KILL! KILL! KILL!
A STRAIGHT ROAD

A GAME BY HEIKO GÜNTHER

Nobody remembers the actual apocalypse. Global tensions led to a world war for the remaining resources, a conflict that transformed earth into a nuclear wasteland. A relentless sun burns upon wide ranges, cleared by biological agents, and so forth.

All of that lies deep in the past, and everybody tells his on version. However, that doesn't really matter a lot, as long as there are gas stations. And cars. The important question is which gang rules around here. If you should bolt another piece of armor to your hood. Or perhaps rear guns.

THE GAME

The players agree on a scenario, use the available budget to buy vehicles, drivers and equipment. For the first game, just use the first scenario ("Destruction Derby") and have each player pick one of the ready-made vehicles (found at the end of the scenario section).

Each round, each vehicle is activated in turn. An activated vehicle first sets its speed and then drives that far. Additionally, driver and passenger may each take one action. If a vehicle would leave the game board, a new board is attached and the road goes on.

In the scenario "Destruction Derby", whoever inflicts the most damage wins. In other scenarios, the victory condition may vary, as well as the budget per player, turn order and other things. Some scenarios divide the players into two gangs fighting each other, in other scenarios each player is on his own.

VEHICLE CARDS

Each vehicle has a name, a price and a row of up to seven squares, its "speedometer", showing its available speeds. The highest number in this row is this vehicle's maximum speed. You will need one pawn for each vehicle to mark the current speed on the speedometer.

The highest white number on the speedometer is the vehicle's road handling: the higher this number, the better the vehicle handles OffRoad.

The large number in the lower right is the vehicle's structure value: the higher this number, the heavier the vehicle, the more structural damage it can weather and the more likely it will damage other vehicles when ramming. The number of squares to the right of the skull is always equal to this number.
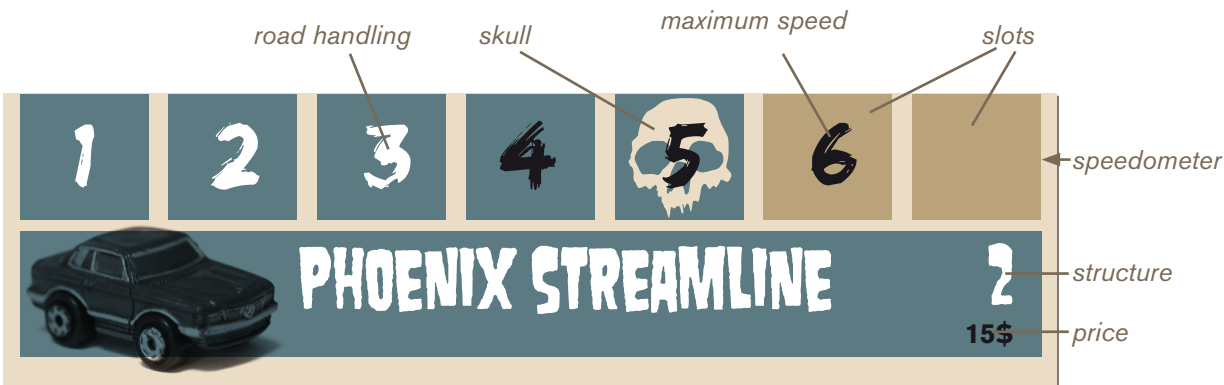
Some of the squares on the speedometer are greyed: those "slots" represent space for equipment in and on the vehicle. The larger and more stable a vehicle, the more stuff can be packed on it and bolted to it without breaking it down. Some slots are underlaying speed numbers; If equipment is put into this slot, the vehicle can not drive this speed any more, it is loaded too heavily.

Some vehicle cards indicate additional equipment under the name of the vehicle, for example "+1 NITRO". Those are built-in pieces of equipment and included in the price of the vehicle. They don't use up a slot but are placed underneath the vehicle card, similar to tuning equipment or passengers. You can not sell those pieces of equipment.

Some vehicle cards indicate other special rules under the name of the vehicle, for example "MOTORBIKE" or "SPACIOUS". See advanced rules for further explanation on these.

You need to represent each vehicle on the board by a suitable model. Print-out vehicle markers are included in case you do not have Micromachines or something similar handy.

Surprisingly, the future offers a seemingly limitless suppy of fullly functional cars, exactly as claimed by many movies including cars and the post-apocalypse. To be more precise, all predictions from all movies apply at the same time. Possible incongruities resolve thanks to quantum mechanics.

road handling · skull · maximum speed · slots

1 2 3 4 5 6 · speedometer

PHOENIX STREAMLINE · 2 · structure

15$ · price

DRIVER CARDS

Each driver has a name, a price and a row of seven numbered squares showing their skill values. The higher those numbers, the better the driver.

Place the driver card flush at the upper edge of the vehicle card. Thus, each speed on the vehicle's speedometer is paired to a skill value of the driver, representing heir ability to control the vehicle at this speed. (see diagram next page)

Later in the game, the driver card will be moved to the left, due to structural damage the vehicle receives. This represents how the vehicle becomes harder to control the more damage it takes.

If the vehicle goes a speed to the right of the current position of the driver card (which therefore is not paired to a skill value), the rightmost skill value on the driver card is used.

If the right edge of the driver card is moved to the left past the skull on the vehicle card, the vehicle has received too much structural damage to go on and is removed from the game - see damage, below.

Some driver cards indicate that they consist of a set team of two, a driver and a passenger, for example „NITRO BELLE & TINKER BELLE". In the price of this driver, the named passenger is included and must be used in the same vehicle. The passenger may not be substituted with another one. Usually, no additional passenger may be used. The named passengers may only be used with those drivers.

In the future, only a good driver will prosper. Prestige is solely forged behind the wheel, or as a mechanic. Gas station owners also have some of that. Drivers of electric cars don't. Since there is no power supply system, these cars have to carry enormous diesel generators on their roofs to supply the electrical power needed to fuel them. Their not-very-streamlined shape and unattractive appearance are clear evidence of their driver's deficient abilities.

