

A BIG HEAP O' SCRAP

Scrapytown was a pretty dull place. Oh sure, it had boozeholes, and fights, and the occasional drive-by shooting, but the wreckers and salvagers who lived there didn't have much to look at. Just the big heap o' scrap they were supposed to be salvaging for WasteTech™.

Then someone came up with a bright idea. What if, he thought, I built something out of that scrap. Something fast. Something lethal.

What if I took a scrapyard buggy and cranked up the engine, welded some nitro-jet boosters on the back, bolted armor onto the sides, and jammed a big-ass gun on top of the whole mess. And what if my buddies all did the same, and we made it a race. A no-holds-barred, shoot whatever bastard takes the lead race around that big heap o' scrap.

Scrapyard 500 was born.

THE GAME

Scrapyard 500 is a game in which teams of racers build buggies out of scrap, bailing wire and duct tape and race them around a crumbling oval of asphalt littered with hazards. The first team across the finish line—or the last team standing after the shooting has ended—is the winner. It doesn't much matter if they're in their own vehicle or one they commandeered from another team—even if they have to push their burned-out hulk across the line.

In Scrapyard 500, winning is all that matters.

COMPONENTS

Scrapyard 500 uses hexes to form an oval track. Most are Clear Hexes and do not affect vehicle movement, but several are Hazard Hexes that affect vehicle movement and/or damage vehicles and wound characters.

At the back of this book are pages with three-inch hexes that can be photocopied onto card stock and cut out to create a track. Make 20 copies of the Clear Hex page, plus three to five copies of each Hazard Hex page.

The game primarily uses D6 dice. These are rolled to see whether something nasty happens when a vehicle moves into a Hazard Hex (a 4, 5 or 6 is bad news) or to determine whether the characters that make up a race buggy's team succeed at any actions they attempt. In most cases, a single D6 is used to attempt an action, and a roll equal to or less than the character's attribute is a success.

The game also uses D3 dice to determine weapon damage, and D8 dice to randomly determine which character on board a vehicle is affected by weapon fire or a Hazard Hex.

Other pages at the back of this book can be photocopied onto card stock to create Damage Chits, Boost Cards and counters that are used to indicate special conditions. Damage Chits are drawn whenever a vehicle sustains damage, Boost Cards are drawn when a vehicle fires its boosters for extra movement, while the remaining counters are used to indicate special situations (Vehicle Stopped, On Fire, Under Repair, and Net).

A page at the back of this book contains a Buggy Counter, Team Card and Character Counters (six each of Humans, Ogars, Gizmos, Speed Demons and Stumps). Copy this page

BUILDING A BUGGY

A stock buggy comes with four wheels and a gas engine (six pistons included). Everything else must be purchased. Each player may spend 100 points building their vehicle.

Once a player has decided which parts to build their vehicle with, these parts should be recorded on the Vehicle Sheet. As parts are damaged in play, they are crossed off. Use pencil, since when a successful repair is made the cross-off will be erased (see "Repairs").

It is recommended that a team purchase a weapon (which will need at least 1 arc of fire) and at least one booster, but buggies may be built as players see fit.

The parts (and their cost) are as follows:

- 10..... booster
- 10..... roll cage
- 20..... armor plate (per side)
- 15..... ram
- 15..... flame thrower
- 15..... toxic sludge spewer
- 15..... net gun
- 15..... grenade launcher
- 10..... rocket launcher
- 5..... rocket
- 10..... machine gun
- 5..... each arc of fire

Booster: Each booster allows a player to draw one Booster Card. Up to three boosters may be mounted at the rear of the vehicle.

Roll Cage: This accessory protects characters on board a vehicle that flips. It prevents them from being wounded.

Armor Plates: Armor plates are purchased separately for each side of the vehicle (left, right, front and rear). Armor protects the vehicle against damage from certain weapons (see "Shooting") and from rams (see "Ramming"). A vehicle with boosters may not have rear armor. A vehicle with a ram may not have front armor.

Ram: A ram is mounted on the front of a vehicle. It can inflict 1 Damage Chit when ramming (see "Ramming").

Flame Thrower: This weapon sometimes fails to wound characters, but damages vehicles and can set Oil Hazard Hexes on fire (see "Weapons").

Toxic Sludge Spewer: This weapon does no damage to a vehicle, but can wreak havoc upon a crew by wounding several characters at once (see "Weapons").

Net Gun: The weapon of choice for those who want to preserve vehicles for later swampings. It temporarily stops a vehicle, rather than damaging it (see "Weapons").

Grenade Launcher: This weapon does no damage to vehicles, but can maximize damage to a single character on board a vehicle and is not blocked by terrain (see "Weapons").

Rocket Launcher: This powerful anti-vehicle weapon's only drawback is that the rockets that serve as its ammunition need to be purchased separately (see "Weapons").

Machine Gun: This weapon has more range than any other weapon (see "Weapons").

