



Introduction:

Welcome to the wild world of Demolition Derby racing, where the only rule is to survive! Buckle up as we explore Demolition Derbies and the Demolition Derby Universe Dice Game!

1. What Is a Demolition Derby?

A Demolition Derby is a motor sport where drivers intentionally ram their vehicles into each other in an arena or field, with the goal of being the last car standing. It's a test of driving skill, strategy, safety and vehicle durability. The sport began in the 1950s at county fairs and quickly became a fan-favorite, evolving into a competitive event with its own set of rules and strategies.

2. The Basics of the Derby Vehicle

Your car is your weapon in the arena. Choosing the right one is crucial. Here's what to look for:

Durability: Older models with a lot of metal are preferred. Crown Victorias, Impalas, and Caprices are popular choices due to their sturdy frames.

Engine Placement and Drive: Front-engine cars are standard, but when it comes to Drive, rear-wheel drive is often preferred for better handling and power distribution.

Availability of Parts: Making sure parts are readily available. You'll need to repair and reinforce your car often.

NOTE: IN THE FUTURE I WILL MAKE CHOOSING THE CAR A PART OF THE GAME. I HAVE NOT ADDED THAT YET.

3. Skills a Demolition Derby Driver Needs

Demolition Derby drivers require a combination of Driving Skills, Strategic thinking, Safety and occasional Teamwork:

Driving Skills: Quick reflexes and precise control of the vehicle are essential for executing maneuvers and avoiding collisions.

Strategy and Planning: Drivers must have a game plan that considers the vehicle's capabilities, the competition, and the track conditions.

Safety Precautions: Proper safety gear and adherence to safety regulations are mandatory to protect both the driver and the spectators.

Teamwork: In some derbies, teamwork is allowed to maneuver and cause chaos, adding an element of cooperation to the sport. Of course, when the Derby gets down to its last leg, THERE ARE NO TEAMMATES!

These skills, combined with the right vehicle and strategic approach, can help drivers achieve success in Demolition Derby competitions.

In the Demolition Derby Universe Dice Game, there are about 300 Drivers Rated with a **SKILL RATING, STRATEGY RATING, SAFETY RATING and a TEAMWORK RATING**. There are some male Drivers and female Drivers. Each has a "Home State" with each state being grouped in Geographical Regions and Divisions. This can be helpful if you want to run "Local (Division) and Regional Derbies" leading to a National Finals.

RULES and GAME PLAY

Demolition Derbies involve Drivers competing by crashing their vehicles into one another until only one remains operational. Each event may have its own set of rules, but there are common regulations that most follow to ensure safety and orderly conduct (usademolitionderby.com). Below is some of the Official Rules and how we apply them to the game:

PRE-RACE INSPECTION Key Rules and Regulations

Vehicle Specifications:

Vehicles must typically be two-wheel drive cars; trucks, SUVs, and vans are usually prohibited.

All doors must be securely closed, either chained, welded, or wired shut to prevent them from opening during the event.

Windshields must be removed, and all airbags must be deactivated and removed.

Drivers are required to wear DOT-certified helmets and other protective gear.

A fire shield must be installed between the driver and the fuel tank to prevent gas from splashing on the driver in case of a rupture.

Only one automotive-type battery is allowed, and it must be securely fastened and covered to prevent leaks.

Any vehicle deemed unsafe by officials will not be allowed to participate.

In the Demolition Derby Universe Dice Game, before every event you will roll to see if each Driver's car passes Inspection. If a car fails inspection, the Driver has one roll to see if they can replace the car or have to forfeit this event!

GENERAL RULES DURING THE DERBY

Every derby has its own set of rules, but some are universal:

Unsportsmanlike Conduct: (including harassment of officials and other drivers), can lead to disqualification.

No Head-On Collisions: Most derbies prohibit direct head-on collisions to prevent serious injury.

Keep It Moving: You have to keep your car moving at all times. If you're stuck for too long, you may be disqualified.

Driver's Door Rule: Hitting another car's driver-side door is usually forbidden for safety reasons. Breaking this rule can cause an immediate disqualification!

COMMON TYPES OF HITS, MECHANICAL, MOVES and STRATEGY

This list is helpful when using the Drama Chart!

Rear-End Hit: Drivers often back into opponents to protect their own engine and radiator.

T-Bone Hit: Striking the side of another car, especially near the wheels or axles, to immobilize them.

Corner Shot: Targeting the rear quarter panel to bend axles or disable steering.

Head-On Collision: Used sparingly and if overused the Judges can disqualify the Car/Driver! If a Driver does it, it can be risky because it can destroy your own radiator or engine.

