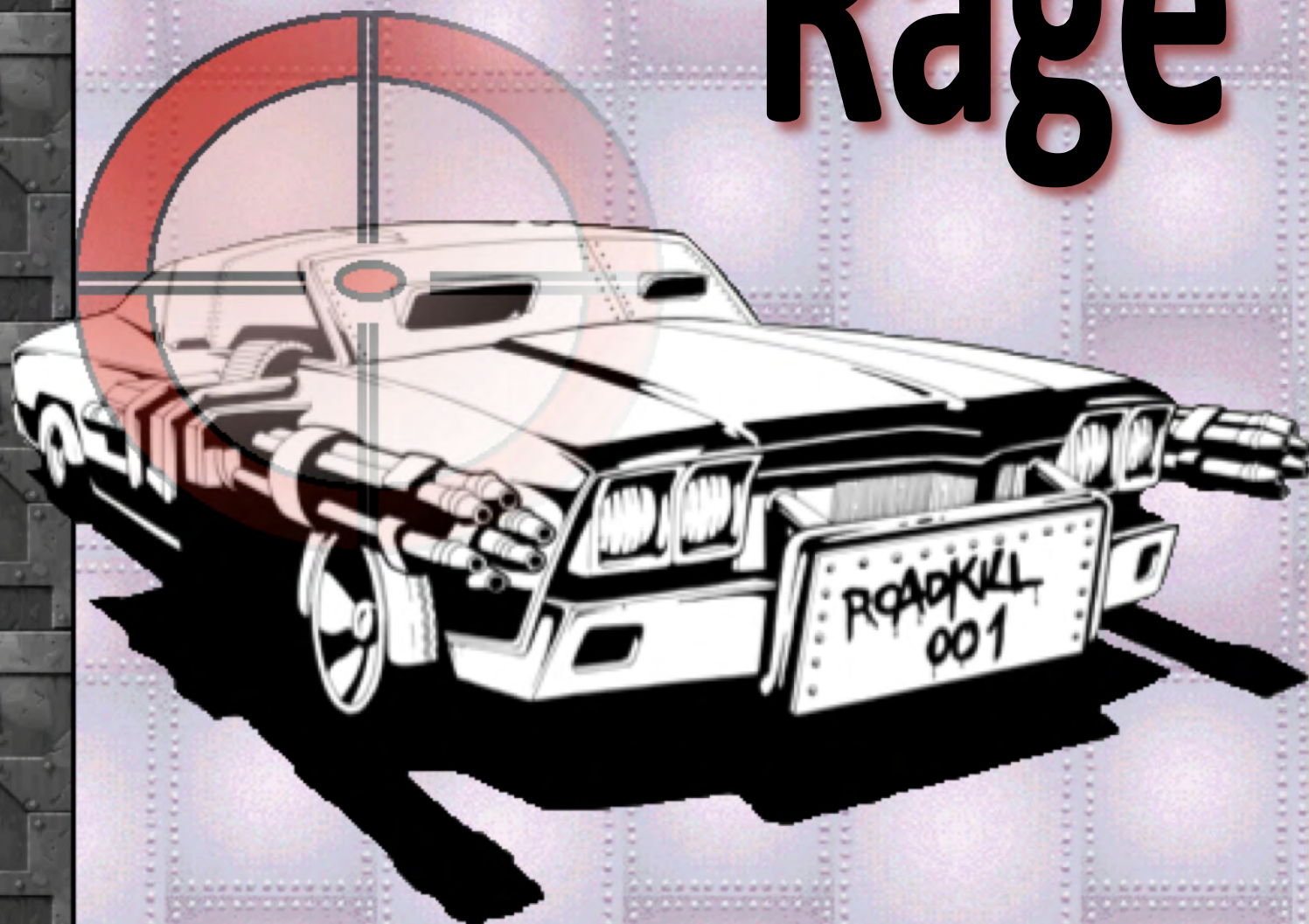


Road Rage



Avalon Games



Chad gunned the car and thumbed the trigger, the machine guns mounted on the hood of his beat up Ford throwing hot lead across the highway. He was close to winning this duel, all he needed to do was put down that scum bag Wilma and he would be crowned champion.

