

## Circus Imperium Cheat Sheet

### GAME TERMS

- **AV** is short for Acting Value. This represents the character's offensive, defensive, and driving abilities.
- **AV (Mod)** represents the character's AV minus the number of wounds he has taken.
- **To-Hit #** is the target number that determines whether an attack or action succeeds.

### SET-UP

- Choose Chariot and starting position
- Choose armor (starting AV)

### MOVEMENT PHASE

1. **Dismounted Drivers move** (and can perform a Special Action during his or another player's movement)
2. **Mounted Drivers move** (in order until all Chariots have moved)
  - a. **Spend Movement Points**
  - b. **Whip Team if desired** (up to 6 whipping cards per turn)
  - c. **Chariot Slamming**
    - i. Slamming Chariot takes 3 damage/Target Chariot takes 6 damage
    - ii. Slamming Chariot takes the space of the Target Chariot
    - iii. Target Chariot moves into adjacent left or right rear space; rolls On The Wall if displaced into a wall and then moved back one space.
  - d. **Cornering**
    - i. Cornering Cards drawn for each point Chariot exceeds the maximum safe speed
    - ii. Skill Points can be used to redraw any Cornering Cards (if not in Frenzy)
    - iii. Skidding does not incur additional Cornering Cards
    - iv. On The Wall ends the current draw of Cornering Cards, but does not stop movement unless there is a Crash
3. **Driverless Chariots and Teams move**
4. **Damage to Frenzied Beasts is applied** (each frenzied team takes 4 points of damage)
5. **Damage to dragged drivers is applied** (damage equal to the number of spaces dragged)

### COMBAT PHASE

1. **Drivers and beasts perform actions** (if no special actions attempted in Movement Phase)
2. **TOG Incentive Program resolved** (last Chariot to finish lap, beasts become frenzied)
3. **Dragged Drivers dropped off** (or elect to continue to be dragged)

### COMBAT ATTACKS AND SPECIAL ACTIONS

| Attack/Action           | To-Hit #                 | Range & Arc                    | Damage             |
|-------------------------|--------------------------|--------------------------------|--------------------|
| Hand-to-Hand Combat     | AV (Mod)                 | In Same Chariot or Same Square | Amount of Dice     |
| Whipping Enemy Beasts   | AV (Mod)                 | All but Front                  | Whip Card          |
| Whipping Driver         | AV (Mod)                 | All but Rear                   | 1 pt               |
| Trident (Jabbed)        | AV (Mod)                 | All but F & R                  | 3 pts              |
| Trident (Thrown)        | AV (Mod) - Distance      | Up to 2 Squares                | 3 pts              |
| Beast Attack            | Per Beast Table          | Front, FR & FL                 | Per Beast Table    |
| Grab a Cab (Moving)     | AV (Mod) - 3             | Same or Adjacent Square        | Drag Table if fail |
| Grab a Cab (Crashed)    | AV (Mod)                 | Same or Adjacent Square        |                    |
| Changing Places         | AV (Mod) - 4             | All but F & R                  | Drag Table if fail |
| Jumping for Dear Life   | AV (Mod)                 | Same Square                    | Drag Table         |
| Cutting Team Loose      | AV (Mod) - 4             | Combat Phase Only              |                    |
| Regain Control          | AV (Mod) - Team To-Hit # | Combat Phase Only              |                    |
| <b>(Gladiator Only)</b> |                          |                                |                    |
| Spear (Jabbed)          | AV (Mod)                 | All but F & R                  | 4 pts              |
| Spatha                  | AV (Mod)                 | All but F & R                  | 5 pts              |
| Throw Spear             | AV (Mod) - Distance      | Up to 4 Squares                | 3 pts              |
| Throw Net               | AV (Mod) - Distance      | Adjacent Squares               | 1 pt and no move   |

## Playing the game

### GAME TERMS

- **AV** is short for Acting Value. This represents the offensive, defensive, and driving abilities of the driver.
- **AV (Mod)** represents the character's AV minus the number of wounds he has taken.
- **To-Hit #** is the target number that determines whether an attack or action succeeds.

