

INTRODUCTION

In the bleak future of **Wreckage**, road warriors from across the wasteland have come to the arena to compete for fame, fortune, and—most importantly—fuel.

Object of the Game

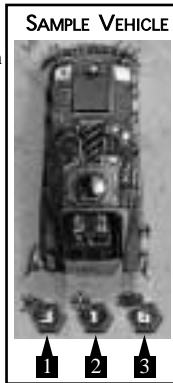
In **Wreckage**, each player controls a vehicle competing in the death rally arena. The arena contains five gas can counters. By capturing three of the five counters with your vehicle, you will win the game. In order to capture the gas cans, you may have to destroy your opponents' vehicles while they are trying to destroy yours.

Components

Vehicles

Wreckage includes eight vehicles printed on four vehicle counters. (Each counter has a different vehicle on its front and back, for a total of eight vehicles.) Each vehicle has a color (red, blue, green, or yellow). Each vehicle also has its own Acceleration, Handling, and Structure score.

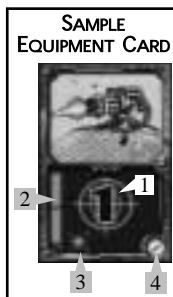
- Acceleration:** This score tells you how quickly your vehicle speeds up and slows down.
- Handling:** This tells you how maneuverable your vehicle is, and therefore how easily it can dodge incoming attacks.
- Structure:** A vehicle's Structure is how much damage it can take before being destroyed. If your vehicle receives a number of *hits* equal to or greater than its Structure, it is destroyed!



Equipment Cards

Before the game begins, you may modify your vehicle by giving it weapons and other special equipment. Each equipment card has several numbers and icons on it describing its effects.

- Attack Score:** If the equipment is a weapon, this number tells you how many damage cards to draw when you attack with this weapon. (Attacking and damage cards are described later in these rules.)
- Range Bar:** If the equipment is a weapon, this bar tells you whether the weapon has short range (one bar) or long range (two bars).
- Icons:** The icons here tell you what, if any, special effects the equipment has. (The icons and their meanings are listed later in these rules.)
- Equipment Type:** This icon tells you whether the equipment is a *weapon* or an *upgrade*. A bullet icon indicates the equipment is a weapon. A gear icon indicates an upgrade.



Speedometers

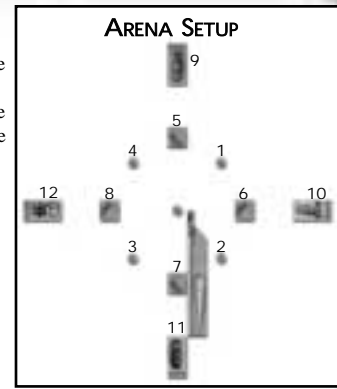
The game includes four speedometers, which are used to track the players' vehicles' current speeds. Each speedometer has a needle. To indicate your vehicle's current speed, point the needle at the appropriate speed level (0 through 4).

Steering Cards

There are four decks of steering cards (called "steering decks") in the same four colors as the vehicles (red, blue, green, and yellow). At the beginning of each round, you choose two cards from your steering deck that you will play this round. (Steering cards and their effects are explained later in these rules.)

Damage Cards

These cards have zero, one, two, or three *hits* printed on them. Some cards also have additional damage effects (*spin-out* or *critical hit*) on them. These cards are known collectively as the "damage deck." When there's a chance that a vehicle may take damage, you draw cards from the damage deck to find out how many hits the vehicle receives. (Damage cards are described in detail later in these rules.)



Ruler

The ruler is used to measure vehicle movement, weapon range, and vehicle turning (as explained below). The ruler is divided into short range (half the length of the ruler) and long range (the full length of the ruler). On the reverse side, it is also divided into three "spaces," which are used to measure vehicle movement.

