

R5



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EXPANSION

RALLYMAN DIRT

Playing with R5 cars

R5 cars follow all the normal rules in *Rallyman: DIRT* and have access to the dice shown on their Dashboards. However:

GEAR DICE

An R5's maximum Gear is 5. They cannot use the Gear 6 die.



BOOST DIE

R5'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. See the Boost die card for more details.



Boost die

Use your R5's unique boost die to produce some rather explosive bursts of speed which will give you new ways to navigate the twists and turns of your favourite stage!

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 dice that is

2 gears above your current speed and then move one space.

Just like with the Brake dice, it is possible to use Second 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 Second tokens, they may not secure the roll.

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

