

Frothy Races

**Frothers Unite – UK Participation game
Salute 2012**



FR guide 3.6.doc

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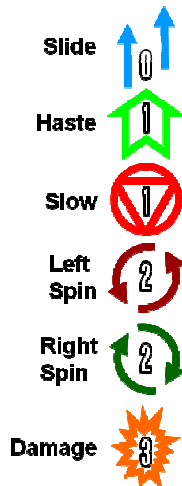
Introduction

'Frothy Races' is a light-hearted, fast and furious fantasy racing game for 2 to 6 players. Each player attempts to guide their vehicle around the track in order to be first across the finish line; without falling victim to the attacks of others, colliding with obstacles or generally wrecking their vehicle in the process.

Equipment

In order to play you will need:

- Some friends to race against;
- A copy of these rules;
- A track (you can create your own or use the 'Print & Play' modular track pieces);
- Some vehicle markers – you can use miniatures in your preferred scale or the 'Print & Play' card tokens;
- You will need to make about a dozen 'Frothy Races' dice using the print & play dice stickers. Stick 1 of each different icon on each side of a 6-sided die.
- Whip & Reins cards – you will need a set of Whip & Reins cards for each player – generic cards are provided in the 'Print & Play'.
- A vehicle 'Driving Licence' for each player – standard as well as customisable 'blank' ones are provided in the 'Print & Play'.
- Some paperclip 'Driving License' markers;
- A sense of fun and fair-play.



Vehicles

Throughout this rulebook the term 'vehicle' is used. In the basic game this usually refers to a chariot of some type, but you can also include: large war-beasts; steam-powered contraptions, arcane magical devices, or any other weird and wonderful contrivances for conveyance that your imagination desires. Although the game was originally set up for fantasy chariot style races, you could use the rules to enact races with other types of vehicles – perhaps substituting 'Throttle' and 'Brake' for 'Whip' and 'Reins' where appropriate. The only real restriction is that the basic size of the vehicle model or counter used should approximately fit within the track hex spaces used.

Setup

Lay the track out in the desired manner.

Each player should select a vehicle and take the appropriate 'Vehicle Driving License' along with the required Whip and/or Reins cards (as indicated on the vehicles 'Driving License'). 'Speed' and 'Control' are then set at '0' in the left-most box and the 'Damage Value' is also set at 0, using the 'Driving Licence' markers (ie. paperclips).

Each vehicle is then placed in a separate 'starting grid' space of the track (use a random order to decide placement) and you are ready to start the first round with a Speed Check.

Scale

The game is designed to be played on a hexagonally gridded track, but scale and layout is not crucial. For a dining table sized 'board' game you can use a hex size of an inch or so across, along with suitable card vehicle counters (as provided in the 'Print & Play') or 10-15mm models. If designing your own track then the overall track width should be a number of spaces wide able to accommodate the maximum number of vehicles racing abreast at most points, especially on bends and curves.

Dice Re-rolls

For any factors (Traits, Abilities, etc) allowing dice re-rolls, each dice may only be re-rolled once and all dice to be re-rolled must be re-rolled simultaneously.

Race Types & Play Styles

Fastest

The first to cross a predesignated finish line after completing a pre-determined number of laps or set distance around the track is declared the winner.

Furthest

The vehicle that has travelled the furthest after a set number of rounds or time is declared the winner.

Toughest

Vehicles race around the track until all but one of them have been destroyed. You may wish to allow deliberate collisions to take place for this kind of 'race'. It is usually best to use a small circuit track for 'Toughest' races, with vehicles starting in predetermined spaces equidistantly spread around the track.

Pursuit (2 vehicles only)

Using a circular or oval track layout, each vehicle starts on the opposite sides and the first vehicle to catch up with the other is declared the winner. This is usually only used for 2 vehicles on a small track.

Fox and Hounds

Using a circular or oval track layout, all vehicles but one (the 'Hounds') are lined up on the 'start' line. A single vehicle, (the 'Fox'), is placed in a space ahead of the pack. The first 'Hound' to catch up with, or alternatively destroy, the 'Fox' is declared the winner. Players can take turns to be the 'Fox' to see who can stay ahead of the pack and/or survive the longest.

Scoring

As Vehicles race around the track they must try and enter spaces containing Fragile Obstacles. Every time a vehicle is the first to enter such a space they score a set number of points (eg. 2 points per obstacle).

Obstacles in harder to reach locations can be worth more points (eg. 3 or 4 points per obstacle).

You could also have 'runners' as moving 'obstacles', worth more points (eg. 3 or 4 points per obstacle).. These are started randomly from the side of the track, moving 1 space per movement phase in straight line until they reach the other side of the track (or are run over).

Players could also score points for inflicting damage on opposing vehicles (eg. 2 points per point of Damage inflicted).

A set number of points may also be earned for actually winning the race and for each position (eg. 5 points for first; 3 points for second; 1 point for third).

The vehicle that has scored the most points at the end of the race is declared the overall winner.

Tag Team

Any of the above variations may be played, but where two or more players are on the same 'Team'; the overall winners then being the team that scored the most points or placed best overall.

Blue Boxes indicate Rule Examples.



Summary of Basic Features

The overall performance and capabilities of the chosen vehicle that each player controls is described and monitored during play using the vehicle's 'Driving Licence'.

Each player has a finite but reusable supply of 'Whip' and/or 'Reins' cards which may be used to influence the outcome of many key actions that a vehicle may attempt during the course of a race.

Driving License Summary

Each player receives a 'Driving License', which is unique for the vehicle they are controlling, allowing the player to monitor changes to its various values and attributes during play (see also p.14):

- **Movement** – the Movement table at the top indicates Speed ratings from 0 to 6, split as an 'Acceleration' & 'Deceleration' row. Each Speed rating is further subdivided into a number of boxes, which are used when the vehicle is accelerating or decelerating.

The number of spaces the vehicle will move each movement phase at each Speed rating is given in the 'Move' rows beneath – each vehicle may move a different number of spaces for the same Speed rating.

The **Control** row indicates the number of dice that must be used for the Control roll when any manoeuvre (eg. change of direction) is attempted at that Speed. 'Safe' is a '**Safe Speed**' for the vehicle.

The Stamina row shows the Stamina gained or lost at the end of each Round depending on the Speed the vehicle is travelling at.

- **Damage** – the left edge is used to keep track of any damage taken by the vehicle during control loss, collisions or attacks, along with effects that come into play due to cumulative damage sustained. The top-left value (in yellow) is the vehicle's '**Resilience**'; whilst the 2 right-hand columns indicate the vehicle's current **Damage Value** and any affect applied when each Damage Value level is reached.
- **Control** – the track along the bottom indicates the vehicle's current 'Control Loss Points'. When a vehicle fails a Control roll or takes Damage it will gain Control Loss points, making it increasingly difficult to successfully complete further manoeuvres. 'Control Loss Points' may be removed (ie. Control regained) by moving straight or slowing to a 'Safe Speed'.
- **Stamina (Optional)** – Moving at high Speed over consecutive Rounds can have an ongoing affect on the vehicles performance, as shown on the right edge by the Stamina value track and affect which comes into play as each value is reached or passed; which only a slackening of pace and regain of Stamina can then rectify.
- **Spent & Recovery** – the 'Spent' and 'Recovery' boxes are used to track the use of your Whip and Reins cards.
- **Traits** – this details any special abilities each vehicle has. See the 'Vehicle Creation Guide' in the second section of this book for a suggested list of Traits.

See also the 'Vehicle Creation Guide, p.14' for further explanation of these factors and how they affect vehicle performance.

Control Loss Points

These are gained and lost during the course of the game; the more Control Loss points a vehicle has the less in control the driver is:

Gain Control Loss Points:

- **Manoeuvring** – Gain 1 Control Loss point for each **different** effect your vehicle is affected by (ie. each result of 'Damage', 'Haste', 'Slow', 'Slide', 'Left Spin', or 'Right Spin') when you fail a Control Roll.
- **Damage** – Gain 1 Control Loss point each time your vehicle gains a point of Damage.

Lose Control Loss Points

- **Move Straight** – Remove 1 Control Loss point each movement phase that your vehicle moves 1 or more spaces and does not Drift, change direction or become involved in a collision or attack.
- **Safe Speed** – Immediately **remove all Control Loss points** from your vehicle if it changes Speed to a '**Safe**' Speed rating, or when it is at a Safe Speed after any Speed Check. ('Safe' Speed is any Speed marked as 'Safe' in the Control row of your vehicle's Speed Table). Note that a vehicles' maximum Safe Speed may alter due to permanent Damage Affects gained.

If a vehicle accumulates 10 or more Control Loss points (and is still going) then place an extra paperclip marker in the '1' box as a reminder (this may be removed when its current number of Control Loss points drops below 10).

Whip & Reins Overview

Each player has a varying number of Whip and/or Reins cards.

Whilst most cards are either Whip or Reins, some may be used as either, with a different icon on each side of the card. Play the card with the face side up that you wish to apply when you use it.

Each card has a summary of the rules of when where and how it may be played printed on it.

Some 'special' cards may also list alternate actions beyond the standard ones listed below – these cards are sometimes discarded and cannot be re-used once the special action has been performed, as stated on the card.

Whip cards have a green background and may be used for several actions during the game:

- **Speed Check** – Each Whip card used allows you to roll 1 extra Speed dice for a Speed check, before choosing which two dice to use. Deceleration will be limited if you use more Whip than Reins cards.
- **Control Roll** – Each Whip card used allows you to roll 1 extra Control dice and then discard any 1 Control dice rolled before determining the Control roll outcome.
- **Move** – You may use a maximum of 1 Whip card per move phase to move an extra space.
- **Personal Attack** – You may use Whip cards to initiate a Personal attack against an adjacent vehicle to your **side** at any time during your movement. You may also use Whip cards to defend against any such attack initiated against you.

Reins cards have a red background and may be used for several actions during the game:

- **Speed Check** – Each Reins card used allows you to roll 1 extra Speed dice for a Speed check, before choosing which two dice to use. Acceleration will be limited if you use more Reins than Whip cards.
- **Control Roll** – Each Reins card used allows you to roll 1 extra Control dice and then discard any 1 Control dice rolled before determining the Control roll outcome.
- **Move** – You may use a maximum of 1 Reins per move phase to move 1 space less, as long as you were already moving at least 1 space that movement phase.
- **Vehicle Attack** – You may use Reins cards to initiate a Vehicle attack against an adjacent vehicle to your **side** at any time during your movement. You may also use Reins tokens to defend against any such attack initiated against you.

Recovering Whip & Reins Tokens

When you use a Whip or Reins card, for any reason, it is placed face-up in your 'Spent' box. At the end of each round during the Maintenance checks, perform the following actions in order:

1. Cards in your 'Recovery' box are returned to your hand and may now be reused;
2. Cards in your 'Spent box' are moved to your 'Recovery' box.

Vehicle Driving License Example

Each vehicle is defined by a unique combination of stats and Traits, determining its strengths and weaknesses during play. Each of these is noted on the vehicles 'Driving License'. Speed, Damage and Control points may be easily tracked and adjusted during play by using paperclips on the edge of the Driving License card.

The reverse of each Driving License can also provide a brief background history and flavour text for the vehicle and its driver/crew/beasts, as well as a more detailed breakdown of any vehicle Traits.

