

WRECK RACERS

THE POST-APOCALYPTIC
GIANT CAR AND OTHERWISE
HIGH-OCTANE TABLETOP
ROLE-PLAYING GAME

THE YEAR IS 2002. THE Y2K CRASH HAS ENDED SOCIETY AS WE KNOW IT.

After the Crash, when computers across the world ceased to function, society descended into chaos. Only pockets of society survived, living in small nomadic caravans and traveling between the world's remaining resources by land, sea, and air in massive vehicles called "Wrecks". As people began to rebuild and the world healed, these wrecks fell into disuse. However, all was not well in the world. Termidrones, battle machines built in the late 20th Century, were reactivated by a curious tinkerer, and now once again mankind is fighting for survival.

WHAT IS WRECK RACERS?

Wreck Racers is a somewhat silly post-apocalyptic roleplaying game in which players take on the role of Wreck Racers, brave individuals who drive wrecks across the barren remains of the world in an attempt to escape the robotic menace that has been unleashed.

The game mechanics are inspired by a philosophy of simplicity and speed with an air of unpredictability; the more you do the more you endanger yourself, but experts can still hold back and do things conservatively to avoid the risks that acting with their full potential bring.

Wreck Racers is also a cooperative game in which players attempt to keep their shared Wreck rolling, and involves

WELCOME TO THE FUTURE

Wreck Racers is a game where you can tell your own story about Wreck Racers and their families as they take a heroic stand against (or desperately try to escape from) the Termidrones and assorted dangers of the wastelands of Earth once the whole place got wrecked in the Crash.

Players control characters (named "player characters" for your convenience), while the GM also controls their own characters (named "non-player characters", because we're creative), including the fearsome Termidrones.

There are three rules for *Wreck Racers*: Keep on driving, watch after your pack, and don't crash and burn.

What You Need

You will need a copy of this book, either digitally or physically, a few friends, writing implements or a digital character sheet, some six-sided dice (the more the merrier) and your imagination. A working knowledge and love of action movies probably doesn't hurt either, but that's entirely optional.

LICENSE AND CREDITS

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TABLE OF CONTENTS

WRECK RACERS	1
<i>What is Wreck Racers?</i>	2
Welcome to the Future	2
<i>What You Need</i>	2
License and Credits	3
The Rules	5
<i>Can I get an Example?</i>	5
<i>Staying Alive</i>	6
Attributes.....	6
Skills.....	7
Gear.....	8
Making a Character.....	9
Heirs.....	9
<i>Driving</i>	9
Building A Wreck.....	9
What the Values Mean.....	10
<i>Sticking Together</i>	10
Ailments and Damage.....	11
Calamities.....	11
Combat.....	12
Crashes.....	12
Driving Wrecks.....	12
Dying.....	13
Family Pool.....	13
Gaining and Losing Gear.....	14
Healing.....	14
Opposed Rolls.....	14
Repair.....	15
Survivors.....	15
Modifying Wrecks.....	15
Ternidrones.....	15
End of the Beginning	17
<i>Potential Activities</i>	17
Strike Back.....	17
Protect the Weak.....	17
Keep on Drivin'.....	17

Explore the Wastes.....	17
Adrenaline Junkies.....	18
Staying Out of Trouble.....	18
GM Guide.....	19
<i>Making things Fun.....</i>	<i>19</i>
<i>Designing Challenges.....</i>	<i>19</i>
Making NPC's.....	20
Termidrones.....	20
Long Term Games.....	21

THE RULES

Wreck Racers uses a simple d6 (six-sided die) pool mechanic; characters roll a number of d6 and get a “success” for each result of a 4, 5, or 6. Each action has a Threshold, which is the number of successes that are required for an attempted action to succeed. However, the GM also rolls a d6 whenever a character attempts an action—any of the character's dice that come up equal to the result of the GM's roll do not count as successes (even if they are a 4, 5, or 6), and add Calamities. Players can choose to withhold dice from the pool, keeping them unrolled, These dice, collectively called Insurance, reflect a character taking careful action to avoid unexpected consequences, such as drawing the attention of the Termidrones.

For a character that's driving a Wreck, the rules are different—instead of using their own Gear they use the appropriate Wreck Attribute to determine the dice pool.

While a character's dice pool is based on their attributes, skills, and gear, a character can always roll at least three dice on a roll—these dice cannot be withheld as Insurance, though a player may choose to only roll one or two dice if they wish.

CAN I GET AN EXAMPLE?

Sure. Jim's driving his Wreck, Lisa, through the wasteland when they spot a Termidrone Aircscout off in the distance. He decides that he doesn't want trouble today, so he'll try to pull off the road into cover. Since his driving skills are not in question, he'll be making a Survival roll instead of a Driving roll, and he'll be using the Wreck's Tires attribute (to see if Lisa will park where Jim wants it to).

