

## R.P.M. Drag Edition

### Step 1

Heat up your tires you'll have 2 tries on 2D6 to reach optimum grip roll as close to a 5 in those tries.

a 5 is a +3 bonus to roll 100% grip 1 off plus/minus is +2 bonus 75% grip  
2 off plus/minus +1 bonus 50% grip 3+ 25% grip no bonus  
EXCEPTION roll a 2(snake eyes) stall -1 penalty 10% grip roll a 12 LOOK OUT!  
blows your engine!

You automatically lose the 1st Heat! unless P2 also rolls a 12. Both players engine blown it is a tie. If playing Heat 2 you can use a -RPM card to avert.

Now the timing..2D6 roll compare numbers on both dice.

if the rolls match its a perfect launch! draw 2 rpm cards EX 3/3

if 1 value more or less its a good launch draw 1 rpm card EX 3/4

if 2+ value fair launch no rpm card. EX 3/5

if 3+ value you jumped too soon reset your car & you given a warning. reroll. EX 3/6  
3+ again..Disqualified! you instantly lose that Heat!

both players roll in same turn.

now both players roll die according to vehicle class,if same you're Neck/Neck if either player had 100% grip that player instead goes to Ahead.

the lower roll goes to behind & the higher goes to Ahead, your grip value CAN alter this outcome.

Example: P1 100% grip +3 P2 25% grip +0

P1 rolls 2 P2 rolls 4 P1 gets 3 added to roll because of grip bonus

so even though P1 roll was lower he still goes to Ahead because of bonus

### Step 2 Racing

#### Section 1 60-75 mph

D6-Modified Cars D8-Funny Cars D10-Bikes D12-Long Nose

this die will determine how difficult it will be to maintain control or blown engine.

#### LOSING CONTROL/BLOWING ENGINE

D6 1 Lose Control same for D8/10/D12 immune to LC use Positive RPM to counter  
if fail go to behind

D6 6 Blown Engine use Negative RPM to counter if fail Immediately lose Heat  
D8-8 D10-10 D12-12

D6 2-5 Draw an RPM card D8 2-6 D10 2-8 D12 2-10

Use these RPM cards too avert disaster or to get ahead of opponent + cards of course! 1+ card is +1 on die roll.

#### Section 2 80-100 mph

##### Lose Control

D6/8 same as Section 1

D10 1-2 D10 Regular Crash Remember! a +RPM card will avert.  
if you do not have a +RPM card go to behind.

D12 immune to Lose Control.

Blown Engine same danger as Section 1..this time.

Section 3 110-190 mph

Lose Control

D6/8 1-2 Dangerous Crash if you do not an RPM card TOTALLED lose heat.

D10 1-3

D12 immune because you are moving faster its more likely you will lose control.  
However, if you averted disaster by card you STILL go to behind.

Blown Engine D6 5/6 D8 7/8 D10 9/10 D12 11/12 more dangerous than Section 2 for  
sure.Remember a -Rpm card will avert.

Final Section-Finish Line 200+ mph

Lose Control/Blown Engine READ VERY CAREFULLY you MUST use some kind of RPM card  
to finish.

if no cards at all you will lose the Heat.

Reminder + for losing control & - for Blown Engine

Also Long Nose STILL immune to LC even at this speed.

Vehicle Classes & how it affects difficulty of game

Top Speed

D6 Modified(road)Car 150 mph What does this mean?

well Sections 3 & Final are Dangerous because you have to  
maintain

top speed for 2 sections, Blowing your engine is VERY  
possible.

It is calculated by an ADDED roll to the existing roll  
regularly. so you would check to see if you

Lose Control/Blow Engine once

THEN 2nd roll to check Blowing Engine in Section 3 & Final.

so..1 roll for Sections 1/2 2 Rolls for Sections 3/F, Dangerous!

D8 Funny Car 175 mph

Just like Modified but even MORE Dangerous!

Sections 3/F check for Blown Engine the first roll checks  
for

Blown engine use Section 3 rule Dangerous indeed!  
repeat again on second roll but use Section 2 rule

D10 Bikes 200 mph

Fast little buggers aren't they? yes but that comes with  
equal DANGER

instead of Blown Engine you check for Losing Control  
instead.

Why is that dangerous? because you use Final Section

rule.

however you only need to do it once. Final Section only.

D12 Long Nose 220

The Fastest! These vehicles are also more stable so no worries about Losing Control, However, because of their incredible power if at ANY TIME you have a chance to Blow Engine you MUST have an -RPM card to avert disaster, also this vehicle class does not have to be concerned with a reroll basis because these vehicles are designed for prolonged periods of top speed.