

TRACK SHOT: THE DEMOLITION DERBY GAME

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I. GAME CONTENTS:

- A. DRIVERS LIST, CONTAINS OVER 500 DERBY DRIVERS, EACH WITH AN OVERALL PERFORMANCE RATING
- B. CAR CARDS (COMPACT, NEWER FULL SIZE AND OLD IRON)
- C. CAR SELECTION TABLE
- D. 3 PAGES OF VARIOUS GAME CHARTS
- E. ACTION CARD DECK, TO BE PRINTED (1-SIDED)
- F. 3 PAGES OF HARD SHOT CHARTS/WILD CHART
- G. CAR STATUS CARDS
- H. SCORESHEET

II. PRE-RACE SETUP

- A. SHUFFLE THE ACTION DECK THOROUGHLY.
- B. CHOOSE FROM 6 TO 16 DRIVERS TO COMPETE (FOR AN INITIAL DEMO, I WOULD SUGGEST THE 6 MINIMUM. (MAKES THE GAME EASIER TO LEARN.)
- C. ASSIGN EACH DRIVER A CAR. (DO NOT MIX CAR CLASSES. I.E., DON'T ALLOW COMPACTS TO COMPETE WITH FULL SIZES.)
- D. WRITE THE DRIVER NAME AND HIS NUMBER OF POINTS, ALONG WITH HIS CAR, ON THE SCORESHEET. YOU MAY ALSO ENTER AN EVENT NAME, DATE, AND WHICH CLASS OF CARS ARE PARTICIPATING (COMPACT, '77 & NEWER (FULLSIZE) OR OLD IRON).
- E. PRINT AND PLACE ON THE TABLE THE CAR CARDS IN THE ORDER IN WHICH THEY APPEAR ON THE SCORESHEET.
- F. PLACE THE CAR SELECTION SHEET NEARBY. FOR A 6 CAR RACE, USE THE UPPER LEFTMOST TABLE. THE NUMBER DRAWN ON THE CARD INDICATES WHICH CAR IS THE TARGET OF THE ACTIVE CAR.
- G. PRINT OUT AND ORGANIZE THE CAR STATUS CARDS INTO PILES. THESE WILL BE PLACED ON THE CAR CARDS AS EVENTS OCCUR.
- H. DRAW AN ACTION CARD AND FIND ITS CORRESPONDING 1-100 NUMBER ON THE

TRACK CONDITIONS CHART. NOTATE THE CONDITION ON THE SCORESHEET, AND ANY MODIFIERS THAT TAKE PLACE.

I. DRAW AN ACTION CARD AND FIND ITS CORRESPONDING 1-100 NUMBER ON THE OFFICIALS CHART. NOTATE THE TYPE OF OFFICIAL ON THE SCORESHEET.

THIS CONCLUDES THE PRE-RACE SETUP.

III. BUILDING THE CARS

EACH DRIVER MAY NOW DRAW A CARD FROM THE ACTION DECK, CONSULTING THE BASE CAR STAMINA CHART. THE CORRESPONDING NUMBER INDICATES THE NUMBER OF BASE STAMINA POINTS HIS CAR WILL HAVE FOR THE DEMO, ACCORDING TO BODY CONDITION. HE THEN SPENDS HALF (ROUNDED DOWN) OF HIS DRIVER POINTS TO FURTHER STRENGTHEN THE CAR.

EXAMPLE: A DRIVER DRAWS A 45. HIS CAR IS FRESH, WITH A LITTLE RUST; A BASE STAMINA OF 7. HIS DRIVER RATING IS 3. HE MAY ADD 1 MORE STAMINA POINT, SO HE WILL BEGIN THE DERBY WITH A BASE CAR STAMINA OF 8.

CAR STAMINA EXPLAINED

A CAR TAKES DAMAGE IN 8 DIFFERENT AREAS:

1. F (FRONT)
2. LF (DRIVER'S SIDE FRONT FENDER AREA)
3. LM (THE DRIVER'S DOOR)
4. LR (DRIVER'S SIDE REAR FENDER AREA)
5. R (REAR)
6. RF (PASSENGER SIDE FRON FENDER AREA)
7. RR (PASSENGER SIDE REAR FENDER AREA)
8. RM (PASSENGER DOOR)

