



**By DRUNK DWARVES GAMES V.1.2**

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*The Earth has been blighted. Long ago an event, the great end, turned the world as we knew it into a smitten landscape of broken glass and twisted jungles of metal rod. All that was green and blue, has been reborn in hues of dead browns. The air tastes bad - and it's hard to believe we were ever meant to live here.*

*Between the endless stretches of waste there are monstrous cities ruled by powerful land lords, where the land still clings to life. But if you live there, you live their way - or not at all. That's why many of us band together and try to survive in the wastes of the bad lands - among the mutant freaks and the harsh ever-present sun. The Axle Tribes rule this land, that is - everything left worth ruling. The Axle Tribes fight, they fight over food, water, and the parts needed to make and maintain our steeds. I am a warrior, my steed is my life, and the life of my tribe"*

## **TABLE OF CONTENTS**

GETTING STARTED .....	2
STARTING THE GAME .....	2
THE TURN .....	3
STEED ACTIONS.....	4
WEAPONS .....	8
TAKING DAMAGE .....	9
STEED, WEAPON, AND UPGRADE COSTS .....	13

## **GETTING STARTED**

### **NEEDED MATERIALS**

To play axle tribes you will need the following items: Measuring tape, a handful of 10 sided dice (d10), a playing surface (preferably 6x4 feet), damage counter sheet, speed counter sheet, weapon counter sheets, tribe record sheets, a 45 degree angle of some sort, hot wheels scale model cars, and weapon bits from any miniature range. It is recommended that you mount all counter sheets to a thin card backing - then cut with a sharp blade. Do not assemble cars until you read through the rules and understand them.

### **TRIBE CREATION**

Both players decide on a cash limit before creating their tribes. This cash is used to purchase steeds, weapons, and upgrades. You may continue to add to your tribe until you reach the cash limit. You may not exceed the limit, but being a bit under is OK. The guide for purchasing your tribe is located in the "Steed, Weapon, and Upgrade Costs" section of this rule book. Fill out record sheets for your tribe, each page can record 3 cars worth of information. Each section needs to be filled out before play begins. Average tribe starting cash is roughly 100,000 bucks. More or less is OK, but note more cars will slow down play time considerably.

## **STARTING THE GAME**

### **SETUP**

Before the game begins, players may place terrain onto the table as they see fit (though having none is perfectly acceptable as well.) Once the table is set, both players arrange their cars along the shortest table edges, touching the edge. On a 6x4 table for example, cars would be set up along the 4' sides, touching the edge and facing towards each other.

### **INITIAL SPEED PHASE**

All cars have a Max speed that can be raised and lowered depending on the upgrades given to each. Once all cars are set on the table, each is assigned a speed counter up to their maximum speed limit after upgrades. This speed is represented by a speed counter token and each car is given one face down beside it. This represents the speed rating at which the car starts the game.

### **ROLLING FOR INITIATIVE**

Each player rolls a d10. The player with the highest score decides who activates the first car, and play begins.

## THE TURN

### ACTIVATION VS TURNS

An **activation** is when a steed (car) is selected by it's owner, and moved. During it's activation a car carries out all actions and attacks. Once a car moves it's full move, and carried out all of it's actions, it's activation is over. A car is activated once per turn.

A **turn** consists of all players activating all their cars in an alternating fashion. Once all players have activated all their cars, the turn is over and a new one begins. Aside from the first turn, all turns follow the following phases.

### DAMAGE COUNTER PHASE

Any car that has any damage counter on it carries out any required rolls now and applies the results. A summary of the damage counters is found in the Taking Damage section.

### SPEED PHASE

Each car may replace it's current speed with a new one if desired. Cars may accelerate or brake (add or subtract) one from their current speed safely, or can keep their current speed. Note: A car can never accelerate more than it's max speed with upgrades. Naturally, zero is the lowest speed that can be reached. Once you've decided, place the new speed counter face down next to the model. Once all cars have their new speed counters face down each player rolls a d10. The highest score decides who moves the first car - then all speed counters are turned face up and play continues to the next phase.

**SPECIAL RULE : HARD BREAK STOP :** A player may choose to pull a hard break maneuver instead of reducing a cars speed by only one. A player can choose any speed less than the normal one under his current speed, but it forces the player to make an immediate control check. If successful, place the new speed on the car face up. If failed, the car drops only one speed rating and an out of control counter is placed on the car. All of this is done in clear sight of all opponents - the enormous dust cloud and skidding car is quite noticeable

**NOTE: THE RULE OF 2:** Nearly every roll in axle tribes is carried out in the same simple manner. For control rolls for example simply roll a d10 and roll a 2 or more to succeed. This number is modified by the cars current speed rating. For example, a car moving a speed of 4 needs a 6 or more, a car moving 8 would need a perfect 10, etc.

