After checking that the target is within the Weapon Arc and the Weapon Range, make a To-Hit Roll by rolling 2d6 and adding the bonus (or penalty) for the range to the target, against a target number of 6 plus the target's Velocity. If the To-Hit Roll equals or exceeds the target number, the hit succeeds.

To perform a Damage Check after a successful hit, roll 2d6, add the weapon's Strength, and compare this to the target's Armor. (Note: this damage roll is the only time Valor may be applied when no dice are being rolled -- the target racer may add Valor to their Armor value.) The target loses Damage Points equal to the weapon's Damage value for each *full* multiple of the target's Armor the Damage roll meets.

If the weapon could possibly have hit more than one side of the target racer, the *target player* chooses which side is hit. Then, apply any extra effects the attacking weapon has (*Bounce*, *Spin*, etc.). If Damage Points are reduced to zero, the target is destroyed.

Ram Attacks

A racer may attack another racer (or Waypoint guard, or wandering monster) using a Ram Attack, by driving into the target. The side hit by the Ram Attack is the side touched by the front of the attacking car.

In order to be considered a Ram Attack, the ramming racer cannot make contact with the target as part of the Move at the end of a Turn action -- there must be more than one Move in a straight line before the ram.

The ram must also be at a "square" hit -- line the Weapon Arc card up along the struck side of the target, with the center red dot at the point of contact. The angle of the ram must be within Weapon Arc A. Note that for very small targets (such as Waypoint Guards), the target is *always* considered to be within Weapon Arc A.

Successful Ram (left) and Unsuccessful Ram (right)
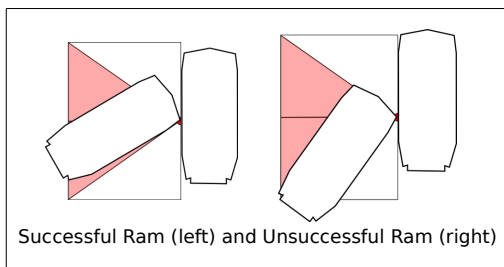
To perform a Damage Check after a successful Ram Attack, roll 2d6, add the racer's Velocity, and compare this to the target's Armor (again, the target racer may add Valor to their Armor). The target loses Damage Points equal to the racer's Ram Damage value for each *full* multiple of the target's Armor the Damage roll

meets. If the Damage Check fails, the target racer takes only one Damage Point. The ramming racer takes one Damage Point in either case.

After a successful Ram Attack, the ramming racer is reduced to Velocity 1.

Rebounding After A Ram: At the point of collision (successful Ram Attack or not), the Move action of the active racer ends and both racers rotate around their centers away from the collision (in opposite directions if there is any doubt as to which direction each car should rotate), at the same time, the minimum amount possible to assure that the racers would not come back into contact if both moved in their current direction of travel.

If *one* of the racers can't rotate away from the collision due to being blocked by something, the racer that can't rotate takes an addition Damage Point, and the other racer rotates enough to assure that the racers won't come back into contact. If the blocking item is something that is subject to damage, it also takes one Damage Point.

If *neither* racer can rotate away from the collision, Velocity of both goes to 0, and each racer takes 1 extra Damage Point for each step of Velocity lost.

Collisions

If racers come into contact and either of the Ram Attack requirements isn't met, the racers each take a single Damage Point, and rotate away from each other as specified in the *Rebounding After A Ram* section of **Ram Attacks**.

Hitting Walls

If a wall (or other immovable object) is hit within Weapon Arc A (see **Ram Attacks**), the Velocity of the racer goes to 0, and the racer takes (4 - Ram Damage) Damage Points for every step of Velocity lost.

If the hit is outside the A-arc, the racer takes 1 damage and rotates away from the impact.

If the collision occurs as the result of Spinning Out, the racer takes 1 damage, and Velocity is reduced to 0.