EACH OF THE 8 AREAS IS ASSIGNED THE NUMBER OF STAMINA POINTS DETERMINED IN THE CAR BUILDING PROCESS. FOR OUR EXAMPLE CAR ABOVE, EACH OF THE 8 AREAS WOULD BE ASSIGNED THE 8 POINTS, EQUALING 64 TOTAL STAMINA POINTS FOR THE CAR. WRITE THIS NUMBER UNDER EACH OF THE TOP SET OF BOXES ON THE SCORESHEET; FOR EXAMPLE:

F	LF	LM	LR	R	RF	RR	RM
8	8	8	8	8	8	8	8

THE BOTTOM LINE OF EACH DAMAGE BOX IS USED TO TALLY DAMAGE TAKEN BY THE CAR DURING THE DEMO. A CAR LOSES 1 STAMINA POINT FROM THE AREA IT HITS ANOTHER CAR WITH; THE CAR BEING HIT LOSES 2 STAMINA POINTS TO THE AREA BEING HIT. (EXCEPTION: SEE TRACK SHOTS) WHEN A CAR HAS LOST ALL OF ITS STAMINA POINTS IN A GIVEN AREA, ANY FURTHER SHOTS TO THAT AREA ARE AUTOMATICALLY A HARD SHOT, WHICH WE WILL COVER LATER.)

IV. PRE-DEMO INSPECTION

OK. SO OUR CARS ARE ALL BUILT AND WE'RE ALMOST READY FOR A DEMO. BUT FIRST, THE TECH TEAM MUST INSPECT & PASS EACH CAR. DRAW AN ACTION CARD FOR EACH CAR, READING THE TOP 1-100 NUMBER. FIND THE RESULT ON THE PRE-DERBY INSPECTION CHART. IF THE CAR PASSES, NO FURTHER ACTION IS NEEDED. IF A PROBLEM IS FOUND, DRAW AGAIN, CONSULTING THE INSPECTION REMEDY CHART. THE DRIVER WILL EITHER FIX THE PROBLEM OR DECIDE NOT TO RUN, LOADING THE CAR ON HIS TRAILER.

V. THE ACTION DECK

THE DECK CONSISTS OF 100 CARDS (1-SIDED). AFTER WE COMPLETE SETTING UP OUR DERBY AS ABOVE, RE-SHUFFLE THE DECK. EACH CARD HAS 4 ENTRIES: AN ACTION RESULT ON THE TOP, A TOP NUMBER FROM 1-100, A BOTTOM NUMBER FROM 1-100, AND A HIT LOCATION. WE WILL EXAMINE EACH OF THESE.

THE ACTION RESULT (TOP ENTRY)

THERE ARE 7 UNIQUE RESULTS HERE. CIRCLE, SHOT, STALL, TRACK, WILD, TEAM & JUNK.

