

Tests

	Acceleration	Deceleration	Top Speed	Start Speed
9 or less	success	no cost	success	success
10 - 12	mis-shift, -20 acc	-1w, -20 dec	mis-shift, -20 top	mis-shift, -1w

* Mis-Shift means replot at 40 less than the speed you attempted this turn

Other Die-Rolls

	Forced Passing		Chance
5 or less	success	6 or less	success
6 - 7	success, -1w	7 - 9	spin
8 - 9	success, -2w	10 - 12	crash
10 - 12	fail		

Forced Passing notes ...

> If the Attacker uses a red skill chip to modify the Forced Passing roll, they may use the line.
 > Only the attacker can lose wear as a result of Forced Passing.
 > If the Attacker spins or crashes in the defender's space after a successful pass, place them immediately after the defender.

1. Attacker declares pass, picks Defender (car being passed)
2. Defender ADDS skill
Spun or Crashed Defenders may not ADD skill
3. Attacker commits skill
4. Die Roll

Crashes

> Crashed cars remain in the space they crashed in until the clean up phase.
 > They can be forced passed.

At Race Finish

If you finish the race this turn, you may not take more than 1 slip.