

## GLIDER-PIT GLADIATORS

(c) 1999 by Joe Scoleri

Basic Rules, Revision 2.01, December 1999

### INTRODUCTION

**Description:** Glider-Pit Gladiators (GPG) is a fictional game of ancient aerial combat. Two to six players control primitive gliders descending into a deep, sheer-walled pit. Within this natural arena the glider pilots engage in ritualistic, nonlethal gladiatorial combat. A combination of martial and flying skills is required for success in the glider-pit. Every decision a player makes, from the selection of weapons to the anticipation of fickle air currents, can be the first step down a road to glory... or disaster.

**Object:** To have the last glider airborne. Victory is declared when every glider on the mapsheet is controlled by the same player or team.

#### **Component Summary:**

Mapsheet The mapsheet is divided into three main sections. The center section consists of a hexagonal grid representing the pit in which the gliders will fly. On the long edges of the mapsheet are six Airspeed Tracks that display the speeds of the gliders. Next to each Airspeed Track is an IN HAND box used to designate the weapon held by a gladiator. At the end of the mapsheet is an Altitude Track that shows the altitudes of the gliders. A Random Direction Indicator is located by the top of the Altitude Track.

Glider Counters These counters represent the position and facing of each glider in the pit. (6 total)

Status Markers Each glider has matching colored altitude (ALT), speed (SPD) and stun (STUN) markers. (18 total)

Weapons Counters These counters reflect a gladiator's armament. The weapon counters have two values listed on them: The portage value in the lower left corner and the throwing range in the lower right corner. (30 total)

Sequence Markers Six numbered sequence markers are used to keep track of movement and combat order (the lowest sequence chit going first.) During Setup, sequence markers are assigned to players. During Play, sequence markers are assigned to individual gliders.

Air Current Markers Four air current markers are used to show the locations of updrafts and downdrafts.

Floor Marker Used with the optional short game rule.

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

## SETUP

**Select Teams:** Up to six gladiators may compete in a single match, either alone or in teams. Multiple gladiators controlled by a single player are considered on the same team. Gladiators controlled by different players may also be designated as on a team. The teams shall be agreed upon before the start of play. It is recommended that each team have an equal number of gladiators ("3 vs. 3" or "2 vs. 2 vs. 2" are the preferred combinations.)

Team status is only used to determine when the game ends and the victor(s), it has no other effect on play.

**Select Gliders:** At this time the players should gather their glider counter(s) and the matching altitude, speed and stun markers. Place the 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 keeps the chit face up in front of him until the end of the Launch sequence.

**Select Glider Launch Locations:** Going in order of sequence chits (from lowest to highest), the players select glider launch locations by placing a speed marker in the 0 box on an Airspeed Track. Repeat this sequence with each player placing one marker at a time until the speed marker for every glider in play has been placed on an Airspeed Track. Only one glider may be assigned to each Airspeed Track.

**Select Weapons:** A glider may carry up to 6 portage points in weapons. A weapon's portage value is listed in the lower left corner of its counter. Weapon selection goes in sequence chit order.

Place all weapon counters face up. The players, in turn, select one counter and assign it to one of their gliders by placing it on the table near the glider's Airspeed Track. Repeat this process until each glider is fully armed with 6 portage points or until all of the players are satisfied with their armament.

Weapons may not be placed on an IN HAND space at this time. After weapon selection has been completed, the remaining weapon counters are to be set aside as they are not used in the game.

**Launch:** The gliders are launched in sequence chit order. There is no combat during the launch sequence.

To launch a glider, place its counter into a launch zone hex located adjacent to the glider's Airspeed Track. Each launch zone is comprised of a string of five hexes along the wall of the pit. The ends of the launch zones are marked by thick black lines. The glider counter may be launched facing in any direction except toward a

hexside that contains a pit wall.

Move the glider's altitude marker down 1 level and increase its speed marker to 1. A player may choose to dive an additional 1 to 3 levels at this time. For each additional level, the player should adjust the altitude marker down 1 level and increase speed by 1.

The players may switch Airspeed Tracks at this time if necessary to coincide with the seating arrangements. Play now begins using the game Turn Sequence.

### PLAY

**General Rules of Play:** The following general rules apply at all times unless otherwise stated.

Altitude A glider's altitude may never rise to LEDGE level. Any time a glider reaches the FLOOR level or lower, the glider has been eliminated from the game and its counter is immediately removed from the mapsheet.

Speed No glider may exceed speed 5. If a glider exceeds speed 5, the glider is immediately destroyed and removed from the mapsheet. A glider may voluntarily or involuntarily reach speed 0. Speed cannot be reduced below 0.

