



FAQ and Errata

Rules Changes

Forcing a LoC using the Overtaking and Minimum move Rules

In order to prevent a detrimental gaming experience where a car can, in the right circumstances, force another player to suffer a loss of control, we are making a change to the « Blocked » rules on page 13:

BLOCKED

Whilst moving, if:

- You cannot reach the Speed necessary to overtake other cars on the track OR
- Moving would cause you to suffer an immediate and unavoidable Loss of Control due to the presence of another car OR
- You find yourself impeded in some other fashion

Then you are considered « Blocked » this turn. Your turn ends immediately in your current space and Gear. Flip over your Gear Marker to show you have played your turn this round.

Pit stop timing

In order to harmonize both long and short pit stop rules count the *repair and tire change* rules as:

Repairs and Tire change

This allows the player to change their tires and perform repairs. The player takes all the Damage tokens on their Dashboard and mixes them back into the Damage token bag. Then, they may swap out their dashboard for another of the same colour and category, but with a different Tire type.

Place the "00" Gear Marker next to the track if this option is chosen. **During their next turn, the player may only replace the 00 token with a 0 token. Their car remains on the pit stop tile. At the start of the turn after that they may place their car back on the track and play their turn as per the normal rules, starting in Gear 0.**

Overtaking

In order to clarify the rule when using tiles with 3 or 4 lanes, count the Overtaking rule as the following:

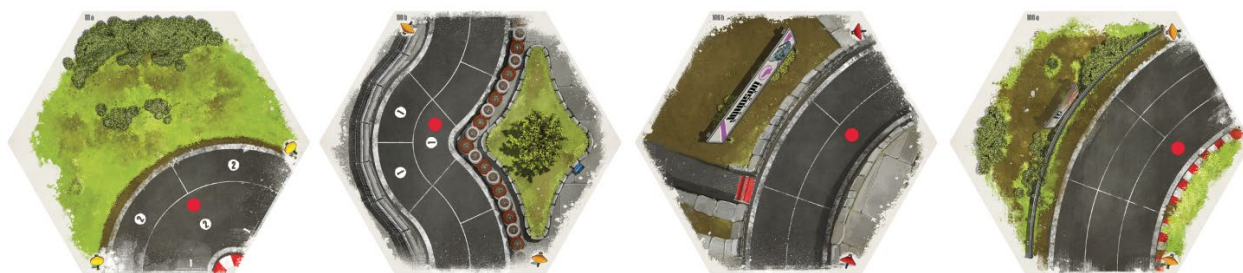
To enter a space **alongside** another player's car, a player must use a Gear or Coast die equal to or higher than the current Gear of their opponent's car. Once their car is **alongside** them, the rest of their movement can be at any speed.

A car is considered alongside another if they are of an equal distance along the track, regardless of if they are separated by one or more lanes.

Fast Lanes

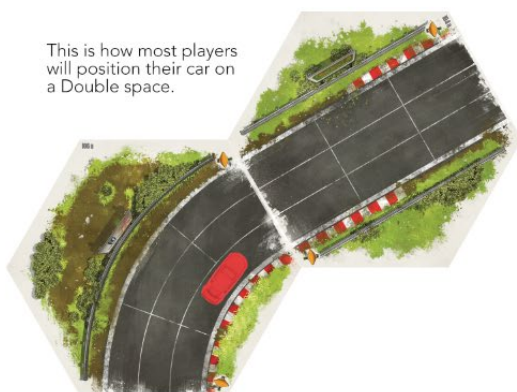
The term « Fast Lane » is used to describe spaces that are “double length” taking up the same area lengthwise as two normally sized spaces.

These can be found on both corners and straights.

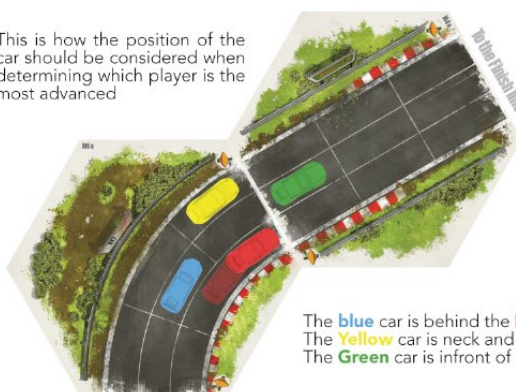


Distance

When determining the “Distance” of a car in a Fast Lane, always count it as being positioned against its edge furthest along the track when comparing it to the position of other cars.



