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Game: **FAST & FURIOUS: HIGHWAY HEIST**

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The Esoteric Order of Gamers



FAST & FURIOUS

HIGHWAY HEIST

SETUP

Place the **road board** in the center of the table. Each player chooses a **character board** and a **vehicle board** (on the back of each vehicle board is a hijacked SUV, but this cannot be chosen at the start of the game). Place your boards next to each other and faceup in front of you. If you choose the *Tej* character board, take the 3 **Tej tokens**.

Take the **player vehicle**, **vehicle strength cube**, **underlight token**, and **player peg** that match the color of your vehicle board. Place the player vehicle in any space in the starting row on the road board. Place the vehicle strength cube in the top slot of your vehicle board, the underlight token below your vehicle board, and the player peg on the **manned vehicle** spot of your vehicle board (do not insert the player peg into your vehicle).

Each player takes 2 **boost tokens** and places them below their character board.

Place the **enemy die** and **effort dice** next to the road board.

Choose a **scenario**: *Tank Assault*, *Semi Heist*, or *Chopper Takedown*. Take the selected **scenario board** and place it above the road board.

Take the 12 **enemy cards** for the scenario, shuffle them, and place them to the left of the scenario board.

Take the 9 **stunt cards** for the scenario. For standard difficulty, place the level 3 stunt card facedown on the table. Shuffle the four level 2 stunt cards, randomly put 1 back in the box without looking at it, and place the remaining 3 cards facedown on top of the level 3 stunt card. Shuffle the four level 1 stunt cards, randomly put 1 back in the box without looking at it, and place the remaining 3 cards face-down on top of the level 2 stunt cards. Place this 7 card stunt deck to the right of the road board.

Draw the top card from the stunt deck and place it faceup in the first stunt spot on the road board. Place a **boost token** on each boost token symbol shown on the card.

Flip over the scenario board to the scenario setup side and follow the instructions.

Place the remaining **enemy SUVs**, **enemy pegs**, and **boost tokens** next to the road board to form a supply.

Each player reads aloud their **special power** so all players know what abilities the team members have.

You can adjust the difficulty of the game by altering the number of stunt cards used when creating the stunt deck:

Easy: Use all 9 stunt cards.

Standard: Remove one level 1 card and one level 2 card.

Hard: Remove two level 1 cards and one level 2 card.

It's a beast!: Remove two level 1 stunt and two level 2 cards.

Resolution order: When an effect requires players to activate objects in resolution order, resolve them one at a time, from **west to east then north to south**. Make sure that each vehicle, peg, or wreck is only activated once.

VEHICLES

All vehicles are traveling from west to east at high speed while the road flies by underneath them. When a vehicle remains in its space on the road, it is still moving, but at a constant speed. When a vehicle moves forward or backward, it is speeding up or slowing down relative to the other vehicles.

Vehicles may not move off the road, except during road maintenance at the end of the round. If an effect would do so, the vehicle moves as far as it can on the road, but no further.

A road space is **adjacent** to all 8 spaces surrounding it. The term **directly** applies to the 4 spaces that are *orthogonally* adjacent.

Player pegs and enemy pegs represent characters and enemies jumping between vehicles' roofs. When you move your character out of your vehicle they are *on foot* (put your player peg into one of the slots on the vehicle they moved to). When your player peg is on your vehicle board, your vehicle is **manned**. When your peg is on top of a vehicle on the road, your player vehicle is **unmanned**.

Player pegs and enemy pegs are never placed on empty road spaces; they are always in the slots on top of vehicles. There must be an available slot for a player or enemy peg to move to the top of a vehicle. 2 player pegs may occupy both slots on top of a vehicle, but **only 1 enemy peg may be on top of a vehicle at a time**. Note that the **semi** follows different rules.

Player vehicle refers to any vehicle the players can get behind the wheel of, as represented by their vehicle boards. A player may only get behind the wheel of a vehicle if the matching vehicle board is faceup in front of them. The vehicles chosen at the start of the game are the **starting player vehicles**, but your player vehicle can change.

Even if you are on foot and away from your unmanned vehicle, it is still considered your player vehicle unless it is destroyed (the vehicle strength cube moves off the vehicle board) or you **hijack** an enemy SUV.

If you abandon your vehicle and hijack an enemy SUV, the SUV becomes a player vehicle (place your **underlight token** beneath it), and your previous vehicle is no longer a player vehicle.

Enemy SUV is any SUV on the road that is not a player vehicle. If a player hijacks an enemy SUV, it becomes a player vehicle and is no longer an enemy SUV.