MR SKIN AKA SATAN

17$ —*price*

| 6 | 5 | 4 | 4 | 3 | 2 | 2 |

←*skill values*

EQUIPMENT MARKERS

Each piece of equipment is represented by an equipment marker, which must be placed on (=built into) a free slot (=greyed square) on the speedometer of a vehicle card.

Each equipment marker has a little picture, a price and sometimes a few key words. All equipment is described in detail under „equipment", below.

Passengers and tuning, the greenish markers, do not use up space in vehicles. They are not built into slots but placed below the vehicle card. Only one passenger is allowed per vehicle.

Some pieces of equipment may only be used a certain number of times per game; This is indicated by for example „x3" on the marker. Place this number of suitable round usage markers as a stack on the equipment marker, for example 3 mines on the mine dropper. These markers are discarded during the game.
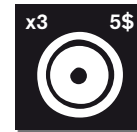
a "mine dropper" equipment marker

a "mine" usage marker

PICK YOUR RIDE

For the introduction game, each player just picks one of the 6 ready-made sets of driver, passenger, vehicle, and equipment, found at the end of the scenario section. After the first few games, you might want to customize your vehicle. The Buy Stuff section, in the advanced rules, explains how to do this.

Example for a driver in an equipped vehicle: Mr Skin in a Phoenix Streamline

At a speed of 3, Mr Skin has a skill value of 4.

Maximum speed of 5; The original maximum speed of 6 is covered by a piece of a equipment and may not be used.

Hitech armor with 2 usage markers.

The bull bar increases the structure value of the Streamline to 3 when ramming.

This passenger will throw dynamite sticks at other vehicles.

MR SKIN AKA SATAN 17$

6	5	4	4	3	2	2
1	2	3	4	5		STRUCTURE +1

PHOENIX STREAMLINE 2

MOLOTOV +1 5$ ACC 2 5$ 15$

pawn

This streamline is equipped with a Supercharger, allowing it to accelerate much faster.

total price: 47$

SETUP

The game board always consists of 2 boards attached to each other length-wise. Pick one basic board without special features and place it as the starting board. Randomly draw and orient a second one and attach it to the first one in driving direction. Place the boards flush in a way that produces a straight road.

The vehicles are not yet placed on the starting board. Instead, a setup round is played: Each vehicle is activated in seating order. Each vehicle may pick its starting speed freely. Each vehicle enters the starting board on a freely picked complete field on the starting edge. In this first activation, no actions or rammings are allowed. Some scenarios use a different setup.

ROUNDS

Each round, all vehicles are activated in order of their position, starting with the one in pole position and activating each in between until the one in the back of the board is reached. In case two or more vehicles share the same position, i.e. occupy fields in a line orthogonal to the road, the leftmost activates first, and the rightmost last. Some scenarios use a different turn order.

For each activated vehicle, the player playing it: (1) sets its speed, then (2) drives and possibly (3) takes action. After that, the next vehicle activates. Once each vehicle was activated, start a new round.

1 SET SPEED

A pawn on the speedometer of each vehicle card always marks the vehicle's current speed. At the begin of its activation, a vehicle's speed must be adjusted as follows:

• Keep the current speed (= don't move the pawn on the speedometer)

• OR Increase speed by 1 (= move the pawn to the right by one field)

• OR Decrease speed by up to 2 (= move the pawn to the left accordingly)

In case the vehicle had a SpinOut and starts its activation facing backwards, it is first oriented correctly. It starts this activation with a speed of 0 (= the pawn besides the speedometer) and may set its speed as usual.

Each point of speed corresponds to roughly 30 to 40 km/h. In the future, nobody has the time or leisure to bother with speed limits or similar nonsense. All vehicles constantly drive a lot too fast. The effect reminds a bit of obviously sped-up movie scenes. Only this is no movie. All real. Using seat belts is massively en vogue, as are airbags and really large power amplifiers.

2 DRIVE

The speed set for the vehicle must be used completely. For each point of speed, the vehicle moves forward by one field, to one of the three fields in driving direction.

In case a vehicle enters a risk or damage field, it is triggered. In case a vehicle enters a field containing another vehicle, it tries to ram it. No vehicle may enter obstacle fields or leave the game board on the left or right edge.

In case the speed pawn is not on the speedometer, the vehicle has a speed of 0. It may either stay stationary or drive one field backwards.

RAM

In case a vehicle enters a field occupied by another vehicle, it tries to ram it. This does not count as an action but as part of driving. The driver of the ramming vehicle takes a Skill Check.

On a success, they manage to ram the vehicle and pick into which of the 2 or 3 fields opposite the ramming vehicle's origin field it is moved. If one of the two vehicles involved has a structure value of at least 2 lower than the other one, it receives 1 damage.

On a failure, the driver of the rammed vehicle decides if they evade or let themselves be rammed as described above. If the rammed vehicle evades, its driver decides into which of the 2 or 3 fields opposite the ramming vehicle's origin field it is moved, and no damage occurs.

When ramming stationary vehicles (with a speed of 0, due to a SpinOut for example), no Skill Check is required; The ramming is an automatic success.

To reduce the risk of accidents, all crossroads have been abolished in the future. A single road connects all important places, primarily gas stations, bars and repair shops. This road is very long and straight, and sets the stage for the drama that is life in future, a simulation of which this games provides.

The black vehicle may drive to one of the three fields indicated.

If the blue vehicle rams the green one, the latter evades or is pushed to one of the 2 fields indicated..

