

# Rallyman GT/Dirt Combined Rules

by Roger BW // last compiled 2025-11-27

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**This is a working draft. Discussion is on BoardGameGeek (<https://boardgamegeek.com/thread/3579404/>).**

## Contents

Introduction .....	1
Setup .....	2
Customisation .....	2
Play .....	3
Turn order .....	3
Planning your move .....	4
Executing your move .....	6
Loss of Control .....	7
Ending your turn .....	7
Ending the Race .....	7
Damage .....	8
Retirement .....	9
Repairs .....	9
Optional Rules .....	9
Flying Start .....	9
Soft Tyres .....	10
Oil and Débris .....	10
Shunting and T-Boning .....	10
Full Contact .....	11
Redline .....	11
SISU .....	11
Weather .....	11
Handbrake Turn .....	12
Oxygen .....	12
Cloud/Fog .....	12
Set-Up Mode .....	12
Improvisation .....	12
Checkpoints .....	12
R5 Classic .....	12
Multi-Stage Races .....	12
GT, Ice and RX races .....	12

Rally Races .....	13
Climbs .....	13
Auto Tour .....	13
Solo games .....	13
Course Design .....	14
GT mode .....	14
Ice mode .....	14
Rally mode, one stage .....	14
Climb mode .....	14
RX mode .....	14
Glossary .....	14
Rommix's Weather .....	16

## Introduction

This is an attempt to integrate the full rule sets of *Rallyman GT* (2020) and *Rallyman DIRT* (2021) with all expansions for both. The body of the document describes the play of a single stage of a race; multiple stages are covered under **Multi-Stage Races** (p. 12).

Note especially that many of these rules can be varied: if you want to run a race with Climb rules but not use Climb tiles, or Ice with a GT damage bag, there's nothing to stop you. This is just intended to be the default when nothing else is specified.

Thanks to Yoki for *Rallyman Reference* and weeredcoo for *Rallyman EVO*, which were both inspirational.

Thanks to Gus, weeredcoo, DrWorm, Gravey and ryan3740 for proofing and suggested amendments.

Terms mentioned in the glossary are capitalised and in italics.



Material set off like this may be contentious; either it is not immediately clear from the rulebooks and the community has suggested a specific interpretation, or Roger feels that it's just plain wrong as written and needs to be changed for a more enjoyable game.

## Setup

Decide on a mode for this race. Note that most mode rules can be combined piecemeal.

- **GT or Ice mode:** typically a circuit race, head to head.
- **Pursuit mode:** as for GT, but with different track constraints and goal. Conceptually a Pursuit race is two separate GT races happening on the same track, which will end when either race ends.
- **Rally mode:** typically a point to point race consisting of multiple stages.
- **Climb mode:** as for Rally, but run a single stage three times and score only your best time.
- **RX mode:** a circuit race, head to head.

Lay out a course, from the rule books or invented. If necessary, decide on the number of laps. See **Course Design** (p. 14).

Decide on **Optional Rules** (p. 9).

**GT or Pursuit mode:** choose starting weather, wet or dry.

Choose car classes. Typically:

**GT or Pursuit mode:** GT6, GT5 or GT4. Mixed class races may allow any of GT4, GT5bop and GT6bop. Optionally

consider R6/GT, R5/GT and R4/GT (e.g. if in an **Auto Tour** using an R-class car).

**Rally mode:** R6, R5, or R4. Mixed class races may combine these. Optionally consider GT6/R, GT5/R and GT4/R (e.g. if in an **Auto Tour** (p. 13) using a GT-class car). If **R5 Classic** (p. 12) is used it needs to be the only class of car in the race.

**Climb mode:** Use Unlimited dashboards and the Customisation rules below.

**Ice mode:** ICE or ICE PRO.

**RX mode:** RX.

Give each player all the dashboards for their car class and colour, the appropriate miniature, and a set of dice (if available).

**RX mode:** Each player takes a Joker marker.

**Climb mode:** Each player takes the three Try markers.

**Rally or Climb mode:** Each player takes a Spare Tyre card.

Players choose tyres.

Assemble a bag of damage markers:

- **GT or Pursuit mode:** 6 each of black Gear, red Brake, white Coast, yellow flag and weather; 12 green flag.
- **Rally mode:** 11 green flag/-1; 7 white/orange Coast/Leader; 24 OK/black Gear; 6 OK/red Brake
- **Ice or RX mode:** 6 of green flag; red Brake, white Leader/Coast, green Boost, yellow flag; 18 black Gear.

