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Game: **ROAD KILL RALLY**  
Pub: **Z-Man Games (2010)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.



## Setup

Remove the **Start** and **Finish Line road tiles** and shuffle the remaining tiles. Cut the Finish Line tile into the road tile deck 2 to 4 tiles from the bottom. For a shorter game place it 4 to 8 tiles from the bottom.

Place the **pedestrians**, **Shoot tokens**, **Wipe out tokens**, **Place tokens** and **dice** into piles on the tabletop.

Place the Start tile faceup in the middle of the table.

Shuffle the **Rally cards** and deal each player 7 cards. Shuffle the **Accessory cards** and deal each player 8 cards.

Select a **car** and take the **dashboard** of the same color (red, blue, green, yellow, purple or black). Place the **speed indicator marker** in the 100 MPH (5) box on the dashboard.

Starting with the youngest player and going clockwise, **configure your car** by placing red, green and yellow accessory cards at the top of your dashboard from the accessory cards in your hand. The colors at the bottom of each accessory card must match the color at top of the dashboard.

In the same order, select a **pole position space** on the Start road tile (1-6) and place your car there. The player in the lowest pole position (1-6) draws and places the first **road tile** and starts the game.

Place a **pedestrian** of the same base color in each of the colored road splatters spaces on the new tile (green, yellow or red).

The **dice** are marked with blood splatters —each splatter represents one hit. When a double splatter is rolled, 2 hits are scored and an additional die is rolled. The splatters from all the dice rolled are added together for a final hit total.

## The Game Turn

A game turn has **3 phases**. All players perform each phase one at a time. The next phase begins when all players have completed their action.

**The player in the front of the race performs his phase first**, followed by the second player and so on. When 2 cars are side by side, the player who is moving the fastest goes first. If at the same speed, each player rolls 3 dice and the highest number of hits goes first.

### 1. Draw Rally Cards

**Draw 3 Rally cards** into your hand if you have less than 5 Rally cards in your hand.

If you have 5 or more Rally cards in your hand draw none. There is no hand size limit.

Players with the **Veteran Driver** accessory always draw at least one Rally card.

### 2. Set Speed & Move

Speed is measured in 20 miles per hour increments and tracked in the speed log on the dashboard using a speed indicator counter. **You may increase your speed by 20 MPH or decrease by up to 40 MPH.**

For every Rally card discarded from your hand you may increase your acceleration or deceleration by 20 MPH.

You may not drive slower than 20 MPH or faster than 200 MPH.

#### Movement

After setting your speed, **move one space for every 20 MPH your vehicle is traveling.**

Road spaces are separated with black lines and the edge between 2 road tiles. Only one player may occupy a road space.

Movement is always forwards or forward-diagonally. You may move diagonally between 2 cars. You may not move sideways or backwards.

You must complete your entire movement and cannot cut it short.

#### Road Tiles

As soon as a player moves onto the first space of the forward-most tile, he immediately adds the top **road tile** from the deck to the forward-most section of track, then continues his movement. The new tile may not overlap or turn into existing tiles; if it does not fit, return it to the bottom of the deck and draw another tile.

Place a pedestrian of the matching color on any splatter spaces on the newly place tile. If there are none left of that color, use a color of the foremost player's choice.

Road tiles to the rear are placed in the discard pile after all cars have driven through them.

#### Crash Checks

Whenever you enter a new space, perform a **crash check** by using your dashboard to cross reference your current speed to the color along the outside of the road space (green, yellow, orange or red).

**Roll the number of dice listed and discard 1 Rally card for every splatter rolled.** If the value is blank, no crash check is required and no crash dice are rolled.

A crash check is required for every space you enter during your turn.

Whenever you move diagonally and change lanes into a yellow, orange or red road space, add 1 to the number of dice rolled indicated on your dashboard. No die is added if the value on your dashboard is blank.

No die are added for changing lanes into a green (straightaway) road space.

You may **play it safe** instead of rolling the dice while making a crash check. Exchange each die with a Rally card from your hand.

This must take place before rolling any dice and *all* the dice must be replaced with cards.

#### Wipe Out!

When you take damage and do not have enough Rally cards to discard the damage, you **wipe out**. Immediately:

Reduce your speed to 20 MPH (1)

Discard one mounted accessory card of your choice.

Your movement stops and you may not score pedestrians for the rest of the turn.

Add a **Wipe out token** to your dashboard. Every token subtracts 20 points from your score.

You can't wipe out again until the following turn, even if you take additional damage this turn. You can only wipe out once per turn.

After 3 Wipe out tokens are received, you may not make any more pit stops (you still receive Wipe out tokens however).

#### Vehicle Collisions

When you try to move into an occupied space a **vehicle collision** takes place.

Your vehicle ends its movement phase and you do not move into the occupied space.

You and the player you hit roll damage against each other from the collision. One die is rolled for every 20 MPH of speed difference, with a minimum of one die of damage. Lost Rally cards are discarded.

After applying damage, the speeds of your vehicles are averaged together (rounded down).

#### Scoring Pedestrians

After performing the required crash check you may immediately attempt to score (run over) any pedestrians that occupy your road space.

You receive one die to score a pedestrian plus any bonus dice for accessories. One additional die may be added for every Rally card you discard from your hand.

If you roll 2 or more hits the pedestrian is scored and the figure is placed in the **Kills** box on your dashboard. Missed pedestrians stay on the road space for others to score.

You may not attempt to score the same pedestrian more than once.

Continue with your movement phase after attempting or succeeding to score a pedestrian.

You may kill any number of pedestrians each turn.

