

# WARP ARENA

Design by Anthony J. Elam

Property of Independent Game Designers

COPYRIGHT 1985, 1988 BY ANTHONY J. ELAM

Copyright 2018 By Anthony J. Elam

**WARP ARENA**

by Anthony J. Elam

Property of Independent Game Designers

August 11, 1985

# Warp Arena Rules of Play

8/11/85

## Table of Contents

<u>Section</u>	<u>Page</u>
1.0 Introduction .....	1
2.0 Game Components .....	2
3.0 Start of Play .....	5
4.0 Procedure of Play .....	6
5.0 Movement .....	9
6.0 Combat .....	10
7.0 Victory Conditions .....	14
8.0 Strategy .....	14
9.0 Optional Rules .....	15

### 1.0 Introduction

Players: 2 to 4  
Time: 30 minutes to 3 hours (dependent upon number of  
players and grids used)  
Complexity: 5 on scale of 1 to 10  
(comparable to Cosmic Encounters, Wizard's Quest)  
Special: changeable board

The future is now, man no longer risks human life in resolution of conflicts. The Robots of War are used in the Warp Arena to settle disputes amongst all the worlds' leaders. This is a simulation of the conflicts found in the Warp Arena. The object is simple, eliminate your opponent's Converter. In order to accomplish this one must gather power discs, transport them to your Converter and create more Robots of War for: defense of the Converter, aggression against your opponents and accumulation of more power discs. The Converter has many options when creating Robots of War from the acquired power discs. The slowest but most powerful Robot of War is the D-Bot (Destructor). The fastest but most vulnerable is the W-Bot (Warper). The H-Bot (Hopper) is capable of skipping over terrain while the B-Bot (Blaster) is capable of aggression from a distance.

As a player of Warp Arena, you will find many options and types of strategy. Often your strategy will change as the games balance shifts from player to player. Desperate situations often call for drastic actions. Luck must be your ally to gain victory but poor strategy will mean certain death in the Warp Arena.

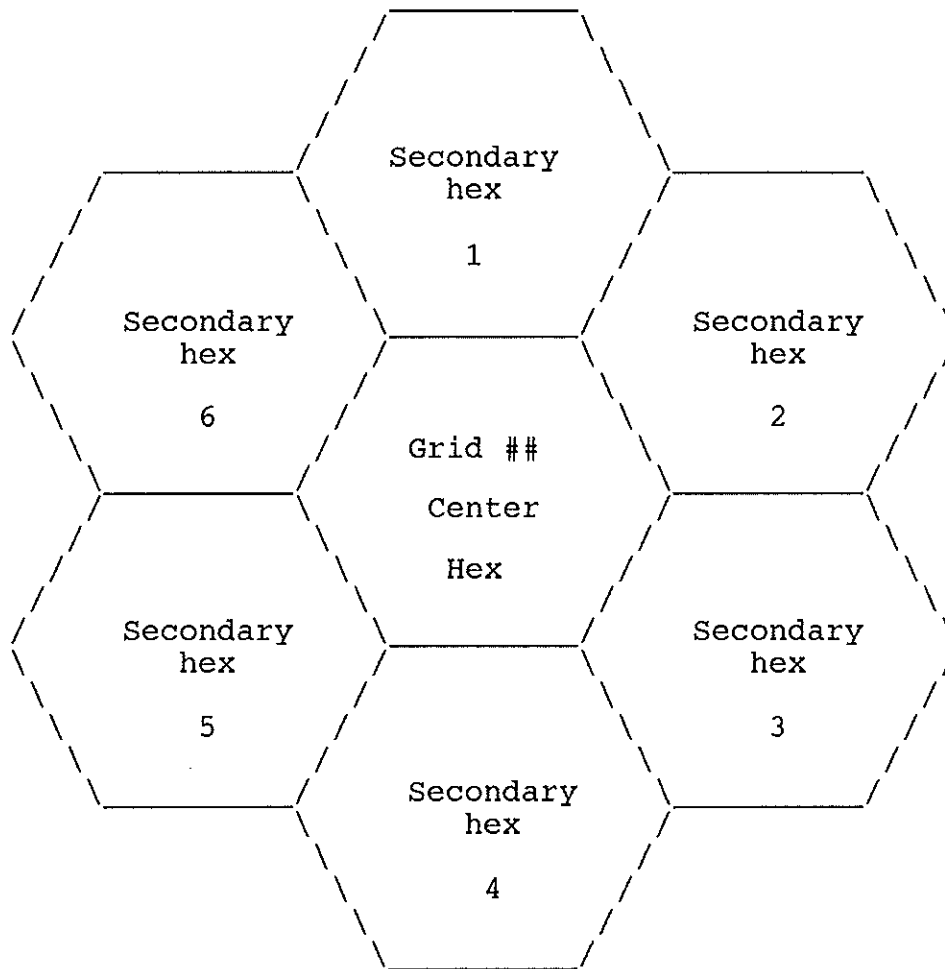
Note: In the following rules the term "friendly" refers to a player's own pieces only, while "enemy" refers to all other player's pieces.