If the yellow vehicle passes the red one as shown, the latter may tackle it and push it to one of the 2 fields indicated. (For tackle, see advanced rules)
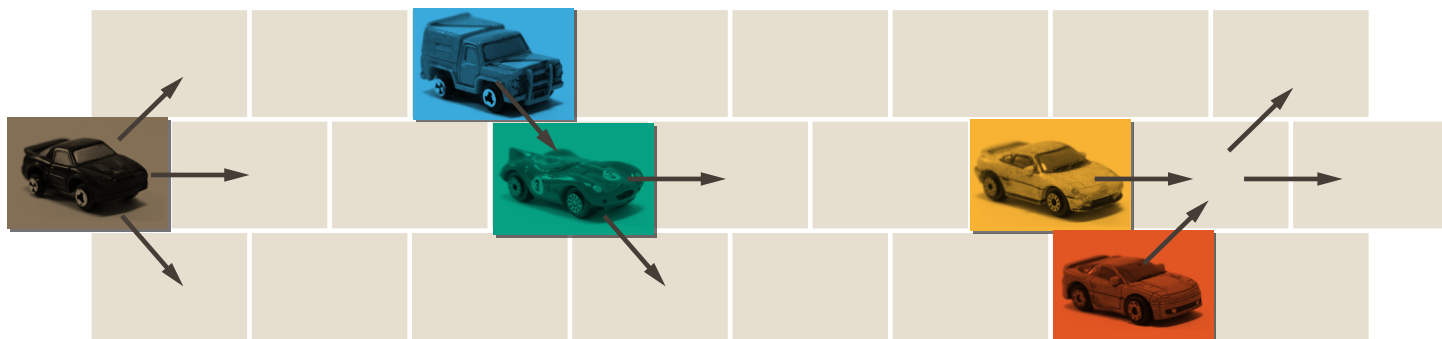
NEW BOARD

If a vehicle enters a partial field at the front edge of the front-most of the two boards in driving direction, randomly draw or pick one of the unused boards and attach it in a random orientation. Place the boards flush in a way that produces a straight road.

After placing a new board, the vehicle continues its movement.

At the end of a round a new board is attached, the back-most, currently third, board is removed. All vehicles still on it receive 1 damage each and are placed on the back-most complete field of the new back-most board.

Obviously, all cars could drive a lot faster than allowed in the boundaries of this game. But since this might lead to damages, it is generally considered morally objectionable, at best. Only being outdistanced by a group of vehicles is considered more objectionable.

3 ACTIONS

At any time before, during, or after a vehicle's movement, its driver (or, if present, its passenger) may take exactly one action. There are different types of actions, with the most common being to shoot at other vehicles or drop stuff on the road. For most actions, the vehicle needs to be equipped with the corresponding equipment.

Driver or passenger of a vehicle without equipment (this may also mean "without working equipment left") may only take the action "shoot hand weapon". For this action, no equipment is needed.

A passenger does not grant an additional action. A vehicle with a passenger may still only take one action, but you may pick if you take that action with the driver or the passenger.

The use of equipment that only modifies a roll (bull bar, stabilizer) or the setting of the speed (Supercharger, Kevlar Brakes, Nitro) does not count as an action.

SHOOT

A driver may shoot their hand weapon at the field directly in the vehicle's front left. A passenger may shoot their hand weapon at the field directly in the vehicle's front right.

If a vehicle is equipped with one or more Guns, the driver or passenger may use these to shoot at one of the three fields directly in its front. If a vehicle is equipped with one or more Rear Guns, the driver or passenger may use these to shoot at one of the three fields directly in its back. Front and Rear Guns may only shoot in a straight line. They may only shoot at the first vehicle in this line. Wrecks and obstacles block this line.

If a vehicle is equipped with Molotovs, the driver or passenger may shoot at one of the four fields to its left or right. A Passenger:Bomber may shoot at the same fields without Molotovs.

In all of these cases, driver or passenger must pass a skill check, both using the driver's skill. In case of a fail, nothing happens. In case of a success, the target vehicle suffers 1 damage. Guns and Rear Guns even cause 1 damage per gun pointing this direction (front or rear).

If a vehicle is equipped with a Rocket Launcher, the driver or passenger may launch 1 rocket. A rocket may hit a vehicle in a straight line in front of the car, with unlimited range, and causes 2 damage. The exact use is described below, under Equipment.

This diagram shows which fields, in relation to the vehicle, may be targeted using which equipment. The two hand guns represent the hand gun of driver and passenger, respectively.

Weapon makers have been a bit neglected, so far. Of course, they are held in highest esteem and incredibly rich. Weapons of all kinds are considered most honourable in the post-apocalyptic bushido. Considered non-honourable are remote-controlled trunk lids, underbody lights and spoilers. Very sharp-edged spoilers that may be used as weapons are excluded from this group.

DROP STUFF ON THE ROAD

If a vehicle is equipped with a Mine Dropper or other equipment that drops stuff on the road, it may drop a continuous line of mines or other stuff. This turns the fields concerned into damage fields or something else. The exact use is described below, under Equipment.

SKILL CHECKS

Various reasons require skill checks. The base value is the skill value of the driver paired to the speed currently marked with a pawn on the speedometer (see diagram on page 4). In rare cases, a bonus (Passenger: Gunner, Stabilizer) may modify that value. Roll a six-sided die. If you roll equal to or less than the modified skill value, you pass the check.

A roll of 6 is always a fail. Likewise, a roll of 1 is always a pass.

If the (possibly modified) target value for the check is a 0 or a 7, you don't roll at all; If it is 0 or less, you fail automatically, if it is 7 or more, you pass automatically.

SPINOUT CHECKS

A SpinOut check is a skill check. In case it is failed, additionally to anything else, the vehicle suffers a SpinOut on the field it is currently occupying.

To mark the SpinOut, turn the vehicle 180 degrees so it faces backwards, against the driving direction. Remove the pawn from its speedometer to mark that this vehicle is stationary. Leftover movement from this activation is lost.

This vehicle's activation ends immediately. Until the start of its next activation it remains totally passive. Until then, it may not tackle, dodge rockets, or evade, and its driver or passenger may not take actions. It may, however, receive damage.

During its activation, each vehicle takes only one SpinOut check per field it enters, even in case the circumstances may require 2 or more. In case of success, the driver mastered this extraordinarily complex situation exceptionally well, in case of a fail, he failed horrendously. During the activation of other cars, the driver may well have to check for SpinOut again, because he needs to dodge rockets, is rammed or something else.

Nuclear fallout and biological warfare agent rainfall have covered the whole ground of the future with a thick layer of highly endurable, excessively slip-proof material, the wet dream of every contemporary race driver. This may explain how cars can come to a full stop from a speed of roughly 250 km/h, should they drive on an exploding mine and lose control, for example.

OFFROAD

All fields to the left and right of the road count as OffRoad. Vehicles are harder to control here.

