Road Rash Boardgame

3 players - each player starts at one of the three green locations

The first player to go around the track and get back to the green starting zone wins the game.

Each player has a d4 and a modifier level ( momentum ).

After the first round the player in the lead has a -1 to their modifier level or momentum because they must constantly look over their shoulder for the next assaulter.

Also the person in last place receives a +1 bonus to momentum because they do not have to look back.

Black spaces - Draw a card - chance of Weapon - Hit by oncoming traffic - Add to momentum

Three weapons

-Chain - 2 damage -1 momentum

-Club - 3 damage -2 momentum

-Cattle Prod - 4 damage -2 momentum

Combat:

If they player is ahead of you, you must roll a 1 2 or 3 to hit the other person

If the player is beside you, you must roll a 1 or a 2 to hit the person

If the player is behind you, you can only roll a 1 to hit that person

Damage is dealt by reducing the other players modifier level for their next turn.

If you miss your attack, reduce your momentum next roll by the amount on your weapon.

If you successfully hit a player you may choose to roll again to try and steal their weapon. If you roll a 1 or a 2 you will take their weapon. If you fail to steal their weapon you get a -1 momentum for your next roll.

If you are not in first place you may choose to ditch a weapon to receive a +2 momentum for your roll.