

STEVE JACKSON GAMES

CAR WARS

SIXTH EDITION

Where the
right of way goes
to the biggest guns

Designed by
Sam Mitschke & Randy Scheunemann

CHRONOLOGY

- 2035:** Federal government moves to nationalize dwindling supplies of oil and natural gas production. Texas, Oklahoma, and Louisiana secede, and nationalize these resources themselves. Pitched battles follow on both sides of the new border.
- 2038:** U.S. armored columns stopped in hills of central Texas, ending bloody “Gulf or Bust” campaign. Rebel forces begin to retake lost territory.
- 2039:** Texarkana Accords signed, ending Second Civil War. Oklahoma, Texas, and Louisiana become three separate sovereign nations – the Free Oil States.
- 2047:** Grain blight breaks out in Nebraska, spreading rapidly. A similar blight takes root in Ukraine. A nuclear exchange ends quickly, but the world’s breadbaskets are devastated. Food shortages break out across the globe.
- 2051:** The Food Riots. National governments fail to keep order. “Fortress” towns develop.
- 2053:** Outside fortress towns, gangs rule most of the world. Country real estate becomes worthless. Algae farms make up lost food production.
- 2055:** Many large cities totally abandoned. Governments regain some authority, but law enforcement is decentralized. Texas, Finland, and USA have best economies in the world, with employment rates tied at 37%.
- 2057:** U.S. Supreme Court decriminalizes manslaughter in arena games. “Death sports” become popular. Television stocks hit new highs weekly.
- 2058:** “Crazy Joe” Harshman wins Fresno destruction derby by mounting a surplus .50-caliber machine gun on his Chevy. The term “autoduelling” is first used by sportswriters.
- 2060:** Autoduelling becomes most popular TV sport worldwide, edging out combat football and private wars. Nine autoduel arenas are open in North America, with dozens more in planning stages. The American Autoduel Association is formed.
- 2061:** Utah autoduellists fight vigilante campaign against Badlands cycle gangs. AADA holds first sanctioned National Championship in Austin, Texas. AADA also begins issuing area advisories and helping duellists organize against armed threats to their communities. Some local police forces condemn this; others join in.
- 2062:** Police admit inability to deal with armed vehicles in highway use. Informal duels increase in number.
- 2063:** Many areas legalize vehicular weaponry of a loosely defined “defensive nature.” Duelling outside city limits now legal in 14 states, tolerated in others.
- 2064:** Most makes of cars now offer a variety of weaponry as factory options.
- 2065:** Statistics show “smash and grab” car and cycle crime much reduced. Law enforcement officials credit vehicular weaponry of private citizens, but point out that “the gangs that are left are now better armed than we are.” Autoduelling is now legal in all 47 U.S. states, all 12 Canadian provinces, the Free Oil States, the Republics of Quebec and Deseret, and most surviving nations worldwide.

Today: *Car Wars.*



CAR WARS®

SIXTH EDITION

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CONTENTS

Chronology	2	2. Take Control.....	11	Pushing	15
Components	4	3. Manage Fires.....	11	Pushing Light Obstacles	15
Car Miniatures and Bases.....	4	4. Movement.....	11	Pushing Heavy Obstacles.....	16
<i>Common Icons</i>	4	4A. Adjust Speed		Pushing Walls.....	16
<i>Firing Arcs</i>	5	<i>Hard Acceleration</i>	11	<i>Stuck</i>	16
Dashboards.....	5	<i>Hard Braking</i>	11	Pile-Ups.....	17
Arena Setup	6	4B. Drive	12	Attacking.....	18
<i>Terrain and Hazards</i>	6	5. Combat	12	Choosing A Target.....	18
<i>Obstacles</i>	6	<i>Re-Rolling Dice</i>	12	Range	19
<i>Scenarios and Customization</i>	6	6. End of Round	12	Cover	19
Counters, Turning Keys, & Dice ...	7	<i>Ace Tokens</i>	12	Shoot.....	20
<i>Turning Key</i>	7	Low-Risk Moves	12	Defending	20
<i>Dice Icons</i>	7	Drive Straight	12	Combat Results	20
Wreck Markers	7	Slight Turn	12	Damage	21
Damage Cards	7	Maneuvers	13	Basic Damage.....	21
Build Cards.....	8	Slide	13	Destroyed.....	21
<i>Restrictions</i>	8	Turn	13	Special Damage &	
Weapons	8	Maneuvering Results	13	Power Plant Damage.....	21
Accessories & Upgrades.....	8	Out of Control	14	Tire Damage	21
Structure.....	8	Out of Control: Terrain, Hazards,		Explosion Damage	22
Crew.....	9	Collisions and Maneuvers.....	14	Fire Damage	22
Gear	9	Explosions	14	Power Plant Damage.....	22
Sidearms.....	9	Spinning Out	14	Internal Damage	23
Game Size.....	10	Collisions	15	Player Elimination	23
Car Construction.....	10	Light Obstacles.....	15	End of Game	23
Starting Positions.....	10	Heavy Obstacles	15	Quick Reference.....	24
Sequence of Play	11	Walls	15		
1. Check Speed	11	Simultaneous Collisions	15		

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CAR WARS

COMPONENTS

2-PLAYER SET

6 car miniatures	36 ace tokens
2 car bases	36 control tokens
2 dashboards	48 damage tokens
2 power sliders	1 first-player marker
2 tires sliders	6 vehicle record sheets
2 speed sliders	1 rulebook
8 armor sliders	132 cards:
20 dice (6 yellow, 4 blue, 3 red, 3 green, 2 black, 2 white)	2 play sequence cards
	12 damage cards
	14 hazard cards
2 wreck tokens	4 scenario cards
2 barrier tokens	100 build cards (50 cards in 2 player colors)
2 barrel tokens	
2 turning keys	

4-PLAYER SET

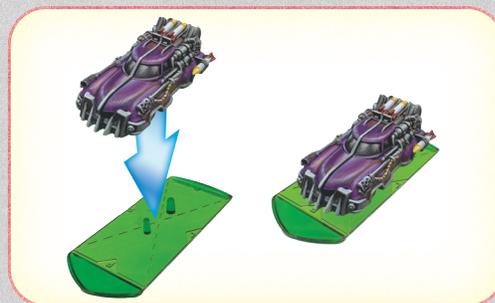
12 car miniatures	36 ace tokens
4 car bases	36 control tokens
4 dashboards	48 damage tokens
4 power sliders	1 first-player marker
4 tires sliders	6 vehicle record sheets
4 speed sliders	1 rulebook
16 armor sliders	234 cards:
20 dice (6 yellow, 4 blue, 3 red, 3 green, 2 black, 2 white)	4 play sequence cards
	12 damage cards
	14 hazard cards
4 wreck tokens	4 scenario cards
4 barrier tokens	200 build cards (50 cards in 4 player colors)
4 barrel tokens	
2 turning keys	

CAR MINIATURES AND BASES

Each player takes a car base and the miniature of their choice. Use the pegs and sockets to attach the miniature to the base.

The term “car” in these rules refers to the combined car base and miniature.

For movement and combat, the rectangle depicted on the base represents the car – the attached miniature does not. The rounded nose and rear of the base are only used to resolve collisions.



COMMON ICONS

The most common icons encountered during play are shown below.

Dice. These icons indicate the color of die needed in a particular situation. If there is a number within the icon, it indicates *how many* dice of that particular color are needed.

For example, if and appear on the same card, the card will use 3 yellow dice and 1 green die.

Control (), **ace** (), and **damage** () tokens. These icons indicate when a token of a specific type is required.

Terrain level (, , ,) indicates how many must be added to your driving rolls based on the highest level your car is overlapping (see **Drive**, p. 12).

Full cover () , **partial cover** () , and **no cover** () . Each of these indicates a certain amount of *cover*, which may prevent an attack or help when defending (see **Cover**, p. 19).

Drive-thru () , **light obstacle** () , and **wall** () . These icons indicate an obstacle's *weight*. The outside edges of the arena are walls. Any other obstacle that does not show one of these icons is considered a *heavy obstacle*.

Weight is an abstract term that defines how an obstacle is treated in collisions (see **Collisions**, p. 15).

Durability () . This icon indicates that an item can be destroyed. The number inside the icon indicates the amount of damage it takes to destroy that item. If a durability icon is not present, that item cannot take damage (see **Damage**, p. 21).

Basic damage () , **tire damage** () , **fire** () , and **explosion** () . These icons all indicate different types of damage that is dealt during play. The numbers inside the icons indicate the amount of damage being dealt (see **Damage**, p. 21).

FIRING ARCS

The dotted lines sculpted into the car base indicate the car's sides and firing arcs (front, back, left, and right). Imagine the dotted lines extend indefinitely from the car base, dividing the arena into 4 quadrants.

Each quadrant represents one of the car's firing arcs (front, back, left, and right). The letters on the base indicate the sides of the car (F, B, L, and R).



DASHBOARDS

Each player takes the dashboard that matches the color of their car base, one power slider, one tires slider, one speed slider, and four armor sliders.

The dashboard depicts the car's power plant, tires, and speed. It must be assembled by placing the sliders in their corresponding grooves. Don't worry about where they are positioned in the grooves yet (see **Sequence of Play**, p. 11).

