WEAPON AND ARMOUR TABLE

There are three types of weapons: Hand weapons, Guided weapons, and Phasor weapons. In addition, there is a special device, the Heat Ray Gun, which has no effect on gladiators, but can be used to melt obstacles on the mapboard. Weapons and armour vary according to the strength needed to operate them, their damage potential, and their range.

Hand weapons require an endurance point to operate.

Guided weapons can only be used once. After they are launched the gladiator has their hands ready.

Phasor weapons are limited to one shot and then must be loaded. If a Phasor weapon is holstered, it automatically reloads.

SYMBOL	WEAPON	STRENGTH NEEDED TO CARRY WEAPON	RANGE OF WEAPON	DAMAGE CAUSED BY PARTIAL HIT	DAMAGE CAUSED BY FULL HIT
	Hands	6	1	1-3	2-6
	Stun Wand	6	1	Heavy Stun*	Heavy Stun*
	Vibro Knife	6	1	2-4	4-8
	Laser Sword	9	1	3-5	6-10
	Slicer	12	1	4-6	8-12
	Disruptor	15	1	5-7	10-14
	Heavy Disruptor	18	1	6-8	12-16
	Gaper***	9	2-6**	Heavy Stun*	Heavy Stun*
	Gemstone***	12	2-6**	5-7	10-14
	Phasor	6	unlimit	3-5	6-10
	Phasor Rifle	15	unlimit	5-7	10-14
	Heat Ray Gun	6	6	Melts Obstacles	

* Has no effect on creatures of strength 30 or greater.
** Range of guided weapons are equal to one plus the gladiator's adjusted strength divided by four, rounded down: [1 + (ST/4)].
*** Gemstones and Gapers attack the target square with a full hit, and all of the adjacent squares with a partial hit.

SYMBOL	ARMOUR	STRENGTH NEEDED TO WEAR ARMOUR	PROTECTION GAINED FROM ARMOUR	REDUCTION IN GLADIATOR'S SPEED & DEXTERITY
)	Light	9	2	2
>	Heavy	15	4	3

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COMBAT SIMULATOR OF THE 28th CENTURY

COMBAT RULES

GENERAL INTRODUCTION

In Galactic Gladiator, combat takes place between two teams, each of which can contain from 1 to 10 gladiators. Each gladiator can have a ready weapon and a carried weapon. They can also wear armour. Combat continues until one team surrenders, all members of a team are dead or wounded, or the target square has been captured.

At the end of a combat, the winning player will be given the option of saving the winning team. If a team is saved at the end of a combat, all dead gladiators are dropped and wounded gladiators are revived.

COMBAT TURN

Combat consists of a series of Combat Turns. Each Combat Turn consists of Player 1 choosing options for all of their gladiators and then Player 2 (or the computer) choosing options for his team.

In the two player version, the player not choosing options should not look at the options that the other player is choosing.

After options have been chosen for both teams, these options are resolved and the next Combat Turn begins (See the section on the order of resolution of options).

PERSONAL CHARACTERISTICS

Every gladiator has a numerical rating for each of the six personal characterisitics listed below. How that gladiator fares in combat is largely determined by these characteristics.

ST — STRENGTH Normal range is 6 to 20. Strength determines the weapons and armour that can be used, the amount of damage that can be sustained, and the amount of damage it takes to stun a gladiator.

DX — DEXTERITY Normal range is 6 to 20. Dexterity determines the order of attacks (Highest dexterity attacks first) and, along with weapon skill, the probability of hitting an opponent.

EN — ENDURANCE Normal range is 3 to 11. Endurance is reduced by damage points and is reduced by one whenever a hand weapon is used in an attack. If endurance falls to 0 or less, the gladiator must rest, which increases endurance by 1 per turn.

SP — SPEED Normal range is 2 to 6. Speed determines the number of squares that a gladiator can move per turn and the order of movement (Highest speed moves first).

EX — EXPERIENCE Range is unlimited. Experience is increased by 5 per combat that a gladiator survives in an unwounded state. Experience influences the probability of a team achieving surprise. (See the section on Placement for an explanation of surprise)

WEAPON SKILLS Range is 0 to 20. Weapon skills, along with dexterity, influence the probability of hitting an opponent. Every time gladiators sucessfully hit an opponent, there is a chance that their skill will go up by 1. As skill levels go up, it becomes harder to increase to the next level.

WEAPONS AND ARMOUR

There are three types of weapons in Galactic Gladiator: Phasor Weapons, Hand Weapons, and Guided Weapons. In addition, there is a special device, the Heat Ray Gun, which has no effect on gladiators, but can be used to melt obstacles on the mapboard.

