

Conveyance Racing
Sheets
for
LE GRAND CIRQUE

Sheets are arranged
front/back. Print or copy
double sided

Vehicle Sheet FOR

INITIAL ENERGY:

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GAINED

"Gained" means any Additional energy not related To STEAM

FACTION

STEAM



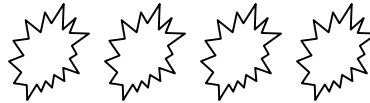
SPECIAL

DRIVER



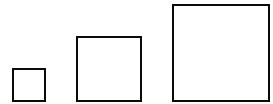
- 1 BC LAT

ENGINE STRESS



+1 BT +2 BT +4 BT

SIZE CLASS



S: 2 TURNS/TURN, MOVE BETWEEN L & M or M & M, BC
M: 1 TURN/TURN, BC
L: 1 TURN/TURN, DISPLACES (NO BC)

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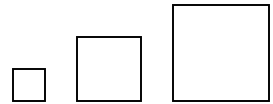
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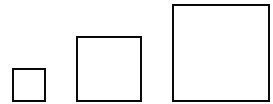
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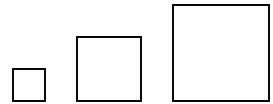
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The Basic "Go Action" for a Steamer Is to **LET OUT THE BRAKE**. This action Costs 1 Energy Point (EP). You then roll 5D6 and measure out the resulting distance in inches

* STRESSING can be done once per turn, for increased speed (6D6 less 3) at 3 EP cost. If you perform a stress two turns in a row, you must roll on the Bad Things Table under the STEAM column.

** REDLINING an engine is performing at MAXIMUM for a period of time sufficient to endanger the vehicle. You gain distance, but pay 5 EP. You also automatically roll on the Bad Things Table.

NOTE: Stress is cumulative.

Every time you REDLINE or STRESS, you must make a mark on the other side of this sheet. Starting with the second stress, you add a modifier to the Bad Things Roll table.

STEAM VEHICLE ACTION LIST

Action	Cost	Dist.
<i>Let Out The Brake</i>	-1	5D6
<i>STRESS Engine *</i>	-3	6D6 -3
<i>REDLINE Engine **</i>	-5	8D6 -2
<i>BRAKE</i>	-3	0
Coast n' Stoke	+4	1D6

THESE ACTIONS COST EPs

THIS ACTION GAINS EPs

STEAM NOTES

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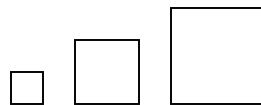
- 1 BC LAT

CAPACITOR STRESS

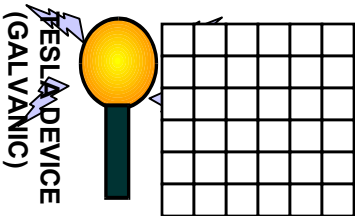


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SIZE CLASS



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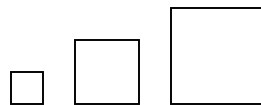
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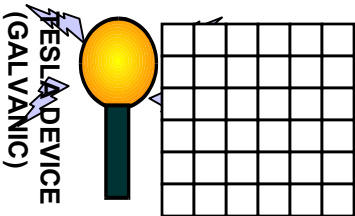


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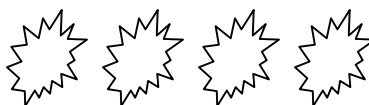
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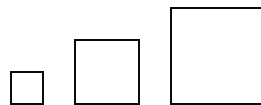
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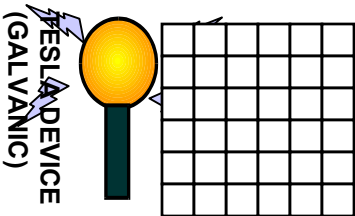


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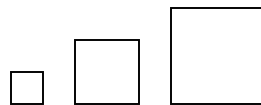
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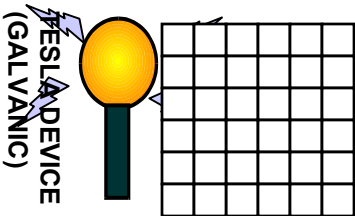


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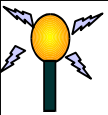
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The Basic "Go Action" for a Galvanic is to **ACTIVATE DRIVE** for 4D6 At cost of 1 EP. A Galvanic does not go as far as other vehicles do as a basic action, but gains more energy back when doing a gain action.

* STRESSING can be done once per turn, for increased speed (7D6 less 3) at 3 EP cost. If you perform a stress two turns in a row, you must roll on the Bad Things Table under the GALVANIC column.

** OLD SPARKY! is performing at MAXIMUM Voltage for a period of time sufficient to endanger the vehicle. You gain distance, but pay 5 EP. You also automatically roll on the Bad Things Table.

NOTE: Stress is cumulative.

