

THE IX AGE



THE GAMES OF ZAGJAN

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The Games of Zagjan



Orclympics Games in the World of The 9th Age

1st Edition, beta version 1 - January 30, 2020

Faster, Brawler, Stronger

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The 9th Age is a community-made miniatures wargaming project.

All rules and feedback can be found and given at the-ninth-age.com

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How to use this document

Welcome to the *Games of Zagjan, Orclympics Games in the World of The 9th Age*. This game, or better, set of games, is meant to be an introductory game to the world of fantasy wargaming related to The 9th Age and at the same time is a “sport” standalone set of games.

To play the games you will need a few miniatures of your choice (possibly orcs, of course!), some six-sided dice (referred to as D6), and a tape measure in inches. All orcs miniatures “on foot” (infantry) should be on 25 mm square bases or 30 mm round bases, possibly having all the participants with the same bases, since distances - as in other The 9th Age games - are measured from bases. Infantry round bases can switch to 32 mm if the participants are allowing it. Cavalry (boar riders, mostly) should be on 25×50 mm rectangular bases, where 25 is the measure of the front and rear facing of the miniature. Pigs and piglets are considered infantry, so should be based accordingly.

The games are meant to be played as standalone single games or as a set, referred to as a campaign. The rules try to cover all the possible situations during play, but remember that, whenever some ambiguous interpretation of the rules may arise, these games are created to follow the most basic rule of them all: all of the players should have fun!

Also, you’ll need some basic principles to understand the rules:

- Rolling a D6 means you need to roll a D6 and follow the subsequent rules with the obtained results.
- Rolling a D3 means you should roll a D6: 1-2 equals 1, 3-4 equals 2, 5-6 equals 3.
- Modification on dice rolls are a malus or bonus to the result, usually expressed with “-” (minus as malus) or “+” (plus equals bonus).
- Rerolling a dice means you can roll again to obtain a better result. No dice result can be rerolled twice and you always have to accept the second result.
- Random directions are determined by rolling a scatter dice or equivalent (you can eventually use the one or the five on the rolled dice side to determine it).
- Every measure is taken from the base of the model, and all the bases should be compliant with the above mentioned sizes.
- Models should represent clearly their subject, regardless of the material or the scale. What makes them compliant is the base size.
- Pivots are performed by rotating the model on the centre of its base.

For any other information, please feel free to contact us on the forums at www.the-ninth-age.com and remember: we need volunteers!

To Lord Caenu, Emissary of the Obsidian Thrones for the Southern Raiding Fleet, Herald of the Golden Dawn Slavers, Liluth Araran, Beastmaster appointed for the expendable herds, sends her greetings.

My Lord, after several weeks I can finally send the first report on the forces we're gathering as our destructive instruments.

Of the five goblin translators I obtained on my departure, two are already dead. One was killed when an Equitan patrol discovered us on our way to the orc camp. The other was brutally killed by the orc warlord for his alleged lack of respect in both words and deeds. About this one, I should say the remaining translators were supportive of the warlord's action, thus I restrained any retaliation, for the deceased goblin had broken the code by which the barbarians seemed to live. This fact supports my original hypothesis of a strong tie between the Warborn races: even if their cultures appear superficially different, there is a more instinctual level that permits goblins to communicate perfectly with their larger kin. While the Warborn cannot be trained, they can at least understand orders and requests.

We were invited by the warlord to a feast lasting several days. It might be called a religious occasion, but not in the sense we use in Dathen. According to our interpreters, the feast is called the Great Games of Zagjan, named after an orcish god of strength and challenges. These sacred games are held once per year, and it seems they are common to the majority of orc tribes and cultures known to us.

The Games proved helpful for understanding these creatures. I am aware this may be thought laughable in Rathaen, but I have been forced to conclude that the Warborn are not stupid, nor do they lack tactics and strategy. Warborn is a well-suited term for them: everything in their culture seems to be functionally or artistically related to their love for war and a wider concept of strife and challenge. It almost seems as if their every social interaction is a kind of combat, part of a never-ending selection of the fittest for war.

The god Zagjan, the Wild Boar, is the challenging force - threatening even the authority of cosmological chiefhood represented by the most important orc god, Tazrek, embodied by the tribe's warlord himself. Indeed, it is clear in practice that winning the Games can be a direct challenge to the authority of the chief.

The Games consist of more than just individual challenges, and the final winner is a brood rather than a single orc. Broods seem to be the basic social group of orc society: what we might call a family. According to our interpreters, broods are groups of orcs born from the very same nest, developing together in a self-sufficient group, both in daily life and war. Broods differ according to their seniority, age, battle and craftsmanship: younger orcs are the most uncivilised, with poor equipment but uncanny ferocity; adult orcs are the most common, while the veterans - the so called Orcs of Iron - tend to acquire better equipment and an innate sense of battle tactics. All broods compete in the games to determine their position within the confederation of broods they call the tribe: the fittest brood expects to lead the tribe and its chief will likely be the warlord.

The consequence is obvious: if the warlord's brood does not win the Games, his authority will be severely undermined.

The Games of Zagjan clearly demonstrate the impressive resilience and merciless ferocity of the species. Consequently, I recommend a significant increase in resources for manipulation of this formidable resource as an asset for the pursuit of our objectives in Vetia.

- Letter intercepted by Qassari naval patrol near Al Hisn

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Campaign Rules

The Orclympics can be played as standalone games or as a campaign. While a single game can be fun and better suited when you don't have much time to play, a campaign offers the unique opportunity to fully enjoy the experience of these "Orcish sports".

Inside a tribe, Orcs usually group themselves in Broods, uniting all those born in the same year. Pick an Orc Brood and take it to glory, see your Orcs fight through a set of different games... In short, have fun while smashing some heads!

1. Full Campaign

When playing the entire Orclympics, the full campaign consists of all 6 disciplines:

- I. Flying Pigs
- II. Brood Rumble
- III. Masters' Fight
- IV. Timber!
- V. That'll do Pigs!
- VI. Road Rage

2. Quick Campaign

If playing a full set of these disciplines would take too much time, we offer a shorter way of playing a campaign that will provide a different combination of disciplines each time you play a new campaign (and we hope you play many!). Essentially, the 6 disciplines are grouped into 3 pairs. At the beginning of each game, you roll a D6 to determine which discipline will be played this time (or the players can simply agree on which discipline to play). Discard the other discipline, which won't be played during the campaign for this time:

First Game		Second Game		Third Game	
D6 roll	Discipline	D6 roll	Discipline	D6 roll	Discipline
1-3	Flying Pigs	1-3	Masters' Fight	1-3	That'll do Pigs!
4-6	Brood Brawl	4-6	Timber!	4-6	Road Rage

As you can see, in the end your campaign will be composed by 3 quick-to-play games connected by a general scoreboard that will add some fun and extra story behind your games.

3. The Players

While each discipline of the Orclympics may have a different recommended number of players in its rules, we recommend to play the campaign with 4 players. If you would like to play a 2-player campaign, we recommend to avoid playing Brood Rumble.

4. The Orc Broods

At the beginning of the campaign, each player chooses an Orc Brood that they will use during all games of the campaign. They can choose between Common Orcs, Feral Orcs, and Iron Orcs. Each Orc Brood has a different set of rules that will impact your gameplay depending on which game are you playing, which you will find in the rules for each discipline.

If two or more players select the same Brood, randomly determine whose Brood is younger and whose Brood is older. It will have little influence on the rules, but should provide additional arguments for a good brawl - and no half-decent Orc would miss this opportunity! The only effect of knowing which Brood is older is in case of a tie (e.g. when determining the Initiative Order for a Game Turn): instead of rerolling, if the tie was a roll of 1-3, the younger Brood counts as rolling higher, while in case of 4-6, the older Brood counts as rolling higher.

5. How to Win

After each game, the players gain different amounts of Victory Points depending on the result of the game, as well as for achieving Feats during the game. At the end of the campaign, the player with the most Victory Points will be the winner of the Orclympics. In case of a draw, the player with the most Victory Points gained from Feats will be the winner.

5.1 Victory Points

2-Player Campaign		4-Player Campaign	
Position	Victory Points	Position	Victory Points
1	3	1	3
2	1	2	2
-	-	3	1
-	-	4 or higher	0

5.2 Feats

Orcs can earn Victory Points for achieving impressive Feats during the games. Each discipline has a list of Feats that will award 1 Victory Point to the first player completing them during the game.

6. Revenge Starts with a War Cry!

After completing a game and updating the players’ scores with the Victory Points they achieved, determine which player is currently in the last position of the Orclympics (i.e. the player with the least Victory Points). The Orcs of this player will get so furious by the humiliation that they will be able to utter a **War Cry!** in the following game:

War Cry!: The player will be able to reroll a single dice during up to 3 of their Player Turns. This can be used for any dice, e.g. for determining the Initiative Order, for rolls determining the movement distance, to-hit rolls, etc. (remember that you cannot reroll dice that have already been rerolled).

7. The Most Important Rule

The Orclympics aren’t intended to be competitive. You may encounter situations that you won’t know how to solve. In this case, apply the following rule:

Bloodshed Games: If a rule or situation is unclear, choose the solution that results in the bigger bloodshed for all the Orcs involved, or just the solution that causes the biggest chaos on the Battlefield.

I. Flying Pigs

The Warborn are a paradox. On the one hand, they are the most ferocious beasts of war. On the other, observing them in their daily life, they sometimes look like actors playing a comedy. One that can suddenly become a terrifying tragedy, of course. As their prisoner, I witnessed the bizarre series of challenges known as the Games. They began with the most comical, or the one which earned the greatest laughter: the launch of the piglets. It was astonishing how quickly something really gory could become something sacred and venerated, as is so common in Warborn culture.

Each orc group deployed a team of two, equipped with a furry pig anointed with a special oil by the shamans. It seems this oil prevented the pig from burning too easily or too fast. Once the warlord gave the sign, all the piglets were set ablaze and launched. Theoretically, the one reaching the farthest distance is the winner. Obviously, the game was soon reduced to chaos: some of the pigs died instantly, others galloped directly into the camp, setting ablaze whatever they touched. When the winner is finally determined, if it is still alive, it is consecrated and considered untouchable until the following year, while all the others are soon slaughtered by the crowd and devoured.