Enemy cards may place new enemy SUVs on the road. If a card tells you to place an enemy SUV in a space already occupied by a vehicle or a wreck, place it in the nearest empty space in the direction specified.

If a card tells you to place enemy SUVs and there are not enough in the supply, place them following the resolution order until there are none left. If a card tells you to place enemy SUVs and there are none left, nothing happens.

There are 3 **main enemy vehicles**, one for each scenario: the **tank**, the **semi**, and the **chopper**.

When a player vehicle or enemy SUV is destroyed, flip the vehicle upside down on the road. It is now a **wreck** and is no longer considered a player vehicle or enemy SUV. If there is an enemy peg on top of the vehicle, move that enemy peg to the top of an adjacent vehicle with an available slot. If there's a choice between an enemy SUV and a player vehicle, move the enemy peg to a player vehicle, favoring the active player vehicle (the player taking their turn). If there are no available adjacent vehicles, remove the enemy peg and return it to the supply.

If your character is on top of or behind the wheel of a vehicle when it becomes a wreck, place your peg on top of the nearest vehicle with a slot. If more than 1 peg must move, or if there are multiple nearest vehicles, the team decides who moves first and where.

PLAYING THE GAME

The game is played in **rounds**. During each round, each player takes 1 **turn** in an order decided by the team (the order can be different each round). Once a player starts taking their turn, they must complete it before the next player may take their turn.

When you finish taking your turn, flip your character board to the *exhausted* side. Each turn consists of 2 steps in this order:

1. TAKE TWO ACTIONS

You may take up to 2 actions on your turn. They may be the same or different, and they may be taken in any order. For actions that do not require a skill roll, follow the instructions. For actions that require a skill roll, roll the dice: if successful, perform the action. If unsuccessful, you do not perform the action (it still uses 1 of your actions). If you have an action remaining, you may use it to try again, or take a different action.

DRIVE (no roll needed)

Move your manned player vehicle on the road up to a number of spaces equal to your **SPEED**. You may not drive through or end on any space occupied by a vehicle or wreck. You may move in any direction(s) including diagonally, and even between 2 vehicles or wrecks.

LEAP (no roll needed)

Get out of your player vehicle and move your character on foot. Insert your player peg into an available slot on top of a vehicle within a number of spaces equal to your **ATHLETICS**. If there are no available slots on top of a vehicle, you may not leap there.

If your character is behind the wheel of your player vehicle, take your peg from your vehicle board and put it into the top of the vehicle you leapt to. You may leap on top of your own vehicle, and you may leap from behind the wheel directly to another vehicle.

When you leap back to your player vehicle, you may end your action on top (insert your player peg on top) or behind the wheel (return your player peg to your vehicle board). If your character is on top of your player vehicle and you want to get behind the wheel, you must use a leap action.

3 RAM ENEMY SUV

Choose an enemy SUV adjacent to your manned player vehicle and turn it into a wreck, flipping it upside down on the road. If a player or enemy peg was on top, move them. Your player vehicle does not move.

3 FORCE

Choose an enemy SUV or player vehicle adjacent to your manned player vehicle and move it up to 2 spaces. It may not move through or end on any space occupied by a vehicle or wreck. It may move in any direction(s) including diagonally, even between 2 vehicles or wrecks. After moving the vehicle, you may move your player vehicle into the vacated space. You may not use a force action to move a wreck.

2 SHAKE

Remove the enemy peg from the top of your manned player vehicle and return it to the supply. This does not affect a player peg on top of your player vehicle; it only affects the enemy peg.

2 BRAWL

Remove the enemy peg from the top of the vehicle your player peg is on top of and return it to the supply.

2 HIJACK ENEMY SUV

The enemy SUV your peg is on top of becomes your player vehicle. Place your underlight token under it, flip your vehicle board to the hijacked SUV side, place your peg on it (you are now behind the wheel), and place your cube in the top slot.

If your previous player vehicle was your starting vehicle and it is still on the road, it is no longer a player vehicle and may not become one again for the rest of the game. If your previous player vehicle was an enemy SUV and it is still on the road, the enemy driver takes it over and it becomes an enemy SUV again. If it is hijacked later in the game, it will be at full strength.

This action does not affect any other player peg or enemy peg on top of the enemy SUV.

TAKE BOOST TOKEN AS YOUR LAST ACTION



Take a **boost token** from the supply and place it below your character board. This must be the last action you take; afterwards immediately go to step 2 of your turn.

You may take a boost token as your first action, but you will not get a second action this turn.

