

GLIDER-PIT GLADIATORS©1998
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Description: A fictionalized game of ancient aerial combat in which two to six players engage in (usually) non-lethal gladiatorial combat between primitive gliders descending into a deep, sheer-walled pit.

Object: To be the last player or team to have at least one gladiator airborne in the glider-pit.

Component Summary:

Mapsheet The mapsheet is divided into three main sections. The center consists of a hexagonal grid representing the pit in which the gliders will fly. There are six Airspeed Tracks on the edges of the mapsheet which are used to display the speed of each glider. Next to each Airspeed Track is an IN HAND box to designate the weapon held by each gladiator. The Altitude Track at the end of the mapsheet is used to display the altitude of all the gliders. A Random Direction Indicator is located above the Altitude Track.

Counters There are six different colored glider counters used to represent the position and facing of each glider in the pit. Each glider has matching colored altitude (ALT), speed (SPD) and STUN markers. The weapons counters are used to reflect the armament carried by each glider. The weapon counters have two values listed on them, the portage value in the lower left and the throwing range in the lower right. Six numbered sequence markers are used to keep track of movement and combat order. Four air current markers are used to show the locations of updrafts and downdrafts.

Dice The game requires two six-sided dice of different colors. For convenience, the rules will refer to a red die and a white die.

Setup:

Determine Teams

When a player controls more than one gladiator, those gladiators are considered to be on the same team. Gladiators controlled by multiple players may also be designated as being on the same team. The number of players and gliders on each team must be agreed upon by all players prior to the start of play. It is recommended that each team have an equal number of gliders (two teams of three or three teams of two.) Once play has begun, team members cannot switch sides. Team status is only used to determine when the game ends and who the victors are.

Select Gliders

Each player may control from one to three gliders (with a maximum of six gliders total between all players.) Each player takes the glider counter and matching color altitude, speed and stun markers for each of their gliders. Stack all altitude markers on the LEDGE space of the altitude track.

Determine Setup Sequence

Place the sequence chits face down and mix them up. Each player selects one sequence chit and reveals it. The order of setup and launch proceeds from lowest to highest chit.

Select Starting Locations

Going in order of sequence chits, each player selects a starting location for one of his gliders by placing the speed marker for the glider in the 0 box on one of the airspeed tracks. Repeat this sequence with each player locating one glider at a time until the speed marker for each glider has been placed on an airspeed track. No more than one glider may be assigned to the same airspeed track. The STUN and weapons marker for each glider should be placed next to the airspeed track for that glider.

Select Weapons

The weapon counters are identified by name, portage point value and throwing range. Each glider may carry up to 6 portage points in weapons. One of two methods may be used to select weapons:

METHOD 1 - OPEN SELECTION: Place all weapon counters face up. Going in order of sequence chits, each player selects one weapon and assigns it to one of his gliders by placing it beside the airspeed track for that glider. After all players have selected one weapon, the process is repeated until all gliders are fully armed or until no more players wish to select weapons. If a player's gliders are full or if no weapons are desired by the player, the player does not select again.

METHOD 2 - RANDOM SELECTION: Place all weapon counters face down and mix them. Going in order of sequence chits, each player selects a weapon and assigns it to one of his gliders as described above. All weapons selected must be assigned unless the player does not have enough room for the weapon in any of his gliders. Weapons that cannot be placed in the player's gliders are set aside and may not be selected again.

Set aside any remaining weapon counters as they will not be used in the game. No weapon may be placed on any of the IN HAND spaces until the Change Weapon Phase.

Launch

All gliders are launched at this time. A glider may not wait and launch on a later turn. No combat is allowed during the launch sequence. No weapons may be IN HAND at launch.

Each player may launch one glider at a time following the sequence chit order. The player designates which glider will be launched, and places it on a hex within the launch zone adjacent to the airspeed track for the glider. The launch zone is the line of 5 adjacent hexes against the edge of the mapsheet immediately beside each airspeed track. The boundaries for each launch zone are designated by the thick black lines extending from the hex grid. The glider may be launched facing in any direction except towards a pit wall hexside.

