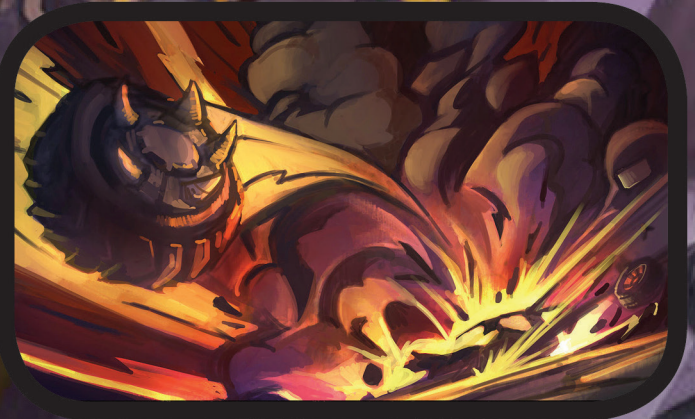


Cal Fifee Presents:
**AUTO-DESTRUCT
-O-RAMA!**

A fully
automatic,
high-octane
fast-play
tabletop
miniatures car
combat game



By
Steve Bean
and George Feldman





Cal Fiftee Presents:
**AUTO-DESTRUCT
-O-RAMA!**

CREDITS

Design and Development: Steve Bean and George Feldman

Additional Development: Trevor Swallow, Theo Feldman and Mario Alberico

Art Direction: Steve Bean

Graphic Design and Layout: Jordan Snider

Cover Art: Danny Huynh

Interior Art: Danny Huynh and Jordan Snider

Miniatures and Terrain:

Modeling by: Steve Bean

Painting by: Eric Everson and Steve Bean

Photography by: Miguel Zarate

Terrain: Reuben Timineri and Mythic Games



Editing: Steve Bean, George Feldman and Chris Barney

Production Manager: George Feldman

Playtesters: Trevor Swallow, Mario Alberico, Theo Feldman, Krishna Feldman, Matt Walkup, Reid Luhn, Mike Rabaca, Ryder Gaddis, Justin Peters and Clark Ross. We'd also like to acknowledge the many convention-goers who've played in our events over the years, including: Pete Turner and his sons Eric and Robert, Kevin Zabel, Jennifer and Jason Lienallen, David Camp, Greg Qatsha, Eric Kierney, Reuben Timineri, Jason McMurtrie, Mike Kelly, Lyle Lynde, Trevor Adamson, Chris Larson, Sam Slaughter, Ben Evans, Chase Rock, Richard Tishler, Mike Conley, Andrew Hamera, Callum Black, Andrew Knestrick, Michael Henry, Jim Lucky, Josh Bakken, David Noble, James Morrin, Brian Zavoda, Jordan Sabella, Diana Gaulden, Tim Chadwick, Bob Campbell, Tom Funk, Kirk Haugen, Jordan Nichols, Robert Frank, Simon Miller, Toby Frank, Jay Button, Doug Bea, Bo Ahlgren, Leo Loza, Max Kosma, Glen Goffin, Rose A. Smith, Michael Dunsmore, Lisa Cam, Robert Smith, Eric Rosen, Darcy Caba, Dennis Sieffert, Heather Logas, Everett Tishler, Disck Tishler, Hailey McCaffrie, Richard Spas, Katherine Patheal, Cold Storage, Ryan Bea, Steven Ames, Nick Petersen, Ian McNees, Donald Bailey, "Dave," "Tim," "John," Cherlie (sp?) "Dean S.," "Paul Gyug_ _(?)", Tishler and everyone else whose names were illegible on our sign-up sheet, or who never wrote theirs down – you are unnamed but **NEVER** unappreciated – **THANK YOU ALL!**

DEDICATION

To Owen "Coop" Cooper, whose original game inspired our efforts. As we developed *AUTO-DESTRUCT-O-RAMA!* we tried to live by the fast-play, beer-and-pretzels, car combat game "creed" that Coop laid down in *Axles & Alloys II - Dork Future*:

"This is a game of 'Converted-Toy-Cars-Driving-Around-and-Around-and-Around-Trying-to-Shoot-the-@%\$&#!-Out-of-One-Another.' It doesn't deserve a game treatment any more involved than this. Do you want something super-complicated when what you are doing is 'Converting-Toy-Cars-and-Driving-Around-and-Around-and-Around-Trying-to-Shoot-the-@%\$&#!-Out-of-One-Another?!?' No? Good. Read on."

Copyright © 2017 Steve Bean Games. *AUTO-DESTRUCT-O-RAMA!* is a work of fiction. Any similarity to actual people, organizations, places or events included herein is purely coincidental. All references made in *AUTO-DESTRUCT-O-RAMA!* to current or historical figures, events, literary works, films, television shows, existing board- and tabletop games or other media works are presented as parodies or satire.

TABLE OF CONTENTS

I.	Introduction.....	6
II.	Materials Required for Play.....	6
III.	Miniatures & Terrain.....	7
	• Miniatures.....	7
	- Scale.....	7
	- Specialist Hobby Miniatures vs Inexpensive Diecast Toy Cars.....	7
	- The Center Dot.....	7
	- WSIWYG.....	8
	- Capturing the Look and Feel of Dystopian, Gladiatorial Car Combat.....	8
	• Terrain.....	10
	- Table Shape and Size.....	10
IV.	Basic Rules of Play.....	11
	• Transparency and Honesty as Good "Sports-Person-Ship".....	11
	• Measurements and Measuring.....	11
	• Die-Rolling Notations.....	12
	• Vehicles.....	12
	- Weight Classes.....	12
	- Vehicle Characteristics by Weight Class.....	13
	- Vehicle Sheets.....	14
	• Game Turn Sequence.....	14
	- Tunin'.....	15
	- Revvin'.....	15
	- Gunnin'.....	16
V.	Movement.....	16
	• Mid Game-Turn Changes to SAW.....	16
	• Moving in Reverse.....	17
	• Changing Direction: Executing Turns.....	17
	• Jumping.....	19
	• Collisions.....	20
VI.	Combat.....	20
	• Weapons.....	21
	• Four Conditions Required to Roll an Attack with Ranged Weapons.....	22
	• Five Steps for Making Ranged Attacks.....	23
	• Flamethrowers.....	25
	• Dropped Weapons.....	25
	• Damage.....	26
	• Ramming.....	26
	• Loss of Control (LSC).....	28
VII.	Damage to Vehicle Systems.....	29
	• Systems that Require Failure Checks and Results of Failures.....	30
	• Re-Rolls.....	30
VIII.	Organizing Games.....	32
	• Re-Spawning.....	32
	• Table Edges as Terrain.....	33
	• Stages.....	33
	• Courses.....	38
	• Hazards.....	39
	• Producing a "Season" of <i>AUTO-DESTRUCT-O-RAMA!</i> (Campaign System).....	45
	- Sponsorships.....	45

TABLE OF CONTENTS Continue

IX.	Optional Advanced Rules.....	46
	• Skids and Drifts.....	47
	• Custom Vehicle Design.....	49
	• Equipment Lists.....	50
	• Motorcycles.....	52
X.	Glossary.....	53
XI.	Game Aides.....	56
	• Turning and Fields of Fire Template.....	56
	• Pre-Generated Vehicles.....	57
	• Blank Vehicle Sheets.....	61
	• Sponsorship Cards.....	63
	• Two-Page Quick Reference Rules Sheet.....	64
	• Dropped Weapon Templates.....	66
	• Notes.....	68

CaR-Vee™ Unit # 139882763, Somewhere in "Middlin' 'Murica"

Thank you for tuning into the 'We're History' Network. On tonight's episode of Alice T. Kook's 'Murica' – Downshift: The Great Crash-and-Burn.

