

RALLYMAN DIRT



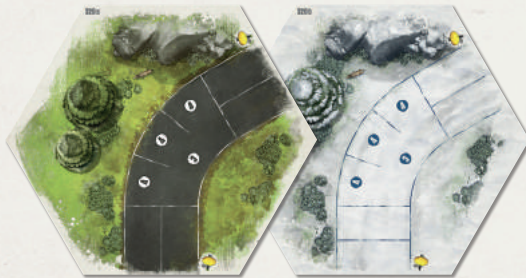
110 %

Get ready to race on two new Track types: Asphalt and Snow. Push your driving skills to the limit as you race across different terrain in the same Stage in order to get the best time possible!

The 110% expansion brings a new set of tiles for you to build your stages with. These feature Snow and Asphalt Track types which can be used on their own or mixed together along with Gravel tiles from the core box to produce some really unique Stages. Add to this the new Tire types you'll be able to choose from, and you'll be pushing your rally experience to a whole new level!

COMPONENTS

24 double-sided Track tiles



6 Dashboards

6 Weather tokens



96 Second tokens

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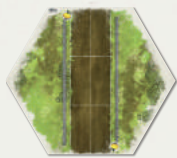
Stephane, Gaz, Andy, Patrick, Georgina, Matthieu, Kayla, Owen, Olivier, Yann, Nicolas, Glenn, Gaël.

***And of course, all of our KICKSTARTER BACKERS
THAT MADE THIS GAME POSSIBLE!***

RULES

Track and Tire types

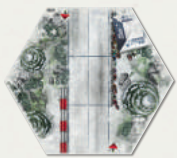
You now have 3 types of Track available to you for your rallies:



Gravel



Asphalt



Snow

Rallyman: DIRT core box 110% Expansion

To complement this you now have 3 different Dashboards available to you, each representing a different Tire type:



Gravel



Asphalt



Snow

Rallyman: DIRT core box 110% Expansion

Each Tire type behaves differently on different types of Track, as represented by the various dice and  values.

Building your stages

You can now build Stages featuring Asphalt, Snow and Gravel sections. You can use as many or as few types of Track as you want when constructing your Stages to make them as interesting and as thematic as you like!

You could, for example, create a track that tells a story: like a section of dirt road that winds its way through the woods before climbing up into the mountains and some more snowy terrain.

Or you could use all three types of Track, changing in quick succession to create a challenging course that players need to work their way through with care.

It's all up to you and the type of Stages you want to play! To give you some inspiration though you'll find some examples of stages and full rallies at the end of this book.

Choosing your Dashboard tires

At the start of a rally

Players may choose their tires freely at the start of the first Stage of a rally (or at the beginning of the game in the case of a one shot race) and may modify their choice of Dashboard up until the beginning of their first turn. This can be used to better tackle track conditions and adapt to the progress of the other drivers.

During a rally

If Assistance was available at the end of the previous Stage, then you may change your tires at the beginning of the next one as if it was the start of the rally, as described above. If no Assistance was available then you may not change your tires at the start of a Stage.

The Spare Tire card does not allow you to change your tire type when using it.

When changing tires you must choose a Dashboard of the same car category as the previous one (R6 or R4, R5 in the case of expansions).

Using your dice

When planning your move, each new die placed cannot exceed the limits on your Dashboard for the Track type it is placed on.

Each column represents the types and maximum number of dice you can place on each type of track during your turn. This applies whether you're staying on one type of track for the entire move or changing part way.

When using the basic Gravel tires from the core box we can see that on a Gravel tile you can place all 6 Gear dice as well as one Brake and both Coast dice (A).

However when on a Snow tile the column shows that only a maximum of 5 Gear dice can be placed, Brake dice aren't available and whilst you can still Coast, you need to use the more dangerous Leader dice (B).



In this example, the player starts the race on a Snow tile. They place their dice following the normal rules but soon realize that they cannot place their 6th Gear die as they can't quite reach the gravel tile and, according to the Gravel tire Dashboard, these tires only allow you to place a maximum of 5 dice when you're on snow.



LEADER DICE

Some tire types indicate that you must use the Leader dice instead of your normal Coast dice on certain Track types. These represent conditions where your tires are performing well but there's still a bit more risk involved, hence the use of the more dangerous Leader dice. You **MUST** use these dice when on that type of track, even if you are not the first player that turn.

