

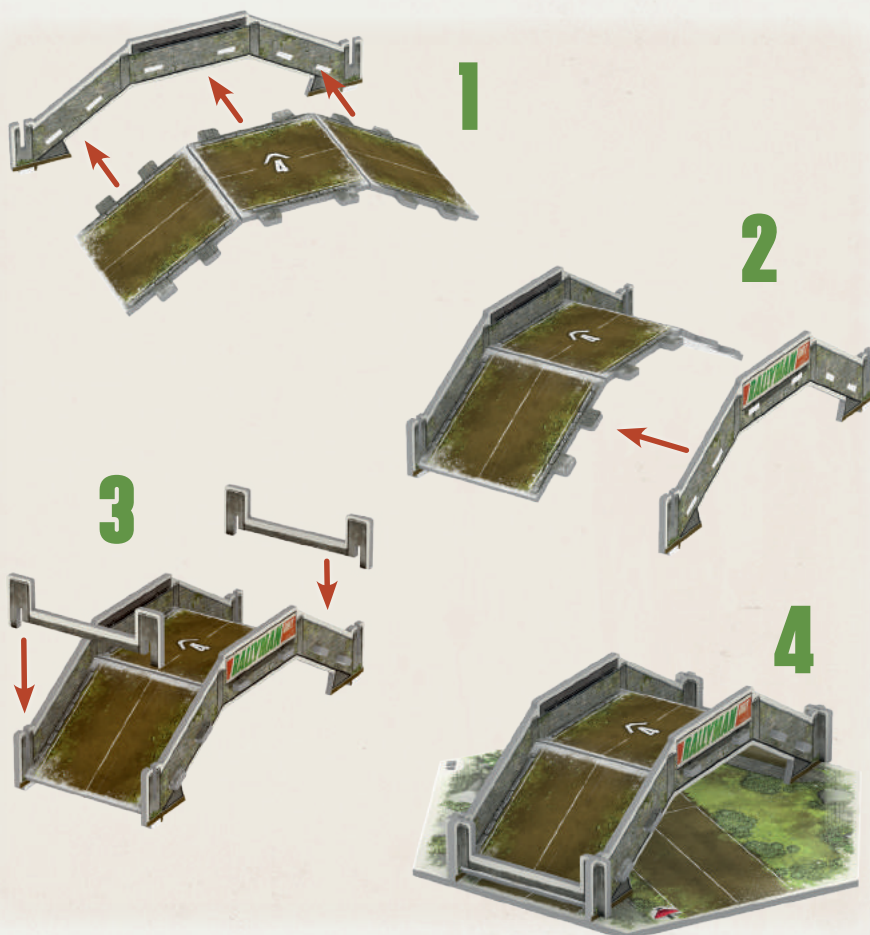
RALLYMAN DIRT

COPILOT PACK

Greetings, Drivers! This booklet covers the rules for all content unlocked during the Rallyman: DIRT crowdfunding campaign. We hope they add a lot of fun and replayability to your games!

THE BRIDGE

The Bridge acts just like a normal tile in *Rallyman: DIRT*, with regular spaces and a Danger level. It possesses no special rules aside from the fact that it allows you to have two parts of the track cross one another. It's used to create some unique track layouts for your games of *Rallyman: DIRT*!



SOFT TIRES

Soft tires are an additional type for your car. They start with excellent traction, but will wear out over the course of a race...

Content

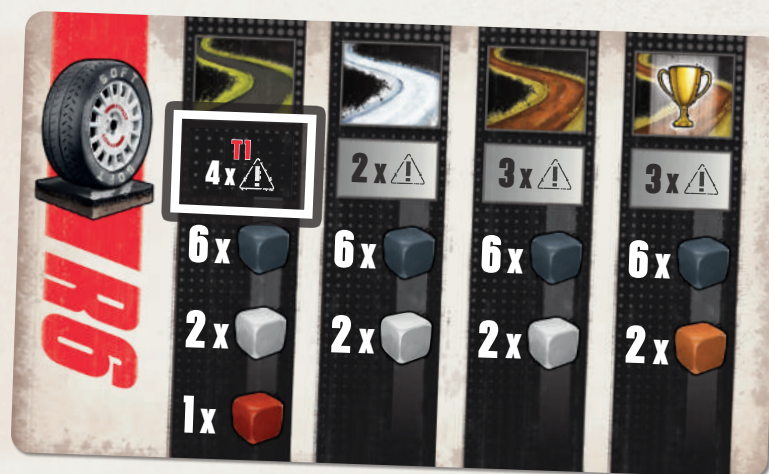
- 6 R6 Soft Tire Dashboards
- 6 R5 Soft Tire Dashboards
- 6 R4 Soft Tire Dashboards
- 18 Wear markers



