**Arms Race**

**Rules**

**Objective**

-The first player to cross the finish line wins.

- You may do more than one lap. The more laps you have the longer the game. We recommend for this playtest, a **2 lap game.**

**Setup**

- Players draw one vehicle card at random.

**- Each player draws one engine card, one armor card**, **and as many weapon cards as there are slots on his/her vehicle.**

**- You may not swap out any card that you pull at this point.**

* **You do not have to equip all of your cards.**

- Players set up obstacles on the board.

- Players use as many obstacles as they feel is necessary.

- Players may place obstacles wherever they want, but be sure to leave **AT LEAST ONE** space open for pieces to move

- Obstacles cannot be placed on the start/finish line or directly before or after thestart/finish line.

- Players **DO NOT** have to use all of the obstacles.

**Playing**

- Place all vehicles on the start/finish line.

- Before anyone moves decide which equipment you want equipped on your vehicle

- for each weapon equipped you much dock you speed according to your card. Same goes for armor.

**- you can only change out your equipment in pit stops**.

- Roll the 4 sided die to take your turn.

- Players **CANNOT** attack on their first move.

**- Vehicles cannot move diagonally or backwards.**

- Vehicles cannot move through other **ACTIVE** vehicles, **BUT THEY CAN MOVE THROUGH**

**-Vehicles cannot move through obstacles.**

**DISABLED VEHICLES.**

* Vehicles cannot **land** on the same space as other vehicles, this includes disabled vehicles.

**Pit Stops**

- Players can stop in a pit stop. If they move into one, they sacrifice their remaining moves.

-You must be able to move at least one space to get into the pit stop.

- Players can only switch out **one weapon OR one armor OR engine per turn**.

- When switching out your armor/weapon/engine place your old card at the bottom of the specified deck and draw your new card from the top of that pile.

**- If you have and unequipped weapon/armor/engine card you can switch it out now. This also takes a turn.**

**- You CANNOT at any time swap your vehicle.**

- You can exit the pit stop on the first turn you do not switch an armor, weapon, or engine.

**Attacking**

**- Players can attack before or after moving.**

- You may cut you move short, attack, and then not finish your movement.

- When a player is disabled, flip the piece over so that everyone knows they are disabled.

- A player stops being disabled once their turn comes back around.

- You cannot attack players in a pit stop.

**Stats:**

***“****Speed****”***

- Speed is the number of spaces a vehicle can move in one turn.

- Speed is determined by the base speed plus the engine speed plus the dice roll minus any speed penalties because of equipping armor and/or weapons.

- **Roll the 4 sided die for speed** and add that number to your base speed for your total speed for that turn.

***“****Defense****”***

- Defense is the amount of damage that a vehicle can take before being stopped for one turn.

- Add the defense value of the equipped armor to the defense value of the vehicle.

*“Damage”*

- This is how much damage a vehicle’s weapon can do to another vehicle.

- If the damage is greater than the total armor value of the target vehicle, than the vehicle is disabled and cannot move or attack for one turn.

- When a vehicle is disabled, no one can attack it.

- Damage is determined solely by the damage value of the weapon.

- Only one weapon can be used by a vehicle per turn and it can only be used if the target is within the listed range.

- If your roll damage is equal to the player’s total defense, roll again.

- You cannot attack through obstacles.

- **Roll the 6 sided die for damage** and add that number to your base damage to get your total attack damage for that turn.

- You cannot attack through obstacles or other players (active or disabled).

* Weapons can only fire forward, backward, and left to right of your vehicle.

*“Speed Reduction”*

- Equipping armor or weapons to your vehicle will result in a speed reduction.

* Each vehicle has its specific “Armor Penalty” and “Weapon Penalty” listed on the card.
* For vehicles with multiple weapon slots, the speed reduction is applied **FOR EACH WEAPON EQUIPPED.**

**- You do not have to equip a weapon or armor card.**