STUNT ACTIONS

Each stunt action has a specific condition that must be met before you can attempt the required skill roll. Attempting a stunt action counts as one of your 2 actions.

When you successfully perform a level 1 or 2 stunt action, take 1 boost token from the card and place it below your character board. When there are no boost tokens left on the card, that stunt action is no longer available: flip the card facedown in its spot on the road board.

Level 3 stunt cards have no boost symbol and may be performed as many times as you wish.

2. ROLL THE ENEMY DIE

Roll the **enemy die** and resolve its effects. **Active player** refers to the player who rolled the enemy die and the **active player vehicle** is that player's player vehicle (if they have one).

ENEMY SUV



All enemy SUVs activate and either **slam** or **move closer to a player vehicle**. Activate enemy SUVs one at a time in resolution order. Each enemy SUV is only activated once.

Slam: If the enemy SUV is adjacent to a player vehicle, it slams into it and deals 3 damage. The player must roll .

If the enemy SUV is adjacent to multiple player vehicles, it only slams one, favoring the active player vehicle. If the active player vehicle is not one of the adjacent player vehicles, the team decides which player vehicle is slammed.

A player vehicle may **be** slammed by multiple enemy SUVs. The player must roll for each.

Move: If the enemy SUV is not adjacent to a player vehicle, it moves 1 space toward the active player vehicle, even if the active player's character is on foot. Enemy SUVs move diagonally, if possible, but cannot move into occupied spaces. If the active player has no player vehicle, enemy SUVs don't move.

If there are no enemy SUVs on the road when is rolled, place an enemy SUV directly behind each player vehicle.

ENEMY PEG



All enemy pegs activate and either **damage a player vehicle**, or **brawl a player peg**, or **move to the top of a player vehicle**. Activate enemy pegs one at a time in resolution order. Each enemy peg is only activated once.

Go through this list in order and resolve only the first effect that applies to the enemy peg:

Damage: If the enemy peg is on top of a player vehicle, the enemy peg damages the vehicle, dealing 2 damage. The player must roll .

Brawl: If the enemy peg is on top of an enemy SUV or enemy vehicle (tank, semi, or Shaw's car) that a player peg is also on top of, the enemy peg brawls the player peg off the vehicle. Move the player peg to the nearest vehicle with an available slot.

Move: If the enemy peg is on top of a vehicle that is adjacent to a player vehicle, the enemy peg moves to the top of the player vehicle. If there is not an available slot or there is already an enemy peg on the player vehicle, the enemy peg doesn't move. If none of the above apply to an enemy peg, it does nothing.

ENEMY CARD



Move the faceup enemy cards to the right and resolve the activated effect of the card in the **ACTIVATE!** spot (if any). Then draw and resolve a new enemy card.

MAIN ENEMY MOVES & ENEMY CARD



Two things happen, in this order:

1. Main enemy moves: Move the main enemy vehicle (tank, semi, or chopper) 1 space in the direction indicated. See each scenario guide for details on what happens to the vehicles around it.

2. Enemy card: Move the faceup enemy cards to the right and resolve the activated effect of the card in the **ACTIVATE!** spot (if any). Then draw and resolve a new enemy card.

ENEMY CARDS

Enemy cards are resolved when , , or  is rolled.

The first time you resolve enemy cards:

Draw the top enemy card from the deck and place it faceup in the first spot below the scenario board. Resolve all reveal effects on the top part of the card in the order shown.

Do not resolve the activated effect shown in the red box; the activated effect does not occur until the card is moved to the **ACTIVATE!** spot. You can see the activated effect in advance, so the team can work together to avoid the danger.

Every time you resolve enemy cards for the rest of the game:

If there is an enemy card in the **ACTIVATE!** spot, place it in a discard pile to the right of the scenario board. Then move all faceup enemy cards 1 spot to the right. If an enemy card moves to the **ACTIVATE!** spot, resolve the effect shown in the red box. Then draw the top enemy card from the deck, place it faceup in the first spot, and resolve all reveal effects on the card in the order shown.

If you ever need to draw an enemy card but the deck is empty, shuffle the discard pile to create a new draw deck.

END OF ROUND

When all players have taken 1 turn (all character boards are flipped to the exhausted side), the round is over. Before starting a new round, perform these steps:

1. ROAD MAINTENANCE

Move each wreck 4 spaces west, one at a time in resolution order. Any enemy SUV or player vehicle in the wreck's path is destroyed and removed. If an enemy peg or player peg is on top of a vehicle when it is destroyed, they must move. If the wreck moved off the road board, return it to the supply.

