

Rover Rumble!

You stare into the deep black abyss of your coffee, sometime in the next hour the capsule carrying your teams rover will start its decent on to the barren world below. Ever since humanity started mining asteroids more and more companies have invested in rovers so that they might claim the resources of unexplored worlds before their competitors. Years ago the company might have sold high end technological goods or even shoes but now it's all about ore and oil. From a control center on Earth or another comfortable world, you control a survey rover belonging to a wealthy corporation in a race to plunder new worlds, moons, asteroids and anything not strapped down in the outer reaches of known space.

Set up:

In rover rumble you control a survey rover belonging to a wealthy corporation in a quest to collect the most resources on a newly discovered world. Players will need a d6 a d8 and some pens or pencils.

Each player places 2 difficult terrain tiles (just mark them with a pencil) across the map.

Resource Sites. There are 2 ways to place resource sites. Either each player places 1 resource site on the map and then a final resource is randomized, or all resources can be randomized. To randomize on the 8 x 8 grid, one player rolls a d8 for the column of the resource, and a second rolls for the row. A =1 and B= 2, etc. There should be 1 resource for every player and 1 extra one.

(For more than 4 players, it's possible for more players to play on the basic map but it might get cramped quickly. Consider increasing the size of the map to 10x10 and use a d10 for randomizing, 12 x12 with a d12 and even 20x20 with d20 if you get enough players!)

Each player then roles a d6 to see who goes first, (draws should be determined by a separate re-roll between the pair) The player who would go second can spend 1 hull point (HP) to steal the lead at the last second. Each player then places their rover on the map in turn order, and after the final player has placed their rover, player 1 starts their first turn. Players may not start on or adjacent to a resource site.

E.g. *Richard rolls a 5, Dan and James both roll 4s and Jack gets a 2. Dan and James roll off for second place, Dan gets a 5 and James gets a 1. Now in second place*

Dan decides to spend 1 hull point to go first.

Actions:

Ram- Roll a d6 on a 4+ the rival bot takes 1 damage.

Cost: 1 energy

Use upgrade- Some upgrades require energy to use.

Capture a resource point- Can be done at any point during your turn when you are on the resource site.

Cost 1 energy.

Example of play:

Dan spends 1 energy point to move onto a resource site, he then claims it for 1 energy point, and places some explosives for 2 energy points. Finally Dan spends 1 energy point to move 1 additional hex.

The players have 24 energy points and 8 turns (approx. 1 earth month per turn) and the winner is whichever surviving player holds the most resource sites.

Rover Creation:

Each rover comes with basic movement capabilities, spending 1 energy for 1 clear space of movement and 2 energy for one space of difficult terrain, the ability to use a basic ram, capture resources points and 5 hull points (HP). If you take damage reduce your hull points, if you are reduced to 0 hull points your rover is destroyed and you are out of the game. (Even if you have the most resource points!)

You also have 3 upgrades to adapt your rover as you see fit.

Over the edge!

Fortunately we know the world is round (or hexagonal in this case). Players can move off one of the map edges and arrive on the opposite side of the map as if they would be moving into an adjacent space. E.g. *James' rover is in A8 he can move off the edge into H7 and H8 if he wishes, but not H4.*

Upgrades:

Automatic Flag Dispenser.

The Freedom Corporation's original flag dispenser was initially produced for the military market, but found a natural second home in the space industry.

Your rover does not expend energy points to capture resource sites.

Advanced Ram.

Mankind has not changed much, thuggish weaponry has its place even on planets without human life.

When you ram an opponent, roll a d6. On a 1-3 you deal 1 damage, on a 4+ you deal 2 damage to the target.

Extra Armour

The most wary scientific teams might consider forgoing additional 'tools' and focus on adding thicker plating to protect against hostile elements and shady competitors.

You have 10 hull points (HP) instead of 5.

Corporate Espionage

Wars are won on information, and sometimes a well placed threat or bribe can provide the best advantage.

Spend an energy point to disable 1 upgrade of your choice on a rival rover on their next turn (Extra Armour is immune to this attack).

Sails

A risky prospect, sails trade a small amount of energy for the chance to race across the surface of a planet at break neck speeds. Except of course if you hit a cliff.

The player spends 1 energy point to move d6 spaces or 2 to move 2d6 in a straight line, as their rover makes use of a powerful back wind. However, they must move the full amount of spaces, unless they hit difficult terrain. If they do, they take 1 damage and cannot move any further this turn but may make other actions.

Energy Converter

Some scientists have been able to make small nuclear powered converters. These amazing machines are able to convert most rare minerals into a boost of energy for the rovers systems, at the expense of radiating the energy site beyond all use.

The player gains 1d6 energy but their resource site is no longer valuable and does not count towards the resource site tally and cannot be claimed by any other player. You may not use this power on another players resource site (you would have to claim it first with Flag Subverting protocols). There is no energy cost to use this upgrade.

Rough Terrain Modifications

At times, scientists can spend weeks carefully guiding a rover and its delicate systems through the sharp craggy

rocks on the approach to a resource. But not now with all new, S-tracks

from Sky Muscle Corp. S-tracks are reinforced tracks that allow you and your rover to push through the densest terrain with no damage to your precious machine! Advanced tidal sensory equipment is now also available for all your liquid surveying needs.

Difficult terrain only takes 1 energy to move through. This cannot be combined with Sails.

Flag Subverting Protocols

You can't just go around stealing from other people in the modern day, not without a crack team of highly educated lawyers. Judging by the images they will be presenting in front of the court it looks like your rival actually removed your original flag from the resource site and tried to claim it as their discovery. That's just distasteful really.

You spend 1 energy to try steal a resource site controlled by someone else. Roll a d6, on a 1 you fail, but can still try again next turn. On a 2+ the resource site becomes yours.

Explosives

Some planets just happen to have unstable resource sites that could explode if disturbed. Yep, that's what we are sticking with.

Explosives do 1 damage per energy point used to place them. Explosives should be marked on the map.

Explosives deal damage to each rover in the space when it explodes, they explode automatically whenever a rover steps on one.

Alternate Planets and Objectives

Not all planets are the same, and neither are missions.

Whilst rovers on mars might be locating valuable resources, a rover on Europa might be searching for the best sites for probes to drill down in the search for life, and the liquid methane lakes of Titan could only be exploited if there were good positions for refineries to be placed.

Four character sheets and a 8x8 hexagonal map can be found below, for randomizing remember to label on side A to H and the other 1-8. Created by Joe Williams (Arthur Birling)

Company Name:
Rover:
Equipment and Support:

Health Points:

Energy Points:

Company Name:
Rover:
Equipment and Support:

Health Points:

Energy Points:

Company Name:
Rover:
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Health Points:

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