<< THEME MUSIC AND TITLE >>

Good evening, I'm Alice T. Kook. At the beginning of the 21st Century, a world-wide economic contraction gripped the globe. Despite its severity, this "Great Crash-and-Burn" was first believed to be just another cyclical economic event. But instead, the world's economy never rebounded. Experts now know this was the result of post-peak oil, where the dwindling petroleum supply sent inflation into a dizzying upward spiral.

Perhaps the greatest symbol of enduring 'Murican prosperity had been the family car. 'Muricans LOVED their cars. Arguably, nowhere had the automobile been more deified. But when retail gasoline prices shot past \$60.00 a gallon, 100 years of private car ownership in the USA abruptly ...

**Sigh* Click.*

Fzzzzzzzzt.

Click.

WELLLLLL-COME VIEWERS TO AUTO-DESTRUCT-O-RAMA, THE REAL-TIME VID STREAM WHERE THE CAAAAAARRRRS ARRRRRRRRE THE STARRRRRS AND THE STARS ARE SHOOTIN' TO-NIGHT!!!

<< AUDIENCE CHEERING, APPLAUSE; A LONE, SHRILL WOLF-WHISTLE >>

Hel-lo, home viewers! I'm your host, Cal Fiftee! Welcome to: AUTO-DESTRUCT-O-RAMA! – sanctioned by the em-three-double-ay: the Mixed Moto-Martial Automobile Authority.

Tonight's event is brought to you by our sponsors - 'Oh! Positively!' the best-selling, home blood transfusion trauma-care kit - and by Buekolik-brand Pedi-Cabs: Remember, it's not your father's rickety old rickshaw - it's a Buekolik...

Before the starting machinegun fires and tonight's carnage begins, let's meet the stars of the show. No, not the drivers: the cars. Because in AUTO-DESTRUCT-O-RAMA! - say it with me...

<< AUDIENCE SHOUTING: THE CARS ARE THE STARS AND THE STARS WILL BE SHOOTIN' TONIGHT!!! >>

That's right folks and first up is 'LESS IS WAR, built from a Porsche 911 Carrera sports coupe. And what 'LESS IS WAR "sports" is a pair of hood-mounted, 2-gauge shotguns, rear bumper deployed EMP stall-induction nets and a bomblet-dispersing warhead delivered by a solid-fuel rocket. They made this baby in 1976 and Porsche never offered this options package!!!

<< RECORDED LAUGH TRACK >>

More cars coming your way after... this

<< CUT TO COMMERCIAL >>



AUTO-DESTRUCT-O-RAMA!

Vehicle Name: Tinfoil o' Sin

Vehicle Capacity: 16 RE-Rolls 1

Area for recording Speed for each Game turn, called "Speed-as-Written" (SAW): Speed-as-Written

Number of Vehicles Destroyed: 0

Systems Failure Check Boxes: Fuel Tank, Driver, Engine, Steering, Brakes

Vehicle Weapons and Equipment:

Weapons	Class	0-12"	12+/-24"	FoF	Destroyed
Weapon 8	M	2d6	1d6	F	<input type="checkbox"/>
Napalm Belcher - Dropped					
Weapon 4					

Structure Points: 1 (d6 Roll that results in System Failures during a Systems Failure Check)

Vehicle Characteristics: TSP 22, ACI 4, TURN 2, DEC 4

In-game effects of Equipment: Nitrous Oxide 2, Fire Extinguisher 2

Limited Use Indicators: Instant 2d3" to SAW, Add 2 to D6 roll during Tunin' Phase

Weapon Field of Fire: Front, Rear, Left Side, Right Side or All-Around: F

Weapon Range Bands with # of d6s rolled for To-Hit Roll: 0-12", 12+/-24", 1d6

Vehicle Sheets

Each player has his or her own Vehicle Sheet. The Vehicle Sheet has all the information a player needs to use his or her vehicle in the game. Any changes to the "in-game state" of the vehicle are written directly on to the Vehicle Sheet. Common examples of "state changes" are: changes in Speed-as-Written, marking damage from being hit by opponent's weapons and loss of Systems due to failed Systems Failure Checks,

Game Turn and Sequence

A Game Turn in *AUTO-DESTRUCT-O-RAMA!* is defined as:

"All Active Vehicles complete an Active Turn, moving in descending order of Speed-as-Written and firing their Active Weapons, if desired."

AUTO-DESTRUCT-O-RAMA! uses a simple three-phase Turn Sequence:

Tunin':

- Roll for dissipation of Smoke Screens,
- Roll for effects of being On Fire,
- Roll for any Hazards being used in the game. (See Section VIII. Organizing Games)
- Etc.

Revvin':

All players write down their Speed-as-Written (SAW) for this Game Turn. This information is secret UNTIL the very next phase, when all players reveal their SAWs for the current Game Turn.

Gunnin': Players complete their Active Turns in descending order of SAW from fastest to slowest.