## Customisation

Take an Unlimited dashboard and tokens for Gravel, Asphalt and Snow. (If you're customising a GT car, use the tokens for

Dry and Wet tracks instead; see **Set-Up Mode** (p. 12.).

Place the token for the car's best track type in the top right slot of the dashboard, second best to the left of it, third best to the left of that. (If you'll only be crossing one or two *Track* types in the next race, don't bother with the others.)

A car on its best track type can use abilities from all 7 columns, second best the leftmost 6, third best the leftmost 5.

Fill the remaining slots with Gear, Brake, Coast or Boost die tokens, or:

- **Puncture Proof Tyres:** treat Leader/Coast damage chits from Shortcuts as having no effect.
- **SISU:** add one **SISU** (p. 11).

Any slot you leave empty gives you +1 to your hazard limit (which starts at 1, for the hazard symbol on the top row).

If you ever draw a damage token referring to an element you don't have, draw until you get one that does apply and return the others to the bag.

See also **Set-Up Mode** (p. 12).

## Play

Determine a starting order, typically at random.

**GT or Ice mode:** Place all racers on the starting grid in starting order.

**Pursuit mode:** Divide racers into two Groups, and place one Group on a different starting grid in starting order.

**RX mode:** Place all racers on the pre-grid tile in starting order..

**Rally or Climb mode:** Place the first racer behind the start line.

**GT, Pursuit, Ice or RX mode:** Place the Round Marker white side up. At the end of each round, turn it to its other side. This allows you to see which cars have moved already this round.

Play rounds until the race is over. In each round, each player takes a turn, in turn order.

**Rally or Climb mode:** On the first turn, only the first racer enters the track. On the next turn, they move, then the second racer enters. On each subsequent turn, add one more racer until everyone is on the track. This is a time trial, so finishing order doesn't matter, only total time. Players who have not yet crossed the starting line may change tyres freely based on the performance of other players.

## Turn order

**GT, Pursuit, Ice or RX mode:** Turn order is determined by Speed, then Distance, then Position.

**Rally or Climb mode:** Turn order is determined by Distance, then Speed, then Position.

**Speed** is the gear in which the car ended its last turn. Highest first.

**Distance** is the car's progress along the track. Measure from the leading edge of the space the car is in.



If cars are taking multiple paths, it's not clearly specified; WRX prioritises the main lap over the Joker, while JCB says that cars on the "more important" route (including the Joker lap of RX) are ahead of cars that aren't, and Roger favours counting the

minimum-space path back to the start line. Pick something at the start of the race!

**Position** is the car's lateral position on the track. If it is in a space with a corner (a speed restriction), the inside of the corner is "ahead" of the outside. Otherwise, use the inside of the next corner along the track to determine which side is ahead.



Officially, the RX tiles' non-corner speed limits (such as on 404a/b) do not count as corners, though on some courses this can mean the "next corner" for position purposes is a long way from the racers, or doesn't exist at all. It probably won't break anything to treat these as corners, but make sure all players are aware of the rules in force.

If there are no further corners on the course, use the fallback rule: "first to arrive, first to move".

## Planning your move

If your gear is 00 following a previous loss of control, all you can do this turn is come back on to the track at gear 0. If there is no room in the space, you may not come on and must wait for a future turn. If multiple cars would come on into the same space, the one that lost control first comes on first and the rest must wait.

Determine what dice you have available, based on your dashboard and the current environment (some or all of road surface, whether you are in the lead, and weather), and collect all of them.

If you can place at least one die, you must do so, unless doing so would cause loss of control due to another car. (Thus, if you ended at a position to brake hard into the next corner, but the weather has changed since your last turn and you don't have enough brake dice, you must still go ahead and suffer a loss of control but if you had to go at gear 5 to pass another car, but the space is limited to speed 4, you may choose to wait instead.) If you cannot or do not place even one die, you are blocked and end your turn. **Rally or Climb mode:** Take another Time card at the same speed as your last.

In either case, lay out anything between one and all of your available dice to plan your move. You may generally move directly ahead or ahead plus left or right, including over corners of spaces, but must move forward.

You may in general change gear up or down up to one step per space in your move. Your gear at the start of the turn is the gear at which you ended your previous turn (or 0, at the start of a race).