1. CIRCLE: THE DRIVER CIRCLES THE TRACK. HE MAY BE LOOKING FOR A TARGET, OR HE MAY BE AVOIDING CONTACT. THE LATTER IS KNOWN AS SANDBAGGING (BAGGING FOR SHORT) AND IS FROWNED UPON BY MOST DRIVERS AND OFFICIALS. IF A DRIVER DRAWS ONE OF THESE RESULTS, PLACE A "C1" STATUS CARD ON HIS CAR CARD. THIS INDICATES HE HAS SPENT 1 TURN (ABOUT 30 SECONDS) CIRCLING THE TRACK. IF ON HIS NEXT TURN HE DRAWS ANOTHER CIRCLE RESULT, REPLACE THE "C1" STATUS CARD WITH ONE MARKED "C2" (BET YOU CAN FIGURE OUT WHAT THAT MEANS.) IF THE DRIVER GETS YET ANOTHER CIRCLE ON HIS NEXT TURN, IMMEDIATELY DRAW A CARD AND READ THE TOP 1-100 NUMBER. FIND THE RESULT ON THE DQ CHART, USING THE SANDBAGGING ROW UNDER THE APPROPRIATE OFFICIAL TYPE. IF THE NUMBER IS WITHIN THE GIVEN RANGE, THE DRIVER IS IMMEDIATELY DISQUALIFIED FOR BAGGING. SEE DISQUALIFICATIONS FOR MORE DETAILS.
2. SHOT: THE DRIVER ATTEMPTS TO HIT ANOTHER CAR. DRAW AGAIN AND READ THE BOTTOM ENTRY, THE HIT LOCATION.
3. STALL: THE DRIVER'S CAR HAS DIED. PLACE AN "S1" STATUS CARD ON HIS CAR CARD. THIS INDICATES HE HAS SPENT 1 TURN STALLED. IF ON HIS NEXT TURN HE DRAWS ANOTHER STALL RESULT, REPLACE THE "S1" STATUS CARD WITH ONE MARKED "S2". IF THE DRIVER GETS YET ANOTHER STALL ON HIS NEXT TURN, IMMEDIATELY DRAW A CARD AND READ THE TOP 1-100 NUMBER. FIND THE RESULT ON THE DQ CHART, USING THE STALLED CAR ROW UNDER THE APPROPRIATE OFFICIAL TYPE. IF THE NUMBER IS WITHIN THE GIVEN RANGE, THE DRIVER IS IMMEDIATELY DISQUALIFIED.
4. TRACK: THE TRACK CONDITIONS MAY IMPACT DRIVING CONDITIONS. PER THE CHART, THERE ARE 4 POSSIBILITIES:
 - A. DRY & DUSTY: DRAW AGAIN, CONSULTING THE TOP ENTRY. IF THE RESULT IS A SHOT, THE DRIVER'S VISION IS AFFECTED BY DUST. HE ONLY CONNECTS ON A 1-100 DRAW OF 1-60.
 - B. FAST: DRAW AGAIN, CONSULTING THE TOP ENTRY. IF THE RESULT IS A SHOT AND THE DRIVER'S CAR IS AT NORMAL SPEED, THIS SHOT SCORES 3 POINTS INSTEAD OF THE REGULAR 2 POINTS IN DAMAGE.
 - C. NORMAL: NOTHING HAPPENS HERE. DRAW AGAIN AND READ THE TOP ENTRY.
 - D. MUDDY: ON A MUDDY TRACK, ALL CARS MOVE AT SLOW SPEED. THIS MODIFIER IS IN EFFECT THROUGHOUT THE RACE. IN ADDITION, IF A TRACK CONDITION CHECK IS MADE, CONSULT THE STUCK IN MUD CHART.
5. WILD: DRAW A CARD AND READ THE TOP 1-100 NUMBER. FIND THE RESULT ON THE WILD CHART. THESE ARE ODDBALL EVENTS THAT OCCUR DURING A DEMO.
6. TEAM: 2, 3 OR 4 DRIVERS WILL SPEND AT LEAST ONE TURN TEAMING UP ON A SINGLE UNLUCKY DRIVER. DRAW ANOTHER CARD AND CONSULT THE CAR SELECTION CHART. THE CAR SELECTED WILL BE TEAMED WITH THE CAR DRAWING THE TEAM ENTRY. (IF THE RESULT IS A TEAM 3 OR TEAM 4 RESULT, 2 (FOR TEAM 3) OR 3 (FOR TEAM 4) MORE DRAWS WILL BE NEEDED TO DETERMINE THE DRIVER'S TEAM. IF THE TEAM MATE(S) HAVE ALREADY TAKEN AN ACTION THIS TURN, THE TEAM DRIVING WILL NOT START UNTIL NEXT TURN. PLACE A "TEAM" CAR STATUS CARD ON EACH CAR CARD ON THE TEAM. WHEN TEAM DRIVING ACTUALLY STARTS,

DRAW A CARD AND CONSULT THE TEAM DRIVING CHART. (TURN ORDER IS NOT ALTERED; THE DRIVERS STILL MOVE IN THEIR PRESCRIBED ORDER.) THE ACTION MAY BE EITHER:

A. HOLDING (THE TEAM MATE(S) PIN(S) THE TARGET CAR DOWN; THE OTHER CAR HITS HIM

B. FREE-FOR-ALL (ALL TEAM MEMBERS PROCEED NORMALLY, DRAWING FOR ACTION, BUT ALL SHOTS ARE TAKEN AGAINST THE TARGET CAR.

AFTER THE FIRST ROUND OF TEAM DRIVING, THE OFFICIALS MAY NOTICE WHAT'S GOING ON AND ISSUE A WARNING. WHEN THE FIRST MEMBER OF THE TEAM IS READY TO DRAW FOR ACTION, FIRST DRAW A 1-100 NUMBER. IF IT'S A 1-50, TEAM DRIVING CONTINUES. IF IT'S A 51-100, DRAW ANOTHER 1-100 NUMBER AND CONSULT THE DQ CHART, USING THE TEAM DRIVING ROW UNDER THE APPROPRIATE OFFICIAL TYPE. IF THE NUMBER IS WITHIN THE GIVEN RANGE, THE TEAM IS WARNED; TEAM DRIVING IS STOPPED. NOTE THAT NO DQ CAN OCCUR AS A RESULT OF TEAM DRIVING. FOR EACH ADDITIONAL ROUND OF TEAM DRIVING, REDUCE THE CHANCES OF TEAM DRIVING CONTINUING BY 10%. (EX: ON THE SECOND ROUND, TEAM DRIVING CONTINUES IF THE 1-100 NUMBER IS 1-40.)

