

DEMOLITION DERBY UNIVERSE DICE GAME

1. Decide if your Derby will be a "Divisional", "Regional" or "National" Event. Next choose your 20 Cars/Drivers and randomly place them on the Scoercard.

2. **PRE-RACE WEATHER** Roll 1d20 to see if the Weather will affect the Derby. A roll of "1-4" means the track is WET! Subtract "2" from each Driver's Safety Rating!

3. **PRE-RACE INSPECTION** Roll 1d20 to see if the Driver's Car will pass the Pre-Race Inspection. If you roll a "1", the Car fails inspection. Roll 1d20 again. A roll of "1-10", the Driver replaces the car and that one passes inspection! A Roll of "11-20" means the Driver Forfeits! Do not replace the Driver for this Derby.

4. **PRE-RACE CAR CHECK BY EACH DRIVER** This is a Pre-Race Check of Every Driver's Car To See If They Will Begin With Their Car Already Damaged.
HOW MANY DAMAGE POINTS (DP) SHOULD THE CAR BEGIN THE DERBY WITH? Roll 1 d6 "1-4" = Add 0 DP, "5" = Add 1 DP, "6" = Add 2 DP

5. PRELIMINARY HEAT STARTS (1d20)

- A. Roll 1d20 twice or 2d20 of different colors to determine which 2 cars collide. If one of the positions rolled has a Car/Driver that is no longer available, if the unavailable position is the Attacker use the Car/Driver that has the LEAST Damage Points as the Attacker. If the unavailable position is the Victim, use the one with the MOST Damage Points.
- B. Roll on the Action Chart and use each Driver's Skill Rating to determine the amount of Damage each Car receives!
- C. A roll on the Drama Chart will add some excitement to the game!
- 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!
- E. Stalls. When the Dice are rolled to determine the Attacker and the Victim and you roll the same number for both, the Car/Driver at that space has a Stalled Engine!
- F. Scoring. On the Scorecard there are possibilities for additional Scoring. IE: Heat Points, Kill Points and Place Points - See Instructions on scoring!
- G. Continue the same process until the first 10 Cars/Drivers are eliminated. Once they are eliminated, move the remaining 10 to the Main Event Heat!

6. MAIN EVENT HEAT DEMOLITION DERBY DRIVER STRATEGY and PLANNING CHART When starting the Main Event Heat, use Driver's Strategy Rating and Roll 1d6. The Number in the Box is the adjustment that you can make (Add or Subtract) to the Damage Points of the Driver's Car when it is starting the new HEAT!

If Adding Damage Points puts the Car's Points 10 or Higher, the Driver cannot begin the Main Event Heat! View it as extra damage found between Heats.

DRIVER STRATEGY		1	2	3	4	5	6	7	8	9	10
1d6	1	Plus 1	None	None	None	None	-1	-1	-2	-2	-3
	2	Plus 1	None	None	None	-1	-1	-2	-2	-3	-3
	3	Plus 1	None	None	-1	-1	-2	-2	-3	-3	-4
	4	Plus 1	None	-1	-1	-2	-2	-3	-3	-4	-4
	5	Plus 1	-1	-1	-2	-2	-3	-3	-4	-4	-5
	6	Plus 1	-1	-2	-2	-3	-3	-4	-4	-5	-5

7. MAIN EVENT DEMOLITION DERBY DRIVER TEAMWORK CHART When you reach the Main Event, use the Driver's TEAMWORK Rating and Roll 1d6.

If you Roll a "YES", that means the Driver can use another Driver, that has Rolled "YES" as a partner to Attack the Victim. You can only do this if you roll an EVEN number on the Action roll. If the Attacking Car/Driver rolls for a possible "Team Up", choose which other 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 from both Attacking Cars!

DRIVER TEAMWORK		1	2	3	4	5	6	7	8	9	10
1d6	1	NO	NO	NO	NO	NO	NO	NO	NO	YES	YES
	2	NO	NO	NO	NO	NO	NO	YES	YES	YES	YES
	3	NO	NO	NO	NO	YES	YES	YES	YES	YES	YES
	4	NO	NO	YES	YES	YES	YES	YES	YES	YES	YES
	5	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
	6	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES

8. Continue the Main Event with the last 10 Cars/Drivers. Use the same process as the Preliminary Heat until there is only ONE Car/Driver left!