**NOTE: PERFECT ROLLS:** Perfect rolls occur when a player rolls a 1 or 10 before modifiers. 10's always succeed while 1's always fail, no matter what the situation.

### CAR ACTIVATION

Cars are activated in order of their current speed rating. When it's your turn you must activate the car with the highest speed first, and then proceed down the line until all cars are activated. If multiple cars have the same speed, you may choose the order of activation for those cars. Car activation alternates between players, for example: you move your fastest car, then your opponent chooses and activates his fastest, then back to you to move your next fastest etc. This continues until all cars have been activated. Once a car has carried out it's activation a good idea may be to turn it's speed counter backwards in order to remind you which ones have already been activated. If one player has more cars than the

other players, activation is carried out as normal until the player with more cars has a few remaining - then said player simply carries out the remaining activation of his cars until all have been activated.

## ENDING THE TURN

Once all cars on all sides have been activated, the turn is finished. Start a new turn at the damage counter phase and continue play.

## STEED ACTIONS

### MOVEMENT

When a car is activated it **must** move a number of inches equal to 5 times it's current speed rating. So a car with a speed of 1 must move 5 inches, where as a car moving 6 must move 30 inches. Naturally, a car moving 0 just stays put.

### TURNING

A car is allowed four 45 degree turns each activation, but is required to move at least it's current speed rating in inches between each one. So a car moving a speed of 6 must move 30 inches, and can make a 45 degree turn every 6 inches traveled. A car may choose to turn less than 45 degrees, but no more safely. (Cars must move at least it's current speed rating in inches at the start of it's activation before attempting any turns.)

**SPECIAL RULE: KICK STOP TURN:** The car can choose to pull a kick stop instead of a normal turn. If it chooses to do so, it must make an immediate control check. If it passes, it may turn a 90 degree turn instead of the normal 45. If it fails, it goes immediately out of control and moves the rest of it's movement according to the out of control rules. At the end of it's move, the cars speed is instantly reduced by 1 per kick stop executed.

### RAMMING VS COLLISION

**Ramming** is a deliberate attempt to run your car into something. **Collisions** are accidental contacts with objects. You must decide when you make contact with an object if you mean it to be a collision or ram. Contacts resulting from an out of control move are **always** collisions.

**COLLISIONS:** If you collide into a car, the car being hit is allowed to roll a d10. If it rolls under it's current speed, it moves directly forward just enough to allow the car executing the hit to move right on by.

**RAMS:** You carry out rams as mentioned above, however, if the car being hit makes its roll to dodge the car making the hit, the car making the hit is allowed to roll a d10. If the roll is under it's speed, contact happens anyway. (The hitting car adjusts it's steering in order to contact it's desired target.)

## DAMAGE FROM COLLISIONS AND RAMS

**HEAD ON CONTACT** - This occurs when two cars make contact to their front facings. (Or a car impacts an immobile object with its front facing.) Each car takes damage to their front facing equal to both cars current speed rating combined. Each car then bounces a d5 inches directly away from each other (a d10 halved, rounded up.) And their speed is instantly reduced to zero. If a car makes contact with a immobile object to it's front facing, it takes damage to it's front facing equal to it's current speed, and then bounces back and is halted as described above.



**T-BONE CONTACT** - This occurs when one car runs into the side facing of another with it's front or rear facing. The car being hit takes damage equal to the hitting cars speed doubled to the facing hit. An out of control counter is immediately placed on the hit car. The hitting car takes damage equal to it's own speed to the front facing, and is bounced back and halted as described above. If a car skids into an immobile object, and it strikes a side facing, then it is also considered a t-bone contact. In this case, the car takes its speed in damage to the facing hit, and it's speed is instantly reduced to zero.



**SIDE SWIPE CONTACT** - This occurs when 2 cars make contact each on their side facings. Each car combines their speeds, and halves it rounding up. This is the damage taken by both cars to the facing hit. The hit car has an out of control counter immediately placed on it, and the hitting car immediately stops and its speed is replaced with a zero counter.