PHASOR WEAPONS — Phasor and Phasor Rifle. Phasor Weapons have an unlimited range, but the greater the range to the target, the more difficult it is to score a hit. Phasor weapons only have one shot before they must be reloaded.

HAND WEAPONS — Hands, Stun Wand, Vibro Knife, Laser Sword, Slicer, Disruptor, and Heavy Disruptor. Hand Weapons have a range of one; that is, a gladiator must be adjacent to an opponent to score a hit. Hand Weapons reduce the endurance of the attacking gladiator by one whenever they are used in an attack, whether the attack is successful or not. Hand Weapons can also be used defensively; that is, any skill points a gladiator has in a ready hand weapon are automatically deducted from the chances of an opponent getting a hit. This defensive capability does not work against guided weapons.

GUIDED WEAPONS — Gaper and Gemstone. Guided Weapons have a range equal to one plus the gladiator's adjusted strength divided by four, rounded down: [1 + (ST/4)]. The normal range is 3 to 6 squares. Guided Weapons can only be used once. After they are launched, the gladiator is left with only hands ready. Guided Weapons not only attack the target square, but also do damage to anyone in adjacent squares.

HEAT RAY GUN — The Heat Ray Gun has a range of six squares and can be fired around or through any intervening block.

See the Weapon and Armour Table at the end of this booklet for a complete listing of the strength needed to operate the various weapons and of their damage potential.

ARMOUR — There are two types of armour, light and heavy. Light armour reduces speed and dexterity by 2, requires a strength of 9 or greater to wear, afford protection of 2 damage points per hit. Heavy armour reduces speed and dexterity by 3, requires a strength of 15 to wear, and affords protection of 4 damage points per hit.

BATTLEFIELD DISPLAYS

Combat takes place on a mapboard displayed on your screen. The mapboard is divided into squares and all movement and range calculations are done in terms of the number of squares. There are three different sized battlefields:

Close Range	14 × 8
Medium Range	17 × 10
Long Range	28 × 16

Gladiators Gladiators are represented by the first letter of their name. Team #1 starts the combat on the right side of the screen (from the player's viewpoint) and is shown in white. Team #2 starts on the left side and is shown in black letters in a white square. At close and medium range, the gladiator's ready weapon and any armour they might be wearing is also shown. On long range displays, only the gladiator's letter is shown. (See the Weapon and Armour Table for a description of the symbols for the various weapons and armour.)

TERRAIN FEATURES

All three sized battlefields have the same terrain features:

Full Block-Indoor and Outdoor (Red)
Half Block-Indoor (Blue)
Half Block-Outdoor (Blue)
Partial Block-Indoor (Green)
Partial Block-Outdoor (Green)

TERRAIN EFFECTS

Movement All these terrain features block movement. No gladiator can enter a square with a block in it.

Weapon effects

Phasor attacks — Full blocks stop all phasor fire. Half and Partial blocks can be fired through, but it takes skill and luck. (See the Combat Formulas for the chance of firing through blocks)

Guided Weapons — Guided weapons are not affected by any block.

Heat Ray Gun — These are also not affected by blocks.

GAME TYPES

There are three choices of game types:

1. Team #1 defends
2. Team #2 defends
3. Elimination

In attack and defend games, the defending team places a target square on the battlefield. The game continues until one team surrenders or is eliminated, or until the attacking team, at the end of a Combat Turn, gets a gladiator into the target square in an unstunned condition. Elimination combats continue until one team surrenders or is eliminated.

PLACEMENT

Before combat begins, there is a placement phase. The placement phase offers two main choices:

EXPERIENCE RULE If the Experience Rule is chosen, the computer gives an experience rating for both teams. This rating is the experience level of the most experienced gladiator on the team. The computer then determines if a surprise takes place. If neither team achieves surprise. If neither team achieves surprise, both teams are

placed randomly. If a team does achieve surprise, the other team is placed randomly and then the team with surprise places its members. The team with surprise also gets one free Combat Turn.

CHOOSE PLACEMENT There are four choices:

1. Place team #1, then team #2 is placed randomly
2. Place team #2 then team #1 is placed randomly
3. Both teams are placed randomly
4. Both teams are placed — team #1 is placed, then erased, then team #2 is placed

COMBAT OPTIONS

ORDER OF RESOLUTION OF OPTIONS

1. Standing attacks are resolved first. The gladiator with the highest adjusted dexterity goes first. Ties are determined randomly.
2. Change weapon, Rest, and Load weapon are done next.
3. Fire Heat Ray Gun.
4. Movement is resolved according to the highest adjusted speed. Ties are determined randomly.
5. Moving attacks are next resolved by the same method as attacks.

