

ONE PAGE RULES PRESENTS

GRIMDARK

RACING



Introduction

Grimdark Racing is an action packed miniatures racing game inspired by Mario Kart. Up to 8 players take part in a deadly race full of hazards, explosions and crazy tracks to see who is king of the road.

All you need to play the game are some vehicle miniatures, a flat 4'x4' playing area, a measuring tape in inches and a couple of six-sided dice. The game can be played with all types of vehicle miniatures and toy cars.

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- Forum: onepagerules.proboards.com
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Thank you for playing and happy wargaming!

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Grimdark Racing – Core Rules v1.5.0

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General Principles

The Most Important Rule: Whenever a rule is unclear or does not seem quite right, use common sense and personal preference. Have fun!

Racers: Each racer consists of a single vehicle miniature or toy car.

Line of Sight: If you can draw a straight line from the attacker to the target without passing through any obstacle or driver, then he has line of sight.

Before we begin...

Preparation: The game is played on a flat 6'x4' surface. Place 1 checkpoint marker (a flag, traffic cone, etc.) anywhere on the table, and then make a continuous racing track by placing at least 3 other checkpoint markers on the table, keeping them at least 12" away from each other. Finally make every second marker a dispenser (a crate, barrel, etc.).

Setup: The game is played with 2-8 players using one racer each. All players roll-off, and then place their racers in order from highest result to lowest. The racers are placed to be within 6" of the first checkpoint marker, at least 1" away from others.

Laps: Racers must move from the first checkpoint to the last in order, passing back by the starting checkpoint to complete a lap. Racers must move within 3" of the marker to count as passing it.

Objective: The first racer to complete 2 laps wins.

Playing the Game

The game is played in turns, with each player activating his racer in the order defined when the racers were first set up. Once a player has finished his activation the next player in order starts his, and after all players have activated their racer you start the turn order all over again.

Activation

Racers may use one of the following actions:

Action	Move	Notes
Move	+D6"	May turn once by up to 90° at any point. May use a single item at any point.
Drift	+D6"	May turn twice by up to 90° at any point. May not use any items.
Boost	+2D6"	May turn once by up to 45° at any point. May not use any items.

Moving

Racers move straight forward by up to their movement speed, and then must move a full D6". The racer may use one item at any point, and must always stay at least 1" away from other racers.

Drifting

Racers that drift move straight forward by their movement speed, and then must move a full D6". The racer may not use any items, and must always stay at least 1" away from other racers.

Boosting

Racers that boost move straight forward by their movement speed, and then must move a full 2D6". The racer may not use any items, and may move into contact with other racers. If you roll an 11+ the engine overheats and the racer loses D3 hull points.

Collisions

Whenever a racer moves into contact with another racer or a piece of hard terrain, he loses D3 hull points. If he moved into contact with another racer, the target also loses D3 hull points and is pushed D3" directly away from the moving racer.

Immobile Racers

When a racer loses its last hull point, he counts as Immobile (place a marker on him). An Immobile racer must spend its activation being repaired, and may not interact or be interacted with in any way (other racers may simply move through him). When repairing the vehicle you may turn it to face any direction, and it restores all hull points.

Dispensers

When a racer that is not holding an item moves within 3" of a dispenser it receives one random item from the table corresponding to his position. Roll one die to determine which item it gets.

Not first or last

Result	Item
1	Booby Trap – The racer immediately loses D3 hull points.
2	Mine – Place a mine marker in contact with this racer. If any racer moves within 3" of the marker it is removed and the target loses D3 hull points.
3	Rocket – Target one racer in the front up to 9" away. Roll one die, on a 4+ the target loses D3 hull points.
4	Tractor Beam – Target one racer in the front up to 9" away. Roll one die, on a 4+ the target is moved 6" toward you.
5	Shield – Next time you would lose hull points you don't lose any on a 4+.
6	Nitrous - Move 2D6" forward.

First place

Result	Item
1	Booby Trap – The racer immediately loses D3 hull points.
2-3	Mine – Place a mine marker in contact with this racer. If any racer moves within 3" of the marker it is removed and the target loses D3 hull points.
4-5	Rocket – Target one racer in the front up to 9" away. Roll one die, on a 4+ the target loses D3 hull points.
6	Shield – Next time you would lose hull points you don't lose any on a 4+.

Last place

Result	Item
1-3	Nitrous - Move 2D6" forward.
4	Missile – Target one racer in the front up to 18" away. Roll one die, on a 4+ the target loses D3 hull points.
5	Grappling Hook – Target one racer in the front up to 9" away. Roll one die, on a 4+ you may move 6" toward it.
6	Time Storm – All other racers halve their movement until the beginning of your next turn.

If you have no use for the item you may discard it at the beginning of your next activation to restore 1 hull point. You may only use one item per turn, which is then discarded. When using items that target other racers you need line of sight to them.

Terrain

Terrain may be placed when preparing the track however you like, but you should make sure that there is enough space for all racers to move.

Soft Terrain (rocks, fences, logs, etc.): Racers moving into contact with soft terrain remove it from the table and roll one die. On a 1-2 the racer immediately loses D3 hull points.

Hard Terrain (boulders, buildings, tank traps, etc.): Racers moving into contact with hard terrain immediately lose D3 hull points.

Difficult Terrain (mud, water, vegetation, etc.): Racers moving through difficult terrain at any point of their move halve their movement.

Dangerous Terrain (spikes, acid pools, lava, etc.): Racers moving through dangerous terrain roll one die. On a 1-2 the racer immediately loses D3 hull points and comes to a full stop.

Speed Boosts (ramps, springs, grav-fields, etc.): Racers moving through a speed boost add +6" to their movement, and may try to perform a stunt. When performing a stunt roll one die, on a 1-3 the racer loses D3 hull points, and on a 4+ the racer adds another +9" to his movement.

Racers

Players must agree upon what type each racer is before the game begins.

Type	Speed	Hull Points
Biker	15"	4

Notes: Whenever this racer would lose hull points roll one die, on a 5+ he doesn't.

Type	Speed	Hull Points
Skimmer	15"	4

Notes: Ignores mines, soft terrain, difficult terrain and dangerous terrain.

Type	Speed	Hull Points
Racer	12"	6

Notes: n/a

Type	Speed	Hull Points
Walker	9"	6

Notes: Whenever this racer would lose hull points or scatter roll one die, on a 5+ he doesn't.

Type	Speed	Hull Points
Flyer	9"	6

Notes: Ignores mines, small terrain, difficult terrain and dangerous terrain.

Type	Speed	Hull Points
Heavy	6"	8

Notes: n/a