

# STAR WARS: Swoop Racers

## I. Terms

- Crashes** Figures are not defeated in SW Swoop Racers. They suffer crashes instead. Every crash, however, reduces their enhancements down by 1 until all they are left with is a basic racing machine.
- Enhancements** Anything that differs a stock or unmodified Racer from the baseline model.
- Race** Any racing event where players compete for 1<sup>st</sup> place and the trophy! All races have at least three laps around the track. The first racer to cross the finish line first is the winner.
- Racer** Any Figure participating in a race on the track is called a racer. Even figures that are mounted on a creature instead of Swoop bike or a vehicle are considered racers.

## II. Notes and Disclaimers

While we refer to the WOTC rules, we do not work for the company nor are we involved with them in any way. We make no claim to their elegant and fun to play system. Buy their miniatures and play their rules! It is a simple, fun game that anyone who likes Star Wars can enjoy. We're simply a bunch of gamers in St Louis who enjoy the rules and the miniatures, but wanted something more for a race game. The Brain trust who was clever enough to put this together is Kevin. A true Star Wars fan and more importantly, a true friend – until we get on the track! Then he gets it in the back!

This game is meant to be played for fun and players should take that attitude onto the raceway. We all like to win, but I would hope that we would rather have fun with our friends as a higher priority. For those who use these rules to race around the track vying to win over anything else, I duly give you your polite 'golf clap' for winning the race, but I turn my back on you for losing out on all the fun you could have had if you chose to play otherwise. Play for fun. These rules will give you some excellent games if you let them. I have yet to win a race (sad, but true), but I can honestly say losing was never so much fun! Enjoy and for those of you who love to tinker with rules, knock yourselves out. Just give a nod to Wizards for their part and the gamers in St Louis for ours. Thanks and happy racing!

## III. The St Louis Play Test Team:

Kevin Long (Mercenary author), Larry Freeman (Gungan Scribe), Mike Cooper (hairless Wookiee), Mike Doelling (Pizza the Hutt), Tom Freeman (Darth Tom), and Kevin Doelling (Reek bait).

## IV. Materials need for play

The game was meant to host from 4 to 12 players at once on the track. We would not recommend going higher or lower than that. Four to twelve players will give a lightning fast game with a lot of excitement. More than that and it becomes difficult to fit around the table and still keep track of what is going on.

You will need a racer. This can be any mounted creature or small vehicle platform that you wish to use in the race. Custom paint jobs and clever reworking of models for new racers is not only allowed, it is encouraged! The model itself does not matter as all racers begin with the same basic racer design. You will also need to print out some racer sheets and the Maneuver templates. The Dirty Tricks cards, while fun, are optional. You can still have a great race without them.

You will also need to set up a track and explain the course layout to the other racers. It should be challenging, but not impossible. Nobody likes impossible. We also recommend that you have about 3 to 5 obstacles or monsters located at strategic points around the track (but out of sight of Jabba) to harass the riders. Other than that, all you need is a good attitude and a willingness to have fun. You're going to need both!

## 1. TURN SEQUENCE

1. Determine Initiative. Initiative is determined exactly as per the WOTC rules. The players will take turns moving depending on when they activate according to the initiative roll.
2. The active Player begins their turn by declaring their speed and then they move. See rule 2 Movement on how to Accelerate or Decelerate during the turn. Attacks are conducted before or after movement, just like the standard rules. After the racer has finished moving and / or attacking, their turn is over.
3. The next racer, if there are any left, as determined by the Initiative roll, will become the Active player and perform the same sequence of actions as outlined in Step 2. Continue cycling from step 2 to step 3 until all racers on the track have moved, recovered from a crash or were given a chance to play. After all have finished, return to step 1 and begin a new turn.