ATTACKS — PHASOR AND HAND WEAPONS

Attacks with Phasor or Hand Weapons are resolved in two stages:

1. **Hit or Miss** It is first determined if the attack was a hit.
2. **Partial or Full hit** If an attack is successful, it is then determined if the hit is a full hit or only a partial hit.

ATTACKS — GUIDED WEAPONS

Guided weapons are launched and then attempt to move toward their target. Each time they try to enter a new square, there is a chance that they will scatter, that is, move to a different square.

Guided weapons continue seeking their targets until they have found them or reached the end of their range. They then explode, hitting anyone in the same square with a full hit, and hitting anyone in any adjacent squares with a partial hit.

EFFECTS OF HITS — DAMAGE POINTS

Damage points are subtracted from a gladiator's strength and ¼ of the damage points (rounded down) are subtracted from the gladiator's endurance. If a gladiator's strength falls to 3 or less, it is wounded and removed from the map. If it falls to 0 or less, it is dead.

STUNS

If a gladiator suffers a hit causing damage points equal to or greater than its stun capacity, it is stunned.

Stun Capacity

Stun = Adjusted strength divided by 3 rounded down (no less than three)
Heavy Stun = Stun + 2 (no less than four)

Effects of Stuns

Stun-Loss of current combat option
Heavy Stun-Loss of current combat option and the next turn's.

In addition to the above effects, a gladiator that is stunned is easier to hit. It also loses any movement or dodging factors and any defensive weapons skills for the duration of the stun.

MOVEMENT RULES

Direction Galactic Gladiator does not use a coordinate system, but instead uses the directions shown below to indicate moves.

```
8 1 2
7 x 3    x is the square of the gladiator.
6 5 4
```

Movement Options There are three types of movement options:

MOVE Move any number of squares up to the gladiator's speed rating.
MOVE AND DODGE Move any number of squares up to half the gladiator's speed rating (rounded up) while dodging.
MOVE AND ATTACK Move any number of squares up to half the gladiator's speed rating (rounded up) and attack.

Engaged If a gladiator is adjacent to an enemy, they are considered engaged and can only move one square.

If, while moving, a gladiator moves into a square adjacent to an enemy, they become engaged and can move only one additional square.

If, during a movement sequence, a gladiator attempts to move into a square that is occupied (by terrain or another gladiator), or attempts to move off the battlefield, that move and the rest of its moves are canceled.

COMBAT FORMULAS

EXPERIENCE RULE The Experience Rule is a two part calculation. First, it is determined if either team gets surprise. Second it is determined which team gets surprise. These calculations yield the following probabilities, where Team 1 refers to the team with the advantage in experience.

Difference in Experience	% No surprise	Team 1 surprise	Team 2 surprise
0	50	25	25
5	40	36	24
10	30	49	21
15	20	64	16
20+	10	81	9

SHOOTING THROUGH BLOCKS

Half Block $((SK + DX) - (RA \times 2)) \times 5 =$ % chance of shooting through block
Partial $((5 + SK + DX) - (RA \times 2)) \times 5 =$ % chance of shooting through block
SK = Weapon Skill of attacker
DX = Dexterity of attacker
RA = Range to block in # of squares

HIT OR MISS

Hand $((SK + DX) - (MF + DF + M1 + S1)) \times 5 =$ % chance of hit
Phasor $((SK + DX) - (MF + DF + M1 + S1 + RA)) \times 5 =$ % chance of hit
SK = Weapon Skill of attacker
DX = Dexterity of attacker
MF = # of squares opponent chose to move
DF = Dodge Factor (3 if opponent is dodging, 0 otherwise)
M1 = # of squares attacker chose to move
S1 = Weapon Skill of opponent if using a hand weapon
RA = Range in # of squares to opponent

Note that if the opponent is stunned, MF, DF, and S1 = 0 and 4 is added to SK. Also, there is a lower limit of 10%, that is, there is always a 10% chance that the attacker will hit.

FULL HIT

$(SK - 1) \times 5 =$ % chance that a hit will be a full hit.

GUIDED WEAPON SCATTER

60 + (SK × 3) = % chance that it will **not** scatter (checked each time the weapon attempts to enter a new square)

GAMES OF GALACTIC GLADIATOR

SSI SAVE DISK Before you can save teams, battlefields, or games, you must create a SSI Save Disk. This can be done from the main menu by choosing "I" and following the directions. Note: Do not remove the game disk until so instructed.

Once you have a SSI Save Disk, you can catalog that disk and delete old teams, battlefields, and games.

RESTART OLD GAME You can also restart old games from the main menu. If the game was saved after turn #1, it will restart in the option phase of the turn on which it was saved. If a game is saved at the beginning of the first turn, it will restart with the Placement Phase.