- From the records of Sergeant Frederick Wilhelm Hemmer, survivor

1. About Flying Pigs

During this first Orclympics discipline, each Orc clan sends their least talented and most brutish chefs and sous-chefs to claim glory and position on behalf of their clan. The first chef to have their flame-singed and mushroom-stuffed pig enter the Kitchen in the centre of the Pigsty, which represents the contest area for this discipline, wins the contest and may claim the title of Iron Orc Chef.

The recommended number of players is 3 to 6, but any number of players can participate. Each player controls (or tries to control) two Orcs on 25×25 mm bases and one Pig on a 25×25 mm base. Note that Orc Broods do not have any special effects in this discipline besides determining the winner of a dice roll in case of a tie.

The rules for this discipline frequently refer to models performing a **Random Move**. Whenever a model has to perform a Random Move, its owner moves the model 2D3" in a random direction.

2. Setting up the Game

Place a 3×3" marker representing the Kitchen at the centre of a 48×48" board. The area less than 15" away from the centre of the board is the Pigsty. Randomly place three 1×1" Impassable Terrain Features (e.g. rocks or barrels) and three 3×3" Mushroom Fields fully inside the Pigsty but outside the Kitchen.

3. Deployment

Each player rolls a D6 to determine the Initiative Order for deployment. If there is a tie, the players who rolled the tie roll their dice again until there are no longer any ties amongst the players. The player with the highest result places their two Orcs fully inside the Pigsty, with their bases touching the edge of the Pigsty, and at least 1" away from any other Orc. After that, the player with the second highest roll deploys their two Orcs as described above, and so on.

4. Pigtoss

Starting with the player that deployed their Orcs last, then going clockwise, each player places their Pig fully inside the Pigsty and in base contact with one of their Orcs. Move the Pig 2D3" directly towards the centre of the board. Then roll a D6: on a roll of 1-3, move the Pig 2D3" to the left, on a roll of 4-6, move the Pig 2D3" to the right. If a Pig would come into contact with another Pig during the Pigtoss, its movement stops 1" away from the other Pig.

5. Player Turns

After all players have performed their Pigtoss, starting with the player who tossed their Pig first, then going clockwise, the players take turns going through the five steps below, referred to as a Player Turn, until a Pig has come into contact with the Kitchen.

Step 1: Slippery

Roll a D6 for friendly each Orc. On a roll of 1, apply Slippery! to the Orc (see 7. Actions and Effects). Otherwise nothing happens.

Step 2: Movement

Any friendly Orc not subject to Slippery! may move up to 8" (+1" per Grease Marker).

Step 3: Grease Toss

Each friendly Orc may attempt to toss grease at another Orc or Pig (friend or foe) within 10". Roll a D6: on a roll of 3+, the target gains a Grease Marker. On a roll of 1, apply Slippery! to the Orc that attempted the Grease Toss instead. A Grease Toss may only target models controlled by a player whose models have not gained any Grease Marker during this step yet.

Step 4: Action

Each friendly Orc may perform one of the following actions:

Shove

Until the start of Step 4 of the next friendly Player Turn, you may perform a Random Move with another single model (friend or foe) that ends its movement within 2".

Shoo!

Until the start of Step 4 of the next friendly Player Turn, any Pig that would come into contact with the model with Shoo! during its move must immediately reroll the direction of its Random Movement. Apply only once per Pig and Player Turn. If a Pig is subject to Shove prior to contacting a model that has chosen Shoo!, ignore the effect of Shoo!.

Fire it up!

Until the start of Step 4 of the next friendly Player Turn, the Orc may attempt to set fire to a Pig that ends its movement within 2". Roll a D6: on a roll of 3+, the Pig is set ablaze. On a roll of 1-2, the Orc is set ablaze. Immediately perform a Random Move with the model. A model on fire must perform any Random Move as if it had Fly (i.e. ignore all Terrain and Model Interactions except interactions with the edge of the Pigsty and interactions at the end of the movement). If the Orc is fully inside a Mushroom Field while performing Fire it up!, whichever model would be set ablaze gains Shrooms instead of being set ablaze.

Step 5: Move your Pig

Perform a Random Move with your Pig.

6. Terrain and Model Interactions

In this section you will find a collection of all rules on how the movement of Orcs and Pigs interacts with the Terrain Features on the board.

6.1 Model Spacing

If a move would result in a model ending within 1" of an Impassable Terrain Feature or another model, backtrack the model's move until it is 1" away from the Terrain Feature or model. Apply this backtracking only after applying any Shove, Shoo!, or Shroom effects.

6.2 Impassable Terrain

Models cannot move into or through Impassable Terrain.

6.3 Kitchen

The 3×3" area at the centre of the Pigsty. Orcs treat the Kitchen as Impassable Terrain.

6.4 Mushroom Fields

If a Pig touches a Mushroom Field at any point during its move, it gains Shrooms.

6.5 Pigsty

If a Pig would leave the Pigsty at any point, stop the Pig's movement when it touches the edge of the Pigsty. Turn the model 180° and move its remaining movement in that direction. Orcs treat the edge of the Pigsty as Impassable Terrain.

7. Actions and Effects

Grease Marker

Each model can gain up to 6 Grease Markers. Grease Markers are gained permanently until the end of the game. For each Grease Marker, a model performing a Random Move (including effects like Shove) moves an additional D3". Orcs also gain +1" movement per Grease Marker.

Slippery!

A model affected by Slippery! gains a Grease Marker and then performs a Random Move (remember the additional D3" for each Grease Marker, including the one the model just gained).

Shrooms

The model ignores the effects of Shove and Shoo! until the start of the next friendly Player Turn. Whenever a model affected by Shrooms moves into contact with another model, the model being moved into contact with immediately performs a Random Move. In addition, any Pig or Orc that comes within 2" until the start of the next friendly Player Turn immediately performs a Random Move.

8. Winning Flaming Pig Flight

The first player whose Pig comes into contact with the Kitchen wins. If the Pig is affected by Fire it up!, victory is only achieved if the Pig's move ends in contact with the Kitchen. If you need to determine the second and third position, the player whose Pig is closest to the Kitchen at that moment will be second, etc.

9. Feats

In a campaign, each Feat below will award 1 Victory Point to the first player completing it during a game.

Feat	Condition
Wicky Sticky	Get 3 Grease Markers on one of your Orcs.
I'm on Fire!	Set one of your Orcs ablaze.
Triple Fat	Get 3 Grease Markers on your Pig.
Mmmm Smells Good	Set your Pig ablaze.
Pyromania	Set someone else's Pig ablaze.

II. Brood Rumble

Known as a Brood Rumble, this is the most classic way for a Brood to demonstrate that rookie younger Broods know nothing about life, or that decrepit older Broods have long past their time.

1. About Brood Rumble

This discipline is played on a 24×24" board, with two teams consisting of four Orc models, each on a 25×25 mm base. The recommended number of players is two, with each player controlling one Orc team. You can easily play this discipline also with four players, with two players each sharing control of one team (e.g. by each player controlling two Orcs). Once all Orcs from one of the teams are eliminated from the game, the other team is declared the winner of this discipline. In case of four players, the two players controlling the winning team both count as in first place, while the other two players count as in third place.

Orc models are eliminated from the game when they are stunned, which happens when they lose their final Health Point, or when they leave the Battlefield. Each Orc has 12 Health Points. You can easily keep track of the remaining Health Points of your Orcs e.g. by placing two D6 next to the model.

1.1 The Most Important Rule

This game isn't meant to be competitive. You may encounter situations that you won't know how to solve. In this case, apply the following rule:

Bloodshed Games: If a rule or situation is unclear, choose the solution that results in the bigger bloodshed for all the Orcs involved, or just the solution that causes the biggest chaos on the Battlefield.

1.2 Orc Broods

Players choose a Brood for their team at the beginning of the game, or, if playing a campaign, play the Brood that they chose at the beginning of the Orclympics. Each Brood may have different stats or skills representing their strengths:

Orc Brood	Special Rules
Common Orc Team <i>Fully grown Orcs, muscular fighters.</i>	You may reroll the dice to determine the distance of each Barrel throw (reroll both dice or none).
Feral Orc Team <i>Young and enthusiastic, eager to perform fancy athletics.</i>	You may reroll the dice to determine the distance of each movement.
Iron Orc Team <i>Seasoned and experienced - they see it coming.</i>	You may add +1 to their rolls for Catching a Barrel.

2. Setting up the Game

First, the players place D3+2 Terrain Features on the Battlefield. Each team rolls a D6 to determine who places the first Terrain Feature. Roll again in case of a tie until there is a winner. The team that rolls higher chooses either a Pit, Dangerous Terrain, or Platform Terrain Feature and places it on the Battlefield (see the table below for the Terrain Feature rules). The teams then take turns placing a single Terrain Feature of their own choice (Pit, Dangerous Terrain, or Platform) on the Battlefield, until the rolled total of D3+2 Terrain Features has been placed. All Terrain Features must be placed more than 3" inches away from the Board Edge and from any other Terrain Feature.

After these Terrain Features have been placed, put two Debris Mounds on the Centre Line, each 6" away to both sides of the centre of the Battlefield (or as close as possible to that position if there is another Terrain Feature there).

Terrain Features	Rules
Barrels	Orcs can move over Barrels and can throw Barrels over other Barrels. There aren't any Barrels on the Battlefield at the start of the game. They will be introduced by the audience as the game goes on. There can never be more than six Barrels on the Battlefield at any time.
Cover	Orcs cannot move into or through Cover, nor can they throw Barrels over it.
Dangerous Terrain	Any Orc that is in contact with Dangerous Terrain during any movement will lose one Health Point on a roll of 4+ on a D6.
Debris Mounds	Orcs cannot move into or through Debris Mounds, but they can throw Barrels over them.
Pits	Orcs cannot move into or through Pits (however, they can be Pushed into them), but they can throw Barrels over them.
Platforms	Orcs need to spend movement equal to the height of the Platform to climb up or down. You can place other Terrain Features on top or underneath a Platform if you think it is a good idea.

