

Piracy



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INTERSTATE VIGILANTE

Reference Guide for the New Owner



Owner's Workshop Manual



INVOICE

Mel's Garage

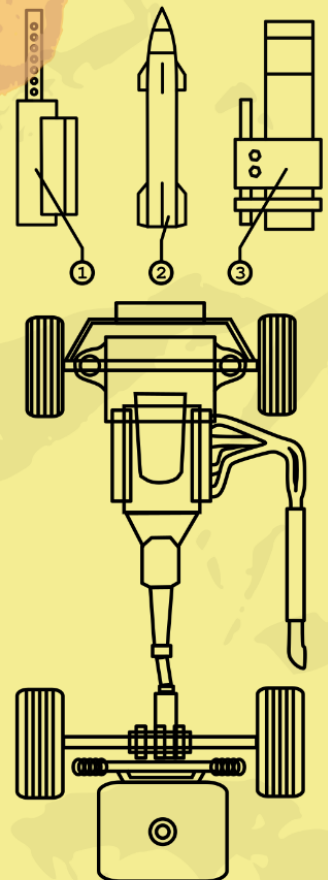
BILL TO: The Driver

Death Canyon, CA
92328

INVOICE TOTAL

\$ 279.99

Quantity	Description	Unit Price
	BRING CAR COMBAT CHAOS TO A TABLE NEAR YOU!	
	OPEN A BOX OF MISSILES, MINES, MUSCLE CARS, AND MAYHEM.	
	A SIMPLE 3 STEP TURN, BUT STRATEGY DEEPER THAN AN AREA 51 BUNKER.	
	DRIVE YOUR CAR, DESTROY OTHER PLAYERS, STEAL THE GAS, WIN THE GAME.	



Interstate Vigilante

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Introduction

The year is 1991.

Skyrocketing fuel prices have led to anarchy around the globe. Law enforcement is stretched to breaking point. Vigilantes have armed their vehicles with heavy weapons to protect themselves from looting and violence. You receive a postcard from Death Canyon. The owner of the Mel's Garage franchise in the town pleads for you to come and protect her community from criminal gangs.

Upon arrival, Mel fits your car with weapon hardpoints and hands you an invoice for her work.

"I'm giving you all this gear at cost price, the rumours about theft from the military testing facility are completely unfounded. Make sure you come and see me for gas, ammo and upgrades too!"

You hand her the cash and glance over your shoulder at the queue of cars waiting for the garage. Some of the other drivers seem to have postcards as well.

"If you do happen to find any Gas Cans out there, drop them off to me and I'll make it worth your while." Mel helpfully informs you, "Don't think I'm supporting this violence to drive business for the garage. I think of it more as a community service. You are a vigilante hero, everyone else is a lawbreaking thug" explains Mel.

You shrug your shoulders and flick on the "ARM WEAPONS" switch under your dashboard. Let's get out there and dispense some justice!

1 Overview

- 2-6 players
- Player vs player or 2v2, 2v2v2, or 3v3 teams
- 12+ years
- 30-60 minutes play time

The players have been lured to Death Canyon by the nefarious Mechanic Mel. She encourages auto-vigilantes to steal gas and do battle in the desert to drive business for her garage.

Interstate Vigilante pays homage to the car combat games of the 90's. It brings COOL CARS, COMPLETE CHAOS and all the CAR COMBAT CLICHES you know and love to the world of boardgames.

Each player's turn has three parts: placing a map card, adjusting their speedometer, then carrying out available actions. Actions include driving, attacking, rams, and jumps. Players try to capture the Gas Can objective and wreck opponents. The game ends when an agreed number of objectives are captured. The player or team with the most points, after the end game conditions are met, wins!

2 Components

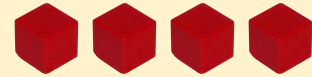
6x Muscle Cars

- Car representing the player on the game map.
- Colours are yellow, orange, green, blue, white and black.



4x 8mm Mine cubes

- Used to represent anti vehicle mines on the map.



1x Gas Can

- Blue wooden Gas Can token.
- Used as an objective during gameplay.



2x Blue 6-sided dice (colour may change depending on availability)

- Rolled in the bottom of the game box by the defender during combat.



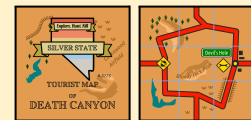
3x Red 6-sided dice (colour may change depending on availability)

- Rolled in the bottom of the game box by the attacker during combat.



Map deck

- Square deck of map making cards.
- Creates the unique road map during each Interstate Vigilante game.



Vehicle Inspection cards

- Displays the stats and colour of the player tokens.



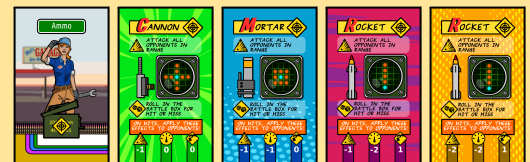
Instrument deck

- Dials representing the gauges of a car dashboard.
- Can be rotated to change values.



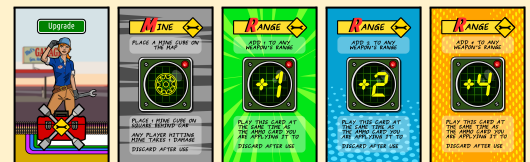
Ammo Loadout deck

- Deck that is drawn from to create a player's hand.
- Pass over an Ammo symbol to collect a card.



Upgrade Loadout deck

- Deck that is drawn from to create a player's hand.
- Pass over an Upgrade symbol to collect a card.



Wreck deck

- Collected by players as a reward for destroying opponents.
- Adds to a player or team score to determine the winner.



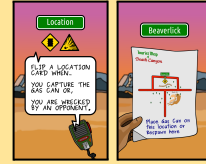
Gas Can deck

- Gained by players as a reward for collecting objectives.
- Adds to a player or team score to determine the winner.



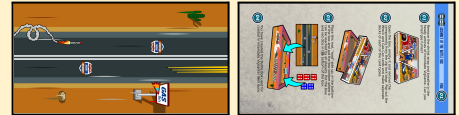
Location deck

- Used to determine the location of the objective during the game.
- Determines where players respawn after being wrecked.



Battle Box mat

- Surface for rolling dice on during combat.
- Placed inside the bottom of the box.



Player Reference mats

- Rules summaries on handy large cards.



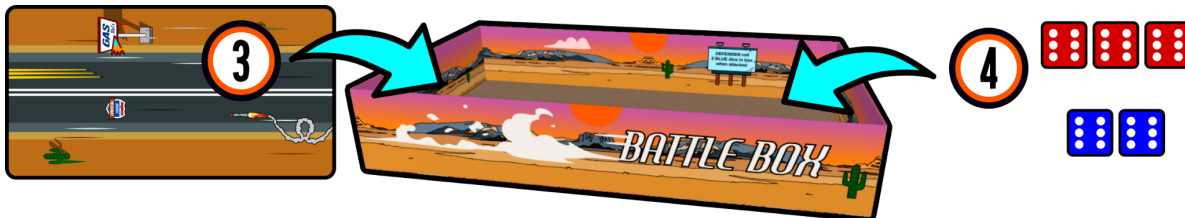
Game Box

- The bottom of the box (Battle Box) is used as a gameplay component.



