EXPANSION

HEAT™

LEGENDS

RULES



Time seems to slow down as the racing Legends walk to their cars. You take a deep breath and grip your steering wheel a little tighter while they strap in. This is what you've been training for; it's time for the race of a lifetime! Heat: Pedal to the Metal is welcoming all the Legends to the track at once. Experience the ultimate test of skill by racing against these smart, automated drivers in your solo races or filling the grid in multiplayer mode.

ASGER ALEKSANDROV GRANERUD
DANIEL SKJOLD PEDERSEN

DAYS OF WONDER®

1-5 | 10+ | 60'

Components

36 Legend cards
(3 Legend decks: green ○, yellow ○○, & red ○○○)



36 Power Up cards



- Primary Star Ability
- Secondary Star Ability
- Rival Ability

12 Rival cards
matching the car colors



21 Sponsorship cards
(for use in the Championship Mode)



This Rules booklet

Core Rules

Difficulty Levels

First, set aside the Legend deck from the base game and select the difficulty level you wish to apply from level 1 to level 6 (increasing difficulty).



Level 1 consists of using any Legend deck from this expansion and ignoring the Stars on the cards. This is the same difficulty level as the Legends module from the core game but allows you to race with up to 12 cars.

Level 2 onwards uses the Star Module (see below)

Level 2: use the green deck

Level 3: shuffle the green and the yellow decks together

Level 4: use the yellow deck

Level 5: shuffle the yellow and the red decks together

Level 6: use the red deck

Regardless of the difficulty level you choose, you can decide to use the Rivals Module (below) which will give some of the Legends even more skill.

Using Legends

When using this expansion, all the rules from the Legends Module in the core game (*page 5, Advanced Play rulebook*) apply unless instructed otherwise in this booklet.

If you use an expansion that applies Aggressive Legends, use that rule as well.

Adrenaline

A Legend now benefits from Adrenaline if it is the last car to move in a Round (or one of the last two cars in a race of 5 or more cars). It moves 1 extra Space after its normal move (it may still be blocked again).

Combining abilities

If the Legend has several abilities like Adrenaline, Star and/or Rival abilities, resolve them in the order that moves the car the furthest ahead on the race track (Slipstream always happens last).

Championship

When playing a Championship, you may consider increasing the difficulty level between races. The designers usually play the first race of the Season against level 2 Legends and increase the difficulty level by 1 before each subsequent race.

You may play a Championship with or without the Rival Module.

Star Module

Legends gain new abilities like Slipstream and Full Throttle.
Use this module in single races or in a Championship.

During the setup, shuffle the Power Up deck and place it near the Legend deck.

Each Round, when you reveal a Legend card, also reveal the first card of the Power Up deck. Each Legend which shows a Star on the Legend card gains the Star ability from the Power Up card this Round.

All Star abilities have a secondary ability of +1 Space that applies if their primary ability does not apply.



Rivals Module

Two Legends level up to become your fierce rivals. Rivals have been designed for Championship play but can also be applied to single races.

If you want to include Rivals in your games, pick a difficulty level between 2 and 6 since Rivals use the Star Module, which means they are not compatible with level 1.

- ***In a single race*** — The two frontmost Legends on the starting grid become your Rivals for this race. Use the two matching Rival cards as a reminder of the Rivals' colors.
- ***Championship play*** — There are no Rivals in the first game of a Championship. Starting with the second race, the two Legends that are currently ranked highest in the Championship will be the Rivals for the upcoming race. This means that Rivals may change from race to race, so use the Rival cards as a reminder.

Each round, the two Rivals will use the Rival ability shown on the current Power Up card. If the current Legend card shows a Star for them, the Rivals will also use that ability following the Star Module rules.

***Note:** If a Rival has the same ability twice, it only applies once. If the primary Star Ability has been replaced by the +1 Space, it is not the same ability anymore, so the Legend can use its Rival ability.*

Abilities Overview



+1 Space
Every Star ability has a secondary ability of +1 Space that activates if their primary ability does not apply. Add this extra Space **after** the normal move. The Legend may still be blocked again.



Full Throttle
This ability applies to a Legend if it is in situation B) Approaching Corners (*page 5, Advanced Play rulebook*). Instead of the listed value, the Legend moves 20 Spaces. If that would force it to cross a Corner Line, move it to 0 instead.



Draft
This ability allows the Legend to move up to 3 extra Spaces. All the extra Spaces it moves into/through must be completely free of other cars and the final landing Space must have at least one car in either Spot of the Space in front of it.



Adjust Speed Limit
This ability applies to a Legend if it is in situation A) Clearing Corners (*page 5, Advanced Play rulebook*). Add 2 to the Legend's Speed when calculating its move.



Slipstream
The Legend may Slipstream 2 Spaces following the normal Slipstream rules.

Note: *Weather and Road Conditions like Slipstream boost and No Slipstream apply to the Legend. The Legend will take advantage of Slipstream boosts to move as far as possible.*

Reckless

This symbol applies to a Legend if it is in situation A) Clearing Corners *(page 5, Advanced Play rulebook)*. The Legend may cross one extra Corner Line this Round, no matter how many it could already cross.

Impeding

When the Legend has finished its move, place it slightly askew to show that it **takes all remaining Spots in the Space**. If there is only a single Spot left, place it there instead, but still place it askew to remember it is Impeding.

A car landing on a Space **right behind** this Impeded Space cannot Slipstream.

Nimble

The Legend is **never** blocked while making any kind of move.

At any step, if all the Spots are occupied or Impeded, simply put the car next to the roadside. If this happens on its final Space, place the car off the track, along the outside of the Race Line, and it will move first on the next round. If there is 1 available Spot in the Space where the Legend ends its turn, push the other car over so you can place the Legend next to the Race Line.

***Note:** if more than 1 car with the Nimble ability ends up in the same Space, the one that arrived later will leave first in the next round.*





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Learn more about Days of Wonder games at :
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