3. Deployment

Each team rolls a D6 to determine who deploys first. Roll again in case of a tie until there is a winner. The team that rolls higher chooses one of the four Board Edges and deploys all their models with their Rear Facing touching and aligned with that Board Edge. Afterwards, the other team does the same, using the opposite Board Edge.

4. Game Turns

This discipline is played in Game Turns. During a Game Turn, both teams take turns activating one of their Orcs. Once all Orcs in both teams have been activated, the Orcs Engaged in Combat will fight. After the combats have been resolved, the Game Turn ends.

4.1 Game Turn Sequence

1. At the start of each Game Turn, each team rolls a D6. Roll again in case of a tie until there is a winner. The team that rolls higher has the Initiative during this Game Turn and will choose and activate one of their Orc first.
2. The team with the Initiative activates one Orc and performs up to two actions with the model.
3. The opposing team activates one Orc and performs its actions in the same way.
4. Repeat steps 2-3 until all Orcs have been activated.
5. Once all Orcs have been activated, resolve all combats in the order chosen by the team with the Initiative. Once completed, a new Game Turn begins.

4.2 Actions

An Orc can perform up to two different actions per activation from the actions below, in an order chosen by the owner. Once an Orc has been activated and performed its actions, place a marker next to the model to differentiate it from the non-activated Orcs.

4.2.1 Move

An unengaged Orc model can move up to D6+2" in any direction, with any number of Pivots during this move. If the model moves into contact with an unengaged enemy Orc, the model is considered to Charge the

enemy Orc. The Charging Orc will attack first in combat (at the end of the Game Turn). You cannot move into contact with an enemy Orc that is already Engaged - this is an honourable battle after all!

4.2.2 Throw a Barrel

This action can be chosen by an unengaged Orc in contact with a Barrel. Choose an enemy Orc and roll 2D6. If the result is equal to or greater than the distance in inches between the two Orcs, the enemy Orc is hit, unless it Catches the Barrel (see below). The enemy Orc loses D3 Health Points, and the Barrel bounces D6" in a random direction, measuring from the centre of the target's base. If the Barrel touches another Orc during the bounce move, treat that Orc as being hit as well, following the rules above. Perform another bounce move, etc.

If the Orc initially targeted by the activated Orc is Engaged in Combat, this action may irritate the public: roll a D6. On a roll of 4+, a Barrel is thrown at the faulty Orc immediately after the activated model's Throw a Barrel action has been resolved. Perform a Throw a Barrel action from the point of the Board Edge closest to the model.

If a Barrel does not hit the targeted Orc, move it the rolled distance in the intended direction, then bounce it D6" in a random direction (possibly hitting an Orc).

Barrels always move in a straight line. If they touch an Orc, follow the rules for Orcs being hit by a Barrel above. A Barrel that touches the Board Edge, a Cover Terrain Feature, or another Barrel is destroyed and removed from the game. A Barrel that ends its move inside a Pit is removed from the game as well. If a Barrel's move would end inside a Debris Mound, extend its move by the minimum distance required for the Barrel to get clear of the Terrain Feature.

4.2.2.1 Catch a Barrel

Every time an Orc is hit by a Barrel while not Engaged in Combat, it may try to catch it: roll a D6. On a roll of 6, the Orc doesn't suffer any wounds, but immediately throws the Barrel back at the attacker. Follow the rules for Throw a Barrel, with the exception that this does not count as an action. If an Orc catches a Barrel thrown by the audience, it can throw the Barrel in any direction.

4.2.3 Grab an Item

This action can be chosen by an unengaged Orc in contact with a Debris Mound, unless there are any enemy Orcs also in contact with that Terrain Feature. Roll a D6 to determine which Item the model finds according to the table below. You can mark which Item was grabbed e.g. by placing a corresponding token next to the model. In case the model grabs another Item before using an Item previously grabbed from a Debris Mound, the initial Item is lost and replaced by the new Item.

Dice Roll	Effect
1-2 Oh, a Barrel!	The Orc can immediately Throw a Barrel (this does not count as an action).
3-4 Rusty Knuckle Dusters	The model's next Punch causes an additional wound (see 4.3 Combat).
5-6 Old Helmet	Reduce the number of wounds from the next Headbutt suffered in combat by -1, or increase the number of wounds the model's own next Headbutt inflicts by +1 (see 4.3 Combat).

4.2.4 Get Up

If an Orc is Knocked Down (see Step 2 of the combat sequence below), the only action it can choose is Get Up. The model cannot perform a second action during this Game Turn.

4.2.5 Fight

If an Orc is in base contact with an enemy Orc, the only action it can choose is Fight. The combat will be resolved only at the end of the Game Turn though (so activating an Orc Engaged in Combat works like a “pass” turn where you can wait to see what the opposing team does before activating another Orc).

4.3 Combat

After all Orcs have been activated, Orc models in base contact with an enemy Orc will fight, following the combat sequence below.

Step 1: Determine which model strikes first

The Charging Orc strikes first. If the combat started in a previous Game Turn, both players roll a D6 to determine which model will strike first. In case of a tie, the procedure p. 6 should apply. The Orc of the player rolling higher strikes first.

Step 2: Choose a Type of Attack

The attacker declares which Type of Attack they are going to perform by secretly placing a dice underneath their palm. The number facing upwards corresponds to the Type of Attack that will be performed according to the number in brackets in the table below. Each attack inflicts D3 wounds.

Type of Attack	Effect
Headbutt (1-2)	If the enemy loses 3 Health Points or more from a single Headbutt, the enemy is Pushed* 6” directly away from the attacking model (centre of base to centre of base) and the combat ends.
Punch (3-4)	If the enemy loses 3 Health Points or more from a single Punch, the enemy loses one additional Health Point, and the combat is interrupted for this Game Turn and will be continued in the next Game Turn.
Kick in the Crotch (5-6)	If the enemy loses 3 Health Points or more from a single Kick in the Crotch, the enemy is Knocked Down** and the combat ends.

***Push:** If the Pushed Orc touches a Pit or the Board Edge, the model is eliminated from the game. If it touches any element except a Barrel, its movement stops there. If Pushed against a Cover or Debris Mound Terrain Feature, or if Pushed off a Platform, the model loses 1 Health Point. If it is Pushed against another Orc, both models lose 1 Health Point, and then the Pushed Orc is moved back 1”.

****Knocked Down:** The attacking Orc will lose interest in fighting a defeated opponent and will fall back 3” in a direction chosen by its owner. The Knocked Down Orc will have to use its next activation to Get Up from the ground (and cannot perform any other actions). As long as an Orc is Knocked Down, it cannot be Charged.

Step 3: Declare the Type of Defence

After the attacker has secretly chosen their attack, the defender declares which Type of Defence they employ:

Type of Defence	Effect
Low Block	If the incoming attack is a Kick in the Crotch, reduce the number of wounds suffered by 3. Otherwise the Defence was futile.

Mid Block	If the incoming attack is a Punch, reduce the number of wounds suffered by 3. Otherwise the Defence was futile.
High Block	If the incoming attack is a Headbutt, reduce the number of wounds suffered by 3. Otherwise the Defence was futile.

Step 4: Fight!

The attacker reveals the hidden dice and both players resolve their choices.

Step 5: Second Serving and Counterstroke

The attacker will continue attacking until the defender chooses the right Type of Defence for an attack. Afterwards, both models switch roles. The defender becomes the attacker and attacks, following Steps 2 to 4. After both Orcs have attacked, no more attacks will be exchanged in that combat in this Game Turn.

4.3.1 End of Combat

If both Orcs are still standing after finishing their attack sequence, the combat will continue in the next Game Turn. Otherwise, the combat will end:

- If the remaining Health Points of an Orc are reduced to 0 or below, the combat ends and the Orc is immediately eliminated from the game.
- If an Orc loses 5 or more Health Points in the same Round of Combat while still having Health Points left, it is considered **Knocked Down** (see Step 2 of the combat sequence), immediately ending the combat.

4.4 Barrels from the Audience

The Battlefield is surrounded by a large amount of vociferous Orcs avid of blood. At the end of a Game Turn, if not a single Orc has lost any Health Points during that Game Turn, the frustrated audience will start throwing anything they have at hand at the combatants, possibly including one or more of the Barrels that contain the infamous Orc drink:

1. Roll a D3 to determine how many Barrels will be thrown by the audience.
2. Randomly determine which Orcs are targeted by the Barrels thrown by the audience.
3. Perform a Barrel Throw from the point of the Board Edge closest to the targeted model.

Each Orc can be hit only once per Game Turn by Barrels thrown from the audience. If there would be more Barrels thrown than there are Orcs in the game, the excess Barrels are ignored.

5. Feats

In a campaign, each Feat below will award 1 Victory Point to the first player completing it during a game.

Feat	Condition
My Orclympics!	Push an enemy Orc into a Pit, off the Board Edge, or from a Platform.
Wombo Combo	Hit 2 different enemy Orcs with a single Barrel Throw.
Go Play Dolls!	Eliminate an enemy Orc from the game with an attack that causes 3 wounds or more.
Orc Pedagogy	Knock Down an enemy Orc by inflicting 5 wounds or more in the same Round of Combat.
Collector	Grab an Item from the two different Debris Mounds in the same Game Turn (using different Orcs of course).

III. Masters' Fight

Tonight we witness most epic combat

Are you ready?

Make some noise

From Volsk mud, great champion of Black Pikes

Nine hundred thirty pounds

Dugek Bloody Eye!

Make some noise

From mountain cave, evil smelling, big warlord of Iron Boys

One thousand fifty six pounds

Zigbol Stubborn Fist!

Are you ready?

Let me hear

Make some noise

Make some noise

Get ready

To Rumble!

- Mantra transcribed from carvings found on a totem in Near Augea

1. About Masters' Fight

This discipline is played on a chess board (or a similar grid with approximately 8×8 squares). The recommended number of players is 4 to 6, with each player controlling a single Orc model on a 25×25 mm base. Each Orc has 6 Health Points. When an Orc loses its last Health Point, it is stunned and eliminated from the game. The last Orc standing is the winner of the game, the last Orc to be eliminated is the runner-up, etc. When detailing the range of an action, the rules below will refer to “adjacent squares” and “range X squares”. Adjacent squares are all squares touching a given square, including diagonally, i.e. corner to corner, which corresponds to “range 1 square”. Accordingly, “range 2 squares” additionally includes any square that is touching any square that is touching a given square, and so on.