You do not have to use Leader dice if you are the first player when on Snow or Asphalt track. This only happens when you are the first player on Gravel.

By extending their move by using a Leader die, they can now reach the gravel tile. This allows them to place their 6th Gear die down and use the regular white Coast dice.



Rolling the dice

Dice are still rolled in exactly the same way: Rolling one by one or Flat Out. But, if your move covers more than one track type, your ⚠️ limits are handled differently.

When rolling one by one: If you go from one space and type of track where you had not rolled enough ⚠️ to suffer a Loss of Control to another space and type of track where you have as many or more ⚠️ as shown on the Dashboard, you immediately suffer a Loss of Control in that space.

A player with Asphalt tires moves along a gravel section of the stage where they have a limit of 3⚠️. As they approach the Snow tile they roll 2⚠️. This is not enough to cause a Loss of Control on the Gravel section but if they decide to cross onto the Snow tile, they'll immediately suffer a Loss of Control on the first space.

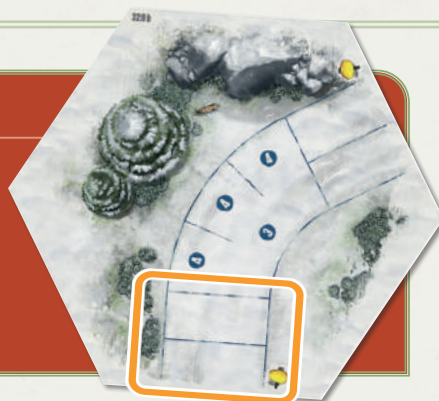


When going Flat Out: Make the roll as per normal. However, your ⚠️ limit is the lowest value of all the track types you cross during that move.

A car performs the same move as before but this time goes Flat Out. As they have a limit of 3⚠️ on Gravel but only 2⚠️ on Snow, the entire Flat Out roll counts as having limit of 2⚠️. If they rolled the two ⚠️ before reaching the Snow tile this would still cause a LoC, even though their limit on Gravel is usually 3⚠️.

SNOW SLIDE SPACES

Some spaces on Snow tiles can span the width of the track. These should be treated in the same way as Sliding spaces as described in the main rulebook except that they are mandatory.



ADVANCED RULES

Weather

Some rallies are known for their abrupt changes in weather mid-race which completely alter the way drivers have to tackle a Stage. With these rules you can include such sudden shifts in your races too!

To use this additional rule, add the 6 Weather tokens to the Damage bag before the race begins. When playing a multi-stage rally you can include these on some Stages but not others in order to mix things up a bit and give certain Stages more theme!

When a Weather token is drawn from the Damage bag during a Shortcut or Loss of Control: Identify the car currently the furthest along the stage and the Track tile it is on. Flip all the Snow and Asphalt tiles ahead of it to their opposite side.



Each tile is placed back down so that the shape of the Stage remains unchanged. However, the new spaces and track elements shown are now in full effect. Tiles can be flipped multiple times during a race. If more than one Weather token is drawn at once, apply the effect of one Weather token and ignore the others.

