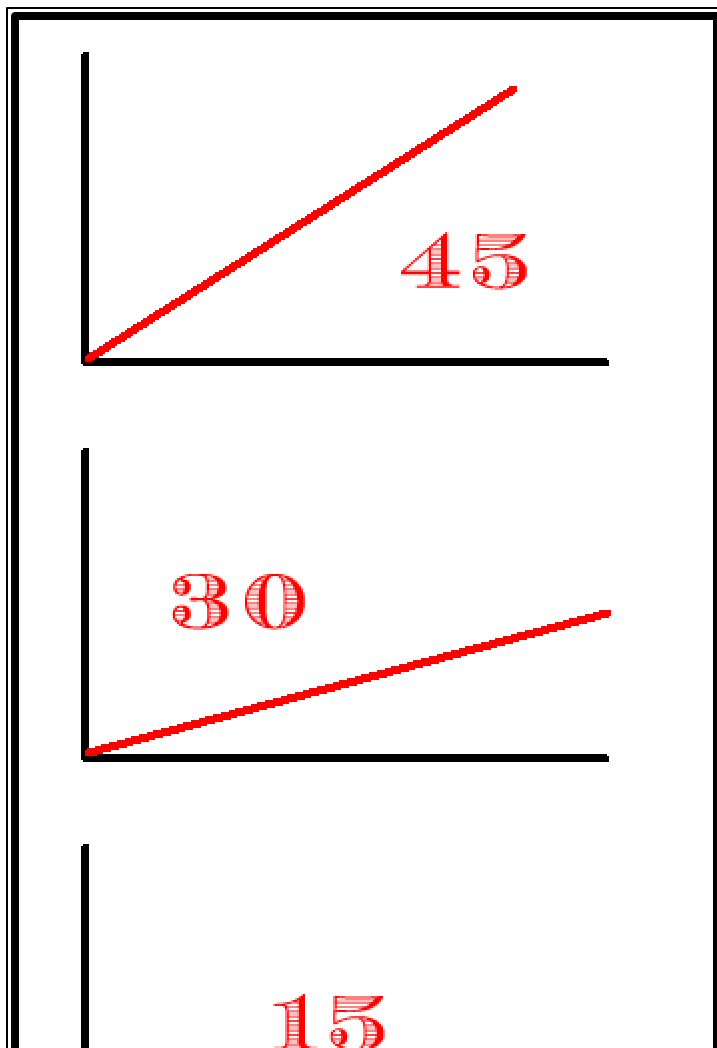


JUMPING THINGS

(see below about ... **LANDING and CRASHING**)

Sooner or later, EVERYONE wants to try this... jumping their conveyance over an obstacle of sorts in order to gain an advantage in the race. Why ignore this dramatic trend? Here are some simple rules for jumping. To begin with, a slope of some sort must be present. We categorize these as 15, 30 and 45 degree angles.



45 DEGREE ANGLE (Very Hard)

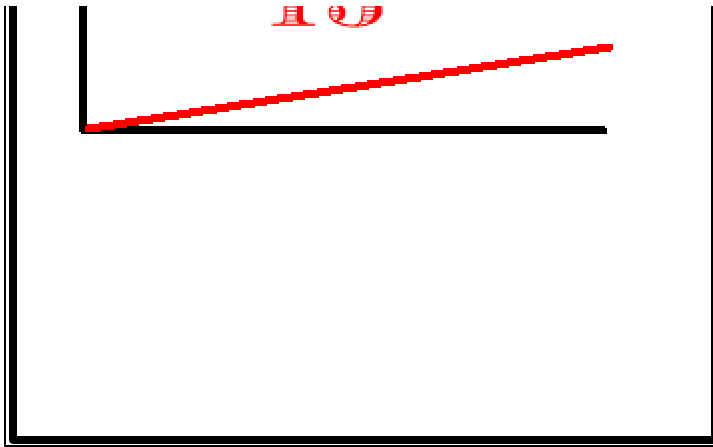
Size S Class only.
Power Anything non-muscle, or muscle with a Rocket
Jumping
Resolution Must have at least 15" of movement this turn.
Roll 6D6, count 1s and 6s.
If 0 or 1 one result, jump occurs
2 ones: 1 DA and jump occurs
3 ones or higher: CRASH

30 DEGREE ANGLE (Hard)

Size M or S
Power Anything non-muscle, or muscle with a Rocket
Jumping Must have at least 15" of movement this turn.
Resolution Roll 4D6, count 1s and 6s.
If 0 or 1 one result, jump occurs
2 ones or higher: CRASH

15 DEGREE ANGLE (Only Middling Hard)

Size Any
Power Any
Jumping Must have at least 10" of movement this turn.
Resolution Roll 3D6, count 1s and 6s.
If 0 or 1 one result, jump occurs



Special

2 ones or higher: CRASH
S: Roll for windage

LANDING &

CRASHING: Crashes occur at the beginning and End of the Jump.
If a Crash result occurs at the start of the jump, the jump is cancelled, the conveyance is turned over (or displaced), and the driver takes 1 HW.

While the conveyance is airborne, the Pilot rolls 3D6 for extra distance (5D6 for a 45 degree angle). The conveyance moves in an exact straight line as in the direction the conveyance hit the jump slope.

Another Crash check is taken at landing. This should be handled as a hard balance. *See Balance Checks.