

SPEED FREEKS REFERENCE SHEET

THE GAME ROUND

1. KUNNIN' PHASE

2. SPEEDIN' PHASE

3. SHOOTIN' PHASE

4. FIGHTIN' PHASE

1. THE KUNNIN' PHASE

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

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

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