Note that you will need tokens for this discipline to represent Terrain Features and Items on the Battlefield (see below).

1.1 The Most Important Rule

This game isn't meant to be competitive. You may encounter situations that you won't know how to solve. In this case, apply the following rule:

Bloodshed Games: If a rule or situation is unclear, choose the solution that results in the bigger bloodshed for all the Orcs involved, or just the solution that causes the biggest chaos on the Battlefield.

1.2 Orc Broods

Players choose a Brood for their team at the beginning of the game, or, if playing a campaign, play the Brood that they chose at the beginning of the Orclympics. Each Brood may have different stats or skills representing their strengths:

	Common Orc	Feral Orc	Iron Orc
Combat Skill	4	4	3
Health Points	6	6	7
Ability	March Training: The model can move 1 additional square during each Move and Jump action.	Feral Fury: The model can perform two Smash actions against the same target for a single Action Point, but the Combat Skill for the second Smash is set to 5. If the Orc rolls a natural 1 to hit on the first attack, it cannot perform the second attack.	Mountain of Steel: The model's Combat Skill is improved by 1 and it gains +1 Health Point (already included in the profile).

2. Setting up the Game

The fighting pit where the Orcs will battle is represented by a chess board. Scattered around the fighting pit, the Orcs will encounter different Terrain Features and Items, represented by tokens (see the table below). Randomly place 4 randomly determined Terrain Features and 8 randomly determined Items on the chess board. There can never be more than one token on a square. Orcs ignore Items during their Move actions, but they can Grab an Item if they are on a square that contains an Item token.

Token	Type	Effect
Pit	Terrain	Orcs cannot move onto or through squares with a Pit.
Platform	Terrain	When an Orc is about to enter a square with a Platform, roll a D6. On a roll of 2+, the Orc successfully climbs the Platform and completes its movement. On a roll of 1, the Orc cannot move any further during this Move action (however, the Move action is used up). An Orc ignores being Knocked Down while standing on a Platform.
Mace	Item	An Orc using a Mace adds +1 to its rolls on the Smash Table.
Spear	Item	While using a Spear, the range of a Smash action is increased by 1 square.
Shield	Item	Smash Rolls made against an Orc using a Shield suffer -1.
Helmet	Item	An Orc using a Helmet can turn the next "Proper fightin!" result suffered on the Smash Table into a "Smash!" result. One use only, discard the Token from the game after using it.
Throwing Axe	Item	When using a Throwing Axe, an Orc can perform a Smash action with a range of 4 squares. One use only, discard the Token from the game after using it.

3. Deployment

Each player rolls a D6 to determine the Initiative Order for deployment (this Initiative Order will also be used for the first Game Turn, see below). If there is a tie, the players who rolled the tie roll their dice again until there are no longer any ties amongst the players. Starting with the player with the highest result, followed by the second highest, and so on, each player deploys their Orc on any square that does not contain any tokens nor models.

4. Game Turns

In this discipline, the Orcs have a no quarter free-for-all fight. They will move around the fighting pit looking for better positions, weapons to use against other competitors, and enemies to smash.

4.1 Game Turn Sequence

1. At the start of each Game Turn, each player rolls a D6 to determine the Initiative Order for the Game Turn. Players that roll a tie roll again until there are no longer any ties amongst the players. The player with the highest result has the Initiative during this Game Turn and will be the first to activate their Orc and perform its actions, followed by the player with the second highest roll, etc. In the first Game Turn, use the Initiative Order determined in 3. Deployment.
2. The player with the highest Initiative activates their Orc and performs up to 2 actions with the model.
3. Repeat step 2 for all other players in the previously determined Initiative Order.
4. Once all Orcs have been activated and performed their actions, the Game Turn ends and a new one begins.

4.2 Actions

After its activation, each Orc has 2 Action Points, which it can spend in order to perform up to two actions from the list below during its Initiative Step in this Game Turn. Each action costs a single Action Point unless specifically stated otherwise. Actions that cannot be performed more than once per activation (i.e. Smash, Jump, Stomp, Recover) are marked with “Once per Turn”.

4.2.1 Move

When an Orc performs a Move action, the model can move

- 2 squares
- 1 square, if it is Knocked Down

Move actions can be performed in any direction (horizontally, vertically, diagonally), but only to squares that do not contain any other models. An Orc can Move less than its full distance, perform another action, and then move the rest of its Move distance.

4.2.2 Recover

If an Orc has been Knocked Down, it can perform a Recover action to attempt to get up Once per Turn. Roll a D6:

- On a roll of 2+, the Orc successfully gets up.
- On a roll of 1, the Orc remains Knocked Down. In addition, any Item the Orc was carrying is Dropped (see Grab an Item below).

4.2.3 Grab an Item

An Orc that is on a square containing an Item can perform a Grab an Item action to pick up the Item. There are different types of Items with different game effects (see 2. Setting up the Game). An Orc can only carry one Item at a time. If it Grabs an Item while carrying another Item, the carried Item is Dropped.

Drop an Item: When an Orc has to Drop the Item it is carrying (when failing to Recover, Grabbing an Item while carrying another Item, or due to rolling Oomph! on the Smash Table), the Item is placed on an adjacent square chosen by the owner (if all adjacent squares already contain tokens, the Dropped Item is discarded from the game). Note that you can Drop an Item onto a square that contains an Orc.

4.2.4 Smash

Once per Turn, an Orc can perform a Smash action against another Orc that is on an adjacent square. Roll a D6, referred to as Smash Roll, and compare the result with the attacking Orc's Combat Skill:

- If the result is equal to or higher than the Combat Skill, the attack is successful and the attacker rolls on the Smash Table to determine the damage.
- If the dice result is lower than the Combat Skill, the attack misses and nothing else happens.

Smash Table

D6 roll	Effect	
1 or less*	Oomph!	The attacking Orc puts all its strength into a single punch, but fails miserably, inflicting no damage, and Drops any Item it was carrying. Oomph indeed!
2	Nope	The attacking Orc fails to wound its enemy. The target does not suffer any damage.
3-5	Smash!	The attacking Orc makes some good old smashing. The target loses 1 Health Point.
6 or more	Proper fightin!	The Orc lands a critical hit. The target loses 1 Health Point and gets Knocked Down** . If it already is Knocked Down, it loses 2 Health Points instead.

*A natural 1 on the Smash Table, regardless of any modifiers, always counts as Oomph!.

****Knocked Down:** An Orc that is Knocked Down can only choose Move and Recover as actions. Also, it cannot benefit from any Items it carries. Lay the model on its side to represent that it is Knocked Down.

4.2.5 Stomp

Once per Turn, an Orc can perform a Stomp action against a Knocked Down Orc on an adjacent square. Stomp follows the rules of Smash, with a +1 modifier to the roll on the Smash Table.

4.2.6 Jump

Once per Turn, an Orc that is on a square with a Platform can perform a special Smash action referred to as Jump. It can move up to 3 squares and resolve a Smash action. During the Jump, an Orc can move through occupied squares or Pits, but must end its movement on a square that does not contain any Orc, from where it is able to perform a Smash action against another Orc.

5. Feats

In a campaign, each Feat below will award 1 Victory Point to the first player completing it during a game.

Feat	Condition
Flying Menace	Perform a Jump action that damages an enemy Orc.
Sweat Dreams	Knock Down an enemy Orc.
My Precious...	Perform at least 3 Grab an Item actions during the game.
Who's Next?	Eliminate an enemy Orc from the game.
No Quarter!	Perform a Stomp action that damages an enemy Orc.

IV. Timber!

Chop chop chop chop,
Axe to tree, wood to free,
Heave ho, heave ho,
Logs cleft, lumber heft.
Run run run run,
Take the wood, for the brood,
Fight fight fight fight,
Bite and brawl, beat them all.
Cheer and roar, cheer and roar,
Almost there, faster, dare,
Blood and gore, blood and gore,
Timber, here comes the BOAR!

(Doggerel carved on a stone in a former orc camp, Southern Destria)

1. About Timber!

This discipline is played on a chess board (or a similar grid with approximately 8×8 squares). The recommended number of players is 4, with each player controlling 2 Orc models on 25×25 mm bases. The chess board represents a Forest, in which the Orcs will try to gather as much Wood as possible. The Orc team that is able to run away from the Forest with the biggest amount of Wood at the end of the game, after 8 Game Turns, wins. We recommend to keep track of the number of Game Turns with either a D8 or a Game Turn marker placed next to the board.

When detailing the range of an action or ability, the rules below will refer to neighbouring squares. Neighbouring squares are all squares that touch a given square horizontally or vertically (diagonally, i.e. corner to corner, does not count for this purpose).

Note that you will need tokens for this discipline to represent Terrain Features on the Battlefield (unless you have proper miniatures available), as well as Action Tokens and Wood Tokens. In addition, you will need 1 Wild Boar model on a 25×50 mm base (the base size is not important, as long as the model fits on a square of the chess board).

1.1 The Most Important Rule

This game isn't meant to be competitive. You may encounter situations that you won't know how to solve. In this case, apply the following rule:

Bloodshed Games: If a rule or situation is unclear, choose the solution that results in the bigger bloodshed for all the Orcs involved, or just the solution that causes the biggest chaos on the Battlefield.

1.2 Orc Broods

Players choose a Brood for their team at the beginning of the game, or, if playing a campaign, play the Brood that they chose at the beginning of the Orclympics. Each Brood may have different stats or skills representing their strengths:

Common Orc	Feral Orc	Iron Orc
The model wins a Shoving if there is a draw.	The model can reroll its lowest dice in a Shoving if it is the attacker	The model can reroll its lowest dice in a Shoving if it is the defender.