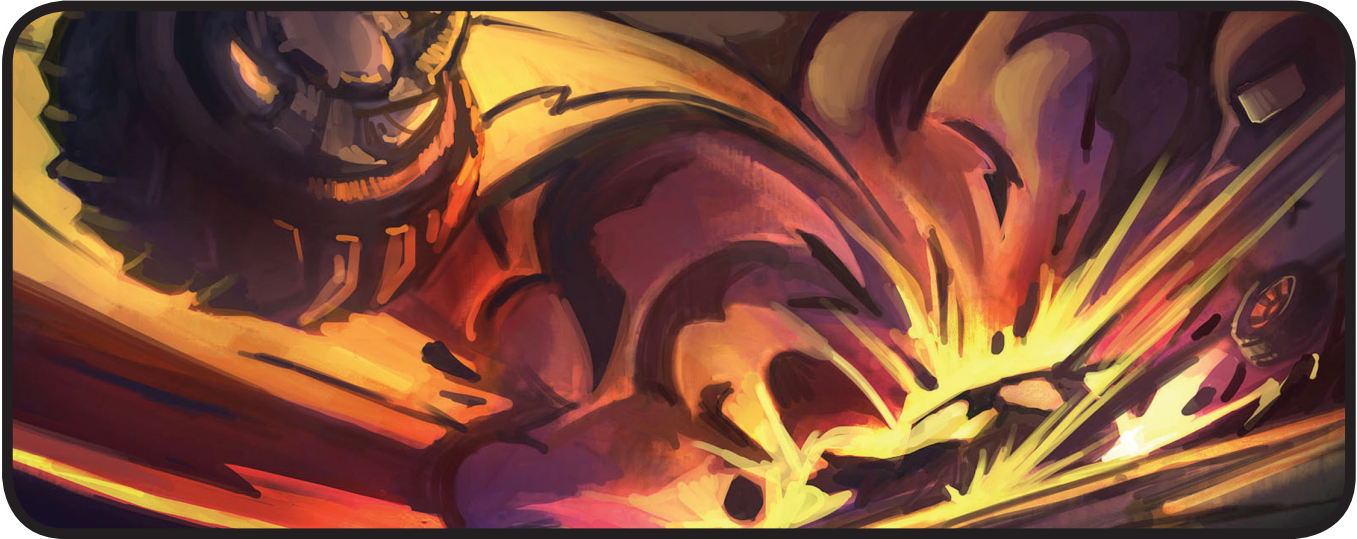
- Each Game Turn, a player may fire any or all of its Active Weapons one time apiece - even during another player's Active Turn. (See Section VI. Combat, for details).
- Each Active Turn, if SAW>0, a player MUST move his or her vehicle.

The *portion* of the Game Turn when a player is acting is called the player's Active Turn. Player actions and their effects are sequential - not simultaneous - so if one player destroys another player's vehicle in a Game Turn before the second player has had his or her Active Turn, that second player is out of luck - s/he doesn't get an Active Turn during that Game Turn before being destroyed.

Multiple players can conduct their Active Turn simultaneously if ALL players agree that those two vehicles' actions will not have any effects on each other during the current Active Turn. If two players choose to act simultaneously and discover, during those actions, that their vehicles CAN interact, both players must do everything possible to avoid vehicle interaction.

Tunin' Phase

The Tunin' Phase is a "housekeeping" phase. There are typically two housekeeping items: rolling to see what happens with vehicles that are On Fire, and rolling for any applicable Hazard effects or Stage (scenario) effects being used in the game.



Vehicles On Fire

During the Tunin' Phase roll a d6 for any Active Vehicle that is On Fire to determine whether the fire continues burning or is extinguished. Only one roll is required each Tunin' Phase to determine a vehicle's status with regards to being On Fire.

Vehicle on **FIRE** Roll Chart:

d6 Roll	Result
1-2	Fire continues burning fiercely – vehicle takes 2 Structure Points of damage
3-4	Fire continues to burn – vehicle takes 1 Structure Point of damage
5-6	Fire goes out

If the vehicle is fitted with a Fire Extinguisher add 2 to the d6 roll.

Note that a vehicle is either On Fire or it's not. When a vehicle that's already On Fire is hit by weapons that set vehicles On Fire (eg flamethrowers and napalm), those weapons still cause their immediate damage but the vehicle still only has one fire burning.

Hazard or Stage Affects

These are detailed in Section VIII. Organizing Games.

Revvin' Phase

All players write down a Speed-as-Written (SAW) for the current Game Turn. SAW can only be increased or decreased from the previous Game Turn's value by a vehicle's maximum ACL or DEC rating, respectively. Normally, SAW cannot exceed a Vehicle's TSP rating, though special circumstances, such as a Nitrous Oxide Boost, may temporarily allow SAW to exceed TSP.

Table 5. Weapons Classes and their Number of Attack Dice Rolled According to Range

Weapon Class	Examples	Dice Rolled by Range
Light	Machine-guns, pulse lasers, crew-fired small arms, fletcherette guns, harpoon guns, cross-bows	1d6 up to 12" range
Long-Range Light	Anti-tank rifles, portable continuous-beam lasers, mini-missiles, rocket-propelled grenades, light mortars	1d6 up to 24" range
Medium	Autocannons, heavy granade launchers, 3.5" rockets, beam lasers, small bore recoilless rifles	2d6 up to 12" range 1d6 from 12"+ to 24" range
Medium, Indirect-Fire*	Mortars with 120mm+ bore sizes, satellite-reflected continuous-beam lasers	No attack up to 12" 2d6 from 12"+ to 24" range
Heavy**	Multi-tube rocket launcher systems, anti-tank missiles, anti-tank guns, particle beam cannons, howitzers, turbo lasers, rail-guns	3d6 up to 12" range 2d6 from 12"+ to 24" range 1d6 from 24"+ to 36" range

* If a Vehicle has a Computer Targeting System a Medium Indirect-Fire weapon can ignore LOS requirements.

**Heavy Guns are too large and/or weigh too much and/or fire with too much force to be mounted on vehicles. They are included here for scenarios involving fixed-point defenses such as bunkers, pillboxes, large gun turrets, etc.

The target number a player needs to roll for an attack to successfully hit depends upon the SAW of the targeted vehicle, NOT the distance the targeted vehicle has moved this Game Turn. Vehicles that have not yet moved are NOT stationary unless their SAW=0. Temporary Nitrous Oxide Boost bonuses to current SAW and Jumping both affect the roll[s] needed for an attack to hit.

Table 6. To-Hit Roll Target Numbers by SAW of Targeted Vehicle and Damage Inflicted by Roll Result Marking Damage from a Successful Attack

