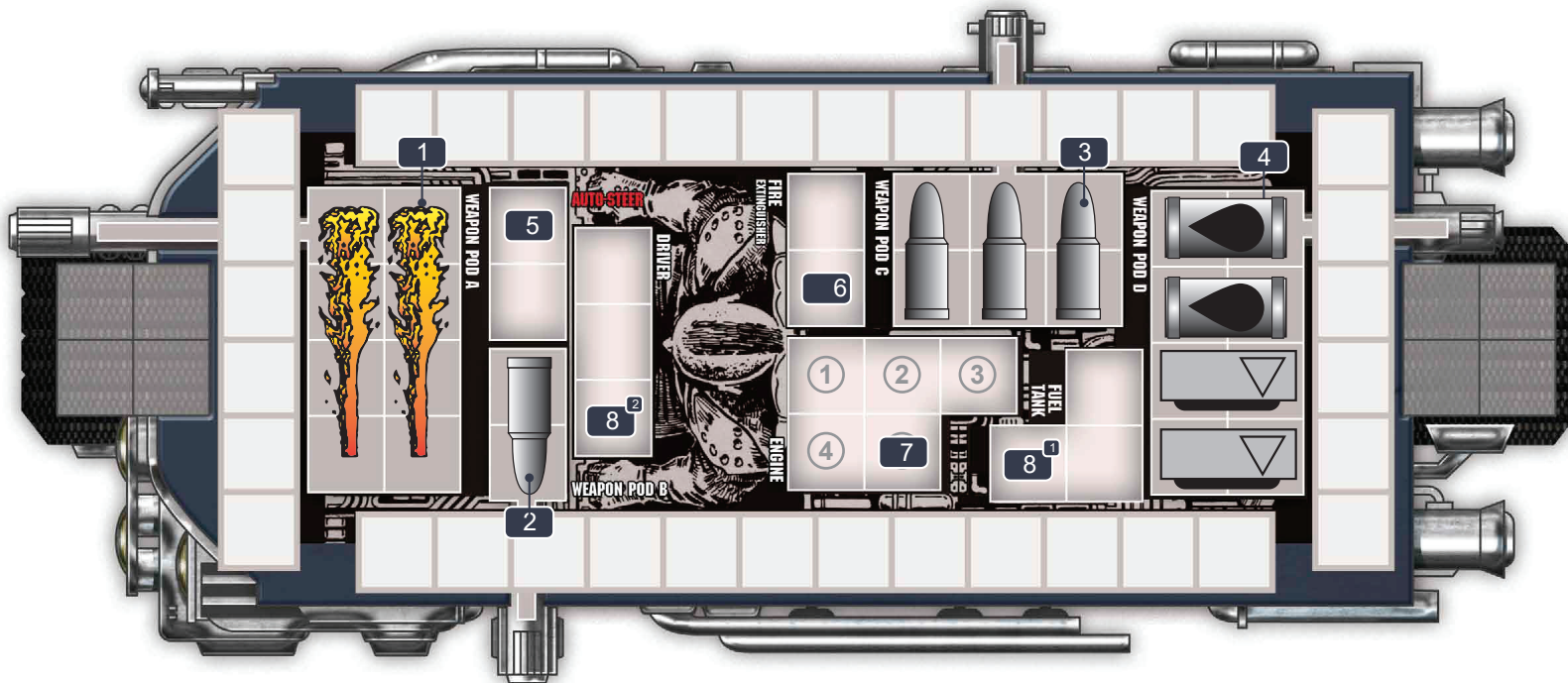
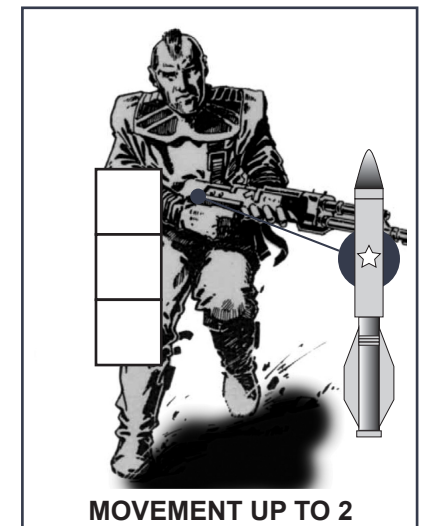
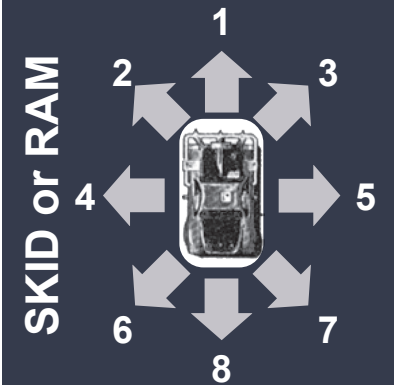
Without Auto Steer roll for skid above 5 with 90° turn.

Weapon Pod A, B or C hit with ammunition remaining, roll 2D and apply damage as normal.

With ACTIVE Fire Extinguisher Flame will not explode.