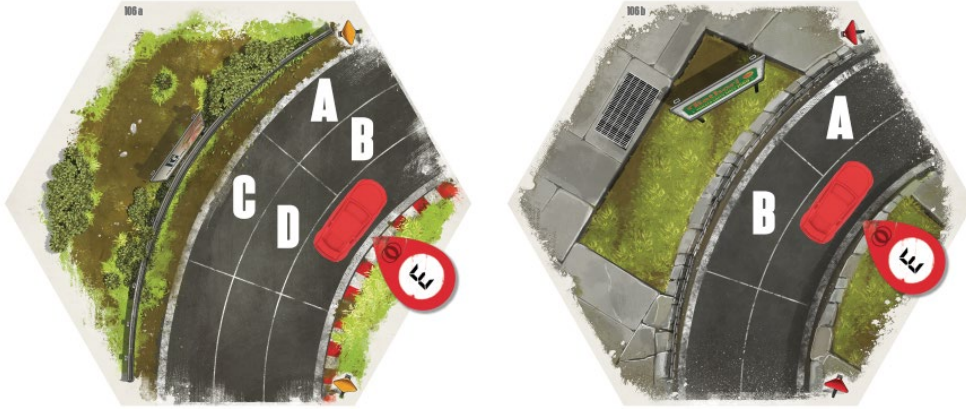
This is how the position of the car should be considered when determining which player is the most advanced



The blue car is behind the Red car.
The Yellow car is neck and neck with the Red car
The Green car is in front of the Red car

Overtaking

When it comes to overtaking, any spaces that are to the side of the Fast Lane count as being alongside it, even if separated by another lane. Therefore, if there is a car in the Fast Lane and another vehicle wishes to overtake it, they must be in an equal or higher gear than the car in the Fast Lane in order to enter any of the spaces alongside it.



Zones A, B, C and D count as being alongside the **Red** car. Other vehicles would need to be in gear 3 or higher in order to move into one of these zones.

Fast Lanes and lateral movement

Using the same logic as above you may move into a Fast Lane from the rearmost space adjacent to it, but not from (or to) the foremost space adjacent to it as this would be considered a lateral move.



Solo Rules

Change the time gain for a 00 Gear **from 2 minutes to 30 seconds.**

FAQ

A big thank you to the Rallyman community for helping us compile this list.

What happens if you are reduced to 0 gear dice because of damage?

In this rare situation your car would be completely totaled and you would be eliminated from the race as you can't even reach the pit stop! Think to grab some repairs before this happens.

Can two cars leave the track on the same space?

Yes. Whether this is by choice (Pit Stop) or not (LoC), multiple cars can share the same « off track » space.

Where do players whose cars have left the track fall in terms of order of play?

Despite not being physically present on the track, order of play is still determined by the Speed>Distance>Position of that player's Gear token with 0 being a higher gear than 00.

If two players were set to come back onto the track in the same space and at the same time, who plays first?

The player who left the track first would play first.

If two players were on the same space and in 0 gear but one is on the track and the other off the track (LoC or PS) who plays first?

The player who is on the track would play first.

If two Weather Change tokens are drawn from the same Loss of Control, do they cancel each other out?

Technically the weather would change and then change back (like a Spring shower) and have no effect on the next player's turn.

Can GT5 cars use the Black 6 die?

No. GT5 cars can use gear dice 1-5 and GT4 cars can use gear dice 1-4.

When a Damage token is obtained for gear dice (Black) do you lose the highest gear?

Damage to black dice only reduces the number of black dice you may use each turn, not a specific gear number.

Can you use coast dice to overtake?

Yes, provided your last black die was a gear equal to or faster than that of the car being overtaken.

What constitutes a "lateral move" prohibited by the rules?

Moving "sideways". A move where a car changes zones without moving closer towards the Finish line.



When should I use BOP versions from the GT4&5 expansions?

BoP cards are used when racing with cars of different categories (GT4/5/6). They allow you to balance the performance (BoP) of each generation of vehicle so that they may race equally in terms of game balance. These are only the general rules however, you may use them in other creative ways if you so wish such as a handicap for more experienced players when racing against newer ones.

When suffering a LoC during a Flat Out move, can I reorganize my dice so that exceeding a Corner restriction causes the LoC?

