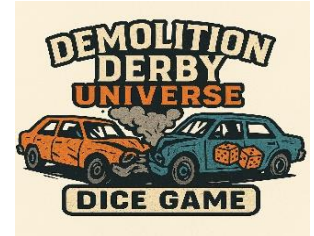


## DEMOLITION DERBY UNIVERSE DICE GAME

A Roll of "20" on the ACTION Chart will bring you to this DRAMA Chart

Roll 2d6 and Read as "1" and "4" = "14" not "5"

If you are instructed to roll to see which Car is effected and the roll is unavailable, reroll until you identify an available Car.



- 11 A Fuel Leak is spotted! This is an Emergency Stoppage! Roll to see which Car/Driver is experiencing the fuel problem. The Car/Driver is immediately Disqualified and removed for safety concerns!
- 12 The Attacker lands a brutal Head-On Collision! The Victim is immediately Eliminated. If the Attacker has a Safety Rating of 5 or Higher, the Attacker is not Disqualified. If the Attacker's Rating is 4 or less they are Disqualified!
- 13 A Car/Driver's Battery Cable disconnects mid-event. The Car no longer can inflict Damage this Heat and simply waits to be eliminated. If it survives, the repair can be made and move to the next Heat. If this is the Main Event, the Car is eliminated. Roll to see which Car/Driver is affected.
- 14 The Attacker gets "3" Damage Points but rips the Victim's Door Panel off! The Victim is immediately eliminated due to Safety concerns!
- 15 A Car's Fire Shield MAY HAVE BEEN detached! Roll to see which Car/Driver is affected! If the Driver's SAFETY Rating is above 4, the Shield IS NOT DETACHED. Ignore and continue. If the Driver's Safety Rating is 4 OR LOWER, the Car is ELIMINATED!
- 16 The Attacker Pins and Traps the Victim against the wall until the Victim's Car Stalls! Neither Car sustains Damage, but the Victim is susceptible to more Attacks as it cannot inflict Damage to others! If this is the Main Event, the Car is eliminated!
- 21 The Attacker gets "3" Damage Points. The Victim's Driveshaft Falls Off! They cannot Attack and are immediately eliminated!
- 22 The Attacker gets off a great Rear-End Hit! The Attacker gets "0" Damage Points while the Victim gets "5"!
- 23 The Attacker gets "3" Damage Points. The Victim's Frame is Bent and their Car will not steer straight! It can no longer inflict damage. It can only be attacked! It stays in the Derby as long as it survives. Give the Victim "4" Damage Points!
- 24 The Attacker's Engine Overheats and smokes heavily. The Car is eliminated before it can inflict any Damage!
- 25 The Attacker decides to Conserve Momentum and avoid risking Damage on heavy collisions! The Judges consider calling "Sandbagging" on the Attacker. If the Attacker has a Strategy Rating above 4, the Judges do not call it. If the Rating is 4 or lower, the Attacker is Disqualified!
- 26 The Attacker's Engine Stalls! If this is the Main Event Heat, they are immediately eliminated. If this is the Preliminary Heat and is their 1st Stall, they cannot inflict Damage for Ten Action Rolls, but they can be Attacked.
- 31 The Attacker's Car gets "2" Damage Points. The Victim's Car gets "4" in Damage and spins 180° from the side hit. It is immediately hit by another Car. Roll to see which Car/Driver Attacks the Victim and roll on the Action Chart! The Victim will get Damage Points from both Cars!
- 32 The Attacker lands a Glancing Blow! They get "0" Damage Points. The Victim only gets "1" Damage Point.
- 33 A Car/Driver's door will not stay securely closed due to an apparent weld breaking. They have to be disqualified due to Safety concerns. Roll to see which Car is affected.
- 34 The Attacker does not get a chance to inflict Damage as Tire Problems bring the Car to a halt. They become the Victim of the next three Attacks! If this is the Preliminary Heat, they can move to the next Heat with repairs. If this is the Main Event Heat, they are eliminated!
- 35 Judges Discuss if the Attacker does an Illegal Hit: They hit an eliminated Car! The Attacker gets "2" Damage Points. If the Attacker has a Safety Rating 5 or more, the Attacker is not Disqualified. If the Rating is lower, they are Disqualified!
- 36 The Attacker hits a great Corner Shot causing the Victim's rear quarter panel to bend the axle and disable steering. The Victim's car is disabled and Eliminated! The Attacker has "2" Damage Points.
- 41 The Attacker's Carburetor starts flooding. The Car stalls. If this is the 1st Stall, it sits waiting to be eliminated for the next Ten Action Rolls! If it is the 2nd Stall, the Car is immediately eliminated!
- 42 The Attacker gets "3" Damage Points. The Victim experiences an Axle Break and is eliminated!