2. Setting up the Game

The Forest in which the Orcs will gather Wood is represented by a chess board. The Orcs will encounter different Terrain Features scattered throughout the Forest represented by tokens (see the table below). Place two Trees on two of the four squares at the centre of the Forest (randomly determined), and place four Wood Tokens on the square of each Tree. Place Rocks on eight randomly determined squares that do not contain any other Terrain Features. Also place Bushes on eight randomly determined squares that do not contain any other Terrain Features. Deploy the Wild Boar on a square as close to the centre of the board as possible (if there is more than one eligible square, then determine randomly amongst these squares).

Terrain Feature	Rules
Bushes	Orcs cannot enter a square that contains a Bush (but they can perform an action to remove a Bush from the game).
Rocks	Orcs cannot enter a square that contains Rocks.
Trees	Orcs cannot enter a square that contains a Tree (but they can perform an action to Gather Wood from a Tree).

3. Deployment

Each player rolls a D6 to determine the Initiative Order for deployment (this Initiative Order will also be used for the first Game Turn, see below). If there is a tie, the procedure p. 6 should apply. Starting with the player with the highest result, followed by the second highest, and so on, each player deploys their Orcs on two neighbouring squares at the edge of the Forest that do not contain any Terrain Features nor other models.

4. Game Turns

Players take turns activating their Orcs and performing actions with them following their Initiative Order (see below). In each of their Player Turns, each player has four Action Tokens which they can spend in order to perform actions. When a player has completed all actions with their Orcs, their turn, referred to as Player Turn, is over and the next player plays their Player Turn. When all players have finished their Player Turns, the round, referred to as Game Turn, ends. The game ends after eight Game Turns.

4.1 Game Turn Sequence

1. At the start of each Game Turn, each player rolls a D6 to determine the Initiative Order for the Game Turn. Players that roll a tie roll again until there are no longer any ties amongst the players. The player

with the highest result has the Initiative during this Game Turn and will be the first to activate their Orcs and perform their actions, followed by the player with the second highest roll, etc. In the first Game Turn, use the Initiative Order determined in 3. Deployment.

2. The player with the highest Initiative carries out their Player Turn.
3. Repeat step 2 for all other players in the previously determined Initiative Order.
4. Once all players have carried out their Player Turns, the Game Turn ends and a new one begins. Update the Game Turn marker accordingly.

4.2 Player Turn Sequence

Each Player Turn consists of the following steps:

1. Distribute Action Tokens
2. Move the Wild Boar
3. Resolve Orc Actions

4.2.1 Distribute Action Tokens

At the start of their Player Turn, each player has four Action Tokens available and distributes them between their Orcs to represent the number of actions that they will be able to perform (usually one action per Action Token, see below). You can only give up to three Action Tokens to a single Orc.

4.2.2 Move the Wild Boar

Before performing any actions with their Orcs, the player must move the Wild Boar.

- Roll a D3. The result of the dice roll determines the number of squares that the Wild Boar has to be moved.
- Every time the Wild Boar enters a square occupied by an Orc during its move, resolve a Smash Attack against the Orc (see 4.2.3.4 Gather Wood), and then continue the move of the Wild Boar.
- The Wild Boar cannot enter a square that it already was on during the current Player Turn.
- The Wild Boar can move horizontally, vertically, and diagonally, and can freely change its direction during its move. It ignores Bushes during its movement, but it has to end its movement on a square that does not contain any models or Terrain Features (note that this means that if '1' was rolled for its movement, the Wild Boar will not be able to attack an Orc on an adjacent square).

4.2.3 Resolve Orc Actions

The Active Player chooses one of their Orcs and spends its Actions Token(s) on any of the actions listed below. Once they have performed these actions, they repeat the procedure with their other Orc(s).

The actions described below can be performed any number of times by an Orc and in any order. Each of them has an Action Token cost of 1 except for Gather Wood in Orcy Style, which costs two Action Tokens.

4.2.3.1 Move

When an Orc performs a Move action, it can move one square. Move actions of Orcs can only be performed horizontally or vertically, and only to squares that do not contain any other model.

An Orc can leave the Forest voluntarily after Game Turn 5 has started, by performing a Move action while being on a square at the edge of the board. If the model does so, it cannot return to the Forest. An Orc cannot be forced to leave the Forest.

4.2.3.2 Shoving

If an Orc is on a square neighbouring one that contains an enemy Orc, it can try to shove that Orc. The players controlling the attacking and the defending Orc each roll two D6 and discard their lowest D6 rolled. The attacker adds a +1 to their roll (which can increase the value to higher than 6). An Orc suffers -1 to its dice result for every Wood Token that it is carrying (which can reduce the value to lower than 1). Compare the attacker's and the defender's total results. The player with the higher result wins the Shoving.

- If the attacker wins, the defending Orc drops D3 Wood Tokens that it was carrying on its square. Then the attacker moves the enemy Orc a number of squares that corresponds to the difference of the attacker's and the defender's total results, following the rules for Move (i.e. only horizontally or vertically, and the model cannot enter any squares that contain another model).
- If the defender wins, the attacking Orc drops D3 Wood Tokens that it was carrying on its square.
- If there is a draw, nothing happens.

4.2.3.3 Open Way

If an Orc is on a neighbouring square to a Bush, it can remove the Bush from the game by performing this action.

4.2.3.4 Gather Wood

If an Orc is on a neighbouring square to a Tree that has any Wood Tokens remaining, it can try to Gather Wood from the Tree. Roll a D6:

- On a roll of 1-3, the action fails and nothing happens.
- On a roll of 4-6, the action is successful. Remove one Wood Token from the Tree and add it to the Orc.

The Trees

When the last Wood Token is grabbed from a Tree, it falls. Immediately draw an imaginary line starting from the centre of the Tree's square to the Board Edge. The player whose Orc grabbed the last Wood Token rolls a D6 in order to determine the direction of that line according to the table below. All Orcs on a square touched by this line suffer a **Smash Attack***:

***Smash Attack**: An Orc that suffers a Smash Attack can try to avoid the incoming threat. Roll a D6:

- On a roll of 5+, the Orc successfully escapes the falling Tree and the owner moves the Orc to any neighbouring square that does not contain any models nor Terrain Features and that is not touched by the line, following the Move rules. If this is not possible, the Orc is considered to have failed the roll instead.
- Otherwise the Orc fails and drops D3 Wood Tokens that it was carrying on its square.

Result	Effect
1	Draw the line through the centre of the square that contains the Orc that Gathered the last Wood Token.
2-3	Draw the line in a random direction.
4-6	The owner of the Orc that Gathered the last Wood Token chooses the direction of the line.

4.2.3.5 Gather Wood in Orcy Style

If an Orc is on a neighbouring square to a Tree that has any Wood Tokens remaining, it can grab one Wood Token. Remove one Wood Token from the Tree and add it to the Orc.

4.2.3.6 Pick Wood

An Orc can pick up one Wood Token that was previously dropped on its current square.

4.2.3.7 Share Wood

An Orc can Share Wood with its teammate or take some Wood from it to lighten its teammate's load. A player can use this action if their two Orcs are on neighbouring squares in order to freely redistribute the two models' Wood Tokens (note that this only counts as a single action, even if two Orc models are involved).

4.3 End of the Game

The game ends after eight Game Turns. At that point, count the Wood Tokens that each player has managed to take from the Forest, i.e. the Wood Tokens that were carried by Orcs that left the Forest. The team with the most Wood Tokens wins the game. The team with the second most Wood Tokens is the runner-up, etc.

5. Feats

In a campaign, each Feat below will award 1 Victory Point to the first player completing it during a game.

Feat	Condition
Deforest	Remove three Bushes from the Forest.
Gimme That!	Make an enemy Orc drop Wood Tokens with a Shoving action during your Player Turn.
Nature's Revenge	Make an enemy Orc drop Wood Tokens with a Smash Attack during your Player Turn.
Clever Gathering	Successfully perform a Gather Wood action (not using Orcy Style).
Team Work	Leave the Forest with both of your Orcs with each of them carrying Wood Tokens.

V. That'll do Pigs

"And into the fourth lap now! I haven't seen this since The Eight Stone Axes nobbled the Sudden Death tribe in '53. Four Laps! Great Stuff! And bloody too, you can smell the pain!

As the last three boars once again cross the 'Get Ready' line at full throttle, we have Zakrak of the Twin Moon tribe hot on the piglet's heels. He's closely followed by a clearly unconscious Raghat of the Seven Rocks, he's lashing about in his saddle like a kraken taking a bath. If that leather strap breaks he's finished for sure. I thought he'd be a real challenger but that punch he took at the Get Ready sent him to La La Land and he's been there ever since. Probably the best place for him - as we see the last boar coming up on his inside. Well, I say 'boar' but if that's not a wolf covered in brown wool then I'm not Big Trizt Blzka! Those Spiky Bits, you just can't trust 'em. And while I'm at it, I'm pretty sure that's no orc riding either, you can see it's two grotlings in a poorly fitting coat. But I guess I'm old fashioned, the crowd are loving it - orc or grotling.

And it seems to be working! They're overtaking Raghat! But now Zakrak rounds the top corner, he's within grabbing range of the piglet, down comes the claw and ... DODGED! That piglet's loaded with more adrenaline than my grandma on breeding night. Round the top bend the piglet goes, trotters tearing up the turf in a desperate attempt to survive for just a few more seconds. Gotta love the little fella, he just won't lie down and die. But now here comes the Spiky Bits wolf-boar, inside line on Zakrak who hasn't spotted the threat and BANG! T-boned! Bits of Twin Moon's finest are littering the track. That's gotta HURT!

Those cheeky little grotlings are making a play for glory! Make it and they'll be dining at the top table tonight, miss it and I reckon they'll be dinner themselves. Final straight now. Here comes the grab... and it's a good one! Up comes piglet, feet still going like mad, and it's Spiky Bits race to lose now. But piglet's not finished! He's biting and kicking like his life depends on it, which it does! And he's loose! Dashing and dodging about on the wolf's back. The grotlings are trying to brain him with the lashing stick as the final turn begins to bite but they keep missing, and their wolf just keeps going faster. Piglet's still loose on the mount's rump...and...it's...jumping! Look at it soar! Best piglet ever! And straight into the dozing lap of Raghat. Unbelievable! Spiky Bits wolf and crew have taken their eye off the track and BANG! Into the tree they go! No surviving that! And the Seven Rocks Champion wins That'll Do Pig and he's not even conscious! The crowd are going ballistic and the fighting's started already! What a race! And look! Piglet's dropped down into the brawling crowd and is having it away and who can blame him? What a game little fella, what a race, what a sport!"