### SET-UP

- Players randomly determine order for choosing chariots. 1<sup>st</sup> Player picks a chariot and a starting position. Continue until all players have selected and placed their chariots.
- Players determine which armor their Driver will wear which also determines the starting AV value. Destruction of a Driver's armor does not increase a Driver's AV.
  - o Light (AV 9)
  - o Medium (AV 8)
  - o Heavy (AV 7)
- Players all start with 4 Skill Points

### MOVEMENT PHASE

1. **Dismounted Drivers move**
  - a. Movement is into any adjacent space (there is no limit on how many dismounted drivers can be in one space)
  - b. Perform a Special Action - at any point during his or another player's movement (see 'Special Actions' below)
2. **Mounted Drivers move** (starting with the lead inside mounted driver – movement is into any of the three forward spaces)
  - a. **Declare movement:** Before moving players must state how many of their available movement points they will be using (each chariot starts with a maximum of 8 movement points. Damage to the beasts reduces movement during the game).
  - b. **Whip team if desired** (players may draw up to 6 whipping cards per turn).
  - c. **Chariot Slamming:**
    - i. At any time during their movement players can slam another chariot by moving into an occupied space, dislodging the other chariot and causing damage to both.
    - ii. The Slamming Chariot receives 3 damage on the side that hits, the Target Chariot receives 6 damage on the side that is hit.
    - iii. Slamming from the rear is possible, dealing 6 damage to the Slamming Chariot's beasts and 6 damage to the rear of the Target Chariot. The Target Chariot then rolls to see which way it is displaced – left on a roll of 1-5 (LR), right on a 6-10 (RR).
    - iv. A Front Slam can occur on a Figure-8 track; 6 damage is applied to both sets of beasts. The Slamming Chariot takes the square of the target. The Target Chariot is displaced to the Front (LF or RF) based on the direction the slam came from.
    - v. Slamming can cause a chain reaction and any chariot hitting a wall as a result of a slam must roll on the On The Wall Table.
    - vi. The Slamming Chariot will NEVER be able to slam a single chariot more than once in its own Movement Phase (displacement of the Target Chariot will always place that chariot behind the Slamming Chariot).
    - vii. Dismounted drivers automatically suffer a Trample Attack if a chariot is slammed into their square from any direction – unless it is a wreck, in which case no Trample Attack takes place. Trample attacks always uses the team's Frenzy 'to hit' value.
  - d. **Cornering:**
    - i. Numbers on the corner spaces are 'safe speed' numbers. If a chariot enters a corner square moving faster than the safe speed, the player must draw a number of Cornering Cards equal to how much he is exceeding the speed limit.
    - ii. Cards are drawn one at a time and applied before the next card is drawn.

- iii. Skidding or Sliding in or out on a corner means the chariot moves to the front left or front right space. The numbers in any spaces the chariot slides into are ignored while the player is drawing Cornering Cards.
- iv. Whenever the player rolls against the On The Wall Table, he stops drawing Cornering Cards for that square. As long as a Crash does not result from the roll, the Chariot continues to move as normal. Movement ends immediately after a Crash result is rolled.
- v. On a Crash, the Driver always takes 1 damage on a Crash if thrown from the chariot.
- vi. Skill Points: each player has 4 skill points at the start of the race. For a cost of 1 Skill Point, a player may ignore one Cornering Card and draw a replacement Cornering Card from the deck. Skill Points cannot be used during Frenzy.

**e. Frenzy**

- i. A team of beasts goes into Frenzy as a result of either a whipping card or the TOG incentive program.
- ii. Drivers have no control over frenzied beasts; they cannot be whipped and they do not change lanes unless they run into a corner (as a result of Cornering Cards) or into the path of a 'Wall' obstacle, which they will go around. Frenzied beasts
- iii. Frenzied beasts move their total current movement allowance + the result of 1D10.
- iv. At the end of each movement phase all frenzied teams take 4 points of damage.
- v. Drivers of a frenzied team may not engage in any combat except Hand-to-hand. They may attempt the following Special Actions:
  - 1. Changing Places: AV (Mod) - 4
  - 2. Jumping for Dear Life: Roll against the Drag Table
  - 3. Regain Control: AV (Mod) - Team To-Hit #)
- vi. Getting out of Frenzy – a Crash result when rolling against the On The Wall Table will bring a team out of Frenzy...otherwise, during the combat phase, the driver may attempt to Regain Control. The team may take enough damage to be killed as well.

**3. Driverless chariots/cut loose teams move**

- a. If a chariot has no driver OR the current driver has an opposing character in the chariot with him, the chariot moves like a frenzied team. They only move their maximum movement points and will avoid other chariots and walls, but will attempt to trample dismounted drivers in its path.
- b. If a chariot is frenzied and it becomes driverless, it remains frenzied and moves according to the Frenzy movement rules until brought out of Frenzy.

**4. Damage to frenzied beasts is applied – each frenzied team takes 4 points of damage**

**5. Damage to dragged drivers is applied**

- a. Any drivers being dragged behind a chariot, as a result of jumping free or failing to change chariots, *receive damage equal to the total number of squares he was dragged that turn.*
- b. If a chariot dragging a driver hits the wall, slams, or is slammed by another chariot, the dragged driver is jarred loose and left in the space where the hit occurred (cannot perform any actions during the following Combat Phase).