Jim's player begins counting out dice—3 for Jim's Grit, 4 for his Survival (he's the party scout), and then 4 for Lisa's wheels. He doesn't know the Threshold for the action, so he's going to risk everything and make sure he succeeds. He gets two 1's, a 2, two 3's, three 4's, two 5's, and 2 6's. Not bad. The GM rolls, and gets a 4. That is bad. Jim counts up the successes from his 5's and his 6's (he can't count the 4's), and sees 4 successes. The GM tells him that he avoids the Airdrone's attention. However, he has 3 Calamities as well. Jim is injured and Lisa is damaged. The GM decides that Lisa took one damage to its Tires when Jim pulled it off the road, and that Jim is so shaken that he loses one point of Survival until he gets some rest.

Staying Alive

The Staying Alive section details rules for character creation.

Characters in Wreck Racers have three sets of ratings: attributes, skills, and gear. Each of these gets increasingly specific—a character has three attributes, while there are a baker's dozen of skills and countless pieces of gear in the wasteland.

Each character also has a Family Pool, reflecting their family, which comes into play when a character comes under fire

When a character attempts a roll, they typically will roll a number of dice equal to their appropriate Attribute, the most appropriate skill, and any gear that helps with that specific situation. It is only ever possible to use one attribute, skill, or gear with a roll. A character's player may choose to keep some of their dice back when they roll; these dice are Insurance, protecting them against the potential results of Calamities.

ATTRIBUTES

The three attributes a character has are Brawn, Grit, and Brains. These reflect a character's natural aptitudes for certain abilities and do not change during play.

BRAWN: Brawn is the raw physical prowess of a character. It is used when characters are potentially hurt during combat, when they need to use raw strength, or when they have to work for a long period of time without taking a break.

0 Brawn: A character with 0 Brawn is frail and sickly. They can hardly stand, and it seems like any incoming blow might send them to the big racetrack in the sky.

1 Brawn: A character with 1 Brawn is a pencilneck. Hit them hard, and they'll crumple, but at least they can go outside without being burned away by the sun and radiation.

2 Brawn: A character with 2 Brawn is strong enough to be trusted with a variety of physical tasks. They wouldn't make an ideal longshoreman, but they can take a hit and give one back.

3 Brawn: A character with 3 Brawn is a veteran soldier or athlete in the peak of physical conditioning. They can withstand a fair deal of punishment and dish out a heavy hit if called upon to do so.

4+ Brawn: A character with 4 (or more) Brawn has physical status normally reserved for a bodybuilder. You might be able to hit them, but they'll be back, and they hit harder than a Wreck with JATO rockets on it.

GRIT: Grit is a character's determination and aptitude. It is used when a character is trying to pick a lock, dodge a runaway Wreck, or find food in the wilderness.

0 Grit: A character with 0 Grit is not meant for the apocalypse. They respond slowly to their environment, and have no practical skills.

1 Grit: A character with 1 Grit has adopted the Wasteland as their new home. They can do some basic tasks, but they really wish they had running water.

2 Grit: A character with 2 Grit has grown up in the Wasteland and is able to make a living for themselves. They won't let the radhorse out of the barn unless they've got a way to catch it, and they can always find a good hiding space.

3 Grit: A character with 3 Grit is self-reliant even in the worst situation. They can spot and avoid hazards from miles away, and they've done basically everything over the course of their life.

4+ Grit: A character with 4 (or more) Grit is a legend among survivalists. They can find water in a glass jar of sand, and track a high-flying Termidrone by the trails its jet wake left in the sand.

BRAINS: Brains is a character's book smarts and knowledge of things prior to the Crash. They are used when repairing, inventing, or identifying objects, healing people, or undertaking other mentally taxing tasks.

0 Brains: A character with 0 Brains has no brains, perhaps literally. Keep them away from anything more complex than a toothpick; if they had access to duct tape they'd find a way to break something with it.

1 Brains: A character with 1 Brains is not the brightest bulb in the box. They can figure out which end of the gun goes forward, but don't count on them to perform surgery or fix your Wreck.

2 Brains: A character with 2 Brains can learn almost anything they set their mind to. They may not be a natural, but with proper training they might make a good doctor or mechanic.

3 Brains: A character with 3 Brains is a natural. They could have been repairing things and stitching up gaping wounds since they were children, for how well they take to the technical fields.

4+ Brains: A character with 4 (or more) Brains is a certified genius, and they don't even have tests for that any more. Just ask, and they can make you a phased plasma rifle in the 40-watt range, or even repair the damage from that improvised lobotomy the Termidrone gave your sister.

SKILLS

A character in Wreck Racers also has a number of skills. Some skills require Gear, but many do not. Each Skill that a character has is rated from 0 to 5; a character with a Skill of 0 does not have that skill at all, though they may still attempt to use it if its linked attribute is greater than 0. A Skill with a rating of 1 reflects a novice's amount of training, a Skill of 2 is equivalent to an inexperienced but otherwise well-trained individual, a Skill of 3 reflects both training and practice, while a Skill of 4 or 5 indicates mastery of a Skill.