Other Counters

- Obstacle Counters:** These represent various obstacles placed in the arena to add danger and excitement to the death rally. (Note that obstacle counters are double-sided and have *optional* obstacles printed on their backs. Optional obstacles are detailed at the end of these rules. In the basic setup below, use the obstacles shown on this page.)
- Gas can Counters:** These counters represent the gas cans. The first player to collect three of these counters wins.
- Spin-out Counter:** This counter is used to determine a vehicle's facing after it spins out. (See "Damage" below.)
- Hit Counters:** These counters are used to keep track of how many hits a vehicle has taken.
- Initiative Counters:** These are used to show the order in which the players take their turns during the game.

SETTING UP THE GAME

Wreckage is set up in four steps:

- Choose your vehicle
- Equip your vehicle
- Set up the arena
- Shuffle the damage deck and set speeds

1. Choose Your Vehicle

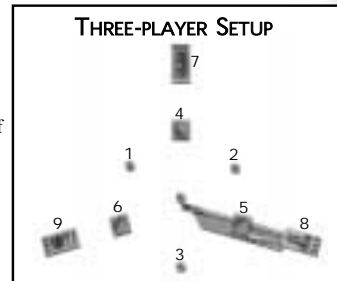
Randomly choose a first player. Starting with the first player and going clockwise around the table, each player chooses one of the four vehicle counters, decides which of the two vehicles printed on that counter he will use this game, then places that vehicle in front of him.

Example: Dave chooses the blue vehicle counter (which has both a sedan and a classic car on it), and decides to use the sedan. He places the counter sedan-side up in front of him.

Once you have chosen a vehicle, take the steering deck in that vehicle's color and place it in front of you. Finally, take one of the speedometers and place it in front of you.

2. Equip Your Vehicle

Put all the weapon and upgrade equipment cards into a single "equipment deck."



Starting with the *last* player to choose a vehicle and going *counter-clockwise* around the table, each player chooses one card of equipment from the equipment deck, places it face-up in front of himself, then passes the deck to the next player. The deck is passed around the table three times in this fashion until each player has three cards of equipment. Each player sets his three equipment cards in front of him near his speedometer. The remaining equipment cards are set aside and not used in this game.

Note: At least one of your three equipment cards should be a weapon. It's very difficult to damage an opponent's vehicle without weapons.

Example: Dave chooses the "machine gun" equipment card, then passes the equipment deck to the player on his right. When the deck comes back around, he chooses the "rear weapon mount." When he receives the deck the third and final time, Dave had hoped to choose the "ram" card, but someone else has already taken it, so he chooses the "flamethrower" instead.

3. Set up the Arena

After all the players have chosen and equipped their vehicles, set up the playing area according to the "Arena Setup" diagram. To do so, you will need to use the ruler to measure "short range" and "long range."

- Place a gas can counter at the center of the playing area.
- Place the other four gas can counters at the locations marked 1 through 4 on the diagram. (That is, at short range from the central counter.)
- Place four obstacles at the locations marked 5 through 8 on the diagram. (They are also at short range from the central counter.)
- In a **four-player** game, place the players' vehicles at the locations marked 9 through 12 on the diagram, at long range from the central counter. Place the first player's vehicle first (in position 9), then the next player's vehicle at position 10, and so on, until all the vehicles have been placed. In a **two-player** game, place the players' vehicles at positions 9 and 11.

Three-Player Setup

A three-player game is set up the same as described above, but uses only four gas cans, and is set up as illustrated in the "Three Player Setup" diagram. Three gas cans are placed at locations 1 through 3, three obstacles are placed at locations 4 through 6, and the players' vehicles are placed at locations 7 through 9.

- Shuffle the Damage Deck and Set Speeds
Shuffle the damage deck and place it within reach of all the players.

Using their speedometers, the players now secretly set their vehicles' current speeds at any speed from 0 to 4. The players reveal their vehicles' speeds simultaneously and the game begins.

PLAYING THE GAME


The game is played in a series of **rounds**. Each round is broken into two steps: **Planning** and **Steering**.


Step One: Planning


Your steering cards represent actions (turning, speeding up, etc.) your vehicle can execute. During the Planning Step, you must choose, from your steering deck, two steering cards you want your vehicle to execute this round.