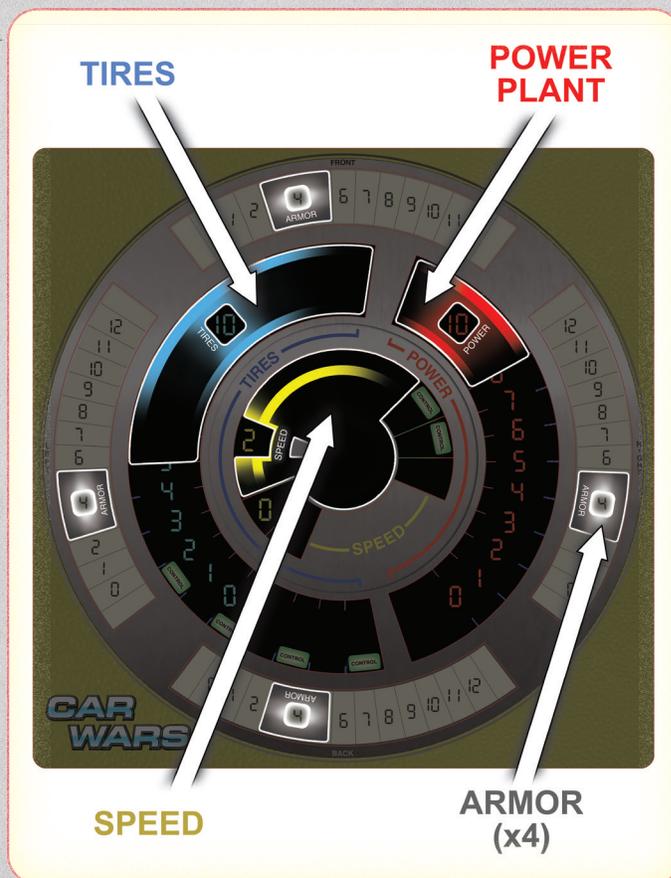
The armor sliders start with the  side down. This indicates that the car is not (yet) on fire.

As the sliders move, they will cover and uncover  and  icons.

The  icons show how many  tokens a player takes at the start of a round (see **Take Control**, p. 11). Higher speeds and tire damage will cause these icons to become hidden. Slowing down will reveal more of them.

As a car takes tire damage,  icons will be uncovered. Each  icon reduces a car's maximum speed by 1. The maximum speed for an undamaged car is 5, but it can be reduced as low as 1 (see **Check Speed**, p. 11).

When the speed slider is set to 0, the  icon is revealed. This is a visual reminder that the speed 0 setting also represents driving in reverse at speed 1 (see **Adjust Speed**, p. 11).



ARENA SETUP

Designate a flat, smooth, playing area, roughly 3 feet per side, to serve as the arena. The outside edges of the arena are *walls* (see **Walls**, p. 15).

Corners of walls must be 90 degrees or more – no acute angles. Gaps between walls must be at least one turning key (2 car lengths) long.

Players should be positioned evenly around the arena, leaving a good amount of space outside the arena for dashboards, cards, and tokens (see p. 10).

Once players are familiar with the rules, terrain features and obstacles can be added during setup to customize the arena (see **Terrain** and **Obstacles**, below).



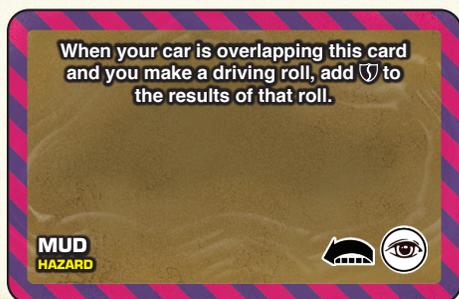
TERRAIN AND HAZARDS

Regular arena terrain is designated “level 0,” and carries no penalties. A higher terrain number adds risk. Add a number of  to your driving roll equal to the highest terrain number you are overlapping (see **Drive**, p. 12). Typically, a road is level 0. Its shoulder might be level 1, and the area beyond the shoulder would be 2 or even higher.



Hazard cards, such as mud and clay, represent spots of especially chancy driving surface. A car's movement is affected by all hazards it overlaps. For example, when your car is overlapping a Clay card, you must add **2** (2 blue dice) to your driving roll, in addition to any other dice you would normally roll. The  icon means cars drive over top of the Clay hazard, and the  icon means that it does not offer any protection from attacks.

Some cards have unique effects that are described in the text on the card itself. Mud, for instance, adds 1  result to your driving roll. Hazards do not negate terrain – they add to it!



There are also four cards numbered 0 through 3. These may be used to customize your arena in different ways. They can represent checkpoints or event triggers (for instance, you can't fire a weapon until you cross the checkpoint of your own color). They can be used as extra hazard cards; these cards may be declared in advance or may be unknown – under a harmless-looking puddle, perhaps! – until a driver hits them. Or they can be used as a countdown (hence the 0 card).



OBSTACLES

Everything in the arena that isn't terrain is an obstacle, including the cars. Obstacles have *cover*, *durability*, and *weight* attributes, usually indicated by icons (see **Common Icons**, p. 4).

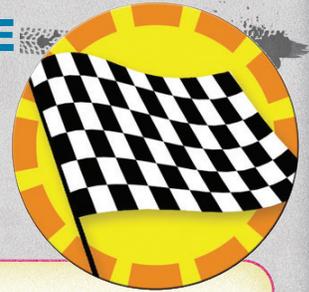
Cars are *heavy obstacles* that provide *partial cover* (see **Collisions**, p. 15, and **Cover**, p. 19).

Many obstacles show a durability on one side, but not on the other. This is to allow more options when setting up the arena.

SCENARIOS AND CUSTOMIZATION

Once players are familiar with the rules, we encourage experimenting with the game system to create custom arenas and exciting scenarios. However, if a custom setup or scenario conflicts with these rules, it is up to the players to address those conflicts.

COUNTERS, TURNING KEYS, AND DICE



Separate the **CONTROL**, , and  tokens. Place these tokens, the turning keys, and the dice all within easy reach of all players.

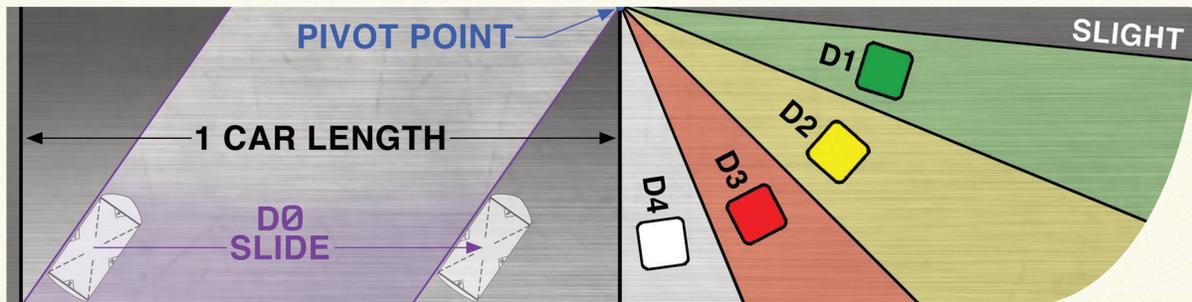
Set the barrier and barrel tokens aside for now. They are optional when setting up the arena.

Decide who will be the first player. That player takes the first-player marker (shown at right).

TURNING KEY

The turning key is an all-in-one tool that is used for setup, movement, and combat. It is 2 car-lengths long and 1/2 car-length wide, and the car bases work

in conjunction with the turning key to make driving, turning, and sliding around the arena quick and easy (see **Maneuvers**, p. 13).



DICE ICONS

Each different color of die has a unique mix of the icons shown below. When a die face shows two icons, each icon is treated as an individual result.

★ **Hit** – This typically represents ★ when attacking (see **Basic Damage**, p. 21).

 **Skid/Shield** – When driving, skids may cause a car to lose control. On defense, shields negate incoming hits.

⊗ **Wrench** – When maneuvering, wrenches cause a car to lose tires. Additionally, some cards have unique effects that occur when wrenches are rolled.

WRECK MARKERS

Wreck markers are used to show a car that has been destroyed. Set them aside at the start of the game. When a car is destroyed, replace it with a wreck marker. Place the marker with the durability icon face-down.

Wreck markers are not player-controlled and do not move unless they are involved in a collision.

Players that are familiar with the rules may choose – at the start of the game – that wreck markers be placed with the durability icon facing up, indicating that they can take damage and be destroyed.

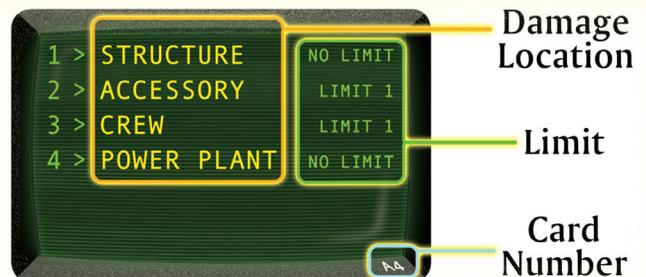


DAMAGE CARDS

Damage cards are used after a car's armor has been stripped away. Separate the 12 damage cards into two decks (A and B), each containing 6 cards.

Each damage card shows a card number in one corner that can be used to sort the decks.

Once the game size has been determined, one of the damage decks will be returned to the box (see **Game Size**, p. 10).



BUILD CARDS

Build cards are used to equip the cars and outfit crew members (see **Car Construction**, p. 10). There are several types of build cards, and some have restrictions that limit how they can be used (see **Restrictions**, below).

Weapons, accessories, upgrades, and structure cards are equipped using *build points*. Crew, gear, and sidearms are equipped using *crew points* (see **Game Size**, p. 10).

RESTRICTIONS

Many cards have restrictions that affect how they can be used:

RANGE X – can only be used within X car lengths of a target

ONE-SHOT – can only be used once (then it is flipped face-down)

FRONT ONLY – must be equipped to the front

BACK ONLY – must be equipped to the back

FRONT/BACK – must be equipped to either the front or the back

SIDE ARC FIRE – players may attack with this from either their left or right arcs

EXCLUSIVE – players may not equip more than one exclusive card

BUILD POINT CARDS



WEAPONS

Weapons are the primary means of dealing damage. Each card provides some combination of basic damage and attack dice (see **Attacking**, p. 18).

