

Alpha Destructicus!

by Tony Dowler

"In the grim darkness of the future, there is only demolition derby!"

Alpha Destructicus used to be a nice planet. Then the wars came. The merchants came for the minerals. The pirates came for the merchants. The marines were chasing the pirates. The once peaceful natives rose up in arms. Mysterious warlike aliens happened upon the world by chance, and ancient evils best left un-named were awakened by the racket. When they all left, Alpha Destructicus was a wasteland of wrecked machinery and junked war machines. So the survivors, determined to make the best of a bad situation, invented Alpha Destructicus.

What you need

Some toy vehicles

Something to represent buildings; gaming terrain, cardboard boxes or books work fine

Other bits of gaming terrain are useful as well, but not required

A bunch of poker chips or other easily mixable object in a few colors

Three models to represent each player's freaks; lego minifigs, war gaming minis, or pawns from a board game work fine as long as you can tell which freaks belong to which player.

A bunch of 3x5 or similar size index cards to keep vehicle records on. These are also useful for gates, ramps, start areas, and other terrain

A tape measure

A handful of regular six-sided dice

Characters

Each player begins the game with three characters (called Freaks). Freaks may be represented by any reasonably sized model. Toy soldiers, lego minifigs and war game miniatures all work well. Make sure each player's figs are easily distinguished from everyone else's. Freaks have the following stats

- Skill: 3 (roll this or better to successfully leap onto a moving vehicle, repair a component, or carry out a stunt)
- Movement: 6 (a freak may move this many inches when on foot)
- Resilience: 6 (a freak may negate a wound by rolling this on D6)
- Wounds: 3 (once the freak runs out of these, remove him from play)

In addition, Freaks have the following special abilities:

- Vehicle Obsession: any time a Freak finds himself on foot during his movement phase and within 6" of a vehicle, he may immediately move to that vehicle.
- Speed Freak: A Freak who is in a vehicle must ALWAYS move at least 6" in that vehicle if possible.
- Don't know when to quit: A freak who is wounded falls down and lies still until his next turn. While a freak is down, no known power in the universe can cause him further harm.

The Turn

Each player gets a number of poker chips (marked with his color or number) equal to the number of characters he has in play. All the chips are placed in a bag. Chips are drawn out one at a time. When a player's chip is drawn, he may move one (and only one) of his characters. He must then place the chip on the character's vehicle or under the character's base to indicate the character has already moved. That character may not move again this game round.

During his move a freak may do any or all of the following in whatever order he desires:

- Move up to 6" on foot
- Drive a vehicle its base movement distance
- Do a stunt
- Jack a car

In addition, the freak may do **ONLY ONE** of the following

- Attempt to repair a vehicle component
- Fire a weapon
- Concentrate on driving (vehicle gains and extra 6" of movement)

Yes, this means that you can walk 6", climb into a vehicle, repair the engine, and start driving all in the same turn.

A freak may only drive one vehicle in the course of a turn.

Vehicles

You'll need about 3 vehicles per player. For each vehicle, take a 3x5 index card and write the details of that vehicle. There are sample vehicles at the end of these rules.

There are several types of vehicles.

- **All vehicles** – All vehicles except walkers have a base movement of 12". Vehicles in reverse have a base movement of 6". A vehicle may not move both in reverse and forward in the same movement phase. Vehicles have four armor values, one each for the front, sides, back, and top armor.
- **Tanks** – Tanks are tracked vehicles. A tank may turn up to 45 degrees at any time at the cost of 3" of forward movement.
- **Trucks** – Trucks are wheeled vehicles. A truck may turn up to 90 degrees at the cost of 3" of forward movements. A truck must move at least 3" after a turn before it may turn again.
- **Bikes** – Bikes are open, single occupant vehicles. Bikes may change direction as often as they like, except when pushing it. Bikes never take glancing or penetrating hits and never lose armor as the result of a hit; instead, they take bike hits and roll on the bike hit table. A bike has only 1 armor value all around.
- **Small Skimmer** – Small skimmers are flying vehicles that move like bikes and use the bike hit table. Skimmers may also fly over terrain. A skimmer that ends its move in contact with an obstacle rams that obstacle. A skimmer may also be rammed by another vehicle. A small skimmer has only 1 armor value all around.
- **Large Skimmer** – Large skimmers are flying vehicles that move like trucks. Skimmers may also fly over terrain. A skimmer that ends its move in contact with an obstacle rams that obstacle. A skimmer may also be rammed by another vehicle.

