

RALLYMAN DIRT



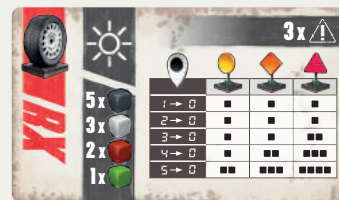
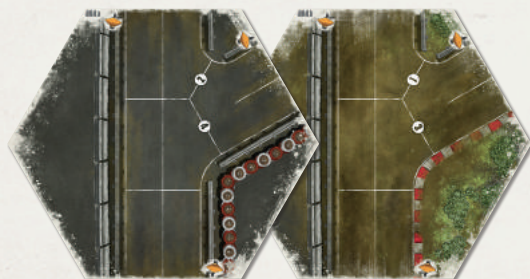
R X

Rallycross is a closed track, mixed surface race where specially modified Rally cars compete in short but intense races. These combine a lot of the hallmarks of both circuit racing (high speed, head-to-head racing) and rally (drifts, jumps and crashes!) into one explosive event!

The rules and material for Rallycross races are a mix of *Rallyman: GT* and *Rallyman: DIRT*. If you don't own *Rallyman: GT*, we have included the material and rules necessary to play. If you own or have played *GT* then you will already be familiar with a lot of what's written in this rulebook.

COMPONENTS

15 Track tiles



90 Dashboards

6 Weather tokens



6 Joker tokens



84 Focus tokens

5 Dice



x 1 Boost die



x 2 Brake dice



x 1 Coast die



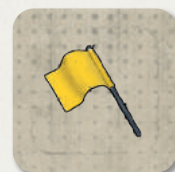
x 1 Leader die

3 Arch Standees



18 Danger tokens

6 Yellow Flag Damage tokens



6 Boost die Damage tokens



48 Gear markers



1 Round marker

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**And of course, all of our KICKSTARTER BACKERS
THAT MADE THIS GAME POSSIBLE!**

SETUP

I. BUILD YOUR TRACK

Rallycross circuits are closed tracks. However, they come with a few extra elements that must be included when designing your races:



Cars don't start a Rallycross race at the start/finish line. Instead, they begin on the Pre-grid and enter the circuit at the start of the race. The Pre-grid should be within 2 to 3 tiles of the Starting line and connected to the circuit via one of the Fork tiles.



The Starting/Finishing line of a Rallycross race is not printed on a Track tile: it's represented on the circuit by a standee. This standee can be placed over any space dividing line that spans the width of the track, including in between tiles. It may not be placed on a corner space or between the entry and exit of the Joker lap.

A "lap" in a Rallycross race is from and to the Finishing line, not the entry point of the Pre-grid.



The most notable feature of a Rallycross circuit is the Joker lap. This is a separate length of track that each driver must take once during the race. Both its entry and exit are indicated by coloured arches. It can be anywhere on the track and as long or as short as you like. They're known for featuring tricky obstacles such as tight turns and jumps but that's up to you!

Apart from these elements you can use any Track tiles from this expansion, the *Rallyman: DIRT* core box or any of the other expansions to build your ideal Rallycross circuit. You can also use tiles from *Rallyman: GT* if you have it!

GT TILES

- **Corner tiles:** *Rallyman: GT's* corner tiles do not have the same slide around/cut through system as *Rallyman: DIRT*. GT corners are counted as normal spaces with speed limits plus any of their special rules as described in the *Rallyman: GT* rulebook.
- **3 lane tiles:** Some sides of the RX tiles include 3 lanes rather than the usual 2. These are meant to be compatible with *Rallyman: GT* which also uses 3 lanes. You may of course use these with just *Rallyman: DIRT* tiles. You may move diagonally to go from a 2 lane space to a 3 lane space.

Rallycross cars are specially built for the mixed Asphalt/Gravel track conditions they face. The different Track types shown on the Track tiles will not affect their performance.

In terms of game length, here are a few guidelines to help you:

- Short race ~ 30 minutes : 9 tiles in 2 laps
 - Medium-length race ~ 45 minutes : 12 tiles in 2 laps or 8 tiles in 3 laps
 - Long race ~ 60 minutes : 16 tiles in 2 laps or 10 tiles in 3 laps
- (Estimations based on a 4-player game, excluding Joker lap and Pre-grid tiles)*

You can find ready-to-play track designs at the back of this rulebook.

2. FOCUS TOKENS

Place the Focus tokens in piles close to the track, so that all of the players can reach them easily.

3. DAMAGE TOKENS

You'll need the following Damage tokens from the DIRT core box set:



6x Green Flag



18x Gear die damage



6x Brake die damage



6x Coast/Leader die damage

You'll also need the following Damage tokens from this RX expansion:



6x Boost die damage



6x Yellow Flag

Put the Damage tokens into the Damage token bag and place it close to the track.

4. COLOUR

Each player chooses a colour and takes a corresponding car model, Driver card, Gear markers, Joker token and RX Asphalt tire Dashboard. Players arrange these in front of them, with their Dashboard showing the Dry weather condition and the "OK!" side of their Joker token face down.

Rain tire Dashboards are used if you want to race in wet weather or if you're using the advanced weather rule.

5. DICE

Place the dice from the *Rallyman: DIRT* core box and this expansion close to the track, so that all of the players can reach them easily.

6. DETERMINING THE STARTING ORDER

To determine the starting order, take one Gear marker from each player and draw them randomly one by one. The cars are placed onto the Pre-grid as they are drawn. The first player's car is placed in Pole Position. Pole Position is the first row space of the inside lane (as determined by looking ahead to the first corner tile). The player whose token is drawn next is placed in the space adjacent to first. Repeat this until all the cars have been placed. Once there are no more spaces in a row, cars are placed in the row behind, starting with the inside lane.

7. GEAR AND ROUND MARKERS

Each player places their "0" Gear marker white side up next to their car. The Round marker is placed on the table white side up, visible to all players.

**The first player takes the dice and the race can now begin!
Drivers, start your engines!**

THE GAME

Players will be racing each other around the track, vying to be the first car across the finishing line! Unlike a rally race, all cars start at once so not only will you have to deal with the challenges of the track, you'll also have to compete with all the other cars looking to beat you to the podium!

Due to the special nature of Rallycross, a race must last for at least 2 laps.

Rounds

In closed circuit races, the order of play isn't constant - it can, and will, change each round depending on how the race progresses. To help you to keep track of rounds, we've split them into "white" rounds and "black" rounds.

A Rallycross race is made up of alternating "white" and "black" rounds. Each player gets one turn each round.

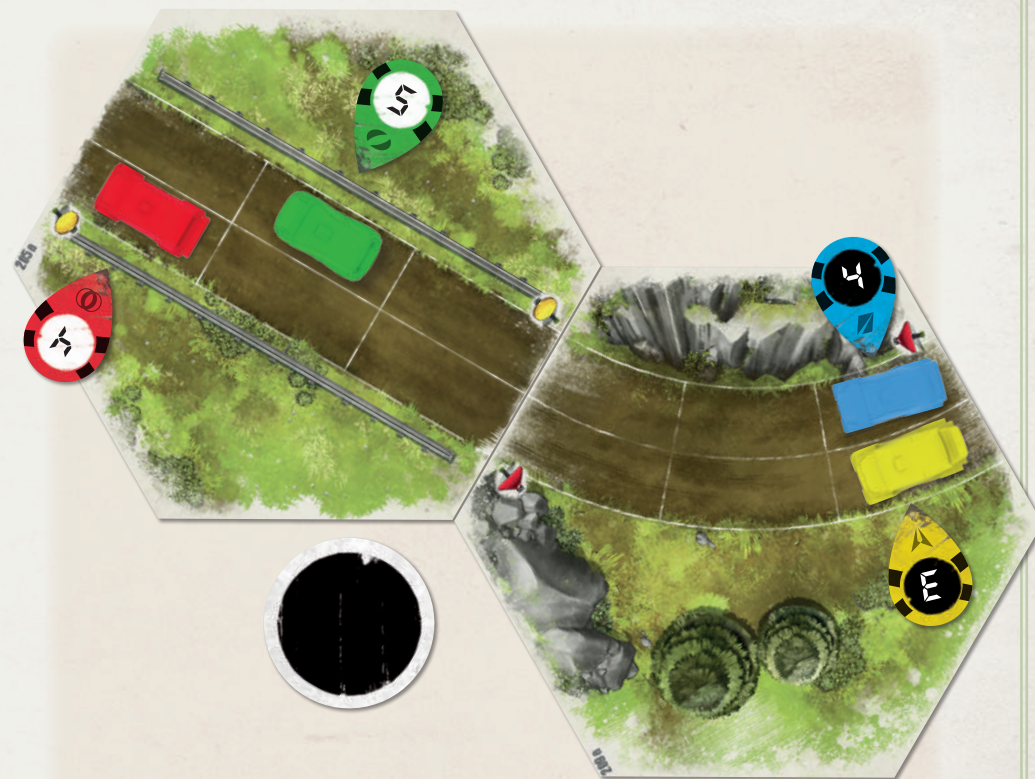
ROUND AND GEAR MARKERS

The Round marker has a white side and a black side. It is used to remind you of the current round.