7. JUNK: WHEN THIS APPEARS, CONSULT THE JUNK TALLY ON THE SCORESHEET. IF THERE IS NO JUNK ON THE TRACK, DRAW ANOTHER RESULT CARD. IF JUNK IS ON THE RACK, DRAW A 1-100 RESULT, CROSS-REFERENCING THE NUMBER OF JUNK PIECES ON THE JUNK CHART. A DRIVER'S CAR MAY BECOME HUNG UP ON LOOSE JUNK. (SEE HANGUPS AND JUNK SECTIONS BELOW.)

THE TOP 1-100 NUMBER

THIS NUMBER IS USED TO GENERATE RESULTS FROM THE CHARTS AND TO SELECT A TARGET FOR A DRIVER ON THE CAR SELECTION CHART.

THE BOTTOM 1-100 NUMBER

THIS NUMBER IS ONLY USED WHEN A TOP NUMBER WOULD DIRECT A DRIVER TO HIT HIS OWN CAR. (EX: CAR #1 IS DRAWING FOR A TARGET ON THE CAR SELECTION CHART. THERE ARE 10 CARS IN THE DEMO, AND HE DRAWS A 9. THE TARGET IS CAR #1. READ THE BOTTOM NUMBER, WHICH WILL GENERATE A NEW TARGET WITHOUT EATING UP ANOTHER ACTION CARD.

THE HIT LOCATION (BOTTOM ENTRY)

HERE YOU WILL FIND ALL OF THE POSSIBLE SHOTS MADE BY THE ACTIVE CAR. THE CARD WILL DICTATE WHETHER THE CAR MAKES THE SHOT IN FORWARD OR REVERSE GEAR, AND WHERE ON THE TARGET THE SHOT LANDS.

EX: F-LR – THIS SHOT TAKES PLACE WITH THE DRIVER USING A FORWARD GEAR (F-) AND IS AIMED AT THE TARGETS LEFT (DRIVERS' SIDE) REAR FENDER AREA.

SOME SHOT LOCATIONS WILL BE FOLLOWED BY AN ASTERISK OR A PLUS SIGN (*, +). THESE ARE HARD SHOTS AND COMBO SHOTS, RESPECTIVELY. ON ALL HARD SHOTS (*), ADD 1 POINT OF DAMAGE TO THE DRIVER'S CAR AND 2 POINTS OF DAMAGE TO THE TARGET CAR AS NORMAL. THEN IMMEDIATELY DRAW A 1-100 RESULT, CONSULTING THE APPROPRIATE SECTION OF THE HARD SHOTS CHARTS. ON ALL COMBO SHOTS (+), THE TARGET CAR AND DRIVER TAKE NORMAL DAMAGE AS ABOVE, BUT THE TARGET CAR IS KNOCKED INTO ANOTHER CAR, DOING 1 POINT OF DAMAGE TO THAT CAR. TO FIND THE AREA OF THE CAR WHICH TAKES THE COMBO HIT, DRAW ANOTHER CARD AND READ ONLY THE TARGET PORTION OF THE RESULT. (EX: R-RR – THE COMBO TARGET WOULD TAKE 1 POINT OF DAMAGE TO ITS RIGHT (PASSENGER SIDE) REAR FENDER AREA.

IMPORTANT: ONLY THOSE CARS TRAVELLING AT NORMAL SPEED CAN CAUSE A

COMBO HIT. (MORE ON CAR SPEED LATER.)

THIS FINISHES OUR DISCUSSION OF THE ACTION CARDS.

VI. STARTING THE DERBY

BEFORE THE DEMO ACTUALLY GETS UNDERWAY, DRAW A 1-100 RESULT AND CONSULT THE START OF DERBY CHART. THERE WILL EITHER BE A CLEAN START OR SOME EVENT WILL OCCUR.

