Introduction

Hello, and welcome to Grimdark Racing!

Grimdark Racing is a single-page ruleset played with Warhammer 40,000 miniatures that was designed to be fast to learn and simple to play.

The system allows you to challenge your friends in an explosive race full of crazy gadgets and hilarious accidents waiting to happen around the very next corner.

We recommend going all out with this! Create an awesome track littered with hazards and made of many twists, turns, jumps, etc. We also recommend taking some time and converting your vehicles into mad racers full of personality!

You can find various supplements to this ruleset and other one page rules at onepagerules.wordpress.com. You can find more awesome art at 40-kun.deviantart.com and rosscarlisle.tumblr.com.

If you'd like to get news & updates you can follow us at facebook.com/onepagerules, reddit.com/r/onepagerules or twitter.com/OnePageAnon.

If you wish to get involved in the game's development or have any questions you can head over to our forums at onepagerules.proboards.com, or write me an e-mail at onepageanon@gmail.com.

Thank you for playing and happy wargaming,
One Page Anon (Rules), Jean Charles Doublet (Cover) and Ross Carlisle (Logo)

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Grimdark Racing v1.3

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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.

Racer: Each racer consists of a single model without any weapons or attachments.

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 4'x4' surface, however you can use bigger sized surfaces if you wish. Mark a continuous racing track that closes on itself, and that is at least 8" wide and 16' long (we recommend using chalk or string). Place a start/finish line at any point of the track, and then place a dispenser marker (we recommend a crate or a barrel) at the center of the track every full 4'.

Setup: The game is played with 2-8 players with one racer each. All players roll-off, and then place their racers in order from highest result to lowest. The racers are placed in rows of two, where the first row is placed 1" away from the start/finish line. Each row is 2" behind the racer in front, and racers must be placed 1" away from each other.

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 twice up to 45° at any point. May use a single item at any point.
Drift	+D6"	May turn four times up to 45° at any point. May not use any items.
Boost	+2D6"	May turn once up to 45° at any point. May not use any items. May overheat.

Moving

Racers move straight forward by up to their movement speed, and must move a full D6". The racer may move 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 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 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 loses D3 hull points and is moved D3" from his position (use scatter die for direction). Note that collisions between two racers can't lead to another collision between the same two racers.

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

Draw the shortest straight line possible from one edge of the track to the other, going through the dispenser. When a racer that is not holding an item moves through this line, you may roll on the item table to receive one random item.

Items

Roll two dice on the following table and the resulting number is the item you get. If the player rolling is not in first place, he may re-roll his result once. If you have no use for the item you may discard it during the movement phase and restore 1 hull point. Racers may only use one item during a move action, and the item is immediately discarded from the racer. When using items that target other racers you must have line of sight on them.

Result – Item
2 – Warpstorm (re-roll if not in last place)
All other racers halve all of their movement until the beginning of your next turn.
3 – Daemon Curse
This racer loses double hull points until the beginning of your next turn.
4 – Explosive Mine
Place an explosive marker on the track in contact with this racer, and the mine activates after this racer's turn. If any racer moves within 2" of the explosive marker, the marker is removed and the target loses D3 hull points.
5 – Grappling Hook
Target one opponent in the racers front arc up to 6" away and roll one die. On a 3+ move this racer in contact with the target, and the target immediately loses 1 hull point (resolve collision).
6 – Rocket
Target one opponent in the racers front arc up to 12" away and roll one die. On a 3+ the target loses D3 hull points and scatters (if hit).
7 – Nitrous
This racer moves 2D6" forward.
8 – Missile
Target one opponent in the racers front arc up to 24" away and roll one die. On a 5+ the target loses D3 hull points and scatters (if hit).
9 – Tractor Beam
Target one opponent in the racers front arc up to 12" away and roll one die. On a 5+ move this racer in contact with the target, and the target immediately loses 1 hull point (resolve collision).
10 – Disruptor Mine
Place a disruptor marker on the track in contact with this racer, and the mine activates after this racer's turn. If any racer moves within 2" of the disruptor marker, the marker is removed and the target scatters D3+3" (target must re-roll once if any other player requests it).
11 – Emperor's Blessing
This racer does not loose any hull points or scatter until the beginning of your next turn.
12 – Warp Lightning (re-roll if not in last place)
The racer in first place immediately loses D3 hull points and scatters (no line of sight needed).

Terrain

Terrain may be placed when preparing the track, and there are no restriction as to the amount of terrain you may place on the track, however make sure that there is enough space for all racers to pass through every point of the track.

Soft Terrain (*crates, barrels, 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 suffer a collision.

Difficult Terrain (*mud, water, vegetation, etc.*): Racers moving through difficult terrain halve their movement.

Dangerous Terrain (*mine fields, 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, warp 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 or scatter roll one die, on a 5+ he doesn't.
Bikers, Rough Riders, Raveners, etc.

Type	Speed	Hull Points
Skimmer	15"	4

Notes: Ignores mines, soft terrain, difficult terrain and dangerous terrain.
Land Speeders, Jetbikes, Plague Drones, etc.

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.
Dreadnoughts, Killa Kans, War Walkers, etc.

Type	Speed	Hull Points
Racer	12"	6

Notes: n/e
Rhinos, Warbuggies, Necron Stalkers, etc.

Type	Speed	Hull Points
Hoverer	9"	6

Notes: Ignores mines, small terrain, difficult terrain and dangerous terrain.
Wave Serpents, Hammerheads, Raiders, etc.

Type	Speed	Hull Points
Heavy	6"	8

Notes: n/e
Land Raiders, Maulerfiends, Soul Grinders, etc.