**Rally or Climb mode:** When plotting a move across multiple track types, each move into a new space must conform to the dice allowance shown on the dashboard for that type.

Dice effects are:

- Gears (black 1-6): the number is your new gear. (A car that starts the game with only 4 gear dice can use only gears 1-4; 5 gear dice, 1-5.)
- Coast (white) and Leader (orange): continue in your previous gear. **(Rally or Climb mode:** Leader is normally

used in place of Coast for any player making a move entering gravel track that hasn't yet been entered, as they clear small hazards for the following cars.)

- Brake (red): combined with a gear die, allows you to reduce your gear by more than one step in a single space's move. E.g. if your previous gear was 4, you could play a gear 3, or a brake and a gear 2, or two brakes and a gear 1.
- Acceleration or boost (green): like a brake die but in reverse. E.g. if your previous gear was 2, you could play a gear 3, or an acceleration and a gear 4, or two accelerations and a gear 5.

Dangers along your path can include:

- normal corners (numbers in a circle): if you place a die on this space with a gear higher than the number, you immediately suffer a loss of control.
- **Rally or Climb mode:** Once you have committed to the inside or outside line of a corner, you may not change lines for the rest of that corner, though see **Handbrake Turn** (p. 12). If another car is already in that corner, you must follow the same line it has followed and may not overtake, but you may still overtake by using a shortcut.
- non-corner speed limits (numbers in a circle on a dividing line between spaces): the space *after* the line, in whichever direction you're going, is the space subject to the numbered speed limit.
- sharp corners (numbers by a dotted line): if you cross this line (in either direction) with a gear higher than the number, you immediately lose control.

You cannot evade the dotted line and still use the space beyond it. (E.g. you *can* go through tile 134b at a steady speed 3 by going from the inside of one bend to the inside of the next; but you *cannot* get from the inside of one bend to the outside of the other on tile 134a without being subject to the speed 1 restriction.)

- sharp corners (exclamation mark in a triangle by a dotted line): if you cross this line, you immediately take one hazard. Rules for evading the dotted line are as above.
- dangerous corners (numbers in a triangle): if you place a die on the space at that speed, take one hazard. If you place a die at a higher speed, immediately suffer a loss of control.
- sliding spaces (dashed lines): in order to deploy more dice, you may choose to slide through this space sideways, treating it as two spaces. Turn the car accordingly. If another car is already sliding and you wish to place a die on the space behind it, you must also slide and may not overtake it.
- shortcut (a right-angle curve over a number): if you place a die on this space with a gear higher than the number, you immediately lose control. When you place a die on this space, draw a damage token and immediately resolve its shortcut side (with the right-angle curve). See **Damage** (p. 8).
- jumps (^ over a number): if you place a die on the space at that speed, move the die one space forward, treating that next space as if you had placed the die there. If you place a die on the space one higher than that speed, skip

over the next space and place the die in the space following; if any of the dice you used to place a die on that space (e.g. Acceleration or Brake) is a hazard, you suffer a loss of control. If you place a die at two or more higher, move the die forward two spaces and immediately suffer a *Loss of Control*.

At lower gear, nothing special

happens. You may not plan a jump at any speed if the space into which it would take you is occupied.

The space you move into has its normal effects. You can enter a slide; you can choose your line through a corner, or take the shortcut if it's accessible; if you enter water with a die that would normally cause you to stop there, it still does.

- water (≈, aka "water splash" or "river"): you should place a die on this space with a coast, leader, or gear 1 die (with no brake dice). If you enter it any other way, your move ends here.
- climb (+1 / -1 arrows): when you go up a Climb (moving in the direction of a -1, or against a +1), you may only play the Gear die one lower than your previous gear, or a Boost die plus a Coast/Leader to stay at the same speed. When you go down it (in the direction of the +1 arrow or against a -1 arrow), you may only play the Gear die one higher than your previous gear, or a Brake die plus a Coast/Leader to stay at the same speed. If your first space entered on the turn would invoke this rule and you can't comply, you move into the space and end the turn. Whether the Climb arrow is printed on the tile or added via a

token, it only applies to moves between spaces on *this one tile*.

- other cars: you may not move into a space occupied by another car. You may not move into a space alongside another car unless you are moving in a gear at least as high as theirs. (This may mean you cannot move at all!)

**GT, Pursuit or Rally mode:** If you end your move in Gear 1, without losing control, you may stop for **Repairs** (p. 9).