DRIVER POINTS

EACH DRIVER USED HALF OF HIS POINTS (ROUNDED DOWN) IN THE CAR BUILDING STAGE. MOST DRIVERS WILL HAVE POINTS LEFT OVER, WHICH CAN BE USED DURING THE DEMO. A DRIVER MAY USE HIS POINTS WHENEVER HE CHOOSES. ANY POINTS LEFT OVER MAY NOT BE CARRIED FORWARD FOR THE NEXT HEAT, CONSI OR FEATURE. ALL UNUSED POINTS ARE LOST. IF THE DRIVER ENTERS ANOTHER DERBY ON THE SAME DAY WITH THE SAME CAR, HE MAY DO SOME REPAIRS (SEE THE PIT CREW.)

GENERAL PROCEDURE

PROCEED AS OUTLINED IN THE ACTION CARD DESCRIPTION; DRAW A CARD FOR EACH DRIVER, DETERMINE HIS ACTION, AND RESOLVE. THEN MOVE ON TO THE NEXT CAR. PLAY CONTINUES UNTIL ONLY 1 CAR REMAINS RUNNING.

AS EACH CAR IS ELIMINATED, MAKE A NOTE ON THE SCORESHEET REGARDING WHAT CAUSED THE ELIMINATION. THIS WILL BE NEEDED IF YOU ARE CONTINUING ON TO PLAY A CONSOLATION AND/OR FEATURE EVENT.

VII. FIRES & THE FIRE CREW

ON OCCASION, A CHART RESULT WILL INDICATE THAT A CAR HAS CAUGHT FIRE. WHEN THIS HAPPENS, IMMEDIATELY DRAW ANOTHER 1-100 RESULT AND CONSULT THE FIRE CREW CHART. THEY WILL PUT OUT THE FIRE, BUT THE DRIVER MAY NOT BE ABLE TO CONTINUE. AS AN OPTIONAL RULE, ANY DRIVER THAT SUFFERS 2 FIRES IN THE SAME DERBY IS AUTOMATICALLY DISQUALIFIED.

VIII. HANGUPS

CARS WILL OFTEN GET STUCK TOGETHER. THIS USUALLY HAPPENS DUE TO A SHOT, BUT A CAR MIGHT ALSO GET HUNG UP ALL BY ITSELF BY OTHER MEANS. WHEN A CAR-ON-CAR HANGUP OCCURS, DRAW ANOTHER 1-100 RESULT AND CONSULT THE CAR SELECTION CHART. THIS INDICATES THE CAR WHICH THE INITIATING CAR IS HUNG UP WITH. EVEN IF THE CAR SELECTED IN THIS DRAW HASN'T HAD ITS TURN YET, BOTH IT AND THE ACTIVE CAR'S TURNS ARE IMMEDIATELY OVER. THEY ARE BOTH LEGITIMATE TARGETS FOR OTHER CARS. ON THE NEXT TURN, THE FIRST ACTIVE CAR THAT IS INVOLVED IN THE HANGUP MUST DRAW A 1-33 ON A 1-100 RESULT TO GET UNSTUCK. IF HE FAILS TO DO SO, IMMEDIATELY DRAW ANOTHER 1-100 RESULT AND CONSULT THE HANGUP CHART. EITHER THE CARS WILL BE GIVEN A CERTAIN ADDITIONAL NUMBER OF TURNS TO FREE THEMSELVES OR SOME OTHER EVENT MAY HAPPEN. NOTE THAT MORE THAN 2 CARS MAY BECOME HUNG UP. JUST FOLLOW THE SAME PROCEDURE OUTLINED HERE TO RESOLVE.

IX. ROLLOVERS

ON OCCASION, A CAR WILL BE ROLLED OVER. WHEN THIS HAPPENS, IMMEDIATELY DRAW A 1-100 RESULT AND CONSULT THE ROLLOVER CHART. RESULTS ARE SELF-EXPLANATORY.

X. JUNK ON THE TRACK

AS THE DERBY PROGRESSES, CAR PARTS ARE BOUND TO COME LOOSE. THIS WILL HAPPEN AS A RESULT OF HARD SHOTS. WHENEVER A CHART RESULT INDICATES A PART COMING OFF (**), TALLY A HASH MARK ON THE SCORESHEET UNDER THE JUNK COLUMN. WHENEVER AN ACTION DRAW RESULTS IN A "JUNK" READING, USE THE PROCESS DESCRIBED IN SECTION V.7.

