ELECTRON GLADIATORS

Electron Gladiators is a virtual tank strategy game in an enclosed square arena of twenty-one 1" squares coordinated in alpha-numeric designations. There are few rules to the basic game so you can get started quickly, and the concepts of strategy echo chess to a certain extent. Both players should agree to which rules will be followed in this turn-based game.

Basic Rules:

On each player's turn they have two actions to spend: a move action **and** an attack action. They can do choose which to do first, but a move action must be made of at least one point (turn, forward or reverse) even if an attack is not made. The movement does not have to be the same vehicle to attack, but only one attack can be made per turn (usually by only one vehicle against another, with one exception as noted in the Attack section.)

Each vehicle has a balance of Speed (Movement Points), Armor, and Firepower, along with a few unique quirks.

Type	Designation	Speed	Armor	Gun	Attack Angle	Parabolic	Direct Attack	Telemetry
Inverter	INV	4	3-3-3	0	0 degrees	none	none	10 radius
Heavy Tank-2	HT2	3	4-3-2	5	90 degrees	2-7	9	9
Heavy Tank-1	HT1	3	4-3-2	4	90 degrees	2-7	9	9
Medium Tank-2	MT2	4	3-2-1	4	90 degrees	2-5	7	7
Medium Tank-1	MT1	4	3-2-1	3	90 degrees	2-5	7	7
Light Tank	LT	5	2-1-1	2	90 degrees	none	5	5
Scout/Mine Layer	SC	7	0-0-0	1	0 degrees	none	5	5
Mosquito	MQ	5	0-0-0	1	360 degrees	2-8	8	8 radius

A vehicle's **Speed** points are used to move them; Forward, Reverse, and Turning. Each vehicle expends one speed point to move one space/square forward or reverse, and tanks use one point to turn up to 45 degrees per movement point (Scout Vehicles can turn either 45 or 90 degrees per point.) The Flying vehicles (Inverter and Mosquito) can move in any direction regardless of front facing orientation (they do not need to spend points to turn or orient their front to face movement or an enemy), and may move over obstacles except 3D Obstacles (marked with an "X" on the Board.) Each turn a player must move one vehicle, by turning and/or moving to a new space, but does not have to use all of its Speed points in a given turn. No player may split its movement between more than one vehicle (or move-attack-move), and Speed points may not be carried over to another turn.

The **Armor** is valued as Front-Sides-Rear, usually with different ratings on each. Strategy will be necessary to maneuver your units in order to overcome the armor of your enemy vehicles.

The **Gun** value is what will allow a player to destroy an enemy vehicle by overcoming their Armor value in the attack. You may also add a second vehicle to attack as long as it is oriented properly (except the Mosquito which can pivot) and within range. All destroyed vehicles are removed from the Arena board. The Inverter is the exception, since it has no ranged weapon, but has a field below it that will disintegrate an enemy vehicle as it passes over them (regardless of any armor level.)

The **Attack** Angles are important because the vehicle turret has a range of 45 degrees to the left and right of the front of the vehicle, making up the 90 degrees available. If the vehicle is pointed at the flat

side of a square, anything within the diagonal squares on either side and within the range of that vehicle is a target, and if they are diagonally oriented the rows on either side (see figure examples for clarification.) This range of 90 degrees allows a vehicle to attack anything within their gun's range (**Parabolic** or **Direct Attack**.) You cannot make a **Direct Attack** through any vehicle blocking the way (nor move through them), except flying vehicles. **Parabolic Attacks** may fire through flying vehicles that are only 1-2 spaces away, otherwise they are destroyed by friendly fire (regardless of any rules or die rolls.) Alternatively, No tank my fire upon a flying vehicle that is less than 2 spaces away since their turret cannot aim above that angle (1 space or above the target.)

Telemetry is whatever the vehicle can spot using 'Line-of-Sight', and provides the range of how far away its gun can accurately reach. Note that vehicles with guns making Parabolic Attacks are shorter than Direct Attacks because of the arc needed to clear obstacles.