BIKE 1



WEAPONS

Shell: Range 8
Damage 1D -Range



Rocket: Range 12
Damage 2D -Range



Flame: Range 3
Damage 1D -Range

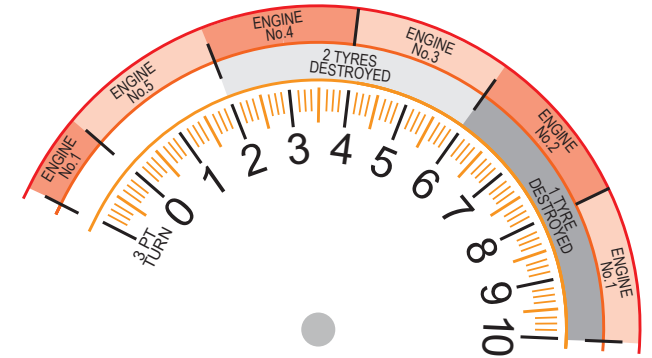


SPECIAL

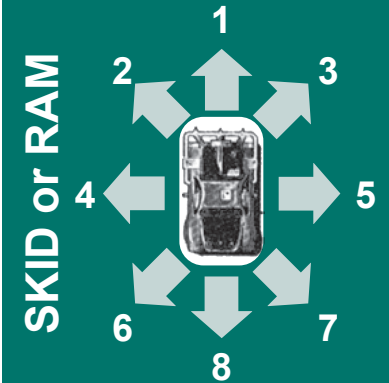
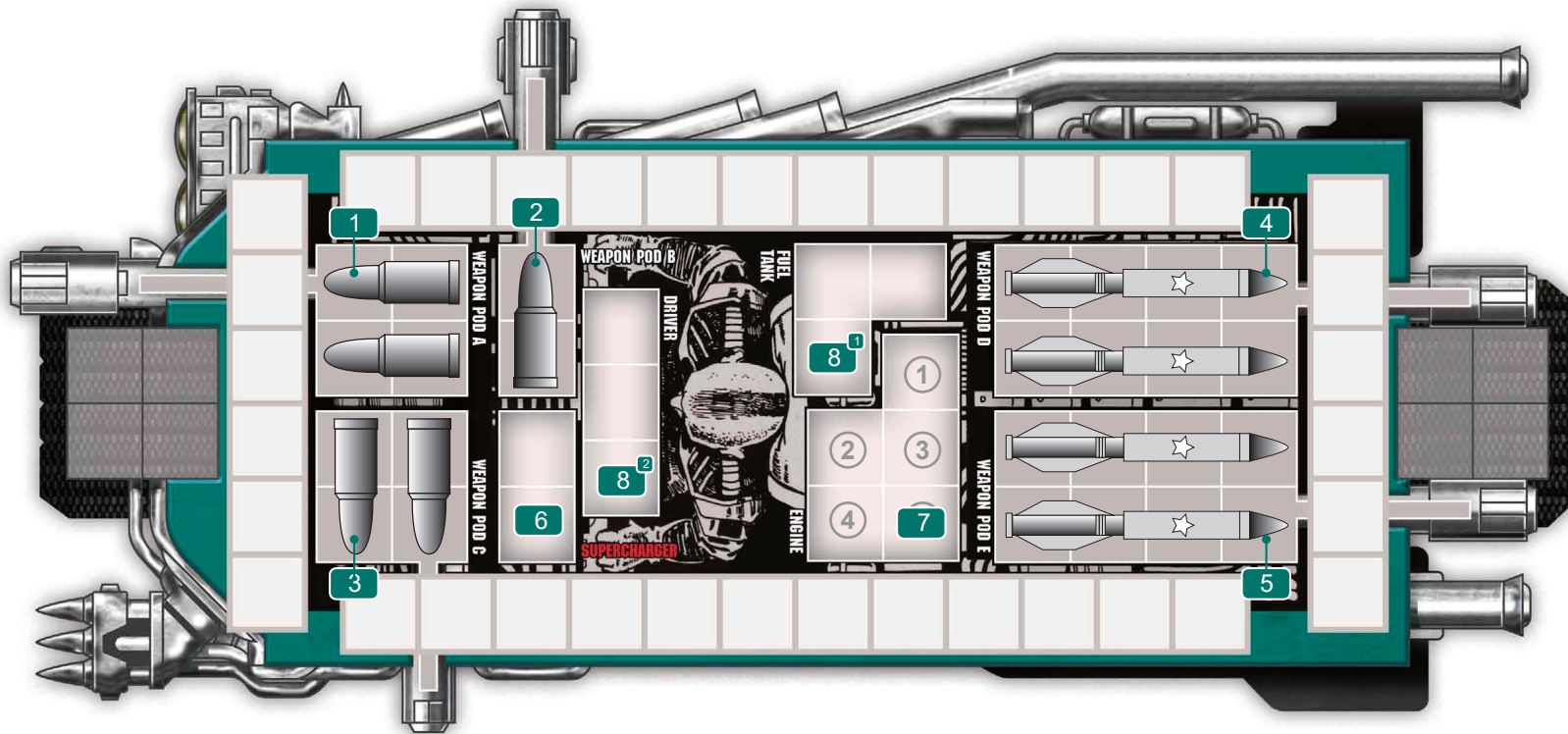
Acceleration/Deceleration: 5 on road, 4 on grass.
Without Super Charger: 4 on road, 3 on grass.

Cornering: If travelling above 5 roll for skid when making a 90° turn.

Weapon Pod A, B, C, D or E hit with ammunition remaining, roll 2D and apply damage as normal.



BIKE 2



MOVEMENT UP TO 2

WEAPONS

Shell: Range 8
Damage 1D -Range



Rocket: Range 12
Damage 2D -Range



Flame: Range 3
Damage 1D -Range



SPECIAL

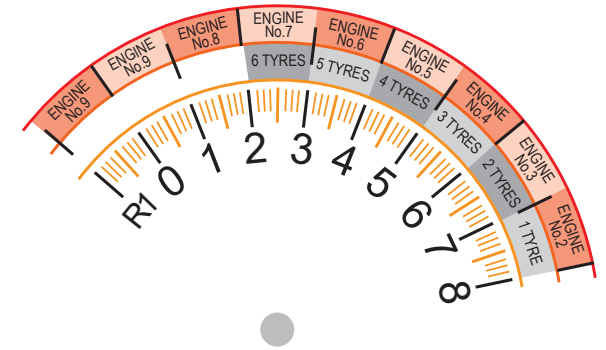
Acceleration/Deceleration: 2 on road, 1 on grass.

Cornering: If travelling above 6 roll for skid when making a 90° turn.

