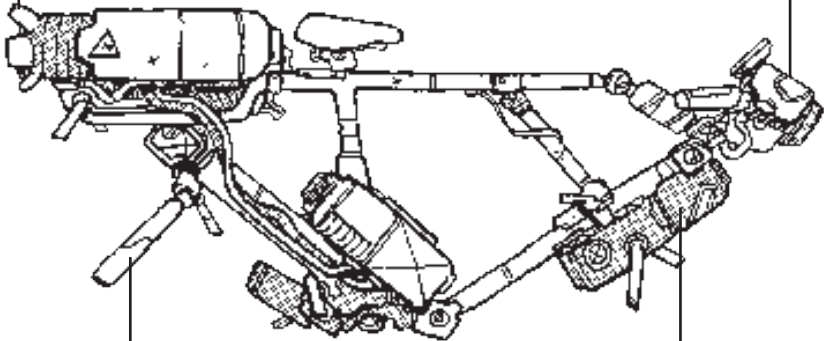


50 CRYO **FLARED VENTS** | -2 HEAT (🔥) when you vent at an INTERSECTION

80 CRYO

SKITCH HOOK | When SKITCHING you can go around the corner of a HAULER and continue along its side.



50 CRYO

DODGE JETS | When pushed by a HAULER gain 0 HEAT (🔥).

100 CRYO

SIGNAL BLASTER | gain the move SIGNAL BLAST - gain 1 heat to move a Hauler in an adjacent square one lane away from you.

//PLAYSHEET | INTERSECTION GRID

//MOVES LIST (2 per turn)

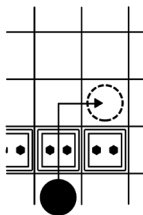
BASIC MOVES | No cost

- MOVE:** Move 1 square in any direction as long as it is not occupied.
- VENT:** Lose 1 HEAT (🔥) Also occurs when you end your turn on a VENT square.

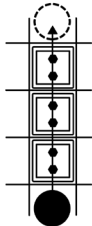
EDGE MOVES | +1 HEAT (🔥)

To perform an EDGE MOVE, mark the HEAT gained, then roll a d6. On a 4-6 the move is successful. On a 1-3 the move fails and you remain where you are. Mark an additional HEAT (before rolling) to only fail on a 1.

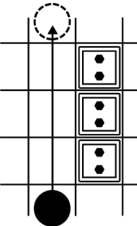
DRIFT



GRIND



SKITCH



SEE PAMPHLET FOR MORE DETAILS

	B6		VENT -1 🔥	VENT -1 🔥		C6
B ENTRY/EXIT	B5					C5
B ENTRY/EXIT	B4					C4
	B3	NO STOP			NO STOP	C3
	B2	NO STOP			NO STOP	C2
	B1	VENT -1 🔥	A3	A4	VENT -1 🔥	C1
	A1	A2	A3	A4	A5	A6
		A ENTRY/EXIT		A ENTRY/EXIT		