Every time you OLD SPARKY or STRESS, you must make a mark on the other side of this sheet. Starting with the second stress, you add a modifier to the Bad Things Roll table.

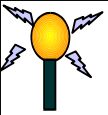
GALVANIC VEHICLE ACTION LIST

Action	Cost	Dist.
Activate Drive	-1	4D6
STRESS DYNAMO *	-3	7D6 -3
"OLD SPARKY!" **	-5	8D6 -2
BRAKE	-3	0
Crank The Dynamo	+5	1D6

THESE ACTIONS COST EPs

THIS ACTION GAINS EPs

GALVANIC NOTES



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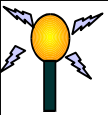
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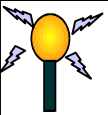
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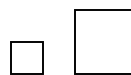
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SIZE CLASS



Clockworks are Either Small or Medium

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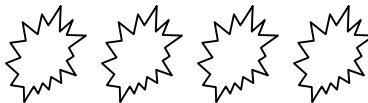
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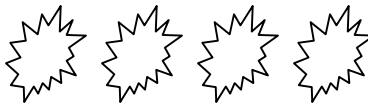
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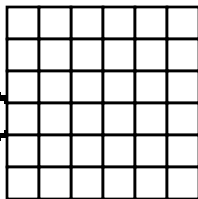
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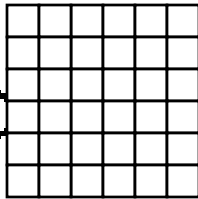
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CLOCKWORKS



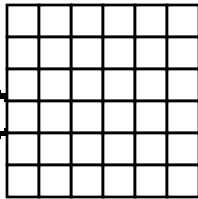
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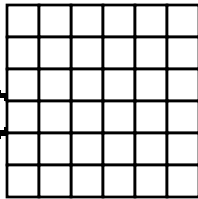
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CLOCKWORKS



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The Basic "Go Action" for a Galvanic Is to **UNWIND**. Clockworks drive for 3 Turns, then need to Rewind no matter what. A depleted Clockwork will coast 1D6 for 1 turn and then stop. 'Stress' and 'Over-wind' may override an Unwind but only last 1 turn.

* STRESSING can be done once per turn, for increased speed (7D6 less 3) at 3 EP cost. If you perform a stress two turns in a row, you must roll on the Bad Things Table under the CLOCKWORK column.

** Over-Wind is performing at MAXIMUM Winding Spring stress for a period of time sufficient to endanger the vehicle. You gain distance, but pay 5 EP. You also automatically roll on the Bad Things Table.

NOTE: Stress is cumulative.

Every time you Over-Wind or Stress, you must make a mark on the other side of this sheet. Starting with the second stress, you add a modifier to the Bad Things Roll table.

CLOCKWORK VEHICLE ACTION LIST

Action	Cost	Dist.
<i>Unwind (3 Turns)</i>	-1	4D6
<i>Stress Spring *</i>	-3	6D6 -3
<i>Over-wind **</i>	-5	7D6 +2
<i>BRAKE</i>	-3	0
REWIND	+1	1D6

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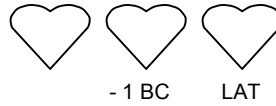
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Vehicle Sheet FOR

INITIAL ENERGY:

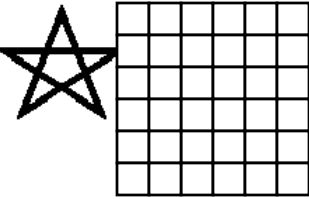
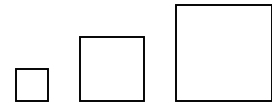
Energy bar with 10 segments, 1 segment shaded.

DRIVER



-1 BC LAT

SIZE CLASS



GAINED

"Gained" means any Additional energy not related To Supernatural

MOTIVE POWER STRESS



+1 BT +2 BT +4 BT

S: 2 TURNS/TURN, MOVE BETWEEN L & M or M & M, BC
M: 1 TURN/TURN, BC
L: 1 TURN/TURN, DISPLACES (NO BC)

FACTION

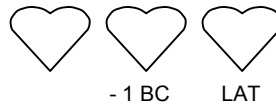
SPECIAL

Vehicle Sheet FOR

INITIAL ENERGY:

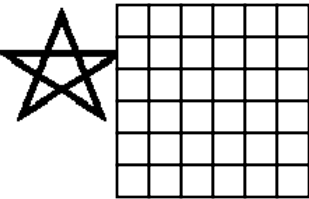
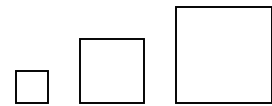
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DRIVER



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FACTION

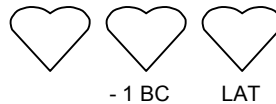
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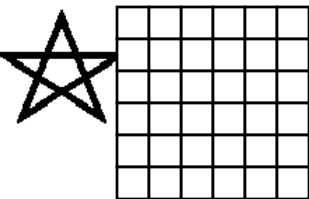
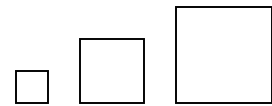
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FACTION