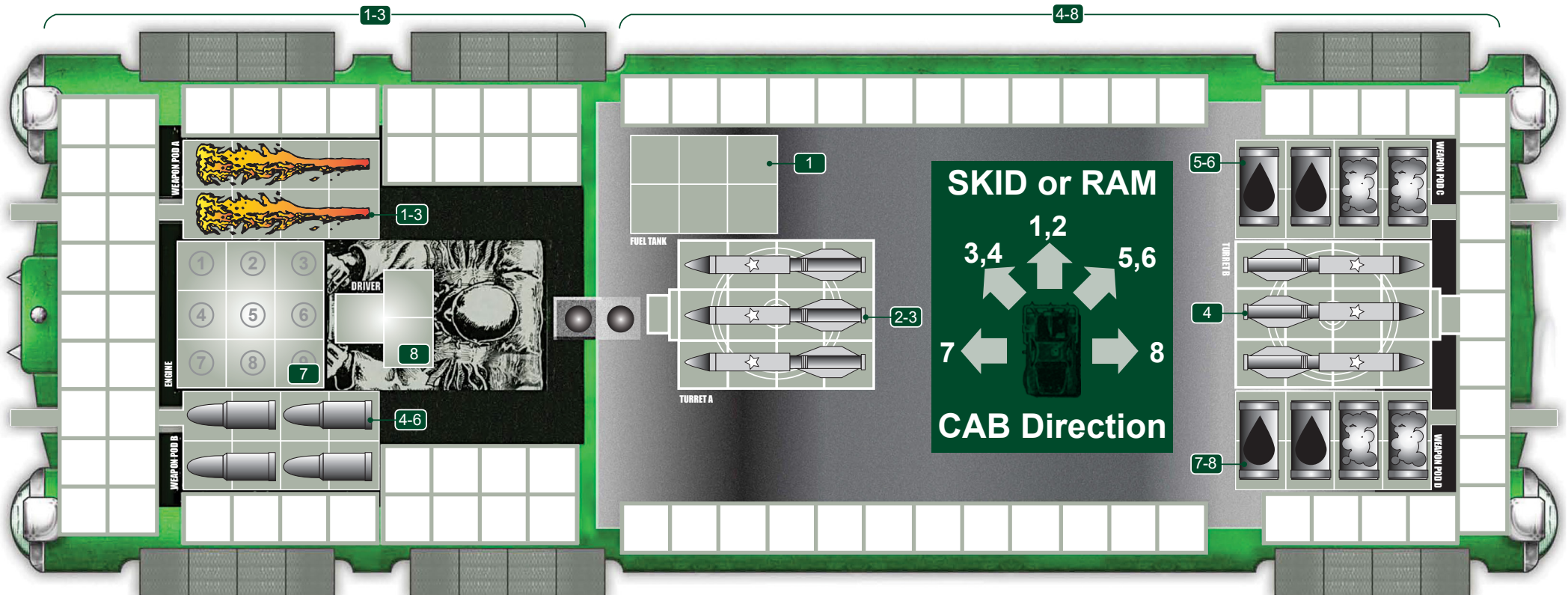
Turret A or B hit with ammunition remaining, roll 2D and apply damage as normal.

Weapon Pod A or B hit with ammunition remaining, roll 2D and apply damage as normal.

Driver cannot leave vehicle.



TRUCK 1



WEAPONS

Shell: Range 8
Damage 1D -Range



Rocket: Range 12
Damage 2D -Range



Flame: Range 3
Damage 1D -Range



SPECIAL

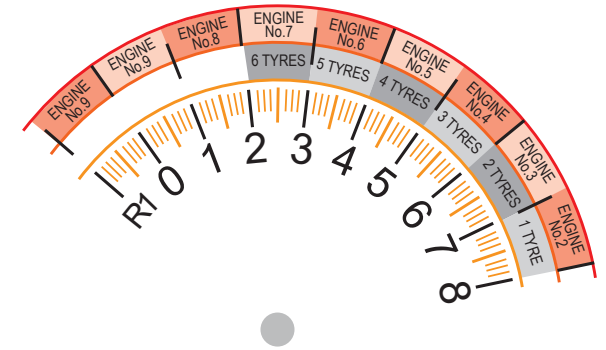
Acceleration/Deceleration: 2 on road, 1 on grass.

Cornering: If travelling above 6 roll for skid when making a 90° turn.

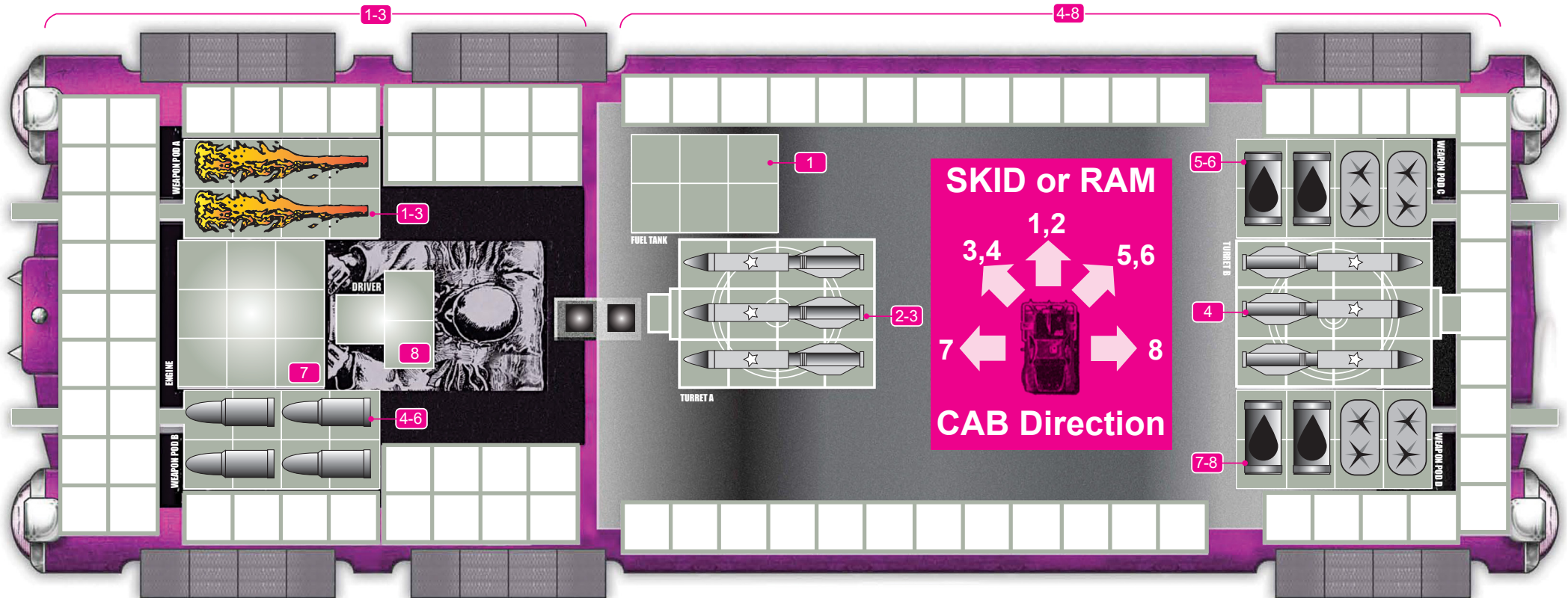
Turret A or B hit with ammunition remaining, roll 2D and apply damage as normal.