Players can equip multiple copies of a weapon to any firing arc.

Weapons that cost 6 or more cannot be equipped in games using 24 BP or less. Note that players will, at most, have 2 attacks per turn.

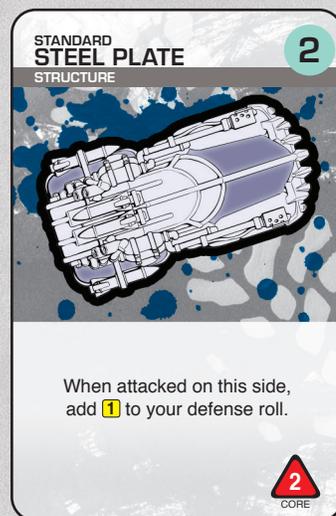


ACCESSORIES & UPGRADES

Accessories and upgrades modify the basic game rules.

Players cannot equip multiple accessories that share the same name. Players cannot equip multiple upgrades that share the same name or subtype.

Unless a restriction says otherwise, accessories can be equipped to any firing arc. Upgrades are placed in the crew area.



STRUCTURE

Structure cards provide defensive benefits when defending, such as increased durability and additional dice.

Unless a restriction says otherwise, players can equip structure cards to any firing arc.

Players can equip multiple copies of a structure card, but are only allowed to equip one structure card *per side* of their cars (up to a maximum of 4 cards).

MORE CAR WARS!

For even more plastic cars, as well as new Build Point and Crew Point cards, don't miss the **Car Wars** miniatures expansions. Add tons of new design options to your game! Mix and match cards from different sets to build your perfect autoduel machine. Visit carwars.sjgames.com for more!

CREW POINT CARDS



CREW

Players *must* choose 1 driver and 1 gunner to form their crew. All crew members are able to drive the car and fire weapons. Many have additional special abilities.

Crew cards are not equipped to the dashboard like other cards.

Each player must form a *crew area* near their dashboard.

This is an open space where equipped crew and gear cards are placed.



GEAR

Gear cards modify the crew, rather than the car, and they cannot be destroyed (similar to upgrades).

Gear is equipped to the crew area, and the special rule provided by a gear card applies to *both* crew members.

Players *cannot* equip multiple copies of the same gear card.

Players *cannot* equip a gear card that shares the same *subtype* as another gear card they already have equipped.



SIDEARMS

Sidearms are crew-held weapons that cannot be destroyed, and they can be fired even if there are no other weapons on the car.

Sidearms can be fired from either the left or right sides of the car.

Both crew members carry the equipped sidearm(s), even though there is only one card per sidearm in the crew area.

Unlike other weapons, which can only be fired once per round, *each crew member can fire the same sidearm in the same round.*

All players have the **Hand Cannon** card equipped by default – each player should immediately take this card from their player deck and equip it.

Purchasing additional sidearms does not replace the **Hand Cannon** – all equipped sidearms are available for the crew to use.

Players *cannot* equip multiple copies of the *same* sidearm.



GAME SIZE

Players must decide how many armor points (AP), build points (BP), and crew points (CP) will be used.

AP indicate the amount of damage a car can take before internal systems and crew are affected. Players set all of their armor sliders to this number.

BP are used to purchase weapons, accessories, upgrades, and structure. A player may not spend more BP than the game size allows when building their car.

Weapons that cost 6 or more cannot be equipped in games using 24 BP or less.

CP are used to hire crew members and outfit them with gear and sidearms. A player may not spend more CP than the game size allows when building their car.

For a small game using 24 BP or less, use damage deck A and return deck B to the box (see **Damage Cards**, p. 7). We suggest **4 AP**, **16 BP**, and **4 CP** for your first small game.

For a large game using 25 BP or more, use damage deck B, and return deck A to the box (see **Damage Cards**, p. 7). We suggest **9 AP**, **36 BP**, and **9 CP** for your first large game.

CAR CONSTRUCTION

Once the game size is determined, all players simultaneously outfit their cars and crews using the build cards from their player decks.

Players equip weapons, accessories, upgrades, and structure cards by placing them adjacent to their dashboards. Each card is placed on the side of the dashboard that correlates to the car's firing arc where the item is located.

Crew, sidearms, and gear are equipped by placing them near the dashboard (in the crew area).

Each player's crew consists of exactly one driver and one gunner. Remember to equip the **Hand Cannon** card!

Do *not* look at the other cars until everyone has finished – do not make decisions based on what the other players are doing.

Once the cars are all built, players *should* check one another to make sure that all cars are built according to the rules and the agreed-upon game size.

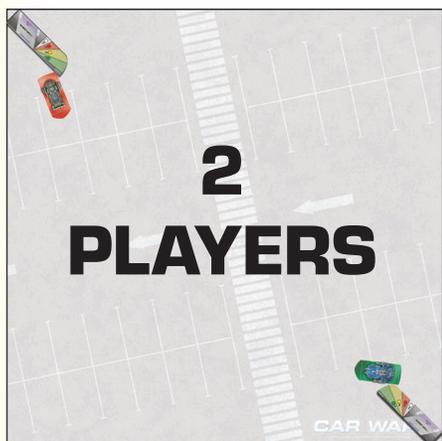


STARTING POSITIONS

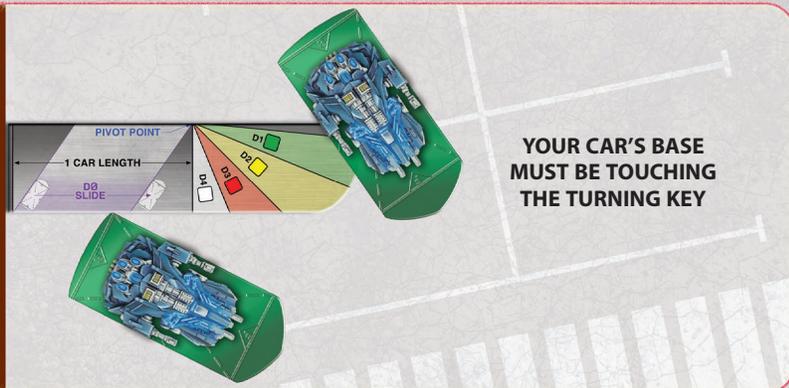
Starting with the first player (the player with the first-player marker) and going clockwise around the arena, each player determines their starting position.

Place the turning key against the arena edge and then position the car in any orientation, so long as some part of the base is touching the turning key.

Here are some starting setups based on different player counts:



When all cars are in their starting positions, the first round starts.



YOUR CAR'S BASE
MUST BE TOUCHING
THE TURNING KEY



ARENA EDGE

SEQUENCE OF PLAY

At the start of the game, all players set their speed slider to 2, and their power and tires sliders each to 10. The armor sliders should be positioned based on the game size (see **Game Size**, p. 10).

Play proceeds in rounds until there is only one player remaining. Starting with the first player, follow the phases below (in order) each round.

1. CHECK SPEED

All players perform this phase simultaneously.

Check for **SPEED** ↓ icons showing on the dashboards. Each **SPEED** ↓ icon reduces a car's maximum speed by 1. If any player's speed is higher than allowed, that player must adjust their speed down to their new maximum speed.

2. TAKE CONTROL

All players perform this phase simultaneously.

Each player takes **CONTROL** and **🚗** according to the icons visible on their dashboards and on their equipped cards. Tokens must be kept visible.

3. MANAGE FIRES

Starting with the first player and going clockwise, each player has an opportunity to extinguish fires that may be burning on their car (indicated by armor sliders that have been flipped to their **🔥** side). Players are *not* required to extinguish fires.

Pay 2 **CONTROL** to extinguish a fire, and flip the armor slider so the **🔥** side is face down.

Players *can* put themselves out of control by extinguishing a fire (see **Out of Control**, p. 14).

Each fire left burning deals 1 damage to that side of the car as soon as a player is done extinguishing fires (see **Fire Damage**, p. 22).

This damage is resolved *before* the next player is required to manage their fires.

4. MOVEMENT

Once all players have managed their fires, the movement phase begins.

Starting with the first player and going clockwise, each player performs two steps during the movement phase: *adjust speed* and *drive*.

4A. ADJUST SPEED

The speed indicated on the dashboard shows how many *movement points* a player has available. When adjusting speed, a player may:

- Maintain their current speed, *or*
- Increase their speed by 1, *or*
- Decrease their speed by 1.

A player *cannot* exceed their maximum speed (check the **SPEED** ↓ icons on the dashboard), and they cannot change their speed once they have begun moving their car.

Movement points indicate the number of car lengths a car will move during the drive step. Cars always move forward unless at speed 0.

Speed 0 means *either* **stopped** or **in reverse**. A player at speed 0 must inform the other players whether they are stopped or in reverse before continuing.

HARD ACCELERATION

After increasing speed by 1, a player may *hard accelerate* (only once per turn) to increase their speed by 1 more. If they do, their power plant takes 1 damage (see **Power Plant Damage**, p. 22). A player may not exceed their maximum speed.

Adjusting speed from reverse to 1 does not require hard accelerating.

Players can be eliminated from the game if hard accelerating reduces their power plant to 0 (see **Player Elimination**, p. 23).

HARD BRAKING

After decreasing speed by 1, a player may *hard brake* (only once per turn) to decrease their speed by 1 more. If they do, their tires take 1 damage (see **Tire Damage**, p. 21). The minimum possible speed is 0 (or reverse).

Adjusting speed from 1 to reverse does not require hard braking.

