

# 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 sys-

tems, 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 attacker'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 its 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 its 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 Powerful. 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 non-combat advantage, although canny players may well find a way of turning even these into ways to help with their attacks.



## Acid Jets

|          |   |
|----------|---|
| Accuracy | 8 |
| Damage   | 4 |
| Range    | 2 |
| Reload   | 1 |

### Special

None



## Anti-Tank Missiles

|          |    |
|----------|----|
| Accuracy | 10 |
| Damage   | 2  |
| Range    | 20 |
| Reload   | 2  |

### Special

Ignores armour



## Blobber

|          |    |
|----------|----|
| Accuracy | 10 |
| Damage   | 0  |
| Range    | 10 |
| Reload   | 1  |

### Special

Every time this weapon "damages" a target, add 3 reload tokens to the weapon(s) on the target. If they have more than one weapon, distribute the tokens as evenly as possible, with the attacker choosing where extra tokens go.



## Chain Blades

|          |   |
|----------|---|
| Accuracy | 8 |
| Damage   | 3 |
| Range    | 1 |
| Reload   | 0 |

### Special

You may fire this weapon at cars either in front of or behind you. When a car is damaged by this weapon, on a roll of 1-4, they also lose either a utility or defence upgrade (target's choice). Cars may have the upgrade refitted in the pits at the cost of 4 damage. Powerful upgrades are immune to chain blades.



## Flamer

|          |    |
|----------|----|
| Accuracy | 16 |
| Damage   | 1  |
| Range    | 2  |
| Reload   | 0  |

### Special

None



## Forward Laser

|          |    |
|----------|----|
| Accuracy | 10 |
| Damage   | 2  |
| Range    | 10 |
| Reload   | 1  |

### Special

None



## Forward MG

|          |    |
|----------|----|
| Accuracy | 8  |
| Damage   | 1  |
| Range    | 12 |
| Reload   | 0  |

### Special

None



## Forward Turbolaser

|          |   |
|----------|---|
| Accuracy | 8 |
| Damage   | 2 |
| Range    | 6 |
| Reload   | 2 |

### Special

This weapon hits every car within range that is in the same lane as your car, regardless of corners. The turbolaser begins the game with 2 reload tokens on it.



## Frag Missiles

|          |    |
|----------|----|
| Accuracy | 10 |
| Damage   | 1  |
| Range    | 20 |
| Reload   | 2  |

### Special

Also affects any car adjacent to your target car. May be fired on an empty space at -4 accuracy.



## Grenade Launcher

|          |    |
|----------|----|
| Accuracy | 8  |
| Damage   | 2  |
| Range    | 20 |
| Reload   | 2  |

### Special

You may ignore intervening cars when choosing your target for this weapon. This weapon does not count as a missile for the purposes of being avoided (for example by the use of a Jammer).



## Haywire Charge

|          |   |
|----------|---|
| Accuracy | 6 |
| Damage   | 0 |
| Range    | 1 |
| Reload   | 4 |

### Special

Affects all adjacent cars, behind and in front of your car. "Damaged" cars immediately go down two gears. If this reduces their gear to 0 or below, they Spin Out.



## Haywire Missiles

|          |    |
|----------|----|
| Accuracy | 10 |
| Damage   | 0  |
| Range    | 20 |
| Reload   | 4  |

### Special

"Damaged" target immediately goes down two gears. If this reduces their gear to 0 or below, the car Spins Out.



## Heat-Seeking Missiles

|          |    |
|----------|----|
| Accuracy | 10 |
| Damage   | 2  |
| Range    | 20 |
| Reload   | 2  |

### Special

You do not need line of sight to choose your target, and may ignore single-stop corners when choosing your target (ie. Those marked "1").



## Laser-Guided Missiles

|          |    |
|----------|----|
| Accuracy | 15 |
| Damage   | 2  |
| Range    | 20 |
| Reload   | 2  |

### Special

None



## Limpet Mines

|          |   |
|----------|---|
| Accuracy | - |
| Damage   | 1 |
| Range    | - |
| Reload   | 0 |

### Special

Place ten wreckage markers on this weapon. At the end of each movement, you may drop a mine on your current space. Treat this as wreckage (so, generally, cars take damage on a 1-4 as they pass over it).



## Long-Range Missiles

|          |     |
|----------|-----|
| Accuracy | 10  |
| Damage   | 2   |
| Range    | 100 |
| Reload   | 2   |

### Special

None



## Mag Gun

|          |    |
|----------|----|
| Accuracy | 12 |
| Damage   | 0  |
| Range    | 10 |
| Reload   | 1  |

### Special

If the target car is “damaged”, it is moved two spaces towards you. They are first moved into your lane before moving directly backwards. If the target car is now adjacent to any car, both must roll for collision.



