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# UniversalHead

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Game: **WRECKAGE**  
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For best results, print on card, laminate and trim to size.

# WRECKAGE™

## Setup

1. Starting with a randomly chosen first player and going clockwise, players choose a vehicle. Take the **Steering Deck** of that colour.
2. Starting with the *last* player and going *anti-clockwise*, players choose one card from the **Equipment Deck**. This is repeated for 3 rounds (at least one card should be a weapon).
3. Set up the **arena** as described in the rules.
4. Players secretly set **speeds** from **0** to **4**.

## Order of Play

### Step 1: Planning

Simultaneously, players place **2 Steering Cards** face down in the order they wish to play them.

### Step 2: Steering

#### Action Phase 1:

**Initiative** Car with the highest Speed goes first and so on in descending order of speed.

**Driving** Each player takes a turn by revealing their Steering Card and executing it; moving their vehicle and firing a weapon if desired.

#### Action Phase 2: repeat above

Put the 2 cards back into the player's Steering Decks and begin a new turn.

## Steering Cards

Reveal and execute Steering Card as follows:

**Accelerate/decelerate** Increase/decrease current speed up to vehicle's *Acceleration* score.

**Turn right/turn left** Rotate vehicle up to 45° by placing the ruler against its rear corner.

**Duplicate** can only be chosen as second card; duplicates the effect of the first card.

## Moving

Cars *must* be moved a number of spaces equal to current speed.

**Moving in reverse** If current speed is 0 the vehicle may move in reverse when executing an **accelerate** card. Flip the speedometer needle. Speed cannot exceed 2. When turning right or left, place the ruler against the appropriate **front** corner.

To move forward again, execute an **accelerate** card when the vehicle's current speed is 0.

**Hairpin turns** Hairpin turns are declared just before a **turn right/left** card. Take a **Hit** counter. The vehicle may now rotate up to 90° instead of 45. You may make a hairpin turn only a number of times equal to your Handling score, *per game*.

**Collisions** Turn ends *immediately* and no firing.

## Firing

After moving, vehicles may fire as follows:

1. **Choose weapon** Vehicles may fire one weapon unless otherwise stated.
2. **Choose target** Place the wide end of the ruler against the firing vehicle; if any vehicle overlaps the ruler and is in range, and a straight line can be traced from the front of the vehicle to any part of the target without crossing another vehicle or obstacle, you may fire.
3. **Draw damage cards** Draw and reveal a number of cards equal to the weapon's **Attack** score.
4. Total the hits and **subtract the target's Handling** to find the final number of Hits.

## Collisions

End the vehicle's move touching the obstacle or other vehicle, draw and apply a number of **damage cards** equal to its speed, and reduce speed to 0.

If colliding with another vehicle, draw and apply the same number of damage cards to the vehicle.

**Do not subtract Handling** from the number of hits.

## Damage

A number of Hit counters at least equal to the vehicle's **Structure** score means the vehicle is destroyed and removed from play.

Special damage icons on cards only take effect if the Vehicle received at least one Hit.



**Spinout** Flip the Spinout Counter like a coin and pivot the vehicle on its right rear corner to face the indicated direction. Flip it again if the result would mean the vehicle would overlap anything.



**Critical damage** Remove from the play a random Steering Card from those in your hand. It can be retrieved only with an emergency repair.



**Shuffle** After resolving all damage, reshuffle the deck.

After resolution, cards are placed in the discard pile.

## Emergency Repairs

Instead of executing a steering card, a player may instead make **emergency repairs** by choosing and discarding 2 steering cards. Then either discard one hit counter or take back one previously discarded steering card.

## Gas Cans & Winning

**Gas cans** If any portion of a gas can marker is moved over, the counter is picked up and kept.

The game ends when a player has 3 gas can counters or is the last vehicle in the game.

## Weapon Ability Icons



**Turret** When firing this weapon the ruler end may be placed against any of the four sides of the vehicle.



**Second Turn Only** Weapon may only be fired during Action Phase 2.



**Spin-out** After resolving damage from the weapon and if the target has received any hits, the target *spins out*. It does not spin out a second time if it has already done so from the effects of a damage card.



**Discard** After firing the weapon, remove it from the game.

## Upgrades



**Steel Plates** Immediately after totalling hits from an attack or collision (and after subtracting Handling), discard this card to cancel up to 3 hits. Any additional effects from the damage are resolved normally.



**Ram** The vehicle takes *no* damage from colliding with other vehicles or obstacles, but still takes damage if another vehicle collides with it.



**Rear Weapon Mount** Choose one weapon that can be fired from the front or *the rear edge*.



**Mine Layer** At any point during the vehicle's move, 3 times a game, you may place one *mine counter* against the rear edge of the vehicle. It is only removed when a vehicle collides with it, and does not block line of sight. A vehicle colliding with a mine receives an additional card of damage.



**Nitro** If discarded during a vehicle's move, the vehicle moves forward 3 spaces. If a collision results, resolve normally and do not move again this turn.



**Armour** Vehicle's Structure score is increased by 2.

## Special Steering Cards



**Turbo** Vehicle may immediately be moved forward 2 spaces.



**Barrage** After moving the vehicle this phase, all its weapons may be fired (instead of just one).



**Throttle** May increase or decrease vehicle's current speed a number of levels equal to Acceleration score (minimum 0, maximum 4).



**Bootleg** Vehicle may be pivoted on left or right front corner 180° (if there is not enough room, this will result in a collision).



**Swerve** Vehicle may be rotated 45° to the left or the right in the same way as a normal turn.



**Crush** If the vehicle collides with an opponent during the turn in which this card is revealed, the opponent's vehicle receives an extra 2 cards of damage.



**Evade** Vehicle's Handling score is increased by 1 while this card is revealed.



**Jump** While this card is revealed, vehicle may move over obstacles and other vehicles without colliding, but cannot end its move on top of them.

## Optional Obstacles

If a vehicle collides with one of these obstacles, proceed as follows:

**Spike Column** 2 extra cards of damage.

**Gas Pumps** Obstacle and vehicle are both immediately destroyed and removed from the game.

**Burning Tyres** Resolve collision as normally except vehicle takes no damage and must spin out. If the spin out counter points at the tyres do not rotate the vehicle but take 1 card of damage—the vehicle is now *on fire* and will receive one card of damage at the end of each of the player's turns unless a turn is skipped to *extinguish* the fire.

**Wrecked Vehicle** Do not end vehicle's movement or reduce speed—the obstacle is *pushed*. Take normal collision damage, then slide the obstacle in a straight line in front of the vehicle for the rest of the move. If this causes another collision, resolve normally, but your vehicle takes no damage.

**Flaming Barrels** Do not end vehicle's movement, reduce speed, or take damage—the obstacle is *thrown*. Slide the obstacle in a straight line from the front of the vehicle a number of spaces equal to its current speed. If the obstacle collides with another vehicle it causes 2 cards of damage. If it collides with another obstacle place it adjacent. After throwing the obstacle, finish the vehicle's move.