

12 Phase Turn:

- 1) The Black cards are shuffled and dealt, 1 card to each player.
- 2) The Mysteron player reveals himself by turning his card over and bowls his three Standard d6 dice and a d3 Road Bonus Dice (RBD).
- 3) The Mysteron player nominates a single Neutral Vehicle on the road and turns it into a(nother) Mysteronsed vehicle
- 4) The Umpire moves **ALL** non Mysteronised vehicles using the Mysteron players RBD
- 5) The Mysteron player moves his vehicles by using the roll he has already made: one Standard dice each plus the RBD (if applicable) for each Spectrum vehicle (the SPV and the Patrol Car) and the remaining Standard dice and the RBD (if applicable) for each Mysteronsed vehicle. He moves these in **ANY** order.
- 6) After each individual vehicle is moved, the Mysteron player may attack any targets or opportunity (Spectrum or neutral vehicle) by shooting or ramming. These attacks are carried out **immediately** after each vehicle's movement (so - **move, attack; move, attack, move, attack** etc).
- 7) The Mysteron player moves the Mysteronsed Jetcopter to any position to the side or rear adjacent square of any target vehicle (Spectrum or neutral vehicle) on the rear two boards and may attack it via shooting **ONLY**. He then repeats this Jetcopter attack on the front two boards. This **ends** the Mysteron player's turn.
- 8) Player 2 reveals himself by turning his card over and bowls his three Standard d6 dice and a d3 Road Bonus Dice (RBD).
- 9) Player 2 player moves his vehicles by using the roll he has made: selecting two standard dice from the three thrown, he chooses one Standard dice each plus the RBD (if applicable) for each Spectrum vehicle (the SPV and the Patrol Car) and uses the RBD **ONLY** to move the MSV. Player 2 may attack any Mysteronised Spectrum or neutral vehicle by shooting or ramming (including ramming with the MSV). Attacks are carried out **immediately** after each vehicle's movement. This ends the turn for player 2.
- 10) Phases 8 and 9 are **repeated** for player 3.
- 11) Phases 8 and 9 are **repeated** for player 4.
- 12) End of the turn. **Start again at Phase 1**

Shooting and Ramming by player vehicles

RAMMING	<p>Position: When your vehicle lands exactly on an target vehicle (or – in a Side Swipe Ram - when your two square coach or heavy lorry lands with it's rear square exactly on a target vehicle</p> <p>Attack: You and your opponent each throw a Standard Die. You each add the number you throw to your car's rank (see special cases, of SPVs, MSVs, Heavy Lorries and Coaches)</p> <p>Outcome: The player with the higher total wins damaging (or destroying) opponent.</p>
SHOOTING	<p>Position: When your car (or Jetcopter) lands within TWO spaces behind one or more target vehicle (see special cases of SPVs - they are 4 spaces directly behind). With a standard vehicle, this can be in line behind or diagonally to the rear, left or right. If there are two cars sharing a space, chose the target before you fire (see special cases of SPVs and Coaches)</p> <p>Attack: You throw a Standard Die.</p> <p>Outcome: If the number thrown is equal to or higher than the target vehicle's rank, you win and it becomes a wreck. At Short range (1 space standard, up to 2 spaces for an SPV) the target vehicle's rank is reduced by one. If the number is lower than the target car's rank, no effect. In all cases both cars always remain in the same space.</p>

Crashing through a wreck: If, after throwing the **Standard Dice** (and **Road Bonus Die**), you find that your way is blocked by a wrecked vehicle throw 1 **Standard Die**:

If you throw a **4, 5 or 6**, you may land on the same space as the wreck (if that's where your move ends) or pass through it.

If you roll a **1, 2 or 3**, your car becomes another wreck. Put a smoke marker on the space with both wrecks.

A SPV, MSV, Coach or Heavy or Light Lorry/Truck only wrecks on a roll of a **1 or 2**. A roll of a **3, 4, 5 or 6** means it is safe and may carry on through the space.