# Warp Arena Rules of Play

## 2.0 Game Components

### 2.1 Board

The board is made up of 20 "grids". A grid is composed of 7 hexes. The center hex of a grid is called it's center while the surrounding 6 hexes are the grid's secondary hexes, numbered 1 to 6 as indicated below:



### 2.2 Dice

The following dice are used in the play of Warp Arena:

Number of sides	Uses
4	combat for the W-bot
6	combat for the B-bot, random secondary hex in a grid
8	combat for the H-bot
10	combat for the D-bot
12	combat for the C-bot
20	random grid number

notation: 1d# - roll 1 die with the number of sides given by #; example 1d20 - roll 1 twenty sided die.

Warp Arena  
Rules of Play

## 2.3 Playing Pieces

### 2.3.1 Converter (1 per player)

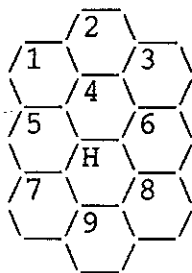
The Converter can move up to 3 hexes per movement phase and uses a 1d12 in combat. It is also the only playing piece capable of converting power discs to cards or other playing pieces. It is also referred to as the C-bot, for Controller or Converter. When a player loses his C-bot, he is out of the game.

### 2.3.2 Destructer (5 per player)

The Destructer can move 1 hex per movement phase and uses a 1d10 in combat. It is the only playing piece capable of destroying a hex and creating a force field. When a Destructer is moved, it may destroy the hex just vacated or create a friendly force field in the hex just vacated. It is also referred to as the D-bot. The D-bot can be used effectively in both defense and offense.

### 2.3.3 Hopper (5 per player)

The Hopper can move 1 or 2 (if hopping) hexes per movement phase and uses a 1d8 in combat. The Hopper does not travel through the first hex, if jumping. Therefore, the Hopper can jump over enemy playing pieces and destroyed hexes. It can not, however, jump an enemy force field. The Hopper is also referred to as the H-bot. The H-bot is also capable of stealing power discs from enemy pieces which it "hops". Because of its capabilities, this robot is often used in offensive activities. The following diagram illustrates the H-bots movement capabilities.



If the H-bot is in hex 'H' and it "hops" hex 4, it may land in hex 1, 2 or 3 (it may not jump 4 and land in hex 5, 6 or back in its starting hex 'H'). The H-bot may, however, choose not to jump a hex and move into any non-destroyed adjacent hex (4,5,6,7,8 or 9).

### 2.3.4 Blaster (5 per player)

The Blaster or B-bot can move up to 3 hexes per movement phase and uses 1d6 in combat. Since its offensive capabilities are limited by its combat strength, it is often used for transportation of power discs to the Converter. However, the B-bot can attack an enemy unit up to 2 hexes away. Thereby possibly destroying an enemy without putting itself into immediate danger.

## Warp Arena Rules of Play

### 2.3.5 Warper (5 per player)

The Warper or W-bot can move up to 4 hexes per movement phase and uses 1d4 in combat. The Warper's movement is by warping. Therefore, it may cross destroyed hexes and warp over enemy pieces. It may not warp through enemy force fields. Picking up power discs, transferring power discs or movement into an enemy hex for combat will terminate the W-bot's movement even if it has moved less than 4 hexes. The W-bot is the weakest in combat but the swiftest of the available playing pieces, therefore it is the ideal transporter of power discs to it's C-bot.

### 2.3.6 Power Discs (PDs)

The power discs are created several ways:

1. Randomly at the start of each player's turn,
2. Via the play of a create power disc card, and
3. Via the destruction of a C-bot.

It has no movement and must be transported by the playing pieces to a C-bot. Every power disc carried by a playing piece adds 1 to that pieces combat die roll in combat. However, no playing piece may carry any more than 4 power discs at one time.

### 2.3.7 Destruction Marker

The destruction marker is placed on a hex when the hex is destroyed by one of the following methods:

1. A D-bot moves out of the hex and chooses to destroy it,
2. Randomly via the play of a destroy hex card or
3. Randomly as an option of a player's turn.

Once a hex is destroyed it can never be occupied by any playing piece, nor may it be "undestroyed". Any playing piece which is randomly moved into a destroyed hex is also destroyed. The H-bot and W-bot may move over the destroyed hex via their ability to hop and warp, respectively. The C-bot and B-bot may not move through a destroyed hex. Any power disc created in a destroyed hex is automatically destroyed.

### 2.3.8 Force Field Marker

The force field marker is placed on a hex when a D-bot moves out of a hex and exercises it's option of force field creation. Only one force field may exist in any given hex. No Robot of War may move through a hex containing an enemy force field. If a Robot of War moves into a hex containing an enemy force field, it may move no farther that turn and must attack the force field that turn. A force field may be destroyed by only two methods:

1. The hex containing the force field is destroyed.

## Warp Arena Rules of Play

Note: This does destroy the force field but does not destroy the hex or any other occupants in the hex. Of course, a second destroy hex result will then destroy the hex and all it's occupants.

2. A Robot of War successfully attacks the force field via combat (see combat section for details).

### 2.4 Cards (84 total)

#### 2.4.1 Combat (Attack and Defense) (40)

There are eight each of the following values: one, two, three, four and five. These numbers are added to the playing piece's combat die roll (see combat section for details).