The Swoop Racing game mirrors the existing turn sequence used in the WOTC game, but there are some differences as figures or characters in the Swoop game cannot be defeated. When a figure has suffered enough damage to be defeated, it suffers a Crash instead. See rule 5 Crashes for more details. Also, every player can randomly draw one 'Dirty Tricks' card before the start of the race. The dirty tricks cards are shuffled and then placed face down in a pile. By initiative order, each racer will draw one card off of the top. After their cards are drawn, the racers can view them to see which dirty tricks they or

their racing friends have dreamed up for this contest. See rule 6, Dirty Tricks for more information on the cards and their effects.

## **2. MOVEMENT**

Racers move in a straight line forward until they turn. Each racer can make two turns every time they move but the turns must be taken at the halfway point of their movement and at the end of their movement. So players must not only judge their speed but when they want to turn as the two are connected. Example: A racer moving 12" will turn once at 6" and a second time at the end of their move at 12".

### **2.1 Minimum Speeds**

Each racer must move at least 3 inches every turn.

### **2.2 Maximum Speeds**

There are no maximum speed limits. Racers can move up to the limit of their abilities. Before Enhancements, each racer begins the game with Speed 12. This means the racer can move 12".

### **2.3 Movement and Attacking**

Moving and attacking during the turn is per the WOTC rules. Attacks can be made before movement, or after movement. A player can replace their attacks with more movement by simply Accelerating past their speed rating, but that must be declared at the start of their turn as per the turn sequence.

### **2.4 Acceleration**

A Racer can declare any speed at the start of the turn up to double their Movement allowance. If the Racer declares a move over their Speed characteristic, it is considered a double move and they may not conduct any attacks except BUMPS or SIDESWIPES.

### **2.5 Deceleration**

Unlike acceleration, a Racer can only slow down up to half it's Speed from the last turn. Example: if you were going 18 inches last turn, you can slow down to any Speed between 18 inches and 9 inches the next turn

## **3. MANEUVERS**

There are several maneuvers a racer can perform while they are active. Turns are meant to point the racer in a new direction while they are moving. Bumps and Sideswipes however, are types of attacks that can be performed while moving on other racers that your model encounters while racing.

Racers always have the choice of simply passing through other racers while they move or they can conduct Bump or Sideswipes while they pass. Note that the attacking racer must have their base or any part of their racer comes into contact with another racer's base or model before any Bumps or Sideswipe attacks can be conducted. But those attacks are always optional and up to the discretion of the activated racer.

### **3.1 Turns**

All racers begin with a standard turn rate of L for Low. This turn rate can be boosted higher by spending Enhancement Points. Turns, as mentioned before, can be accomplished up to two times every time the racer activates: At the halfway part of the racer movement and a second time at the end of the racer's move. To make a turn, center the racer on the arrow line on the Maneuverability Template, then rotate the racer left or right until the nose of the racer is over or lined up with the turn limit. You can make a more shallow turn by moving the nose of the racer to any point between the arrow and your turn rate, but you can never exceed your turn rate. Example: A racer with a M or Medium turning ability will pivot left or right until the nose is pointing at the 'M' mark on the Maneuverability Template or to any point between the arrow and the M marking.

Racers do not need to turn during a move and they do not need to conduct two turns every time they move. A Racer could just simply move forward, or perhaps just turn once at the halfway point or just at the end of their move. It is always the racer's choice when to move or turn, but they can only ever turn at the halfway point of their current Speed or at the end of their move.

### **3.2 Bumps**

Bumps are used to edge your opponent out of the way, possibly causing some damage as well. It costs 2" of Speed to conduct a bump. Note that this Bump Speed reduction could change when you were planning to turn during your move! You may move and bump as many Racers as you like during the turn as long as you have the speed remaining to do so and your racer can physically touch the opponent's racers. Bumps are not attacks, so they can be executed at any time and at any speed.