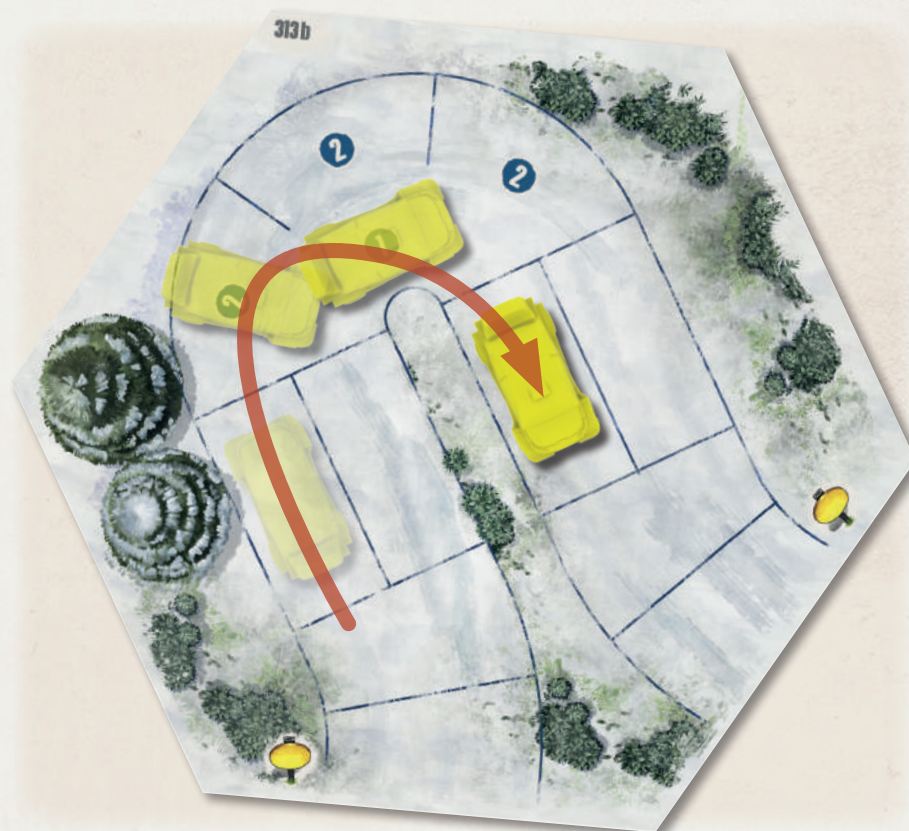
The token is placed on the player's Dashboard as per the normal rules. These tokens are returned to the Damage bag at the end of the Stage and are not noted on the rally sheet in the case of multi-stage events.

Handbrake turn

Rally cars are monstrously powerful but a skilled pilot can make their car dance by using every tool at their disposal. One of their favorites is the humble handbrake.

When entering a corner by drifting round the outside you may ignore the following rule from the core rulebook: *Drivers must decide how to tackle each corner as they enter it and cannot change methods mid corner.*

You may therefore go from an outside space on a turn to an inside space connected to it. This gives you even more room to refine your moves each turn!



The one exception to this is that each move must still take you further along the track as per the main rulebook. Therefore you cannot go from the final outside space of a corner to the inside.

This only applies when going from the outside of the corner to the inside. You cannot go from the inside to the outside.

READY TO PLAY

RALLY 7

by Dwayne Karenko

SS1

- | | | |
|----------|----------|----------|
| 1 x 201b | 1 x 310a | 1 x 320a |
| 1 x 301a | 1 x 312a | 1 x 322a |
| 1 x 302a | 1 x 313a | 1 x 323a |
| 1 x 308a | 1 x 315a | |

SS2

- | | | |
|----------|----------|----------|
| 1 x 201b | 1 x 315a | 1 x 320a |
| 1 x 301a | 1 x 316a | 1 x 321a |
| 1 x 302a | 1 x 317a | 1 x 324a |
| 1 x 306a | 1 x 319a | |

SS3

- | | | |
|----------|----------|----------|
| 1 x 301a | 1 x 311a | 1 x 319a |
| 1 x 302a | 1 x 313a | 1 x 320a |
| 1 x 309a | 1 x 317a | |
| 1 x 310a | 1 x 318a | |