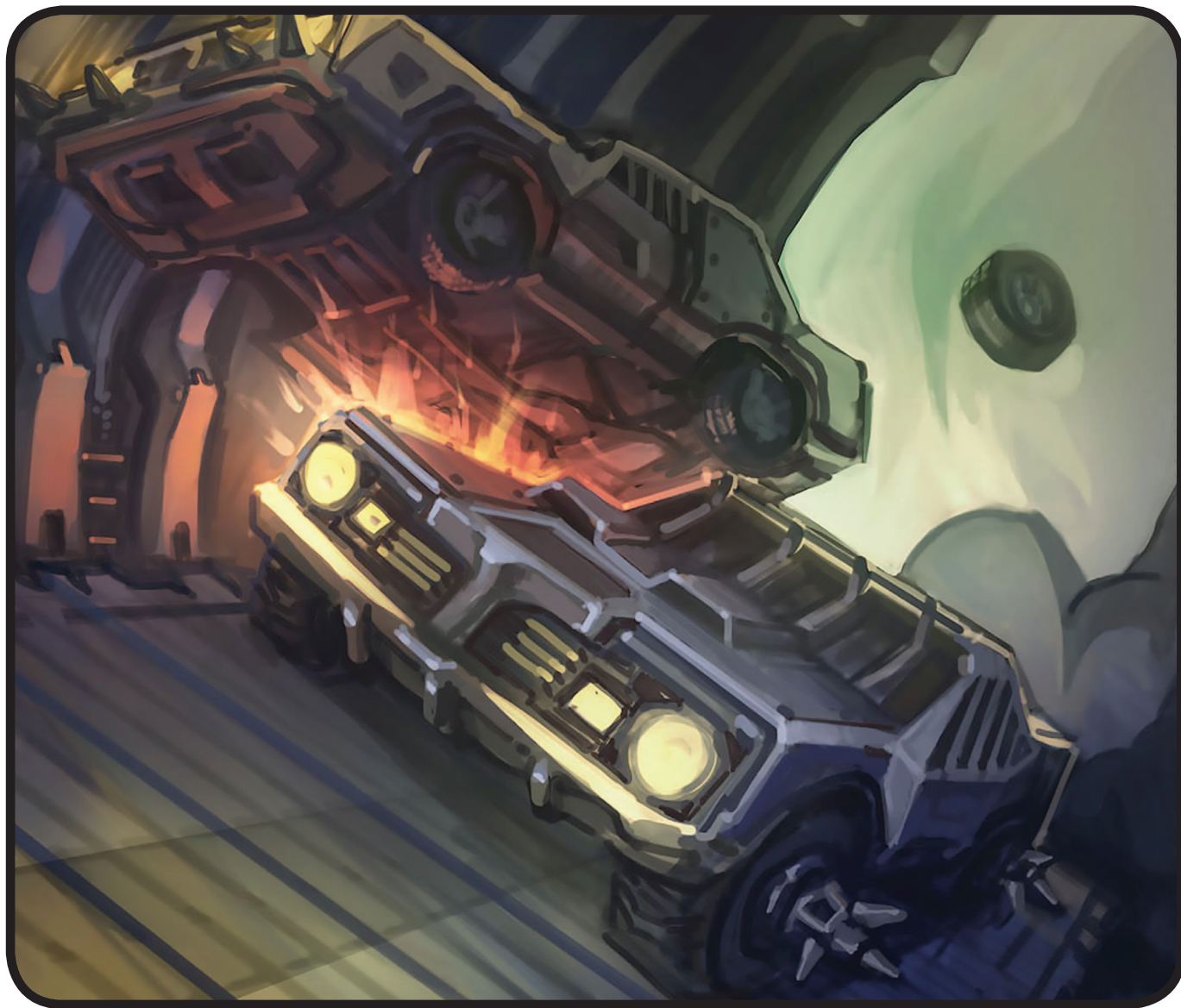
SAW of Target Vehicle	Attack Hits on a...	Damage
0"	2,3 4,5,6	1 Structure Point 2 Structure Points
0"+ to 12"	4,5 6	1 Structure Point 2 Structure Points
12"+ to 20"	5,6	1 Structure Point
20"+	6	1 Structure Point

If an attack hits, the player controlling the vehicle hit by the attack marks off a number of check boxes in the Structure Points portion of his or her Vehicle Sheet equal to the damage done by the attack. Check boxes are always marked off from left to right until a row is filled and then marked from left to right in the next row down. As soon as a row of check boxes is completely filled, a player makes an IMMEDIATE Systems Failure Check. More details about Systems Failure Checks and the effects of System Failure is presented in Section VII. Damage to Vehicle Systems.

Optional Rule:
Quick-n-Deadly Games

For faster games, add an extra point of damage to every hit!

NOTES: If an attacking vehicle in its Active Turn has SAW movement remaining after attacking that has not been changed by a game effect (eg by being the losing vehicle in a Ram attack) then the player MUST



immediately halved. The losing vehicle takes $1d3+1$ damage, their SAW is halved, and its driver rolls to avoid Loss of Control [LSC].

Both vehicles have a $SAW \neq 0$

To determine which vehicle wins the ram, the two players whose vehicles are involved each roll $1d6$ and apply the following modifiers (these modifiers stack).

- The vehicle that initiated the ram is equipped with an Offensive Ram or All-Around Ram: add +1 to its roll.
- The vehicle that initiated the ram is equipped with a Heavy Offensive Ram or All-Around Ram: add +2 to its roll.
- The vehicle struck by the initiating vehicle is equipped with an All-Around Ram: add +1 to its roll.
- The vehicle struck by the initiating vehicle is fitted with a Heavy All-Around Ram: add +2 to its roll.

A Reminder about Rams and Abstraction:

Remember, Rams are an event in this game where outcomes don't always match player expectations. On those occasions when you're scratching your head because a Light vehicle just beat a Heavy vehicle with ramming gear, refer to the discussion of game abstraction in Section III.

START OF A TURN

EXAMPLE OF A SKID.

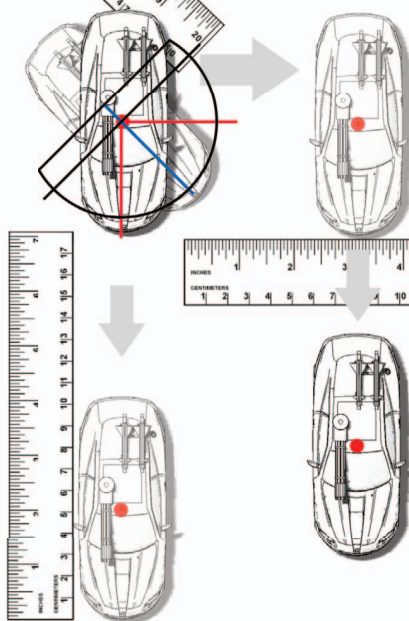
1. At the start of movement, this Light Class vehicle makes a left turn.
3. The player controlling this vehicle executes its turn and then rolls a die to see if it skids. Travelling 20" so it skids on a 1 or 2, but it's a Light Weight Class Vehicle so it adds +1 to its roll.



The player rolls a 1 so the vehicle skids

2. It travels half its SAW of 20" then attempts a right turn.

SKID



4. The player rolls 2d3 to determine how far the vehicle skids. Because it's a Light Weight Class Vehicle, the player subtracts 1 from each of the two dice.



The player rolls a 2 and a 3 and subtracts 1 from each die for a total skid distance of 3". The player moves the vehicle 3" perpendicular to the path of travel in the direction away from the turn.

5. The skid didn't cause a Ram or a Collision, so the player can continue with his or her vehicle's move and complete his/her Active Turn.

Controlled Skids

A player may want to try to intentionally induce a skid to gain a positional advantage: avoid a collision, "warp" a turn or "stretch" a move. A player may declare that s/he is attempting a controlled skid. This declaration is made AFTER pivoting a vehicle as part of executing a turn but BEFORE making the "Skids On..." roll. The player modifies the Skids On... roll by -1 in addition to any of the normal modifiers. In a Controlled Skid the player rolls two Loss of Control dice instead of one, for a total of three dice. If any two of the three dice rolled come up a natural one (1), the vehicle suffers LSC. Otherwise, if the Skids On... roll indicates that a skid occurs, the player gets to choose the Skid Distance Moved within the range that would normally be determined by the Skid Distance Moved roll.

As with an unintentional skid, the Skid Distance Moved does NOT count as part of the vehicle's movement as dictated by SAW.

