

## INTRODUCTION

Gain special ammo – Upgrade performance – Meet the Quota. Cyber Clash is a Tabletop war game representing a computer game. A reversal of the traditional conversion of war game to computer game, it does make available something different.

## WHAT YOU NEED

- A tank and starting grid for each player
- 4, 6, 10 and 20 sided Dice or the dice supplied.
- Tank data sheet
- Play area with obstacles

## SETUP

Each player takes turns to construct the 'Game Grid' (play area). Place obstacles around the field to block line of sight over long distances. Place starting grid markers for each player equidistant from each other. Place ammo and upgrade markers (D4 showing 1 or the special markers showing 0) on the grid. It is usually better to make it difficult to get upgrades and ammo. Try to use small numbers of ammo and upgrade markers and position them far from the starting grids. Use different colours to signify ammo or upgrade. Each player should choose a starting grid and set up there Tank data sheet. Use a D20 to mark kills (20 is both zero and 20) and 2 x D6 to mark upgrade and ammo amounts (6 is 0 or use the special markers).

## THE GAME

Players complete each phase of the turn in order.

### INITIATIVE PHASE

Players each roll a D10 and add their initiative. The players with the higher rolls choose when they want to move in the movement phase and when they want to fire in the shooting phase. If the initiative rolls are the same and there is a disagreement between the two players, then the person who moved second last turn moves first this turn and Shooting counts as simultaneous.

### MOVEMENT PHASE

Each player can move their tank up to their full speed in centimeters. If they pass over an upgrade or ammo marker set to 1 they must reset it to show 4(or 3 if using the supplied markers). If they do not want it they should not pass over it.

### RELOAD & UPGRADE PHASE

If you passed over an Upgrade marker roll on the following upgrade table:

D6	Upgrade	Quantity	Effect
1	Booster	5	+5cm to speed
2	Nitros	3	+10cm to speed
3	Armour	5	-2 to damage
4	Shield	3	-4 to damage
5	Targeter	5	+2 to Hit
6	Teleporter	1	Removed from board until next turn's shooting phase where the tank can be placed anywhere within 50cm of its disappearing point. The tank cannot be fired upon the turn it appears.

*All upgrades are used immediately except for Teleporter*

Change the upgrade marker on the Tank data sheet to reflect the quantity of upgrades obtained.

If you already had an upgrade, any that were remaining are lost.

If you passed over an Ammo marker roll on the following ammo table:

D6	Ammo	Quantity	Effect
1	Self Propelled	5	Double Range
2	Multi-shell	3	Roll 3 dice per shooting phase
3	Homing shell	5	+2 to Hit. Do not need line of site
4	Guided shell	3	Auto hit. Do not roll to hit
5	High explosive	5	+2 to Damage
6	Plasma shell	3	+4 to damage

*All upgrades are used immediately.*

Change the Ammo marker on the Tank data sheet to reflect the quantity of ammo obtained.

If you already had special ammo, any that were remaining are lost.

## SHOOTING PHASE

Each player takes it in turns to fire at an opposing tank.

The tank must be in line of site and range for it to be a target.

The player must first roll to hit. They must roll over their accuracy using a D10. They may add any bonuses from ammo or upgrades to the roll.

If they successfully hit they must then roll to damage. They must roll over the opposing tank's armour using a D10. They may add bonuses from ammo and their opponent may add bonuses from upgrades.

If they succeed they will have gained a Kill. They can increase their kill dice by one.

If they fail they must wait until next turn to have another go.

If you are "killed" by someone with the same initiative, you may still fire as shooting is deemed simultaneous.

If Ammo or upgrade bonuses were used their respective dice should be decremented by 1.

## END PHASE

All tanks that are "Killed" must be placed back on their starting grid. Their upgrade and ammo dice reset to zero. Kills remain unchanged.

All upgrade and ammo markers that do not show 1 (or 0 if using the supplied markers) must be decremented by 1.

## WINNING THE GAME

If a tank reaches 20 kills it has won. Draws are possible because of the simultaneous shooting rule.

## STANDARD TANK STATISTICS

Speed	Armour	Accuracy	Initiative	Range
20	5	5	5	30

## VARIATIONS

1. Have two or three Starting Grids per tank. When it is killed it starts at the closest grid.
2. Upgrades and Ammo are removed from the table when collected.
3. Different types of tanks

### Fast Attack Tank

Speed	Armour	Accuracy	Initiative	Range
30	4	5	5	30

### Heavy Tank

Speed	Armour	Accuracy	Initiative	Range
10	7	5	5	40

### Sharp Shooter

Speed	Armour	Accuracy	Initiative	Range
15	5	7	4	40

4. Rewrite the Ammo and Upgrade tables to include only certain types.
5. Add your own types of Ammo and Upgrades.
6. Make the Ammo or upgrades specific types rather than random.
7. Make it you can accumulate upgrades and ammo. (BIG grids or multi-player only)