**COMBAT PHASE**

**1. Drivers and beasts perform actions**

- a. During the Combat Phase, drivers (whose beasts are not in Frenzy) may attempt to perform any ONE attack or any ONE special action listed on the 'Attacks and Special Actions' chart on their record sheet PROVIDED they did not attempt a Special Action in the Movement Phase (page 13, "If a driver performs a special action during Movement, that character cannot attempt ANY Combat actions during the following Combat Phase").
- b. All actions are considered to occur simultaneously, so the effects are not applied until all actions have been taken.
- c. Success criteria, range, and degree of damage are all listed in the chart.
- d. Beast Attacks use the current 'To Hit' number and Damage listing (on the beasts' health track).
- e. Frenzied beast will attack any target in their forward squares. If multiple targets exist, choose randomly (by dice roll) which one is attacked. Frenzied teams do not use the 'To Hit' number but the 'F' number [so frenzied beasts have a better chance of a successful attack].

## **2. TOG Incentive Program resolved**

- a. To stop drivers from being lazy, an automatic system fires a laser at the beasts of the last driver to complete a lap. The laser immediately frenzies the beasts.
- b. The laser is fired at the end of the movement phase in which all but the last driver have completed the lap. If the last few drivers all finish the lap in the same turn, the last one to finish the lap is fired upon and goes into Frenzy.
- c. Beasts already in Frenzy are not affected by the laser, they don't even feel it!

## **3. Dragged drivers dropped off**

- a. Drivers who are being dragged may, if they wish, disengage from the rigging and are left in the same space as the chariot.
- b. It is possible to win the race being dragged...but the driver must still be alive at the end of the turn to claim his prize.

## **SPECIAL ACTIONS**

### **1. Grabbing a Cab**

- a. A dismounted driver may attempt to jump into a chariot that is in his space or any adjacent space at any time (provided he has not already used his special action).
- b. If the chariot is crashed the driver need only roll his AV to succeed.
- c. If the chariot is moving *through* the space of the driver, he must first avoid being trampled before attempting to jump onto the chariot. The driver of the chariot rolls to see if the dismounted driver is trampled. If he rolls the current 'F' number (or less) of his beasts (regardless of whether they are frenzied or not), then the dismounted driver is trampled and receives damage equal to 1D10 + the current movement of the team.
- d. Trampled drivers can do nothing for the rest of the turn except bleed on the sand.
- e. Drivers attempting to jump into a moving Chariot must roll their AV-3 or less to succeed.
- f. If the attempt is unsuccessful, then the driver rolls against the Drag Table to see what damage he takes or if he gets dragged. If he is not dragged, his move finishes in the space where the Chariot was.
- g. Only a Chariot with two or less drivers can be mounted (Chariot capacity is 3 drivers).

### **2. Changing Places**

- a. A Driver may attempt to jump from one Chariot to another that is not directly forward or rear of its position.
- b. To succeed the player must roll his AV-4
- c. If the attempt is unsuccessful, then the driver rolls against the Drag Table to see what damage he takes or whether he gets dragged. If he is not dragged, his move finishes in the space where the Chariot was.
- d. Only a Chariot with two or less drivers can be jumped into (Chariot capacity is 3).

### **3. Jumping for dear life**

- a. If a Driver abandons a Chariot when it is crashed or does not elect any movement in the turn, he simply places his Driver in the space with his Chariot.
- b. If a Driver abandons a Chariot that is moving, he must roll against the Drag Table to see if he jumps clear and takes damage, or gets dragged.

### **4. Cutting the team loose**

- a. The driver can cut the team loose only during the Combat Phase.
- b. Once the team is cut loose, the driver can either jump down off the Chariot into the current square, or he can jump onto the backs of the beast and ride off on them.
- c. To jump onto the back of the beasts, he must roll his AV-4 to be successful.
- d. If the jump is unsuccessful, the player rolls against the Drag Table.
- e. A cut loose team with a driver moves and fights as normal. However, damage that would normally be applied to the Chariot is applied to the team in addition to the teams own normal damage.
- f. Every time the team takes damage, the Driver must immediately roll his AV or less to stay astride his beasts. Failure means he falls off and has to roll against the Drag Table.

### **5. Regaining control of a frenzied team**

- a. This action can only be performed if there is no one else in the Chariot with the Driver.
- b. Driver must roll his AV - Team To-Hit # to be successful and remove the Frenzy.