The skills are as follows:

Melee Combat (Brawn): Used in Combat when attacking without a weapon or with a wielded melee weapon. See "[Combat](#)".

Evasion (Brawn): Often falsely associated with the act of "dodging" prior to the Crash,

Evasion is the fine art of learning how to take hits so that they don't hurt. Much. See "[Combat](#)".

Intimidate (Brawn): Every once in a while, fellow survivors get antsy. With Intimidate, you can flex your muscles and show them who's boss!

Salvage (Grit): Every once in a while, it's necessary to find replacement parts for your Wreck. They're not called "Intacts", after all!

Survival (Grit): The counterpoint to Salvage, Survival is about hiding, finding food, and crossing rough terrain.

Drive (Grit): The best drivers have determination and skill. The Drive skill helps you with managing a Wreck or smaller vehicle. See "Crashes"

Ranged Combat (Grit): The art of guns, a more elegant weapon for a more elegant time. Also used with bows and arrows, but those fell out of favor quickly when the Termidrones showed up. See "[Combat](#)".

Negotiation (Grit): Negotiation is the art of asking politely. You don't make friends with it, but you can still get good deals from survivors who want what you have and are willing to give you something in exchange. See "Survivors".

Perception (Brains): Perception is used whenever a character is attempting to spot something. It comes in handy when you drop your keys, or when there's a Termidrone waiting to give you the surprise of a lifetime.

Repair (Brains): Repair is used to patch up Wrecks. It restores damage in a method similar to how Medicine heals Ailments.

Medicine (Brains): Medicine removes Ailments.

Energy Weapons (Brains): Energy Weapons are used in combat by the suitably skilled.

Diplomacy (Brains): Diplomacy allows for building friendships with other survivors.

GEAR

Gear is unique because everything a character has assists them in some way. Gear is not just a bonus to an individual skill, it's a bonus to a specific type of action; for instance, a Climbing Rig (1) provides an additional die when a character is climbing, which will typically be used with the Survival skill and Grit, though not necessarily exclusively.

WEAPONS AND ARMOR

Weapons and Armor are unique pieces of Gear that are used in combat. Melee, Bullet, and Energy weapons are used with the melee combat, ranged combat, and energy weapons skills, respectively, and attacks made with these weapons are defended against with the appropriate armor (melee, bullet, and energy armor, respectively). A character without a Bullet weapon cannot use the Ranged Combat skill, and a character without an Energy weapon cannot use the Energy Weapons skill.

MAKING A CHARACTER

The process of making a character in Wreck Racers is simple; you may distribute 7 points between your Attributes, 25 points between your Skills, and choose 5 points of Gear. Any attribute or skill may be left at a rating of 0, but this may make it very hard to characters to succeed at even basic tasks. The maximum rating in any Attribute or Skill is 5.

Characters start with a number of Family Pool points equal to their player's portion of twenty points assigned to the whole group of players. If this is not an even number, the players should randomly decide how to divide the points left over, such as by playing rock-paper-scissors or by rolling dice to see who has a higher result, giving the victors the extra points.

HEIRS

Characters in Wreck Racers die. A lot. That's what the Family Pool is for. When a character dies, or whenever they choose to burn one Family Pool point, they may bring in an Heir to replace them. Heirs have the same skills as the character who created them, but they may have different attributes—they can spend 7 points on their Attributes, just as a new character would, without any concern for how their predecessor's attributes were set up. Heirs may also spend 2 points on Gear. These points do not increase a predecessor's Gear ratings, but instead bring in a new opportunity for the players.

Heirs become their player's Character when the old character dies. That's just the way things work. Heirs inherit (go figure) the gear of their predecessor when they die. When an Heir inherits, they also gain skill points equal to the number of remaining Family Pool points that their player had when they inherit; these skills are unique to them, and are recorded separately. Potential Heirs acting while a predecessor with their own unique skills is still around do not gain these bonuses, as they are acquired when they inherit.

It is possible for a character to have multiple Heirs in play at the same time, but doing so leaves them vulnerable to Termidrone strikes (see [Calamities](#)).

Driving

The Driving section details Wreck creation.

The central focus of Wreck Racers is the Wreck, a massive and lumbering machine based loosely on automobile designs. Capable of rolling over small buildings and crushing others, Wrecks are hundred-ton death machines on wheels. Originally designed to keep people safe after the Crash, when bandits and radiation were a deadly threat, Wrecks are now used to bring the fight to the Termidrones.

BUILDING A WRECK

Wrecks are built out of the combined effort of the characters who have built them. At the start of the game, Wrecks are built based on a pool of resources based on players' attributes.

Metal, a rare resource after the Crash, is used to increase a Wreck's Mass or Engine. The starting value of Metal for the players' Wreck is equal to the sum of the player characters' Brawn.

Petrochems, now near-impossible to obtain, increase a Wreck's Tires or Fuel. The starting value of Petrochems for the players' Wreck is equal to the sum of the player characters' Grit.

