Point Counter

Damage Token

Misc. Token

Lap Counter (players start with 1)

River Bed

Dune Buggy

Track Cards

Play Cards (Actions & Mods)

Death Derby

d10

Vehicle Tokens

Vehicle Cards

The Disturbance Timeline

Death Derby

A Post-apocalyptic Card Game

2-6 age 13+

30-60 mins

Win the race. Kill your opponent. Whatever works.

The year is 2200 and survivors of man-made and natural disasters struggle to live in a world poisoned and devastated beyond recognition. The new extreme sport and source of income for many are death races in which competitors vie to win or just to survive.

Core Deck Cards
104 total
Track Section cards 15
Vehicles 12
Action cards 40
Modification cards 37

Minimum Supplies Needed- One 10-sided die for Attack Rolls, tokens to mark Vehicle positions on the Track, and pen and paper to tally Points and Vehicle damage.

Setup

*Separate cards into Vehicles, Track Sections, and Draw Pile (Actions and Mods). Shuffle them.

*Place the Draw Pile in the middle of the play surface with enough room for the Discard Pile next to it and for the Track Sections to circle both.

*Roll for high number to see who goes first. The winner of the last race goes first if a Derby is in progress.

*The first Player draws 1 Track Section at random to begin. The first Track Section is turned sideways and is Start. 10 Track Sections are drawn to form the Track.

*Players' turn, Track formation, and race direction are all counterclockwise.

*The first Player draws 1 Vehicle at random, followed by the other Players. Place Vehicle tokens on Start.

*The first Player draws 1 card from the Draw Pile, followed by the other Players in rotation until they all have 7.

*All Players start with 30 points.

*The Race starts when the first Player begins their first Turn.

Player Turn

*Player begins their Turn by drawing a card from the Draw Pile. Players can choose to draw the top card in the Discard Pile instead. The Discard Pile is reshuffled into the Draw Pile if there are no cards to draw from the Draw Pile.

*If on Start and a Race is beginning, the Player can install any Modifications (Mods) they have Points for before moving. *See 'Modifications'.*

*Action cards can be used anytime Points and a target are available. The last one played ends a string of Actions. Action effects that last a full Round aren't exhausted until play returns to the Player whose Turn it was used on.

*Player can attack 1 time anytime during the Round. *See 'Combat'.*

*Player moves their vehicle. *See 'Movement'.*

*Points are tallied as earned or spent. *See 'Points'.*

*Player ends their turn by saying 'I'm done'.

*Player must discard a card to end their Turn if they hold more than 3.

*The next Player begins their Turn by drawing from the Draw Pile.

*A game Round is a complete rotation of all Players in the game.

Preparing for the next race in a Derby

Points are reset. All cards held and Mods in play go on the Discard Pile. The Draw and Discard Piles stay where they are. Track Sections are reshuffled for a new track to be formed. The last Race winner can choose to keep their Vehicle, everyone else must draw a new one. Used Vehicles are put aside until the end of the Derby unless there's not anymore to pick from, in which case they're reshuffled.

Finishing a race/derby

A Race lasts 3 laps unless only one racer is left standing. If 2+ Players finish a Race on the same Round, the winner is the Vehicle with the highest total Speed. If still tied, the Player with the most Points wins. Players roll for high number if Speed and Points tie.

The Player with the most Points after damage is tallied wins the Race if all Vehicles are destroyed in the same Round. Players roll for high number to determine the winner if Points are tied.

The first Player to win 2 Races wins the Derby.

Points
*Players start with 30. Each Track Section traveled is worth 1 point, each point of damage inflicted is worth 1 point, and finishing a lap is worth 10 points. Killing a competitor in a game with 3+ Players is worth 5 points in addition to the Points gained from damage.
*Players cannot gain more Points than a Vehicle's Strength for damage inflicted unless the damage was repaired.

Modifications
*They can only be installed while on the 'Start' section and Players can install mods once per visit to 'Start'.
*Installing a Mod of the same type replaces any installed Mod of the same type unless noted otherwise.
*One weapon can be installed per mount and installing a new weapon replaces the .
*Only damage above an armor Mod's bonus stays with a Vehicle if armor is destroyed.