#### 2.4.2 Destroy Hex (16)

The destroy cards, when played, randomly destroy a secondary hex of a grid chosen by the player who has played the card. Roll a 1d6 to discover which hex is destroyed when played. Place a destruction marker on the secondary hex destroyed. All playing pieces in the destroyed hex (including) power discs are also destroyed. If a destroyed hex is destroyed again, no further action is taken. Remember, if the destroyed hex contains a force field only the force field is destroyed and a second destroy hex is required to actually destroy the hex and it's occupants.

#### 2.4.3 Warp Grid (8)

The warp grid card, when played, allows the player to randomly warp a grid to the location of his choosing. When played, the player rolls the twenty sided die and moves the grid whose number matches the number rolled to any location of the players choosing. The warped grid must be connected by at least one hex side to another grid. It may not be placed back in it's original location, even if the secondary hexes' orientation is changed (rotated).

#### 2.4.4 Double Warp (8)

The double warp card, when played, allows the player to exchange the location of two grids. The player selects one grid specifically and rolls the twenty sided die, exchanging the location of the grid selected with the grid whose number matches the number rolled. The exchanged grids must be placed in the same position to insure that previous connections with other grids are maintained. However, the orientation of secondary hexes may be altered as the player wishes. If the same grid number chosen is rolled, the grid is either left as is or can be rotated in place as the player chooses.

## Warp Arena Rules of Play

### 2.4.5 Create Power Disc (8)

The create power disc card, when played, creates a power disc on the hex at the location of the player's C-bot. This newly created power disc can be converted in the same turn if the player chooses to exercise this option and has the required action point remaining.

### 2.4.6 Wild Warp (4)

The Wild Warp card may be played at any time by any player as any card previously described. It may also be played by any player to cancel a card just played by any player or to cancel any action selection of a player during the player's action phase. The Wild Warp may also be used to override and cancel another's Wild Warp card. Any action points spent on an action, or any card played, which is successfully cancelled by a Wild Warp card is spent, or discarded, (respectively) along with any and all of the Wild Warp cards played. The holder of the Wild Warp Card may wait to see the results of a card played prior to canceling the card. However, the holder of a Wild Warp must play it immediately when it is used to cancel a player's action selection and may not wait to see the results of the player's action. It should be noted that one will make enemies very quickly by using the Wild Warp to cancel other's action point expenditures. Also note that it does not require any action point expenditure to play a Wild Warp card.

## 2.5 Order of Play Card and Markers

The line of squares numbered 1-4 indicates the order of play for players in a given turn as determined by initiative die rolls. Player markers are placed in the proper order and are moved down as the player spends his/her action points for that turn.

## 3.0 Start of Play

Each player should choose a set of playing pieces. The Warp Arena deck of cards should then be shuffled. Follow the game set up procedure outlined below. It will not occur again during the same game.

### 3.1 Arena Creation

The 20 grids are distributed as evenly as possible amongst the players (grid numbers are not significant). Each player rolls a twenty sided die. The player with the highest number places a grid on the playing area. The players then proceed clockwise to build the Warp Arena. Each player places one grid at a time in such a way that it connects with a previously placed grid by at least one hex side and does not overlap an already placed grid. This process continues until all distributed grids are placed.



# Warp Arena Rules of Play

## 3.2 Deal Warp Arena Cards

Each player is dealt three cards from the Warp Arena deck. Remaining Warp Arena cards are placed in an area accessible by all players.

## 3.3 Initial Playing Piece Set Up

Each player starts with his C-bot, and one each of the remaining Robots or War. Again all players roll a twenty sided die. The player with the highest number places one of his pieces in the arena on any hex he so chooses. The players then proceed clockwise to place there remaining pieces one at a time on any hex of any grid they choose. However, you can not place a piece on a hex already occupied by an enemy player's piece.

## 3.4 Random Creation of Power Discs

Each player (order is not significant) rolls a 1d20 and a 1d6. A power disc is created in the grid given by the 1d20 on the secondary hex given by the 1d6. If a playing piece is located on a hex where the disc is created, it is immediately in the possession of that playing piece.

## 4.0 Procedure of Play

After the initial game set up is completed, the game is played in turns until only one C-bot remains. Each turn is composed of an initiative phase and a player phase for each remaining player. The player phase is broken into action segments and is repeated once for each remaining player. After each of the players have spent their three action points, the turn is over and a new game turn begins.

### 4.1 Initiative phase

At the start of a turn each player rolls a 1d20. Players who tie must roll again. The order of play for that turn is determined by the 1d20 roll. The player with the highest roll goes first for that turn followed by the next highest roll, etc., with the last player of that turn being the player with the lowest initiative roll.

With this initiative system, a player who had the lowest initiative roll in one turn and the highest roll in the next turn would execute his player phase twice in a row.

### 4.2 Player Phase

The player whose phase it is may elect to randomly create a power disc by rolling a 1d20 and 1d6. The player then chooses how to spend his three action points from the following list of action items.

Warp Arena  
Rules of Play

4.2.1 Destroy a Random Hex - 1 action point

Same as Destroy Hex Card (see 2.4.2).