As the bullets from his twin machine guns scared the back plating of Wilma's car, Chad watched in horror as a panel open up on the back of her car, small limpet mines falling out like a swarm of cockroaches. "Damn", Chad cried as he tried to swerve out of the mines field, but then his tires hit the first mine and he knew he had lost this duel, his car flipping over and over across the blacktop of the highway.

This is Road Rage another great Mini-Game from Avalon Games. Take your chances on the abandoned highways of a future America, a country falling into anarchy and desperation. The highways now are home to roving bands of biker raiders, and the brave, some say, foolish road warriors and their battle cars. Can you survive the battles on the blacktops, will your skills behind the wheel be enough to win the day, or will your foe blow you and your car into small little smoking bits of wreckage.

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Introduction

Road Rage is a game of car based duels and combat in a future world gone mad. Players will take on the role of a road warriors as they battle other blood mad drives and road gangs, all trying to win the title of the king of the road. Fast and Fun, the game should be played with a tongue firmly placed in your cheek and a gleam in your eye. The consumption of beer and pretzels is recommended while you play.

Game Contraction

Once you are ready to play Road Rage, the first thing you will need to do is construct the game components. For the most part, the amount of time and extra expense you will put into the game's construction is up to you. The simplest format is to print out all of the needed parts and then just cut them out and go to it. Paper pieces are a bit difficult to deal with though, so if you wish to continue to play Road Rage over and over again, and I hope you do, then you may want to invest a bit of time and effort in making your game components more durable and reusable.

Suggestions on Component's Construction and Printing

First off, if you want to spend the money, you should buy some good quality paper. Use this to print out the various components and counters. High end paper will give you a better quality image and if you set your printer to its highest quality setting, you should get a nice set of counters and a map board. Next, get your hands on some spray glue. (Available at most craft stores and office supply stores) Use this to mount the components onto thick card stock or chipboard. This will make the parts easier to pick up and use, which generally creates a better over all experience. Should you wish, you can protect your many pieces with clear self-adhesive lamination sheets. (Again available at most office supply stores)

Getting Started

Once you have the game parts printed and ready to go you can start to play. Any number of players may play Road Rage, but a standard game consists of two players. Players should pick a scenario for those listed with this game, and using the rules outlined in that scenario, pick the type of car they will play and their driver's skills. Players should then gather up a handful of D6 dice, a Car Sheet and shuffle the Road Deck.

Each player then should roll 1D6, with the highest rolling player getting to pick their "Pole" position, as outlined in the scenario and also getting to take the first turn in the game.

You are now ready to play.

Road Cards

Road Rage is played on a series of Road Cards, which are laid out as the game is played. These Road Cards depict the Highway where the duel is fought and shows not only the condition of the road itself, but also hazards, which may litter the road and the direction in which the road is follows. Each Road Card has a grid of squares marked off to show the location of cars on the card, and also is used to determine range and line of sight.

Each card when placed must butt up to a card already in play, so that the road lines up correctly. Cards may not be shifted in position, nor may they be placed so that the road is blocked.

As a general rule the Highway laid out by the Road Cards will always be three cards in length, and as a new Road Card is placed, the oldest card on the table is then picked up and discarded. The only exception to this rule is when the oldest card still has an active car on it. Said card will then remain in play until the car has moved off of the Road Card in question.

Players start the game with five Road Cards and at the start of each turn may draw a single Road Card from the Road Deck. At the end of each player's turn they may, if they wish, discard a single Road Card from their hand. Cards may not be trade or stolen unless otherwise stated in a scenario.



Road Card

Hard Hazard



Soft Hazard



Standard card layout.

As a new card is placed, the oldest card is removed.



Incorrect card placement, the road has to butt up to another road card in a proper way.



Note that handling modifiers for set squares are shown as a white circle with the modifier.



Car Profiles

Each car used in the game will have a profile, as shown by that car's description. This profile will include the cost of the car in points, its handling modifiers, hits, armor and weapons. Some options may be available for different cars as outlined in the car's description. When playing the game, each player should write down their car's stats on a black Car Sheet, so as to record on going conditions and effect on their car and driver.

Drivers

Each player will also have a driver for each of their car. The driver will be depicted by a series of stats, showing their skill in driving cars and firing weapons. Some drivers may also have special abilities which are bought during the set up of the game and as outlined in the scenario you are playing. Player's should record their driver's stats on the blank Car Sheet where they have also recorded their car's stats.

