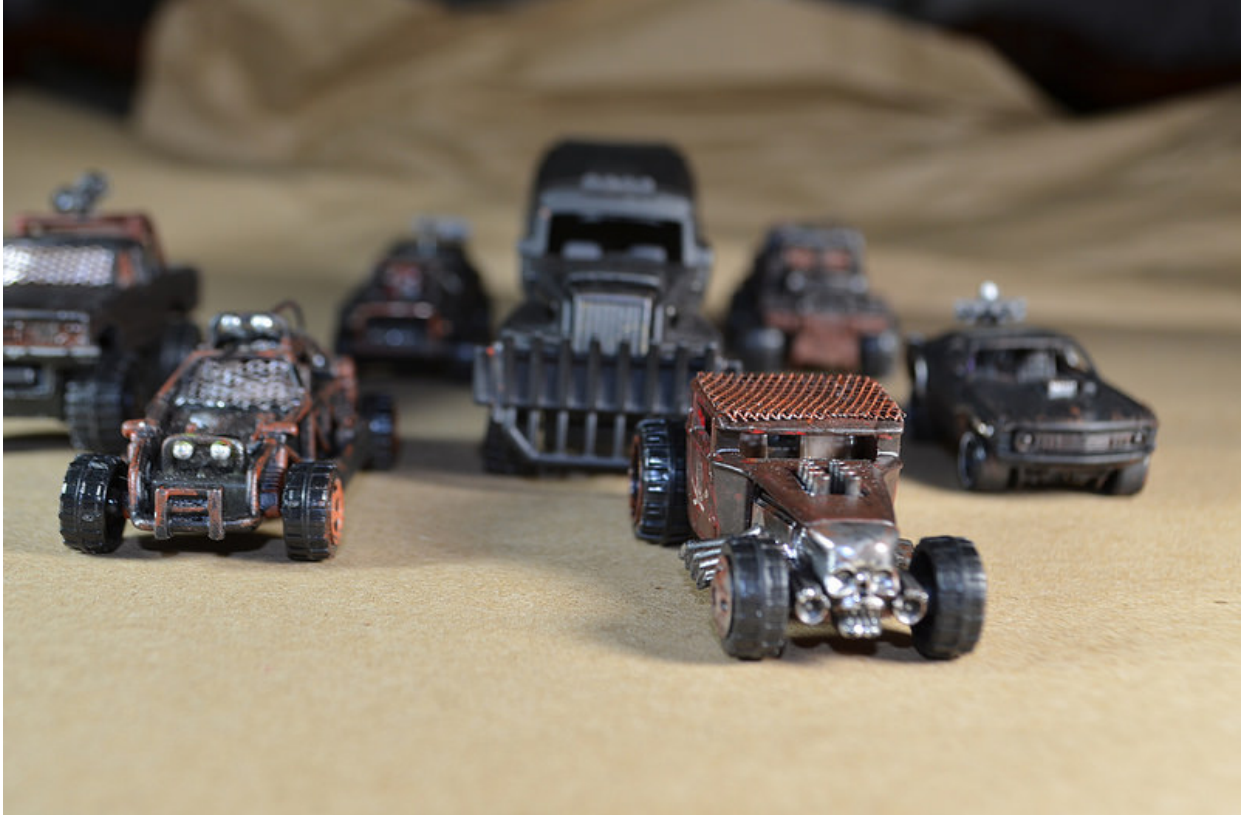


Shattered Highways

A "rolling road" miniatures wargaming system using diecast cars.
(version 0.3.6)



Ever wanted to jump in a V8 Interceptor and smash and blast your way across the highways? This is your chance. Helped by his band of warriors, your hero fights it out for supremacy on the shattered highways of the apocalypse. This brand new "rolling road" wargame is designed to be fast & fun; with lots of smashing, shooting and dead cannon fodder littering the landscape. This system is designed to be played with modified Matchbox & Hot Wheels sized vehicles on a normal sized table.

This system is heavily inspired by the Mad Max movies, especially Fury Road. It can easily be used however, for Death Race style games and many other universes.

