

wrecking ball, place a Weakness token on the target. The target's Armor is reduced by 1 for each Weakness token, to a minimum of 5.

(Note that, with its extreme-short-range weapon and near immunity to rams and collisions with normal-scale racers, the Wrecker is a great candidate for the Berserk Program.)

Prism Wyrms

Made of living crystal, Prism Wyrms are not evil; they are, however, selfish, greedy, foul-tempered, and viciously protective of their territory. As they feed on the same mineral that racer fuel is refined from, knights often find themselves in Wyrms territory.

(Bad Guys don't have to be vehicles; many monsters can be modeled using the same stats.)

Ref	Spd	Hnd	DP	Arm	Ram	Rng	Arc	Str	Dmg
5	5	4	12	8	1	1	B	4	4, Prism, Bounce

Shield: +2 Armor vs Prism and Fire attacks, all sides.
Super Sidewinder: Can move up to 1M laterally + Move for 2 Speed Points
Bounce: If damage is taken from the Wyrms Prismatic Breath attack, the target is moved 2M *directly away* from the Wyrms, without changing facing. If the bounced target hits anything, the target (and, if appropriate, the thing hit) take 1 damage.

The Darkness Koach

Driven by Hürmann, an undead Geos undertaker called back from beyond the veil by his own rage at the death of his people. His only goal is to inter the whole world -- which, for him, died with his kingdom -- in the growing necropolis he has made of the fallen Geos capital city. Perhaps then he will be permitted to return, at last, to the oblivion from which he was ripped.

Ref	Spd	Hnd	DP	Arm	Ram	Rng	Arc	Str	Dmg	Vic
4	5	3	12	10	2	3	B	5	3, Prism, Enervate	8

Fast: Immune to Slow.
Enervate: If damage is taken from the Koach's Deadlamps, place *two* Slow tokens on the target. The target's Speed is reduced by 1 for each Slow token on the card, but cannot be reduced to less than 0.
Durable: If the Koach's Damage Points would be reduced to a 0 or less, roll a d6. On a 4, 5, or 6, the DP of the Koach goes to 1 instead.

The Plague

An Ogre motorcycle gang which has been likened to "a pack of rabid hyenas, but without the charm and good looks." Most knights will have little trouble taking them one-on-one -- it's a pity they never travel alone.

Ref	Spd	Hnd	DP	Arm	Ram	Rng	Arc	Str	Dmg	Vic
4	5	4	5	5	1	2	B	3	2, Fire, Weakness, Vertigo	2

Weakness: If damage is taken from a cycle's Wyrmpûk Cannon, place a Weakness token on the target. The target's Armor is reduced by 1 for each Weakness token, to a minimum of 5.
Vertigo: If damage is taken from a cycle's Wyrmpûk Cannon, place a Vertigo token on the target (up to a maximum of 2). For each Vertigo token, the target's Effective Handling is reduced by 1. Remove one Vertigo token from the target at the start of each round.
Torqued: May use a special Turn + Turn + Move Action, with a Speed Point cost of 4.
Bantamweight: Takes double damage in all collisions and rams involving non-BW vehicles and obstacles (including rams where it is the attacker). Causes no collision damage on non-BW vehicles *except* in rams (including the usual 1DP if it is the target). In collisions and rams, non-BW vehicles push BW vehicles to the end of their Move action, and at that point the Bantamweight vehicle rotates away from the collision. Bantamweight vehicles do not cause non-BW vehicles to rotate away from collisions nor change V.
Agile: Enemies using ranged attacks are at -1 to hit, and members may use any legal Velocity without spending extra Speed Points.
Horde: Pooled Vice and Damage Points, and shared Turns

(Note that, with their extreme vulnerability to collisions, members of the Horde may well stay closer to 2R away from their targets.)

Road Knights of the Fallen Kingdoms



Bad Guys

*"Tut, I have done a thousand dreadful things
As willingly as one would kill a fly,
And nothing grieves me heartily indeed
But that I cannot do ten thousand more."*

Vice

Some Bad Guys have Vice, which is the Bad Guy's answer to Valor, and can be used in the same circumstances. As with knights using Valor, a Bad Guy can only use 3 Vice points at a time -- unless they have the "Big Bad" Special Ability, in which case they can use 5.

Autonomous Bad Guys

While the Bad Guys can certainly be controlled by a dedicated player, they don't have to be -- the Bad Guys have a simple and deterministic set of behaviors, so the players can take turns taking actions on their behalf, and should rarely if ever have to expend any thought on what the Bad Guys will do. That way, if two players want to play a cooperative scenario that includes a Bad Guy, they can.

Autonomous Bad Guys roll for their Speed Points the same way players do, but are *always* assigned the last Round Order, in the interests of minimizing the amount of work needed to be done to keep track of them. The next-to-last player in the Round Order each round has the responsibility of keeping an eye on how many Speed Points the Bad Guys have and calling for their turn when it comes up. (Though, obviously, any method the players agree upon for who has the responsibility of keeping track of the Bad Guy's Speed Points is fine.)

When the Bad Guy's turn comes around, use the appropriate Program (based on the setup of the

Scenario you're using) to figure out what they do. Start at the beginning of the program, and continue down until you find an rule that matches the Bad Guy's situation, perform that action, debit the proper number of Speed Points, and continue with the round. (There will be times when the Bad Guy will only have one Speed Point left when their turn comes; their only option is a Move action.)