Every time a vehicle changes from a field on the road to an OffRoad field, or begins its movement OffRoad, its driver needs to take a skill check. A failure reduces the vehicle's speed by 1, to a minimum of 1. In case the vehicle's current speed is printed in black instead of white, it instead causes a SpinOut. Most vehicles have speeds up to 3 or 4 printed in white, and higher ones in black. In either case, a success means the driver keeps total control of the vehicle and suffers no penalty.

RISK FIELDS

This includes, among other, bushes, oil slicks, craters and road damage. On these fields, there is an increased risk of losing control over the vehicle, without the danger of damaging it.

If a vehicle enters a risk field, the driver must take a SpinOut check, irrespective of its speed.

DAMAGE FIELDS

This includes larger stones, mines, wrecks and road blocks. Driving through one of these will definitely damage the vehicle, but the driver may well keep control.

Damage fields count as risk fields in every respect, but additionally and automatically cause 1 damage to any vehicle entering them.

OBSTACLES

This includes walls, large rocks, tank traps and so forth. No vehicle may enter these fields. These fields are outlined in red.

In case a vehicle would enter one of these fields, it collides with the obstacle. It receives damage equal to its current speed and suffers a SpinOut on the field from which it would enter the obstacle field. The obstacle suffers the same damage (which normally does not matter).

A vehicle that could only be pushed to an obstacle field counts as obstacle. It may not be rammed and pushed away, but other vehicles may collide with it, as explained above.

DAMAGE

Each damage received by a vehicle is applied separately. The driver of the vehicle must do one of the following per damage:

Discard one armor plate from that vehicle.

OR Take equipment damage: Flip one piece of equipment on that vehicle to the backside. This equipment is damaged and can't be used any more. It may not be removed from the vehicle. Remaining usage chips stay on this equipment. Passengers and Tuning may never be flipped in this way.

OR Take structural damage: Move the driver card one square to the left. The vehicle itself has been damaged and is now harder to control. If the right edge of the driver card is moved to the left past the skull on the vehicle card, the vehicle has received too much damage to go on and is removed from the game. Do not remove the vehicle from the board, but flip it to its head, and leave it as a wreck.

In the future as well, motoring is war, even though there exists a plethora of traffic rules. Each motorist is proud to accurately adhere to his or her very own, highly complex, road traffic act and is willing to enforce it and prosecute any violation by other drivers in the most direct and effective way.

At a speed of 3, Mr Skin now only has a skill of 3.

Armor and Bull Bar are already destroyed. The next damage will destroy the Streamline.

Passenger and Tuning are still available but may not be used to avoid damage.
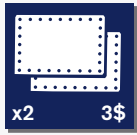
EQUIPMENT

ARMOR 1$
Place 1 armor plate on each Armor. Armor plates may be discarded to avoid 1 damage each.

HEAVY ARMOR 2$
Place 2 armor plates on each Heavy Armor. Armor plates may be discarded to avoid 1 damage each.

armor plate

GUN 4$
Guns may be used to shoot at the first car on one of the three fields in a straight line in front of the vehicle. All Guns are linked and shoot at the same time as 1 action. Each Gun causes 1 damage.

REAR GUN 4$
Rear Guns may be used to shoot at the first car on one of the three fields in a straight line in the back of the vehicle. All Rear Guns are linked and shoot at the same time as 1 action. Each Rear Gun causes 1 damage.

MOLOTOVS 3$
Molotovs may be used to shoot at a vehicle on one of the 4 fields to the left and the right of the vehicle. This is an action. Molotovs cause 1 damage.

ROCKETLAUNCHER 6$
Place 3 rocket chips on each Rocket Launcher.

Launching a rocket is an action. Remove one rocket chip from the Rocket Launcher. The rocket flies in a straight line until it either hits a vehicle, an obstacle, a wreck or leaves the board. Each vehicle in its flight path must pass a SpinOut check to dodge the rocket. On a success, it must move to one of the two fields in his front, left or right, and the rocket flies on. On a fail, it suffers a SpinOut and is hit by the rocket, which causes 2 damage. Flip the rocket chip on its crater side and place it underneath the hit vehicle. Craters are risk fields.

rocket

OIL DISPENSER 3$
Place 3 oil slick chips on each Oil Dispenser.

Dropping a line of oil slicks is an action. You may start with any field you leave in an activation and place oil slick chips in this and all consecutive fields you leave in this activation (See diagram page 6). The first of these chips comes from the Oil Dispenser, the rest from the supply. Oil slicks are risk fields. Additionally, a vehicle leaving an oil slick must treat each field it enters for the rest of this turn as a risk field too.

oil slick
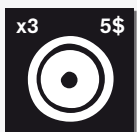
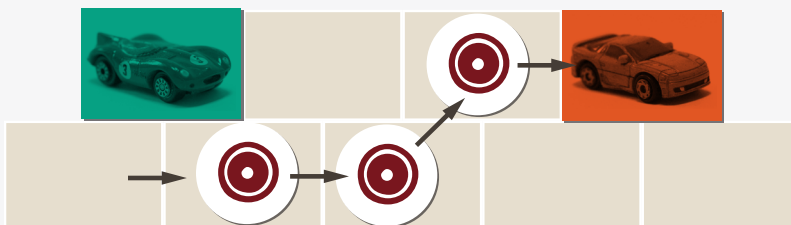## MINE DROPPER 5$
Place 3 mine chips on each Mine Dropper.

Dropping a line of mines is an action and works exactly as dropping oil slicks, above. Mines are danger fields. As soon as a vehicle enters a field with a mine, it receives 1 damage, has to pass a SpinOut check and the mine is flipped to its crater side. Craters are risk fields.

mine

crater

The red vehicle drives four fields. As its action, it lays a row of mines in the three last fields it drives through, turning them into danger fields. Tough luck for green.

NITRO 4$

Nitro allows to accelerate to maximum speed immediately, instead of regularly setting the speed. You may not use Nitro when starting an activation with a speed of 0. If you use Nitro on an OffRoad field, you must take a SpinOut check on your maximum speed. Using Nitro is not an action.

BULL BAR 2$

A Bull Bar gives the vehicle a bonus of +1 on its structure when ramming another vehicle. Each vehicle may only have 1 Bull Bar.