XI. ELIMINATION OF CARS

AS STATED EARLIER, WHEN CARS ARE ELIMINATED, WRITE THE CAUSE OF ELIMINATION ON THE SCORESHEET. AS SOON AS A CAR IS ELIMINATED, ALL CARS HIGHER IN THE TURN ORDER THAN THE ELIMINATED CAR MOVE UP A NOTCH. YOU THEN USE THE APPROPRIATE CAR SELECTION CARD TO SELECT TARGETS. EXAMPLE: IN A 10 CAR DERBY, THE CAR IN THE 6TH TURN ORDER IS ELIMINATED. CAR NUMBER 7 THEN MOVES UP TO CAR 6, CAR 8 BECOMES CAR 7, ETC. USE THE CAR SELECTION CHART FOR 9 CARS INSTEAD OF 10. FOLLOW THIS PROCEDURE EACH TIME A CAR DROPS OUT.

XII. CAR SPEED

ALL CARS START A DEMO AT NORMAL SPEED. AT THIS SPEED, A CAR INFLECTS 2 POINTS OF DAMAGE TO THE AREA HIT ON THE TARGET CAR. AT VARIOUS POINTS IN THE DERBY, CARS WILL HAVE THEIR SPEED REDUCED BY VARIOUS EVENTS. THE FIRST SPEED REDUCTION SUFFERED BY A CAR AT NORMAL SPEED REDUCES ITS SPEED TO SLOW. CARS AT SLOW SPEED INFLECT 1 POINT OF DAMAGE TO THEIR TARGET, UNLESS THE HIT LOCATION ON THE ACTION CARD IS PRINTED IN **RED**, IN WHICH CASE 2 POINTS OF DAMAGE ARE INFLECTED. A CAR MOVING AT SLOW SPEED MAY SUFFER ANOTHER SPEED REDUCTION, REDUCING ITS SPEED TO A CRAWL. MOVING AT A CRAWL, A CAR INFLECTS NO DAMAGE TO ITS TARGET ON SHOTS TAKEN. PLACE A "SLOW" OR "CRAWL" STATUS CARD ON CAR CARDS WHICH ARE RUNNING AT REDUCED SPEED. NOTE THAT CARS NOT RUNNING AT NORMAL SPEED MAY NOT SPEND DRIVER POINTS TO AVOID SHOTS (OR TRACK SHOTS). IN ADDITION, A CAR MOVING AT A REDUCED SPEED MAY NOT INFLECT A COMBO HIT. ALSO, ALL CARS ON A MUDDY TRACK START THE DERBY AT SLOW SPEED.

XIII. STATUS CARDS

THESE ARE USED AS REMINDERS OF THE CAR'S CURRENT CONDITION. THEY ALSO ARE PLACED ON THE CAR CARD AFTER CERTAIN EVENTS. WE'VE DISCUSSED THE MOST COMMONLY USED STATUS CARDS EARLIER (CIRCLE, STALL, SLOW, CRAWL & TEAM). THE REMAINDER OF THE STATUS CARDS ARE PLACED ON THE APPROPRIATE CAR CARD AFTER CERTAIN HARD SHOTS TAKE PLACE.

XIV. HARD SHOTS

USE THE APPROPRIATE SECTION OF THE HARD SHOT CHARTS WHENEVER A HIT LOCATION ON THE ACTION CARD IS FOLLOWED BY AN ASTERISK. THESE SHOTS ALL DO 2 POINTS WORTH OF DAMAGE TO THE TARGET, IN ADDITION TO THE EFFECT PRESCRIBED BY THE TABLE. (CARS MOVING AT A CRAWL IGNORE ALL ASTERISKED RESULTS.) MOST HARD SHOTS WILL REQUIRE THE PLACEMENT OF THE APPROPRIATE STATUS CARD ON THE TARGET CAR CARD.