PLAY A NEW GAME When you choose "P", Play a New Game, you will be greeted by a list of six options shown below.

GAMES

1. Brawl at Cosmic Mike's Place
2. In the Arena
3. Hijack!
4. Home World Combats
5. Strange Places
6. Create a Game

BRAWL AT COSMIC MIKE'S PLACE This is the basic game and is described on the Player's Aid Card. It pits 3 gladiators against 3, chosen from the 7 standard mixed species teams. It is fought at close range. The Standard Teams are designed to show the capabilities of the different species and different weapon and armour configurations.

IN THE ARENA This game uses the same teams as Brawl, but introduces Medium and Long Range battlefields. These longer ranges can influence the outcome of the combat to a great extent. Teams which do well at Close Range often do not fare as well at Long Range.

HIJACK! These games introduce three new factors. First, the teams are larger (5 against 5). Second, there are 7 additional standard teams to choose from. These teams are all one species, that is, each team is made up of members of one of the 7 regular species. Third, Hijack! introduces the Attack and Defend game types where you can set up a target square for one team to defend.

HOME WORLD COMBATS Home World Combats pits an experienced team of one of the 7 regular species against a team of your choosing. The experienced team members have weapon skills of 10 and experience levels of 30. The experienced teams can be used to test your own experienced teams.

STRANGE PLACES Strange Places pits an inexperienced team of one of the 7 special species against a team of your choosing. The exception to this is the game, Gorsai Free for All, which pits two Gorsai teams against each other. Since Gorsai can change side during a combat, this can produce some wild combats.

CREATE A GAME The create a game option can be used to create an almost endless variety of teams, battlefields, and games.
Below are some of its uses:

Create new standard teams You can create your best or favorite team for any number of gladiators from 1 to 10. These teams can be saved and used over and over again against Standard Teams or other saved teams.

Create experienced teams Strictly speaking, you can't create experienced teams, you can only "live" them through a series of combats.

Create a Quest Quests are series of combats that can be set up for both new and experienced teams. See the section on Quests for how to set them up.

HOW TO CREATE A GAME

When you choose the create a game option, you will be guided through the steps listed below:

CREATE TEAMS 1 AND 2

1. Choose Standard Team, Experienced Team, Old Team, or New Team. For all choices except New Team, the Team will be read in and you will be given the chance to change the team by using the options below. New Teams are built up gladiator by gladiator.
2. Team Construction–View Team
   During this phase you can add new gladiators (see #3), view the profiles of team members, merge an old team with the existing team, or end the phase.

View Team While viewing the profiles of your gladiators, you can change their weapons and/or armour and drop any unwanted gladiators, or change the names of your gladiators.

Merge Teams This option allows you to merge two or more old teams up to the maximum of 10. **WARNING!** When you merge two teams you can end up with gladiators with names beginning with the same letter. Use the change name option to remedy this. If you don't, some of your gladiators will become inaccessible — they'll show up on the map, but you won't be able to give them options.

3. Add a Gladiator
   a) Choose regular or special species, including your own monster species. Monsters and Banshees don't join other teams.
   b) Choose weapons and armour for the gladiator. Only those weapons that can be used by that gladiator will be listed.
   c) Name that Gladiator. After the gladiator is created and armed, they must be given a name. One way of increasing your personal involvement is to name one after you. There's nothing sacred about the type of names I used for the various species, so feel free to think up whatever kinds of names you like. All names must begin with a letter and you can't give a gladiator a name starting with the same first letter as another on the team.

CHOOSE BATTLEFIELD

Choose a Standard Battlefield, an Old One, a Random one, or a New Battlefield. Standard or Old Battlefields are read in. Random Battlefields place blocks randomly on the map. The number of blocks can be varied from none to very crowded.

New Battlefields are created by you by placing blocks on the map. You can save these battlefields for reuse.

CREATING QUESTS

In addition to setting up your own combat games, Galactic Gladiator can be used to set up Quests, that is, a series of combats, normally five, that you can take various teams through. There are an enormous number of possible ways to set up Quests, so in order to make things a little simpler, I've established a set of Basic Quest Rules, to which you can, and should, add variations for the Quest as a whole and for individual combats within the Quest.

BASIC QUEST RULES

1. Quests consist of five combats.

2. The "defending" teams are directed by the computer.
3. The Quest Team cannot add gladiators, change armour, or change weapons during the course of the Quest. (Except to change the carried weapon to the ready weapon).
4. Only regular species are allowed on the Quest Team.
5. All weapons are allowed.
6. The Quest Team starts the Quest with 0 experience.
7. There is no limit on the number of turns per combat.
8. Placement is through the Experience Rule.
9. The Quest Player knows the entire Quest before starting.
10. Combat is elimination combat.