TUNING

Tuning is a modification or exchange of existing vehicle parts and thus doesn't use up extra space. Do not place it on a slot but underneath or next to your vehicle card. Using Tuning is never an action. You may only have one of each type of tuning per vehicle.
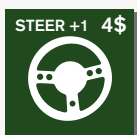
TUNING: KEVLAR BRAKES 3$

When setting speed, you may decelerate 1 more, for a total of 3.

TUNING: SUPERCHARGER 5$

When setting speed, you may accelerate 1 more, for a total of 2.

TUNING: STABILIZER 4$

Gives a bonus of +1 on all SpinOut checks (also when dodging rockets).

PASSENGER

A passenger does not grant an additional action, but may be used for this turn's action instead of the driver. The passenger always uses the driver's skill value.

Each passenger may use their hand gun to shoot at the field directly in the front right of the vehicle. This is an action.

A passenger sits in the passenger seat and does not use up extra space. Do not place it on a slot but underneath or next to your vehicle card. You may only have one passenger per vehicle.

PASSENGER: GUNNER 4$ (also: Baby Zipper)

A gunner has a bonus of +1 on the skill check when shooting. This does not apply to throwing Molotovs.

PASSENGER: BOMBER 5$ (also: Todd Still)

Similar to using Molotovs, a Bomber may shoot at a vehicle on one of the 4 fields to the left and the right of the vehicle. This is an action. Additionally, the Bomber has a bonus of +1 on the skill check for this kind of attack. Dynamite sticks cause 1 damage. They always leave a crater in the targeted field, even if they don't hit.

crater

PASSENGER: FIXER 6$ (also: Tinker Bell)

A Fixer may flip 1 damaged equipment back to its regular side, repairing it. This is an action. Used up or lost usage chips are not refilled by this. Armor may be repaired.

SCENARIOS

When playing with ready-made vehicles (at the end of the Scenario section), ignore budget and forbidden equipment. Some scenarios use special scenario rules:

DANGEROUS AREA

Some scenarios take place in a dangerous area: When attaching a new board, additionally roll a die:

1 - no additional effect
2 - randomly distribute 10 wrecks on the whole newly attached board
3 - randomly distribute 10 oil slicks on the road of the newly attached board
4 - randomly distribute 10 craters on the road of the newly attached board
5 - randomly distribute 10 mines on the whole newly attached board
6 - randomly distribute 10 mines on the road of the newly attached board

To ‚randomly distribute' stuff on a board, either roll an 8-sided die twice, for column and row on the board, or just drop the stuff from a suitable height. If the stuff should be only on the road, move it inwards to the corresponding road field.

EAT DUST

Some scenarios use Eat Dust: vehicles dropping off the back-most board after attaching a new board to the front are completely removed from the game.

PVP SCENARIOS

Each player is on its own. Only the most manly may win.

DESTRUCTION DERBY
- **Scenario Rules:** Dangerous Area, Eat Dust (first game: ignore these)
- **Budget per player:** 55$ (first game: ignore this)
- **Forbidden Equipment:** All Tuning (first game: ignore this)
- **Victory Conditions:** Collect 1 damage marker per damage you inflict on any other car. The game is over once all surviving cars have left the fourth board. Whoever collected the most damage markers wins. In case all players except one die before that, this player wins.

damage marker

DEATHRACE
- **Scenario Rules:** /
- **Budget per player:** 45$
- **Forbidden Equipment**: /
- **Additional Rules:** Randomly distribute 4 number chips with the values from 1 to 4 as pedestrians on each board, including the two starting boards. Pedestrians have to be killed. They may be shot or run over. You may shoot at a pedestrian as if it were another vehicle, but detract the pedestrians value (1-4) from your current skill value. To run over a pedestrian, you "ram" it, modifying your skill value as if you were shooting at it. If you fail at ramming, the pedestrian manages to jump aside, and the player to your right picks an adjacent field the pedestrian is moved to. If you succeed, the pedestrian is killed. If you shot a rocket at a pedestrian, proceed as if you had tried to run him over. Collect each pedestrian you kill.
- **Victory Conditions:** After the round the first car leaves the fourth board, the game is over. Each player receives points equal to the value of all pedestrians he killed plus points for its vehicle's position: first place 9 points, second place 6 points, third place 3 points. Ties share the total of all positions occupied. Most points win.

pedestrian (value 2)

OBSTACLE RACE

- **Scenario Rules:** Dangerous Area, Eat Dust
- **Budget per player:** 45$
- **Forbidden Equipment:** Mine Dropper
- **Additional Rules:** Randomly place a checkpoint on each of the two starting boards. Each time a new board is attached, the player in the last position still in the race must place a checkpoint on it. The checkpoint must be at least 2 full fields away from entry and exit border. Each vehicle must drive over each checkpoint. If a vehicle misses a checkpoint, it is removed from the game once the board with this checkpoint is removed.
- **Victory Conditions:** As soon as only one vehicle remains in play, its driver wins.

checkpoint

DEATH HEADS

- **Scenario Rules:** /
- **Budget per player:** 70$
- **Forbidden Equipment:** All Passengers
- **Additional Rules:** Shuffle the 12 markers (2 Death Head, 5 Swords, 5 Shields) and randomly distribute 5 face-down on each board, including the starting board. All vehicles start the game with deactivated equipment; Spin all equipment markers upside-down to mark this at the start of the game. Deactivated equipment may be flipped to avoid damage. Armor starts the game activated. Every time a vehicle enters a field with one of the markers in it, flip it, apply the effect, then return it to the hidden supply.
If it is a Sword, activate (spin right-side-up) one of the offensive equipments of this vehicle: Guns, Rear Guns, Molotovs, Bull Bars, Rockets.
If it is a Shield, activate one of the defensive equipments of this vehicle: Nitro, all Tuning, Mines, Oil Dispensers.
If it is a Shield or Sword and your vehicle has no matching equipment to activate, you may repair one equipment damage instead.
If it is a Death Head, the vehicle takes one damage and has to pass a SpinOutCheck. Place a crater underneath the vehicle.
All activated equipment stays activated until the end of the game. Flipped markers are returned to the supply. Every time a new board is added, place 5 markers from the hidden supply on it.
- **Victory Conditions:** Last man standing.

