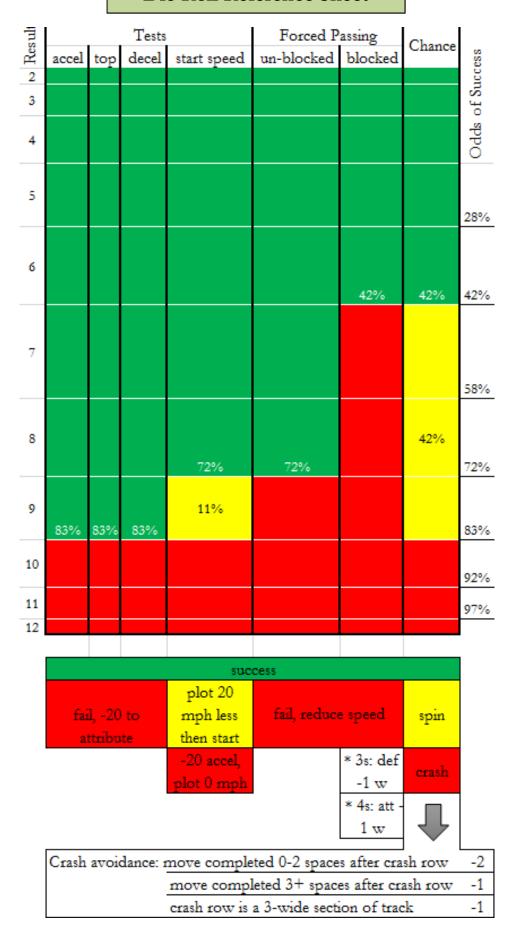
Die Roll Reference Sheet



Historical Driver Cheat Sheet

Set-Up Driver name and nationality **Driver rating** 1. Set-up Human cars 2. Select Historical Drivers Ayrton Senna 📀 3. Humans bid for pole Strategy Cards T = 0 => Even, Front 4. Historical Drivers bid for pole bid = 2T + (d6/2)pay with green skill, red skill, wear g bid for fre * Add Laps to quali 5. Set combined Human-Historical grid * Always use ! whe brake for free Each Turn 1. Human Planning Phase Pole bid formula and Special Rules: red 2. During Movement Phase: Consult how to pay for that apply during race Strategy Cards & Set Speeds for Historical Drivers as their turn to move Die Roll Symbols comes up 🛡 Spend 1 green skill Spend 2 green skill 🔽 Set the tactic marker (black cube) aside. Spend 1 red skill Check for move to next Phase. Reset the tactic + Spend more wear or a red skill in the corner just before next move. (Roll two dice and see instead of slowing down If possible ranges for that phase.) Spend wear to slow down Do not do this Plot +20 mph IF a driver is in the same row III Roll dice (use up to 2 if a chance or pass) AND I appears on this tactic AND the selected ✓ Block or Forced Pass if that is an option speed next to the track. The Strategy Name times of laps A Black Cube Marks Each phase the Current Tactic contains 2 ND T 1 or more 19% D + Itactics. Pass 2 | 44% 6 - 8Block ✓ A Strategy has multiple Each phase St 2 8% 9 - 12 has separate phases die-roll instructions A AND T 3 - 5 25% D + |1||||| Pass (2) 6 - 10 Block 🗸 11 - 12Use the next These symbols tell us how much wear to spend in These ranges plus the roll of phase when this the next corner $\bigcirc 1, \stackrel{\bigcirc}{\vee} 2, \stackrel{\bigcirc}{\vee} 2 + 1$ red skill; is true. Spend at two die

efficient, ored skill, thance using 1-2 green

speed for this turn.

skill), match symbols next to the track to determine

least 1 corner on

each phase.

indicate which

tactic to use.