Drifting

In the real world, drivers use an intentional oversteering technique called "drifting" to navigate extremely sharp turns at relatively high speed. In *AUTO-DESTRUCT-O-RAMA!* using these optional drifting rules allows a player's vehicle to attempt to pivot more than 45 degrees when executing a turn.

Ultra-Light Motorcycle vehicles have drift-turning capabilities built in – they do not use these drifting rules for making turns up to 90 degrees of direction change.

When executing a turn at a SAW > 12", a player may declare that s/he is attempting a Drift maneuver. The player then executes the turn BUT s/he may pivot her or his vehicle up to 90 degrees. The player then rolls to see if the attempted Drift turns into an unintentional skid. The player factors

in a -1 Drift Modifier to the Skids On... roll in addition to any normal modifiers. When checking for an unintentional skid during an attempt at Drifting, the player rolls two Loss of Control dice instead of one, for a total of three dice rolled. If any two of the three dice rolled come up a natural one (1), the vehicle suffers LSC.

Custom Vehicle Design

To create your own custom vehicles, begin with a blank Vehicle Sheet. Select a Weight Class. This provides the base stats for the vehicle, including its CAP. The player may then add Systems - Weapons, Equipment and Upgrades - from the list below, up to the CAP of the vehicle. The CAP required for each System is listed in the CAP COST column. Any system added to a vehicle to customize it must be given a System Failure checkbox unless noted otherwise in the rules, notes & restrictions for that system



Pre-Gen Vehicle Sheet to use:

MEDIUM		Structure Points			
Car Name Oh! @#\$%&^!!!		<div> <div>○○○○○</div> <div>○○○○○</div> <div>○○○○○</div> </div> <div>1</div> <div>1-2</div> <div> <div>○○○○○</div> <div>○○○○○</div> <div>○○○○○</div> </div> <div> <div>○</div> </div>			
Capacity 16 RE-Rolls 1		<div> <div>Speed-as-Written</div> <div>◀ Kills</div> </div>			
<div> <div>Components</div> <div>Destroyed</div> <div>TSP Top Speed</div> <div>22</div> <div>ACL Acceleration</div> <div>4</div> </div>		<div> <div>Fuel Tank</div> <div>○</div> <div>TURN Number of Turns</div> <div>2</div> <div>DEC Deceleration</div> <div>4</div> </div>			
<div> <div>Driver</div> <div>○○</div> <div>Equipment</div> <div>Notes</div> <div>Destroyed</div> </div>		<div> <div>Engine</div> <div>○○</div> </div>			
<div> <div>Steering</div> <div>○○</div> </div>		<div> <div>Brakes</div> <div>○</div> </div>			
<div> <div>Weapons</div> <div>Class</div> <div>0-12"</div> <div>12+ "-24"</div> <div>FoF</div> <div>Destroyed</div> </div>		<div> <div>Weapon (Cost 8)</div> <div>M</div> <div>2d6</div> <div>1d6</div> <div>F</div> <div>○</div> </div>			
<div> <div>Turreted Weapon (Cost 8)</div> <div>L</div> <div>1d6</div> <div>---</div> <div>ALL</div> <div>○</div> </div>		<div> <div>---</div> <div>---</div> <div>---</div> </div>			



Vehicle Sponsor:

Oh! Positively! At-Home Blood Transfusion Trauma-Care Kit

Vehicle Platform:

1999 Chevrolet S10 Pickup

Main Armament:

Ionizing Electro-Laser

Secondary Armament:

MG 151 15mm Turreted Autocannon

Special Modifications:

Titanium Alloy Wheels

POSITIVELY
At-Home Transfusion Trauma-Care Kit



Vehicle Sponsor:

Kow-Pi Tin Corporation, Maker of the Excreta Ignita-Excita Line of Fecal-Fuel Rocket Stoves
"Holy cow, that s**t burns!"

Vehicle Platform:

1968 Chevrolet Impala

Main Armament:

Inverse-Mounted 20mm Autocannon

Secondary Armament:

Triple-Nozzle Napalm Pump

Special Modifications:

Single-Ignition "Afterburner" Ramjets
Foam-Nozzle Fire Suppression System

MEDIUM		Structure Points			
Car Name Tinfoil o' Sin		<div> <div>○○○○○</div> <div>○○○○○</div> <div>○○○○○</div> </div> <div>1</div> <div>1-2</div> <div> <div>○○○○○</div> <div>○○○○○</div> <div>○○○○○</div> </div> <div> <div>○</div> </div>			
Capacity 16 RE-Rolls 1		<div> <div>Speed-as-Written</div> <div>◀ Kills</div> </div>			
<div> <div>Components</div> <div>Destroyed</div> <div>TSP Top Speed</div> <div>22</div> <div>ACL Acceleration</div> <div>4</div> </div>		<div> <div>Fuel Tank</div> <div>○</div> <div>TURN Number of Turns</div> <div>2</div> <div>DEC Deceleration</div> <div>4</div> </div>			
<div> <div>Driver</div> <div>○○</div> <div>Equipment</div> <div>Notes</div> <div>Destroyed</div> </div>		<div> <div>Engine</div> <div>○○</div> <div>Nitrous Oxide (Cost 2)</div> <div>Instant 2d3" to SAW ① ②</div> </div>			
<div> <div>Steering</div> <div>○○</div> </div>		<div> <div>Brakes</div> <div>○</div> </div>			
<div> <div>Fire Extinguisher (Cost 2)</div> <div>Add 2 to D6 roll during Tunin' Phase</div> </div>		<div> <div>---</div> <div>---</div> <div>---</div> </div>			
<div> <div>Weapons</div> <div>Class</div> <div>0-12"</div> <div>12+ "-24"</div> <div>FoF</div> <div>Destroyed</div> </div>		<div> <div>Weapon (Cost 8)</div> <div>M</div> <div>2d6</div> <div>1d6</div> <div>F</div> <div>○</div> </div>			
<div> <div>Napalm Belcher - Dropped Weapon (Cost 4)</div> <div>D</div> <div>---</div> <div>---</div> <div>R</div> <div>○</div> </div>		<div> <div>---</div> <div>---</div> <div>---</div> </div>			

AUTO-DESTRUCT-O-RAMA!

Pre-Gen Vehicle Sheet to use:

MEDIUM		Structure Points			
Car Name Locked'n'Loaded		<div> <div>○○○○○</div> 1 </div>			
Capacity 16 RE-Rolls 1		<div> <div>○○○○○</div> 1-2 </div>			
Speed-as-Written		<div> <div>○○○○○</div> <div> <div>○</div> <div>○</div> </div> </div>			
◀ Kills		AUTO-DESTRUCT-O-RAMA			
Components	Destroyed	TSP Top Speed	22	ACL Acceleration	4
Fuel Tank	○	TURN Number of Turns	2	DEC Deceleration	4
Driver	○○	Equipment	Notes		Destroyed
Engine	○○	Gyroscopic Stabilizers (Cost 3)			○
Steering	○○	Sports Suspension (Cost 2)			○
Brakes	○	Stunt Driving Certificate (Cost 1)			○
		Offensive Ram (Cost 2)			○
Weapons		Class	0-12"	12+ "-24"	FoF
Weapon (Cost 8)		M	2d6	1d6	F
					○



Vehicle Sponsor:

Load-Gain Runners Cross-Training Footware
"Forage foot-sure and fast-n-free"

Vehicle Platform:

Custom 1999 Dodge Viper RT/10 GTS on a
1944 US M4A3 tank chassis

Main Armament:

Twin 37mm M4 Autocannons

Special Modifications:

Vertical Volute Suspension System
Triple NOVA Superchargers

Load-Gain Runners



Vehicle Sponsor:

Rez-Shed-Dense - Prefab Paperboard Housing Capsules:
"We put the 'grin' in vagrancy!"