3 Assembly of Components

1. Remove the shrink wrap and breathe in the heady aromas of Interstate Vigilante. Can you smell gas fumes?
2. Open the box, empty it and remove the components from the zip lock bags. Pop out the Wreck and Gas Can cards and make separate piles or decks of each of the items listed in the components section.
3. Place the Battle Box mat in the bottom of the box and put the box bottom where it can be reached by all players.
4. Put the blue and red dice in the bottom of the box. You have created the Battle Box used for combat in Interstate Vigilante! Well done.



4 Player Setup

Each player creates a dashboard in front of them to control their car, keep track of items carried and manage vehicle statistics. The player dashboard is made up of individual cards. Cues are contained within the dashboard cards to remind players what they can do in a turn. Carry out the following steps to create a player dashboard.

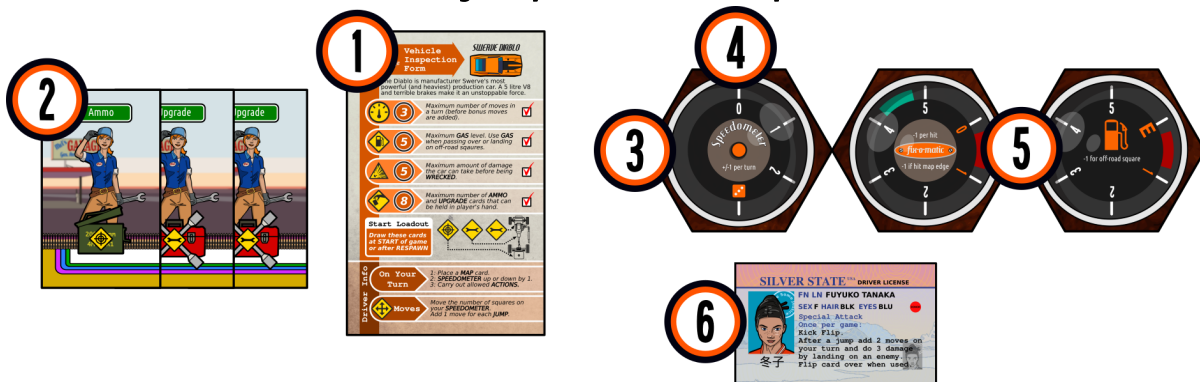
4.1 Collect components

1. Choose a Driver's License card.
2. Choose a Vehicle Inspection card.
3. Take a Muscle Car player token of the same colour as the Vehicle Inspection card.
4. Collect 3 Instrument hexagon cards of the same colour as the player's car token (Speedometer, Gas and Fix-o-matic).

4.2 Create dashboard

1. Players place their chosen Vehicle Inspection card in front of them.
2. Draw the cards shown in the Start Loadout area of the Vehicle Inspection Card from the Ammo and Upgrade Loadout decks and place them face down next to the Vehicle Inspection card, this is a player's starting hand.
3. Instrument cards form a horizontal row beside the Vehicle Inspection card. Speedometer to the left, Gas in the centre and Fix-o-Matic to the right.
4. Turn the Speedometer dial so the 0 is at the top.
5. Turn the Gas and Fix-o-Matic dials so their maximum value is at the top.
6. Place the chosen Driver's licence card near the dashboard for a player's special move.

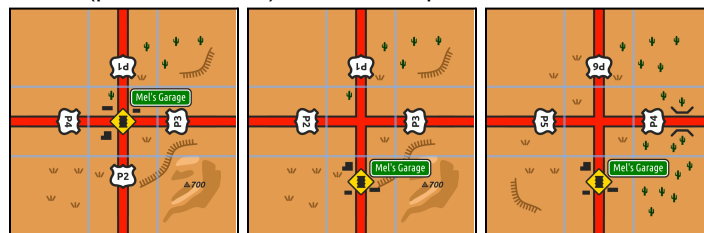
Orange Player Dashboard Example



4.3 Create card decks

Players will draw cards based on actions during gameplay. Create card decks for these actions.

1. Shuffle the Ammo and Upgrade decks and create 2 decks to draw from during gameplay. Place them face down to one side of the play area. Discarded cards go face up, next to these decks.
2. Place the Wreck deck and Gas Can deck where all players can reach them. These will be drawn from to count points scored.
3. Remove the 3 traffic light cards from the Location deck. Sort them so the red light is on top, followed by orange then green.
4. Put the sorted traffic lights on top of the Location deck and place it where all players can reach it.
5. Remove the Player Start cards (pictured below) from the Map deck.



6. For 2 player games, sort the remaining Map cards so that only the cards with a green Location sign on them are in the deck.



7. For 3 players, add 6 extra, random Map cards.
8. For 4-6 players, include all Map cards.
9. Shuffle the Map Deck and place face down where all players can reach it.

5 Map Setup

5.1 Initial Map Setup

The Initial Map Setup will be the base from which the game map will be built during gameplay.

1. Place Player Start cards in the centre of the play area depending on the number of players. For 1-4 players use the 4 player Start card. For 5-6 players, use the two 5-6 Player Start cards placed as in the diagram below:



