

SHORT PLAY RACE DAY GAME CHARTS

1. QUALIFYING ROUND	<div>QR</div> <div>↓</div>	3d6	→3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
		A	30	26	22	18	14	10	6	2	0	4	8	12	16	20	24	28	A
		B	35	31	27	23	19	15	11	7	5	9	13	17	21	25	29	33	B
		C	40	36	32	28	24	20	16	12	10	14	18	22	26	30	34	38	C
		D	45	41	37	33	29	25	21	17	15	19	23	27	31	35	39	43	D
		E	50	46	42	38	34	30	26	22	20	24	28	32	36	40	44	48	E
		F	55	51	47	43	39	35	31	27	25	29	33	37	41	45	49	53	F
		G	60	56	52	48	44	40	36	32	30	34	38	42	46	50	54	58	G
		H	65	61	57	53	49	45	41	37	35	39	43	47	51	55	59	63	H

2. WEATHER	2-3	The Track is wet, Add "2" to each Driver's DEFENSIVE DRIVING Rating.
	4-9	The Track is dry. There are no changes necessary.
	10-12	The Temperature of the Track (Too Hot or Too Cold depending on time of year) is making it difficult for the tires to gain needed traction. Add "1" to each Driver's DEFENSIVE DRIVING Rating.

3. PRERACE INSPECTION	2	Car FAILS Inspection! Roll 2d6 again. A Roll of "2-11", the Driver loses 6 Starting Position Places! A Roll of "12", The Driver must start Race in the last Row regardless of their Qualifying Round!
	3-12	Car Passes Inspection. Position is what Qualifying Round suggests.

4. Roll on the Quick Play RACING SKILLS Chart to see the Driver's Race Score. Add that to the Driver's ROW NUMBER. The Lower the Number the better! After Rolling for all, Reorganize the Drivers from lowest to highest. After reorganizing, SUBTRACT the TOP TEN FINISHER'S WF Rating.

RACING SKILLS CHART	RS	A	B	C	D	E	F	G	H	I	J	2d6
	2**	16	18	20	22	24	26	28	30	32	34	2**
	3	14	16	18	20	22	24	26	28	30	32	3
	4	12	14	16	18	20	22	24	26	28	30	4
	5	10	12	14	16	18	20	22	24	26	28	5
	6	8	10	12	14	16	18	20	22	24	26	6
	7	6	8	10	12	14	16	18	20	22	24	7
	8	7	9	11	13	15	17	19	21	23	25	8
	9	9	11	13	15	17	19	21	23	25	27	9
	10	11	13	15	17	19	21	23	25	27	29	10
	11	13	15	17	19	21	23	25	27	29	31	11
	12**	15	17	19	21	23	25	27	29	31	33	12**
	A	B	C	D	E	F	G	H	I	J		

6. DURING THE LAST STAGE OF THE RACE:
Each Driver has a "White Flag" Rating (WF). The White Flag comes out during the last lap of the Race (in our game, the last stage). The WF Rating correlates to how well the Driver was able to finish the Races for this particular Season. On the LAST Stage of this Race, the Drivers in the TOP TEN ONLY have a chance to make a final push to the Checkered Flag! When you make the Final Roll for the last stage, ALSO subtract the Driver's WF to determine the Driver's Final stage score.
IE: If the Driver is already at -2 and you Roll -1, that means the Driver would finish with -3. However, if the Driver is in the Top 10 as the last stage begins, subtract the Driver's WF Rating from their final total. If the WF is "4" subtract "4" from the -3 to equal -7 as the final score.

DRIVER'S RES RATING RANGE

A - 2-3	C - 2-5	E - 2-7	G - 2-9
B - 2-4	D - 2-6	F - 2-8	H - 2-10

Roll to see if Accident or Mechanical

5. **A Roll of "2" or "12" on Section 4 may result in a DNF (Did Not Finish) for that Driver! Record the Driver's Race Score THEN Roll 2d6 using the Driver's RES Rating Range. If the Roll is in the Range = DNF!

A Roll of 2-3 = Accident A Roll of 4-12 = Mechanical Failure

* MULTI CAR ACCIDENT?

If an ACCIDENT has taken place, the Car that Rolled the DNF is out of the Race. You need to now Roll to see what other cars are affected. 2d6

2-4 The car that Rolled and the car ahead is involved.

8-10 The car that Rolled and the car behind is involved.

5-7 Only the car that Rolled is involved.

11-12 The car that Rolled and 2 cars ahead and 2 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

ACCIDENT CONSEQUENCES?

Roll 2d6 to determine the consequences of the accident for the other cars involved.

Each Driver has a DEFENSIVE DRIVING (DEF) Rating. Roll 2d6. If the total is in the Driver's DEF Range the car is eliminated from the race! Roll to see how many Races each Driver will miss #

Roll 2d6

A - 2-4

B - 2-5

C - 2-6

D - 2-7

E - 2-8

F - 2-9

If the Driver is not eliminated, Roll 2d6 to see how the car is effected. ^

Roll 2d6 to determine how many Races the Driver will miss

^ Roll 2d6 to see affect of ACCIDENT

2-3 Out Two More Rac 6-10 Eliminated Only From this Race 2-6 Car continues but add 20 to current Race Score.

4-5 Out Next Race Als 11-12 Out Three More Races. 7-12 Car continues but add 25 to current Race Score.

**MECHANICAL FAILURE CHART?

The Driver is out of the Race. You can Roll 2d6 to determine what Mechanical Fa 2d6

2-3 Engine Issues

6 Transmission Issue

9 Engine Issues

4 Steering/Handling

7 Clutch Issues

10 Rear End Issues

5 Overheating

8 Brake Issues

11-12 Transmission Issues

SPRINT FACEOFF

DRIVER'S CD RATINGS

A - 2-9

B - 2-8

C - 2-7

D - 2-6

E - 2-5

Roll 2d6 for each TIED Driver. If the Roll is in Range, the Driver is still in the Sprint. If not in Range that Driver moves to the last of the TIED Drivers. Continue to Roll until only one is still in the Sprint.

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

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:

3 = Unapproved Fuel Injection Modification (L3)

4 = Unapproved Engine Performance Modification (L3)

5 = Unapproved Tire Modification (L3)

6 = Unapproved Parts Modification (L3)

7-8 = Measurement of Spoiler Not Legal (L1)

9-10 = Measurement of Rear Wing Not Legal (L1)

INFRACTIONS:

11-12 = Measurement of Front Splitter is not legal (L1)

13-14 = A Part Failed NASCAR Rules of Use (L1)

15 = Unapproved On Board Electronics (L2)

16 = Unapproved Sheet Metal on Car (L2)

17-18 = Engine Horsepower check Failed (L2)

PENALTIES

L1 - The Driver Looses 25 Points!

L2 - The Driver Looses 50 Points

L3 - The Driver Looses 75 Points