Chivalry is Dead
RACE FOR THE CROWN

Rules

Naughty Jester Games

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Credits

Game Overview

Fear not, for a new dawn is approaching! After years of war the discussions of peace finally abound. The races have agreed to settle their differences in the most civilized way possible:

A chariot race!

That's right, folks, winner takes it all - and by all, we mean the entire kingdom. Sure, it's not a perfect solution, but let's be honest, there have been worse forms of government. At least this one results in slightly fewer deaths.

Objective of the Game

Chivalry Is Dead is a chariot racing game where players can customize their own team and compete against each other for the crown. The objective of the game is to complete 1 or 2 laps around the racetrack with one of your chariots. The first team to do so wins the game and becomes the ruler of the kingdom. Cheating is... discouraged.

Laps
The players can decide if they want a 1 or 2 lap race. 1 lap races are faster and less likely to eliminate an entire chariot team. On 1 lap games the center section has less of an impact on the race. We recommend starting with a 1 lap game. Setup is identical except for tokens as references on page 6.

Number of Players
Chivalry is Dead allows 2 to 4 players with each player controlling a single team of 2-3 chariots. You can play with more players if they play in teams with each player controlling a chariot.

Choosing your Chariot Team
The number of chariots a team consists of depends on the number of players.

2 Player Game: 3 chariots per team
3 Player Game: 3 chariots per team
4 Player Game: 2-3 chariots per team

You should always play with a minimum of 6 chariots on the field. Fewer chariots will make for a faster game. Having 8-12 chariots on the field makes for a better game.

Winning the Game

Once all chariots have completed their turns, if a chariot has completed the appropriate number of laps and crossed the finish line a a winner is decided. If multiple chariots have done this, the victor is determined by the chariot that is the farthest number of squares past the finish line. If chariots tie the chariot farthest to the left lane wins.

Setup

Start by choosing a starting player for the game. To do this everyone rolls an 8-sided die. The player with the highest roll chooses their team first. If there's a tie the players with the tie roll off until there is a winner. Then each player chooses their race by going clockwise around the table.

Map Setup

The starting player sets up the map. To do so take the following terrain tokens and place them on the map in the allowed locations.

> 10 - Small Rock Hazards
> 2 - Large Rock Hazards
> 2 - Large Water Hazards
> 5 - Long Water Hazards

There are markers on the map for each of the terrain tokens. They can be placed on any of the valid locations according to the following rules.

No more than 2 terrain tokens are allowed to touch one another and all terrain tokens must be used. It's heavily recommended to place the small rocks last and use them to ensure that there are no completely clear paths around the track.

Rock Terrain

Rock Terrain is placed on top of the rubble markers. The rubble itself has no effect on the race unless there's a rock terrain token on top of it. There are large and small rock terrain tokens.

Water Terrain
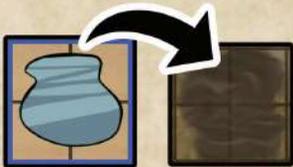
Water Terrain is placed on top of the mud markers. Mud has no effect on the race unless there's a water terrain token placed.

Setting up the Chariots

Once teams are selected it's time to setup your chariot. Choose the number of character cards depending on the number of chariots you're playing with. It does not matter which ones are chosen.

1 - Chariot Number
2 - Racial Ability
3 - Perk Card Placement
4 - Racial Flag Color

5 - Type of Chariot Build
6 - Attack, Driver, Defense Values
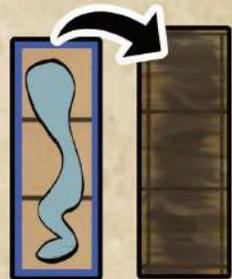7 - Chariot (max) Speed
8 - Chariot Control Cards

Choose your Builds

There are 4 chariots builds in the game: Offensive, Defensive, Speed and Resilient (Resilient allows for better driver control). Each team starts with a default build for all of their chariots. You may change that build by replacing it with of one of your build cards. You can change or or all of them at your discretion. Each race has 3 different build cards that can be chosen.

Choose your Perks

Each chariot also has at least 3 Perk cards available to add unique abilities. Choose 1 Per Chariot.

You choose 1 Perk per Chariot

If your Ability or Perk has token spaces showing, add the appropriate token to your card. Set them face up on the card.