Electronics, which cannot be manufactured now, increase a Wreck's Weapons or Shields. The starting value of Electronics for the players' Wreck is equal to the sum of the player characters' Brains.

WHAT THE VALUES MEAN

When a Wreck is used in play, it is treated as Gear for actions that a character is attempting—most of the time this will mean that the Wreck's appropriate attribute plus the driver's Grit and Driving skill will be used, but it is possible to use other skills and attributes when piloting a Wreck; Survival for stealth, for instance.

MASS: Mass reflects the bulk and armor of a vehicle—a vehicle with a high Mass can use it to block attacks. Mass is used to determine the threshold that characters need to avoid an incoming Ram maneuver. A Wreck without Mass cannot move without falling apart, and will be destroyed as the result of an incoming Ram maneuver.

ENGINE: Engine reflects a Wreck's raw power to accelerate to and maintain high speeds. A Wreck's Engine rating determines its ability to move quickly. A Wreck with no Engine cannot move, no matter how hard its pilot tries to coax it.

TIRES: Tires reflects a Wreck's maneuverability and ability to maintain its grip on the ground. A Wreck's Tires allow it to move over rough terrain or make turns at a high speed. A Wreck with no Tires is hard-pressed to gain enough traction to even start moving, and it will be very hard to maneuver or stop.

FUEL: Fuel reflects a Wreck's endurance and range. Whether it takes the form of a pipeline and reservoir for gasoline or a fusion generator, Fuel is what makes a Wreck go. A Wreck's Fuel lets it travel a far distance in a chase, or keep it from being knocked out as part of being a recipient of a Ram maneuver. A Wreck with no Fuel cannot be used for any actions.

WEAPONS: Weapons reflect a Wreck's built in weapons. A passenger in a Wreck may use the Energy Weapons or Ranged Combat skill using that Wreck's Weapons rating instead of their own Gear. A Wreck with no weapons is not armed.

SHIELDS: Shields reflect a Wreck's attack deterrents, which may be as simple as spikes and plating or as complex as an energy field. Shields are added as Insurance when any passengers within a vehicle are attempting to roll against a directed attack, and play a role in many vehicle maneuvers.

Sticking Together

Sticking Together details a variety of game rules.

AILMENTS AND DAMAGE

Most wounds are fatal in the post-apocalypse, but there are times when characters receive an ailment as a result of a Calamity. Ailments function by decreasing an attribute of a character—if their attribute is reduced to 0 or below the character is killed entirely, making it time to bring out an heir (see "[Dying](#)"). Generally the GM determines the type of ailment received, but the results may also be rolled at random (1-2 Brawn, 3-4 Grit, 5-6 Brains). Ailments are healed using the Medicine skill (see "[Healing](#)").

Damage is a Wreck's equivalent to ailments, Each point of Damage that a Wreck receives reduces one of its Attributes by 1, and if an attribute reaches 0 or below the Wreck is critically damaged. Results may be determined by the GM, or rolled at random (1 Mass, 2 Engine, 3 Tires, 4 Fuel, 5 Weapons, 6 Shields). Damage is repaired using the Repair skill (see "[Repair](#)").

Example: Alan is wandering through the Wasteland when he runs out of water. He makes a Grit and Survival roll (he doesn't have any appropriate gear) to find more, and rolls 3 successes and a Calamity. He gains an Ailment, which is applied to his Grit, but he does find the water he needs. His Grit is effectively decreased from 3 to 2 until he receives medical care.

CALAMITIES

Calamities are consequences that happen when a character attempts a roll. This does not have an effect on the outcome of the roll—it succeeds or fails normally—but it can lead to a character's sudden demise.

Termidrones are subject to different rules; if a Termidrone is forced to roll and rolls Calamities, it is destroyed on a result of 2 Calamities or more (this does not alert other Termidrones). Termidrones are not subject to effects from 0 or 1 Calamities.

Calamities are left somewhat up to the GM's interpretation, but here are a few possible results:

0 Calamities—no effect

1 Calamities—Ailment (Character) or Damage (Wreck) (See "[Ailments and Damage](#)")

2 Calamities—Ailment (Character) and Damage (Wreck) if appropriate in a single event.

3 Calamities—Ailment (Character) and Damage (Wreck) through two events if needed.

4 Calamities—Termidrones alerted! (See "[Termidrones](#)")

5 Calamities—Termidrones surprise attack! (Combat begins with Termidrones going first)

6+ Calamities—Instant death of character and/or Wreck critically damaged!

Example: Luke is running from a Termidrone, and rolls all six of his Grit and Survival dice to find a hiding place. They all come up 6, and he begins to celebrate. The GM rolls his

die and gets a 6. Luke drops into the cave to hide, and drops, and drops, and drops before he splatters all over the cavern floor. Whoops!

COMBAT

Combat in Wreck Racers is almost always highly lethal. When a character is attacked in combat, they may roll a pool of dice equal to their Brawn, Evasion Skill, and any Melee/Bullet/Energy Armor gear that they have (dependent on the incoming attack),

Combat is a simple example of an opposed roll—a character makes their attack and the number of successes they get count as their opponent's threshold to avoid a messy death.

