

## **Nevo Race Track**

While the Nevo Race Track circuit weaves throughout the whole length of Qotho Peninsula there's a favored section near the end of the track that the Hutts have designated for "special combat."

Situated at the outskirts of Tipool City it is surrounded on both sides by duraplast walls extending 4.8 meters high. One end is open towards the forested area of Dandoran. A paved road extends deep into the forest but is lost to sight around a bend 1.6 kilometers outside the city limit. The road extends into the city center and, when not utilized for the race, is a bustling thoroughway for commerce.

Combatants placed onto the race track will find little cover saved for the occasional street lamp, traffic signal, and power junction boxes for the gate controls to the wilderness. The Hutts are known for encouraging the attendees of the race to bring their weapons with them to take pot shots at any combatants.

Furthermore, during actual race days the combatants will need to avoid any podracers, speeders, or assorted live animals racing that day. It has been long rumored that the Hutts pay bonuses to their racers if they hit a combatant.