

Gravstrike Rules of Play

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Hovertanks Battle for Sport

It's the far future. Humanity has spread to the stars.

Hovertanks battle for entertainment in every corner of the galaxy. The Sport's pilots are pop-culture heroes, its dramas are water cooler sustenance on a thousand worlds, and its evolving tech is the subject of universal obsession.

In *Gravstrike*, you're a turbine pilot. The decisions you make in the arena can catapult you to galactic fame, or reduce you to an arc of flaming gas and scattering of charred rubble.

Buckle in, mega-star.

Playing *Gravstrike*

Gravstrike is a multiplayer game. Three to six is a great range.

You command your own pre-painted hovertank miniature figure, on a map representing a futuristic arena, using a unique deck of cards.

You'll win or lose on your own; there are no team victories here, even among pilots contracted to the same sponsor.

Your deck is customizable, made up of cards that represent anything and everything that can help you win. A hardware system, a training regimen, a firmware update, a childhood experience, a manufacturer's reputation, a sponsor's positioning, the quirks of blind luck... all these and more can be reflected in your deck.

Three of your cards are fixtures. They stay face-up on the table and are available all the time. One of the three is your pilot, which establishes four key stats like how much damage you can deal and how fast you can accelerate.

Your other forty cards cycle between your deck, your hand, and your discard pile as you draw, hold, and play them. Each has a name, type, limit, damage profile, and one or more resource icons. Most also have an ability.

There are three kinds of resource icons: Maneuver, Attack, and Protect. When you play cards for their icons it helps you move, strike, and avoid damage.

The more difficult something is to do, the more icons it takes to do it. A steep turn costs more Maneuver icons than a shallow turn. A distant shot needs more Attack icons than a point-blank one. And more Protect icons hold your turbine together more effectively than fewer.

When you play a card you must usually choose whether to use its icons or its ability — one or the other. But sometimes a card’s ability specifies that it takes effect in addition to providing its icons.

As your turbine suffers damage, your cards are eliminated. When you can’t draw because too many of your cards have been destroyed, your turbine explodes, forcing you to sit out of the fray until your next one re-spawns.

To win, you must score points. You do that by hitting your opponents with great shots, tagging checkpoints around the arena, and shooting targets. Different arenas and different games will vary, but battles are always won by accumulating points.

All About Cards

[Graphics: Various cards of each type, with their parts labeled.]

Fixture Cards

Fixtures are special cards that stay face-up on your play mat. They’re never shuffled into your deck, never become part of your hand, and are never discarded. Each represents a specific aspect of your turbine like a pilot, weapon system, or piece of propulsion tech.

Every turbine has three fixtures when the game begins, and one of them is always a pilot.

Fixtures and Core Stats

A turbine’s fixtures define its four core stats.

- **DAMAGE DRAWS:** Two numbers separated by a slash. The first is the base number of cards you draw to determine damage when you successfully shoot another turbine. The second is the maximum number of cards you can draw for a single hit. See “Doing Damage.”
- **HAND SIZE:** The number of cards you draw in each turn’s Reload Phase. See “The Reload Phase.”
- **SPEED DELTA:** How fast you can speed up or slow down without taking damage. See “The Acceleration Phase.”
- **ARMOR:** A number reduces the damage you take from enemy attacks.

For each stat, your score is the basic value established by your pilot, modified by the bonuses and penalties on your other fixtures.

▶ Destroyed Fixtures Don’t Contribute to Stats

Destroyed fixtures no longer contribute to your stat values, so your stats can change in the course of a battle.

Fixture Abilities

Many fixtures have abilities. Since fixtures stay face-up on the table rather than cycling through your deck, their abilities are constantly available.

Even though they're constantly available, some fixture abilities must be triggered to take effect. To trigger a fixture, rotate the card sideways in place.

A triggered fixture can't be triggered again until it recovers (see "The Reload Phase").

▶ Fixture Abilities are Optional

When conditions allow a fixture's ability to be used, doing so is optional unless the rule clearly makes it mandatory (e.g., the ability says, "you must...").

EXAMPLE: *"SWIFT Panel" says "Trigger after speeds are revealed in the Acceleration Phase: Choose a different legal speed, having seen your opponents' choices." You aren't required to trigger this card when speeds are revealed; it's just an option.*

Although they're optional, abilities always take effect wholly or not at all, never in parts.

EXAMPLE: *"Reactive Overdrive" says "Trigger during your Maneuver Phase: Take 1 damage and move 1 length more or 1 length less than normal." If you choose to use the ability, you both take the damage and adjust your movement. You can't choose to skip the damage but adjust your movement anyway.*

Perhaps obviously, a card ability is only optional for the one who plays it. The effects of card abilities on other players are mandatory, once the person who played the card chooses to activate it.

EXAMPLE: *"EMP Loophole Exploit" says "When you run over a checkpoint: Deal all other turbines an additional point of damage." Once you choose to activate this ability, your opponents don't have the option to not suffer the damage.*

▶ Triggered Fixtures Don't Usually Exert Ability Effects

Fixtures that have been triggered but have not yet recovered don't exert their abilities' effects unless their rules explicitly say that they act while triggered. (Those fixtures still contribute normally to a turbine's core stats, though.)

▶ Turn Destroyed Fixtures Face-down

When a fixture is destroyed, turn it face down in place rather than moving it to your destroyed pile. Cards that let you retrieve or affect cards in your destroyed pile can't affect destroyed fixtures.

▶ Pilots Can Only Be Destroyed if No Other Fixtures Remain

When you have the opportunity to destroy a fixture, you can only choose a pilot if no other fixtures remain.

Playing Cards

Most cards are not fixtures. Non-fixture cards only have an effect when played. Cards are played from a player's hand, and after being played, go to that player's discard pile.

Most non-fixture cards have both resource icons and an ability on them. Every non-fixture card also has a damage profile that determines how much damage you deal when you land a shot (see "Doing Damage").

When you play a card, you have to choose between using its resource icons or its special ability. There is one common exception to this rule; see “Abilities Beginning With ‘When This Card...,’” below.

EXAMPLE: “Thread the Needle” has one 1 Maneuver icon, 1 Attack icon, and an ability that lets you steal a better initiative token from someone else. When you play it, you must choose whether to generate the icons or use the ability.

When you need resource icons — to turn or shoot, for example — you can play multiple cards to generate the resources you need. You’re not limited to the icons from one card. You can even generate more icons than you need.

EXAMPLE: Making a steep, 90-degree turn requires 3 Maneuver icons. You could play three cards with 1 Maneuver icon each, one card with 3 icons, or any other combination of cards that meet or exceed the number you need.

▶ Resources are Played in Groups

All of the cards that pay for a single maneuver or attack are played together. You don’t play one card for its icons, see what happens, play another one to add more icons, see what happens, and so on. You can only play more icons later if some rule or effect allows it.