Weapon Pod A or B hit with ammunition remaining, roll 2D and apply damage as normal.

Driver cannot leave vehicle.



TRUCK 2



WEAPONS

Shell: Range Infinite
Damage 1D -Range



Machine Gun: Range 8
Damage 1D -2 -Range
Can be fired along with any other weapon, or 2 bursts itself.

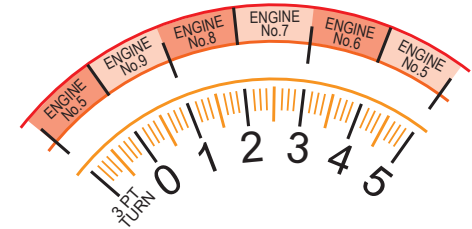


SPECIAL

Acceleration/Deceleration: 1 on road, 1 on grass.
No cornering modifiers.
No Wheel damage modifiers.

Turret A, Spare Pod A or B hit with ammunition remaining, roll 2D and apply damage as normal.

Turret B hit with ammunition remaining, roll 1D and apply damage as normal.

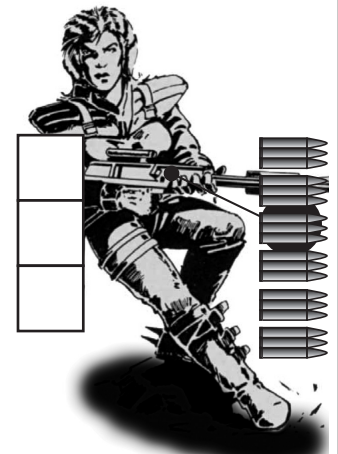
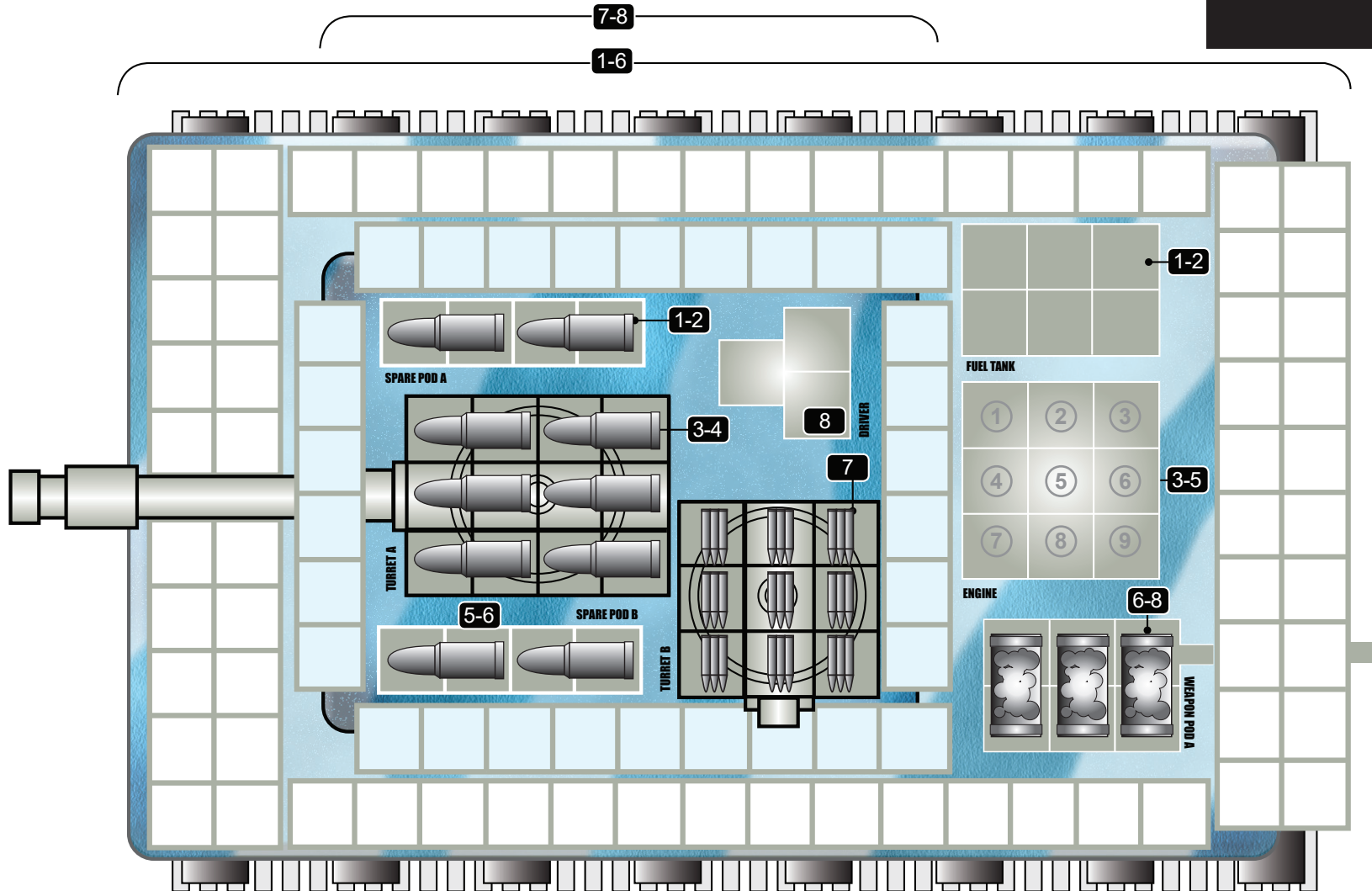


