

Playtest Draft #1

Please help us playtest these and send us your feedback!

Armed Gangs and Armored Death-Machines Locked in Combat on the Radiated Road!

Rad Road is a fast playing miniature game designed for friendly and fun gaming for 2 or more players.

The goal here is not to simulate realism, but rather to allow you to play out cinematic battles in a post apocalyptic age of radically armed and armored vehicles using smart tactics and more than a small bit of luck.

Based on the Black Spot & Saddle Bum rules by David Bezio, Rad Road rules with permission by Rich Brown © 2025

General Rules

Items Needed to Play

Besides these rules, you will need fighter/crew and vehicle miniatures (rules are designed for 20mm/Matchbox/Hot Wheels scale based individually, but use what you like... base sizes do not matter), 6-sided dice (d6), tokens, rulers, and templates, and a 3'x3' or larger battlescape (larger is better). If not using a scenario, roll 1 6-sided die (1d6), and by the players alternating turns, place that many small debris area or obstacles as desired.

Note

The rules are kept concise and to the point. They build as they go, so some confusing things will be made clear later. If you still have any questions, or to get any of the figures shown, visit us at rrbminis.com.



Rolling Dice

Whenever you roll a dice pool in these rules, you use the result of the highest die rolled only. Example: If you roll 2d6 and get a 3 and 5, the result of the roll is 5 (high rolls are better).

Fuzzy Dice: Each fleet starts a battle with 1d6 (minimum of 3) fuzzy dice. These are one time use dice that can be used to instantly reroll any die roll that you don't like. You must take the result of the reroll, but can choose to expend as many available fuzzy dice on a single roll as you like. You can keep track of the fuzzy dice on a scrap of paper, or set extra dice aside and discard them as you use them.

Assemble the Fleet

In a standard game you have 20 points to assemble your fleet of vehicles and team members. There are 3 types of vehicles which are progressively larger. The smaller are faster and more maneuverable, larger have more guns, larger crews, and can take more damage before being sent to the scrap yard. Vehicle cost does not include crew.

Item	Cost	Base Speed	Battleworth	Max Crew
Crew/Fighter	1	0"	2d6	na
Motorcycle	1	8"	1d6	2
Car	2	6"	2d6	4
Van/Truck	3	4"	3d6	6
Each Upgrade *	+1	--	+1d6	+1

* Turret or Side Weapons

Play Area: Players should choose opposite sides across the longer length of the play area and deploy their fleet of vehicles along the battlescape edge.

Command Vehicle (CV): One vehicle must be designated as the CV (put the CV token next to it, or mark it in some other obvious way). If this vehicle is wrecked or captured, the rest of the fleet may lose heart and stop fighting. In this case, immediately roll 1d6 for each vehicle in the fleet. On a roll of 1, its crew loses morale and flees (remove the model(s) from the battlescape).

The Game Round

A game of Rad Road takes place over a series of **rounds**. During a round each Vehicle in the fleet will get to take a single **turn** (mark models with a blue "ordered" token to indicate it has taken its turn).

Initiative Order: At the beginning of a round, roll off 1d6 to see who (highest roll) orders an item first, with sides alternating after that. Any vehicle currently involved in boarding actions must be ordered first until all have gone. Then move onto Motorcycles in the same manner (starting with the side with initiative). Next move onto Cars, then to Vans/Trucks, then lastly to Fighters on Foot. Vehicle Crew on Foot are ordered at the same time as their vehicle (even if it is wrecked or captured).

On a turn: Once ordered, a model may move and take 1 other action: Shoot any or all of your weapons, fight a Boarding/Close-Combat Action, or make repairs to a vehicle.

Movement

Speed is the item's Base Speed plus 1d for a total number of inches a vehicle or figure on foot can move up to on its turn.

For vehicles Speed is the safe-operating-speed. Vehicles operating at excessive speeds (up to double the Speed value), or those performing reckless maneuvers, must roll 1d to see if they suffer an adverse effect.