2. Unused start cards will not be needed and can be set aside for the remainder of the game.

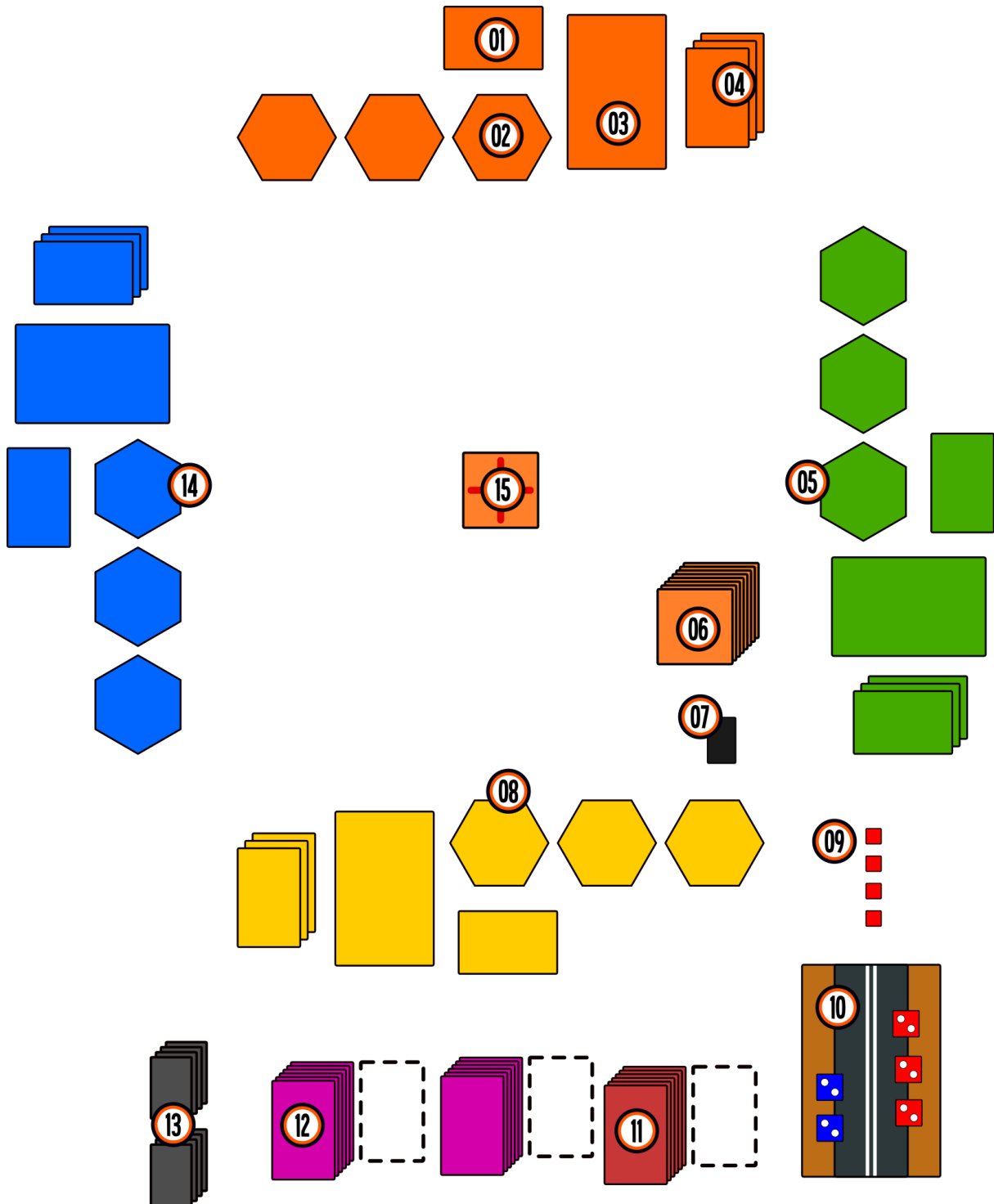
5.2 Add Components to the Map

1. Players place their Muscle Car tokens on the Player Start shield symbol closest to them. Players must turn their Muscle Car token to face the edge of the map square.

6 Four Player Setup Example

1. Player Driver's License card.
2. Instrument cards
3. Vehicle Inspection card.
4. Starting hand of Ammo and Upgrade cards
5. Green player dashboard
6. Map deck
7. Gas Can objective
8. Yellow player dashboard
9. Mine cubes
10. Battle Box
11. Location deck (and discard pile)
12. Upgrade and Ammo decks (and discard piles)
13. Gas Can and Wreck decks
14. Blue player dashboard
15. 4 Player Start Map card

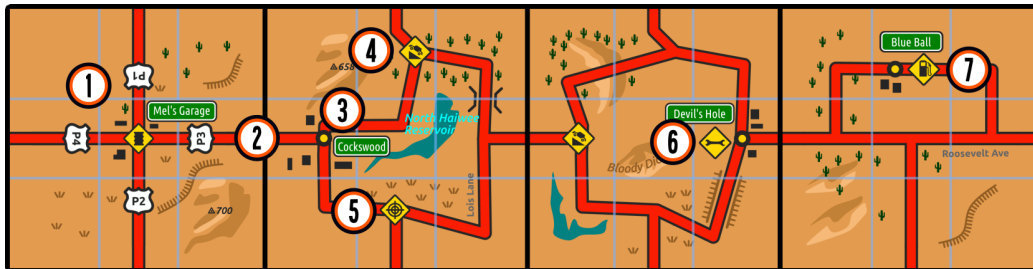
4 Player Setup Example Diagram



7 Card Anatomy

7.1 Road Map cards

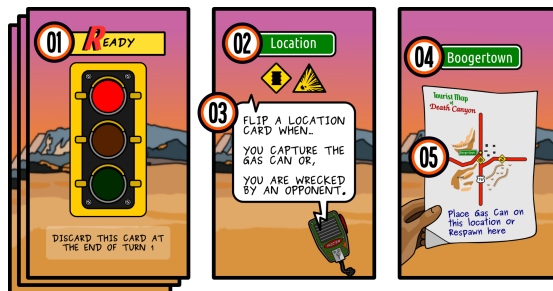
Road map cards are divided into a 3x3 grid of squares. Players move their car token using these squares to count moves. The symbols on the Road Map allow players to draw Ammo and Upgrade cards, refuel and jump their car and collect objectives. The symbol functions are explained in more detail in the How to Play section.



- 1. Player Start shield:** Where the players begin the game from.
- 2. Road:** The most fuel efficient way to move in Interstate Vigilante is to follow a road, however going off road may occasionally be essential and will use Gas.
- 3. Location:** Green map signs and a yellow circle show where the Gas Can objective will spawn and where players restart after being wrecked.
- 4. Jump:** Players can jump their car, adding an extra move and damaging opponents by landing on them.
- 5. Ammo:** Passing over this symbol adds an Ammo card to a player's hand.
- 6. Upgrade:** Passing over this symbol adds an Upgrade card to a player's hand.
- 7. Gas:** Passing over this symbol adds to a player's gas tank

7.2 Location cards

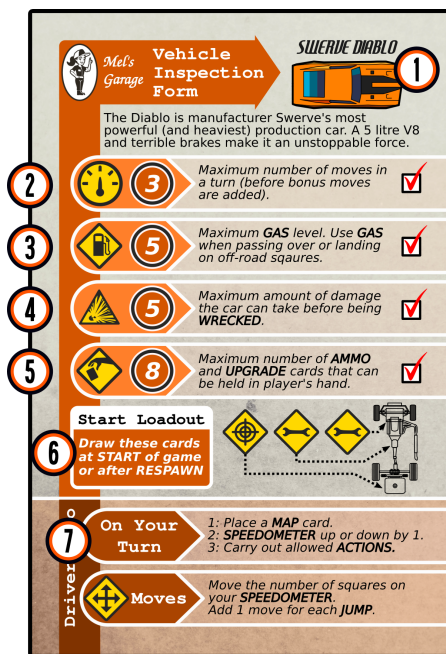
Location cards are used to determine where the Gas Can objective is placed on the Map and where players respawn after being wrecked.