Below is an example Driving Licence for a 'basic' chariot.

Acceleration – broken up into a number of boxes, often with multiple boxes for each Speed rating. When the vehicle increases speed, usually via a Speed check, the tracker in this row is moved a number of boxes left-to-right.

Deceleration – broken up into a number of boxes, often with multiple boxes for each Speed rating. When the vehicle decreases speed, usually via a Speed check, the tracker in this row is moved a number of boxes right-to-left.

Movement – the number of spaces the vehicle will move each movement phase at each of its Speed ratings.

Control Dice – the basic number of Control dice that must be rolled for any Control roll made at each of the Speed ratings. 'SAFE' indicates a 'safe speed'.

Stamina Loss / Gain – Movement at each Speed rating has an associated loss or gain of Stamina, tracked on the Stamina Table.

Resilience – this value is used for any Damage roll. If the value on a Damage dice rolled is equal or higher than this value then a point of Damage has been sustained.

Damage Value – each time the vehicle sustains a point of damage from a Damage roll it is tracked here.

Damage Affects – when some damage levels are reached there is a permanent effect to the vehicle which comes into play for the rest of the game.

Speed Rating – gives a relative indication of the vehicle's current Speed and is often used to determine related effects.

Total Movement – indicates the total number of spaces the vehicle will move this round.

Move Table

Acceleration	0	1	2	3	4	5	6	7	8	9	10
Deceleration	10	9	8	7	6	5	4	3	2	1	0
MOVEMENT	1	2	3	4	5	6	7	8	9	10	11
CONTROL	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE
STAMINA	+3	+2	+1	0	-1	-2	-3	-4	-5	-6	-7
DAMAGE	1	2	3	4	5	6	7	8	9	10	11
REINS	4	3	2	1	0	0	1	2	3	4	5
WHIP	4	3	2	1	0	0	1	2	3	4	5
TRAITS	Blades - +1 to any Vehicle Attack indicated. Cat o' Nines - +1 Dice to any Personal Attack indicated.										
RECOVERY	RECOVERY										
CONTROL	CONTROL										
STAMINA	STAMINA										
DAMAGE	DAMAGE										
WHIP	WHIP										
REINS	REINS										

Stamina Value – at the end of each round the vehicle may lose or gain Stamina depending on its current Speed Rating, which is tracked here.

Stamina Affects – As Stamina is lost various effects come into play which are cumulatively applied for as long as the vehicles Stamina remains on or below that rating.

Recovery – at the end of each round any Whip or Reins tokens in this box are returned to the player's hand and may be re-used.

Vehicle Abilities – any special abilities (Traits etc) the vehicle has are listed here, along with a summary explanation (a full explanation of each may be found on the reverse).

Whip & Reins Cards – the number of Whip and/or Reins cards the vehicle starts with. 'Duel' indicates cards that are 'Whip' on one side and 'Reins' on the other, so may be used as either.

Control Loss Points – the current number of Control Loss points the vehicle has are tracked here as they are gained and lost. Any Control roll the vehicle makes must use a number of additional dice equal to this current value.

Spent – when a Whip/Reins card is used it is placed in this box. At the end of each round all cards in this box are moved to the 'Recovery' box (after any cards already in the 'Recovery' box have been removed).

Rules & Game-play

The following section of this book covers the basic rules of play in detail, which are then summarised on the crib sheet for quick reference during play.

Rounds and Phases

The game is broken up into rounds, with each round comprising four separate parts performed in order by all players:

- 1. Speed Check** – At the start of each round, each player performs a Speed check to adjust their vehicle's Speed and its associated movement for the coming round.
- 2. Movement Phases** – Wiped-out vehicles are moved first. The main part of the round is then broken up into 4 movement phases – your vehicle may move a number of spaces each phase depending on it's current Speed rating, as well as any extra Whip or Reins cards you use, as indicated in the Speed table on your vehicle's 'Driving Licence'..
- 3. Maintenance Checks** – At the end of each round, each player adjusts their Stamina due to loss or gain for their current Speed Rating and then applies any Stamina effects (Optional). Players then recover previously used Whip / Reins cards.

Speed Check

Each vehicle has 7 Speed ratings, from 0 to 6.

At the start of each round each player makes a Speed check roll.

Before making the Speed check roll you may use a number of **Whip** and/or **Reins** cards.

If you decide to use any **Whip** and/or **Reins** cards then you may choose to either **Accelerate** or **Decelerate**.

If you **do not use** any **Whip** or **Reins** cards then you must **Decelerate**.

Frothy Races Dice – these are 6-sided dice, but with values on each of the sides being 0, 1, 2, 2, 3, 3 – ignore the Control icons for the Speed check roll.

Roll 2 **Speed dice**, plus 1 additional **Speed dice** for each **Whip** or **Reins** card used.

After the dice have been rolled and any allowed re-rolls have been made, **discard** 1 dice for each **Whip** and/or **Reins** card used, with the following limitations:

- If you use an equal number or more **Whip** than **Reins** cards to **Decelerate** then you one of the dice kept must be the **lowest value** rolled, along with any one other dice.
If you use twice as many (or more) **Whip** than **Reins** cards to **Decelerate** then both dice kept must be the lowest values rolled.
- If you use an equal number or more **Whip** than **Reins** cards to **Accelerate** then you one of the dice kept must be the **lowest value** rolled, along with any one other dice.
If you use twice as many (or more) **Reins** than **Whip** cards to **Accelerate** then both dice kept must be the lowest values rolled.

Result of the Speed Check

Add the values of the remaining two Speed dice to determine your Speed check value for the round.

Apply any applicable modifiers due to any permanent Damage Affects or other factors to the Speed Check value rolled.

The final Speed check value obtained will be used to make a Speed change to your vehicle.

Speed Check Variations

Some special Whip/Reins cards may be considered as either a Whip or Reins card when used for a Speed Check, as stated on the card. The player must state how the card is being used when it is played, before any dice are rolled.

Some vehicles may have special rules which modify their Speed check, such as: allowing re-rolls of Speed dice; allowing a higher number of Speed dice to be rolled before using cards; Accelerating rather than Decelerating if no Whip/Reins cards are played; etc. These rules will be listed on the Vehicle Driving License.

Speed Changes

Accelerate – if you chose to accelerate this round then move your Speed marker a number of boxes left-to-right in the 'Acceleration' row of the Speed table, equal to the final Speed check value obtained.

Decelerate – if you chose to decelerate this round then move your Speed marker a number of boxes right-to-left in the 'Deceleration' row of the Speed table, equal to the final Speed check value obtained.

Matching the Acceleration & Deceleration Speed Table Rows

In many cases on the Speed Table, there is more than 1 Deceleration box corresponding to an Acceleration box in the row above, or vice versa.

- When a vehicle is Accelerating, the right most box on the Deceleration row corresponding to the final Acceleration box moved into is always used.
- When a vehicle is Decelerating, the left most box on the Acceleration row corresponding to the final Deceleration box moved into is always used.

Over-Whipping

If a vehicle is to Accelerate but it has reached its maximum Speed limit (ie. there are no further boxes to the right to move the marker into in the Acceleration row) then it is considered to Decelerate by the difference that it could not accelerate by;

Speed Rating Changes

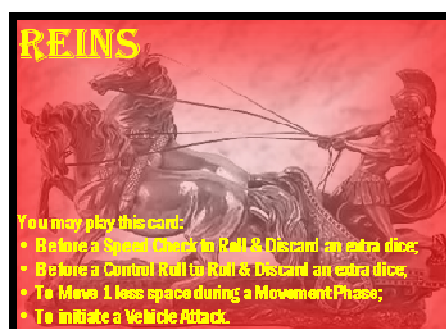
Occasionally a vehicle will need to change its actual Speed rating, rather than just move a number of boxes in the Acceleration or Deceleration row:

- A vehicle needing to reduce its Speed rating moves the Speed marker into the highest (right-most box) of the Acceleration & Deceleration row for the new Speed rating.
- A vehicle needing to increase its Speed rating moves the Speed marker into the lowest (left-most box) of the Acceleration & Deceleration row for the new Speed rating.

Whip Card



Reins Card



Speed Check & Change Examples

Speed Check Example: Before making their Speed Check, the player decides they wish to **Accelerate** and plays a **Whip** card and a **Reins** card.



They then roll 4 dice in total for the Speed check – 2 dice plus 1 die for each card played.

The values rolled are '3', '2', '1' and '0'.

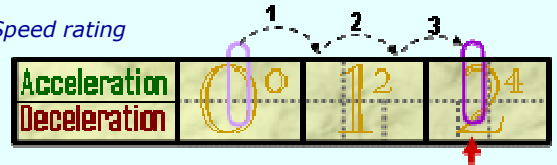
Since the player used a Reins card to Accelerate they must keep the lowest value rolled ('0') and any other dice value.

They decide to discard the '2' and the '1' and keep the '3', giving them an overall Speed Check value of '3' (3+0=3).

Acceleration Example: A player elects to accelerate from a current Speed rating of '0' and gets a value of '3' on their Speed Check roll.

They move their Speed marker 3 boxes, left to right, in the 'Acceleration' row, giving them a new Speed rating of '2'.

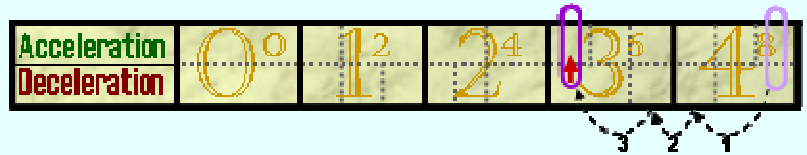
Note that the Speed marker is considered to be in the right-most corresponding box on the 'Deceleration' row.



Deceleration Example: A player elects to decelerate from a current Speed rating of '4' and gets a value of '3' on their Speed Check roll.

They move their Speed marker 3 boxes, right to left, in the 'Deceleration' row, giving them a new Speed rating of '2'.

Note that the Speed marker is considered to be in the left-most corresponding box on the Acceleration row.

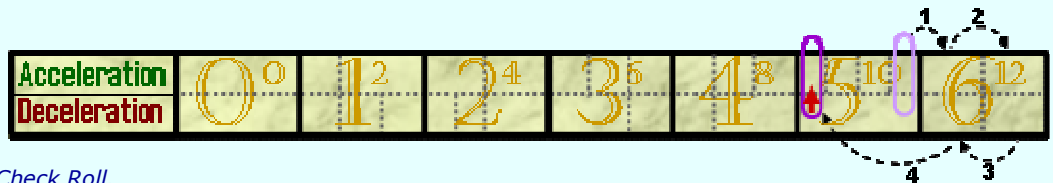


Over-Whipping Example:

A player elects to accelerate from a Speed of '5' and gets a value of '4' on their Speed Check Roll.

They can only move their Speed marker 2 boxes from left to right in the 'Acceleration' row before reaching their maximum Speed Acceleration box, so must then decelerate by a further 2 boxes (4-2=2).