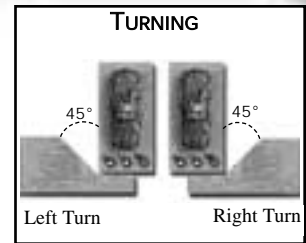
Place your two steering cards face-down in front of you *in the order in which you want them to be executed*. For example, if you want your vehicle to turn left, then slow down, place "Turn Left" face-down in front of you, then "Decelerate" face-down to the right of it.


Each vehicle's steering deck includes five basic actions:


 **Accelerate:** When this card is executed, you may *increase* your vehicle's current speed a number of levels up to its Acceleration score. For example, if your vehicle's current speed is 2, and its Acceleration score is 1, you may increase its current speed to 3. If its Acceleration score were 2, you would be able to increase its current speed to 3 or 4. You may not increase your vehicle's speed to more than 4.

 **Decelerate:** When this card is executed, you may *decrease* your vehicle's current speed a number of levels up to its Acceleration score, to a minimum of 0.

 **Turn Right:** When this card is executed, you may rotate your vehicle up to 45 degrees to the right. Place the ruler against your vehicle's right rear corner as illustrated in the "Turning" diagram. Now pivot your vehicle on its *right rear corner* as far as you want, but no further than the edge of the ruler.



 **Turn Left:** When this card is executed, you may rotate your vehicle up to 45 degrees to the left. Place the ruler against your vehicle's left rear corner as illustrated in the "Turning" diagram. Now pivot your vehicle on its *left rear corner* as far as you want, but no further than the edge of the ruler.

 **Duplicate:** You may only choose "Duplicate" as your second card, since it merely "duplicates" the effects of your first card. When this card is executed, it has the same effect as if it were your first card. For example, if your first card was "Accelerate," then "Duplicate" would allow you to increase your vehicle's current speed again. Or if your first card was "Turn Right," then "Duplicate" would allow you to turn right once more.

Note: Each steering deck also includes two *special* steering cards, which are described later in these rules.

Players choose and place their steering cards simultaneously during the Planning Step. When all the players have placed their steering cards, the Planning Step is over.

Step Two: Steering

The Steering Step is when vehicles move, execute steering cards, and shoot at each other.

The Steering Step is divided into *two* Action Phases. During the *first* Action Phase, each player reveals and executes his *first* steering card. During the *second* Action Phase, each player reveals and executes his *second* steering card.

Action Phase

Each of the two Action Phases is divided into two steps: *Initiative* and *Driving*.

Initiative Step

The order in which the players take their turns is based on their vehicles' current speeds.

The player whose vehicle has the *highest* current speed goes *first*, followed by the player with the next-highest current speed, etc. If two vehicles have the same current speed, the player whose vehicle has the highest Acceleration score goes first.

To keep track of initiative, give the "1" initiative counter to the player whose vehicle goes first, the "2" counter to the second player, the "3" to the third, and "4" to the fourth.

Driving Step

Starting with the player with the "1" initiative counter, each player takes a turn. When that player's turn is over, the player with the "2" initiative counter takes a turn. Play continues in this fashion until all players have taken a turn.

When each player has taken *one* turn, the *first* Action Phase is over, and a *second* Action Phase begins with a *second* Initiative Step.

When each player has taken *two* turns, the *second* Action Phase is over. Take the two steering cards in front of you (both of which have been revealed), put them back into your steering deck, and begin a new round.

Your Turn

During each of your turns, you may execute your steering card, move your vehicle, and fire at an opponent's vehicle.

1. Reveal and Execute your Steering Card

At the beginning of your turn, reveal your steering card and execute it according to its effect (described above). For example, you may reveal

ORDER OF PLAY

Step One: Planning

Step Two: Steering

Action Phase One

- Initiative Step
- Driving Step

Action Phase Two

- Initiative Step
- Driving Step

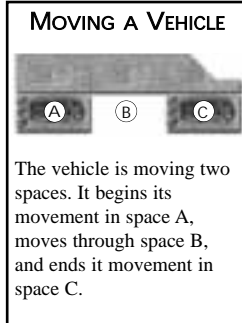
“Accelerate” and increase your vehicle’s speed by one level.