In conjunction with these rules, there are a number of variations that should be used in setting up your Quests. The variations I've listed below are not the only possible ones — feel free to think up your own. There are two types of variations, Quest variations, and Combat variations.

QUEST VARIATIONS

1. Quests for experienced teams.
2. Set up a number of times (1-5) that the Quest team can add new gladiators. This can be set up so the Quest team must decide before starting the Quest which combats it will use the replacement option, or let them decide as they go along.
3. Quests for special species.
4. Don't allow the Quest team player to know the next opponent until they have prepared for combat. Note that this could also be used as a combat variation.
5. The defending teams are controlled by the "Quest Master".
6. Fewer or more than five combats.

COMBAT VARIATIONS

1. Recreate — Allow Quest Team to add gladiators before the combat.
2. Rearm — Allow the Quest Team to change weapons and/or armour.
3. Limit on the weapons allowed, for example, no guided weapons. Note that this could also be a Quest Variation.
4. Have Attack and Defend games.
5. Place one or both teams.
6. Have a limit on the number of turns — either to enable the Quest Team to go on to the next combat or to win a prize.

PRIZES OR TREASURES

One way of making Quests more fun is to have a prize available if the Quest team makes it to a certain combat. Prizes can be of two types. One, allow the Quest team to add a special species gladiator to their team. Two, allow the Quest team to use the merge old team option to add experienced gladiators. Which species can be added can be decided by the Quest Team OR the Quest Master can specify a particular prize.

QUEST HISTORIES

Included with the game is a blank Quest History that you can xerox and use to set up your Quests.

1. Descriptions can be anything you want to say to set up the story of the Quest.
2. Opponents refers to the defending team. You should include how many there are on the team and their experience level. Opponents can be chosen from the standard teams, special species teams, new teams, or experienced teams.
3. Battlefields can refer to a particular battlefield that has been created and saved or to the type of battlefield, for example, a Random, Close Range, Indoor, Crowded battlefield.
4. Variations — See the previous page.

QUEST NOTES

1. When playing against the computer, you should give the defending team an advantage of 2 gladiators for a more even combat.
2. One of the most important things to remember in setting up Quests is finding the right balance between easy combats with few replacements, and even combats with more replacements.
3. Vary the type of defending teams. If all the defending teams are Dulbians or Lightweights, it not only becomes an easier Quest, but also, a duller Quest.

HISTORICAL BACKGROUND

Contact was lost with the Best Hope, the first human space ship to enter the Cygnian star system, as it crossed the orbital path of the outermost planet. Six years later, the Best Hope began sending signals as if no time had passed, picking up their report from the exact moment they had stopped sending.

The First Interstellar Contact had begun!

A few years after regular communication had been established between the Cygnians and humanity, it was discovered that the Cygnians had "suspended" the Best Hope and its crew as a practical joke. They wanted to see how we would react. We reacted by almost starting the First Interstellar War!

Since that rather inauspicious beginning, the Interstellar Community of Intelligent Species (ICIS) has grown to include seven members: Humans, Koraci, Cygnians, Wodanites, Froglodytes, Dulbians, and the Zorcon. The sector of the Galaxy that these cultures occupy has come to be known as the Bubble. (The Zorcon wanted to call it "fur-bearing mammal", but since no one else understood what they meant, the proposal was rejected.)

In addition to these seven intelligent species, there are at least seven semi-intelligent or specialized species to be found in the Bubble. They are the Gorsai, various types of Robots, Banshees, the Mutants, Slime Devils, Night Stalkers, and Orangaphins. (See the section on Species Characteristics for a more complete description of the various species.)

THE COMBAT SIMULATOR

Before a young human (or Dulbian, Zorcon, etc.) ventured out into the still turbulent interstellar society of the 28th century, they would spend many an hour practicing on their combat simulator. These simulators would equip the young adult with the necessary weapon skills for survival in a society where the possibilities of inter-species misunderstanding were, at the very least, enormous.

The current 20th century Earth version of a combat simulator has, unfortunately, had to dispense with the direct biofeedback linkage. The inclusion of this yet-to-be-developed technology would, I've been told, lead directly to Henro Norge leaving his farm 15 minutes later than he would have. Which would mean he wouldn't be killed in the slidewalk accident. Which would mean he would become Dictator of the Solar System in 2463. Which no one in their right mind wants. Therefore, this version has been adapted for use on an Apple II home computer.

WEAPONS AND ARMOUR OF THE 28th CENTURY

Swords and single shot weapons in the 28th Century? Yes! It all started in 2081 on Earth. (For humans, that is. The other species all have different, but somewhat similiar stories.)