**REAR-ENDING CONTACT** - This occurs when one car hits another cars rear facing with any of its facings. The car hit takes damage equal to the hitting cars speed minus its own current speed to its rear facing. (It's not possible to not take ANY damage; the hit car has to take at least 1.) Then it takes a control check - if it passes, the car is bumped strait forward a d5 inches (d10 halved rounded up.) If it fails, bump it forward a d5 inches and place an out of control counter on it. The car making the hit takes damage equal to its speed halved rounding up to whatever facing is hit. If the hitting car strikes with its front facing, its movement ends and its current speed is reduced by half rounding up. Any other facing result in the hitting car stopping dead and its speed is immediately reduced to zero. If a car skids into an immobile object, and it strikes its rear facing, then it is also considered a rear-ending contact. In this case, the car takes its speed in damage to the rear facing, and its speed is instantly reduced to zero.



**NOTE:** Any cars that take 8 or more damage resulting from a collision or ram instantly gain a "STUN" counter and crosses off the number 2 box on the critical chart (Crew Stunned) if it hasn't been crossed off already. If it has already been crossed off, then just place the STUN counter and continue play.

## **ATTACKING**

Shooting can occur any time during a cars movement. Basic shooting follows a few easy steps in order to cause damage.

First you choose a target and stop the car in its tracks. Out of the weapons number of shots, choose how many will be fired at the target.

Next, measure range - if the target is within range and within the fire arc of the shooting weapon, go on to the next step, if it falls outside the weapons range or arc, the shots are wasted.

Firing weapons follows the rule of 2. For each shot a weapon fires, roll a d10 and roll a 2 or more. This roll is modified by the targets speed. So shooting at a car moving a speed of 4 would require rolls of 6 or more, a target moving 8 would require a perfect 10 roll in order to hit.

Once hit, carry out the weapons damage to the facing hit.

Once all damage has been recorded, continue the attacking cars movement.

Keep in mind, there are many types of weapons that can change the way a weapon works when firing.

## WEAPON ARCS

Arcs are the area in which a weapon can fire from the car. There are 4 arcs around the car: front, left, right, and rear. Arcs are divided into 45 degree sections, originating from the middle of the car. So if a weapon has a forward arc, it can shoot within an area 45 degrees to the front of the vehicle. If there are questions use the turn template centered in the middle of the car to judge fire arcs.

## FIXED WEAPON ARCS

Fixed weapon mounts, like the common fixed forward machine gun armament, allows the weapon to only be fired in a direct straight line, in other words - there can be no deviation in where the shots fly from the car. Weapons can be fixed in any direction, below is an example of fixed forward machine guns.



## WEAPONS

Now for the part you've all been waiting for - weapons!

### WEAPON STATS

Every weapon has 4 easy stats: range, rate of fire, damage, and type.

**RANGE (RNG)** - The distance in inches a weapon can shoot.

**RATE OF FIRE (ROF)** - The number of shots the weapon can squeeze off during each activation.

**DAMAGE (DAM)** - The number of damage boxes a weapon fills in **per shot that hits**.

**TYPE (TYP)** - This could change the way a weapon functions.



### WEAPON TYPES

**STRAFE** - The weapon constantly shoots as the steed moves - spraying bullets wildly into the air. If at any time an enemy car moves within 6" of this weapons arc during it's activation, the weapon is allowed a single shot at it as the enemy flies by.

**FIXED** - A fixed weapon is bolted into place and may only be fired in a straight line. A fixed weapon has a set fire direction, either directly in front, right, left, or rear of the car it's bolted onto.

**TURRET** - The weapon is mounted in a rotating turret. The weapon can do one of two things at the beginning of its cars activation. It can choose any facing to act as its fire arc this turn OR it can choose to "lock on" a target. The weapon chooses any target on the table. If at any time during it's activation the car moves within this weapons range of the chosen target, the weapon lets loose it's entire payload into it's target.



**TURBULENT** - The weapons rounds pack such a punch that any car hit by a shot from this weapon must take an immediate control check or have an out of control counter placed on it.

**EXPLOSION (N)** - This weapon causes a blast with each shot that hits. Once the shot hits, then any object within (N) inches of the hit object is also effected by the weapon and instantly take the weapons damage halved, rounded up and any other effects caused by the weapon (such as turbulent)

**LOBBING** - The weapon fires its rounds high into the air. When fired, place a mortar shot counter anywhere on the table within its arc. The shot does not hit **this** turn, but as soon as the firing car is activated **next** turn, the shot hits the ground (or whatever is under it.) Roll 2d10. One is the distance the shot deviates from it's desired target in inches, and the other points in the direction the shot flies. Once the shot is deviated, carry out damage as normal.