Things you will need to acquire

- Diecast cars to represent your vehicles
- Two d6 & one d10 dice(per player)
- Markers for cannon fodder(one color per player)
- Markers for heroes(one per player)
- -Small pad or scratch paper for each player

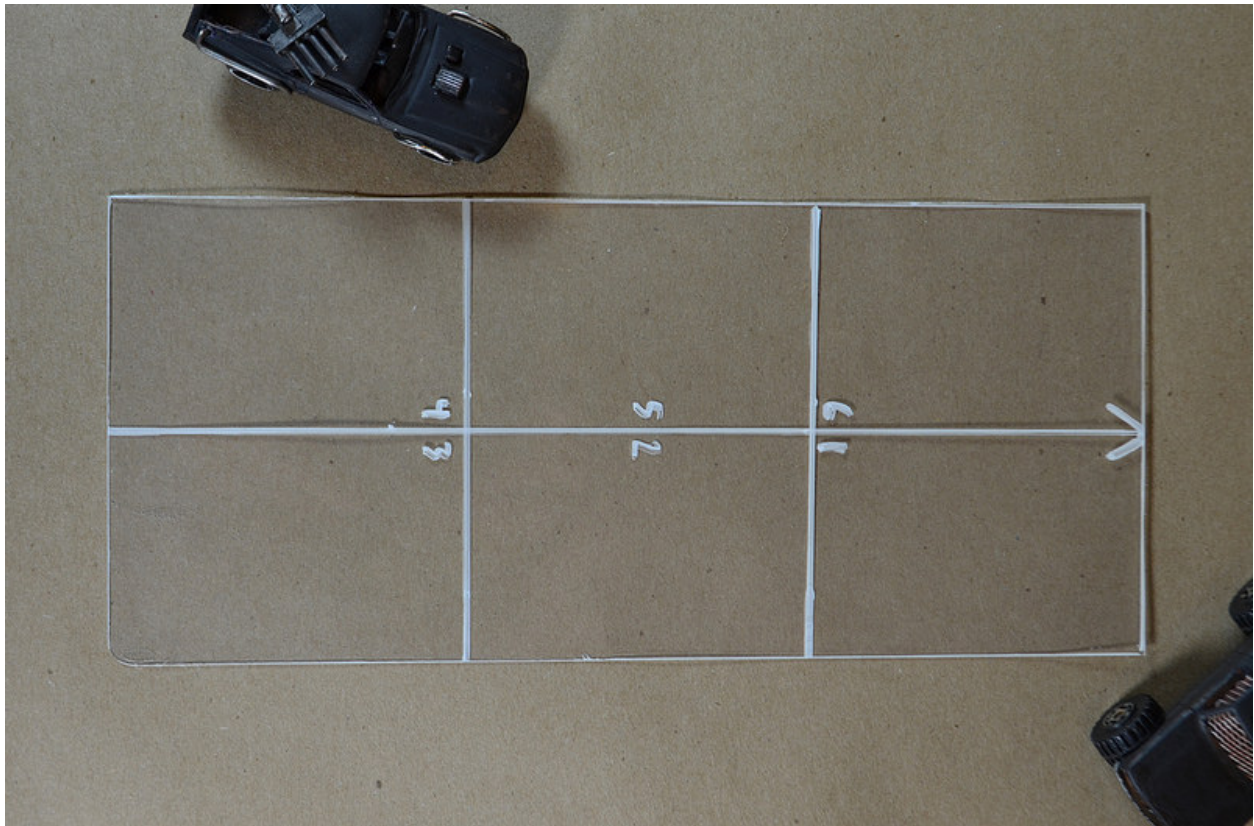
Things you will need to make or modify

Move Template: This is what you will use for all measurement in the game. The template is intended as a compromise between perfectly replicating real-world movement, and speed of gameplay. When being used to figure a vehicle's position, position it with the long sides parallel to the line the vehicle is moving in.

The template is a 4"x 9" rectangle cut out of clear plastic (A business envelope is the right size and will work in a pinch), with the long side divided into three 3" sections and the short side divided into two 2" sections. The 6 resulting boxes need to be labeled 1-6 starting in the upper right corner and progressing clockwise around the template. The numbers can be small as they are only used when calculating where a vehicle goes when it has **Lost Control**. Across the short 4" side, mark 1" in from each end, this 1" mark is used to measure for **Boards**.

