

# DIRTY TRICKS



## Monkey Wrench

When a pod attempts to use its special ability, play this card to prevent it for the remainder of the turn

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## Death Star

Deal 2 damage to a pod directly in front of you and within 1 space at the end of your movement

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## Jedi Reflexes

For one turn, lane changes cost no additional movement

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## The Force is strong with this One!

When your pod would take damage from collision with another pod, avoid the damage and instead deal one damage to the other pod

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## **Moving Sands**

You may place any small rock obstacle within one unoccupied space of your pod at the end of your turn

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## **Illegal Nitro Boost**

You gain an additional 6 spaces at the end of your move

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## **Grav Boost**

Moving over other pods does not cost additional movement, nor incur a damage test

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## **Stall**

Subtract 5 from the movement of a pod for this turn; may be played after the roll for movement

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## Team Effort

Activate the next unactivated pod of your choice

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## Hired Gun

Nominate 1 pod at anytime and on any part of the track. That pod must immediately take a Tusken Hills test.

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## Smoke Cloud

Movement reduced by 3 for all pods within 4 spaces directly behind your pod

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## The Fix is In!

The Hutts are trying to rig the race. Each other racer must REDUCE their movement by 2 their next turn

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Onboard Repair Bot

Roll a D6,  
on a 1-3 restore 1 HP  
on a 4-6 restore 2 HP

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Always a bigger Fish

Ignore environmental  
effects for 1 turn

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Auto Thrusters

Ignore all damage for 1 turn

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Unstable Modification

When this card is played, lose 4  
movement. For once a turn  
after you may roll a D6. On  
anything but a 1 you gain  
2 movement

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## Hole Shot

When determining who goes first, swap your roll with the player who rolled highest

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## Kill Switch

Play on the first turn of the game: nominate one pod to reroll its movement roll

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## Hidden Ion Gun

Pick one pod in your front arc within 4 spaces: that pod must skip its next activation

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## Hyper Reflexes

Cannot be reduced 1 HP until your next activation