TANK 1

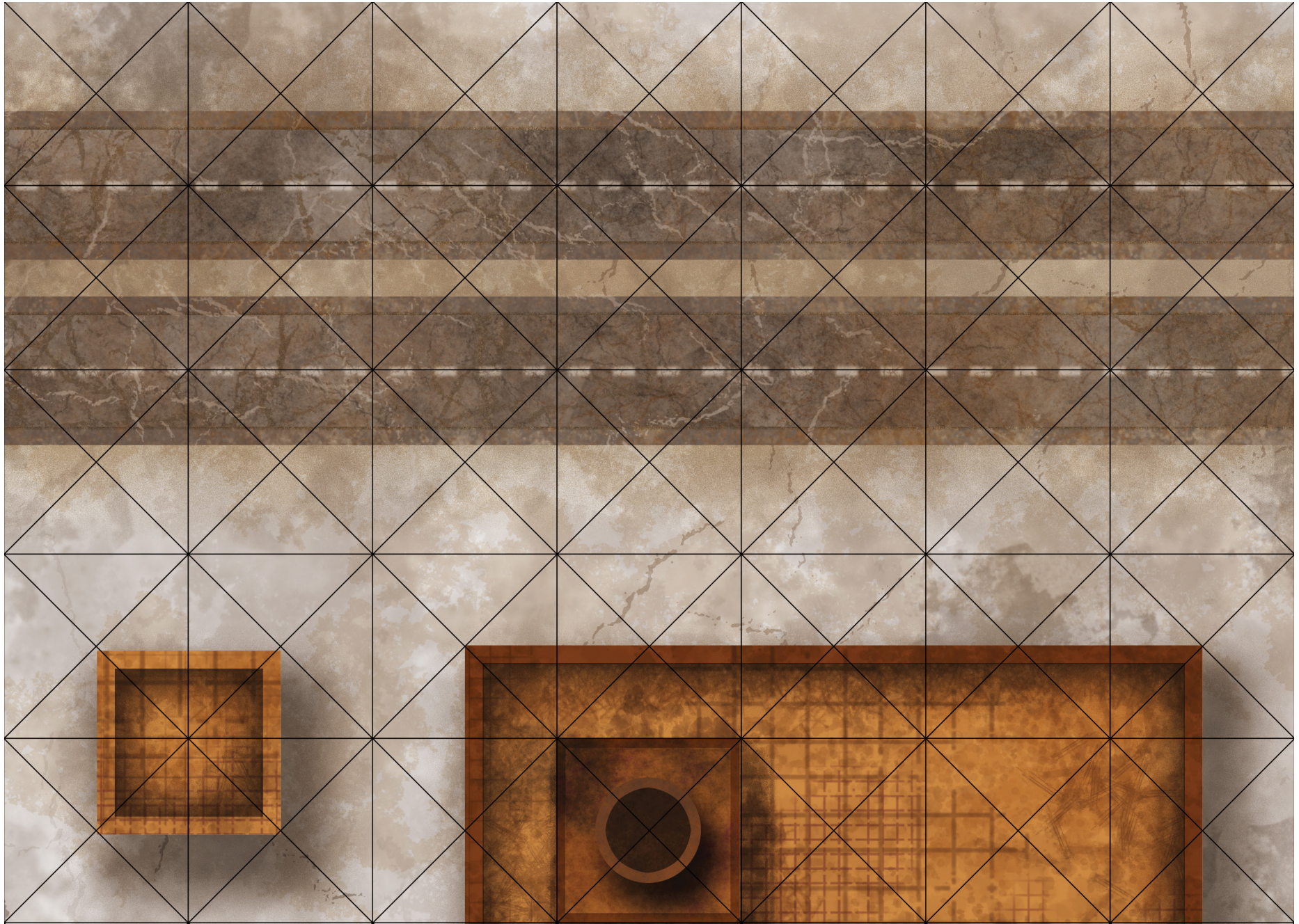
**NO
SKIDDING**

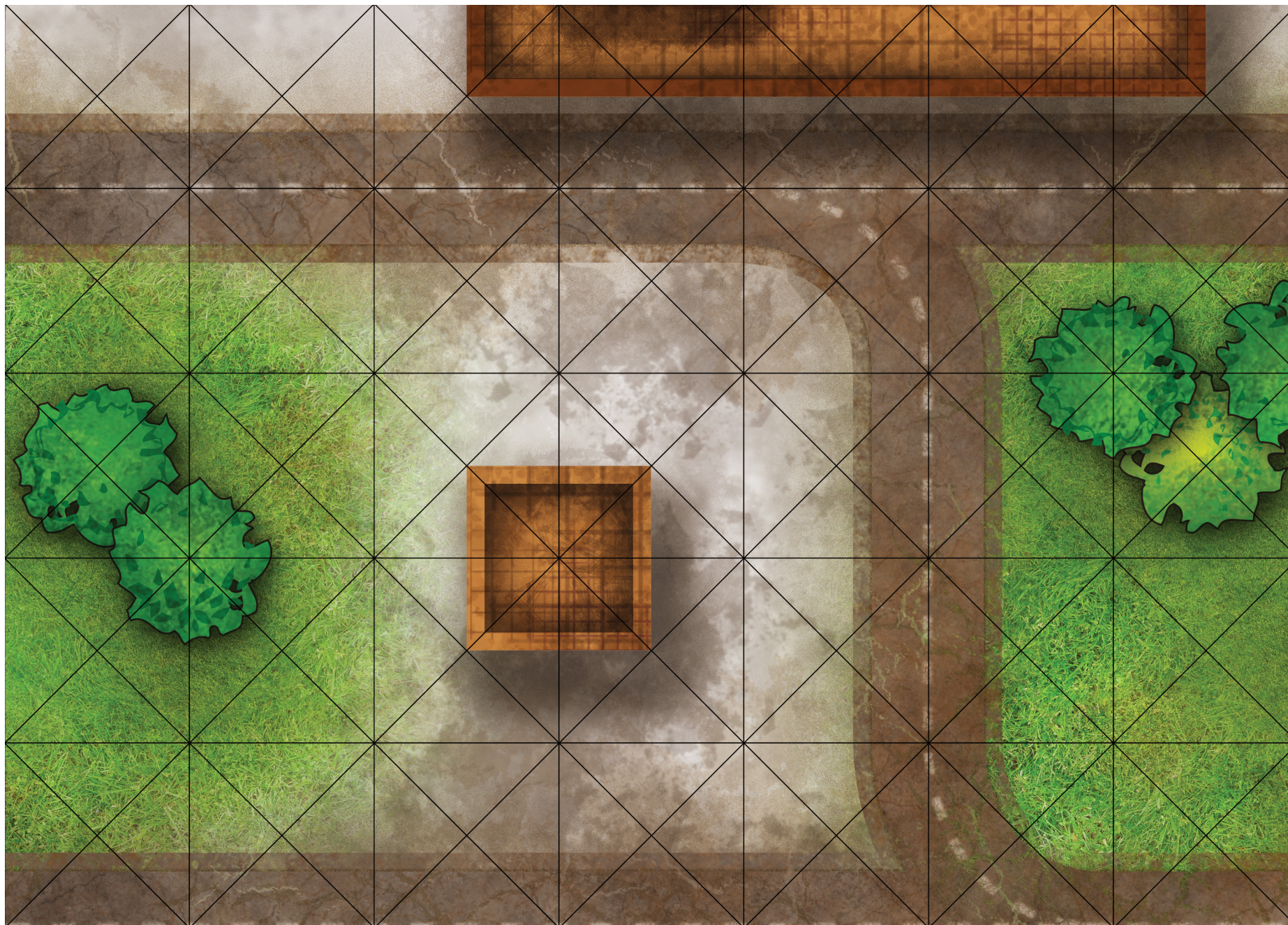
**RAMMERS TAKE
FULL DAMAGE**

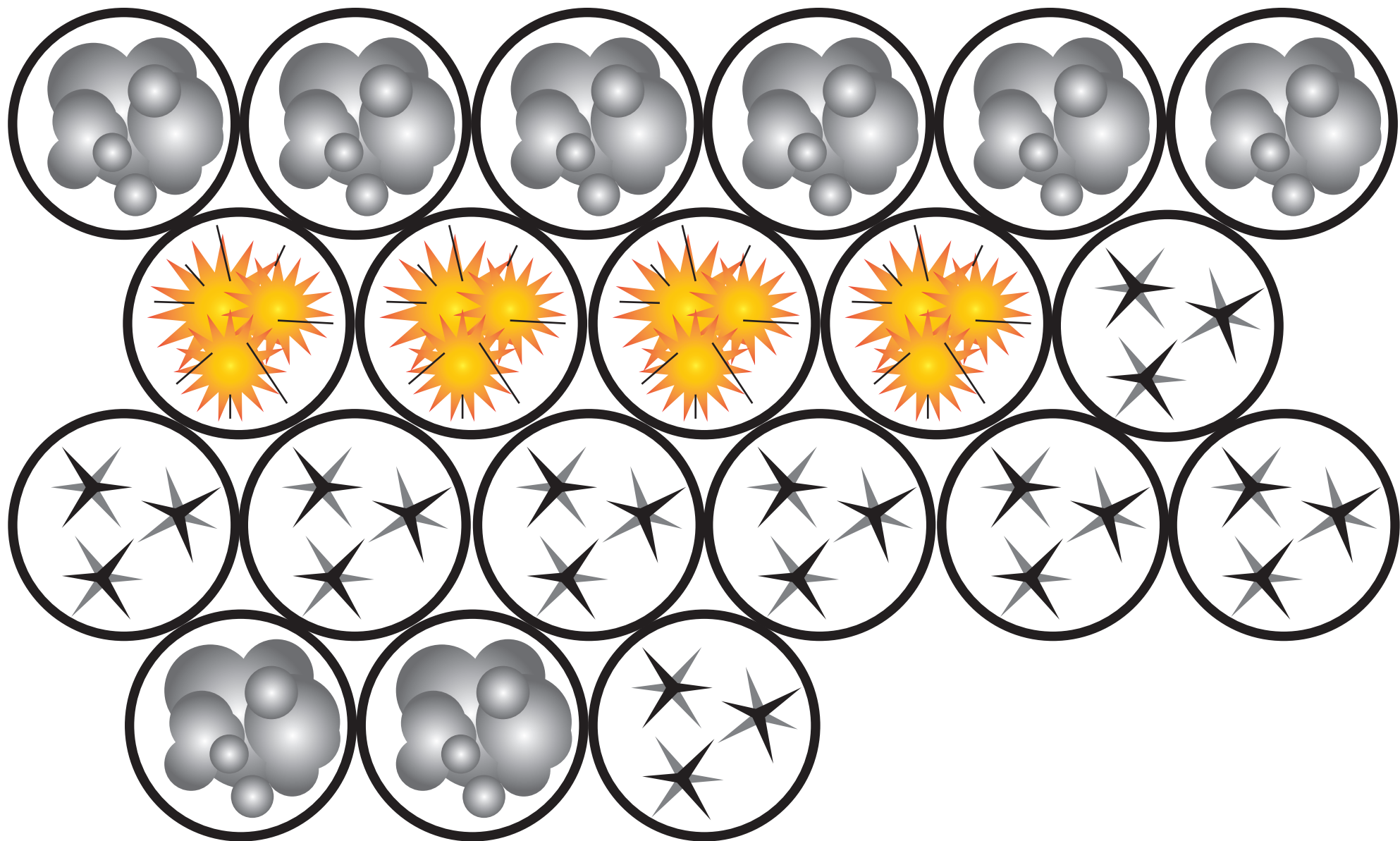
**TAKES NO DAMAGE
PERFORMING SIDE