- 1. Traffic Lights:** Count down the number of rounds until the first objective spawns with the 3 traffic light cards. These are placed on top of the Location deck (red on top, then orange, then green) before the game starts.
- 2. Location card back:** Symbols show when to flip a Location card.
- 3. Notes**
- 4. Location Name**
- 5. Location Map:** A diagram of what the Location looks like on the Map tiles.

7.3 Vehicle Inspection cards

The central card in the player dashboard setup. Vehicle Inspection cards show information about the player car and the items it can be equipped with.



1. **Vehicle details:** The base colour of the car pictured on the card corresponds to the colour of the player token.
2. **Speed:** The maximum number of squares a player can move on a turn (without modifiers).
3. **Gas:** The maximum Gas that can be carried by this vehicle.
4. **Health:** The damage this vehicle can take before being wrecked.
5. **Hand size:** The maximum number of cards a player using this vehicle can have in their hand.
6. **Start loadout:** The cards a player draws at the start of the game or after respawning.
7. **Player information:** A short description of the **turn** and **movement** rules.

7.4 Instrument cards

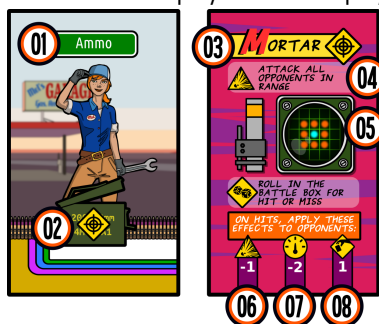
Instrument cards keep track of the statistics for the player cars. The number at the top is their current value. They can be rotated to add or subtract from their totals.



1. **Instrument Panel:** 3 Hexagonal cards with dials on the face. The colour of the card corresponds to the colour of the player token.
2. **Speedometer:** Numbers on the dial face show the number of squares a player **must** move in a turn (a player's speed).
3. **Dice Symbol:** The **maximum** number of moves a car can make in a turn.
4. **Gas Dial:** Numbers represent the amount of gas a player's car holds. Dial can be rotated as gas is gained or lost. E stands for empty.
5. **Fix-o-Matic Dial:** Dial can be rotated to show the Health of the player's car. 5 is undamaged, 0 is wrecked.

7.5a Ammo cards

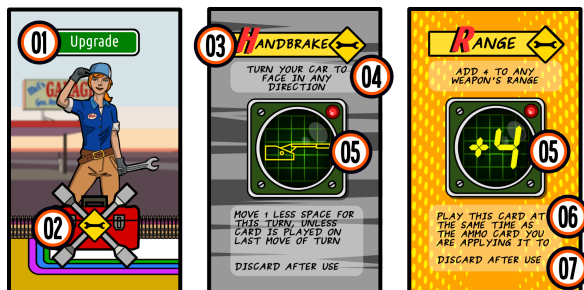
Ammo cards can be played to attack opponents. They are added to the player's hand as players pass over target symbols on the Map.



1. **Ammo card back:** Players keep their hand hidden from opponents.
2. **Ammo symbol (used on Map cards)**
3. **Name:** There are 3 Ammo cards; Mortar, Cannon and Rocket.
4. **Description:** Describes which opponents can be attacked when multiple opponents are in range.
5. **Range Radar:** Displays the range of Ammo cards. The blue dot is the player position, the orange dots signify squares that can be hit by this card. Range Upgrade cards can alter this.
6. **Damage:** The damage done to an opponent if a player succeeds in their attempt to hit. Different coloured cards do different damage.
7. **Speed:** Reduce an opponent's Speedometer by this value if a player succeeds in their attempt to hit.
8. **Steal:** Take this number of cards from an opponent's hand if a player succeeds in their attempt to hit.

7.5b Upgrade cards

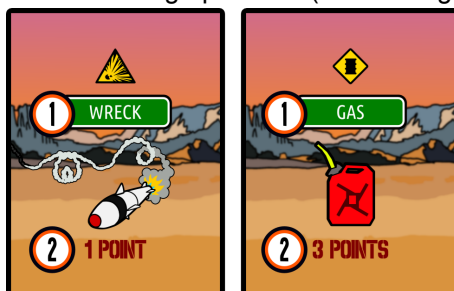
Upgrade cards add new options for a player's turn and extend the range of Ammo cards. They are added to the player's hand as they pass over spanner symbols on the map.



1. **Upgrade card back:** Players keep their hand hidden from opponents.
2. **Upgrade symbol (used on map cards)**
3. **Name:** The four Upgrade cards are called; Handbrake, Nitrous, Mine and Range.
4. **Description:** What the card does.
5. **Display screen:** Displays an image of the Upgrade or the number of squares a Range card adds to an attack.
6. **Notes:** Details on how the card is used in gameplay.
7. **Discard after use:** Always discard Upgrade cards after playing them.

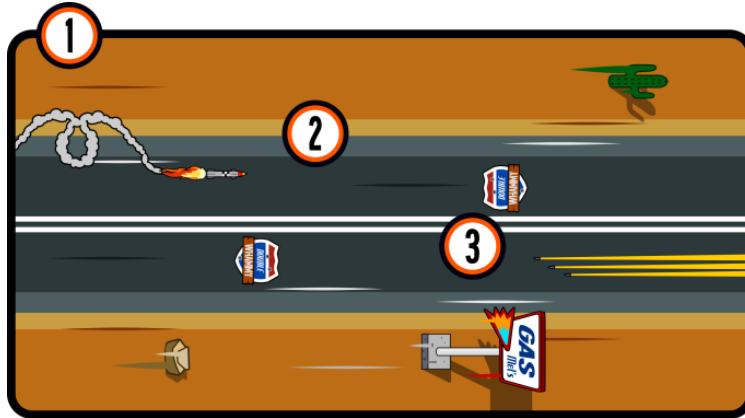
7.6 Wreck and Gas Can victory cards

1. A Wreck card is collected each time a player wrecks an opponent's car. It is used to record how many opponents a player has wrecked during the game.
2. Each Wreck card is worth 1 point when adding up scores (see Ending the Game and Victory).
3. A Gas Can card is collected each time a player returns a Gas Can objective to their start square. It is used to record how many objectives the player has captured during the game.
4. Each Gas Can card is worth 3 points when adding up scores (see Ending the Game and Victory).



7.7 Battle Box mat

1. This mat is placed in the bottom of the game box to form the Battle Box. This is the arena where players roll dice during combat.
2. The road is all the grey area of the mat (both light and dark). Off road is all the brown areas of the mat (both light and dark).
3. Other art on the mat is not used in gameplay. Feel free to make up any house rules using the art for expert players, for example, if a dice lands on the rocket do double damage!



8 Gameplay and Player Turns

8.1 Gameplay

Some definitions:

- **PLAYER** refers to the active player currently taking their turn.
- **OPPONENT** refers to any other player that is NOT currently taking their turn.
- A **MOVE** is the action of a player moving their token from one square to an adjacent square.
- A **TURN** is all the steps a player wants to take (and can carry out according to the rules) before passing to another player.
- A **ROUND** is when all players complete their turn and it is the turn of the first player again.

