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Formula Ace Racing Pods

[French version here](#)

1/ GAME DESCRIPTION

This game is a futuristic race of the WipeOut or Star Wars episode 1 kind. Players will need to get:

- Miniatures or counters for the ships,
- One six-sided dice per player. 1D in the rules means roll one such die. 2D equals the sum of two dices.
- Some small change or other markers will be used as beacons for the circuits.
- And players will need some roaster to keep track of the ships names, their pilots levels, the damage they could be delivered, and (most important) the real amount of the previous turn move (their actual speed). The rules are designed to work in centimetres. For those amongst you not accustomed to this measures, simply use 2 centimetres equals one inch.

2/ SHIPS AVAILABLE

Each kind of ship is described by several stats. They are : speed in cm, damage resistance ability in hit points and space available within the ship for further customisation.

Alpha	Speed = 24	Hit Points= 8	BAE + 4 Space available
Beta	Speed = 22	Hit Points= 9	BAE + 5 Space available
Lambda	Speed = 20	Hit Points= 10	BAE + 6 Space available
Tau	Speed = 18	Hit Points= 11	BAE + 7 Space available
Gamma	Speed = 16	Hit Points= 12	BAE + 8 Space available

* BAE : Basic Aeronautics Equipment : 2 oxygen boosters (highly explosive) and 2 maneuver fins.

3/ COMPETITIONS

A single championship is made of one or several circuits. Except if otherwise voted by all players, all circuit will have to be played three time, once for each category. Each race belongs to one special category and has special rules And only the third one allows the use of weapons. Categories are :

TOTAL SPEED WAY a speed race where the initial risks bidding is essential,

DRAGSTER SHOW an die-fast competition where wreckage are far from being uncommon,

DESTRUCTION DERBY where the pilots are allowed weapons aboard.

4/ PLAYERS TEAMS

Each player owns one or more team. At the season start, all team have three pilots, three ships and 2500 Credits only.

One more pilot may be recruited up to a maximum of four per team. But any pilots can only race in one category only for all the season.

The team can buy as many more ships as the player wants as long as he.s got money for it. All of the team.s pilots can race on any one ship.

More Credits will be earned by winning, or at least finishing races. Credits will be spent to replace a broken piece of equipment, a battered ship or a dead pilot.

5/ PILOTS

At the season start, all team have three pilots, but one more pilot may be recruited up to a maximum of four per team.

Pilots are ranked according to their skills. At the beginning of the season, two are ranked as .Seasoned. and the third as an .Ace.. Pilots under .Seasoned. are not allowed in F.A.R.P. championship.

Each player can only race in one category only for all the season.s length. If the team has no pilot for one category, the team will not take part in the races of this category until a replacement pilot is recruited.

Each pilot has two skills : **PILOTING**, et **G-ENDURANCE**. A skill test is successful if the dice result is equal or inferior to the skill level.

- A « Seasoned » pilot has 6 points to put as he sees fit on the two skills, with a maximum level of 4 each.
- An .Ace. has 8 points to put as he sees fit on the two skills, with a maximum level of 5 each.
- A pilot can improve his skill levels with experience provided in does not die in a race first;

The DESTRUCTION DERBY category has special rules and adds a new skill which is : **FIRING**

- The « Seasoned » pilot has 9 points to put as he sees fit on the two skills, with a maximum level of 4 each.
- The .Ace. has 8 points to put as he sees fit on the two skills, with a maximum level of 5 each.

6/ CIRCUIT CREATION

A 30cm by 30 cm ground surface square is needed by ship. The circuit width is between 20 to 30 cm. The circuit limits are made of .solid energy. and are dangerous.

Beacons placed between 25 to 50 cm one from another and successively put on the playing surface by each player are used to mark the circuit boundaries. They are disposed in a way that they delimit the right and left sides of the circuit.

The two first ones are placed between 50 to 75 cm from the start line.

The two last ones are placed between 25 to 75 cm from the finish line.

No beacons can be placed in a way that it would make the circuit cross itself. On the contrary there is no obligation to have the finish line touch the start line.

Obstacles can be added by players in the middle of the circuit. They should be from 2 to 5 cm in diameter.

