



This game can be played solitaire or with up to 6 players. Components included: maps, cards. Components needed: coins (3 pennies, 2 nickels, 1 dime), dice (d20 for each player), paper and writing utensil and chronograph.

Strafe is a board game designed with the feel of a coin operated arcade game. Players take the roll of a fighter ship pilot, with each player represented by one d20 on the map. A deck of action cards is provided that enables your ship to move through the map, which is a trench. Your goal is to make your way through the trenches. Several maps represent different game levels. The last map level is the end of the game, where you will find a target that needs to be destroyed. Players earn points throughout the game. If the primary target is destroyed on the last level the player with the most points wins the game. It is possible that no one will win the game.

Print out the action card pages (card stock is recommended) and maps; these cards form one deck for one player. Each player uses his own deck (all decks should be identical) but all players use the same map (unless some players progress to the next level while others do not).

Game play

With the decks prepared and shuffled and dice set on the map (set to 20) on a beginning space, players draw 5 cards from their respective decks. Place the coins in any unoccupied spaces (not containing a hex icon with a number in it) on the map with a minimum of 2 spaces between each other, and at least **3 spaces away** from start spaces. When the chronograph is started players begin moving their ships; **threat cards must be played first**. Each ship moves forward one space at a time unless an action card says other wise. Action cards allow you to strafe your ship left or right, or backward, as indicated by arrows. When an action card is played it is replaced immediately by drawing one card. You can allow your ship to move straight forward without having to use a card. The faster you play and draw cards the more quickly your ship can progress through the trenches. Time will count against your total points. Play one card at a time, face up. Stack played cards in front of you; this is considered a discard pile so you don't have to move them again. Only move your ship across one space at a time. Always bring your hand to 5 cards before proceeding to the next move. If you deplete your deck just play as far as you can with the cards in hand.

Maps

Beginning at a starting space (you cannot move behind a start space), your ship must move through the trenches to the other side. Along the way are danger spots, which inflict damage. Danger spots are turrets and their weapons range. When your ship moves across a danger spot the amount of damage it will inflict upon your ship is written on the map. Your d20 is your ship, with 20 hit points. When you take damage your hit points decrease by the same amount, which means you must change your d20 to the appropriate number. The coins count as bonus points. **Pennies = 100 points, nickels = 500 points, and the dime = 1000 points.** Your ship must move directly onto the space with a coin to gain those points. You (the player who gained the bonus points) **MUST** remove the coin from the map immediately. The trench wall will inflict 20 damage to your ship if you hit it. Only one ship can occupy any space at a time.

In addition to **direction** cards, your deck contains **threat** cards. When you draw a threat card you must play it immediately and follow its instructions. After completing the instructions on the threat card you must then replace it by drawing another card. If you reach a finish space at the other end of the map your ship may be repaired. Spend 100 points for each point of damage you wish to repair (you cannot repair your ship beyond 20). When all players have finished the map (by either reaching the end or being destroyed) those who survived may proceed with the next map. Players who did not survive may start again on the map where they were destroyed. Always place the coins on one map, so you need another 3 pennies, 2 nickels, and 1 dime for another map if more than one map is in play.

Turrets

Turrets on the map are stationary guns. They have an attack range shown on the map. The black spaces with white numbers are occupied by turrets; do not place coins in these spaces. The gray spaces with black numbers are within attack range of the turrets. The numbers shown on these spaces is the amount of damage your ship suffers if you enter or move across those spaces.

Guns ahead of you not seen on the map are also firing at you. Occasionally your ship will suffer damage from threat cards representing those guns.

Destroyed

If your ship is destroyed (reduced to 0 hit points) remove your die from the map.

End of Round

At the end of the round points must be tallied. You gain 1000 points x the level number (found on the map) for surviving the round. You also get points equal to 10 times your number of hit points. You lose points for the time elapsed and the number of cards you played. Reduce your score by 5 x each second that passed (you may stop your chronograph only when you reach a finish space, even if other players are still playing). Also, you lose 5 points for each card in your discard pile.

