

**ATTACKS vs. RACERS (combat vs. individuals)**

*This table is for Racing Pilots that wish to attack each other physically. Rare, but it does happen.*

Weapon	1st Roll		2nd Roll MAGE TABLE						
	Attacker	Defender	1	2	3	4	5	6	
Bare Fist or Brass Knuckles	1	1	NE	NE	NE	GR	GR	LW	
Short Range Knife (Kris, Arkansas Toothpick)	2	1	NE	BC - E	BC -H	GR	LW	LW	
Any Sword (Scimitar, Sabre, Tulwar)	5	3	BC - E	BC - E	GR	GR	LW	HW	
Grabbing or Tearing Claw-like Appendage	4	2	NE	BC - E	GR	GR	GR	LW	
Club or Clublike Weapon (Coup stick, Umbrella, etc.)	3	2	NE	BC - E	BC - E	GR	GR	GR	
Long Stabbing Weapon (Lance, Spear)	4	2	GR	GR	GR	LW	LW	HW	
Clubbed Rifle or Musket	3	2	NE	GR	GR	GR	GR	LW	
Small Blunt Weapon (Pistol Butt, Swagger Stick)	2	1	NE	NE	BC - E	GR	GR	LW	
Throwing Various Items **	3	NA	NE	NE	GR	GR	HIT!	HIT!	
Lasso, Mancatcher, Bolo, Whips	1	2	NE	NE	NE	BC - E	BC -H	BC -H	
Dust, Sand, Paint, Oil obstructions	1	NA	NE	NE	NE	BC - E	BC -H	BC -H	

**How to Read this table:**

\*\* Throwing things... Your accuracy check for flinging things at another conveyance.

BC = Balance Checks: E is easy, H is hard. GR = Graze, a non-wound. LW = Light Wound. HW = Heavy Wound.

HIT! = You are trying to throw an object to cause a BC - E, and it hits

**Effects of Wounds:**

Graze: Nothing. If Racer has a pre-existing LW or HW, the GR converts to a BC - E

Light Wounding:

**S** Conveyance Falls Down. Check 1 Wound Box. Must Perform a Right Vehicle Action next turn.

**M** Conveyance performs an EASY BC. Check 1 Wound Box.

**L** Conveyance moves forward 1D6 next turn. No BC, but displace 2 inches in a random direction.

Heavy Wounding:

**S** Conveyance Falls Down. Check 2 Wound Boxes. Must Perform a Right Vehicle Action & Recovery next turn.

**M** Conveyance performs a HARD BC. Check 2 Wound Boxes.

**L** Conveyance moves forward 1D6 next turn. No BC, but displace 2 inches in a random direction.

**Wound Accumulation and Recovery:**

Wound recovery is a rest with no energy or fatigue recovered. A 1 EP expenditure is required for healing,

this is the "energy charge" to keep the engine running, demons in check, Clockworks all wound up, etc.

"RESTING" is defined as stopping in place, and doing nothing. Energy recovery is considered "Doing Something"