Facing The front of a glider counter must always face a hexside, never a corner.

Stacking Any number of glider counters may occupy the same hex if they are all at different altitude levels. A hex may never be occupied by two gliders at the same altitude level unless one is making a diving Ramming Attack on the other.

If the rules ever require a glider to be moved into the same hex as another glider at the same altitude, the moving glider's altitude must be reduced by one level.

If the rules ever require a glider to climb or dive to the same altitude level as another glider in the same hex, the altitude level of the diving/climbing glider must be set one level below that of the obstructing glider.

Dropping Weapons Some maneuvers cannot be done with a weapon in hand and some actions are hindered by having a weapon in hand. A player may decide to have a gladiator drop his IN HAND weapon at any time during the glider's Movement and Combat Sequence. Once a weapon is dropped, its counter is removed from play and set aside.

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 (for example, a roll showing 4 on the red and a 3 on the white would give a result of 43.)

**Turn Sequence:**

1. Assign Sequence Chits
2. First Glider Performs Movement and Combat Sequence (2.1-2.5)
  - 2.1. Movement Phase
  - 2.2. Glide Phase
  - 2.3. Combat Phase (Ramming or Armed Attacks)
  - 2.4. Action Phase
  - 2.5. Stun Recovery Phase
3. Repeat Movement and Combat Sequence for Each Remaining Glider
4. Determine Location and Effect of Air Currents

**1. Assign Sequence Chits:** The order in which the gliders resolve movement and combat is determined by speed and altitude (generally, the lowest and slowest go first.) Each glider is assigned a sequence chit and retains that chit until the beginning of the next turn.

The glider at the lowest altitude is assigned chit 1; the glider at the next higher altitude takes chit 2; etc. Place a glider's sequence chit on the table next to its Airspeed Track.

If more than one glider is at the same altitude level, the slower glider takes the lower sequence chit. If gliders at the same altitude are also at the same speed, use a die roll to randomly select which gets the lower chit.

**2. First Glider Performs Movement and Combat Sequence:** The Movement and Combat Sequence consists of five phases. Going in sequence chit order, the entire Sequence is completed for each glider individually.

For example, the player with sequence chit 1 performs phases 2.1 through 2.5 for that glider, then the player with chit 2 performs phases 2.1 through 2.5 for that glider, and so on.

**2.1. Movement Phase:** During this phase a player *must* expend his glider's entire Movement Point Allowance by exact count. The Movement Point Allowance is equal to the speed of the glider at *the start* of the current Movement Phase. There are only two cases in which a player is not required to expend the entire Movement Point Allowance (as described under the Excess Speed Bonus rule and Pit Wall Collision procedure.)

There are four maneuvers available: Forward, Turn, Slip and Climb. When moving a glider with a *stunned* pilot, a player may only expend Movement Points on the Forward maneuver.

Forward Costs 1 movement point. To perform, move the glider counter forward one hex.

Turn Costs 1 movement point and may result in a loss of speed or altitude. To perform a Turn maneuver, rotate the glider counter one hexside left or right. If this is the first Turn maneuver by the glider in the current Movement Phase, the player must reduce *either* speed or altitude by 1. Adjust the appropriate marker. **CONDITIONS:** A glider *starting* the Movement Phase at speed 3 or greater cannot perform a Turn as its first maneuver of the phase. When the *current* speed of the glider is 3 or greater, the player must perform a Forward, Climb or Slip maneuver before each Turn maneuver.

**LIMITATIONS:** Multiple Turn maneuvers performed in a single hex (by gliders with a current speed of 2 or less) must all be in the same direction. A Turn maneuver that immediately follows a Slip must be made in the same direction as that of the Slip. Netted gliders may only Turn once per Movement Phase.

Slip Costs 2 movement points and reduces altitude 1 level. To perform a slip, move the glider diagonally forward one hex left or right while maintaining the same facing in the new hex. Adjust the altitude marker. **CONDITIONS:** May not perform when netted or when less than 2 Movement Points are available.

Climb Costs 1 movement point. Reduces speed by 1 and increases altitude 1 level. To perform, move the glider forward one hex and declare the climb. Adjust the speed and altitude markers.

**CONDITIONS:** May not perform when netted. **LIMITATIONS:** May not climb to LEDGE level or higher.

SPIN If a glider *begins* the Movement Phase with a speed of 0, a Spin results. Reduce the glider's altitude by 1d6. If the glider is still airborne, set the glider's speed to 1. Consult the Random Direction Indicator on the mapsheet and roll 1d6 again. Change the facing of the glider to the direction shown. Skip the remaining Movement and Combat phases except the Stun Recovery Phase, if applicable.

