Warhammer 40K POD-RACING

BoLScon 2009

The Doubletree Hotel - Austin, TX August 22nd - 23rd, 2009

TURN SEQUENCE:

Movement Phase
Action Phase

DAMAGE CHART:

1) No effect - WHEW!
2) Skip this action phase
3) Turn to face scatter die
4) Move back 1d6"*
5) Move back 2d6"*
6) Move back 4d6"+ turn to face scatter die*

*If this places you on another model, move to the far side of them. Note the *Collisions* rule applies so you may get bounced around a bit in tight quarters.

MOVEMENT PHASE:

1) Starting with the player in **first** place (roll-off for turn 1) and proceeding backwards , each player moves up to the sum of his movement dice. You can move less if you wish.
2) You may make a single 90 degree (or less) pivot at any point during your move (start, end, or during).
3) You may not **end** your move within 1" of any other model. If you do not have enough movement to pass another model, place yourself as close as possible behind them. You may pass freely over other models during your move.

ACTION PHASE:

1) Starting with the player in **last** place and moving forward, each player may perform one of below listed actions, that is permitted for your racer type:

-Fire: Roll a d6. On a 4+ you have hit any single model within listed weapons range, arc, and line of sight. (Standard arc is forward 90 degrees) Roll on the damage chart if your target is hit.
-Turbo: Move d6 inches straight ahead. If this places you on another model, move to the far side of them
-Pull-up: Pivot up to 90 degrees.

OTHER RULES:

1) **Collisions:** If a player hits any terrain piece or the table edge, they stop immediately and roll on the damage chart.
2) **Track Layout:** have fun, but we recommend a twisy track with plenty of hairpin turns, and tight squeezes.

POD-RACERS

Movement Dice:5
Actions: Turbo, Fire (6")
Special Rule: Suffer a +1 modifier to all damage chart rolls

Models: Anything FAAAAAAAST looking!

SKIFFS

Movement Dice:4
Actions: Turbo, Pull-up, Fire (6")
Special Rule: Only hit by firing players on a 5+, Suffer a +1 modifier to all damage chart rolls

Models: Raider, Vyper, Piranha, Land Speeder, Deff-copta

RACERS

Movement Dice:4
Actions: Turbo, Pull-up, Fire (12")
Special Rule: Can fire all-round

Models: Wave Serpent, Falcon, Fire Prism, Valkyrie, Ravager

CRUISERS

Movement Dice:3 (Roll 4 and use the highest 3)
Actions: Turbo, Fire (18")
Special Rule: Can fire all-round, Performs 2 actions per turn (even the same one twice)

Models: Hammerhead, Devilfish, Monolith

ENDING THE GAME:

1) The first player to pass the finish line is the winner.

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