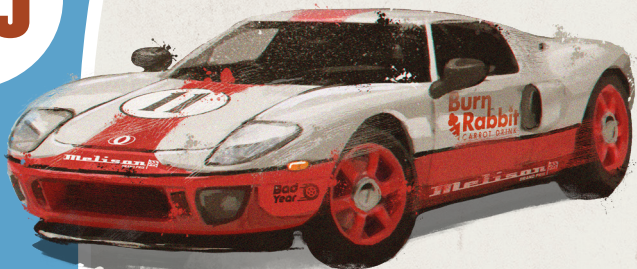


GT5

 *JEAN-CHRISTOPHE BOUVIER*

 *LOÏC MUZY*



EXPANSION

RALLYMAN **GT**

Playing with GT5 cars

GT5 cars follow all the normal rules in *Rallyman:GT* and have access to the dice shown on their Dashboards. However:

GEAR DICE

A GT5's maximum Gear is 5. They cannot use the Gear 6 die.



BOOST DIE

GT5's have access to a new type of die: the Boost die! This represents their overcharged engines and makes them capable of accelerating very quickly.



Boost die

Use your GT5's unique boost die to gain explosive bursts of speed, and try out new ways to navigate the twists and turns of your favourite track!

The Boost die combined 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

and then move one space.

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.

Note: *The Boost die may not be combined with a Flying Start (see main rulebook).*



B.O.P.

Want to race GT4, GT5 and GT6 cars at the same time? With B.O.P. cards, you can!

B.O.P. or Balance of Performance cards are special Dashboards that tweak the statistics of the different categories of car in *Rallyman: GT*. These modifications level the playing field enough for you to race them together!

When racing with GT5 and GT6 cars, simply take the B.O.P. Dashboard of your car type and colour instead of the normal cards, then continue your game as normal.

Note: *GT4 cars do not have a B.O.P. Dashboard, they will always use their regular Dashboard, even when racing against other categories.*





