

ROAD COURSE		* MULTI CAR ACCIDENT?	
If an ACCIDENT has taken place, Roll 2d6 to determine what cars are involved.			
2-4	The car that Rolled and the car ahead is involved.		8-10 The car that Rolled and the car ahead and behind are involved.
5-7	Only the car that Rolled is involved.		11-12 The car that Rolled and 2 cars ahead and 4 cars behind are involved
If the WEATHER has made the Track WET, ADD 2 Cars Ahead and 2 Cars Behind the Car that Rolled the Accident!			
Once the number of cars involved is determined, Roll on Accident Consequences Chart for each car involved			
**MECHANICAL FAILURE CHART?			
Roll 2 d6 to determine what Mechanical Failure occurred for the Driver			
2d6		1	Check Driver's Resilience Rating to see if Driver is able to continue the Race.
2-3	Engine Issues	1	Roll 2d6, if the number is in the Driver's Range, the Driver is out of the Race!
4	Steering/Handling	2	
5	Overheating	2	Roll 2d6
6	Tire Issues	4	A - 2-3 C - 2-5 E - 2-7 G - 2-9
7	Clutch Issues	4	B - 2-4 D 2-6 F - 2-8 H - 2-10
8	Brake Issues	4	If Driver continues, Roll 2d6 again. If the Roll is an ODD Number, add "15" to that Driver's Stage. If EVEN add "20"
9	Vibration Issues	2	2 Do not check Driver's Resilience Rating. Roll 2d6, add that total to this Stage Total.
10	Rear End Issues	3	3 Do not check Driver's Resilience Rating. Roll 2d6. DOUBLE that total and add to this Stage Total!
11-12	Transmission Issues	1	4 Do not check Driver's Resilience Rating. Add "7" to this Stage Total.
SPRINT FACEOFF			
If Drivers are tied at the end of a Stage or at the end of the Race, envision that the tied Drivers are in a dead heat Sprint to get the lead. Each Driver has a CLUTCH DRIVING Rating (CD). This is the Driver's ability to "out race" other Drivers.		SPRINT FACEOFF DRIVER'S CD Ratings	
Regardless of how many Drivers are tied at the end of the Stage, Roll 2d6 using each Driver's CD Rating. Begin with the Driver that has the Highest Rating (A is Highest with B next, on down). If the Roll is in Range of the Driver's CD Rating, the Driver is still in the Sprint. If the Roll is not in the Driver's Range, the Driver is out of the Sprint, but obviously still in the Race. Continue Rolling for each Driver against the other tied Drivers until there is only ONE left. That Driver wins the Sprint is the leader of the Stage! It is not necessary to keep record of the Sprint, only the leader of the Stage.		A - 2-10 D - 2-4 B - 2-9 E - 2-3 C - 2-6	
POST RACE INSPECTION (ONLY CHECK THE CARS THAT FINISHED IN THE TOP 5)			
Roll 3 d6 to determine if a Post Race infraction has occurred during the Post Race Inspection			
FIRST Roll 3d6 3 = Car Fails Inspection 4-18 = Car Passes Inspection		If Car Fails the Post Race Inspection, Roll 3d6 again to determine the infraction	
INFRACTIONS:		INFRACTIONS:	
3 = Unapproved Fuel Injection Modification (L3)		11-12 = Measurement of Front Splitter is not legal (L1)	
4 = Unapproved Engine Performance Modification (L3)		13-14 = A Part Failed NASCAR Rules of Use (L1)	
5 = Unapproved Tire Modification (L3)		15 = Unapproved On Board Electronics (L2)	
6 = Unapproved Parts Modification (L3)		16 = Unapproved Sheet Metal on Car (L2)	
7-8 = Measurement of Spoiler Not Legal (L1)		17-18 = Engine Horsepower check Failed (L2)	
9-10 = Measurement of Rear Wing Not Legal (L1)		PENALTIES	
		L1 - The Driver Looses 25 Points!	
		L2 - The Driver Looses 50 Points	
		L3 - The Driver Looses 75 Points	