

# **Super Wizard Kart rules**

## **Round Structure**

Player Turn

Traps Turn

Shift Turn

## **Game Start**

Players roll 1d20 and add their SPEED BONUS from their Chassis to determine initiative. Once initiative is determined, players take turns placing their karts behind the starting line.

## **PLAYER TURN**

Players must take a **move** and may take an **action** on their turn.

### **MOVE**

A player's movement is determined by rolling 1 d6 and adding the bonus from their Chassis. When choosing to move a player must always move forward (towards the next set of turn apexes) either in a straight line or diagonally.

Diagonal movement is determined by a player's tires. A player may interrupt their move at any time to make an action and then continue their move after the action is complete.

### **ACTION**

Actions include:

Boost

Using a power card

A Pit Stop

Quick Reflexes

## **TRAPS TURN**

All traps attack any karts within their area of effect (AOE).

After all traps have attacked, All traps that can move do so..

## **Rolling Green Flame**

Attack:-4 spaces Forced Movement

Move: Move trap one space closer to the opposite corner. If at the opposite corner repeat the previous.

## Spikes

Attack:-3 spaces Forced Movement

Move:Rotate Spike trap

## Displacer Beast

Attack:If a Kart is in the Displacer Beast's AOE when it attacks, the controlling player must roll 1d4 and 1d6 then move their kart to the corresponding square. D6 determines row and d4 determines column. If multiple karts are in the AOE use Speed Bonus to determine order of attacks starting with the slowest kart. If a kart would move into a space containing another kart, both karts swap places.

6			
5			
4			
3			
2			
1	2	3	4

Move: Trap does not move

## SHIFT TURN

During the SHIFT turn, all players return any power tokens they have to the board where they got them. The race standing is determined and Wizard Coins are paid out.

**Power Tokens:** Any players who took Power Tokens return them to the board.

**Race Standings:** Determine each players position in the race and adjust the player tokens accordingly on the Race Standings tracker.

**Wizard Coins:** Pay each player Wizard Coins based on their position in the Race Standings. **1st** - 4 WC **2nd** - 3WC **3rd** - 2WC **4th** - 1WC

## DURING THE ROUND

### MOVEMENT

When using its movement, Karts cannot move through other karts. If a kart would move into a space occupied by another kart, its movement stops instead.

### **POWER SLIDE**

Any player who boosts into the Turn Apex listed on their tires, is considered to have made a POWER SLIDE and can add 1d4 to this boost.

### **QUICK REFLEXES**

Once per turn a player may use their action to attempt a QUICK REFLEXES check with a DC (difficulty check) of 14. If so, Roll 1d20 and add your Speed Bonus. If successful the player gains one additional diagonal movement this turn. Quick reflexes can be used during Boost but the roll must be made at Disadvantage (roll 2 d20 and take the lower option)

### **FORCED MOVEMENT**

When a kart is forced to move backwards it must move straight back towards the nearest corner apex. Before moving a kart backwards, check its Chassis and see what (if any) resistance it has to Forced Movement (shown as a minus to FM). Subtract this value from the Forced Movement and then move the Kart if any Forced Movement remains. The kart moves through enemy karts but cannot end its movement on an enemy kart. If a player would end a forced movement on an enemy move diagonally if possible or stop before the enemy kart.

### **TURN APEX**

Turn Apexes automatically change the direction a kart is traveling. The Turn Apex a kart must pass over when turning is listed on its tires. Karts must pass through their Turn Apex or any Turn Apex to the outside (Right). If a kart moves onto a Turn Apex it is not allowed to turn on, it must stop its movement.

### **POWERS**

When a kart moves into a POWER SQUARE the controlling player removes the power token from the board and draws a power card. If the controlling player is currently in last place according to the Race Standings, they draw a card from the last place deck. Players may have two powers at a time and can discard a power at any time for no cost. During their turn a player may use their action to play one of the power cards they have. Once a power card has been played whether it hits or not, discard it.

## **LAP BONUS**

When the player in first place enters the start finish space and begins a new lap, ALL players are paid a Wizard Coin bonus based on their current position according to the Race Standings.

**1st** - 3WC **2nd** - 6WC **3rd** - 9WC **4th** - 12WC

## **PIT STOP**

As an action during their turn a player may request a Pit Stop. During a pit stop a player has access to the Pit Stop Shop and may spend Wizard Coins to purchase upgrades.

## **PIT STOP ITEMS**

### **RIMS 40WC**

Lightning orbs- +1 to Boost bonus

Health Potions-+2 to AC

Chrome Spinners- +1 to speed bonus

D20- Once per turn you may reroll a roll of 1

### **HATS 40WC**

Flower Hat-1 to FM when hit by a player in front of you

Jim Hat- +1 to TIRE diagonal movement

Top Hat- -1 to FM when hit by an attack from a player behind you

Drink Hat- +1 to BOOST diagonal movement

Halo- You may hold three powers

Squirrel- If your movement is stopped by another kart, you may steal one of their powers.

