

COURAGE



Preview Card - Legal Apr 15th

RACER'S EDGE
IGGY ONLY.

Play with a maneuver to reduce the Power or Traction requirement of the maneuver by 5.

"Even Cole seems to be down with me. I guess he realizes I'm gonna be one bad ass driver!" - Iggy

20 ♦ III

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SURPRISE



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RACER'S EDGE
COLE ONLY.

Play with a maneuver. If your opponent's last maneuver has a strength above 5, reduce it to 5.

"There's an unwritten law for street racers. Protect your turf!" - Cole

18 ♦ III

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FEARLESS



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RACER'S EDGE
SHINGO ONLY.

Play with a tactics maneuver. The Power or Traction requirement of your opponent's next maneuver is increased by 3.

"Downhill the odds are even. Uphill, I can win. This race all comes down to heart and guts." - Shingo

22 ♦ III

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FIERCE



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RACER'S EDGE
K.T. ONLY.

Play with a tactics maneuver. Switch any two counter and/or strength values. You may switch a counter value and a strength value.

25 ♦ III

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KEISUKE "K.T." TAKAHASHI

Driver • RX-7 FD only.
Red Suns Team.
Your maneuvers have +1 strength.



COST
0

You realize it's got nothing to do with the cars. It's all about skill. Some of us have it. Some of us don't.

60 ★ III

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SUSPENSION COMPUTER

Before your first maneuver of the race, announce whether the Suspension Computer provides +2 Traction or +1 counter to your maneuvers. After you play a maneuver with more than 2 points more counter than your opponent's last maneuver's strength, you can switch between the bonuses Suspension Computer provides.



COST
6

72 ★ III

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GIVE IT UP

TACTIC 4
TURN 4
SPEED 4



REQUIRES  POWER 5 96 ★ III

TACTICS MANEUVER

If your opponent's Power or Traction is currently less than 1, you win.

"There are some things you gotta learn the hard way - like taking your car and pushing it to the very edge, making it do everything it can possibly do... but still end up losing." - Bunta

STRAIGHT 2 CURVES 2 OBSTACLES 2

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INSULT TO INJURY

TACTIC 3
TURN 3
SPEED 5



REQUIRES  POWER 7 85 ● III

SPEED MANEUVER

If your opponent does not counter Insult To Injury, he or she draws 1 fewer card next stage.

STRAIGHT 4 CURVES 3 OBSTACLES 3

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SHIFTING PADDLES

STEERING WHEEL
+2 Style.
Your maneuvers have +1 strength in curve and obstacle stages.



COST 5

70 ★ III

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TURN ON A DIME

TACTIC 4
TURN 4
SPEED 4



REQUIRES  TRACTION 7 109 ● III

TURN MANEUVER

Turn On A Dime remains in play, targeting the player whose Traction is lower when it is played (both players if there is a tie). While Turn On A Dime is in play, the target loses -1 Traction (-2 Traction if it was played in a curve stage).

STRAIGHT 2 CURVES 2 OBSTACLES 2

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