**GT or Pursuit mode:** In addition, you must not be in a space containing any speed restrictions (normal corners, sharp corners, dangerous corners).

**RX mode:** If you passed under the gate denoting the end of the Joker path, flip your Joker token to the "OK" side.

## Executing your move

Choose whether you will roll space by space or go Flat Out.

If you are *rolling space by space*, take each space in turn and roll the dice placed on it. If they show one or more hazard signs, add them to your total. If you reach or exceed the number of *Hazards* shown on your dashboard, you suffer a loss of control. You may stop any time after you have rolled at least one die; put your car there.

Before rolling the dice on any space, you may choose to lock *all* the dice in it (including any Brake or Acceleration dice) by spending Second tokens or Focus: one point for the first die locked in a turn, two for the second, three for the third, etc. (You specifically cannot lock only *some* of the dice in a space.) Do not roll locked dice; simply assume that they did not show *Hazards*.

If you are going **Flat Out**, gain **GT**, **Pursuit, Ice or RX mode**: Focus tokens or **Rally or Climb mode**: Second tokens equal to the number of Gear, Coast and Leader dice placed, then roll all of the placed dice<sup>1</sup>. If your total count of *Hazards* equals or exceeds the number shown on the dashboard, or a track effect says so, you have lost control; you may freely rearrange the dice according to the rules to change the gear or the location of your LoC. However the end result must still be a loss of control. If you didn't suffer a loss of control, place your car where you put the last die.

**Rally or Climb mode:** When moving one by one, note that if you move from a higher hazard limit track type onto a lower one, and you already had enough *Hazards* rolled to suffer a *Loss of Control* with that lower limit, you suffer a loss of control at once. Similarly, when moving **Flat Out** your hazard limit is the lowest of all the track types you move through.

## Loss of Control

**GT, Pursuit, Ice or RX mode:** Look on your dashboard for the combination of gear at time of LoC and tile danger level of the tile (red/orange/yellow), and draw that many damage tokens. This will show you whether your gear is now 0 or 00.

If your gear is 0 you stay on the track. If it is 00, place your car off the track (on the closer side to where you lost control, or choose if equal).

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<sup>1</sup>If you are using a Flying Start, Jump, or Double Downshift, note that *Hazards* rolled on these dice cause an automatic end to your move and possibly also a loss of control. So it may be worth rolling these dice first; if you get a hazard on any of them, your move cannot proceed beyond that point

**Rally or Climb mode:** Take a card corresponding to your current gear, and turn it over. Draw the number of damage tokens indicated by the card for the danger level of the tile (red/orange/yellow). Your gear is now as shown on the card. This will also show you whether you have spun (remain on the track) or have come off the track to one side or the other.

## Ending your turn

**GT, Pursuit, Ice or RX mode:** Place a gear marker on the last track space you occupied (probably your car is still there), on the opposite side to the current round marker (black or white), to indicate your current gear.

**Rally or Climb mode:** If you didn't already (in loss of control), take a card corresponding to your current gear and add it to your time pile.

## Ending the Race

loss of control on any space beyond the finish line has no effect on speed, but any damage is still taken.

**Rally or Climb mode:** If you lose control while crossing the line, accrue the damage from the back of your time card, but then add the front side of it to your overall time.

**GT, Ice or RX mode:** Finishing order determines the winner. To finish, move into a space immediately beyond the finish line.

**RX mode:** As above, but your Joker token must have been flipped to the "OK" side.

**Pursuit mode:** If only one car crosses their finish line in a turn, it is the winner. If two or more from the same group cross in a turn, the first one is the winner. If two or more from different groups cross in a turn, the one with most Focus is the winner.

**Rally or Climb mode:** When you have finished, add up the times on all your Time cards and subtract any Second tokens you have left over. This is your time for the stage.

## Damage

Damage from any source takes effect at the start of your next turn.



If you draw a damage token for a die that wasn't on your original dashboard (e.g. losing a green Boost die when you're driving GT6), set it aside and draw another until you get one you can use. Then return all the unused tokens to the bag. This is originally a rule for Unlimited dashboards but I think it makes sense in general.

Unless otherwise stated, place damage tokens on your dashboard and retain them until you repair damage; see **Repairs** (p. 9).