**FLAME** - The weapon fires a a template of fire 8 inches long and 1 inch wide. Any cars touching this template must roll under their speed or receive an "on fire" template. Flame weapons cannot be fired forward while moving without also hitting the firing car.

**DROP** - Drop weapons have a single shot. They are placed on the table behind the car as a 6x2" template as it moves. The car must move at least 5 inches in a straight line before dropping a drop weapon. Once on the table, any car that moves through the weapons template takes damage as stated under the weapons description. Each time a car moves through a drop weapon template roll a d10, on a perfect roll of 1 or 10, the template is exhausted, and removed.

## TAKING DAMAGE

### RECORDING DAMAGE

Each shot that hits its target causes a certain number of damage. This damage is recorded by crossing out an amount of damage boxes on the cars record sheet on the facing hit. Each time a box with a dot is filled in, the attacking car rolls on the critical hit chart for the hit car. If all the damage boxes on a facing are filled in, then **every** additional point of damage causes a separate roll on the chart. Every car record sheet has a critical hit section with a set of 10 boxes with numbers. Each time a critical hit is rolled, record the number rolled in this column of boxes. The same result cannot be rolled twice, so if a result is rolled again, shift the result one number to the right until an unrolled result is reached - then apply that damage instead. Eventually, the rolls will be shifted to the number 10 box which results in a crew killed roll - effectively destroying the car. If all boxes are filled in, and the car takes **another** critical hit, the car simply explodes.

**NOTE:** If a car ever instantly explodes for any reason, then any object within 5" of the exploding car must roll a d10 immediately. If the roll is under the cars current speed, then nothing happens. If the roll is above the cars speed, it receives an "on fire" counter. If the roll is also a perfect 10, then also place an immediate out of control counter on the car.

## CRITICAL HIT CHART

Each time a car takes critical damage, roll on the chart below and apply the result.

**1. - Crew rattled:** Enemy fire whizzes through the crew cabin and forces the passengers to duck and cover. The car violently swerves back and forth as the pilot tries to regain control. **Take an immediate control check. Failed rolls result in an out of control counter.**

**2. - Crew Stunned:** The shots force the pilot to juke the car to avoid being killed. Passengers flail around knocking into each other, slamming into hard metal. **Place a stun counter on the car.**

**3. - Additional structural damage:** Enemy fire rips through the car and takes off great chunks of armor, poorly fastened down. Add another 3 damage to the facing hit. This can cause additional critical hits.

**4. - Engine sputter:** Incoming shots rip through the cars hood - and suddenly pressing the gas causes the car to lurch violently. **Place a sputter counter on the car.**

**5. - Damaged brakes:** The shots fly through the car body and puncture vulnerable break lines. Pressing the brake results in little actual slowing. **Place a no brakes counter on the car.**

**6. - Tires damaged:** The car swerves as tires explode, reducing the wheels to metal rims. Make an instant control check. Failed rolls result in an out of control counter. Place a tire damage counter on the car.

**7. - Hood smoking:** The shots rip through the hood of the car, quickly producing black billowing smoke. **Place a smokin' counter on the car.**

**8. - Leaking fluid:** The enemy fire tears through fluid lines producing a steady trickle of oil from behind the car. **Place a leaking fuel counter on the car.**

**9. - Gas tank punctured:** "Tang - tang - tang!" Enemy fire punctures your cars hull and strikes the gas tanks! Roll a d10. On the roll of 1-5 the car immediately explodes. A roll of 6-10 results in placing an out of fuel counter on the car.

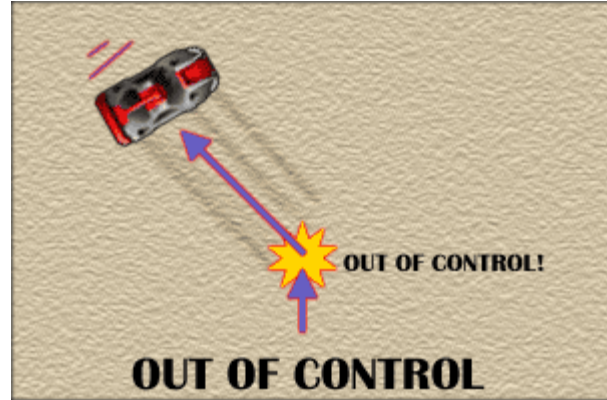
**10. - Crew killed:** The shots fly through the crew compartment reducing fevered battle cries into an instant crimson silence. **Place a driver killed counter on the car.**

## DAMAGE COUNTERS

During each damage counter phase consult this chart and carry out the effects of each counter a car has on it. If a car takes on damage counters in a turn before it is activated, then carry out the effects of the counters as soon as it is activated - DO NOT wait until the next damage counter phase!