Orc commentator, at Tukmuk Coliseum in Little Rikwag, Avras, 17 Damos 962 AS. Overheard and translated from the Bwabatok by Lorenzo Petrilli.

Big Trizt Blzka

1. About That'll do Pigs

This discipline is played on a 36×36" board. The recommended number of players is four, with each player controlling a single Orc Boar Rider model on a 25×25 mm base (see 4.6 2-Player Variant for rules for two players). In addition, you will need a Piglet model on a 20×20 mm base.

The race lasts two laps, during which a Piglet will be released in the Circuit. During the race, bashing the other participants and their mounts is strictly allowed. To win the race, a player must have their Orc Boar Rider (or their Orc Boar, in case the mount lost its rider during the race) catch the Piglet and cross the Finish Line with it. At that moment, the race ends and that player is the winner. The other players' positions are determined by the current positions of their model in the race.

1.1 The Most Important Rule

This game isn't meant to be competitive. You may encounter situations that you won't know how to solve. In this case, apply the following rule:

Bloodshed Games: If a rule or situation is unclear, choose the solution that results in the bigger bloodshed for all the Orcs involved, or just the solution that causes the biggest chaos on the Battlefield.

1.2 Orc Broods

Players choose a Brood for their team at the beginning of the game, or, if playing a campaign, play the Brood that they chose at the beginning of the Orclympics. Each Brood may have different stats or skills representing their strengths:

	Common Orc	Feral Orc	Iron Orc
Speed	2D6+2"	2D6+3"	2D6+1"
Defence	3	3	4
Force	4	4	4
Attacks	2	3	2
Ability	3	1	2

2. Setting up the Game

The race will be played clockwise in a marked-off section of the board that is staked out by four Poles (or any other fitting small Terrain Features for building the Circuit, see the figure below), referred to as the Circuit.

2.1 Corner Points

In order to determine the position of the Poles, mark the four points on the diagonals of the board that are 12" away from the corners, and then move each point D6" in a random direction (roll for each point separately). Mark the position of these points, referred to as Corner Points, with the four Poles. These Poles (or other Terrain Features used as markers) are ignored for all movement purposes during the game.

2.2 Public Areas

The public watches from various places around and inside the Circuit, referred to as Public Areas, which none of the models can enter during the race. The following parts of the board will be considered Public Areas:

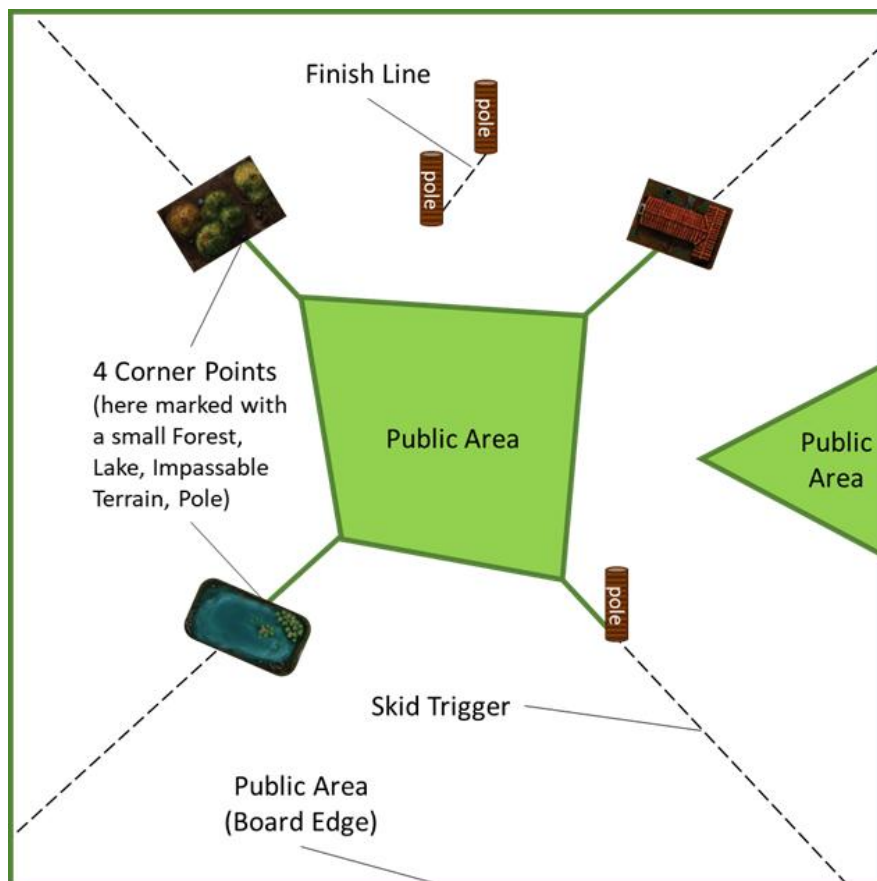
- A tetragon inside the Circuit whose corners are at least 3" away from the Corner Points

- The parts of the 2 diagonals connecting the Corner Points that are not covered by the central Public Area, up to the Corner Points
- A randomly determined area outside the Circuit, at least 3" away from any Corner Points (there is no predetermined shape, it could e.g. be another tetragon, or a circle, or a triangle like in the figure below)
- The Board Edge

Fill these spaces with Orc models, Terrain Features, or whatever else you find suitable for such a spectacle. If you have don't have the means to represent the public, simply treat the Board Edge as well as the two diagonals between the Corner Points as Public Areas.

2.3 Skid Triggers

The sections of the diagonals through the Corner Points outside the Circuit are referred to as Skid Triggers, which will be used to determine if an Orc Boar Rider manages to turn the corner safe and sound (see 4.3 Skid).



3. Deployment

For the start of the game, place the front of a grid with 6×2 cells on the Finish Line, with each cell having approximately the size of an Orc Boar Rider (i.e. with a total grid size of approximately 6"×4").

Each player rolls a D6 to determine the Initiative Order for deployment. In case of a tie, the procedure p. 6 should apply. Starting with the player with the highest result, followed by the second highest, and so on, each player, except the one that rolled lowest, places their Orc Boar Rider on a free position in the first row of the grid.

Then, the Orcganiser shouts "Get Ready!", and, following the Initiative Order, each of the deployed Orc Boar Riders may perform an Assault action towards another Orc Boar Rider in the first row (see 4.2.3 Assault). If the Assault is successful, the defender will have to move to the position in the row directly behind its current

position (instead of taking a Random Movement Test). If that position is already occupied, the defender moves to the closest possible position in the second row (the owner decides if two positions are equally close). In addition, the attacker may choose to take the defender's position in the first row.

Once all Orc Boar Riders that wish to perform an Assault action have done so, the player who rolled the lowest Initiative places their Orc Boar Rider, referred to as Running Up Boar, in any available position in the first row of the Finish Line. That model will be the first Orc Boar Rider to be activated in the first Game Turn.

4. Game Turns

4.1 Game Turn Sequence

1. At the start of each Game Turn, each player rolls a D6 to determine the Initiative Order for the Game Turn. Players that roll a tie roll again until there are no longer any ties amongst the players. The player with the highest result has the Initiative during this Game Turn and will be the first to activate an Orc Boar Rider and perform its actions, followed by the player with the second highest roll, etc. Remember that the Running Up Boar will automatically have the highest Initiative in the first Game Turn.
2. The player with the highest Initiative activates their Orc Boar Rider and performs up to two actions with the model.
3. Repeat step 2 for all other players in the previously determined Initiative Order.
4. Once all Orc Boar Riders have been activated and performed their actions, the Game Turn ends and a new one begins.

If at the end of the second lap no Orc Boar has the Piglet, they keep running until one of them finishes a lap while keeping it.

4.1.1 The Piglet

When the first Orc Boar Rider fully crosses the last Skid Trigger (after that model has finished its Move), place the Piglet on the centre of the Finish Line. The Piglet will be activated in the following Game Turns as if it were another Orc Boar Rider, but it does so before step 1 of the Game Turn Sequence. The Piglet moves D6+3", it can perform any number of Pivots during its move, but it cannot perform any other actions. The player controlling the Orc Boar Rider in the last position of the race during the Piglet's activation chooses the direction and moves the Piglet. The Piglet should not be moved on purpose towards an Orc Boar Rider or in contact with any element of the Circuit; only do so if there is no other option.

4.2 Actions

An Orc Boar Rider can normally perform up to two different actions per activation. The first action must be a Move. For the second action, the player can choose between Lash, Assault, and Grab the Piglet actions. When an Orc Boar Rider has been activated, you may want to place a marker next to it to differentiate it from the non-activated models.

4.2.1 Move

Determine the distance an Orc Boar Rider can Move by rolling for the model's Speed according to its statline (see 1.2 Orc Broods). The model can then perform an initial Pivot, ignoring any other model or element of the Circuit. Move the model forwards in a straight line, up to the previously determined distance. If the model touches another model (Orc Boar Rider or Piglet) during its Move, the owner has to interrupt its movement there and align it with the other model in order to perform an Assault (if it touches another Orc Boar Rider) or Grab the Piglet action (if it touches the Piglet model).

If an Orc Boar Rider comes into contact with a Public Area during a Move action, it must stop its Move there, where it will be **Attacked by the Public!**: Take a Falling Test (see 4.5 Falling Test). Unless the result is a Critical Failure, turn the model 180° and move it D6" in the opposite direction, stopping at 1" from any other element of the Circuit or model.

4.2.2 Lash

After performing its Move, an Orc Boar Rider can choose to Lash its Boar to extend its Move distance by an extra D6" (note that there is no initial Pivot before the Lash move):

- Lash cannot be used when carrying the Piglet.
- Lash cannot be used to get in contact with another model.
- You have to move the full distance rolled in a straight line, but you must stop at 1" from another model.
- If the model comes into contact with a Public Area, follow the rules for Attacked by the Public! above.