Reckless Maneuver Table

- 1 or less = Wreck (out of the game).
- 2-3 = Spin Out (movement is ended; use the Spin Out Spinner to determine the direction the vehicle is facing when it stops).
- 4-6 = No Effect.



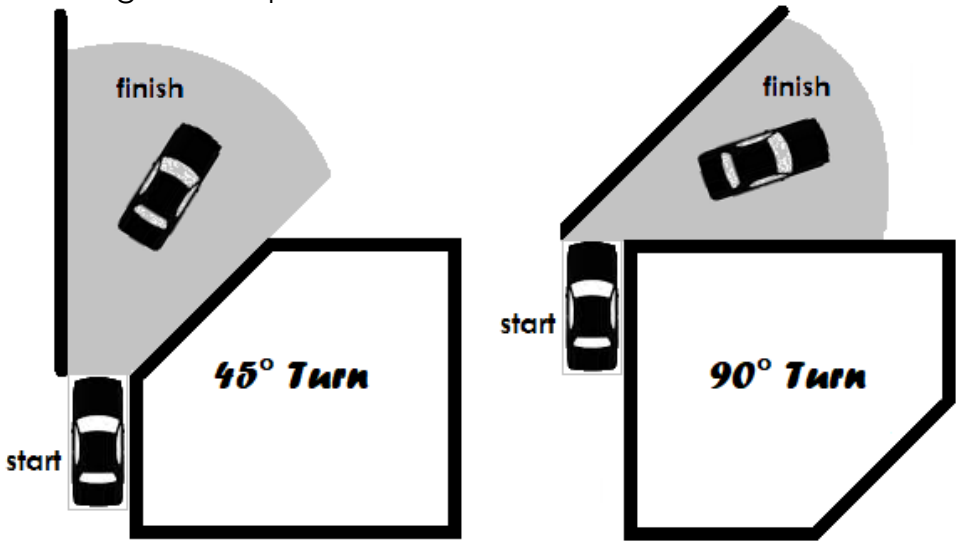
(Photo will be of actual spinner, need to replace image)

Safe/ Reckless Maneuvers (modifiers are cumulative)

Momentum: Vehicles that end a turn moving, must begin their next turn with a 2" straight ahead movement before turning/stopping, or must roll on the Reckless Maneuver Table. If the previous move was > 8", subtract 1 from the die roll.

Turning: A vehicle that wishes to safely turn (i.e. any variation from straight ahead) must use the Turn Template and pay the Speed reduction penalty for its vehicle type or else it must roll on the Reckless Maneuver Table. If turning without slowing or making 2 turns without a 2" straight travel in between them, subtract 1 from the die roll. If turning sharper than allowed, subtract 2 from the die roll.

- Motorcycles lose 1" of speed for a turn up to 90° and 2" to turn greater, up to 180°.
- Cars loses 1" of speed for a turn up to 45° and 2" to turn greater, up to 90°.
- Vans/Trucks lose 2" of speed for a turn up to 45° and 4" to turn greater, up to 90°.



To use the turn template, start with the template parallel to the side of the vehicle, and finish the movement anywhere within the gray along the appropriate template angle.
Note: Fighters/Crew on foot make turns without penalty.

Ramming: If you wish, you can move your vehicle into contact with another vehicle. Unless you are planning a Boarding Action, this is Ramming. Ramming may cause damage to both vehicles. Each vehicle rolls its Modified Battleworth (Battleworth is -1d per hit taken). The vehicle that rolls lowest takes 1 damage. If the roll is a tie both vehicles take 1 damage. Vehicles taking damage from Ramming also roll on the Reckless Maneuver Table whether they are Ramming or the target of Ramming.



Whirling Death: Some call it Circling the Drain because it is typically performed in a final act of desperation, the vehicle fires all its weapons at once while doing "doughnuts" making everything on the entire battlescape within weapons range targets. This always requires a roll on the Reckless Maneuver Table with 2 subtracted from the roll.



