

Now This is Podracing!!!

1. You must always move “forward” with each movement. Moving straight costs 1, changing lanes costs 2.
2. Each pod rolls a d12 (adding or subtracting any modifiers) and then adds 10 to determine the number of movement points for the turn. This number of movement points cannot be less than 10.
3. Pods must use all their movement each turn. A pod can voluntarily crash into something if you choose (and have the movement points available). If you do, you end your move.
4. Only 1 pod can occupy each space. If you move into a space that already contains a pod it costs double movement (2 for straight, 4 for changing lanes). If you cannot get past the pod and end in a legal space you may not perform the maneuver(s) and must crash.
5. If you crash into (or fly over) another pod, each racer rolls a collision roll (2d6). Lower number pod takes 1 damage.
6. If you crash into a wall or other obstacle you take 1 damage.
7. Each pod starts with 3 HP. When depleted, you lose your next turn and are restored to full health.
8. There may be various hazards in the game:
 - a. On Tusken hill, at the end of each round roll a d6 and anyone in that Tusken space takes 1 damage.
 - b. If you end your turn on a Red space, take 1 damage.
 - c. If you end your turn on a Blue space, roll a d6. Odd number you lose your next turn.
9. If a pod racer is in last place when it starts its turn, add +6 to the movement value rolled.

The Podracers

Anakin	-1 Speed. On a movement roll of 6, repair 1 damage. If Anakin is in last when it is his turn he adds 6 to his roll. This stacks with the normal last place +6 bonus.
Ark Roose	If Ark ends adjacent to another podracer, Ark and all adjacent pods remove 1 damage
Sebulba	At the end of your movement, each adjacent podracer takes 1 damage
Clegg Holdfast	Immune to all hazards
Ebe Endecott	-1 Speed. On <i>his</i> turn, if he flies over another pod, add +1 to his roll for damage.
Ben Quandineros	On a movement roll of 4 or 8, add +4 to Ben’s movement this turn. At the end of the turn, take 1 damage.
Boles Roor	On a movement roll of 1 or 2, take an extra turn. At the end of the current turn take 1 damage.
Neva Kee	If Neva ends his turn adjacent to another pod racer, he moves 3 more spaces.
Teemto Pagalies	If Teemto’s movement roll is odd, add +2 to movement this turn.
Ody Mandrell	-1 Speed. Ody can move through other podracers at no additional cost.
Mars Guo	Before rolling, Mars may take 1 damage to add +6 to his movement this turn.
Dud Bolt	If Dud’s movement roll is even, add +2 to his movement this turn.
Ratts Terell	If Ratts ends his movement adjacent to another pod, add +4 to his next movement roll.
Gasgano	-3 speed. Changing lanes only cost 1 instead of the normal 2.