The gameplay of Interstate Vigilante has players taking turns driving their car token around a map, scoring points by collecting the Gas Can objective and destroying opponents. During a turn, players **place a Road Map card** on the play area to create the game board. They change their **Speedometer** up or down by 1 to keep track of the moves they can make. As they move and encounter opponents, players can perform **Actions**. Actions allow players to carry out car combat cliches like attacking, picking up objectives and refuelling their vehicle. Combat damage is decided by playing Ammo cards and rolling dice in the Battle Box. Wrecked players respawn at a new Location, ready to rejoin the battle!

8.2 Turn structure

The player who spent the most on petrol at their last fill goes first. Play continues clockwise.

Players start the game from a Player Start shield symbol. They pick up and look at their Start Loadout card hand.

In a normal turn, each player carries out these **3** steps in this order:

1. Place one **Road Map** card (see How to play 10.1)
2. Change the **Speedometer** up or down by 1 (see How to play 10.2)
3. Carry out any **Actions** allowed, in any order (see How to play 10.3) then pass the turn to the next player

8.3 The First 3 Rounds Are Different!

For the first 3 rounds of the game, there is no Gas Can objective on the map. Traffic Light cards are used to count down to the arrival of the objective. This gives players time to place Map cards where the objective can be located. At the end of each round, discard a traffic light card from the top of the Location deck. After the green traffic light is discarded, turn over a Location card. Place the Gas Can objective on this Location. This is where players collect the Gas Can. They can then deliver it to any Mel's Garage to score victory points. If the Location on the card is not on the Map yet, turn over Location cards until you find one that is.

An example of the first 3 rounds:

Round 1: Once all players have finished their first turn, discard the **RED** Traffic Light card.

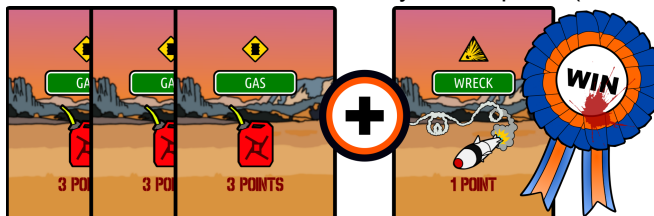
Round 2: Once all players have finished their second turn, discard the **ORANGE** Traffic Light card.

Round 3: Once all players have finished their third turn, discard the **GREEN** Traffic Light card and flip over the top card on the Location deck. Place the Gas Can objective on this Location on the Map.

9 Ending the Game and Victory

In Interstate Vigilante, the game ends when one player or team collects 3 Gas Can cards by carrying the Gas Can objective to any Mel's Garage location 3 times. After this, points for all Gas Cans captured and players wrecked are added up to decide a victor.

- The game can be played in teams (try 2v2, 2v2v2 or 3v3).
- Pass over or land on the Mel's Garage location while carrying the Gas Can to gain a Gas Can card and 3 victory points.
- The number of Gas Can cards required to end the game can be changed to extend or shorten the game.
- After each capture, flip over a Location card. The Gas Can objective is placed on this location.
- Collect 1 Wreck card for each opponent destroyed.
- Wrecked players flip a Location card to determine where they will respawn (with their Start Loadout equipped).

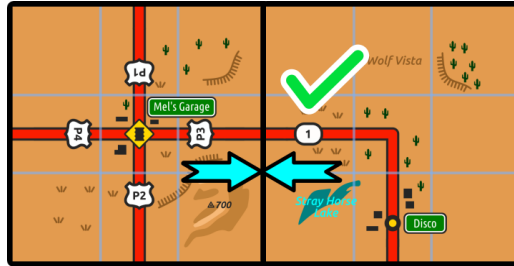


10 How to Play

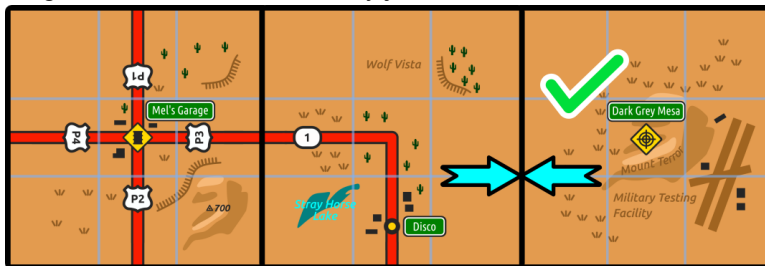
10.1 Place a road map card

Players take turns placing a Road Map card on the Initial Map Setup as the first part of their turn. This creates the map used for gameplay as players move their tokens. Once all Road Map cards have been placed (or no more can be placed) players no longer carry out this step in their turn. Road Map cards **must** be placed obeying the following rules:

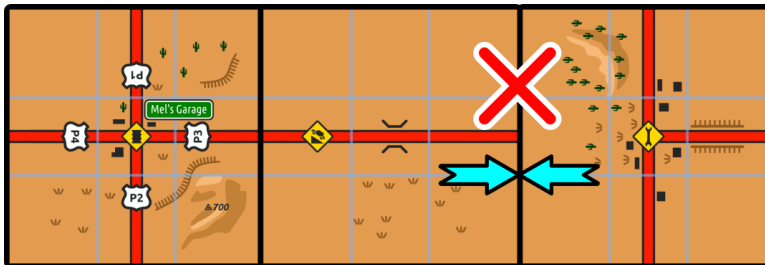
- At least 1 edge **must** meet the edge of a road card already on the Map.



- The new road card must be placed so that roads on the new card match roads on all the touching Map cards.
- If no road touches the edge of a road card, it can only join a card that has no road along that edge as well.



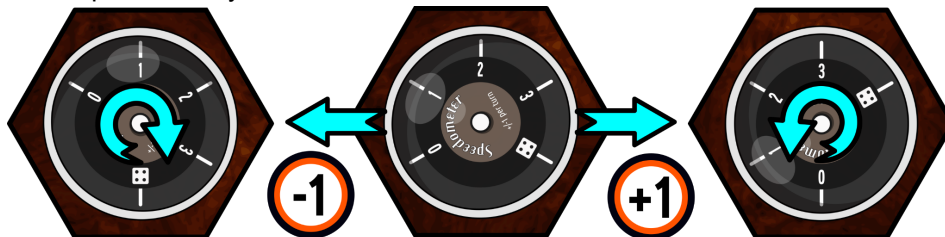
- Roads **cannot** end on an edge with no continuing road.



10.2 Change the speedometer

In the second part of each player's turn, they can rotate the Speedometer card so the number at the top changes up or down by 1.

- The number at the top of the card is the amount of squares a player must move their token in a turn.
- Players do not have to change the Speedometer dial. If left unchanged they move the same number of spaces as their previous turn.
- Players can move 0 spaces if they turn their dial to 0.