RALLY 8 - Tribute to Fabio

by Dwayne Karenko, Roger BW and Aaron Steward

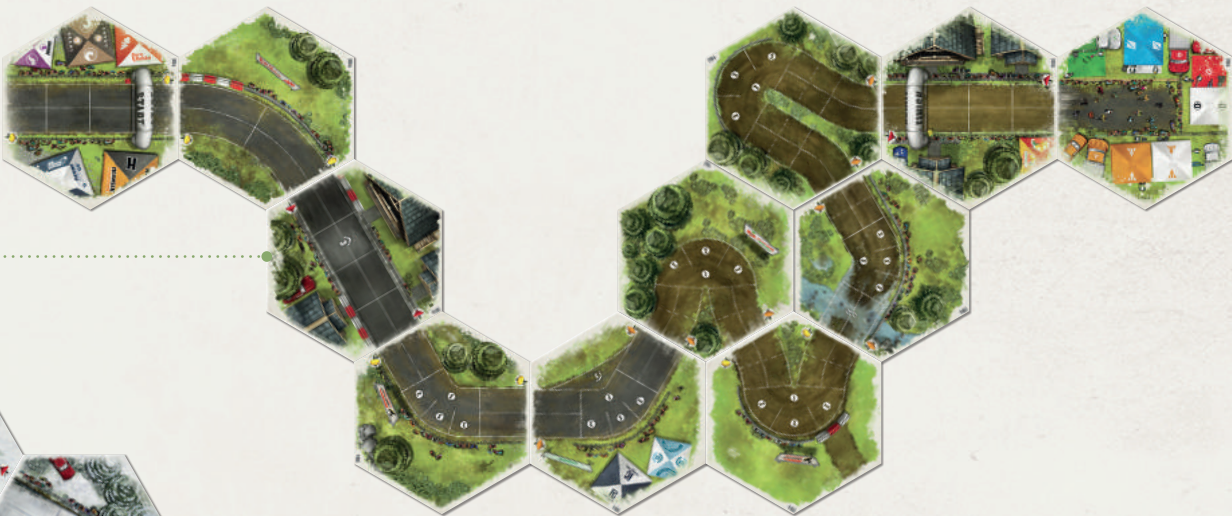


SS1

- | | | |
|----------|----------|----------|
| 1 x 201b | 1 x 307b | 1 x 315b |
| 1 x 301b | 1 x 308b | 1 x 318b |
| 1 x 302a | 1 x 313a | 1 x 323a |
| 1 x 306a | 1 x 314a | |

SS2

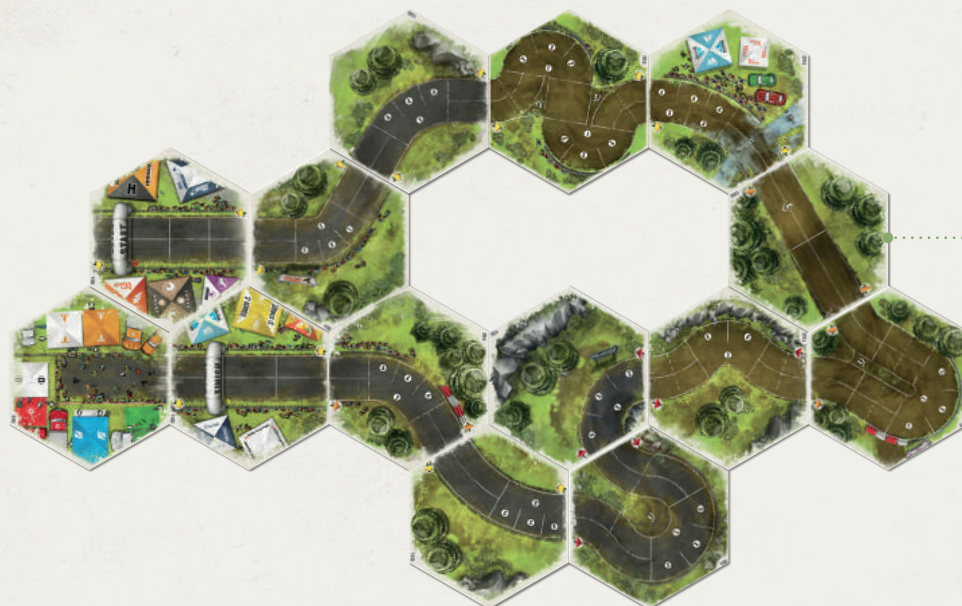
- | | | |
|----------|----------|----------|
| 1 x 201b | 1 x 218b | 1 x 308a |
| 1 x 203b | 1 x 219a | 1 x 316a |
| 1 x 211a | 1 x 301a | 1 x 317a |
| 1 x 212a | 1 x 307a | |



SS3

- | | | |
|----------|----------|----------|
| 1 x 202b | 1 x 214b | 1 x 315b |
| 1 x 208b | 1 x 229a | 1 x 318b |
| 1 x 209a | 1 x 302b | 1 x 321b |
| 1 x 212a | 1 x 306b | |





SS1

1 x 201b	1 x 226a	1 x 318a
1 x 204b	1 x 301a	1 x 319a
1 x 215b	1 x 302a	1 x 320a
1 x 219b	1 x 315a	1 x 323a
1 x 225b	1 x 316a	



SS2

1 x 201a	1 x 220a	1 x 301a	1 x 320b
1 x 205b	1 x 226b	1 x 302b	1 x 323a
1 x 213b	1 x 231b	1 x 306b	
1 x 218b	1 x 232b	1 x 318b	



SS3

1 x 301b
1 x 302a
1 x 306a
1 x 308b
1 x 309a
1 x 314b
1 x 317a
1 x 318a
1 x 319b
1 x 320a
1 x 324b