

# **ELECTRON GLADIATORS**

## **Advanced Rules:**

Three-Dimensional Obstacles can be added to the Arena, either on top of the regular ones, in adjacent, or empty spaces. These pieces could be the excellent Looney Labs Icehouse Pyramid pieces ([looneylabs.com/pyramids-home](http://looneylabs.com/pyramids-home)), or even Hershey's Kisses which can be the reward of the winner. These 3D Obstacles will block visibility for 'Line-of-Sight' telemetry, movement for all vehicles to go around, and block Parabolic attacks. They can even be used as a goal to destroy, with a given Armor for a coordinated attack with Victory Points given, or even as a despotic CPU to destroy en masse to win.

The **Power-Up** chits provided are placed in two starting places per side on the board (see figure for examples), to be absorbed by any vehicle, by passing over them or ending their movement on them (the exception is the Scout that can be adjacent since it travels the lines of the board.) Vehicles can only carry one **Power-Up** at a time. The power absorbed can be stored indefinitely without being used by that vehicle (stays with vehicle, but only one), and can only be transferred to a **Mosquito**. It can be used to increase its Armor, Speed, or Gun by one when used (its use must be announced), and the chit is removed afterward. The turn after a **Power-Up** is absorbed, a 6-sided die and an 8-sided die are rolled to determine where it will next appear. The 8d decides the direction it will be (using the chart where the center is the starting point), and the 6d the distance it will appear. If it should land on an obstacle space it will appear on the next space afterward, or if it should be sent outside the Arena border, then it will return to its origin after that space is vacated.

ENEMY LINE

8	1	2
7	O	3
6	5	4

Another rule for the **Power-Up** use is a 6d roll to determine its purpose, with even numbers the player's choice (2,4,6) and:

- 1 – Armor
- 3 – Attack
- 5 – Speed

The **Mosquito Scout** has the ability to **Power-Up** and drop a plasma-bomb on enemy vehicles either as it ends its turn of movement over them or as it stops above them. A Mosquito may also absorb power from any vehicle by stopping over it, which will need to be turned upside down for two turns to indicate it is powerless while it recharges and may not move or attack. Similarly, a **Mosquito** may steal power from an enemy vehicle on one turn, and the next turn use that Power-Up to destroy it with a bomb. The only vehicles a **Mosquito** can destroy with its gun is the Scout or another **Mosquito**, with the same rules of 6 or under spaces away and roll a d6 to succeed if higher.

Similarly, the **Scout** can absorb a Power-Up chit to lay a mine along its path, but the player must note that space (secretly on paper) and call out when it is landed upon by an enemy vehicle (print and use chart below.)

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U
1																					
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A Four player game can be played as two teams of two, or all four players on their own. The board would be viewed from the corners with each player's vehicles laid out along the edges as usual, but with the Obstacles laid out to separate each quadrant so that neighboring enemies cannot merely turn and immediately destroy them. Using less obstacles will open up a more challenging game since movement and shots without protection will challenge and change your strategies. In order to achieve a balance of vehicles for all players a Deluxe Edition of the game (or additional vehicles sold separately from the Basic game set would be needed.) The shaded areas are the regular obstacles, with 3D obstacles marked with an **X**.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U
1	INV			HT1														HT1			INV
2							LT								LT						
3			X				MQ				X					MQ			X		
4	MT2						X									X					MT2
5																					
6		LT						X												LT	
7																			SC		
8	MT1		SC							X											MT1
9																					
10															X						
11											X										
12							X														
13																					
14	MT1										X								SC		MT1
15			SC																		
16		LT												X						LT	
17																					
18	MT2					X									X						MT2
19			X			MQ					X				MQ				X		
20							LT								LT						
21	INV			HT1														HT1			INV