Arc of Fire: At least one 60° arc of fire MUST be purchased with a weapon. Up to five additional arcs of fire may be purchased, to bring the weapon up to a full 360° arc of fire, allowing it to shoot in any direction (see "Arc of Fire").

THE TEAM

A race team consists of six characters. The character with the best Drive attribute is generally assigned to be the driver (although another character may wind up behind the wheel if the original driver is knocked out of the game) and the character with the best Shoot attribute is generally assigned to be the gunner (who, likewise, might need to be replaced during a game).

The rest of the crew either swamps other vehicles or helps to repair their own vehicle, if it is damaged.

There are five types of characters to choose from in Scrapyard 500. Humans are average, all-around characters who have a fifty-fifty chance at succeeding at any given task. Ogars are big and tough, and make good swampers. Speed Demons have catlike dexterity and make the best drivers. Stumps are short, hairy and steady, and make the best gunners. Gizmos are small, green, and have nimble fingers, and are the best at repairing vehicles.

All characters have five wound boxes. Each time a character is wounded, cross off one box. When the last box is gone, the character is out of the game.

Players may choose any combination of character types when making up their race team.

HUMAN

(any position)

Drive3
 Shoot3
 Fight.....3
 Strength3
 Jump3
 Fix3

Wounds: ○ ○ ○ ○ ○

Humans are basic, all-around characters who have a fifty-fifty chance of accomplishing any given task. This makes them the most versatile character a team can choose, but it means they have no specialized skills. They're just plain average. Period.

WEAPONS

Each weapon has a different range, and produces a different kind of damage. Some are more effective against vehicles, others against characters.

TOXIC SLUDGE SPEWER

Range: 2

Stopped by armor? No.

Vehicle: no damage

Character: 1 Wound

Armor does not stop a hit from a toxic sludge spewer.

A shot from a toxic sludge spewer that hits a vehicle does not damage that vehicle, but does inflict 1 Wound on every character aboard the vehicle.

A successful toxic sludge spewer shot into a hex that contains only on-foot characters hits every character within that hex (friend and foe alike), causing 1 Wound to each character.

A toxic sludge spewer shot at a hex occupied by a vehicle and on-foot characters automatically targets both the vehicle and the on-foot characters.

FLAME THROWER

Range: 2

Stopped by armor? No.

Vehicle: 1 Damage Chit

Character: 1 Wound (Jump negates)

Armor does not stop a hit from a flame thrower.

A shot from a flame thrower that hits a vehicle inflicts 1 Damage Chit. (If the result is a character wound, that character does NOT get to make a Jump roll to avoid damage.)

A flame thrower also has the potential to wound every character on board the vehicle, but there is a way for characters to avoid taking wounds. Characters who make a successful Jump roll on D6 have ducked behind shelter on the vehicle and are not hit by the flames. Characters who fail this roll receive 1 Wound.