- **Walkers** – Walkers have a base movement of 6". They may turn as often as they like.
- **Jetpacks** – Jetpacks allow their wearer to ignore terrain, much like a skimmer. Jetpacks have no components, and so do not need to be repaired in order to move. Jetpacks have 0 armor, and use the bike hit table. Jetpacks have no armor.
- **Cavalry** – Cavalry are treated like bikes, but do not need to be repaired in order to move. Cavalry give their rider +1 to all stunt rolls. Cavalry have no armor.

Vehicle Components

Components of a vehicle include weapons, armor, engines, and special equipment. Write down the components for each vehicle on its card.

Most vehicles have an engine. If the engine of a vehicle is not repaired, the vehicle may not move the vehicle is considered non-functional. The engine of each vehicle starts broken at the beginning of the game. All other components start fully functional.

Stunts

Stunts are any cool thing that you can do with vehicles.

- **Push it:** adds an extra 6" movement which must be taken straight ahead. On a failure, the engine becomes damaged *after* moving (or, if cavalry, roll on the cavalry hit table). A driver may push it at any point in their action (e.g. they may move part of their regular movement, then push it, then move their additional movement).
- **Panic Turn:** On a success, the vehicle may instantly change facing by up to 90 degrees, ignoring all normal turning requirements.
- **Two Wheels:** The vehicle goes up on two wheels. The driver tips the vehicle model on one side and drives it on its side for all or part of its movement this movement phase. The vehicle may not turn while on two wheels.
- **Bail Out:** At some point during movement, the driver jams the controls and leaps out of the vehicle. If the stunt roll fails, the driver takes a wound. The vehicle continues to move straight ahead for the remainder of its movement. Note that if the vehicle is *required* to move (i.e. as part of the result of a roll on the hit tables), then bailing out is the only way the driver may leave the vehicle before it comes to a stop.
- **Grab Hold:** The freak grabs a moving vehicle within 1" and holds on! On a failure, the freak falls to the ground and takes a wound. **NOTE:** This stunt may be attempted even if it's not the freak's turn! A clinging freak may let go at any time without penalty.

Jumping

A non-flying vehicle that reaches the bottom of a ramp will jump into the air. The vehicle flies forward up to a number of inches equal to the distance it moved so far this turn (including movements spent on turning) before reaching the ramp. The vehicle may not turn while it is airborne. During the jump, the vehicle ignores terrain it passes over.

If the driver is "pushing it", he gets the benefit of the addition 6" of movement (for purposes of calculating how far the vehicle may jump) even if the vehicle didn't move its extra 6" before the jump.

When the jump begins, the driver must state how many inches, up to the maximum possible jump, he/she intends to jump. The driver may not state a distance less than ½ the maximum possible.

If the driver fails his stunt roll, the vehicle jumps half the driver's stated jump distance, otherwise it jumps the full distance.

If the vehicle lands on another vehicle, this is a ram from above, committed against the top armor of the rammed vehicle.

Jacking

A freak may attempt to wrest control of a vehicle from its driver. Both players roll a die. The freak who currently controls the vehicle adds 1 to their roll. The winner gains control of the vehicle. The loser is tossed out and takes a wound. If the roll is a tie, the vehicle surges 6" straight ahead and the original owner maintains control.

Shooting

A freak in a vehicle with a weapon may choose to fire it during his turn by declaring a target within range and rolling 1d6 and adding the strength of the weapon.

On a natural 1, the shot is a miss.

On a natural 6, the shot always scores a penetrating hit.

If the number rolled is equal to or less than the armor rating on the targeted vehicle's facing side, 1 point of armor is destroyed.

If the number rolled is higher than the armor rating, 1 point of armor is destroyed, and the vehicle takes a glancing hit. If, however, the vehicle has no armor on the affected side, it takes a penetrating hit instead.