Melee combat is special because it happens after all other combat; characters with energy weapons and ranged weapons move simultaneously. If a character is killed by a ranged attack or attack with an energy weapon, they may not even have the chance to attempt to use melee weapons in combat.

Example: Ned takes a shot at a Termidrone with his Rating 3 Grenade Launcher (a Bullet Weapon), and uses his Grit and Ranged Combat skills. He's rolling a total of 12 dice, but he withholds 2 for Insurance. He gets 5, 5, 6, 3, 2, 2, 3, 2, 1, and 5, and the GM rolls 1. His 2 points of Insurance protect him from the 1 Calamity he rolled, and he got 4 successes. The Termidrone must roll four successes to remain alive. The GM rolls for the Termidrone in secret, and finds that it got only 3 successes, and two Calamities. The Termidrone explodes in a gout of flame, and the survivors take out some sticks and marshmallows.

CRASHES

When a Wreck's attributes other than Weapons or Shields reach 0 while it is in action, or when a Wreck is hit with a successful Ram maneuver, it may Crash. A Crashed Wreck is only useful as a source of salvage. A character whose Wreck has Crashed may not use their Family Pool, and if they die while the Wreck is still crashed, they need to wait for at least one of the Wreck's attributes to be repaired before they can be replaced by an Heir.

DRIVING WRECKS

Wrecks are massive vehicles constructed from scrap and salvaged supplies following the Crash. Capable of dealing massive damage, a Wreck is one of the most magnificent and terrifying things in the post-Crash world. Most of the time, characters use the Grit attribute and their Piloting skill when using a Wreck, and apply the Wreck's appropriate attribute in place gear.

Wrecks are capable of two special maneuvers: Ram and Smash. A Ram maneuver uses a Wreck's pilot's Grit and Piloting Skill, and the Wreck's Engine attribute as a dice pool. The Wreck's Tires are added as automatic Insurance to the pilot's roll. The Ram maneuver may be targeted against a building, another Wreck, or a number of characters or Termidrones (that are not Wreck-scale themselves) equal to the Wreck's Mass. Attempting

a Ram causes one point of damage to a Wreck's Fuel, whether it is successful or not. The Ram maneuver has a Threshold of 2.

If a Wreck rams a building, it takes one point of damage to its Mass, and the building is destroyed. This can create impromptu bridges or remove obstacles. If a Wreck rams another Wreck, the ramming Wreck takes one point of damage to its Mass and deals damage to the other Wreck equal to its own Mass, distributed as the driver chooses. This can cause a Wreck to Crash.

If a Wreck rams characters or Termidrones, they die unless they make a Grit and Survival test (modified by any gear that helps them get out of Dodge) against a threshold of the Wreck's Mass. If you can't take the heat, stay off the street.

The Smash maneuver is a last-ditch effort used by a Wreck's pilot when all else fails. The Wreck's pilot makes a Grit and Pilot skill test, entirely ignoring any gear or the Wreck's attributes. If it succeeds against a Threshold of 3, they may destroy any single target, at the cost of critically damaging the Wreck (all attributes damaged to 0; this counts as a Crash). This target must be in the Wreck's destination of travel, and cannot be larger than Rhode Island. This maneuver can be attempted prior to driving off a ledge to hit a target below.

Example: Mark decides to run down a bunch of Termidrones with his Wreck, since they've become a serious problem for his buddies. He's rolling 8 dice, and keeps 2 dice as Insurance automatically. He puts two more dice on Insurance (can't hurt), and rolls 6. He gets 6, 1, 1, 1, 2, and 4, while the GM gets 5. No calamities, and he makes his roll. Since the Wreck's mass is 4, each Termidrone has to make a Grit+Survival roll against a threshold of 4.

DYING

When a character receives a result that leads to six Calamities, or is injured in combat and cannot find a way to mitigate the damage, that character dies. All is not over, however, for the player of a character who has died. The GM may also rule that certain extenuating circumstances and narrative events warrant death, like characters finding a nuclear bomb in the wastelands and fiddling with it until it explodes in their faces. The Family Pool serves as a way to recover from tragedy by replacing the old character with a new character. See the "[Heirs](#)" section for more rules.

Example: Frank is walking along, blissfully ignorant of the minefield sign that was blown away by the nuclear winds following the Crash. He decides to forage for some food here, and rolls six Calamities. He steps on a mine and explodes. Frank's player burns a point of his Family Pool to create Clark, Frank's Heir, and gives Frank's gear to Clark, going through the standard Heir creation and promotion process.

FAMILY POOL

The Family Pool is a core mechanic of Wreck Racers. Since characters have a high turnover rate, players control a whole "family" of characters (they likely are biologically related, but that's not a strict requirement) with very few differences between them.

The Family Pool has two modes: Burning and Spending. A Spent Family Pool point recovers any time a roll succeeds without triggering a Calamity (at all; Calamity reduced by Insurance still counts for this), while Burnt points are gone forever.

