Chivalry is Dead
RACE FOR THE CROWN

Rules

Naughty Jester Games

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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 also has less of an impact on the race. We recommend starting with a 1 lap game. Setup is identical except for the number of tokens used (handled during setup).

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 some of the chariots.

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 has moved the furthest number of squares past the finish line. If chariots tie the chariot furthest 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 team by going clockwise around the table. Each team consists of 1 species (Dwarf, Human, Goblin or Kobold) of characters.

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 straight 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. Each must be placed on the appropriate sized location.

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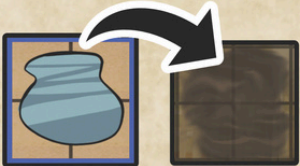
Water Terrain is placed on top of the mud markers. Mud has no effect on the race unless there's a water terrain token placed.

Setting up the Chariots
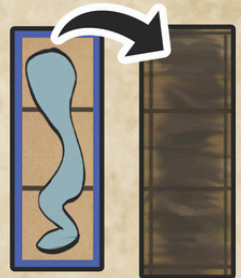
Once teams are selected it's time to setup your chariots. Choose one Character Cards for each chariot in the race. It does not matter which ones are chosen.

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

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

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 as shown on the character card. You may change that build by replacing it with of one of your teams' build cards. You may change or or all of them at your discretion. Each race has 3 different build cards that select between.

Choose your Perks

Each team also has at a variety of Perk cards available to add unique abilities. Choose 1 Per Chariot and place it in the perk slot.

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. Some abilities use square tokens and are placed on the map when activated.

Note: Some perks have 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 Number (shown on its Character Card). 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.
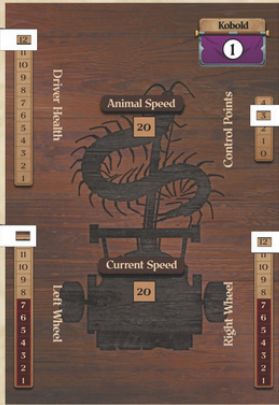
Max Speed = 20
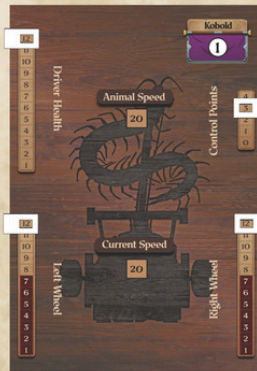
Current Speed = 20

Drivers Health = 12

Left Wheel Health = 12

Right Wheel Health = 12

Control Points - Depends on Build

Final Setup

Repeat the process for each chariot on your team. Make sure the flag numbers on match on your character card, miniatures and chariot cards. In the end your chariot setup will look like this.

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 the number and color on your Character and Chariot cards.

The Selection Deck

For each chariot in the race add their selection card to the selection deck. Once all selection cards have been added shuffle the deck. You'll use this deck to determine starting positions and turn order.

Dwarf 1

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 row. Sometimes being in the second row can be an advantage.

Position 1
Position 2
Etc...

Turn Rounds

The game is played in rounds where each chariot takes its own turn. The play order is broken down here.

> Preparation Phase
> Chariot Turn Order
> Chariot Turns
> > 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 and agreed they are ready the preparation phase ends. It's important to ensure everyone has taken this step and agreed to proceed.

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 for their loss and then remove the card 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 their turn must be taken, likely resulting in a collision (see collision rules on page 15).

The First Round of the game for each chariot has special rules:

> If a chariot chosen is on the 2nd row they may move up to any free space available at 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 past the starting line. They are allowed to charge.

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 by sliding the control point clip on the character card. Then roll 1d8 + the Chariots Driver Score and move that many spaces.

All charge movement must be used. During the charge phase you cannot attack, or use any special abilities or perks unless unless stated specifically. You may not charge if you start your turn with another chariot directly in front of you.

> 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

In order to change lanes you must always move forward one square in the prior movement. This means that your first movement during the movement phase must always be a space forward.

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. However, doing this means you may not perform a charge action that turn.
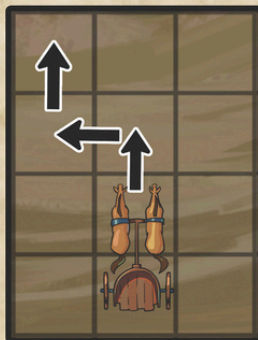
Chariot Position

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.
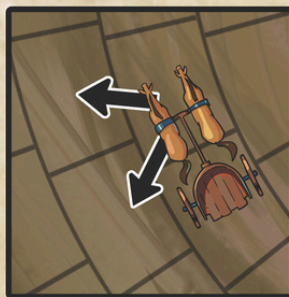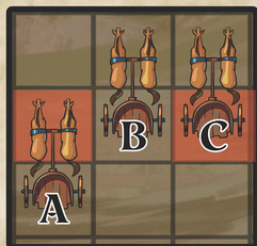
Figure A

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 between the attacks.

