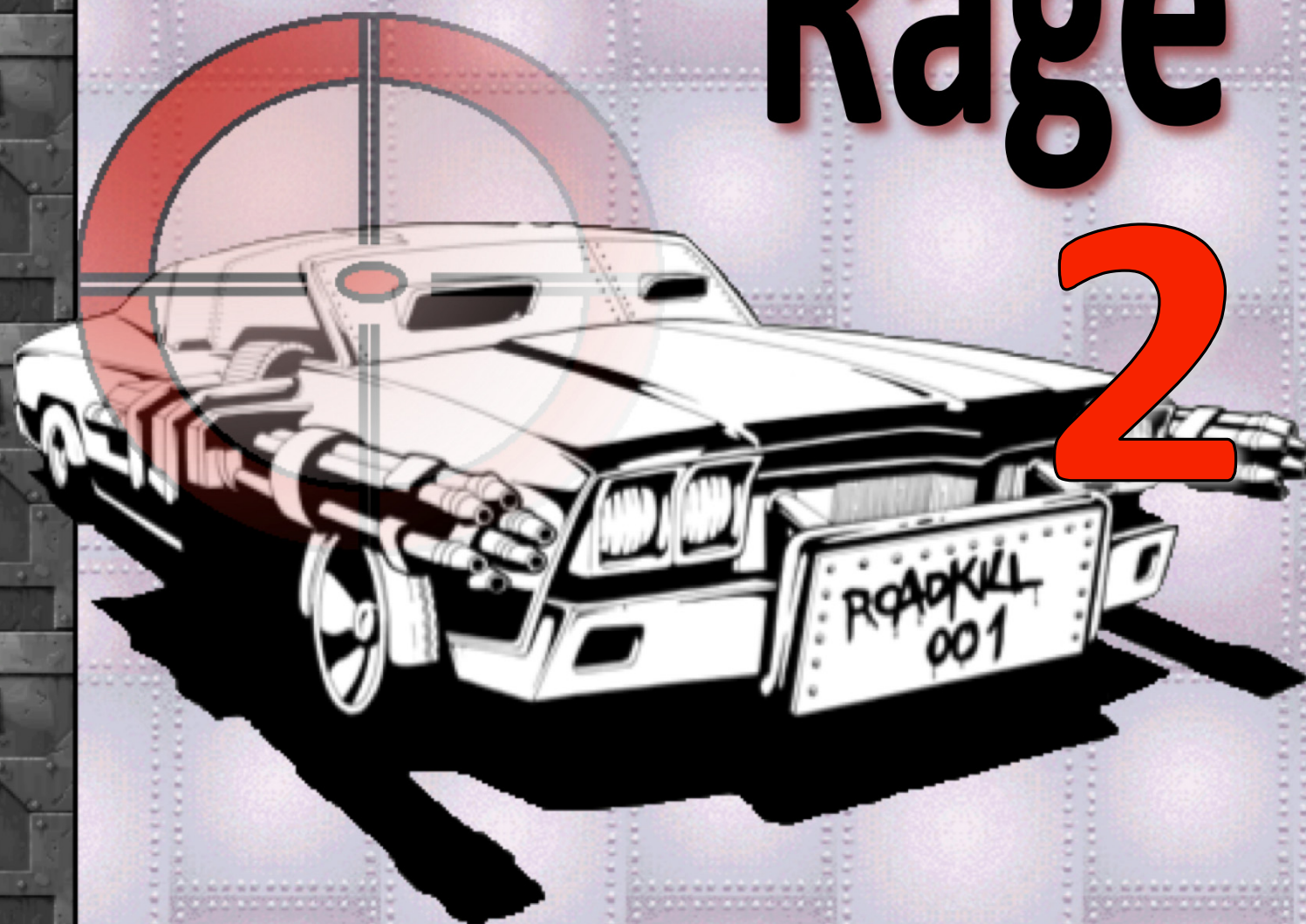


# Road Rage



**Avalon Games**



**Introduction**

Road Rage 2 is an expansion to Avalon Game's great little auto duel game, Road Rage. Within this expansion you will find new Road Cards, New Cars and some new options.

**New Road Cards**

Road Rage 2 introduces a new Road Card, text based cards which can be played at anytime, allowing players to interrupt the current game activity, and possible modifier events. Any number of these cards may be played by players, with all cards taking effect in the order they were played.

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**All comments, suggestions and contacts can be made at...**

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**Or visit**

**Avalon Games at...**

**[www.avalon-games.com](http://www.avalon-games.com)**

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**Additional Artwork by Tamas Baranya**

# Avalon Games



### Cool Cadillac

Hay if you are going to go, go in style.

**Base Cost:** 25 Pts.

**Occupants:** Comes with a single Driver, Drive Skill of 8, Combat Skill of +1, 5 hits

**Top Acceleration:** 10 MPH per turn

**Top Speed:** 80 MPH

**Armor:** 6 points

**Body:** 14 points

#### Weapon System:

Front Firing Heavy Machine Guns with standard ammo.

#### Options:

Add a single Passenger (Combat skill of +0, 5 hits) ... 5 Pts.

Increase Driver's Handling skill to 7 ... 10 Pts.

Increase Driver's Combat skill to +2 ... 10 Pts.

Give Driver Body Armor (+3 hits) ... 3 Pts.

Give Passenger Body Armor (+3 hits) ... 3 Pts.

Supercharger, Add +1 to all die rolls used to generate movement points ... 10 Pts..

Change Machine Guns to Twin Linked Heavy Machines guns ... 10 Pts.

Change Machine Guns to single Auto Cannon ... 10 Pts.

Add single Machine Gun to Rear or Side ... 5 Pts.

Add Light Machine Gun in Turret ... 10 Pts.

Large Engine (Increase max speed to 90 MPH) ... 5 Pts.

Super Charge Engine (Max speed of 100 MPH) ... 10 Pts.

Improved Brakes (Reduces Handling Mod generated by braking by -1) ... 5 Pts.

Increased Armor (Per point added, up to 4 points) ... 2 Pts per.

Add Oil Dispenser to Rear ... 5 Pts.

Add Mine Dropper to Rear ... 10 Pts.

