

## Basic moves

**Haul Ass** roll + Poise when going fast, navigating a route, outdistancing, overtaking, or shouldering another vehicle, taking tight corners, synchronized drifting, avoiding obstacles, swerving through traffic, or boosting. On 10+ you succeed and take +1 to family, on 7 to 9 you hesitated and the RM will offer you a choice or Hard Bargain, on a miss prepare for the worst!

**Till the Wheels Come Off** roll + Impossible when you're at your wits end and must perform or die, when attempting physics-defying stunts, taking a hit, losing control, bad terrain, jumping, drifting under a semi, turning 180, or boarding a moving vehicle. On 10+ you succeed mark a Sadness, on 7 to 9 you did it but not as expected, the RM will tell you the cost, on a miss a bad situation just got worse...

**Heavy Talk** roll + Sauce when you having a personal moment and expressing your sadness with your family. On 10+ choose 2 of the below options, on 7 to 9 choose 1, on a miss expect some drama.

- Reduce Sadness (-1 Sadness)
- Gain rapport with your family (+1 Family)
- Clear Harm

**Run Jump Run** roll + Brawn when you need to escape on foot, or do parkour, or any other physically challenging activity. On 10+ you do it, on 7 to 9 you faltered, and the chase continues with a complication, on a miss something bad happens.

**Trailing and Stealth** roll + Savvy when you are tailing or following a vehicle, or when you need perform an action while remaining hidden. On 10+ success and remain undiscovered, on a 7 to 9 choose 1, on a miss even the best laid plans can become a conflagration.

- You remain hidden
- You follow the vehicle or complete your action
- Mark two sadness to succeed
- Mark a sadness and the RM makes a hard move to succeed.
- Track them to a general location remaining hidden but lose them at the last moment

**In the Garage** roll + Savvy when you have downtime and spend a resource to restore or repair a vehicle. On 10+ clear all v-harm and it's ready to race, on 7-9 Choose 2, on a miss the damage was more extensive then thought +1 v-harm and it won't be ready for the next race.

- Reduce v-harm by 2
- Don't gain a heat
- Cost less then expected
- The family comes together (+ 1 family)

**Street Fight** roll + Brawn when using your meat outside of a vehicle, seizing things by force, exchanging harm, entering single combat, laying down fire, performing an overwatch, or shooting out a tire. On 10 + choose 3 of the below options, on 7 to 9 choose 2, on a miss choose 1 and RM will make a move.

- You do vicious harm (+1 Harm)
- You suffer little harm (-1 Harm)
- You take control of the vehicle, person, or situation

- You impress and frighten your enemy
- They get the hell out of your way

**Read the Street** roll + Savvy when gaining knowledge of a track or route, calculating a new route, baiting a trap, or using cunning. On 10+ hold 3 of the below options, on 7-9 hold 1.

- Best Route
- Who's the most dangerous
- Who's the weakest
- Whats the danger
- Who's in charge
- What's the opponent's objective

**Read a Buster** roll + Savvy when attempting to learn the strengths and weaknesses of another character. On 10+ hold 3 of the below options, on 7 to 9 hold 1.

- Is this truthful?
- How does the buster feel?
- Buster's intentions
- What does a buster want?
- How can I get a buster to do it?

**Feels** roll + Sauce when you sympathize or deceive someone. On 10+ They can choose to go along with you, or else they can create a scene and mark a sadness, on 7 to 9 They can choose to be skeptical and you need to apply some leverage or give them something they desire, on a miss the deal goes amiss.

## Peripheral moves

**Assemble Team** roll + Sauce at the start of a heist, to recruit a character out of retirement. The recruited character must share a history with the recruiting character. On a hit (successful dice roll), the returning character assigns a new history to another character and creates a trauma for that character, On a roll of 6 or less, the recruitment fails and the character is not available.

**Voluntary Retirement** When a character chooses to go into retirement, they can go out while performing an heroic deed. Add +2 Family, make one Move as a guaranteed strong hit (the heroic deed), mark an XP, and retire the character.

**Arrested** When your Heat is maxed out, and you are forced into retirement, the RM can make a move to attempt to capture the remainder of the team.