If a player's tires are reduced to 0, that player may not hard brake.

Reverse is considered to be speed 1, but the car will move backward. When the speed slider is set to 0, the **R1** icon is a visual reminder that the speed 0 setting also represents driving in reverse at speed 1.

All movement is described in these rules as though the car is moving forward. Use the same methods in reverse, but treat the back of the car as though it is the front.

A player cannot adjust their speed to reverse if the back of their car is touching a wall.

4B. DRIVE

The player must move their car using all of their available movement points before the next player begins their movement phase.

As long as they are not out of control (see **Out of Control**, p. 14), a player may make a *low-risk move* or a *maneuver* during any of their movement points (see **Low-Risk Moves**, below, and **Maneuvers**, p. 13).

After each movement point is spent, a *driving roll* might be required as the result of terrain, hazards, or a maneuver. A driving roll consists of the following:

- a number of **D** equal to the highest terrain level their car is overlapping, *plus*
- any dice required by hazards their car is overlapping, *plus*
- any dice required by the maneuver they are making.

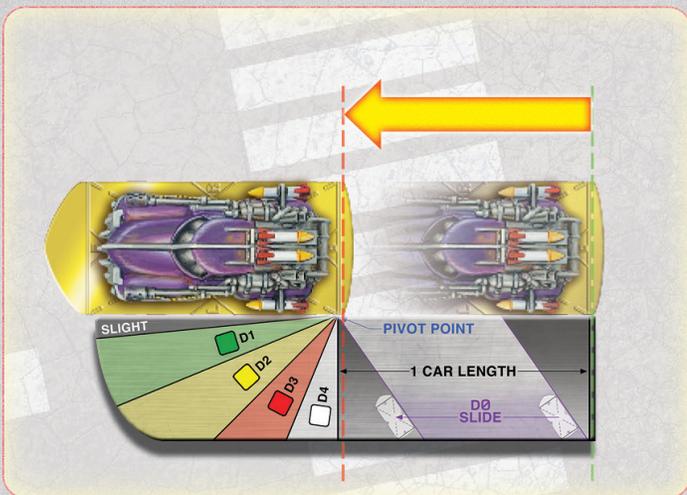
See **Maneuvering Results**, below, to learn about resolving driving rolls.

LOW-RISK MOVES

Players do not roll dice or take **A** for low-risk moves (see **Ace Tokens**, at right).

DRIVE STRAIGHT

Position the turning key against either side of the car and move the car straight forward exactly 1 car-length (using the turning key as a guide).



5. COMBAT

Once all players have completed their movement phases, the combat phase begins.

Starting with the first player and going clockwise, each player is given a chance to attack with their surviving crew members (see **Attacking**, p. 18).

6. END OF ROUND

Once all players have made their attacks and the damage is resolved, the combat phase is over and the round ends.

All remaining **CONTROL** and **A** are returned to the supply, and the first-player marker is passed to the next player to the left.

The next round begins.

RE-ROLLING DICE

When you are given a re-roll of 1 or more dice, use each re-roll one at a time, choosing from the dice initially rolled. For example, an effect that allows you to re-roll 2 dice indicates that you have 2 separate re-rolls available. Re-rolls are optional unless an effect says otherwise.

ACE TOKENS

A are earned by making maneuvers (see **Maneuvers**, p. 13), and they may *always* be spent for defense re-rolls (see **Defending**, p. 20). There are also cards that, when equipped, provide additional ways to earn and spend ace tokens.

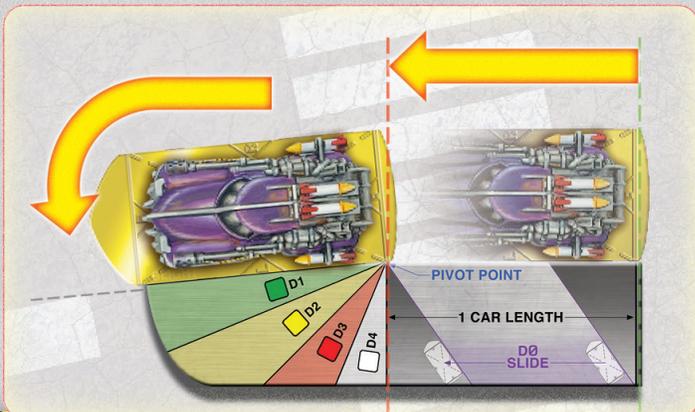
SLIGHT TURN

Position the turning key against the same side of the car as the direction of the turn (for a left turn, put the turning key against the left side of the car).

Align the front of the car to the pivot point on the turning key.

Move the car straight forward 1 car-length until the back is aligned with the pivot point, and then pivot the front of the car over the tip of the turning key.

The player decides how far to pivot the car, as long as the edge of the car does not go beyond the SLIGHT zone on the turning key).



MANEUVERS

Any time a player commits to making a maneuver, before rolling dice, that player takes 1  (see **Ace Tokens**, p. 12).

When making a maneuver, dice are added to the driving roll. The player adds  equal to their speed, *plus* any additional dice required by the difficulty of that particular maneuver. Note that terrain and hazards may add even more dice to the driving roll (see **Drive**, p. 12).

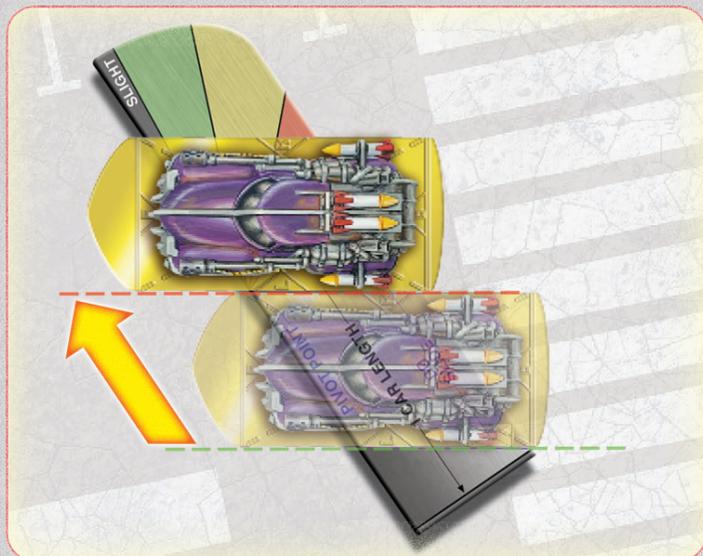
See **Maneuvering Results**, below, to resolve maneuvering die rolls.



SLIDE

Wedge the turning key at an angle beneath the car and align the SLIDE zone to one edge of the car. Then move the car diagonally until that same edge aligns with the other end of the SLIDE zone.

The player adds  equal to their speed, but this maneuver does not add any additional dice to the driving roll.



TURN

Position the turning key against the same side of the car as the direction of the turn (for a left turn, put the turning key against the left side of the car).

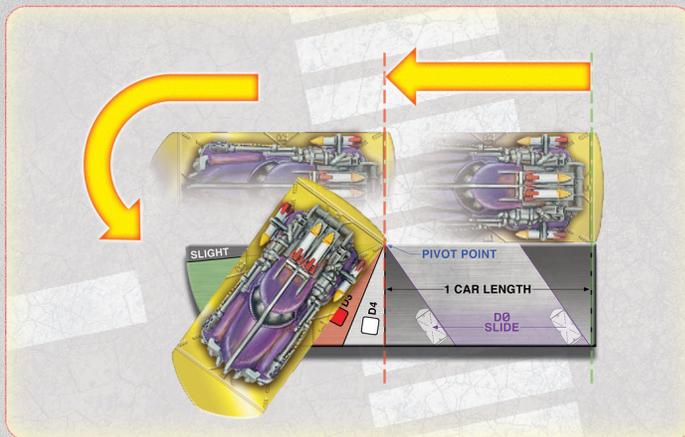
Align the front of the car to the pivot point on the turning key.

Move the car straight forward 1 car-length until the back is aligned with the pivot point, and then pivot the front of the car over the tip of the turning key (past the SLIGHT zone) until the desired turn is achieved.

The player decides how far to pivot the car, up to 90 degrees. As the car turns, the edge will overlap the colored difficulty zones on the turning key (D1 to D4).

The car does not need to align precisely to the lines that separate the difficulty zones on the turning key – a player may stop their turn anywhere within a difficulty zone.

When the car is positioned, the player then adds  equal to their speed, plus the dice shown on all zones the car is overlapping on the turning key.



In the example shown, there are no terrain or hazard effects. The player makes a D3 turn at speed 3. That player takes 1  and then rolls six dice:

-  for their current speed, *plus*
-  for zone D1, *plus*
-  for zone D2, *plus*
-  for zone D3.

MANEUVERING RESULTS

After a driving roll, the player must pay 1  for each  result *and* take  for each  result (see **Tire Damage**, p. 21). Hazard and terrain effects that did not directly affect the driving roll itself are applied now.

If a player runs out of , see **Out of Control**, p. 14.

If a player's tires are already at 0,  results from a driving roll do not cause further tire damage.

OUT OF CONTROL

A player goes out of control the moment they run out of **CONTROL** tokens. They must drive straight for any remaining movement points, *and* their speed no longer provides **□** for defense rolls (see **Defending**, p. 20).

OUT OF CONTROL: TERRAIN, HAZARDS, COLLISIONS, AND MANEUVERS

Sometimes a player is required to pay **CONTROL** when they have none available. If this happens as the result of a driving roll or a collision, they take **★** for each **CONTROL** they could not pay (see **Tire Damage**, p. 21).

Once their tires are at 0, additional tire damage is ignored.

