

Spin-Out: A Pod Racing Game

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(Exodus 20:15 - "Thou shall not steal.")

1. The Pick a Card Phase
2. The Determine Movement Allowance Phase
3. The Tabletop Manoeuvre Phase
4. The End Turn Phase

To attempt to **re-start the pod's engines** the player throws 1D6 the result being:

| | |
|----------------|--|
| On a 1 | Your engines re-start – no problems |
| On a 2, 3 or 4 | Your engines fail to re-start – try again next Turn |
| On a 5 | Your engines re-start but they backfire causing one point of damage to your pod |
| On a 6 | Your engines re-start but they backfire severely causing two points of damage to your pod |

To test for an **engine stall** the pilot of the pod throws 1D6 the result being:

| | |
|----------------|--|
| On a 1, 2 or 3 | The pod's engines keep running – no problems |
| On a 4, 5 or 6 | The pod's engines have stalled and shutdown |

A pod whose engines stalled and shutdown has a **red stationary pod marker** placed onto it.

Any pod that has done **more than two turns** this Turn or **exceeded a speed of 18** this Turn **must** test to see if that pod spins-out (or spins-out again). To test for a possible **spin-out** the player throws 1D6 the result being:

| | |
|----------------|---|
| On a 1, 2 or 3 | The pod remains under control – no problems |
| On a 4, 5 or 6 | The pod spins-out |

A pod that spins-out has an **orange spin-out marker** placed upon it. The spin-out is resolved **next** Game Turn.

| | Hearts ♥ | Diamonds ♦ | Clubs ♣ | Spades ♠ |
|-------|---------------------|---------------------|---------------------|---------------------|
| Ace | Evasive Manoeuvre | Evasive Manoeuvre | Tip Off | No Spin Out |
| King | Trick Manoeuvre | Pot Shot | Squeeze Through | Sabotage |
| Queen | Computer Glitch | Bribe Pays Off | Mass Spin-Out | Power Coupling Fail |
| Jack | Engines Restart | Fuel Leak | Good Nudge | No Spin Out |
| Ten | Repair Card | Repair Card | Repair Card | Repair Card |
| Other | Afterburn or Repair | Afterburn or Repair | Afterburn or Repair | Afterburn or Repair |

Skill – Evasive Manoeuvre: When this card is played onto a pod, the pilot of that pod performs an evasive manoeuvre thus avoiding a collision with another **pod**. Neither of the pods involved needs to check for the collision.

Tip Off: A player has been tipped off about a sabotage attempt and has undertaken certain "counter-measures". The sabotage card is immediately played back onto the player that played it!

Skill – No Spin Out: When this card is played onto a pod, the pilot of that pod does not have to test for the spin-out. Simply remove the orange spin-out marker from the pod.

Skill – Trick Manoeuvre: When this card is played onto a pod, the pilot of that pod performs a trick manoeuvre. The pod may pass over (or through) any single **obstacle** this Turn without testing for collision.

Skill – Squeeze Through: When this card is played onto a pod, the pilot of that pod manages to squeeze through a tight gap between pods. The pod may pass over any number of **pods** this Turn (not terrain features or obstacles) without testing for collisions. Neither of the pods involved needs to check for the collision.

Pot Shot: An over zealous fan takes a pot shot at a rival team's pod with a weapon. When this card is played onto a pod, the player of the card throws 1D6 the result being:

| | |
|----------------|---|
| On a 1 | The shot misses - no effect |
| On a 2, 3 or 4 | The shot hits causing one point of damage to the pod |
| On a 5 | The shot narrowly misses the pilot and distracts him. Place an orange spin-out marker on the pod |
| On a 6 | The shot hits and seriously wounds the pilot – Kaboom |

Sabotage: A player has attempted sabotage on a rival team's pod by secretly placing a small explosive device onboard. When this card is played onto a pod, the player of the card throws a 1D6 the result being:

| | |
|----------------|---|
| On a 1 | The device fails to explode – no effect |
| On a 2, 3 or 4 | The device explodes causing three points of damage to the pod |
| On a 5 | The device explodes causing six points of damage to the pod |
| On a 6 | The device explodes causing catastrophic failure of the pod – Kaboom |

Computer Glitch: The pod suffers an engine control computer malfunction. When this card is played onto a pod that pod's engines suddenly shutdown. A **black forced engine shutdown marker** is placed onto the pod. A pod with a black forced engine shutdown marker cannot use its afterburners or override its engine turbines.

Bribes Pay Off: When this card is played, all other players must immediately give the player that played this card one card each from their hands (or none if they have none). The player receiving these cards must use any excess cards in his hand by the end of his Turn or discard the excess cards.

Mass Spin-Out: A major riot amongst rival fans spills out onto part of the racetrack. When this card is played onto a pod, that particular pod and any other pods within **6"** of it (as measured from base-to-base) are affected by the resulting mayhem. Place an **orange spin-out marker** on each affected pod.

Power Coupling Fails: The power coupling between the two engines on a pod suddenly disengages. This is not good. When this card is played onto a pod, the pilot of that pod immediately throws 1D6 the result being:

| | |
|----------------|---|
| On a 1 | The pilot manages to quickly re-engage the coupling – no effect |
| On a 2, 3 or 4 | The pilot manages to re-engage the coupling but in doing so it causes two points of damage to his pod |
| On a 5 | The pilot manages to re-engage the coupling but in doing so it causes four points of damage to his pod |
| On a 6 | The pilot fails in his attempt to re-engage the coupling – Kaboom |

Skill – Engines Restart: When this card is played onto a pod, the pilot of that pod manages to re-start his pod's engines with no problems. The pilot does not need to test to re-start his pod's engines – the player simply removes any red and black markers from the pod.

Skill – Good Nudge: A pilot gets a good nudge in on another pod. When this card is played onto a pod, the pilot of that pod throws **2D6** instead of the normal 1D6 for the damage to the other player's pod in a pod versus pod collision.

Fuel Leak: When this card is played onto a pod a **blue fuel leak marker** is placed onto the pod. A pod with a fuel leak marker cannot use its afterburners until the leak is repaired. Whilst ever the pod has a blue marker on it **and** the pod's engines are running then the player **must throw 1D6** at the very start of that player's determine movement allowance phase the result being:

| | |
|----------------|---|
| On a 1 | The leak is fixed – remove the blue marker |
| On a 2, 3 or 4 | The fuel keeps leaking – player must try to fix the leak again next Turn |
| On a 5 | The leak is fixed but one engine backfires causing one point of damage to the pod – remove the blue marker |
| On a 6 | The leak catches fire and the fuel system explodes – Kaboom |

The markers: **Orange:** **Spin-Out** **Black:** **Forced Engine Shutdown**
 Red: **Stationary Pod** **Blue:** **Fuel Leak**
 Cotton Wool: **15 points or more damage**