Gear markers are used to keep track of a car's speed between player turns and also have a white side and a black side.

If a player's Gear marker is the same colour as the Round marker then they have not yet played their turn for this round. Once a player has finished their turn they'll place a new Gear marker down showing the colour of the next round.

Once all players' Gear markers are no longer showing the colour of the current round, a new one begins and the Round marker is flipped over.



Example: Here we can see that it is the black round and therefore, the Red and Green cars have already played (as they're showing white, the colour of the next round) and the Yellow and Blue cars still have to play this round.

At the beginning of each round, you must first determine the order of play.

Determining order of play

In Rallycross, it's all about speed! Even the smallest difference in your speed or positioning can mean going first in a round or not. Going first gives you the chance to get ahead of your opponents and potentially outmanoeuvre them, whereas going last can free up a lot of the track in front of you, giving you more options for your movement.

Managing when you want to play in a round can open up some great opportunities during a race!

Order of play at the start of each round is determined by speed, then distance and finally by the position of each car.

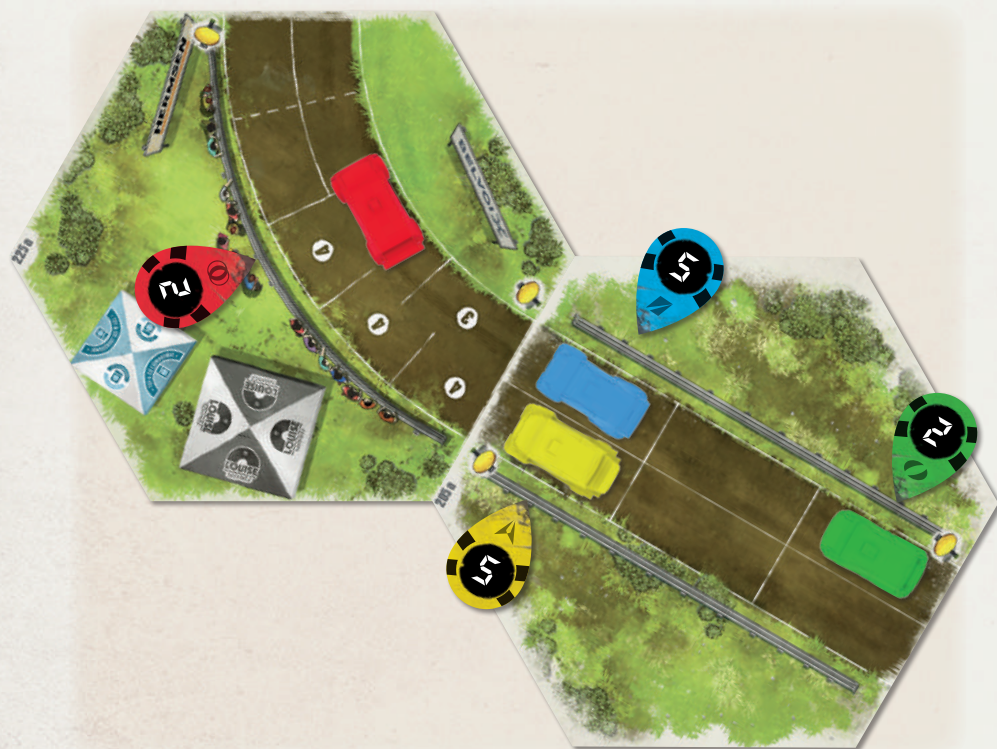
Order of priority:

SPEED > DISTANCE > POSITION

- **Speed** - Start by identifying the fastest car. The car with the highest Gear marker always plays first, no matter where they are on the track.

- **Distance** - If two or more cars are going at the same speed, then order of play is determined by how far along the track they are. The car in the space whose front edge is furthest along the track plays first.

- **Position** - In case of a draw in terms of speed and distance, the car situated on the inside lane of the current or next corner plays first. A "corner" is a section of track with speed limitations.



In this example, order of play is as follows:

1. The Blue car plays first - of the two cars in 5th Gear, the Blue car is on the inside of the next corner.
2. The Yellow car plays next as it is also in 5th Gear.
3. The Red car plays next - of the two cars in 2nd Gear, it's the furthest along the track.
4. The Green car will play last.

Once the order of play has been determined, each player takes their turn one after the other.

THE START

Rallycross does not feature a staggered start as this is head-to-head racing. All players start with their cars on the track as described in the Setup phase and all players will have a turn during the first round.

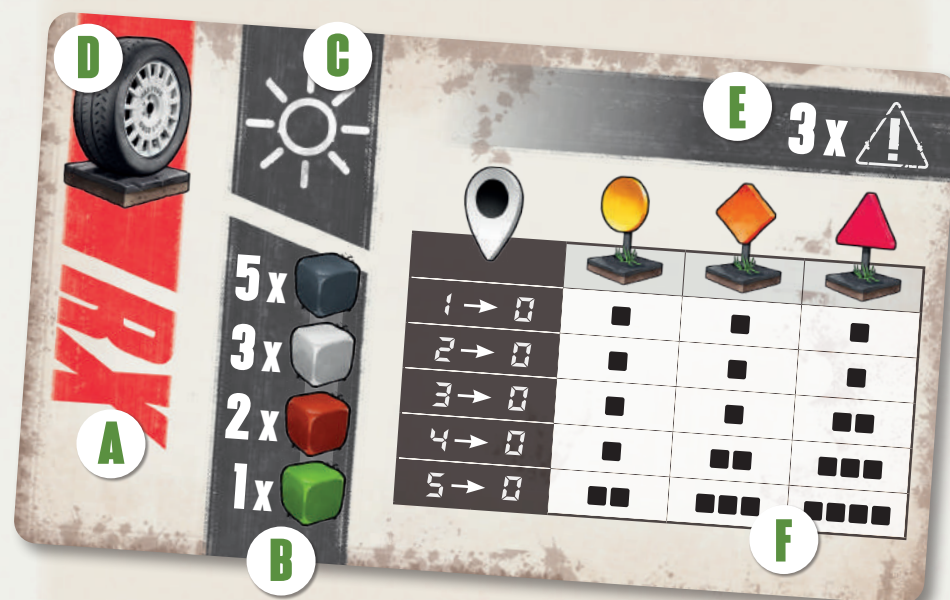
The Turn

Just like in rally races, players will be choosing and rolling their dice to move their car as described in the main rulebook. However, the RX Dashboard is a bit different to those in *Rallyman: DIRT*.

The RX Dashboard

The Dashboard indicates your car type (A) which is RX in this case.

As mentioned during Setup, there are no Track types in Rallycross races. The different surfaces are for aesthetic purposes only. Therefore you always have the same pool of dice available to you (B).



If you are using the advanced rules, Weather (C) can affect the dice available to you and you'll have access to 2 different Tire types (D):



- **Asphalt Tires:** Tires that perform very well in dry conditions, but will lose grip in the rain.



- **Rain Tires:** Tires that can maintain good grip in rainy conditions, but won't perform as well as Asphalt Tires in dry conditions.

The number of ⚠ results a player can roll before suffering a Loss of Control (E), as well as its consequences (F) are also shown. Any Damage suffered during the race will also be indicated on the Dashboard via Damage tokens and can modify dice values as per the normal rules.

The Dice

The available dice shown on the RX Dashboards are used and perform exactly as described in the main rulebook, with the following exceptions:

 **RX cars may not use the Gear 6 die.**

 **Boost die**

RX cars have access to a new type of die. Combining a Boost die with a Gear die allows you to move forward one space whilst increasing your speed by 2 (instead of one). To do so, play the Boost die along with a Gear die that is 2 gears above your current speed.



Just like with the Brake dice, it is possible to use Focus tokens to secure a Boost roll. However, the player must secure both dice (the Gear die and the Boost die). If they do not have enough Focus tokens, they may not secure the roll. The Boost die may not be combined with a Flying Start (see main rulebook).