If this happens as the result of a *slide* or a *turn* (see **Maneuvers**, p. 13), the player takes the tire damage as described above, *and* their car spins out for each **☹** result the player could not pay **CONTROL** for (see **Spinning Out**, below).

EXPLOSIONS

If a player is out of control and is hit by **💣**, they instead take **★** on the affected side (see **Explosion Damage**, p. 22). This may happen during movement or combat.

SPINNING OUT

When a player runs out of **CONTROL** as the result of a slide or a turn and has excess **☹** results they cannot pay for, their car spins out after taking tire damage. They do not take further tire damage if their tires are already at 0.

The severity of the spin is based on the number of **☹** results the player could not pay for.

To spin out, position the turning key “backwards” against the *opposite* side of the car from the maneuver that caused the loss of control (if the car turned or slid to the right, the turning key is placed on the left side of the car).

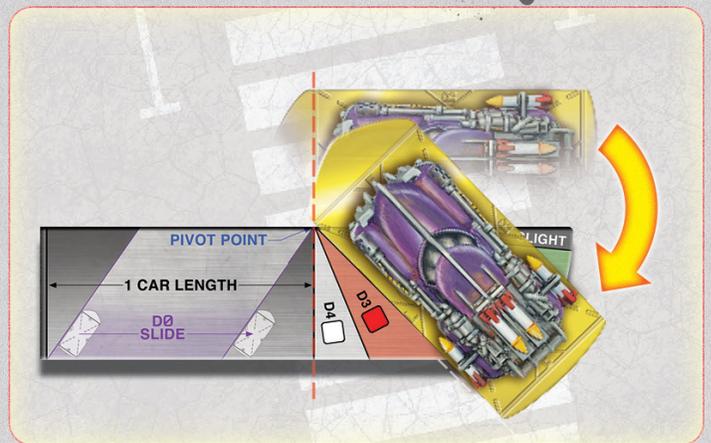
Align the front of the car to the pivot point on the turning key. The back of the car will spin out (similar to making a turn while in reverse).

Pivot the back of the car over the tip of the turning key until the correct spin severity is met.

If there are 5 or more unresolved **☹** results, pivot the car 90 degrees, just like the D4 spin. The car has *flipped*. Immediately replace the car with a wreck token.

Any crew members inside the car are immediately killed. When both crew members are lost, that player is eliminated from the game (see **Player Elimination**, p. 23).

Once the spin is resolved, the car is still out of control and must drive straight for any remaining movement points (see **Out of Control**, above).



☹ Align the car so that it completely covers the D1 zone on the turning key.

☹☹ Align the car so that it completely covers the D2 zone on the turning key.

☹☹☹ Align the car so that it completely covers the D3 zone on the turning key.

☹☹☹☹ Align the car so that it completely covers the D4 zone on the turning key.

☹☹☹☹☹ Align the car so that it completely covers the D4 zone on the turning key. Your car has flipped (see **Player Elimination**, p. 23).



COLLISIONS WHEN SPINNING OUT

If spinning out causes a new collision, the spinning car stops moving the moment the collision occurs. The remaining *movement* for the spin is lost, but any remaining tire damage still occurs. A collision does not prevent a spinning car from flipping (if a flip would have happened normally), but the car flips in its current location, rather than at the end of its spin. Resolve the new collision *after* the spin is fully resolved.

COLLISIONS

The moment a car touches a heavy obstacle or wall, a collision has occurred.

In a collision, everything forward of the rectangle on the car base counts as the front of the car, and everything behind the rectangle counts as the back.

DRIVE-THROUGH OBSTACLES

Obstacles with a  icon, such as hazards, do not cause collisions. Instead, the obstacle is held in place and the car base slides over it.

LIGHT OBSTACLES

Obstacles with a  icon are light. When a car touches a light obstacle, it is *not a collision* – the car pushes through (see **Pushing**, below).

HEAVY OBSTACLES

The moment a car touches a heavy obstacle, the car must stop moving. Any remaining distance that the car would have traveled for that particular movement point is lost, but the driving roll (if required) must still happen after the collision is resolved.

The remaining portion of that particular movement point is lost. Any remaining movement points will be used after the collision and driving rolls are resolved.

Follow the steps below to resolve a collision with a heavy obstacle.

1. The player that caused the collision pays 1 .
2. If the collision was with another car, the player controlling the other car also pays 1 .

3. The player that caused the collision rolls  equal to their speed.

4. The side of their car that touched the heavy obstacle takes  for each  result rolled in step 3 (see **Basic Damage**, p. 21).

5. If the heavy obstacle that was hit in the collision can take damage, it then takes  for each  result rolled in step 3 (see **Basic Damage**, p. 21).

If an obstacle can take damage on specific sides (such as another player's car), apply the damage to the side that was touched in the collision.

6. Resolve the driving roll.

7. Continue with the movement phase.

WALLS

Obstacles with a  icon are walls. Collisions with walls are resolved like collisions with heavy obstacles, but the car may be forced to move in a particular way *after* a collision with a wall (see **Heavy Obstacles**, at left, and **Pushing**, below).

SIMULTANEOUS COLLISIONS

In the rare instance where multiple collisions occur at once, resolve each collision separately. If multiple players are involved, start from the player with the first-player marker and resolve each collision separately, going clockwise around the table.

If there are multiple collisions with obstacles that are not player-controlled, the player that caused the collisions chooses the order in which they resolve each collision.

PUSHING

If a car is already touching an obstacle and must move, pushing occurs.

Light and heavy obstacles can be pushed into new positions. Walls cannot be moved and require the player to reposition their car instead.

Pushed obstacles remain in their new positions in the arena.

Pushing an obstacle is not a collision (see **Collisions**, above). It is *only* at the moment a moving obstacle first touches an obstacle that a new collision occurs.

PUSHING LIGHT OBSTACLES

Light obstacles do not impede a car's movement. If a car is touching a light obstacle and needs to move, the car is moved normally. The car base is used to literally push the light obstacle along.

Players must do this slowly and deliberately. Do not smack the car bases into other obstacles.

Light obstacles that are pushed may take damage.

At the end of any movement point where a player pushed any light obstacles (and those light obstacles are still in play), that player rolls  equal to their speed. Each light obstacle that was pushed takes  for each  result rolled.

Light obstacles cannot cause a pile-up (see **Pile-Ups**, p. 17).

If a light obstacle is pushed into *any* other obstacle, the pushed light obstacle immediately "pops" – it is destroyed and removed from play without otherwise affecting the movement point.

If a light obstacle is already touching another obstacle when a heavy obstacle gets pushed *into* it, that light obstacle immediately "pops."

If a player causes a new collision (with a heavy obstacle or wall) while pushing a light obstacle, they must stop moving per the normal collision rules. Resolve the push damage to the light obstacle(s) first, then resolve the collision, and then resolve the driving roll.

PUSHING HEAVY OBSTACLES

If a car is touching a heavy obstacle and needs to move, the car is moved normally. The car base is used to literally push the heavy obstacle along.



Players must do this slowly and deliberately. Do not smack the car bases into other obstacles.

It is possible that a player cannot push a heavy obstacle with their car base (if the heavy obstacle is pinned against a wall, for example). In this case, the car must be repositioned as though the obstacle they are pushing is a wall (see **Pushing Walls**, right).

Heavy obstacles do not take damage from being pushed. However, a new collision can occur if a heavy obstacle is pushed into another heavy obstacle or wall, creating a pile-up (see **Pile-Ups**, p. 17).

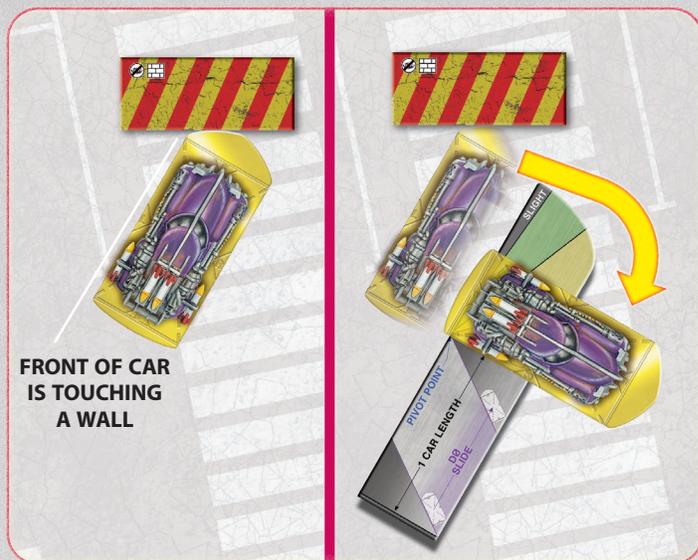
PUSHING WALLS

Walls cannot be moved by pushing. If a car is touching a wall, and moving would cause it to push against that wall, the car must be repositioned before moving by following the steps below.

- 1) Lose 1 movement point.
- 2) Pay 1 **CONTROL**.

3) Position the turning key against the side of the car that is furthest from the wall. If the car is perpendicular to the wall, the turning key may be placed on either side of the car.

4) Align the back of the car to the pivot point on the turning key and pivot the car until it fully covers the D4 zone.



If this causes the car to touch a light or heavy obstacle, *continue moving the car*, pushing those obstacles along. No new collisions result from this push.

Light obstacles still “pop” if they are pushed into other obstacles (see **Pushing Light Obstacles**, p. 15).

If the car touches another wall or pins another heavy obstacle against a wall before it can be fully repositioned, immediately stop moving the car and leave it in place. It is *stuck* (see **Stuck**, below).

STUCK

If a player cannot fully reposition their car after touching a wall, the car is *stuck* (see **Pushing Walls**, above).

