Formula... Death!

It is the not-so-distant future. Civilisation is collapsing. Crime rules. The streets are deadly, an arena for a new breed of champion.

Prowling the urban jungle in your souped-up performance car, you are a warrior of this new age, a knight of the road. Armed with scrounged military tech, diabolical weapons systems and the will to use them, you obey the code of the road – never refuse a race... and never lose.

Whether you fight for justice, for money, for honour, for revenge, one thing is certain – you fight. And the roads are your battlefield. Welcome to Formula... Death!

Using These Rules

Want a little more conflict in your Formula D games? These rules allow players to upgrade their cars with weapon systems, armour, and gadgetry, all designed to help them battle their way to first place.

These rules also provide a mechanic for addressing the fact that with the standard rules, once a player gets a lead the game can continue for many turns with the winner already pre-ordained. That can be boring. But when the cars behind have roof-mounted missile systems, no lead is certain.

It is assumed that you are playing the game with the basic rules, as it makes for a faster more furious experience. However, to ensure the game is as fun as possible, a few additional rules have been included. See the New Rules section for details.

New Rules

Phases: In Formula.. Death!, the standard round remains

unchanged, but is renamed the Movement Phase. After each Movement Phase, another phase takes place – the Attack Phase.

Attack Phase: During the Attack Phase, each car may either fire one weapon that has no reload tokens on it or remove one reload token from a weapon. Attacks take place in the opposite order to the Movement Phase (ie. The car in last place attacks first, followed by the next to last, and so on).

Attacks: When making an attack, unless your weapon specifies otherwise, you may only fire at targets in front of you. Cars are deemed to be in front if they would move before you in the movement phase. Cars are deemed to be behind you if they would move after you during the movement phase. Weapons all have a range, counted from

any space adjacent to the attecker's car. If a target is in range, the attacker must roll the weapon's accuracy or less to hit. Then the attacker places a number of tokens on the weapon equal to the weapons reload value. Once these are all removed, the weapon may fire again.

Line of Sight: You may only choose targets to which you have line of sight. This means you must be able to draw a straight line between any part of your car and any part of theirs. This line must not leave the track at any point.

Wreckage: Any time a car takes damage, it leaves a wreckage marker on the space it occupied at the time. CArs moving over these markers must make a Wreckage Roll. On a 1-4, the car takes a point of damage and the marker is removed.

Dropping Your Clutch: If a car ends it's movement one space short of a corner (ie. If it moved one space further it would be in the corner), the player may elect to Drop the Clutch, taking two points of damage to move an extra space, into the corner.

Spinning Out: When a car is reduced to 0 or fewer damage, it immediately spins out. Place the car backwards on the track. On it's next movement phase, the player may roll the yellow dice to move off again in first gear. If it takes even one more point of damage, it is immediately destroyed.

Slipstreaming: If a car ends its turn directly behind another car, it may Slipstream, immediately moving a further three spaces. You may do this whatever gear the cars are in.

Choosing Upgrades

Each car has four slots to use for upgrades: two weapon, a defence and an utility. Some particularly powerful upgrades will use both their own slot type plus another slot, effectively reducing the number of upgrades a car has to three (or two if it has two powerful upgrades fitted). These upgrades are marked as "Powerful" on the card and have a yellow glowing border.

There are only a limited number of each upgrade. How they are distributed depends on the players. They may choose either the random or the pick methods.

Random: Deal a weapon to each player. If it is Powerful, the player must skip the next card (second attack). Next, deal a second weapon to each player. Again, if anyone receives a Powerful weapon, they skip the next card (defence). Next deal a defence to each player. Again, players must skip the next step if this one is Powerul. Finally deal out utility cards (none of which are powerful).

Pick: After determining posi-

tion on the starting grid, each player takes turns choosing cards, beginning with the player in last position and ending with the player in pole position. Keep taking turns in this order until everyone has two weapons, a defence and a utility upgrade (or whatever reduced combination they end up with due to Powerful upgrades).

Weapons

Every warrior needs a weapon. And in the world of Formula... Death!, these come in a dizzying array of types, of which your car will start the game with two.

Unless otherwise noted, weapons can only fire forwards (ie, at cars that would move before you during the movement phase).

All weapons begin the game with one reload token on them (meaning they cannot be fired in the first round).

And remember: Powerful

weapons also use up another slot on the car, either meaning you only have one weapon or you do not have a defence or utility upgrade..

Defences

Unlike other upgrades, there are multiple cards for each type of defences. Each car has one defence. If it is marked as powerful, it also takes up either a weapon or utility slot.

Utility Upgrades

While some utility upgrades cause damage, they are not weapons and cannot be fired during the Attack Phase. Instead they cause damage at some point during the Movement Phase. Other utility upgrades give a car a noncombat advantage, although canny players may well find a way of turning even these into ways to help with their attacks.



































now adjacent to any car, both























































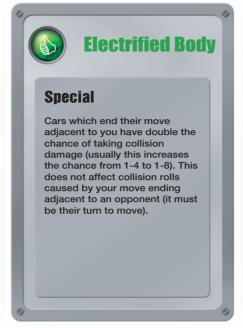
























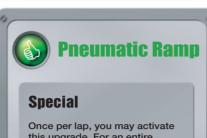


each additional space it should

each time it collides). You must

have moved (taking damage

roll for collision as usual.



Once per lap, you may activate this upgrade. For an entire movement phase, you may move through spaces occupied by enemy cars. If you end your movement in an occupied space, you take 2 damage, the other car rolls for collision damage and then you must place yourself onto a free space adjacent to that car. If there are none, repeat this procedure with an occupied space adjacent to the other car.