To conduct a Bump, the active player must move their racer up to and in contact with the target. Note that if the Bumping

racer cannot turn tight enough or get close enough to physically hit the target racer, then they cannot make any Bump attacks. The attacking racer will then spend 2" of Speed to cause the Bump. Both players will then roll a d20. The player who rolls the lowest is the loser. Ties are considered no effect. The loser will take 10 points of Damage and will be shifted 2" to the left or the right out of the path of the winner depending on which side of the nose the loser is on when the Bump attack occurs. Example: if the losing racer was to the left of the winner, their bumped racer will lose 10 points of damage and go 2" to the left. If this damage is enough to cause them to crash, move their racer to the new spot and then crash it at that point. If the bump was hit in the center, then the winner determines which way the loser will go.

### 3.3 Sideswipes

Sideswipes are more dangerous maneuver designed to cripple or destroy a competitor's racer. As such, it is more dangerous and risky than the Bump. To execute a sideswipe, the attacking bike must come in physical contact with the defender and pay 4" of Speed to conduct the attack. Again, both sides roll a D20 but this time, they can add in their Defense number. The Highest roll wins. The Loser of the Sideswipe suffers 30 points of damage and will be pushed 6" to the left or right depending on which side of the nose the loser is on when the Sideswipe attack occurs. Example: if the losing racer was to the left of the winner, their Sideswiped racer will go 6" to the left and they will suffer 30 points of damage. If this is enough to cause them to crash, move their racer to the new spot and then crash it at that point. If the Sideswipe was hit in the center, then the winner determines which way the loser will go.

## 4. RANGED ATTACKS

Ranged Attacks occur as per the normal WOTC STAR WAR rules. All racers are considered to have a ranged attack ability which represents the firearms the racers bring with them.

## 5. CRASHES

A Crash means that your racer has been temporarily defeated. It is meant to show the time delay necessary for you to wait while repair droids come out and put you and your speeder back together. No racer is ever permanently removed from the game, so each player can suffer an unlimited amount of crashes during a race. Crashes occur automatically when you run into any terrain obstacle (unless otherwise noted by the race officials before the game) OR your Hit Points drop to 0. Crashed racers can be marked anyway you like, but we normally tip ours over on the side at the site of the crash.

Now for the bad side of crashing. All crashes, besides delaying you for a turn while your friends race ahead, also automatically remove one Enhancement Point from your bike. See rule 7 Enhancement Points for more information on how they affect your racer.

It takes 1 turn to recover from a crash. The crashed player will roll for initiative like before, but they will use their turn to stand their bike upright or remove whatever marker you use to show your crashed racers. We also remove any droids we may have put out there working on your bike. Recovering from a crash also resets all of your Hit Points up to your maximum allowance and you may begin by facing your bike in any direction you desire.

The turn after a crash, the player is back in the race and will roll for initiative and move as though the crash had never occurred. If a racer was eaten or shot down by 'obstacles' (read monsters or other nasties on the track), they get to begin their next turn OUTSIDE of the Attacks of Opportunity zone of the monsters or obstacles and further down the track.

## 6. MONSTERS AND OTHER OBSTACLES

We simply cannot picture a Star Wars race game without some type of obstacles or creatures. I blame this on Episode 1 and the Pod Race scenes. As such, we have some simple rules for adding 'obstacles' around the track to make the race even more difficult.

### 6.1 Monsters

Monsters can be any creature you own that towers over the other racers. All Monsters move in a Random direction along a certain track. We normally place our monsters at a certain chokepoint to possibly get in the way of the racers or along a certain path, such as a street or waterway.

Monsters, if any are present, get initiative and move just like racers. Roll a d20 for each monster. On a roll of 1-10, they will move their Speed to the left. On a roll of 11-20, they will move their speed to the right. If they contact any racers, they will stop and attack. Any racers that pass through them or within 2" of the monster, will suffer an Attacks of Opportunity just like the regular rules.