Vehicle Platform:

Custom Twin 1973 Ford Falcon XBs on a
1973 Chevrolet Suburban chassis

Main Armament:

Side-by-Side 150mm Fin-Stabilized Spigot Mortars

Secondary Armament:

"Caltrop Carpet" Dual Drum-Dispensers









Special Modifications:









Extra-Duty Wheelie Bars









Prefab Paperboard Housing Capsules









HEAVY		Structure Points			
Car Name Ars D-Monic		<div> <div>○○○○○</div> 1 </div>			
Capacity 20 RE-Rolls 1		<div> <div>○○○○○</div> 1-2 </div>			
Speed-as-Written		<div> <div>○○○○○</div> <div> <div>○</div> <div>○</div> </div> </div>			
◀ Kills		AUTO-DESTRUCT-O-RAMA			
Components	Destroyed	TSP Top Speed	18	ACL Acceleration	3
Fuel Tank	○	TURN Number of Turns	2	DEC Deceleration	3
Driver	○○	Equipment	Notes		Destroyed
Engine	○○	All-Around Ram (Cost 6)			○
Steering	○○	Monster Truck Suspension (Cost 2)			○
Brakes	○	Stunt Driving Certificate (Cost 1)			○
Weapons		Class	0-12"	12+ "-24"	FoF
Weapon (Cost 8)		M	2d6	1d6	F
Spike Dispenser - Dropped Weapon (Cost 3)		D	---	---	R
					○

Blank Vehicle Sheet to use:

ULTRA-LIGHT		Structure Points				
Car Name _____		 1				
Capacity <u>10</u> RE-Rolls <u>2</u>		 1-2				
Speed-as-Written						
◀ Kills		AUTO-DESTRUCT-O-RAMA				
Components	Destroyed	TSP Top Speed	26	ACL Acceleration	7	
Fuel Tank		TURN Number of Turns	4	DEC Deceleration	7	
Driver		Equipment		Notes	Destroyed	
Engine						
Steering						
Brakes						
Weapons						Class

ULTRA-LIGHT		Structure Points				
Car Name _____		 1				
Capacity <u>10</u> RE-Rolls <u>2</u>		 1-2				
Speed-as-Written						
◀ Kills		AUTO-DESTRUCT-O-RAMA				
Components	Destroyed	TSP Top Speed	26	ACL Acceleration	7	
Fuel Tank		TURN Number of Turns	4	DEC Deceleration	7	
Driver		Equipment		Notes	Destroyed	
Engine						
Steering						
Brakes						
Weapons						Class

LIGHT		Structure Points				
Car Name _____		 1				
Capacity <u>12</u> RE-Rolls <u>2</u>		 1-2				
Speed-as-Written						
◀ Kills		AUTO-DESTRUCT-O-RAMA				
Components	Destroyed	TSP Top Speed	26	ACL Acceleration	6	
Fuel Tank		TURN Number of Turns	3	DEC Deceleration	6	
Driver		Equipment		Notes	Destroyed	
Engine						
Steering						
Brakes						
Weapons						Class

LIGHT		Structure Points				
Car Name _____		 1				
Capacity <u>12</u> RE-Rolls <u>2</u>		 1-2				
Speed-as-Written						
◀ Kills		AUTO-DESTRUCT-O-RAMA				
Components	Destroyed	TSP Top Speed	26	ACL Acceleration	6	
Fuel Tank		TURN Number of Turns	3	DEC Deceleration	6	
Driver		Equipment		Notes	Destroyed	
Engine						
Steering						
Brakes						
Weapons						Class

Quick Reference Sheet

GAME TURN SEQUENCE

Tunin': Roll for vehicles On Fire, Hazards, etc. ie "Housekeeping"

ROLL FOR "ON FIRE" Roll d6: 1-2 = 2 SP dmg and still On Fire; 3-4 = 1 SP dmg and still On Fire; 5-6 = fire extinguished

Revvin': Write SAW adjusted by ACL or DEC; All players reveal.

Gunnin': Vehicles act (move & fire) in descending order of SAW;

- Each weapon can be fired 1x at any point during a Game Turn.
- Mark Structure Point (SP) damage (dmg) on vehicle sheet.
- Roll System Failures Check immediately after SP line fills.

SPECIAL MOVEMENT RULES

REVERSE – Vehicles may move in reverse after DEC to negative SAW. TSP in reverse is vehicle's ACL rating. TURN doesn't change.

JUMPING - A SAW of 12 or greater is required to get "airborne." (A vehicle with a SAW <12" falls off the edge of the launch ramp.)

- Vehicles jump a base distance depending on SAW: 12+" to 15" = 9" jump; 15+" to 20" = 12" jump; 20+" = 15" jump. This base distance is modified by Weight Class (see below). Table 2 page 19
- A jumping vehicle clears all obstacles in its path t≤2x the height of the ramp.
- Some weight classes take damage upon landing (see table).
- From when a jumping vehicle leaves a ramp until the end of the current Game Turn, that vehicle's SPD is treated as its TSP for the purposes of attack roll number needed to hit.

Vehicle Class	Penalty to JUMP Distance	Damage on Landing
Ultra-Light	0"	NO DAMAGE
Light	-1D3"	1 Point
Medium	-1D3 + 1"	1D3 Points
Heavy	-2D3	1D3 + 1 Points
Super Heavy	Cannot get Airbourne	Collison after leaving ramp

Table 3: page 19

COMBAT

Weapon: To-Hit Dice Rolled in Range Bands:

Line of Sight [LOS] – Attacker must be able to draw an unobstructed line from Center-Dot to Center-Dot on targeted vehicle.

Weapon Class	Up to 12"	12" + - 24"
Light	1D6	---
Long-Range Light	1D6	1D6
Medium	2D6	1D6
Medium Indirect Fire	---	2D6
Flamethrower*	1D6	---

Table 5: page 24

*only ever inflicts ONE Structure Point of Damage, but vehicles hit by flamethrowers are also set On Fire

Rolls to Hit:

Target SAW	Hits on...	Damage	or Hits on...	Damage
0"	2,3	1 SP	4,5,6	2 SP
1" + to 12"	4,5	1 SP	6	2 SP
12" + to 21"	5,6	1 SP	n/a	n/a
21" +	6	1 SP	n/a	n/a

Table 6: page 24

RAMMING

Target at SAW=0 or destroyed: Target automatically loses the Ram.

