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:
    a. 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.

The Podracers

Aldar Beedo	+1 Speed. +1 to his roll for damage.
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
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.
Clegg Holdfast	Immune to all hazards
Dud Bolt	If Dud's movement roll is even, add +2 to his movement this turn.
Ebe Endecott	-1 Speed. On *his* turn, if he flies over another pod, add +1 to his roll for damage.
Gasgano	-3 speed. Changing lanes only cost 1 instead of the normal 2.
Mars Guo	Before rolling, Mars may take 1 damage to add +6 to his movement this turn.
Mawhonic	+2 to collision rolls
Neva Kee	If Neva ends his turn adjacent to another pod racer, he moves 3 more spaces.
Ody Mandrell	-1 Speed. Ody can move through other podracers at no additional cost.
Ratts Terell	If Ratts ends his movement adjacent to another pod, add +4 to his next movement roll.
Sebulba	At the end of your movement, each adjacent podracer takes 1 damage
Teemto Pagalies	If Teempto's movement roll is odd, add +2 to movement this turn.