OR SHUNT RAM.
HALF FROM HEAD ON.**

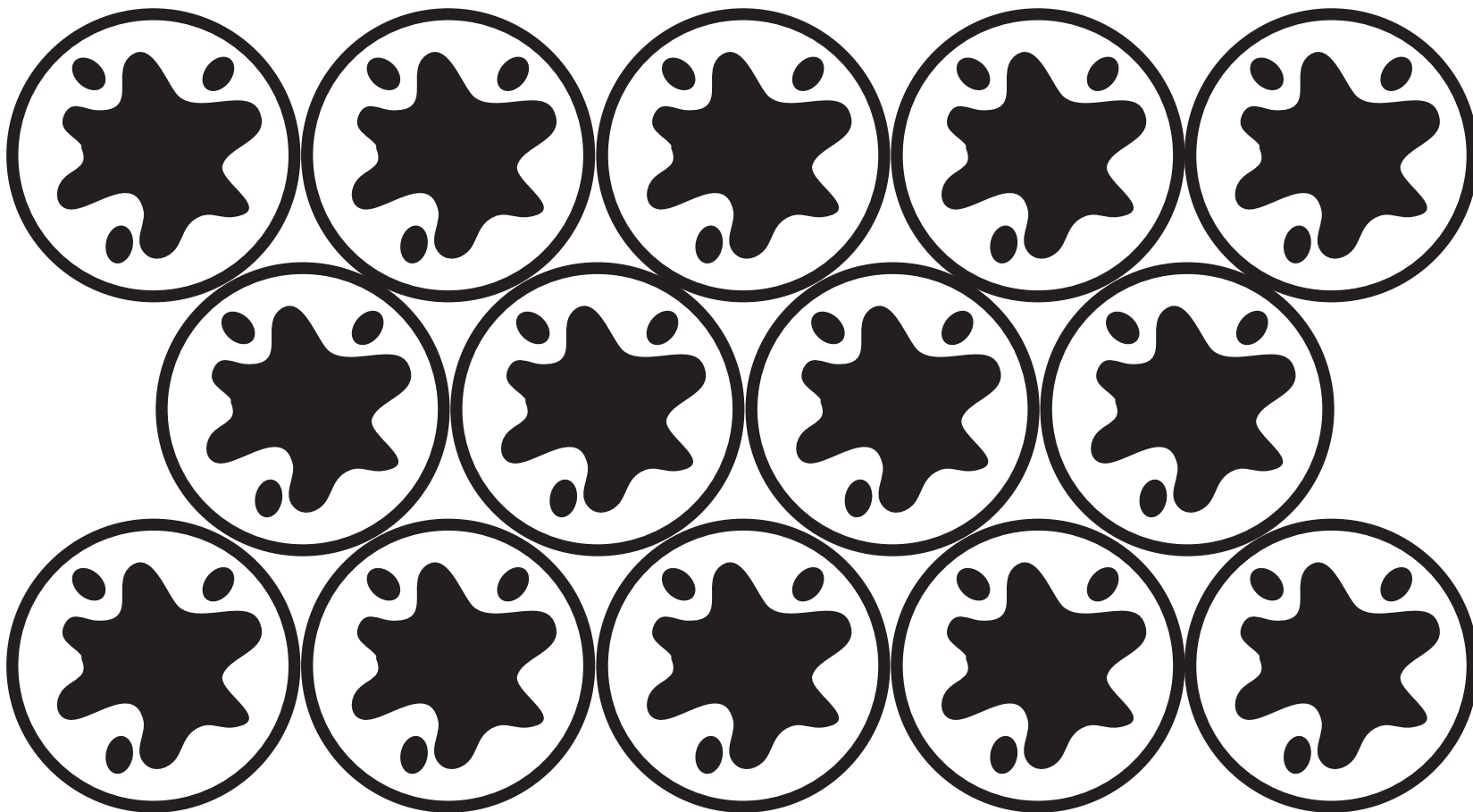
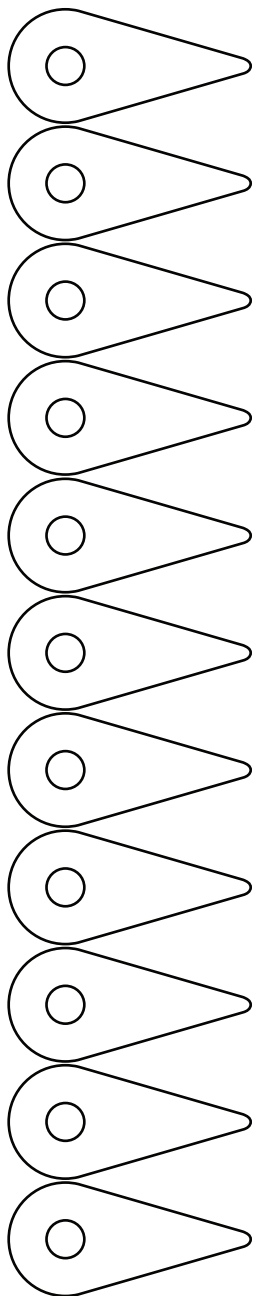


MOVEMENT UP TO 2









SIMPLIFIED RULES BATTLECARS

SETUP

Choose your vehicle and a play mat. Place your vehicle on the board wherever you choose (not in a building though). Give yourself enough room to move away from enemies without being killed on the first turn.