Road Knights of the Fallen Kingdoms

Setup

Build your racer and choose your knight. Add up all the Valor points for your racer and knight, and collect that many Valor tokens (or a suitable alternative). Each player will require a way to keep track of various values (remaining Speed Points, current Velocity, etc.). This can be done on scratch paper, with polyhedral dice, or using a Dashboard card. The *Special Abilities Reference* will likely be required, also, as all weapons (and some other components, like Shields) have special abilities.

When marking down initial Damage Points, remember that this value is *twice* your racer's Durability stat -- commonly, racers will have 10 or 12 DP.

Using Valor

Valor represents the spiritual and mental power of a knight and their racer. It can be used to effect fate, by adding to any die roll or to your racer's Armor. A knight may use up to 3 points of Valor for any roll or Armor check (Veteran knights may spend up to 5). Whenever Valor is used, discard that number of Valor tokens.

In situations where players are opposing each other (eg: a Damage Check, where one player is adding to their Damage Roll and the other to their Armor), each player hides their chosen number of tokens in their hands, and reveal them simultaneously before rolling. Keeping your remaining Valor tokens in a pocket makes this a little easier.

Round Order

At the beginning of each round, players make a Drive Roll by rolling 1d6 (adding Valor if they wish) and adding their Reflexes. Players' Round Orders go from the highest total to lowest; in the event of tie, the player with the higher value on their roll goes first; if

there's *still* a tie, the tied players roll off until all players have a unique Round Order.

The Drive Roll is added to the racer and knight's total Speed to determine Speed Points for the round, *with a maximum value of 12.*

Turn Taking During the Round

Over the course of the round, players will take turns taking *Actions* (described below) based on the number of Speed Points they *currently* have.

At the beginning of the round, the player with the highest Round Order goes first. That player takes Actions, spending Speed Points, until they have *fewer* Speed Points than another player (or players). At that time, the player with the most Speed Points (ties being determined by Round Order) takes Actions until *they* have fewer Speed Points than *another* player. This continues until no player has any Speed Points left, and the round ends.

Players must take care to mark off used Speed Points after each Action and declare how many Speed Points they have remaining; other players are responsible for calling out that the turn should go to them if they have *more* Speed Points than the player currently taking a turn.

Actions

During their turn, a player spends Speed Points (SP) to take Actions. Those actions are: Move (travel in a straight line), Turn, Change Velocity, or Fire their weapon. Note that *all* Actions have an integral Move -- for example, if a player wants to Turn and Fire, they must Turn, Move in a straight line, then Fire; after firing, they must Move in a straight line again.

Note that a racer with a Velocity of 0 is required to omit the Move portion of their action (unless that Action is changing Velocity), but the Actions costs the same number of Speed Points.

Action Details

Move: 1 SP. The racer moves in a straight line, 1M for each level of Velocity. The racer *must* move the full distance. If this brings the racer into contact with something (a wall, a Waypoint guard, another racer), see the sections on **Ram Attacks** and **Hitting Walls**.

Change Velocity + Move: 3 SP. The racer goes up or down 1 level of Velocity, which determines how many M (card widths) a racer travels in each Move (whether as its own Action or at the end of another Action). A

racer's maximum Velocity is 3, and maximum reverse Velocity is 1. (Note: this velocity is *relative to your racer's abilities,* not an absolute measure -- if two racers are at Velocity 2, the one with the higher Speed will usually have more Speed Points and be able to cover more distance.)

Effective Handling: Each level of V above 1 makes a racer harder to control. A racer's Effective Handling is equal to the racer's basic Handling, -1 for each level of V *over* 1. For example, a racer with Handling 3 and a Velocity of 2 will have an Effective Handling of 2. (See *Turn* for details on how this effects maneuverability).