Monsters may only conduct 1 SUCCESSFUL attack on your racer during the time they are within the Monsters attack zone. Example: if your racer enters the Reek's attack zone and is successfully attacked by the REEK, you cannot get attacked by the Reek again until you pass by him later in the game.

Monsters or any other track obstacles can NEVER be Defeated or Removed unless specifically stated before the game begins. Shooting at them is just a waste of time and power cells.

## 6.2 SNIPERS AND OTHER RANGED ATTACK OBSTACLES

If your game has ranged attack creatures such as the Tusken Snipers in it, their Attacks of Opportunity zone is different than the normal game. Typically, you must be adjacent to the figure to get attacked, but the ranged attack creatures in this case are far enough away and shooting at you for sport! As such, the ranged Opportunity of Attack zone is 4 inches wide and extends over to cover a certain section across the track. They will automatically attack any racer who enters or passes through this zone using the normal Attacks of Opportunity combat rules using their Firing Ability. Any racers shot down in their kill zone will be placed or start outside of the zone and further down the track once they have recovered from the Crash.

## 6.3 JABBA AND GUARDS:

Jabba hosts the race, so play nice! At the start / finish line is the reviewing stand that includes Jabba. ANY gunfire within 18 inches of Jabba and his guards will be mistaken as an assassination attempt on Jabba! Four Gammorrean Thugs will react accordingly and try to gun down all assailants who fire in the presence of the mighty Jabba! Any racers shot down incur a 2 turn penalty as the guards interrogate and search you roughly and thoroughly to ensure you are NOT a threat to the Hutt!

## 6.4 THE JOYS OF GOING LAST

Somebody has got to be in last place, but now, they can do something about it! The person in last place always rolls for all Obstacle, Jabba's Guards, or Monster attacks on their fellow racers. This 'privilege' lasts until someone else is falls into last place. Last place position is always determined at the start of the turn.

## 7. ENHANCEMENT POINTS

Before every race, each player gets 5 points to customize their racers. Sadly, every crash / shoot down / monster mash removes 1 upgrade away from the racer. Unless otherwise noted, it is always the racer's choice on which enhancements are removed. Here are the current list of enhancements for your racer. Each Racer begins with a baseline rating that will never be reduced, so once your racer has suffered five crashes, it will be back at the basic racer that it started with. There are no penalties for suffering more crashes than you have enhancement points.

Each Enhancement point will increase the rating or characteristic of the Racer up by one from the baseline. A player can spend all of their enhancement points in one category or they can spread them around into several categories. The choice is always the players and what they think they will need to win! The Enhancements are listed below and by characteristic:

### 7.1 Hit Points

All racers start with a baseline of 30 Hit Points. Each enhancement point spent here increases the hit points by 10. So if all five were spent in Hit Points, the Racer would have a Hit Point total of 80.

### 7.2 Defense

Each racer has a baseline defense of 14. Each enhancement point spent here increases the defense by 1. So if all five were spent in Defense, the Racer would have a Defensive total of 19.

### 7.3 Attack

The racer begins with a baseline attack characteristic of +5. Each enhancement point spent here increases the Attack by +3. So if all five were spent in Attack, the Racer would have an Attack score of +20.

### 7.4 Damage

All racers can inflict 10 damage with every attack as their baseline. Each enhancement point spent here increases the Damage by 10. So if all five were spent in Damage, the Racer would have a Damage total of 60.

### 7.5 Speed

All racers start with a speed 12 rating. This means they can move up to 12 inches and make one attack or accelerate faster and make no attacks except for Bumps or Sideswipes. Each enhancement point spent here increases the Speed by 1. So if all five were spent in Speed, the Racer would have a Speed total of 17.

### 7.6 Turning

All racers start with a Low turning ability. This means that when they conduct a turn, they will only be able to turn and face to the L or Low mark on the Maneuverability template. The ratings increase from Low to Medium (M), Medium High (MH), High (H), Very High (VH) and Extreme (E). Each enhancement point spent here increases the Turn rate by 1 level. So if all five were spent in Turning, the Racer would have a Turning radius of 'E' or Extreme.

