

PLAYERS PER TABLE

Players will be divided into groups of four, each sharing a single board, with any odd numbers being subtracted from other tables to create as balance set of tables as possible.

E.g. 14 players shall be divided into two tables of 4 players and two tables of 3 players.

TURN & TIME LIMITS

*****There is a 5-minute cap on any player's activation, excluding the Wipe Out step.*****

Each round shall be 90 minutes, plus 15 minutes settling and setup. There is no maximum turn limit within that time limit.

At 75 minutes, the TO will call "15 minutes remaining".

At 85 minutes, the TO will call "one more activation each".

At 90 minutes: the TO will call "time up".

SCORING

First Place	5 Points
Second Place	3 points
Third Place	1 point
+1 for Wrecking Opponent	

SCORE-SHEET

At the end of each game, each table must turn in a score-sheet, which must state the Table

Number and following per player:

- Player Name & Final Position
- Championship Points Scored (placing + kills)
- Rounds/phases played.

DEATH RACE TOURNAMENT

Max Team Value: 25 CANS

Sponsors allowed and encouraged.

RESTRICTIONS

Maximum of 2 vehicles.

No RC Car Bombs.

Play Fair & Have Fun!

GEAR PHASE SUMMARY:

1. Spend Vote Tokens
2. Activate Vehicle, if gear => gear phase
 - a. Choose Movement Template
 - b. Roll Skid Dice (optional)
 - i. Resolve SHIFT results
 - ii. Resolve other results and move car
 - c. Shoot, if eligible
 - d. Wipe Out, if eligible (check *all* cars)

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HOUSE RULES AND CLARIFICATIONS

MOVEMENT

- 🚗 Movement templates are placed tires to tires.
- 🚗 Weapon templates are placed at the car body.
- 🚗 Passing gates is any part of car breaking line.

ORDER OF EXECUTION

- 🚗 Active player decides order of simultaneous events.
- 🚗 Hits w/out special rules are cancelled first. Remaining hits are cancelled as assigned by defender.

TRACK OBSTACLES

- 🚗 EXPLODING VEHICLES have the BLAST rule.
- 🚗 WRECKS are DESTRUCTABLE Obstructions.
- 🚗 TIRE WALLS are LIGHTWEIGHT OBSTRUCTIONS
- 🚗 CONSTRUCTION BARRELS are DESTRUCTABLE ZERO WEIGHT OBSTRUCTIONS (1 Hazard, No Damage)
- 🚗 CONCRETE WALLS are MIDDLEWEIGHT.
- 🚗 The large FUEL TANK or GAS PUMPS are MIDDLEWEIGHT OBSTRUCTIONS that automatically EXPLODES as HEAVYWEIGHT (6D6 BLAST)
- 🚗 DUMPSTER is a LIGHTWEIGHT 'PILE-DRIVEN' OBSTRUCTION, may have FIRE rule.
- 🚗 GATE POSTS are HEAVYWEIGHT OBSTRUCTIONS.

WIPE OUTS

Car is spun randomly (scatter die or point of a d8) at the end of the WIPE OUT, rather than spun by other player.

POWER UPS

Red = 1D6 Explosion with BLAST
White = Repair 1 HP of damage.
Blue = 1 ammo token.

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TOURNAMENT