4.2.3 Assault

Whenever an Orc Boar Rider touches another Orc Boar Rider during a Move action, it must attack the model by performing an Assault action:

- The attacker rolls a number of D6 corresponding to its Attacks value and add its Force value to each dice roll.
- The defender rolls a number of D6 corresponding to its Ability value and adds its Defence value to each dice roll.

Compare the attacker's highest result with the defender's highest result:

- If the attacker's result is higher, it grabs the Piglet from the defender (if it has the Piglet). In addition, the defender performs a Random Movement Roll.
- In case of a tie or if the defender's result is higher, nothing happens.

4.2.4 Grab the Piglet

To try to Grab the Piglet, an Orc Boar Rider has to move into contact with the Piglet during its Move. The Orc Boar Rider rolls a D6 and adds its Ability value:

- If the total result is more than 4, the Piglet is captured. Place the Piglet next to the Orc Boar Rider that grabbed it (and move it together with that model from now on).
- If the result is 4 or lower, the Orc Boar Rider fails to catch the Piglet and is forced to continue its Move action, moving all its remaining Move distance, ignoring the Piglet model (note that this is an exception to the general Move rules, where you can choose to not move the full distance).

4.3 Skid

A test for safe turning, referred to as Safe Skid Test, needs to be taken once an Orc Boar Rider fully crosses a Skid Trigger. The test is taken at the end of the Move action, or at the end of the Lash move if the model crossed the Skid Trigger during a Lash action. The player rolls 2D6 and adds the Ability value of the Orc Boar Rider. Compare the total result to the distance in inches that the model moved during its Move action, including any additional distance from Lash:

- If the total is greater than the distance in inches, the test is passed and nothing happens.
- Otherwise the test is failed and the Orc Boar Rider makes a Random Movement Roll.

4.4 Random Movement Roll

In certain situations, when the rider is not in complete control of their mount, they may have to perform a Random Movement Roll. To do so, roll a D6:

- On a roll of 1 (in case of an Unridden Boar, on a roll of 1-2), the Orc Boar Rider has to take a Falling Test.

- On any other result, the Orc Boar Rider moves D3+1". If caused by an Assault, perform the move directly away from the attacker (centre to centre). If the Random Movement Roll was caused by any other reason, the player controlling the Orc Boar Rider in the last position of the race chooses the direction. If an Orc Boar Rider touches another Orc Boar Rider as a result of a Random Movement, it has to perform an Assault action against that model. This action does not count towards the two actions per activation.

4.5 Falling Tests

Random Movement Rolls or touching certain elements of the Circuit causes a model to have to take a Falling Test. Roll a D6 and add the Ability value of the Orc Boar Rider (if there is one):

- A result of 1 (which can only be obtained by an Unridden Boar) is considered a Critical Failure. The Boar crashes badly and is eliminated from the race.
- On a result of 2 – 4, the rider Falls, while the Boar continues the race as an **Unridden Boar***. This result has no effect for Unridden Boars.
- On a result of 5 or more, the model manages to regain control and nothing else happens.

***Unridden Boar:** An Unridden Boar will use the Unridden Boar's stats for the rest of the game when performing an Assault, Grab the Piglet, etc., and will only be able to perform a 45° Pivot, not more or less, as its initial Pivot during a Move action. The general rules referring to Orc Boar Riders also apply to Unridden Boars.

Unridden Boar				
Speed	Defence	Force	Attacks	Ability
as before	3	4	2	0

If the Orc Boar Rider taking the Falling Test is holding the Piglet, additionally apply the following rules:

- If the Falling Test results in a Critical Failure, the Piglet is free and moves as normal in the next Game Turn.
- If the rider Falls, immediately perform a Grab the Piglet action using the Boar's Ability. If failed, the Piglet is free and moves as normal in the next Game Turn.

4.6 2-Player Variant

This discipline can also be played by two players instead of four. Adjust the rules as follows:

- Each player controls two Orc Boar Riders of the same Brood.
- Players take turns when activating/deploying one of their Orc Boar Riders.
- The Orc Boar Riders of the same player will be considered allies and won't be forced to attack when getting in contact between each other. If you get in contact with an allied Orc Boar Rider, you can just move through the model using your remaining Move distance.
- You can however perform a Grab the Piglet action against an ally to "pass" the Piglet to a friendly Orc Boar Rider (you still have to roll as if you were Grabbing the Piglet from an enemy Orc Boar Rider).

5. Feats

In a campaign, each Feat below will award 1 Victory Point to the first player completing it during a game.

Feat	Condition
Gotcha!	Grab the Piglet from an enemy Orc Boar Rider.
Epic Sprint	Move 6" with a Lash action.
Unexpected End	Finish the race with an Unridden Boar.
Leading the Race	Completely cross the Finish Line after completing the first lap.
As Planned	Perform an Assault attack that results in the defender performing a Random Move into another Orc Boar Rider.

VI. Road Rage

"The final lap now...the last of three. Three live grotlings crawled out of the bag after the ritual beating ceremony before the race and so three laps it was decreed, and what a race! The chariot of the Seven Peaks tribe with its iron orc four-time winner Blzgut is out in front by a length. It's still dragging the goblin from the starting log ceremony, that gobbo's gonna have a headache in the morning! Look at him flailing about, or is he waving? Hard to say...might be the best day of the little guy's life! On the inside is the feral chariot from the Blasted Tree tribe, long time losers, but could this be Rigtar's year? He's certainly whipping up his boars for a big push. Out back are the 'boars' of the Broken Nose, their 'orc' is pushing hard but I just can't see it happening for the little fellas. Mind you, the gobbos in the crowd at the final turn are going absolutely ballistic and you never can tell when your dealing with a tribe run by a Goblin. Could be a couple of sneaky tricks yet..."

Back straight now and Rigtar's going for his patented Outta The Way move, a feint inside then a straight smash line into the last corner, but Bizgut's seen it all before and has it covered. That lightweight chariot has just bounced right off and look! The traces with the boars have tangled with the Seven Peaks chariot. That's slowing them both down! Rigtar's kicking the boars free but that's all the chance that the Broken Noses need and HERE THEY COME wide on the outside. Not a bad move given their extra speed and lack of size. What's this? The Broken Nose driver is dangling something out in front of his 'boar'. Let's be honest, it's a wolf, sneaky little blighters, but what's being dangled? IT'S A MUSHROOM! Into the wolf goes the little fungus and BANG look at that wolf run! Looks like he's got ten legs! Blasting round the top bend, the Broken Noses are in with a shout.

Final straight now and it's neck and neck. The Blasted Trees and Seven Peaks are free from each other now and after trading a few friendly punches they've both just seen the Broken Nose speed wagon pumping away on the outside. Is it too late? Will it be a famous first win for the Gobbos? Who knows? Who cares? I just love this race!

The wreckage of some of the other competitors is getting in the way of the chariots, the crowd aren't helping by throwing axes, rocks and each other onto the track. Bizgut's just ploughing straight through them, bits everywhere! Rigtar's dancing round them like an elf on a lava flow but the little mushroom-powered wolf chariot of the Broken Noses is clear of debris wide on the outside and it's going to be close!

Not a grotling's finger between them in the last hundred yards. Rigtar goes to the whipping stick and LOOK AT HIS BOARS RESPOND! But Bizgut's not beaten yet and he surges back, snarling as he does. Out wide the Broken Noses are squeezing every ounce from their wolf which has gone cross eyed and if its heart hasn't exploded yet it soon will! I can't believe it! Too close to call!

BOOM! A WHEEL'S EXPLODED ON BIZGUT'S Chariot and he's pinwheeling up the track! STRAIGHT INTO RIGTAR! Both chariots explode in a shower of splintered wood! Boars are catapulted into the crowd and bits of driver are flung far and wide. BUT WE'RE NOT FINISHED YET! The Broken Nose wolf has dropped to its knees, that mushroom's done for him, the chariot spars have dug into the turf and with only a few yards to go the chariot is flipped... AND OVER THE TOP IT GOES! Slamming upside down on the very finishing line! THE BROKEN NOSES WIN! The driver, or should I say drivers, have been squashed flatter than a grotling by an auroch. But they won't mind - the glory is theirs, and that, unlike them, will live forever!

Well, they said it couldn't be done, they said it shouldn't be done, but a goblin tribe's won the Road Rage! They didn't stand a chance but in the end they couldn't lose! It must have been written in the stars or at least the entrails of my breakfast! I thought I saw something there this morning and I was right! Wow. I need a sit down..."

- Recounted from memory to dwarven troops by captured goblin "bard".

1. About Road Rage

This discipline is all about Orcish Chariot Racing - a great and exciting part of the Games of Zagjan. The rules for this discipline include setting up a track, tuning your Chariot and your driver, and racing your opponents to the goal - with some great Orc fun happening along the way. The recommended number of players is 2 to 4, with each player controlling a single Orc Boar Chariot model on a 25×50 mm base. A race usually does not take longer than 30-45 minutes. Feel free to modify the rules as you see fit, so long as you and your opponent agree on the modifications. The goal of this game is to have the sort of fun in the world of The 9th Age that a typical battle may not always offer.

1.1 General Principles

Before setting up the game and starting to play, it is important you understand the basic idea and general principles behind the game.

1.1.1 Movement

Unlike in The 9th Age: Fantasy Battles, all movement is performed in 3" increments, and all turning in the game is broken into 45° increments in the form of Pivot actions (see 4.2 Actions). It is important to note that as a game concept, Chariots have a momentum and do not actually stop but they maintain their Current Speed in between Player Turns. A Chariot's Current Speed is best represented with a D6 kept beside or on the Chariot.

1.2 The Most Important Rule

This game isn't meant to be competitive. You may encounter situations that you won't know how to solve. In this case, apply the following rule:

Bloodshed Games: If a rule or situation is unclear, choose the solution that results in the bigger bloodshed for all the Orcs involved, or just the solution that causes the biggest chaos on the Battlefield.

