

# MOONRACE KLAISUS RUKKS

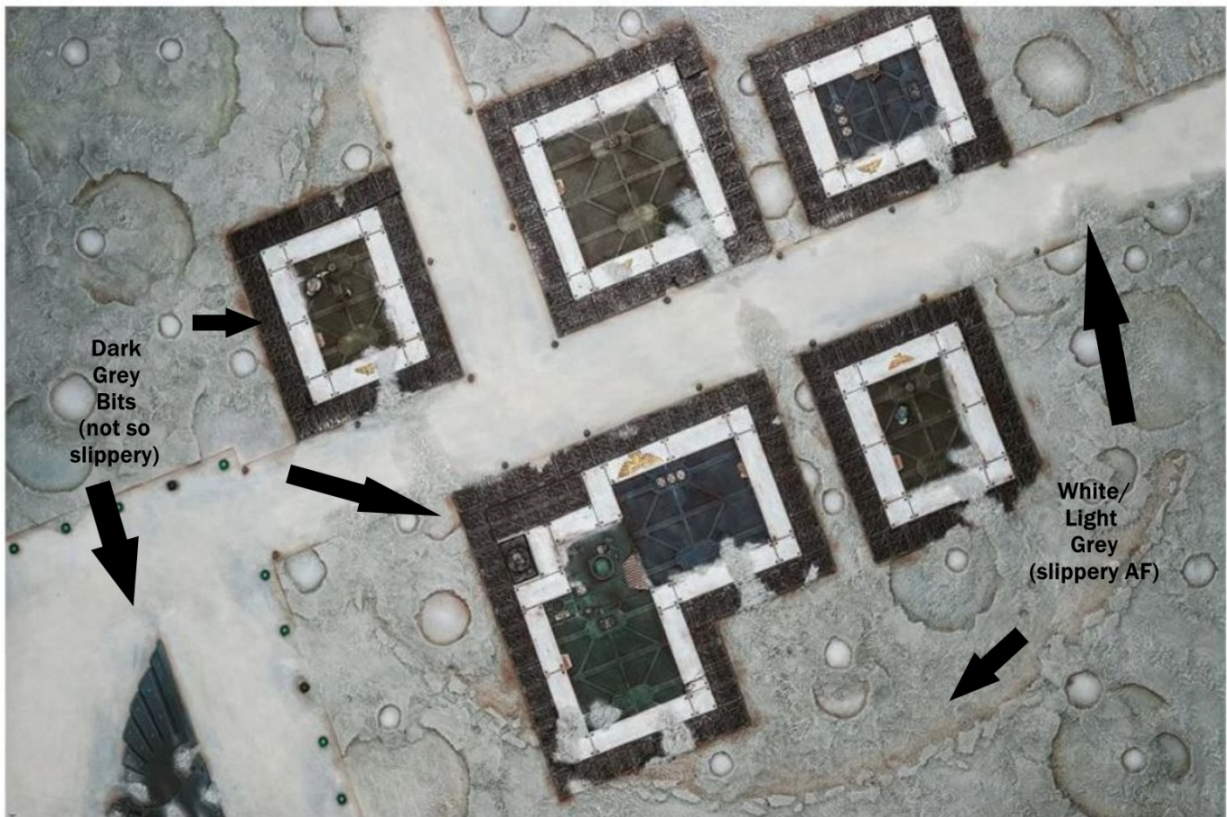
## SPECIAL RULES

The following rules are in addition to the standard SPEED FREEKS rules.

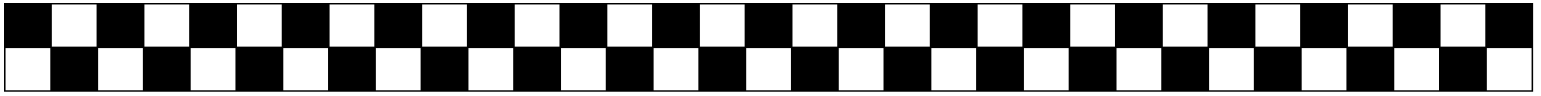
- Whether you are on spinning wheels, skittering legs, or electrogravitic hovercells, all Drivin' tests are more difficult due to the incredibly slippery surface of MOON BASE KLAISUS. Rather than adding 1 for any Speshul gubbinz or 2 for any Snazzy gubbinz the penalties for such fancy maneuvering are doubled (+2 for Speshul, +4 for Snazzy).

