

Order of Setup and Play for

# **THUNDER STRUCK**

## **THE DUEL**

### **Setup**

1. Place the Battlefield board central to both players, plus place the 2 Ship Tokens (choose colour for each player), and place the Shield Tokens within easy reach of both players. Also place the Turn Marker above the Battlefield.
2. Place the Reflex (green) Dice near to the Thrust and Manoeuvre area of the Battlefield board.
3. Give each player their own-coloured Ship's Consol board, along with the matching 4d6, Damage Tokens, a Strategy Screen and Strategy Tile.
4. Give each player a Shield Token to be placed on the '5/6' Shield space on their Ship.
5. Place the Power Cubes within easy reach of both players and each player begins the game with 1 cube to be placed on their Ship, also.

### **Order of Play – Planning Phase**

1. Decide who will go first, and give the Turn Marker to that player.
2. Simultaneously, behind the Strategy Screen, roll their 4 dice and position the dice in any available (free/undamaged) spaces on the Strategy Tile, with the following restrictions. At least 1 dice (max 2) MUST be placed in a Boost space. At least 1 dice (max 2) MUST be placed in a Manoeuvre space.
3. Once this has been done, then remove the screen so both players can see their opponent's dice. Place Dice onto Ship Consol Board. Proceed to Reflex Phase.

### **Order of Play – Reflex Phase (Action Phase)**

1. The player with the First Player token goes first. They must choose one dice on their Ship Consol and carry out that action. Once complete, then the next player does the same until all dice have been actioned.
2. Once this phase has been completed, if both players are still in the battle, move the First Player token to the other player and proceed to a brand-new Planning Phase. Continue this order of play until one player's ship is forced to 'bug out'.

### **Actions – Boost (move)**

1. When a player removes a dice placed on 1 or 2 of the Boost spaces, their Ship travels the number of spaces, as indicated on the dice.

2. If a player has placed 2 dice on Boost, they may also choose to remove both dice in the same turn, thus moving the total of both dice in 1 single move.
3. Each player places their dice used/actioned in the Boost action, in the Boost action space on the Battlefield.
4. Ships cannot land on other ships, they must not count occupied spaces when moving past them.

### **Actions – Manoeuvre**

1. When a player actions the Manoeuvre action, they remove all dice allocated to it and this 'opposing action' is settled immediately. Total each player's dice, and the player with the highest number wins. If there was a draw, then no manoeuvre occurs this turn.
2. The winning player has a choice of 3 things to do: **1) FLIP – rotate their Ship 180 degrees, to face opposite direction** OR **2) Do nothing, leaving the both Ships as they were.** OR if a player has placed 2 Manoeuvre dice this round, they may choose to do **3) WARP – move their ship to one of the 2 spots on the opposite side of the Battlefield, facing in any direction they wish.**
3. Once a Manoeuvre action has taken place, no more manoeuvre actions may take place until the next round.
4. Each player places their dice used/actioned in the Manoeuvre action, on top of the Manoeuvre Token on the Battlefield.

### **Actions – Shields**

1. When a player actions a Shield action, they simply take a Shield Token from the supply and places it over the dice space, and remove the dice, placing it to the side in readiness for the next round.
2. If a Shield dice is actioned on the same turn that a shield is still ACTIVE, then nothing changes this round.
3. There are 3 spaces to power-up Shields, dependant on the number you rolled. Front (1-2) / Mid (5-6) / Rear (3-4). Front shields protect only direct hits coming from the front. Rear shields protect only direct hits from the rear. 'Mid' shields protect direct hits from either direction.
4. The player receiving the direct hit chooses which shield to use if they have a choice to make.

### **Actions – Fire (shoot)**

1. When a player actions a Fire (shoot) action, if their opponent is positionally as close or closer than the number shown on the Fire dice, then they will score a direct hit. If their opponent is further away (number of spaces) than the number shown on the dice, then the shot misses.
2. When a Ship suffers a direct hit, and there are no shields to protect them, that player's ship is immediately destroyed and the game ends.
3. If a direct hit strikes a ship protected by a shield(s) then the player receiving the direct hit, chooses which shield to remove (if a choice is available) and then places a single damage token on 1 of the 'undamaged' dice spaces. Each dice space is coloured coded to show where damage can happen, dependant on the shot hitting either the Front or Rear shield. If the player chooses to receive damage on the 'Mid' shield, then a damage token can be placed anywhere on the ship.

4. If a damage token is placed on a space which currently has an active shield token on it, the shield is deactivated.
5. If a damage token is placed on a space which currently has an used dice on it, that dice is removed and placed to 1 side, ready for next turn.
6. If both of the Fire / Thrust / Manoeuvre spaces are ever damaged, then the game ends as that ship has been destroyed.

## **Actions – Power**

1. When a player actions the Power dice (1 of 2 spots), they place the dice to 1 side, as usual, and then take one of the power cubes, and places it in the space provided. There is space for a maximum of 4 cubes at any one time. Note, if a dice with the number 6 is used, then take 2 Power Cubes, not 1.
2. A player may only use a power cube(s) when they are about to action one of their dice ON THEIR TURN. As soon as a cube is used, then place it back into the supply.
3. When a player uses a cube, they may do 1 of 3 things per cube used. 1) Increase or Lower the dice score by 1 pip. (this can be done multiple times in a single turn) OR 2) Move the dice which is being actioned at that time into a different unoccupied space, and THEN IMMEDIATELY action it in it's new location. 3) During the Planning Phase, they may re-roll all the Action Dice by spending 1 power cube.
4. Remember, if a player plays a Manoeuvre action, they can use a power cube to take a dice from another space, move it to one of the 2 Manoeuvre spaces and THEN action this Manoeuvre.
5. All the dice CANNOT be removed from the Manoeuvre or Boost spaces if a Manoeuvre or Boost hasn't currently been carried out this round.
6. Warning: using power cubes can result in some very wild actions. For example, the 'Double-Barrel' shot. This is where, a ship with only 1 undamaged weapon left, Fires it on one turn, and then repopulates the same space using the computer cube, and fires it again on a subsequent round. Another example of wild play is the 'Trip-Burn'. This is where a player repopulates a used Boost space by using a power cube, and manages to activate the Boost action 3 times in a single round of play. A terrifying thought.

## **Ending the Round**

1. If there is only one ship left in the game at this point, then award the victory to the survivor.
2. However, if play needs to continue to another round, then count the score values of the dice on the Boost and Manoeuvre tokens. If one player scores lowest on BOTH tokens, then the opponent may do 1 of 2 things. 1) They may take initiative for the next round. OR 2) if they may take the white Reflex Dice for the next round, increasing their dice total to 5d6.
3. Give the Turn Marker to the next player (if necessary) and start new round. The game ends when one player is destroyed, or when the 12<sup>th</sup> turn has been completed. The player with the least damage tokens on their ship, wins.