Terms used in these rules:

- The "move template" or "template" is referring to the entire piece
- A "template section" is a 3"x4" box encompassing one long section and both short sections
- A "template section length" is one of the 3" sections on the long side.
- A "template width" is the entire 4" short side of the template



Your vehicles: The system is designed to be played with modified Hot Wheels & Matchbox sized vehicles, which are roughly 1:64 scale. You can use stock Matchbox & Hot wheels right out of the package (which lets you field whole fleets for \$1/unit for Buggies, Cars & Trucks and under \$10 for

Rigs), or customize them to your heart's content. Some resources for customizing parts are at the end of these rules. You can also move up or down to whatever scale you want by scaling the move template accordingly.

Play Space: The landscape your warriors are racing down can be as simple as an empty table, or as complicated as custom-built 3-dimensional terrain depending on your time, skill, and desire. A simple highway can be made with black poster board and a white sharpie or paint pen to mark lanes (2" wide lanes work well for the default scale). Make sure to leave room on either side for vehicles that get nudged off the highway. Whatever you design, remember that the vehicles are assumed to be moving along at speed for the entire game, so static elements like bridges, walls & buildings will look out of place staying in the same position relative to the fleet of vehicles racing across the landscape.

Vehicles

"You're sitting on 2000 horsepower of nitro-boosted war rig..."

Without a vehicle you're a pedestrian, and a pedestrian is just a squishy speed bump. So you need wheels. There are four classes of vehicles in Shattered Highways: **Buggies**, **Cars**, **Trucks** and **Rigs**.

Each vehicle class has a different number of Hit Points, these are the amount of damage a vehicle can take before being **Destroyed**. When a vehicle reaches 0 hit points, it is destroyed.

Vehicles have Seating Positions, which are the number of proper seats with belts or something to hold onto. Every vehicle needs a **Driver** (D position on vehicle card) and for each Weapon, a **Gunner** (W position(s) on vehicle card), is needed to **Shoot** the the weapon. You can have more warriors than seating positions on a vehicle, but they will be **Clinging** to whatever they can grab, and will have to roll accordingly.

Mounted Weapons are the hard-mounted ranged weapons on a vehicle, this will be explained in more detail in the weapons section below.



Buggies are lightweight vehicles designed for maneuverability. They are often little more than a motor & roll cage bolted to a chassis, but can include seriously stripped down cars. They carry less people and don't automatically mount weapons, but are much cheaper to build.

Examples: Dune Buggies, Hot Rods, Sandrails.

- Class: Buggy
- Hit Points: 15
- Seating positions: 2
- Mounted Weapons: 0 (upgradable to 1)
- Penalty: -1 to Ram damage against **Trucks & Rigs**



Cars are your typical cars, pickups & SUVs. The real-world vehicle parked in your driveway is most likely in this class. They were normal cars before being rebuilt into war machines.

Examples: Muscle cars, Station wagons, Pickups, SUVs, Sports cars.

- Class: Car
- Hit Points: 25
- Seating Positions: 3
- Mounted Weapons: 1 (not upgradable)
- No default bonus/penalty



Trucks are heavy duty trucks without a separate trailer. Their beefier chassis & engine let them carry more weight and deal more damage.

Examples: Box Truck, Wrecker, Flatbed.

- Class: Truck
- Hit Points: 35
- Seating Positions: 4
- Mounted Weapons 1 (upgradable to 2 weapons) + 1 addon
- Bonus: + 1 to ram damage against **Cars & Buggies**



Rigs are the biggest, baddest vehicles to pound the highways, and can be basically rolling fortresses. They consist of a Tractor & Trailer hitched together, and have their own special category of Add-ons. Please note Rig weapons can be mounted to fire to one Side or the other, in addition to the front & rear for other vehicles.

- Class: Rig
- Hit Points: 45
- Seating Positions: 6(2 on Tractor, 4 on Trailer)
- Mounted Weapons: 2 (upgradable to 4)
- Bonus: + 1 to ram damage against **Cars & Buggies**

Vehicle Weapons

These are ranged weapons permanently mounted to a vehicle. A vehicle can be upgraded to the maximum amount of weapons noted above.

Machine Gun: Shoots in a 180 degree arc either forward or backwards(or to one side on Rigs) depending on position. 2 template sections length range(6") from edge of vehicle. Does 1d6 +2 damage to target. Can target vehicle or any warriors occupying it, on a 6+ **Shoot** roll, it targets both.