7/ SEQUENCE OF MOVEMENTS

The order in which the ships will move depends on the race category :

- **TOTAL SPEED WAY** : move the ships that are **first** before any other, then in **descending order** from first to last. In case of a draw, take the **quickest ship** first (check last turn movement done). As a result, it will be very difficult to pass a ship.
- **DRAGSTER SHOW** : move the ships that are **last** before any other, then in **ascending order** from first to last. In case of a draw, take the **slowest ship** first (check last turn movement done). Colliding ships during the many doublings will be devastating.
- **DESTRUCTION DERBY** : move the ships that **got the best sum on the boosting dice roll(s)** before any other, then in **descending order** from the highest boosting roll(s) sum to the lowest. In case of a draw, take the **quickest ship** first (check last turn movement done). Because there are weapons involved this category is very deadly

8/ MOVEMENTS

All categories turns start with a table turn where everybody will choose to use their booster, and how many or not. There is only one table turn and everything said stays that way. Players can hide in front of them one small change coin per booster they effectively want to ignite this turn. Later on more powerful boosters will be available that will need a different colour of change coins to be hidden.

On **DESTRUCTION DERBY** this booster name determines most of the turn sequence of movement.

On **TOTAL SPEED WAY** and **DRAGSTER SHOW** the position and previous turn speed alone are used to determine the order of movements. In this case the booster used are just a bonus to speed rate.

In all cases it is important to remember this:

- Most of the time, ships will go at a cruise speed equals to their maximal speed except when closing with tight turns, or when tailing an opponent.
- **MAXIMUM MOVEMENT** = Basic ship speed + 1D for each booster used this turn.
- Because of inertia limits, there is a minimum movement that the ship must travel which depends on the speed the ship had on the previous turn (this is why the roaster is needed):
- **MINIMUM MOVEMENT** = half of the previous turn total move + bonus rolled from boosters.

In the case of trouble, or for the very few races, just use half the ship basic speed in cm.

However in all cases, the whole move bonus rolled for the boosters **MUST** be used. This will obviously cause a lot of unwanted impacts.

9/ TURNING

Ships turns by simply pivoting from 1 to 45°. The nose of the ship changes direction while the rest of the ship does not move. Pilots can do one such turn per working fin on their ship. So a basic ship has two turns.

The only one condition on turning is that a ship needs to fly 5 cm straight **BEFORE** the turn. So a ship can fly 5 cm straight, fly 5 cm straight again and then do another turn.

More turns are possible (still with the same 5 cm limitation) but for each such additional turn there is the

added limitation that a Piloting skill roll must be done. If the skill roll is failed, the ship just go forward without turning at all&

10/ BLACKOUT

To use one or more booster is not without risks. Each time that a pilot uses one of his, he will have to make a successful G-endurance skill roll. If the roll is failed then the pilot will not be able to do any turning or maneuvers of any kind. The ship will just go straight ahead at maximum speed&

11/ DANGEROUS MANAUVERS

There are three distinct cases :

- To pass an opponent, a pilot need to do a successful piloting skill roll. To ease things up, relative positions and distances are not taken into account : given the speed of the ships and their manoeuvrability, any lack of concentration may results in disaster. So if the skill roll is missed two dices will be rolled. The highest result will be taken as damage by the impacting ship (the one that was trying to pas the other), while the lowest result will be taken by the ship that was about to be doubled. The damage rolled will be taken from the ship.s hit points.
- To pass a narrow spot needs a piloting skill roll too. A narrow passage is defined as any part of the circuit where the width is inferior to 20 cm. In the case that the skill roll is failed, the ship will take a basic 1D of damage to its hit points. To that, one point will be added for each 10 cm of movement or part of 10 cm of movement that the ship add to travel this turn (as an example a ship that rolled his boosters and ends up with a move of 21 cm, will take 1D +3 of damage). And as a final result the engine of the ship will shut down so the pilot will have to restart it from the next turn on.
- To impact on the limits of the circuit will do the same damage as above. It will also have the same secondary effect on the engine.

12/ HOW TO ASSESS DAMAGE

Each hit point of damage is taken from the amount of hit points left to the ship. And as long as the ship still has at least one hit points left, there is no problem. When the last hit point is lost, the pilot find himself in a high-speed-wrecked ship and any single hit can now turn it into a fireball. The pilot has the option to quit the race, after what the player will be able to buy back the hit points by repairs. If the ship is too severely battered, it can always be discarded entirely.

But if the pilot keeps on racing, each time the ship is delivered one hit point of damage, one roll will be made on the following .Damage Table. (it means that if a ship takes a 3 hit points blow, three rolls will be made&).