After a player has placed his glider, the altitude of the glider is moved down one level and the speed marker for the glider is moved to the 1 position on the airspeed track. The glider is now at speed 1. At launch a glider may dive 1 to 3 additional levels. Adjust the altitude marker down one level and increase airspeed by 1 for each additional level descended.

Once all gliders have been launched, players may agree to switch airspeed tracks to coincide with where the players are seated around the mapsheet.

Play:

I. General Rules

Unless otherwise stated, these general rules apply at all times.

A. Stacking Any number of glider counters may occupy the same hex so long as they are all at different altitude levels. Two gliders at the same altitude level may never occupy the same hex except when one is making a diving ramming attack on the other.

- A1. If the rules ever require a glider to be moved into the same hex as another glider at the same altitude, the moving glider may move into that hex but its altitude is reduced by one level.
- A2. If the rules ever require a glider to climb or dive to the same altitude level as another glider in the same hex (except when done as part of a voluntary diving ramming attack), the altitude level of the diving/climbing glider is set one level below that of the obstructing glider.

B. Altitude Any time a glider reaches the FLOOR level or lower, that glider is immediately removed from the mapsheet and is considered out of the game. Victory occurs at any time that only one player or team has gliders left on the mapsheet. A glider may never climb back to or above LEDGE level. A downdraft may never cause a glider to reach the FLOOR level.

C. Speed No glider may exceed speed 5. If a player performs a maneuver causing a glider to exceed speed 5, or if the rules require the speed of the glider to exceed 5, that glider is immediately destroyed and removed from the mapsheet. A glider may voluntarily or involuntarily reach speed 0. Speed is not reduced any further once it has reached 0.

D. Dropping Weapons A player may decide to have a gladiator drop his IN HAND weapon at any time during the Movement and Combat Sequence for that glider. Some maneuvers cannot be performed with a weapon in hand and some actions are hindered by having a weapon in hand. If a gladiator drops a weapon, it is removed from play and set aside.

E. Die Rolling Conventions Three abbreviations are used to refer to the different dice rolls used. A 1d6 die roll is generated with a single die. 2d6 is the total shown on two dice. A 2d66 roll is a two digit number generated by rolling both dice and reading the red die as the tens digit and the white die as the ones digit (i.e. a roll showing 4 on the red and a 3 on the white would give a result of 43.)

F. Facing The front of a glider counter must always face a hexside, never a corner. The facing indicates the direction that the glider is traveling. The facing of a glider may only be changed by performing maneuvers (or involuntarily during a Spin) as described in the Movement Phase rules below.

II. Turn Sequence

- A. Determine Turn Order For Each Glider
- B. First Glider Performs Movement and Combat Sequence (B1-B5)
 - B1. Movement Phase
 - B2. Dive-Decelerate Phase
 - B3. Combat Phase
 - a. Ramming Combat
 - b. Armed Combat
 - B4. Change Weapon or Escape Net Phase
 - B5. Stun Recovery Phase
- C. Repeat Movement and Combat Sequence For All Other Gliders
- D. Determine Location and Effect of Air Currents

A. Determine Turn Order For Each Glider The order in which each glider resolves movement and combat is determined by the speed and altitude of the gliders. During each turn the lowest and slowest gliders are allowed to move first. Each glider is assigned a sequence chit as described below. The glider retains that sequence chit until the beginning of the next turn when a new turn order is determined:

- A1. The glider at the lowest altitude is assigned sequence chit 1. The glider at the next higher altitude takes sequence chit 2, etc.
- A2. If more than one glider is at the same altitude level, the slowest glider at that altitude takes the lowest unassigned sequence chit. If one or more gliders at the same altitude are at the same speed, use a die roll to randomly select which gets the lowest available sequence chit.
- A3. This procedure is repeated until all gliders on the mapsheet have been assigned a sequence chit.
- A4. OPTIONAL - Random Turn Order For more variety, sequence chits may be distributed randomly at the start of each turn by mixing them face down and drawing one chit for each glider.