## 7.7 Extras

These are several pieces of kit that a racer can add on to their ride to give them a special 'edge' in winning.

### 7.71 Magnetic Harpoon

The Sorosuub MAG-HARPOON was originally a construction site tool where workers could use it to haul heavy tools up to their current platform. It didn't take racers long to realize the potential of this item and strap them onto their racers! The MAG-HARPOON allows you to target any opponent within 6 inches and in the front half arc of your racer. Roll 1d20. A successful roll allows you to winch in the cable and move up behind the target vehicle. It will cost 1 Enhancement point to select the MAG-HARPOON

Unfortunately, MAG-HARPOON's have difficulty dealing with the winds created by racers, so it doesn't always go where it was intended to! If the racer rolls a 1-10, the MAG-HARPOON strikes the intended target and works as advertised. On 11-16, it latches onto the closest racer or object instead. On a roll of 17+, it has gone completely haywire and the other racers get to vote on where it ended up, even if the object is behind the racer!

### 7.72 Portable Shield Generator

This handy device will allow the racer to possibly ignore any ranged attack damage. On a roll of 11+, the device stops this round of attacks. On a roll of '20', it shorts out and fails!

### 7.73 Turbo Booster

The Turbo Booster is a one time use item, but if used carefully, it can win you the race! The Turbo Booster gives the racer a boost of +6 to the racer's maximum speed for just one turn. Example: A racer with a Speed of 12 using Turbo Boost will have a Speed of 18 for just one turn. To use the Turbo Booster, it must be called out at the start of the turn when the racer announces their speed for the turn, followed by a die roll. On a roll of 1 through 19, it works! On a roll of '20', it just gives out a puff of smoke and fails!. Even if it is used up, the Turbo Booster can still be marked off as a Crash casualty.

### 7.74 Exhaust Vents

This nice item temporarily channels your exhaust from the rear of the bike to the left or right side of your bike. Due to the high heat, the device only works for one turn. All other racers that are within 6" of your racer that you pass on this turn must make a save 11+ or immediately be pushed 3" to the left or right of your racer as you pass them by as though you had Bumped them.

## 8. DIRTY TRICKS CARDS

There are literally dozens if not hundreds of potential dirty tricks out there. Below is our list of cards. Before every race, each racer will randomly draw one Dirty Tricks card from the deck. All Dirty Tricks can be played at certain times during the game, but most should be held onto the bitter end where they really make a difference. We have found that most Dirty Tricks cards fit perfectly on the back of a standard business card. For those of you with an Ink Jet printer and have a Wal-Mart handy, go and buy some Epsom business cards. They come 200 to a pack for about five dollars. All of our cards are arranged on the next page in the correct table format. All you have to do is insert the paper and print the page. The third page is the facing page for the cards. Just flip the business cards over and print that page. We mark the business cards beforehand with a pencil or lightly with a pen on one side so we can tell which one was up to ensure you don't overwrite what you have already printed.

## 9. MAKING RACERS

Any medium or small WotC plastic miniature on a bike, vehicle or creature will do. If you want to customize and create a new bike, we use Zap-a-Gap CA+ to hold the pieces together. This is good stuff and I have dropped my glued figures from head high and have them land in perfect shape. I've even tossed them even higher in the air and have them land unharmed when I am testing to see if the joint will hold. After that, we prime with a dull flat paint, usually from a spray can. Acrylic paints from such companies like Citadel, Vallejo or Polly S will cover perfectly. Try to use a white base coat if you are using light colors like yellow or red. We also found it helpful to have an idea of what your racer was going to look like in the end before you begin. It will help with colors and your theme. You really don't have to do anything to have a great game. But just throw some minis on the table and wait for the green light! But if you want to do something different, those previous steps will do a lot to help make your process a whole lot easier.

