

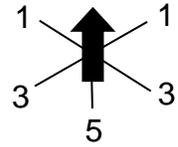
SKATING PENGUINS, MkIII

TURN SEQUENCE

Players take turns moving their figures based on initiative die roll (d10 – low to high). Roll-off ties when that number comes up in the turn sequence.

OPTIONAL TAILING: On their turn players may increase their initiative to that of a figure that is to their front and move immediately after that figure.

The relative facing of the target figure determines the limit of the increase: The maximum initiative increase is shown in the diagram at right.



MOVEMENT

Only one figure may occupy a space at any time. A figure must move its indicated speed each turn. A figure with a speed greater than zero must move one space in the current direction before taking any other action. (This rule supersedes any other regarding action sequencing.)

SPEED

A figure may increase or decrease speed by adding or subtracting an amount less than or equal to its thrust. This can be done once per turn at any point in a figure's move. The change is applied immediately. If the figure's facing matches or is adjacent to its direction speed is increased (halved if adjacent). If the figure's facing is opposite its direction speed is decreased (halved if rear-quarter).

NOTE: Round up all halving of thrust

MANEUVERING

Facing and direction are separate qualities and must be changed individually. (Exception: When a figure's speed is zero, direction automatically moves to match facing.) Changes in facing and direction are made in 60-degree increments. A figure may attempt to change facing and/or direction any number of times during a turn. Multiple changes may be made in a single space.

MANEUVER TEST

For each change in facing or direction a player must roll (1d6) greater than the sum of the cardinal values of the previous actions done* in the current turn, ie: roll >1 if one previous action made, roll > 3 (1+2) if two previous actions made, roll > 6 (1+2+3) if three previous actions made, etc...

* *All actions* (standing, changing speed, firing, etc... in addition to facing/direction changes) done prior to attempting a facing or direction change count towards the total.

Changes in direction that move *away from* the current facing suffer a -1 penalty to the roll.

Failure of a maneuver test results in the figure falling down.

FALLING

If a figure falls it takes damage equal to half its current speed (rounded down). Add one point of damage if facing at time of fall is 120- or 180-degrees from current direction.

While fallen, a figure may take/attempt no actions (thrust, maneuvering, firing, etc...).

At the end of each turn a figure is fallen determine its facing randomly and reduce its speed by one.

At the beginning of subsequent turns, a fallen figure may attempt to stand up (after moving one hex if its speed is greater than zero) by rolling greater than 2 (1d6). If successful it may continue its turn.

FIRING

At any point during its movement a figure may fire (once per turn) at another figure to its front (based on facing, not direction). To hit roll greater than or equal to the range on 2d6 (1 black and 1 white).

Modifiers to the range:

- ACTIONS OF FIRER - Add one to the range for each previous action taken that turn.
- DIRECTION OF FIRER - Add one to range for every three points of current speed (round down) if facing doesn't match (or is not opposite of) direction (unless target direction matches firer's).
- DIRECTION OF TARGET - As with firer above, using target's direction (relative to facing of firer) and speed to determine amount of penalty.
- WEAPON ABILITIES and/or TARGET TYPE - See stat cards for details
Add three to range if target figure is in water

SPECIAL: MISSILES

- Jets are equipped with two missiles, one of which may be fired instead of a normal attack.
- The arc of fire for missiles increases in width by two for every five points of range.
- The hit number is 9 for ranges 1-5, 7 for ranges 6-10, 6 for ranges 11-20, and 9 for ranges >20.
- The only modifier to the hit number is the number of previous actions taken by the firing figure.

DAMAGE

If a hit is made, damage is determined by rolling the weapon-specific number of dice.

CRITICAL HITS / FUMBLES

Any successful firing roll that shows a "6" on the black die is a critical hit (causing extra damage in addition to the normal damage roll). Any roll that shows "snake eyes" is a fumble / automatic miss.