4.2.2 Warp a Random Grid - 1 action point

Same as Warp Grid Card (see 2.4.3).

4.2.3 Draw a Card - 1 action point

The player may draw one card from the unused Warp Arena deck into his hand. When all cards are taken from the Warp Arena deck the used cards (discards) are reshuffled and used again. There is no limit to the number of cards a player may have in his hand.

4.2.4 Rotate a Grid - 1 action point

The player may chose any grid and rotate the grid as desired. He must maintain contact with previously connected grids.

4.2.5 Convert Any or All Power Discs - 1 action point

The C-bot may convert any power discs currently in the same hex as the C-bot. For each power disc converted the player may choose one of the following:

A. Create any one of the available Robots of War: D-bot, H-bot, B-bot or W-bot. A player may not have more than five of any one type of robot in the arena at once. The created robot is placed in the same hex as the creating C-bot, an adjacent empty hex or any adjacent hex occupied by friendly playing pieces.

B. Draw two cards from the unused Warp Arena Deck.

4.2.6 Warp Converter (Random) - 1 action point

The player rolls a 1d20 and moves his C-bot to the center hex of the grid given by the 1d20. If this hex is destroyed the C-bot is destroyed and the player is out of the game. If the hex contains enemy Robots of War or an enemy force field, combat occurs until only one player's forces occupies the hex.

4.2.7 Move and Engage in Combat - 2 action points

The player may move any or all of his playing pieces according to the rule of movement. After all movement is completed, combat is resolved, if required, according to the rules of combat. Note: all movement is completed before any combat is resolved.

## Warp Arena Rules of Play

### 4.2.8 Play Any/All Special Cards - 2 action points

The player may play any or all of the following cards currently held in his hand: Destroy Hex, Warp Grid, Double Warp Grid, Power Disc Creation, Wild Warp.

### 4.2.9 Warp Playing Piece (Random) - 2 action points

The player chooses any non C-bot playing piece (his or his opponents) and rolls a 1d20 and 1d6. The chosen playing piece is warped to the grid given by 1d20 on to hex given by 1d6. If the hex is destroyed the warped playing piece is destroyed. If the hex is occupied by enemy Robots of War or an enemy force field, combat immediately occurs. Any power discs carried by a warped piece are moved with the warped piece.

### 4.2.10 Double Warp (1 specific, 1 random) - 2 action points

Same as the Double Warp Card (See 2.4.4).

### 4.2.11 Double Warp Any Two Specific Grids - 3 action points

The player may exchange the location of any two grids. The exchanged grids must be placed as before to maintain connections with other previously connected grids. However, the orientation of secondary hexes may be altered as the player wishes (rotated).

### 4.2.12 Warp Friendly Playing Piece - 3 action points

The player may choose any friendly playing piece, including his C-bot, and warp it from any hex to any friendly or unoccupied hex. The movement will include transportation of any power discs currently in the warped piece's possession.

## 5.0 Movement

Playing pieces may only be moved by the following options:

- A. Move and Engage in Combat action option.
- B. Warp Converter (random) action option.
- C. Warp Playing Piece (random) action option.
- D. Warp Friendly Playing Piece (specific) action option.

Of course, pieces will be moved along with the grid when it is moved.

When a player chooses to exercise the action of Move and Engage in Combat, the following movement rules apply:

Warp Arena  
Rules of Play

Robot of War	# hexes	Special Capabilities
C-bot	3	
D-bot	1	May destroy hex or create a force field in hex vacated by movement.
H-bot	2	May jump an adjacent destroyed hex or enemy robot, may steal and pick up any power discs jumped, up to 4 limit.
B-bot	3	
W-bot	4	May warp over destroyed hexes and enemy playing pieces. The W-bot must end it's movement to pick up a power disc, transfer a power disc, or engage in combat.

All playing pieces may move less than the maximum movement allowance given above. The H-bot does not have to "hop" it's adjacent hex and may choose to end movement by moving into the adjacent hex. A robot must end it's movement when it moves into a hex occupied by an enemy robot or an enemy force field. (Exception: a H-bot may "hop" an adjacent enemy robot and the W-bot may warp over an enemy robot). No playing piece may move through an enemy force field. No playing piece may move into or through a destroyed hex, except as noted with the H-bot and W-bot. There is no limit as to how many Robots of War or PDs may occupy any non-destroyed hex.

#### 6.0 Combat

Combat occurs any time friendly Robots of War occupy a hex with enemy Robots of War or an enemy force field. Limited combat can also occur when enemy pieces (robots or force field) are within two hexes of the active player's Blasters (B-bots). The following chart details the combat strength of the Robots of War:

Robot of War	Combat Die
C-bot	1d12
D-bot	1d10
H-bot	1d8
B-bot	1d6
W-bot	1d4

#### 6.1 Combat Sequence of Play

1. Determination of attacking and defending forces and redistribution of PDs. The defender's forces are restricted to only the Robots of War occupying the hex in which the combat is occurring and his force field, if present. The attacker's forces are composed of the Robots of War occupying the hex in which the combat is occurring and any or all

Warp Arena  
Rules of Play

friendly B-bots within two hexes of the contested hex. However, B-bots may participate in only one attack/turn from a distance. Once participating forces are defined, each player may reassign PDs between his forces occupying the same hex in any way he/she desires as long as no playing piece is given more than four PDs. Attacker redistributes PDs first.

