



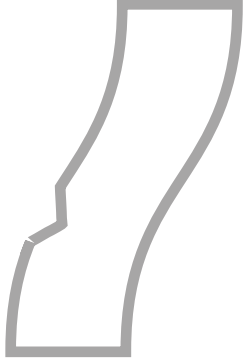
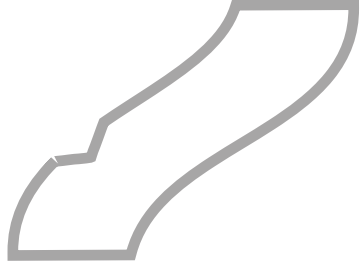
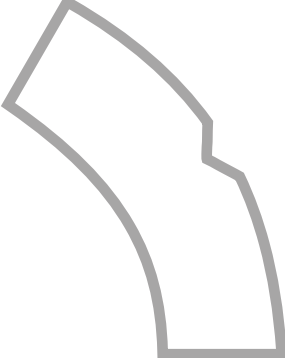
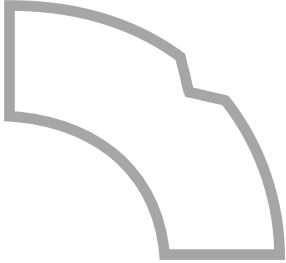




<p>▶ Long (+3)</p> 	<p>▶ Medium (+3)</p> 	<p>▶ Short (+1)</p> 	<p>▶ Gentle (+2)</p> 
<p>▶ Veer (+1)</p> 	<p>▶ Swerve (-2)</p> 	<p>▶ Turn (-1)</p> 	<p>▶ Hard (-1)</p> 

Hairpin  -2



Slide  +1



The slide template must be connected to the template resolved immediately before the slide action.

Reference

ROUND STRUCTURE
 1. Planning Phase
 2. Activation Phase
 3. G-Lock Phase

G-TOKENS
 Discard all G-tokens after activating.

If any action would cause the vehicle to have more G-tokens than its Max-G, it gains a G-Lock token and ends its activation.

PUSH IT
 +1 G-Lock token to increase Max-G by 2 (once per round).

AIR BRAKES
 +1 G-token to place template in reverse.

Sponsors

RUTHERFORD (MARS) INC.
Reach Beyond Yourself: When a vehicle in this team resolves a collision with an enemy vehicle that has yet to activate, it may force the controller of the enemy vehicle to cancel its final planned movement action. That movement action counts as never having been planned.



MISHKIN TERRAFORMING
Better Worlds Through Innovation: When this vehicle activates it may give every vehicle within medium range 1 G-token.

Spin  +2



Spin must be the final planned action.

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Cut the two reference cards as a strip, fold, and sleeve together as a double-sided quick reference card.

Reference

COLLISIONS


1. The active vehicle gains 1 G-token.
2. If the active vehicle still has planned movement actions to resolve, it gains 1 additional G-token.
3. If the collision is with another vehicle, the inactive vehicle gains 1 G-Lock token.
4. If the collision is with a terrain piece, the active vehicle gains 1 G-Lock token.

G-LOCK PHASE
 Grey-out: Once per round, this vehicle may select a target enemy vehicle and spend one or more G-Lock tokens for the target to select and place one template:

- (1) Medium Straight, Short Straight, Gentle
- (2) Long Straight, Veer, Turn, Spin
- (3) Hard, Swerve, Hairpin

Sponsors

LEXICORP
Knowledge Demands Freedom: When a vehicle in this team resolves a collision with an enemy vehicle, it may force the controller of the enemy vehicle to select the first movement action they planned this round as the first movement action they plan next round. If it does, the enemy vehicle does not gain any G-Lock tokens as a result of this collision.



YIKKER HYDROS
Happiness is Cool Clean Water: At the start of a round this vehicle's controller may give all their vehicles 1 G-token to claim the pole position marker.