

DEATH ROADS

Goons and Guns

Goons & Guns is an expansion to the base game of Death Roads: All Stars. It introduces new mechanics that can be used with any other mode and expansion.

Come on, pick up the gun and shoot. I'll drive!
Discover an entire gang of Sidekicks ready to jump into action and tear down your opponents!

But wait, there's more! Use the entirely new Glitch Weapons to mess with the enemy's vehicle! Fixing it should take them a while, so enjoy the explosive show of malfunctions!

You could also just stop them with the more harmless nets, but where's the fun in that? Unless they try to force their escape, that might be funny... and hurtful!

Or maybe just work your weapon up awakening it's full potential? That's an option worth considering too.

This expansion includes

- 5 Driver boards
- 34 Weapon cards
- 11 Sidekick cards
- 10 Glitch cards
- 15 Net tokens
- 15 Buildup tokens

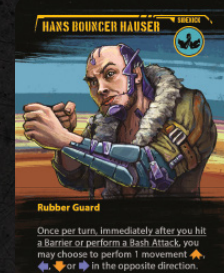
Feel free to use any of the following modules separately or all together in any game mode.

NEW DRIVERS AND WEAPONS

Add them to the respective pools of Weapons/Drivers from the base game. That's it! Keep in mind that some of them use the new mechanics of Glitch, Net and Buildup.

SIDEKICKS

Setup



Setup the game as usual with the following change:
After choosing Weapon cards each player from last to first picks one Sidekick card and puts it near their Driver board face up.

How it works

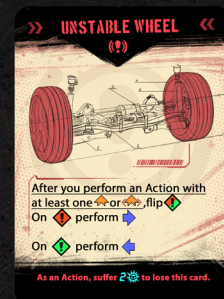
Each Sidekick card provides a useful skill or action to its owner, similarly to a Driver.

GLITCH CARDS

Setup

Shuffle all Glitch cards together and create the Glitch deck. Put it face down near the board, it will be useful during the game.

How it works



Each time you are hit with a Weapon and you have to suffer the 1⚡ effect, draw that many Glitch cards and put them face-up near your Vehicle board. From now on, you have to obey their effect until you discard them.

In order to discard a Glitch card, you have to spend one of your 2 Actions (either Driver Action or Card Action) and suffer 2⚡. When you

do, put that discarded Glitch card onto the common Glitch cards discard pile.

When there are no more Glitch cards in the Glitch deck, reshuffle the Glitch cards discard pile and create a new Glitch deck.

In a rare case when there is no Glitch card available in both Glitch deck and Glitch cards discard pile, instead of drawing a new card suffer 2⚡.

NEW TOKENS



Net Status token

Each time you move forward ⬆️ any number of spaces, your Vehicle suffers 1⚡ per each Net token you have. Unlike the regular status tokens, Net is not discarded after you resolve it nor after your "Apply status tokens" phase.

The only way to get rid of them is to Focus - when performing Focus, simply return all your Net tokens to their pile.

Example: Zbyszek has 3 Net tokens. He decides to perform move forward by 2 spaces 2⬆️, so he suffers 3⚡, one per each Net token he has. Notice that the distance moved had no impact on the damage received.



Buildup

Some Weapons allow you to draw a Buildup token after use. The said Weapons have an effect that is stronger with each buildup token you have. When you encounter a buildup symbol ⚡ instead of

a number in an effect, simply use the number of the buildup tokens you have. Buildup tokens stack for different weapons, so it may be beneficial to gather more of them at once. Buildup is not a status, thus its token shape is different. There is no way (nor need, frankly) to discard buildup tokens.

Example: Each time you hit an enemy Vehicle with your Afterburner Weapon card, you take a buildup token and then move forward as many spaces as the number of Buildup tokens you have.

Alice has no buildup tokens yet. She plays Afterburner and hits Josh. Josh suffers 2⚡. Alice takes one buildup token 1⚡ and then performs move forward ⚡⬆️. Because now she has one buildup token, she moves her Vehicle forward by one space.



Credits

Game Produced by THE KNIGHTS OF UNITY 2022

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THE KNIGHTS OF UNITY