PIT WALL COLLISION Any time a glider is going to be moved off the edge of the hex grid, it collides with the pit wall. Any remaining Movement Points are lost. The effect of the collision depends on the speed of the glider. After taking the action described below, move the glider's speed marker to 0. This concludes the glider's Movement and Combat Sequence, do not perform the Stun Recovery Phase this turn.

Speed 4 or 5: If stunned, the glider is eliminated and should be removed from the mapsheet. Otherwise, place a STUN marker on the glider's speed marker. Any IN HAND weapon is dropped.

Speed 2 or 3: Any IN HAND weapon is dropped.

Speed 1: If stunned, any IN HAND weapon is dropped.

**2.2. Glide Phase:** In this phase a player must choose to either have his glider dive or to let it glide at its current altitude. A glider with a *stunned* pilot skips this and all subsequent phases of the Movement and Combat Sequence except the Stun Recovery Phase.

Diving A player may dive his glider 1 to 3 levels in this phase if it did not climb in the preceding Movement phase (Slip maneuvers do not count against this limit.) For each altitude level a glider dives, reduce the glider's altitude by 1 and increase its speed by 1.

**LIMITATIONS:** A glider *may not* dive if it climbed in the preceding Movement Phase. A netted glider may only dive 1 level. A player *may not* choose to dive a number of altitude levels that would cause the glider to pass through the altitude level of another glider in the same hex. In addition, a glider may not dive to the same altitude as another glider in the hex unless conducting a Ramming Attack.

Deceleration A glider that does not dive *must* check for deceleration. Roll 1d6. On a 1 or 2, deceleration occurs and the glider's speed is reduced by 1.

If a glider at speed 0 suffers deceleration, a Spin occurs. Perform the Spin procedure explained in the Movement Phase rules but leave the glider's speed marker at 0. Skip this glider's remaining Movement and Combat phases for the turn except the Stun Recovery Phase, if applicable.

**2.3. Combat Phase:** There are two types of attacks that may be made during the Combat Phase: Ramming and Armed. A gladiator may only initiate one attack per Combat Phase.

Ramming Attacks occur after a glider descends to the same level as another glider in its hex. *No other* types of ramming are allowed. To resolve the 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 Attack rules.

EXCESS SPEED BONUS A player may choose not to expend all of a glider's Movement Points in order to convert the unused Points into a die roll modifier for a Ramming Attack made on the same turn. For example, if a glider with 4 movement points only moved forward 2 hexes before making a Ramming Attack, the 2 unused movement points would be added to the attack's die roll. However, if the Ramming Attack die roll is 1, then the result shown for a roll of 1 is used and the Excess Speed modifier is ignored.

Armed Attacks may be attempted when a gladiator has a suitable weapon IN HAND and a target in range. These attacks are made by either *throwing* or *striking* with the weapon IN HAND. **GENERAL COMBAT RULES:** Netted or stunned gladiators may not initiate armed combat. No attack may be conducted against a target at a higher altitude that is also in

the same hex as the attacker. Attacks may only be directed at targets to the front of the attacker (targets in the arc of hexes extending from the three hexsides at the front of the attacker's glider) or, in limited circumstances, against targets in the same hex as the attacker.

Throwing Attacks are attacks involving weapons hurled at an opposing glider. The target glider must either be in front of the attacker, or be both in the same hex as the attacker and at a lower altitude. The target glider must also be within range of the attacker's IN HAND weapon. A weapon's range value is listed in the lower right corner of its counter.

RANGE is determined by counting the distance in hexes from the attacker's glider to the target glider and adding a factor for any difference in altitude. The hex distance includes the hex the target glider occupies but not that of the attacking glider.

If the target glider is *lower* than the attacking glider, add the difference in altitude levels to the distance in hexes. If the target glider is *higher*, add double the altitude difference to the distance in hexes. For example, a glider at altitude 8 is attacking a glider two hexes away at altitude 10. The range for this attack is 6 (2 for the distance in hexes plus 4, double the altitude difference because the target is higher.)

If the range to the target is equal to or less than the range of the attacking gladiator's IN HAND weapon, determine the Combat Factor for the attack. The Combat Factor for a Throwing Attack is the sum of the *target's speed and the range* (determined range as explained above.) Find the Combat Factor on the top row of 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. The Hit Number is found below the Combat Factor. The attacker must roll the Hit Number or higher on 2d66 to achieve a hit. If the roll is 66, the attacker has scored a *Critical Hit*.

