

**CRITICAL DAMAGE CARD****DRIVER WOUNDED**

Place this card next to this model's datacard. You cannot use any snazzy gubbinz and must add 1 to drivin' tests for this model until the end of the battle.

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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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Place this card next to this model's datacard. You cannot use any snazzy gubbinz and must add 1 to drivin' tests for this model until the end of the battle.

**CRITICAL DAMAGE CARD****GROTS IN DA MEKANISM**

This model suffers 1 damage. In addition, place this card next to this model's datacard. Your opponent can select 1 kustom job this vehicle has. That kustom job may not be used until the end of the battle. If this model has no kustom jobs, discard this card.

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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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**CRITICAL DAMAGE CARD****WHERE'S DAT SMOKE COMIN' FROM?**

This model suffers 1 damage. In addition, place this card next to this model's datacard. You can only allocate 1 speedin' dice to this model each round until the end of the battle.

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Place this card next to this model's datacard. You cannot use any snazzy gubbinz and must add 1 to drivin' tests for this model until the end of the battle.

**CRITICAL DAMAGE CARD****DA FRONT FELL OFF!**

This model suffers 1 damage. In addition, place this card next to this model's datacard. Roll 1 fewer dice (to a minimum of 1) for any models or obstacles rammed by this model until the end of the battle.

**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.