Obstacles (and vehicles) block movement of ground vehicles and a Direct Attack shot, but a Parabolic Attack may be made if there is a team vehicle within sight range of the enemy to provide the telemetry to accurately hit the target (flying or ground based vehicle.) Flying vehicles can provide better telemetry regardless of their orientation in a radius of their location. Ground based vehicles must be facing toward the target within that 90 degrees.

Any **Direct Attack** must be within the 90 degrees front facing toward the target, the vehicle Gun turret's range, and free of any Obstacles between them (vehicles and 3D or regular Obstacles.)

The **Mosquito (MQ)** is an exception in many respects, ignoring orientation and movement rules, its 'Air-To-Surface' gun attacks can be used to either target a Scout or to add to another vehicles attack regardless to its orientation shown in the Arena (being nimble enough to turn and target quickly.) In order to successfully attack such a difficult vehicle it must be made from a vehicle with a Parabolic Gun, and within 6 spaces from the Mosquito. For an example: A Medium1 tank (which has not moved since its last turn) is 4 spaces from a Mosquito, announce an attack and roll a 6-sided die which is successful if it is a 4 or higher. An Inverter may fly over a Mosquito to destroy it with its disintegration field below it without having to roll a die to see if it dodged the attack.

The **Scout (SC)** moves along the interior lines of the Arena, except when it moves diagonally across spaces, and can turn 45 or 90 degrees without penalty (but must use one space to make a 180 degree turn and cannot move in reverse.) This is a fast vehicle with little firepower, which can be used against another Scout or added to an attack to overcome **Armor**. This can also spot 'Line-of-Sight' telemetry for parabolic attacks. It can also move between adjacent obstacles (even 3D obstacles), as well as view and fire between them if they are only diagonally connected. An attack on a **Scout** follow the similar rules as the **Mosquito**; to destroy such a fast vehicle it must be made from within 6 spaces from them and roll a 6d to succeed with a a number equal or higher to that distance by a vehicle that has not moved that turn. Any unsuccessful attack will have the **Scout** dodge forward (or 45 degrees left or right) to any available space.

The **Light Tank (LT)** has a swift movement of 5 points, but must use one point per 45 degree turn (like the **Medium** and **Heavy Tank**s), and can move diagonally as well as along the rows and columns. This tank has a limited gun, and best used to aid a **Direct Attack** of a 'Line-of-Sight' enemy in range since it doesn't have a **Parabolic** gun. All tanks may use their points to move in reverse for the same points range.

The **Medium Tanks (MT)** have either a single or double barrel gun to move and destroy their targets

that are in range of their **Direct Attack** range of 7 spaces, or a **Parabolic** range of 5 spaces (with telemetry.) They have a decent movement of 4 points, and must use a point for every 45 degrees turn.

The **Heavy Tanks (HT)** have either a single or double barrel gun to move and destroy their targets that are in range of a **Direct Attack** range of 9 spaces or a **Parabolic** range of 7 spaces (with telemetry.) They have a slow movement of 3 points, and must use a point for every 45 degrees turn, so careful planning with these bruisers should be made to make them effective.

The **Inverter (INV)** has a movement of 4 points, and since it is a flying vehicle it can ignore orientation, most movement rules, and regular obstacles (but move around all 3D obstacles.) It doesn't have a ranged weapon, but it can move over an enemy vehicle (including the **Mosquito**) to destroy it (but does not need to land over them.) The **Armor** rating is 3 points on all sides, but can spot for telemetry up to 10 spaces (but is blocked by 3D Obstacles.)

Obstacles are laid out in a symmetrical pattern for each side, not really mirrored as much as identical from each player's view (see set up examples.) Their purpose is to block the view and shots of vehicles, and provide a challenging terrain for both players to use as well as overcome. These pieces are set up before the game starts, making corridors or protection for vehicles, and are not static or moved during the game-play. The shaded shapes laid out in the set-up figures are from the set of laser-cut acrylic sold in the sets as well as separately. Optional 3D **Obstacles** may be used (like Hershey's Kisses) that block flying vehicles movement, view, and attacks, and are marked in set-up figures with an **X**.