1 Lap Games
If you've chosen to play a 1 lap game, use 1 fewer token to your team abilities and perks with a minimum of 1 token.
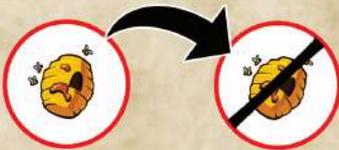
When you use your abilities you'll flip them to show they're used.

Note: If the Perk card has text that says to give another chariot a specific Effect Card then you should collect that card as well and put it aside for later. It'll be used when you activate your ability.

Setup the Chariot Cards

Select the Dual Dial Chariot Card that matches your characters Flag Number. For each chariot, use the clips provided to set the Driver health and Wheel(s) health to 12. Then set your Max Speed and Current speed using the dials to 20. Lastly, Then Set your Control Points to the value your Character Card has listed.

Max Speed = 20

Current Speed = 20

Drivers Health = 12

Left Wheel Health = 12

Right Wheel Health = 12

Control Points - Depends on Build

Final Setup

That's it! Repeat the process for each chariot on your team. In the end your chariot setup will look like this. Make sure the flag numbers match on your character card and chariot card.

Set up your Chariot Miniatures

The game comes with one miniature for each chariot provided. Add the token flag to the appropriate chariots. The flag on your miniature should also match your Character and Chariot cards.

The Selection Deck

For each chariot in the race add their selection card to the selection deck. Then Shuffle It. You'll use this deck to determine starting positions and turn order.

Starting Positions

Once all chariots have been setup, add them to the starting line for each character in play. Start by shuffling the Character Deck and flip them one by one. The first chariot chosen will start in position 1, the second in position 2 and so on until they're completely out of tokens. You may randomize the chariots in any agreed to method to speed this process.

If there are no positions in the first row, place them behind in the second 1row.

Position 1
Position 2
Etc...

Turn Rounds

The game is played in rounds where each chariot takes its own turn. The order of the round and turns is broken down here.

> Preparation Phase
> Chariot Turn Order
> Chariot Turn
> > Charging Phase
> > Movement Phase

Preparation Phase

At the beginning of each round you have a Preparation Phase. During this time all players are allowed to adjust the current speed of their chariots by adjusting the current speed turn dial. It cannot go above the chariot's max speed. Once All players have reviewed their current speed the preparation phase ends.

Chariot Turn Order

Shuffle the Selection Deck which should include a chariot card for each chariot in the race. Then choose flip the first card over and that Chariot takes its turn. The processes is repeated until all chariots have moved. If a chariot chosen has already been flipped, provide a reasonable moment of silence and then remove it from the deck.

NOTE: If at the beginning of a chariots' turn there is no legal movement, that chariot card is placed at the bottom of the Selection Deck and another chariot is chosen. Each chariot may only do this once per round. If there is still no legal movement when the chariot is chosen again the turn must be taken, likely resulting in a collision (see collision rules on page 15).

The First Turn for each chariot has special rules:

If a chariot chosen is on the 2nd row when their token is chosen they may move up to any free space available on the starting line. There is no movement cost for this. If there are no free spaces available then the Chariot Selection card is placed at the bottom of the Selection Deck.

A chariot may not attack, or use abilities or perks until they've moved at least 10 spaces during their first turn of the game.

Chariot Turn

The chariot turn is broken into two distinct stages.

Charging Phase

During the Charge Phase, a player may announce they wish to charge. This allows them to move extra spaces at the cost of one (1) Control Point. To do this, announce you're charging and reduce your Chariot Control Points by (1) one. Then roll a 1d8 + the Chariots Driver Score and move that many spaces.

During the charge phase you cannot attack, or use any special abilities or perks unless unless stated specifically.

> The charge movement does not count towards your turn speed on corners. This can create a handy way of getting around turns. If you charge the last few squares in a turn, it is possible to make it out of turn before any turn check applies.

Movement Phase

During the Movement Phase, a chariot moves a number of spaces equal to its current Turn Speed. Moving straight or changing lanes requires expending one (1) movement point per square. All available current movement must be used during the movement phase. Chariots cannot move backwards.

Since a movement can involve counting spaces, moving, and combat its useful to keep track of your starting position. Use the marker token provided to indicate where you started that turn so that you can go back if necessary.

Changing Lanes

To change lanes you use (1) one movement and your prior movement has to have been a movement forward. You must then move one square forward before you change lanes again. There is an exception to this rule: If a chariot begins its turn with another chariot directly in front of it, then one movement may be used to move around that chariot.