2. If no force field is present go to step 3. If a force field is present, it must be destroyed prior to combat between Robots of War. The attacker chooses any participating Robot of War to "fight" the defender's force field. The attacker must win or be destroyed. As with any combat, the attacker elects whether to play a combat card, rolls his robot's combat die, adds 1 for each PD the robot carries (if any) and adds the combat card value (if played). If the attacker's combined result is 6 or greater the force field is destroyed. If the combined result is less than 6 the attacking robot is destroyed and removed from the game. Exception: If the attacking robot was a B-bot (attacking from a distance), it is not destroyed. If the force field is destroyed proceed to step 3. If the force field is not destroyed, the attacker repeats step 2 until the force field is destroyed or all attacking robots are destroyed. Remember, a B-bot attacking from a distance may only attack once. Also, no combat may occur between Robots of War until the defender's force field has been destroyed.

3. The defender and attacker count participating Robots of War. The player with the most pieces (defender if tied) chooses which robot will fight which robot. All combat is limited to one on one fighting. Once robots are matched, the fights are resolved one at a time, attacker chooses order of resolution. Note: If the numbers of participating Robots of War on each side are not equal, the side with the most robots will have one or more not engaged in that round of combat. To resolve a one on one fight the following procedure is followed:

- A. The attacker may play a combat card (face down).
- B. The defender may play a combat card (face down).
- C. The attacker rolls his robot's combat die roll and adds 1 for each PD carried by the robot.
- D. The defender rolls his robot's combat die roll and adds 1 for each PD carried by the robot.
- E. The Players turn over and add combat cards (if played).
- F. Any Wild Warps are played to cancel combat cards played.
- G. Robot with the lowest combined attack value is destroyed, (defender wins all ties).

Note: Any PDs carried by a robot destroyed in combat are not destroyed. They are unclaimed until only one player's forces occupy the hex.

The proceeding procedure is followed for each one on one fight until all assigned fights are resolved for that round. Step 3 is then repeated (round by round) until only one player's forces are left. Remember a B-bot participating from a distance is not destroyed if it loses its combat round, but it may only participate in one round and then is

Warp Arena  
Rules of Play

not eligible for further rounds of combat. A B-bot which is in the contested hex participates as any other Robot of War, round after round, as fights are assigned.

4. When only one player's Robots of War occupy the hex, then that player assigns any unclaimed PDs to any of his remaining robots which occupy that hex (up to the four PDs limit per robot).

## 6.2 Combat Example

Defender has a hex fortified with a force field and is occupied by a D-bot and 2 W-bots. Each W-bot is currently carrying 2 PDs. He has two combat cards in his hand, a 2 and 4. The attacker has moved the following into the contested hex: 2 H-bots, 1 B-bot, 2 W-bots. One W-bot has a PD and one H-bot has a PD. The attacker is also using two B-bots from a distance (one with 1 PD). The attacker has three combat card in his hand, a 1, 3 and 5.

Step 1: The attacker redistributes his two PDs giving both to the a H-bot. The defender reassigns his PDs, giving all four to his D-bot, laughs and says: come on, make my day!

Step 2: Since the defender has a force field, the attacker must attack it first. The attacker chooses to let one of his B-bots attack it from a distance. The one with the PD. He also decides to play the '1' combat card from his hand. He knows he has to roll a 4 or greater on a 1d6 since he is adding 2 (1 from PD, 1 from card). The attacker rolls a 3! The force field holds. The B-bot is not destroyed since it attacked from a distance. Now the attacker has used one combat card and one of his two B-bots attacking from a distance. He thinks, and decides to attack the force field with the H-bot with the two PDs. He takes a chance and does not play another card. He knows he must roll a 4 or greater on a 1d8. He rolls a 5. The force field is down. Now for the fights.

Step 3: Round 1 - The defender has 3 Robots of War. The attacker has 6 (2 H-bots, 2 B-bots (1 left from a distance), 2 W-bots). Therefore, the attacker choose the match ups. He chooses to have the B-bot from a distance attack the D-bot and occupy it one round. While his 2 H-bots attack the defender's remaining 2 W-bots. The attacker's other B-bot and 2 W-bots are not involved this round. The attacker chooses to let the B-bot fire at the D-bot first and chooses not to play a card. The defender also declines to play a card since he has a plus 4 from the four PDs anyway. The attacker rolls a 1d6 and gets a 2, the defender laughs and rolls a 1d10 getting a 4. The defender wins the fight (8 to 2) but once again the attacker's B-bot is not destroyed since it attacked from a distance. Now however, the attacker's B-bots from a distance have each shot once this turn and will no longer be involved in any further combat. The attacker now chooses to have his H-bot with the 2 PDs attack the

Warp Arena  
Rules of Play

W-bot. The attacker declines the play of a card, so does the defender. The attacker rolls a 1d8, gets a 3 adds 2 for a result of 5. The defender rolls his useless 1d4 and gets a one. The defender's W-bot is destroyed. Only one fight remains in the first round, the attacker's other H-bot verses the defender's remaining W-bot. The attacker declines the play of card, so does the defender. The attacker rolls his 1d8 and gets a 4. The defender actually has a chance, rolls his 1d4 and gets a 4! The attacker's H-bot is destroyed since the defender wins all ties. The defender laughs.