Death Head

Shield

Sword

THE PACK

- **Scenario Rules:** Eat Dust
- **Budget per player:** 45$
- **Forbidden Equipment:** /
- **Additional Rules:** One Player is Max. He has a budget of 60$, buys stuff first, has to choose Max as a driver and sets up first: He starts with a freely picked speed on a freely picked field 4 fields away from the starting edge. Max starts the game. All other players are his pursuers.
- **Victory Conditions:** Max wins if more than half of his pursuers are destroyed or he leaves the fifth board. Each pursuer may win by destroying Max, i.e. causes him the deadly damage.

THE TRUCK

Use the rules for the Gang scenario Convoy, below. One player, Max, in addition to his regular vehicle, gets "the bus", only in this case he just picks a Truck of structure 4 or more. All other rules stay the same. Non-Max-players collect 1 damage marker for each damage they inflict on the Truck. If the Truck is destroyed at the end of round 7, the player with the most markers wins. If not, Max wins.

GANG SCENARIOS

These scenarios require the players to split into 2 gangs of equal size. In the scenario descriptions, below, the gangs are called A and B. The members have to settle on silly names for their gangs, though. The members of the same gang may freely exchange their money during buying stuff.

Games with gangs use a different activation order: The two gangs take turns alternatingly. The gang taking its turn activates all their vehicles in a freely chosen order. Gang A always starts the game.

In case of an odd player number, one member of the gang with fewer players must control 2 vehicles. He receives double budget accordingly.

TO THE GAS STATION
- **Scenario Rules:** /
- **Budget per player:** 53$
- **Forbidden Equipment Gang A:** Supercharger
- **Forbidden Equipment Gang B:** Guns
- **Setup Gang A:** on the starting board, more than 4 fields from the entry edge.
- **Additional Rules:** Use the number chips to form a stack of 4 counter chips: The topmost chip has the number 4, the next one the number 3, then 2, the bottommost 1. Each time a new board is attached, roll a die: If the number is equal or higher than the topmost chip, the gas station is at the exit edge of this board, if not, it's still a bit farther. Either way, remove the topmost chip.
- **Victory Conditions:** As soon as one vehicle from one gang leaves the board over the edge to the gas station, that gang wins.

number chip (value 2)

BASH
- **Scenario Rules:** Dangerous Area, Eat Dust
- **Budget per player:** 56$
- **Forbidden Equipment:** /
- **Additional Rules:** Gang A may only enter the starting board in the left half, gang B may only enter in the right half. The road is excluded from both. After entering the board, the road may be used regularly. The members of the two gangs sit around the table alternatingly, and activate their vehicles clockwise.
- **Victory Conditions:** As soon as one gang is eliminated completely, the other gang wins.

ROADBLOCK
- **Scenario Rules:** /
- **Budget per player:** 45$
- **Forbidden Equipment Gang A:** Nitro
- **Forbidden Equipment Gang B:** Guns
- **Additional Rules:** Starting with gang B, the gangs pick and place 5 boards alternatingly. The gang that picked each board must place 3 wracks on it. No additional boards are attached.
- **Setup Gang A:** on the starting board, more than 4 fields from the entry edge.
- **Victory Conditions:** Gang A must keep gang B from breaking through. If, at the end of a round, the back-most surviving gang B vehicle has passed the front-most surviving gang A vehicle by at least half a field, gang B wins. Gang A wins if either: One of gang B's vehicles is destroyed or all of gang A's vehicles have left the fifth board.

BOSSFIGHT

• **Scenario Rules:** Dangerous Area
• **Budget per player:** 48$
• **Forbidden Equipment:** /
• **Additional Rules:** Both gangs secretly pick one of their vehicles in which their boss rides. Secretly note the name of this vehicle on a piece of paper.
• **Victory Conditions:** As soon as the boss vehicle of one gang is destroyed, the other gang wins.

CONVOY

• **Scenario Rules:** /
• **Budget per player Gang A:** 46$
• **Budget per player Gang B:** 50$
• **Forbidden Equipment:** /
• **Additional Rules:** Gang A has an additional, virtual, member driving the Bus. This virtual member has the same budget as each other player, but must pick the Bus as his vehicle. The Bus is controlled by the whole of gang A. Inside the Bus, something very important happens which takes 7 rounds to finish. It's very secret. Build a stack of 7 damage markers and remove one at the start of each round. At the end of round 7, the game ends.
• **Victory Conditions:** If the bus is destroyed before the end of round 7, gang B wins. Otherwise, gang A wins.

damage marker

READY-MADE VEHICLES

When playing with ready-made vehicles, ignore budget and forbidden equipment in the scenario rules. Each of these would cost roughly 50-55$.

Carey Loftin in Some Crappy Sedan
Passenger:Gunner, Tuning:Supercharger, Tuning:Kevlar Brakes, Gun, Gun

Real Don Steele in 58 Delivery Van
Passenger:Bomber, Tuning:Supercharger, Bull Bar (built in), Oil Dispenser, Heavy Armor

Nitro Belle and Tinker Belle in The Truck
Passenger:Fixer (Tinker Belle), Tuning:Stabilizer, Bull Bar(built in), Heavy Armor, Nitro, Gun

Max in Interceptor 2000
Passenger:Gunner, Tuning:Supercharger, Gun

Jericho in Trans-Am 5
Passenger:Fixer, Mine Dropper, Heavy Armor

Ford Pefrect in F-Series Pick-Up
Rear Gun, Rockets, Armor

SOLO PLAY

Use the PVP Scenario "The Pack". You are Max, see above. You should pick Max as the driver and may pick any vehicle except the SC 335-U. Your adversary is the Berzerk gang. The John Deere Dealer is always part of it. Randomly pick 3 to 6 more members, re-rolling if you hit a vehicle you have picked. You control all vehicles and make all rolls.