DETAIL ADDITIONAL WEAPON TYPES

Vehicle Add-ons

Add-ons are additional equipment mounted to a vehicle. You can add as many as you want to any one vehicle as long as they don't conflict with each other.

Armor 1CP per section: This is extra protection mounted to the vehicle to protect it from damage due to **Nudges & Rams**. It can be mounted to the Front, Rear or Sides. Side armor covers both sides for a single creation point. Armor reduces damage by 1 point for impact to the armored section of the vehicle.

Drag Chains 1CP: Chains hooked to the back of the vehicle and dragging along the ground. These kick up sand, dirt and/or sparks and puts any vehicle that overlaps a 1 template section directly behind them at a -1 for actions due to not being able to see properly. Does not conflict with Rear Armor.

ADDITIONAL ADD-ONS COMING

Rig-only Add-ons:

Hidden Buggy 3CP: A buggy(with cannon fodder) hidden in the trailer. This can be deployed(successful **Drive** roll by buggy driver) at any time. Until it is deployed this vehicle is protected and can not take damage. If the Rig is destroyed the buggy driver can attempt to deploy it at a -1, otherwise it is destroyed with the rig.

Reinforcements: 2CP: 4 spare cannon fodder are along for the ride. They do not need to make **Cling** rolls while on the rig they started on, but play normally once they leave it.

Warriors

Without someone to drive them, vehicles are just rusting hulks of metal. In the world of Shattered Highways there are two types of warriors; Heroes & Cannon Fodder. For simplicity of play every warrior you field will be one or the other to avoid having to keep track of hordes of warrior stats in addition to your fleet of vehicles.

Your warriors will be represented by colored markers on your vehicle stat sheets. This allows you to see at a glance what seating positions are occupied and which vehicle your hero is in.

A warrior's Skill is their ability to accomplish anything. Any time a warrior is acting, this is the dice you are rolling.

A Warrior's Tenacity is their ability to shrug off or ignore injuries. Warriors do not have hit points, for a given attack they either survive and continue fighting, or have taken a bad enough injury (broken limb, chest wound, sudden head loss) that they are too injured to continue and are out of the fight (remove their marker from the stat card). For Cannon Fodder their Tenacity is always 4, for Heroes you roll 2d6, so it can be anywhere from 2-12 for a given attack.

Cannon Fodder

"If I'm gonna die, I'm gonna die historic on the Fury Road!"

Cannon Fodder are the Raiders, the Warboys, the nameless fighters battling it out so their side can come out victorious. Life is cheap out here, and Cannon Fodder are too.

- Skill: 1d6
- Tenacity: 4
- Attack: Melee Weapon(knife, wrench, axe, etc.) 1d6 damage to an opponent in the same vehicle.

Heroes

"Greetings from The Humungus! The Lord Humungus! The Warrior of the Wasteland! The Ayatollah of Rock and Rolla!"

Heroes are the important warriors, the leaders, the big baddies, the ones who get an origin story prequel later. They are extra tough and skilled, and much more likely to come through unscathed than the random Cannon Fodder.

- Skill: 1d10
- Tenacity: 2d6
- Attack: ranged weapon(Pistol, crossbow, shotgun), 1d6+1 damage, template width(4") range from edge of vehicle, can only target warriors.

Fleet Construction

"She sucks nitro... with Phase 4 heads! 600 horsepower through the wheels! She's meanness set to music and is born to run!"

*****HOW TO ASSEMBLE FLEETS BASED ON CREATION POINTS GOES HERE*****

Each vehicle needs a physical representation of it on the play space, and a stat card to keep track of it. By default every vehicle starts with a warrior in each seating position, you can chose which of these is your hero as you set your vehicles up.

Play Setup

How big a play space you want depends on how much you want the vehicles spread out, or forced to bunch up.

It is assumed during game play that the vehicles are not static, but are instead barreling down the highway or desert landscape at high speeds. There is no modifier for speed as all drivers are facing the same basic degree of difficulty keeping control at speed, regardless of it if is 30mph, 60pm or 90mph. Rolls are only needed when changing position or distance relative to the other vehicles.

The players each roll a d6, and highest goes first, placing their first vehicle as they choose & lays out the stat card in front of them. The other player then places their first vehicle, again placing the stat card in front of themselves. The first player then places their second vehicle, and so on until all vehicles are placed.