Shooting Weapons

On a turn you may choose to fire some, or all, of your weapons (including any crew on foot). You may only fire any crewed bank of vehicle weapons (Front, Back, Driver-Side, Passenger-Side) or Turret once per turn, but they can be fired at any time before, during, or after movement. If a vehicle is moving, the driver can only shoot the Front or Drivers-Side weapons. Shooting out from the sides is typically the crew using handheld weapons. Crew not driving or operating vehicle weapons may only shoot once per turn each when the vehicle is ordered, with a maximum of 2 shots per side allowed. No pre-measuring is allowed. Lay the **Shooting Template** to the appropriate side of the firing vehicle. Anything that falls under the template (including your own vehicles and crews) are targets. Templates are shown on page 10 as an example. Full size versions are in the Rad Road Game Components File.



Shows incorrect template (should be the narrow one), need to replace the photo

The templates show the range, and the die roll required to hit any targets that lie under each part of it. The 1" wide Shooting Template is for hand-held, motorcycle mounted, and small vehicle (jeep/dune-buggy)mounted weapons. The 2" wide Shooting Template is for car and larger vehicle mounted weapons which are heavier with a higher rate of fire. This template is placed square with the Front/Rear of the vehicle unless a turret or side-weapons upgrade is paid for. Roll to hit each target covered by the template separately.

Range: The templates indicate short and long range. You must roll a Modified Battleworth (Battleworth is -1d per hit taken) of 4+ to hit a target at short range, and 5+ to hit a target at long range. The area covered by the total length again beyond that is extreme range which requires a 6 to hit.

To Hit Modifiers: Targeting anything in cover or behind intervening terrain, including crew inside a vehicle is at -1 to the die roll in order to hit. All these modifiers are cumulative.



Opportunity Fire: Vehicles or crew on foot that have already been ordered may take opportunity fire with any guns that have not yet fired this round. This does not circumvent the only firing one bank of weapons once per round rule.

Aiming: Non-moving vehicles or crew on foot can choose to Aim as their only Action. They can then shoot on a following Turn this Round and receive a +1 to hit. Aiming for multiple consecutive Rounds is not cumulative.

Boarding/Close-Combat Action

Only 2 vehicles can be involved in an individual Boarding/ Close-Combat Action. When they are adjacent and moving in the same direction, crews can be imagined as jumping to board, or fight in hand-to-hand combat with long weapons, throw Molotov cocktails, etc. Both sides simply roll their Battleworth; +1 per fighter/crew on board. The side that initiated the Boarding/ Close-Combat Action receives a +1 to the die roll the first round only. The highest total roll wins the battle causing the other to receive 1 damage and a roll on the Reckless Maneuver Table. Ties indicate a stalemate. Vehicles involved in the previous round's Boarding/Close-Combat Action activate simultaneously only if both wish to continue it. If moving, they both must travel along the same agreed upon path, and fight another Boarding/Close-Combat Action. If both do not want to continue, or an agreed upon path cannot be established, the combat does not continue.

Aftermath: If a vehicle is defeated (all crew killed) but not wrecked during a Boarding/Close-Combat Action, the winning side must decide what to do with the vehicle. They can scuttle it, which simply means purposely damage it (i.e. consider it a wreck), leave it abandoned where it sits, or they can capture it and add it to their fleet of vehicles. If added to the fleet, however, it must crewed, which means crew/ fighters from another vehicle(s) must be transferred. Abandoned vehicles can be captured and crewed by other players who move adjacent to the them.



Taking Damage & Making Repairs

Damage: Front/Rear shots from vehicles that hit their target apply 2 hits of damage. Shots from the sides or from fighters/ crew on foot apply 1. All targets that are hit during a Whirling Death maneuver apply 1 hit (the various sides of the vehicle shooting do not apply during this maneuver).

