



*Note:* These additions are all designed with the Superspeedway rules in mind because Spinning is the trigger that sets this into play.

When a car loses control either due to a blocked path or bumping, the vehicle is turned sideways on the track. Any other cars that were drafting the out of control car in the previous turn automatically collide with the loose vehicle and must, in turn, also make a driver check to avoid spinning themselves.

The loose car(s) now are blocking one or more track sections and are subject to the above collision rules (**pile-up!**) and they can inflict blocking damage from other cars being unable to pass them.

### **Determining Damage:**

The spinning vehicle will take 1 or more points or tire and/or body damage on its own from losing control as per the rules. Cars that were drafting the spinning vehicle cause body damage to themselves based on the speed they moved last round - Stand On It vehicles inflict two body damage, Cruising vehicles do one point of body damage and Check Up vehicles don't inflict any damage but are placed immediately behind the spun car.

Other cars, not involved in the collision(s) from spinning, that slam into the spun car(s) or cars adjacent to it due to a blocked path inflict damage normally as per the blocked path rules.



### **Variant Damage Rule:**

Three points of body damage can be negated for taking a point of engine damage. This damage must be declared immediately upon the infliction of the damage.

### **Optional Caution Flag Rule:**

If there are more than three spun vehicles on the track at one time, a "caution flag" comes into play and all movement stops on the board. All spun vehicles are removed from the track and put into pit row for a mandatory one turn (allowing for tire repair). Cars can remain for longer on Pit Road if they wish. All vehicles regardless of where they were on the track are placed back on the finish line in the original pole position order (minus any cars that were removed from the race or are on pit row). Cars passing the finish line as a result of the Pace Car Rule do not take the normal tire damage as a result.

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