B. First Glider Performs Movement and Combat Sequence The movement and combat sequence consists of several phases. The glider with sequence chit 1 completes all of these phases. After the first glider has completed all phases for which it is eligible, the glider with sequence chit 2 completes these phases and so on until each glider has had an opportunity to perform the Movement and Combat Sequence this turn.

B1. Movement Phase

- a. **Spins** If a glider begins this phase with a speed of 0, roll 1d6 and reduce the glider's altitude by the number of levels shown on the die. If the glider is still airborne, set the glider's speed to 1 and roll 1d6 again. Consult the spin direction indicator on the mapsheet and change the facing of the glider to the direction indicated by the die result. This glider performs no other Movement or Combat phases this turn. Skip to the Stun Recovery Phase if the glider is stunned.

b. A glider has a number of movement points equal to the speed of the glider *at the start* of this phase. A glider must expend all movement points by exact count, no more and no less. Although a glider's airspeed may change during movement, the glider must still expend a number of movement points equal to its speed at the start of this phase. There are two exceptions:

i. A glider which runs into a pit wall during its movement loses any remaining movement points (rule F below.)

ii. A glider which is eligible to conduct a Diving Ramming Attack may convert any unused movement points into a die modifier for the attack. This is described in the Excess Speed rule in B3 below.

c. During movement, a glider may perform one of four possible maneuvers:

i. Forward Costs 1 movement point. To perform, move the glider forward one hex. A *stunned* glider only moves forward during this phase.

ii. Turn Costs 1 movement point and results in a loss of speed or altitude.

If the speed of the glider is currently greater than 2, the glider must execute a Forward, Climb or Slip maneuver prior to executing *each* Turn maneuver. A plane starting the phase at a speed greater than 2 cannot perform a Turn as its first maneuver until it has done a Forward, Climb or Slip.

If a glider is at speed 2 or less (or slows to such speed during its movement), further Turn maneuvers in the phase may be executed in the same hex without moving Forward (but Turns in a single hex must all be in the same direction.)

To perform a Turn maneuver, change the facing of the glider one hexside left or right. If this is the first Turn maneuver the glider performed in the phase, then the glider must reduce *either* speed or altitude by 1 point as selected by the moving player. Adjust the appropriate marker. LIMITATIONS May not perform this maneuver if stunned. If netted, may only perform one Turn maneuver per phase. If a Turn is made immediately following a slip maneuver (during the same Movement Phase), the Turn *must* be in the same direction as the direction of the Slip.

iii. Slip Costs 2 movement points and reduces altitude one level each time it is performed.

To perform a slip, move the glider diagonally forward one hex left or right maintaining the same facing in the new hex. Adjust the altitude marker down one level. LIMITATIONS May not perform this maneuver if stunned, netted, or with fewer than 2 movement points remaining.

iv. Climb Costs 1 movement point. Reduces speed by one and increases altitude one level each time it is performed.

To perform, move the glider forward one hex and declare the climb. Adjust the altitude marker. LIMITATIONS May not perform when stunned or netted. May not climb to LEDGE level.

v. OPTIONAL - Optional Maneuvers See rule G below.

B2. Dive-Decelerate Phase

a. A glider which climbed during its Movement Phase may not dive during this phase. A stunned glider skips this and all subsequent phases for the turn except for the Stun Recovery Phase.

b. **Diving** A glider which is eligible to dive may choose to dive 1 to 3 levels in this phase. Levels lost performing Slip maneuvers do not count against this limit. EXCEPTION A netted glider may only dive 1 level this phase.

For each altitude level the glider descends, reduce the glider's altitude marker position by 1 and increase the airspeed marker position by 1. NOTE A glider's speed is never increased by any other altitude loss unless specifically stated.

A player may not choose to dive a number of altitude levels that would cause the glider to pass through the altitude level of a lower glider in the same hex. A glider may only dive to the same altitude as another glider in the same hex if it is performing a Ramming Attack as described in the Combat Phase.

c. **Deceleration** If a glider does not dive during this phase, it must check for deceleration.

i. The player rolls a 1d6. If the result is a 1 or a 2, the glider's airspeed is reduced by 1.

ii. If the deceleration roll requires you to reduce a glider's airspeed when it is already at 0, perform the Spin procedure explained above in rule B1.a. but leave the glider's airspeed marker at 0. Skip to the Stun Recovery Phase for this glider if applicable but perform no other Phases for the glider this turn.

