RULES FROM BOONTA EVE PODRACE

Podracing Objective Rules

*This section is a **new rule** for Young Jedi.*

The exciting Podrace from *Star Wars:* Episode I is now yours to create with Young Jedi. *When you win the Podrace, you win the game!*

It all starts with a new card type, called an **Objective**. You may have only *one* Objective card in your game deck, and it counts against the 60-card limit. Objective cards are Wild Cards with three white dots in the yellow, purple, and orange positions. You decide whether you'll be leaving out a Battle card, a Weapon card, or a Location/Starship card when you build your deck. Your Objective card has no deploy counters, and no destiny number (since it never goes into your draw deck and can't be drawn for destiny).

The first Objective card for Young Jedi is called **Boonta Eve Classic**. Play your Objective card when the game begins (before you draw destiny to see who goes first), and it stays in play for the entire game. Your Objective is not an Effect card, so it doesn't count against your one Effect per planet. If both players start the game with the Boonta Eve Classic Objective card in play, just place them side by side (they're not stackable or unique).

Boonta Eve Classic

You may deploy one Podracer pilot and one Podracer Weapon card to your Boonta Eve Classic Objective card, using your deploy counters to pay for them as usual. These cards are in play, so (for example) if Anakin is at your Objective card, you can't play him to a Location at the same time. You may only have one copy of the character and the weapon card on the Objective for the entire game. Cards at your Objective are always face up (never hidden). During your Deploy Step, when you deploy a Podracer pilot here, you may deploy a matching Podracer Weapon card from your draw deck (and vice versa).

*A matching Podracer Weapon card has the character's name in its card title. For example, **Sebulba's Podracer** is the matching Podracer Weapon card for any version of the Sebulba stackable character. Note that all versions of the two stackable characters **Anakin Skywalker** and **Sebulba** are Podracer pilots, whether this characteristic is in the card's subtitle or not.*

Lap Cards

When you have a Podracer pilot and his matching Podracer Weapon card at the Objective during your Deploy Step, you may play *lap cards* to your Podracing pile. You must start your Podracing pile with a card with a destiny number of 1, then play a card with destiny 2, and so on up to 6. *You may not play Location cards as lap cards.* You do not have to use any of your counters to play lap cards to your Podracing pile.

Lap cards are *not* in play (so you don't have to worry about stackable cards played as lap cards). Refer only to their destiny numbers. However, these cards remain a part of your draw deck, so you may lose them for damage or draw them to Even Up, but *only* if your draw deck is already exhausted. Use them in the reverse order of playing them (so a 5 is used before a 4, and so on).

When you play one complete sequence from 1 to 6, you finish one lap. Place a lap token on your Objective card, and then shuffle those six cards back into your draw deck. If you finish a lap and still have some Thrust available, you can use the remaining Thrust to start the next lap. When you finish three laps (place the third lap token) your opponent must immediately place the remaining cards in his draw deck into his discard pile, and you win the game!

Podracing Characteristics

Each of your Podracer pilots has three characteristics, as listed below.

Thrust — The maximum number of lap cards that pilot may play to his Podracing pile each Deploy Step, equal to the number of Thrust tokens on that pilot. All Podracer pilots begin with a Thrust of 0. Before you Thrust in each of your Deploy Steps (including the turn you deploy the pilot), place a Thrust token on your Podracer pilot. You may only Thrust once per each of your Deploy Steps.

You may not have more than 4 Thrust tokens on your Podracer pilot. (NEW)

Handling — Each Podracer pilot has a Handling number, which means that you may play any card with that destiny number as a *handling card*, to represent any number needed in a lap sequence. You may play no more than three cards as handling cards in a completed lap. The Handling number for each Podracer pilot is the last digit in the collector number on his card.

Poor Ben Quadrinaros gets a 0 for handling, which he can't use. ("Ooh, there goes Quadrinaros' power coupling!") Ratts Tyerell gets a 7, which he can't use either, but that's what he gets for recklessly boosting through the Boonta tunnels.

Refuel — Each Podracer pilot has a Refuel number, and you may draw up to that number of cards in your Deploy Step. Your pilot's Refuel number is equal to one half his current Thrust, rounded up. You must Thrust first in the same Deploy Step before you can Refuel. Once you have Refueled, you may not Thrust again in the same Deploy step.