Round 2 -The defender has two remaining Robots of War, 1 D-bot with 4 PDs and 1 W-bot. The attacker has 4 eligible Robots of War, 1 H-bot with 2 PDs, 1 B-bot and 2 W-bots. The attacker's other two B-bots (which attacked from a distance are no longer eligible since they have both fired once). The attacker feels nervous looking at the D-bot with the plus four and decides to match the B-bot against it, and his H-bot with the plus two against the defender's W-bot. Thereby protecting his two W-bots. The attacker decides to fight the D-bot first and plays a card face down (the 3), the defender knows the odds are in his favor but can't take the chance of loosing the D-bot and also plays a card face down (the 2). The attacker rolls a 1d6 and gets a 5. He knows he might have a chance. The defender rolls his 1d10 getting a 2. The attacker's total is 8, 5 rolled plus 3 card; the defender's total is also 8, 2 rolled plus 4 PDs, plus 2 card. The defender wins all ties and is very thankful that he played his card. The attacker wishes he had played is bigger card! The attacker then chooses not to play a card in the remaining fight; the defender also declines. The attacker rolls his 1d8 for the H-bot getting a 6 (plus 2 for the PDs) for a total of 8. The defender rolls his 1d4 for the W-bot getting a 3 knowing how useless the roll was.

Round 3 - The defender has only 1 robot left, the D-bot. The attacker has 3 left, H-bot with 2 PDs and 2 W-bots. Since the attacker knows that the W-bots do not have a chance against the D-bot, he matches his H-bot against it. He plays his remaining card (5). The defender does likewise, playing his (4). The attacker rolls his 1d8 and gets a 7. The defender, sweats a little knowing he can not afford a low roll, even though he has +8, 4 from the card and 4 from the PDs. He rolls and gets a 9, saying: no problem. The attacker's total is 14 (7 rolled, 2 PDs, 5 card) which looses to the defenders total of 17 (9 rolled, 4 PDs, 4 card). The attacker knows there is no use in fighting the remaining two rounds with his W-bots because the D-bot has a +4 from the PDs and the best a W-bot can get is 4 with it's 1d4 combat die roll. The attacker's remaining W-bots are removed from the board.

## Warp Arena Rules of Play

Step 4: The extra 2 unclaimed PDs from the destroyed attacker's H-bot are left in the hex with the defender's D-bot. But since the D-bot already has 4 PDs he can not move out of the hex with them, so they really remain "unclaimed". But then again, who's going to move in and fight the D-bot with plus four to get them! The defender lost two W-bots but at least he got two extra PDs under his protection. The attacker wishes he had not attacked or at least played the combat differently.

### 7.0 Victory Conditions

The player with the last remaining C-bot wins the game. When a C-bot is destroyed, two additional PDs are immediately created in the hex which was occupied by the destroyed C-bot. All Robots of War and force fields of the destroyed C-bot are immediately removed from the board. When a player destroys another player's C-bot he immediately obtains any cards in the losing player's hand.

### 8.0 Strategy

As you play the game various strategies will become apparent. As the game progresses you will notice that desperate players will take desperate actions. Sometimes these will prove to be beneficial to them but many times these desperate actions will prove useless. Obviously, luck plays a very important part in Warp Arena. However, poor strategy will lead to destruction of your C-bot. There are both obvious and hidden tactics which you will find in the play of Warp Arena. Those obvious will be discussed below. Those which are more hidden will be left to those players capable of finding them. If you figure out some good tactical operations, you obviously should reap the benefits.

**Center Hex** - The center hex of a grid is safe from random destruction. Therefore, players' C-bots should end movement in the center hexes.

**Force Fields** - They are not infinite protection but they will slow down an enemy's advance. Fortification of the entire grid with force fields is a good defense for your C-bot.

**Cards** - Cards are very important and usually will be accumulated until several are played in a turn. The Wild Warp cards can save your Converter and aid in the destruction of your opponents. They should be saved until their benefit is maximized.

**Board** - Control of the board is very important but is very difficult to do. Obviously, if your Robots of War occupy several grids you have a better chance of acquiring PDs. However, those you control must be close to your C-bot's grid or they will be useless. Remember, the board can be drastically changed in one turn by one player's actions.



## Warp Arena Rules of Play

Combat - One strong robot with PDs can destroy a large number of weaker robots but one must remember that any Robot of War can roll a 1. Generally speaking, combat cards will be the difference. If you do not have them, you should carefully consider your attacks. If you have them, take advantage and use them against the weakest players. Also remember, it is not always to your advantage to let another player destroy another player's C-bot. Especially if the player about to be destroyed has occupied the other player's attention and has posed no threat to you. Players which have depleted their forces (robots and cards) fighting another player are easier targets to move against.