▶ Excess Resource Icons are Lost

When you play a card to generate resource icons and you don’t need all of them, the excess icons are lost. This happens almost any time a card provides more than one type of icon. For example, when you attack with a card that provides both Attack and Maneuver icons, the Maneuver icons go unused. It also happens when you don’t need all of the icons provided by a card, such as when you’re making a shallow, 30-degree turn but you play a card with multiple Maneuver icons.

▶ Abilities Beginning With “When This Card...”

Some card abilities begin with the phrase “When this card maneuvers,” “When this card attacks,” or “When this card protects.” These cards are an exception to the general rule that requires you to choose between a card’s resource icons or its ability when you play it. They allow you to use their ability at the same time you play the card and use the named type of icon. These cards have a special graphic near the relevant icon type to help you remember.

[Graphic: “When this card...” reminder icon.]

▶ Card Abilities are Optional

Card abilities are optional in the same ways that fixture abilities are optional. See “Fixture Abilities are Optional.”

Taking Damage Destroys Cards

When your turbine suffers damage, cards from your deck are destroyed. For example, when you sustain 3 damage, three cards are moved — one at a time — from the top of your deck to your destroyed pile. Destroyed cards are always flipped face-up.

Destroyed cards don't return to your hand, in contrast to discarded cards, which are reshuffled into your deck from time to time. As shown on your play mat, it's important to keep your destroyed pile separate from your discard pile.

If the last card in your deck is destroyed and you still have more damage to sustain, reshuffle your discard pile to create a new deck, then continue taking damage. If the last card in your deck is destroyed, and you still have more damage to sustain, and no discards remain to reshuffle, your turbine explodes. See "Explosion, Respawning, and Elimination."

Destroying Fragile and Rugged Cards

Fragile cards are easier to destroy than other cards. Rugged cards are harder to destroy. Each time you destroy a card, check to see if it's fragile or rugged before destroying the next card.

[Graphic: Cards with labeled fragile and rugged icons in their lower left-hand corners.]

When a destroyed card is fragile, it doesn't count toward the number of cards that must be destroyed.

When a destroyed card is rugged, it counts as two cards toward the number of cards that must be destroyed. If you draw a rugged card for destruction when you only have 1 damage left to take, that card goes to your discard pile rather than your destroyed pile, and the point of damage is considered sustained.

EXAMPLE: *You're shot and must take 4 damage. The first card you turn over from your deck for destruction is neither fragile nor rugged. You place it in your destroyed pile; three cards remain to be destroyed. The second card is fragile. You place it in your destroyed pile, but because it was fragile, three cards still remain to be destroyed. The next card you reveal is rugged. You place it in your destroyed pile. Because it is rugged, it reduces the number of cards left to destroy by two, so only one card remains to be destroyed. However, the next card you draw is fragile again, which goes to the destroyed pile with one card still remaining to be destroyed. And then, the next card after that is fragile, too. It also goes to the destroyed pile, and also does not reduce the number of cards remaining to be destroyed — still one left. Next you draw a rugged card for destruction. Because only 1 damage remains to be sustained, that card goes to your discard pile rather than your destroyed pile, and you're done taking damage.*

Armor Prevents Damage from Attacks and Rams

Any time your turbine suffers damage from an attack or ram, your Armor stat reduces the damage. For example, if you take 4 damage from an attack and have Armor 2, you only take 2 damage.

Playing Protect Icons to Avoid Damage

Any time your turbine suffers damage from any source, you can play Protect icons to reduce the damage. Each icon you play reduces the damage by 1. For example, if you take 7 damage and play five Protect icons, you only take 2 damage.

Armor reduces damage before Protect icons can be played, when it matters.

▶ Protect Icons Must Be Played Before Any Damage is Sustained

When you take damage, you have to play Protect icons before any cards are destroyed. You can't destroy some of the cards, see what happens, decide about Protect icons again, and so on.

▶ Pushing It for Protect Icons

It's legal to push it (see "Pushing It") for Protect icons, although destroying cards to avoid card destruction can be a dubious strategy.

▶ Displaying Destroyed Cards

Cards are always destroyed one at a time, and always displayed to all players as they are destroyed.

Getting Ready to Play

1. Each player chooses a pre-built deck or creates their own (see "Buildings Decks").
2. Lay out an arena map. Put the VP track where everyone can see it, and make sure each player has a play mat.
3. Each player needs a model, a speed dial, and a unique VP track token. Place the VP track tokens on the VP track's *Gravstrike* logo (i.e, no token is yet on the 1 VP space).
4. Get out a set of initiative tokens numbered from 1 to the number of players in the game. So, for a four-player game, tokens numbered 1, 2, 3, and 4.
5. Each player draws cards equal to their Hand Size to form their initial hand, and sets their speed dial to 0.

You're ready to play!

Turns and Phases

Gravstrike is played in turns.

- Each turn has four phases.
- All players complete each phase before any players move on to the next phase.
- In some phases the players act simultaneously and in some they take turns.
- When one turn ends, a new turn begins.

The Four Phases of Each Turn

1. **ACCELERATION PHASE:** Players set speeds for the coming turn.
2. **MANEUVER PHASE:** Initiative tokens are distributed. Then, taking turns, each player moves and maneuvers.
3. **ATTACK PHASE:** Taking turns, each player attacks or takes some other action.

4. **RELOAD PHASE:** All players recover cards they've triggered, discard cards (optional), and draw new cards.

► "The" Phase vs. "Your" Phase

Some rules refer to (for example) "your attack phase" rather than "the attack phase." "Your" phase is the part of a phase where only you are doing something. "The" phase is the whole thing, no matter who's acting.

About Distance and Speed

The "length" is *Gravstrike's* unit of measure. One length is simply the length of a turbine's base, front to back.

A turbine's speed is expressed as a number of lengths per turn, from 0 to 6. A turbine whose speed is 0 is stationary.

Turbines can travel in reverse, in which case their speeds are represented by negative numbers from -1 to -6.

A few rules also refer to a "width" of measure. One width is the width of a turbine's base, side to side. Sideslip maneuvers and ram results shift turbines by one width, which can be conveniently measured using any skid or crash token, which are exactly one width square (disregarding their notches). There's never any need to measure more than one width at a time in *Gravstrike*.

The Acceleration Phase

In the Acceleration Phase, all players set their speeds secretly and simultaneously.

You can accelerate or decelerate from your prior speed by an amount up to your Speed Delta. Or, you can leave your speed the same as it was. But no matter what, you can't have a speed faster than 6 (or -6 if traveling in reverse).

When setting your speed, adjust your speed dial to show your new speed, then put it face down on the table to let the other players know you're ready. Once all players are ready, everyone's speeds are revealed.