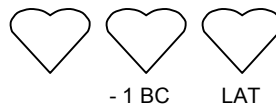
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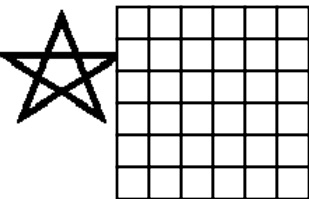
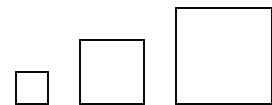
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DRIVER



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FACTION

SPECIAL



SUPERNATURAL NOTES

The Basic "Go Action" for a Supernatural is to **SLITHER, FLOAT or CREEP** for 4D6 At cost of 1 EP. A Super does not go as far as other vehicles do as a basic action, but usually have other advantages.

* STIR UP DEMONS can be done once per turn, for increased speed (6D6 less 3) at 3 EP cost. If you perform a STIR two turns in a row, you must roll on the Bad Things Table under the SUPERNATURAL column- Demons are touchy.

** INVOCATION is performing a ghastly ritual to provide motive power at the risk of being noticed by really bad things. You gain distance, but pay 5 EP. You also automatically roll on the Bad Things Table, under the Supernatural column.



NOTE: Stress is cumulative.
Every time you STIR or INVOKE, you must make a mark on the other side of this sheet. Starting with the second stress, you add a modifier to the Bad Things Roll table.

SUPERNATURAL VEHICLE ACTION LIST

Action	Cost	Dist.
<i>Slither/ Creep/Float</i>	-1	4D6
<i>Stir Up Some Demons *</i>	-3	6D6 -3
<i>Invoke That which should not be named **</i>	-5	8D6 +2
<i>BRAKE</i>	-3	0
SATIATE THE ELDER GODS	+3	1D6

THESE ACTIONS COST Eps

THIS ACTION GAINS Eps



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Vehicle Sheet FOR

INITIAL ENERGY:

DRIVER



- 1 BC LAT

SIZE CLASS

Muscle Powered Vehicles are always Small

S: 2 TURNS/TURN, MOVE BETWEEN L & M or M & M, B

Muscle vehicles do not roll on the Bad Things Table. Instead, they accrue fatigue points— 1 per every 3 regular Turns, 2 for a PEDAL x 2 or PEDAL TO THE METAL actions. After 4 FP, they lose 2D6 per turn (minimal distance is 1d6. At 8 FP they MUST rest. Resting removes 8 FP on turn 1. Resting when you have less than 8 FP give you four FP back and 5 EP extra (above any GAIN).

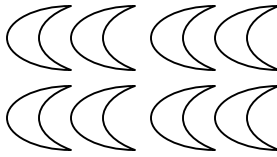
MUSCLE



GAINED

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FATIGUE



SPECIAL

FACTION

Vehicle Sheet FOR

INITIAL ENERGY:

DRIVER



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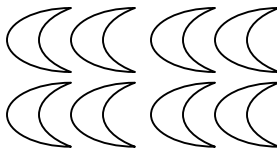
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INITIAL ENERGY:

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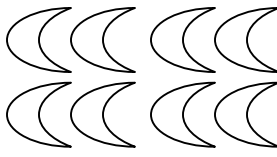
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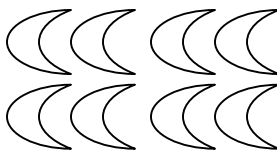
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FATIGUE



SPECIAL

FACTION



MUSCLE NOTES

The Basic "Go Action" for a MUSCLE conveyance is to **Pedal** (or **Run**, or **Flap**. We will use the term *pedal* for all muscle actions).

PEDAL, PEDAL x 2, or PEDAL TO THE METAL are all variations of the the basic EPs-for-Distance exchange. The difference is a Muscle conveyance does not endure Bad Things Checks. Instead, they get FATIGUE POINTS (as explained on the front of this sheet).

RESTING is an action that can be taken to remove Fatigue Points. A RESTING muscle conveyance moves 0 Distance, and must be STOPPED first (by Braking or Coasting to Stop).

Additionally, a Muscle Conveyance has 3 flavors of "gain back" Actions: Coast, Coast 2, and Coast Stop. All of these give back energy at cost of diminished distance. Also, there is START FROM STOP penalty of 1 EP if you choose COAST/STOP.

MUSCLE VEHICLE ACTION LIST

Action	Cost	Dist.
PEDAL	-1	4D6
PEDAL 2	-3	6D6 -3
PEDAL TO METAL	-5	8D6 -2
BRAKE	-3	0
COAST	+1	1D6
COAST 2	+3	1D6 - 2
COAST STOP	+ 5	2"

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