If a hit is scored, roll 2d6 and consult the appropriate column of the Throwing Attack Results Table (unless the attack was made with a net, see below.) Apply the results of the attack immediately. If the attacker scored a *Critical Hit*, roll a second time on the Attack Results Table and apply the second result as well. Remove the weapon counter from the attacker's IN HAND space and set it aside with the other weapons not in play.

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

Net Attacks When a successful throwing attack is made with a *net*, place the net counter on the speed marker of the target

glider. The target is considered *netted* until an escape is made.

If a net attack misses, the net counter is removed from play.

Net Fumble If a net misses on a roll of 11, place the net counter on the attacker's speed marker to show that the attacker has been entangled in his own net. The attacker may not place another weapon IN HAND nor attempt to escape the net during this turn.

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

Adjacent A glider is *adjacent* to a target under either of these circumstances: Both gliders are in the same hex and the target glider is one level below the attacker, or both gliders are at the same altitude level in adjoining hexes.

If the target is adjacent to the attacking glider, determine the Combat Factor for the attack. The Combat Factor for a Striking Attack is the *attacker's speed plus 1*.

Head On Attacks If a Striking Attack is being made head on, you must also add the *target's speed* to the Combat Factor. An attack is head on under either of these circumstances: The attack is being made through one of the three hexsides at the front of the target glider, or the gliders are in the same hex and the attacker is facing one of the three hexsides to the rear of the target glider.

Find the Combat Factor on the top row of the To Hit Table. The Hit Number is found below the Combat Factor. The attacker must roll the Hit Number or higher on 2d66 to achieve a hit. If the roll is 66, the attacker has scored a *Critical Hit*.

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

If a hit is scored, roll 2d6 and consult the Striking Attack Results Table. Apply the results of the attack immediately. Treat STUN results and *Critical Hits* as explained in the Throwing Attack rules.

Sword Striking Bonus A striking attack with a sword carries a special bonus when a target is *unable 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 three hexsides at the front of the target glider.

If the target is unable to parry a successful sword Striking



Attack, 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.

WEAPON TRANSFER A player may *never* transfer weapons from one glider to another except as allowed by this rule. Instead of an attack, the phasing gladiator may attempt to transfer a weapon to a comrade. This requires a successful 2d66 Striking Attack roll against the glider to which the weapon is to be transferred. The transfer attempt must be declared by the player controlling the phasing glider before the dice are rolled against the To Hit table. If the 2d66 roll gives a *hit* result, this indicates the transfer was successful and the weapon may be placed on the IN HAND box of the target glider. On a roll of 11, the weapon is dropped and removed from play. **CONDITIONS:** All conditions for making a Striking Attack must be met. The target gladiator must not have a weapon IN HAND, neither gladiator may be stunned, and the total portage points carried by the target glider may not exceed 6 after the transfer.

**2.4. Action Phase:** A player may choose from one of two possible actions during this phase: *Either* select/change the gladiator's IN HAND weapon or attempt to escape from a net. Neither action may be undertaken by a stunned gladiator.

Change Weapon This action allows a player to place a weapon on the glider's IN HAND space. This designates that the weapon is being held by the gladiator and is ready to be used in an attack. The player may 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.

Escape Net This action allows a player to attempt to remove a net if the glider is currently netted. Consult the Escape Net Table and roll 1d6 (applying any applicable modifiers to the die roll.) If a Net Removed result is obtained, remove the net counter and set it aside.

**2.5. Stun Recovery Phase:** If the gladiator is stunned, roll 2d6 and consult the Stun Recovery Table. If the result is a recovery, remove the STUN marker. Otherwise, immediately apply the effects called for by the table.

### **3. Repeat Movement and Combat Sequence for Each Remaining Glider:**

After the glider with sequence chit 1 has completed the Movement and Combat Sequence, the glider with sequence chit 2 performs the sequence, followed by the glider with sequence chit 3, and so on. Repeat the sequence for each airborne glider until each has had an opportunity to perform the Movement and Combat sequence this turn.

**4. Determine Location and Effect of Air Currents:** The changing updrafts and downdrafts of the pit must now be determined. The 19 rows of hexes on the mapsheet are identified by number. These numbers

are used to determine the location of air currents in the pit. The player who was assigned the lowest sequence chit for the turn takes the following steps (even if his glider was eliminated during the turn.)

Take the four air current markers. Roll 2d6. Place any one of the markers on a hex row matching the die roll. Some hex rows are identified by identical numbers. The player placing the air current marker may select any row matching the number rolled (but the counter will *only* affect the row that the marker is actually placed on.)

Roll the dice three more times and use the results to place the remaining markers. More than one marker may be placed in the same row if the corresponding number is rolled again.