B3. Combat Phase There are two types of combat: ramming and armed. A glider may only initiate one attack during this phase.

a. **Ramming Combat** Ramming attacks occur when a glider dives to the same level as another glider in the same hex during the immediately preceding Dive Phase. No other types of ramming attacks are allowed. To resolve a diving ramming attack, roll 1d6 and consult the Ramming Attack Table. Adjust altitude levels as instructed by the table. Treat Stun results as explained in the Armed Combat rules below at b.i.

i. Excess Speed A glider may choose to not expend all of its movement points during the Movement Phase in order to convert these unused movement points into a die roll modifier for a ramming attack. For example, if a glider with 5 movement points only moved forward 2 hexes before making a diving ramming attack, the glider would add the 3 unused movement points to the die roll when consulting the Ramming Attack Table. HOWEVER, whenever the ramming attack die roll is a 1, then the result shown for a roll of 1 is used and any excess speed modifier is ignored.

b. **Armed Combat** If a gladiator has a suitable weapon IN HAND and a target in range, an attack may be attempted. Attacks are made by either throwing or striking with the weapon IN HAND.

GENERAL COMBAT RULES Netted and stunned gliders may not initiate armed combat. No attack may be conducted against a target in the same hex as the attacker when the target is at a higher altitude. All attacks must be conducted at targets to the front of the attacker (in the arc of hexes extending from the threehexsides at the front of the attacking glider) or, when permitted, targets in the same hex as the attacker.

i. Throwing Attacks are attempts to hurl a weapon at an opposing glider. The target glider must be within range of the attacker's IN HAND weapon.

Range is determined by counting the shortest path in hexes from the attacking glider to the target glider and adding a factor for any difference in altitude. Range includes the hex the target glider occupies but not that occupied by the attacking glider. If the target glider is *lower* than the attacking glider, add the difference in altitude levels to the range in hexes. If the target glider is *higher*, add double the altitude difference to the range in hexes.

EXAMPLE A glider at altitude 8 is attacking a glider in the adjacent hex at altitude 10. The range for this attack is 5 (1 for the range in hexes plus 4, 2 doubled, for the altitude difference.)

If the range to the target is equal to or less than the range of the attacking glider's IN HAND weapon, determine the Combat Factor for the attack. The Combat Factor is the sum of the *target's speed and the range* (as determined above.) Find the Combat Factor on the To Hit Table. If the thrown weapon is a *spear*, shift the Combat Factor one column to the left on the To Hit Table. Read the Hit Number found below the Combat Factor. The attacker must roll this number or higher on 2d66 to achieve a hit. If the roll is 66, see the Critical Hit Rule in section c below.

Following a hit by all weapons other than nets, roll 2d6 and consult the appropriate column of the Throwing Attack Results Table. Apply the results of the attack immediately.

STUN If a STUN was indicated on the Results Table, place a STUN marker on the target's airspeed marker. The glider is now *stunned*. If the target was already stunned, the target glider is eliminated and immediately removed from play.

If the weapon used was *anet* and the attack was successful, place the net counter on the speed marker of the target glider. The target is considered *netted* until a successful escape is performed.

NET FUMBLE If a net misses on a roll of 11, place the net counter on the attacker's speed marker and consider the attacker *netted*. The attacker may not place another weapon IN HAND or attempt to escape the net during this phase.

Otherwise, remove the weapon counter from the IN HAND space and set it aside with the other weapons not in play.

ii. Striking Attacks are hand-to-hand attacks made between gliders in close proximity. The target glider must be *adjacent* and the attacking gladiator must have a spear or sword as the weapon IN HAND. Daggers are too short.

A glider is *adjacent* to a target under either of these circumstances: both gliders are in the same hex at adjacent altitude levels, or both gliders are at the same altitude in adjacent hexes. However, a striking attack *may not* be made against a target at a higher altitude level.