Action Points - The order of actions taken can be very significant and each player should decide how they will spend their three action points before spending any to maximize the benefits. For example, if you are going to Play Any or All Special Cards for 2 points, why not spend 1 point to draw a card before spending the 2 points to play cards (you might get another card to play in the following action).

### 9.0 Optional Rules

Players may choose to play with any or all of the following optional rules. However, all players must agree to which will be used prior to the start of the game.

#### 9.1 Fewer Grids

In order to play a shorter game or if you are playing with fewer than four players, you may choose to play with fewer than 20 grids. Generally speaking, the fewer the grids the faster the action and the shorter the game. If you wish to play with fewer than 20 grids, you may play with 12, 10, 8, 6 or even 4. Anytime you must roll a grid number, simply roll the die with the number of sides equal to the number of grids with which you are playing. Obviously, use grids 1 up to the number with which you are playing.

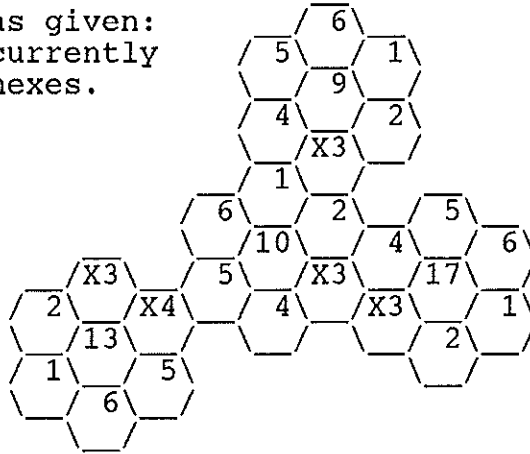
Example: Let say, you are playing a two player game and decide to play with only 8 grids. Therefore, you will play with grids 1 to 8 only. In order to create a random power disc, roll a 1d8 for the grid and 1d6 for the secondary hex. In order to Warp Grid Random, once again roll a 1d8. ETC.

#### 9.2 Chain Reaction Destruction

This option is very deadly to C-bots and usually causes more destroy hex options to be taken. With this option, any time a destroyed hex receives another destroy hex result instead of ignoring the additional destroy hex result, roll a 1d6 to see which adjacent hex, if any, is destroyed. The orientation of the grid containing the destroyed hex being "hit" determines how to count the 1d6 off to locate the chain reaction destroyed hex. See the diagram below with examples.

## Warp Arena Rules of Play

Grids 9,10,13 and 17 are connected as given:  
X - marks currently destroyed hexes.



Example 1: grid 9, hex 3 is destroyed again.  
1d6 results follow:  
1- 9-2 destroyed,  
2- nothing,  
3- 10-2 destroyed,  
4- 10-1 destroyed,  
5- 9-4 destroyed,  
6- 9 ctr hex dest.

Example 2: grid 10, hex 3 is hit again.  
1d6 results follow:  
1- 10-2 destroyed,  
2- 17-4 destroyed,  
3- 17-3 destroyed(\*)  
4- nothing,  
5- 10-4 destroyed,  
6- 10 ctr hex dest.

Example 3: grid 13, hex 4 destroyed again. 1d6 results follow:  
1- 13 ctr hex destroyed,  
2- 13-3 destroyed (\*),  
3- nothing,  
4- 10-5 destroyed,  
5- nothing,  
6- 13-5 destroyed.

(\*) - Note: these hexes are already destroyed, continue chain reaction from these hexes with new 1d6 roll until a hex is destroyed or result goes off board (non-grid connection). As always, a destroy result in a hex containing a force field only destroys the force field and not the hex or its occupants but this also will end the chain reaction.

### 9.3 Player Initiative Bonus

At the beginning of a new turn, when each player rolls for initiative, each player has the option of playing a combat card to add to their initiative die roll. Of course, any cards played are discarded in the used Warp Arena deck. The order of play of initiative cards is based on the order of play of the turn just completed. With this option, the first player to play in the turn will be the player with the highest total of die roll plus card, if played, etc.

### 9.4 No Cards and/or Limited Actions

If Warp Arena has too much luck for your taste in games, then you can limit luck's role by eliminating: Cards, either combat or special or both; and/or any or all action options except Move and Engage in Combat and Convert Any/All Power Discs. Random PD creation may be replaced by giving each player one PD to place anywhere desired at the beginning of his/her turn. If one desired, permanent combat strengths can be assigned to each robot. At the end of movement, the player with the highest total strength in the contested hex wins, thereby eliminating combat die rolls, (PDs still add).

