
 - - - - - **ROAD WARS** - - - - -

INTRODUCTION

Road Wars is a game in the tradition of movies like Mad Max The Road Warrior and Death Race. Players build vehicles out of plastic construction bricks, such as Legos™, and put a minifig behind the wheel. The race track is the floor of someone's house. Once the race starts it's every man, woman, child, alien, ninja, monkey, or robot for himself. Players move and shoot each other until only one racer is left or someone crosses the finish line.

START YOUR ENGINES!

Each player builds a car and puts a minifig driver in it. Cars should have a size limit expressed in studs (width x length). A good limit is around 8x20. If you don't limit the size, people will get a little crazy and the size of the car will be out of scale with movement. Also, bigger cars are easier targets! "Cars" can be RV's, motorcycles, trucks, hovercraft/speeders, tanks, podracers, anti-grav sleds, or basically anything that moves along the ground.

Each player will need a racing form. Several are included at the end of this document. If you want to make your own, the basic format is like:

Name	_____					
	1	2	3	4	5	6
Driver	0	0	0	0	0	0
Body	0	0	0	0	0	0
Engine	0	0	0	0	0	0
	6"	12"	18"	24"	24"	24"

Special Power 0
 Special power description.

The O's on the form are referred to as "studs" in the following rules. Each racing form includes a unique special power, so players may want to choose their own. Or, the group could put the racing forms face down, shuffle them, and draw randomly.

"Driver" represents how skilled the driver of the player's car is. This will matter when the driver tries to shoot at other cars. It will also determine the driver's ability to maneuver the car.

"Body" represents how tough a player's car is. The more studs of body, the more damage a car can take. This is especially helpful when drivers "accidentally" run into each other.

"Engine" represents how fast a player's car is. It determines who goes first each round, and each stud of engine translates to 6" of movement (up to a maximum 24" per turn).

Not all cars and drivers start out equal. Players must mark out 5 studs on their racing form in any row or rows, effectively reducing body, engine, and/or driver skill. Always mark off studs to the right first. Here's an example:

Name	Bikini Girl & the Motorcycle of Doom					
	1	2	3	4	5	6
Driver	0	0	0	0	⊖————⊖	
Body	0	0	0	⊖————⊖	⊖————⊖	
Engine	0	0	0	0	0	0
	6"	12"	18"	24"	24"	24"

Octane Boost (during move) 0 0

Add 6" to your move. May be used twice per race.

This player is counting on speed. The "car" can't take too much damage, and the driver is only slightly above average. The strategy is move first, go full speed, and use the octane boost as soon as possible. Get out of range and stay out of range!

TAKING TURNS

Players take turns in order from highest (current) engine rating to lowest. This changes throughout the game as cars take damage. If two players have the same engine rating, the better driver goes first. If that is also a tie, the car in front goes first. If the cars are equally far along, dice for it!

Each player does two things on his or her turn: move and attack. The order cannot be reversed (you cannot attack and then move).

How far a car moves is governed by its current Engine rating. Measure distances from the left rear corner of the car. Players who are not going to take the car's full movement must declare how far they intend to move on the current turn. (It matters for determining the mid-point of a move for the purpose of making turns.) If a player begins moving his or her car without declaring, they have decided to move at full speed! (No take-backs.)

Cars can make one free turn of up to 45 degrees (eyeball it) at the mid-point and at the end of their move. When turning a car, pivot it on the left rear corner of the car. So, a car moving 18" could move 9", turn 45 degrees, move another 9", and turn 45 degrees. A car moving 6" or less can turn as much as it wants at any point in its movement, even before it moves. It can also move forward and/or in reverse (inches in both directions count towards the cumulative 6").

Any turn tighter than 45 degrees is a maneuver. Also, doing crazy things like driving in reverse at full speed is a maneuver. Basically, anything other than driving in a straight line, making 45 degree turns, or shooting is a maneuver. Whenever a player performs a maneuver, he or she must roll their current driver rating or less on a d6. This is called a "driver check." Failure means the car spins out. (If other maneuvers come up, like a driver jumping from one car to another in order to beat up a rival, use your judgment. The spin out may not always seem like the right or only likely outcome. Just agree on what will happen before players start rolling dice.)