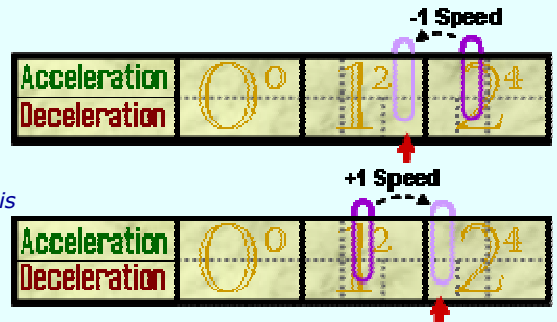
Moving the Speed marker 2 boxes right to left in the Deceleration row puts them back at a Speed of '5', but note that the Speed marker must be positioned in the left-most corresponding box of the Acceleration row, as this was a deceleration.



Speed Rating Changes Example:

- Speed Loss – a vehicle is forced to reduce its Speed Rating by 1, in this case adjusting its Speed rating from 2 to 1 overall. The player moves the Speed marker into the corresponding right-most Acceleration and Deceleration boxes of the new Speed rating.

- Speed Gain – a vehicle is forced to increase its Speed Rating by 1, in this case adjusting its Speed rating from 1 to 2 overall. The player moves the Speed marker into the left-most corresponding Acceleration and Deceleration boxes of the new Speed rating.



Movement

A vehicle **must** move the set number of spaces in each of the 4 movement phases in the round as determined and as shown in it's 'Movement' table by it's current Speed rating on the 'Driving License'.

Vehicles always complete their **movement forwards before any change of direction** is made (ie. a change of direction may only be made once per movement phase at the end of any movement).

'Straight' Movement

As it changes direction a vehicle may end up facing either the corner or side of the hex they are in:

- If a vehicle is facing the **side** of a hex then it may usually only move into the hex directly in front of it. Once per Movement Phase it may move into the Left Front Side or Right Front Side hex as a 'Drift' movement.
- If a vehicle is facing the corner of a hex then it may move into either of the 2 hexes in front of it, but consecutive movement in the same Movement Phase must be into the alternate side.
- Each time a vehicle moves straight for the whole of its Movement in a movement phase (ie. it does not Drift, Jump or change direction) and is not otherwise involved in an attack or collision then it may remove a Control Loss point (down to its minimum Control Loss value).

'Drift' Movement

A vehicle facing the side of a hex space may move sideways into their Front Left Side or Front Right Side space (a '**Drift**' move) **once per Movement phase** at any time during its movement.

Vehicles facing the corner of a hex space may move into their Front Left or Front Right space for the first space moved in any Movement Phase, but all subsequent movement in the same Movement Phase must then alternate between Front Left and Front Right.

Drift movement is not a manoeuvre and does not require a Control roll.

Optional Drift – you may instead allow Drift movement when facing the hex corner; allow vehicles to make additional Drift moves as a manoeuvre; an/or allow unlimited Drift movement. See '**Options: Drift Moves**' for a full explanation of each.

Changing Direction (Turning)

When you move your vehicle into the final space for it's movement for a movement phase you may choose to change its direction.

You may only change direction of your vehicle (ie 'Turn') in a movement phase when it moved 1 or more spaces.

To change direction, alter the vehicle's facing by 30° left or right; ie. if it was facing the side of the hex space it will now face the corner and vice versa.

If you change direction you will need to make a **Control Roll** if you are not moving at a **Safe Speed**.

Any required **Control Rolls** should be **resolved immediately** the change of direction is made.

Modifying Movement

You may use a **maximum of 1 Whip or Reins** card on any movement phase to modify the number of spaces your vehicle must move:

- **Whip** – you may use 1 Whip card to move your vehicle 1 extra space.
- **Reins** – you may use 1 Reins card to move your vehicle 1 space less than normally allowed –you may **not** move your vehicle less than 0 spaces (ie. your vehicle cannot move backwards).

Movement & Initiative

Where the movement of two or more vehicles moving in the same movement phase is not going to affect each other, their order of movement does not matter and they may be moved simultaneously; otherwise vehicles are moved in the following order:

1. the vehicle at the **highest Speed** moves first.
2. the vehicle **in front** moves before others.
3. the vehicle closest to the **inside of the track** moves before others.

Movement & Collisions

You may never choose to directly move your vehicle into a space currently occupied by another vehicle or solid obstacle and **must** attempt to avoid any such collision wherever possible – this includes using a Reins token, if you have any, to move 1 less space.

Where any movement means a collision is unavoidable you may choose where to move and what to collide with.

'Wipe-out' & Movement of Destroyed Vehicles

Your vehicle suffers a 'wipe-out' and is out of the race if it sustains damage such that it reaches its **maximum Damage** value, although it's wreckage will bounce and roll before it comes to a halt on the track.

At the start of each round after the one when your vehicle was wiped-out, **reduce** its **Speed** rating by **-1** and then **move** it **one space** in the direction it was heading when it was destroyed; (if the vehicle was destroyed as a consequence of a Control roll then use the direction it was travelling before any change of direction causing the Control roll).

Each time the vehicle is so moved it leaves behind a **fragile obstacle** debris in the space it is moving out of.

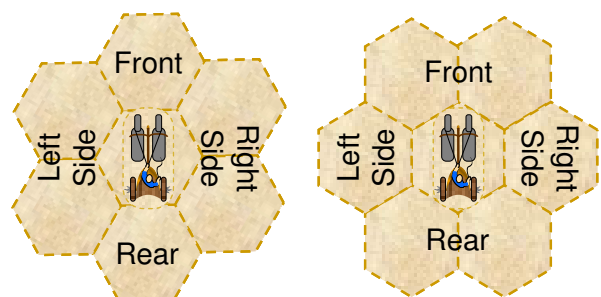
This **movement** is made **before** any other **vehicles** are moved for the round. When the vehicle's **Speed** reaches **0**, or if it hits a solid obstacle, then it comes to rest where it is and remains on the track as a **solid obstacle**.

Jumps – (Optional Movement)

Decide before play if this move option is allowed.

Any turn when your vehicle is moving straight 2 or more spaces you may use 1 Whip or Reins card to move through/over any single space that is not the last space you enter, ignoring any hazard or low obstacle in that space (ie. the vehicle moves 2 spaces forward, ignoring any hazard or low obstacle in the first space). You must then make an immediate Control roll, followed by a Damage roll using a number of dice equal to half your current Speed (if the Control roll results in a Damage roll simply make a single Damage roll adding in the extra dice).

It is a good idea to decide what obstacles may be 'jumped' before play, but this will usually include crash wreckage. Note that a player may use a 'jump' to avoid a collision, but does not have to do so.



Movement Example

Coming up to a bend, four chariots jockey for position in Movement Phase 2 of a round. The Black Chariot is at Speed 6, whilst each of the other chariots is at Speed 5.

SPEED	Acceleration	0 ⁰	1 ²	2 ⁴	3 ⁶	4 ⁸	5 ¹⁰	6 ¹²
	Deceleration	0	1	2	3	4	5	6
	MOVEMENT							
	MOVE 1	-	1	1	1	-	-	-
	MOVE 2	-	-	1	2	3	4	6
	MOVE 3	-	1	1	1	3	3	-
MOVE 4	-	-	1	2	2	3	6	
CONTROL	SAFE	SAFE	SAFE	+1 DICE	+2 DICE	+3 DICE	+4 DICE	

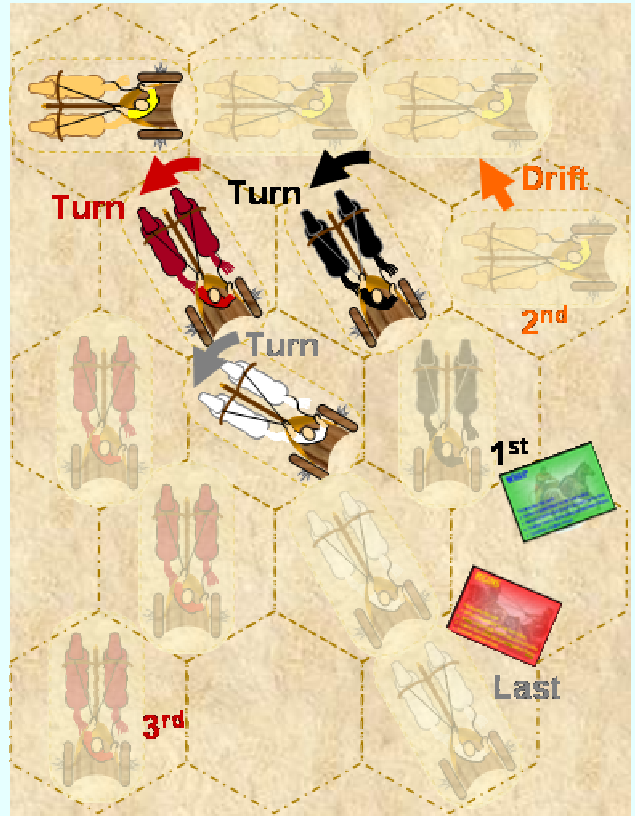
1. The Black chariot does not actually have to move at all this Movement Phase, but they elect to play a 'Whip' card, allowing them to move an extra space (in this case allowing them to move 1 space only this Movement phase). Since the Black chariot is actually at the fastest Speed rating, they then get to move first this Movement phase. Since the Black chariot has now moved this Movement phase, they may also elect to change direction at the end of their movement and choose to do so.

2. Since the Yellow chariot starts in front of the other chariots at the same Speed rating (ie the Red and White chariots), they get to move before them. They have a movement of 3 spaces to make. They cannot move straight forwards as the Black chariot now occupies that space and they must avoid the collision if they can. They therefore make their single allowed 'Drift' movement for the Movement phase as their first move and then move straight.

3. The Red chariot moves before the White chariot, which is at the same Speed rating, as they are on the inside of the track compared to the White chariot. They also choose to change direction at the end of their movement.

4. The White chariot moves last and must move 3 spaces this Movement Phase. However, because of the Red chariot's movement, the White chariot cannot move 3 spaces without colliding with them. They must therefore play a Reins card and move 1 less space this movement phase – if they did not have a Reins card to play then a collision would take place with the Red chariot. Note that if the Red chariot had elected to move into their Left Front space first, instead of their Right Front space, then their final position would be shifted to the right which would then not block the White chariot.

At the end of their movement the White chariot may still elect to change direction, in order to try and find a way through/past the other chariots on their next movement.



Note that chariots attempting to change direction would need to resolve this with a Control roll at the end of their movement – the movement as shown is assuming all changes of direction are made as desired, without any control loss.

Control Loss

The 'Control' row of the 'Movement' table on a vehicle's 'Driving License' indicates whether a Control roll needs to be made, as well as how many dice should be used, when a vehicle changes direction at each Speed rating:

- If the Speed rating is indicated as '**Safe**' then it is considered to be a '**Safe Speed**' and no Control roll needs to be made for normal changes of direction made during the movement phase at that Speed rating.
- If 1 or more dice are indicated in the Speed table then a Control roll will need to be made when the vehicle changes direction at that Speed rating, using the basic number of dice as shown.
- A **Control Roll** also needs to be made whenever **Control points** are gained or **Damage** is sustained due to an **Attack** or **Collision** (see 'Attacks' & 'Damage', p.12). A Control Roll is not made when damage is sustained due to a 'Damage' result of a failed Control roll.

Whip & Reins - Before rolling any Control dice you may use Whip and/or Reins cards. Each card used allows you to roll 1 additional dice – you may then **discard** 1 dice rolled for each card used before determining the Control roll result.

Dice Re-rolls - For any factors (Traits, Abilities, etc) allowing dice re-rolls, each dice may only be re-rolled once and all dice to be re-rolled must be re-rolled simultaneously.

