

ROAD COURSE	PIT STOP?	Roll 2d6 to determine the success of the Pit Stop.
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| 2-4 | Pit Stop Issue Has Occurred! Roll 2d6 to determine what went wrong and how it effected the Driver (Below) |
| 5-9 | Pit Stop was successful. Only add "1" to this Stage Total. |
| 10-12 | Pit Stop was very successful. Subtract "3" from this Stage Total! |

ISSUE? Roll 2d6

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| 2 | Driver speeding on Pit Road. Penalized! Add "15" to this Stage Total! | 9 | All four tires need replacing. Add "4" to this Stage Total. |
| 3 | Tire Changer drops tire. Add "4" to this Stage Total. | 10 | Jack falls. Need to ReJack. Add "4" to this Stage Total. |
| 4-5 | Difficulty ReFueling. Add "4" to this Stage Total. | 11 | Driver over shoots pit. Add "5" to this Stage Total. |
| 6-7 | Lugnut or Wrench Issue. Add "4" to this Stage Total. | 12 | Crew jumps wall too soon! Penalized! |
| 8 | Pit Crew finds minor issue they must repair. Add "5" to this Stage Total. | | Add "15" to this Stage Total! |

EVENT?	Roll 2d6 to determine if an EVENT has taken place.
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| 2 | A Storm has rolled in! If the Race is past the "Half Way" point, the Race is called. Finish the Stage. These are the FINAL POSITIONS of the Drivers. If not, continue, but add "3" to each Driver's DEFENSIVE DRIVING Rating. |
| 3-7 | Accident Has Taken Place! Effects car that Rolled. Check MULTI CAR ACCIDENT Chart to see if other cars are involved. |
| 8-11 | Mechanical Failure Has Taken Place! Effects only the car that Rolled. Go to MECHANICAL FAILURE Chart. |
| 12 | Car loses control and spins out. No damage done, but Driver is moved to last Row! Make Driver's Stage Total the same as last place Driver. |

ACCIDENT CONSEQUENCES?

Roll 2d6 to determine the consequences of the accident for EACH car 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
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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 effect of ACCIDENT

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| 2-3 | Out Two More Races. | 2-6 | Car continues but add 20 to current grid. |
| 4-5 | Out Next Race Also. | 7-12 | Car continues but add 25 to current grid. |
| 6-10 | Eliminated Only From this Race. | | |
| 11-12 | Out Three More Races. | | |

Once an ACCIDENT occurs and CONSEQUENCE RESULTS are applied. DO NOT Roll the rest of the stage!

Add "3" to the remainder of the cars behind the Accident as the Stage ends in a CAUTION!