

## Special Items

**Baby Luigi—Chain Chomp:** Use during your Movement step and the Chain Chomp replaces your regular movement. Chain Chomp shoots out of the front of your kart using a Long Range Template and attaches itself to the ground. Your kart is then pulled forward by the Chain Chomp. You Smash Attack anything in your path. You suffer a maximum of 2 Hazard tokens, no matter how many Smash attacks you make and the affected karts cannot choose to Smash back.

**Baby Mario—Chain Chomp:** Use during your Movement step and the Chain Chomp replaces your regular movement. Chain Chomp shoots out of the front of your kart using a Long Range Template and attaches itself to the ground. Your kart is then pulled forward by the Chain Chomp. You Smash Attack anything in your path. You suffer a maximum of 2 Hazard tokens, no matter how many Smash attacks you make and the affected karts cannot choose to Smash back.

**Birdo—Birdo's Egg:** Use on your Attack step. Shooting Attack, Front and Back Mounted, Double Range. Egg rolls 5 Attack dice, target gets an Evade. Target gains +1 Hazard token for each uncancelled hit. Additionally, the Egg produces two random items within Short Range of the targeted kart (any direction). Roll a D6 for each item to determine what it is:

1-2: Banana

3-4: Green Shell

5-6: Fake Item Box

**Black Yoshi—Exploding Egg:** Use on your Attack step. Shooting Attack, Front, Back and side Mounted, Double Range. When the egg explodes on impact, all kart's within a Short Range template of the egg are affected. Roll 5 Attack dice against all affected karts. Each kart gets an Evade roll. Target(s) gain +1 Hazard token for each uncancelled hit.

**Blue Yoshi (Boshi)—Boshi's Egg:** Use on your Attack step. Shooting Attack, Front and Back Mounted, Double Range. Egg rolls 5 Attack dice, target gets an Evade. Target gains +1 Hazard token for each uncancelled hit. Additionally, the Egg produces two random items within Short Range of the targeted kart (any direction). Roll a D6 for each item to determine what it is:

1-2: Banana

3-4: Bomb-Omb (Use rules listed under Waluigi)

5-6: Fake Item Box

**Bowser—Bowser's Shell:** Use on your Attack Step. Shooting Attack, Long Range template, any direction. Roll 5 Attack dice against the targeted kart. The targeted kart gets a single Evade roll. Target gains +1 Hazard token for each uncancelled hit. Additionally, the kart loses any item it may possess.

**Daisy—Pink Heart:** May initially activate in response to an Attack. The Pink Heart has 3 uses (use tokens to keep track). Expend a token 1) to ignore Hazards gained from an Attack. 2) to ignore a Wipeout, 3) at the end of each Gear Phase.

**Diddy Kong—Giant Banana:** Use during your Attack step. Drop a giant banana behind your kart using the Small Burst template. If another kart's maneuver template or final position overlaps the Small Burst template, they suffer +2 Hazard tokens. Additionally, the burst template remains on the course for 3 gear phases after being hit. Use tokens to keep track, removing a token at the end of each gear phase.

**Dry Bones—Mini Turbo:** Receive 3 tokens. One token per Gear phase may be expended to gain a Forced Move of either the Medium, Gentle, or Swerve maneuver template. This movement must occur in your Movement step, but may be before or after your regular template movement. If it is after, the regular movement, spins, and slides must be completed first.

**Donkey Kong—Giant Banana:** Use during your Attack step. Drop a giant banana behind your kart using the Small Burst template. If another kart's maneuver template or final position overlaps the Small Burst template, they suffer +2 Hazard tokens. Additionally, the burst template remains on the course for 3 gear phases after being hit. Use tokens to keep track, removing a token at the end of each gear phase.

**King Boo—Duplicate:** Prior to the race beginning, choose a Special Item of another kart in play and duplicate its ability.

**Koopa Troopa—Reflective Shell:** May be activated when you are attacked by either a Smash or Shooting attack. If a Smash attack, instead of rolling an Evade, the attacker simply takes the total of their Smash attack in Hazard tokens. They do not get to Evade. If a Shooting attack, it works the same if reflecting back to the attacker, but you can also reflect the attack to another kart within Short Range of you. This kart does get an Evade roll. This does not work against obstructions.

**Luigi—Hammer:** Use on your Attack step. Shooting Attack, Front and Side mounted.. 3 hammers, each can target 1 or more different karts in Long Range. Each hammer rolls 5 Attack dice. Each target gets only 1 Evade roll, so if more than 1 hammer targets the same kart, roll all the Attack dice together. Target(s) gain +1 Hazard token for each uncancelled hit.