Remember that it is wise to quit a race where a good pilot with a good ship has no hit points left because as most single damage are at least 1D, his probability of dying outright is high.

Damage Table

- | | |
|---|---|
| 1 | Lucky boy, nothing but a bad scratch this time. |
| 2 | 1 Booster broken (repair = 500 Credits). |
| 3 | 1 Fin broken (repair = 500 Credits). |

- 4 1 Booster destroyed (replacement = 2000 Credits).
- 5 1 Fin destroyed (replacement = 2000 Credits).
- 6 Bad hit, reroll 1D on the following .Critical Damage Table..

Critical Damage Table

- 1 Engine shut down. Must do a piloting skill roll from next turn on to restart it.
- 2 Pilot hit. Ends race.
- 3 Pilot wounded. Ends race. Unavailable next race if G-endurance roll successful. Die if not.
- 4 Pilot wounded. Ends race. Unavailable 2 next races if G-endurance roll successful. Die if not.
- 5 Pilot severely wounded. Unavailable all season if G-endurance roll successful. Die if not.
- 6 Ship explodes. Pilot killed. All ships 20 cm around take 1D of damage.

13/ RACE START

Each time the pilot will try to start or restart his engine he is given a choice. To take a lot of risks to make a rocket start with a probability that the engine will not start at all, or to make a low-risk, low speed start. Take note that it is impossible to turn or do any maneuver on the same turn that the ship starts his engine : so if trying to start in front of the circuit force fields boundaries go directly to the low speed start. (;^ç)

The player secretly chooses his start option but turning a die on the appropriate face. The higher the number chosen, the higher the risk of having to do a successful skill roll in order not to smother the engine. The fact that there will be or not a skill roll to do is determined by the result of a .Control Roll. which is just a standard dice roll. On the contrary, the lower the number chosen, the smaller the move that will be made.

One last information : as all pilots are accelerating like full psychos, the effective movement is what is shown on the following .Engine Start Table. with no changes to the value in cm because of ship models, category or booster involved.

Engine Start Table

- 1 This turn move = **5** cm. No control dice necessary.
- 2 This turn move = **10** cm. If control roll is **.6.**, do a successful piloting roll to move at all this turn.
- 3 This turn move = **15** cm. If control roll is **.5-6.**, do a successful piloting roll to move at all this turn.
- 4 This turn move = **20** cm. If control roll is **.4-6.**, do a successful piloting roll to move at all this turn.
- 5 This turn move = **25** cm. If control roll is **.3-6.**, do a successful piloting roll to move at all this turn.
- 6 This turn move = **30** cm. If control roll is **.2-6.**, do a successful piloting roll to move at all this turn.

14/ CHAMPIONSHIP SEASON

As told before, each team has three pilots, three ships and 2500 Credits at a season start. This can be increased to a maximum of four pilots (in piloting shape or not, it means you cannot get rid of a pilot because he is wounded for all of the remaining season), as many ships as bought and as much credits as possibly earned.

Each pilot gains experience AND money separately. It means you cannot use the money earned by one pilot in a race to improve the ship of another pilot of the same team before the next race. Each Pilot will always race in the same single category.

The team as a whole scores points for each individual race result. So at the end of the season it will be that team that is the champion and not that pilot that will be this category winner.

As a final note, a team can only borrows money if it has no ship in flying order, and no pilot alive for a given category (while still not at the four pilot limit already). In this case the team must give back the money as soon as some Credits are earned.

15/ GAINS FOR RACES

Team general ranking:

1st = 5 points, 2nd = 3 points, 3rd = 2 points, 4th or more but do finish the race = 1 point.

Prize for the pilot:

1st = 1000 Credits per opponent at start, then 1000 Credits less for each follower. 0 Credit if does not finish the race.

16/ UPGRADING SHIPS

Important note : all upgrades below (and the one listed for DESTRUCTION DERBY ships become a feature of a given ship and can in no way be retrieved, exchanged or sold.

