Car Wars – 'One-Roll' Handling and Crashes

The thing that is perhaps most dissatisfactory with Car Wars, is the rolls for Control and Crashes. Because a separate roll is made for the crash after the handling roll has been made, it is often the case that drivers that fail in a big way for the handling roll, getting well over the target number, can get off with only a trivial skid if they roll low on the crash table. And the reverse is also true. These alternative rules therefore suggest a system that does away with 2 rolls, giving you 'One-Roll Crashes'. With this system, you only roll for handling against a target number, and the worse you fail that roll the worse you lose control and crash the vehicle. This also has the advantage of speeding up play as you are replace what was 2 rolls with 1 roll.

Whenever you have to make a roll on the Modified Control Table, cross-index your vehicles speed and current handling status on the alternative Control Table below. Roll 2 dice and add the result. If your total is equal to or greater than the target number given after any modifications, then you have successfully maintained control of the vehicle. If your total is less than the target number given after any modifications, then you have not maintained control of the vehicle. The difference between the final value obtained for the Control Roll and the target number given by cross referencing the vehicles speed and current handling status on the Control Table indicates the type of crash result that has occurred. Use this value to look up on the appropriate Modified Crash Table: 1 or 2, as appropriate for the failed maneuver resulting in control loss.

Modified Control Table

Speed	\	Handling Track Status													
		5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
5 - 10		Safe	Safe	Safe	Safe	Safe	Safe	Safe	Safe	Safe	Safe	Safe	4	5	5
15 - 20		Safe	Safe	Safe	Safe	Safe	Safe	Safe	Safe	4	6	7	7	8	8
25 - 30		Safe	Safe	Safe	Safe	Safe	Safe	Safe	4	6	7	8	10	10	11
35 - 40		Safe	Safe	Safe	Safe	Safe	Safe	4	6	7	8	9	11	11	12
45 - 50		Safe	Safe	Safe	Safe	Safe	Safe	4	7	8	9	10	11	12	12
55 - 60		Safe	Safe	Safe	Safe	Safe	Safe	5	7	8	10	11	12	12	-1
65 - 70		Safe	Safe	Safe	Safe	Safe	4	6	8	9	11	12	-1	-1	-2
75 - 80		Safe	Safe	Safe	Safe	Safe	4	6	8	10	11	12	-1	-1	-2
85 - 90		Safe	Safe	Safe	Safe	4	5	7	9	11	11	-1	-1	-2	-2
95 - 100		Safe	Safe	Safe	Safe	4	5	7	10	11	12	-1	-1	-2	-3
105 - 110		Safe	Safe	Safe	Safe	4	6	8	11	11	12	-1	-1	-2	-3
115 - 120		Safe	Safe	Safe	4	5	7	9	11	12	-1	-1	-2	-3	-3
125 - 130		Safe	Safe	Safe	4	5	8	10	12	12	-1	-1	-2	-3	-3
135 - 140		Safe	Safe	Safe	4	7	9	11	12	-1	-1	-2	-3	-3	-4
145 - 150		Safe	Safe	4	5	8	10	12	12	-1	-1	-2	-3	-3	-4

Note that a target number on the Modified Control Table of -1, -2 etc, means that the target number is still 12, but the overall value of the Control Roll is modified further by the value given. This means it is extremely difficult to control a vehicle at this speed unless a player has a lot of positive modifiers for the roll, or rolls a natural 12 (double 6). Crashes are also going to be worse for failed handling at this level since the difference between rolled values and target will be more due to the extra modification to the roll.

Result of natural '2' or '12'

If you roll double 1('snake eyes') then do not modify the roll. Your result is
2 and you have automatically failed to maintain control of the vehicle. The
result on the appropriate modified crash table will be the difference between
the target number and 2.

If you roll double 6 then do not modify the roll - you have automatically
managed to control the vehicle, no matter what the target number was.

Modified Crash Table 1

Difference	Result	Look up result on the original Crash Table 1:
1 or <	Trivial Skid	As the original '–1, 0, 1 – Trivial Skid' result.
2	Minor Skid	As the original '2 – Minor Skid' result.
3	Moderate Skid	As the original '3– Moderate Skid' result.
4	Moderate Skid & Fishtail	As the original '3– Moderate Skid' result and roll once using 1 dice on Modified Crash Table 2. Appropriate skills may be used to modify this roll.
5	Severe Skid	As the original '4– Severe Skid' result.
6	Severe Skid & Fishtail	As the original '4– Severe Skid' result and roll once using 1 dice on Modified Crash Table 2. Appropriate skills may be used to modify this roll.
7	Spinout	As the original '5 – Spinout' result.
8	Roll	As the original '6– Car turns sideways and rolls' result.
9	Roll & Fire	As the original '7-9 – Roll and burn' result.
10+	Flipped	As the original '10 or more – Car vaults into the air' result.

Modified Crash Table 2

Difference	Result	Look up result on the original Crash Table 2:
2 or <	Minor Fishtail	As the original '–1, 0, 1 2 – Minor Fishtail' result.
3 - 5	Major Fishtail	As the original '3 -4 – Major Fishtail' result.
6 - 7	Minor Fishtail and control loss.	As the original '–1, 0, 1 2 – Minor Fishtail' result and roll once using 1 dice on Modified Crash Table 1. Appropriate skills may be used to modify this roll.
8 - 9	Major Fishtail and control loss.	As the original '3 -4 – Major Fishtail' result and roll once using 1 dice and adding 1 to the roll on Modified Crash Table 1. Appropriate skills may be used to modify this roll.
10+	All over the place	As the original '10 – Minor and Major Fishtail' result and roll once using 1 dice and adding 3 to the roll on Modified Crash Table 1. Appropriate skills may be used to modify this roll.