If the target is adjacent, determine the Combat Factor for the attack. The Combat Factor is the *attacker's speed plus 1*. Add the *target's speed* to the Combat Factor if the attack is being made *head on* as defined below.

Head On Attack: When an attack is made through one of the three hexsides at the front of the target glider or, if the gliders are in the same hex, when the attacking glider is facing one of the three hexsides to the rear of the target.

Find the Combat Factor on the To Hit Table and read the Hit Number. The attacker must roll this number or higher on 2d6 for to achieve a hit. If the roll is 66, see the Critical Hit Rule in section c below.

Fumble If a striking attack misses on a die roll of 11, roll 1d6. On a 1, the attacker's weapon IN HAND is dropped and removed from play.

To determine the result of a successful attack, roll 2d6 and consult the Striking Attack Results Table. Apply the results of the attack immediately. Treat STUN results as explained in the Throwing Attack rules above.

Sword Bonus A striking attack with a sword carries a special bonus when an target is *notable to parry* (see below.)

If the target is not able to parry and the attacker's weapon IN HAND was a sword, the attacking player may choose to modify the result of the 2d6 Striking Results roll by adding or subtracting one after the dice have been rolled.

Able to Parry A target is able to parry only when all of the following conditions exist:

- the target is not stunned or netted,
- the target has a sword, dagger, or spear IN HAND and
- the attack is being made through one of the front three hexsides of the target glider.

c. Critical Hits occur as a result of a To Hit roll of 66 during an armed attack. Roll twice on the appropriate Attack Results Table and apply both results to the target.

d. Weapon Transfer In lieu of an attack, the phasing glider may attempt to transfer a weapon to another glider. This requires a successful 2d66 striking attack roll against the glider to which the weapon is to be transferred.

All conditions for making a striking attack as described above must be met for the transfer to be attempted. The target glider must not have a weapon IN HAND. Neither glider may be stunned. The transfer attempt must be designated by the player controlling the phasing glider prior to the dice being rolled on the To Hit table. If the 2d66 roll indicates a hit result, transfer the weapon to the IN HAND box of the target glider. On a roll of 11, the weapon is dropped and removed from play.

B4. Change Weapon or Escape Net Phase During this phase a glider may either select/change its IN HAND weapon or attempt to escape from a net. Stunned gliders do not perform this phase.

a. **Change Weapon** During this phase a player may choose to place a weapon on the glider's IN HAND space. This designating that the weapon is being held by the gladiator and is ready to be used in an attack. The player also exchange an IN HAND weapon for another weapon carried on the glider. A glider may only have one weapon counter at a time on the IN HAND space. A player may never exchange weapons from one glider to another except as permitted by the Weapon Transfer rule described above.

b. **Escape Net** If the player did not change the weapon IN HAND during this phase, an attempt may be made to remove or escape a net if the glider is currently netted. Roll on the Escape Net Table adding the appropriate modifiers (+2/+1 if dagger/sword IN HAND, -1 if any other weapon IN HAND.) If the escape is successful, remove the net counter and set it aside.

B5. Stun Recovery Phase If the glider is stunned, roll 2d6 and consult the Stun Recovery Table. If the table indicates a recovery, remove the glider's STUN marker. Otherwise, immediately apply any other results called for by the table.

C. Repeat Movement and Combat Sequence For All Other Gliders After the glider with sequence chit 1 has completed all phases for which it is eligible, the glider with sequence chit 2 goes through the Movement and Combat Sequence. Continue until each airborne glider has had an opportunity to perform the Movement and Combat sequence this turn.

D. Determine Location and Effect of Air Currents After the glider with the highest numbered sequence chit has completed the Movement and Combat Sequence, the location and effect of any updrafts and downdrafts is determined. The 19 rows of hexes on the mapsheet are identified by matching numbers at each end. The numbers on the hex rows are used to determine the location of air currents in the pit.