The player controlling the stuck car must immediately follow these steps:

1. Adjust speed to 0.
2. Return all remaining **CONTROL** to the supply.
3. Move the stuck car in a straight line 2 car-lengths backwards.

If this causes the car to touch a light or heavy obstacle, *continue moving the car*, pushing those obstacles along. No new collisions result from this push.

Light obstacles still “pop” if they are pushed into other obstacles (see **Pushing Light Obstacles**, p. 15).

If the car touches a wall, or if it pushes a heavy obstacle into a wall, immediately stop repositioning the car and leave it in its new position.

4. Lose all remaining movement points.



PILE-UPS

Pile-ups are collisions involving multiple obstacles, and can only occur as a result of pushing (see **Pushing**, p. 15).

A car may push one or more heavy obstacles along as it moves. The moment a heavy obstacle is pushed into another heavy obstacle or wall, the car must stop moving. A pile-up collision has occurred.

The car that caused the collision is *always* involved, as well as the two obstacles that touched in the new collision.

Even if a long chain of obstacles was pushed, the *only* obstacles involved are the car that caused the collision and the two obstacles that touched in the new collision. Obstacles in the middle of the chain may have been pushed around, but they are not otherwise involved.

Light obstacles “pop,” and thus *cannot* be involved in a pile-up (see **Pushing Light Obstacles**, p. 15).

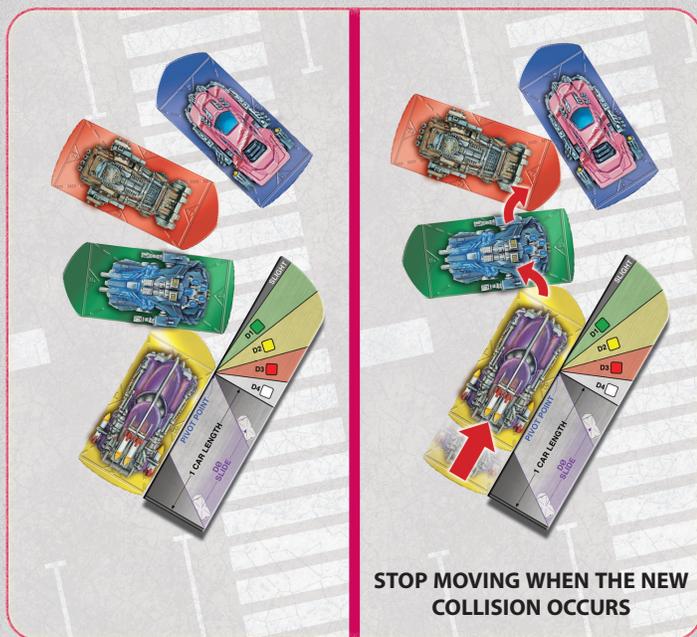
Follow these steps to resolve a pile-up:

1. The player that caused the collision pays 1 **CONTROL**.
2. If there are any cars involved in the *new* collision, the players controlling those cars each pay 1 **CONTROL**.
3. The player that caused the collision rolls equal to their speed.
4. The side of the car touching the pushed chain of obstacles takes ★ for each ★ result rolled in step 3.
5. The two obstacles involved in the new collision then take that same amount of damage.

The obstacle closest to the car that caused the collision takes the damage first (the newest obstacle added to the chain takes the damage last in the sequence).

If an obstacle can take damage on specific sides (such as another player’s car), apply the damage to the side that was touched in the collision.

6. Resolve the driving roll.
7. Continue with the movement phase.



Resolve the driving roll (if required) after the collision. Pile-up collisions are resolved similar to normal collisions, but with a few key differences.

ATTACKING

During the combat phase, each player has an opportunity to attack once with each of their surviving crew members.

Players may attack with both crew members, only one crew member, or not at all – attacking is entirely optional. If there are no possible targets or the player does not wish to make an attack, their combat phase ends.

A weapon may only be fired once per combat phase, with the exception of sidearms (see **Sidearms**, p. 9).

Follow the steps below for each crew member that makes an attack:

1. Determine possible targets (see **Choose a Target**, at right).
2. Determine any defense bonuses for those targets (see **Range**, p. 19, and **Cover**, p. 19).
3. Choose a target, which crew member is making the attack, and the weapon being used. Inform the other players of each decision.
4. Roll dice for the attack and determine the results (see **Shoot**, p. 20).

The target, if it is another player, may be able to defend against incoming damage (see **Defending**, p. 20).

5. The attack ends after the damage is resolved (see **Combat Results**, p. 20). Another attack may be made if there is another crew member available to do so. Otherwise, the attacking player's combat phase ends.

Once all players have completed their combat phase, the round ends and the next round begins (see **Sequence of Play**, p. 11).

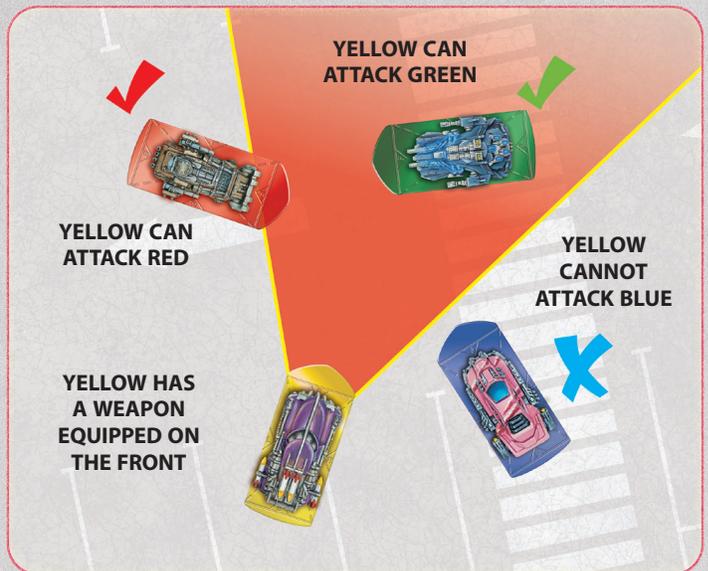
CHOOSING A TARGET

Use the firing arcs on the car base to determine possible targets (see **Firing Arcs**, p. 5).

The *attacker's* firing arcs determine *what* can be attacked.

If any part of an obstacle is within a firing arc where the attacker has a weapon equipped, that obstacle is a possible target.

The rounded nose and rear of a car base cannot be targeted. Only the rectangle in the center of the base is used when targeting a car.

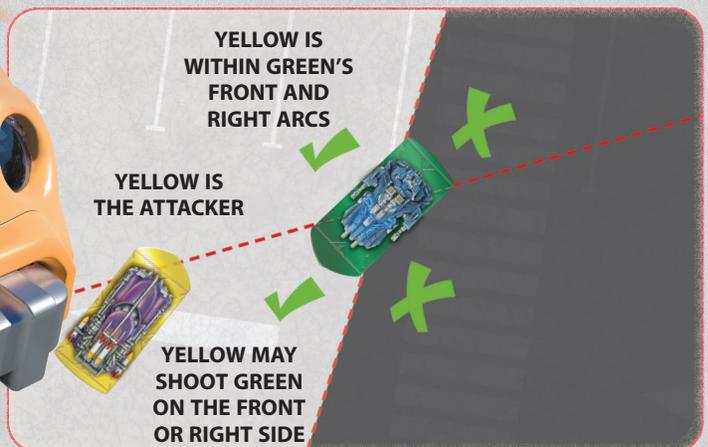


The *target's* firing arcs determine *where* it can be attacked.

Check the target's firing arcs to see which sides contain the attacking car. Those sides of the target can be attacked.

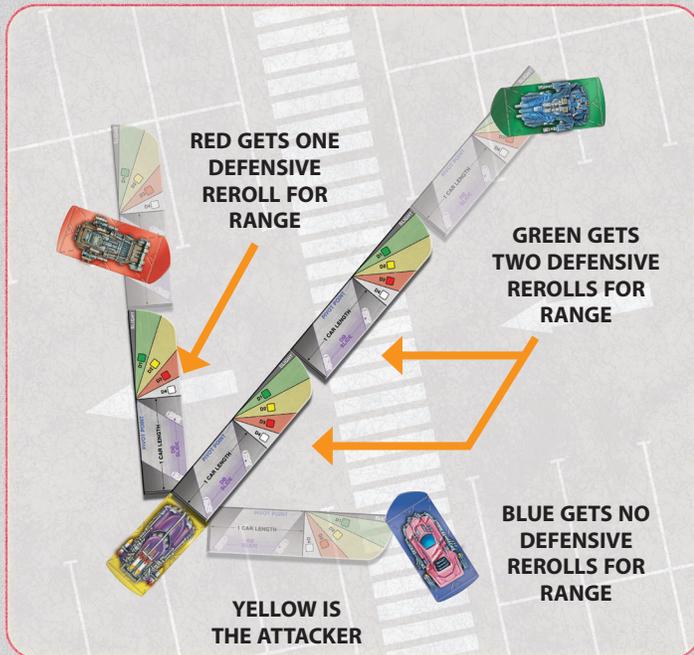
If the attacker is within more than one of the target's firing arcs, the attacker chooses which side to attack.

Targets without firing arcs do not take damage on specific sides.



RANGE

Use the turning key to measure how far away the target is from the attacker. The target gets one defense re-roll for each full turning key length between the attacker and the target (see **Defending**, p. 20).



COVER

Some obstacles provide a defense bonus if a *sightline* crosses that obstacle. A sightline is an imaginary straight line that connects any point on the attacker to any point on the target. The rounded nose and rear of a car base cannot be used for sightlines.

