



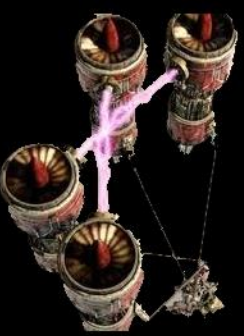
On a movement roll of 1 or 2, take an extra turn. At the end of the current turn, take 1 damage.

Damage



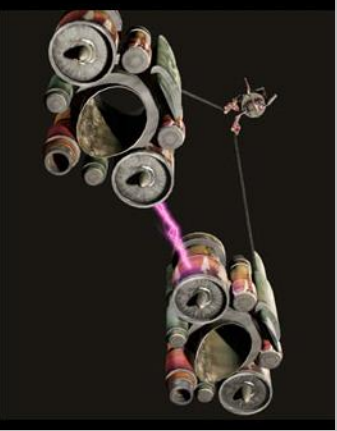
On a movement roll of 4 or 8, add ++4 to Ben's movement this turn. At the end of the turn, take 1 damage.

Damage



If Ark ends adjacent to another podracer, Ark and all adjacent pods remove 1 damage.

Damage



-1 Speed

On a movement roll of 6, repair 1 damage

If Anakin is last when it his turn, he adds 6 to his roll. This stacks with the normal last place +6

Damage





-3 speed. Changing lanes only costs 1 instead of the normal 2.

Damage



-1 Speed. On his turn, if he flies over another pod, Add +1 to his roll for damage

Damage



If Dud's movement roll is even, add +2 to his movement this turn.

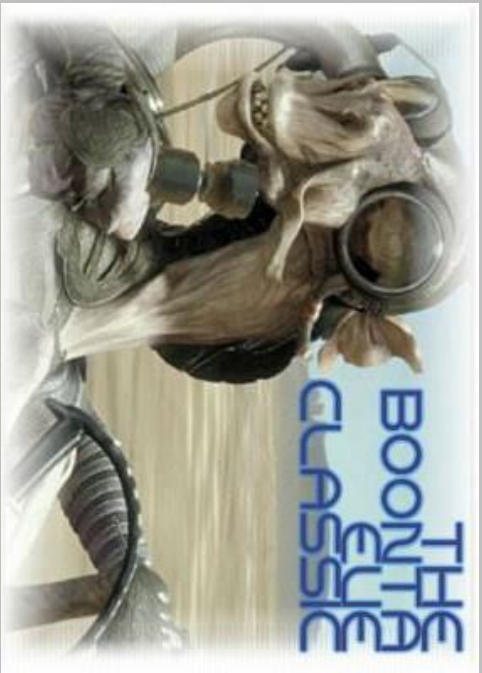
Damage



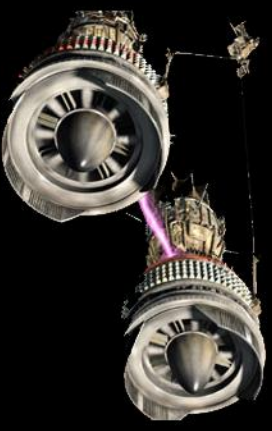
Immune to all hazards

Damage





If Ratts ends his movement adjacent to another pod, add +4 to his next movement roll.



Damage



-1 Speed. Odys can move through other podracers at no additional cost.



Damage



If Neva end his turn adjacent to another pod racer, he moves 3 more spaces.



Damage



Before rolling, Mars may take 1 damage to add +6 to his movement this turn.



Damage



+2 to Collision Rolls



Damage



+1 Speed

+1 to his collision rolls



Damage



If Temto's movement roll is odd, add +2 to movement this turn.



Damage



At the end of your movement, each adjacent podracer takes 1 damage.



Damage