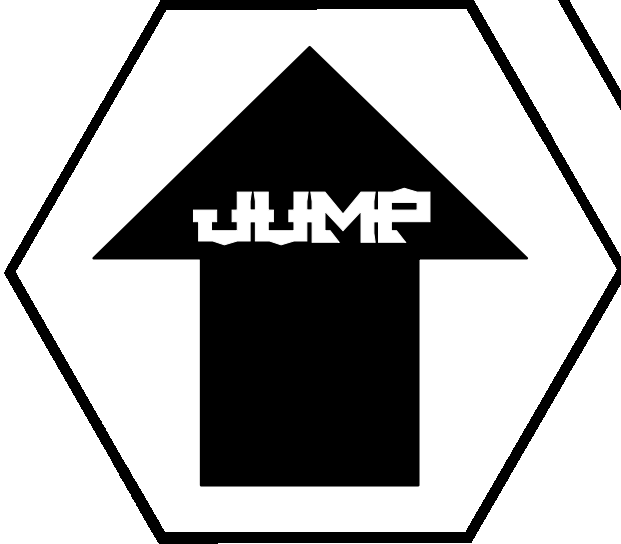
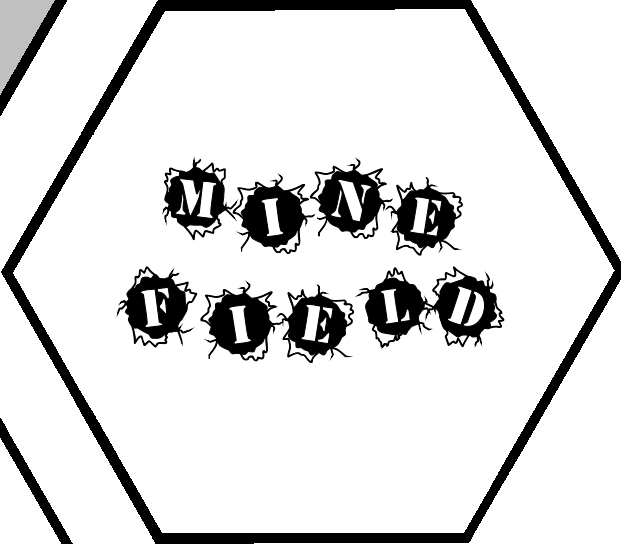
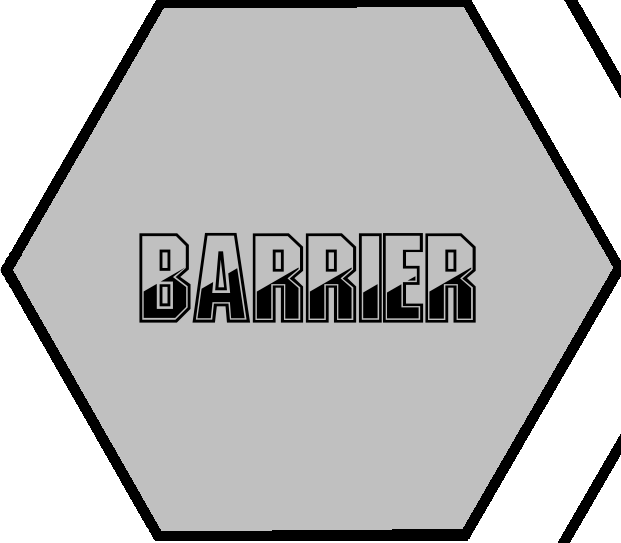
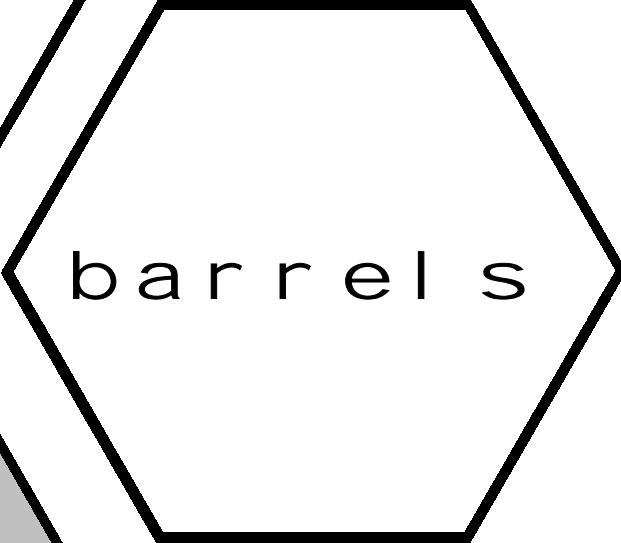
A successful flame thrower shot into a hex that contains only on-foot characters hits every character within that hex (friend and foe alike). Each receives 1 Wound.

A flame thrower shot at a hex occupied by a vehicle and on-foot characters automatically targets both the vehicle and the on-foot characters, but the on-foot characters may make a Jump roll on a D6 to duck behind the vehicle and avoid taking damage.

A successful hit from a flame thrower on an Oil Slick Hazard Hex sets the oil on fire. Place an On Fire counter on the hex. (A successful shot at a vehicle or on-foot characters within an Oil Slick Hazard Hex automatically sets the slick on fire.)

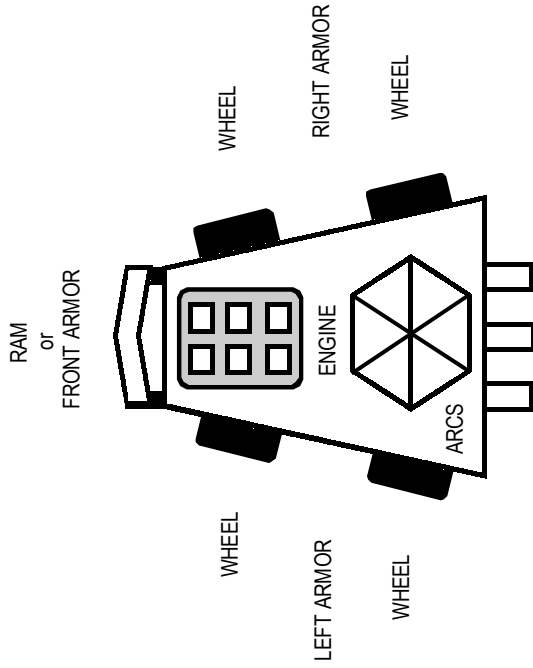
A successful hit from a flame thrower on a netted vehicle or netted characters burns the net off. Immediately remove the Net Counter.

HAZARD HEXES



VEHICLE SHEET

TEAM: _____ PLAYER: _____



- ROCKET LAUNCHER
- ROCKETS
- FLAME THROWER
- TOXIC WASTE SPEWER
- NET GUN
- GRENADE LAUNCHER
- MACHINE GUN
- BOOSTER
- BOOSTER
- BOOSTER

_____ Drive Shoot..... Fight..... Strength..... Jump..... Fix..... Wounds: ○ ○ ○ ○ ○	_____ Drive Shoot..... Fight..... Strength..... Jump..... Fix..... Wounds: ○ ○ ○ ○ ○
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