Note that some special steering cards (described in detail later in these rules) have no immediate effect when revealed. Instead, they affect what your vehicle can do this turn. For example, “Jump” allows your vehicle to move over obstacles and other vehicles this turn.

After revealing your steering card, you may choose *not* to execute it.

2. Move your Vehicle

After revealing and executing your steering card, you *must* move your vehicle forward a number of *spaces* equal to its current speed. (A “space” is measured out on the ruler and is equivalent to one vehicle length.) Place the ruler next to your vehicle as illustrated in the “Moving a Vehicle” diagram to find out how far it moves.



Moving and Gas Cans

If your vehicle moves over any portion of a gas can counter at any point during its movement, pick up the gas can counter and put it in front of you. If you have three counters in front of you, you win!

Moving and Collisions

If your vehicle cannot move its full movement because an obstacle, another vehicle, or the edge of the playing area is in the way, your vehicle suffers a *collision*. (Resolving collisions is detailed later in these rules.)

Note: If your vehicle suffers a collision, your turn ends immediately, and you may not fire your weapon.

3. Fire your Weapon

After moving your vehicle, you may fire your weapon at other vehicles. Firing your weapon is a three-step process:

1. Choose your weapon

Unless otherwise stated, you may only fire one weapon. If you have multiple weapons, you must choose which one you will fire.

2. Choose a target

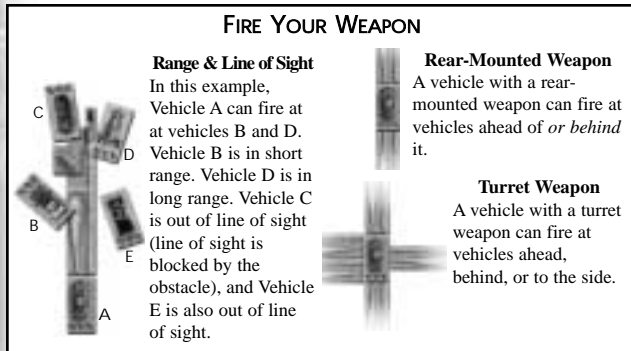
Place the wide end of the ruler against the *front* edge of your vehicle as illustrated in the “Fire your Weapon” diagram.

- If any portion of the ruler overlaps any portion of the target vehicle counter, and the vehicle is within your weapon’s range, then the target is *in range*.
- If you can trace a straight line from the front of your vehicle to any portion of the target *without crossing another vehicle or obstacle* then you have *line of sight*.
- If your target is in range *and* in line of sight, you may fire on it. If not, you may not fire your weapon at this vehicle and must find another target. If there are no other targets in range, you may not fire this turn.

Note: Some weapons and equipment allow you to fire on targets behind or to the side of your vehicle (as described under “Turret” and “Rear Weapon Mount” later in these rules).

3. Draw Damage Cards

Once you have chosen a target, you must draw and reveal a number of damage cards from the damage deck equal to your weapon’s Attack score.



Each damage card has zero, one, two, or three *hits* on it. Total up all the hits from all the revealed cards, *then subtract your target’s Handling score*, and place the resulting number of hit counters on your target’s speedometer.

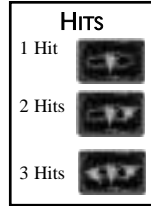
Example: Tony has a “flamethrower” weapon card, which has short range and an attack score of 3. Dave’s vehicle (a sedan) is in short range and line of sight, so Tony can fire at it. Tony turns over three damage cards. The first card shows 1 hit, the second no hits, and the third 2 hits, for a total of 3 hits. Dave’s vehicle has a Handling score of 2, which is subtracted from the total hits, so Tony only puts 1 hit counter on Dave’s speedometer.

Destruction

If you have a number of hit counters on your speedometer at least equal to your vehicle’s Structure score, your vehicle is destroyed and removed from play.

Before removing your vehicle from play, you must place any gas cans you have collected adjacent to your vehicle, but not touching any other vehicles or obstacles. You may place them wherever you want adjacent to your vehicle.

