LIGHTCYCLE BATTLE SHEET

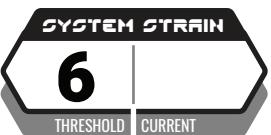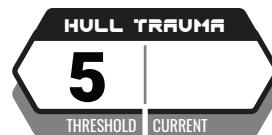**NAME:** _____ **COLOR:** _____

LIGHTCYCLE

WEAPON: LIGHT RIBBON; QUALITY: REZ 2, VICIOUS 1

2 SILHOUETTE	**4** SPEED / CURRENT	**+1** HANDLING

DEFENSE	ARMOR
0	**0**

HULL TRAUMA	SYSTEM STRAIN
5 /	**6** /
THRESHOLD / CURRENT	THRESHOLD / CURRENT
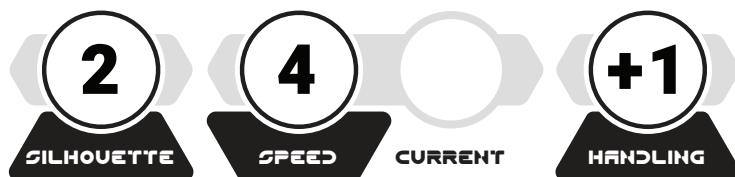
R1	R2	R3	R4	R5	R6	R7
■	■■	■■	■■	■■	■■	■■

■ Added per round for the increased light ribbons on the shrinking playing area.

MANEUVERS

ACCELERATE
COST: 1 System Strain per point of speed increased, minus 1.

DECELERATE
COST: 1 System Strain per point of speed decreased, minus 1.

REPOSITION
Move the vehicle up or down 1 level.
REQUIRED: Speed 1 or more

TARGET
Driver locks onto an opponent for an attack.
REQUIRED: Speed 2 or more

COMBAT ACTIONS

SPEED   LEVEL

CROSS PATH — 🏍 3+   ≡→⊕
DRIVING SKILL ⚔ TARGET'S DRIVING SKILL.
REQUIRED: Speed 3 or more, Be on the same level as target.

If speed is higher than target, downgrade difficulty for each point of speed higher.
If speed is lower than target, upgrade difficulty for each point of speed lower.

DISTRACTION — 🏍 ⊕   ≡→⊕
DECEPTION SKILL ⚔ TARGET'S VIGILANCE SKILL.
REQUIRED: Speed same as target, be on the same level as target.

Shrinking Playing Area Setbacks become boosts.

SURPRISE SIDESWIPE — 🏍 4+   ≡→⊕
STEALTH SKILL ⚔ TARGET'S PERCEPTION SKILL.
REQUIRED: Speed 4 or more, be 1 level higher or lower than the target.

Reposition Maneuver included in this action.

WORK TOGETHER (SPECIAL 2 PLAYER ACTION) — 🏍 3+   ≡ ⊕
AVERAGE (♦♦) DRIVING CHECK by 2 allies targeting the same opponent.
REQUIRED: Speed 3 or more, Be on any level.

If both checks are successful, the target cannot make a Dangerous Driving Incidental, and is immediately taken out of the competition.
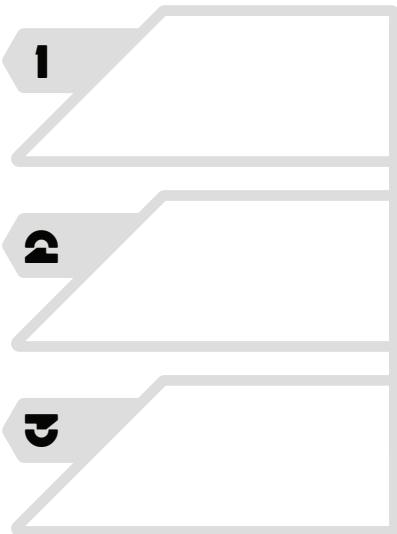
Following a Successful Combat Check, Targets (Except Minions) suffer **2 Hull Damage** and may perform a **DANGEROUS DRIVING** incidental check to not crash. Failure = suffer a critical hit.

DANGEROUS DRIVING
AVERAGE (♦♦) DRIVING CHECK, plus an upgrade for every point of current speed.

LEVELS

1

2

3

LIGHT CYCLE RULES

1. Roll initiative.
2. Suffer 2 strain to rez lightcycle.
3. Start at speed 2, and activate your light ribbon as an incidental.
4. Pick starting level: 1, 2, or 3. (Follow reverse initiative order for who picks first.)
5. Round 1 begins.

ADDITIONAL NOTES

Range or distance is not tracked, but which level drivers are on instead.
Each Driver can perform 1 Maneuver and 1 Combat Action on their turn.
Last lightcycle remaining wins!

Dice Symbols	Effect
A or ⊛	Driver finds some open space and can remove a ■ due to Shrinking Area rules on their next check. Driver clears a path for an ally. Give the next ally slot a ☐. Driver passes energy to their vehicle. Heal 1 System Strain per A, and suffer 1 personal Strain.
A A or ⊛	The driver has a moment to perform an immediate free maneuver, as long as they haven't already performed 2 maneuvers that turn. The driver creates a maze with their light ribbon. Anyone targeting them adds ■■ to their next check. The driver is aware of their teammates, and gives 1 teammate a ☐ on their next check.
A A A or ⊛	The driver is feeling connected to the course, and may downgrade the difficulty of the next check once. The driver skillfully slips through a maze of Light Ribbons. Any target lock on driver is removed.
⊛	The driver has left a series of light ribbons that aid him and any allies, providing an upgrade to their next combat or driving check. If a successful combat check, the opponent crashes into a light ribbon. Opponent cannot do a Dangerous Driving incidental.
⚴ or ✛	A quick turn causes your light cycle to suffer 1 System Strain. A surprise ramp or dip catches the driver off guard, and they suffer 1 Strain.
⚴⚴ or ✛	The roar of the crowd distracts the driver, giving them a ■ on their next check. The driver looses sight of the enemy. Anyone targeting the driver gets a ☐ on their next check. You misjudge a ram or spiral on the course. Reduce speed by 1.
⚴⚴⚴ or ✛	The driver takes a bad turn, and heads into a dangerous light ribbon maze. Driver must make a successful **Hard (♦♦♦) Driving** check for their next action in order to escape the maze. If the check fails, they are stuck until the end of their next turn. A narrow route ahead of the driver causes them to lose their Target maneuver on an opponent, and will have to reacquire the target.
✛	The driver grazes a light ribbon and sustains a Vehicle Critical Hit (see Critical Hit chart below). The light cycle malfunctions, causing it to decompile back into the driver's baton, and the baton becomes short range away from the driver. The driver looses focus of the game, and upgrades the difficulty of their next check once.

D100	Severity	Result
01-20	Easy (♦)	**Stressed**: The vehicle suffers 1 point of system strain.
21-40	Average (♦♦)	**Rattled**: The vehicle suffers 3 system strain and its driver suffers 3 strain.
41-60	Average (♦♦)	**Propulsion Damaged**: Lightcycle goes 1 speed slower after an action.
61-80	Hard (♦♦♦)	**Brakes Damaged**: Cannot use the Decelerate Maneuver
81-100	Daunting (♦♦♦♦)	**Breaking Up**: At the end of this round, the vehicle will explode into a million liquid pixels.
101+	–	**Vaporized**: Vehicle instantly explodes into a million liquid pixels. Nothing survives.