10.3 Actions

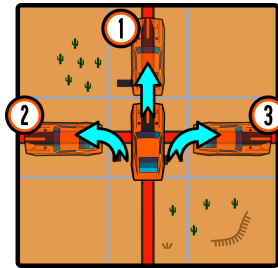
For the third part of a player's turn there are 8 Actions that can be carried out.

- Players can carry out as many Actions as they wish, in any order, at any point in their turn.
 - Certain conditions must be met to be able to carry out an action. The conditions are detailed in the following sections.
- | | |
|--|--|
| <ol style="list-style-type: none"> 1. Move car 2. Pick up objective 3. Re-fuel car 4. Ram 5. Jump | <ol style="list-style-type: none"> 6. Draw Ammo or Upgrade card 7. Play Ammo or Upgrade card 8. Battle Box combat 9. Wreck an opponent |
|--|--|

Move car

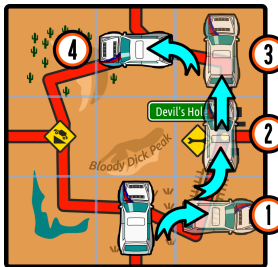
The player muscle car token **must** be moved the number of squares shown on the Speedometer. The direction the car faces in each square affects the direction weapons fire and carried objects drop. Each time players move their car they have 3 options.

1. Move the car 1 square **FORWARD**.
2. Turn the car token 90 degrees **LEFT** and move 1 square **FORWARD**.
3. Turn the car token 90 degrees **RIGHT** and move 1 square **FORWARD**.



For example, if a player has 4 on their Speedometer dial and wanted to move from the bottom to the top of the map tile, following the road, their movement may look like the example below:

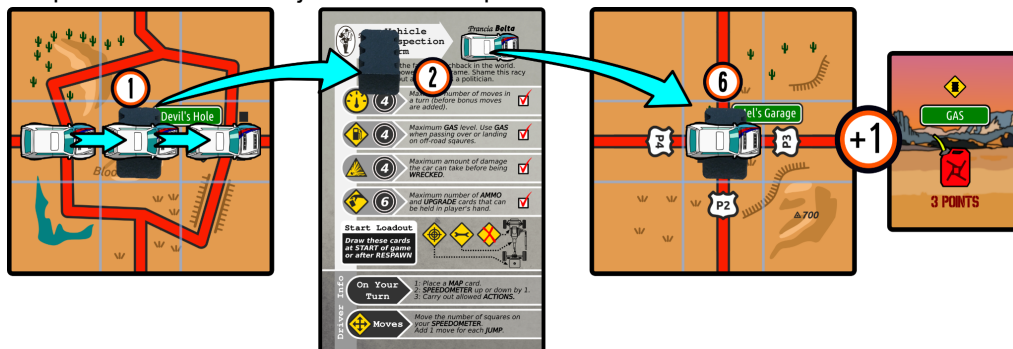
1. Turn the car token 90 degrees **RIGHT** and move 1 square **FORWARD**.
2. Turn the car token 90 degrees **LEFT** and move 1 square **FORWARD**.
3. Move 1 square **FORWARD**.
4. Turn the car token 90 degrees **LEFT** and move 1 square **FORWARD**.



A player cannot move off the Road Map through their own **Action** or an opponent's **Action**. Gaps in the Road Map with no Map card are considered off the road. Even if they have sufficient moves to jump over that gap a player must place a Road Map card or move around this area.

Pick up objective

Players pick up and drop off the Gas Can objective to score points.



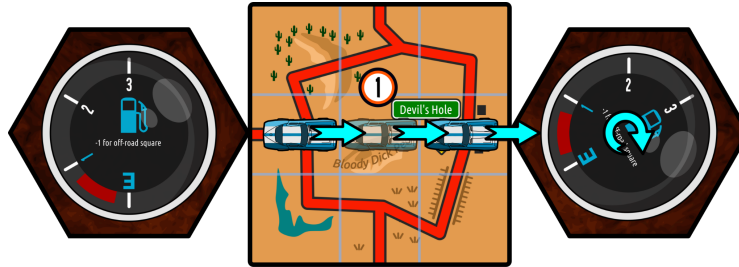
1. Pass over or land on the Gas Can token to pick it up.
2. When picked up, the Gas Can is placed on the player's Vehicle Inspection card.

- The Gas Can can be dropped at any time. When dropped, it is placed on the square immediately behind the player car token.
- If carrying the Gas Can and rammed by an opponent (see Actions-Ram), the attacking player takes the Gas Can.
- If Wrecked by an opponent, leave the Gas Can on the square where the player was wrecked before respawning at a Location drawn from the top of the Location deck.
- Pass over or land on a Mel's Garage Location to capture the Gas Can. If a player passes over or lands on Mel's Garage while carrying the Gas Can they collect a Gas Can card (and score 3 points).
- Draw a Location card from the top of the Location deck to determine where the new Gas Can objective will "spawn".
- Players then race to claim the new Gas Can objective.

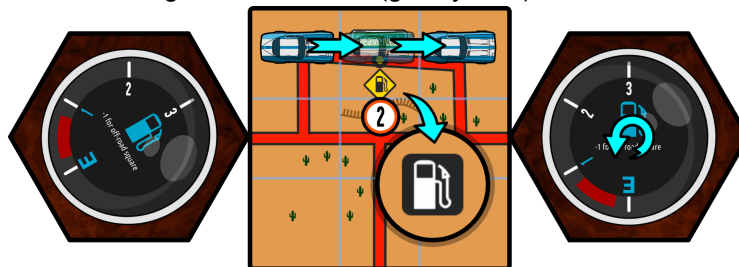
Re-fuel car

Gas is used to travel off-road.

- If a player passes over or starts any turn on a map square without a red road, they use 1 Gas for that turn. Players may pass over more than one off-road square without using more Gas in that turn. Moving between adjacent squares that **have** a road **without** a connecting road counts as moving off-road.



- Add 1 Gas by passing over or landing on Gas stations (gas symbol).

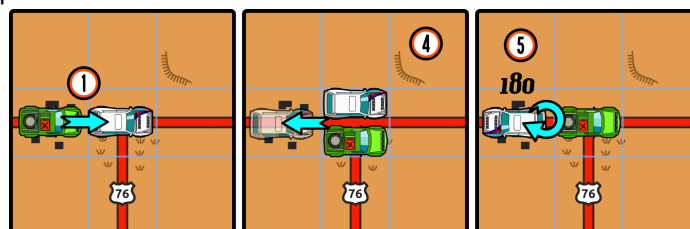


- If the Gas dial reaches E, the player is stalled. Complete the number of moves shown on the Speedometer then change the Speedometer to 0. Drop the Gas Can on the player's square if carried. Respawn with Start Loadout at a Location drawn from the top of the Location deck.
- If a player's remaining moves in that turn will carry them to a Gas station symbol (while on 0 Gas) add 1 Gas and continue driving next turn.
- If players end their turn on a Gas symbol, they may **not** add another point to the Gas dial at the start of their next turn unless they move and pass over the Gas symbol again.
- If a player stops on the Gas symbol they receive 1 Gas each turn they remain on the Gas symbol.