### 3. Combat

You may perform one combat action during the combat phase. The combat actions are:

- Attack another player with a vehicle weapon
- Play one attack Rally card
- Shoot a pedestrian with a vehicle weapon
- Perform a pit stop

#### Attack another player with a vehicle weapon


You may fire your mounted vehicle weapon at a single opponent if you meet these criteria:

**Ammo:** Discard the number of ammo points listed on the accessory card (top right-hand corner) in Rally cards. You do not get 'change' for discarding more ammo points than required.

**Range:** The target must be within the maximum range of the weapon listed on the accessory card (in spaces). Spaces may be counted diagonally.

**Firing Arc:** The target must be in a road space in front of your car (straight or diagonally ahead).

**Line of Sight:** You must have an unobstructed view of the target. Draw an imaginary line between the middle of your road space to the middle of the road space the target occupies. This line must not pass through any vehicle occupied space, or exit the track. When LOS is under debate, let them take the shot.

**Roll Damage Dice:** Roll the number of dice listed on the weapon accessory card. The target must subtract one Rally card from his hand for every  that is rolled; he may reduce the number of lost cards with armor accessories or playing defensive Rally cards.

The target chooses which Rally cards are lost from his hand. **Last Rally cards are given to the attacker and added to his hand.**

If the target does not have enough Rally cards to discard the damage caused he **wipes out**.

**Shoot Tokens:** The attacker receives 1 shoot token every time a weapon or Rally attack card makes a competing driver discard one or more Rally cards). More than one token is received if an attack damages more than one player (one token per player).

The Shoot token is placed in the player's kill box and is worth 10 points at the end of the race.

You do not receive Shoot tokens for vehicle collisions or oil slicks that result in a crash.

#### Play Rally Attack Card

You may **play one Rally attack card** (red frame at the top) from your Rally hand. Follow the instructions on the card and discard after use.



Attack in any direction



Attack an enemy to the rear




Attack directly to the left or right

Like weapon attacks, you receive your target's lost Rally cards and earn a shoot token for damaging an opponent.

#### Shoot a Pedestrian

You may **shoot a pedestrian** with a vehicle weapon or Rally attack card if you have a firing arc, line of sight, range, and expend the ammo cards. You can shoot a pedestrian occupying your space if the attack has a 360 degree firing arc.

The pedestrian is scored if 3 or more hits  are rolled; one more hit than required for running a pedestrian over with your car. Place scored pedestrians in your kill box.

You do not get a shoot token for shooting a pedestrian.

#### Perform a Pit Stop

You may discard a **pit stop** Rally card, draw one accessory card and reconfigure your car instead of attacking.

There is a pit stop road tile where you reconfigure your car while moving and still make an attack.

**Cars with 3 Wipe out tokens cannot perform a pit stop.**

**Reconfiguring Your Car:** You reconfigure your car by placing red, green and yellow accessory cards at the top of your dashboard with the accessory cards in your deck. The colors at the bottom of each accessory card must match the color at top of the dashboard.

Damaged accessory slots cannot be equipped with an accessory.

### Winning

The game ends one turn after 3 players have crossed the finish line on the **Finish Line** road tile, or all players have crossed it.

Players who cross the finish line are removed from play and can not be attacked.

Players who cross the finish line first, second and third receive Place tokens. Add up your points for every pedestrian scored and Shoot token along with the Place tokens for crossing the finish line 1st, 2nd or 3rd.

Subtract 20 points for every Wipe out token received during the race.

The player with the highest score wins. If players' scores are identical at the end of the race, the player who crossed the finish line first is the winner. If neither have crossed the finish line, flip a coin to determine the winner.

### Variant Rules

#### Elimination

Your vehicle is destroyed after all 3 of the Wipe out slots on your dashboard are filled with Wipe out tokens.

Your car is immediately turned upside down on the space where it is destroyed, acting as an obstacle. It is removed when the tile is removed.

You retain all of your current points (don't forget to subtract points from your Wipe out tokens) and may still win the game if you have the most points at the end of the game.

Should a player collide with a destroyed car, he rolls one die for each 20 MPH he is traveling, but will not stop moving unless he wipes out.

#### Driver Skills

Each player may acquire a skill to use throughout a race. Deal each player 2 Skill cards. Each player should then choose one of those cards to use in the race. All players should keep their choices hidden until all players have chosen a skill: then everyone reveals their choice simultaneously.

#### Team Play

Divide players into teams of 2; points for each team are summed to determine the winner. With an odd number of players, double the score of the player with no team mate.

### Frequently Asked Questions

*Do I still draw a Rally card if I have a veteran driver and more than 5 cards in my hand?*

Yes. A Veteran driver always allows you to draw at least 1 Rally card during the first phase of the game turn. If you have less than 5 cards in your hand then you draw up to 6 cards.

*During a crash check one of my dice rolled comes up with 2 splatters, do I roll another?*

Yes. Anytime you roll 2 splatters on a die, no matter the occasion, you roll another die.

*What happens when I wipe out in a space with a pedestrian? Can I still score it?*

No, cars that wipe out can't score pedestrians for the rest of the turn.

*The Orbital Death laser card: do I roll one die per player or one die and apply the result to all players? Also, do I get more than one Shoot token for damaging multiple players?*

Roll a separate die against each opponent. You receive one token for each player you damage.

*Do I have to make crash checks in the spaces I jump with my jump jets?*

Yes, jump jets allow you to move through occupied spaces. You must still make crash checks in all spaces. If you fail the check in the occupied space then you move to the last empty space you occupied before jumping.

*Can I choose to use the Play it Safe rule when encountering road hazards?*

Yes, road hazards create crash checks. You may discard Rally cards instead of rolling the dice.

*Do I get points for destroying another driver? No, only the glory.*

*Do I get a Shot token for damaging another player with the Bump attack Rally card?*

Yes, because you are using an attack Rally card.