Control Roll:

Roll:

- the basic number of dice indicated in the 'Control' row for the vehicle's current Speed rating, plus;
- 1 extra dice for every Control Loss point the vehicle currently has, plus.
- 1 extra dice for each Whip &/or Reins card used.

Result:

After rolling the Control Roll dice and making any allowed re-rolls, discard dice in the following order:

1. You **may Discard** a number of dice up to the number of **Whip** &/or **Reins** cards used.
2. You **must Discard** any **pairs** of dice where one is showing a **Left Spin** and the other a **Right Spin** (ie pairs of dice showing a '2' value), but gain 1 Control Loss point for each such pair discarded;
3. You **must Discard** any **pairs** of dice where one is showing **Slow** and the other a **Haste** (ie pairs of dice showing a '1' value), but lose 1 Stamina point for each such pair discarded (if you are not using Stamina rules then gain 1 Control Loss instead);
4. If there are any dice remaining, then you have failed the Control roll and your vehicle suffers the effect associated with the icon that there is most of.

Eg.1. If you have remaining 2 dice showing 'Left Spin', 1 dice showing 'Slow' and 1 dice showing 'Slide' then you would suffer the consequence of the 'Left Spin' only.

If you have an equal highest number of icons for 2 or more different icons then you suffer the effect associated with **both/all**.

Eg.2. If you have remaining 2 dice showing 'Left Spin', 1 dice showing 'Slow' and 2 dice showing 'Slide' then you would suffer the consequence of both the 'Left Spin' and 'Slide' effects, but not the 'Slow'.

5. You also gain 1 **Control Loss** point for **each** different effect (Slow, Speed, Left Spin, Right Spin, Slide or Damage) that your vehicle was effected by, as well as 1 additional Control Loss point for each point of actual Damage sustained due to any Damage icons.

Example 1 above would give 1 Control point, whilst Example 2 above would give 2 Control points.



Control Roll Icons

Each Frothy Races dice shows a different icon (as well as a number, which is ignored for Control rolls) on each side, indicating the affect on the vehicle of the failed Control roll:

- **Slide** – The vehicle moves an additional **space forwards** in the direction it was moving **before** the turn was attempted, but it still changes direction as planned after the 'Slide' movement.
- **Haste** – your vehicle gains momentum as you temporarily lose control - immediately **Accelerate** (move your **Speed** marker left-to-right in the **Acceleration** row) by 1 box for **each** 'Haste' icon, up to its maximum allowed Speed.
- **Slow** – your vehicle loses momentum attempting the manoeuvre – immediately **Decelerate** (move your **Speed** marker right-to-left in the **Deceleration** row) by 1 box for **each** 'Slow' icon.
- **Left Spin** – the vehicle changes direction by an extra **30°** to the left (anticlockwise).
- **Right Spin** – the vehicle changes direction by **30°** to the right (clockwise).
- **Damage** – Something breaks or is over-worked and the vehicle must make a **Damage roll** using 1 dice for **each** Damage icon.

The vehicle will gain an additional Control Loss point for each point of Damage actually sustained.

The effect of each Control icon is only applied if most Control roll dice left after discarding show that icon - where there is a tie for most icons for two or more different icons the affect of each is applied.

After any failed Control roll, 1 Control Loss point is gained for each different icon affect applied – note that this is still only 1 Control Loss point for 'Slow' or 'Damage' icons, no matter how many icons of each there are.

Note that for 'Left Spin' or 'Right Spin' movement affects, where the 'Spin' was made in the reverse direction to the change of direction being attempted, the overall result will be that the chariot does not actually turn from its original heading (ie. the vehicle turns an additional 30° left or right from the direction it would be facing after the proposed turn).

When a 'Spin' and 'Slide' result occur together the movement effects are combined to create a 'Skid' ('Left' or 'Right' respectively) outcome.

Pairs of 'Left Spin' and 'Right Spin' dice during a Control roll are discarded at the cost of 1 point of Control Loss.

See the 'Movement Summary', p.9, for a movement diagram of each Control movement type.

Control Loss Examples

Example 1

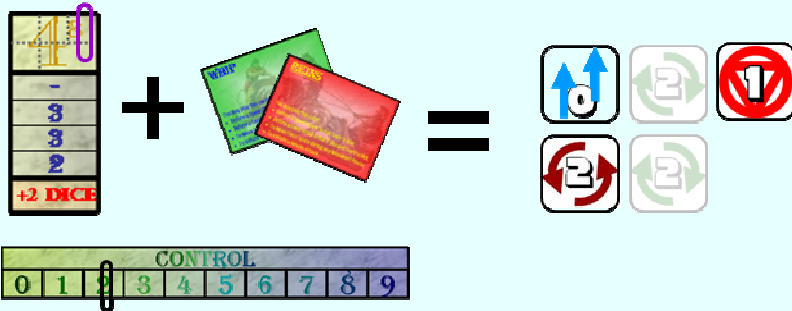
The Black Chariot attempts a left turn at the end of its movement after a Drift to the right. It is currently at a Speed of 4, which means it will need to make a Control roll using 2 dice. However, it also currently has 1 Control Loss point, meaning the player will need to roll one additional dice.

The player decides to use a Whip and Reins card in an attempt to modify the outcome of the Control roll – this will allow them to roll 2 extra dice, but then discard any 2 dice rolled before determining the outcome of the roll.

After rolling the dice, the player gets: one 'Slide' icon; one 'Slow' icon, one 'Left Spin' icon and two 'Right Spin' icons.

The player has a number of viable options:

- They could discard the 'Slow' and one of the 'Right Spin' icons first– they will then be left with a 'Slide', 'Left Spin' and 'Right Spin' result. The 'Left Spin' and 'Right Spin' remaining would then be discarded as a matched pair, leaving only the 'Slide' movement result to apply.
- They could discard both of the 'Right Spin' icons first. This would leave them with 'Slide', 'Left Spin' and 'Slow' result to apply – since this result would effectively allow the vehicle to move extra, turn sharper and Decelerate by 1 box, the player elects to take this result and manoeuvres the vehicle accordingly. They will also gain an additional 3 Control Loss points, one for each different Control icon applied.



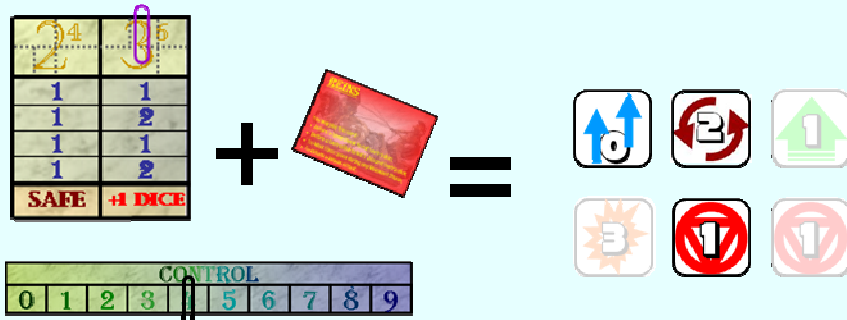
Example 2

The Yellow Chariot attempts a right turn at the end of its movement.

It is currently at a Speed of 3, which means it will need to make a Control roll using 1 Dice.

However, it also currently has 4 Control Loss points, meaning the player will need to roll an additional 4 dice.

The player decides to use a Whip card in an attempt to modify the outcome of the Control roll – this will allow them to roll 1 extra dice, and then discard any 1 dice rolled before determining the outcome of the roll.



After rolling the dice, the player gets one each of 'Slide', 'Damage', 'Left Spin', and 'Haste' icons and 2 'Slow' icons.

With several different outcome choices, the player decides to discard the 'Damage' icon first, since they would rather not take any additional damage if possible.

One of the remaining dice showing 'Slow' icon and the dice showing the 'Haste' icon are then discarded as a pair, the vehicle losing 1 Stamina.

This means that the outcome of the Control roll is that the vehicle will 'Slide' forward without actually turning (due to the 'Left Spin' which nullifies the attempted Right turn) and decelerates by 1 box.

The vehicle would normally gain an additional 3 Control Loss points (one for each different Control icon applied), but since the vehicle's Speed rating is reduced to '2' by the Deceleration, which is a 'Safe' speed, the vehicle instead loses all its current Control points, including any that it may have gained due to the failed Control roll.



Attacks

As long as your vehicle can or did **move** at least **1 space** this Movement phase, you may initiate an attack against a target vehicle in an **adjacent** space to your **side** at any point, before or after moving your vehicle from one space to the next.

Resolve any attack immediately as it happens, **before** completing any further **movement** for the Movement phase or making any **changes of direction**.

Performing the Attack

To initiate any attack you **must** use 1 or more **Whip** or **Reins** cards. You may only use cards of 1 type, each type of card providing a different type of attack:

- use **Whip** to initiate a **Personal** attack – the player attempts to lash the target vehicle’s driver and/or its beasts;
- use **Reins** to initiate a **Vehicle** attack – the attacking player attempts to sideswipe and bump their vehicle into the target vehicle..

The target player may boost their defence against each type of attack by using their own cards of the appropriate type.

All cards used to attack or defend are placed in their respective players’ Spent boxes.

In both cases, the attack is performed as follows:

1. The attacker must state the type of attack (Personal or Vehicle) they are initiating.
2. The attacking and target player each secretly select a number of their available cards of the appropriate type to use (the attacker must use at least 1 card), before simultaneously revealing them.
3. Each player rolls 1 dice plus 1 additional dice for each card that they used.
4. After any allowed re-rolls, each player chooses two of their dice rolled to keep for the attack and adds the value shown on each together (Control Icons are not used).
This value may be modified for either player by Traits or permanent Damage Affects to give each an overall ‘Attack Value’.

Attack Result

The player with **highest Attack Value** is the **winner**.

Where each player scored the **same Attack Value**, both players are considered as **losers**’.

Attack Outcome

The type of attack, along with the difference between each of the players’ Attack Values, determines the outcome of the attack:

• Vehicle attack (Reins)

The **loser** must make a **Damage roll** using a number of dice equal to:

- the **difference** between **Attack Values** (use the Attack value as is for ties);
- plus **half** the **winner’s speed** (round up).

If any **Damage** is actually **sustained** from the Damage Roll the vehicle must make an immediate **Control Roll** as per the rules listed under ‘Damage Roll’.

• Personal attack (Whip)

The **loser** receives a number of **Control Loss** points equal to the **difference** between **Attack Values**, (use the Attack value as is for ties) and must make an immediate **Control Roll** as per the rules listed under ‘Damage Roll’.

If you **fail** a **Control roll** (ie. get a result of Haste, Slow, Spin, Skid or Damage) as a consequence of any **attack** you **initiated**, then you **lose** any further **movement** you could of made that Movement Phase.

Damage

There are two parts to ‘Damage’ – the vehicle’s ‘Resilience’ and its ‘Damage’ value – determining how robust and well built it is.

Resilience

This is shown in the top left of the Damage Table (red text on a yellow background) on the Driving License and is either blank or has a value from 0 to 2.

Note that it is possible for a vehicle’s Resilience value to be temporarily or permanently modified during play.

Damage Value

This is listed on the right of the vehicle Driving Licence and is used to track damage the vehicle has sustained so far, as well as show how much it can sustain until it falls apart and is destroyed.