Both Vehicles' SAW>0: Both vehicles roll 1d6, modified by:

- Ram Plates +1, or +2 for Heavy
- Size Difference: Larger vehicle gets cumulative +1 per degree of difference (Ultra-Light - Light - Medium - Heavy - Super Heavy)

Effects of Ramming

Direct Effects of Ram

- Winner takes 1 dmg and ½ SAW
- Loser takes d3+1 dmg, ½ SAW, and,
- Loser rolls d6; suffers LSC on a 1. Cumulative -1 penalty to roll for every weight class above Light
- Ties result in BOTH vehicles suffering Loser effect

Effects of Ram on Players' Action

- Loser still gets an Active Turn if s/he hasn't yet this Game Turn.
- Ramming Vehicle: movement ends immediately; it can execute one TURN after Ram (if any remain) and can fire Active Weapons.

page 26

DROPPED WEAPONS

Affect vehicles that touch ANY part of template:

Mines – Roll for detonation: Ultra-Light on a 1, Light on a 1-2, etc. Mines do 1d6 dmg + LSC. Detonation removes template.

Oil slick - LSC with +1d6" Distance Moved. Light vehicles ignore on 5+ (template is not removed)

Spikes - One Steering system failure (template is not removed).

Napalm - Vehicle set On Fire (template is not removed).

Smokescreen - Blocks LOS. In Tunin' Phases after deployment, roll a d6 for each template, remove on a 1-2.

Engine Stall Induction Strip - Subtract 4" from current SAW; Cannot ACL in the following Revvin' Phase.

SPECIAL DAMAGE EFFECTS

Vehicle On Fire – In Revvin' Phase roll d6: on 1-2 vehicle takes 2 dmg and continues burning, on 3-4 vehicle takes 1 dmg and continues burning, on 5-6 fire goes out. Fire Extinguishers modify roll by +2.

Quick Reference Sheet

LOSS OF CONTROL [LSC]

Roll on table for distance and roll 2 scatter dice -- 1 for scatter direction and 1 for final vehicle FACING.

SAW of Vehicle Suffering LSC	Distanced Moved
0"+ to 6"	1"
6"+ to 12"	1d3"
12"+ to 20"	1d3+1"
20"+	2d3"

Table 8: page 28

- If vehicle suffering LSC hits another vehicle, resolve the hit as a Ram using scattering vehicle's SAW from before the LSC.
- Vehicle suffering LSC hits a solid object=Collision. Vehicle cannot collide w/ same object 2x in a row, re-roll the direction scatter die.
- At the end of an LSC, suffering vehicle's SAW=0

COLLIDING with SOLID OBJECTS

Vehicle SAW	Damaged
0"+ to 6"	1 SP + SAW 1/2ed
6"+ to 12"	1D3 SP + SAW 1/2ed + roll for LSC
12"+ to 20"	1D3 + 1 SP + SAW 1/2ed + roll for LSC
21"	2D3 SP + SAW 1/2ed + roll for LSC

Table 4: page 20

SYSTEMS FAILURE CHECKS

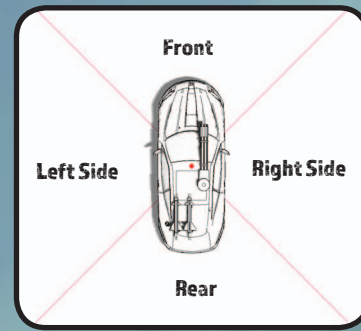
Immediately after filing each Structure Point Row, Roll d6 against the failure target number for EACH active System.

page 30

System	Effects of Failure
Fuel Tank	Vehicle Destroyed
Driver	1st: [player choice] -1 TURN OR -4 TSP or LSC 2nd: LSC then Destroyed
Engine	1st: TSP 1/2ed 2nd: TSP=0, no ACL or DCL + auto-DCL 4" per turn to SAW=0
Steering	1st: -1 TURN 2nd: Vehicle TURN=0
Brakes	DEC drops to 2 [DCL of 2 drops to 1]
Weapons	Weapons Destroyed
Flame Tank	2 SPs DMG and Vehicle Set on FIRE
Turret	Turret AND Weapon Destroyed
All Other	Piece of Equipment is Destroyed
Defensive & Stunt Driver Certificates	N/A

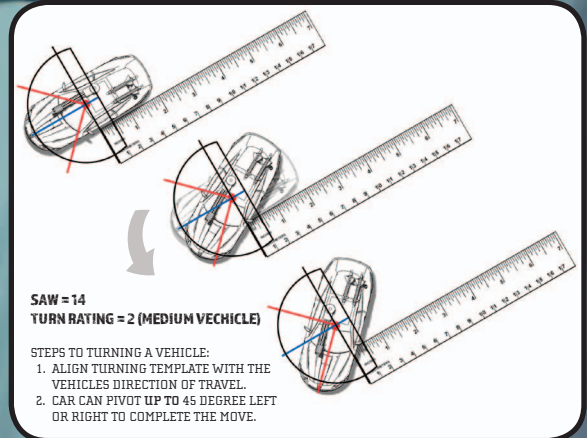
page 30

FIELDS-OF-FIRE [FoF]



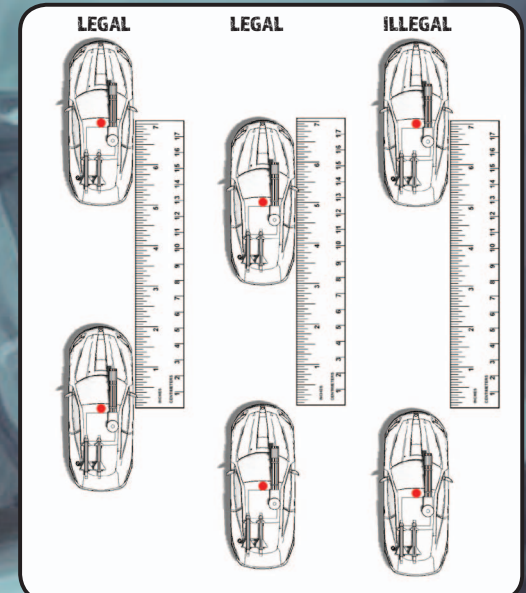
page 22

COMPLETING A TURN AT EXACT MIDPOINT OF ITS MOVE.