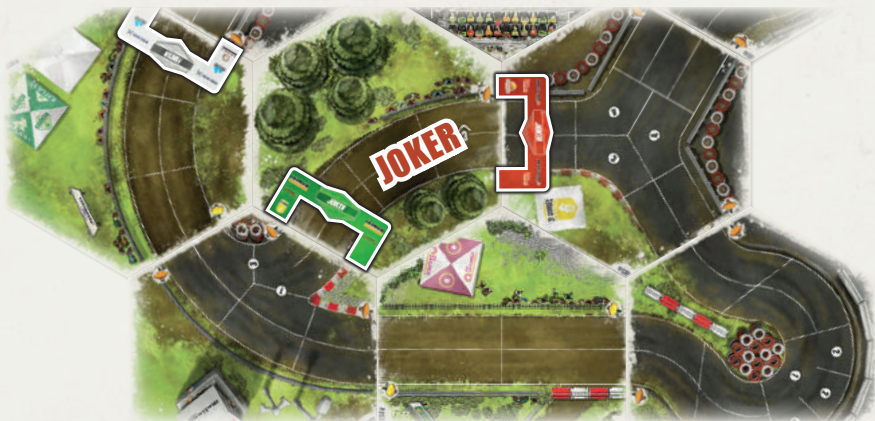
The Rules of the Road

The rules for Moving, Corners, Sliding, Shortcuts, Jumps, Water Hazards, Overtaking and Blocking are exactly the same as described in the main rulebook.

There are however a few new additions that are unique to Rallycross:

The Joker lap

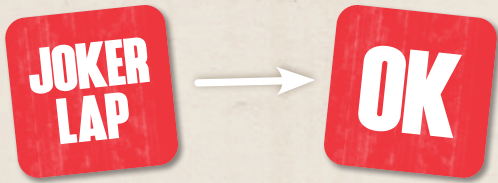
As described during setup, each Rallycross circuit contains a section of track known as the "Joker".



The entrance and exit of a Joker lap is shown by the presence of the green entrance standee and the red exit standee.



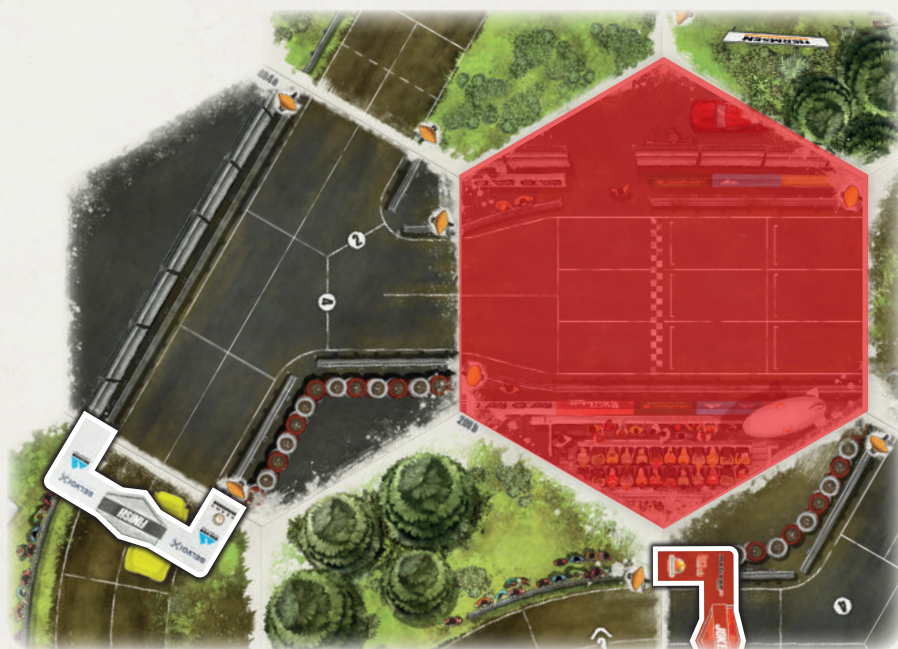
During a Rallycross race, each player must drive through the Joker once and only once. They are free to choose during which lap they do this. Once a player has left the Joker, they may take their Joker token and flip it to the "OK" side to show that they have finished it.



If a player fails to complete the Joker lap before the end of the race, they are disqualified!

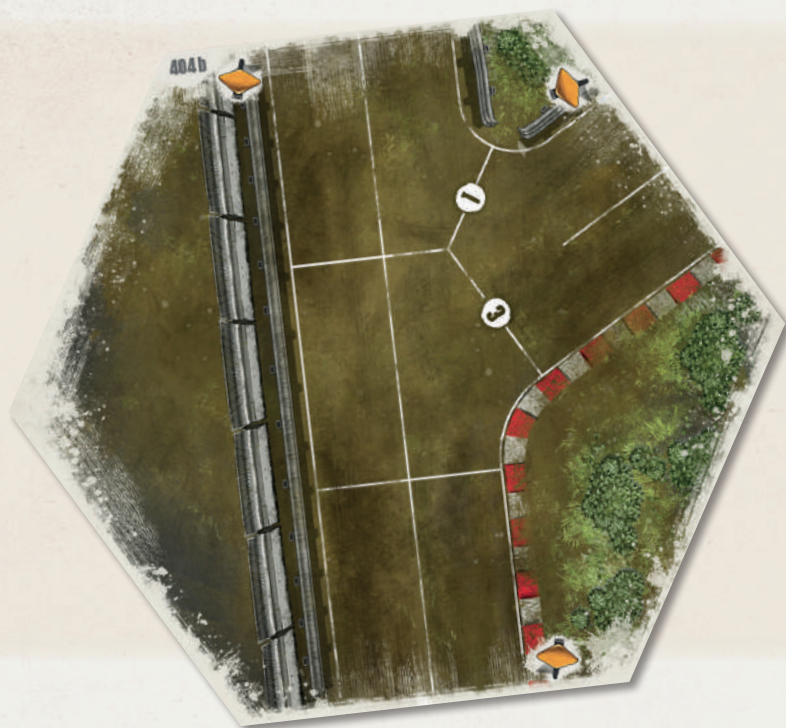
The Pre-Grid

In a Rallycross race, cars start on the Pre-grid and then enter the circuit. Once they have left the Pre-grid and any Track tiles leading up to their entry onto the main circuit, they may not re-enter them.



Fork Tiles

Some of the Track tiles in RX can be entered/exited through three sides of the tile. These are Fork tiles and it's with these that you can add the Joker Lap and Pre-Grid Entry to your circuit.



Spaces on a Fork tile behave just like normal spaces with the following exceptions:

SPACES WITH A SPEED LIMIT



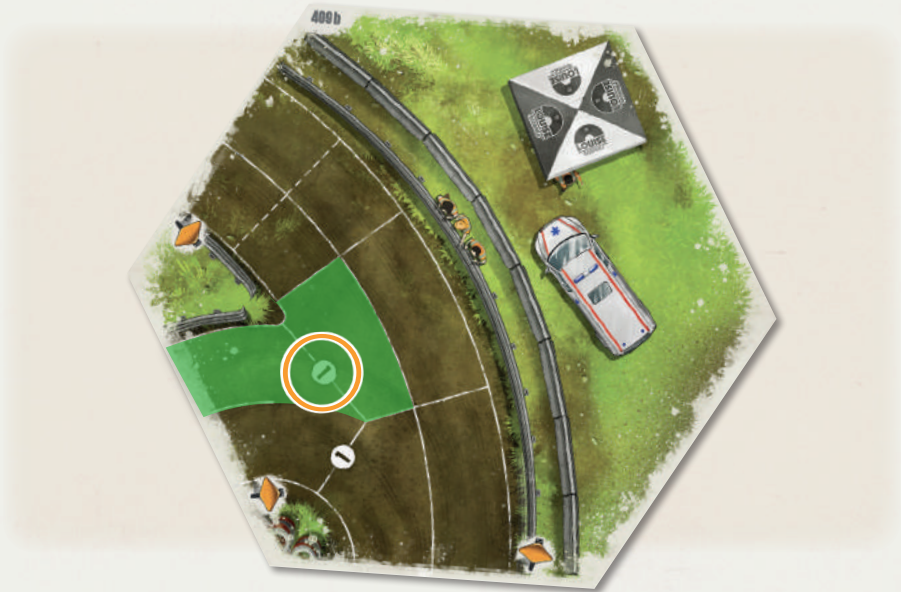
These follow exactly the same rules for Speed Limits as described in the main rulebook.