XV. BETWEEN HEATS; THE PIT CREW

IF YOU ARE RUNNING A DERBY WITH MULTIPLE HEATS, (SEE THE SECTION REGARDING DERBY EVENT STRUCTURE), DRIVERS THAT QUALIFY FOR THESE EVENTS WILL TRY TO REPAIR THEIR CARS. DRAW A 1-00 RESULT FOR EACH CAR PARTICIPATING IN AN EXTRA EVENT AND CONSULT THE PIT CREW CHART. THE CAR WILL EITHER BE REPAIRED WITH A -1 CONDITION PENALTY, A -2 CONDITION PENALTY, BE REPAIRED POORLY AND REVERT BACK TO ITS ORIGINAL CONDITION (AFTER THE 1ST EVENT), OR WILL NOT BE REPAIRABLE, IN WHICH CASE THE DRIVER DROPS OUT OF THE EVENT. EXAMPLE: A DRIVER TAKES 3RD PLACE IN THE ORIGINAL HEAT, QUALIFYING FOR THE MAIN EVENT (FEATURE). HIS CAR ORIGINALLY HAD 8 STAMINA POINTS. DRAWING ON THE PIT CREW CHART, HE GETS A RESULT OF 24. HIS CAR IS REPAIRED AT A PENALTY OF -1. HE ENTERS THE FEATURE WITH A CAR STAMINA OF 7.

XVI. BETWEEN HEATS; TRACK MAINTENANCE

IF YOU ARE RUNNING A DERBY WITH MULTIPLE EVENTS, DRAW A 1-100 RESULT BEFORE THE START OF THE EVENT AND REFER TO THE TRACK MAINTENANCE CHART. IF THE NUMBER IS WITHIN THE INDICATED RANGE, THE TRACK CONDITION CHANGES. (WATER TRUCKS OFTEN WATER DRY TRACKS, HOPING TO SLOW THE CARS DOWN A BIT, THUS REDUCING THE POSSIBILITY OF INJURY.)

XVII: DERBY FORMATS

MOST DEMOS HAVE A COUPLE OF HEATS, A CONSOLATION ROUND (CONSI), AND A MAIN EVENT (FEATURE). FEEL FREE TO ALTER THE FORMATS. I GENERALLY TAKE THE TOP 4-5 FINISHERS FROM EACH

HEAT AND THE WINNER OF THE CONSI INTO THE FEATURE. THE CONSI SHOULD INCLUDE CARS NOT FINISHING IN THE TOP SPOTS IN THE HEATS.

XVIII. TRACK SHOTS

THESE SHOTS HIT THE TARGET AT NORMAL SPEED ONLY. THEY IMMEDIATELY DO THE AMOUNT OF DAMAGE TO THE AREA HIT EQUAL TO ITS STAMINA. (I.E.; THEY DESTROY A CAR AREA.) THEY ALSO INFLICT 2 POINTS OF DAMAGE ON THE CAR DOING THE SHOT, RATHER THAN 1. SLOW MOVING CARS MAY PERFORM A TRACK SHOT, BUT ONLY INFLICT 3 POINTS OF DAMAGE AND SUFFER 2 POINTS IN DAMAGE. CRIPPLED CARS MAY NOT PERFORM TRACK SHOTS.

XIX: OTHER STUFF

CERTAIN CARS RECEIVE A STAMINA BONUS (THIS IS OPTIONAL.) THE '68 IMPERIALS (IMPS), IN THE OLD IRON CLASS, GET +2 STAMINA ADDED TO THEIR TOTALS (AFTER BUILDING). ALL WAGONS RECEIVE +1 STAMINA TO THEIR REAR AREA. IN COMPACTS, THE '79 PACER RECEIVES +1 STAMINA TO ITS TOTAL. FEEL FREE TO MAKE YOUR OWN CAR CARDS, OR MAKE ADJUSTMENTS TO THE ONES INCLUDED.. I DID NOT INCLUDE TRUCKS OR BUSES, BUT THESE COULD BE EASILY INCORPORATED.

DERBY RULES VARY GREATLY BY PROMOTION. FEEL FREE TO IMPROVISE. I USUALLY LET THE DRIVER GET AWAY WITH 2 WARNINGS BEFORE CHECKING FOR A DQ, BUT ITS YOUR CHOICE. MANY DERBY OFFICIALS WILL STOP THE DEMO TO CLEAR DEAD CARS OFF THE TRACK. I PREFER TO LEAVE THEM, AS THEY OFTEN AFFECT PLAY. ON ANY SHOT THAT CALLS FOR A DQ CHECK THAT IS NOT A HANGUP, DOOR SHOT, SANDBAGGING, TEAM DRIVING OR STALL, USE THE "OTHER" LINE OF THE DQ CHART. IF A CAR LOSES A GEAR AND THE ACTION CARD CALLS FOR HIM TO USE THAT GEAR, HE MISSES THE TURN. (EX: IF A CAR CAN ONLY MOVE IN REVERSE, AND A CARD CALLS FOR A R-RR, HE CANNOT MOVE.)