

	<h1>Martian Warp</h1>		 2-4
			 Medium
	Designed by Rocky Pierce	Version 1	 Easy

EQUIPMENT

- 2 trios of 1 color per player
- Chess Board

OVERVIEW

A Martian Space War has broken out, but the battle has not been going as planned. The general of the Martian Separatist tries a diversion to distract the enemy by sending a smaller ship into the middle of battle so they can have their reinforcements flank them, but during the process an enemy ship strayed into the path of the warp speed and was completely destroyed. Even better the ship he had sent arrived unharmed. The General moved into another position and calls his ship back to him. Just as he planned another ship was caught in the path and was destroyed, yet his troop was unharmed. By this time the General of the Martian Emperor has picked up on this and thought he should try it out for himself.

GOAL

Capture all, but the last standing piece.

TERMINOLOGY

- **Pull:** When a ship has been pulled across the board to a larger piece.
- **Push:** When a piece is thrown across the board from a larger piece.
- **Stacked:** If 2 or more ships are on top of each other they are called stacked.

SETUP

Setup like Martian Chess, but with a single color per person.

WHO STARTS

The last person that has thrown something across a room.

HOW TO PLAY

MOVEMENT

Pawn – Moves 1 space diagonally

Drone – Moves 2 spaces horizontally

Queen – Moves like a Queen in Chess

WARP SPEED

If a piece is in a straight line either diagonally or orthogonally from a larger piece of the same color that piece may travel in

warp speed and is pulled to the larger piece. Place the smaller piece onto the larger piece.

The larger piece can then push the smaller piece into warp speed. The smaller piece must land on the edge of the board. If there are no edges of the board available to you either diagonally or orthogonally you cannot push that piece.

You may double stack. (A 3 can pull a 2 then that 2 can pull the 1. Or if a 1 and 2 are stacked a 3 can pull both of them, but can only push one at a time.)

Once pieces are stacked to move that piece you take the movement of the piece that is on top.

CAPTURING

During a push or a pull if there is 1 and only one ship in between the destinations that ship is destroyed. You can destroy your own ships. You can also destroy stacked ships in this way.

DOUBLE WARP

If you have a pawn lined up with a queen and a drone lined up with a queen at the same moment. You can pull both of them to you. If there are any pieces to be captured they are captured.

SACRIFICE

If you have a piece on top, but there is no way for you to get him off you can throw him into oblivion.

HOW TO WIN

Choose one before the game begins.

- The player with only one spot left on the board is the loser. This includes a piece that is stacked. Best with 2 players.
- Collect 2 trios. It doesn't need to match, just 2 of each size. Or 9 total pieces.