

GRIND & GEAR: DEATH RACE

The Ultimate Steampunk Gauntlet



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Introduction

Death Race is a game of racing and vehicular combat where players fight each other while competing for laps around the track.

Setup

- Each player receives:
 - 1 Life Board
 - 1 Engine token (placed on number 10 of the Life Board).
 - Shuffle and deal Combat & Trap tokens:
 - 1 Player → 4 tokens
 - 2-4 Players → 3 tokens each
 - 5+ Players → 2 tokens each
 - Place them face down on the player's board (only the owner may look at them).
- Place 2 Turret tokens randomly on numbered spaces of the board.
 - You may add more turrets to increase difficulty.
 - Place Mechanic tokens randomly on empty road spaces.
 - When a car ends movement adjacent to or directly in front of a mechanic (3 spaces total), it gains 1 Wrench token.
 - Wrench token: restores 2 Life (may be used immediately or saved).
 - Decide whether to use:
 - Advanced Cards (extra modifiers).
 - Legends Mode (special characters).



Turn Structure

Each turn follows this order:

1. Movement Phase

- Players move their vehicles according to their speed.
- If ending on a space with a turret, mechanic, or trap, apply its effect.

2. Combat Phase

- Players may play Combat or Trap tokens.
- Resolve attacks against opponents within range.

3. Legends Phase (if used)

- Roll a D6 to determine the active weapon:
 - 1–2 → Molotov
 - 3–4 → RPG
 - 5–6 → Rocket
- Weapons stay active until used, then enter cooldown. On the next turn, roll again for a new weapon.
- Legends always attack after movement, targeting the closest vehicle (front priority with Rockets).
- Legends cannot use traps.

4. Recovery Phase

- At the end of laps, players restore Life:
- 1st lap → +2 Life
- 2nd lap → +3 Life
- 3rd lap and beyond → +4 Life
- Spending a Wrench token restores +2 Life.



Trap Tokens

These tokens are placed secretly on the track during the game. They trigger when a vehicle moves over them.

Dynamite



- Place on any numbered space when used.
- Any car that crosses this token takes 2 damage when ending its movement.



Mine M-15



- Place on any numbered space when used.
- Any car that crosses this token takes 3 damage and must immediately stop movement.

Nails



- Place on any numbered space when used.
- Any car that crosses this token takes 1 damage.
- Remaining movement after passing over Nails is halved (rounded up).

Combat Tokens

These tokens represent weapons or defenses. They are played during the Combat Phase.

Shield

- Negates all damage from an incoming RPG or Rocket.



Extinguisher

- Negates all or remaining damage from a Molotov.
- Can be used at any time.



Molotov

- Deals 1 damage to any adjacent vehicle.
- Target also suffers 1 damage per turn for the next 2 turns (total 3 damage).
- Can be used before or after Boost/Slipstream.



RPG

- Can target a vehicle 1–3 spaces ahead.
- Deals 3 damage.



Rocket

- Can target a vehicle 1–3 spaces ahead or behind.
- Deals 3 damage.



Turret Tokens

Placed randomly on the track during setup. They affect vehicles ending their movement near them.

Gun Turret

- Affects the space directly in front and adjacent (3 spaces total).
- Any vehicle ending its movement in these spaces takes 3 damage.



Flame Turret

- Affects the space directly in front and adjacent (3 spaces total).
- Any vehicle ending its movement in these spaces takes 2 damage immediately and 1 additional damage at the beginning of its next turn.



Mechanic & Wrench Tokens

Mechanic Token

- Placed on empty road spaces during setup.
- If a vehicle ends movement adjacent to or in front of a mechanic (3 spaces total), it gains a Wrench token.



Wrench Token

- Restores +2 Life.
- May be used immediately or saved.
- Return to the pool after use.



Engine Tokens

Engine Token

- Tracks a player's Life on their Life Board.



Legends Engine Token

- Used to track Life for Legends when they are in play.



Legends Combat Tokens

- Used to track which weapon a Legend has active.
- Determined by a D6 roll each turn:
- 1-2 → Molotov
- 3-4 → RPG
- 5-6 → Rocket
- Weapons remain active until used, then enter cooldown.



HEALTH TRACK



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MOLOTOVS



RPGS



**WRENCH
TOKENS**

COMBAT



ROCKETS