If your vehicle is destroyed, you are eliminated from the game.



Special Damage

Some damage cards also include special damage icons. These icons take effect after hits have been resolved, and only take effect *if the target received at least one hit*. (That is, if the target subtracts hits due to Handling, or cancels them with equipment, so that no hits remain, the special damage icons do not take effect.)

Special damage icons are resolved as follows:

- Spinout:** Flip the spinout counter like a coin and let it land on the table. Now pivot your vehicle *on its right rear corner* until it is facing the direction indicated by the arrow on the spinout counter. If the spinout counter indicates a direction your vehicle cannot face (because doing so would cause it to overlap an obstacle or another vehicle), flip it again.
- Critical Damage:** You must remove from play a random steering card from your hand (but not from in front of you). This card is removed from the game, and cannot be used again unless you retrieve it with an emergency repair.
- Shuffle:** After resolving all other hits and damage effects, the damage deck is reshuffled.

After resolving the attack, all the damage cards you turned over are put in the discard pile.

End of Turn

When your turn is over, the player with the next-highest initiative counter takes his turn.

When each player has taken *one* turn, the *first* Action Phase is over, and a *second* Action Phase begins with a *second* Initiative Step.

When each player has taken *two* turns, the *second* Action Phase is over. Take the two steering cards in front of you (both of which have been revealed), put them back into your steering deck, and begin a new round.

GAME END AND WINNING

The game ends immediately when:

- one player has three gas can counters OR
- only one player has a vehicle left in the game.

The first player to collect three gas can counters wins the game. Alternately, if only one player has a vehicle left in the game, that player immediately wins.

OTHER RULES

Collisions

If your vehicle cannot move its full movement because an obstacle, another vehicle, or the edge of the playing area is in the way, your vehicle suffers a *collision*. Collisions are resolved as follows:

1. End your vehicle's movement *adjacent* to the obstacle or other vehicle. (That is, the edge of your vehicle is touching, but not overlapping, the edge of the counter with which it collided.)
2. Reduce your vehicle's current speed to zero.
3. Draw a number of damage cards equal to your vehicle's current speed and apply the damage cards' effects to your vehicle.
4. Furthermore, if your vehicle collided with an opponent's vehicle, you must also draw a number of damage cards equal to your vehicle's current speed and apply the damage cards' effects to the opponent's vehicle—even if your vehicle was just destroyed by the damage it received.

Note: When a vehicle receives hits from collisions, do *not* subtract that vehicle's Handling score from the number of hits received.

Remember: your turn ends after the collision is resolved, and you may *not* fire your weapon this turn.

Emergency Repairs

Instead of executing a steering card your turn during the Steering step, you may ignore your card to make emergency repairs to your vehicle. To do so, you must choose and discard two steering cards from your hand. You may then *either* discard one hit counter from your speedometer *or* take back into your hand a previously-discarded steering card. (This is the only way to get back steering cards lost to critical hits.)

Moving in Reverse

If your vehicle's current speed is zero, you may declare that your vehicle is "moving in reverse" when you execute your "Accelerate" steering card. (Flip the needle of your speedometer to the reverse side to show that your vehicle is moving in reverse.) When moving in reverse, your vehicle moves straight backwards and its current speed cannot exceed 2. When turning right in reverse, place the ruler against your vehicle's right *front* corner; when turning left, place the ruler against the left *front* corner. You may only declare that you are driving forward again by executing an "Accelerate" steering card while your vehicle's current speed is zero.

Hairpin Turns

Immediately before you execute a "Turn Right" or "Turn Left" card, you may declare that you are "making a hairpin turn" and immediately place a hit counter on your speedometer. When you execute the card, you may now rotate your vehicle in the indicated direction *up to 90 degrees* (instead of 45). To do so, execute a turn as described previously in these rules, then **execute a second turn in the same direction**. Hairpin turns are very hard on your vehicle: not only do they do damage to your vehicle, but you may only make them a limited number of times. **You may make a hairpin turn a number of times, per game, equal to your vehicle's Handling score.** (If your vehicle's Handling score is zero, you may not make any hairpin turns.)