- D1. The player assigned the lowest sequence chit at the start of the turn determines the location of updrafts and downdrafts. The player holding the lowest sequence chit performs the following steps even if his glider was eliminated during the turn.
- D2. Take the four air current markers. Roll 2d6. Place one marker of your choice on any one hex row matching the die roll. Some hex rows are identified by the identical numbers. Any one of these may be selected by the player placing the air current markers when that number is rolled. However, *only* the row with the marker placed on it will be affected by the updraft/downdraft counter even if other hex rows are identified by the same number.
- D3. Roll the dice three more times and place the remaining markers. More than one marker may be placed in the same row if the corresponding number is rolled again.
- D4. After all four markers have been placed, remove all markers in hex rows that do not contain any gliders. Also, if any hex row contains both updraft and downdraft markers, pair up the opposing markers in the row and remove them (they cancel out.)
- D5. If any air current markers remain in hex rows occupied by gliders, adjust altitude as follows:
 - a. For each glider in a hex row shared by one updraft marker, increase the glider's altitude by 1.
 - b. For each glider in a hex row shared by two updraft markers, increase the glider's altitude by 2.
 - c. For gliders in hex rows occupied by downdraft markers, reduce altitude in the same manner as described above (one level for one marker or two for two.) EXCEPTION a glider *will not* be moved to FLOOR level by a downdraft. Any gliders at altitude level 1 are not affected by downdrafts.
 - d. Remove all remaining air current markers from the mapsheet and set them aside until the end of the next turn.

E. Start Next Turn After completing the Air Current sequence, start a new turn by determining the turn order as explained in II.A.

F. Collision With Pit Wall Any time a glider attempts to move off the edge of the hex grid, the glider collides with the pit wall. The glider loses any remaining movement points and concludes its turn. Immediately make the following adjustments:

- F1. If the glider is at speed 4 or 5, place a stunned marker on the glider's airspeed marker (if the glider was already stunned, then the glider is eliminated and removed from play.)
- F2. If the glider is stunned or travelling faster than speed 1, remove any IN HAND weapon from the glider and set it aside as it has been dropped and is no longer in play.
- F3. Move the glider's airspeed marker to 0. This concludes the glider's turn.

G. Optional Maneuvers The following three advanced maneuvers are optional and may be used if agreed upon by all players prior to play. LIMITATIONS None of the Optional Maneuvers may be performed while the glider is stunned or netted. In addition, the half-loop maneuvers may not be performed when the gladiator has a weapon IN HAND.

- G1. Climbing Half-Loop The half-loop is a special climbing or diving maneuver. A climbing half-loop costs 5 movement points and results in a reduction of speed and an increase in altitude. A glider may not perform this maneuver unless it begins the Movement Phase at speed 5 and is allowed to climb 3 altitude levels in the current hex.

To perform this maneuver, rotate the glider so that it is facing in the opposite direction. Reduce the glider's speed to 1 and move the altitude marker 3 levels higher.

- G2. Diving Half-Loop A diving half-loop costs 1 or 2 movement points and results in a 2 or 3 level increase in speed and decrease in altitude. A glider may not perform this maneuver unless it begins the Movement Phase at no more than speed 2.

To perform this maneuver, rotate the glider so that it is facing in the opposite direction. If the glider was at speed 1, increase the glider's speed to 3 and move the altitude marker 2 levels lower. If the glider was at speed 2, increase the glider's speed to 5 and move the altitude marker 3 levels lower.

- G3. Zoom Climb The zoom climb is a special steep climbing maneuver. A glider may not perform this maneuver unless it begins the Movement Phase at speed 5 and is allowed to move forward one hex and climb 5 altitude levels in that hex.

To perform this maneuver, move the glider forward one hex. Reduce the glider's speed to 1 and move the altitude marker 5 levels higher.

H. Optional Quick Game For a quicker game, players can agree that the FLOOR is at level 5, 10 or (for a vastly different game) 15.