Basic Set Up 1

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U
1	INV		MT1				HT1	▓	▓		MT2				HT2				MT1		
2				▓	LT			▓	▓			LT	▓			LT					
3			▓	▓		▓			▓		▓		▓			MQ		▓			
4						▓	▓		▓		▓										
5																X					
6			▓			▓				▓		▓		▓							
7			▓			X	SC			▓				▓				▓	▓		
8		▓	▓			▓				▓				▓	▓			▓			
9		▓								▓				▓				▓	▓		X
10		▓			▓	▓			X												
11								X						X							
12	X											X			▓	▓	▓			▓	
13			▓	▓															▓	▓	
14			▓				▓				▓									▓	
15			▓									▓			SC	X					
16			▓					▓				▓			▓						
17			▓			X									▓	▓					
18			▓										▓		▓						
19			▓			MQ				▓					▓			▓	▓		
20					LT					LT			▓	▓			LT	▓			
21			MT1				HT2				MT2		▓	▓	HT1				MT1		INV

Basic Set Up 2

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U
1	INV					MT1		▓	▓		HT2								MT2		
2			LT					▓	▓			LT							▓	LT	
3					▓	▓			▓			▓	▓			MQ			▓		
4			▓		▓	▓							▓			▓			▓		
5			▓		▓											▓	▓				
6					▓											X	▓			▓	
7					▓			SC		▓	▓					▓					
8	▓				X			▓		▓		▓	▓			▓					
9	▓	▓						▓								▓					
10	▓					▓	▓	▓								▓					
11				X					▓		X		▓					X			
12			▓										▓	▓	▓						▓
13			▓			▓							▓						▓		▓
14		▓	▓			▓		▓	▓		▓						X		▓		▓
15		▓									▓	▓		SC			▓				
16		▓			▓	X											▓		▓		
17													▓				▓		▓		
18			▓			▓			▓				▓			▓	▓				
19			▓			MQ			▓				▓			▓					
20		LT	▓							LT			▓	▓						LT	
21			MT2								HT2		▓	▓		MT1					INV

Deluxe Set Up 1

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U
1	INV		MT2			HT1	MT1	▓		MT1	HT2			MT1		HT1			MT2		INV
2			LT	▓	LT			▓				LT	▓		LT		LT				
3			▓	▓		MQ					▓		▓			MQ			▓		
4						▓	▓		▓		▓								▓		
5						▓					▓					X			▓		
6			▓							▓				▓						X	
7			▓			X	SC			▓				SC				▓	▓		
8		▓	▓				▓				▓		▓					▓	▓		
9		▓					▓				▓				▓			▓	▓		X
10		▓			▓	▓				X											
11								X						X							
12	X										▓				▓	▓	▓			▓	
13			▓	▓			▓				▓				▓					▓	
14			▓				▓				▓		▓						▓	▓	
15		X	▓				SC				▓				SC	X			▓		
16			▓					▓			▓										
17			▓			X					▓										
18			▓								▓		▓								
19						MQ			▓		▓					MQ		▓			
20				LT			LT		▓	LT			▓				LT		LT		
21	INV		MT2			HT1			MT1		HT2	MT1	▓		MT1	HT1			MT2		INV

Deluxe Set Up 2

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U
1	INV		MT2			MT1					HT2					MT1			MT2		INV
2		LT			LT							LT					LT			LT	
3					MQ											MQ					
4																					
5																					
6																X					
7								SC											SC		
8					X																
9																					
10																					
11				X							X							X			
12																					
13																					
14																	X				
15			SC											SC							
16						X															
17																					
18																					
19						MQ											MQ				
20		LT			LT					LT							LT			LT	
21	INV		MT2			MT1					HT2					MT1			MT2		INV

It is recommended to follow the provided patterns of set-up Obstacles and Vehicles until players are comfortable with how the game and the rules work. A balanced set of conditions should always be given to both sides (same number and type of of vehicles and Obstacles.) Players are encouraged to adopt any of the advanced rules to their games as they both agree to them.