Glancing Blow: A lighter hit that keeps your car mobile while still damaging the opponent.

Conserve Momentum: Smart drivers avoid wasting energy on heavy collisions early, saving their car for the final rounds. They do this by driving around trying to avoid early contact.

Sandbagging (Controversial): Some drivers hold back, making minimal hits until later in the event. While frowned upon, it can preserve the car. However, if the Judges think you are not "trying" hard enough, they can call "Sandbagging" and actually disqualify a Car/Driver!

Pinning: Trapping an opponent against the wall or another car to limit their mobility. If a car is "pinned", it cannot be an "Attacker" until the Heat is over. However, the pinned Car/Driver is easy prey as the Victim!

Chain Hits: Following up on a weakened car with repeated strikes (sometimes multiple cars) until it's disabled.

Circle Strategy: Driving in loops to stay mobile and avoid being cornered.

Teamwork: Coordinated hits to gang up on stronger opponents. Not every Driver will want to Team Up, but those that do can be helpful!

Spin Outs: Cars spinning out after impact. This leaves them open for multiple Attacks!

Tire Problems: Tires blown, collapse or damaged from hits can make a Car/Driver easy prey!

Radiator Issues: Radiator steam clouds after damage. This may stall a car!

Engine Stalls: Engine stalls mid-event. After 2 Engine Stall Rolls the Car/Driver is automatically eliminated.

Pile Up: Multiple-car pileup in the center of the field.

Transmission Failure: Car stuck in gear. Cannot Attack and just simply waits to be eliminated. Cannot advance to next Heat!

Axle Break: Car stuck. Cannot Attack and just simply waits to be eliminated. Cannot advance to next Heat!

Driveshaft Falling Off: Car stuck. Cannot Attack and just simply waits to be eliminated. Cannot advance to next Heat!

Hood Flying Open After Impact: Car/Driver cannot go on the Attack, but if they survive the Heat, they will continue on unhindered.

Car Stuck In Mud/Dirt of Arena Floor: Car/Driver cannot go on the Attack, but if they survive the Heat, they will continue on unhindered.

Door Panel Ripped Off: Immediate Disqualification and removal for the Car/Driver that loses the door due to safety concerns!

Fuel Leak Spotted: This is an Emergency Stop! The Car/Driver is immediately Disqualified and removed for safety concerns!

Last-Minute Comeback Hit By a Nearly Dead Car: Basically, a Car/Driver that is on the verge of being eliminated, knowingly ends their Derby by eliminating another near eliminated Car/Driver. Both are eliminated!

Judges Disqualify a Car/Driver for an Illegal Hit: IE: Intentionally hitting a Car/Driver's driver side door. Intentionally hitting an eliminated Car/Driver. Intentionally driving outside of clearly marked boundaries.

In the Demolition Derby Universe Dice Game, you will roll to see which cars are involved in the Action (crash). Once you know which cars, you will roll on an ACTION CHART to determine the Damage done to both cars. If you roll a "20" at any time while rolling on the ACTION CHART, you will be taken to a DRAMA CHART. This is really where the chaos ensues and many of the above actions can take place!

SCORING

Demolition Derby scoring is generally based on which car is the last one still mobile and making aggressive contact with opponents. There isn't a single universal points system. Rules and scoring vary significantly by event and promoter. This is the Scoring System that we will use for the Demolition Derby Universe Dice Game:

Heat Points (HP): There are TWO “Heats” or Rounds. The first Heat is the Preliminary Heat and the second Heat is the Main Event Heat. Drivers get extra Points for making it to each Heat.

- Preliminary Heat (Just for being in the Derby) – 5 Points (Up to 20 Cars/Drivers)
- Main Event Heat (Surviving Preliminary Heat) – 10 more Points (Up to 10 Cars/Drivers)

So, if a Car/Driver makes it to the Main Event they will have accumulated **15 Heat Points!**

Kill Points (KI): Drivers get 5 Points for each Car/Driver on which they make the final elimination hit. The Car/Driver that was the Attacker when a Victim Car/Driver reaches its 10th Damage Point gets the “**Kill Points**”! If the collision causes the Attacker to reach 10 Damage Points and the Victim survives, the Victim gets the Kill Points. If the collision causes both the Attacker and Victim to be eliminated, no one gets the Kill Points.

Subsequent Placement Points (PL): This is the final ranking of the Cars/Drivers. Drivers are typically ranked by the order in which their cars become disabled or disqualified (eliminated) and are eligible for Points gained directly related to what Position they finish the Derby.