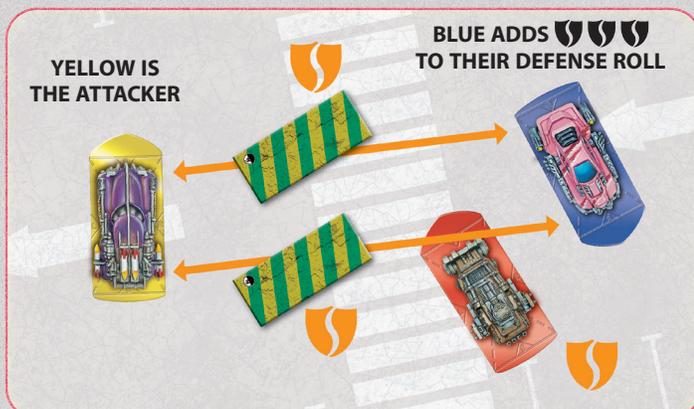
NO COVER

An obstacle with this icon does not provide a defense bonus.

PARTIAL COVER

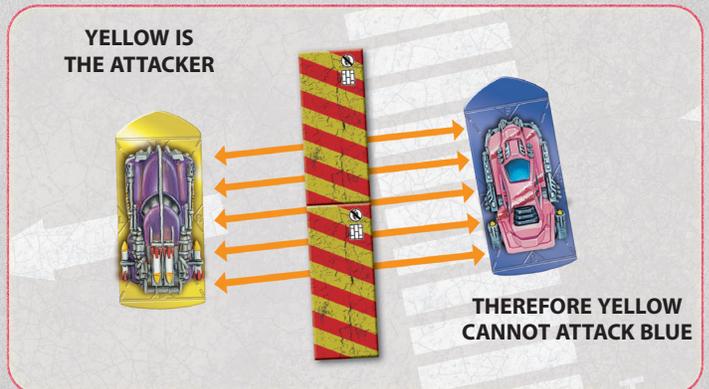
Cars and any obstacles with this icon provide partial cover.

When defending, the target gets  for each partial-cover obstacle that can be crossed by sightlines (see **Defending**, p. 20).



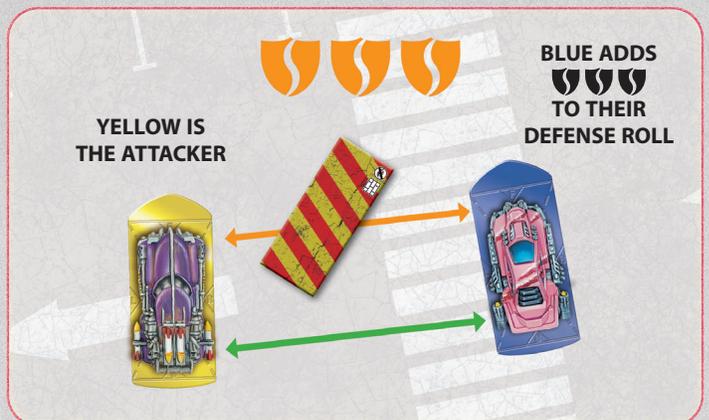
FULL COVER

If a sightline *cannot* be drawn without crossing a full-cover obstacle, the attacker cannot attack that target.



If a sightline *can* be drawn without crossing a full-cover obstacle, that target can be attacked.

When defending, the target gets    for each full-cover obstacle that can be crossed by sightlines (see **Defending**, p. 20).



If there are multiple obstacles between the attacker and the target, the target gets all defense bonuses that apply. Multiple sightlines may be drawn to maximize the *defense* bonus.



SHOOT

The attacker rolls the attack dice for their chosen weapon. The colors and number of dice shown on the weapon card indicate what dice to roll.

The results of the attack roll determine the damage being dealt in the attack.

Note any ★ provided by that weapon (see **Weapons**, p. 8, and **Basic Damage**, p. 21).

For each ★ rolled, add ★.

Check the weapon for any special rules that use ☒ results (see **Weapons**, p. 8, and **Special Damage & Power Plant Damage**, p. 21).

♥ results have no effect for attacks.

The target may be able to defend (see **Defending**, below). Otherwise, the damage is applied (see **Damage**, p. 21).



DEFENDING

When a player-controlled obstacle is attacked, the player controlling that obstacle is the “defender” until the damage is resolved. They may be able to roll defense dice in an attempt to reduce the incoming damage.

An obstacle that is not player-controlled does not defend unless a rule for that obstacle says otherwise.

Once the attack damage is determined (see **Attacking**, p. 18), the defender rolls ☐ equal to their speed, plus any dice provided by equipped cards.

Count the number of ♥ results rolled, and add ♥ provided by cover (see **Cover**, p. 19).

Each ♥ negates ★.

Once there is no tire damage to negate, each ♥ negates ★ (see **Basic Damage**, p. 21).

☄ and ♦ results are *not* negated by ♥ results (see **Explosion Damage**, p. 22, and **Fire Damage**, p. 22).

It may be possible to re-roll dice to improve the results.

There may be free defense re-rolls provided by range (see **Range**, p. 19).

Defense re-rolls can also be purchased by spending ☑. For each ☑ paid, the defender re-rolls 1 die. This may be repeated as long as the defender has ☑ to pay (see **Re-Rolling Dice**, p. 12, and **Ace Tokens**, p. 12).

COMBAT RESULTS

Once the defender has determined the final results of their defense roll, any remaining damage is applied (see **Damage**, p. 21).

DAMAGE

Most damage dealt in the game is *basic damage*, but there are some unique types of damage categorized as *special damage*.

Any time a rule refers to *combat damage*, *collision damage*, or *maneuvering damage*, it means damage dealt as a result of combat, a collision, or a maneuver, respectively. It may become important on occasion to specify when the damage occurred.

BASIC DAMAGE

Basic damage is indicated by a ★ icon. The number within the icon shows the amount of basic damage being dealt.

Basic damage is first applied to the armor on the affected side, which is tracked using the dashboard. Move the armor slider on the affected side down by 1 for each ★.

If the armor on the affected side is at 0, any additional ★ affecting that side of the car is internal (see **Internal Damage**, p. 23).

When ★ is dealt to an equipped card or an obstacle in the arena, place a ⚠ token on that card or obstacle for each ★.

DESTROYED

When the number of ⚠ tokens on an item (card or obstacle) equals its durability, that item is destroyed.

Flip destroyed cards face-down and remove destroyed obstacles from the arena. Return any tokens on the destroyed item to the supply. Special rules provided by a destroyed item no longer function.

If a player's driver and gunner are *both* lost, that player is eliminated from the game (see **Player Elimination**, p. 23).

Do not allow ⚠ tokens to affect movement, collisions, or pushing.

If an item does not have a durability (see **Common Icons**, p. 4) it cannot take damage, though it may be destroyed by other means.

SPECIAL DAMAGE & POWER PLANT DAMAGE

★, ⚡, and 🔥 icons are used to indicate different types of *special damage*.

Sometimes *special damage* is converted to basic damage. When this happens, the unique properties of the special damage no longer apply (see **Basic Damage**, at left).

TIRE DAMAGE

★ indicates tire damage. The number within the icon shows the amount of tire damage being dealt.

Tire damage is tracked using the dashboard. Move the **tires** slider on the affected car down by 1 for each ★.

As tires take damage, ⚡ icons will be revealed on the dashboard, and CONTROL will be covered (see **Dashboards**, p. 5). These changes do not apply until the start of the next round (see **Sequence of Play**, p. 11).

Weapons with ⚡=★ add ★ for *each* ⚡ result in the attack roll (see **Attacking**, p. 18).

If the target's tires are at 0 (or if the target cannot take tire damage), all remaining ★ results convert to ★ (see **Basic Damage**, at left).

The defender may be able to prevent tire damage (see **Defending**, p. 20).





EXPLOSION DAMAGE

Explosions are indicated by a  icon. They are most often caused by a weapon, but they may also occur outside of combat.

A  result converts to  if it affects a car that is out of control, or any obstacle *other* than a car (see **Out of Control**, p. 14, and **Basic Damage**, p. 21).

Weapons with  force the defender to pay 1  if there is at least 1  result in the attack roll (see **Attacking**, p. 18).

Only the first  converts to a . All other  results convert to  (see **Basic Damage**, p. 21).

The defender pays the 1  *after* rolling for defense, but *before* resolving any other damage (see **Defending**, p. 20).

When defending,  results do *not* negate a .

FIRE DAMAGE

Fires are indicated by  icons. They are most often caused by a weapon, but they may also occur outside of combat.

A  converts to  if it affects any side of a car that is *already on fire*, or any obstacle *other* than a car (see **Basic Damage**, p. 21).

When a fire is started, flip the **armor** slider to  on the affected side of the car, and return the slider to the same number that was showing on the dashboard before the fire started.

A fire does not cause damage when it is started. Fire damage is dealt at the start of each round (see **Manage Fires**, p. 11).

Each fire that is not extinguished deals  to the side of the car where the fire is burning (see **Basic Damage**, p. 21).

Fires continue burning, dealing damage each turn, until they are extinguished.

Weapons with  start a fire on the targeted side if there is at least 1  result in the attack roll (see **Attacking**, p. 18).

Only the first  converts to a . All other  results convert to  (see **Basic Damage**, p. 21).

The  starts *after* the defender rolls for defense, but *before* resolving any other damage (see **Defending**, p. 20).

When defending,  results do *not* negate a .

POWER PLANT DAMAGE

Power plant damage only occurs as a result of hard acceleration or internal damage (see **Adjust Speed**, p. 11, and **Internal Damage**, p. 23).

The **power** slider on the dashboard tracks damage to the power plant (see **Dashboards**, p. 5).

Move the power slider down by 1 for each damage dealt to the power plant.

