

## Swoop Race Playtest Rules

Swoop racing is a high-speed sport, where pilots race specialized repulsorlift vehicles called swoop bikes through intricate and dangerous courses. These sleek, single-pilot vehicles are customized for racing, boasting enhancements to speed, agility, and handling. Competitors vie to complete the course in record time, maneuvering through obstacles and outpacing opponents in a thrilling display of skill and daring.

With large sums of credits often wagered on races, swoop racing attracts a diverse array of participants, from skilled pilots seeking glory to thrill-seekers chasing fortune. Whether in local competitions or grand tournaments sponsored by wealthy benefactors or criminal syndicates, swoop racing remains a popular and exhilarating spectacle across the galaxy.

These streamlined rules aim to create a fast swoop racing experience at the table, and simulate a track consisting of separate legs of varying degrees. Each leg has a difficulty to move through, and it may contain a hazard that could slow down and even harm the racer that faces it. Swoop racing is fast, dangerous, and should only be attempted by skilled swoop pilots.

These rules assume that every participant is attempting to push their swoop to the limit, and mostly ignore and/or modify the vehicle movement and speed rules found in the *2nd Ed. Revised & Expanded* book. PCs do have some options and choices to make during the race as they seek to win it.

As an added wrinkle, a 1 on the Wild Die during a swoop race should always result in a setback or complication, regardless of how the Wild Die normally works in your campaign. Swoop racing is risky, dangerous, and wildly unpredictable, and wild die complications help illustrate that.



### The Race

When designing a race, determine its venue, how many legs it has and what their Difficulty is. For example, you may come up with a course race known as **The Coruscant Sewer Sprint**, which takes place in the sewers of Coruscant's Level 1313 and is composed of six legs ranging in difficulty from Moderate to Very Difficult.

Next, come up with potential **Environmental Effects** or **Obstacles** suited for each leg, so for example, The Toxic Tangle may be an area of the Coruscant Sewer Sprint filled with toxic fumes that will require the racers make a successful Moderate **Stamina** roll or be penalized -1D on any actions that they do during this leg. It's important to note that a race can have as little as one leg, which means contestants would roll at least twice, once at the start of the race to determine positions going into the first leg, and then for that one leg itself.

Before the start of the race, determine who is next to who in the starting lineup position.

When the green light hits, the race begins! All racers make **Mechanical: Swoop Operation skill** roll. The results of these rolls, in **descending order**, determine who takes the lead as the racers take off. A tie means that the racers share the same position in the race going into the next leg.

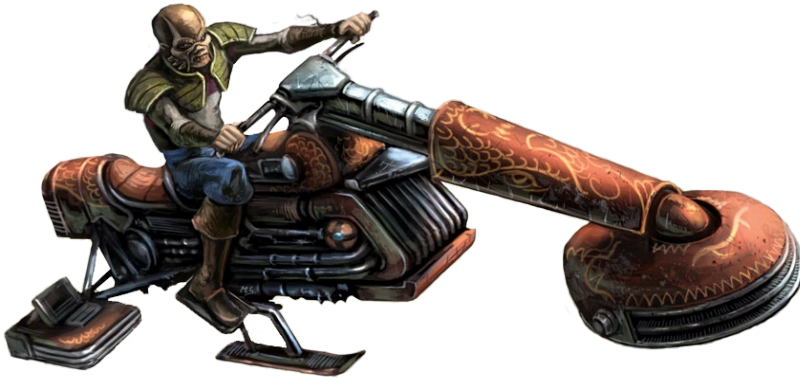
Remember that all **Mechanical: Swoop Operation skill** rolls add the swoop's **Maneuverability** dice.

A 1 on the Wild Die on a **Mechanical: Swoop Operation** roll means that the Swoop engine sputters and will suffer a -1D to its next **Mechanical: Swoop Operation roll**, whatever that roll may be, like if used as a *Vehicle Dodge*, for example.

When racers first enter a leg, a few things happen in order, until the first racer crosses the finish line:

1. When first entering a leg, racers roll to overcome any **Environmental Effects** the leg may have.
2. Racers decide if they want to **Attack, Ram Another Vehicle, or Use The Force**. Resolve these actions before rolling against the leg's difficulty.
3. Racers roll against any **Obstacles** the leg may have. These will be detailed in the leg's description.
4. Finally, racers roll against the leg's difficulty to move on from it and into the next.
  - a. A racer can succeed at the leg's difficulty yet fail to overcome an obstacle in it. The inverse can also happen.
  - b. A racer who is **unsuccessful** against a leg's difficulty has to succeed before reaching the next, and must try to pilot their swoop through the leg again.
  - c. An **Obstacle** is a random event on the track that can affect any racer, but will only be faced by a racer once, whether they succeeded against it or not.
5. Use the results of the **Mechanical: Swoop Operation** rolls in descending order to determine new race positions and move into the next leg. Remember that any racers who failed against the leg's difficulty stay behind in their current leg until succeeding in their roll. This simulates the pilot slowing the swoop down to lumber through the track.