When the new round begins shuffle your deck back into one pile, place the coins on the map and place your die on a start space. Players who were destroyed during the previous round begin with 20 hit points, minus 1 x the map level they are on. If you survived the previous round you progress to the next map. Players take turns placing their dice on the map, beginning with the player with the highest score (roll dice to break a tie).

Radio communications

Say aloud the title of the card you are playing, the amount of damage you suffer, the amount of bonus points you gain, etc. These statements can serve as radio communications between you and other players. These distractions may also hinder your piloting performance, so try not to be overwhelmed. Also, this serves as a check on other players, so you know if they are having trouble or cheating.

Winning

When the primary target is destroyed the game ends immediately. End the round as normal. The player who destroyed the primary target gets an extra 5000 points added onto the normal point tally. To destroy the primary target you must move your ship onto any of the black Primary Target spaces and roll one die. If you roll an even number it is destroyed; if not, you must immediately move your ship 3 spaces back.

The more players in the game the better your chances of destroying the primary target. Only the players on the final map when the primary target is destroyed can win.

Score sheet

A score sheet is provided to help you. It is long enough to record 10 rounds of game play, in case you need to play that many rounds to finish the game. The score sheet shows six aspects of your score, three scores of positive points and three scores of negative points.

Skill Moves

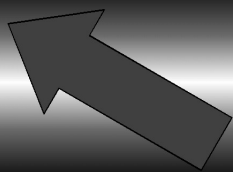
When your end-of-round score reaches or surpasses any multiple of 3000 points you gain one Skill Move (use markers to keep track). This is a special move you can spend when you have to play a Threat card. Spend a skill move if you wish to negate the Threat card. That card still has to be sent to the discard pile and replaced in your hand. You acquire only 1 skill move at each marker point (i.e., you cannot acquire more skill moves at 3000 points by spending points and reaching 3000 points again).



You may print any necessary components you need to play a game with others. Please do not distribute this file or its printed components in part or in whole to anyone else. For a small fee your friends can buy it themselves.

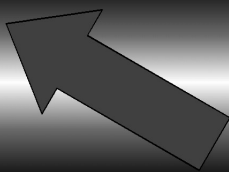
Fox Games

STRAFE TO PORT



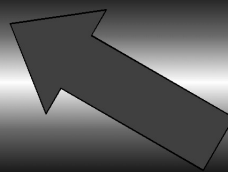
move left 1 space

STRAFE TO PORT



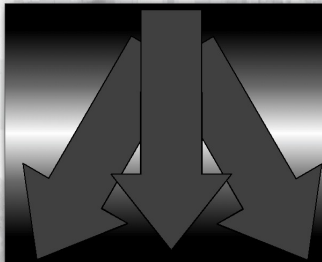
move left 1 space

STRAFE TO PORT



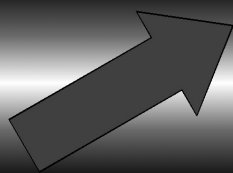
move left 1 space

MOVE BACKWARDS



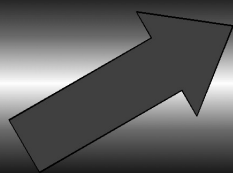
move backwards 1 space
you may strafe to 1 side

STRAFE TO STARBOARD



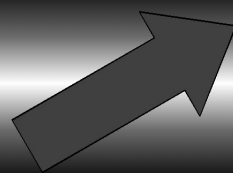
move right 1 space

STRAFE TO STARBOARD



move right 1 space

STRAFE TO STARBOARD



move right 1 space

TURBO BOOST



move forward 2 spaces
you take zero damage
from the first space

THREAT: PORT DAMAGE



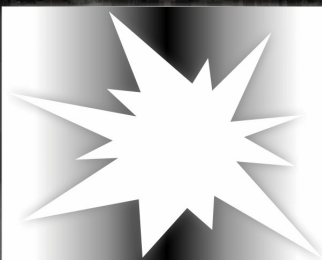
move to one space to
the left immediately