Vehicles are all placed facing in the same direction, and end every **Move/Nudge/Ram** or **Lost Control** pointing in the same direction, as a vehicle point in another direction would quickly veer away from the pack, or be left behind.

Vehicles can be placed on the table wherever the players choose, or however makes sense to the scenario you are playing. If one group is chasing the other, the chasers should start further back, or far off to one side. The only suggested restriction is to keep starting vehicles a template's length from the front edge to avoid having to reposition the whole battle too soon.

Once the stat cards are laid out, put a marker on each seating position to represent your Cannon Fodder & one to represent your Hero (a Cannon Fodder marker with an X on it works just fine). Make sure each player is using a different color, so you can easily tell when one of their warriors is on your vehicle.

Each player writes the names of their vehicles across the top of their pad/paper, and makes a column for each one. This will be used for recording play order.

How to Play

A Combat Round

At the start of a round, each player writes the order they want to play their vehicles in, using numbers starting at one in each vehicle's columns. The total number of order positions is equal to the number of vehicles in the largest army fielded. Only one vehicle can be played per number. If a player has less vehicles, they can choose which play numbers to skip.

The players then roll a d6, and both reveal their play order. The player with the higher roll plays their vehicle marked with a #1, then the other player plays their #2 vehicle. Continue back and forth until the second player plays their final vehicle. This constitutes one complete round.

Within a Round

During play of a given vehicle, the warriors can be played in any order and a warrior can be skipped if the player chooses. However, a warrior's action can not be held and any unused warriors actions are lost once play moves to another vehicle.

If two players have markers on the same vehicle, the player with less markers on the vehicle goes first when it is that vehicle's turn (ties go to the player that owns the vehicle).

Once a vehicle's Driver **Moves** the vehicle, all warriors not in a Seating Position must make a **Cling** Roll to stay on the swerving vehicle.

When a vehicle reaches 0 hit points, it is **Destroyed**.

If an enemy vehicle has been **Boarded** and there are no surviving warriors from the player who controlled it at the end of the vehicle's turn, the other player now controls it. The stat card is handed over and placed in front of the new owner, however the original owner continues to choose its play order.

If no one is in the driver's position at the end of a vehicle's turn it is unmanned, The vehicle starts to slow down and immediately moves back 1 template section length in a straight line. If it encounters another vehicle, that vehicle **Rams** the unoccupied vehicle at a -1. The player of the unmanned vehicle also must roll a d6 (after any **Ram**), on 1-3 the unmanned vehicle has **Lost Control** (see below).

All Warrior Actions

All warriors can **Board** another vehicle, **Change** seat position, **Cling** to an overloaded vehicle, or **Attack** with their personal weapon. A **Change** & a successful **Cling** are the only actions where a second action is allowed the same round.

Board

A warrior can Board any vehicle within 1" of their vehicle($\frac{1}{4}$ of the move template width), they must make an Uncontested skill roll.

- On 4+ they successfully board the other vehicle(move their marker to the appropriate stat card, they can **Change** to an empty seating position at this time with no penalty for their action next round)
- On 2-3 they stay on their original vehicle
- On 1 they fall between the vehicles and are either run over or left behind and are permanently out of the fight(discard their marker).

Moving between a **Rig** tractor and its trailer requires a Board roll.

If the vehicle a warrior is on is **Destroyed**, the warriors on it can desperately flee the wreck by attempting to Board any vehicle close enough at a -1, regardless of if they have acted that round.

Change

A warrior can Change seating position within a vehicle without rolling & perform another action that turn, however are at a -1 to any subsequent action that round. Move their marker to the appropriate seating position.

Cling

If there are more warriors than seating positions on a vehicle, the additional warriors are Clinging to the vehicle. Place their marker anywhere on the vehicle portion of the stat sheet that is not a seating position. Whenever the vehicle **Moves**, **Nudges**, **Rams** or gets successfully **Nudged** or **Rammed** the Clinging warriors will need to make an Uncontested roll.

- On 4+ they stay on and can perform another action at a -1.
- On 2-3 they stay on but can't do anything but hang on tight.
- On 1 they fall off the vehicle and are run over or left behind and are permanently out of the fight(discard their marker).

