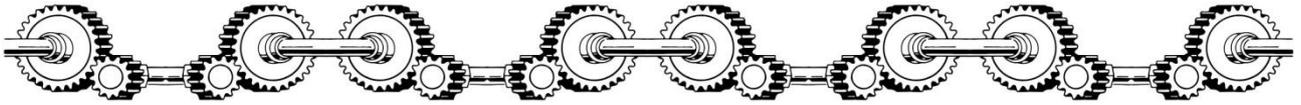


FOULM BRADES



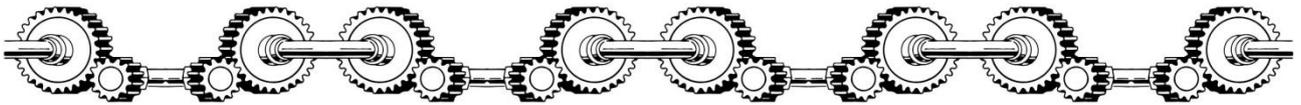
ALEX BERNANDEZ

# GOLEM RACES



**AUTHOR**

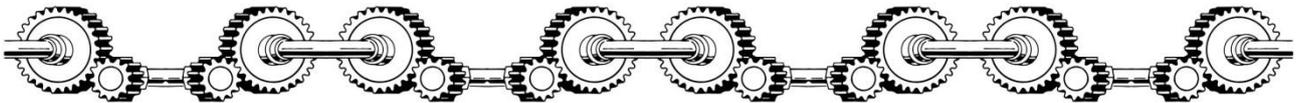
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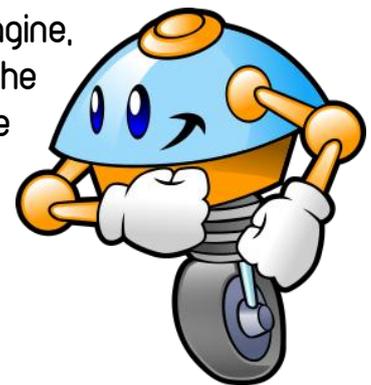


# ***GOLEM RACES***

Ruparstein is a land that didn't stand out from the rest of the world until their rulers decided to export their national entertainment: the golem races. Nowadays it's a very widespread sport with lots of racers and an anxious and unconditional audience. Skilful gnomes prepare their iron golems, necromants stitch up bodies together to create their ultimate flesh golem, dwarven conjurers sculpt stone to give birth a solid runner, and a hundred other participants wait for their call to the start line. The best runners have been called. It is now the time to make your coach a rich man and to catapult him to golem's glory.

## ***THE GOLEM***

Those great machines have all the shapes you can imagine, because the great variety of participants, come from the whole world, makes possible to see the most diverse designs. According to GRL's (Golem Race League) rules a golem has the following basic stats:



Movement	1D6+10
Breakdown roll	5+

## ***THE TRACK***

You can build the track any which way you want, but the basic track is a straight 100cm line with a breadth of 10cm for every golem in the race.

## ***THE TURN***

A golem race is divided in turns, and every turn is split in the four phases:

- Phase 1 – Initiative
- Phase 2 – The race
- Phase 3 – Breakdown roll
- Phase 4 – Referee's phase

## ***THE FIRST TURN***

The first step is to place the miniatures. Put the golems behind the start line and their mechanics touching the back of their base. There must be 10cm between each golem. Place the referee in the centre of the track facing the start line.

## ***PHASE 1 – INITIATIVE***

In this phase each player rolls a 1D6. He who gets the higher result has the initiative.

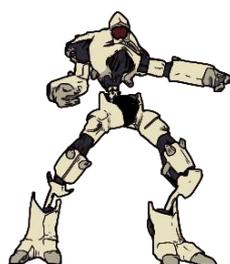
## ***PHASE 2 – THE RACE***

There is a lot that will be going on during this phase. First of all, the player who has the initiative moves his golem first 1D6+10cm. The player with the next result goes second, the player with the next result goes third, and so on until the player with the lowest score has taken his movement.

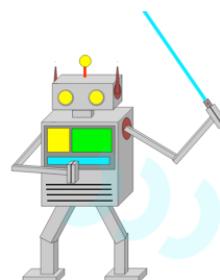
If a player gets a 6 result on his die roll he can move and then throw again, then add the result on the die to the amount moved. If you get another 6 then you can move the extra distance and roll again till you don't roll a 6. You don't have to move the extra distance and throw again the dice if you don't want to though. Have in mind this is dangerous, because you're forcing your golem to exert itself beyond its normal threshold, and he may come crashing down. You have to take an additional breakdown roll for every time you throw the dice again. We will explain this in detail later.

## ***HITTING AN OPPONENT***

While moving the golems can hit the other racers if they want. Throw the movement dice normally and then decide if you want to hit someone's golem. Once you select a golem move yours base to base. Subtract from your movement roll the distance you've covered. Then compare the result with the next table. You have to throw again 1D6 and get the result shown in the table. If you manage to hit your target it will break down instantly. We will explain it later in detail.