## Megaton Missiles

|          |    |
|----------|----|
| Accuracy | 10 |
| Damage   | 4  |
| Range    | 20 |
| Reload   | 2  |

### Special

None



## Missile Turret

|          |    |
|----------|----|
| Accuracy | 10 |
| Damage   | 2  |
| Range    | 10 |
| Reload   | 2  |

### Special

Can fire at cars either in front of or behind you.



## Rear Laser

|          |    |
|----------|----|
| Accuracy | 10 |
| Damage   | 2  |
| Range    | 5  |
| Reload   | 1  |

### Special

You may only fire this weapon at cars behind you.



## Rear MG

|          |   |
|----------|---|
| Accuracy | 8 |
| Damage   | 1 |
| Range    | 6 |
| Reload   | 0 |

### Special

You may only fire this weapon at cars behind you.



## Rear Turbolaser

|          |   |
|----------|---|
| Accuracy | 8 |
| Damage   | 2 |
| Range    | 3 |
| Reload   | 2 |

### Special

This weapon hits every car that is behind you, within range and in the same lane as your car, regardless of corners. The turbolaser begins the game with 2 reload tokens on it.



## Remote Mines

|          |    |
|----------|----|
| Accuracy | 14 |
| Damage   | 3  |
| Range    | -  |
| Reload   | 4  |

### Special

When fired, place an unused car directly in front of your car as your remote mine. On each following attack phase, roll the purple dice to see how far the mine moves. If the mine ever enters a space containing a car or a car moves through the space containing the mine, it explodes. You may only have one remote mine on the track at any time.



## Slip Mines

|          |   |
|----------|---|
| Accuracy | - |
| Damage   | 0 |
| Range    | - |
| Reload   | 0 |

### Special

Place five rain markers on this weapon. As an attack, remove a marker to drop a mine on your current space. Any car which passes through that space immediately ends its movement and goes down two gears. Cars may break to stop before they hit a slip mine but take damage as usual. Your mines are replenished when you stop in the pits.



## Turret Laser

|          |    |
|----------|----|
| Accuracy | 10 |
| Damage   | 2  |
| Range    | 5  |
| Reload   | 1  |

### Special

**Powerful.** You may fire this weapon at cars either in front of or behind you.



## Turret MG

|          |   |
|----------|---|
| Accuracy | 8 |
| Damage   | 1 |
| Range    | 6 |
| Reload   | 0 |

### Special

**Powerful.** You may fire this weapon at cars either in front of or behind you.



## Wrecker Ball

|          |   |
|----------|---|
| Accuracy | 8 |
| Damage   | 3 |
| Range    | 2 |
| Reload   | 0 |

### Special

**Powerful.** You may fire this weapon at cars either in front of or behind you. When a car is damaged by this weapon, reduce their maximum damage by 1 (so they will receive less damage when visiting the pits).



## Bravado

|       |   |
|-------|---|
| Front | 0 |
| Rear  | 0 |

### Special

You have placed no defences on your vehicle. Attackers must roll 1-15 to attack you. If they fail they may choose a different target or roll again with a different weapon.



## Bravado

|       |   |
|-------|---|
| Front | 0 |
| Rear  | 0 |

### Special

You have placed no defences on your vehicle. Attackers must roll 1-15 to attack you. If they fail they may choose a different target or roll again with a different weapon.



## Bravado

|       |   |
|-------|---|
| Front | 0 |
| Rear  | 0 |

### Special

You have placed no defences on your vehicle. Attackers must roll 1-15 to attack you. If they fail they may choose a different target or roll again with a different weapon.



## Chaff Release

|       |   |
|-------|---|
| Front | 0 |
| Rear  | 0 |

### Special

Missiles and lasers (including turbolasers) have their accuracy halved when targeting you (round down).



## Chaff Release

|       |   |
|-------|---|
| Front | 0 |
| Rear  | 0 |

### Special

Missiles and lasers (including turbolasers) have their accuracy halved when targeting you (round down).



## Light Armour

|       |   |
|-------|---|
| Front | 1 |
| Rear  | 1 |

### Special

Collisions rolls and Wreckage  
Rolls only damage you on a roll  
of 1 or 2 (rather than 1-4).



## Light Armour

|       |   |
|-------|---|
| Front | 1 |
| Rear  | 1 |

### Special

Collisions rolls and Wreckage  
Rolls only damage you on a roll  
of 1 or 2 (rather than 1-4).



## Light Armour

|       |   |
|-------|---|
| Front | 1 |
| Rear  | 1 |

### Special

Collisions rolls and Wreckage  
Rolls only damage you on a roll  
of 1 or 2 (rather than 1-4).



## Light Armour

|       |   |
|-------|---|
| Front | 1 |
| Rear  | 1 |

### Special

Collisions rolls and Wreckage  
Rolls only damage you on a roll  
of 1 or 2 (rather than 1-4).



