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Game: **ARENA MAXIMUS**

Pub: **Fantasy Flight Games (2003)**

Page 1: **Rules summary and reference**

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For best results, print on card, laminate and trim to size.

ARENA MAXIMUS

A GAME OF FANTASY CHARIOT-RACING

Setup

Each player randomly draws a chariot tile and its corresponding marker. The numbers are, from left to right, your **Beast**, **Driver**, and **Chariot scores**. Start with the *unbroken wheel* icon faceup.

Set up the track starting with the Start/Finish tile, add 5 tiles face down, then 9 curved tiles, then 7 straight, then 9 curved, then a straight. Discard the remaining tiles.

Turn over the first 3 straights. Shuffle the deck and deal **7 cards** to each player. Randomly choose a first player; then in clockwise order set up chariots (beige backgrounds faceup) on the *inside* of the track, with the first player closest to the track.

Turn Sequence

Chariots move in order from trailing to leading around the inside of the track; chariots on the same tile are placed in stacking order with the first to arrive on the tile at the top, closest to the track.

Magic cards are wild and count as any card or skill icon.

Phase 1: SET SPEED

Adjust your **Speed pool** by adding **OR** discarding **Whip** cards up to your chariot's **Beast** score limit.

Phase 2: DISCARD

Discard any number of cards from your hand, up to your chariot's **Driver** score limit.

Phase 3: DRAW CARDS

Draw cards from the deck until you have **7 cards**. Cards in your Speed pool count towards this number.

Phase 4: MOVEMENT & RESOLUTION

Move a number of tiles, one at a time, equal to the number of Whip cards in your Speed pool. Resolve each tile entered before moving to the next. Flip the marker when your turn ends.

There is no **Driver** score limit on cancelling cards and cancellation is optional.

If at any time your chariot is in the last faceup tile, immediately turn the next 3 tiles faceup.

- 1. RAMMING:** If you are moving into an occupied tile, you may **ram** another chariot by discarding **Whip/Rein** card sets, in a number of sets up to your **Driver** score. The defending chariot may discard sets to match yours. Each unmatched set does 2 damage to the defender; each matched set does 1 damage to the attacker.
- 2. BLOCKING:** Clockwise from the your chariot, each chariot in the same tile may **block** your chariot entering the tile by discarding **Rein** cards up to their **Driver** score. If you do not discard the *total* number of **Rein** cards, you must move back to the previous tile and end your turn.
- 3. TILE EFFECTS:** See below.

- 4. ATTACKING:** If in the same tile, your chariot may **attack** another chariot by discarding **Whip** cards up to your **Driver** score. The defending chariot may discard **Whip** cards to match. Each unmatched Whip card does 1 damage to the defending chariot. Multiple chariots may be attacked in any order. Defender(s) may counter-attack in the same way.

Tile Effects



Rocks: Discard **Rein** cards from your hand equal to the Rock rating, or take 1 damage for each card you are short.



Jump: If you have less cards in your Speed pool than the Jump rating, take 1 damage for each card you are short.



Hazard: Discard cards matching the Hazard symbol(s), or take 1 damage for each card you are short. **You are immune to Hazard symbols matching your color.**



Recovery Stables: You *may* end your movement on this tile. Remove all damage markers from your chariot, discard all cards from your Speed pool, and discard any number of cards from your hand and refresh back to 7 cards. Then end your turn.

Damage & Crashes

When damage markers on a chariot tile equal or exceed its **Chariot** score, the chariot **crashes**.

Turn the tile over to the *broken wheel* side, place the marker on the outside of the track, and discard your entire Speed pool.

On the next turn flip the marker over, refresh your hand to 7 cards and discard all damage. On the following turn return the marker to the inside of the track and continue normally.

If the chariot crashes with the *broken wheel* side showing it is eliminated from the game.

Spells (Optional)

All spells are cast at the start of your turn except **Teleport**.



To cast a spell, discard 1 **Magic** card, plus 1 card of the appropriate color; **OR** discard 2 **Magic** cards to cast any spell.

You may cast a **Counterspell** to cancel a spell just cast by discarding 2 **Magic** cards.



Alter Terrain: Switch any 2 revealed unoccupied tiles up to 3 tiles away from your chariot. This spell cannot affect the Finish Line.



Fireball: Do 1 damage to any chariot up to 3 tiles away from your chariot.



Hasten: Add 3 to your Speed for this turn.



Heal: Remove up to 3 damage from your chariot.



Teleport: Cast before you enter a tile to skip over that tile. You cannot teleport past the Finish Line.

Winning

At the end of a round in which one or more chariots have crossed the finish line, the player whose chariot has moved the furthest *past the line* (where it ignores tile effects and cannot be attacked, blocked, rammed or affected by spells) is the winner.

Players may agree to race more than one lap.