page 18

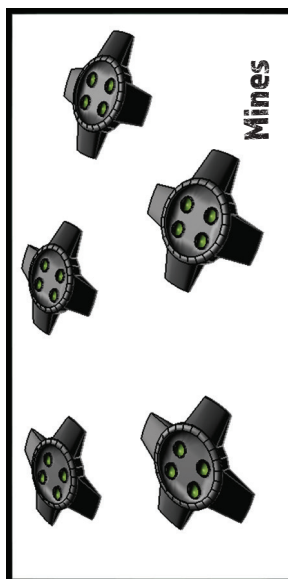
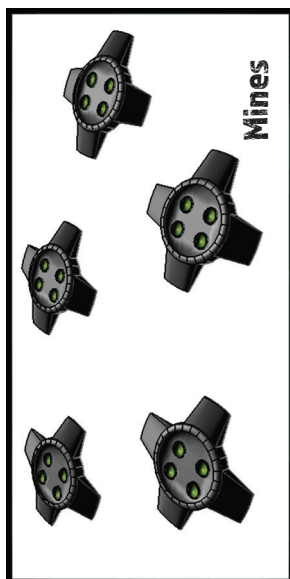
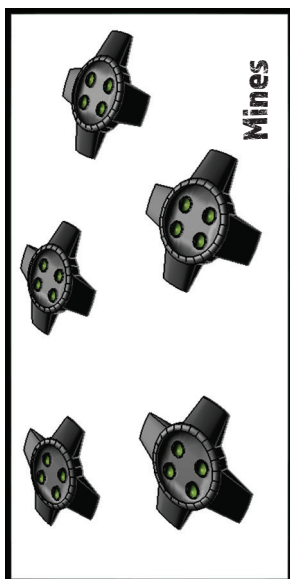
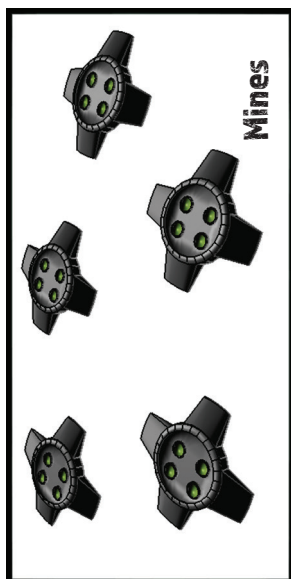
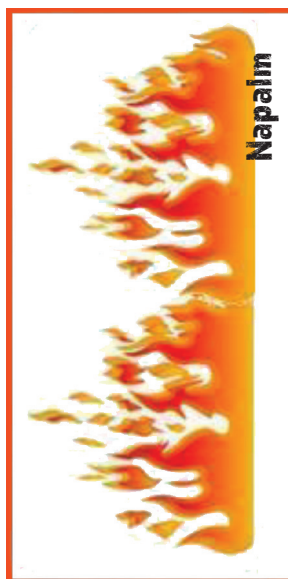
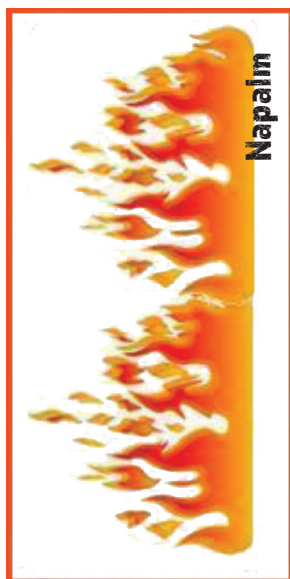
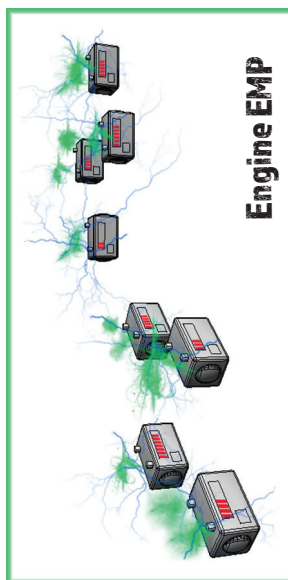
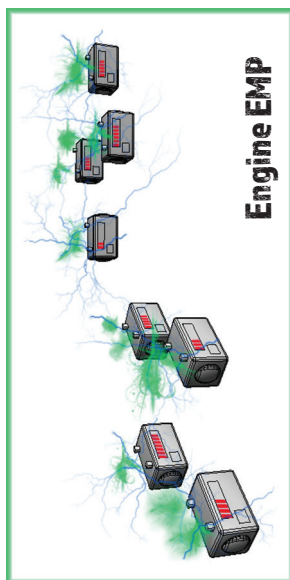
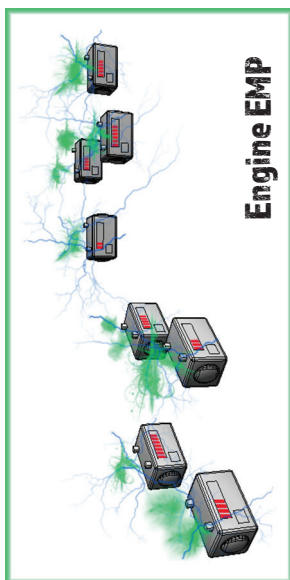
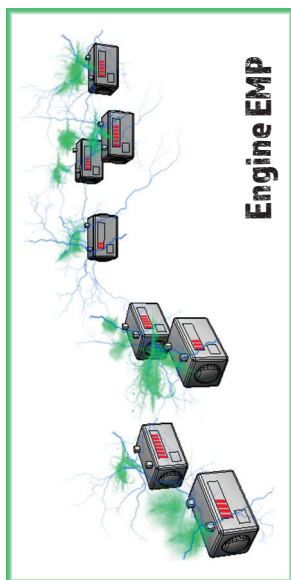
MOVEMENT MEASURING



CENTER-DOT TO CENTER-DOT MOVEMENT MEASURING

page 11

Dropped Weapon Templates:



AUTO-DESTRUCT-O-RAMA!

I grew up in a time when people with big personalities drove even bigger cars. We made fast deals, played hard and never backed down from a fight. Well, Destructoids, I know that The Great Crash-and-Burn made you feel like everything went limp, like everyone stopped dead in their tracks and just gave up. But AUTO-DESTRUCT-O-RAMA! is here to prime your pump again! We have big, fast cars with even bigger guns. We're gonna show you what America was and will be again, soon!!!

Cal Fiftee, Producer and Host of Auto-Destruct-O-Rama!



AUTO DESTRUCT-O-RAMA! puts you in the driver's seat of a deadly, dystopian demolition derby - a violent spectacle broadcast live to entertain the downtrodden masses of a fallen, near-future America.

This is not a realistic, "simulationist" skirmish system or a game for serious grognards. This is the kind of game where destroying your friends is half of the fun, doing tactically stupid @\$%&^ just to see what happens is the other half of the fun and getting blown up yourself in spectacular fashion is still another half of the fun.

Yes, that's three halves. See, we told you this is a fun game – half again as much fun as any other table top miniatures car combat game!

AUTO DESTRUCT-O-RAMA! has easy-to-learn rules and fluid gameplay that stays fast-paced with as many as 10 players. This makes it the ideal game to for a throw-down on your family dining room table, with your regular game-night group, or at your local gaming convention.

www.stevebeangames.com

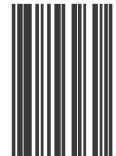
SBG0002

\$20.00

ISBN 9780997166767



52000 >



9 780997 166767