Likewise if a model drifts, add 2 to any Drivin' tests made for that model that round.

- The treacherous ice does not cover the entirety of the surface of MOON BASE KLAISUS. The dark grey parts of the battlefield (the holy Aquilla, or those...flat building foundations I guess?) are dry stone where wheels and feet and repulsors can gain more traction. But beware - you may quickly find yourself once again sliding out of control over the ice! If your model passes from any dark grey portion of the battlefield back onto the white ice, you must immediately make a Drivin' test. If you fail and your vehicle spins it must continue its move in the direction that it is now facing.



- Many folks enjoy a good Rammin', but it can lead to unexpected consequences on MOON BASE KLAISUS! Following a collision between two vehicles, both will slide a number of inches equal to the total number of damage cards drawn in the direction that the ramming vehicle was traveling. This sliding will not happen when ramming obstacles or when ramming head-on.



# DA CADIA 500

The great race for control of the Cadian System!

## THE SPEEDMOBS

This battle can be fought between two to eight players. Each player controls 1 Wagon or one unit of Bikes.

## THE BATTLEFIELD

This race takes place around the full REALM OF BATTLE MOON BASE KLAISUS battlefield. Place a checkpoint marker 12" down and 12" in from each corner of the battlefield as shown below. The Checkered Line is an 8" long marker and is placed along the bottom edge of the battlefield, exactly midway between the left and right sides of the battlefield. What should you use for the Checkered Line? Gee, if only there were some checkered sort of thing somewhere on this page you could cut out and use.

Players each roll all their SPEED FREEKS dice. Starting with the player that rolled the greatest number of  $\nearrow$  (rerolling all ties), each player may place one piece of terrain from the REALM OF BATTLE MOON BASE KLAISUS set anywhere on the battlefield, so long as it is more than 2" from the deployment zone and more than 8" from any other piece of terrain.

## SET-UP

Starting with the player who rolled the most  $\nearrow$ , each player may place their Wagon/Bikes anywhere to the left of the Starting Line, as long as each vehicle is at least 2" away from any other players' vehicle. Ideally, vehicles should be placed facing the Starting Line but whatever, I'm not Guilliman.

## RACETRACK

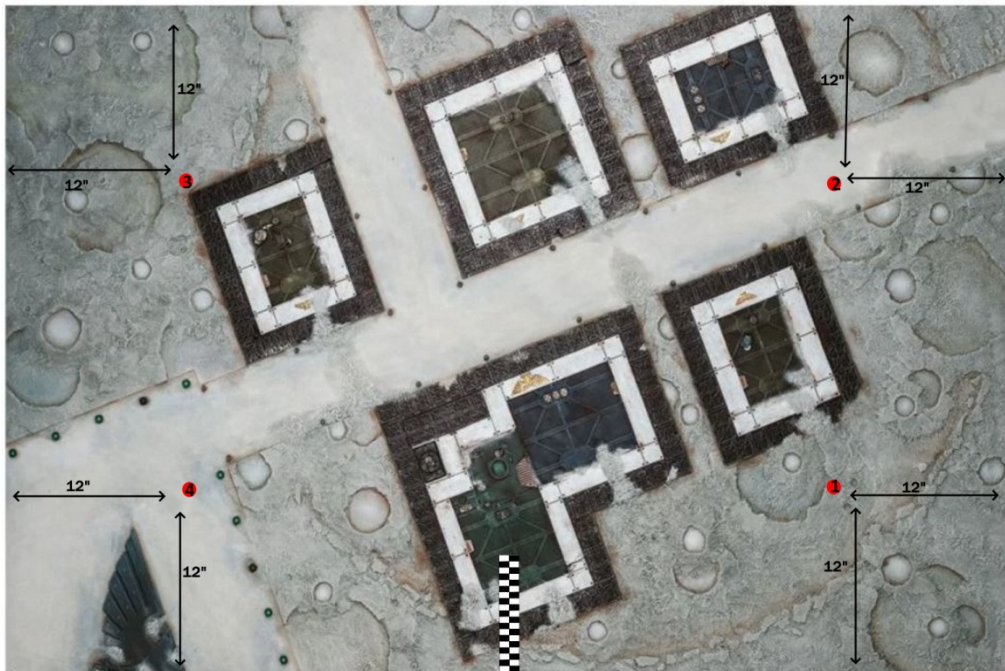
Each player's vehicles must circle the battlefield in a counterclockwise motion, passing outside each of the checkpoint markers in order, and then crossing the Checkered Line to complete one Lap around the track.