Turn + Move: 2 SP. Line the red spot on the side of your racer up against the red spot on the back of the Knight Card, and rotate your racer up to the amount indicated by the Handling angle indicators. The maximum turn you can safely make is determined by

Handling 1 Turn

your racer's Handling, modified by Velocity; this is referred to as Effective Handling. Effective Handling decreases by 1 for every level of Velocity over 1. So, a racer with a Handling of 3 moving at a Velocity of 3 would have an Effective Handling of 1 (Handling of 3, minus 2 because the racer is going 2 above 1V).

Steering Check: It is possible to attempt turns that are beyond the Effective Handling of your racer by making a Steering Check *before* attempting the turn. A knight's *Steering* talent is their Reflexes/2, rounding *up*. The difficulty of the turn is the number of "steps" away from a safe turn the attempted turn is. The target number of the check is 6 plus the difficulty of the attempted turn, plus current Velocity. Roll 2d6 + Steering (adding Valor if you wish); if your roll is higher than the target, you succeed.

Example: Let's say Jen's knight has 4 Reflexes and her racer has 3 Handling, and has a current Velocity of 3. She's heading towards a wall, and needs to make a Handling 2 turn to avoid a collision. The Velocity of 3 means that she must subtract 2 from her Handling, which gives an Effective Handling of 1. Since the Handling 2 turn she needs to make is 1 step away from a turn she can make safely, the difficulty of the turn is 1. The Steering Check target is 6, + 1 (for the turn difficulty), +3 (her current Velocity), for a total of 10. With Reflexes of 4, she has a Steering talent of 2, and would therefore need to roll 8 or more on 2d6 to make her check. She opts to spend 2 Valor to make the Steering Check more likely to succeed; she rolls a 9, adds 2 for her Steering, and 2 for her Valor, easily beating the target of 10 with a total of 13. Her racer corners like it's on rails, and she misses the wall.

Note that it *is* possibly to have a negative Effective
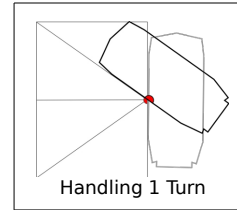
Handling, which means that *going straight* requires a Steering Check, too.

If you fail your Steering Check, you lose control; see **Spinning Out**.

Fire Weapon + Move: 3 SP. You can only fire your weapon once per round. See **Ranged Attacks** for details on resolving a firing action.

Spinning Out

Failing a Steering Check results in a *Spinout*. If a racer spins out, it turns Handling-2 (in the direction the attempted turn was in (if this isn't clear, the player can choose) and moves 1M in the direction it was headed when they lost control, losing 1V each time. It does this until V reaches 0, or the racer collides with something (whichever comes first). If the racer collides with something (another racer, a wall, etc.), it takes (and, if the object hit takes damage, deals) 1 Damage Point and comes to a stop.

Ranged Attacks

In order to fire at something (another racer, a Waypoint Guard, etc.), it must be within the *Arc* and *Range* of your weapon, and have a *Line of Sight* from your racer.

The *Weapon Arc* is A, B, or C. Weapon Arc A is the most restrictive, and the defined field of fire is determined by placing the Turn/Arc card with the red dot at the front of your racer; anything within the angle labeled "Weapon Arc A" can be hit by your weapon if it's within range. Weapons with Arc B can hit anything in front of your racer; Weapon arc C can fire in *any* direction.

Weapon Arc A
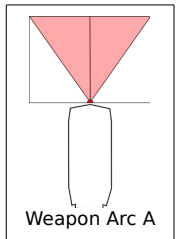
Your *Weapon Range* is up 4 times the Range (short for "range increment") listed for your weapon. You get a +2 to hit anything at "close range," which is within the first Range Increment. However, each full Range Increment you are away from your target reduces your to-hit bonus by 1, for a total of -1 at the weapon's maximum range.

A target is within *Line of Sight* if it is within your weapon's Arc and a straight line can be drawn within that Arc from your racer to the target. By default, objects *do not* block Line of Sight; only large obstructions (such as walls) will do so.