**Tire Change** - 25WC ( replace your current tires with a new set from your garage )

**BOOST Change** - 35WC ( replace your current boost with a new set from your garage.

Loose any current boost charge, new boost die starts out of play )

## **WINNER!**

The winner of Super Wizard kart is the first player to pass onto the start finish line after 4 laps.

## **KART CUSTOMIZATION**

### **CHASSIS**

Chassis determine three things about your kart: its speed, its weight (shown by its ability to negate forced movement) , and its Armor Class or AC. It's important to note that while there are ways during a race to change tires and boost, the Chassis of your Kart cannot be changed.

#### **SPEED**

Speed is determined by rolling a D6 and adding your karts speed bonus. This is your karts movement and must be in a straight line.

#### **WEIGHT**

There is no damage in Super Wizard Kart, instead karts are forced to move backwards when hit by an attack from another player or a trap. This is called Forced Movement or FM. The heavier the kart the greater its resistance to FM (shown as a minus to FM).

#### **ARMOR CLASS (AC)**

Some attacks in Super Wizard Kart are made against a target's AC. If an attack meets or beats your AC the attack succeeds.

#### **OPTIONS**

Green Flame

Speed - 1d6 + 5

-0 to FM

AC11

OwlBear

Speed - 1d6 + 4

-1 to FM

AC12

Dragon

Speed - 1d6 + 3

-2 to FM

AC13

Gelatinous

Speed - 1d6 + 2

-3 to FM  
AC14

## **TIRES**

Tires determine two things about your kart: its turn apex, and its diagonal movement.

### **TURN APEX**

Every turn on the track has a colored square marking an APEX. These are colored Green, Yellow, Red and Purple. A kart must pass through the apex designated by its tires or any apex to the outside (to the right) of its apex. If a kart moves into an apex that is inside (to the left) of its apex it "Spins out" and must stop its movement.

### **DIAGONAL MOVEMENT**

A karts tire determines how many of the spaces in its movement can be diagonal. These diagonal movements can be used at any point during your movement and are subtract from your total movement value.

#### **OPTIONS**

Green Flame  
Green Turn  
1 Diagonal when moving

OwlBear  
Yellow Turn Apex  
2 Diagonal when moving

Dragon  
Red Turn  
3 Diagonal when moving

Gelatinous  
Purple Turn  
4 Diagonal when moving

## **BOOST**

Your boost determines Three things about your Kart: How fast it goes when boosting, your penalty to diagonal movement when boosting and how long it takes your boost to charge up.

### **BOOST**

As an action a player may use their boost. Roll one d4 and add your karts boost bonus. You may choose to boost at any point during your movement or after it has ended. If you boost during your movement all remaining normal movement is lost. You may not use actions during a boost.

### **DIAGONAL PENALTY**

When boosting you will have a penalty to your karts normal diagonal movement. Subtract this penalty from the diagonal movement listed on your tires to determine your diagonal movement when boosting. Keep in mind this might be 0.

### **CHARGE**

Before you can use your boost it must fully charge. Use a D4 to keep track of your boost charge level. The boost die starts out of play. At the beginning of your turn move your boost die up one. When you use your boost die, remove it from play. At the beginning of your turn if your boost die is out of play, place it on your kart sheet starting at 1. A boost die may not increase past its charge value.

### **OPTIONS**

Green Flame

Boost -  $1d4 + 5$

-4 diagonal when moving

Charge 4

OwlBear

Boost -  $1d4 + 4$

-3 diagonal when moving

Charge 3

Dragon

Boost -  $1d4 + 3$

-2 diagonal when moving

Charge 3

Gelatinous

Boost - 1d4 + 2  
-1 diagonal when moving  
Charge 2

## **CARDS**

### **Normal Deck**

#### **Green Flame orb**

Range: 10  
Attack: +5  
Dmg: -4 spaces

#### **Red Flame orb**

Range: 10  
Attack: Autohit  
Dmg: -4 spaces

#### **Misty Tire**

You may move up to 3 spaces in any direction.

#### **Wizard Hand**

Range: 5 Squares  
Attack: +5 to hit  
Damage: You may take one power from the kart hit.

#### **Shockwave**

Range: Close burst 1  
Attack: +6  
Dmg: -4 spaces



## **Last Place Deck**

### **Spell of Star**

+6 spaces

Any racers you move through are moved back 4 spaces.

No diagonal

### **Blue Flameorb**

Range: First Place

Attack: Auto Hit

Dmg: -5 spaces

### **Lightning Bolt**

Range: All except caster

Attack: Players roll d20 +speed bonus. Saving Throw DC 16.

Dmg: Lose any spells - 3 spaces

### **Wizard Boost**

+6 spaces

1 diagonal