When the Damage sustained reaches the maximum the vehicle can take it suffers a ‘Wipe-Out’ and is effectively out of the race, but its wreckage remains on the track as a solid obstacle.

Permanent Damage Affects – Each vehicle’s Damage Value track also indicates a number of points at which a permanent affect on the vehicle comes into play. For more information and example affects, see the ‘Vehicle Creation Guide’, Permanent Damage Effects’, p.18.

Damage Roll

Every time the vehicle could sustain damage from an attack or collision, make a **Damage roll** by simultaneously rolling 1 dice for **each** point of potential damage.

Damage Effects:

- **Sustain Damage** – A point of Damage will be sustained for each dice rolled on the Damage roll showing a value **higher** than the vehicle’s **Resilience** value – damage is automatically sustained if Resilience is blank.
- **Apply Damage Affects** – apply all Damage Affects accumulated as each new Damage value level is reached.
- **Gain Control Loss Points** – gain 1 Control Loss point for each point of Damage sustained;
- **Control Roll** – if damage was sustained due to a **Vehicle attack** or **collision**, or you gained Control Loss points due to losing a **Personal attack**, then you will need to make a Control roll, **even if** the vehicle is travelling at a ‘**Safe**’ Speed rating.

Note that **no Control** roll is required due to **Damage** sustained from a ‘Damage’ affect outcome from a failed **Control** roll.

Use the same rules as rolling for Control when changing direction, with the following amendments:

- **Safe Speed** - if the vehicle is travelling at a ‘Safe’ Speed rating then only roll a number of Control dice equal to the number of Control points it currently has.
- **Spin** - ‘Spin’ movement is made to turn the vehicle to the left or right, as determined by the ‘Spin’ result direction, in relation to the vehicle’s current heading.
- **Slide** - ‘Slide’ movement made following a Control roll due to losing a **Personal attack** is made in the same direction as the vehicle’s current heading.

‘Slide’ movement made following a Control roll due to **damage** sustained from a **Vehicle attack** or **vehicle-vehicle collision** will be in the direction of the moving vehicle initiating the Vehicle attack or causing the collision (this can often still be the vehicle making the Control roll).
For a collision with a static solid obstacle it will be in the direction the vehicle was originally moving when it hit the obstacle.

Where ‘Slide’ movement following a Control roll due to a **Vehicle-vehicle** or **solid obstacle** collision will cause the vehicle to collide with that same vehicle or obstacle again, each vehicle involved must make an additional **Damage** roll using a number of dice equal to the number of ‘Slide’ icons rolled. This additional Damage roll is made after the initial collision has been resolved – only the Damage sustained is applied, no further Control roll is made.

Attack Example

The red chariot moves 2 hexes and decides to initiate an attack against the Black chariot.

The Red Chariot could have initiated the attack after moving only 1 space, but elected to move a second space before initiating the attack.

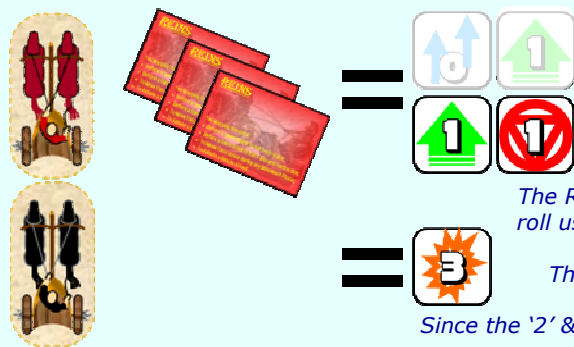
Note that the maximum movement for the Red chariot this Movement Phase is 3 hexes, but it must resolve the attack after moving 2 spaces (if it wishes to initiate the attack) before moving the final space.

The Red chariot player declares that they are going to initiate a Vehicle attack.

The Red chariot player secretly selects 3 of their available Reins cards, allowing them to roll three additional dice for the attack.

The Black chariot player only has 1 available Reins card they can play, but decides not to use it, meaning they will only roll 1 dice for the attack.

The Red player rolls four dice and gets value of '0', '1', '1' & '1' – taking the two highest dice gives a total Attack value of 2 (Control Icons are ignored).



The Black player rolls dice and gets value of '3'.

Attack Outcome:

The Red player is therefore the loser of the attack.

The difference between the Attack values rolled is 1 (3-2=1) and the current Speed of the Black chariot is '4', which is halved to '2'.

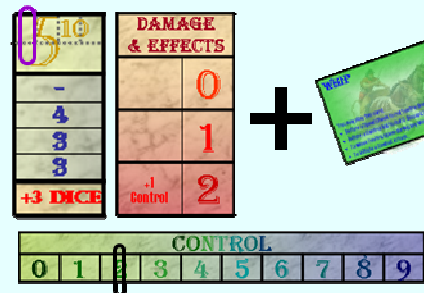
The Red Chariot will therefore have to make a Damage roll using a total of three dice.

The Red Chariot has a Resilience of '1' and rolling three Damage dice gets values of '1', '2', & '3'. Since the '2' & '3' are above the vehicles Resilience value of '1', the Chariot sustains 2 points of Damage.

This is the first Damage the vehicle has sustained, but moving the Damage tracker from '0' to '2' the vehicle takes the 'Damage Effect' of '+1 Control Loss Point' sustained at a Damage level of '1'.

The Vehicle also gains an additional 2 Control Loss points (1 for each point of damage actually sustained), requiring it to make an immediate Control roll.

The vehicle is currently at Speed '5', requiring 3 Control dice be used for any Control roll.



The vehicle did not have any Control Loss points before the attack, but now has '2', meaning two extra Control dice.

The '+1 Control Loss Point' Damage Effect also means an extra Control dice must be used for any Control Roll the vehicle now makes.

Before making the Control roll the player elects to use a Whip card to try and modify the roll.

The player must therefore roll seven Control dice, of which one may be discarded due to the Whip card used.

The player rolls one each of: Slide', 'Right Spin' & 'Slow' and 2 each of 'Left Spin' and 'Damage'.

Since the player may discard 1 dice they have several options. Discarding the 'Right Spin' would mean they would get the effect of 'Left Spin' and 'Damage' only, but they would potentially get 2 points of 'Damage'. Instead, with an imminent left turn looming, the player elects to discard one of the 'Damage' icons and since one of the 'Left Spin' icons and the 'Right Spin' icon are then also discarded as a pair, (with the gain of 1 point of Control Loss). This will leave them with a 'Left Spin', 'Slide', 'Slow' and 'Damage' result to apply.

The player therefore gains another 4 Control points (one for each different Control affect applied) and must make another Damage roll using one Damage dice (one for each 'Damage' icon rolled where the 'Damage' affect is applied).



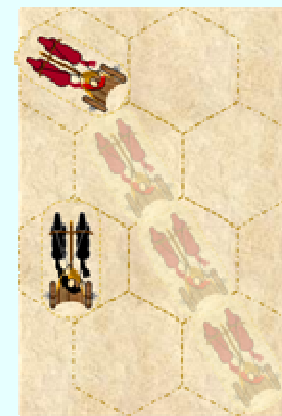
The player gets a '3' – with the '3' being more than their Resilience of '1' the vehicle sustains another point of damage.

Note that the player does not have to make another Control roll for sustaining damage as part of a failed Control roll.

The player now applies the 'Left Spin' and 'Slide' movement effects, which equate to a 'Left Skid' result – moving the vehicle 1 space forward in the direction it was heading and then turning it by 30° to the left.

The Vehicle then Decelerates by 1 box due to the 'Slow' affect.

The additional space of movement the Red chariot had left to make for this Movement Phase is lost due to the failed Control roll following the Vehicle attack – as the vehicle's normal movement has now ended it may not now change direction this movement phase; (although effectively, it has both moved a space and changed direction due to the 'Left Skid' result of the failed Control roll).



Collisions

A Collision occurs when a vehicle would move into a space already occupied by another vehicle or an obstacle. Like Attacks, Collisions are always **resolved immediately** after the vehicle moves to cause it.

They may occur when a vehicle was not actively moving during the movement phase, if it has been forced into collision due to a failed Control roll and movement, (ie. 'Slide'), caused by involvement in a preceding attack or collision (ie. Attack or collision with a vehicle that has just moved).

Where a vehicle's movement will ultimately result in an unavoidable collision, but there are multiple potential collision targets, a player may choose where to move the vehicle and what to collide with.

Decide and agree what counts as a **Hazard**, **Fragile Obstacle** and **Solid Obstacle** on the track before play. It is also possible to give any Hazard, Fragile Obstacle or Solid Obstacle a rating which modifies the number of basic Control points and/or dice rolled for Damage – again, agree any such rating before play.

Hazards and Fragile Obstacles

You may choose to move your vehicle into and through a space occupied by a hazard or fragile obstacle, with the following affects.

These affects are only applied when your vehicle **moves into** the space containing the hazard or fragile obstacle. A vehicle starting a movement phase in a space containing a Hazard or Fragile Obstacle would ignore any collision with it.

It is possible to have a space containing both a hazard and a fragile obstacle – in which case, apply both but make only one Control roll.

- **Hazards** – eg. water, mud or other loose surfaces; stones or other bumpy surfaces. You may move through a space containing a Hazard, which usually remains in play.

- Gain a number of **Control Loss** points equal to **half** your current **Speed** (round up) - this may be modified by the hazard.
- Make an immediate **Control roll** (as per 'Damage: Damage Roll - Damage Affects', p.12).

- **Fragile Obstacles** – eg. scattered debris from vehicles; people, etc. You may move through a space containing a fragile obstacle, which is then usually removed from play.

Multiple fragile obstacle markers may be put in the same space, where the number of dice used for the Damage roll is increased by 1 for each additional marker and only 1 marker is removed each time a vehicle moves into the space, (or alternatively, 1 marker is removed for each point of damage a vehicle actually sustained in the collision with the fragile obstacles when moving into that space).

- Make a **Damage** roll using a number of dice equal to **half** your current **Speed** (round up) - this may be modified by the fragile obstacle. Your vehicle suffers the normal effects of any Damage sustained, including making an immediate Control Roll (see 'Damage: Damage Roll - Damage Affects', p.12).

Solid Obstacles and Vehicles

You may **never** choose to directly move your vehicle into a space currently occupied by another vehicle or solid obstacle – you must always take an alternate route, or use a Whip/Reins token as appropriate/available to adjust your movement for that movement phase to avoid such a collision, wherever possible.

Collisions with another vehicle or solid obstacle may occur where a vehicle cannot avoid moving into an occupied space, or as the result of a failed Control roll and uncontrolled 'Slide' movement.

A solid obstacle collision will usually also occur if a vehicle's movement would take it off of the track; ie. there is no defined space for it to move into – the vehicle is assumed to have collided with a boundary wall.

Note that a vehicle **never** actually **moves into** or **through** a space **occupied** by another vehicle or solid obstacle. The collision occurs when its next movement *would* take it into the occupied space, but it remains in the adjacent space and any resulting movement affects due to an associated Control roll are made from that space as a start point.

If your vehicle's **final position** after resolving a collision with a solid obstacle or vehicle will **not** allow it to move **past** that **obstacle** or **vehicle** when it next moves, then you may change its direction by **30°** if that will allow it move past the obstacle on its next movement.