Good Luck and may the Force be with you!

## LEAPING LIZARDS!!!!

Play After Racer announces their Speed, but before they move.

Some flying lizards get scared by the race and fly into your path. SAVE 11+.

FAIL: Take 10 DMG OR Speed is reduced 6 inches this turn (racer's choice).

## WHIRLWIND!!!!

Play at Any Time.

A Localized whirlwind engulfs you causing some disorientation. SAVE : 11+.

FAIL: Lose 6 inches of movement, and face in any heading the Racer in last place chooses.

## WATER IN THE POWER CELLS!!!

Play at Any Time.

Your fuel system has been tampered with. SAVE 11+.

FAIL: You cannot go faster than half Speed until the end of the next turn.

## DROIDS ON STRIKE!

Play on any Player after they Crash.

Someone has unionized your droids, and they want better hydraulic fluid... SAVE 11+

FAIL: Crash Recovery takes 2 turns instead of 1 as you argue over fluid breaks.

## GLARE!

Play After Racer announces their Speed, but before they move.

Cheap goggles fall apart and you're stuck with no protection from the sun/sand. SAVE 11+.

FAIL: Speed is reduced to 6 for 1 turn while you find something to protect your face.

## STUCK THROTTLE

Play immediately on any Racer that just announced their speed for the turn.

That player must use that speed for this turn and the next turn.

## LOOSE POWER COUPLING

Play on any Racer before they announce their speed for the turn or before they move.

Their Swoop may only move a maximum of 6" on the turn the card is played.

## TUSKEN PAYOFF

Play at any time

Whoever has this card played on them will be immune from all shots from off the track. Remove this card and its effect immediately after any crash

## POODOO!

Play on any Racer before they move

Their Swoop is out of fuel and cannot move at all during the turn this card was played on them as they are busy refueling. This does not count as a crash.

## BANTHA FLAVORED

Fellow racers have coated your swoop with a chemical that drives Monsters into a feeding frenzy. If your swoop moves within 12" of any creature, they will ignore all other nearby racers and move in an attempt to attack and eat just your racer. If they are successful and cause your swoop to crash, remove this card. Otherwise, this card will last until you are defeated and Crashed by any monster

## **WE'SA BEING YOUR MECHANIC**

Play at any time on any player.

Due to budget cuts, you have hired an inexperienced Pit crew. The person playing this card will pick one Enhancement area on the target racer without looking at their current characteristics. The picked characteristic loses all of its Enhancements for the game!

## **THE FORCE IS STRONG WITH THIS ONE**

Play at Any Time.

Playing this card will cause all die rolls or results during one turn to automatically favor the racer. Bumps and Sideswipes will still be rolled for as normal, but no damage will be inflicted on the person who had this card played on them. Remove this card at the end of the turn.

## **SPARE PARTS**

Play at any time.

As you fly by, your Pit Droids hold up and show you a spare part that somehow was not reinstalled during your last stop! You notice you cannot steer! You may make only 1 turn instead of 2 until you Crash or the race is over. Remove this card after you

## **FIRECRACKERS**

Play at any time.

You have bribed someone in the stands to throw a string of firecrackers on the track near another racer as they pass Jabba the Hutt. The bodyguards will shoot at that racer as they pass the reviewing stand. Remove this card at the end of the turn.

## **I SAY OLD CHAP!**

Play at any time on any racer.

Your racer is overcome by a fit of politeness. For this turn, they will make no attempt to pass, bump, sideswipe or shoot another racer. Remove this card at the end of the turn.

## **GIZKAS IN THE LINKAGE!**

Play at any time on any racer.

Gizkas have gotten wedged into your Guide vanes! Save 11+.

FAIL: The player placing this card will call 'left' or 'right'. For the next two turns, that is the only direction this racer may turn if they choose to turn!

## **BUILT BY THE LOWEST BIDDER**

Play at any time on any racer.