Special Steering Cards

Each steering deck includes two special steering cards, described below:



Turbo: When this card is executed, you may immediately move your vehicle forward exactly two spaces. This does not change your vehicle's current speed. If your vehicle collides with an obstacle or another vehicle, the collision is resolved normally, and your vehicle does not move again this turn.



Barrage: This card is not immediately executed when revealed. After moving your vehicle this phase, you may fire all your weapons (instead of just one).



Throttle: When this card is executed, you may increase *or* decrease your vehicle's current speed a number of levels up to its acceleration score, to a minimum of 0 and a maximum of 4.



Bootleg: When this card is executed, you may pivot your vehicle on its left *or* right front corner 180 degrees so that it is facing the opposite direction. Note that if there isn't enough room to make this turn, executing this card will result in a collision.



Swerve: When this card is executed, you may rotate your vehicle 45 degrees to *either* the left *or* the right, as described under "Turning."



Crush: This card is not immediately executed when revealed. If you collide with an opponent's vehicle during your turn while this card is revealed, that vehicle receives an extra two cards of damage.



Evade: This card is not immediately executed when revealed. Your vehicle's Handling score is increased by 1 while this card is revealed.



Jump: This card is not immediately executed when revealed. When your vehicle moves while this card is revealed, it may move over obstacle and other vehicles without colliding with them, but cannot end its movement on top of them. (If executing this card would result in your vehicle ending its movement on top of an obstacle or vehicle, you may not execute this card.)

Weapon Ability Icons

Equipment cards are divided into weapons and upgrades. Some weapons have special abilities, as described below.



Turret: When you fire this weapon, you may place the ruler along any of the four straight edges of your vehicle to see if a target is in range. (See the "Firing Your Weapon" diagram for an example.)



Second Turn Only: You may only fire this weapon during your *second* turn during the Steering Step. (That is, during Action Phase Two.)



Spin-out: After all damage from this weapon is resolved, if the target vehicle has received any hits, the target vehicle spins out (as described under "spin-out" special damage, above). Note that if the target vehicle has already spun out from the effects of a damage card, it does not spin out a second time.



Discard: After you fire this weapon, remove it from the game. It may not be used again.

Upgrades

Each upgrade gives your vehicle a special ability, as described below.



Steel Plates: You may discard this equipment to cancel up to 3 hits. Immediately after totaling how many hits your vehicle receives from an attack or collision (and after subtracting your vehicle's Handling), you may discard this equipment to cancel up to 3 hits before they are resolved. Any additional effects from the damage are still resolved normally.



Ram: Your vehicle takes no damage from colliding with obstacles, other vehicles, or the edge of the arena. If your vehicle collides, the collision is resolved normally, except you do not draw damage cards and apply them to your vehicle. Your vehicle still takes damage if another vehicle collides with it.



Rear Weapon Mount: Choose one of your weapons. When you fire this weapon, you may place the ruler along the *front or the rear* edge of your vehicle to see if a target is in range. (See the "Firing Your Weapon" diagram for an example.)



Mine Layer: At any point during the "Move your Vehicle" step of your turn, you may place one **mine counter** against the rear edge of your vehicle. This mine counter is an obstacle that remains where it was placed until a vehicle collides with it, and is then removed from the game. Mine counters do not block line of sight. A vehicle that collides with a mine counter receives an additional card of damage. You may place a mine counter three times a game.



Nitro: You may discard this equipment during the "Move your Vehicle" step of your turn to move your vehicle forward three spaces. This does not change your vehicle's current speed. If your vehicle collides with an obstacle or another vehicle, the collision is resolved normally, and your vehicle does not move again this turn.



Armor: Your vehicle's Structure score is increased by 2.

EXAMPLE OF PLAY

There are two players: Dave and Tony.

Dave is playing the blue sedan equipped with a machine gun, flamethrower, and a rear weapon mount (which lets him fire backwards with the flamethrower).

Tony is playing the yellow truck equipped with a ram, a rocket pack, and nitro.