For Example: In the example, if Chariot B could attack A or Chariot C from this position. Chariot A however would not be able to attack Chariot B from this position because only its animals are adjacent.

> 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 if specified on the card.

Attack Locations

You must declare the attack location before rolling the attack. The attack location will be the Driver, Animal or Chariot Wheel (on the side in which you attack from). 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 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

Damage is applied by adjusting the appropriate slider on the Chariot Card.

Attacks to the Driver reduce the health of the Driver. If the Drivers health drops to O the chariot is destroyed and flips. If a Driver takes more damage in a single attack than his Driver Modifier he is also 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 O 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 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 any Attack 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. If it would hit multiple chariots the slammed chariot chooses one target. Use the standard Collision rules except that all damage is targeted towards the appropriate chariot wheel. If either chariot is destroyed, the standard flip check rules apply.

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

Handling turns on the Turn Sections have special rules.

Handling Turns

The Turn Sections of the map have a marker indicating the speed limit of that turn which covers the full length of the Turn Section. When a Chariot first enters a Turn Section during their movement phase, they must perform a Turn Check to ensure they retain control. This check is also performed if they start a new movement phase or change lanes into an inside (tighter) lane within the Turn Sections. The check does not apply to the charging phase of the turn.

NOTE: The check does not apply to the charging phase of the chariot turn, only the movement phase.

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.

   Reminder: Any damage that brings a wheel to 7 or below triggers a Flip Check.

For Example: A chariot enters a turn 16 turn at a speed of 18 (18-16). It would take 2 points of damage to its outside wheel. If the chariot then moved into the 14 lane. It would take an additional 4 points of damage (current speed of 18 - 14) for a total of 6 during the turn.

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 use up movement, but the current speed of the chariot remains the same.

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 still charge, perform movement, attacks and use Control Points. The Stunned Effect its removed at the end of that Chariot's normal 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.If a chariot is blocked during their turn, it collides into the chariot directly in front.

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.
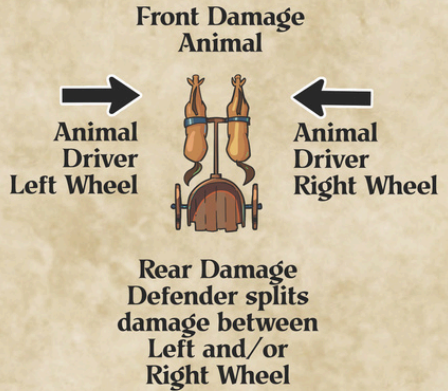
To calculate a collision the moving Chariot performs an attack action on the stationary Chariot using the standard attack rules (see page 12). The stationary chariot then performs an attack against the moving chariot using the same rules. For purposes of order both of these attacks occur simultaneously. Both chariots can choose to target any legal Attack Location (see orientation rules on page 16) during a collision. Forward collisions always end that Chariots turn.

For example; if Chariot A collides with Chariot B there would be 2 attacks performed. Based on the Orientation (see page 16) Chariot A may only 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. On attacks from the side any location can be chosen.

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 LOWER 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 in relation to the chariot. Then place a chariot debris token on that space. 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 top of a Chariot the effect is handled during that Chariots next turn.

Debris Token

Special Rules with Traps
If the chariot driver 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.

Control Points

Each chariot has 3 or 4 Control Points available depending on its build (see the Character Card). Use Control Points to perform the following Actions:

     Charging (see Charging Phase on page 10)
     Bracing (see Turn Check on page 14)
     Healing Animals (see below)

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 Animal Health

During your Charging Phase, you may use 1 control point to heal your animals. To do this, declare your action, use your control point and then roll 1d8 + your Driver Modifier. Increase your animal health by this amount.

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 Character Card 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 rock, roll a 1d8+1 for small rocks or 1d8+2 for large rocks. 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 split between to the wheels(s) of the chariot in any manner that the chariot owner decides.
NOTE: Chariot Defense does not augment this damage.

Traps

Traps are dropped on the map according to their card details.

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 then it would be removed. This would occur even if the chariot owner used an Ability or Perk to eliminate the damage.

Trap Placement

Traps cannot be placed on top of other traps, chariots, terrain obstacles or chariot debris. They can be placed directly in front of another chariot with the knowledge that the chariot will need to move forward on its following turn.

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

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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 - you succeed if the result is LOWER than the Flip Check Value. Otherwise, the chariot 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 in relation to the chariot. Then place a chariot debris token on that space. 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 top of a Chariot the effect is handled during that Chariots next turn.

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