Cm	Result
1	6+
2	5+
3	4+
4	3+
5	2+



### Example

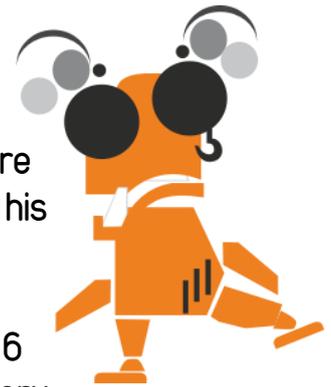
You throw your movement die and get a 4. This results in a Movement of 14cm. Let's say it takes 12cm to get your golem in base to base contact with your potential victim and now you try to hit him. You moved 12cm, so you have 2cm left to punch him. Looking to the table you see you need a 5+ result. You get a 6, so the proud golem stands at your feet with his head dented while his mechanic cries desperately and yours laugh like a movie maniac.

### **PHASE 3 – BREAKDOWN ROLL**

Once all golems have been moved all players throw a dice. If they get a 5+ their golem starts to steam alarmingly and to lose nuts and screws while your mechanic starts to look desperate. The golem halts immediately. Turn the miniature backwards to indicate it is broken. He won't move until his mechanic touches his base.

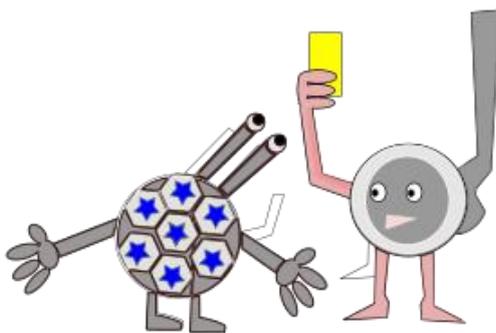
A hit golem is broken too and needs the same amends.

Remember a golem that moved extra distance due to 6 results has to make several breakdown rolls. One for every time he moved that turn.



### **PHASE 4 – REFEREE'S PHASE**

To break another player's golem intentionally is a "not very legal" maneuver, but don't worry too much. Most referees bribed or are so silly they won't realize



the fist stamp in the opposite golem's chest. The referee moves 1D6+5cm in a random direction. To chose a direction simply spin a pencil over the table. The direction the lead is pointing to is the direction where the referee will move.

The referee only sees what happens in his 90° frontal arc. If a golem hits another the referee will give the fault with a result of 3 or more in 1D6. If the referee gives the fault the golem won't move the next turn.

# ***THE MECHANICS***

The mechanics are those who have to repair the golem during the race. Those creatures start to run with their toolbox when they see their golem tumble and fall, so they are always very, very nervous. A mechanic moves 1D6+10cm, like a golem. The mechanic will move the next turn his golem breaks down. If the mechanic gets a 6 in the movement dice he will be able to throw the dice again and move the extra length, but don't worry, mechanics doesn't crash down like golems.

Once a mechanic reaches his golem it will stand up and will be able to move the next turn. The mechanic will stay in the place he touched the golem till he crashes down again, but not before.



## ***KILLING A MECHANIC***

A golem can run the risk of hitting a mechanic. To do this he has to move and hit the mechanic as if he were hitting another golem, but adding 3 to the difficulty.

### Example

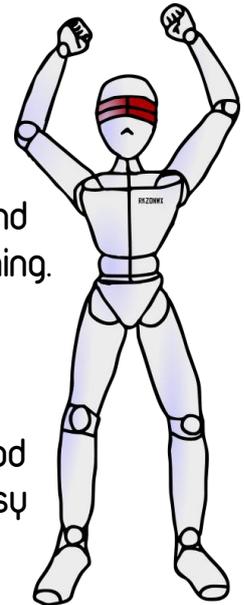
A golem tries to hit a mechanic. After moving he has 5cm left so he has to get a 2+. Very easy, but mechanics are used to dodging blows, so the golem adds 3 to the difficulty. He has now to get a 5+ to hit the mechanic. If the golem manages to hit the mechanic he is dead, and if the referee gives the foul the golem is out of the race and loses automatically.



# **THE END OF THE RACE: A CHAMPION**

The first golem to cross the finish line is the winner, being the next second, the next third and so on.

The first one receives 300 gold coins, the next receives 200gc and the third receives 100gc. The fourth and next golems receive nothing.



## **THE MINIATURES**

You can play this game with the miniatures you want. Some good miniatures could be those from *IK: Warmachine* or various Fantasy miniatures from companies like *Reaper Miniatures*.

## **WE HOPE YOU LIKE IT**

I suppose you have won lots of gold coins and your golem is now a hundred races' veteran. Next time we will tell you what you can do with the money you win buying like better golems, more mechanics and some dirty tricks from the black market. Until then try to cover your trainer in gold and fame.

If you have any comment, question or want some rules clarification, please let me know sending by me an e mail at: [droppod40@hotmail.com](mailto:droppod40@hotmail.com).

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