**OUT OF CONTROL** - The driver tries to keep the car steady, but is soon thrown into an uncontrollable fish-tail. Keep cars current speed. During the cars next activation roll a d10. On the roll of a 1-4, turn the car 45 degrees to the left. On a roll of 5-6 keep the cars current heading. On the roll of a 7-10 turn the car 45 degrees to the right. Move the car its full move straight down this path it's full movement. (If the car receives an out of control counter in mid-activation, the amount moved is equal to the remaining inches available this

move.) If the car collides with an object or ends its move without collision, roll a D10, the direction the die points is the new heading of the vehicle. If the car collides with an object, carry out damage with the out of control cars new heading. If the die roll to determine the new heading is also 1 or 10, the car flips. Place the car on it's back. Flipped cars cannot move or shoot for the remainder of the game. After all this is carried out, the car is placed on speed zero, the out of control counter is removed, and the car returns to normal. Naturally, a car cannot fire weapons if it is out of control.



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This can seem confusing, so check out the example. Here, the car has gone out of control in the middle of his move. He first rolls to see which direction he skids - in this example, he rolls a 3, turning his current path 45\* to the left. He then moves the remainder of his movement in that direction. Once he stops or collides with something, he rolls a dice to determine the direction in which his car is now facing. In this example he has rolled so that it's pointing to the upper right. If this dice had also been a 1 or 10, his car would have flipped. After all this, the car is placed on speed zero. This is to simulate a car swerving in a random direction all the wild spinning around wildly.

**STUN** - The cars crew lay slumped over seats and dash boards - some are unconscious. They will be fine, but are slowly shaking out the stars. Reduce cars speed by one in next speed counter phase. Car moves straight forward it's full move on activation. The car cannot fire. After move roll a d10 on the roll of a 1-5 keep Stun counter on car. A result of 6-10 allows you to remove the counter and continue play as normal.

**SPUTTER** - Test when you wish to accelerate during a speed counter phase. You may only accelerate on the roll of a 6-10 on a d10. On a roll of 1-5 you may not accelerate this speed counter phase.

**NO BRAKES** - Test when you wish to decelerate during a speed counter phase. You may only decelerate on the roll of a 6-10 on a d10. On a roll of 1-5 you may not decelerate this speed counter phase.

**TIRE DAMAGE** - The cars max speed is reduced by half rounded up.

**SMOKIN'** - All control and attack rolls have a -1 penalty.

**LEAKING FUEL** - Any flame attacks that hit car cause it to instantly explode. Even if a car is out of fuel, the car still keeps the leaking fuel counter as it represents other flammable fluids such as oil and hydraulic fluid.

**OUT OF FUEL** - Reduce speed of car by one each speed counter phase until car reaches zero.

**DRIVER KILLED** - Car moves its full speed straight forward and then has it's speed reduced to zero on its next activation. Car is effectively destroyed - it cannot move or shoot

for remainder of game. It can still be fire on though, until it instantly explodes from filling all critical hit boxes.

**ON FIRE** - The car goes up like a roman candle! Car takes 1 damage on every facing at the start of its next activation. Roll a d10. If score is under cars current speed rating, the fire counter is removed, if you fail keep the counter and test again next turn.



"So - Yah ready to hit the garage!?"

## STEED, WEAPON, AND UPGRADE COSTS

**STEEDS** - As for now - cars will be placed into 3 broad categories. Buggies include all manner of small, fast cars. Racing buggies, Dune buggies, and small custom rides fall into this category. Full sizes represent most of the cars you see on the streets, including trucks and slightly larger vehicles like station wagons. Hulks are the largest of vehicles, but smaller than semi-trucks. These include vehicles like busses, delivery trucks, etc. Other vehicles such as motorcycles and semis are in the works.

Type/Points	Max Speed	Weapons	Options
BUGGY 9,000	6	Fixed forward machine guns	May carry a single drop weapon
FULL SIZE 11,000	4	Fixed forward machine guns	May carry a single drop weapon. May also mount one of the following: forward arc mortar, arc right/left/rear OR turreted flame thrower, arc front/right/left/rear OR turreted machine guns.
HULK 13,000	2	Fixed forward machine guns	May carry a single drop weapon. May also mount arc right or left machine guns OR both right and left arc machine guns. May also mount one of the following : forward arc mortar, arc right/left/rear OR turreted flame thrower, arc front/right/left/rear OR turreted machine guns, arc front/right/left/rear OR turreted heavy machine guns, fixed front OR turreted missile launcher, fixed forward rocket launcher.