- **Black (loss of gear):** your limit of gear dice used in a turn drops by one. This is not a *specific* gear die: in a GT6 with two black tokens, you could use 2-3-4-5 on one turn, 6-5-4-3 on another. If you lose all gear dice, see **Retirement** (p. 9).
- **White or White/Orange (loss of coast/leader):** your limit of Coast or Leader

dice used in a turn drops by one. (If you've already lost them all, no further effect.)

- **Red (loss of brake):** your limit of Brake dice used in a turn drops by one. (If you've already lost them all, no further effect.)
- **Green (loss of acceleration):** your limit of Acceleration dice used in a turn drops by one. (If you've already lost them all, no further effect.)
- **Green Flag:** no effect.
- **Yellow Flag:** caution! Place this token with your car. While this token is on the track, on that tile and the tiles immediately ahead of and behind it along the course, no car may move alongside another, unless that other is at 0 or 00 gear. When the car with the flag moves, remove the flag from the track and add it to your dashboard; it has no further effect.
- **Cloud/Sun:** no effect on your car, but the weather changes from dry to rain or vice versa, and dashboards with weather icons are flipped to the appropriate side. Depending on tyres this may affect available dice and the hazard limit. If you draw more than one of these tiles at a time, implement only one weather change.
- **Spray (brown –1):** place on the track as you spray stones and mud. No effect on you, but all spaces on the corner associated with this shortcut have their speed limit permanently reduced by 1. The speed limit of the shortcut space is not affected. More than one of these tokens can affect the same corner. If a space reaches a limit of 0 it cannot be

entered; if another car is suddenly confronted with a zero speed limit immediately ahead of it, for example if it was drifting, or in the outside lane just before the corner at the end of its previous turn, it must enter to the shortcut as part of its next move.

If you end up at gear 0, stay in that space unless you are specifically moved off by some other effect. If you end up at gear 00, move off the track (nearer side, your choice if you're centred); on your next turn, return to the track at gear 0 if you are able, and on the turn after that, move off again.

## Retirement

If due to damage you are unable to move and you cannot make **Repairs** (p. 9), you must retire from the race. Remove your car from the track. **GT, Pursuit, Ice or RX mode:** You take last place. (If another player retires later, their place is one ahead of you — they made it further before failing.) **Rally mode:** Your time is one minute slower than the slowest player who finished the stage. You use Assistance (**Rally Races** (p. 13)) before the next stage, even if it is not otherwise available. **Climb mode:** Flip a Try token, and if you have Tries remaining you may repair all damage and start again.

## Repairs

When you stop for repairs, take your car to the Repairs tile, and choose:

- **GT or Pursuit mode:** Tyre change only: change to gear 0 and move off the track. At the start of your next turn, switch to a set of tyres of your choice, then return to the track.

- **GT or Pursuit mode:** Repairs: change to gear 00 and move off the side of the track, as for a 00 **Loss of Control** (p. 7). Return all the damage markers to the bag. At the start of your next turn, change to gear 0. At the start of your turn after that, change tyres if you wish, then return to the track.

Place a 0 or 00 gear marker by the side of the road where you left the track. When you return to the track, start from that space at gear 0. If when it is time to take your turn that space is filled by another racer, wait for next turn. If multiple racers are waiting for the same space, they come on in order of going off the track.

**Rally or Climb mode:** Only the tyre change is available, and only once in the stage for each driver, by spending the Spare Tyre card (place it "0" side up on your time stack, instead of a gear 1 card). This does not allow you to change dashboards, but does let you return one "Coast/Leader" damage token to the bag.

## Optional Rules

### Flying Start

Whenever you are in Gear 0 at the start of your turn (e.g. at the start of the race, or after a loss of control or a pit stop) you may place gear 2 as your first die rather than gear 1. If that gear 2 die rolls a hazard, your move ends there at gear 2, regardless of other die rolls. However, if rolling one by one you may lock the die with Focus or Second tokens.

If rearranging dice (e.g. after a loss of control when rolling Flat Out), you may

not create a Flying Start where none was present before, or cancel one if it was present.

You may not combine Flying Start with an Acceleration die. (You can do both in the same *turn*, but not in the same space to go directly from zero to gear 3.)

## Soft Tyres

Use the Soft Tyre dashboards and the T1-T6 markers. Soft tyres start with a high hazard limit but degrade quickly. Use the GT tokens for cars with Weather dashboards, the Dirt tokens for cars with track type dashboards.