Ramming

A ram is initiated when a vehicle moves into contact with another vehicle or a barrier of some sort. The following events occur when a ram occurs:

1. Determine who won the ram

Each vehicle determines its ram roll by rolling 1d6 with the following modifiers listed below:

- The vehicle whose turn it is adds 1.
- If one vehicle has more armor on the affected side, add 1 to that vehicle's roll.
- If the ramming vehicle moved more than 12" before ramming, it adds 1.
- If the ramming vehicle moved less than 6" before ramming, it subtracts 1.
- A piece of terrain or unoccupied vehicle subtracts 1 from its roll.
- A bike or cavalry subtracts 2 from its roll.

The higher roller wins the ram. The ramming vehicle wins any ties.

2. Resolve ramming damage

Compare each vehicle's ram roll with the armor on the other vehicle's facing side. If the number is equal to or less than the armor rating, the other vehicle loses one point of armor. If it is higher, the other vehicle takes a glancing hit in addition to losing one point of armor.

3. Continue ramming results

If the ramming vehicle won the ram, he may now spin the losing vehicle out of its way and continue his movement.

If the rammed vehicle won the ram, the ramming vehicle stops short and may not move any more this turn.

Taking Hits

When a vehicle takes a glancing hit, resolve the results of the hit and place a dice on the vehicle indicating the number rolled on the glancing hit table. Higher results on the table supercede lower results.

Example:

Bob's zap tank takes a glancing hit from Greg's shark cannon. Greg rolls a "1". Bob will lose 6" of forward movement next turn. A few actions later (but before Bob's turn), the tank takes another glancing hit from Alice's rocket bomb. Alice rolls a 6 on the glancing hit table. This cancels the pending effects of the earlier glancing hit.

Clinging to a Vehicle

A freak may attempt to cling to a vehicle that he comes within 1" of (even if this happens in someone else's turn!). The freak must make a stunt roll. On a failure, the freak takes a wound. On a success, the freak is on the vehicle (though not inside it, and thus unable to fire weapons, repair components, etc) and moves with it.

Any time a vehicle attempts a stunt, rams, or is rammed, any clinging riders must make a stunt roll or fall off the vehicle at its current location.

Any time the vehicle is fired upon and hit, any clinging riders must be make a stunt roll or also be hit by the weapon, taking a wound.

Terrain

Terrain is defined as stuff you can run into that isn't a vehicle.

- **Buildings:**
 - All buildings have 2 points of armor on every side. By winning a ram against the building, a vehicle may breach the building and continue through. Any vehicles inside at this time take a strength two hit on their top armor. Any freaks inside are wounded. If more than 1 wall of the building is breached, it is reduced to rubble (replaced with a rubble field).
 - Building Teleporter – Every building is equipped with a teleporter. Any character moving through a door in a building on foot may move out any door in any other building in the same move.
 - Building Defenses – Each building has a series of point defense guns that can be activated by any character in the building. These guns can shoot from any wall of the building as a range 12", strength 1 weapon. These attacks are resolved against the top armor of any targeted vehicle.
- **Rubble field:** moving through rubble requires a skill check. On a failure, the vehicle must pay 2 inches for every inch it moves in rubble.
- **Lava:** When a vehicle touches lava, it immediately takes two penetrating hits and catches fire.
- **Forest:** as rubble, but also blocks line-of-sight.
- **Normal Barrier:** If a normal barrier loses a ram, it is knocked 1d6 inches away from the ramming vehicle in a direction chosen by the rammer. Cavalry may elect to leap over a

normal barrier rather than ramming it, so long as the cavalry has enough movement to clear the barrier this turn.

- **Ramp:** allows a vehicle to make a jump. The wrong side of a ramp is considered a fixed barrier.
- **Fixed Barrier:** Fixed barriers may not be moved or destroyed and always win rams.
- **Gate:** You get points for driving through these. They should be a 4-5 inches wide. An index card (with an arrow showing which way to drive) works really well.

Fire!

