The Disturbance Timeline

Death Derby

A Post-apocalyptic Card Game

Goal: Win the race. Kill your opponent. Whatever works.

The world: The year is 2200 and it's the end of a 200 year period of strife called The Disturbance. Survivors of manmade and natural disasters struggle to live in a world that has been poisoned and devastated beyond recognition. The new extreme sport and source of income for many are Death Derby races in which competitors vie to win or just to survive.

Supplies needed: A minimum of one 10-sided die and counters are needed. It's recommended that each player have three 10-sided dice along with counters to mark vehicles on the track, tally points, monitor damage, record card effects, and track laps.

The cards: 104 total.

Track Sections (15, green border)-These form the track and aren't in the draw pile.

Vehicles (12, blue border)-Players choose vehicles randomly unless agreed otherwise. These aren't in the draw pile.

Vehicle stats: Strength (red), speed (green), and handling (gray). Strength is how much damage a vehicle can absorb. Speed is how far a vehicle can move each round and cannot be reduced to less than one. Handling determines the number of speed points it takes to move through a section and can't be reduced below one.

Action cards (40, yellow border)-These are various actions that can be performed. They go in the draw pile and cost points. There are two of each.

Mod cards (37, orange border)-These are weapons, armor, and other mods that can be fitted onto vehicles. They go in the draw pile and cost points. They can only be installed while on the 'Start' section. Installing a new mod of the same type replaces the first. Small weapons can be fitted in any mount. Large weapons must go in large mounts or turrets. Maximum vehicle mod load: all weapon mounts full and/or mounts turned to turrets, x1 tread, x1 suspension, x1 supercharger, x1 ammo, x1 armor, x1 radar.

Points: Players start with 20. Each track section traveled is worth 1 point, each point of damage inflicted upon a competitor

is worth 1 point, and finishing a lap is worth 10 points. Killing a competator in a game with 3+ players is worth 5 points in addition to the points gained from the damage. Players cannot gain more points than a vehicle's strength when they do damage. For instance, if a vehicle is at 2 strength and is hit for 5, the attacking player gains 2 instead of 5. There is an exception. If the vehicle in the previous example was repaired for 5, points are awarded for all the damage because it's been dealt and repaired. Points are tallied at the end of each player's turn.

The track: Players form the track by drawing track cards at random and laying them counterclockwise around the draw and discard piles. A standard track is 10 sections long. The first section laid down is 'Start' and is turned sideways.

Movement: Track sections cost X speed points to move into with a minimum of 1. X is 1 + the difference between the vehicle's handling and the section's difficulty. For instance, if a track section has 7 difficulty and a vehicle has a 5 handling, it costs 3 (7-5=2+1=3) speed points to move into that track section. If the difficulty is 5 and handling is 7, it will cost 1 (5-7=-2=1 minimum). Vehicles stop where they are if they can't move into the next section. Speed points are refreshed at the beginning of every round.

Players can stop early, such as to pit for mods or to let someone get in weapon range. Players cannot install mods and continue traveling on the same round they reach 'Start', however, they can install mods when they arrive or wait until after they draw a card on their next turn.

Players can move backwards, but points aren't earned for such movement.

Combat: Weapons can only fire at vehicles on the same section, one behind, or one ahead unless stated otherwise. Vehicles in front can only be shot with front and turret mounted weapons. Those behind can be shot with rear and turret mounted weapons. Who can shot who is determined by speed if vehicles are on the same section: faster vehicles use rear and turret weapons, slower vehicles use front and turret mounted weapons, and those tied can only shoot with turret weapons. Vehicles can't attack or be attacked while on 'Start'.

Players can only attack once per round, however, they can hold their attack until later in the round instead of attacking on their own turn. All weapons have a 50% chance of hitting as determined by a 10-sided die. A roll of 1-5 is a miss and 6-10 is a hit. The chance to hit is adjusted by all modifiers from the vehicles and weapons involved. A 'natural 10' is always a hit and a 'natural 1' is always a miss.

The vehicle is out of the race if it reaches zero strength. Vehicles are not automatically repaired at the end of turns, rounds, or laps.

Finishing a race/derby: A standard race is

three laps. Best 2 of 3 races wins the derby. If two or more players finish a race on the same round, the winner is determined by which has the highest speed. If still tied, the player with the most points wins. If a tie still exists, then those players are awarded a win each and the derby continues until a player reaches three wins. If a derby ties at three wins, the players take pointblank shots at each other with their weapons until the last one left is the derby winner. If one vehicle doesn't have a weapon, the player is to draw cards from the draw pile until they come to the first weapon they can install with their available points.