If this change of direction will still not allow your vehicle to move past that obstacle or vehicle on its next movement, then:

- Reduce its **Speed** rating to **0**
- Face it in **any direction** such that it may move past the obstacle/vehicle on its next movement.

- **Solid Obstacles** –eg. wrecked vehicles; walls (eg those around the edge of the track); large rocks or wooden beams, etc.

If your vehicle is about to move into a space occupied by a solid obstacle:

- Make a **Damage** roll using a number of dice equal to your current **Speed**. Your vehicle suffers the normal effects of any Damage sustained, including making an immediate Control Roll (see 'Damage: Damage Roll - Damage Affects', p.12).
- Reduce its **Speed** rating by **half** (round down); eg. if your vehicle's Speed rating was '5' then **decelerate** to Speed rating '2'.

- **Vehicle-vehicle** - If a vehicle would move into a space occupied by another vehicle then the collision effect is determined by the relative movement **direction** and **Speed** of each vehicle involved, as summarised below. Vehicles involved suffer the normal effects of any Damage sustained, including making an immediate Control Roll (see 'Damage: Damage Roll - Damage Affects', p.12).

- **Head-On** (into front) – **both vehicles** involved must make a **Damage** roll using a number of dice equal to the sum of their **combined Speeds**.

Each vehicle must then **reduce** its **Speed** rating by **half** (round down); eg. if your vehicle's Speed rating was '5' then **decelerate** to Speed rating '2'.

- **'T'-collision** (into side) – **both vehicles** involved must make a **Damage** roll using a number of dice equal to the **Speed** of the **colliding vehicle** (ie. the vehicle that moved to cause the collision).

The **colliding vehicle** must then **reduce** its **Speed** rating by **half** (round down); eg. if your vehicle's Speed rating was '5' then **decelerate** to Speed rating '2'.

- **Rear-End** (into rear) –. If the **colliding vehicle** (ie. the vehicle that moved to cause the collision) is at a **higher Speed** rating than the vehicle it hits, then **each vehicle** must make a **Damage** roll using a number of dice equal to the **difference** between their current **Speed** ratings.

The vehicle hit must then accelerate and **increase** its **Speed** rating by half the difference (round up) between the two vehicles Speed ratings: whilst the **colliding vehicle** must decelerate and **reduce** its **Speed** rating by half the difference (round up) between the two vehicles Speed ratings; eg. a Speed '6' vehicle hits a Speed '1' vehicle – the Speed '1' vehicle would increase to Speed '4' and the Speed '6' vehicle would decrease to Speed '3'.

If the **colliding vehicle** is at the same or a lower Speed rating than the vehicle it hits then the **colliding vehicle** must **reduce** its **Speed** rating by -1 and each vehicle must make a **Damage** roll using **one** dice only.

Collision Example (Vehicle – Vehicle)

The White chariot is supposed to move 4 hexes in its movement phase, but after moving only 2 spaces it will collide with the Red chariot in the 3rd space. The collision cannot be avoided as the White chariot has no alternative space to move into and spending a Reins card (assuming the player had one available) would not reduce their movement enough.



White Chariot:
 Resilience: 1
 Speed: 5
 Control: 0

Red Chariot:
 Resilience: 0
 Speed: 1
 Control: 0

This is a 'T-Bone' collision as the White chariot has collided with the 'side' of the Red chariot – neither vehicle has previously sustained any damage.

The White chariot is currently at a Speed of 5, meaning that each vehicle will need to make a damage roll using five dice.

The White chariot rolls '0', '0', '0', '0', & '0', which compared to their Resilience of '1' means they sustain two Damage and gain two Control Loss points. This damage means they gain the '+1 Control Point' damage affect.

The Red chariot rolls '0', '0', '1', '1', & '3', which compared to their Resilience of '0' means they sustain three Damage and gain three Control Loss points, thereby also gaining the '+1 Control Point' damage affect.

Both vehicles will now have to make a Control roll as they have sustained damage due to a collision.

The Red chariot is currently at a Speed of '1', which is a Safe Speed so no Control roll dice are rolled for this Speed. The vehicle did not have any Control Loss points before the Collision (as would be expected for a vehicle at a Safe Speed), but now has 3 Control Loss points due to the damage sustained in the collision. They also have the '+1 Control Loss Point' damage affect due to the damage sustained in the collision. The player has one Reins card left available to play at this time, and decides to use it to try and modify the Control roll outcome. They will therefore roll a total of 5 Control dice.

Red Chariot Damage & Effects:

1	0
-	1
-	-1 Control
SAFE	2

Reins Card: (Red)

Control Roll: 0 1 2 3 4 5 6 7 8 9

Rolling the dice, the player gets: three 'Left Spin' icons, a 'Slide' icon and a 'Right Spin' icon. Although the player can discard one dice before accepting the result due to the Reins card played, they cannot do much.



One each of the 'Left and Right Spin' icons will be discarded as a pair (gaining 1 Control Loss point). The player could discard a second 'Left Spin' icon, and would then get both the 'Left Spin' and 'Slide' icons applied, but this would cause them to collide with the Black chariot – so instead they just accept the predominate 'Left Spin' icons. Although the vehicle was not changing direction, the 'Left Spin' result means it must turn 30° to the left. They also gain an additional Control Loss point due to the 'Spin' affect.

The White chariot is currently at Speed 5, meaning they will need to roll three Control dice. They did not have any Control Loss points before the Collision, but gained two due to the Collision damage. They also now have the '+1 Control Loss Point' damage affect. The player decides to use 2 Whip cards they have available in order to try and modify the outcome of the Control roll, so they roll eight Control dice in total.

Rolling the dice they get: three 'Slide' icons; and one each of the 'Damage', 'Haste' 'Slow', 'Left Spin' and 'Right Spin' icons.

Although they can discard two dice before determining the outcome of the Control roll, they cannot actually affect the result much. The 'Left Spin' and 'Right Spin' icons will be discarded as a pair, as will the 'Slow' and 'Haste' icons – gaining 1 Control Loss point and losing 1 Stamina respectively for each discarded pair. If they discard two of the 'Skid' icon dice they will take the effects of a 'Damage' and 'Slide' – which is worse than just a 'Slide' result. Instead they decide to discard just one of the 'Slide' icons and the 'Damage' icon, leaving them with a 'Slide' result (two 'Slide' icons) and gaining a Control point for the single Control loss effect.

White Chariot Damage & Effects:

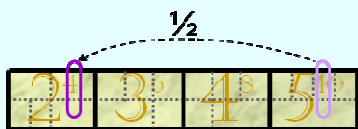
4	0
3	1
3	-1 Control
+3 DICE	3

Whip Cards: (Green)

Control Roll: 0 1 2 3 4 5 6 7 8 9



Unfortunately, the 'Slide' movement will cause the White chariot to collide with the Red chariot again. This means that each vehicle (both the White and Red chariots) must make an additional Damage roll using a number of dice equal to the number of 'Slide' icons rolled – in this case 2 dice (not shown). Only any damage sustained is applied to each vehicle (along with Control Loss points for damage sustained as normal) – no additional Control rolls need be made and this does not affect the Control rolls either vehicle made when resolving the initial collision.



The White chariot must now reduce its current Speed rating by half, down to '2', due to initiating the 'T' vehicle-vehicle collision.

Since the White chariot cannot move past the Red chariot on their next movement in its current direction it may change its facing by 30° to left or right as the player chooses. Since a turn to the right is sufficient to potentially allow the White chariot to 'Drift' move past the Red chariot on its next movement there is no further affect – the White chariots movement is now over for this movement phase.



Maintenance Checks

After all movement is complete for each vehicle, each player performs a number of 'maintenance' checks on their vehicle, before the start of the next round, in the following order:

1. Stamina Check
2. Card Recover

Stamina Check (Optional Rule)

Stamina effects are an **optional rule** that you may wish to ignore for your first few playthroughs of Frothy Races; (it may be a good idea to give vehicles an extra advantage or flaw to take account of their relative Stamina differences, if you are not using the Stamina rules).

If you are not using the Stamina rules then ignore this section and proceed straight to 'Card Recovery'.

Your vehicle's stamina, as it suggests, is its relative ability to maintain constant high speed over several rounds. Continuing to push your vehicle to the limits will have a noticeable effect on its performance, even causing irreparable damage, unless you allow it to recover. This can be true whether your vehicle is pulled by beasts or powered by arcane or mechanical device.

1. **Adjust the Stamina Table** - In the Speed table for your vehicle, look at the Stamina row for the Speed rating the vehicle is currently travelling at. Apply the value shown to the Stamina Table on the right hand side of the Vehicle Driving License - the value cannot go above the maximum or below the minimum values shown, ignore any changes that would take the value beyond these.
2. **Apply Stamina Effects** - Looking at the Stamina table on the right of your Vehicle Driving License, if your vehicle's Stamina is not currently at its maximum value then there is a good chance that it will suffer some effect of this. Apply the Stamina effect for the Stamina value your vehicle is currently at, as well as the Stamina effects for all higher Stamina values. If the same Stamina effect occurs more than once then apply it cumulatively.

Stamina Check Example

At the end of the round, you have accelerated to your vehicles top Speed Rating of 6. This has an associated '-3' Stamina adjustment to apply. The vehicle has already lost 2 Stamina (and not gained any back), so is on a Stamina of 8 - the '-3' drop will take it to a Stamina of 5.

5	6
-	-
4	6
3	-
3	6
+3 DICE	+4 DICE
-1	-3

STAMINA	
	10
-1Speed	9
-1Reins / Speed Check	8
	7
-1Speed	6
+1Reins / Speed Check	5

This means the player will have to both drop their Speed rating by 2 (Stamina effects at values 5 & 9) as well as make their Speed check for this round as though they had played an additional 2 Reins cards (Stamina effects at values 6 & 9).

Card Recovery

At the end of each round the last action of each player is to recover their **Whip** and **Reins** tokens by performing the following actions in order:

1. Cards in your right-hand '**Recovery**' box are **returned** to your **hand** and may now be reused for actions as normal.
2. Cards in your left-hand '**Spent**' box are **moved** to your '**Recovery**' box - these will be regained to your hand at the end of the next round.

Card Recovery Example

At the end of the round you have 2 'Whip' cards in your vehicle's 'Recovery' box and 2 'Reins' & 1 'Whip' cards in your vehicles 'Spent' box.

The 2 'Whip' cards in the Recovery box are immediately returned to your hand and may



now be used for the following Speed check or other actions.

The 2 'Reins' & 1 'Whip' cards in your Spent box are then moved to your Recovery box and will be regained to your hand at the end of the next round.

Hints & Tips

Control

Being in control of your Control rolls offers huge advantage in two key ways:

- It can allow you to turn tighter and take corners quicker;
- It can allow you to adjust your Speed - this can be very useful if you can drop a Speed rating near the end of the round to avoid high Stamina loss.

Rolling 3-6 dice with a couple of cards will usually allow you to adjust the outcome and get you an advantage, (or at least allow you to avoid nasty consequences); but once you start rolling progressively more dice for Control this becomes much more difficult to do.

Speed

It may sound obvious, but controlling your Speed is a key element to the game and one where it is always useful to have a card or two to play. Faster is not always better and it is often the wise move to slow down and lose Control Loss points and/or regain vital Stamina.