Fighters or Crew are eliminated if they are hit 1 time. Vehicles roll on the Reckless Maneuver Table for each hit, applying a -1 for each hit accumulated. Mark vehicles with a red "hit" token for each hit sustained if not wrecked. Roll 1d for each hit taken; on a roll of 1, 1 crew member is killed.

A vehicle may wreck due to circumstances previously mentioned, but if not, the maximum number of hits that it can take are equal to the number of dice it has in Battleworth. Once a vehicle has taken hits equal to its Battleworth dice, it is no longer battleworthy, and any further damage wrecks the vehicle. For example: A Car has 2d6 in Battleworth. It can take 2 hits. After that, if any further hits are taken, the vehicle wrecks!

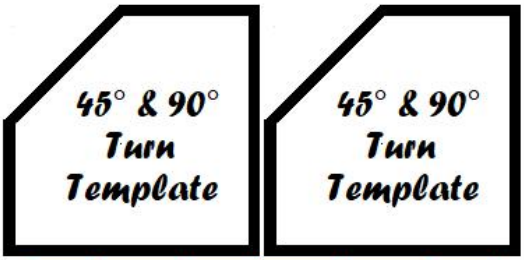
Making Repairs: If a vehicle does not shoot any weapons or fight a boarding action during its turn, the crew can attempt to repair damage it has sustained. Vehicles with only 1 crew (the driver) must be stopped to make repairs Roll the vehicle's Battleworth. On a 6, 1 hit is repaired.



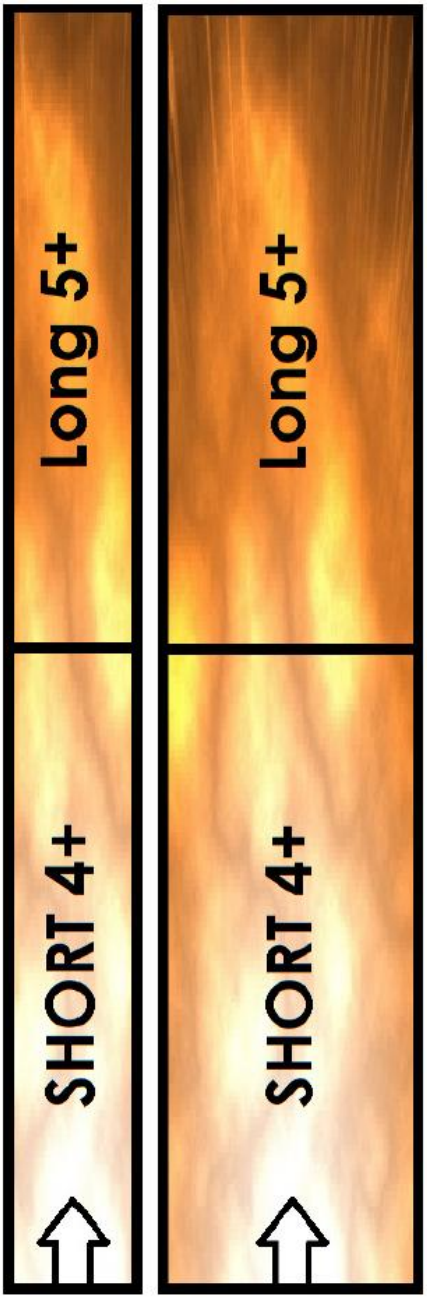
Note: For illustration only... NOT full Size. Use the Rad Road Game Components file to print pieces for game use!

Rad Road Game Tokens and Templates

Glue this sheet to some thin cardboard and then cut the items out.



