

Demolition Racer

Overview:

The car of the future is finally here. Nearly indestructible, energy efficient, and fun to drive, Falsified Motors has made the car you want. Years ago, as they started prototyping the cars, Mr. Moneypenny came to Falsified Motors with an idea to prove these cars indestructible. With this agreement, the Demolition Racer League was born. A success for years, you are now a driver in the League, as Falsified Motors starts to test many more cars for the Dream car initiative. Will you crash your way to the top, or be left in the dust as a wall decoration?

Basic mechanics:

Making a check-Roll a number of six sided dice (d6) equal to the relevant ability, and count the number that are 4 or above. That's your number of successes. The difficulty is the number of successes you need to succeed on the check. If you don't get at least as many successes, you fail the check.

Making an opposed check: Both players involved roll a number of d6 equal to the relevant ability, and count the difference in number of successes. This number is the advantage. If the person who initiated the check has at least as many successes as the opponent, they win and the opponent loses the check. Otherwise, they lose and the opponent wins the check.

Penalty: You lose a number of dice on the listed check equal to your penalty.

The Demolition Race:

Once you have a car, you can now enter a race. A group can nominate a Race Leader, who makes a course beforehand, and can have opposition cars created for the race. Otherwise, the group can agree on a track. Either way, racers start at the start line, and go through rounds in a starting order your group can agree on. When a player's round starts, they can take actions in this order.

Accelerate- You can change your car's movement by up to your acceleration.

Use a Trick- Tricks are added onto a track that can allow you to take on the current section in a different way, including shortcuts and speed boosts. A trick may have a minimum requirement, and a check. If you fail, there may be a penalty. Either way, you can only use one Trick per section of the track.

Offensive Driving- You can attempt to crash an opponent (see Crashes), or you gain 1 free success on all of your Maneuverability checks this round.

The Turn: Make a maneuverability check with the listed difficulty. If you fail, follow the text under the section's failure heading. If at the turn, your current movement is equal to 1, and you gain successes on 2+ instead of 4+. If you fail, you can immediately reduce your movement by 3 (as long as it's at least 4) to gain 1 free success on your check.

Progress: Every track section has a distance. You progress through the section equal to your movement, and if your total movement is longer than the distance, you progress onto the next section at the end of the round, transferring any extra progress in your current section into progress in the next section. Special: If you have enough movement to go through multiple sections at this stage, you need to make Maneuverability checks against each section that you would pass through. If you fail the check, your new section will be distance 0 in the section you failed the check in as well as taking the failure condition.

Once everyone has acted in a round, racers are now in any new sections that their movement takes them to. The person who acted first now acts last in the new round, but otherwise keep the order.

Crashes:

This is how you can force your will onto other racers. You have 2 options when you are reasonably close to an opposition racer.

Bump- If you are on the same section as your target, and are within your movement of the target, make an opposed weight check. If you succeed, the opponent takes a penalty to maneuverability

equal to 1 + the advantage for their next round. You can instead choose for them to not be able to take any tricks in their current section (as if they already failed a trick attempt).

Takedown- If you can reach your target, and have a higher movement than them, reduce your movement to theirs. Make an opposed maneuverability check. If you fail, take a penalty on maneuverability equal to 1 + the advantage for this round. If you succeed, roll an opposed weight check, gaining extra dice equal to the advantage. If you succeed, the target immediately takes the section's failure.

Car Creation:

To build a car, you can distribute 10 points between your stats, all of which start at 2. Other than Acceleration, which costs 3 points to increase by 1, each point increases that stat by 1.

Speed-The maximum distance your car can move in 1 round. Your current speed at any point in the race is called your movement.

Maneuverability- How easy it is to maneuver through treacherous track sections.

Weight-How easy it is for you to move other cars around, and how hard it is for your car to be moved.

Acceleration-How much you can change your current speed in 1 round.

Building a track.

A track is built through a bunch of sections. The basic track section has a Maneuverability DC, one or more obstacles, one or more tricks, a distance, and a failure condition. Obstacles should make the track more difficult in a different way than increasing the Maneuverability DC.

General Maneuverability DCs

Straightaway-0

Swerving road/High speed turn-1

Small swerving road/"street curve"-2

Ordered Obstacle course/90 degree turn-3

Junkyard/Hairpin turn-4

Sample track section

This section is best described as a rock covered pass, right after a avalanche. There's a nearly blind underpass, which is easy to maneuver in, but really easy to be snuck up on.

Overpass/Underpass

Section Length: 15

Maneuverability DC: 4

Tricks: Underpass (Maneuverability 2):

Maneuverability DC decreases to 1, use underpass Obstacles. Length increases to 20.

Obstacles: Loose surface- Maneuverability checks

only succeed on 5+ (3+ if you are at movement 1).
Underpass-Darkness: A person defending against a Takedown automatically has 0 successes on their maneuverability check.

Failure: Movement decreases to 0. Instead of a normal acceleration phase next round, your movement changes to 1.

The typical track is 15-20 sections, which can be done with one full course or multiple laps on the same course. Sections of the track that are very hard to maneuver through should either count as multiple sections, or should be very short.

Winning a race:

Once someone gets far enough to complete the last section, finish the round with these special rules. Everyone who has not acted this round still acts. Any maneuverability penalty you inflict with a crash instead reduces the distance traveled directly of anyone who has acted. At the end of the round, the person who has traveled the longest distance wins. If there's a tie, the person with the highest movement wins. If there's still a tie, highest roll on a d6 wins.

Progression:

The Demolition League is all about testing the Dream Cars. While modifying the cars themselves is severely frowned on, especially for junior racers like yourselves, the League does keep track of how well you're doing to see who might be worth going to the big time. If you do a series of races, the person who wins the race gains a number of points equal to the number of racers. Each place below him gains 3 less points, but a racer never loses points. For especially long tracks, first place gains an extra 2 points for every 5 sections above 20 that the track is. The Demolition League typically goes to a point limit, leading to 1 winner takes all race when someone reaches that limit, although the League has done a set number of races in the past.