Movement
*Track Sections cost X speed to move into with a minimum of 1. X is 1 + the difference between the Vehicle's Handling and the section's Difficulty. *Example: If a section has 10 Difficulty and a Vehicle has 5 Handling, it costs 6 Speed to move into that section. If the Difficulty is 3 and Handling is 5, it will cost 1 Speed to move.*
*Vehicles stop where they are if they can't move into the next Track Section. Speed is refreshed every round. Vehicles can move a minimum of 1 section per turn.
*Vehicles can stop early, such as on Start for Mods or to let someone get in attack range, but cannot use unused Speed later in the round.
*Players cannot install Mods and continue traveling on the same round they reach Start. They can install Mods when they arrive or wait until after they draw next.
*Vehicles can move backwards to entrap faster opponents, but can't pass Start.
*Points for movement are only earned for forward momentum at 20 per lap (1 per section + 10 for lap completion).

Combat
*Vehicles can't attack or be attacked while on Start.
*Unmodified Attack Range covers the same section, one behind, and one ahead. Vehicles in front can be shot with front and turret mounted weapons. Those behind can be shot with rear and turret mounted weapons. Who can shoot who is determined by total modified speed if Vehicles are on the same section: faster Vehicles use rear and turret mounted weapons, slower Vehicles use front and turret mounted weapons, and those tied can only shoot with turret mounted weapons.
*Players can only attack 1 time per round with 1 weapon, but can attack anytime during the round instead of only on their own Turn.
*All weapons have a 50% base chance of hitting as determined by a 10-sided die. 1-5 is a hit and 6-10 is a miss. The chance to hit is adjusted by all modifiers from both Vehicles involved.
*A natural 1 is always a hit and a natural 10 is always a miss.
*A Player is out of the race if their Vehicle reaches 0 Strength without being repaired. Vehicles are not auto repaired at any stage of a Race.
*Points for damage are only gained after any used Action cards are resolved.

Modified decks

Modified decks must contain at least 50 Actions and Modifications, consisting of no more than 4 of each Action and 2 of each Modification. They must have a minimum of 10 Track Sections. They must have a minimum of 4 Vehicles. Total minimum card count is 64. There is no upper limit.

If Players have their own modified decks, they maintain their own Draw and Discard Piles and the Track is created from the Track Sections of the Player who goes first.

Vehicles

Name / **Stats**

Ratrod

Small front/Large rear

Created by Jeremiah Donaldson
Artwork by Jon Wells

Strength
How much damage the Vehicle can take.

Speed
How fast the Vehicle is.

Handling
With Track Difficulty, Determines how much Speed is needed to move into a section. *See 'Movement' section for more info.*

Weapon Mounts and 'To Be Hit' modifiers

Mount types
Small or Large front, Small or Large rear, Turret

To Be Hit modifiers
*These modify all attacks against the Vehicle.
*No modifier present = 0. Core Deck Vehicle
'To Be Hit' modifiers range from -2 to +2.
*This modifier doubles to show Vehicle scale.

Track Sections

Name / **Difficulty**

Swamp 10

Created by Jeremiah Donaldson
Artwork by Jon Wells

Movement equation
Section Difficulty - Vehicle Handling + 1 =
Speed to move into the Section (Minimum 1)

See 'Movement' section for more information.

Action Cards

Name

Bee Careful 4

Target vehicle has -3 handling for 1 round.

This card doesn't go to the discard pile until the card effect expires.

Created by Jeremiah Donaldson
Artwork by Jon Wells

Point Cost

Card Info

Additional Instructions

Non-weapon Mods

Name

Shell Armor 7

+5 strength
-1 speed

Replaces any other installed mod of the same type.

Created by Jeremiah Donaldson
Artwork by Jon Wells

Mod Type
The last part of the Mod name is the Mod type, ie, 'armor'.

Point Cost

Modifiers

Additional Instructions

See 'Modifications' section for more info.

Weapon Mods

Name

Small Cannon 4

Small
2 damage

Installs in any mount or turret.
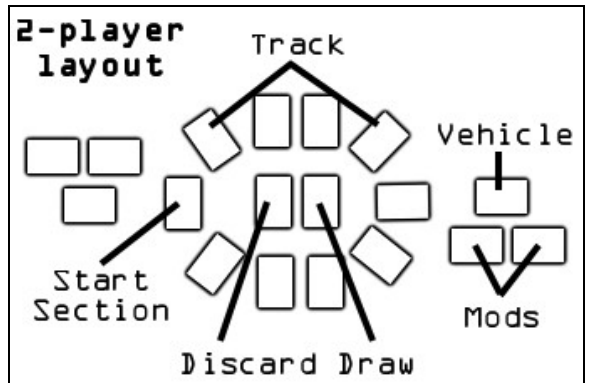
Created by Jeremiah Donaldson
Artwork by Jon Wells

Point Cost

Size
Small: Fits in any mount or Turret
Large: Fits in Large mounts and Turrets

Damage & Modifiers

Additional Instructions

See 'Modifications' section for more info.

