Die Roll Reference Sheet

Result	Tests				Forced Passing		Chance	Odds of Success
	accel	top	decel	start speed	un-blocked	blocked		
2								
3								
4								
5								28%
6								42%
						42%	42%	
7								
								58%
8							42%	
					72%			72%
9				72%				
				11%				
	83%	83%	83%					83%
10								
								92%
11								97%
12								

success				
fail, -20 to attribute		plot 20 mph less then start	fail, reduce speed	spin
		-20 accel, plot 0 mph	* 3s: def -1 w	crash
			* 4s: att -1 w	

Crash avoidance: move completed 0-2 spaces after crash row	-2
move completed 3+ spaces after crash row	-1
crash row is a 3-wide section of track	-1

Historical Driver Cheat Sheet

Set-Up
1. Set-up Human cars
2. Select Historical Drivers
3. Humans bid for pole
4. Historical Drivers bid for pole
5. Set combined Human-Historical grid

Each Turn
1. Human Planning Phase
2. During Movement Phase: Consult Strategy Cards & Set Speeds for Historical Drivers as their turn to move comes up

🎲 Set the tactic marker (black cube) aside. Check for move to next Phase. Reset the tactic just before next move. (Roll two dice and see ranges for that phase.)

❗ Plot +20 mph IF a driver is in the same row AND ❗ appears on this tactic AND the selected speed next to the track.

Driver name and nationality

Driver rating

Strategy Cards

Ayrton Senna 🇧🇷 ⭐⭐⭐
T = 0 ⇨ Even, Front
bid = 2T + (d6/2)   pay with green skill, red skill, wear
* Add Laps to qualifying bid for free
* Always use ❗ when available the late brake for free
* Pass for free

Special Rules: red apply during race

Pole bid formula and how to pay for that

Die Roll Symbols
① Spend 1 green skill
② Spend 2 green skill
🔴 Spend 1 red skill
✛ Spend more wear or a red skill in the corner instead of slowing down If possible
○ Spend wear to slow down
⊘ Do not do this
▦ Roll dice (use up to ② if a chance or pass)
✔ Block or Forced Pass if that is an option

Front A

60	60	160
100	**Wear** 7 times number of laps	**Skill** 1 times number of laps & 1, -3 chips

The Strategy Name

A Black Cube Marks the Current Tactic

A Strategy has multiple phases

Each phase contains 2 or more tactics.

Each phase has separate die-roll instructions

start

2 - 3	8%		⇨ ✡ ○	
4 - 5	19%	❗	⇨ ✡ ⚇ ○	St ② / A AND T ① / D ✛
6 - 8	44%	❗	⇨ ✡ ⚇ ○	St ② / Pass ②▦ / Block ✔
9 - 12	8%	❗	⇨ ⚇▦ ⚇ ○	St ②
2	3%	❗	⇨ ⚇▦ ⚇ ○	

after 2nd corner

3 - 5	25%	❗	⇨ ⚇ ⚇ ○	A AND T ① / D ✛	①▦
6 - 10	64%	❗	⇨ ⚇ ⚇	Pass ② / Block ✔
11 - 12	8%		⇨ ✡ ✡ ○	

Use the next phase when this is true. Spend at least 1 corner on each phase.

These ranges plus the roll of two die indicate which tactic to use.

These symbols tell us how much wear to spend in the next corner (○ 1, ⚇ 2, ⚇🔴 2 + 1 red skill; ✡ efficient, 🔴 red skill, ▦ chance using 1-2 green skill), match symbols next to the track to determine speed for this turn.