When a player's power plant is reduced to 0, they are eliminated from the game (see **Player Elimination**, p. 23).

INTERNAL DAMAGE

When a player's car takes ★ (or more) on a side where its armor is at 0, the damage deck is used to resolve internal damage (see **Damage Cards**, p. 7).

That player mixes the cards in the damage deck, face-down, and then chooses one at random, revealing it to the other players.

Each damage card lists several items. All incoming damage is applied according to the revealed card, starting with the first item and moving down the list until all damage has been resolved.

If the damage card shows *structure*, *weapon*, or *accessory*, the damage applies to an equipped item of that type on the side of the car that is taking the damage. If the listed item is not equipped to that side of the car, move to the next item in the list.

If the damage card shows *driver* or *gunner*, the damage applies to that crew member. If the damage card shows *crew*, the affected player chooses which surviving crew member (driver or gunner) takes the damage.

If a limit is shown on an item and that limit is met, move to the next item in the list.

Track the damage by placing ⚠ on the appropriate cards. When the number of ⚠ on an item equals its durability, that item is destroyed (see **Destroyed**, p. 21).

If the damage card shows *opposite side armor*, the damage applies to the armor slider on the opposite side of the car from the incoming damage.

If the armor on the opposite side is at 0 (or the limit has been met) and there is additional incoming damage, move to the next item listed on the damage card.

If the damage card shows *fire*, a fire starts on the side of the car that is taking the damage (see **Fire Damage**, p. 22). If the affected side is already on fire, skip to the next item in the list.

When a fire starts in this way, reduce the incoming damage amount by 1.

If there is any remaining damage to resolve after the fire is started (and the damage has been reduced), apply it to the next listed item on the damage card.

If the damage card shows *tires*, move that car's tires slider down by 1 for each incoming point of damage.

If the tires are at 0 (or the limit is met) and there is additional incoming damage, move to the next item listed on the damage card.

If the damage card shows *power plant*, move that car's power slider down by 1 for each incoming point of damage (see **Power Plant Damage**, p. 22).

If a car's power plant is reduced to 0, the car is destroyed. Immediately replace the car with a wreck token (see **Wreck Markers**, p. 7). That player is eliminated (see **Player Elimination**, below).

Once the damage is resolved, return the damage card to the deck and play continues.

PLAYER ELIMINATION

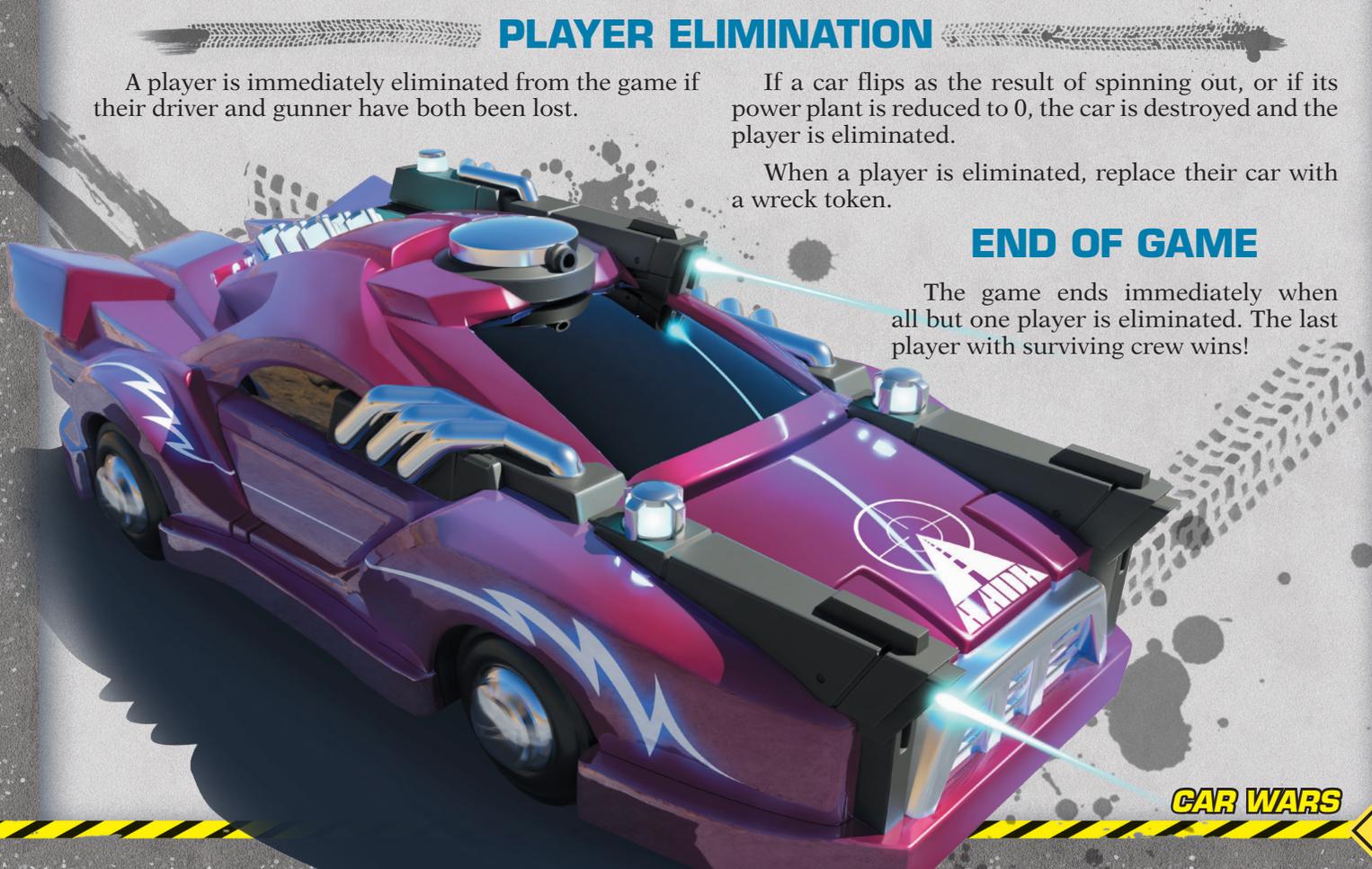
A player is immediately eliminated from the game if their driver and gunner have both been lost.

If a car flips as the result of spinning out, or if its power plant is reduced to 0, the car is destroyed and the player is eliminated.

When a player is eliminated, replace their car with a wreck token.

END OF GAME

The game ends immediately when all but one player is eliminated. The last player with surviving crew wins!



QUICK REFERENCE

SNAPSHOT

These rules emphasize fun and fast play over physics. Sometimes a car may move in an “unrealistic” way, or a weapon may not be able to shoot a target that it looks like it is pointing toward.

It may help to consider the state of the table at any given time as a snapshot of the arena battle, rather than a continuous, ongoing simulation.

When in doubt, favor the defender.

SEQUENCE OF PLAY (p. 11)

1. CHECK SPEED

Reduce speed to new max, if necessary.

2. TAKE CONTROL

Take and according to the icons showing on your dashboard and your equipped cards.

3. MANAGE FIRES

Extinguish fires by paying 2 per fire. Take 1 damage for each fire left burning.

4. MOVEMENT

Adjust your speed and move your car.

5. COMBAT

Attack your opponents!

6. END OF ROUND

Return all unspent and to the supply. Pass to the left.

ACE TOKENS FROM MANEUVERS (p. 13)

Any time a player commits to making a maneuver, before rolling dice, that player takes 1 .

DICE ICONS

Each color of die has a unique combination of the icons shown below. When a die face shows two icons, each icon is treated as an individual result.

★ **Hit** – This typically represents ★ when attacking (see **Basic Damage**, p. 21).

🛡️ **Skid/Shield** – When driving, skids may cause a car to lose control. On defense, shields negate incoming hits.

⊗ **Wrench** – When maneuvering, wrenches cause a car to lose tires. Additionally, some cards have unique effects that occur when wrenches are rolled.

RANGE (p. 19)

Use the turning key to measure how far away the target is from the attacker. The target gets 1 defense re-roll for each full turning key length between the attacker and the target.

DEFENDING (p. 20)

Once the attack damage is determined, the defender rolls equal to their speed (as long as they are not out of control), plus any dice provided by equipped cards. Count the number of 🛡️ results rolled and add any 🛡️ provided by cover.

Each 🛡️ negates 1 . Once there are no to negate, each 🛡️ negates 1 ★. 🔥 and results are *not* negated by 🛡️ results.

It may be possible to re-roll dice to improve the results. There may be free defense re-rolls provided by range. Defense re-rolls can also be purchased by spending . For each paid, the defender re-rolls 1 die. This may be repeated as long as the defender has to pay.

DAMAGE (p. 21)

Basic damage is indicated by a ★ icon. The number within the icon shows the amount of basic damage being dealt.

indicates tire damage. The number within the icon shows the amount of tire damage being dealt. Tire damage is tracked using the dashboard. Move the tires slider on the affected car down by 1 for each .

Weapons with ⊗ = add for each result in the attack roll. If the target's tires are at 0 (or if the target cannot take tire damage), all remaining results convert to ★.

A result converts to ★ if it affects a car that is out of control, or any obstacle *other* than a car.

Weapons with ⊗ = force the defender to pay 1 if there is at least 1 ⊗ result in the attack roll. Only the first ⊗ converts to a . All other ⊗ results convert to ★.

A 🔥 result converts to ★ if it affects any side of a car that is *already on fire*, or any obstacle *other* than a car.

Weapons with ⊗ = 🔥 start a fire on the targeted side if there is at least 1 ⊗ result in the attack roll. Only the first ⊗ converts to a 🔥. All other ⊗ results convert to ★.