1	fall down
2	change facing 60-degrees (random roll)
3	-1 penalty on future Maneuver Tests
4	weapon jammed (repair on later turn by 1d6 roll >2)
5	CRIT: reduce thrust by 1 FUMBLE: subtract 1 from speed
6	CRIT: double the normal damage roll FUMBLE: take ½d damage

RECOIL / IMPACT:

On any firing roll that shows a "6" (or "5" as well for 2-power shots) on the white die the firing figure is moved back one space opposite its facing and its speed is altered by the same. (Optional: for side-quarter shots, the black die must also show a "1-4" to apply the speed change.) The same effects are applied to the target figure if a hit is scored. (NOTE: Ignore this effect for missiles)

DEATH:

If a figure takes damage greater than or equal to its damage point total it is dead and should be marked with smoke. If the figure has a speed greater than zero, it is moved on successive turns (in initiative order) - subtract one speed point at the end of each turn as with a fallen figure. On the turn after a dead figure does not move any longer remove the figure, leaving the smoke to mark the spot. At the end of the next turn remove the smoke and place a hole marker on the space.

COLLISION

Whenever a figure's movement brings it into contact with another figure the collision is resolved using the guidelines below. All calculations are based on direction, not facing. (NOTE: The following is an attempt to represent the billiard-ball -style impacts and reactions that would occur between two objects on ice within the framework of a hex-gridded surface. It is admittedly simplified and not very accurate physics-wise.)

If the target figure's speed is zero (regardless of relative impact direction), move the target half the speed of the hitter (changing its direction and speed). Change the speed of the hitter to the same.

Both figures take damage equal to the original speed of the hitter.

If a front collision, move the slower figure half the difference in speed in the direction of the faster (changing its direction and speed indicators). Change the speed of the faster to the same amount.

Both figures take damage equal to the sum of the impact speeds.

If a front-quarter collision, use 2/3 the target's speed for all calculations. Bounce both figures half the difference in speed 120-degrees from both entry directions.

Both figures take damage equal to half the sum of the impact speeds.

If a rear-quarter collision, bounce both 1/3 the hitter's speed (adding amount to target and subtracting from hitter) in the direction of the other figure.

Both figures take damage equal to half the difference in speeds (hitter minus target -if target is faster then no damage results from collision).

If a rear collision, move both half the hitter's speed (adding/subtracting as rear-quarter above).

Both figures take damage equal to the difference in speeds (as rear-quarter above).

In all collision cases, both players must each roll greater than one-quarter the damage taken (rounded up) to avoid falling. Also, if the current figure has speed points remaining (after any adjustments made per the guidelines above) it may continue its move.

TERRAIN

Rough Patches = spaces with friction of varying degrees: rated 1, 2, or 3 (or more).

Reduce current speed of a figure moving into the space by the friction rating.

If figure's facing does not match direction, roll (d6) to avoid falling: >1 if front quarter, >2 if rear quarter, >3 if rear.

All maneuver tests made in a rough patch gain a bonus equal to the friction rating of the hex.

Holes / Edges = spaces that contain water in liquid form.

Figures entering hole or edge spaces immediately fall in and their turn ends. Their speed is reduced to zero, and their engines are stopped - a roll >2 (1d6) is required to restart (after climbing out).

No firing is allowed from water.

Climbing out succeeds on a roll >1 (1d6) and ends their turn.

Obstacles = Stuff on the surface which can be either hard (such as rocks) or soft (like drifts).

Figures entering a space with a hard obstacle take damage equal to their speed, and bounce back along their approach path - changing direction accordingly.

Figures entering a space with a soft obstacle reduce their speed by the strength of the obstacle. If the reduction is equal to or greater than the strength of the obstacle it is removed.

If obstacle can slide, treat encounter as a collision.

At the end of the encounter the player must roll (1d6) greater than 1/4 the damage taken or speed lost (rounded up) to avoid falling.

JUMPING:

Figures may try to jump over rough patches and holes to avoid dealing with their effects.

The figure must have sufficient speed remaining to reach the opposite side (ie: a figure cannot end its turn in "mid-jump").

To succeed, the player must roll (1d6) greater than the size of the jump (ie: if one space is to be missed, a roll of "2" or better is required, a three-space patch or hole requires a "4", etc...).

Players subtract one from the roll for each 60-degree difference between facing and direction.