On May 14, 2081, Susan Mandeville of Sol District 3-a, demonstrated her new product — a process that would turn the skin of a human body into a material that had greater stopping power than 12 inches of Kevlar. Although her product was not a huge success (The complete loss of the sense of touch might have had something to do with that), the introduction of Mandeville Skin did mark the beginning of the elimination of

conventional weapons.

On Dec. 3, 2113, Kevin Gregory of Sol District 11-a demonstrated his new product — a process that not only restored a sense of touch to Mandeville Skin, but enhanced it far beyond the capability of normal human senses. Within 5 years, over 99.99% of the human species was living in Susan Skin.

This event not only set off a far-reaching cultural revolution (See Varley's 6-volume, "A Time of Changes"), it also signalled the end of conventional weapons (from knives to machine guns). It's hard to stab someone if the knife bounces back. It's not much easier to shoot someone if the bullets just go splat. Conventional weapons can still do damage, but only about as much as unarmed combat techniques, so they have largely disappeared from the known parts of space.

In addition to Susan Skin, other built-in defense mechanisms were developed to protect the body against such things as a simple blast of energy. To overcome these defenses, new weapons had to be developed — the weapons found in Galactic Gladiator. These weapons are smart weapons; that is, they don't overpower the defenses of the selected target, but rather they are set up to bypass or neutralize those defenses. However, since every nervous system is unique, these weapons have to be set up to attack one particular person. If a weapon is set up to attack gladiator A and hits B instead, it will have no effect. How weapons bypass the defenses of the selected target is explained in the following section on the individual weapons.

All hand and phasor weapons of Galactic Gladiator work in essentially the same way, which is:

1. The weapon is charged on command of the user.
2. A beam of tachyons is sent out to the selected target. The information from this beam is used to attune the weapon to the particular nervous system of the target.
3. The weapon discharges or operates in a pattern set by the nervous system of the target.

All weapons work directly with the nervous system of the user. In the case of hand weapons this is doubly true. Not only are they activated by mental command, they also draw some of their energy from the body of the user. This is why it costs an endurance point to attack with a hand weapon.

Additionally, weapons have to be held stationary while being attuned. Therefore, targets have to be selected before a gladiator moves.

Attacking Thin Air In case you're wondering why gladiators attack thin air with hand weapons (the target is 10 squares away, for example) or phasor weapons fire at people behind walls, its because once a weapon has been charged to fire or operate against a particular target, the weapon must fire or it will destroy itself.

INDIVIDUAL WEAPONS

HANDS Hands refers to all the various unarmed combat techniques that have been developed throughout the Bubble. I won't try to describe them all, especially the ones that Dulbians use against the Zorcon, but will leave it to your imagination. Hand attacks are not single blows, but a whole series or pattern of hits. This pattern of hits must be pre-set in the nervous system of the attacker before they move.

STUN WAND The Stun Wand is a Koraci invention. It sets up a neural block that temporarily paralyzes the target.

VIBRO KNIFE The Vibro Knife has a blade that consists of a single strand of molecules that are set ot vibrate in such a way that it can slice past the defenses of the target.

LASER SWORD Laser Swords are somewhat similiar to those devices in Star Wars, but are set to interact with the body of the target as they hit — at super fast sub-atomic time scales.

SLICER The Slicer is similiar to the vibro knife, but larger and more powerful.

DISRUPTOR Disruptors, when they hit a selected target, discharge a bolt of energy that disrupts the cell walls of the target.

HEAVY DISRUPTOR The same as a disruptor, but more powerful.

PHASOR Phasors are single shot weapons that deliver a bolt of energy that interacts with the nervous system of the target. Phasors have built-in tracking systems to follow a target as they move.

PHASOR RIFLE The same as a Phasor, but more powerful.

GAPER Gapers, and Gemstones, are small devices that once activated and launched flash back and forth between a state of normal matter and a state in which they are made up of a cloud of virtual particles. While in this virtual state, they can penetrate any normal matter, which is why guided weapons can move through walls. Gapers, and Gemstones, are guided toward the target directly by the nervous system of the user. When Gapers reach their target, or the limit of their range, they set up a powerful, but temporary field of virtual particles which stun any nearby nervous system.

GEMSTONES Gemstones are like Gapers in most ways, but instead of setting up a neural field of virtual particles, they explode in a shower of annihilating particles, an explosion that is powerful enough to overcome any built-in defenses.

HEAT RAY GUN Heat Ray Guns are not really ray guns, but rather they fire a projectile that is similiar to a Gaper. This is why you can ignore intervening walls when using one. When the projectile reaches its target, it interacts with inorganic matter in such a way that it melts or disintegrates the block. It's called a Heat Ray Gun because it was invented by a Koraci after it watched 12 hours of Flash Gordon serials.