Game flow: Mods and Action Cards are shuffled together and put between players as the draw pile. There should be enough room next to it for the discard pile and for the track to go around them both. Players will also need room for their vehicle and mods.

Players roll a die to see who goes first. Winner of the last race goes first if a derby is in progress.

Players take turns picking track sections at random and laying them around the draw pile in a counterclockwise direction.

Each player randomly picks their vehicle and places their tokens on 'Start'.

Players take turns drawing one card at a time until they have seven.

Player turn: Active player draws the top card from either the draw pile or the discard pile. The discard pile should be reshuffled into a new draw pile if there isn't one.

Player can mod their vehicle with their initial hand, first draw, and 20 start points before moving.

Player moves vehicle counterclockwise as far as they can or want.

Player decides to attack or hold.

Any damage done is assigned.

Points are awarded.

Player discards to end their turn. They don't have to if they hold two or less.

Player rotation is counterclockwise if there are more than two.

Game round: A game round is a complete rotation of players. Because action in a race takes place at the same time, a player can hold their attack until later in the round, rather than doing so on their own turn. Effects that last for a full round aren't exhausted until rotation returns to the player who was active when the effect went became active.

Preparing for the next race: Points are reset. All cards that are held and mods in play go into the discard pile. The draw and discard piles stay where they are. Track sections are shuffled together and a new track formed. Only the last race winner can choose to keep their vehicle, everyone else must draw new ones. Vehicles that have been used are put aside until the end of the derby unless there's not more to pick from.

Modified decks: Players should have a minimum of 50 action and mod cards in any modified deck, maintain their own draw and discard piles, and have a minimum of four different vehicles to pick from. Modified decks should also have no more than four of the same action card and two of the same mod. The track sections for each race should be drawn from the largest selection.

Things to remember:
Players get 7 cards to start.
Players don't discard if they hold 2 or less cards.
Players get 20 starting points.
A point is earned for each track section moved into and for each point of damage inflicted upon a competitor.
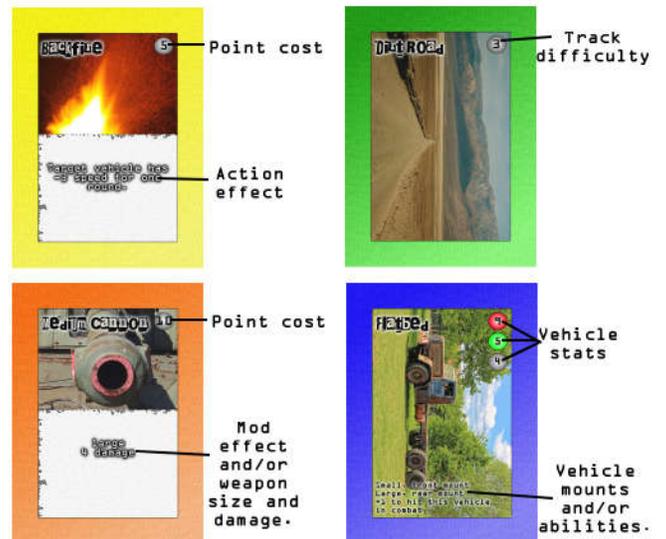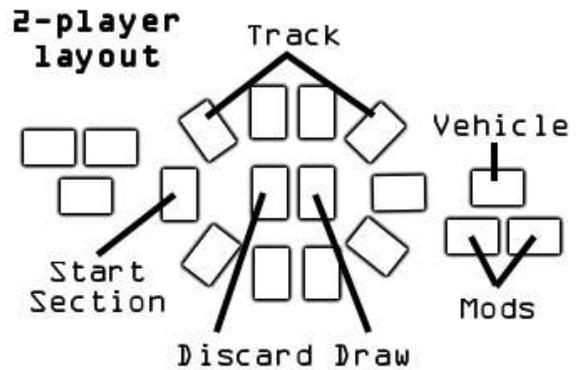Players get 10 points for each lap completed, including the last lap.
Players get 5 points for killing a competitor in a 3+ player game.
Everything goes counterclockwise.
X = speed points to move into a track section. X is track difficulty - vehicle handling + 1 with a minimum of 1.
Speed points are refreshed every round.

2-player layout — Track, Vehicle, Mods, Discard Draw, Start Section

Backfire — Point cost, Action effect
DirtROad — Track difficulty
Medium Cannon — Point cost, Mod effect and/or weapon size and damage.
Flatbed — Vehicle stats, Vehicle mounts and/or abilities.