

ASTEROID

Vs 1.02

WHAT YOU NEED -

1 x Planet Protector Battle Station
3 x D10 (two different colours)
1 x D6
1 x D4
5+ x Large Asteroids
10+ x Medium Asteroids
20+ x Small Asteroids
1 x Play Board (60cm X 90cm)

SETUP

Place the Planet Protector in the middle of the Play Board.
Place 1 Large Asteroid randomly on the board facing a random direction.
Place 2D10 down to record your score (showing 00)
Place a D4 down to record your hits (3 shields and the protector itself)

PLAY

Asteroid Phase

Starting from one side of the board move each asteroid in the direction it is facing.
If an asteroid hits another asteroid, roll the D6. On a roll of one the Asteroid that was hit explodes into two smaller asteroids. Generate a random facing for the smaller asteroids. You do not gain a point for asteroids destroyed in this way. The hitting asteroid stops where the collision occurs regardless of the D6 result or any movement it has left. If an asteroid leaves a table edge, reposition it in the same location on the opposite table edge. If an asteroid hits the planet protector, roll the D6. On a roll of one the Asteroid that was hit explodes into two smaller asteroids. Generate a random facing for the smaller asteroids. You do not gain a point for asteroids destroyed in this way. If it doesn't explode the Planet protector is still hit. If the Planet protector has shields left then the game continues-reduce the D4 by 1. If there are no shields left then the game ends as the planet protector is destroyed. Add up your points to see what rating you scored.

Protector Phase

The planet protector has 4 action points. Each of these can be used to rotate the planet protector by 45 degrees or fire a burst at an asteroid. The asteroid has to be within the 90 degree fire arc of the Planet protector. When firing roll a D10, on a 2+ the asteroid has been hit and it explodes into two smaller asteroids as in the asteroid phase.

You gain 1 point for destroying an asteroid in this way. Adjust the score dice. For every 10cm the asteroid is away from the planet protector -1 from the dice roll. For every consecutive shot at the same asteroid +1 to the dice roll.

WINNING THE GAME

When you have destroyed all of the asteroids on the table, you setup the board again with an extra asteroid. So round 1 is one Large asteroid, round 2 is two Large asteroids, round 3 is three Large asteroids etc.

You win if you can score 100pts.

We normally play with a maximum of five large asteroids on the board.

VARIATIONS

1. Start with more than one asteroid on the board.
2. Play with two planet protectors on the same board as a two player game. See who can score 100pts first.
3. Make the planet protector have 8 action points but you lose 2 action points for each shield lost.
4. Start with Extra Large asteroids instead of Large Asteroids.