► Cards and Fixtures in the Acceleration Phase

Sometimes a new speed you want to set requires you to play a card or trigger a fixture. Some cards let you change your speed by more than your Speed Delta, for example.

In a situation like that, set out your dial to the speed you want to have after you play cards or trigger fixtures, just don't play or trigger them yet, to avoid giving it away.

Once everyone turns their dials face-up, then play your cards or trigger your fixtures. If you can't get to your new speed using your natural Speed Delta and played or triggered cards, though, you suffer damage (see below).

▶ Damage from Excessive Speed Change

If a player chooses a new speed that's above or below what their Speed Delta and card capabilities allow, they suffer damage equal to the difference between their maximum legal change and the change they actually made. It doesn't matter whether the player's turbine accelerated too much or decelerated too much, and it doesn't matter whether the the player did it on purpose or by accident.

This damage is suffered immediately when speed markers are revealed.

Protect icons can be played normally to reduce damage from excessive speed change.

EXAMPLE: A turbine at speed 6 with Speed Delta 3 sets its dial to -1. When speeds are revealed, that turbine takes 4 damage. If that player then played three Protect icons to reduce the damage, only 1 damage would ultimately be suffered.

▶ Going From Forward to Reverse

When moving from forward to reverse, or vice versa, there's no need to spend a turn going 0 while in transition. For example, a turbine with Speed Delta 2 can accelerate from speed -1 to speed 1 in a single Acceleration Phase.

Bonus Cards For Slow-moving Turbines

After speeds are revealed, players going slowly draw extra cards to reflect the attention they can focus elsewhere. These draws are also shown on the players' speed dials.

[Graphic: Speed dial, with speed and bonus cards labelled.]

<u>Speeds</u>	<u>Bonus Cards</u>
3, -3	1
2, 1, -1, -2	2
0	3

The Maneuver Phase

In the Maneuver Phase players distribute initiative tokens, then take turns moving in that order.

When it's your turn to move, you must move your turbine a number of lengths equal to your speed. For each length, you can either go straight or maneuver. If you move multiple lengths, you can mix straight moves and turns in any order.

▶ Exceptions to Moving Your Speed Don't Affect Your Speed

Some cards and situations let you move a number of lengths other than your speed, like when you play the "Redline Runner" card or run over an acceleration field. While

these change the number of lengths you move that turn, they don't change your speed.

► Speed Change in the Maneuver Phase

Sometimes a turbine's speed changes in the Maneuver Phase, like during a ram. When that happens, the change in speed also modifies — by the same amount — the number of lengths the turbine has yet to move. This can even end a turbine's move immediately if the speed change is large enough.

EXAMPLE: *A turbine with speed 6 plays "Redline Runner," which lets it move eight lengths this turn. While moving its fourth length it rams another turbine, which reduces its speed by 2 to 4. That turbine will move two more lengths after the ram, because since its speed was reduced by 2, its remaining lengths of movement are also reduced by 2.*

Distributing Initiative Tokens

To distribute initiative tokens, the turbine with the highest absolute speed takes the #1 token, the second-highest takes the #2 token, and so on.

"Absolute speed" just means that forward and reverse are disregarded. Speed -4 is a higher absolute speed than speed 2, for example.

When several turbines' absolute speeds are tied, those players randomly draw tokens from the next sequential group of tokens large enough to give one to each of them.

EXAMPLE: *In a five-player game, the players' speeds are 6, 5, 5, 2, and -5. The turbine with speed 6 takes the #1 initiative token. The three players with speeds 5 and -5 randomly draw among themselves for the #2, #3, and #4 tokens. The speed 2 turbine takes the #5 initiative token.*

Once initiative tokens have been distributed, players make their moves in numerical order, starting with the player who has token #1.

Moving Straight

To move straight, use the measuring tool in the obvious way.

[Diagram: Moving straight.]

Maneuvering

There are five ways turbines can maneuver:

- 30-degree turn
- 60-degree turn
- 90-degree turn
- Sideslip
- Pivot

After making any maneuver, you must play the number of Maneuver icons determined by the maneuver you made.

You must pay for maneuvers as you make them, length by length. That is, if you're going speed 6, you can't make six maneuvers and only then start back-paying for the maneuvers you made at the beginning of the turn.

30-Degree, 60-Degree, and 90-Degree Turns

Use the appropriate maneuver tool to guide your turbine through 30-, 60- and 90-degree turns. As the tools show, a 30-degree turn requires one Maneuver icon, a 60-degree turn takes two, and a 90-degree turn takes three.

[Diagram: Using the turning tools.]

Sideslipping

Sideslips are only executed in combination with a straight move, or a 30-, 60-, or 90-degree turn. Sideslips can never be made alone.

To sideslip, perform the first part of the combination normally. Then, shift the turbine sideways up to one width in either direction.

Sideslipping adds one Maneuver icon to the cost of the maneuver it's combined with. However, the combination is treated as one maneuver with a single cost.

[Diagram: Sideslipping.]

Pivots

A turbine can only pivot if its speed is 0. To pivot, rotate your turbine around any of its corners, in either direction, by any amount up to 360 degrees. Pivoting costs 1 Maneuver icon.

[Diagram: Pivoting.]

About Traveling in Reverse

Turbines traveling in reverse maneuver from their other end in the obvious way. No other rules change. For example, a turbine's forward arc is still its forward arc, it's just facing opposite the turbine's direction of travel.

Pushing and Skidding

If you can't or don't want to pay the whole icon cost of a maneuver from cards in your hand or other available sources, you have two options: you can push your turbine to perform, or you can take skid tokens.

- Pushing uses a common mechanic where you voluntarily damage your turbine in hopes of getting the resource icon(s) you need. See "Pushing It."
- Skidding gives you one Maneuver icon for each skid token effect you're willing to endure. See "Skid Tokens and Crash Tokens."

You're free to mix pushing it and skidding in any way you wish, as long as every maneuver you make is fully paid for. If worse comes to worst and you have no other way to pay for a maneuver you've made, you must draw and resolve skid tokens until its cost is met.

EXAMPLE: *You make a 90-degree turn with a sideslip, which costs four Maneuver icons. You only have one Maneuver icon in your hand, which you play. This leaves a three-icon discrepancy you must make up for. You trigger your pilot fixture for its special ability to provide one Maneuver icon, which brings your shortfall to two icons. You start by pushing it, but in the first three cards you draw and destroy, there's not a single Maneuver icon. You take one skid token for one Maneuver icon and resolve its effects, but the unpredictable rotation it specifies puts you in a bad position that could get truly disastrous if it happens again. You still need one more Maneuver icon to pay for your maneuver. You wish you hadn't added that sideslip, but there's no going back to adjust now. You go back to pushing it, and thankfully, there's a Maneuver icon on the next card you draw and destroy. Between the card you played, your pilot's ability, the single skid, and the four destroyed cards, you managed to get to the four Maneuver icons you needed. Perhaps best not to try anything too fancy for the remainder of your move.*

Skid Tokens and Crash Tokens

Skid tokens cause unpredictable complications to movement — as well as the possibility of speed loss and damage — in exchange for one Maneuver icon each. They're usually drawn on purpose, in order to complete a maneuver a player can't or doesn't want to pay for in another way.

