

DEATH ROADS

RIDERS IN THE STORM

Riders in the Storm 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.

The weather is unpredictable these days. It's getting stormy. Excellent time for a ride!

Moreover there are some corporations interested in our little competition here, let's spice it up with their inventions!

This expansion includes

- 5 Driver boards
- 18 Weapon cards
- 10 Road Event cards
- 5 Final Stretch cards
- 12 Weather cards
- 1 Weather token
- 10 Sponsor cards
- 15 Sponsor tokens
- 14 Acid tokens

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

NEW DRIVERS, WEAPONS, ROAD EVENTS AND FINAL STRETCH CARDS

Add them to the respective pools of Drivers/Weapons/Road Events/Final Stretch cards from the base game. That's it! Keep in mind that some of them use the new mechanics of Acid and Electric damage.



Two of the new drivers (Hank "The Doc" Hoonigan and Alberto "Flamingo" Felucci) feature a new symbol. Its meaning is: "During your turn, as a free action, play a card from your hand ignoring its Handling cost". This does not count to your Action limit during your turn.

WEATHER



Setup

Prepare the game as usual. Then, shuffle all Weather cards together and create the Weather deck. Put it face up near the board.

How it works

During the Reveal Event phase flip a Road Event token. If it shows the red side, put the top Weather card to the bottom of the Weather deck, revealing the next card. For the green side, do nothing.

The revealed, topmost Weather card special effect affects all Vehicles on the board. In the Reveal Event phase resolve the Weather card before the Final Stretch and the current Road Event.

SPONSORS

Setup

Prepare the game as usual. Place two Sponsor cards near the board - one of them blue side face up and the second one red side face up.



How it works

Each time you satisfy the condition (1) in the upper part of the card, take the Sponsor token and put it on your Vehicle board corresponding side face up. When you gather at least the number of Sponsor tokens listed on the card (2), take that card and put it near your Vehicle board. From now on, you can use its effect (3).

Draw another Sponsor card to replace the one taken and put it the same side up as the taken card (blue or red). Every player returns each Sponsor token associated with the new Sponsor card.

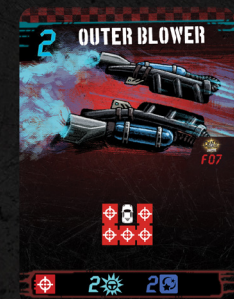
The Sponsor cards do not count against your hand limit nor can be discarded.

NEW TOKEN



Acid Status token

Each time you are hit by a Weapon, Vehicle or environment, increase the number of that hit by the number of Acid tokens you have. Unlike the regular status tokens, Acid is not discarded after you resolve it, nor after your "Apply Status tokens" phase. You discard it during the Preparation phase.

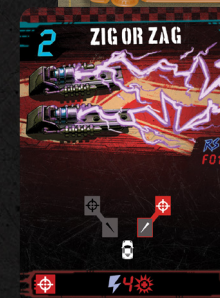


Example: Anabel has 2 Acid tokens. She is hit with the Outer Blower, which normally does not deal any Condition damage. However because of the 2 Acid tokens she has, her Vehicle suffers 2 on top of the regular 2 effect.

ELECTRIC DAMAGE



Some of the new effects deal Electric damage marked by the symbol (on left). When you deal such damage, deal that same damage to all other Vehicles adjacent to the previous target (also diagonally) and repeat the process for each of the new targets. Your Vehicle cannot be damaged with your own Electric damage and each other Vehicle can only be hit once per effect.



Example: Marysia in Yellow Vehicle plays the Zig or Zag Weapon card. She could target the Green Vehicle, but since there is no Vehicle adjacent to it other than her own, the Electric damage would stop at the first target.

Instead she decides to target the Blue Vehicle, dealing it 4. Because it is Electric damage, it spreads to each Vehicle adjacent to Blue one other than her, which are both Red Vehicle and Orange Vehicle. Both of them suffer 4 each. Because there is no Vehicle adjacent to the Orange or Red that has not suffered the damage yet, the effect stops. It is fully resolved now.

Credits

Game Produced by THE KNIGHTS OF UNITY 2022

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THE KNIGHTS OF UNITY

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