Attack

A Warrior can Attack another warrior with their personal weapon. The weapon can not be lost.

Cannon Fodder can use their Melee Weapon to attack any Warrior in the same vehicle as them in a contested roll.

- The higher roll wins, with ties going to the Defender.
- If the Attacker wins they roll a d6 for damage against the defender's Tenacity(tie goes to the Defender)

Heroes can use their Ranged Weapon to attack any Warrior in any vehicle within the move template's width(4") of their vehicle.

- The higher roll wins, with ties going to the Defender.
- If the Attacker rolls a 1, their weapon Jams and is only useable again as a ranged weapon if they spend a turn doing nothing but unjamming it. Otherwise it becomes a Melee weapon as per Cannon Fodder rules.
- If the Attacker wins they roll a d6+1 for damage against the defender's Tenacity(tie goes to the Defender)

Driver Actions

The following actions (**Move**, **Nudge**, **Ram**) are performed by the Driver of a vehicle. If a vehicle doesn't have a Driver(they have been killed, **Boarded** another vehicle, or **Changed** to another position) another warrior in the vehicle can **Change** into that position and take over driving at a -1 penalty.

A vehicle with no-one in the driver's position at the end of a vehicle's turn it is unmanned, The vehicle immediately moves back 1 template section length in a straight line. If it encounters another vehicle, that vehicle **Rams** the unmanned vehicle at a -1. The player of the unmanned vehicle also must roll a d6 (after any **Ram**), on 1-3 the unmanned vehicle has **Lost Control** (see below).

Move

Move rolls encompass accelerating, braking & swerving when a driver is *not* trying to hit another vehicle. All movement is done relative to the pack at large. To perform a Move the driver places the template as per below, declares where they want to move and rolls their skill die.

- On 3+ the Move succeeds
- On 2 they fail and stay where they were
- On a 1 they have **Lost Control**(see below)

For **Buggies/Cars/Trucks** a player holds the move template over their vehicle, with the vehicle in whichever corner they chose (the template must completely cover the vehicle). On a successful move roll they can move forward/back/sideways anywhere in the move template that they have a clear path (one that does not require going outside the template or moving another vehicle).

For **Rigs** line the front bumper up with the front or back edge of the template, the Rig can move such that the front bumper stays anywhere within 2 template sections.

If their way is blocked a player can choose to perform a **Nudge** and, if successful, continue to move in the original template as above (do not actually move vehicle until the **Nudge** has resolved). If a player wants to perform a **Ram**, they Move up until they are against the target vehicle and perform the **Ram**, but can not continue their Move afterwards.

If a vehicle is Moving in response to a vehicle that has been **Destroyed** in front of it, roll as per above (regardless of if that Driver has acted yet this round) and if successful move left or right just enough to clear the wreck.

If a vehicle reaches the front edge of the play space, move all vehicles back an equal distance (maintaining their respective positions) so play is roughly centered in the play area again.

If a vehicle reaches the back edge of the play space (whether through movement or the above repositioning), it is left against the back edge of the play space and the only action it can take on its next turn is to roll a Move to try and get back on the board. On a failed move it has dropped too far back and can not rejoin the fight (flip its stat card and move it off the play area).

Nudge

A Nudge is used to bump another vehicle into a new position, either to make room for a vehicle to Move, or for any other nefarious purposes. To perform a Nudge a driver must make a successful Move roll to get in position, declare how they are Nudging them, such as *"I'm going to nudge their Left Side with my Right side"* then make a Contested skill roll against the other driver.

- The higher roll wins, with ties going to the defender.
- On 1 for either vehicle, that vehicle has **Lost Control** (see below). Lost control action happens after Nudge resolves.
- Both vehicles take 1 damage point (less any relevant armor)

On a successful Nudge the attacking player moves the defending player's vehicle based on their degree of success. If the attacker's roll is 1 higher than the defender, they move them within one section of the movement template, on 2, two sections and on 3+, three sections. The move uses the same movement rules as above and can be in any direction, including behind the attacker (the

assumption is the defender lost control momentarily and slowed down, ending up behind the attacker).

Once the Nudged vehicle has been moved, the attacker can continue their original Move (don't move the attacker vehicle for the Nudge to avoid confusion at this point).