Members of the berzerk gang always set their speed so they end their move as close as possible to their preferred target field. They try to stay on the road as much as possible, do not dodge risk or damage fields and tackle you when you try to pass them. They evade when rammed unless they have a structure value of 2 or more more than you. They always try to make one of their preferred actions, in the order of their preference, targeting you, of course. They assign damage to their own cars in this order: Armor - Empty Usables (Rocket Launchers, Mine Droppers, Oil Dispensers) - Empty Structure - Nitro - Usables - (Rear) Guns - Bull Bar - Structure

You start in the middle of the first board, with the members of the berzerk gang around you on their preferred target fields. You activate first each round, the berzerk gang after you in the order they are listed below.

Your score is the number of the board you die on, counting the starting board as "1". If you manage to get rid of all (destroy or lose) members of the berzerk gang, add 2 to that score. Add 1 to that score for each member of the berzerk gang taking part in the game.

THE BERZERK GANG

BOSS - The John Deere Dealer in SC 335-U
Passenger:Gunner, Surprisingly Large Gun (advanced), Nitro, Heavy Armor (built in)
Target field: 3 fields straight behind Max
Action Preference: Large Gun - Ram - Hand Gun

1 - Carey Loftin in Some Crappy Sedan
Passenger:Gunner, Tuning:Supercharger, Tuning:Stabilizer, Gun, Gun
Target field: 2 fields behind Max, 1 field to the left or right
Action Preference: Gun - Hand Gun

2 - Real Don Steele in 58 Delivery Van
Passenger:Bomber, Tuning:Supercharger, Bull Bar (built in), Oil Dispenser, Heavy Armor
Target field: 4 fields straight in front of Max
Action Preference: Oil - Bomb - Ram - Hand Gun

3 - Nitro Belle and Tinker Belle in The Truck
Passenger:Fixer (Tinker Belle), Tuning:Stabilizer, Bull Bar(built in), Heavy Armor, Nitro, Gun
Target field: directly left or right behind Max
Action Preference: Fix - Ram - Gun - Hand Gun

4 - Jericho in Trans-Am 5
Passenger:Fixer, Mine Dropper, Heavy Armor
Target field: 4 fields in front of Max, 1 field to the left or right
Action Preference: Fix - Mine - Hand Gun

5 - Ford Pefrect in F-Series Pick-Up
Rear Gun, Rockets, Armor
Target field: 2 fields in front of Max, 1 field to the left or right
Action Preference: Rear Gun - Rocket - Hand Gun

6 - Prudence Razor in Corvette Pursuit
Passenger:Bomber, Tuning:Kevlar Brakes, Heavy Armor, Nitro (built in)
Target field: directly left or right behind Max
Action Preference: Bomb - Hand Gun

ADVANCED AND OPTIONAL RULES

BUYING STUFF

Each scenario grants a certain budget in dollars to each player, which may be spent on vehicles, drivers and equipment. All of those have a price in dollar printed on them. Some scenarios have forbidden equipment; those may not be purchased for this scenario.

You need to buy one driver per vehicle and vice versa.

You must build all equipment you bought into a vehicle.

If your group is into that kind of thing and can't settle this stuff any other way, do drafting: One player drafts his vehicle from the whole stack, passes the rest to the left. The player to his right drafts a driver from the whole stack, passes the rest to the right. Continue until everybody has vehicle and driver.

Generally, you can only buy what you got markers for. If multiple players want to purchase the same equipment, the player having spent less so far may buy it. In case of a tie, roll a die: Whoever rolls higher may buy the thing. Or ignore all of this and just print out more.

EVADE

The target vehicle of a successful ramming attack may try to evade actively: Its driver takes a SpinOut Check. On a success, the vehicle evades into one of the 3 fields in driving direction. On a failure, it stays in its field, suffers a SpinOut, and is rammed regularly.

TACKLE

If a vehicle passes another vehicle, i.e. drives into the field directly next to its front (left or right), the passed vehicle may tackle the passing vehicle. The passed vehicle may immediately and for free ram the passing vehicle. See ram. If the passing vehicle evades, no ramming occurs. The evading does not count towards the passing vehicle's movement. (also see diagram under Ram)

DRIFT (EXPERIMENTAL)

At any point during your movement, you may decide to start to drift. Decide if you drift to the left or right and turn your car by 60 degrees to face into that direction, forward. Immediately take a SpinOutCheck. If successfull, the vehicle will start to drift. Use the rest of your movement for this turn to move the vehicle straight ahead. While drifting, you may decide to stop to drift anytime and turn your car back to face forward. At the end of your turn, you automatically stop drifting.

While drifting, all your firing zones are turned 60 degrees to the left or right, allowing you to target vehicles there. There is no other effect. Oh, it looks fucking cool.

CINEMATIC PURSUIT MODE (EXPERIMENTAL)

At any point during your movement, if you are immediately behind another vehicle, you may decide to start pursuing it as your driver's action for this turn. The rest of your movement is lost. During the pursued vehicle's next activation, you stay right behind it. You may not decide to stop pursuit. Your actual speed does not matter. Be warned: This may lead to unintentional driving through damage fields, ramming attacks, or collisions, and quite possibly SpinOut Checks. Only a SpinOut or total annihilation of the pursuing vehicle will stop pursuit mode.

If a pursued vehicle suffers a SpinOut, the pursuing vehicle immediately rams it.

If you start a turn in pursuit mode, either take a regular turn (using the pursued vehicle's speed as your starting speed) or stay in pursuit mode. If you do the latter, only your passenger may take an action, and your turn is over.

ROUGH DRAFT CAMPAIGN

Play multiple games. Only use budget of first scenario to buy stuff. After each game, receive money, amount based on placement. Repair costs are some fraction of buy cost. May never change driver (that is you), but sell and buy vehicles and like-new equipment. Sell cost is half buy cost. Usage chips cost something. May store stuff and not build it into vehicles.

ROUGH DRAFT SURPRISE! CARDS

A deck of cards each player may buy some number from at the start of the scenario. Each card costs 0.5 or 1$. Cards are drawn from a well-shuffled stack. They grant nasty surprises and lucky breaks and mention when they may be played during the game. Examples are sudden engine failures, jammed weapons, free ammo refills, animals suddenly appearing on the road, freaking passengers, suddenly appearing risks or dangers, instant-repairs, dust clouds making shooting impossible, etc.