Turn	1	2	3	4	5	6
GT	4	4	4	3	3	3
Dirt	4	4	4	4	3	3

At the end of any turn with soft tyres on the car, increment the wear counter, unless you are on asphalt in wet weather. In that case you should have flipped over the dashboard when the weather changed, as usual; don't use the tokens on the wet weather side, but instead just use the printed hazard limit.

On the 7th and later turns with soft tyres, use whatever hazard limit is printed on the dashboard.

**Rally or Climb mode:** If you are on a road type with a boxed hazard count, use the current wear counter's hazard limit. If not, use the printed limit. Using your Spare Tyre card does not reset the wear counter. End-of-stage Assistance does.

## Oil and Débris

**GT or Pursuit mode:** Whenever you draw two or more tokens showing any of Gear, Coast or Brake, in one instance of

damage, place a Débris marker on your space. If you draw just one, place an Oil marker instead. Oil produces a speed restriction of 1 in that space; débris adds a hazard whenever a die is placed on the space. Multiple Débris tokens in the same space have no additional effect. Track cleaners remove oil and débris once all racers have passed.

## Shunting and T-Boning

**GT or Pursuit mode:** During setup, take the two Danger tokens in your colour.

While moving, if you are in the space directly behind another car, at the same gear or one higher, and have a Danger token available, you may move both that car and yourself one space directly forward (this must be a legal move for both cars). None of the three spaces involved (the two occupied by cars and the one into which the front car is going to move) may contain any speed restrictions.

You may Shunt a car that's on the track at speed 0.

Give the target player one of your Danger tokens. This counts as a rolled hazard on their next turn, after which they return it to you. You also incur a hazard to yourself, which you may not buy off with Focus but may ignore with SISU.

You may also T-bone a car on the centre space of an Intersection tile and crossing your path (e.g. 141b, 142b). You must have both of your Danger tokens available, and the ability to clear that central space yourself; if you suffer a loss of control, do not resolve it until the space after the centre.

Change the target car to gear 0 (in the same colour) and turn it to face backwards along the track. While it is in this state, the central space is not considered to be blocked, and other cars may move through it freely.

Give the target care both of your Danger tokens, which count as *Hazards* on its next turn as above. Add two *Hazards* to your own count for the turn, which you may not buy off with Focus but pay ignore with SISU.

## Full Contact

**Ice or RX mode:** Pushing works like Shunting, but you may be more than one gear higher than the target car. You may push a single car only once per turn, unless it is the only car blocking your movement.

If your gear is higher than the target's, you each take Damage tokens equal to the difference.

You may push a car into track dangers (corners, jumps, water etc.) but not into a Shortcut; the target chooses whether to take the inside or outside line of a corner, and may not opt to Slide. If they are already in a Corner or Slide, you must adopt the same mode of movement as them. If they are pushed across a speed limit at a higher speed, they add a number of their own Danger tokens (if available) to their dashboard equal to the difference; into other dangers, just one Danger token. In both cases they ignore the normal effects of that space. If at the start of their next turn their count of Danger tokens equals or exceeds their hazard limit, they immediately suffer a loss of control at their current gear.

Pushing Through allows you to move into a space occupied by another car, if the full width of the track is blocked by other cars and you would otherwise have to end your move. The dice you place in its space must be higher than its gear or the gear of any cars in spaces alongside it. You draw damage equal to the difference between the placed die and the lowest of the cars in or alongside the target space; other drivers draw damage equal to the difference between the placed die and their gear.

## Redline

If your car is moving in the highest gear available to it, you may play a Brake die on its own to move into the next space, as though it were a Coast die. This counts towards your total number of gear dice (e.g. 6 for a GT6) and towards your total number of brake dice. It does not generate Focus or Second tokens in Flat Out mode.

## SISU

Take a SISU token at the start of the race. Once in the game, before, during or after rolling the dice, you may ignore any hazard symbols on dice for that turn. (hazard symbols gained from the track, and any automatic loss of control, still affect you as normal.)

## Weather

**RX mode:** Add six Weather tokens to the damage bag, and use the GT rules for weather, though weather may only change once during the race; or **Rommix's Weather** (p. 16). Turn dashboards according to current weather and tyre type. "1+1" Brake dice (rain tyres in dry weather) means that you can

use two brake dice in the turn, but not in the same space.

**Rally or Climb mode:** Add six Weather tokens to the damage bag during setup. Assume clear weather to start with. When the weather changes, flip all those asphalt/snow tiles which haven't yet been entered to the Snow side; if it changes again, to the Asphalt side; and so on.