**Off the Grid** roll + Resources when going underground after a heist, or to reduce Heat. On a roll of 6 or less, increase Heat by 1 and RM can make a move, on 7-9 reduce Heat by 1, on 10+ reduce Heat by 2.

**Lifestyle and Vehicle Maintenance** roll + Sauce at the start of each session to determine how many resources it costs you to maintain your lifestyle and vehicles. On a roll of 6 or less, your debts catch up with you and the RM can make a hard move, a roll of 7-9 it cost you 2 Resources, on 10+ there were no unexpected costs.

**Working Gigs** roll + Sauce You've been working personal gigs between heists to make a few extra Resources. Negotiate with the RM on who you're working for and the nature of the job. On hit you earn 3 Resources. On a miss, you earn only 2 Resources and you may have made an enemy.

**Session End** When the session ends, The players will form a compliment circle. Each player will take a turn and give a compliment to another player. One XP will be earned for each complement a player receives.

## Harm and V-Harm Moves

**Harm** When you take Harm (damage) roll minus Harm. On 10+ the RM can choose 1:

- No additional effect.
- Reduce harm (-1 harm) and the RM can choose 1 from 7-9.

On a roll of 7 to 9 the RM will choose 1 of the following:

- Lose control of your vehicle.
- Lose track of someone or something.
- You miss something important.
- You lose your grip on whatever your holding.

On a miss the RM chooses 1:

- It worse than expected. Take +1 Harm.
- You're out of actions. Take +1 Sadness.

**V-Harm** When your vehicle takes V-Harm, roll minus V-Harm. A roll of 10+ the RM can choose 1 options:

- No additional effect.
- Reduced v-harm (-1 v-harm) and the RM can choose 1 from 7-9.

On a roll of 7 to 9 the RM will choose 1 of the following:

- Lose control of your vehicle.
- The V-Harm penetrates. Take +1 Harm.
- Get knocked off course and have to find a new route.
- A vehicle mod will no longer function until it's repaired.
- Gain a weakness tag.
- Lose track of someone or something.
- You give ground.

On a miss the RM. can choose 1:

- It worse than expected! Take +1 V-Harm.
- You crash or spin-out.
- Your vehicle is out of action and needs repairs, and take +1 Sadness.

## Experience

A player marks Experience when:

- A failure is rolled (6 or less) - Mark an XP.
- You complete a Heist - Mark an XP
- You max out the upgrades on a car - Mark an XP
- When a Move tells you to – Mark the appropriate XP

## Flashbacks Moves (Optional)

**You got Talent** Roll + Savvy When you claim to have a talent or specialty, and describe why your character alone should attempt a task, then narrate a flashback scene. On a roll of 10+, take +1 ongoing when that talent is applicable and add a family point, a roll of 7-9 take a +1 forward, and on a miss things were more complicated than planned take -1 forward.

**Who am I** Roll + Sauce When another player asks you a personal question, like “Where’d you grow up”, “That was crazy where’d you learn that”, or “How’d you know the leader”, then narrate that scene from your past. On a Roll of 10+ Choose 2, a roll of 7-9 choose 1, and on a miss your past causes trouble the RM will make a hard move when it’s appropriate.

- Reduce Sadness (-1 Sadness)
- Gain rapport with your family (+1 Family)
- Add a plot twist

**Check out my Mods** Roll + Resources When you say you have, or try to use a Mod that you haven’t actually purchased yet. On a roll of 10+, the Mod is successfully installed! A roll of 7-9 and the Mod was installed but the RM can introduce a catch or a complication. On a miss, the Resources were spent, the Mod was installed, but something goes terribly wrong.

**Best Laid Plans** Roll + Impossible When all hope looks lost, and another character says something like “How are you going to get out of this mess?”, or “I hope you did that earlier.” Then describe what you hope happens. On a 10+ The asset or assistance is available to save the day, what you described happens, a roll of 7-9 It’s there but not without a cost the RM will give you a hard bargain, things are not all you hoped, and on a miss timing is off the asset is compromised or the assistance is late, what’s the worse case scenario, the RM will make a hard move.