1.3 Orc Broods

Players choose a Brood for their team at the beginning of the game or, if playing a campaign, play the Brood that they chose at the beginning of the Games of Zagjan. Each Brood may have different stats or skills representing their strengths. In this discipline, the Orc Brood will determine which Driver Upgrade the driver has access to (see 2.1.2 Model Upgrades).

2. Setting up the Game

Before playing the game, the players needs to kit out their Chariots and build the Circuit.

2.1 Building Your Chariot

Players can customise their Chariots before the race. Each Chariot has a Profile with 4 different characteristics that can be modified with a set of Driver and Chariot Upgrades.

2.1.1 Chariot Characteristics

Each Chariot has the following 4 characteristics, which will be represented by a value between 1 and 6 in their Chariot Profile:

- | | |
|----------------------|--|
| Top Speed: | The maximum Speed of your Chariot, with each point corresponding to a 3" increment of movement per Player Turn |
| Agility: | The maximum number of Pivots and Speed Changes your Chariot can perform during a Player Turn |
| Driver Skill: | Used to determine how many actions you can perform each Player Turn as well as to |

determine the Initiative Order in each Game Turn

Chassis Points: The durability and Health Points of the Chariot; the Chassis Points value often changes as the Chariot is damaged throughout the race

2.1.2 Model Upgrades

Every Chariot starts off with a value of 3 for each of its characteristics. You **must** choose a single Driver Upgrade from the list below. In addition, you may choose up to 3 Chariot Upgrades from the list below (note that dice can only be rerolled once, even if a model has the ability to reroll dice from different sources).

Driver Upgrade	Effect
Born to Race (<i>Common Orc only</i>)	+1 Top Speed, +1 Driver Skill
'Eavy Armour (<i>Iron Orc only</i>)	+2 Chassis Points, -1 Agility
Born Lucky (<i>Feral Orc only</i>)	Reroll failed Skill Tests for Outta da way!
Big Boss	Skill Tests for Dirty Tricks against a Big Boss always fail on a 5-6 instead of a 6.
Boar Boss	+1 Driver Skill

Chariot Upgrade	Effect
Metal Plates	+1 Chassis Points, -1 Agility
Dead Sneaky	Reroll failed Skill Tests for Dirty Tricks
Moar Boar	+1 Top Speed, -1 Agility
'Eavy Wheels	+1 Chassis Points, -1 Agility
Are those Wolves?	+1 Agility, -1 Top Speed
Are those 2 Goblins in an Orc Coat?	+2 Agility, -2 Driver Skill, reroll failed Skill Tests for Dirty Tricks

2.1.3 Chariot Profile

We recommend that you write or print out a small card containing the characteristics of the Chariot's Profile. Here's an example of the Chariot Profile of an Orc Boar Chariot that was given the Boar Boss Driver Upgrade and the Moar Boar and 'Eavy Wheels Chariot Upgrades:

Top Speed	Agility	Driver Skill	Chassis Points
4	1	4	4

2.2 Building the Circuit

This discipline is played on a 36×36" or 48×48" board (feel free to adjust the board size according to whatever is on hand to suit the size of the game you want to play). Place three Checkpoints, numbered 1 to 3, anywhere on the board in order to outline the Circuit. A Checkpoint could be represented by a line of string drawn across two Terrain Pieces or poles, creating a gate which the Chariots have to pass through. Place the Checkpoints far enough from each other to make an interesting Circuit involving turns and debris - the goal

is fun and bloodshed! The numbers determine the order in which the Checkpoints need to be crossed, with number 3 being the Goal of the race.

Also place a few Terrain Features to block the way of the Orc Boar Chariots. The type of Terrain Feature doesn't matter for this discipline, as all Terrain Features will be treated as impassable for all Chariots and may cause damage when a Chariot runs into them (see 4.3 Ramming).

In addition, place a grid with a number of 25×50 mm cells in a single row corresponding to the number of participants anywhere on the board. This grid represents the Starting Line (and can be removed after the start of the race).

Determine how many laps the race will be composed of, up to a maximum of five - Orcs don't like to count that far. Either agree with your opponent on the number of laps, or randomly determine the number by rolling D3+2.

3. Deployment

Each player rolls a D6 to determine the Initiative Order for deployment. In case of a tie, the procedure p. 6 should apply. Starting with the player with the highest result, followed by the second highest, and so on, each player places their Orc Boar Chariot on a free position in the Starting Line grid. Each Orc Boar Chariot starts the game with a Current Speed of 0.

4. Game Turns

Players take turns activating their Chariots and performing their actions in a predetermined order, referred to as Player Turn. Once each player has completed their Player Turn, the round, referred to as Game Turn, ends and a new Game Turn begins.

4.1 Game Turn Sequence

1. At the start of each Game Turn, each player rolls a D6 and adds their Chariot's Driver Skill value to determine the Initiative Order for the Game Turn and the number of Action Points each player gets for the Game Turn, referred to as Initiative Roll. Players whose Initiative Rolls are a tie roll again until there are no longer any ties amongst the players. The player with the lowest Initiative Roll will go first in this Game Turn, giving the drivers that are more skilled the ability to react to those who rolled poorly. The player with the second lowest Initiative Roll will go second, etc.
2. The player with the lowest Initiative Roll activates their Orc Boar Chariot and gets a number of Action Points corresponding to their Initiative Roll, which they may spend in order to perform any actions they may want to perform. During their Player Turn, the player must move their Chariot its full distance: for each point of the Chariot's Current Speed, the model must move a distance of 3" forwards in a straight line, referred to as increment (note that moving the Chariot does not cost any Action Points and that the Chariot can perform 45° Pivot actions before, in between, and after movement increments in order to change direction).
3. Repeat step 2 for all other players in the previously determined Initiative Order.
4. Once all Orc Boar Chariots have been activated, moved, and performed their actions, the Game Turn ends and a new one begins.

4.2 Actions

Players get Action Points according to their Initiative Roll for each Player Turn, which they can spend in order to perform the actions below. Each action costs one Action Point, except for Outta da way!, which costs two Action Points. Some actions can only be performed before and/or after a Chariot's movement, while others may also be performed during a Chariot's movement. Each action can be performed multiple times.

4.2.1 Speed Change (1 Action Point)

Increase or decrease your Chariot's Current Speed by one point. This **must** be done before any movements or Pivots are performed. The combined number of Speed Changes and 45° Pivots per Game Turn cannot exceed the model's Agility value.

4.2.2 45° Pivot (1 Action Point)

Rotate your Chariot 45°. The combined number of Speed Changes and 45° Pivots per Game Turn cannot exceed the model's Agility value. This action can be performed before moving the Chariot, after any movement increment, as well as after the move.

4.2.3 Outta da way! (2 Action Points)

If the model has already performed its maximum number of Speed Changes and 45° Pivots for the Game Turn (corresponding to the model's Agility value), the player can attempt to perform further Speed Changes and/or 45° Pivots by performing Outta da way! actions. Each of these attempts will cost 2 Action Points, and in order to succeed, the player has to perform a **Skill Test***:

- If the test is passed, the model can perform the action (for no additional Action Point costs). Through a combination of luck and skill, the driver successfully proves his superiority.
- If the test is failed, the model loses one Chassis Point and cannot perform the action as the Chariot suffers damage from the poor driving. The two Action Points paid for the attempt are lost.

***Skill Test:** The player rolls a D6 and compares the result to their Chariot's Driver Skill. The test is passed if the roll is equal to or lower than the Driver Skill value. Otherwise the test is failed. A roll of 1 always counts as passed, a roll of 6 always counts as failed.

4.2.4 Dirty Tricks (1 Action Point)

This action can be performed before and after a Chariot's move. If there are enemy Orc Boar Chariots within 3", the Chariot can attempt to perform a Dirty Tricks action. Each attempt will cost one Action Point, and in order to succeed, the player has to perform a **Skill Test** (see above):

- If the test is passed, the nearest enemy Chariot within 3" loses one Driver Skill point for the rest of the game, to a minimum of one, or both Chariots lose one Chassis Point from bashing wheels, slicing boars, or hurling rocks at each other while trying to whip at each other. The player performing the Dirty Trick test chooses.
- If the test is failed, your Chariot loses one Driver Skill point for the rest of the game, to a minimum of one - as your driver is about to throw its axe, it loses its balance and hacks into its other arm, which happens to be holding the reigns!

4.3 Ramming: When a player moves their Chariot into contact with another player's Chariot, immediately stop movement when they make contact. Each player rolls a D6 and adds their Chariot's Current Speed and either their Agility or current Chassis Points (each player chooses which, depending on if they are trying to avoid the collision or Ramming intentionally). Compare the total results:

- If the attacking Chariot's total is equal or higher, each Chariot loses D3 Chassis Points (roll a single D3 and apply the result to both Chariots).
- If the defending Chariot's total is higher, it can choose to Escape! or Take the hit!
 - Escape! - No damage is caused to either Chariot, but both Chariots remain 1" apart as close to the point of contact as possible. The defending Chariot can make a free Pivot.
 - Take the hit! - Each Chariot loses D3 Chassis Points (roll a single D3 and apply the result to both Chariots). Afterwards, both Chariots remain 1" apart as close to the point of contact as possible. The Ramming Chariot can make a free Pivot.

If a Chariot hits any Terrain Feature during its move, follow the rules for Ramming, counting the Terrain Feature as always having Current Speed 0, Driver Skill 0, Agility 6, and Chassis Points 6. Note that Terrain Features cannot be destroyed. Have the nearest rival Chariot’s owner roll for the Terrain Feature.

4.4 End of the Game

The game ends after the Game Turn in which the first Chariot completes the predetermined number of laps by touching the third Checkpoint. That Chariot wins this discipline. The position of the other Chariots at the end of the Game Turn determines their ranking. The winner stays on the circuit until the race is over - as they perform a victory lap.

5. Feats

In a campaign, each Feat below will award 1 Victory Point to the first player completing it during a game.

Feat	Condition
Epic Driving	Complete a 90° turn in your Player Turn.
Bloodlust	Perform a successful Ramming action against another Chariot.
Bite the Dust	Cause the destruction of another Chariot.
I’m the Fastass!	Fastest Current Speed reached during the race - if draw, the one who got it first gets the Feat.
This way?	Strike a Terrain Feature.