Move each unmanned player vehicle and starting player vehicle that has been abandoned 1 space west, one at a time in resolution order. If the vehicle has another vehicle directly behind it, it does not move. If the vehicle moves off the road board, it is destroyed.

2. STUNT CARD MAINTENANCE

Move each faceup stunt card west 1 spot. If a stunt card moves off the road board, return any boost tokens remaining on the card to the supply and place the card in a discard pile; that stunt action is no longer available.

Draw the next stunt card (if there are any in the deck) and place it on the furthest east spot. Place a boost token on each boost token symbol on the card.

If the last stunt card (the level 3 card) moves off the road board and the objective has not been achieved, the game immediately ends and the team loses.

Finally, all players flip their character boards back over before starting the next round.

SKILLS

Your character board and vehicle board have icons for the 4 skill categories. **Your rating in each skill category is determined by the number of icons on the 2 boards combined.**

To attempt a **skill roll**, take the number of **effort dice** equal to your skill rating in the skill category shown and roll them one time. If you roll at least the number of  shown in the roll requirement, you are successful and perform the action.



Boost tokens are used to boost your own skill rolls or to **assist** a team member with their skill rolls. You may boost and assist defense skill rolls, even if the player vehicle is unmanned.

Players may have a maximum of 3 boost tokens, as indicated on the bottom of the character boards. *Roman's* Special Power allows him to have 5 instead of 3.

When attempting a skill roll, you may discard 1 boost token after rolling the effort dice to count every  rolled as a . If you did not roll any , boosting has no effect.

When another team member is attempting a skill roll, you may discard boost tokens *before* they roll. For each boost token you discard, the player adds 2 extra effort dice to their roll.

No more than 5 effort dice may ever be rolled. If they are rolling 4, you may discard a boost token to add just 1 extra die.

DAMAGE AND DEFENSE

Only your player vehicle takes damage. Your character is never injured and no player is ever eliminated from the game.

Whenever your player vehicle is dealt damage, you *must* attempt a **defense skill roll** (roll ). Take a number of effort dice equal to your **DEFENSE** rating and roll them one time. For each  you roll, reduce the damage dealt to your player vehicle by 1.

Any  rolled do not reduce damage unless you **boost** your roll.

After rolling, move your vehicle strength cube down 1 slot on your vehicle board for each damage point taken.

When your player vehicle is unmanned (your character is on foot and your player peg is on top of a vehicle on the road), the  icons on your character board are ignored and your defense rating is determined only by the  icons on your vehicle board. If your unmanned player vehicle is dealt damage, be sure to reduce the number of effort dice you roll.

DESTROYED PLAYER VEHICLES

If the vehicle strength cube ever moves off the bottom of your vehicle board, your player vehicle is destroyed and becomes a **wreck**. If your character was behind the wheel, place your player peg on top of the nearest vehicle with an available slot.

Set your vehicle board to the side. Until you hijack an enemy SUV, you are on foot.

Even if your starting player vehicle is destroyed, you never lose your player peg or underlight token.

END OF THE GAME

The game can end in one of several ways:

- If the players achieve the objective for the scenario, the game ends immediately and the team wins.
- If the players successfully perform the level 3 stunt action that wins the game, the game ends immediately and the team wins.
- If the level 3 stunt card moves off of the road board during an end of round (leaving no stunt cards on the road board), the game ends immediately and the team loses.

Some scenarios have special lose conditions.

FAST & FURIOUS

HIGHWAY HEIST

1. TAKE TWO ACTIONS

 **DRIVE (no roll needed)** Move your **manned player vehicle** on the road up to your **SPEED**, in any direction, even between 2 vehicles/wrecks. You may not drive through or end on any vehicle or wreck space.

 **LEAP (no roll needed)** Move your character **on foot**. Insert your player peg into a slot on top of a vehicle within spaces equal to your **ATHLETICS**.

You may leap on top of your own vehicle, or from behind the wheel directly to another vehicle. When you leap back to your player vehicle, you may end up on top or behind the wheel. Leap to get behind the wheel if you are on top of your player vehicle.

 **3 RAM ENEMY SUV** Choose an **enemy SUV** adjacent to your manned player vehicle and turn it into a wreck. If a player or enemy peg was on top, move them. Your player vehicle does not move.

 **3 FORCE** Choose an **enemy SUV** or **player vehicle** adjacent to your manned player vehicle and move it up to 2 spaces. Then, you may move your player vehicle into the vacated space.