- 1st Place = 100 Points
- 2nd Place = 80 Points
- 3rd Place = 75 Points
- 4th Place = 70 Points
- 5th Place = 65 Points
- 6th Place = 60 Points
- 7th Place = 55 Points
- 8th Place = 50 Points
- 9th Place = 45 Points
- 10th Place = 40 Points
- 11th Place = 35 Points
- 12th Place = 30 Points
- 13th Place = 25 Points
- 14th Place = 20 Points
- 15th Place = 15 Points
- 16th Place = 15 Points
- 17th Place = 10 Points
- 18th Place = 10 Points
- 19th Place = 5 Points
- 20th Place = 5 Points

The winner of the Derby is the Driver that finished as the Last Car Still Mobil after all others have been eliminated.

GETTING THE DERBY STARTED

DICE NEEDED

2d20 of different colors, 2d10 of different colors, 2d6 of different colors

PRE-EVENT

1. **Choose 20 Drivers and place them on the Scorecard.** Since their placement on the Scorecard will determine who is involved in action, you can decide how you randomly place them on the Scorecard.
2. Determine the **Weather** for this event. The weather can directly affect each Driver's Safety Rating. Roll 1d20 on the Weather Chart.
3. **Pre-Race Inspection:** While each car entering brings Damage from previous events, it is possible that any of the cars may have sustained too much Damage to pass the Pre-Race Inspection. If a car fails the inspection, the Driver has one roll to replace the car. If they do not get a different car, they will have to forfeit appearing in this event. Do not replace the Driver! The event will have to begin with less than 20 Drivers if a Driver forfeits their position in the Derby.
4. Once you have the Drivers on the Scorecard, roll 1d6 for each **Driver's Car Starting Condition.** This will determine if the car starts the event already Damaged. Make any adjustments to the Car/Drivers Damage total on the Scorecard.

PRELIMINARY HEAT STARTS (1d20)

A. **Roll 1d20 twice or 2d20 of different colors to determine which 2 cars collide.** If you are rolling 1d20 twice, let the first roll be for the Attacker Car/Driver (the one that hits the other car) and the second roll for the Victim Car/Driver (the one getting hit). If you are rolling 2d20 of different colors, let 1d20 be for the Attacker and the second d20 be for the Victim. The number rolled correlates with which Cars/Drivers are involved in the action (IE: If you roll a "4" for the first Car/Driver and a "13" for the second Car/Driver, that means that the Car/Driver on the # 4 Row is the Attacker and the Car/Driver on the # 13 Row is the Victim. You should probably jot down the numbers of the two Cars/Drivers involved in the crash. There is room at the bottom of the scorecard for this if you choose to use it for that. Once you know the Attacker and Victim, go to the Action Chart.

As the game progresses and Cars/Drivers are eliminated, when rolling to determine the Attacker and Victim, you may roll the number of a Car/Driver that is not available (eliminated or stalled, etc.). If the unavailable Car/Driver is the Attacker, the Car/Driver still available that has the LEAST amount of Damage becomes the Attacker. If the unavailable Car/Driver is the Victim, the Car/Driver still available that has the MOST Damage becomes the Victim.

B. Roll on the **Action Chart** and use each Driver's Skill Rating to determine the amount of Damage each Car receives! The Top Row of Rating Numbers are the Attacker's Rating and the Side Row of Rating Numbers are the Victim's Rating. Using both Ratings, find the correlating Box. Once you have the appropriate Box, roll 1d20. Two things can occur on this Action Chart roll:

1. Because both cars will take on Damage, you will find the Damage Points of the Attacker in RED and the Damage Points of the Victim in BLACK. Mark each Car's Damage on the Car/Driver's line on the Scorecard. **Once a Car receives 10 Damage Results that Car is eliminated! If a Car/Driver survives the Preliminary Heat and moves on to the Main Event Heat, they carry their Damage Points with them.**

2. A roll of "20" while rolling on the Action Chart will take you to the **Drama Chart!**

C. A roll on the **Drama Chart** will add some excitement to the game! You will roll 2d6 of different colors and read 1d6 as "Tens" and 1d6 as "Ones" (IE: if you roll a "1" and a "4" it is a total of "14" not "5". Whatever the Drama Chart dictates is official. Mark the results on the Scorecard.