Crash tokens cause similar, though usually worse, complications than skid tokens do. Whereas skid tokens are usually drawn on purpose, crash tokens come from the adverse effects of things like rams and card abilities. Crash tokens give no resources.

[Diagram: Skid token back vs. crash token back.]

Both skid and crash tokens are drawn randomly from their pile and resolved one at a time. Resolved tokens are shuffled back into to their respective piles immediately once the current event (e.g., the current maneuver or ram) is resolved. That is, there's no "discard pile" for used tokens.

Skid and Crash Token Effects

DAMAGE: Take the number of points of damage shown.

SPEED: Reduce your speed by the amount shown, to a minimum of 0. Decrease negative speeds toward 0, rather than toward -6. Reducing speed during your Maneuver Phase usually changes the number of lengths you have left to move; see "Speed Change in the Maneuver Phase."

SLIDE: Line the token up with the rear of your turbine, then slide your turbine as far as the arrow indicates.

[Diagram: Using a slide token.]

SPIN: Line the token up with the rear of your turbine, then rotate your turbine so its rear corner fits the notch.

[Diagram: Using a spin token.]

+2 CRASH TOKENS: Draw two crash tokens and resolve each one.

Ramming

If you hit an arena feature or other turbine while moving or crashing, you ram it. Rams are resolved differently depending on what you hit.

▶ Dropped Markers and Ramming

Unless a dropped marker is identified as an arena feature, you run over it rather than ramming it. See “Arena Features and Dropped Markers.”

▶ Skidding While Ramming

If you must draw skid or crash tokens to complete a maneuver that would cause a ram, wait until the tokens are resolved to address the ram. Your turbine’s position may change as a result of the tokens you draw and (for example) prevent the ram from happening.

▶ Modified Ramming Damage

Some fixtures and effects modify ram damage. These modifications apply as long as a ram occurred, even for 0 damage rams (such as when a pivoting turbine rams something).

Resolving a Ram Against an Arena Feature

1. When you ram an arena feature, move your turbine its entire length of movement, overlapping temporarily with the object you’ve hit.
2. Suffer damage equal to your speed. For arena features with tracked damage, the feature suffers the same amount.
3. Lose 2 speed (to a minimum of 0). This may affect the number of lengths you have yet to move this turn (see “Speed Change in the Maneuver Phase”).
4. Disentangle from the feature you’ve overlapped by pivoting your turbine around its corner furthest from the point of contact until there’s no overlap. Pivot in the direction that will cause the least rotation, even if the real-world physics are not intuitive.

▶ Blocked Disentanglement

If another turbine, or a separate arena feature, blocks you from disentangling, don’t disentangle in the normal way. Instead, back your turbine up along its original direction of travel to the point of impact. Then reduce its speed to 0 and deal it a point of damage for each point of speed lost in this way.

The ramming turbine resumes its movement, if any lengths remains.

Resolving a Ram Against a Turbine

1. When one turbine rams another turbine, the one that's ramming stops moving at the point of collision. The remainder of that length of movement is lost.
2. Both turbines suffer base damage equal to the rammer's speed. The ramming turbine may also spend Maneuver icons from their hand; each icon spent increases the damage its opponent suffers by 1 point.
3. The rammer loses 2 speed (to a minimum of 0).
4. The rammed turbine is shifted one width straight ahead, backward, or sideways away from the point of impact (following *its own orientation* rather than the rammer's orientation), in the direction most clearly opposite the ramming turbine's direction of travel. [Diagram clarifying this.]
5. Each turbine takes a crash token.

The ramming turbine resumes its movement, if any lengths remains. It's free to ram the same turbine again. If it does, the same process is simply repeated.

▶ Collisions While Colliding

If either turbine rams something else — either an arena feature or another turbine — in the course of resolving a ram, break from resolving the first ram to resolve the new ram, then continue with the original ram once the interrupting collision has been finished.

▶ Turbines Overlapped After Collisions

In the unlikely event that the two turbines overlap after a ram is resolved, simply leave them overlapped. Both can move normally from an overlapped position, but they can't collide again until one of them has first moved to a position where they no longer overlap.

In the Middle of a Length of Movement...

Turbines only ram other turbines, ram arena features, cross checkpoints, interact with acceleration fields, and run over dropped markers when they begin or end a length of movement overlapping one of those things.

That is, none of these circumstances are checked for, or can arise, in the middle of a length of movement.

[Illustrations: Visual examples.]

The Attack Phase

In the Attack Phase each turbine attacks or declines in the reverse order of their initiative tokens. That is, the player with the highest initiative number attacks first, and the player with the #1 initiative token attacks last.

Attacking

1. Choose a target.

2. Calculate a target number (TN).
3. Play Attack icons.
4. If you land a hit, deal damage. Otherwise, no effect.

Choosing a Targets

To attack, you need line of sight to your target (see “Line of Sight”). If you have it, measure the range from your turbine to your target in lengths and round up.

Calculating Target Numbers

Your target number is the target’s speed, plus or minus a range modifier, plus an arc modifier, plus or minus any additional modifiers.

Low TNs are better for the attacker than high ones. Negative modifiers make the attack more likely to hit, positive modifiers less likely.

$$\begin{aligned}
 \text{TN} &= \text{target's speed} \\
 &\pm \text{range modifier} \\
 &+ \text{arc modifier} \\
 &\pm \text{any additional modifiers}
 \end{aligned}$$

The range modifier is based on the distance from the attacker to the target. It’s easier to shoot something close, harder to shoot something farther away.

Range modifiers are listed below, and also printed on the measuring tool.

<u>Range in Lengths</u>	<u>Range Modifier</u>
1	-2
2	-1
3-5	0
6	+1
7	+2
8	+3
9	+4
10	+5
each additional length	+1 more

The arc modifier is based on which of the firing turbine’s arcs the target is in (see “Arcs” under “Miscellaneous General Rules”). It’s easier to shoot something you’re pointed at, harder to shoot something you’re pointed away from.

<u>Target is in Firer’s...</u>	<u>Arc Modifier</u>
Front Arc	0
Side Arc (Either)	+1

Rear Arc

+2

The smallest possible TN is 0. Any fully calculated TN that's negative is increased to 0.

▶ Where on the Models to Measure From

Measure range from the closest point on the attacking turbine to the closest point on the target, unless that line is blocked, in which case, measure the shortest unblocked range.