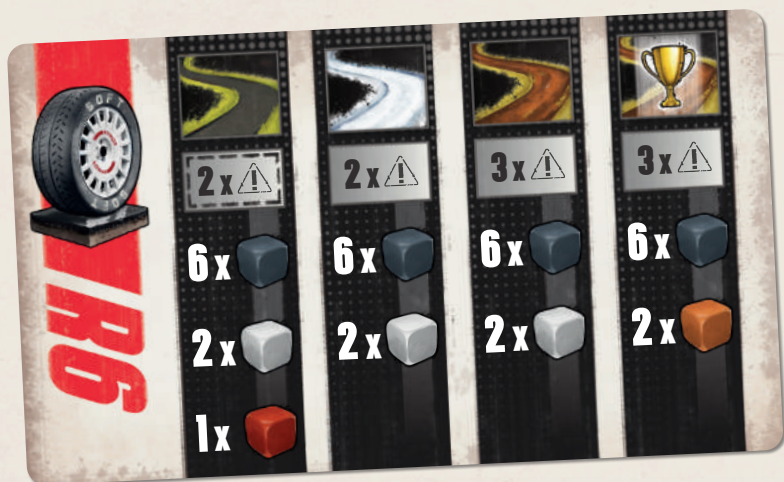
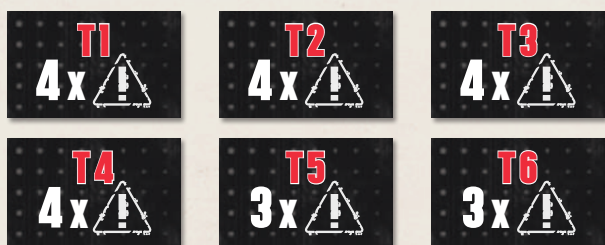
Soft Tire icons

Rules

The Soft Tire Dashboard acts exactly like other Dashboards. They contain the same information and can be switched into or out of during Assistance.



However, the adherence of Soft tires will degrade as a race goes on. At the start of the game, place the Turn 1 (T1) Wear marker on your Dashboard, in the spot with the dotted outline. At the end of your first turn you'll flip it over to Turn 2 (T2) and at the end of your second turn, take the Turn 3 (T3) Wear marker, etc. This effect happens at the end of each turn regardless of what Track type you are on.



When moving on Track types shown to be affected by the marker, apply the ⚠️ limit indicated on it. The ⚠️ limit on these markers will degrade over time until, on Turn 7, the token is removed and the 2 ⚠️ limit shown on the Dashboard will take effect.

Any unaffected Track types follow the ⚠️ limit shown on the Dashboard.

When receiving Assistance, you may opt to replace your Soft tires instead of changing them out for another type. Replace your current Wear marker with the T1 marker. At the end of your next turn you'll flip this marker over to T2, and so on.

You do not replenish your Wear marker when using the Spare Tire card.

RX Soft Tire Dashboards

Included in this pack are 36 cards to use with the Rx expansion for Rallyman: DIRT.

18 GT/R SOFT TIRE DASHBOARDS

These are Soft tire cards for GT cars participating in rally races. They follow the same rules described in this rulebook.

18 R/GT SOFT TIRE DASHBOARDS

These are Soft tire cards for R cars participating in circuit races. They follow the same rules described in the Adrenaline pack rulebook.

TRACK TOKENS

These Track tokens can be used to turn normal spaces on a Track tile into something much more interesting. Combining these tokens together with pre-existing Track effects can make for some very unique situations that drivers will have to plan their moves around. Just one or two Track tokens can completely change the dynamic of a Stage!

Contents

3 Jump tokens
3 Water Hazard tokens

6 Chicane tokens

Rules

These tokens can be placed across any spaces that do not already contain a Track effect. You may include as many or as few as you like in your stage designs.

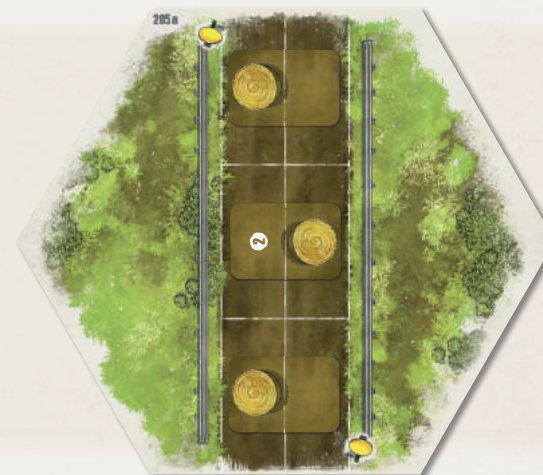
WATER HAZARD AND JUMP TOKENS

These tokens give the spaces they occupy the Jump and Water Hazard special rules as described in the main rulebook.



