

CIRCVS MAXIMVS

Process Flowchart v1.1

MOVEMENT—ACTIONS (6.2.1)

- **Cut Free Dead Horse (9.5.3):** roll 1D6 per remaining horse (- CDM from total) then subtract result from Turn Speed to get new Turn Speed. Only one "cut free" per turn.
 - **Voluntary Straining** (whipping own horses) if desired to gain MFs—driver must have whip.
 - **Move Forward:** 1MF/square.
 - **Change Lane (6.1):** 2MFs to inside lane, 1MF to outside lane.
 - **Braking:** to reduce speed (MFs)
 - **Sideslip:** to move sideways to another lane.
- Notes:**
1. When cornering, if total Turn Speed exceeds max safe lane speed noted on corner squares → **Corner Straining**.
 2. A dead horse must be cut free before any move.
 3. On the 1st turn, each player rolls 2D6 (-CDM) & reduces Turn Speed by result (0 minimum) (27.5)

SEQUENCE OF PLAY

1. +1 CDM up to Permanent Driver Modifier (7.3.5.4)
2. -1 Team Speed if END ≤ 0 (8.4.3)
3. **All Players Record Turn Speed** (≤ max Team Speed + CDM). Consider wheel damage and max safe corner speeds.
4. **Draw chit** to determine moving player
5. **Take turns** until all players have moved. *Players must use all Turn Speed MFs.*
6. If **driver on the track** → **Driver Movement** = move 1 square per 2 driver health (17.2)

PLAYER PHASE
Move and/or Attack

KEY

ATK: Attacker MF: Movement Factor
DEF: Defender CDM: Current Driver Modifier
END: Endurance Δ: Delta (difference)

- ### VOLUNTARY STRAINING (6)
1. **Announce Voluntary Straining (6.5.2)**
 2. Roll 1D6 and add result to recorded turn speed.
 3. Reduce END by same die amount. *Note: Voluntary straining is prohibited if chariot has 0 END or CDM is (-) or if driver will cut a horse free.*

- ### BRAKING (6.6)
1. **Announce Braking**
 2. Use 1 END per each MF reduced *Note: END must be > 0 to brake*

- ### SIDESLIP (6.7)
- Only allowed if called for in combat or if all means of movement are blocked or will be blocked if sideslip is not executed. *Note (6.7.2): if desired, a chariot may drive into a blocked position (not the blocking square).*
- Procedure (6.7.3):** Spend 3 MFs and move directly sideways; for corners, sideslip to the partially-behind square.

- ### CORNER STRAINING (7.2)
1. Determine Δ between the **recorded** Turn Speed and a corner lane's max safe speed
 2. Reduce END by Δ (END - Δ)
 3. Roll 3D6 (- CDM) on **Corner Strain Chart** using Δ as **Number of Strain/Flip Points**

- ### DEAD HORSE (9.5.2)
1. Cannot spend MFs until horse is cut free.
 2. Reduce END (rounding down) by ¼, ½, ¾, for the 1st, 2nd, & 3rd horse killed respectively.
 3. Place horse carcass on track.

- ### CHARIOT FLIP/WRECK (12)
- If chariot flips, do the following:
1. Roll 2D6 → **Wreck Location Chart** & place wreck
 2. Place dragged driver counter behind horse team
 3. Finish phase of active player
 4. Flipped chariot driver may attempt to cut free (16.2): Roll 2D6 (- CDM) = X. If X ≤ driver health then driver is free but first dragged X squares behind horse team → place standing driver counter there.
 5. **After being dragged, roll 1D6/2 (round up) and suffer that amount to driver's health.**

- ### RUNNING OVER WRECK/HORSE CARCASS
- If a chariot runs over a wreck or horse carcass, do the following procedure (14.2):
1. Roll 1D6 and **optionally** subtract result from END.
 2. If chariot cannot clear past wreck/carcass during its move → chariot flips.
 3. If chariot passes wreck/carcass, roll 3D6 (- CDM) (+1 per END not subtracted in step 1 above) → **Running Over Wrecks Chart**.
- Note: If passing over a horse carcass, (- 1) to dice roll in step 3 above. Chariots that just cut a dead horse loose do not do this process (27.3).*

- ### ATTACK (9)
- Note: Attacker must be directly beside defender. In a corner lane the attacking car must be in a square which is not partially behind the defending target square (see diagram p.15).*
- Procedure:**
1. Attacker announces type of attack (Ram or Lash)
 2. Attacker spends 1 MF

- ### LASH ATTACK → HORSE TEAM (9.4.1)
1. DEF & ATK each roll 1D6 + CDM
 2. If DEF total ≥ ATK total = DEF -1 END & +1 MF (optional)
 3. If DEF total < ATK total = DEF -X END & +X MFs next move phase *Note: X = Δ between ATK & DEF totals*

- ### LASH ATTACK → DRIVER (9.4.2)
1. DEF & ATK each roll 2D6 + CDM
 2. ATK total - DEF Total = "Lash Factor"
 3. ATK roll 2D6 on Driver Lash Attack Table and compares w/Lash Factor *Note: If "W" result, roll again on Critical Hits Table (13.1).*

- ### RAM ATTACK → HORSE TEAM (9.5)
1. ATK roll 2D6* → **Horse Injury Table**
 2. Reduce Team Speed by # injury points
 3. If reduced Team Speed < current Turn Speed, reduce Turn Speed accordingly **If the ATK has scythe blades (hvy chariot) +3 to roll. If ATK is light chariot, -3 roll.*

- ### RAM ATTACK → CAR (9.5.4)
1. ATK roll 3D6 (+ ATK CDM) (- DEF CDM) → **Damage to Cars Table**
 2. For each car damaged, ATK and/or DEF roll 2D6* → **Wheel Damage Effect Chart**
- *If opposing chariot has scythe blades (hvy chariot) +3 to roll. If opposing chariot is a light chariot, -3 to roll. **Note: If wheel takes ≥ 2 damage in Attack → Wheel Damage Flip Check.***

- ### DEFENDER OPTIONS (9.3)
- The defender must choose one of the following options:

- ### HOLD
- Receive the attack

- ### BRAKING OR EVADING (9.3.2)
1. DEF & ATK each roll 2D6 + CDM
 2. If DEF total ≥ ATK total, DEF may Brake or Evade (see below)
 3. If DEF total < ATK total, the DEF must **Hold** and receive attack

- ### BRAKE (6.6.2)
- Use 2 END and move 1 square back to avoid attack. *Note: DEF cannot brake to avoid attack if a team or obstacle is in the square directly behind DEF.*

- ### EVADE (9.3.1)
- DEF subtracts 2 or 1 MFs (for in or outside lane respectively) from the **available** team speed for the next move phase then makes a **normal** lane change to avoid the attack.

- ### CRITICAL HORSE HITS (27.4)
- If horse takes hit, roll 2D6 →
- 2-8: no additional effect
 - 9: +1 hit
 - 10: +2 hits
 - 11: +3 hits
 - 12: Horse Killed

- ### WHEEL DAMAGE FLIP CHECK (7.4)
- Conduct if wheel takes ≥ 2 damage in Ram Attack **QB** if car has any wheel damage & speed is ≥ 14; if corner straining w/wheel damage & ≥ 14 speed conduct 2 flip checks. **Procedure (7.4.3):** Player rolls 2D6 for each damaged wheel →
- Dice roll > wheel damage = no effect
 - Dice roll = wheel damage = +1 wheel damage
 - Dice roll < wheel damage = chariot flip