

# Miles Messervy Speed Modifiers

The MMSM system was developed as an alternative to the Car Wars (pre-Fifth Edition) targeting modifier due to speed. The modifier is based on relative speed, and is designed to encourage not simply *going* fast, but rather carefully maneuvering to *use* your speed to the best possible advantage.

## To Determine Speed Modifiers

Place a turning key next to each vehicle, with the arrow pointing in direction of travel and the turning key arcing towards the other vehicle.

Make a line between the centers of the vehicle counters. This line indicates how much of each vehicle's speed applies towards the modifier.

Multiply each car's speed by the value or percentage on its turning key.

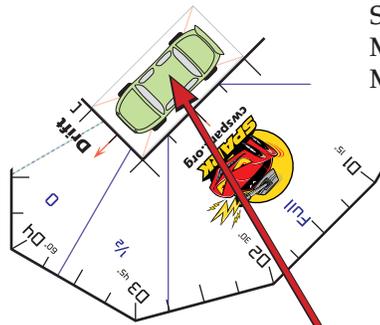
Add them together if they're both the same color; subtract the smaller from the larger if they're different colors.

The modifier is -1 per 15 MPH of difference and is applied to both vehicles.

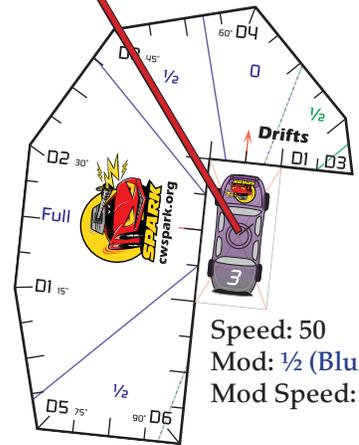
If there's a dispute over which section the angle is in, either place it in the worse section (harder to hit) or dice for the right to be right.

## Car Wars 5th Edition

Try using 20 MPH instead of 15 if you'd like to add back speed modifiers but keep the numbers simpler.



Speed: 65  
Mod: Full (Blue)  
Mod Speed: 65



Speed: 50  
Mod: 1/2 (Blue)  
Mod Speed: 25

$$65 + 25 = 90$$

$$90 \div 15 = 6$$

Both cars have a -6 to hit.



## Legal Notes

The Miles Messervy Speed Modifier rules came from the former HVD website by Dr. James D. Barton. SPARK has reposted those rules for your convenience.

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