

## **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** throw **1D6** the result being:

On a 1	Your pod's engines <b>re-start</b> – no problems
On a 2, 3 or 4	Your engines <b>fail to re-start</b> – try again next Turn
On a 5	Your pod's engines <b>re-start</b> but they backfire causing <b>one point of damage</b> to the pod
On a 6	Your pod's engines <b>re-start</b> but they backfire violently causing <b>two points of damage</b> to the pod

To test for an **engine stall** throw **1D6** the result being:

On a 1, 2 or 3	You manage to keep your pod's <b>engines running</b> – no problems
On a 4, 5 or 6	Your pod's <b>engines stall and shutdown</b>

A pod whose engines stalled and shutdown gets a **red stationary pod marker**.

Any pod that has a **spin-out marker, done more than two turns this Turn or exceeded a speed of 18** this Turn **must** test to see if that pod spins-out. To test, throw **1D6** the result being:

On a 1, 2 or 3	You <b>recover control</b> – no problems
On a 4, 5 or 6	You <b>lose control and spin-out</b>

A pod that spins-out gets an **orange spin-out marker**. 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 <b>misses</b> – no effect
On a 2, 3 or 4	The shot hits causing <b>one point of damage</b> to the pod
On a 5	The shot narrowly misses the pilot but distracts him – place an <b>orange spin-out marker</b> adjacent to the pod
On a 6	The shot hits and seriously wounds the pilot – <b>Kaboom</b>

**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 <b>fails to explode</b> – no effect
On a 2, 3 or 4	The device explodes causing <b>three points of damage</b> to the pod
On a 5	The device explodes causing <b>six points of damage</b> to the pod
On a 6	The device explodes causing catastrophic failure – <b>Kaboom</b>

**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 <b>manages to re-engage</b> the coupling quickly – no effect
On a 2, 3 or 4	The pilot manages to re-engage the coupling but in doing so it <b>causes two points of damage</b> to his pod
On a 5	The pilot manages to re-engage the coupling but in doing so it <b>causes four points of damage</b> to his pod
On a 6	The pilot totally messes up his attempt to re-engage the coupling – <b>Kaboom</b>

**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 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 or engine turbine override 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** thus:

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

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

### **Spin-Out**

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