Chariot Position

Chariots always cover 2 grid squares. On a turns, the squares can sometimes be slightly larger. When moving your chariot its a good idea to count from the front of the chariot but then set the chariot so that its center point is towards the middle of the chariot. In the figures below the chariots are in the same position, but Figure B is much more clear on its actual position.
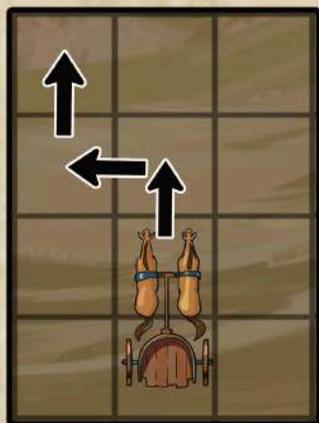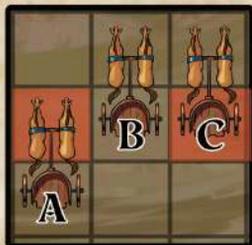

Figure A

Figure B

When you change lanes on a turn the grids do not line up. You may choose to move your chariot forward or backwards in relation to the chariots current position.

Chariot Combat

Chariots are separated into the front half (with the animals) and the back half (with the chariot). Unless otherwise specified you may attack another chariot by spending one (1) movement point to move sideways and attack. To do this the chariot portion of your chariot must line up with some portion of the opposing chariot. As with movement you must always move forward once to move sideways so you cannot attack a chariot to your left and immediately one to your right without moving forward.

For Example: In the example, if Chariot B had just moved forward it could attack A or Chariot C from this position. Chariot A however would never be able to attack Chariot B from this position until it moved forward one square.

> You can make multiple attacks in a single movement phase as long as they are against different chariots. Chariot B for example could have moved forward, attacked Chariot A, then moved forward to attack Chariot C in one turn. Abilities and Perks sometimes break this rule as specified on the card.

Attack Locations

You must declare the attack location before rolling the attack. Typically the attack location will be the Driver, Animal or Chariot Wheel on the side in which you attack from. See Orientation Rules on page 16 for other examples.

Handling The Attack

To calculate an attack, roll a 1d8 and add the Attack modifier from your Character Card. Then subtract from the result the defenders Defense Value. Any excess damage is applied to the appropriate location. Rolling 1 on the attack results in a Counter Attack, rolling an 8 causes a Slam Action.

Applying Damage

Attacks to the Driver subtract health from the Driver. If the Drivers health drops to 0 the chariot is destroyed and flips. Also, if a Driver takes more damage than his Driver Modifier he is Stunned.

Attacks to the Chariot apply to the wheel that faces in the direction of the attack. If the wheel drops to 7 or below a Flip check must be performed for that wheel. If the wheel drops to 0 the chariot is destroyed and flips.

Attacks to the Animals reduce the Animal health by that value. Reduce the Chariots max speed by the damage. This does not affect the speed the chariot is moving in the current turn. It does limit how fast it can move in future turns.

Counter Attacks

On any Attack, if the attacker rolls a 1 the defender may Counter Attack. The chariot performing the Counter Attack may choose a different Chariot Location for this attack. If they roll a 1 on the Counter Attack then a second Counter Attack would occur.

Slam Action

On a Chariot Attack, if you roll an 8 it's considered a Slam Action. In addition to the regular damage that is applied, the attacking chariot may force the defending Chariot to change lanes, away from the attacker. If there are two valid locations (on a turn for example) available, the defending chariot chooses the spaces to move into. If a flip check is caused due to the attack the chariot movement occurs before the flip check.

If the defending chariot is unable to change lanes, specific events occur.

    If the movement places the chariot outside the map it is destroyed immediately. Perform the check to see where it lands based on its last legal position within the map.

    If the movement would place the chariot on top of another chariot, then instead of moving those chariots collide into one another. Use the standard Collision rules except that damage is targeted towards the appropriate chariot wheel. If either chariot is destroyed, where it lands is based on its last legal position within the map.

    If a the movement places the chariot on top of an obstacle or trap then perform the appropriate checks at the beginning of their next turn.

Ability / Perk / Attack Limits

A Chariot may attack multiple chariots and as many times as it has movement points to do so. It may not however attack the same chariot in the same turn.

When a chariot has an ability or perk that is limited by tokens, it may use one of each per turn. These are not considered attacks for the purpose of the multiple attacks rule above.

For Example: In the example above, Chariot B could attack Chariot A, then use their Team Ability on Chariot A, then use their Chariot Perk on Chariot A if the situation allowed. They could then attack another Chariot but wouldn't have their Ability or Perk available for further use until the next turn.