HALF LINE SPACES AND SPEED LIMITS



These count as two separate spaces even though they are divided by a half line. You may move to and from either of these spaces via any space connected to either of them. Otherwise, the normal rules for movement still apply.

When crossing a line with a Speed Limit, the next space you enter counts as having the Speed Limit indicated.



You can move “around” other cars.



These are not to be confused with Corners which also appear on some fork tiles.

Rolling the dice and moving your car

Once you have planned out your move, you can roll your dice one by one or Flat Out as described in the main rulebook.

The only exception is that, when rolling Flat Out, you may mark the target space with a Gear marker indicating the Gear you will be in at the end of your movement.

When moving Flat Out you do not generate Second tokens but Focus tokens.



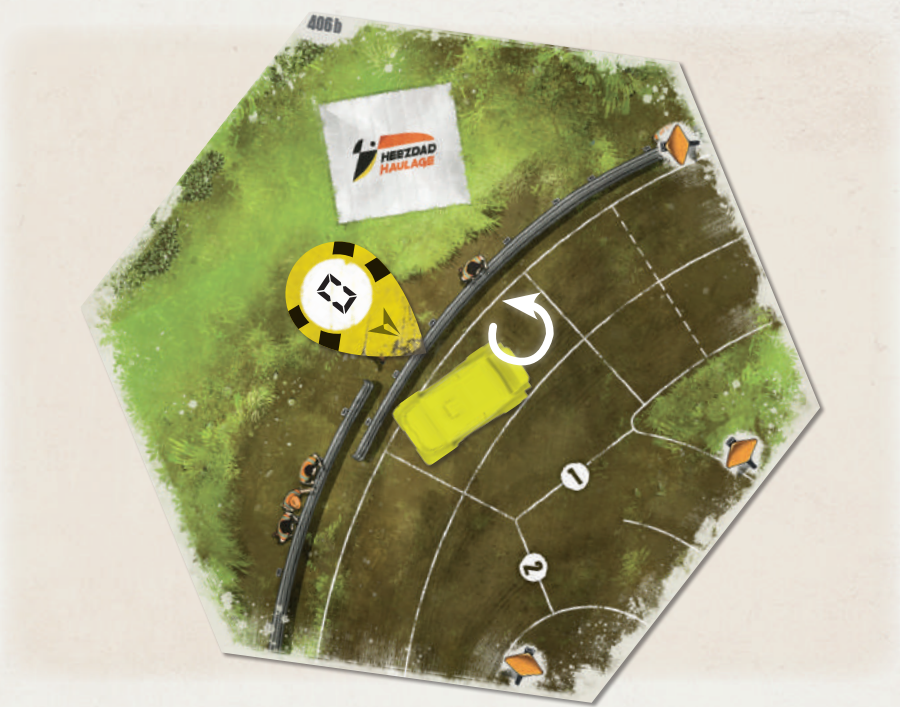
Focus tokens represent your driver’s daring, skill, and concentration! They do not provide any time advantage as this is not a Time Trial race but you can use them to secure dice in exactly the same manner as Second tokens.

Loss of Control

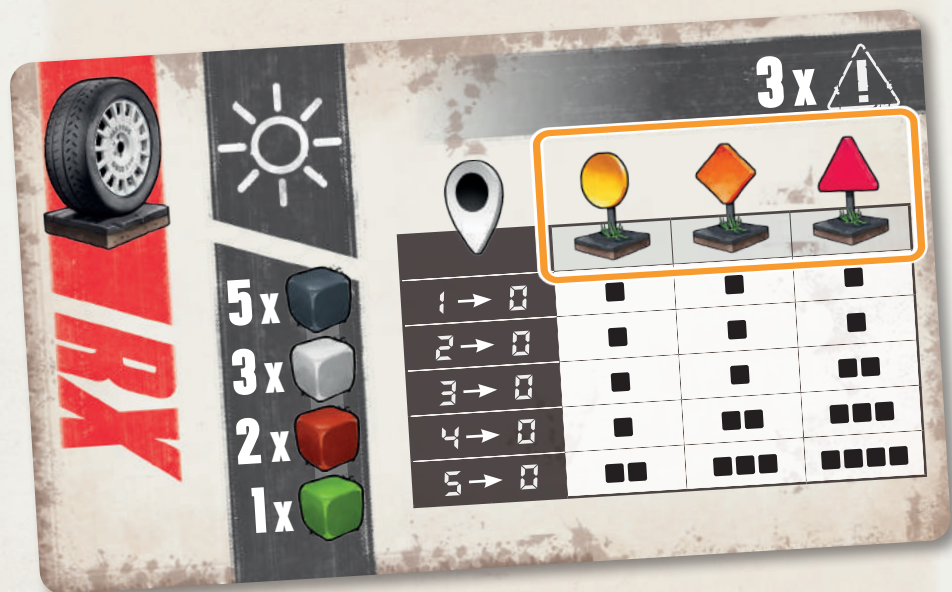
When suffering a Loss of Control during a Rallycross race, the results are not dictated by Time cards (which are not used) but by the Dashboard.

To resolve a Loss of Control, the player checks their Dashboard. Both the speed of the car and the Danger Level of the tile where the Loss of Control occurred contribute to its effects.

When a car suffers a Loss of Control, turn it to face the wrong way, but leave it in its space on the track. The player places the “0” Gear marker next to the car. The car may be turned around and played normally next turn.



The three columns indicate the Danger Level of the tile where the Loss of Control occurred. Each tile has colored panels at each end of the track which indicate their Danger Level.



The speed of the car and the Danger Level of the tile will indicate how much damage it takes. For each black square in the corresponding space, the player must draw one Damage token from the bag.



Example: Jamie suffers a Loss of Control whilst in 4th Gear and on a tile with an orange Danger Level. He must therefore draw two Damage tokens. His car is turned to face the wrong way on the space where the Loss of Control happened, along with his "0" Gear marker.

Damage tokens

Gear, Brake and Coast Damage as well as Green Flag tokens work exactly as described in the main rulebook. There are also two new additions:

BOOST DAMAGE



The number of Boost dice the player may use each turn is reduced by one for each of these tokens present on their Dashboard.

YELLOW FLAG



When a Yellow Flag token is drawn, place it on the Track tile where the Loss of Control occurred. A player may not move alongside another car on the tile where this token is placed nor on the tiles directly before and after it.

Cars may still move alongside other cars that are off the track or in Gear 0. Cars that are already alongside others when this token is placed may move normally. Multiple Yellow Flag tokens on the same tile have no additional effect.

When the player who drew the Yellow Flag starts a following turn in Gear 0, they remove the Yellow Flag token and place it on their Dashboard. The token has no further effect at this point.



Just like in Rally racing, there is no way to repair your car during a Rallycross race!

End of the Turn

A PLAYER'S TURN ENDS WHEN...

- They have finished their move action.
- They are blocked.
- They suffer a Loss of Control.

Whatever the cause, the player places a Gear marker showing their final speed and the colour of the next round next to their car.



Once a player has finished their turn, the next player in the order of play begins theirs.

When all players have had a turn during the round (so all the Gear markers are showing a colour different from the Round marker), the Round marker is flipped over. A new round begins with players determining the new order of play, and the race continues!

End of the Game

A Rallycross race is composed of two or more laps around your chosen circuit with each player taking the Joker once.

On the final lap, the first player to cross the Finishing line during their turn is the winner!



You may of course continue the race so that the other racers can compete for 2nd, 3rd, 4th place, and so on.

ADVANCED RULES

The Flying Start, Redline and Full Contact rules can be used in Rallycross races and GT races.

Full Contact

Rallycross is not for the faint of heart, nor those that value their car's paint job. Bumping, shunting, T-boning and more all make for one of the most action-packed kinds of races you're ever likely to witness.