**Mario—Fire Flower:** Use on your Attack step. Shooting Attack, Front and Side mounted.. 3 fireballs, each can target 1 or more different karts in Long Range. Each fireball rolls 5 Attack dice. Each target gets only 1 Evade roll, so if more than 1 fireball targets the same kart, roll all the Attack dice together. Target(s) gain +1 Hazard token for each uncancelled hit.

**Peach—Pink Heart:** May initially activate in response to an Attack. The Pink Heart has 3 uses (use tokens to keep track). Expend a token 1) to ignore Hazards gained from an Attack. 2) to ignore a Wipeout, 3) at the end of each Gear Phase.

**Petey Piranha—Duplicate:** Prior to the race beginning, choose a Special Item of another kart in play and duplicate its ability.

**Red Yoshi—Fireball:** Use on your Attack step. Shooting Attack, Front and Side mounted.. 3 fireballs, each can target 1 or more different karts in Long Range. Each fireball rolls 5 Attack dice. Each target gets only 1 Evade roll, so if more than 1 fireball targets the same kart, roll all the Attack dice together. Target(s) gain +1 Hazard token for each uncancelled hit.

**Rosalina—Dash Ring:** Use on your Movement step; this movement takes the place of your regular movement. Toss a ring in the front of your kart. Another ring appears at Double Range in front of your current position. You teleport from one ring to the other, bypassing all the intervening terrain.

**Shy Guy—Shy Guy Airtub Cannon:** Use on your Attack step. A Shy Guy airship appears and may fire its cannon at any kart on the course. Roll 5 Attack dice. The targeted kart gets a single Evade roll. Target gains +1 Hazard token for each uncancelled hit.

**Tanooki Mario—Super Leaf:** Use on your Movement step. Using the Super Leaf replaces your normal Movement with the Movement of the Super Leaf. When used, you may fly forward up to a Double Range template. When you land, you may Spin up to 90 degrees. By flying, you clear any obstacles that the template crosses.

**Toad—Golden Mushroom:** Receive 3 tokens. One token per Gear phase may be expended to gain a Forced Move of either the Medium, Gentle, or Swerve maneuver template. This movement must occur in your Movement step, but may be before or after your regular template movement. If it is after, the regular movement, spins, and slides must be completed first.

**Wendy—Lucky 7:** Activate at the beginning of your turn. You may be guaranteed a Starman, or roll a D6 to gain a random item:

1. Banana
2. Green Shell
3. Red Shell
4. Triple Mushroom
5. Bomb-Omb (See Waluigi for description)
6. Blooper: Use on your Attack step. Use Large blast template to represent oil slick behind kart. Slick last for 3 Gear phases. Use 3 tokens to keep track, removing 1 token at the end of each Gear phase after the slick has been hit.. Any karts whose maneuver template or final position overlaps with the burst template gain +2 Hazard tokens.

**Waluigi—Bomb-Omb:** Use on your Attack step. This is a Dropped Weapon. Place a marker behind your kart to represent the Bomb-Omb. It will explode on your Attack step in the next Gear phase, if a kart does not touch the marker before then. Additionally, on your next Attack step in the next Gear phase, you may move the Bomb-Omb 1 Short range template before it explodes. When the Bomb-Omb explodes, all kart's within a Short Range template of the Bomb are affected. Roll 5 Attack dice against all affected karts. Each kart gets an Evade roll. Target(s) gain +1 Hazard token for each uncanceled hit.

**Wario—Garlic:** Your love of garlic has made you gassy! Use on your Attack step. All karts within a Short template distance must make a Forced move away from you. This Forced move is based on what Gears the affected karts are in currently. The karts also take any Hazard listed on the template for the gear involved. All these moves are considered simultaneous and may create collisions.

Gears 1 through 3: Hairpin maneuver away from Wario.

Gear 4: Veer maneuver away from Wario.

Gear 5: Swerve maneuver away from Wario.

Gear 6: Swerve maneuver away from Wario and immediately Wipeout, regardless of the kart's number of Hazard tokens.

**Yoshi (Green)—Yoshi's Egg:** Use on your Attack step. Shooting Attack, Front and Back Mounted, Double Range. Egg rolls 5 Attack dice, target gets an Evade. Target gains +1 Hazard token for each uncanceled hit. Additionally, the Egg produces two random items within Short Range of the targeted kart (any direction). Roll a D6 for each item to determine what it is:

1-2: Banana

3-4: Bomb-Omb (Use rules listed under Waluigi)

5-6: Mushroom