



Ninth Edition, September 1999

Standing Start Table (2d6, DSM -2)

DR	RESULT	EFFECT
2-5	Perfect Start	No effect
6-8	Normal Start	- 1 space
9-12	Bobble	- 2 spaces
13+	Excess Wheel Spin	- 3 spaces

Modifiers: Tire Types, A +2, C-2, Adverse Reliability, Pit Crew Modifier (Leaving Pits)

Forced Passing Damage Table (2d6, DSM -2)

DR	RESULT	Passer	Blocker
< 8	Safe driving	No Damage	No Damage
8	Misjudged	-1 wear	No Damage
9	Min Contact	-2 wear	-1 wear
10	Maj Contact	-3 wear	-2 wear
>10	Car Contact	Car spins	PS -3 wear/PU Spin

Modifiers: Speed differential = 0 mph: +1 to passer / 20 mph: -1 / 40 mph: -3 / 60 mph: -5 to passer / Cannot block ≤ 80 / two cars block +2 to passer. Note: All participants in a block roll during a forced passing attempt.

Cornering Table (2d6, DSM -2)

DR	RESULT
<2-7	Safely maneuvered
8-12	Roll on Spin Table plus Lose 1 Tire Wear or Flat Spot Tire [-20 Top*]

Spin Table (2d6, Corner DSM Played -2)

DR	RESULT	EFFECT	CUP CODE
< 7	Spin off track	Restart last; if re-entry blocked, move off track at the rate of 60 mph/space, speed limit 80 mph.	---
8	Spin off track + Flat Spot tire	Same as Spin off track + lose 20 mph top speed	-20 Top*
9	Spin off track + damage Wing	Same as Spin off track + 40 mph maximum over corner speed, which requires 1 wear (or 1/2 wear and handling) and Chance Table roll	Cmax 40*
10	Spin off track + damage suspension	Same as Spin off track + lose 20 mph handling; if handling = 0, then lose 1/6 tire wear rounded up	-20 Hand*
11	Spin off track + destroy wing	Same as Spin off track + 20 mph maximum over corner speed, which requires Chance Table roll	Cmax 20*
12	Spin off track + puncture tire	Same as Spin off track + 100 mph maximum top speed; must pit, except on final lap	100 Max*
>12	Crash off track	DNF	---

Condition	Modifiers
20-80	-1
100-120	0
140-160	+1
180	+2
In Pit Row	+2

If the effect calls for a tire wear expenditure and the car still has any, the penalty must be paid for with wear. Cup Codes with an asterisk [*] are repairable during a pit stop.

Reliability Table (2d6)

RR	2-4	5	6	7	8	9	10	11	12	13	14+
9+	A	A	A	A	A	A	A	A	A	A	B
8	A	A	A	A	A	A	A	A	A	B	B
7	A	A	A	A	A	A	A	A	B	B	B
6	A	A	A	A	A	A	A	B	B	B	C
5	A	A	A	A	A	A	B	B	B	C	C
4	A	A	A	A	A	B	B	B	C	C	D
3	A	A	A	A	B	B	B	C	C	D	D
2	A	A	A	B	B	B	C	C	D	D	F
1	A	A	B	B	B	C	C	D	D	F	F
0	A	B	B	B	C	C	D	D	F	F	F

Note: RR is number of gold chips at start of reliability test. "A" is Successful and "F" is Failed. Brake rolls can add DSM (-2)



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Reliability Table Effect

	CLASS	RESULT	EFFECT	CUP CODE
Brakes	B	Spin Tires	Successful; Lose 1 tire wear or flat spot tires	+1 Brakes
	C	Stressed Brakes	Successful; Lose 2 tire wear or Spin, Flat Spot Tires	+1 Brakes
	D	Brake Dmg	Successful; Lose 2 tire wear or Spin, -20 to Decel &, Heavy Brake reduced to 0, Flat Spot Tires	+2 Brakes
Accel	B	Over revved	Successful	+1 Accel
	C	Miss Fire	Unsuccessful	+1 Accel
	D	Eng Dmg	Unsuccessful; -20 to Accel or Top Speed depending on test	+2 Accel
Pit Stop	B	Minor Delay	+2 to standing start table, Lose 2 tire wear	---
	C	Minor Mech	+4 to standing start table, Lose 4 tire wear	---
	D	Major Mech	+4 to standing start table, Lose 4 tire wear, Lose one extra turn in the pits	+1 Reliability
Mandatory	B	Minor hiccup	Successful, but	+1 Reliability
	C	Minor Failure	-20 Accel	+1 Reliability
	D	Major Failure	-20 Accel, -20 Top Speed	+1 Reliability
	F	Complete Bust	-20 Accel, -20 Top Speed, -20 Decel	+1 Reliability

Note: All Cup codes are cumulative to their category, with the pit stop pluses applying to all reliability rolls. A cumulative +4 modifier to any category is a crash out of race.

Car Design Table

Accel		20	40	60	80	100
Cost		5	10	15	20	25
Decel/Heavy		20/0	40/20	60/40	80/60	100/80
Reds		0	2	4	6	8
Cost		2	4	6	8	10
Top Speed		140	160	180	200	220
Cost		4	7	10	12	14
Handling	140+	120+	100+	80+	60+	40+
Cost	3	7	10	14	18	20
Reliability	0	2	4	6	8	10
Cost	0	1	2	3	4	5
Brake	0	3	6	9	12	15
Cost	0	1	2	3	4	5

Team Design Table

Qualifying Points	0	+3	+7	+13	+20
Cost	1	2	3	4	5
DSM(blues)	2	4	6	8	10
Cost	1	2	3	4	5
Pit Modifier	+3	+2	+1	0	-1
Cost	1	2	3	4	5

Tire Condition Table (2d6)

Roll	Red/White (Hot)	Blue/White (Worn)
2-5	2	3
6-7	2	2
8-9	3	2
10-12	3	3

One condition roll for the field is made at start of race.
At each pit stop, 1st driver in makes roll for all drivers.

Sample 42 Point Car Design & Race Display Format

Category	Accel	Decel/Heavy	Top Speed	Hand	Rel	Brk
Value	60	40/20	180	120+	6	9
Cost	15	4	10	7	3	3

Sample 9 Point Team Design & Race Display Format

Category	Qualifying Pts	DSM	Pit Mod
Value	+7	6	+1
Cost	3	3	3

Sample 10 Point Team Design & Race Display Format

Category	Qualifying Pts	DSM	Pit Mod
Value	+7	6	-1
Cost	3	2	5