2-player layout

Track

Vehicle

Start Section

Discard Draw

Mods

Nature's Rage

Rule Card

'Weather Effect' action cards target a track section and affect all vehicles on it.

The card user's vehicle is also affected if on the targeted section.

'Weather Effect' damage can be targeted by action cards.

'Weather Effect' outcomes beyond the base cost add 1 difficulty to the targeted section until the end of the race.

Only cards with 'X' can be boosted as much as the player wants. Additional effects must be paid in order, and the third effect can't be added without the second.

Some of the action cards in this expansion that aren't a 'Weather Effect' can have their effects increased.

Dangerous Ground

Rule Card

Every track section in Dangerous Ground does or can do something for a price.

Automatic actions either trigger when a vehicle arrives on the section such as drawing a card or are active for the vehicle for as long as they are on the track section such as a bonus to combat range.

Paid actions are used as action cards and can be used by the player anytime their vehicle is on the section and they have the payment required.

Section actions don't work if the section is 'Start'.

THE ARMORY

Rule Card

'The Armory' beefs up your arsenal in your race to the top.

Weapon Modifications...
*Can only be installed on weapons.

*Are destroyed if the weapon is destroyed.

*Have color coded stages.

*Have a white info box to be recognizable from other mods at a distance.

*Follow all other mod rules.

DANGEROUS GROUND 2

Rule Card

Every track section in 'Dangerous Ground 2' does something to help or hinder.

Track Section Actions either trigger when a vehicle first arrives on the Section or when the Player pays the Activating Price, or for as long as the vehicle is on the Track Section, depending on wording.

Paid Actions are used as Action Cards and can be used by the Player anytime their Vehicle is on the Track Section and they have the requirement.

Track Section Actions are inactive if the Section is 'Start'.

The Disturbance Timeline

Tips and Strategy

Death Derby

A Post-apocalyptic Card Game

From:
Jeremiah Donaldson (creator)

Matthew Frazier (playtester)

Jon Wells (artist)

1. Don't use all your points at the beginning of the race. Hold something in reserve even if you don't yet have a useful card.

2. Don't try to outrun a small vehicle with a large one. Just try to destroy the smaller one.

3. Remember that your ability to attack and available Speed resets when the first player in rotation draws their card to begin their turn.

4. Install a weapon in your turret mount first if you have a vehicle with one.

5. Don't underestimate the tactical choice of passing 'Start' without stopping.

6. Don't underestimate the option of going backwards on the track to fire on an opponent. Especially, if you have combat range bonuses and can fire over 'Start'.

7. Points are normally tallied after a player is done moving for simplicity, but points are earned or gained as used or lost, and a player can move one section to earn what they need for an action so they can use it.

8. Don't repair yourself right away if you have a Major Repair. Save your points and take all the damage you can before using it.

9. Remember, you can target your own vehicle with most actions if someone Ricochets your own damage back and you only hold a 'Jammed Up'...

10. Remember, you gain points for ALL damage you do.

11. A high Handling is more important than a high Speed.

12. Build modified decks around specific vehicles.

13. Build modified decks with the minimum 50 Action and Modification cards and 4 vehicles, or not much more, so what you want/need comes up more often.

14. Build modified decks to a theme, ie, offense, defense, Speed focus, Handling focus, repair focus, stat modification, track modification, or any combination that compliments each other, the vehicles picked for the deck, and what you want to do to your opponent(s) and/or yourself for an advantage.

15. Don't build modified decks with unworkable concepts such as bikes for vehicles but only large weapon modifications in the draw pile or decks without repair cards but with Action penalties that don't go away without being repaired.

16. Workable decks can be built using only Action cards, but decks containing only Modifications are at a severe disadvantage due to not being able to repair themselves, remove Speed and/or Handling penalties, or do anything other than attack unless on 'Start'.

17. Remember, only Action (4) and Modification (2) cards have duplicate limits in a modified deck. Someone that trades around can have any number of the same vehicle or track section.