Map Rules

There are several sections of the map that have special movement Rules
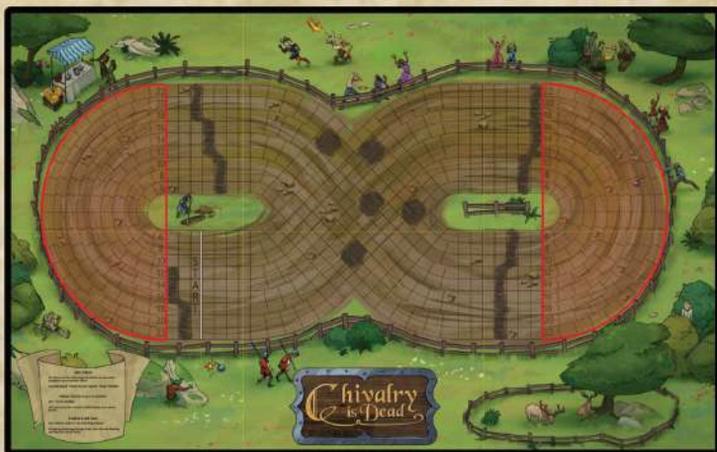
Handling Turns

The Turn Sections of the map have a marker for the speed limit of that turn. If a Chariot begins or enters a Turn Section during their movement phase they must perform a Turn Check to ensure they retain control. The check is performed again if the Chariot changes to an inside (tighter) lane within the same Movement Phase. The check only applies once for a specific lane.

NOTE: Cards that affect burn movement such as water hazards and traps that use up movement do note affect the current speed of that chariot. They only up some of the movement and the current speed the chariot still applies to the turn.

NOTE: The curves in the center the the map are not considered turns and have no speed limit to apply.

Turn Check

To perform a Turn Check subtract the posted speed limit from the Chariots' current speed. The result is the amount of damage applied to the chariots outside wheel (the wheel closes to the outside of the map). You may mitigate this damage by using (1) one Control Point to Brace. To do this, spend your Control Point, then roll 1d8 + your Driver Score. This reduces the damage by that value.

If the any damage brings a wheel to 7 or below perform a Flip Check.

Special Rules

Stunned Effect

If a chariot is stunned due to the Driver taking enough damage, or some other effect place a Stunned Effect card on the Chariot's Character Card. That chariot cannot perform Team Abilities or Chariot Perk actions while stunned. They can perform movement, attacks and use Control Points. The Stunned Effect its removed at the end of that Chariot's next turn.

Blocked Chariots

A Chariot is blocked if it has nowhere it can legally move without running into another chariot. If a Chariot is blocked at the beginning of its turn the Player may choose to place their Selection Card to the bottom of the Selection Deck in order to delay their turn. If they are still blocked as the last Chariot then a chariot collision is caused.

Chariot Collision

A Chariot Collision occurs when a Chariot decides to run into another chariot or is forced to do so because of a Slam or similar effect.

To calculate a collision the moving Chariot performs an attack action on the stationary Chariot using the attack rules (see page 12). The stationary chariot then performs an attack against the moving chariot using the same rules. Forward collisions end that Chariots turn. For purposes of order both of these attacks occur simultaneously.

For example; if Chariot A collides with Chariot B there would be 2 attacks performed. Based on the Orientation (see page 16) Chariot A would attack Chariot B's wheel(s) with the owner of Chariot B determining how any damage was spread. Then Chariot B would attack Chariot A's Animals.

While it uses the same calculations, the collision is not considered an attack for purposes of team abilities or perks and does not trigger Slams or Counter Attacks.

Attack/Collision Orientation

When determining a valid target for either an Attack or Collision, consider the direction the Attack or Collision is coming from. Attacks from the side can target the Driver, Animal or the Chariot Wheel on that side. Attacks from the front can only target the Animal. On attacks from the rear only the Chariot Wheel(s) can be attacked and the Defender may split the damage between the wheels in any way they decide.

Front Damage
Animal

Animal
Driver
Left Wheel

Animal
Driver
Right Wheel

Rear Damage
Defender splits damage between Left and/or Right Wheel

Flip Checks

If a chariot takes damage to a wheel and the resulting health of the wheel damage is 7 or below, perform a flip check.

Flip Check Value = The wheel health + your Driver Modifier.
Roll 1d8 - If the result is less than the Flip Check Value then your chariot survives another day. Otherwise, it flips and is destroyed.