 **2 SHAKE** Remove the **enemy peg** from the top of your manned player vehicle and return it to the supply.

 **2 BRAWL** Remove the **enemy peg** from the top of the vehicle your player peg is on top of and return it to the supply.

 **2 HIJACK ENEMY SUV** The **enemy SUV** your peg is on top of is now your player vehicle. Place your underlight token under it and flip your vehicle board to the hijacked SUV side with your cube in the top slot.

If your previous player vehicle was an enemy SUV and it is still on the road, the enemy driver takes it over and it becomes an enemy SUV again. If it is hijacked later, it will be at full strength.

TAKE BOOST TOKEN AS YOUR LAST ACTION This must be the last action you take; afterwards immediately go to step 2 of your turn.

STUNT ACTIONS Attempting a stunt action counts as 1 of your 2 actions. When you successfully perform a level 1 or 2 stunt action, take 1 boost token from the card. When there are none left, flip that card in its spot. Level 3 stunt cards have no boost symbol and may be performed as many times as you wish.

2. ROLL THE ENEMY DIE

 **ENEMY SUV** Activate enemy SUVs one at a time in resolution order.

Slam: If the enemy SUV is adjacent to a player vehicle, it slams into it and deals 3 damage: roll . If the enemy SUV is adjacent to multiple player vehicles, it slams one, favoring the active player vehicle. If the active player vehicle is not one of the vehicles, the team decides which player vehicle is slammed.

Move: If the enemy SUV is not adjacent to a player vehicle, it moves 1 space toward the active player vehicle, even if that vehicle's character is on foot. If the active player has no player vehicle, enemy SUVs don't move.

If there are no enemy SUVs on the road when  is rolled, place an enemy SUV directly behind each player vehicle.



ENEMY PEG

Activate enemy pegs one at a time in resolution order. Resolve only the first effect that applies to the peg:

Damage: If the enemy peg is on top of a player vehicle, it deals 2 damage to the vehicle: roll .

Brawl: If the enemy peg is on top of an enemy SUV or enemy vehicle (tank, semi, or Shaw's car) that a player peg is also on top of, move the player peg to the nearest vehicle with a slot.

Move: If the enemy peg is on top of a vehicle that is adjacent to a player vehicle, the enemy peg moves to the top of the player vehicle. If it cannot, it doesn't move.



ENEMY CARD

Move the faceup enemy cards to the right and resolve the activated effect of any card in the **ACTIVATE!** spot. Then draw and resolve a new enemy card.



MAIN ENEMY MOVES & ENEMY CARD

1. Main enemy moves: Move the main enemy vehicle (tank, semi, or chopper) 1 space in the direction indicated.

2. Enemy card: Move the faceup enemy cards to the right and resolve the activated effect of any card in the **ACTIVATE!** spot. Then draw and resolve a new enemy card.

ENEMY CARDS

The first time you resolve enemy cards: Draw an enemy card, place it faceup in the first spot below the scenario board, and resolve its reveal effects.

Every later time you resolve enemy cards: If there is an enemy card in the **ACTIVATE!** spot, discard it, then move all faceup enemy cards 1 spot to the right. If one moves to the **ACTIVATE!** spot, resolve the effect in the red box. Then draw an enemy card, place it faceup in the first spot, and resolve its reveal effects.

END OF ROUND

1. ROAD MAINTENANCE

Move each wreck 4 spaces W in resolution order. Any enemy SUV or player vehicle in the wreck's path is destroyed. A peg on top of a destroyed vehicle must move. If the wreck moved off the road board, return it to the supply.

Move each unmanned player vehicle and starting player vehicle that has been abandoned 1 space W in resolution order. If the vehicle has another vehicle directly behind it, it does not move. If the vehicle moves off the road board, it is destroyed.

2. STUNT CARD MAINTENANCE

Move each faceup stunt card west 1 spot.

Draw the next stunt card and place it on the furthest east spot. Place a boost token on each boost token symbol on the card.

Finally, all players flip their character boards back over.

SKILL ROLLS

Roll **effort dice** equal to your skill rating in the skill category. If you roll at least the  required, you are successful.

When attempting a skill roll, you may discard 1 boost token after rolling the effort dice to count every  rolled as a .

When another team member is attempting a skill roll, you may discard boost tokens *before* they roll. For each, the player adds 2 extra effort dice to their roll. (max 5 dice).

Defense skill roll: Roll effort dice equal to your **DEFENSE** rating. For each  you roll, reduce the damage dealt to your player vehicle by 1. Any  rolled do not reduce damage unless you boost your roll.