



POD RUNNER EPISODE I

How to host a *Circus Imperium* in the Star Wars – Episode I universe
By Dathon, Rome 2001

Think to Circus Imperium, bring the circus to Tatooine, remove the beasts and chariots, substitute them with powerful pods, throw away whips, take a couple of blasters and take care of Tusken Raiders. Engines roar, the crowd goes wild and Jabba The Hutt starts the most deadly pod race ever seen in the universe.

First of all, I suggest you to buy the Star Wars Episode I *micromachine*, since these models fit perfectly into the circus squares (big side). Models are sold in 4 different packs, two pod each.

I list here any change to *Circus Imperium* rules:

1. There aren't *Gladiators*, only the pod pilot.
2. The Pilot can't "whip" engines, he only "accelerates" (still up to a maximum of six times)
3. The Pilot has a blaster and can fire against enemy pilots or pods (in the second case he can target both pod or engines).
4. The *Electricity Bolt* is the previous *Beast Attack*.
5. *Frenzie* is translated as *Losing vehicle control* (Out of Control).
6. Tusken Raiders are mixed with crowd in the corner. Each player can, once per game, order them to fire against one enemy pod in a corner square.
7. AV has been separated into *Dexterity* and *Fight*. Before play begins, each player must allocate 20 points to these characteristics and to the pilot *Armor*. You can assign from 7 to 9 points to *Dexterity* and *Fight*, then you have from 2 to 6 points for the *Armor*. Each point assigned to the *Armor* must be multiplied by 3 to find the effective value. (i.e. *Dexterity* = 8, *Fight* = 7, then *Armor* = 15 $((20 - 8 - 7) * 3)$)

For any comments, explanations and improvements, please send me an e-mail message to this address: dathon@goblins.net

Have fun!