

CONFRONTATION – BIKE TRIKE AND ATV

working copy March 14, 2022

This are test rules for using bikes in outdoor conflicts in Confrontation. You need the Confrontation rules to make use of these additions.

Speed	meters	inches
Maximum Speed	24	12
Acceleration	6	3
Deceleration	12	6

ACTION COSTS TABLE

1 Action

- turning a bike up to 90 degrees
- driver firing two shots - semi-automatic
- driver firing six shots - fully-automatic
- driver firing one shot - single shot non-automatic
- driver throwing a grenade

2 Actions

- getting on or off a bike
- move stationary bike up to 6 meters (this becomes current speed)

3 Actions

- move a bike (which is already in motion) at its current speed; after acceleration of up to 6 meters, or deceleration of up to 12 meters.

FIRING TO HIT MODIFIERS TABLE (in addition to normal modifiers from the rules)

Firing from a moving bike	-20
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TRADING CHART 8: EQUIPMENT

If you roll 51-00 on chart 8 in the rules, then you can opt for this chart

D100	Vehicle	Cost
1-30	ATV 4 Wheeler	160
31-60	Motorcycle 2 Wheeler	170
61-00	Motorcycle 3 Wheeler	305

BASIC PENETRATION TABLE

Armour	% chance of Penetration	Type of Armour
BK – Bike	50%	Physical

DUCKBACK TABLE

Armour	Hit by Missile	Hit by Bolter	Hit by Grenade	Hit by Other
Bike	+35%	+25%	+25%	+25%

Duckback will cause the driver to drive straight for nearest cover or table edge on its next turn at current speed plus maximum acceleration.

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PENETRATING HIT CHART

D100 Effect

01-50 No effect

51-55 Steering gone; move in 16cm radius circle at current speed. May decelerate in subsequent turns.

56-60 Steering gone; move in straight line on current course.

61-70 Brakes gone; maximum deceleration of 2 meters per turn.

71-75 Spinout

76-90 Random passenger/driver hit

Malfunction; Halve acceleration and deceleration. Can only make one 45 degree turn on a roll of

91-95 51-00; else move straight.

96-00 Power gone; decelerate maximum possible each turn.

SPINOUT

D100

Results

01-50 Turn to the right 45 degrees, move current speed, and then turn over.

51-00 Turn to the left 45 degrees, move current speed, and then turn over.

On turnover, roll for hit location on the Hit Location chart in the rules for each bike occupant. Then roll on Chart 3 for damage inflicted to occupant.