CHICANE TOKENS

Unlike the other tokens, Chicane tokens are best used in groups of 2 or more with at least one indicating a Speed Limit.



The Speed limit shown on Chicane tokens must be respected just like those on a Corner space as described in the main rulebook.

The spaces with hay bales are impassable. A car may never move through a space containing one.

CLASSIC DASHBOARDS

These Classic Dashboards have the same dice layout as the original Rallyman from 2009. A little taste of nostalgia for long time Rallyman players and a glimpse into the past for newcomers!

Contents

12 Classic Dashboards



Classic Dashboards also include a Soft Tire type. These follow the same rules described earlier in this rulebook.

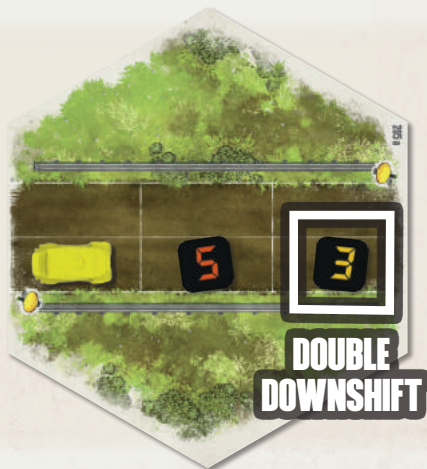
Rules

These Dashboards behave exactly like normal Dashboards except that Brake dice are replaced by the Double Downshift ability.


DOUBLE DOWNSHIFT 2x

A car may only perform a Double Downshift whilst on the same Track type as their Tire type, as indicated by the icon.

When performing a Double Downshift, instead of placing a Gear die as per the normal rules, a player may instead place a Gear die of a value of 2 less than its current Gear.





A Double Downshift can be used at any time during a player's move and on multiple spaces if they so wish. You may not perform this action multiple times in the same space.

However, if a die used to perform a Double Downshift rolls a  the driver suffers an automatic Loss of Control on that space.

You may use Second tokens to secure these dice when rolling one by one.

You may perform a Flat Out move when using this rule but do pay special attention to the results of the dice used to perform Double Downshifts.

If you suffer a Loss of Control during a Flat Out move involving a Double Downshift, whatever the cause, you may still reorganise your dice as per the normal rules. Dice used to perform a Double Downshift must still be used to perform this action once reorganized, whether they rolled a  or not. When a Double Downshift die that rolled a  is reorganized, it will cause the Loss of Control to be resolved in its space if it does not occur before.

GEAR DICE

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

Classic Time cards



Additionally, the Time cards for Gear 5 are slightly different when playing with Classic Dashboards. Replace the normal Gear 5 Time cards with these Classic ones which reflect the time score from the original version of the game.

00 TIME CARDS

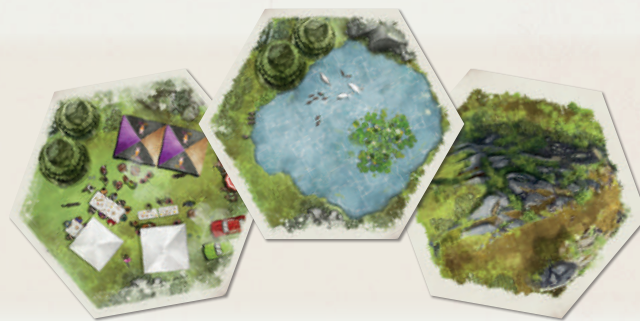


These cards are for use with the solo mode of Rallyman: GT, for when you want to use Time cards to track your times instead of the Solo sheet.

When doing so, you take a Time card of the Gear you end your turn in instead of noting it on your Solo sheet. Total up the value of all your cards at the end of the game, minus 1 second per remaining Focus token, to get your final score.

Damage caused by a Loss of Control is still dictated by the GT Dashboards, not the time cards.

FILLER AND PODIUM TILES



These 3 tiles are purely aesthetic and allow you to add some extra flair to your tracks.



You can add this tile to the end of the final stage of your rally to line up the winning cars on.