Other racers have sabotaged your weaponry. Whenever any racer shoots at another, you may play this card and cause one firing racer to instantly Crash as their weaponry explodes!

## **OVERLOAD**

Play at any time on any racer.

Secondary market Parts fail in spectacular fashion! Save 11+

FAIL: Your racer instantly crashes into several dozen pieces across the track

## **SITH APPRENTICE**

Play at any time.

You have bribed a Sith Force user to harass the other racers. Save 11+. Remove immediately after playing

FAIL: Each racer that fails to save suffers 30 points of Sith Lightning Damage!

## **I HAVE A BAD FEELING ABOUT THIS**

Play at any time on any racer.

On the turn this card is played, this racer will automatically fail or lose every possible die roll. No matter how low the other player's roll, this player cannot beat them. Remove the card at the end of the turn.

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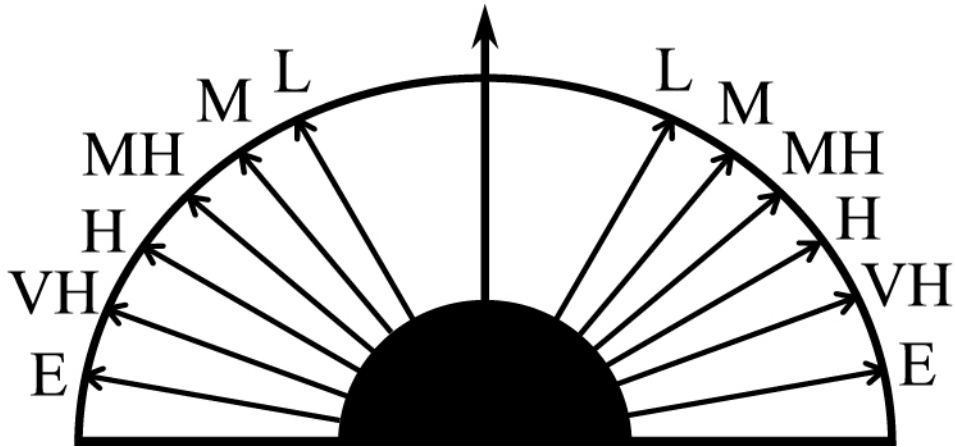
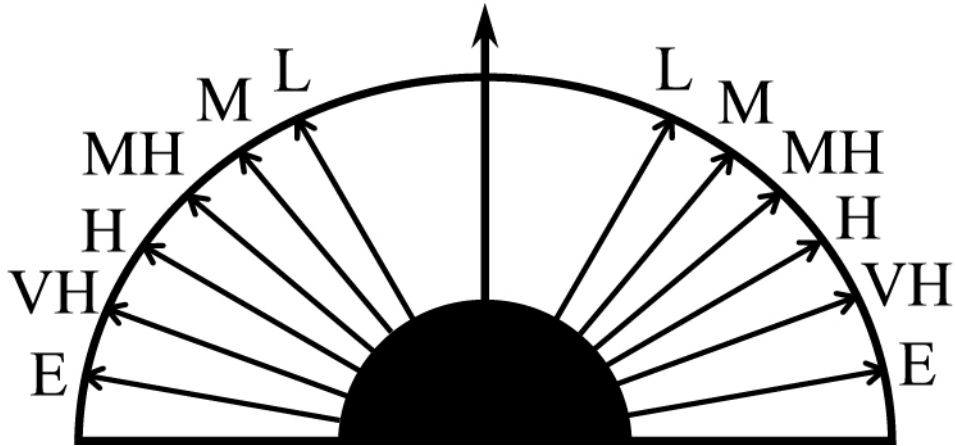