## Heavy Armour (Front)

|       |   |
|-------|---|
| Front | 2 |
| Rear  | 0 |

### Special

Wreckage Rolls and Collision  
rolls caused by cars directly in  
front of you only damage you on  
a roll of 1 (rather than 1-4).



## Heavy Armour (Front)

|       |   |
|-------|---|
| Front | 2 |
| Rear  | 0 |

### Special

Wreckage Rolls and Collision  
rolls caused by cars directly in  
front of you only damage you on  
a roll of 1 (rather than 1-4).



## Heavy Armour (Rear)

|       |   |
|-------|---|
| Front | 0 |
| Rear  | 2 |

### Special

Collisions rolls caused by cars  
directly behind you only damage  
you on a roll of 1 (rather than  
1-4).



## Heavy Armour (Rear)

|       |   |
|-------|---|
| Front | 0 |
| Rear  | 2 |

### Special

Collisions rolls caused by cars  
directly behind you only damage  
you on a roll of 1 (rather than  
1-4).





## Mine Sweepers

Front 1  
Rear 0

### Special

Mines targeting you have their accuracy halved. Wreckage Rolls only damage you on a roll of 1 (rather than 1-4).



## Mine Sweepers

Front 1  
Rear 0

### Special

Mines targeting you have their accuracy halved. Wreckage Rolls only damage you on a roll of 1 (rather than 1-4).



## Heavy Armour

Front 2  
Rear 2

### Special

**Powerful.** Collisions Rolls and Wreckage Rolls only damage you on a roll of 1 (rather than 1-4).



## Heavy Armour

Front 2  
Rear 2

### Special

**Powerful.** Collisions Rolls and Wreckage Rolls only damage you on a roll of 1 (rather than 1-4).



## Heavy Armour

Front 2  
Rear 2

### Special

**Powerful.** Collisions Rolls and Wreckage Rolls only damage you on a roll of 1 (rather than 1-4).



## Heavy Armour

Front 2  
Rear 2

### Special

**Powerful.** Collisions Rolls and Wreckage Rolls only damage you on a roll of 1 (rather than 1-4).



## Nanobot Repair Systems

Front 0  
Rear 0

### Special

Each time you enter a corner, roll 1-8 to heal a point of damage.



## Nanobot Repair Systems

Front 0  
Rear 0

### Special

Each time you enter a corner, roll 1-8 to heal a point of damage.





## Drop Clutch

### Special

You only receive one damage for Dropping Your Clutch before a corner.



## Electrified Body

### Special

Cars which end their move adjacent to you have double the chance of taking collision damage (usually this increases the chance from 1-4 to 1-8). This does not affect collision rolls caused by your move ending adjacent to an opponent (it must be their turn to move).



## Grip Tyres

### Special

Place three tokens on this upgrade. You may use these tokens to ignore the rules restricting how often you may change lane. For each illegal space moved, remove one token. The tokens replenish when you visit the pits. You must still obey the arrows on corner spaces.



## Hair Trigger

### Special

You always attack first during the Attack Phase, regardless of the position of your car.



## Jammer

### Special

Missiles may only target you if the attacker rolls 1-10. If they fail, they must choose a different target (if any are available). You may only jam one missile per Attack Phase (i.e. once successful it cannot be used again until the following turn).



## Jet Wash

### Special

Cars cannot use you to Slipstream. Any car ending its move directly behind you doubles the chance of taking collision damage (usually increasing the chance to 1-8).



## Mag Plates

### Special

Place four tokens on this upgrade. Once per movement phase, when a car moves away from a space adjacent to your car's, you may move into that space by paying a token. The tokens replenish when you visit the pits.



## Nitros

### Special

Once per lap you may add a number of spaces to your move equal to your current gear (1 in first, 2 in second, etc.)



## Oil Spray

### Special

Once per lap, when a car moves through the space directly behind yours as part of its movement, you may release an oil spray. The car immediately end its movement and must make a Collision Roll once for each additional space it should have moved (taking damage each time it collides). You must roll for collision as usual.



## Pneumatic Ramp

### Special

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.



## Ram Spike

### Special

When ending you move directly behind another car, you may cause 1 damage instead of Slipstreaming. You must both still roll for collision as normal.



## Swerve Tyres

### Special

Place two tokens on this upgrade. You may use these tokens to ignore the arrows on corners. For each arrow ignored, remove one token. The tokens replenish when you visit the pits. You must still observe the rules restricting how you may change lane during a move.



## Targeting Computer

### Special

Once per lap, you may reroll a missed attack with one of your weapons.



## Turbo

### Special

Once per lap you may move up two gears instead of one.



## Turn Table

### Special

If you spin out, you may move up into second gear as you pull away (not first). To indicate this, do not place your car backwards.



## Wheel Spikes

### Special

Enemy cars have double the chance of taking collision damage (usually increasing the chance to 1-8). This does not affect cars directly in front of or behind you.

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**FORMULA  
DEATH!**



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DEATH!**



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