

Bounce: Target damaged by this weapon is moved 2M *directly away* from the attacker without changing facing. This can cause a Collision.

Coiled: Weapon gets +1 Str at Ranges between 1R and 2R, and +2 Str at Range of 1R or less.

Discharge: Weapon may be fired to cause the racer to move backwards up to 3M in a straight line for 1 Speed Point per 1M of movement. Racer loses 1 step of Velocity for each 1M (to a minimum of 0, and this does not limit how far the racer can move). If already moving in reverse, final Velocity is unchanged.

Durable: If Damage Points would be reduced to 0 or less, roll a d6. On 4-6, DP reduced to 1 instead. Can only be used *once* for any single attack.

Evasive: If a racer is hit by an attack, roll a d6. On 5 or 6, the hit is ignored. Can only be used *once* for any single attack.

Fast: Immune to *Slow* Special Ability.

Heavy: May spend 4 Speed Points on Fire + Move Action instead of 3, and cause +1 DP if the attack hits.

Recharge: Cannot be fired two rounds in a row.

Repair: Requires spending an entire round at Velocity 0 to use. Pick a target number of Damage Points to try to repair, and roll a d6. If the roll is *higher* than the DP of the attempted repair, it is successful. Cannot bring DP above starting value.

Sidewinder: Can move 1M laterally (without changing facing) for 2 Speed Points. *Cannot* be used as a Ram Attack.

Slow: A target damaged by this attack has a *Slow* token placed on it. Each *Slow* token reduces target's Speed by 1, to a minimum of 1.

Spin: A target damaged by this attack may be rotated a Handling 2 turn in any direction by the attacker. This can cause a Collision.

Stable: Immune to the *Bounce* Special Ability.

Stall: A 1 on the Drive Roll at the start of the round causes Velocity to automatically (without Speed Point cost) go down 1 step every time a Turn is taken, until it gets to zero. Can take Actions normally until V reaches zero, when no Movement or Turn is possible. Cannot *Stall* two rounds in a row.

Steady: Immune to the *Spin* Special Ability.

Surge: May re-roll Drive Roll at the beginning of the round, but *must* take new value.

Torqued: May use a special *Turn + Turn + Move* Action, with a Speed Point cost of 4.

Traction: Gets +1 on *Ram Damage* Checks.

Turbo: May add 2 to Speed at the start of the round, but if so, cannot *Turn* or *Fire* during the round.

Veteran: May spent up to 5 Valor on a die roll or to increase Armor.

Weakness: Target damaged by this attack has a *Weakness* token placed on it. Each *Weakness* token reduces target's Armor by 1, to a minimum of 5

Protection (Prism, Metal 1), DP 1, Left: +1 to left-side Armor vs Prism and Metal attacks; discard to reduce damage to left side by any attack by 1.

Protection (Prism, Metal 1), DP 1, Right: +1 to right-side Armor vs Prism and Metal attacks; discard to reduce damage to right side by any attack by 1.

Spiked Armor, Front: When rammed in front, rammer takes +1 Damage.

Protection (Fire 2), DP 1, Front: +1 to front Armor vs Fire attacks; discard to reduce damage to front by any attack by 1.

Protection (Lightning, Fire 1), DP 1, Left: +1 to left-side Armor vs Lightning and Fire attacks; discard for -1 damage to left side by any attack.

Protection (Lightning, Fire 1), DP 1, Right: +1 to right-side Armor vs Lightning and Fire attacks; discard for -1 damage to right side by any attack.

Spiked Armor, Left: When rammed on left side, rammer takes +1 Damage.

Protection (Prism, Metal 1), DP 1, Front: +1 to front Armor vs Prism and Metal attacks; discard to reduce damage to front by any attack by 1.

Protection (Fire 2), DP 1, Left: +1 to left-side Armor vs Fire attacks; discard to reduce damage to left side by any attack by 1.

Protection (Fire 2), DP 1, Right: +1 to right-side Armor vs Fire attacks; discard to reduce damage to right side by any attack by 1.

Spiked Armor, Right: When rammed on right side, rammer takes +1 Damage.

Protection (Lightning, Metal 1), DP 1, Front: +1 to front Armor vs Lightning and Metal attacks; discard for -1 damage to front by any attack.

Protection (Metal 2), DP 1, Left: +1 to left-side Armor vs Metal attacks; discard to reduce damage to left side by any attack by 1.

Protection (Metal 2), DP 1, Right: +1 to right-side Armor vs Metal attacks; discard to reduce damage to right side by any attack by 1.

Spiked Armor, Rear: When rammed in rear, rammer takes +1 Damage.

Protection (Fire, Prism 1), DP 1, Front: +1 to front Armor vs Fire and Prism attacks; discard to reduce damage to front by any attack by 1.

Protection (Ram 2), DP 1, Left: +1 to left-side Armor vs Ram attacks; discard to reduce damage to left side by any attack by 1.

Protection (Ram 2), DP 1, Right: +1 to right-side Armor vs Ram attacks; discard to reduce damage to right side by any attack by 1.

Protection (Ram 2), DP 1, Rear: +1 to rear Armor vs Ram attacks; discard to reduce damage to rear by any attack by 1.

Protection (Prism 2), DP 1, Left: +1 to left-side Armor vs Prism attacks; discard to reduce damage to left side by any attack by 1.

Protection (Prism 2), DP 1, Right: +1 to right-side Armor vs Prism attacks; discard to reduce damage to right side by any attack by 1.

Protection (Prism 2), DP 1, Rear: +1 to rear Armor vs Prism attacks; discard to reduce damage to rear by any attack by 1.

Protection (Fire, Metal 1), DP 1, Left: +1 to left-side Armor vs Fire and Metal attacks; discard to reduce damage to left side by any attack by 1.

Protection (Fire, Metal 1), DP 1, Right: +1 to right-side Armor vs Fire and Metal attacks; discard to reduce damage to right side by any attack by 1.

Protection (Lightning, Metal 1), DP 1, Left: +1 to left-side Armor vs Lightning and Metal attacks; discard for -1 damage to left side by any attack.

Protection (Lightning, Metal 1), DP 1, Right: +1 to right-side Armor vs Lightning and Metal attacks; discard for -1 damage to right side by any attack.

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