## What can PCs do beyond piloting?



Sloop racing requires focus, and the PCs should really just concentrate on getting through the course safely. However, if they wish to take other actions, they can, but remember that the **Multiple Action Penalties** apply for any action beyond piloting the sloop.

Treat each leg of a race as a round for these purposes. And let the racer's position in the race determine initiative, with the racer

in **first** place acting first. Resolve all of a character's actions on their turn—the race is just too fast for the *2nd Ed. Revised & Expanded* segmented round structure.

Any additional actions characters want to attempt beyond piloting the sloop through a leg of the race get resolved **before** the piloting attempt

**Attacking:** A racer can attempt to shoot at any other racer during the race, following the normal attack rules. Remember to use the **Concealment** and **Cover** rules, as some races can take place in broad daylight, but others can happen in deep, dark sewers underground. Assume most sloops provide at least  $\frac{1}{4}$  cover to its rider, and judge the distance between racers based on their relative positions during the race. The racer in 5th place attacking the racer in 1st place may be shooting blaster bolts at a longer range than if they were shooting at the racer in 4th place in front of them. Use your judgment. Racers cannot attack an opponent who's in another leg of the race, whether ahead of them or behind.

Characters shot at by someone behind them likely do not see the shot coming and cannot react and dodge to avoid being hit. Any racer shot at by a character ahead of them might see the attack, and can make a **Mechanical: Sloop Operation skill + the sloop's Maneuverability** to attempt to dodge (at a -1D, since MAPs will still apply).

Wounded, Incapacitated, or Mortally Wounded characters cannot pilot a sloop and fall off the vehicle, dropping out of the race instantly.

**Ramming Another Vehicle:** A racer can attempt to ram the vehicles next to them or in front of them. This is done by making opposed **Mechanical: Sloop Operation skill + the Sloop's Body Strength** rolls, with both the attacker and the defender suffering MAPs for attempting to ram or fend off the attack as they are piloting the sloop.

Ramming another swoop during a race can be dangerous, and both the attacker and the defender can sustain damage. Use the following chart to determine the result of the ramming attempt. Note: Not all races allow ramming or attacking other racers, and attempting this may come with consequences.

**If the Opposed Roll is > by:**

- 0-3 Swoop suffers -1D to Maneuverability for the next leg of race
- 4-7 Swoop suffers permanent -1D to Maneuverability
- 8-11 Swoop suffers permanent -2D to Maneuverability, pilot suffers 2D damage.
- 12-15 Swoop suffers permanent -3D to Maneuverability, pilot suffers 3D damage.
- 16+ Swoop is too damaged to race and spins out. Its pilot suffers 4D damage as they fall off.

**Using the Force:** Force using characters may attempt to use their powers during a race. Note that some powers require two skill rolls, and MAPs can add up quickly. Also, use your judgment—while using *Telekinesis* to pull a swoop off the track may be plausible, it would be a Difficult roll based on its weight and the swoop's speed might even bump that up to Very Difficult or even Heroic. Don't make things too easy, even for a Jedi!

Using the Concentration power might make things easier on the track, sure, but angry losers will almost certainly accuse winners of cheating, especially when they made winning look too easy!



### Sample Track: The Coruscant Sewer Sprint

Welcome to Coruscant's Level 1313, where amidst its towering spires and shadowy alleys of the galactic capital, lies the hidden spectacle of swoop racing, overseen by the powerful crime lords who rule this nearly lawless domain. In the depths of Coruscant's lower levels, one can find its labyrinthine sewers, where swoop gangs have carved out the treacherous racecourse known as the Sewer Sprint. Here, swoop pilots from across the galaxy gather to test their skills and compete for glory and fortune.

The Sewer Sprint is composed of the following legs:

#### The Slime Slide

**Difficulty:** Moderate

Soon after dashing out of the starting line, racers face a twisting descent down slick, algae-covered chutes that wind through the heart of the sewers.

"As you rev your engines, the starting gate opens, and you plunge into the Slime Slide. The narrow passageway twists and turns, walls slick with algae and moisture. Your swoop skims over the surface, picking up speed as you navigate treacherous slopes. But beware, lurking within the shadows are large, gelatinous blobs of acidic slime, oozing onto the track. The faint glow of your swoop's engine illuminates these hazards as you maneuver around them, acidic fumes stinging your nostrils. Keep your eyes peeled for obstacles ahead as you race towards the unknown depths below."