ADVANCED AND EXPERIMENTAL EQUIPMENT

REAR MOUNTED ROCKET LAUNCHERS 6$
Same as Rocket Launcher, but fires backwards in a straight line from the back of the vehicle.

SHRAPNEL DISPENSER 2$
Firing shrapnel is an action. Each adjacent vehicle must pass a SpinOutTest with a -1 malus. Shrapnel does no damage.

HAZER 2$
Place 5 haze chips on each Hazer.

When another player targets you with any kind of weapon that requires him to pass a skill check you may discard any number of haze chips. Each haze chip gives your opponent a malus of -1 on that skill check.

haze

SURPRISINGLY LARGE GUN 10$
Surprisingly Large Guns may be used to shoot at the first car on one of the 6 fields in a straight line in front of the vehicle. This counts as 1 action. Each hit from a Surprisingly Large Gun causes 3 damage. Firing a Surprisingly Large Gun requires an immediate SpinOutCheck.

Each Surprisingly Large Gun takes up 2 adjacent slots on the vehicle. It may be flipped to avoid up to 2 damage from one hit.

MORTAR 8$
Mortars may target any field on the current and next board. This counts as 1 action. Hitting the field requires a skill check. On a fail, the shell scatters a total of (7 - your current skill) fields. Roll a D6 for direction. Each vehicle in the hit field suffers 2 damage. This vehicle and any vehicle in an adjacent field must check for SpinOut immediately. Place a crater in the hit field. Firing a Mortar requires an immediate SpinOutCheck.

Each Mortar takes up 2 adjacent slots on the vehicle. It may be flipped to avoid up to 2 damage from one hit.

TUNING: ENFORCED FRAME 2$
You may place 1 regular equipment chip on Enforced Frame instead of on a regular slot. You may flip the equipment chip placed on Enforced Frame to avoid 1 damage.

MONSTER TIRES 3$
Road Handling +1. This basically turns the leftmost black number of this vehicle white. Each vehicle may only have 1 set of Monster Tires. Optionally, these crazy Tires might count as Tuning, but on the other hand, they are large. Monster-sized large.

PASSENGER: SNIPER 8$
A Sniper has a bonus of +2 on the skill check when shooting with Guns or Rear Guns. This does not apply to any shooting the driver does. When you hit with the Sniper, you may pick which equipment is destroyed. You may not destroy Armor with usage chips left on them.

SCIFI SHIT 2$
Using the SciFi Shit is an action. All vehicles not more than 2 spaces away adjust their speed down by 2. Nobody knows how this works or why. Or if it might be useful.

LOW GRADE HEAVY GUN 4$
Low Grade Heavy Guns may be used to shoot at the first car on one of the 4 fields in a straight line in front of the vehicle and cause 2 damage. On a roll-to-hit of 6, they unfortunately explode and are flipped to their "destroyed side".

TUNING: BONNET RIFLE 5$
A Bonnet Rifle may be used to shoot at the first car on one of the 2 fields in a straight line in front of the vehicle and causes 1 damage.

MILITARY GRADE ARMOR 3$
Place 3 armor plates on each Heavy Armor. Armor plates may be discarded to avoid 1 damage each.

SPIKE DROPPER 2$
Place 3 spike chips on each Spike Dropper.

Dropping a line of spikes is an action and works exactly as dropping oil slicks. Spikes are risk fields. If a vehicle enters a field with a spike, it additionally has to reduce its speed by 2.

ADVANCED VEHICLE KEYWORDS

MOTORCYCLE
Vehicles with this keyword are motorcycles and may never have any tuning equipment.

PICK UP
Vehicles with this keyword are pick up trucks and can have additional passengers on their cargo area. Place each passenger after the first one into an equipment slot, as you woud regular equipment. These passengers may be shot and flipped for damage. These passengers may use their hand guns to shoot at any of the three fields in the back of the car. Additional passengers grant additional actions. Driver and additional passengers do not have to take their actions at the same time. Driver and additional passengers may not use the same part of equipment for their actions during the same turn.

LONG
Vehicles with this keyword are exceptionally long and occupy two fields (behind each other) instead of one. This increases their Molotov-area to a total of 6 fields, and their tackle zone to the 4 fields front and center left and right. When driving over risk or danger fields, they only need to check once per such field, but also have to check for ones only their back half passes over as well (when changing lanes, for example)

SPACIOUS
Vehicles with this keyword have a lot of space available for passengers inside. They can have up to 3 additional passengers (granting additional actions, see above under Pick Up) total, and those may use their hand guns to shoot at any adjacent field except the one in front of the vehicle. As usual, the passengers do not take up slots.

Yeah, some of those do not yet have markers. Call me lazy. Or just use other things as markers for those if you really want to use them.

CHEAT SHEET

A ROUND Page 4
activate all vehicles from front left to back right

ACTIVATION Page 4/5
1 set speed: leave as-is, accelerate by 1, decelerate by up to 2
2 drive
driver and passenger may each take one action while driving

RAM / TACKLE Page 5
not an action
Skill Check success: chose target field and ram
vehicle with 2 or more weaker structure receives 1 damage
Skill Check failure: target may evade

SKILL CHECKS Page 7
roll a die and compare to current skill value (plus bonus): equal or less means success
base skill value of 7 means automatic success, without rolling a die
base skill value of 0 means automatic failure, without rolling a die
when rolling, a 6 is always a failure, a 1 is always a success

SPINOUT CHECKS Page 7
skill check: failure leads to SpinOut in current field
turn vehicle to face backwards, lose remaining movement
start next activation with a speed of 0

DAMAGE Page 8
assign each point of damage separately:
Either discard an armor chip
OR flip an undamaged equipment
OR slide driver card one square to the left
If driver card's right edge is slid by the skull, the vehicle is destroyed

RISK FIELDS Page 7
require SpinOut check

DAMAGE FIELDS Page 8
require SpinOut check
cause 1 automatic damage

OBSTACLES Page 8
may not be entered
cause damage equal to current speed in case of collision

OFF ROAD Page 7
enter or start turn: if Skill Check fails, reduce speed by one (min 1)
enter or start turn while speed in black area: SpinOut Check

firing arcs