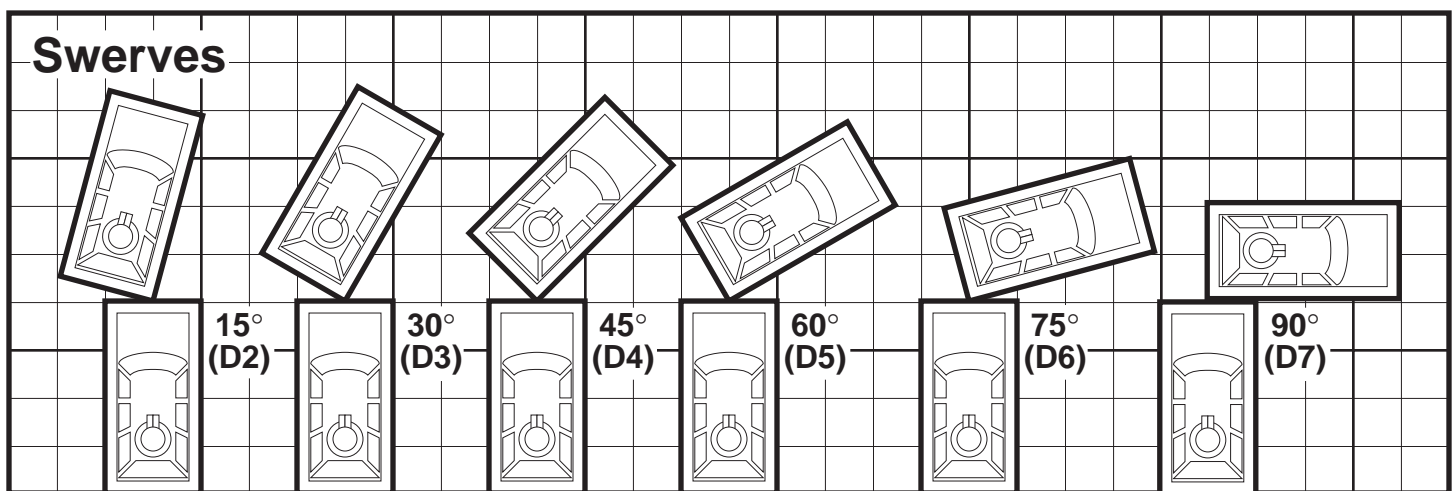
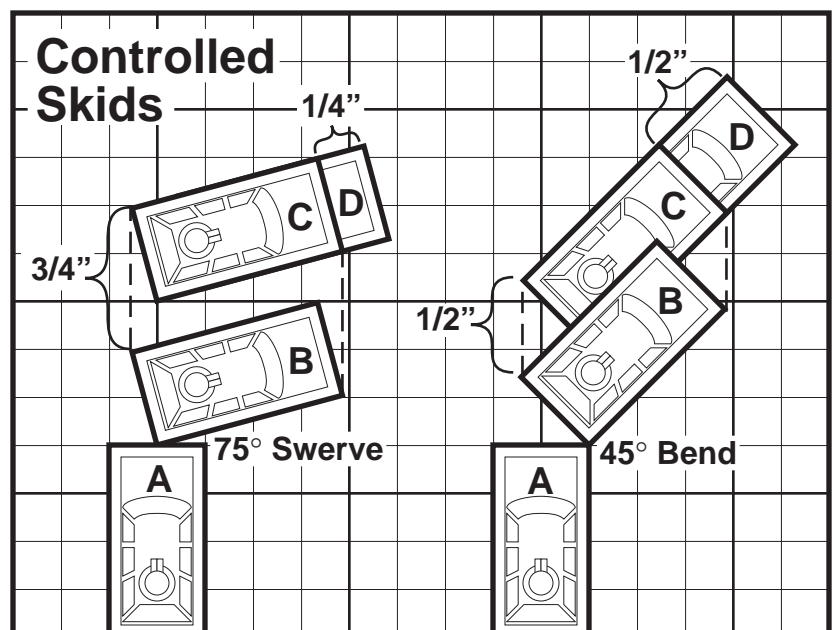


**Bends:** The vehicle moves 1" forward and then angles to one side, keeping one rear corner in the same place. Bends are a D1 maneuver for every 15° of the bend.



**Swerves:** The swerve is a 1/4" drift, followed by an angle turn as for a bend, all in one phase. The bend must be in the *opposite* direction from the drift. A swerve has the difficulty of the equivalent bend, plus 1. The drift must be performed *before* the bend.

**Controlled Skids:** Make any bend or swerve in the regular manner, and then *immediately* declare how far you wish to skid. Reduce your Handling Class by the difficulty of the combined maneuver and make a control roll (after the bend or swerve but *before* the skid) if necessary. If control is maintained, perform the skid on your *next* move. Start by skidding for the chosen distance. If the skid was less than 1", move the rest of the inch straight ahead. Any tire damage or deceleration takes place immediately after the skid. Note that the weapons fire modifiers are lower because this is a controlled (instead of uncontrolled) skid.



**1/4" skid:** +D1 to the appropriate bend or swerve; -1 to hit with weapons.

**1/2" skid:** +D2; -3 to hit; -5 mph.

**3/4" skid:** +D3; -6 to hit; -5 mph; 1 point damage to each tire.

**1" skid:** +D4; no weapons fire for the rest of the turn; -10 mph; 2 points damage to each tire.