Hit	Hit	Hit	Hit	Hit	Hit
Hit	Hit	Hit	Hit	Hit	Hit
Hit	Hit	Hit	Hit	Hit	Hit
Hit	Hit	Hit	Hit	Hit	Hit
order	order	order	order	order	order
order	order	order	order	order	order
Command Vehicle	-1 Crew	-1 Crew	-1 Crew	-1 Crew	-1 Crew
Command Vehicle	-1 Crew	-1 Crew	-1 Crew	-1 Crew	-1 Crew
-2 Crew	-2 Crew	-2 Crew	-3 Crew	-3 Crew	-4 Crew
-2 Crew	-2 Crew	-2 Crew	-3 Crew	-3 Crew	-4 Crew



Rad Road Game Supplies

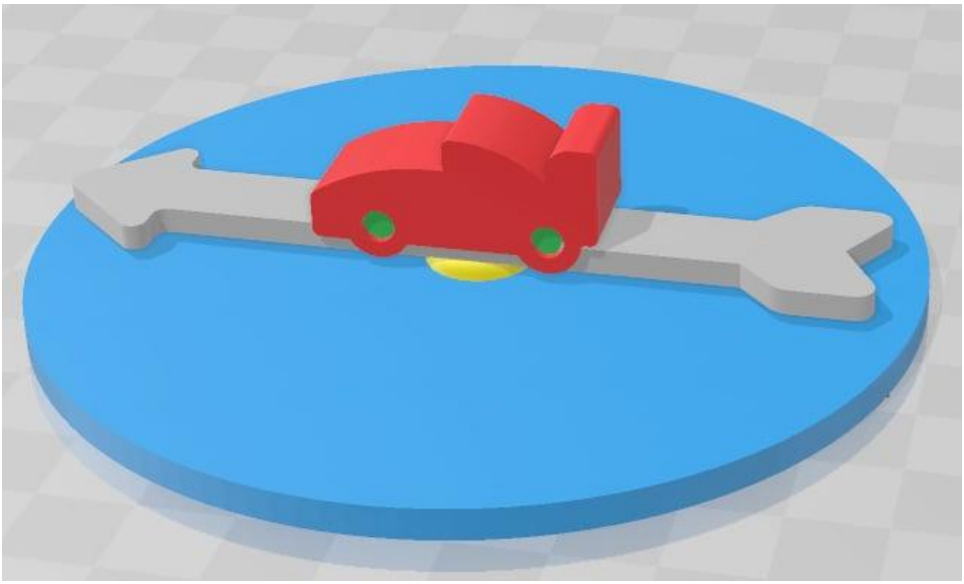


Image will be replaced with a photo of the actual spinner.

Minis, Rad Road Spin Out spinners, plus vehicle modifying kits, are available for sale at the RRBMinis.com shop in the Post Apoc. category.

For those with, or with access to, a 3d printer, the model of the spinner is available as a free download at Thingiverse here: thingiverse.com/Rich3d6/designs.

And the background art can be found at: rrbminis.com/rad-road.

Rules distributed by RRB Minis & More with permission.

Visit rrbminis.com for rules clarifications, scenarios, and more.

Quick Reference Sheet — Rad Road

Item	Cost	Base Speed	Battleworth	Max Crew
Crew/Fighter	1	0"	2d6	na
Motorcycle	1	8"	1d6	2
Car	2	6"	2d6	4
Van/Truck	3	4"	3d6	6
Turret Upgrade	+1	--	+1d6	+1

Turn Activation Order
Boarding Actions
Motorcycles
Cars
Vans/Trucks
Fighters on Foot

On a turn: Once ordered a model may move and take 1 of the following actions: Shoot any or all of your weapons, fight a Boarding/Close-Combat Action, or make repairs to their vehicle.

Reckless Maneuver Table
1 or less = Wreck (out of the game).
2 = Spin Out (movement is ended; use the Spin Out Spinner to determine the direction the vehicle is facing when it stops).
3-6 = No Effect.

Vehicle Weapons	Damage
Sides	1
Front/Rear	2

Damage/Hits: Roll on the Reckless Maneuver Table once for each point of damage taken.

Flag Car: If destroyed or captured, roll 1d6 for each vehicle in the fleet. On a roll of 1, the vehicle loses morale and flees.

Repairs: Roll the crews Battleworth. On a 6, 1 hit is repaired.