Generic Program

- If a Move will result in a collision, make smallest possible safe turn to avoid it
- (Scenario Limitation)
- If Target is within 2 Range Increments, within Arc, and weapon hasn't been fired yet, Fire on Target, using maximum Vice possible
- If Target > 2R away, Chase
 - Turn (safely) toward Target if not facing it
 - Accelerate if not at Maximum Velocity
 - Move
- If Target <= 2R away, Pace
 - Turn (safely) to heading that parallels Target if not already on that heading, and maintains a distance of approximately 1R
 - Match Velocity if not the same
 - Move
- Default Behavior (often overridden by Scenario)
 - Reduce V if not 0
 - Take "Hold" Action (1 Speed Point "non-action")

The *Scenario Limitation*, if present, is some behavior that takes top priority in the Scenario (aside from not running into walls). For example, if a Bad Guy is guarding an area, they may have a maximum distance they'll get from it.

Maximum Velocity is a function of Effective Handling. The Maximum Velocity a Bad Guy will go up to if following the Standard program is whatever Velocity leaves them with an Effective Handling of 2.

The *Target* is defined as the closest visible enemy within the Bad Guy's *Threat Range*, which defaults to 3R. If there is no enemy within that range, any rules referring to a Target are skipped when deciding on the Bad Guy's action.

The Generic Program can be modified to reflect the behavior of Bad Guys that are more reckless (or just more angry). Threat Range can be increased, Bad Guys can be willing to go faster and make turns that require Steering checks (with the associated possibility of spinning out), and so on.

Going to extremes, there can even be scenarios where the Bad Guy(s) are stark-staring nuts, bordering on

self-destructive:

Berserk Program

- If heading for collision with an obstacle, Turn
- If Target is within 2 Range Increments, within Arc, and weapon hasn't been fired yet, Fire on Target, using maximum Vice possible
- Rattle and Roll Target
 - Turn toward Target if not facing it (up to -2)
 - Accelerate if not at Maximum Speed (EH=0)
 - Ram Target if possible
 - Collide with Target
 - Move
- Stand down to "Angry"

Note that a *Berserk* Bad Guy has no limit to their Threat Range -- if there's an enemy in sight, they'll go after them. Also, they no longer avoid -- and, in fact, actively seek out -- collisions with the Target. Velocity and attempted turns become completely reckless, if the rules call for it. A Berserk Bad Guy won't break off their attack unless they're wrecked, their Target is wrecked, or the Target goes completely out of sight.

Hordes of Bad Guys

Sometimes, Bad Guys come in large groups -- like The Plague, a deranged Ogre biker gang. Managing 8 or 10 Bad Guys as individuals would be a nightmare for a dedicated player; having players handling their behavior *in addition* to playing their own knights is clearly absurd. In those situations, the Bad Guys are run en masse, using *Horde Rules*.

Horde Rules

Homogeneity: All members of a Horde are identical -- same stats, same weapon, etc. -- and are all following the same program.

Round Order: The Horde makes a single Drive Roll at the beginning of the round to determine a collective Speed Point amount, and is assigned the last Round Order. All members of the Horde take their action when the Horde's turn comes up.

Actions: When the Horde's turn comes up, each member follows the Horde's program, and afterwards the collective Speed Points for the Horde are reduced *once* by the *maximum* used by any Horde member. This also, of course, limits the actions available to each member.

Velocity: All Horde members are assumed to be going at the same Velocity -- the average (rounding up)

between 1 and the maximum safe Velocity. Individual Horde members may make Move actions at any safe Velocity in order to follow their program (eg: Pace), but Effective Handling for all members assumes the maximum Velocity and making a Move at a different Velocity requires spending one extra SP for each step away from the Horde Velocity.

Damage: A Horde uses an *aggregate* pool of Damage Points. If you have a Dashboard Card, set the DP counter to whatever a single Horde member has. Each time a hit is done to any Horde member, decrease the DP counter. When it reaches 0, the *most recently hit* member is wrecked and the DP counter reset. For example, assume each member of a Horde has 4DP. If 4 members of the Horde each take 1DP in separate attacks, the 4th one will be wrecked. (Any extra DP done to the destroyed Horde member are lost; this helps balance the fact that damage done to multiple Horde members artificially accumulates on individuals.)

Firing: Each member fires on a target when the program specifies (using, if available, Vice points). Keep track of which members have already fired by putting a small token on the member, and remove all the tokens at the start of the next round.

The Wandering Wrecker

Jealous of the bond knights have with their vehicles, an insane Gremlin mechanist sought to create with black magic and surgery that which Fate had denied him. The result of those experiments is an abomination -- an enormous, wrecking-ball-swinging tow truck, with its deathless Gremlin driver permanently welded to it. If the dark tales are to be believed, what the Wrecker takes, it consumes -- metal, fuel, flesh, and blood serving to maintain the unnatural half-life of the hybrid monster.

Ref	Spd	Hnd	DP	Arm	Ram	Rng	Arc	Str	Dmg	Vic
4	5	2	12	12	5	1M*	C	5	5, Heavy, Weakness	6

Close-Combat: The weapon's maximum range is 1M.
Large and In Charge: Ram attacks against this vehicle by anything without this ability are treated as if the rammer hit a wall, and ram damage is halved (rounding *down*); doesn't take damage from collisions with vehicles without this ability; does not rotate away from collisions with vehicles without this ability
Stable: Immune to *Bounce*
Steady: Immune to *Spin*
Traction: +1 on *Ram Damage Checks*
Weakness: If damage is taken from the Wrecker's