

Downshift

N	Fuel	Brake	Engine
2	1	0	0
3	1	1	0
4	1	1	1



Blown tire
Spin out.
Next turn start 1G.

Blocked

N	Brake	Tire
1	1	0
2	2	0
3	3	0
4	3	1
5	3	2
6	3	3
7	DQ	DQ

Collision
D20 1=1 body.
Crash other=1 body.
Engine damage
6G 30 or 5G 20.
D20 1-4=1 engine.

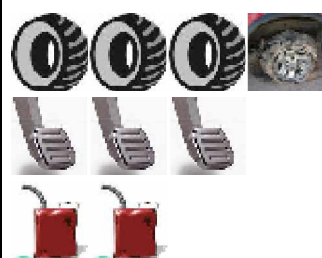


Start D20 1=Miss. 2-19=1G. 20=Go 4.

1

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Pit no damage blocked or overshoot.
 Leave $\leq 4G$ with all tires
 D20 1-10=Quick (move this
 D20/2=1/5)
 11-20=Slow. Leave next turn.



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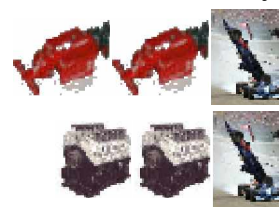
2

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3	3	0
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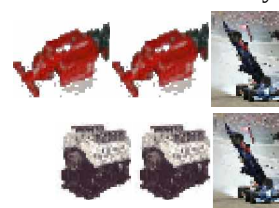
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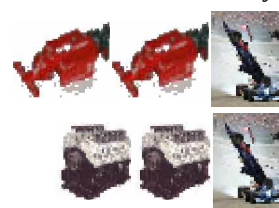
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