## Handbrake Turn

**Rally or Climb mode:** You may move from an outer to an inner corner space, as long as you still make forward progress.

## Oxygen

**Climb mode:** When you are placing a die in a space in a tile with an Oxygen token (showing a coast die and -1, -2 or -3), the number of Coast/Leader dice available to you is temporarily reduced by that much. As you move off the tile, the limitation ends.

## Cloud/Fog

Tile with a Cloud/Fog token, the first die you place on this tile each turn produces an extra hazard (as if you had entered a Dangerous Corner space).

## Set-Up Mode

Alters **Customisation** (p. 2) to allow tweaked versions of standard cars. GT and R tokens do nothing but take up space. These are fixed in place.

When you perform a tyre change, you may rearrange the Track tokens. When you receive Assistance, you may rearrange all tokens you added. For GT dashboards use Sun and Rain rather than track types.

- R6: row 1 R, row 2 no-boost no-SISU
- R5: row 1 R, row 2 no-gear-6 no-SISU
- R4: row 1 R no-boost, row 2 no-gear-5 no-gear-6
- GT6: row 1 GT, row 2 no-boost
- GT5: row 1 GT, row 2 no-gear-6
- GT4: row 1 GT no-boost, row 2 no-gear-5 no-gear-6

## Improvisation

When rolling one-by-one, you may rearrange dice you haven't rolled yet.

## Checkpoints

**Rally mode:** at the end of a stage, you may add any number of 5-second tokens to your time (all players decide secretly) to try to avoid going first on the next stage.

## R5 Classic

**Rally or Climb mode:** This class of car replicates the cars of classic *Rallyman*. It should be used with its own Classic time cards.

Classic dashboards have no Brake dice, but may Double Downshift when on the correct road type for their tyres. Place a Gear die with a value 2 lower than your previous gear, but if it rolls a hazard you suffer an immediate loss of control. (As with a **Flying Start** (p. 9), you may not switch in or out of double-downshift if you suffer a *Loss of Control*.)

## Multi-Stage Races

### GT, Ice and RX races

If running a race series, award points based on finishing order.

All damage is repaired between races.

Place	1	2	3	4	5	6	7	8	9	10	11	12
Points	25	18	15	12	10	8	6	4	2	1	0	0

Table 1: Points by place

Starting order for the next race may be lowest point total in the first position to move (Rallyman BRDC).



Climb rulebook p. 7 says add up the times, but this is blatantly wrong IMO.

## Rally Races

A Rally typically consists of three stages on different courses. After each stage, add your stage time to your total time. The lowest total time is the winner of the whole race.

If Assistance is available, you may remove all damage tokens from your dashboard, change tyre types, and gain a new Spare Tyre card if needed.

Otherwise the car starts the next stage in the state in which it finished the previous one.

The starting order for the next race is the order of total times so far, lowest time starting first.

Return all time cards to their respective decks and shuffle; return all second tokens too.

## Climbs

A climb normally consists of running the same stage three times. Each driver's overall time is the lowest of the three. When a player finishes the course, flip one of their Try tokens. Since it's a time trial, players may immediately return to the start of the stage (re-Customising if desired, and removing all damage) and race again in order (maximum one start per round). Otherwise, treat as a Rally.

## Auto Tour

Run a series of races, typically alternating Time Trial (Rally, Climb) and Head to Head (GT, Pursuit, Ice, RX) modes.

Each player picks a single car and must use it for the whole series: when racing GT cars on mixed surfaces, or Rally cars on track, use the GT{4,5,6}/R or R{4,5,6}/GT dashboards as appropriate.

Alternatively you may use **Set-Up Mode** (p. 12) customisation starting with one of the standard classes. Customisation may be changed freely between races.

Optionally, limit Repairs to the ends of only some stages.

For head-to-head races, score Seconds equal to  $30 \times$  the finishing place: 30 for first, 60 for second, etc. The player with lowest total time starts the next race in first place.



The rules specify  $10 \times$ .

## Solo games

**GT or Ice mode:** at the end of each turn, add seconds based on your ending gear:

00	0	1	2	3	4	5	6
30	60	50	40	30	20	15	10

(30 seconds for 00 will be followed by 60 for the following 0.) At the end of the

race, subtract any Focus tokens you have left.