**Environmental Effects:** None.

**Obstacles:** Gelatinous blobs of acidic slime randomly ooze and splash onto the track. The racer affected must make a STR roll against 2D damage from the acid.

#### The Rat Run

**Difficulty:** Difficult

A maze of narrow tunnels and cramped corridors infested with scavenging vermin.

"Leaving the Slime Slide behind, you enter the Rat Run. The air grows thick with the stench of sewage, and the narrow passages are crowded with debris and vermin. Your eyes make out large rats scurrying in the shadows as you navigate the twisting maze, the dim glow of flickering lights barely illuminating the way ahead. Stay sharp and stay focused, for danger lurks around every corner in this dark and forbidding labyrinth."

**Environmental Effects:** Racers must succeed at a Moderate Stamina roll when entering this leg, otherwise all rolls here suffer a -1D penalty due to the nauseating stench.

**Obstacles:** A swarm of large sewer rats attacks a random racer, who must succeed on an Easy STR roll to kick and scare the rats away or suffer 2D damage from the rat bites.

## **The Toxic Tangle**

**Difficulty:** Very Difficult

Pools of glowing green sludge and noxious fumes pose a deadly obstacle course.

Stamina Roll (Difficult) Needed when entering this leg. If failed, all rolls here suffer a -1D penalty.

"Emerging from the Rat Run, you find yourself confronted by the Toxic Tangle. Pools of glowing green sludge bubble and seethe, emitting noxious fumes that burn your nostrils and sting your eyes. Use caution as you navigate this hazardous terrain, for one misstep could spell disaster. Keep your wits about you and your eyes on the prize as you press forward through the swirling mists of danger."

**Environmental Effects:** Racers must succeed at a Difficult Stamina roll when entering this leg or suffer 2D damage due to the toxic fumes.

**Obstacles:** None.

## **The Pipeline Plunge**

**Difficulty:** Difficult

A high-speed dash through a network of rusted pipes and industrial machinery.

"With the Toxic Tangle behind you, you now face the Pipeline Plunge. The narrow tunnels give way to a sprawling network of rusted pipes and clanking machinery, their surfaces slick with condensation. Ducking and weaving through the labyrinthine maze, you push your swoop to its limits, racing against time and the ever-present threat of mechanical failure. Keep your focus sharp and your reflexes quicker as you navigate this dangerous obstacle course of metal and steam."

**Environmental Effects:** None.

**Obstacles:** Random bursts of piping hot steam spew from the pipes, affecting every racer. A successful Moderate Dexterity roll avoids the steam, while failure results in 2D damage.

## **The Gutter Gauntlet**

**Difficulty:** Very Difficult

A gauntlet of spinning blades and crushing pistons that guard the entrance to the surface world above.

"As you emerge from the Pipeline Plunge, you find yourself confronted by the Gutter Gauntlet. The extremely loud Spinning blades and crushing pistons guard the entrance to the surface world above, a final barrier between you and victory. With the finish line in sight, you must push your swoop to its limits, dodging and weaving through the deadly obstacles with split-second precision."

**Environmental Effects:** The noise here is overwhelming. Racers must succeed on a Moderate Perception roll in order to stay focused. Failure results in a -1D penalty to all rolls taken here.

**Obstacles:** None.

## The Finish Line

**Difficulty:** Very Easy

A straightaway leading to the exit of the sewers, where victory awaits the fastest and most skilled racer.

"With the Gutter Gauntlet behind you, you race towards the finish line, the roar of your engines echoing through the tunnels as you push your swoop to its limits. The exit looms ahead, a tantalizing glimpse of freedom and glory. With one final burst of speed, you surge across the finish line, triumphant in your victory over the treacherous depths of the Nar Shaddaa sewers. Congratulations, racers, you have emerged victorious in the Nar Shaddaa Sewer Sprint, a testament to your skill and determination."

### Play Example

Jarren, Vik, and an NPC named Grell are taking part in a Swoop Race on Coruscant's treacherous Sewer Sprint. If Jarren or Vik win, they'll be given some information they seek regarding rebel safehouses. Grell's a known racer and should be a tough race. Vik is skilled in Swoop Operations, but Jarren is not.

**GM:** Alright guys, we're at the starting line. There's a small crowd gathered back here in the sewers. The stench is overwhelming but not too distracting—yet. Grell is between you two at the starting line. Any last minute things before they wave the flag? No? Great. 3..2..1.. They wave the flag and the race is on! Give me your rolls! With a 6d+1, Grell rolled a 22! He got a 6 on the wild die!

