Our team name is: Children of the Korn

Death Race - esuqe

original concepts: card, strategy, building => vehicle

maybe: damage, speed, special ability, turn ratio

CARDS:

vehicles

- car +2 speed, +3 defense, +1 capacity

- semi truck +1 speed, +4 defense, +3 capacity

- motorcycle (bike) +3 speed +2 defense, +1 capacity

- van +1 speed, +4 defense, + 1 capacity

- bus +1 speed, +5 defense, +2 capacity

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card default stats:

- speed

- armor/defense

- weapon capacity

ABILITY CARDS:

-Flux Capacitor :

-Teleportation:

-Grappling hook

-EMP

- knee-cappers +3 damage 1 range -0 speed  
-Light Machine Gun: +2 damage 3 range -0 speed

-Heavy Machine Gun: +4 damage 4 range -1 speed

-Cannon: +5 damage 3 range -1 speed

-Mini Gun: +7 damage 5 range -2 speed

-Rocket Launcher: +10 damage 7 range -2 speed

-Flame Thrower: +6 damage 1 range -1 speed

-Oil Slick: turn 2 range (directly behind)

-Caltrops: turn 1 range (row)

-Bazooka: +8 damage 6 range -2 speed

-Battery Ram: +6 damage 1 range -1 speed

MOTOR

-Rockets- +5 speed

-Steam Engine- +2 speed

-General Motor- +3 speed

-Electric Motor- +3 speed

-Nuclear Motor- +5 speed

-Hybrid Motor- +2 speed

-Horse and Carriage- +2 speed

-Diesel Motor- +4 speed

-Turbine Motor- +4 speed

-Hydrogen Fuel Cell Motor- +3 speed

-V 12 type Engine- +6 speed

ARMOR

- sandbags +2 defense -1speed

- welded junk +5 defense -2 speed

- plate metal +8 defense -2 speed

- kevlar +6 defense -2 speed

- pillows +1 defense -0 speed

- lumber +4 defense -1 speed

- armored skirts +3 defense -1 speed

- sheet metal +7 defense -2 speed

- depleted uranium + 10 defense -3 speed

- force field +9 defense -3 speed

QUESTION: can weapons and armor take away from speed?

Preliminary Rules:

draw an engine, a weapon, and an armor card from their respective piles. draw as many from each pile as your vehicle cards says.

add these cards to your vehicle card. your vehicle is now “set up”

once all players have a “set up” vehicle, each player takes as turn.

a turn consists of:

rolling a d4 and adding your vehicle’s base speed and engine speed to your roll.

OR

use the vehicle’s base speed as a multiplier of the engine’s speed and move that many spaces