**WEAPONS** - Add the cost of each additional weapon added to cost of steed.

Weapon	RNG	DMG	ROF	Type	Cost
Machine Guns	12	1	6	Strafe	3,000 (5,000 Turret Mounted)
Heavy Machine Guns	24	1	12	Strafe	7,000 (9,000 Turret Mounted)
Missile Launcher	36	6	1	Turbulent	6,000 (8,000 Turret Mounted)
Rocket Launcher	36	3	3	Turbulent	7,000
Mortar	SPC	15	1	Turbulent Lobbing, Explosion (2)	8,000
Flame Thrower	SPC	SPC	1	Flame	4,000 (5,000 Turret Mounted)

**DROP WEAPONS** - Add the cost of each additional weapon added to cost of steed.

Weapon	Detail	Cost
Oil Drop	Cars hitting oil slick are forced to pass an immediate control check or receive an immediate out of control counter.	2,000
Napalm Drop	Cars hitting a napalm drop have an on fire counter placed on them.	3,000
Caltrop Drop	Cars hitting a caltrop drop receive an instant tire damage critical hit. If the car already has tire damage, ignore this damage.	4,000

**UPGRADES** - Add the cost of each additional upgrade added to cost of steed.

Upgrades can only be taken once per car. An upgrade marked "one use" can only be used once, after which it has it's box checked on the car stat sheet and cannot be used again.

Weapon	Detail	Cost
Armored Windows	Ignores first crew stunned, crew rattled, or crew killed critical hits.	1,000
Armored Wheels	Ignores first tire damage critical hit roll.	1,000
Extra Armored Hull	Each facing on this car may use the extra grey boxes next to facings name as damage boxes on each facing They are filled in first before the normal boxes are touched. Otherwise, cars are not allowed to use these grey boxes for recording damage. Max speed is reduced by 1. You may not have both extra armored hull and striped down hull.	2,000
Oversized Engine	Car adds +1 to its max speed.	2,000
Striped Down Hull	Car adds +1 to its max speed, but fills in the first 3 damage boxes of each facing.	1,000
Turbo Boosters	Car may accelerate 2 speed ratings during the speed counter phase instead of the normal 1.	1,000
Turbo Brakes	Car may decelerate 2 speed ratings during the speed counter phase safely instead of the normal 1.	1,000
Ram Shield	Car receives no damage from its own speed during rams and collisions to front facing.	3,000
Sticky Tires	These special tires are host to heavy tread or even spikes. Car may re-roll kick -stop turn rolls if the first fails.	1,000

Hydro-Ram	This ram houses a hydraulically compressed spike. Once it hits for the first time, the spike is blasted into whatever it makes contact with - causing great damage. The first time the car makes contact with ANY object to its front facing, the spike is released, causing an instant critical hit roll. May be combined with ram shield.	3,000
Targeting System	Ranging from advanced scopes to simple cross hairs, a targeting system greatly helps a weapons operator to hit their targets. A Targeting System may only be fitted on secondary weapon systems (ie: not the guns that come with the car.) and only apply to one weapon system. Unlike most upgrades, Targeting System can be bought multiple times, but you may only ever have one Targeting System on any given weapon. Each turn, you may choose to re-roll a salvo of shots from the weapon the targeting system is attached to - the second roll stands. Has no effect on flame, lobbing, and drop weapons.	1,000
Protected Lines	<b>One Use Only</b> The cars fluid lines are protected by metal encasings, or placed within iron shells. The car may ignore the first Damaged brakes, or leaking fuel rolls.	1,000
Armored Engine Housing	<b>One Use Only</b> The engine is encased within steel plates. Car may ignore the first engine sputter, hood smoking, or punctured gas tank rolls.	1,000

Upgrade/Steed	Buggy	Full	Hulk
Armored Windows	X	X	X
Armored Wheels	X	X	X
Extra Armored Hull	X	X	X
Oversized Engine	X	X	X
Striped Down Hull	X	X	
Turbo Boosters	X	X	
Turbo Brakes	X	X	X
Ram Shield		X	X
Sticky Tires	X	X	
Hydro-Ram		X	X
Targeting System		X	X
Protected Lines	X	X	X
Armored Engine Housing	X	X	X