**Jarren:** D'oh. A 9. Great. And one on the Wild Die. That means -1D on my next Swoops roll. Garbage.

**Vik:** Told you not to bother racing. I got a 17. Not too bad.

**GM:** As you rev your engines, the starting gate opens, and Grell and Vik plunge into the Slime Slide, with Grell in first place, Vik second, and Jarren in the back with a sputtering engine. Vik, the narrow passageway twists and turns, walls slick with algae and moisture. Your swoop skims over the surface, picking up speed as you navigate treacherous slopes. Grell's in front of you leading the way. It smells like toxic as you enter the first leg, the Slime Slide. Anything you two want to do here besides piloting the swoop? You can attack Grell or try to ram him. He's not doing anything, he's focused on his lead.

**Vik:** Nothing. I just want to beat him.

**Jarren:** Nah. The Multiple Action Penalties might kill me.

**GM:** Okay, great. So as you navigate the Slime Slide you can see large, gelatinous blobs of acidic slime, oozing onto the track... hold on... <<rolls behind the screen to see who takes an attack from a random blob of acid>>

**Vik:** I need you to make a Strength roll to fight off acid damage please, you're being splashed.

**Vik:** Acid? What? Damn. A 9. Ouch.

**GM:** 6. You got lucky and soak that. Alright, give me your Swoop rolls for this leg, the Slime Slide is Moderate difficulty. <<rolls for Grell>> Grell rolled an 18. Jarren, remember that 1 on the Wild Die caused a -1D on this roll.

**Vik:** 19! I take the lead!

**Jarren:** Not yet you don't. Jarren, the comeback kid rolls a... 6. Crap.

**GM:** Sorry, but you're trying to navigate through this leg but find that your swoop is hard to handle. As Vik and Grell take off through the tunnels, you're stuck here for now.

Okay, Vik! Leaving the Slime Slide behind, you enter the second leg, the Rat Run. The air grows thick with the stench of sewage, the narrow passages are crowded with debris and vermin, and your eyes make out large rats scurrying in the shadows as you navigate the twisting maze...

First thing we have to do is deal with the environment here. You and Grell both need to give me Moderate Stamina rolls. The stench of rot and filth here is nauseating. <<rolls for Grell>>. Grell missed his with an 8. He'll take a -1D to all his rolls in here because of that.

**Vik:** I rolled a 20. Easy.

**GM:** Vik, any actions that you'd like to do?

**Vik:** Yes, I'm turning around and shooting at Grell. One shot.

**GM:** This escalated quickly. Okay. Remember that there's *Concealment* and *Cover* here, which add to your difficulty. He's at medium range. Remember you're at a -1D for this additional action, and Grell's at a -2D, because of the missed Stamina and this Dodge. Let's see, he uses *Mechanical: Swoop Operation skill* + the swoop's *Maneuverability* to dodge and still manages a 14, added to the difficulty, you need a 24 (the 14 + Moderate Difficulty of 10 to shoot at Medium range).

**Vik:** Ugh. 13?

**GM:** Haha. Missed. The blaster bolt flies past him and hits a wall, you can hear the squeal of a rat in the distance. Grell's not gonna like that. Roll your Swoop rolls please. Vik the Rat Run's a Difficult roll, and you're at a -1D, and Jarren, you're still trying to get out of the Slime Slide in the back, that one's Moderate. At a -2D, Grell rolls a 17.



**Vik:** 15. Well, Grell takes the lead and I'm stuck here.

**Jarren:** 16. Right behind you buddy. Actually, in front of you with my 16. In a sewer filled with rats and that dude ahead of us. We need to win this race. Let's go.

**GM:** Okay, but first, Jarren, your Stamina roll. You just entered this leg, flying past Vik, but are hit with the smell of decay.

**Jarren:** 13. I pinch my nose.

**GM:** Great. You guys are behind. I assume you aren't attacking each other so give me your rolls. Remember it's difficult to navigate through these narrow passages filled with waste and debris.

**Vik:** 18. Let's go.

**Jarren:** 16. Yay. But a 1 on the Wild Die. What happens now? We move on to the next leg?

**GM:** First things first. Let me see where Grell is. <rolls>> Interesting! Okay, as you guys punch it and dash out of the rat infested sewers, you plunge into a section where pools of glowing green sludge bubble and seethe, emitting noxious fumes that burn your nostrils and sting your eyes! You've entered a section of the track aptly named... The Toxic Tangle! And you can see Grell ahead, struggling to maneuver! He got stuck here! In this leg I'm going to need another set of stamina rolls....