Failing a Flip Check

When a chariot flips you must determine where it lands. Roll a 1d8 on the chart to determine it's resulting position. Then place a chariot debris token on that space which stays there for the remainder of the game. Debris can land off the map. If the position already has a trap or a terrain marker move it 1 space forward. If Debris lands on a Chariot the effect is handled during that Chariots next turn. If the chariot has an unplaced trap on it, the owner may throw the trap randomly. To do this, use the same rules as above for the trap landing location.

Debris Token

Control Points

Each chariot has 3 or 4 Control Points available. Use Control Points to perform the following Actions:

Charging (see Charging Phase on page 10)
Bracing (See Turn Check on page 14)

To use a Control Points reduce the point counter on the Chariot Card by (1) one. You may only perform one unique Control Point action per turn, but you may use multiple Control Points for different actions in the same turn. Eg. You can charge and then use a Control Point to reduce damage on a turn, but you cannot charge twice.

Regaining Control Points

Each time you complete one full lap of the race you automatically regain the use of all Control Points. Set your Control Points back to the value on your Build when you pass the Starting Line.

Map Obstacles

Terrain obstacles stay permanently on the map. They may only affect a chariot once per that chariots turn. If for example, a chariot fails to clear a water hazard during their charging phase, they may safely ignore the hazard during their movement phase. If they ended their turn on the hazard however, it would apply as normal on their next turn.

Rocks - When a chariot runs over a small rock, roll a 1d8+1. Then subtract the chariot's defense. The resulting value is applied to the wheel(s) of the chariot in any manner that the chariot owner decides to split the damage.

Water Hazards - Water hazards use up available chariot movement. Roll a 1d8. The chariot immediately uses up that amount of movement as if they moved. If you use up more movement than is available during the charge phase, the excess does not carry over to the movement phase.

Chariot Debris

When a chariot runs over the debris of a chariot roll a 1d8. The result is applied to the wheels(s) of the chariot in any manner that the chariot owner decides to split the damage. NOTE: Chariot Defense does not augment this damage.

Traps

Traps are dropped on the map according to their card details. Traps are outlined in red. Their aspects explained here.

Destroying Traps

Traps are destroyed the first time they are triggered and have an effect. Taking effect is specific to the trap performing their expected action.

For Example:
Spike traps do damage based on a a roll. If that roll is too low to cause any damage, then the trap was triggered but do not take effect so the trap would stay on the map. If it the trap would have caused damage and the chariot owner used an Ability or Perk to eliminate the damage however, the trap would be destroyed since the effect did take effect.

Trap Placement

Traps cannot be placed on top of other traps, terrain obstacles or chariot debris.
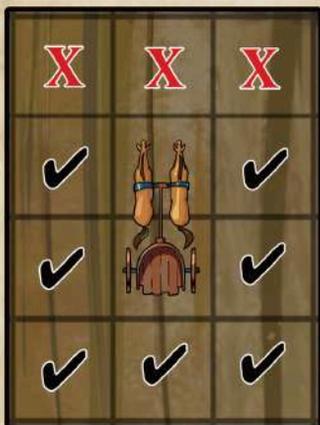
Adjacent to Driver Rule

Most traps state that their placement is adjacent to the driver. For purposes of placing a trap this refers to the back portion of the chariot. In the example the check boxes show valid locations.

Special Thanks

A special thanks goes out to everyone who helped with making this project happen.

Quick Reference

Turn Round Order

Preparation Phase
Chariot Turn Order
Chariot Turn
Charging Phase
Movement Phase

Turn Check

To perform a turn check subtract the posted turn speed from your current speed. Any excess damage is applied to the chariots outside wheel. You may mitigate some of this damage by using a Control Point (see Control Point rules page 17).

Flip Checks

If a chariot takes damage to a wheel and the resulting health of the wheel damage is 7 or below, perform a flip check. If the wheel health is 0 it automatically flips.

Flip Check Value = The wheel health + your Driver Modifier.
Roll 1d8 - If the result is less than the Flip Check Value then your chariot survives another day. Otherwise, it flips and is destroyed.

Failing a Flip Check

Roll a 1d8 and use this chart to determine where a flipped chariot lands. If the chariot has been slammed into a new location, use that location to determine where the debris lands. Debris can land off the map. If the position already has a trap or a terrain marker move it 1 space forward. If the chariot has an unplaced trap on it, the owner may throw the trap randomly. To do this, use the same rules as above for the trap landing location.