GAME TABLES AND REFERENCE CARD (SIDE A)

<u>WEAPONS</u>	<u>PORTAGE</u>	<u>RANGE</u>
Dagger	1	5
Net	1	4
Spear	2	8
Stone	1	10
Sword	2	3

ESCAPE NET TABLE (1d6)

<u>Die Roll</u>	<u>Result</u>
4 or less	Still Netted
5 or more	Net Removed

Modifiers:
 +2 if dagger IN HAND
 +1 if sword IN HAND
 -1 if any other weapon IN HAND

RAMMING ATTACK RESULTS TABLE (1d6)

<u>Die Roll</u>	<u>Levels Dived</u>		
	1	2	3
1	AA-1, Astn	AA-2	AA-1
2	AA-2	AA-1	DA-1
3	AA-1	AA+1, AS-1	DA-2
4	AA+1, AS-2	DA-1	DA-3
5	AA+1, AS-1	DA-2	DA-4 Dstn
6	DA-1	DA-3	DA-5
7+	DA-2	DA-4 Dstn	DA-5 Dstn

STUN RECOVERY TABLE (2d6)

<u>Die Roll</u>	<u>Result</u>
2-3*	Altitude-1, Speed+1
4-5	Speed-1
6	No effect
7-10	RECOVER from stun
11-12*	Altitude+1, Speed-1

* roll 1d6 again for facing change:
 1-2 rotate left one hexside
 3-4 facing remains same
 5-6 rotate right one hexside

STRIKING ATTACK RESULTS TABLE (2d6)

<u>Die Roll</u>	<u>Spear / Sword</u>
2-3	DA-1, DS-1
4-5	Dstn
6-8	DA-2
9-11	DA-3
12	Dstn, DA-1, DS-1

Sword Bonus: with sword, may add or subtract 1 after die rolled unless opponent able to parry (rule II.B3.b.ii)

THROWING ATTACK RESULTS TABLE (2d6)

<u>Die Roll</u>	<u>Spear / Sword</u>	<u>Dagger / Stone</u>
2	DA-1	Dstn
3	DA-1	no effect
4-5	Dstn	DA-2, DS-1
6-8	DA-2	DA-1
9-10	DA-2, DS-1	DA-2
11	DA-3, DS-1	DA-2
12	DA-3, DS-1	DA-3

Abbreviations for all Attack Results Tables

DA-x: defender loses x altitude (AA-x affects attacker)
 DS-x: defender loses x speed (AS-x affects attacker)
 Astn/Dstn: attacker/defender stunned (eliminated if already stunned)

GAME TABLES AND REFERENCE CARD (SIDE B)

TO HIT TABLE (2d66)

Find Combat Factor (CF) on top row.
If throwing a spear, shift one column left.
Roll Hit Number (Hit #) or higher on 2d66 to hit.

CF	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16+
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Hit #	14	16	22	24	26	32	34	36	42	44	46	52	54	56	62	64

Fumble on roll of 11 when making any striking attack or when throwing net

Computing Combat Factor:

Striking Attacks: Combat Factor is *attacker's speed plus 1*. Add the *target's speed* if the attack is *head on* (rule II.B3.b.ii)

Throwing Attacks: Combat Factor is the sum of the *target's speed and the range* (for altitude difference, add two for each altitude level the target is higher than the attacker and one for each level lower)

MANEUVER SUMMARY

Forward 1 movement point. Move forward one hex.

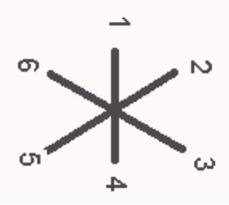
Turn 1 movement point. Change facing one hex-side left or right. Reduce *either* speed or altitude by 1 for first Turn made during the phase. Must execute a Forward, Climb or Slip maneuver prior to a Turn at speeds over 2. Turns may be executed in the same hex at speed 2 or less.

Slip 2 movement points. Move the glider diagonally forward one hex left or right maintaining the same facing in the new hex. Reduce altitude by 1.

Climb 1 movement point. Move forward one hex and declare the climb. Increase altitude by 1.

TURN SEQUENCE

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 - B5. Stun Recovery Phase
- C. Repeat Movement and Combat Sequence For All Other Gliders
- D. Determine Location and Effect of Air Currents



LEGE	10
20	9
19	8
18	7
17	6
16	5
15	4
14	3
13	2
12	1
11	FLOOR

