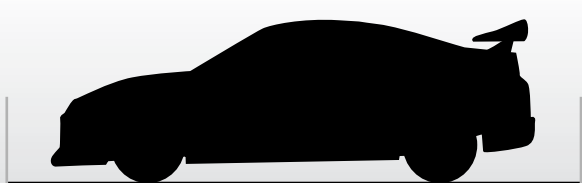


**BUG**

**Class:** Bug      **Body Points:** 6  
**Basic Chassis:** 7      **Slots:** 2  
**Basic Cost:** 100 points  
**Description:** Any subcompact, 3-wheeled vehicle or tiny "tooned" car is in the Bug Class.



**STREET**

**Class:** Street      **Body Points:** 7  
**Basic Chassis:** 6      **Slots:** 3  
**Basic Cost:** 200 points  
**Description:** This is where you find compacts and your small tricked-out street racers.

## CAR CLASSES & DEVICES

### Suspension: Off-Road

Off-road suspension makes a car more rugged, allowing it to drive over terrain at 1 gear higher than usual.

**Slots:** 1 per wheel      **Cost:** 100 points per wheel

### Suspension: Stunt Driving

Stunt suspension gives a car better balance and handling, adding +1 to a Driver Skill roll when taking a turn too fast, allowing a driver to "thread the needle" without a skill check (see page 14), and balance on two wheels *with* a skill check.

**Slots:** 1 per wheel      **Cost:** 200 points per wheel

### Suspension: Highly Maneuverable

Highly maneuverable cars have wheels that can turn independently, allowing them to safely take all turns at 1 gear higher than the Type, and give +1 to each of the three dice when rolling on the Spinout Chart.

*A Highly Maneuverable car cannot race off-road.*

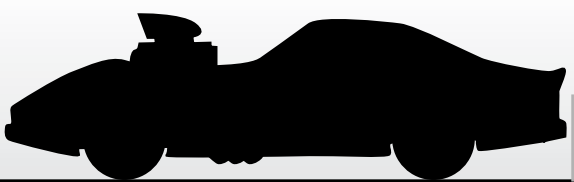
**Slots:** 1 per wheel      **Cost:** 400 points per wheel

### Booster Jacks

Booster jacks are powerful hydraulic jacks attached to the bottom of the car that can briefly launch it off the ground. Jacks can be used once a turn, after which they need to recharge. **Jacks can be used in three ways:** **1)** During a car's movement, a vehicle can jump 1 or 2 spaces *straight ahead* over an obstacle or other car. This jump does not increase the total movement for a vehicle that turn, it simply makes them airborne for 1 or 2 of those spaces. **2)** A driver may use the jacks to jump out of the way of a ram or other attack, leaping to any open space immediately to the left, right or back of its starting position. A driver may **not** use this "defensive jump" to move ahead or land on another car. **3)** Three times per race a driver may use the jacks to "boost" their speed, adding 1 point of speed for the gear the car is in (i.e., a car in 5th gear adds 5 movement to its total that turn.) It is assumed drivers will save this bonus for any big jump, but it can be used at any time.

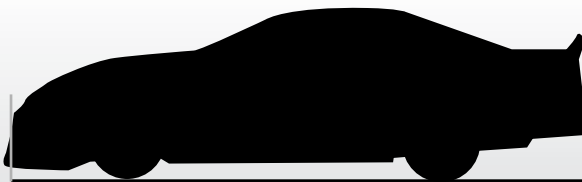
Regardless of how far a car jumps, upon landing the player must immediately make a Driver Skill roll to maintain control of the car, and a roll against the Chassis Rating to see if the car is damaged.

**Slots:** 1      **Cost:** 500 points



**MUSCLE**

**Class:** Muscle      **Body Points:** 10  
**Basic Chassis:** 6      **Slots:** 6  
**Basic Cost:** 400 points      **Description:** If a big engine is sticking out of the hood, it's a muscle car. Muscle cars can *skip a gear when accelerating* with a Driver Skill roll, but get -1 to all turning rolls.



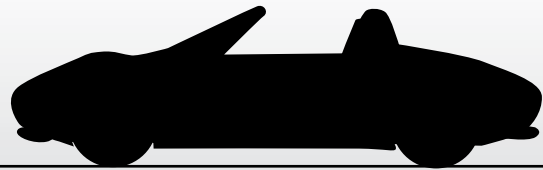
**STOCK**

**Class:** Stock      **Body Points:** 11  
**Basic Chassis:** 4      **Slots:** 7  
**Basic Cost:** 500 points      **Description:** These are your big stock car racers. They are quite sturdy and give their drivers +1 on Skill rolls when going too fast in a corner, but *cannot* have booster jacks.



## STANDARD

**Class:** Standard      **Body Points:** 8  
**Basic Chassis:** 8      **Slots:** 4  
**Basic Cost:** 100 points  
**Description:** Your everyday car.



## SPORTS

**Class:** Sports      **Body Points:** 9  
**Basic Chassis:** 6      **Slots:** 5  
**Basic Cost:** 300 points  
**Description:** Everything from sporty roadsters to medium-sized performance vehicles.

### Jet Booster

Three times per race a driver may use their jet booster to increase their speed, adding 1 point of movement for whichever gear the car is in (i.e., a car in 4th gear adds 4 movement to its total that turn.) A booster can only be triggered once a game turn.

**Slots:** 1      **Cost:** 300 points

### Nitro Booster

Two times during a race a driver with a nitro booster can trigger the device, adding 6 points of movement for that turn. Due to the force of the boost, the car behaves as if it is in 5th gear, no matter what gear the car happen to be in at the time. Nitro can only be triggered once a game turn.

**Slots:** 1      **Cost:** 300 points

### Hyper Brakes

Hyperbrakes allow a driver to safely brake up to two spaces at the end of their move without having

to make a Driver Skill roll. In addition, a car with hyperbrakes may downshift up to *three* gears at the beginning of their movement.

**Slots:** 1      **Cost:** 200 points

### Grip Tires

When activated, grip tires will allow a car to pass over a slick obstacle (like oil or ice) without a Driver Skill roll from the driver. Also, they will allow a car to safely drive on an angled surface between 45° and 60°.

**Slots:** 1      **Cost:** 200 points

### Wheel Guards

When activated, wheel guards will protect a car from spinning out if it is attack by a car using wheel blades.

**Slots:** 1      **Cost:** 200 points



## FORMULA

**Class:** Formula      **Body Points:** 12  
**Basic Chassis:** 5      **Slots:** 8  
**Basic Cost:** 600 points  
**Description:** Tough high-performance vehicles, the formula class represents the majority of the cars you'll see in some 1/64 scale toy lines – and most of the cars you'd expect to see in a Speed Rally race. If a race car is clearly not one of the classes on this list, it most likely falls in the formula class.



## WACKY

**Class:** Wacky      **Body Points:** 9-13  
**Basic Chassis:** 7      **Slots:** 4-8  
**Basic Cost:** 300-700 points  
**Description:** From giant hats on wheels to cars that look like sharks, wacky cars are the only variable class in the game. Determine stats by the overall size and structure of the car in question. There are 5 possible sizes, beginning with a small car at 9 BP, 4 slots and 300 point base cost.