Yes. The reorganization rule is purposely very lenient as it's intended to allow players to alleviate the effects of a LoC by allowing them some measure of control as to where they crash. Used cleverly, it can allow players to reach their intended space, resolve the LoC on a less dangerous tile or leave them in a space that's strategically advantageous.

Note that this includes any effects that that can cause a LoC during a move such as Oil and Debris (KS content).

When resolving the LoC for a Car that started in 0 gear, can I reorganize my dice so as to include/remove a Flying Start?

No. The choice to use a Flying Start must be made before rolling any dice.

Note that this is the same for other special actions that can be performed during movement, such as shunting (KS content).

If I perform a Flying Start and then roll Flat Out, only to suffer a loss on control where one of the warnings is on my 2 Gear die, which result takes priority? The LoC or the failed flying start?

The failed Flying Start takes priority. If you can't get off the starting block, it's going to be hard to crash!

Can I reorganize my dice after suffering a LoC when rolling one by one?

No. This may only be done for Flat Out rolls.

After suffering a LoC during a Flat Out move that was caused, entirely or in part, by track restrictions, can I reorder my dice so as to circumvent these and avoid the LoC?

No. As mentioned in the rules you can reposition your dice « as long as enough are placed to cause a Loss of Control ». This includes the positioning of the dice. You cannot avoid an LoC by repositioning your dice.

Can I perform a Flat Out move using just one die?

Yes.

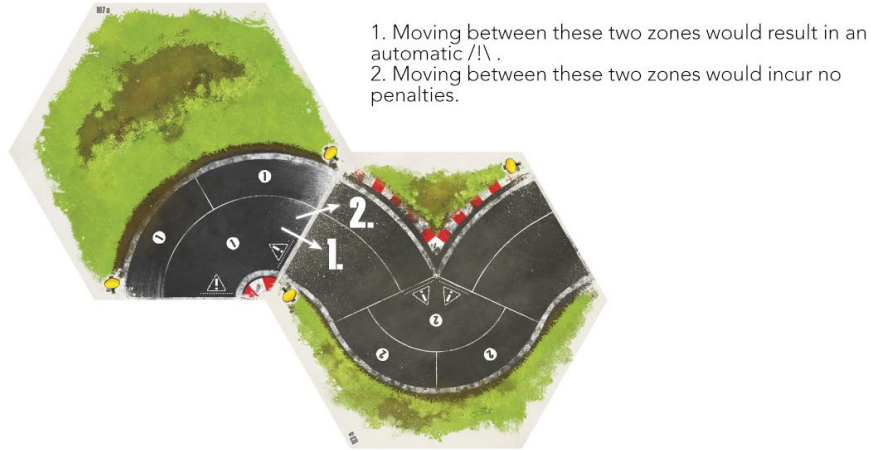
If I cross the finish line but suffer a LoC on the same turn, do I count as having finished the race?

Yes. As long as the LoC is resolved AFTER the finish line. The same applies during a solo race and you add the time of the gear die you used to cross the finish line.

How do two double width lanes interact together? Especially when one is a corner?

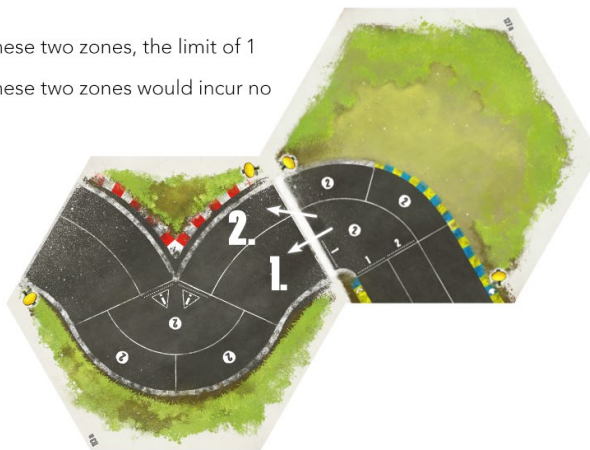
Despite their size, a double width zone remains one single zone and are subject to all the normal rules considering movement and restrictions.

In this particular case, a car can move from one double width zone to the other. However, they would suffer an automatic /!\ due to the corner restriction.