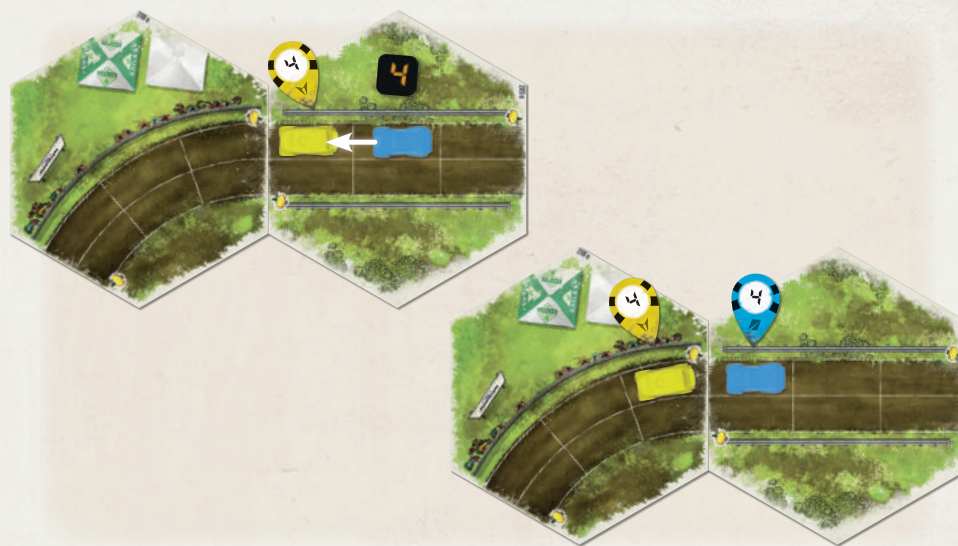
The following rules allow you to go bumper to bumper and door to door with your opponents. These techniques can be used to gain a positional advantage or, if an opponent is pushing their luck a bit too much, you may be able to just nudge them into the danger zone!

Pushing

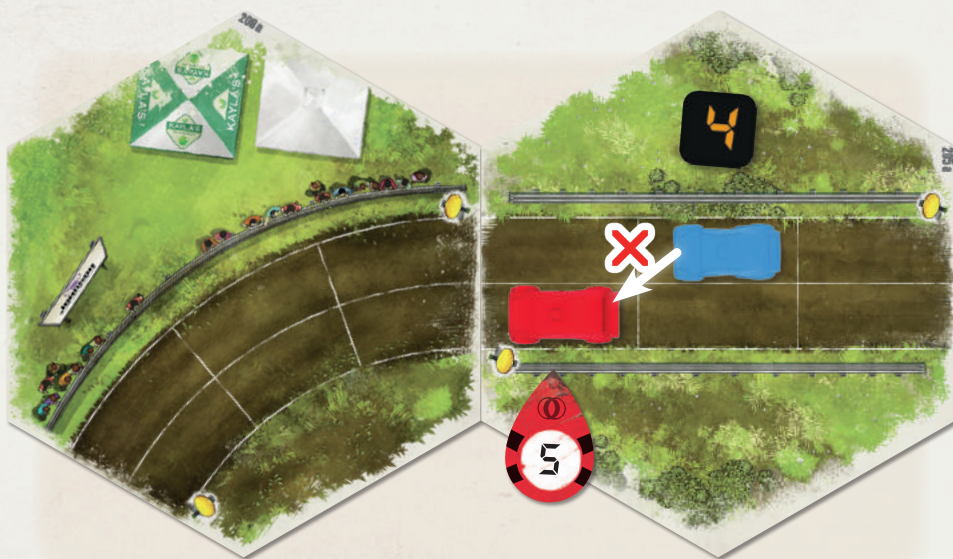
You can push another car forward and move into their space as long as:

- You are directly behind them prior to moving into their space.
- You move into their space when in the same Gear or higher than the one indicated on their Gear marker.

The target car is moved one space directly forward along with its Gear marker. They may not choose or be forced to move diagonally. The resulting move must still adhere to the normal movement rules. A car cannot be pushed into a space containing another car or an obstacle. A car cannot be pushed alongside another car if they are not in the same Gear or higher, etc.



The Blue player's car arrives behind Yellow. They place their Gear 4 die in Yellow's space so as to push them. When resolving their roll, they will move into that space and push Yellow one space directly forward.



Blue is behind the red player but diagonally, so they cannot push them with their next die.



Blue cannot push yellow because red is directly in front of them.

You can push a car into a Corner, Jump, Water Hazard and other Track elements. You may push a car out of a Shortcut but not into one. You may push a car that is in Gear 0.

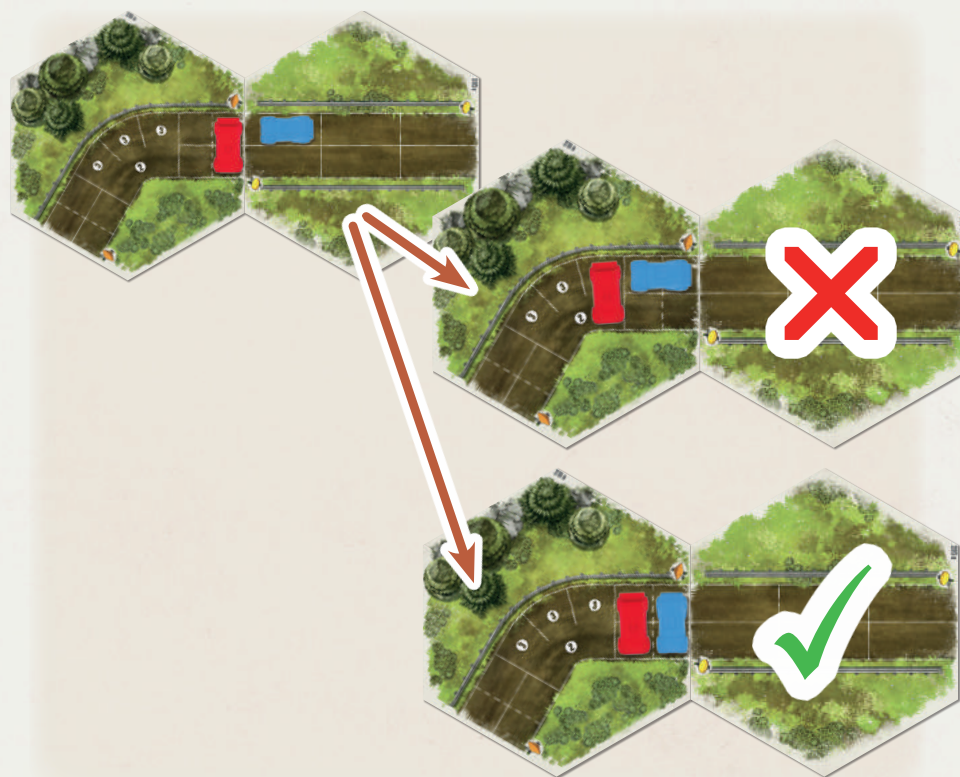
You may push multiple cars during your turn. You may only push the same car once per turn unless you are Blocked and they are the only car causing this. In this case you may continue to push them until they are no longer Blocking you.

If more than one car is causing you to be blocked, you'll have to Push Through as described further on in this rulebook.

Pushing a car into a Corner: If a car is pushed into a Corner, the targeted car's player may decide whether they wish to drift around the outside or cut through the inside and should place their car accordingly. This choice must be made once the push die is placed as it may affect the placement of additional dice.

Pushing a car onto a Slide Space: A car cannot choose to slide when pushed into a space with that option.

Pushing a car on a Corner or a Slide space: You may enter a Corner or a Slide space and push another car as long as you use the same method to enter their space.

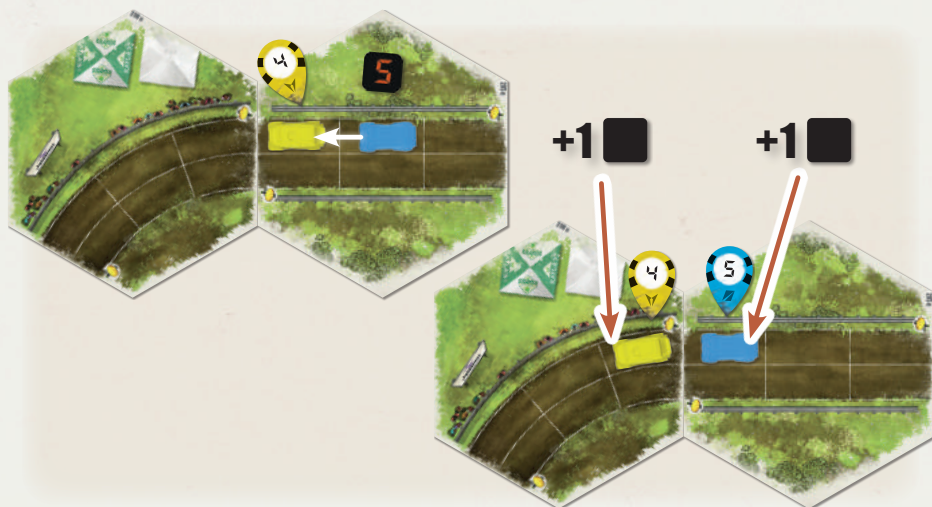


Pushing a car out of a Corner, Slide space or Shortcut: When they are pushed out of one of these spaces, the player may move their car to a connected space of their choice as per the normal movement rules.