▶ When Multiple Arc Modifiers Apply

If a target is in multiple arcs, use the modifier that's more favorable to the attacker.

▶ Firing Arcs for Turbines in Reverse

To be clear, when traveling in reverse, a turbine's front arc faces away from its direction of travel.

▶ Ignore Obstacles When Determining the Arc Modifier

Ignore obstacles to line of sight when determining arc modifiers, even if that whole side of the attacker's turbine is blocked.

[A diagram would probably be helpful, here.]

Line of Sight

Line of sight (LOS) tells whether two things on the map can "see" each other. A turbine needs line of sight to another turbine to attack it, for example.

Generally speaking, an object — a turbine, marker, arena feature, or anything else — has line of sight to another object if it's possible to trace a straight line from any part of the first object to any part of the second object without any third object interrupting the line. If a line like that can't be traced, there's no line of sight between those two things.

Playing Attack Icons

Once the target number is known, the attacker must play a number of Attack icons equal to or greater than the TN. If the attacker can't or doesn't, the shot misses and the attack is over.

▶ Pushing It to Make Shots

As always, you can push it to add Attack icons when attacking. See "Pushing it."

Dealing Attack Damage

Damage from attacks is determined using the damage profiles of cards from the attacker's deck. (Nearly all other amounts of damage — such as from running over markers or being rammed — are non-random, fixed or calculated, quantities.)

Each card's damage profile has two parts: basic damage (a number) and a damage chain icon (a "+," an "x," or nothing).

[Diagram: Call these out on a card image.]

On a hit, determine damage from an attack by drawing a number of cards equal to your Damage Draws stat from the top of your deck, consulting their damage profiles as you go.

For each damage draw, that card's basic damage is added to a running damage total for the shot, and the number of cards still to be drawn is modified by the damage chain icon, if the card has one.

- ➕: If the icon is a "+," add one card to the number yet to be drawn. However, you can never draw more cards than the second number of your Damage Draw stat (the one after the slash) no matter how many "+" icons you turn over.
- x: If the icon is a "x," no further cards are drawn at all, no matter how many draws might have been left otherwise.

When a card is drawn to determine damage, the rest of the card's statistics and rules are ignored.

Cards drawn to determine damage are placed in their owner's discard pile, but not until all damage cards have been drawn and resolved.

▶ Running Out of Cards When Dealing Damage

If you run out of cards to draw while dealing damage, even after reshuffling your discards to form a new deck, shuffle your destroyed pile to form an auxiliary damage deck. Draw additional damage cards from this auxiliary deck until damage has been fully resolved.

Once damage has been resolved, return each card to the deck it came from, regular cards to your regular discard pile and auxiliary cards to your destroyed pile. Don't maintain a separate draw and discard pile among your destroyed cards. Just throw them all back together into the same destroyed pile.

In the unlikely but conceivable event that the auxiliary deck is also exhausted during a single attack's damage draws, then damage draws simply end. No further cards are drawn and no further damage is dealt.

“As Your Attack” Actions

Some actions can be taken “as your attack.” These take the place of your attack, using it up. They take place whenever in the initiative order you'd make your attack.

If you can somehow make additional attacks on your turn, each one gives you the option to take an additional “as your attack” action.

The Reload Phase

In the Reload Phase, all players simultaneously...

1. Recover their triggered fixtures (rotating them back upright).
2. Discard their hands (all or nothing), if they wish.
3. Reshuffle their discard piles into their decks.
4. Draw up to their Hand Size.

Players can't voluntarily draw fewer cards than they're entitled to.

▶ Running Out of Cards to Draw

If you don't have enough cards left in your deck to fill your hand, draw as many cards as you can. You can preemptively blow up your turbine when you draw your deck's last card during the Reload Phase, if you want to, which will let you respawn at the beginning of your next turn, rather than waiting. See "Explosion, Respawn, and Elimination."

▶ Taking Damage during the Reload Phase

All players receive the benefit of drawing new hands before they suffer damage that arises — such as from exploding turbines — during the Reload Phase.

▶ Set Next Turn's Speed to Show You're Ready

When you're done with your Reload Phase, go ahead and set next turn's speed. Your facedown speed dial will let the other players know you're ready for the next turn.

Pushing It

Whenever you have the opportunity to play resource icons, you have the option to push your turbine past its limits, causing lasting damage to get the performance you need.

To push it, you voluntarily destroy cards from the top of your deck, one at a time. Any icons of the sought-after type on the revealed-and-destroyed cards count toward whatever you're trying to do, like making a turn or landing a shot. You can stop pushing whenever you want, whether you've generated as many resources as you wanted or not. Conversely, you can keep pushing it as long as you like, even going to far as to destroy your turbine.

▶ You Can Push It Even When You Don't Have To

You're allowed to push it even if you have cards with relevant icons in your hand. You can even play cards from your hand for their resources after you've pushed it, whether the push was successful or not.

▶ Pushing Only Gives Icons, Not Abilities

Cards you draw while pushing it only contribute the sought-after resource icons toward your effort. Those cards' abilities — even "When this card..." abilities — are ignored.

▶ Clarifying the Objective When Pushing

It's usually obvious which type of icon you're looking for when you push it (because you're in the middle of making a turn and that takes Maneuver icons, for example), but if it's ever ambiguous, clarify before drawing.

EXAMPLE: You make a 60-degree turn, which requires 2 Maneuver icons, and now you need to pay for it. You have *Eagle Eyes* in your hand (which has 1 Maneuver icon), but you'd like to save it for your attack later in the turn. You make a calculated risk to push it for the Maneuver icons you need.

Your first draw is *Set the Stage*, which has 1 Maneuver icon and 1 Attack icon. The Attack icon doesn't apply because you're looking for Maneuver icons, but the 1 Maneuver icon gets you halfway to the quantity you're looking for. *Set the Stage* goes to your destroyed pile. At this point you could play *Eagle Eyes* to finish paying for the maneuver, you could push it further, or you could take a skid token. You decide to push it again.

Your second draw is *Return to the Well*, which doesn't have any Maneuver icons. No help, and *Return to the Well* goes to your destroyed pile. You have the same options as before, and decide to push it a third time.

Your third draw is *Lead Hailstorm*. Again, no Maneuver icons, and that's a good card, so sending it to your destroyed pile hurts. Your three options remain the same. With those three destroyed cards you've had enough of pushing it, so you decide to play *Eagle Eyes* now. This provides the second Maneuver icon you need to make the turn. You'll deal with your attack when the times comes, without the Attack icon — and without the helpful special ability — that *Eagle Eyes* would have given you.

[Images: *Eagle Eyes*, *Set the Stage*, *Return to the Well*, *Lead Hailstorm*]

Explosion, Respawning, and Elimination

Your turbine explodes when you must take damage but can't. Turbines can respawn twice per game to continue the fight. If a turbine exhausts all of its respawns, though, it's eliminated from the game.

