

Road Knights of the Fallen Kingdoms



Special abilities

Bounce: If a racer is damaged by a weapon with the Bounce ability, the target is moved 2M *directly away* from the attacker, without changing the facing of the target. If the bounced target hits anything, the racer (and, if appropriate, the target) take 1 damage.

Coiled: A coiled weapon gets a +1 Strength at a Range between 1R and 2R, and a +2 Strength at a Range of 1R or less.

Damage Prevention (X): If a racer with a modification with this ability is hit, the modification may be discarded to reduce damage to the hit racer by X. Note that a Shield modification with this ability can only be discarded to prevent damage if the attack came from the side the shield is on. Note also that this does *not* block any special abilities from taking effect.

Discharge: Instead of attacking, a weapon with Discharge may be used to cause the racer armed with it to immediately move *backwards* up to 3M in a straight line, at a cost of 1 Speed Point per 1M of movement. The racer loses 1 level of Velocity for each 1M moved in this manner (note that the maximum distance is not limited by Velocity, and the lowest Velocity the racer can end with is 0 -- that is, the racer will not end up moving backwards. If the racer was *already* moving backwards, Velocity is not changed.)

Durable: If a racer's Damage Points would be reduced to a 0 or less, roll a d6. On a 4, 5, or 6, the DP of the racer goes to 1 instead. This ability can be used any number of times per round, but only once for any single attack (even if the racer is equipped with more than one modification that gives the special ability).

Evasive: If a racer is hit by an attack, roll a d6. On a 5 or 6, the hit is ignored. This ability can only be used once per attack (even if the racer is equipped with more than one modification that gives the special ability).

Fast: The racer is immune to the **Slow** special ability.

Heavy: A weapon with this ability may be fired using 4 Speed Points instead of the usual 3, and inflict +1 Damage if it hits.

Protection (type X): The racer has an extra X Armor against *type* attacks. A shield modification with this ability only affects attacks from the side the shield is on. For example, a shield with *Protection (Fire 1)* mounted on the left side of a racer will increase the effective Armor of the racer against Fire attacks that hit its left side by 1.

Recharge: This weapon *cannot* be fired two rounds in a row.

Repair: The ability allows an engine to be repaired if a racer is at Velocity 0 and *no other actions* are taken during the round. Choose a number of Damage Points to repair, and roll a d6. If the roll is *greater* than the amount of DP the repair is attempting, it is successful. An engine cannot be Repaired to

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have more than its starting DP.

Sidewinder: A racer with this ability can move laterally (left or right) 1M for 2 Speed Points. This cannot be used as a Ram Attack and doesn't change the facing of the racer.

Slow: Every time a racer is struck with a weapon having this special ability, place a Slow token on the racer's card. The racer's Speed is reduced by 1 for each Slow token on the card, but cannot be reduced to less than 1.

Spin: If you hit and damage a racer using a weapon that has this ability, you may rotate the hit racer 90 degrees (a Handling 2 turn) in any direction. If this causes the racer to come into contact with another racer or object, it does 1 damage to the racer (and the struck object, if appropriate).

Stable: A racer with this ability is immune to **Bounce**.

Stall: If a 1 is rolled on the Drive Roll at the beginning of the round, the racer's Velocity automatically (that is, without a Speed Point cost) goes down one step each time it becomes the player's turn, until it reaches zero. The racer can maneuver and fire normally (except for not being able to accelerate) until Velocity reaches zero, and which point it can only fire its weapon (still only once per round and requiring the usual number of Speed Points). A racer *cannot* Stall two rounds in a row.

Steady: A racer with this ability is immune to **Spin**.

Surge: You may re-roll the Drive roll at the beginning of the round, and *must* accept the new value.

Torqued: A racer with this ability may use a special *Turn + Turn + Move* Action, with a Speed Point cost of 4.

Traction: A racer with this ability gets +1 to Ram Damage Checks.

Turbo: A racer with this ability may add 2 to their Speed for a round, provided they do not turn or fire their weapon during that round.

Veteran: A Veteran may spend up to 5 Valor on an action or Armor increase (instead of the usual maximum of 3).

Weakness: Every time a racer is struck with a weapon having this ability, place a Weakness token on the racer's card. The racer's Armor is reduced by 1 for each Weakness token on the card, but cannot be reduced to less than 5.

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