Whip

Using a Whip card to move an extra space during a movement phase is an expensive use of the card - but using it to move in a phase when you wouldn't otherwise have moved can be extremely useful, as it will give you an extra movement in which to change direction.

Cornering

Don't attempt to tight bends at too high a Speed rating - watch your movement and anticipate slowing. If you don't you will likely not have enough movement phases to complete the change of direction needed, even if you can control the successive high speed manoeuvres required. This will mean that your movement will take you out of optimum position and very wide, losing valuable distance.

Attacks

Attacking is usually a luxury to be indulged only when you either have an excess of cards to use, or clear advantage is to be gained. Try and limit your attacks to opponents that do not have any of the appropriate card left to play to defend - you will then gain a clear advantage of 2 dice rolled versus 1 dice rolled. However, attacking can be a good way to try and bluff an opponent into using a lot of their cards to defend, such that they won't have them available at a crucial moment later in the round. Finally, if you really want to damage an opponent, although you cannot deliberately collide you can always use a 'Slide' to hit them.

Optional & Alternative Rules

The following optional and alternative rules are provided as variations to the normal play.

Optional Rules

Optional rules are used in conjunction with the normal rules, generally adding an extra level of tactical depth, but with some added complexity.

'Rec.' denotes those optional rules that are generally recommended to be used in most games.

Attack Rules

First Round Truce (Rec.) – players may not initiate attacks against each other during any movement phases in the first round of the race.

Friendly Race - In a 'Friendly race' players may not initiate any attacks. Vehicles may still be damaged due to accidental collisions.

For a 'Friendly' race it may be necessary to alter or modify a vehicle's Traits, in order to balance and make all vehicles equal, where a vehicle has one or more Traits providing an advantage or disadvantage to attacks.

Speed Check

- **Grandstanding to the Crowd (Rec.)** – the leading vehicle or vehicles **may not** choose to **Accelerate** during the Speed Check if they are 4 or more spaces in front of the closest following vehicle. This distance can be modified where desired.
- **The Whips of Shame (Rec.)** – the vehicle or vehicles in **last** place roll an **additional dice** if they **Accelerate** during the Speed Check; (they still choose the sum of only two dice rolled as normal) if they are 4 or more spaces behind the closest vehicle in front. This distance can be modified where desired.

'Rolling' Start

To get your races started faster you can allow that each vehicle starts the race already moving, rather than stationary (Speed rating 0).

This can either be the same Speed rating for each vehicle (*eg. Speed rating 3 is usually appropriate*); or each vehicle starts at their Speed rating that allows them to move the same total number of spaces a round (*eg. 6 spaces is usually appropriate*). In either case, you may of course allow players to start their vehicle at a lower Speed rating / movement rate than the value decided, if they wish.

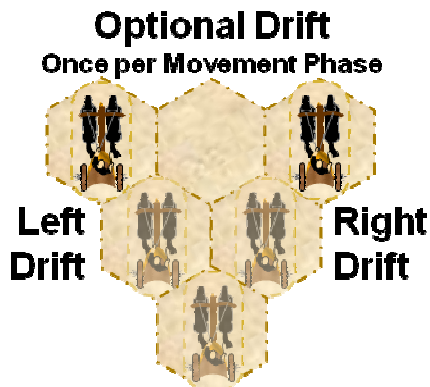
Stamina

The Stamina rules are an option that you may wish to ignore for your first few races. If you are not using the Stamina rules then skip over the 'Stamina Check' of the Maintenance part of the round.

If you are not using Stamina rules it may be necessary to alter or modify a vehicle's Traits, in order to balance and make all vehicles equal, where a vehicle has a specific advantage or disadvantage related to its Stamina.

Jumps

'Jump' optional movement is detailed in the 'Move' section and allows a vehicle to move 2 spaces forward, ignoring hazards or low obstacles in the first space.



Alternative Rules

Alternative rules replace all or part of the normal corresponding rules previously described.

Speed Check

Instead of rolling additional dice for each 'Whip' or 'Reins' card used during the Speed Check, players instead roll a single dice and may then add or subtract 1 to the value rolled for each 'Whip' or 'Reins' card used.

These alternative Speed Check rules make controlling vehicle Speed slightly easier and more predictable by using more Whip/Reins cards.

Control Roll Discards

You must discard any matched pairs of dice (Haste/Slow, Left Spin/Right Spin) on a Control Roll, before discarding dice due to Whip/Reins cards played.

This variation makes it more difficult to control the overall outcome of a Control Roll.

Control Roll Damage

There are several alternate rules you can use instead of making a Damage roll when considering Damage icons on failed Control rolls:

- **Ignored** - All Damage icons are ignored and considered as 'Blank' sides on the Control roll dice, with no effect.
- **Control** - Instead of making a Damage roll, each Damage icon gives the vehicle 1 additional Control point instead.

These alternate rules mean vehicles can only be destroyed by collisions/attacks, rather than failed manoeuvres.

Deliberate Collisions

If you want a more aggressive game (eg. you are playing the 'Toughest' demolition derby type of race) you may wish to allow that players can directly collide their vehicles with other vehicles. Any such collisions are treated in exactly the same way as accidental collisions.

Instant 'Wipe-Out'

If you make a Control roll and the outcome is '**Damage**' **only** with 2 or more icons then your vehicle is immediately 'Wiped-Out'.

You can vary the 'Instant Wipe-Out' factor (making it less likely that a 'Wipe-Out' will occur) by increasing the number of Damage Icons the player must have remaining at the end of the Control roll before the affect comes into play.

Drift Moves

There are several alternatives, any / all of which may be applied to Drift movement:

- A player whose vehicle is facing the corner of a hex may move twice in the same direction (ie forward left or forward right) once per Movement phase as a Drift movement (see Diagram below).
- You may allow players to make multiple Drift movement in the same movement phase, but each Drift movement after the first made in the same Movement phase requires a Control roll to be made. Any 'Slide' movement is in the direction of the Drift, rather than the direction the vehicle is facing.
- You may instead allow players to make any number of Drift movements in a Movement phase, without penalty.

Vehicle Creation Guide

There are multiple modifiable vehicle specific gameplay factors, allowing for a huge range of variation and vehicle customisation. Presented here are some suggestions and considerations to keep in mind when creating your own unique racing vehicle.

Overview

There is no 'points' system or other inherent control factor built in to the custom vehicle creation for Frothy Races, for two main reasons:

- I have not had time to play, test and judge the relative merits of incremental tweaks and changes that can be made to vehicle stats (let alone start considering the compound effects of parallel modifications to several stats), so any 'points' or value system put in place at this stage would be largely arbitrary and a rough guide only.
- In my experience, rather than balancing a game and making it fair, 'points' systems more often seem to encourage players to look for ways to exploit the system in an effort to building game winning creations – this often comes at the loss of game character, balance and fun.

It would be very easy to make a super-fast, highly manoeuvrable race winning vehicle, but where would be the fun in that? The aim is to encourage players to create imaginative and characterful vehicles with a range of strengths and weaknesses that balance each other out and suit the players preferred racing style. The 'basic' vehicle profile provided may be used as 'baseline' against which to test your custom builds, but below are some basic suggestions regarding custom vehicle creation and the various factors that may be modified.

Movement

Whilst each vehicle has the same 7 Speed values, (from 0 to 6), the associated factors involved in the movement process ensure that each vehicle is uniquely different. When creating a new vehicle, the various elements should be balanced to create a fair set of strengths & weaknesses, tactical advantages and disadvantages.

Speed – Each vehicle may move a different total number of spaces for each of its 7 Speed ratings (although all vehicles will move a minimum of 0 spaces at Speed 0), allowing for different acceleration rates and top speeds.

Acceleration / Deceleration – The balance of the Acceleration and Deceleration through the number and matching of the Acceleration and Deceleration boxes at each Speed rating allow each vehicle to have a unique acceleration and deceleration profile; eg. some vehicles may be more difficult to accelerate, with a relatively higher number of boxes for each Speed rating as the Speed rating increases, whilst having relatively fewer deceleration boxes per Speed rating meaning they will slow quickly.

Movement per Phase (Move) – these rows denote the number of spaces the vehicle **must** move each movement phase – although the value may be altered by using additional 'Whip' or 'Reins' cards to move 1 space more or less respectively.

Note that there is no particular pattern for the number of spaces that a vehicle must move each movement phase for its total movement at that Speed, except that the movement will usually be relatively evenly spread across the movement phases for the round. As a guide, vehicles should generally not move more than 12 spaces in a single round and no more than 6 spaces in any one movement phase.

Generally, it is more advantageous to have smaller movement values spread across a relatively greater number of movement phases, as this provides more flexibility in play since a vehicle can only attempt to change direction or attack in a movement phase when it actually moves. For this reason, higher Speed values will usually have higher individual movement values in relatively fewer movement phases.

Movement should usually be set-up across adjacent Speeds so that any decrease in Speed rating that occurs during the round does not result in an advantage; (ie by allowing the vehicle to move over more movement phases or spaces than if it had maintained its Speed).

Control – generally, as the vehicles Speed rating increases so does the number of Control dice that will need to be rolled for any Control roll made by the vehicle at that Speed rating. Different vehicles may use a different number of Control roll dice for the same Speed rating or total Movement value, reflecting the relative difficulty or ease of control of the vehicle when manoeuvring.

Stamina – although an optional factor, Stamina may be used as a balancing factor in conjunction with the other Movement elements; eg. a particularly fast chariot may be balanced with relatively high Stamina values at higher Speed, making it difficult to maintain high Speed over successive rounds.

Control Table

Each vehicle usually has the same Control Table, tracking the current Control points the vehicle has accumulated.

However, it is possible for some vehicles to have a basic minimum Control Point total greater than 0, in which case their Control Point track would indicate this as the minimum value instead of '0'. Vehicles with an increased Control Point minimum do not have to make a Control Roll when travelling at a 'Safe' speed – as per the normal rules – but they will always be rolling at least 1 extra dice, (or whatever their minimum Control Point value is), due to Control Points whenever they do have to make a Control Roll..

Damage Table

The combination of Resilience and Damage value defines the relative toughness and durability of each vehicle, but the two should be balanced to create a 'fair' vehicle, rather than one that is indestructible.

Resilience – this is either blank, or has a value of '0', '1' or '2'. Vehicles with a blank Resilience will automatically sustain damage without even having to roll (since damage is sustained where the dice roll is higher than the vehicle's Resilience); this will often be balanced by the vehicle having a relatively high Damage value. Vehicles with a relatively high Resilience will usually be able to avoid potential damage, but will often have a low Damage value meaning that each point of damage actually sustained is potentially more dangerous.

Damage Value– vehicles with a high Damage value can sustain more actual damage before falling apart, but may not always have a high Resilience, meaning they more easily sustain damage. Since they have more Damage value levels, they are also more likely to have a greater number of permanent damage affects that could come into play before they are destroyed.

Damage Affects – Vehicles with higher Damage values are more likely to have more Damage Affects, since they have more Damage value levels at which they may occur.

All vehicles suffer a 'Wipe-Out' affect when their maximum Damage value is reached.

A list of potential permanent damage affects is shown over page – different vehicles will likely have different damage affects (or none at all) for the same Damage value.

Although most vehicles will usually only have one Damage Affect at any Damage value, it is possible to have multiple affects come into play at once.