To execute a spin out, determine a random direction by throwing 2d6. Imagine an arrow going from the lower die result to the

higher. (If it's a tie, the player gets to choose which way the arrow points.) Align the car with this imaginary arrow and move it 3". If it encounters another car or obstacle, just move as much of the 3" as possible. Then take one point of body damage. Spin outs always end a player's turn immediately. The player may not move (further) or attack after a spin out.

If a player intentionally drives his or her car into another car, it's called ramming. The player ends his movement immediately and goes into attack mode!

Players may make only one attack per turn. Attacks come in the form of ramming, shooting, or a special power. Special powers are not always an attack, by nature, but they always replace the attack action in a turn.

Attacks often result in damage. Damage is taken by marking studs off a player's racing form. Unless otherwise specified, the player taking damage chooses which studs to mark off. They can be from body, engine, driver, or some combination of these.

If any one of the three lines of studs (body, engine, or driver) ever gets to zero (all studs are marked out), the player is out of the game. Turn the car over. It's a wreck (and an obstacle) for the rest of the race.

A player can ram another car by simply driving into it. The player stops his car at the point where it touches the target car. Both players automatically take one stud of body damage. The ramming player then makes a driver check. If this roll is successful, the rammed player crosses off a number of studs equal to the roll. If unsuccessful, the ramming player crosses off a number of studs equal to the roll.

If a player hasn't rammed another car during his or her turn, he or she can use a special power attack or shoot.

Drivers always have guns mounted on their cars (or carry pistols). To shoot at another car, the driver must have line of sight and the target must be within 24". The player makes a driver check. If unsuccessful, the shot misses. If successful, the player rolls another d6 for damage.

On a 1-3, the target takes one stud of damage. On a 4-5 the target takes two studs of damage. On a 6, the target takes three studs of damage and the attacker gets to choose which studs get marked off!

SPECIAL POWERS

The effects of special powers are described on the driver forms. They probably aren't all equal in power. Players should read their powers before the game and ask any questions they have right off. The group can decide what is logical. Special powers may not be used on a player's first turn!! When a player uses one, mark off one of the special power studs.

THE ROAD

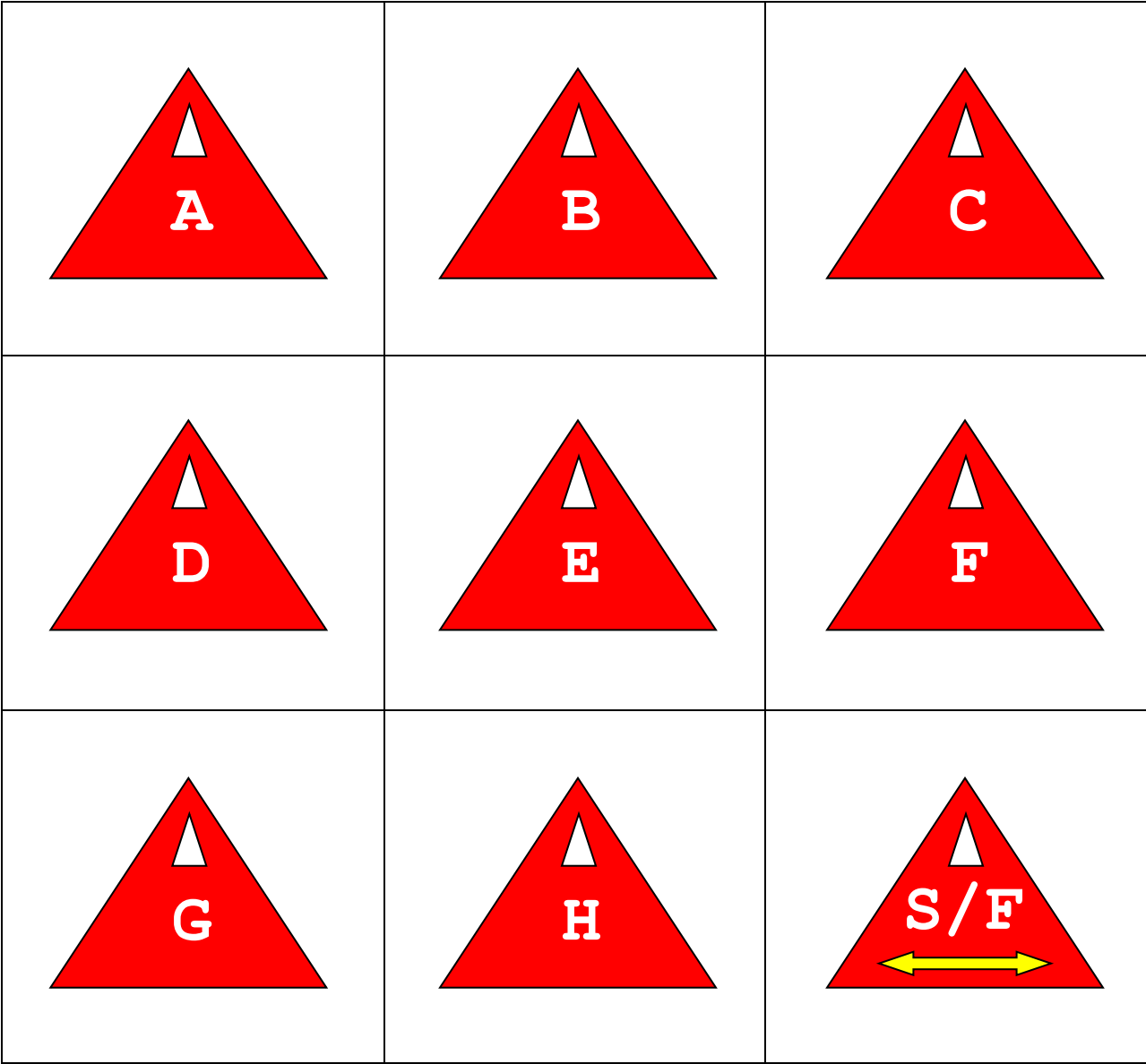
A set of road markers are included in this document. Think of them as rally flags. Place these flags in alphabetical order along the path you want the cars to travel. The pointer indicates on which side of the flag cars must pass. Cars that skip a flag or pass on the wrong side of the flag get blasted by gun toting fans. Roll 2d6 and apply that much damage! The S/F (start/finish) flag indicates the direction of travel and the two-way arrow at the base extends into space as the lap/finish line.