Once each turn, roll for each passenger or component in a burning vehicle. On a 1 or a 2, the component becomes damaged, or the passenger takes a wound. When all components have become damaged, the vehicle is destroyed. Make these rolls at the end of the vehicle driver's turn. If the vehicle is abandoned, then it may be assumed that the crew has let it burn; the vehicle is considered destroyed, though it continues to burn.

All dice rolls made by the occupants of a burning vehicle are at -1.

Any building or vehicle touched by a burning vehicle will also catch fire in a roll of 1-2.

Winning

A team gets 1 point every time one of its vehicles moves complete across a gate in the correct direction.

A vehicle that has scored on a gate may not score on that gate again until it has scored on a least one other gate. If the vehicle is abandoned and then taken by another player, it may once again score on any gate. If the driver abandons the vehicle and acquires another, the new vehicle may also score on any gate.

The team with the most points at the end of the game (which also has at least one surviving character) wins. If there is a tie, the player who has destroyed the most vehicles (including his own) wins.

The game lasts 6 rounds, or until there are no undestroyed vehicles on the board.

Vehicles

You need some vehicles for this game. You can use anything you've got laying around: vehicles from miniature war games, toys, Matchbox cars, Legos, models, and what have you. If you don't have enough to play, take a quick trip down to your local thrift shop, or ask your friends to bring whatever they have.

I don't have vehicle design rules for this game. There are some sample vehicles in the appendix.

The Arena

I also don't have arena design rules. Arena design is a bit of an art at this point. I've included a sample arena in the appendix. There are some things your arena should have:

- **Track:** Leave an open path going around your arena so that vehicles can move at a good speed without immediately crashing into something.
- **Gates:** Set up about four gates along the track so that drivers can go through them one after the other without doing any overly crazy maneuvers
- **Buildings:** You should have some buildings scattered around the map. It's OK to have open areas, but not too many or freaks on foot will be screwed.

- **Start Areas:** Each team should have a start area that's about equally distant from all the other start areas
- **Vehicles:** Scatter some vehicles around the map. The arrangement doesn't have to be perfectly fair, but try not to make it so one team has obviously better access to good vehicles right away.
- **Other Terrain:** Add some more terrain. You don't need every single kind of terrain. Ramps are cool.

Acknowledgements

Thanks to everyone who played this game with me and provided feedback. I hope I haven't missed anybody. If I did, give me a shout!

Brandon Amancio

Philip LaRose

Ben Robbins

Pat Colacurcio

Ching-Ping Lin

John Harper

Chad Reiss

Glancing Hit Table

Non-functional / Unoccupied vehicle – One component, chosen by a player other than a current occupant, is destroyed. This must be an undamaged component if any are available. If this is the last undestroyed component in the vehicle, the vehicle is destroyed. For occupied and functional vehicles, roll on this table:

1. **Slightly Shaken** – If the vehicle moves on the driver's next turn, it loses 6" of its base movement.
2. **Badly Shaken** – Vehicle must move 6" straight ahead at the beginning of the driver's next turn.
3. **Severely Shaken** – Vehicle moves straight ahead 2D6" on the driver's next move and stops, moving no more that turn.
4. **Spinout** – Vehicle immediately turns up to 45 degrees in any direction chosen by a player other than the driver (typically the player who caused the glancing hit) and must move at 6" straight ahead at the start of its next move.
5. **Component Damage** – One component (chosen by driver) is outright destroyed. This must be an un-damaged component if any are available. If there are no undamaged components, the vehicle is destroyed.
6. **Rollover** – Turn the vehicle 90 degrees to the direction of travel (left or right, driver's choice). Vehicle will move 2d6" inches in its last direction of movement on the driver's next turn and stop, moving no more that turn. Rolling vehicles always land right-side up. Each working component is damaged on a 1d6 roll of 1-3.

Penetrating Hit Table

Non-functional / Unoccupied vehicle – All armor on the effected side of the vehicle is destroyed and the vehicle is set on fire. If there was no armor on this side to begin with, the vehicle is destroyed.