Whip & Reins

Much of the tactical variation for each vehicle is determined by the number and type of Whip and Reins card that the player has to use. A vehicle with fewer cards will be more difficult to control and have fewer opportunities to affect the outcome of crucial rolls. In general, each vehicle should have between 6 to 8 cards in total, with an outside limit of a minimum of 4 and maximum of 12.

Most cards will be of a single type (either Whip or Reins), but it is also possible for vehicles to have some cards that are dual sided (ie. Whip on one side, Reins on the other), making them more versatile. As a general rule, the more double-sided cards a vehicle has, the fewer overall cards it is likely to have.

Finally, it is also possible for a vehicle to have some 'Special' cards, detailing a advantageous effect the vehicle may apply when the card is played. These will usually be a normal Whip or Reins on one side (used as normal during play), but when required (and at the appropriate time) the special ability on the other side may be played and used. (Note that as with normal Whip & Reins cards, Special cards may only be played and used when they are in the players hand, not when they are 'Spent' or in 'Recovery'). Vehicles should usually only have a limited number of these cards and often the use of the special ability will cause the card to be permanently discarded (especially where the special ability is a relatively powerful one), rather than just be played to 'Spent'. Some example 'Special' card effects are given below, but feel free to make up your own suitable effects (or use as a limited use 'Trait' ability):
(Note: where '#' is given, the actual number may vary for different vehicles for the same Damage Affect and should be specifically defined in the Trait for each vehicle – values will typically be between 1 & 3, with the card being discarded for higher values, but in some cases this value may also be a random number rolled each time it is required).

Whip Special Cards

Berserker # – if this special ability card is played to initiate a personal attack then the player may add # to their attack value.

Shield # – if this special ability card is played to defend against a personal attack then the player may add # to their attack value.

Lash # - if this card is used to accelerate during a Speed Check then the player may add +# to the result.

Yah! – play after any control roll involving this vehicle to count all '#Slow' icons rolled as 'Haste' icons instead.

Ramming Speed – may be played during a Movement phase to gain 1 extra movement as normal and the vehicle may deliberately collide with another vehicle.

Reins Special Cards

Kamikaze # – if this special ability card is played to initiate a vehicle attack then the player may add # to their attack value.

Swerve # – if this special ability card is played to defend against a vehicle attack then the player may add # to their attack value.

Whoah! # - if this card is used to decelerate during a Speed Check then the player may add +# to the result.

Brake - play after any control roll involving this vehicle to count all '#Slow' icons rolled as 'Haste' icons instead.

Emergency Stop - may be played during a Movement phase to reduce the required movement of the vehicle by any number of spaces. Reduce the Vehicles Speed rating by 1 for each space not moved.

Whip or Reins Special Cards

Control # – if this special ability card is played during a Control roll the player may roll and discard and additional # number of dice.

Survivor – after making any Damage roll, the player may play this card to ignore the outcome of the initial Damage roll and re-roll it.

Lucky # – after any roll involving the vehicle, the player may play and use this card to re-roll # number of dice used in that roll before determining the outcome.

Cool - after any Control roll involving the vehicle, the player may play and use this card to choose any control icon and discard all dice showing that icon.

Determination – play at the end of the Round to recover all cards in you Spent box.

Permanent Damage Affects

Each vehicle's Damage Value track also indicates a number of points at which a permanent affect on the vehicle comes into play. Examples of these include the following, but feel free to make up your own.

(Note: where '#' is given, the actual number may vary for different vehicles for the same Damage Affect and should be specifically defined in the Trait for each vehicle – values will typically be between 1 & 3, but in some cases this value may also be a random number rolled each time it is required).

1. **+# Control / Round** – at the start of each new round gain # Control points. This does not affect your usual minimum Control point value.
2. **-# Resilience** – the vehicle's Resilience is permanently reduced by #.
3. **# Damage** – make another immediate Damage roll using the number of dice indicated. You will receive Control points, but do not have to make a Control Roll, for any Damage actually sustained.
4. **# Damage / Round** – make a Damage Roll at the start of each Round using # dice. You will receive Control points, but do not have to make a Control Roll, for any Damage actually sustained.
5. **Lose "Named" Trait** – your vehicle loses and may no longer use the specific Trait named.
6. **# Maximum Acceleration** – the vehicle may only move their Speed track marker by a maximum number of boxes, as shown, when Accelerating during a Speed check.
7. **# Maximum Deceleration** – the vehicle may only move their Speed track marker by a maximum number of boxes, as shown, when Decelerating during a Speed check.
8. **Maximum Speed #** - the vehicle's maximum Speed rating is reduced to the value indicated – any change that would take the vehicle's Speed above this value is treated as 'Over-Whipping'.
9. **Random** – the actual damage affect applied will be randomly determined, from a given list of damage affects, by rolling 1 or 2 dice.
10. **-1 Safe Speed** – from now on the vehicle will have to make a Control roll using a basic 1 Control dice for any change of direction made at it's current highest 'Safe' Speed rating.
11. **+/- # Speed Check Acceleration Modifier** – the given value must be added or subtracted, as shown, to all Speed Check values rolled to Accelerate from now on.
12. **+/- # Speed Check Deceleration Modifier** – the given value must be added or subtracted, as shown, to all Speed Check values rolled to Decelerate from now on.
13. **Haste** – all 'Slow' results on Control Roll dice are considered as 'Haste' icons instead.
14. **Slow** – all 'Haste' results on Control Roll dice are considered as 'Slow' icons instead.
15. **-1 Whip / Reins card** – permanently lose 1 Whip or Reins card as indicated (where either is indicated you may chose which to lose).
16. **Wipe-out** – when the maximum Damage value is sustained the vehicle catastrophically fails and is out of the race.

Traits (Edges & Flaws)

Each vehicle will usually have one or more Traits that allow it to do something not many other vehicles can, reflecting its build, the beasts pulling it or the driver's skill and tactics. Traits may be positive (Edge) or negative (Flaw) – Traits will often contradict the general rules; where this is the case the Trait over-rides the rule. Traits are not ultimate race winners(or losers) but should usually offer only a minor advantage or disadvantage. As such they may be used to coordinate with and balance out the vehicle's overall profile by giving extra advantages or disadvantages as appropriate.

Card Recovery

Stamina # – you may recover # Whip or Reins cards from your 'Spent' box at the start of each round.

Adaptive # – At the start of each round, before any other activity, you may swap up to # number of your Whip or Reins cards you have available in your hand for cards of the other type you currently have in your Spent or Recovery box.

Speed

Encouragement – You may use Reins cards as Whip cards during a Speed Check or for 1 space of extra Movement during the Move phase. You must state you are using them to 'Whip' before rolling any dice. (This Trait will also be noted on your 'Reins' cards).

Beastmaster – after rolling dice for a Speed check, you may always use the values on any two of the dice rolled, no matter which cards were used.

Acceleration

Champing at the Bit – you Accelerate instead of Decelerate if you do not use any Whip/Reins cards for a Speed Check.

Rival # – choose any other vehicle competing in this race. You must apply add # to all Speed Check rolls to Accelerate during the Speed Check at the start of any round when that vehicle is ahead of you.

Tireless # – you do not make a Speed Check roll when attempting to Accelerate, but may maintain or change your Speed by upto # boxes when Accelerating.

Long Legs # – you roll and discard # number of extra dice when making a Speed check roll to Accelerate.

Lash # – you may re-roll # dice when making a Speed check roll to Accelerate.

Cautious # – Subtract # from all Speed Check rolls to Accelerate. If the final value is negative then Decelerate by that amount instead.

Hyperactive # - You must add # modifier to all Speed Check rolls to Accelerate.

Deceleration

Anchor # – you do not make a Speed Check roll when attempting to Decelerate, but may maintain or change your Speed by up to # boxes when Decelerating.

Rubber Shoes # – you roll and discard # extra dice when making a Speed check roll to Decelerate.

Tight Leash # – you may re-roll # dice when making a Speed check roll to Decelerate

Reckless – Subtract # from all Speed Check rolls to Decelerate. If the final value is negative then Accelerate by that amount instead..

Lazy # - you must add # to all Speed Check rolls to Decelerate.

Movement

Flyer – you ignore any Hazard or low Obstacle.

Leap – you may clear 2 spaces (straight forward) instead of only 1 when making a 'Jump' move.

Whitey – you may not make a 'Jump' move.

Control

Driver # – you may always roll and discard # extra dice for any Control Roll.

Handling # – after rolling Control Dice for any Control roll you may re-roll # dice.

Reactions # – remove # Control points (to your usual minimum Control value) at the end of each Round.

Spinner # - your vehicle turns an extra 30° for each left or right Skid icon effect on a failed Control roll, to a maximum of # such turns.

Slippery # - your vehicle moves an extra number of spaces for each Slide icon effect on a failed Control roll, to a maximum of # extra spaces.

A list of suggested Traits is shown below, but feel free to think up your own and add to this as appropriate. No vehicle should usually have more than 3-4 Traits.

(Note: where '#' is given, the actual number may vary for different vehicles for the same Damage Affect and should be specifically defined in the Trait for each vehicle – values will typically be between 1 & 3, but in some cases this value may also be a random number rolled each time it is required).

Vehicle Attack

Snapper – You may use your Whip cards as Reins cards when initiating a Vehicle attack.

Savage – you may initiate a Vehicle attack against a vehicle in a space to your front as well as your side.

Fortune Smiles - You win any Vehicle attack by a difference of 1 where the Attack values are tied.

Tank # - Roll# extra dice for any Vehicle attack you initiate.

Persistent # - You may re-roll # dice used in an Attack roll for any Vehicle attack you initiate.

Blades # – Add # to your Attack value for any Vehicle attack you initiate.

Armoured # – Roll # extra dice when defending against any Vehicle attack initiated against you.

Evasive # – You may re-roll # dice used in an Attack roll for any Vehicle attack initiated against you.

Unlucky Charm - You lose any Combat attack by a difference of 1 where the Attack values are tied.

Flimsy # – Subtract # from your Attack value for any Vehicle attack made against you (ie. you are the target).

Personal Attack

Sneaky – you may also initiate a Personal attack against an adjacent vehicle during that vehicle's movement turn.

Lady Luck – You win any Personal attack by a difference of 1 where the Attack values are tied.

Cat O' Nine # - Roll # extra dice for any Personal attack you initiate.

Frenzied # – You may re-roll # dice used in an Attack roll for any Personal attack you initiate

Whiplash # - Add# to your Attack value for any Personal attack you initiate.

Shield # - Roll # extra dice when defending against any Personal attack initiated against you.

Guarded # – You may re-roll # dice used in an Attack roll for any Personal attack initiated against you.

Ill Fate - You lose any Personal attack by a difference of 1 where the Attack values are tied.

Thin Skin # - Subtract # from your Attack value for any Personal attack made against you (ie. you are the target).

Damage

B.S.H. # – You roll # less Damage dice for any collision. If this takes the number of dice needing to be rolled to 0 or less then do not make a Damage roll.

Failsafes # – You roll # less Damage dice for any Damage roll due to Damage icons from a Control roll. If this takes the number of dice needing to be rolled to 0 or less then do not make a Damage roll.

Spiked # – any vehicle involved in a collision with you rolls # extra Damage dice.

Jerry Rigged # – whenever you make a Damage roll, roll # extra Damage dice.

Movement Summary

- **Drift** – Once per turn for any movement.
- **Change Direction** – once per turn at end of movement.