The Family Pool has a point burnt when a character introduces a new Heir. These Heirs are active, and may be susceptible to Termidrone strikes.

The GM may award Family Pool points to a player to replace lost ones or to increase their total capacity.

GAINING AND LOSING GEAR

Sometimes a group winds up with more Supplies than they can use, and they want to make gear. When this happens, someone in the party makes a Brains roll, without any skills or gear applied. If it succeeds against a Threshold of 2 plus the desired rating of the Gear, then the equipment is made and one unit of Supplies is consumed, if not the Supplies are wasted.

Gear can be lost if a character is idiotic. If a character does something colossally stupid and uses Gear in the roll, like pointing a weapon at a survivor as a “peace gesture”, and gets killed as a result, their successors do not get that Gear afterward. This is at the GM's discretion.

On the other hand, sufficiently brilliant ideas or good scavenging may also give gear at the GM's discretion.

Example: Dr. Stein wants to make a new laser pistol, as his old Rating 2 one just doesn't roast the Termidrones like it used to. He's trying to make a Rating 3 Laser Pistol, which requires a Threshold of 5. They only have one unit of Supplies, and he's got 5 Brains, so in order to have a prayer of a chance he has to invest all his dice on the roll and cannot keep Insurance. He rolls 5, 2, 2, 2, and 2. This could be really bad. Fortunately, the GM rolls a 4, so while Stein's single success fails, he does not have any Calamities and nothing bad happens, other than Stein's fellow survivors getting mad that he used up their last supplies on a failed science project.

HEALING

People tend to get beaten up in what remains of the world after the Crash. Ailments reflect any injury that isn't enough to kill a person. Healing involves the Medicine skill, and uses a character's Brains attribute, plus any gear that is appropriate. The Threshold for Healing is a character's current rating in that attribute (someone who has Grit 5 normally and is injured to Grit 4 needs a Threshold of 4 to be healed), and removes a single ailment that effects that attribute.

Example: Dr. Stein is trying to heal Jack after Jack made the foolish decision of trying to ramp the Wreck across a canyon. Jack had 3 Grit, but now has 2. Stein needs to roll 2 successes to succeed.

OPPOSED ROLLS

When two party members do not agree on a course of action and decide to compete to determine the outcome, or when a party member is attempting an action against an NPC or Termidrone, the rules for things are different. Although the GM can set a simple Threshold for actions made against an NPC or Termidrone, they can also roll if there is a chance that a character or Termidrone may wind up suffering damage during the action they are attempting.

Examples: Combat. This is a 24-hour game, what did you expect?

REPAIR

Repair is used to undo Damage that a Wreck has taken. Since Wrecks never really die, they just get broken down to the point of being unusable, having a character with lots of Repair means that a Wreck can keep going forever.

Repairing a Wreck requires a unit of Supplies and has a Threshold of 3. When a Wreck is repaired, one point of Damage is removed from the Wreck, and the unit of Supplies spent to repair the Wreck is lost. A failed repair does not cost Supplies.

SURVIVORS

The player characters are not the only survivors of the Crash. When interacting with other survivors, the players have to deal with a number of variables. Friendly groups of survivors tend to respond to requests more readily, though the GM has the final say in what constitutes a reasonable request and whether or not any actions promised by a fellow group of survivors are successfully carried out.

The base threshold for interacting with fellow survivors is 3. This is reduced by 1 if they are friendly, and increased by 1 if they are hostile. If combat has begun between the players and the survivors, this threshold increases by 2. If players are asking for a favor that they seem unlikely to pay back (like when asked for supplies to make repairs on a Wreck), the threshold increases by 1. If players are asking for a suicide mission or to “borrow” something the survivors need to live, the threshold increases by 3.

Example: Alan wants to convince his buddies at an underground bunker to lend him a water purifier chip. Problem is that they only have one. His threshold for success is 5; they are friendly, but they won't last long without that chip—and they don't relish scouring the surface for a replacement.

MODIFYING WRECKS

It may become necessary to re-arrange a Wreck's attribute makeup to make it work better in certain situations or to shift points into a Wreck Attribute with a rating of 0. This requires Brains and Repair, plus any Wreck Modification gear that a character may have. The Threshold for modifying a wreck in this way is always 3, given enough time, and does not require any supplies. However, it is still likely to get a survivor hurt, damage the Wreck, or alert Termidrones as other behaviors. Modification is only possible if the attribute being

transferred has a rating of at least 2 after damage, and the transfer affects the undamaged rating points.

Example: Jim wants Lisa to be able to drive just as well as it was able to prior to hitting the rocks as he drove it into cover. He has Luke, a fellow survivor, attempt to modify the Wreck to move a point from Weapons into Tires. Luke has 3 Brains, 4 Repair, and a rating 1 Wreck Modification kit. He withholds 2 dice as insurance, and rolls 6. He gets 5, 5, 2, 2, 6, and 5, and the GM gets a 2. This comes out to four successes, and two Calamities, which are covered by Jim's 2 dice withheld for Insurance. The modification is successful without issue, and Lisa has lost one point of Weapons and gains one point of Tires.