ARMOUR Light and heavy armour are the same, differing only in bulk and the amount of protection they afford. Armour operates like an extra nervous system, absorbing part of the hit, and it acts like a second skin, absorbing the impact of a hit.

SPECIES CHARACTERISTICS

The values for strength, dexterity, and endurance listed below are the species norm. They can vary by +/– 1.

REGULAR SPECIES

1. Koraci ST-7, DX-19, EN-4, SP-6

The small, fast Koraci average about 1 meter in height. They are mostly purple and all three sexes have 7-10' long feathery sense organs growing out of the top of their slightly triangular heads.

The Koraci have just recently invited human scientists to study their most secret social custom, the Death Party. In exchange, they demanded access to certain films, magazines, and books of early 20th century America. Twenty three days after receiving these items, every single Koraci changed its name. They have never explained why.

In combat, Koraci favor the stun wand and phasor.

2. Cygnian ST-10, DX-16, EN-5, SP-5

The Cygnians are essentially 2 meter tall brightly colored, thin, flightless birds. Their vestigial wings are now used only for display. To get some idea of the effect of this display, it should be noted that "feelies" of a Cygnian in display have been banned in three systems, as an illegal narcotic.

The Cygnians have come to be known as the practical jokers of the Bubble, which is somewhat unfair, since "joking" is the highest value of Cygnian culture. This value does not, however, extend to the battlefield.

3. Human ST-13, DX-13, EN-7, SP-4

Humans are the norm of the 7 regular species. Unless you're playing this on Cygnus-7, in which case, you should run all values through a 16 dimensional Ran-dy matrix. To our Gorsai player, the above should not taken as a declaration of war. Nor are Dulbians good to eat.

4. Wodanite ST-16, DX-10, EN-5, SP-4

The Wodanites are a genetic offshoot of the human race. Wodanites are slightly bigger than humans, since their colony bred for strength over dexterity. Their culture is modeled on the Vikings, and through genetic engineering, all Wodanites have large, real horns growing out of their heads. They have taken the names of Viking gods rather than Viking names, which will give you some idea of their self-esteem.

Their Viking culture is, of course, replete with a variety of "creative anachronisms", such as energy weapons, food synthesizers, and android wolves roaming the countryside.

5. Froglodyte ST-16, DX-10, EN- 7, SP-3

Froglodytes are the one intelligent amphibian species. They are bipeds and have two long arms, but in addition, they have 2 short swimming arms and a retractable back fin. Froglodytes are mostly green and brown, but many have bright yellow and red markings. They are shorter than humans, but much more massive. All visitors to the Froglodyte home world are required to view the old earth movie starring Lon Chaney, Sr. as Quasimodo. Not only do the Froglodytes believe that he looks very much like them, but also that the visitors will get an idea of the Froglodyte acrobatic abilities and their incredible tongues.

6. Dulbians ST-19, DX-7, EN-10, SP-2

The Dulbians are large furry creatures with four short massive legs and two powerful arms which are directly attached to their armoured heads. To get an idea of their appearance, imagine a furry triceratops with arms in place of horns.

The controversy over the status of the Dulbians as an intelligent species was recently rekindled by the release of the Bainbridge Report, which concluded that well over 50% of the Dulbians tested failed to qualify. The Dulbians reply is that the ones that took the test weren't really interested and so naturally they failed. If the test had been more interesting, they claim, then they would have passed.

7. Zorcon ST-19, DX-10, EN-5, SP-2

The Zorcon made contact with humanity, April 17, 2623. On May 21, 2623, all diplomatic ties between the two species were severed. Seventy-eight subsequent attempts to reopen negotiations have been rebuffed with the answer, "You are not approaching us correctly." The Sol System Research Directorate has recommended a 300 billion credit project to study the meaning of the Zorcon reply.

No one knows exactly what the Zorcon look like. They are bipeds and insect-like, but they always wear long flowing capes and large floppy hats (usually black), which completely hide their bodies. The one human who reportedly saw underneath these capes, in the few seconds he remained sane, is believed to have cried out "Yellow Brains! Mother, don't!". He died two years later without another word.

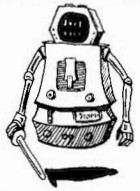
SPECIAL SPECIES

1. Gorsai ST-19, DX-19, EN-10, SP-6

The Gorsai, like the Wodanites, were originally human, but have been genetically altered to produce a race of super warriors. The first Gorsai breeding colony was founded by Dr. Sorel Durkheim in 2381. No one knows how many exist today.

The Gorsai live to fight, but they are extremely disloyal, even toward their own kind, and will often change sides in the middle of a combat.