THREAT: PULL BACK



move your ship
backwards 3 spaces

THREAT: HULL BREACH

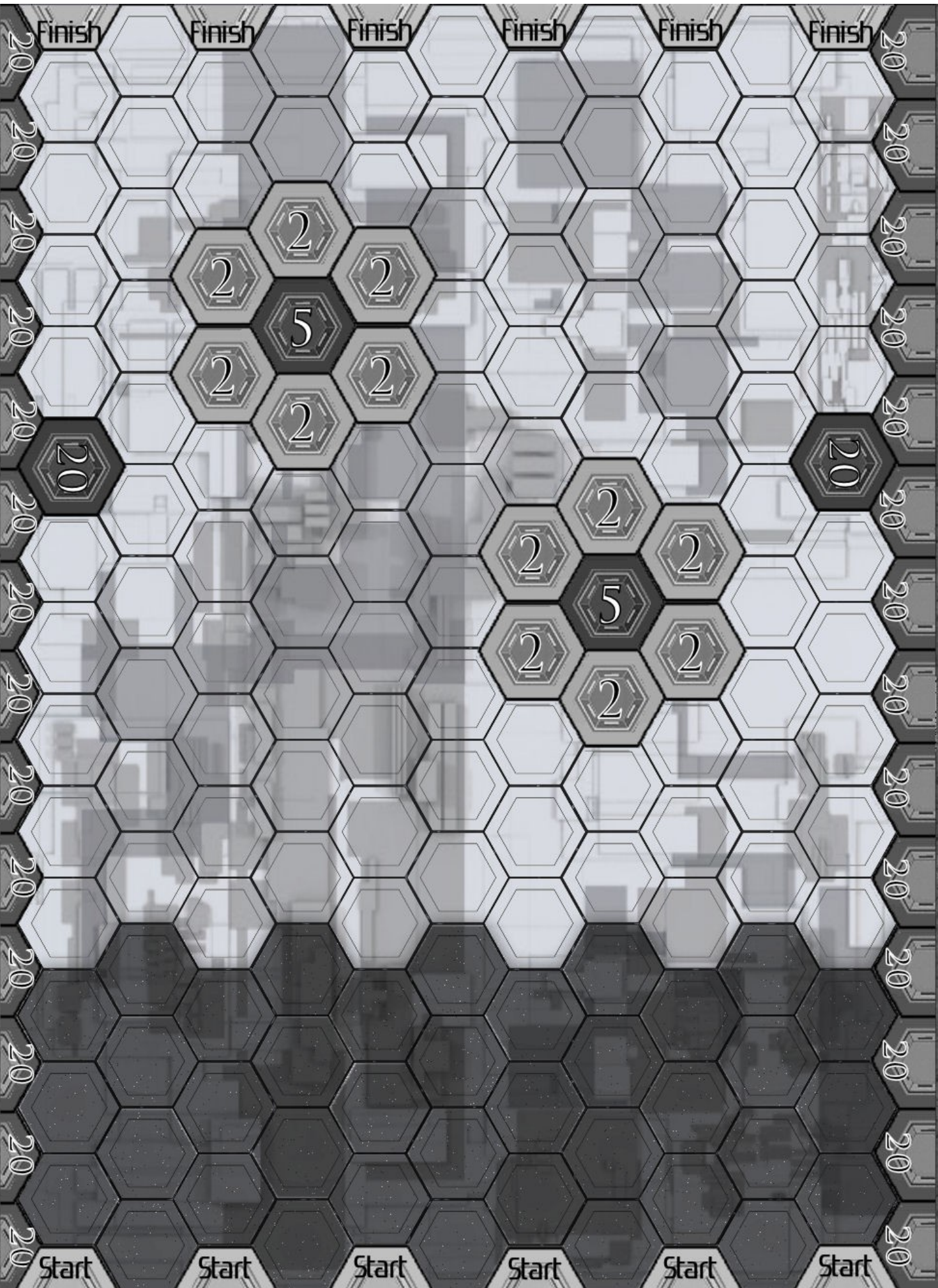


your ship suffers
2 damage

THREAT: STARBOARD DAMAGE



move to one space to
the right immediately



STRAFFE