## RACE LENGTH

The battle lasts until a player completes three Laps around the track with at least one of their vehicles (the full unit of Bikes need not complete all three Laps), or until only one player's vehicle(s) remain on the battlefield.

## VICTORY CONDITIONS

The first player who completes three Laps around the battlefield is the winner! Alternately if only one player's vehicle(s) remain on the battlefield, that player is the winner!



# DEMOLISHUN DURBEE

Fuck it, let's just smash some shit.

## THE SPEEDMOBS

This battle can be fought between two to four players. Each player controls a Speedmob made up of 1 Wagon and one unit of Bikes (or two of one type for factions without both types).

## THE BATTLEFIELD

Players each roll a D8, rerolling ties, and then start placing REALM OF BATTLE: MOON BASE KLAISUS terrain pieces on the battlefield until all nine pieces have been placed. Each piece must be at least 2" from any Deployment Zone and more than 8" from any other piece of terrain.

## SET-UP

Each player rolls all their SPEED FREEKS dice and counts the number of  $\blacklozenge$  results, rerolling any ties. The player with the lowest number picks one of the Deployment Zones and sets up their Speedmob wholly within it. The player with the next lowest score then selects one of the other Deployment Zones and so forth until all players have placed all their models.

## A CRACK IN THE ICE

Whenever a vehicle is destroyed, place a checkpoint marker anywhere under the last position of that model. That vehicle has fallen through the icy surface into whatever frozen hell lurks beneath. Any time a model ends its movement within 3" of a checkpoint marker, make a Drivin' test at +2 to the roll (in addition to any modifiers from drifting or Speshul/Snazzy gubbinz). Failure means this vehicle has also been destroyed and fallen through the ice! Place a checkpoint marker under that model's last location as well. The holes in the ice are getting bigger!

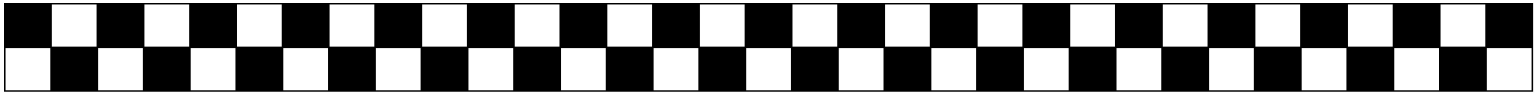
## BATTLE LENGTH

The battle lasts for five rounds, or until only one player has models remaining on the battlefield.

## VICTORY CONDITIONS

The player with the last vehicle on the battlefield is the winner!





# GET 'IM

One player is trying to get from one corner of the battlefield to the opposite corner. The other player doesn't want them to. Hijinx ensue.

## THE SPEEDMOBS

This battle can be fought between two players. One player is the Runner, the other is the Chaser. Players can decide amongst themselves which is which, it's late and I don't really care. Each player controls a Speedmob made up of one Wagon and one unit of Bikes (or two of one type for factions without both types).

## THE BATTLEFIELD

The Chaser places one piece of terrain from the REALM OF BATTLE: MOON BASE KLAISUS set anywhere on the battlefield as long as it is more than 2" from any deployment zone or the target zone. The Runner then places a piece of terrain, and both alternate until all nine places have been placed. No piece of terrain may be placed within 2" of any deployment zone or target zone, or within 8" of any other piece of terrain.

## SET-UP

The Chaser player sets up their Speedmob entirely within their deployment zone, then the Runner player sets up their Speedmob entirely within their own deployment zone.

## BATTLE LENGTH

The battle lasts for five rounds, until all the Runner's vehicles have left the battlefield, or until only one player has models remaining on the battlefield.

## VICTORY CONDITIONS

If the Runner gets a model wholly within the target zone, that model has escaped and is removed from the battlefield. If all the models the Runner began the battle with exit the battlefield this way, the Runner wins. Otherwise the Runner scores one point for each Bike and three points for each Wagon that exits the battlefield. The Chaser scores one point for each Bike and three points for each Wagon destroyed or still on the board at the end of the fifth round. Whichever player has the most points is the winner! If both players have the same amount of points, the winner was the friends we made along the way.