TERMIDRONES

Termidrones are the scourge of the future. If you see them, your best hope is to start running. Made of metal and nigh-indestructible, they have begun to disguise themselves as humans and infiltrate our ranks. Fortunately, cats hiss violently whenever they approach, and they will set off anti-tank mines. Unfortunately, cats respond really poorly to basically anything, so you'll have to stock up on those anti-tank mines.

Termidrone strikes occur when three or more Termidrones are in play at the same time—any Heirs that have been active are subject to attack by a fourth Termidrone. When it rains, it pours.

Example: The Termidrones once thought that a guy named JC was going to start a rebellion against them. They hunted down his whole family until they finally got him, and you wouldn't believe the cleaning bills they left in their wake.

END OF THE BEGINNING

A new age of humanity is ready to dawn, and you will be the ones bringing about the sunset. Take control of your Wrecks and get the show on the road: the following is an incomplete list of things you might want to do in the post-apocalypse.

Potential Activities

STRIKE BACK

Sometimes people just want to take the fight back against the Termidrones. Rumors floating around the wastelands say that there is a central Termidrone network, Dienet, that controls them. Destroying one of the central nodes of this network, (say, by Smashing it with a Wreck, or finding and using appropriately awesome amounts of explosives), could remove the chance for Termidrones to be added to play as a result of Calamities.

PROTECT THE WEAK

Survivors are harassed by Termidrones and their fellow survivors every day, and some people find that to be morally objectionable. A band who strives to protect the weak will find that their thresholds for interacting with fellow survivors decrease, as they're known far and wide as problem solvers and good friends to have. Of course, any survivors that they hurt in their actions will become more hostile, and fighting the Termidrones gains their attention.

KEEP ON DRIVIN'

One of the most important activities survivors find themselves doing is finding salvage and materials, which is necessary to replace old gear that has worn out or perform repairs on the Wreck. This is complicated by two limitations: first, survivors often have to be somewhat picky in the parts they choose or they have to be replaced more quickly (a nice stainless steel plate in good condition lasts longer than a rusted out sheet of iron), and they need to find something that works with the limited tools they have.

This is where invention and repair come in—gaining more supplies means that it's possible to get gear and make repairs on your Wreck.

A simple mechanic for this is to make a Grit+Survival test, with any appropriate Gear added on, and then increase the party's supplies by the successes. The limitation comes in the form of location; not every place is ideal for salvaging, and characters only get one chance to look around a place before they've exhausted their normal searching methods and won't find any more supplies there.

EXPLORE THE WASTES

Sometimes you're just along for the ride. After the Crash, most things have been wrecked, but not everything's gone. You can still find a lot of things scattered about, and

there are great sights that have not fully been lost to history. Get out there in your Wreck and see if you can find anything interesting.

ADRENALINE JUNKIES

You're not the sort of person to be bothered by the world around you, instead, you do what you do because it's fun. You laugh at Termidrones and bandits. A genuine road raider, your Wreck is useful because it lets you smash more stuff and get into more adventures than any other human in history! Your goal is simply basking in the post-apocalyptic world, making as much of every day as you can.

Maybe if you got lucky, you could even find someone to pay you for tales or recordings of your exploits.

Staying Out of Trouble

Every once in a while, characters will attempt actions that may have consequences, the following things are examples of actions that someone may want to attempt throughout the course of play, and some examples of thresholds and rolls for these actions.

GM GUIDE

Wreck Racers is a game that is designed to be played simply—as it is a 24-hour game, every attempt is made to make the rules as self-explanatory as possible, and include many examples, since there will be no time for editing and revision after the fact. However, this is not always the case throughout the text, so it falls to you to keep the rules coherent and consistent.

Feel free to do whatever you must do in order to tweak the rules to fit your fancy. Note that there are a few things that are important to remember about the way that Wreck Racers is designed.

First, Wreck Racers is built around cooperative play. It's also built around having relatively fluid characters (7 points of a character are just a failure in combat or a Calamity away from being reassigned to a player's whim, to say nothing of skill points), but maintaining a general theme. It's meant to let players have agency over a broad

Making things Fun

When designing your game, keep in mind a couple things. The Family Pool is built to allow you to shorten the game to a single session and a single goal—the players win and you give them an epilogue, or they fail and you give their characters a speedy death. Wreck Racers doesn't mess around with injuries, or hit points, or the like. You either take an Ailment if you messed up out of combat, or just get killed outright.

The Family Pool is also used for a number of other possible boosts. A point can be spent, rather than burned, to have an already fleshed out Heir take an action, which is something that players should be made keenly aware of. How you treat the Family Pool determines how the game will feel—if it just empties out, you have a situation where you are literally watching the players struggle against the apocalypse. If you hold it steady, then logically the characters either belong to really big families or have buddies they've invited to tag along, and they're not so much struggling as just wandering. If you increase the Family Pool, then you're actively beating the apocalypse!