Explosion

If your turbine takes damage and you must destroy cards because of it, but your deck is depleted and you have no discards to reshuffle into a new deck, your turbine explodes.

When a turbine explodes, everything nearby that has light of sight to the turbine suffers damage: 4 points within 1 length of the exploding turbine, 3 points from 1–2 lengths, 2 points from 2–3 lengths, and 1 point from 3–4 lengths.

A blown-up turbine is removed from the arena. Its player loses victory points (see "Scoring and Victory"), but can usually respawn and keep playing (see "Respawning").

Respawning

A turbine that's eliminated from play can re-enter the arena twice before being knocked out of the battle entirely.

A respawning turbine sits out the balance of the turn it was eliminated in, then returns to the arena in the next turn's Accelerate Phase. Turbines respawn at the starting location they began the game at, with speed 0. They may accelerate normally in the Acceleration Phase.

A re-entering turbine uses the same deck. However, if the turbine was being driven by a custom pilot, that pilot fixture is replaced with a generic pilot of the same faction, or of no faction. In addition, the first time a turbine re-enters it must play without one of its (non-pilot) fixtures, and the second time it must sacrifice both of them.

Scoring and Victory

To win, turbines accumulate victory points (VP), which are recorded on the VP track. The first player to 12 victory points wins.

Unless a battle's rules say otherwise, victory points are scored and lost in four ways:

- Crossing checkpoints
- Shooting static targets
- Damaging enemies
- Exploding

Checkpoints

When a turbine ends a length of movement on a checkpoint, that player scores victory points, deals damage to each other turbine, and draws cards, in that order. The number of points, amount of damage, and number of cards vary depending on the current tier of play (see "Victory Point Tiers").

[Image: Checkpoint]

Current Tier	Checkpoint Type	VP Gained	Damage Dealt	Cards Drawn
1	Outlying	1 + Chain Bonus	1	1
	Central	1	1	1
2	Outlying	1 + Chain Bonus	1	1
	Central	2	1	1
3	Outlying	1 + Chain Bonus	2	2
	Central	3	2	2

► You Can't Score the Same Checkpoint Twice in a Row

A turbine can't benefit from crossing the same checkpoint twice in a row. In order to benefit from the same checkpoint again, you have to cross another one first.

Outlying Checkpoints and Central Checkpoints

There are two kinds of checkpoints, outlying and central. Outlying checkpoints are marked with letters from the beginning of the alphabet (A, B, C, D...) and central checkpoints with letters from the middle (M, N, O...).

Each type scores victory points slightly differently. Outlying checkpoints are eligible for chain bonuses (see below), and central checkpoints have VP rewards that increase automatically by tier, as shown on the table.

Chain Bonuses

When you cross and benefit from an outlying checkpoint, take a chain marker, to a maximum of two markers. Then, whenever you cross an outlying checkpoint, you score extra points equal to the number of chain markers you had when you moved onto it.

Turbines that explode lose all of their chain markers, and as normal, you can't benefit from crossing the same checkpoint twice in a row no matter how many chain markers you might have.

Static Targets

A turbine scores 1 victory point for shooting a static target and dealing it at least 1 point of damage. This destroys the target (remove it from the map), so each one can only be scored once.

[Image: Static Target]

Damaging Enemies

A turbine scores 1 victory point when it destroys enough of an enemy turbine's cards in a single attack. The number that must be destroyed to score 1 VP is based on the current tier (see "Victory Point Tiers").

<u>Current Tier</u>	<u>Damage to Earn 1 VP</u>
1	5+
2	3+
3	3+

Leader-damage Bonus

A turbine scores 1 bonus victory point if it deals 5+ damage (in any tier) to a turbine that's currently the victory point leader, or who is tied for the lead, as long as the leader has at least 1 VP.

▶ Intentional Rams

An intentional ram is considered an attack for the purpose of gaining victory points for damaging enemies.

▶ Damage Must Be Sustained to Count

To score either basic or leader-bonus victory points for damaging enemies, destroyed cards must actually arrive in the target's destroyed pile. So, destruction prevented by Armor, Protect icons, the Absorption Matrix card, or even the target blowing up before sustaining all of the damage it would have otherwise taken can prevent scoring even when 5+ damage was caused.

Exploding

A turbine that explodes loses 3 victory points, but may be helped by the VP track's lock-in points (see "Victory Point Lock-in").

Victory Point Tiers

The victory point track has three tiers:

<u>Leader's VP</u>	<u>Current Tier</u>
0–3	Tier 1
4–7	Tier 2
8+	Tier 3

To be clear, the current game tier is defined by the number of victory points the leader has, and the effects of that tier apply equally to all turbines, whether their totals are in the same tier as the leader or not.

Victory Point Lock-in

The victory point track has two lock-in points, at 4 VP and 8 VP. A lock-in point is a score you can't fall beneath once you've achieved or passed it, no matter how many points you lose.

EXAMPLE: A turbine accumulates 6 VP from crossing checkpoints and damaging enemies, but then explodes. Exploding costs –3 VP, which would reduce that turbine to 3 VP. However, 4 VP is a lock-in point, so it's only reduced to 4 VP.

Victory

Unless a given battle's rules say otherwise, a turbine wins by gaining 12 victory points, which ends the game immediately. Milli-seconds count!

Exclusion Field Activation

Most arenas have exclusion fields in their outlying areas that activate at VP Tier 3. This pushes the turbines together in the center of the arena and promotes an exciting endgame. (See "Exclusion Fields" under "Activated Fields.")

Miscellaneous General Rules

Arcs

Turbines have four arcs: a front, rear, and two side arcs. These are divided from each other by lines that extend at 45-degree angles from a turbine's corners, and can be shown using any of the maneuver tools.

Something that's on the line between two arcs is in both of them.

[Diagram: How a maneuver tool shows an arc line.]

Pre-Measuring Moves and Attacks

You can make any measurement you wish during play — with a measuring tool, any maneuver tool, or anything else — without committing to a course of action, like making a particular movement or firing a particular shot.

The moment when you commit to a length of movement is when you pick up your model, and the point at which you commit to a shot is when you announce its target. That is, you may not move your model and then back it up to make a different move, and you may not change targets after telling the other players what you're shooting.

Reshuffling

If you have to draw or destroy a card from your deck but your deck has been exhausted, reshuffle your discards to form a new deck first.

If you have no discards in such a circumstance, you either don't draw (in most cases), create an auxiliary deck (when drawing for damage), or explode (when suffering damage). See "Running Out of Cards When Dealing Damage" and "Explosion, Respawn, and Elimination" for more information about the second and third cases.

Area Effects and Line of Sight

Some things — like an exploding turbine or a detonating MONK Distributed Intelligence Drone — affect anything in a given area. These area effects are described as including everything within some number of lengths of something else. For example, anything within four lengths of a turbine takes damage when it explodes.