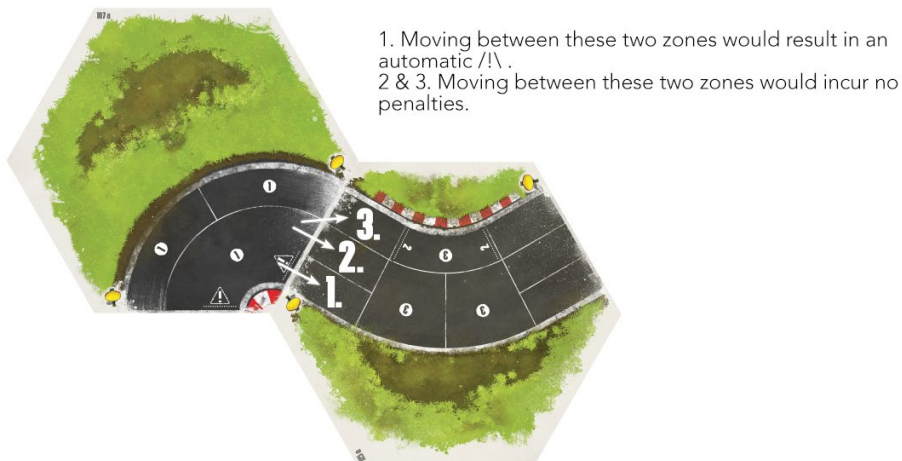


In this particular case, a car can move from one double width zone to the other. However, they would be limited by the 1 speed restriction.

1. Moving between these two zones, the limit of 1 would be applied.
2. Moving between these two zones would incur no penalties.

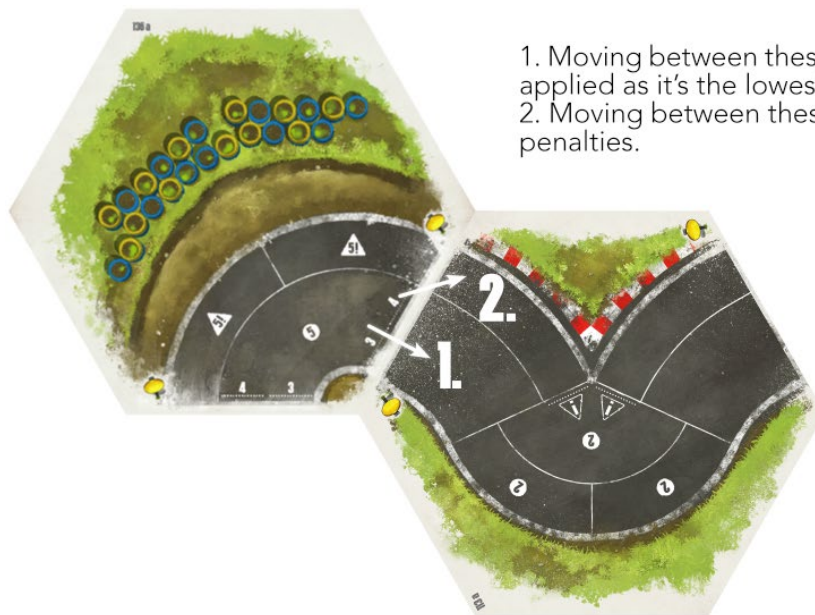


This the case would not be the same if the track was laid out like so instead. A car could move from the double width lane to one of three lanes of which (1.) would cause an automatic /!\.



If an edge between two spaces is separated side-by-side by two different speed limits, which one is enforced?

If the limits are two different speeds, the slower limit is applied. If one is a speed limit and one is a hazard, then both are applied.



1. Moving between these two zones, the limit of 3 would be applied as it's the lowest of the two.
2. Moving between these two zones would incur no penalties.

Errata

Kickstarter Content

Y- Junction tiles : Missing hazard panels

151a & 152a : Yellow

151b, 152b, 153a/b & 154a/b : Red

Sisu Tokens: All the same colour whereas the rulebook refers to one of each player colour.

The Sisu tokens are indeed all the same colour. We were going to do them in separate colours but this just made finding/distributing them more fiddly.

GT6 (BOP) Soft Tire Dashboards misprint (*Team Challenge only*) .

The correct number of Coast die for each side is 1.

Soft tire token misprint (*Team Challenge only*) .

The BLUE T6 counter side should show 3x/!\ , not 4x/!\

[You can download corrected print files for the soft tire dashboards and token here.](#)