

CRITICAL DAMAGE CARD**DA ZOGGIN' TYRE'S BURST!**

This model suffers 1 damage. In addition, place this card next to this model's datacard. Until the end of the battle, roll a Speed Freeks dice at the start of each round. On a 1, rotate this vehicle 45° to the left around its centre. On a 2, rotate this vehicle 45° to the right around its centre. On any other result, nothing happens.

CRITICAL DAMAGE CARD**BOOSTA'S BROKEN!**

This model suffers 1 damage. In addition, place this card next to this model's datacard. Results of ⚡ are treated as results of ★ when rolling speedin' dice for this model until the end of the battle.

CRITICAL DAMAGE CARD**IT'S ONLY GOIN' LEFT!**

This model suffers 1 damage. In addition, place this card next to this model's datacard. You may not select any straight gubbinz when moving this model until the end of the battle.

CRITICAL DAMAGE CARD**WOT'S DAT KRUNCHIN' NOISE?**

This model suffers 1 damage. In addition, place this card next to this model's datacard. Re-roll ⚡ results when rolling speedin' dice for this model until the end of the battle.

CRITICAL DAMAGE CARD**STEERIN' WHEEL'S COME OFF!**

Place this card next to this model's datacard. Until the end of the battle, if you select more than 1 gubbinz when this model is picked to move, your opponent can place the second and any subsequent gubbinz when creating this model's trail.

CRITICAL DAMAGE CARD**DA GUN IS SMASHED!**

This model suffers 1 damage. In addition, place this card next to this model's datacard, and your opponent can select one of this model's gunz. Halve the Range characteristic of that weapon until the end of the battle. Each weapon may only be selected in this way once.

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CRITICAL DAMAGE CARD**BURNIN'!**

Place this card next to this model's datacard. Add 1 to drivin' tests for this model. In addition, at the start of each round, roll a D8. On a 1-4, the fire goes out – discard this damage card. On a 5-8, draw another damage card for this model.

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