If there is no line of sight between the object at the source of an area effect and a possible target, that target is not affected. Examples might include a marker that's entirely around a corner from an exploding turbine, or a turbine that's on the other side of a wall from a detonating MONK Drone.

Arena Features, Activated Fields, and Dropped Markers

An arena's landscape usually features obstacles, walls, and areas that generate particular effects that can alter the way a battle unfolds. Some are immovable parts of the arena itself, while others can be left behind by turbines as they pass.

Arena features are immobile, opaque, and indestructible in the course of play. The walls printed on arena maps are examples. Some dropped markers specify that they're treated like arena features once deployed.

Activated fields are areas that have some effect on turbines that pass into or over them. Some are printed on arena maps. Others are placed on the map during setup, in order to allow their changing positions to make each battle unique. Even activated fields represented by cardboard game pieces — acceleration fields, for example — are never considered "dropped markers."

Dropped markers are cardboard markers deployed by turbines in the course of play. Examples include Mag Mines, Crowne 1st Corp troopers, and MONK Drones.

Arena Features

All arena features share a few common rules.

- Arena features always block line of sight.
- When a turbine rams an arena feature, follow the rules at “Resolving a Ram Against an Arena Feature.”
- Arena features can’t be destroyed unless some rule says otherwise.

Activated Fields

The area affected by an activated field never changes. Turbines can’t move acceleration fields, for example, and while an arena’s exclusion field can turn on and off, it can never move to a differing area.

Turbines and dropped markers can overlap an activated field, which sets off whatever effect the field causes.

Acceleration Fields

Acceleration fields give turbines a temporary burst of movement when crossed.

A turbine that ends a length of movement touching the central activation area of an acceleration field is immediately moved one length in the direction the field points, **without changing its orientation**. This immediate length of movement does not reduce the number of lengths the turbine has yet to move this turn due to its speed.

A particular acceleration field can only affect a given turbine once per turn.

[Diagram: Label central activation area of an acceleration field.]

[Diagram / Example: Show how movement is parallel to field’s direction but doesn’t change orientation; show how a length of turn movement is not “used up” by activating an acceleration field.]

Exclusion Fields

Exclusion fields are areas of the arena that deal damage to turbines that enter and pass through them. A turbine that enters an exclusion field by overlapping it after a length of movement takes 1 damage, and a turbine that ends its Maneuver Phase with two or more corners inside an exclusion field takes 2 (more) points of damage.

In most battles, exclusion fields are inactive in tiers 1 and 2, and are turned on in tier 3, to encourage turbines to stay close to and engaged with each other as the event comes to a close.

[Diagram: The default arena’s exclusion field area.]

Dropped Markers

Each dropped marker has rules defined by its fixture, but all share a few common rules.

- Some markers are described as arena features. All of the rules for arena features apply to these.
- Markers don’t block line of sight, unless they’re described as arena features.

- Markers can't be deployed or moved so that they'd overlap an arena feature. A marker deployed or moved to a location that overlaps a turbine is immediately run over (see below).
- Markers aren't affected by activated fields like acceleration fields and exclusion fields.
- Markers on the map persist even if the fixture they came from is destroyed. For example, dropped mag mine markers are still dangerous even if the Mag Mine fixture on the turbine that dropped them is destroyed.

Attacking and Damaging Dropped Markers

Markers can be attacked. They're shot as though traveling some particular speed, defined for that type of marker. The process for shooting them is the same as for shooting turbines, using the "target as..." speed when calculating the TN. Turbines can't win victory points for shooting markers, though.

Some markers have tracked damage. Use counters to keep track and remove a marker when its threshold is exceeded.

Markers with a "Destroyed when..." condition are removed when that condition is met. (E.g., "Destroyed when attacked for 4+ damage.") Damage that fails to meet the threshold is ignored and lost.

Running Over Dropped Markers

Markers that are not arena features are run over rather than rammed by turbines.

When a turbine running over a marker ends its first length of movement overlapping the marker, the marker takes damage equal to the turbine's speed, and the turbine takes none. The turbine only deals more overrunning damage to the same marker if it ends a length of movement with no overlap, and then overlaps it again. (That is, if it drives completely over it, and then returns.)

Markers aren't shoved or moved when run over, and turbines may overlap with them at the end of a length or turn of movement.

Moving Dropped Markers

Some dropped markers can move. Their moves are measured in lengths and carried out in the obvious way.

Dropped markers move during their owner's Movement Phase, and may move on the turn they're deployed. Dropped markers have no facing or turn-to-turn velocity; they can always move in any direction when it's their turn to move.

Dropped markers can't move so they overlap arena features, but can move to overlap turbines or other dropped markers, and suffer no damage when doing so.

[Diagram: Moving a dropped marker.]

Building Decks

Gravstrike is a customizable card game. So while you'll make critical decisions at the game table — which shot to take, which card to play — you'll also make choices before play even begins that will play no small role in your victory or defeat.

Gravstrike comes with a number of stock decks, pre-assembled so you can get started right away, and easily introduce new players to the game. But deck-building lets you create something new, reflect your unique play style, try out different strategies, and own a part of the game world.

Deck Contents

A *Gravstrike* deck has 43 cards of three types: three fixtures, 20 tactic cards, and 20 turbine cards. Each card's type appear in its lower left-hand corner.

Tactic cards represent the tactical choices — capabilities, plans, strategies, and even good luck — available to a pilot. Turbine cards, conversely, represent a vehicle's hardware, software, systems, design, and affiliates. Each deck thus represents the fusion of a pilot's skill with a turbine's specs, and each half is crucial to its success in the arena.

There are a small number of additional rules for deck-building:

- Exactly one of a turbine's three fixtures must be a pilot.
- Each card has a limit, shown with a number of dots in its lower right-hand corner. You can't put more copies of a particular card in the same deck than its limit allows.
- A deck can only have restricted cards from a single faction. Restricted cards are marked with a faction icon in the lower right-hand corner. Cards without a restriction icon can be used freely.

Veteran Cards

Each type of card (fixture, tactic, turbine) has a subset of cards called veteran cards that represent a particular pilot or vehicle's status, experience, or accomplishments. The tactic card "Ring's Gambit Circuit Veteran," for example represents hard-won expertise on the Ring's Gambit battle circuit.

Veteran cards of a given type count toward that type's normal allocation of cards. However, since veteran cards are typically better than their non-veteran counterparts, it's typical for a battle to limit the number of veteran cards allowed. If no limit is specified, players should assume that no veteran cards are allowed.

There are only a few veteran cards included in the *Gravstrike* core game, and none of the stock decks include them. More veteran cards will become available through retail-based organized play and at convention special events, and will be featured in *Gravstrike*'s first major expansion cycle.