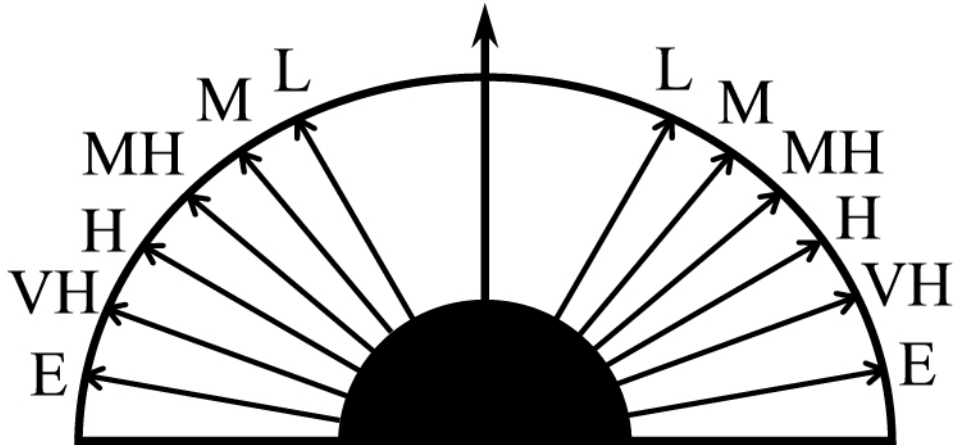
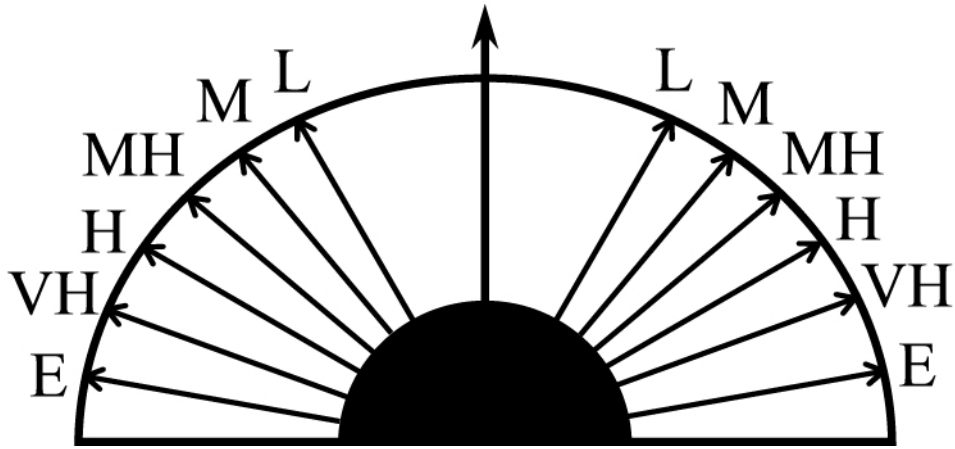
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9.0 Maneuver Templates



10.0 Racer Templates

Racer's Name: \_\_\_\_\_ Racing Team: \_\_\_\_\_

Baseline			Enhancements					Extra Equipment	
Hit Points	10	20	30	40	50	60	70	80	<input type="radio"/> MAG-HARPOON 1-10 = Success, 11-16 closest target or obstacle instead 17+ = Enemy players decide target!  <input type="radio"/> Portable Sheild Generator Ranged Attacks blocked on 11+  <input type="radio"/> Turbo Booster Increase Speed by +6 for 1 turn One time use  <input type="radio"/> Exhaust Vents Save 11+ or get pushed 3" to the side One time use.
Defense			14	15	16	17	18	19	
Attack			+5	+8	+11	+14	+17	+20	
Damage			10	20	30	40	50	60	
Speed			12	13	14	15	16	17	
Turning			L	M	MH	H	VH	E	

Racer's Name: \_\_\_\_\_ Racing Team: \_\_\_\_\_

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Attack			+5	+8	+11	+14	+17	+20	
Damage			10	20	30	40	50	60	
Speed			12	13	14	15	16	17	
Turning			L	M	MH	H	VH	E	