WINNING

There are only two kinds of races, to the finish and to the death. Often it's hard to tell the difference between them! For your first race, set the race for one lap and get used to the system. It will take longer than you might think (depending upon the size of your house).

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Name _____

	1	2	3	4	5	6
Body	0	0	0	0	0	0
Driver	0	0	0	0	0	0
Engine	0	0	0	0	0	0
	6"	12"	18"	24"	24"	24"

Deadeye (when shooting) 0

Automatically hit with one shot. Instead of rolling damage, choose whether the target takes two studs of damage in body, driver, or engine.

Name _____

	1	2	3	4	5	6
Body	0	0	0	0	0	0
Driver	0	0	0	0	0	0
Engine	0	0	0	0	0	0
	6"	12"	18"	24"	24"	24"

Wheelman (anytime) 0 0

Automatically succeed at any driver check without rolling the die. Do this twice per race.

Name _____

	1	2	3	4	5	6
Body	0	0	0	0	0	0
Driver	0	0	0	0	0	0
Engine	0	0	0	0	0	0
	6"	12"	18"	24"	24"	24"

Octane Boost (during move) 0 0

Add 6" to your move. May be used twice per race.

Name _____

	1	2	3	4	5	6
Body	0	0	0	0	0	0
Driver	0	0	0	0	0	0
Engine	0	0	0	0	0	0
	6"	12"	18"	24"	24"	24"

Sideswipe (on another player's turn) 0

If a car passes your car within 6", you can temporarily interrupt the other player's turn and make a ram attack. Move your car to make contact.

Name	_____					
	1	2	3	4	5	6
Body	0	0	0	0	0	0
Driver	0	0	0	0	0	0
Engine	0	0	0	0	0	0
	6"	12"	18"	24"	24"	24"
Oil Spill (instead of an attack) 0						
Any/all cars behind your rear wheels and within 12" must pass a driver check or spin out.						

Name	_____					
	1	2	3	4	5	6
Body	0	0	0	0	0	0
Driver	0	0	0	0	0	0
Engine	0	0	0	0	0	0
	6"	12"	18"	24"	24"	24"
Roadside Repairs (instead of moving) 0 0						
Don't move your car this turn. Regain two studs in body or engine (or one of each). May be used twice per race.						