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Game: **WRECKAGE**
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For best results, print on card, laminate and trim to size.

WRECKAGE™

Setup

1. Starting with a randomly chosen first player and going clockwise, players choose a vehicle. Take the **Steering Deck** of that colour.
2. Starting with the *last* player and going *anti-clockwise*, players choose one card from the **Equipment Deck**. This is repeated for 3 rounds (at least one card should be a weapon).
3. Set up the **arena** as described in the rules.
4. Players secretly set **speeds** from **0** to **4**.

Order of Play

Step 1: Planning

Simultaneously, players place **2 Steering Cards** face down in the order they wish to play them.

Step 2: Steering

Action Phase 1:

Initiative Car with the highest Speed goes first and so on in descending order of speed.

Driving Each player takes a turn by revealing their Steering Card and executing it; moving their vehicle and firing a weapon if desired.

Action Phase 2: repeat above

Put the 2 cards back into the player's Steering Decks and begin a new turn.

Steering Cards

Reveal and execute Steering Card as follows:

Accelerate/decelerate Increase/decrease current speed up to vehicle's **Acceleration** score.

Turn right/turn left Rotate vehicle up to 45° by placing the ruler against its rear corner.

Duplicate can only be chosen as second card; duplicates the effect of the first card.

Moving

Cars *must* be moved a number of spaces equal to current speed.

Moving in reverse If current speed is 0 the vehicle may move in reverse when executing an **accelerate** card. Flip the speedometer needle. Speed cannot exceed 2. When turning right or left, place the ruler against the appropriate **front** corner.

To move forward again, execute an **accelerate** card when the vehicle's current speed is 0.

Hairpin turns Hairpin turns are declared just before a **turn right/left** card. Take a **Hit** counter. The vehicle may now rotate up to 90° instead of 45. You may make a hairpin turn only a number of times equal to your Handling score, *per game*.

Collisions Turn ends *immediately* and no firing.

Firing

After moving, vehicles may fire as follows:

1. **Choose weapon** Vehicles may fire one weapon unless otherwise stated.
2. **Choose target** Place the wide end of the ruler against the firing vehicle; if any vehicle overlaps the ruler and is in range, and a straight line can be traced from the front of the vehicle to any part of the target without crossing another vehicle or obstacle, you may fire.
3. **Draw damage cards** Draw and reveal a number of cards equal to the weapon's **Attack** score.
4. Total the hits and **subtract the target's Handling** to find the final number of Hits.

Collisions

End the vehicle's move touching the obstacle or other vehicle, draw and apply a number of **damage cards** equal to its speed, and reduce speed to 0.

If colliding with another vehicle, draw and apply the same number of damage cards to the vehicle.

Do not subtract Handling from the number of hits.

Damage

A number of Hit counters at least equal to the vehicle's **Structure** score means the vehicle is destroyed and removed from play.

Special damage icons on cards only take effect if the Vehicle received at least one Hit.



Spinout Flip the Spinout Counter like a coin and pivot the vehicle on its right rear corner to face the indicated direction. Flip it again if the result would mean the vehicle would overlap anything.



Critical damage Remove from the play a random Steering Card from those in your hand. It can be retrieved only with an emergency repair.



Shuffle After resolving all damage, reshuffle the deck.

After resolution, cards are placed in the discard pile.

Emergency Repairs

Instead of executing a steering card, a player may instead make **emergency repairs** by choosing and discarding 2 steering cards. Then either discard one hit counter or take back one previously discarded steering card.

Gas Cans & Winning

Gas cans If any portion of a gas can marker is moved over, the counter is picked up and kept.

The game ends when a player has 3 gas can counters or is the last vehicle in the game.

Weapon Ability Icons



Turret When firing this weapon the ruler end may be placed against any of the four sides of the vehicle.



Second Turn Only Weapon may only be fired during Action Phase 2.



Spin-out After resolving damage from the weapon and if the target has received any hits, the target *spins out*. It does not spin out a second time if it has already done so from the effects of a damage card.



Discard After firing the weapon, remove it from the game.

Upgrades



Steel Plates Immediately after totalling hits from an attack or collision (and after subtracting Handling), discard this card to cancel up to 3 hits. Any additional effects from the damage are resolved normally.



Ram The vehicle takes *no* damage from colliding with other vehicles or obstacles, but still takes damage if another vehicle collides with it.



Rear Weapon Mount Choose one weapon that can be fired from the front or *the rear edge*.



Mine Layer At any point during the vehicle's move, 3 times a game, you may place one *mine counter* against the rear edge of the vehicle. It is only removed when a vehicle collides with it, and does not block line of sight. A vehicle colliding with a mine receives an additional card of damage.



Nitro If discarded during a vehicle's move, the vehicle moves forward 3 spaces. If a collision results, resolve normally and do not move again this turn.



Armour Vehicle's Structure score is increased by 2.

Special Steering Cards



Turbo Vehicle may immediately be moved forward 2 spaces.



Barrage After moving the vehicle this phase, all its weapons may be fired (instead of just one).



Throttle May increase or decrease vehicle's current speed a number of levels equal to Acceleration score (minimum 0, maximum 4).



Bootleg Vehicle may be pivoted on left or right front corner 180° (if there is not enough room, this will result in a collision).



Swerve Vehicle may be rotated 45° to the left or the right in the same way as a normal turn.



Crush If the vehicle collides with an opponent during the turn in which this card is revealed, the opponent's vehicle receives an extra 2 cards of damage.



Evade Vehicle's Handling score is increased by 1 while this card is revealed.



Jump While this card is revealed, vehicle may move over obstacles and other vehicles without colliding, but cannot end its move on top of them.

Optional Obstacles

If a vehicle collides with one of these obstacles, proceed as follows:

Spike Column 2 extra cards of damage.

Gas Pumps Obstacle and vehicle are both immediately destroyed and removed from the game.

Burning Tyres Resolve collision as normally except vehicle takes no damage and must spin out. If the spin out counter points at the tyres do not rotate the vehicle but take 1 card of damage—the vehicle is now *on fire* and will receive one card of damage at the end of each of the player's turns unless a turn is skipped to *extinguish* the fire.

Wrecked Vehicle Do not end vehicle's movement or reduce speed—the obstacle is *pushed*. Take normal collision damage, then slide the obstacle in a straight line in front of the vehicle for the rest of the move. If this causes another collision, resolve normally, but your vehicle takes no damage.

Flaming Barrels Do not end vehicle's movement, reduce speed, or take damage—the obstacle is *thrown*. Slide the obstacle in a straight line from the front of the vehicle a number of spaces equal to its current speed. If the obstacle collides with another vehicle it causes 2 cards of damage. If it collides with another obstacle place it adjacent. After throwing the obstacle, finish the vehicle's move.