

SPEED FREEKS REFERENCE SHEET

THE GAME ROUND

1. KUNNIN' PHASE 2. SPEEDIN' PHASE 3. SHOOTIN' PHASE 4. FIGHTIN' PHASE

1. THE KUNNIN' PHASE í

- A. EACH PLAYER ALLOCATES TEN DICE SECRETELY ON THEIR BOARD. AT LEAST 1 DIE TO SPEEDIN' FOR EACH VEHICLE ON BOARD.
- B. REVEAL DICE
- C. ALL PLAYERS ROLL KUNNIN' DICE FOR INITIATIVE.

2. THE SPEEDIN' PHASE á

- A. IN INITIATIVE ORDER, PLAYERS ALLOCATE ONE TO FIVE SPEEDIN' DICE TO EACH VEHICLE.
- B. IN INITIATIVE ORDER, ALTERNATE ACTIVATING VEHICLES.
- 1. ROLL SPEEDIN' DICE FOR THAT VEHICLE TO DETERMINE NUMBER OF GUBBINZ
 - 2. SELECT AND PLACE UP TO THAT NUMBER OF GUBBINZ.
 - 3. MOVE VEHICLE ALONG GUBBINZ TO END, STOPPING TO RAM IF CONTACT MADE. (PG 10)
- * EACH SPESHUL GUBBINZ (2 ARROWS) CAN BE USED ONCE PER ROUND.
- * MAY USE ONE SNAZZY GUBBINZ (3 ARROWS) PER GAME PER VEHICLE, AND ONLY IF AT LEAST ONE å IS ROLLED.
- * MAY DRIFT BY PLACING FIRST GUBBINZ AT 45°. ADD ONE TO ANY DRIVIN' TEST THAT ROUND.
- C. MAKE DRIVIN' TEST IF USED ANY SPESHUL OR SNAZZY GUBBINZ THIS MOVE. ROLL D8, ADD 1 FOR SPESHUL, 1 FOR DRIFTIN', AND 2 FOR SNAZZY. IF ROLL IS GREATER THAN DRIVING SKILL, VEHICLE SPINS. (PG 11)

3. THE SHOOTIN' PHASE ☹

- A. IN INITIATIVE ORDER, PLAYERS ALLOCATE SHOOTIN' DICE AS EVENLY AS POSSIBLE BETWEEN VEHICLES WITH ELIGIBLE TARGETS.
- B. IN INITIATIVE ORDER, PLAYERS ALTERNATE SHOOTIN' WITH A VEHICLE.
- 1. SPLIT ALLOCATED DICE AS EVENLY AS POSSIBLE BETWEEN ELIGIBLE WEAPONS.
 - 2. PICK ONE WEAPON, ROLL DICE EQUAL TO SHOTS. ONE REROLL PER ADDED DIE ALLOCATED.
 - 3. TARGET ROLLS DICE EQUAL TO ARMOR VALUE. EACH SUCCESS CANCELS A HIT.
 - 4. TARGET DRAWS DAMAGE CARDS EQUAL TO SUCCESSFUL HITS X WEAPON DAMAGE.

4. THE FIGHTIN' PHASE Ê

- A. IN INITIATIVE ORDER, ALTERNATE VEHICLES WITH ENEMY WITHIN 2".
- 1. ATTACKER SELECTS ONE ENEMY WITHIN 2" AND ROLLS DICE EQUAL TO MELEE VALUE.
 - 2. TARGET ROLLS DICE EQUAL TO ARMOR VALUE. EACH SUCCESS CANCELS A HIT.
 - 3. TARGET DRAWS ONE DAMAGE CARD FOR EACH SUCCESSFUL ATTACK.

DICE ROLL RESULTS

KUNNIN' AND SPEEDIN' PHASES

⚡ = 2 ☀️♥️ = 1 ⭐ = 0

ATTACKS

⚡☀️ = 1

DEFENSE

⚡♥️ = 1