Ram

A Ram occurs when a player lands on the same square as an opponent. It allows players to steal the Gas Can objective from opponents, damage them and push them off course.

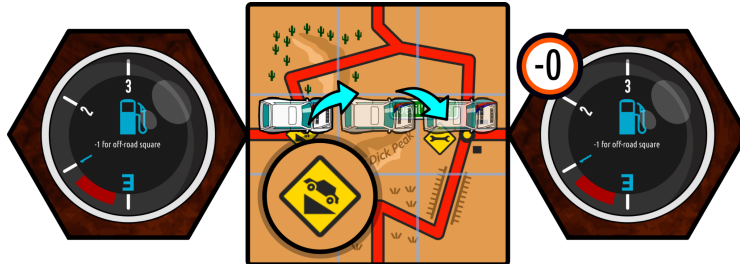
- Move on to the opponent's square. Take the Gas Can if carried by the opponent.
- Do 1 damage to the opponent (turn their Fix-o-Matic dial down by 1). No Battle Box roll is necessary to determine hits.
- If the opponent is Wrecked by the Ram, they must respawn at a new Location drawn from the Location deck. If the opponent is not Wrecked, carry out steps 4-6.
- Move the opponent to the square behind the player car (i.e. the square the player just vacated).
- Turn the opponent's car token to face the opposite direction to the player.
- Change the opponent's Speedometer to 1.



Jump

Players can pass over the Jump symbol to get airborne, move more quickly, cross off-road areas without using gas and land on opponents doing damage.

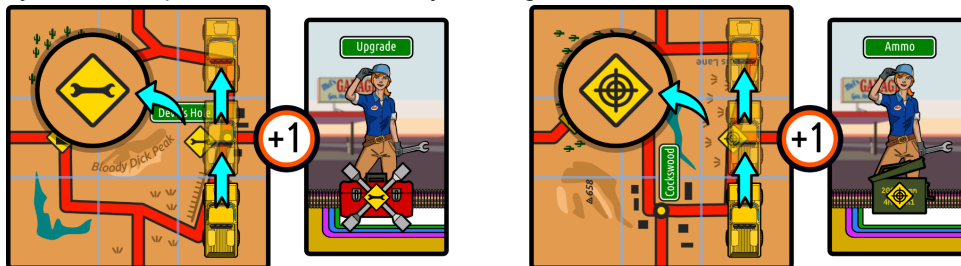
- Players add 1 to their move for that turn by passing over or ending their turn on a jump symbol (DO NOT change the Speedometer, just add 1 move for that turn).
- Players can remain airborne for the remainder of their turn after passing over a Jump symbol.
- While airborne, players can pass over off-road squares without using gas.
- While airborne, players pass over any car tokens without performing a ram.
- Pick up objectives and map symbols normally while airborne.
- Movement is carried out normally while airborne i.e. players can turn while in the air.
- Use Attack or Defend Loadout cards normally while airborne.
- Return to the ground at any time during the turn. Returning to the ground on top of an opponent is the same as a Ram (see Actions-Ram), with 2 damage to the opponent landed on. No Battle Box roll is necessary to determine hits (see Actions-Battle Box combat). If a player jumps and lands on a surrounded opponent with no free squares to move, place the opponent on the nearest empty square of the attackers choice.



Draw Ammo or Upgrade Loadout cards

Pass over or land on an Ammo or Upgrade symbol to draw a card.

1. Draw Ammo and Upgrade Loadout cards from the top of the appropriate deck.
2. Add cards to your hand, do not show other players.
3. Check the Vehicle Inspection Form for the Loadout hand card limit for each vehicle.
4. Players can swap unwanted cards for new ones if their hand is full. Discard used or unwanted cards in the discard pile next to the appropriate Loadout deck.
5. When no cards remain in a Loadout deck, shuffle the discard pile and create a new Loadout deck.
6. Players can stop on a Ammo or Upgrade symbol and keep adding Loadout cards each turn, stopped players will receive 1 card per turn.
7. If players end their turn on an Ammo square or Upgrade symbol, they may not add Loadout cards at the start of their next turn unless they move and pass over the Ammo symbol again.



Play a Loadout card

Ammo and Upgrade Loadout cards can be played at any time during the Action phase of a player's turn. Upgrade Loadout cards allow players to modify how their car moves around the map or extend the range of weapons. Ammo Loadout cards allow players to try and damage opponents. Players can use as many Loadout cards as they have in their hand or can pick up from the map in their turn. Ammo Loadout cards are played following the steps below:

1. The Attacker checks their opponent is in range using the range radar on the Ammo card (Range can be extended with Upgrade cards).
2. They announce which Ammo Loadout card they will play against which opponent/s, placing it next to the Battle Box.
3. Play any **Range** Upgrade cards required to hit the opponent
4. Roll dice in the Battle Box to determine hits (see Battle Box combat for details).
5. Discard any cards played on top of the appropriate Loadout card discard pile after use (whether they hit or not).

Upgrade

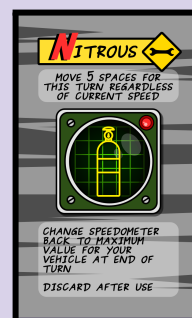
Handbrake: GSR “Quik Turn” Hydraulic Handbrake

- Handbrake cards over-rule normal movement rules.
- Handbrake allows players to turn their car token to face in a direction of their choice (up, down, left or right).
- After using the Handbrake card, reduce the player's Speedometer by 1.
- Discard after use.



Nitrous: “UltraBoost” Dinitrogen Monoxide Cylinder

- Nitrous cards over-rule normal movement rules.
- Play 1 Nitrous card at the start of any turn (you cannot play more than 1 in a turn).
- Players can accelerate from any speed to 5 without changing up by one value at a time.
- Nitrous allows players to move 5 spaces for 1 turn only regardless of their vehicle's normal maximum speed.
- After the turn is over, set the speedometer to the maximum value for that vehicle.
- Discard after use.



Mine: “Hedgehog” Class II Anti-Vehicle Mine

- When a Mine card is played, players can place a mine cube on the square immediately behind their vehicle as an indicator.
- Players can have a maximum of 4 mine cubes on the map at one time.
- If an opponent (or the player) moves over or lands on the square containing a mine cube, they take 1 damage. Do not roll for a hit in the Battle Box.
- After being hit, remove the mine from the map.
- Discard the card after use.



Range:

- Increase the Range of an Ammo card.
- Play a Range card at the same time as the Ammo card it changes.
- Add the number of squares shown by the LCD display image on the Range card to the maximum range pictured on the Range Radar of an Ammo card.
- Discard the card after use.