Other than that, don't take Wreck Racers too seriously; it's a game about driving huge cars and causing property damage while narrowly evading trademark litigation—er, Termidrones. Kinda a Freudian slip, that. It's also about having hilariously short survival spans. The appropriate goriness of the deaths that characters face is up to the players, but make it clear that people die quickly and in unexpected ways. Especially if they somehow roll six calamities while picking out the best toilet seat for their Wreck's bathroom remodel.

Designing Challenges

Challenges in Wreck Racers should be challenging, but the players should succeed most of the time. The Calamities system drives gameplay, and you should make sure that things are difficult enough that the players are constantly having to burn enough dice to

succeed that they can't just pay down a ton of Insurance.

Likewise, there's nothing pressuring players into taking a particular roll only once, other than the Calamities. If players are messing around and keeping as many dice as Insurance as they roll (or, if someone picks up the "I-hate-math" ball, keeping more Insurance than they roll), feel free to toss in something to add dramatic tension—a windstorm or the like. Keep in mind that everything triggers Calamities, even getting shot at, so be somewhat merciful about the things that you compel the players to roll for.

MAKING NPC'S

Making NPC's is simple: Fudge the numbers. The players are given limited pools of character creation resources so that they are forced to cooperate. If you want to have Reynolds and his crew have 3's (or, heck with it, 5's) across the board, feel free to treat them as such. However, keep in mind that the game of Wreck Racers is about the players, and making very powerful NPC's is only justified in two occasions: it fits into the universe, or it fits into the story you're trying to tell. Since rule 1 of keepin' it fun (which I just made up because it rhymes) is to keep the story focused on your players, having too many overly powerful NPC's will cause them to have issues.

Likewise, there can be flavor issues with the number of NPC's in play, and it's entirely up to you to decide. The players may literally be the last humans on earth, or there may be plentiful people all around. Heck, maybe the Termidrones outright ignore everyone but the players, and the Crash never happened. Imagine how fun it would be to beat rush-hour traffic in a Wreck while being hounded by a Termidrone Deathflier! While there are guidelines for dealing with survivors, you can throw these out the window if you wish.

TERMIDRONES

Termidrones are fearsome, and there's some things you should consider when making them. Termidrones function a lot like NPC's, except that they always keep at least two of their dice as Insurance, and they get free built-in Gear; 2 points of each Weapon type (they tend to mix it up if they need to), and 3 points of each Armor type. Remember that 2 dice always go for Insurance—a tiny Mousedrone with a laser zapper rolls 1 die on its attacks, and 2 dice on its defense, as it has no Energy Weapons or Evasion skills, and a piddly 1 Brains, Grit, and Brawn.

Termidrones can also be made as Wrecks; unlike normal characters, these are simply Wrecks with a built-in pilot with its own attributes and skills (so it has character attributes, skills, and Wreck attributes).

Termidrones, much like NPC's should be made however you want.

Examples: The Mousedrone, as mentioned above, has 1 Brawn, 1 Grit, and 1 Brains, and no skills. It has only the standard Termidrone weapon and armor gear. The Deathflier, a more impressive Termidrone, is handled as a Wreck, It has a mighty 4 Brawn, 4 Grit, and 3 Brains, a Driving skill of 4, and each of its Wreck attributes is 3. It also flies, but we don't model that in the rules. Just make it up as you go along.

Long Term Games

Wreck Racers is meant to be played in a single session or at most a couple short meetings. It's not really designed for Long Term Games, as merely increasing the Family Pool has little effect on play (it's an extra skill point for a character's successor). Here's some quick thoughts:

Permanent skill increases for a whole family can be given each game. Feel free to let players go above the normal limit of 5 on these. If you want to increase Attributes as well, increase the number of Attributes each character is allowed to have by 1 for every two or three games, with longer campaigns having a slower increase. Gear advancement can be handled using the existing rules, since that will tend to have characters become more powerful as the game continues anyway.

Wreck Racers Character Sheet

Player _____

Name _____

Family Name _____

	Current/Max	Current/Max	Current/Max
Brawn	____ / ____	Grit ____ / ____	Brains ____ / ____

	Family	Individual
Brawn Skills		
Melee Combat	_____	_____
Evasion	_____	_____
Intimidate	_____	_____
Grit Skills		
Salvage	_____	_____
Survival	_____	_____
Drive	_____	_____
Ranged Combat	_____	_____
Negotiation	_____	_____
Brains Skills		
Perception	_____	_____
Repair	_____	_____
Medicine	_____	_____
Energy Weapons	_____	_____
Diplomacy	_____	_____

Family Pool:

Current: _____

Spent: _____

Gear

Wreck Racers Wreck Sheet

Players _____

Mass _____ / _____

Engine _____ / _____

Tires _____ / _____

Fuel _____ / _____

Weapons _____ / _____

Shields _____ / _____