**Rally or Climb mode:** score times normally.

**Pursuit or RX mode:** not suitable for solo play.

## Course Design

### GT mode

- Short: 15 tiles  $\times$  1 lap
- Medium: 18 tiles  $\times$  1 lap or 12 tiles  $\times$  2 laps
- Long: 21 tiles  $\times$  1 lap or 16 tiles  $\times$  2 laps

### Ice mode

Ideally use the Snow tiles, 301b-324b. Tile counts as for GT mode.

### Rally mode, one stage

- Short: 10 tiles
- Medium: 14 tiles
- Long: 18 tiles

### Climb mode

Lengths as for Rally mode. Ideally use some Climb tiles (325, 326, 418, 419), and possibly add some Cloud, Oxygen and Fog tokens.

### RX mode

Include the pre-grid tile (401) as a starting point, connected into the circuit with a Y junction. Designate a start/finish line with the white gate, not on a corner space; usually but not always this is soon after the junction leading from the pre-grid tile onto the track; this defines the start and end point of laps.

Include a Joker track section, joined to the main circuit at two points. (Mark with red/green Joker start/end gates.)

Tile counts exclude Joker lap and pre-grid.

- Short: 9 tiles  $\times$  2 laps
- Medium: 12 tiles  $\times$  2 laps or 8 tiles  $\times$  3 laps
- Long: 16 tiles  $\times$  2 laps or 10 tiles  $\times$  3 laps

## Glossary

**JCB:** Jean-Christophe Bouvier, the designer of classic *Rallyman* (2009) as well as the games covered here. 3

**alongside:** a space that overlaps longitudinally with another. For example, the inside-corner space of tile 107a is alongside both of the outside-corner spaces. Shortcut spaces are *not* considered to be Alongside their associated corners. 6, 8, 11, 11

**blocked:** If you cannot place any dice in your turn, for example because a car in front of you is going too fast for you to overtake, you are Blocked. Skip that turn. 4, 11

**hazard:** A ! symbol, given by rolling dice or crossing certain track elements. If you reach or exceed the hazard limit shown on your dashboard, you suffer **Loss of Control** (p. 7). 3, 5, 5, 6, 7, 7, 8, 9, 10, 10, 10, 10, 10, 10, 11, 11, 11, 12, 12

**loss of control:** a failure to complete a move as intended, leading to an unplanned stop and possibly damage to the car. 4, 4, 4, 5, 5, 6, 7, 7, 7, 7, 9, 9, 10, 11, 11, 12

**obstacle:** Anything that occupies a track space and prevents you from entering it. This is most typically another car, but could also be one of the "chicane" (hay bale) tokens.

**track type:** The surface of a particular section of track: asphalt, gravel, snow, etc. 3, 3, 7, 7, 10, 12

## Rommix's Weather

This is a third-party rule set which Roger feels does a better job of modelling changing weather than the standard damage token. The canonical version of these rules is at BGG (<https://boardgamegeek.com/filepage/196090/>); this text is based on v2.4 modified to use fewer components, but you will still need a marker showing whether the track is currently Wet or Dry and a couple of d10.

It is designed for GT and Pursuit modes but can be used with **Weather** (p. 11) in other modes.

During setup, roll and note the forecast on the Weather Table. This will not change during the race.

Then determine the initial weather state (WS) number with a d10 roll. If this is 6 or below, starting conditions are dry; 7 or more, wet.

When the round marker is turned to white (i.e. at the end of turns 2, 4, 6, etc.), and whenever anyone draws one or more weather damage tokens, roll a d10

and look it up on the line of the table for this race's weather forecast. Read down to the "change" row, and modify the WS by the number shown, -2 to +2 (minimum 1, maximum 10).

If the current WS is 5 or below, turn the weather marker to dry; 7 or above, turn it to wet. On a 6, continue with the previous conditions.

Forecast roll	Forecast	In-game roll				
		1-4	5-6	7-8	9-10	
1	very sunny					
2	sunny	1-2	3-6	7-8	9-10	
3	partly cloudy		1-4	5-8	9-10	
4	slightly unstable		1-2	3-8	9-10	
5	unstable		1-4	5-6	7-10	
6	very unstable	1-2	3-4	5-6	7-8	9-10
7	drizzle		1-2	3-6	7-10	
8	rainy		1-2	3-4	5-8	9-10
9	stormy		1-2	3-4	5-6	7-10
10	no change			1-10		
change →		-2	-1	±0	+1	+2

Table 2: Weather Table