Planning Step

Dave and Tony simultaneously choose two steering cards and place them face-down in front of themselves. Dave chooses "Turn Right" and "Jump" as his two cards, while Tony chooses "Crush" and "Accelerate."

Steering Step (First Action Phase)

Dave's vehicle has a current speed of 2 and Tony's vehicle has a current speed of 3, so Tony gets to take the first turn.

During his turn, Tony reveals his first card ("Crush"), which has no immediate effect. He then moves his vehicle forward three spaces. His vehicle has no other vehicles in range or line of sight, so he cannot fire his weapon. His turn is over.

Now it is Dave's turn. Dave reveals his first card ("Turn Right") and rotates his vehicle to the right so it is facing Tony's vehicle. He then moves his vehicle forward two spaces—which almost causes him to collide with Tony's vehicle, but stops just short. Finally, because Tony's vehicle is in range and line of sight, Dave fires his machine gun. Dave draws two cards from the damage deck, giving him 3 hits. Tony's vehicle's Handling score is 2, so Dave only puts one hit counter on Tony's speedometer.

Dave's turn is over. Both players have taken one turn, so the first Action Phase is over and the second Action Phase will begin.

Steering Step (Second Action Phase)

Neither player has changed his current speed, so Tony gets to take the first turn again.

Tony reveals his second card ("Accelerate") but chooses not to execute it (he feels that his current speed of 3 is quite fast enough). He then begins to move his vehicle three spaces, but Dave's vehicle is less than two spaces away, so a collision occurs. Tony moves his vehicle as far as he can, so that it is just touching Dave's vehicle, then reduces his current speed to zero. Because he has the "ram" equipment, Tony takes no damage from the collision, but still draws five cards from the damage deck (three for his current speed, plus two for the "Crush" card), giving him 4 hits to put on Dave's vehicle. (Because it is a collision, Dave does not subtract his vehicle's Handling from the 4 hits.) One of the cards also give Dave a critical hit, so Dave discards a random steering card from his hand. Tony's turn is now over. (He does not get to fire his weapon because he collided.)

Dave reveals his second card, "Jump," which allows his vehicle to move over obstacles and other vehicles. He moves his vehicle forward two spaces (passing over Tony's vehicle in the process), then fires his flamethrower (out the back of his vehicle), but draws no hits from the damage deck.

Both players have now taken two turns, so the second Action Phase is now over, and a new round begins. Both players gather up the steering cards in front of them, put them back in their steering decks, and begin a new round.

OPTIONAL OBSTACLES

After playing the game a few times, you may wish to spice things up by using the optional obstacles printed on the back of the obstacle counters. These act as normal obstacles, but have the following special effects:



Spike Column: If your vehicle collides with this obstacle, your vehicle receive an *extra* two cards of damage.



Gas Pumps: If your vehicle collides with this obstacle, both this obstacle and your vehicle are immediately destroyed and removed from the game.



Burning Tires: If your vehicle collides with this obstacle, the collision is resolved normally, except your vehicle takes no damage, and must spin-out. If the spin-out counter points at the burning tires, do not rotate your vehicle, but take one card of damage. Your vehicle is now "on fire" and will receive one card of damage at the end of each of your turns for the rest of the game until you skip a turn to "extinguish" it.



Wrecked Vehicle: If your vehicle collides with this obstacle, do not end your vehicle's movement or reduce your current speed. Instead, the obstacle is "pushed" by your vehicle. First, take collision damage normally, then slide the obstacle in a straight line directly in front of your vehicle for the rest of your vehicle's movement. If this causes a second collision (as you push the obstacle into another vehicle or obstacle), resolve the collision normally, except that your vehicle takes no damage.



Flaming Barrels: If your vehicle collides with this obstacle, do not end your vehicle's movement, reduce your current speed, or take damage from the collision. Instead, the obstacle is "thrown" by your vehicle. Slide the obstacle in a straight line from the front of your vehicle a number of spaces equal to your vehicle's current speed. If the obstacle collides with another vehicle, that vehicle receives two cards of damage; if it collides with another obstacle, place it adjacent to that obstacle. After "throwing" this obstacle, finish your vehicle's movement.

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