Race Day Unofficial Ref Sheet

Stand on it	**+2**	*engine check*
Cruise	**+0**	
Check up	**- 2**	*body check*

Tire Damage

- Take 1 tire damage ***each time*** you cross the finish line (except at start or from pit).
- ***Each*** tire damage = **+1** to driver, body & engine value.

0
Tire damage*

Engine Damage

When you have **2 engine damage** you can only move at **Check up** speed (ignore body checks & bumping).

Body Damage

When you have **4 body damage** you can only move at **Check up** speed (ignore body checks & bumping).

Wall space: Take a body check if you end your move on a wall space.

Marbles space: Take a driver check for spin if you end your move on a marbles space.

Drafting

- Move your car forward 1 space along the same path as the active car **OR**
- After the active car moves, move your car to the next-to-last space the active car was in before it stopped. Skip your next turn.

Bumping

Each car makes a body check. Fail = 1 Body damage and

Blocked Path

Take 1 body damage for each space you couldn't move. Choose 1 adjacent blocking car to take 1 body damage; you both make a

Driver check: Fail = **Spin**. Player to right turns your car sideways. You take 1 tire damage and

Driver check: Fail = Take 1 tire and 1 body damage. Repeat this driver check until you recover.

Pit Road

Enter/Exit at Cruise or Check up speed.
Choose to pit 1, 2, or 3 turns. If choosing 2 or 3 turns, make a body check to skip a turn.

1 turn: Remove all tire damage.
2 turns: Remove all tire damage & 2 body damage.
3 turns: Remove all tire damage, 2 body & 1 engine damage.

You cannot win on the last lap by leaving the pits.

Laps Completed

0 **1** **2** **3** **4** **5**

*Use a d4 to keep track of tire damage.

v. 1.0 12.04.05 fenyan@mac.com

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