New ship (previous one destroyed or not repairable)
= 1000 Credits

New pilot (ranked as .seasoned.. Only if is only the 4th pilot of the team) = 1000 Credits

Pilot advanced school (+1 in one skill rank)
= 3000 Credits

Repair 1 hit point of damage on a ship =
50 Credits

Repair one Fin
= 500 Credits

Repair one Booster = 500 Credits

+1 basic resistance in hit point (maximum = base x2)
= 200 Credits

- +1 basic speed in cm (maximum = base x2) =
1500 Credits
- * +1 Booster (maximum = 4) =
2000 Credits
- * +1 Fin (maximum = 4)
= 2000 Credits
- * Auto Start Engine (yields two attempts each time to start the engine)
= 2500 Credits
- ** Zap o. Burn Booster (replace the 1D booster roll with an automatic « 6 » cm of bonus)
= 1000 Credits
- * Ramming Edge (do +1 damage point in case of colliding, 6 maximum)
= 1000 Credits
- * shows that this upgrade takes one point of space available.
- ** this upgrade replace one already existing booster and takes one space available point. Use different coin colour to bid.

17/ DESTRUCTION DERBY UPGRADES

The DESTRUCTION DERBY category has the special feature to include the use of weapons. Each of these weapon or protection is a single use one and all those shown with a * take one space available point.

When bought, the following weapons must be mounted as front firing or rear firing. In both cases the firing zone is at 180° in the direction chosen. The moment of firing is free, except that it is forbidden to fire with a motionless ship against another motionless ship (in other words firing is legal only as long as it is the firer or the target turns to move). It is forbidden to pre-measure the distance between the firer and its target.

The procedure is simple: one die is rolled and the attempt is successful if the result is equal or inferior to the fire skill of the pilot. The skill rank can be improved by one point with some weapons.

The weapons have several characteristics: maximum range, any modifier to skill roll and damage scored.

* Rockets Credits		Range 30 cm	Damage 1D	= 500
* Missile Credits	Skill +1	Range 50 cm	Damage 1D	= 1000
* Rays Credits		Range 30 cm	Damage 2D	= 1500
* Plasma Credits	Skill +1	Range 50 cm	Damage 2D	= 2000

The following weapons are dropped on the circuit and stay active until first activated by one ship passing through:

* Mines (motionless) Credits			Damage 1D	= 250
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* Vortex (motionless) Damage 2D = 500
Credits

The following weapons stay active for one full turn and do take effects on everybody passing through them:

* Smoke (divide speed next turn by two because of disorientation) = 250
Credits

* Electromagnetic web (stops everybody. Will have to start engine again) = 500
Credits

The following upgrades have a probability to protect the ship from ONE attack from any one of the weapons listed in the three categories above:

* Decoys (cancel on a .6.) = 500
Credits

* Countermeasures (cancel on a .5-6.) = 1000
Credits

* Repulsor (cancel on a .4-6.) = 2000
Credits

The following options need to be announced before the first turn of the race, just before everybody shows his initial engine start dice. Some players may just want to forbid these choices.

Sabotage of one opponent.s ship (on a 1-3 roll on a dice, he makes one roll on the damage table) =1000
Credits

Security (cancel one sabotage attempt for the whole team on a 1-4 on a roll) = 500
Credits

And last, this option allows ONE weapon to fire at 360°

* All angles turret = 500
Credits

18/ OPTIONAL RULE # 1 : SLIDES

Slides are a movement that is made laterally as much as straight ahead.. Each slides .costs. one of the ship turns allowed this game-turn. It means that more can be done but with the needed piloting skill roll as usual.

The movement ratio is 1 cm laterally for 3 cm straight ahead. But note that each cm of movement will have to be .paid. for with the ship.s movement allowance this turn.

19/ OPTIONAL RULE # 2 : ACES HIGH

It is possible to play races with earnings that are superior to the normal ones.. In these cases each player has the choice to add one .Special Feature. where he wants to on the circuit. Either he can pick any one on the list below, or when someone will be close enough, a roll will determine what kind of added difficulty is present. Each feature can only be present once on the circuit so maybe the players will have to roll again on the following .Special Feature Table. below. Each feature will add one point and 1000 Credits to all the gains of this race.

Special Feature Table

- 1 Laser turret. Hits on a 1-4. Fire on two different target each turn. Range 30 cm. Damage 1D.
- 2 Nerves jammer. Range 30 cm. Each pilot must make a G-endurance check or blackouts.
- 3 Plasma jammer. Range 30 cm. All engines shut down. Will have to be restarted next turn.
- 4 Booster debugger. Range 30 cm. All boosters of ships not activated yet add 1D speed. Check blackout.
- 5 Dust swarm. Pilots passing must make a piloting check or engine shuts down.
- 6 Mine fields. Everybody passing takes 1D damage.