

Road Knights of the Fallen Kingdoms



Traditional Duel

The Old Kingdoms have fallen, and the Academy that graduated generations of Knights is a heap of burned and blighted rubble. But the old traditions still have meaning, and though life isn't easy in the Wastes and the Strongholds, the Road Knights keep the Waypoints in good repair, train in the same arena duels that their ancestors fought, and remember their lost homes.

Take out 3-6 numbered Waypoints (one more than the number of players), with their guards in place.

The #1 Waypoint is placed in the middle of the arena. The rest of the Waypoints are placed in number order, one by each player, starting with the oldest and proceeding in age order to the youngest. No Waypoint marker may be placed closer than 1M to any other Waypoint.

Starting with the youngest player and proceeding in age order to the oldest, each player then places their racer in the arena, 5R away from Waypoint #1. No racer may be placed closer than 1R to any other racer or Waypoint. All players set their initial Velocity to 0, and the first round begins.

Each Waypoint has a Guard on it, with an Armor value of 7 and one Damage Point. The Guard must be destroyed (either by weapon fire or a ram attack) before the Waypoint can be crossed by any racer. A Waypoint has been crossed by a racer if any part of the racer passes over it. The goal is to be the first racer to cross all the Waypoints in number order.

Players are awarded one Glory token each time they cross a Waypoint (in the right order), one Glory for wrecking a rival racer, and one Glory if they cross the final Waypoint first (in addition to the token awarded for crossing the Waypoint in the right order). A racer loses one Glory for being wrecked.

The duel ends at the *end* of the round in which the *first* racer crosses the final Waypoint; the winner is the racer with the most Glory at the end of the duel.