Summary Sheet for Warp Arena  
8/11/85

- I. Game Setup
  - A. Arena Creation
  - B. Deal Warp Arena Cards (three per player)
  - C. Place Playing Pieces (one of each type)
  - D. Random Power Disc Creation (once per player)
- II. Game Turn
  - A. Roll initiative to determine order of play
  - B. Player phase (once per player)
    - 1. Create random power disc (optional)
    - 2. Spend 3 action points

<u>Actions:</u>	<u>Cost:</u>	
Destroy a random hex	1	pick grid, 1d6 hex
Warp a random grid	1	move 1d20 grid
Draw a card	1	
Rotate a grid	1	pick grid
Conversion of any/all power disc	1	at C-bot
Warp your converter (random)	1	to 1d20 ctr hex
Move and engage in combat	2	any/all pieces
Play any/all special cards	2	
Warp any playing piece (random)	2	pick any non-C, move
		to grid 1d20, hex 1d6
Double warp (1 specific, 1 random)	2	exchange picked grid
		and 1d20 grid
Double warp any two specific grids	3	exchange two picked
		grids
Warp your playing piece (specific)	3	from anywhere to
		anywhere (non-enemy
		hex)

Robots of War:	Combat:	Movement/Special
C-bot	1d12	3 - converts power disc
D-bot	1d10	1 - destroy/force field hexes
H-bot	1d8	2 - jump dest. hex, steal PDs
B-bot	1d6	3 - attack from up to 2 hexes
W-bot	1d4	4 - warps over dest. hexes

Special Notes:

1. No playing piece may occupy a destroyed hex.
2. No robot may move through an enemy's force field.
3. A destroy hex against a hex containing a force field destroys the force field but not the hex or its occupants.
4. Combat continues until only one player's pieces remain in a hex. Combat occurs with one Robot of War against one Robot of War. The player with the most Robots in a hex chooses the combat match ups. Defender wins all ties and chooses match ups if the players have an equal number of robots in a hex.
5. A robot's combat total is die roll+PDs+combat card.
6. A B-bot is allowed only one attack from a distance per turn and only in the player's phase who owns the B-bot.
7. Force fields must be destroyed prior to robots fighting. Any robot (except B-bots attacking from a distance) which loses against a force field is destroyed.
8. Force fields are destroyed if the attacking robot gets a total attack value of 6 or more.

Warp Arena  
Production and Design Options

Cost Saving Options Include:

1. Use of just 6 sided dice for all combat with adds for the different Robots of War, as follows: Warper - no adds, Blaster - +1, Hopper - +2, Destroyer - +3, Converter - +4, would allow the standard game to be played requiring only a 6 and 20 sided die.

2. Use of a Square Grid system to replace the hex grid would simplify the printing and manufacturing requirements (i.e. "cutting"). This would, however, necessitate the use of an 8 sided dice to randomly determine a secondary square. The Square Grid would be a 3 x 3 grid of nine squares - one center and eight secondary, surrounding squares.

Expansion #1 for Warp Arena Includes:

Grids 21 to 30 (a 30 sided die),;  
Robots of War for players 5 and 6;  
New Warp Arena cards:  
    Action point cards,  
    Super Wild Warp,  
    and Bombs;  
and introduces the A-bot (the Assassinater).

Warp Arena was designed by Anthony J. Elam, COPYRIGHT 1985, 1988 - All rights reserved.

Copyright 2018 By Anthony J. Elam

Play Testers: Brian Fitzpatrick, Randy Byzet, Cary Ravitz,  
Jim Cochran, Sheldon Roberts, Mike Crocetti, Larry Prinsen.

# Summary Sheet for Warp Arena

8/11/85

- I. Game Setup
  - A. Arena Creation
  - B. Deal Warp Arena Cards (three per player)
  - C. Place Playing Pieces (one of each type)
  - D. Random Power Disc Creation (once per player)

- II. Game Turn
  - A. Roll initiative to determine order of play
  - B. Player phase (once per player)
    1. Create random power disc (optional)
    2. Spend 3 action points

<u>Actions:</u>	<u>Cost:</u>	
Destroy a random hex	1	pick grid, 1d6 hex
Warp a random grid	1	move 1d20 grid
Draw a card	1	
Rotate a grid	1	pick grid
Conversion of any/all power disc	1	at C-bot
Warp your converter (random)	1	to 1d20 ctr hex
Move and engage in combat	2	any/all pieces
Play any/all special cards	2	
Warp any playing piece (random)	2	pick any non-C, move to grid 1d20, hex 1d6
Double warp (1 specific, 1 random)	2	exchange picked grid and 1d20 grid
Double warp any two specific grids	3	exchange two picked grids
Warp your playing piece (specific)	3	from anywhere to anywhere (non-enemy hex)

Robots of War:	Combat:	Movement/Special
C-bot	1d12	3 - converts power disc
D-bot	1d10	1 - destroy/force field hexes
H-bot	1d8	2 - jump dest. hex, steal PDs
B-bot	1d6	3 - attack from up to 2 hexes
W-bot	1d4	4 - warps over dest. hexes

## Special Notes:

1. No playing piece may occupy a destroyed hex.
2. No robot may move through an enemy's force field.
3. A destroy hex against a hex containing a force field destroys the force field but not the hex or its occupants.
4. Combat continues until only one player's pieces remain in a hex. Combat occurs with one Robot of War against one Robot of War. The player with the most Robots in a hex chooses the combat match ups. Defender wins all ties and chooses match ups if the players have an equal number of robots in a hex.
5. A robot's combat total is die roll+PDs+combat card.
6. A B-bot is allowed only one attack from a distance per turn and only in the player's phase who owns the B-bot.
7. Force fields must be destroyed prior to robots fighting. Any robot (except B-bots attacking from a distance) which loses against a force field is destroyed.
8. Force fields are destroyed if the attacking robot gets a total attack value of 6 or more.