Ammo

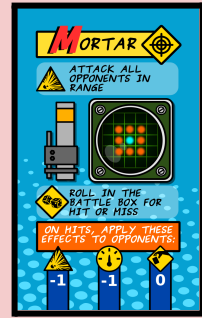
Cannon: Vostorok 20mm Belt Fed Automatic Cannon

- Players can choose to fire either up, down, left or right, but not all of the directions at once.
- The range of the cannon is 2 squares in the chosen direction.
- Attacks will hit the closest opponent in range of the cannon. Opponents behind the closest vehicle cannot be hit.
- Change the opponents Health, Speed and Steal Cards according to the icons at the bottom of the card.
- Discard after use.



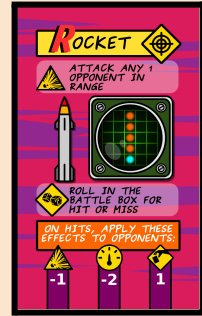
Mortar: "The Noob Tube" Cluster Munition Dispenser

- Mortar damages all opponents in the area of effect.
- The range of the Mortar is 1 square in all directions including diagonals.
- Roll in the Battle Box to determine hits with each opponent separately (see Actions: Battle Box Combat).
- Change the opponents Health, Speed and Steal Cards according to the icons at the bottom of the card.
- Discard after use.



Rocket: "Sparrow" Ground to Ground Wire Guided Rocket

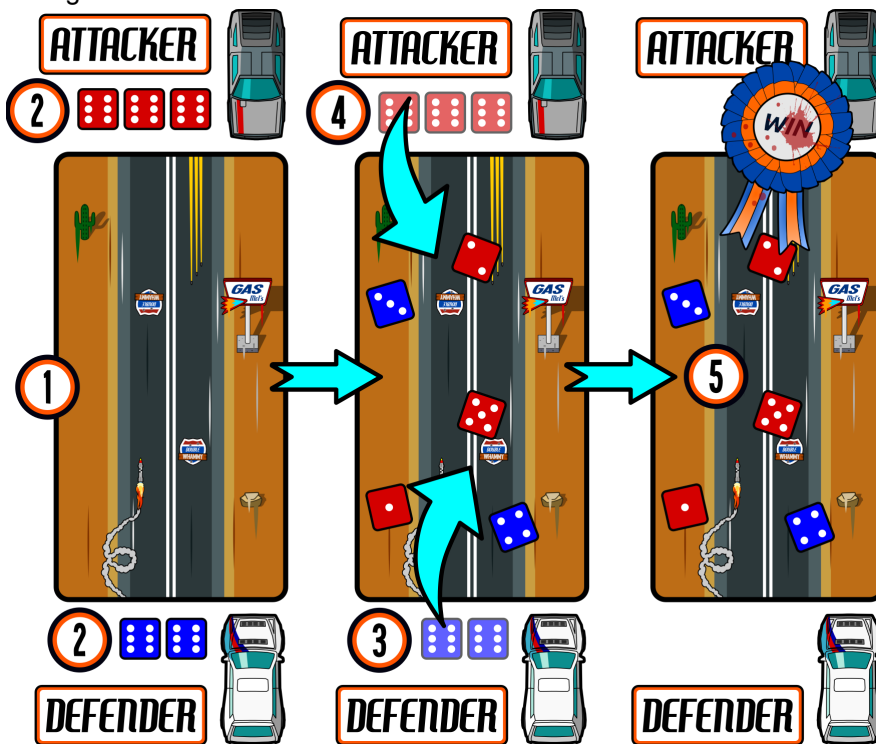
- The range of the Rocket is 4 squares directly in front of the player's vehicle.
- Select an opponent if more than 1 opponent is in range.
- Roll in the Battle Box to determine hits (see Actions-Battle Box Combat).
- Change the opponents Health, Speed and Steal Cards according to the icons at the bottom of the card.
- Discard after use.



Battle Box Combat

When a player plays an Ammo Loadout card against an opponent, roll dice in the Battle Box to determine if the player hits. The objective in Battle Box combat is to have the highest total score from the dice **on** the road at the end of rolling. Place the Ammo card and any Range Upgrade cards used in the attack next to the Battle Box. You are ready to fight!

1. Place the Battle Box between the Attacker and Defender.
2. The Defender collects the 2 blue dice from the Battle Box, the Attacker collects the 3 red dice.
3. The Defender rolls their 2 blue dice into the Battle Box.
4. The Attacker then rolls their 3 red dice into the Battle Box.
5. The dice must be rolled from outside the bounds of the box, a player's hand cannot be over the box when releasing the die.
6. If the Attacker has a higher total from the dice on the road area of the Battle Box mat after rolling, they win.



7. Check the Damage deducted from an opponent by the Ammo card played. Remove this amount from the opponent's Speedometer dial.
8. If the Ammo card also allows the attacker to deduct Speed and Steal Cards from an opponent's hand, do so now.
9. If the Defender has a higher total from the dice on the road, they win and take no damage from the Ammo card.
10. If Attacker and Defender have no dice on the road or the same total number, the result is a draw. The defender wins and takes no damage.
11. If a die lands outside the Battle Box it is not counted.
12. Once all effects from an Ammo card have been resolved and used cards discarded, continue play with the next action.

Wreck an Opponent!

Wreck opponents by attacking with Ammo cards, ramming or jumping on top of them! If any player's Fix-o-Matic dial reaches 0 they are wrecked. If a player runs out of Gas, their turn is over and they are also Wrecked. Carry out these steps in this order when Wrecked:

1. If carrying the Gas Can objective, place it on the square the player was wrecked on.
2. Discard all cards in the player's hand.
3. Turn over a Location card to determine where to respawn.
4. Move the player's car token to the town shown on the location card. It can face in any direction. If the square is occupied, choose a vacant square next to the Location.
5. Reset all dashboard dials to starting positions (Speedometer 0, Gas full, Fix-o-Matic at max).
6. Draw the Start Loadout cards shown on the Vehicle Inspection Form to create a new Loadout hand.
7. On the next turn, get back out there driver. Get some payback!

11 Credits

Developed by Nick Ackroyd, Piracy Board Games

Playtesters

Nick, Alika, Neave, Elliot, Sam, Beth, Thea, Shari, Patrick

Fonts (all are available for download at dafont.com)

Single Sleeve (Vic Fieger)

Fawn Script (Vic Fieger)

Gunplay (Typodermic fonts)

Hamburger Heaven

Airstream

Special Elite

Spray Me

Icons

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Thanks to the Game Crafter Community, Patrick "McMeeple" for the competition that got this game off the ground and JT Smith for 3d printed cars.

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Game contains small parts not suitable for children under 3 years. This board game is suitable for people aged 12+



<https://www.thegamecrafter.com/designers/piracy-boardgame>