GAME TURN

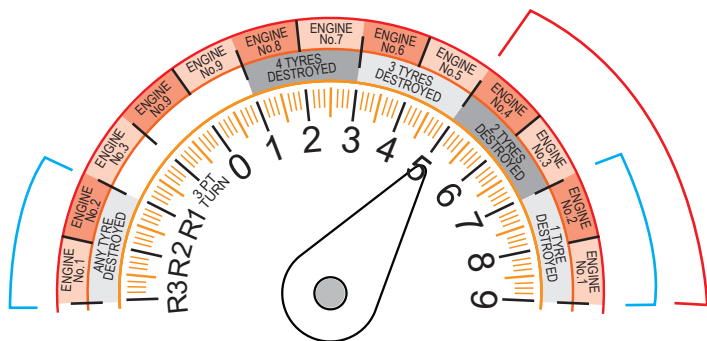
Accelerate or Decelerate as your play mat permits. You may move and fire or any combination of these in any order. You must complete all movement though.

MOVEMENT

Adjust the dial according to your speed restrictions and move the **full amount**. Each horizontal or vertical intersection is 1 movement. You come to a dead stop after a crash or ram. Speed Dial shows modifiers for Engine and Tyre damage.

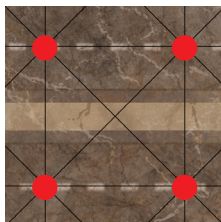
How the Speedo works:

The example shows with blue lines what the speed would be with 2 engine parts destroyed **or/and** 1 tyre. Maximum speed is now 7 and no Reverse 2 or 3. The red line shows reduced speed if another tyre was destroyed. This would be unchanged if another 1 or 2 engine parts were destroyed (R1 would also be crossed off though).



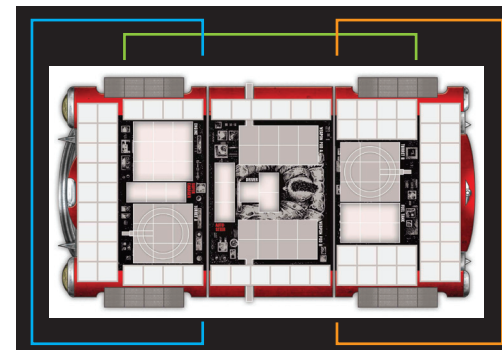
FIRING

You may fire any weapon **once per turn**. Machine Guns can also be fired as well as a Weapon Pod. A Gunnery Computer allows you to fire one more weapon. Put a line through each fired weapon.



DAMAGE

All damage is calculated with the D8 Dice. Some weapons will have a modifier to take away distance from your dice roll. e.g. a car 3 squares away will remove 3 from the dice roll, so you need to roll higher than 3 to score a hit. Put an X through each damaged section. Damage is done first to armour on the side you are hitting. After that a dice is rolled to see which internal area is hit. Damage will stop being calculated when one internal unit is completely destroyed. e.g. After armour has been destroyed on the rear of the car the fuel tank is hit when rolled. The fuel tank is destroyed, any remaining damage is ignored. See the diagram for how armour is calculated: Blue line is the front. Green the middle. Orange the rear. So the front/rear sides can be damaged from the front/back or side. The player marking damage decides where they have been hit. If no more armour can be crossed off, roll for internal damage. If no internal damage can be marked off, mark for tyres.



CRASHING/RAMMING

If you crash or ram your car roll 1 dice and change the direction of your vehicle as per the play mat diagram. Put speed to 0.

HEAD ON RAM/CRASH

Roll 3 dice + both vehicles speed. Both vehicles take full damage.

BIKE: + 3 to your damage.

TRUCK: -3 to your damage.

TANK: Half the damage to yourself.



SIDE RAM

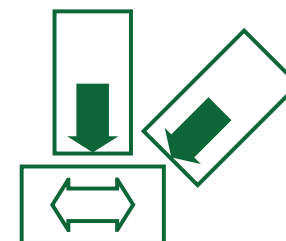
Roll 3 dice + rammers vehicle speed. Rammed vehicle take full damage. Rammer takes half (rounded down).

BIKE: + 3 to your damage.

TRUCK: -3 to your damage.

TANK: Half the damage to yourself.

If you perform the ram, you take no damage.



SHUNT RAM

Roll 3 dice - rammed vehicles speed.
Rammed vehicle take full damage.
Rammer takes half (rounded down).

BIKE: + 3 to your damage.

TRUCK: -3 to your damage.

TANK: Half the damage to yourself.

If you perform the ram, you take no damage.



PEDESTRIANS

When leaving your vehicle you become a pedestrian. The weapon shown on your character has a limited use weapon. You can be hit by weapons (3 health points) or simply run over to be killed.

THE DRIVER

If the driver is killed its game over for you.

WEAPONS

Your play mat has all the information needed for weapons dice throws and range etc.

PASSIVE WEAPONS

Any amount of passive weapons can be dropped from your vehicle in a single turn. 2

Passive weapon tokens can not occupy the same square.



OIL. Permanent.

Vehicle continues there full movement in a straight line and rolls for Skid at end. Speed not reduced to 0.



SPIKES. Permanent.

Each wheel takes 1D damage. Roll for skid. Speed to 0.



MINE. Remove after hit.

2D damage to front internal of vehicle. Roll for skid. Speed to 0.



SMOKE. Permanent.

No Line of sight through smoke. No firing through smoke.