Draft Play

To play a drafting variant of *Gravstrike*, each player brings a 20-card set of turbine cards, then drafts a tactic card set from among a common pool of cards, such as the set of cards included with a single core game. Then, each player adds any three fixture cards to form a complete deck. (Draft more than 20 tactic cards per player, to allow some choice, and to avoid restricted cards from rendering any player's set illegal.)

Drafts can either be run in 10-card sets, where random collections of ten cards each are passed between the players as in booster drafts, or openly, where the whole collection of draftable cards is laid out face-up, and players take turns choosing until all cards have been taken.

Season Play

Single duels are fun, but you can have even more fun playing a series of games where the same characters pilot a series of turbines against each other in different arenas, improving over time. A linked series of games is called a season.

A season consists of 4–8 games, whose parameters should be set up — at least loosely — in advance. A season's events usually take place among the same group of players, or at a unifying location like a game store where anyone who wants to play can come.

Each game in a season should have different parameters. Changing parameters challenge the players to play in different styles, make the best use of different cards, and have fun in different ways over the the course of the season. Event parameters include the arena map that will be used, the placement of acceleration fields and static targets, the limit on veteran cards, and any special scoring rules. See “Custom Arenas” for ideas on varying battle parameters.

For each season, it's wise to appoint a series commissioner to schedule battles, keep records, and answer questions. For maximum engagement and fun, players will also want to name their pilots and turbines in season play.

Deck Evolution in Season Play

Decks can vechange over the course of a season. A rookie becomes an old hand. An also-ran becomes a champion. An unlucky ghost in the machine is finally exorcised by a critical victory. Playing a season that molds a deck over time is a rare joy in gaming.

In game terms, deck evolution in a season can be strict or unlimited.

UNLIMITED FORMAT: Each player can bring whatever deck they want to each event, as long as that event's restrictions (e.g., how many veteran cards are permitted) are observed.

STRICT FORMAT: Each player's deck is limited in how radically it can change between events:

- From one event to the next, only one tactic veteran card and one turbine veteran card can be swapped into the deck.
- From one event to the next, only two non-veteran tactic cards and two non-veteran turbine cards can be swapped into the deck.
- A player's fixtures can't be changed during a series at all.

Season Records

The commissioner keeps a record of each player's performance over the season's events.

Players earn placement points according to their victory points totals at the moment each event ends.

Place	Placement Points
First	5
Second	4
Third	3
Fourth	2
Fifth or Worse	1

Ties for Event Placement

If players tie for a given place (other than first, of course), all tied players score that many points and trailing placements are eliminated accordingly.

***EXAMPLE:** In a four-player game where two players tie for second place, those two each score 4 placement points and the fourth player takes the 2-point fourth place reward.*

Series Victory Point and Kill Shot Totals

In addition to placement points, the commissioner tracks the overall count of victory points earned and kill shots delivered by each player over the course of the season.

Championship Events

The final event of a series is the championship. Placement points are doubled for a championship game.

Longer seasons can have multi-event championships, and increase the performance point multipliers. An eight-event series might have a three-event championship, where the sixth and seventh events double their placements points, and the eighth event triples them. It's up to the commissioner and players, as long as everyone agrees before the season starts.

The Season's End

At the end of the season, players are ranked by placement points totals. The series winner is the player with the highest total. Ties are broken by the total number of victory points accumulated over the course of the season.

Often, different players will win the championship event and the season overall. Some fans consider seasons with split victors to be inconclusive. Others discount the importance of victory in the championship event, while others consider victory in the final event the only true measure of success.

A special award for ferocity is given to the player who scored the highest number of kill shots in the course of the season.

Other awards are also encouraged, such as rookie of the season (for players who've been playing the game for less than a year or who've never played a whole season before), most spectacular death (as voted by general acclaim), most incredible shot (for the highest TN shot over the whole season where actual damage was dealt), and so on.

Most importantly: be creative and have fun!

Custom Arenas

The core game, and additional published arenas, promote variety from game to game. But it's also fun to create custom arenas, whether you prefer hobby-built miniatures terrain or your favorite graphic design application.

An arena's layout and a battle's parameters are crucial factors in what kinds of turbines are most likely to succeed, and how much fun players can have. The best arenas offer the potential for victory to everyone, whether a player prefers speed, brute force, or a combination of the two.

WALLS: The more walls and other arena features that block line of sight are included on the arena map, the more difficulty that brute force turbine designs will have. The best wall arrangements will tend to channel turbines to areas where they must interact — that is, where they must fight! — without giving those turbines unsurmountable protection from turbines outside those areas.

CHECKPOINTS: It's wise to include a variety of outlying checkpoints, and only one or two central checkpoints, in an arena. If outlying checkpoints take less than two turns of flat-out speed to travel between, turbines optimized for checkpoint-running will tend to prevail.

ACCELERATION FIELDS: Acceleration fields subtly encourage and discourage players from moving around the board in certain ways. The best placements push turbines to clump in certain areas of the board, to interact and fight. Less good placements are those that lead turbines to all orbit the arena in the same direction, which limits interaction.

EXCLUSION FIELDS: Exclusion fields, whether always active or only active as the game's tiers proceed, are a good way to channel enemy turbines into a tighter area for more intense interactions, while not also limiting line of sight to that area the way that walls do.

STARTING POSITIONS: Turbines should begin the game spaced as equally from each other as possible, and positioned near to, or far from, checkpoints and static targets with as much equality as possible.

All New Arena Elements

There's a great deal of room for creativity even past the arrangement and re-arrangement of the kinds of arena features that exist already. Gun emplacements? Jumps and platforms? Pits and trenches? Let your imagination run wild, and let us know what you come up with.

Scoring Variants

Different arenas and different events sometimes have alternate or additional scoring rules, which can do as much or more to offer variety than custom maps and terrain.

GATES: Gates are similar to checkpoints, but require a turbine to pass over a line between two markers rather than over an area of ground. Some gates must be passed in a certain direction to be scored, while others can be passed in either direction.

DECAYING CHECKPOINTS: Decaying checkpoints are only scored by the first turbine to cross them in a given turn, which raises the stakes among turbines competing to hit them first.

SMALL STATIC TARGETS: Some arenas have small static targets, with TN modifiers as high as +6, making them difficult to score.

RESILIENT STATIC TARGETS: The static targets in some arenas can take more than 1 point of damage before they're destroyed. A victory point is still awarded for doing 1 or more points of damage to such targets, and a given turbine can only score a point for each static target in the arena once. Even so, a turbine might continue to shoot a given target after scoring it to destroy it and deny future points that could be gained from it to competitors. Twelve points is a common damage capacity for resilient targets.

EXPLODING STATIC TARGETS: Some static targets — normal or resilient — explode like turbines when destroyed, damaging things nearby.

End