

# Cycle Derby

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Cycle Derby is played by two teams of six members simultaneously racing counterclockwise on a circuit track. Each team designates a scoring player (the "queen"); the other five members are "blockers." The queen wears a helmet cover bearing two stars and the remaining members' helmets are uncovered.



The bout is played in two periods of 30 minutes. Points are scored when a queen on a scoring pass (every pass a queen makes through the pack after the initial pass) laps members of the opposing team. Each team's blockers use body contact, changing positions, and other tactics to assist its queen to score while hindering the opposing team's queen.

There are three leagues for Bike Derby. The league is based on the bike type:

1. Hover Cycle                      Grade A, Main
2. Ground Cycle                    Grade B
3. Mono Cycle                      Grade C, New

Hover Cycle is the most popular league right now. Ground cycle leagues are B Grade leagues and are on some planets. The Mono Cycle League is fast becoming popular. It is based on a Mono Cycle, which has one wheel and a gyrocompass. The statistics for this cycle are listed below, with the other cycles.

## Hover Cycle

Cost:	2,000 Cr.
Top/Cruise Speed:	100 kph / 80 kph
Crew/Passengers:	1/1
Cargo Limit:	20 kg .5 cubic meters



## Ground Cycle

Cost:	2,000 Cr.
Top/Cruise Speed:	120 kph / 60 kph
Crew/Passengers:	1/1
Cargo Limit:	20 kg .5 cubic meters



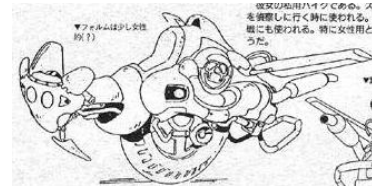
## **Mono Cycle**

Cost: 2,500 Cr.

Top/Cruise Speed: 150 kph / 60 kph

Crew/Passengers: 1/0

Cargo Limit: 10 kg .5 cubic meters



### **Hover Cycle Derby Teams**

These are the twenty-six teams for the Grade A circuit. Each team plays the other teams in its circuit, over the course of three months. Then the top teams gather from each circuit for the Gold Cup Finals. Circuit A and B have a Wild Card slot that is available to each circuit. The second and third place teams each play off against each other – the winner gets the wild card.

For the Gold Cup Finals there are 6 teams that play off against each other ~ A vs C, B vs D and Wild Card. The winners of the A/C and B/D each play a Wild Card team. The winners of these two matches face up for the Kragg-Johnson Gold Cup, named in honor of the founders of the sport – Ap-Flinaar Kragg from Hargut and James Johnson from Minotaur.

#### Circuit A (Yazirian)

- |                         |                   |
|-------------------------|-------------------|
| 1. Hentz, Araks         | Hentz Ambrikahns  |
| 2. Yast, Athor          | Yast Commandoes   |
| 3. *Exhib, Athor        | Exhib Devils      |
| 4. Histran, Scree Fron  | Histran Spacers   |
| 5. Hakosoar, Scree Fron | Hakosoar Bakkatos |
| 6. Hargut, Gruna Garu   | Hargut Warriors   |
| 7. *Trefrom, Gruna Garu | Trefrom Miners    |

#### Circuit B (primarily Vrusk & Dralasite)

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|----------------------------|------------------------|
| 1. Inner Reach, Dramune    | Inner Reach Chukkahs   |
| 2. Outer Reach, Dramune    | Outer Reach Buccaneers |
| 3. Groth, Fromeltar        | Groth Eregals          |
| 4. Terledrom, Fromeltar    | Terledrom Terrors      |
| 5. Zik'kit, Kizk-Kar       | Zik'kit Explorers      |
| 6. Ken'zah Kit, K'aken-Kar | Ken'zah Kit Rik'ta     |
| 7. Kawdl-Kit, K'tsa-Kar    | Kawdl-Kit Eelaxi       |

#### Circuit C (primarily Human)

- |                               |                           |
|-------------------------------|---------------------------|
| 1. Pale, Truane's Star        | Pale Reapers              |
| 2. New Pale, Truane's Star    | New Pale Eagles           |
| 3. Laco, Dixon's Star         | Laco Grolms               |
| 4. Gran Quivera, Prenglar     | Prenglar Chameleon Snakes |
| 5. Morgaine's World, Prenglar | Morgaine's World Lions    |
| 6. Lossend, Timeon            | Lossend Rangers           |

#### Circuit D (primarily Human)

- |                             |                      |
|-----------------------------|----------------------|
| 1. Minotaur, Theseus        | Minotaur Golossans   |
| 2. Gollywog, White Light    | Gollywog Royalists   |
| 3. Kdikit, Madderly's Star  | Kdikit Killers       |
| 4. Rupert's Hole, Cassidine | Ruport's Hole Zaliss |
| 5. Triad, Cassidine         | Triad Vik't-ziirs    |
| 6. *Evergleem, Cassidine    | Evergleem Crushers   |

## **Top 30 Hover Cycle Derby Players**

These are the top scorers and defensive players of all times for Hover Cycle Derby.

1. Axcass Denied - Yast Commandoes
2. Abby Tude - Evergleem Crushers
3. Acid Reign - Triad Vik't-ziirs
4. Charli Horse - Kawdl-Kit Eelaxi
5. Dawny Darko - Laco Grolms (F)
6. Effie Bomb - Pale Reapers
7. Eureka Havoc - Morgaine's World Lions
8. Ferocia - Minotaur Golossans (F)
9. Fire Kracker - Zik'kit Explorers
10. Freaken Stein - Gollywog Royalists
11. Full Metal Brum - Hakosoar Bakkatos
12. Grumbellina - Kawdl-Kit Eelaxi (F)
13. Hardley An Angel - Lossend Rangers
14. Marzipain - Groth Eregals
15. Medusa Damage - Pale Reapers (F)
16. Papa Rizzi - Prenglar Chameleon Snakes
17. Perfecta Kill - Hentz Ambrikahns
18. Plum Krazy - Histran Spacers
19. Queen Cobra - New Pale Eagles (F)
20. Zombie Stardust - Terledrom Terrors
21. Iron Butterfly - Exhib Devils
22. Bratchu Gotchu - Hargut Warriors
23. Izzy Dead - Trefrom Miners
24. Johnny Crash - Kdikit Killers
25. Kick-N-Ash - Ruport's Hole Zaliss
26. Kila Monster - Kdikit Killers
27. Maiden Hell - Outer Reach Buccaneers (F)
28. Bangup Barganoo - Inner Reach Chukkahs
29. Kil'u Kax - Ken'zah Kit Rik'ta
30. Apain - Hargut Warriors (F)