- 43 The Attacker decides to Conserve Momentum and avoid risking Damage on heavy collisions! They keep moving, but avoid contact the next five rolls! After that, they are available to Attack and be the Victim.
- 44 A Car's/Driver's Steering Linkage breaks leading to complete loss of control! The Car can no longer inflict Damage and is immediately eliminated! Roll to see who is affected.
- 45 The Attacker has Radiator Issues and immediately Stalls! If they survive the Heat, they can make repairs between Heats, but is open for Attack until then! If this is the Attacker's 2nd Stall or this during the Main Event, they will not be able to fix the issue and are eliminated!
- 46 The Attacker's Car and the Victim's Car are both Stalled after a Head On Collision! Neither can inflict Damage and are open to Damage for the rest of this Heat. If this is either Car's/Driver's 2nd Stall or this is the Main Event, they are eliminated! Both receive "3" Damage Points!
- 51 The Attacker gets off a great T-Bone Hit! This Causes the Tire of the Victim's Car to flatten! The Victim cannot inflict Damage for the rest of the Heat, but can be the Victim! Attacker gets "1" Damage Point and the Victim gets "4"! If this is during the Main Event, the Car is eliminated!
- 52 The Attacker's Car gets Stuck In Mud/Dirt of the Arena Floor. The Car/Driver cannot go on the Attack, but if they survive the Heat, they will continue on unhindered. If this is the Main Event, they are eliminated!
- 53 The Attacker decides to Conserve Momentum and avoid risking Damage on heavy collisions by beginning a "Circle Strategy" of driving in circles avoiding contact. The Attacker inflicts no Damage the rest of this Heat, but they can be Attacked.
- 54 The Attacker gets "2" Damage Points. The Victim's Car has a Bent Axle causing the Car to wobble. The Car loses hitting power. For the rest of the Derby, the Car can continue, but can only inflict "1" Point of Damage to other Cars!
- 55 The Attacker gets "2" Damage Points and the Victim gets "4" Damage Points. This leads to a number of hits on the Victim. Roll for three consecutive Hits on the Victim!
- 56 The Attacker's Suspension Collapses! The Car bottoms out and is eliminated!
- 61 Judges Discuss if the Attacker does an Illegal Hit: They hit a Car/Driver's driver side door! The Victim gets "3" Damage Points. The Attacker gets "2" Damage Points. If the Attacker has a Safety Rating 5 or more, the Attacker is not Disqualified. If the Rating is lower, they are Disqualified!
- 62 The Attacker's Car and the Victim's Car lock bumpers and are not able to unlock! Both can only be Victims the rest of this Heat! If they survive, they can resume as normal. Neither Car gets Damage Points when they lock up. If this is the Main Event, they both are eliminated!
- 63 The Attacker has Transmission Failure! The Car is stuck in gear. They cannot Attack and just simply waits to be eliminated. They cannot advance to the next Heat! If this is the Main Event they are eliminated!
- 64 The Attacker's Hood Flies Open before making Impact! They cannot go on the Attack, but if they survive the Heat, they will continue on unhindered.
- 65 There is a Last-Minute Comeback Hit By a Nearly Dead Car: Find the Car/Driver that has the most Damage Points, that Car/Driver eliminates the next Car with the most Damage Points. Both are eliminated!
- 66 To the Crowd's delight, up to SIX Cars pile up in one huge dynamic crash! Including the rolled for Attacker and Victim, choose up to FOUR more Cars/Drivers and for each Car, roll 1d6. The number rolled for each individual Car is that Car's Damage Points for this Action!