1. **Side blown off** – Armor on hit side of the vehicle is reduced to 0. If the armor is already 1 or 0, one component (chosen by driver) is destroyed. This must be an undamaged component if any are available. If there are no undamaged components, the vehicle is destroyed.
2. **Fire!** – The vehicle has been set on fire!
3. **Internal Explosion** – All working components inside the vehicle are rendered broken on a D6 roll of 1-3 (roll for each). If none are working to begin with, the vehicle is destroyed (though the hulk remains on the field).
4. **Rollover Wreck** – Turn the vehicle 90 degrees sideways (left or right, driver's choice). Vehicle must move 2d6" in its last direction of travel on its driver's next movement and stop, moving no more than that turn. All working components inside the vehicle are rendered broken on a D6 roll of 1-3 (roll for each) and all freaks inside take an injury.
5. **Burning Wreck** – The vehicle wrecks and explodes, scattering 2D6" in a random direction. The vehicle causes a strength 4 hit to anything it lands on. All components are broken, all freaks inside take a hit, and the vehicle is set on fire.
6. **Spectacular Explosion** – The vehicle explodes spectacularly. Everything within 6" of the vehicle takes a strength 2 hit and all freaks inside take a hit. Remove the wreck from play after the explosion.

Bike and Cavalry Hit Table

Non-functional / Unoccupied vehicle – All components in the vehicle are damaged. If none are undamaged to begin with, the vehicle is destroyed. Jetpacks or cavalry are removed from play.

1. **Component Hit** – 1 working component of the vehicle, chosen by the driver, becomes damaged. If none are working to begin with, the vehicle is destroyed.
2. **Rattled** – A player other than the driver turns the bike up to 45 degrees. The bike **MUST** move 6” straight ahead at the start of its drivers next move phase. Cavalry will stop if it meets a barrier, but bikes will ram the barrier.
3. **Ditched** – The driver is thrown, taking a wound, and the bike or cavalry immediately surges 6” straight ahead. Cavalry will stop if it meets a barrier. Bikes will ram the barrier. Jetpacks are destroyed.
4. **Crashed** – The driver is thrown, taking a wound, and the bike or cavalry immediately surges 6” straight ahead. All components are broken. If none were un-broken to begin with, the vehicle is destroyed. Cavalry or jetpacks are simply removed from play.
5. **Rollover** – The driver is thrown, taking a wound, and the bike or cavalry immediately surges 6” straight ahead, ramming any obstacle. The bike is destroyed. Cavalry or jetpacks are simply removed from play. Any freak aboard takes an injury.
6. **Kablooie!** – The bike explodes. The driver is wounded and everyone within 3” takes a S0 hit. The bike is removed from play. Cavalry are simply removed from play without an explosion. Any freak aboard takes an injury.

Appendix 1: Sample Vehicles

Here are some of the vehicles I've used for the game.

	<p>The Rhinocerator (tank)</p> <p>Armor</p> <ul style="list-style-type: none"> • Front: 4 • Sides: 3 • Back: 1 • Top: 1 <p>Components</p> <ul style="list-style-type: none"> • Engine • Machine guns: strength 1, 12" range
	<p>Dragster (truck)</p> <p>Armor</p> <ul style="list-style-type: none"> • Front: 1 • Sides: 1 • Back: 1 • Top: 0 <p>Components</p> <ul style="list-style-type: none"> • Engine • Booster: when activated, this vehicle moves an extra 6", and the booster is destroyed
	<p>King Rhino (truck)</p> <p>Armor</p> <ul style="list-style-type: none"> • Front: 3 • Sides: 2 • Back: 1 • Top: 2 <p>Components</p> <ul style="list-style-type: none"> • Engine • Horns: this vehicle always rolls +2 for winning rams
	<p>Velociraptor (cavalry)</p> <ul style="list-style-type: none"> • Claws: strength 2, 2" range



Waldo (small skimmer)

- Strafe-o-matic: strength 1, 12" range



Sarge (truck)

Armor

- Front: 2
- Sides: 2
- Back: 2
- Top: 0

Components

- Engine
- Flamethrower: strength 2, range 6", sets target on fire



That's MISTER to You (walker)

Armor

- Front: 3
- Sides: 3
- Back: 2
- Top: 2

Components

- Engine
- Mister Plasma: strength 2, 12" range
- Mister Claw: strength 4, 2" range



Horse (cavalry)

Appendix 2: Sample Arena

