

## Now This is Podracing!!!

(modified by the Ocala Garrison)

1. Draw Cards to determine race order.
2. Each player draws one Dirty for a one time use in the game.
3. 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.
4. You must always move "forward" with each movement. Moving straight costs 1, changing lanes costs 2.
5. 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.
6. 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.
7. If you crash into (or fly over) another pod, each racer rolls a collision roll (2d6). Lower number pod takes 1 damage.
8. If you crash into a wall or other obstacle you take 1 damage.
9. Each pod starts with 3 HP. When depleted, you lose your next turn and are restored to full health.
10. There may be various environmental factors in the game:  
Boonta Eve Classic - If you start the turn in the Tusken area, Roll a D6:  
1-4 – No problems. Continue as Normal  
5 = Take 1 damage  
6 = Take 2 damage
11. If a pod racer is in last place when it starts its turn, add +6 to the movement value rolled.

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