D. After you have completed the Action and placed the scores on the Scorecard, you continue to repeat the steps of finding the Attacker and Victim and checking the Action Chart until you have only 10 Cars/Drivers left that have not been eliminated. **Once a Car/Driver has accumulated 10 Damage Points, they are eliminated from the Derby!**

E. **Engine Stalls.** When the Dice are rolled to determine the Attacker and the Victim and you roll the same number for both (IE: For the Attacker, you roll a "2" and for the Victim, you roll a "2"), the Car/Driver at that space (In the example, Row # 2) has a Stalled Engine! If that position has already been eliminated, find the Car/Driver with the most Damage Points and that Car/Driver has a Stalled Engine! When an Engine has stalled, that Car/Driver CANNOT GO ON THE ATTACK for the next 10 Action Rolls, however, it can be the Victim!

After 10 Action Rolls, roll 1d20 for the Stalled Car/Driver. A roll of "1 to 12" means that the car is still stalled and the Judges eliminates the Car/Driver. A roll of "13 to 20" means the Driver got the Car started and it is allowed to continue. If any Car/Driver has a Stalled Engine twice, it is automatically eliminated. If a Car is Stalled during the Preliminary Heat and the Heat ends before it has a chance to restart, it is eliminated. If a Car/Driver stalls during the Main Event Heat, it is immediately eliminated.

F. **Scoring.** On the Scorecard there are possibilities for additional Scoring. Read the Scoring section that we covered earlier to know who to give Scoring Points to!

Between Heats Strategy Chart. Each Driver has a Strategy and Planning Rating; This Rating comes into play as a way to show that the Driver has planned out a good strategy for the event. When you are setting up the Main Event Heat, look at the Strategy Rating of the Drivers that have advanced. Roll a 1d6 on the Between The Heats Chart and using the Driver's Strategy Rating, to see if their Strategy and Planning has given them an advantage as they enter the Main Event Heat. This advantage will allow you to remove some of the Damage Points for their car, which could be the difference between winning and losing!

MAIN EVENT HEAT (1d10)

A. The Main Event Heat begins when you have moved up to **10 Cars/Drivers to the last section on the Scorecard** (you began with up to 20 cars in the Preliminary Heat unless cars failed to pass Inspection). The only reason that you would begin the Main Event Heat with less than 10 Drivers is if multiple cars were eliminated at a time causing more than ten Cars/Drivers to be eliminated in the Preliminary Heat.

The cars carry their Damage Points to the Main Event Heat. **YOU DO NOT RESET THE DAMAGE POINTS AS A CAR/DRIVER ONLY GETS 10 DAMAGE POINTS PER EVENT!** The only way that a car's Damage Points are changed is if the Driver's Strategy and Planning helps to lower the Points when entering the Main Event Heat so, remember to check to see if the Driver's Strategy and Planning has changed the Damaged Points.

B. Check to see if any of the Drivers will be open to **Team Up** at some point in this Main Event Heat. Each Driver has a Teamwork Rating. Roll 1d6 on the Teamwork Chart to see who will be open to Team Up. Place a "T" beside all of the Driver's that rolled a "YES".

If you roll a "YES", that means the Driver can use another Driver, that has rolled "YES" as a partner to Attack a Victim later. **You can only team up against a Victim if the Attacker rolls an EVEN number on the Action roll.** If the Attacking Car/Driver rolls for a possible "Team Up", choose which Car/Driver you want to Team Up with. When the two Cars/Drivers Attack make sure to roll for the Damage Points for all three cars. The Victim, of course, will have Damage Points twice while the Cars/Drivers teaming up will only have their Damage Points!

C. The Main Event Heat starts the same way the Preliminary Heat started. The only difference is you will **Roll 1d10 twice or 2d10 of different colors to determine which 2 cars collide.** You will notice that in each different Heat, the Sided Dice used is the same as the number of Cars/Drivers that start the Heat (IE: The Preliminary Heat uses d20, the Main Event Heat uses d10)

D. After determining the Attacker and Victim, go to the **Action Chart** the same as in the Preliminary Heat.

E. Continue on the same as you did in the Preliminary Heat until all but 1 Car/Driver is eliminated. **That last Car/Driver is the winner of the Derby!**

F. If the last roll of the game makes both the Attacker and Victim reach 10 Damage Points, find each Driver's Strategy Rating. Roll a d10 for both and add their Strategy Rating Number to the d10 roll (IE: A Strategy Rating of "5" plus a d10 roll of "8" equals "13"). **The Driver with the highest total survives and wins the Derby!**

G. Make sure that you record each Car/Driver's Scoring after each Heat The last car left is the winner, however, the Points scored are accumulated from Derby to Derby. This is very helpful if you want to play a season long game with the Driver with the most Points accumulated over the season being named "**Champion**".