Impact Damage

Sometimes all that comes from a collision between two cars is some (relatively) minor damage to the bodywork. Depending on the speeds however they can end up with much worse!

When pushing another car, if you enter their space in a higher gear than shown on their current Gear marker, both players must draw a number of Damage tokens equal to the difference between their speeds.



The Blue player's car arrives behind Yellow. They place their Gear 5 die in Yellow's space so as to push them. When resolving their roll, they will move into that space and push Yellow one space directly forward. As the difference between their speeds was 1, each player will draw one Damage token.

Danger Tokens

Pushing another car into a track element can lead to some rather hair-raising moments and spectacular crashes!

PUSHING A CAR INTO A SPACE WITH A SPEED LIMIT

If a car is pushed on to any space with a speed limit, its player places a number of their Danger tokens on their Dashboard equal to the difference between the Speed Limit and their Gear marker.

If a player is pushed and then starts their turn on a space with a Speed Limit lower than their current gear, this does not cause an automatic Loss of Control. Any other Speed Limits encountered during the turn must be respected as per the normal rules.



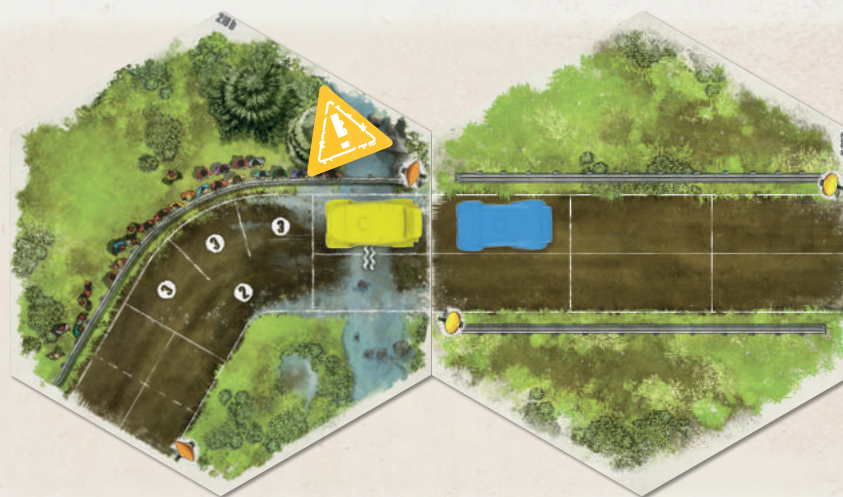
During their move, Blue pushes Yellow onto a corner space. Yellow decides to enter the corner by drifting around the outside. Once they have placed their car they compare the value of their Gear marker (4) to the Speed Limit (2). As the difference is 2, Yellow takes two of their Danger tokens and places them onto their Dashboard.



In a similar situation, Blue pushes Yellow into a corner, and Yellow decides to drift around the outside. However, this time the difference between their Gear (5) and the Speed Limit (2) is 3. Yellow takes three of their Danger tokens and places them on their Dashboard. As their Δ limit is 3, Yellow will suffer a Loss of Control on that space at the start of their next turn.

PUSHING A CAR INTO ANOTHER TRACK ELEMENT

If a car is pushed into a space with a track element that does not involve a Speed limit (including Jumps, Water Hazards, etc) they add one of their Danger tokens to their Dashboard but do not suffer any of the normal effects of that space.



A player may only ever have a maximum of 3 Danger tokens on their Dashboard at any time.

At the start of the player's next turn:

- If the number of Danger tokens on their Dashboard equals or exceeds their Δ limit: they suffer an automatic Loss of Control on their current space at the speed indicated on their Gear marker.
- If the number of Danger tokens on their Dashboard does not equal or exceed their Δ limit: the player must add an equal number of Δ to the result of their dice roll this turn.

Danger tokens are discarded at the end of the player's turn.

Pushing through!

When there's no room, you just have to make some!

If a player were to find themselves Blocked by 2 or more cars taking up all of the track, they can choose to continue their movement and Push Through!

You may place a die in the space of your choice as if the other cars weren't there. However, the die must be of a higher Gear than that of any of the cars present.

You may continue to place dice after this one as per the normal rules.

You may also choose to end your movement in which case you count as sharing a space with another car. If you do so, place your car to either side of the one that was originally in that space.

Only two cars may share a space in this manner at the same time. If there are no free spaces when a car Pushes Through, they can still perform the action but may not end their movement on one of the occupied spaces.

However, whether you continue your movement after Pushing Through or not, this risky maneuver will leave no car unscathed! When resolving your move, each car alongside where your die is placed immediately draws a number of Damage tokens equal to the difference between their speed and the die's. You must then draw a number of Damage tokens equal to the difference between your die and lowest speed of the other cars alongside it.



With the other cars blocking the road, the blue player decides to Push Through! The highest Gear amongst the other cars is 4. Therefore, the blue player must use their Gear 5 die. They choose to enter the red car's space. They may decide to continue placing dice after this or end their move here but when the Push Through is resolved:

- The Orange player will draw two Damage tokens as the difference between their speed (3) and Blue's (5) is 2.
- Both Yellow and Red will draw one damage token as the difference between their speed (4) and blue (5) is 1.
- Blue then compares their speed (5) to the lowest amongst the other cars, which is Orange (3). The difference is 2 so they will draw two Damage tokens.

ROLLING YOUR DICE

You may make a Flat Out move whilst Pushing another car or Pushing Through a group. However, if you suffer a Loss of Control and decide to resolve it before reaching the target car(s), the action does not take effect.

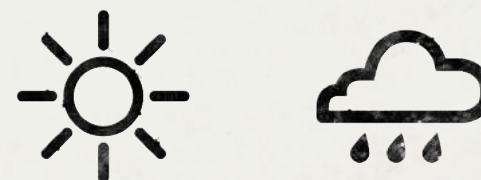
TAKING DAMAGE DURING YOUR TURN

When taking damage during your movement, it does not affect the dice available to you for the rest of the turn. It will only apply at the start of your next turn.

RX Weather

Whilst most RX races will normally take place on a dry and sunny day, weather can be very unpredictable!

When setting up an RX race, you can choose to start in either Dry or Wet weather.



When incorporating Weather into your races, you have access to two Tire types:



Asphalt Tires: These are your normal tires and the ones used when the special rules for Weather aren't included. These perform optimally in dry conditions, but will lose grip in the rain.



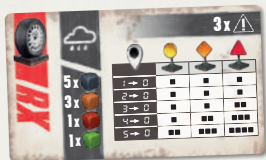
Rain Tires: These tires can maintain good grip in wet conditions, but won't perform as well as Asphalt Tires in dry conditions.

When starting a race using the Weather rules, players are free to choose which type of tire they want to use and take the appropriate Dashboard.



During the race the weather may change! During Setup, add the 6 Weather tokens to the Damage bag.

If a Weather token is drawn from the Damage bag for whatever reason, the weather changes. Once they have finished drawing tokens from the Damage bag all the players flip their Dashboard over to their opposite sides, taking note of the new dice available to them.



Asphalt tires/Wet weather - Leader dice:

This side of the Dashboard replaces the normal Coast die with the more dangerous orange Leader dice from the core box.



Rain tires/Dry weather - 1+1 Brake dice:

Players may use 2 Brake dice during their turn. However, they may not use them both in the same space.

Any further Weather tokens drawn during the race are ignored. Discard them and draw another token to replace them.

CUSTOMISABLE RACES

This expansion isn't just about adding a new race type, it's about offering you many more possibilities by bringing your *Rallyman: GT* and *Rallyman: DIRT* collection together into one fully compatible and expansive game!

The following is not a full ruleset but rather a guide to using the different components from *Rallyman: GT* and *DIRT* together in order to create your own racing experience!

Building your own Race

When designing your custom race, there are three main elements you'll need to decide on: the Racetrack, the Race Type and the Track Rules.

1. THE RACETRACK

This defines the shape of the racetrack, the location of the Starting and Finishing lines and how the race ends.

CIRCUIT	STAGE
	
The track connects back to itself.	The Track is open ended.
The Starting and Finishing lines are the same.	The Starting and Finishing lines are at different points.
Players must do a certain number of laps before crossing the Finishing line to end the race.	Players must reach the Finishing line to end the race.

2. RACE TYPE

This dictates how the players will be competing against one another.

HEAD TO HEAD

Race to be the first across the Finishing line as you go up against not only the challenges of the track but also other drivers aiming for the podium.