After all four markers have been placed, remove any updraft/downdraft markers in hex rows that do not also contain gliders. If any hex row contains both updraft and downdraft markers, pair up any two opposing markers in the row and remove them as they cancel each other out. The effects of any air current markers remaining on the mapsheet are as follows:

If a glider is in a hex row shared by one updraft marker, increase the glider's altitude by 1.

If a glider is in a hex row shared by two updraft markers, increase the glider's altitude by 2.

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 and gliders at altitude level 2 will only be moved to level 1 by a downdraft.

Remove all remaining air current markers from the mapsheet and set them aside until the end of the next turn.

**Start Next Turn** Start a new turn by reassigning the sequence chits as explained in Step 1 of the Turn Sequence.

### OPTIONAL RULES

**Shorter Games:** The glider-pit may be modified for a shorter game. For an abbreviated game, set the FLOOR level to 5. For a half-game, set the FLOOR level to 10. For a vastly different feel, try a blitz game using a FLOOR level of 15. Use the FLOOR marker to designate the new FLOOR level on the altitude track.

**Random Weapon Selection:** Place the weapon counters face down and mix them up. Each player selects one counter, turns it face up, and

assigns it to one of his own gliders. Repeat this process until each glider is fully armed or all of the weapon counters have been turned face up. A player is required to assign a chosen counter unless the player does not have enough room in any of his gliders. In that case the weapon counter is set aside and may not be selected again.

**Random Assignment of Sequence Chits:** At the start of each turn, mix the sequence chits face down and draw one chit for each glider.

**Optional Advanced Maneuvers:**

**LIMITATIONS:** Advanced Maneuvers may not be performed by stunned or netted gladiators. Each Advanced Maneuver consumes a glider's entire Movement Point Allowance so they prohibit a glider from making any other maneuver in the same Movement Phase. The Half-Loop maneuvers may not be performed by a gladiator with a weapon IN HAND.

Climbing Half-Loop The Half-Loop is a special climbing or diving maneuver. A Climbing Half-Loop results in a reduction of speed and an increase in altitude. To perform this maneuver, rotate the glider three hexsides so that it is facing in the opposite direction. Reduce the glider's speed to 1 (not just by one), and move the altitude marker 3 levels higher. **CONDITIONS:** The glider must begin the Movement Phase at speed 5.

Diving Half-Loop Results in a 2 or 3 level increase in speed and decrease in altitude. To perform this maneuver, rotate the glider three hexsides 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. After a glider performs a Diving Half-Loop, it skips the Glide Phase for that turn. **CONDITIONS:** The glider must begin the Movement Phase at speed 1 or 2.

Zoom Climb A special steep climbing maneuver. To perform this maneuver, move the glider forward one hex. Reduce the glider's speed to 1 (not just by one) and move the altitude marker 5 levels higher. **CONDITIONS:** The glider must begin the Movement Phase at speed 5.

**GAME TABLES AND REFERENCE CARD (SIDE A)**

<u>WEAPONS</u>	<u>PORTAGE</u>	<u>RANGE</u>	<b>ESCAPE NET TABLE (1d6)</b>		
Dagger	1	5	<u>Die Roll</u>	<u>Result</u>	
Net	1	4	4 or less	Still Netted	
Spear	2	8	5 or more	Net Removed	
Stone	1	10	Modifiers:		
Sword	2	3	+2 if dagger IN HAND		
<b>RAMMING ATTACK RESULTS TABLE (1d6)</b>			+1 if sword IN HAND		
			-1 if any other weapon IN HAND		
Die Roll	Levels Dived			<b>STUN RECOVERY TABLE (2d6)</b>	
	1	2	3	<u>Die Roll</u>	
				<u>Result</u>	
-----				2-3*	
1	AA-1, Astn	AA-2	AA-1	4-5	
2	AA-2	AA-1	DA-1	6	
3	AA-1	AA+1, AS-1	DA-2	7-10	
4	AA+1, AS-2	DA-1	DA-3	11-12*	
5	AA+1, AS-1	DA-2	DA-4	* roll 1d6 again for facing change:	
6	DA-1	DA-3	DA-5	1-2	
7+	DA-2	DA-4	DA-5	3-4	
		Dstn	Dstn	5-6	

**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*

**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+
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

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#### Computing Combat Factor:

Striking Attacks: Combat Factor is *attacker's speed plus 1*. Add the *target's speed* if the attack is *head on*

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)

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#### 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 perform a Forward, Climb or Slip maneuver before a Turn at speeds over 2. Turns may be performed in the same hex at speed 2 or less.

Slip 2 movement points. Move 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. Reduce speed by 1.

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#### TURN SEQUENCE

1. Assign Sequence Chits
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