An attacker can nudge a vehicle into another vehicle. The newly struck vehicle makes an uncontested **Move** roll to keep from losing control. If they fail they take 1 damage and are moved in a one template section by the player of the vehicle that struck them. This means daisy-chaining a bunch of nudges is possible.

Ram

A Ram is used to cause damage to another vehicle. To perform a Ram a driver must make a successful **Move** roll to get in position, declare how they are Ramming them, such as *"I'm going to ram the rear of their car with the front of mine."* then make a Contested skill roll against the other driver.

- The higher roll wins, with ties going to the defender.
- On 1 for either vehicle, that vehicle has **Lost Control**(see below). Lost control action happens after Ram resolves.
- The Defender takes 1d6 of damage. On a 6, reroll once and add to damage total. The Attacker takes half of dice damage rounded down, to a maximum of 3, vehicle ram bonuses/negatives do not affect rammer damage. The -1 for relevant Armor comes off final numbers.
- If the Attacker rolls the maximum on their dice (6 or 10 depending) and Defender rolls a 1 on their dice, the Attacker does 25 points of damage automatically & takes 3 damage points. Modifiers do not apply to this situation.

If a ram has occurred between two vehicles and neither has made a **Move** since, either can initiate a Ram on their turn without having to make a **Move** roll first as both vehicles are already in position for the Ram.

Lost Control

If a driver rolls a 1 on a **Move**, **Nudge** or **Ram**, they have **Lost Control** and veer off in a random direction. After any Nudge or Ram has resolved, place the move template centered over the vehicle and roll a 1d6, the car moves to the furthest edge of the corresponding sector before regaining control. If it encounters another vehicle on the way, it **Rams** it at a -1.

Gunner Actions

A Gunner uses a vehicle mounted Weapon to **Shoot** another Vehicle or the Warriors in it.

Shoot

A Gunner can Shoot any vehicle in the 180 degree arc Forward or Backwards (or Side on **Rigs**), that is within 2 template sections (6") of their vehicle. The player must declare the target vehicle and whether they are aiming at the vehicle or warriors inside.

Aiming at a Vehicle: The gunner makes an uncontested roll (trucks can't dodge bullets), to hit the vehicle

- On 4+ they hit and do 1d6+2 damage.
- On 2-3 they miss
- On 1 their weapon jams (requiring someone on the vehicle to spend one round un-jamming it before it can be used again, anyone in the vehicle who has not yet acted can perform the unjam action).
- If a Gunner rolls the maximum on their die (6 or 10 depending), they can choose to do a bonus 1d6 damage to one warrior inside(defender chooses who) due to bullets and shrapnel flying around inside the vehicle.

Aiming at Warriors: The Gunner states their targeted warrior and makes a contested roll, against them.

- The higher roll wins, with ties going to the defender. If the gunner wins, they do 1d6+2 damage to their target.
- On 1 their weapon jams (requiring 1 round to un-jam it before it can be used again).
- If a Gunner rolls the maximum on their die (6 or 10 depending), they can choose to also do 1d6-1 bonus damage to the vehicle itself.

Destroyed!

When a vehicle reaches 0 hit points, it is Destroyed and stops running, flips over, or blows up. Possibly all three.

Any Warriors on it can make a **Board** roll at -1 to make a desperate leap to any other vehicle close enough. The Drivers of any vehicles overlapping a direct line behind the destroyed vehicle need to make a quick **Move** roll to veer left or right enough to not hit the wreck. Vehicles that fail the Move take 1d6 hit points as they clip the wreck, then move to one side or the other. The **Board & Move** rolls are allowed regardless of if the warriors have acted this round.

The stat card is flipped over and the destroyed vehicle is then removed from the play space. For all subsequent rounds that stat card is counted only to keep the play order intact.

Vehicle Customizing resources:

[Brigade games](http://brigadegames.3dcartstores.com/Vehicle-Customization-Parts_c_585.html) makes weapons packs specifically for 1/64 scale. These are what I primarily use. They even sell one to turn the Hot Wheels Ford Falcon XB into the Mad Max interceptor.
http://brigadegames.3dcartstores.com/Vehicle-Customization-Parts_c_585.html

Warhammer 40K Space Marine hand weapons work fairly well with the handgrip removed and some minor modifications. They are much bulkier & chunkier if that is the look you are going for.

Disclaimer stuff

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