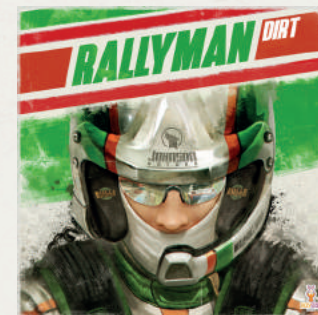
Use the following rules from



TIME TRIAL

Aim to complete the race with as fast a time as possible as you pit your skills against the intricacies of the track!

Use the following rules from



Order of Priority

Speed > Distance > Position
Page.7

Distance > Speed > Position
Page.6

Race Start

Same Round
Page.7

Staggered Start
Page.6

Flat Out Tokens

Focus Tokens



Page. 15

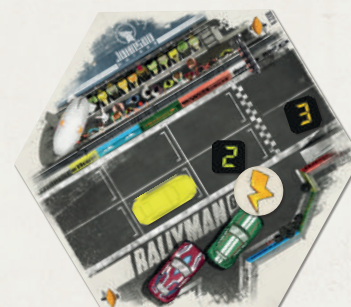
Second Tokens



Page. 17

Winner

First car across the finish line



Page. 20

Player with the lowest time score

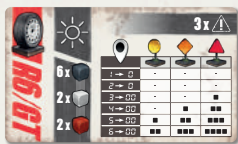


Page. 21

3. TRACK RULES

This determines whether the different Track types or adverse weather affect the dice available to you each turn.

SPEED TRACK	TECHNICAL TRACK
When racing on Speed Track you can consider that your car has been perfectly tuned for the race ahead. Speed is the name of the game here and only adverse weather is likely to slow you down!	Technical track features some of the more rugged and dangerous terrain types that you'll encounter in motorsports racing. You'll be relying on your technical driving skills to navigate different Track types!
Track Types	
The different surfaces shown on Track tiles have no effect on gameplay and are for aesthetic purposes only.	There are three types of Track: Gravel, Asphalt and Snow. Each one will affect the dice available to you depending on your Tire type. RM: DIRT - 110% Page.3
Cars & Dashboards	
GT Cars/Dashboards  RM: GT Page.7	R Cars/Dashboards  RM: DIRT Page.7
You can, of course also use the Unlimited Dashboards from The Climb expansion!	

CROSSOVER DASHBOARDS	
Included in this expansion are two sets of Dashboards that you can use to race Rally cars on Speed Tracks and GT cars on Technical Tracks!	
R/GT	GT/R
 Whilst they may lack some power on Speed Track when compared to GT cars, Rally cars handle weather changes much more efficiently.	 GT cars measure up well to Rally cars on most types of terrain and can even surpass them on Asphalt. However, they don't handle the rougher parts of Technical Tracks very well.
No additional special Rules	Every time a player enters a Shortcut or Water Hazard space or applies the special effect of a Jump space during their move, they must add a  to the results of their dice roll this turn.

SPEED TRACK	TECHNICAL TRACK
Car Damage	
The consequences of a Loss of Control are applied as shown on the Dashboard. RM: GT Page 17	The consequences of a Loss of Control are applied as shown on the Time cards. RM: DIRT Page 19 You will need to use the Time cards during a Head-to-Head race if on a Technical Track.
Repairs and Tire Changes	
You can choose to allow Repairs and/or Tire changes in your race or not.	
Pit Stops  RM: GT - Page.18	Assistance & Spare Tire  RM: DIRT - Pages.20,21
Weather	
You can choose to include weather changes in your race or not.	
Dry/Wet Weather  RM: GT Page.18	Snow  RM: DIRT - 110% Page.5

Once you've decided on these three main components, you can start building your Track! You'll also need to prepare a set of Damage tokens and decide on any Advanced rules you'd like to include!

Track tiles

You can include ANY Track tile from ANY of the *Rallyman* games in your races! Just follow the rules from the tiles' original rulebooks and you're good to go! Feel free to mix and match all the tiles in your collection in order to create some exciting tracks!



USING SHORTCUTS, JUMPS AND WATER HAZARDS ON SPEED TRACKS

You can include tiles with any of these Track elements when racing on a Speed Track and they follow the rules as described in the *Rallyman: DIRT* rulebook. However, GT cars don't handle these kinds of obstacles as well as their more rugged brethren. Every time a GT car enters a Shortcut or Water Hazard space or applies the special effect of a Jump space during their move, they must add a ⚠️ to their roll this turn. This only applies to GT Dashboards, not the R/GT Crossover Dashboards.

Damage Bags

There are two sets of Damage tokens available to you. You can choose to use one or the other depending on how dangerous you want a Loss of Control to be during your race. Feel free to modify the number of tokens in either set to best suit the sort of terrain you'll be racing on.

RALLYMAN: GT DAMAGE TOKENS	RALLYMAN: DIRT DAMAGE TOKENS
Contains: 6 Gear Damage 6 Brake Damage 6 Coast Damage 12 Green Flags 6 Yellow Flags 6 Weather tokens (optional) The less threatening of the two sets. This is the standard set for Speed Tracks. You can also use it in races where you want the environment to be less punishing for the drivers.	Contains: 24 Gear Damage 6 Brake Damage 7 Coast Damage 11 Green Flags 6 Weather tokens (optional) The more damaging set of tokens, this is the standard set for Technical Tracks. You can also use it in races featuring the kind of environment that can really damage a car.

⌋ If you are including Track tiles with Shortcuts in your race then you must use the *Rallyman: DIRT* Damage tokens. If you want to include Shortcuts but with a less dangerous assortment of tokens, you can remove 18 Gear Damage tokens and 1 Coast Damage token from the *DIRT* Damage bag and add the 6 Yellow Flag tokens from this expansion.

ADVANCED RULES

Just like with your Track tiles, you can apply any of the Advanced rules to your race.

THE MOST IMPORTANT RULE

Have fun and get creative with your races!

Rallyman is all about creating your own table top racing experience and this expansion is meant to push this ideal to the extreme!

Even though Circuits are generally associated with GT racing and Stages with Rally racing, there's nothing to stop you from having a Head-to-Head race on a Stage or a Time Trial on a circuit.

Want to really mix things up and design a Head-to-Head race on a Technical track Circuit that uses the rules for Pursuit (GT: *Team Challenge*) and a Joker lap (DIRT: *RX*) as well as featuring Fog tokens (DIRT: *The Climb*)? You can and absolutely should do that!

Once your race is ready, grab the other drivers and get rolling!

THE AUTO TOUR

The Auto Tour is a new type of event that allows you to get behind the wheel of your favourite car and take on other drivers across multiple events and race types!

Creating your Tour

First of all, you'll need to decide on your tracks. An Auto Tour should be made up of at least 2 events alternating between Head-to-Head and Time Trial races as described in the Customisable Races rules above.

FOR EXAMPLE

A short Tour: Time Trial - Head-to-Head

A medium Tour: Head-to-Head - Time Trial - Head-to-Head

A long Tour: Time Trial - Head-to-Head - Time Trial - Head-to-Head

Apart from the race type, you can vary the type of racetrack and track rules as you see fit. Feel free to include a wide variety of different rules to make your Tour really interesting! You'll find an example at the back of this rulebook.

Selecting your cars

Before starting the first event of the tour, each player must pick a car category (R6, GT5, etc). They must use this category for every event in the tour, regardless of the type of race. The exact Dashboard you use each race is described in the Track Rules section of the Customisable races rules.

You can also use the Unlimited category from *The Climb* expansion. You may give everyone free rein with their Dashboards or have players choose a SET-UP profile at the start of the tour. They may not change their configuration after the start of the first event.

All the other rules for customisable races apply.

The Tour

Players complete each race as they normally would. However, at the end of each race, players will gain time based on their results. This is their final time in the case of Time trial events and their position in the case of Head-to-Head events.

Time Trial: Add your final time to the score sheet

Head-to-Head:

- 1st. +0 seconds
- 2nd. +20 seconds
- 3rd. +30 seconds
- 4th. +40 seconds
- 5th. +50 seconds
- 6th. +60 seconds

You can photocopy the scoring table directly from this rulebook, or download it from the hollygrail.games website in order to keep track of your scores throughout the tour.

Starting order: For the first event, the order of play is decided randomly as per the normal rules. However, from the second race onwards, the player with the lowest time goes first/is in pole position, the player with the second lowest time goes second, etc. If two players are tied, decide randomly which one plays first.

Repairs: Players' cars are fully repaired in between events and may change their tire types at the start of each race. However, you may instead decide to follow the rules for Assistance as described in the *Rallyman: DIRT* rulebook (Page 21), allowing for repairs at the end of certain stages. Repairs are allowed when performing Pit Stops in Head-to-Head races but, once again, you are free to modify this as you see fit!

Once the final event has been completed, players total up their time scores. The player with the lowest time wins the Tour!

ICE RACING

A speciality of our Nordic colleagues, Ice races are short and (obviously) very slippery. You'll have access to a new car category that's very forgiving when it comes to a Loss of Control and is specially tuned to drive on an all snow track!

Ice races are Head-to-Head races on a Closed Circuit using the Speed Track rules as described in the Customisable Races section of this rulebook. It also uses the following rules:

110% Snow tiles: Thematically, it's best to use only Snow Track tiles included in the 110% expansion. Nothing stops you from using other tiles of course, you can just say that there's black ice on the track !

Dashboards: Each player takes an ICE Dashboard instead of any other. These cards have two sides: ICE and ICE PRO. The latter is a slightly more powerful car and you can use whichever side you'd like for your race. All players must use the same side however.

ICE Dashboards include a green Boost die. The rules for these can be found in the RX section of this rulebook.



Weather: There are no weather changes in an ice race. It's not like the terrain can get any worse and it's too cold to get any better!

Repairs: There are no Pit Stops available during an Ice race. It's far too fast-paced for that!

Aside from these points, an Ice race plays out like any other. You can of course add Advanced rules or elements from other expansions as you see fit.

Improvisation

In the world of motorsports, things don't always go according to plan. Sometimes drivers have to reconsider their options on the fly and make the best of a bad situation!

This is an Advanced rule that can be added to any of your races!

When rolling their dice one by one, players do not have to adhere to the dice they laid out earlier in their turn.

After rolling a die, instead of continuing to roll or ending their turn, a player may instead decide to change the dice they placed on the track. They may choose to add and/or remove dice as well as changing the spaces they are on. These dice follow the normal rules for dice usage and placement.



AUTO TOUR

SCORE SHEET

You can photocopy the score sheet on this page or
download it from the holygrail.games website.



HEAD TO HEAD		1st = 0s, 2nd = 20s, 3rd = 30s, 4th = 40s, 5th = 50s, 6th = 60s									
TIME TRIAL		Final time (inc. Second tokens)									
Driver											
Car											
Race 1	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:
Race 2	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:
Overall time	: #	: #	: #	: #	: #	: #	: #	: #	: #	: #	: #
Race 3	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:
Overall time	: #	: #	: #	: #	: #	: #	: #	: #	: #	: #	: #
Race 4	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:
Overall time	: #	: #	: #	: #	: #	: #	: #	: #	: #	: #	: #
Race 5	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:
Overall time	: #	: #	: #	: #	: #	: #	: #	: #	: #	: #	: #
Race 6	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:	PI:
Total time	:	:	:	:	:	:	:	:	:	:	:
Position	#	#	#	#	#	#	#	#	#	#	#

READY TO PLAY

RX 1by **JC Bouvier****RX 1**

1 x 204a	1 x 210a	1 x 408a
1 x 205b	1 x 218a	1 x 410a
1 x 208a	1 x 401b	1 x 411a
1 x 209b	1 x 404a	1 x 415a

RX 2

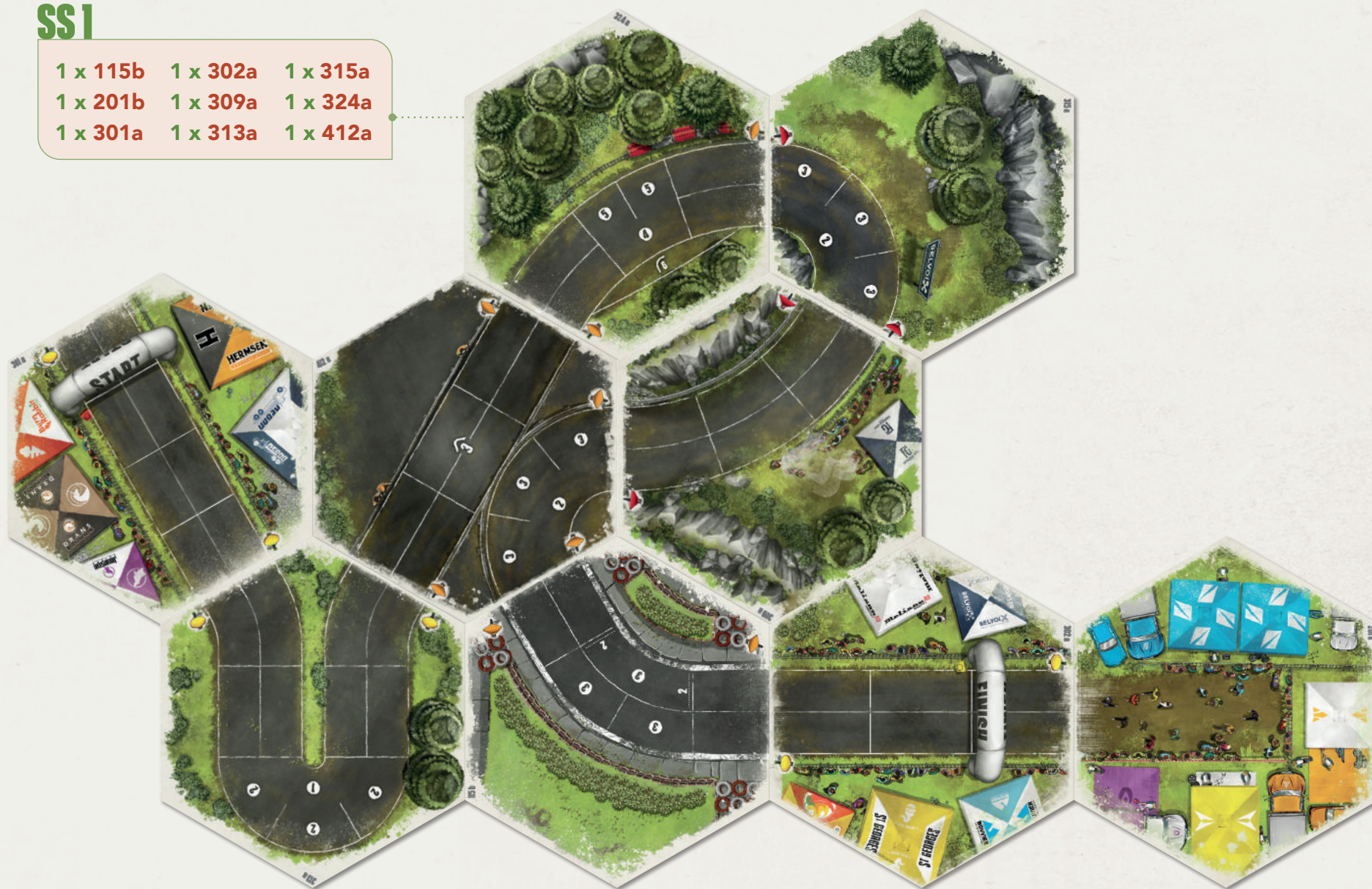
1 x 207a	1 x 229b	1 x 404b
1 x 208b	1 x 307a	1 x 405a
1 x 209a	1 x 315a	1 x 408a
1 x 216b	1 x 316a	1 x 411a
1 x 226b	1 x 401a	



This track uses tiles from the 110% expansion.

SS1

1 x 115b 1 x 302a 1 x 315a
1 x 201b 1 x 309a 1 x 324a
1 x 301a 1 x 313a 1 x 412a



TRACK 1

1 x 101a	1 x 111a	1 x 313a
1 x 104b	1 x 112a	1 x 401b
1 x 106a	1 x 119a	1 x 411a
1 x 106b	1 x 120b	
1 x 109a	1 x 136a	





SS 2

1 x 111b	1 x 301a	1 x 314b
1 x 112b	1 x 302a	1 x 316a
1 x 201b	1 x 313b	1 x 324a

TRACK 2

1 x 101a	1 x 114b	1 x 313a
1 x 102b	2 x 116b	1 x 320a
1 x 105b	1 x 305a	
1 x 106b	1 x 308a	





ICE TRACK 1

by JC Bouvier



ICE TRACK 1

1 x 301b 1 x 309b 1 x 318b
 1 x 304b 1 x 310b 1 x 322b
 1 x 307b 1 x 312b 1 x 323b
 1 x 308b 1 x 316b 1 x 324b

This track uses tiles from the 110% expansion.