2. Robots ST-26, DX-10, EN-26, SP-5



Producing warrior robots is illegal in most systems, but still some exist. Warrior robots come in all sizes, shapes, propulsion drives, weaponery, and so on, but they all share a few characteristics. They are heavily armoured and fast, but not very agile. Because of their special armour, only a full hit will damage a robot. Partial non-guided missile hits have no effect.

3. Banshees ST-76, DX-26, EN-51, SP-6

Banshees mass about 60 tons. They can grow a variety of limbs, sensory organs, and other body parts. They can change shape, color, and even consistency. At rest, which is seldom, banshees look something like a gigantic, grey, pulsating heart with an irregular hole through the center. This hole, lined with small tendrils, is what the Banshees use to produce the sound that has been likened to a combination of a sonic boom and fingernails on a blackboard.

The Banshees have a built-in, organic weapon that is as powerful as a heavy disuptor.

4. Mutants ST- 16 , DX-10, EN-4, SP-3

There was once a young and vibrant culture on Triacis-5. It was such a vibrant culture that they nuked and biobombed themselves (and most of the other denizens of their world) into near oblivion. The result of all this activity seems to have been the loss of the art of language and since they can't tell us what they used to be called, they are the Mutants.

Mutants have also lost the use of tools, such as weapons, and would not be very dangerous opponents except for one thing, the Death Touch. If a Mutant scores a hit on an enemy, that enemy is dead, regardless of the amount of damage.

5. Slime Devils ST-10, DX-16, EN-5, SP-6

The Slime Devils are essentially five long limbs joined together at a very small knot of silicon. It is this silicon joint that must be hit in order to damage a Slime Devil, making Slime Devils very difficult to hit.

Slime Devils, like Banshees, have a built-in, organic weapon. That of the Slime Devils is roughly comparable to a Slicer.

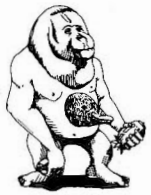
6. Night Stalkers ST-16, DX-13, EN-7, SP-3

Night Stalkers are part animal, part vegetable, and part mineral. Their unique body chemistry had not only driven quite a few researchers stark raving, but also makes the Night Stalkers impossible to stun; they just keep coming.

Night Stalkers have learned through a complex mimicry to use weapons.

The name "Night Stalker" refers to their nocturnal feeding habits. Their diet consists of all the known species in the Bubble.

7. Oranguphins ST-16, DX-13, EN-10, SP-6



Oranguphins, as their name suggests, are a cross between Orangutan and Dolphin. The result of this cross turned out to be less intelligent than either of its "parents". However, for reasons not entirely understood, Oranguphins have one remarkable skill — a natural facility for guiding missiles.

In case you're wondering what an Orangutan and Dolphin cross looks like, it should be noted that those parts which most closely resemble dolphin are covered with an orange fur, while the skin of the long arms and legs are dolphin-like. Also, the Oranguphin is the only known creature with two heads, a dolphin-like head growing out of the chest of the creature and an Orangutan head on top.

8. Monster ST-6-99, DX-6-99, EN-6-99, SP-2-6

Monsters can be anything you want them to be — but only one to a team.

DESIGNER'S NOTES

The overall design of Galactic Gladiators was guided by the desire to create a tactical gaming system that was easy and quick to play. This is the main reason there is no coordinate system in GG. One drawback of many combat simulations is the lengthy and complicated system of entering options, expecially movement. In GG, all options can be entered with a single-key entry or series of single-key entries.

Another main design feature was to provide as much information on the screen as possible. This is the reason for the weapon and armour drawings that accompany each gladiator. You don't have to be constantly "looking up" the weapons that your team is using, nor those of the enemy.

COMPUTER OPPONENT

In the section on Quests, I recommend that you give the computer opponent an extra two gladiators per combat. This is obviously a general guideline and can be offset in a number of ways. For example, if your team has considerably less experience and skill than the computer team, giving them an extra two gladiators can be suicide. Also, three against one is hardly the same balance as five against three. So use the extra gladiators as a general guideline.

One reason that the computer opponent needs this advantage is that, unlike most combat games, there is no fixed map, and so the tactics of the computer become much more difficult — it must be in terms of general rules that can be applied to any map and any combination of species and weapons. This means that in some cases, the computer will do some rather dumb things and/or some of its team will become trapped. In the interest of competition, I recommend that if this happens, use the mode option to get them out into the thick of the battle.

The computer tends to do best on random battlefields and with species of speed four or higher.

GENERAL TACTICAL NOTES

The basic, most important difference among the species is strength vs. dexterity. In attacks this comes down to two factors. First, the high DX species hit more often. This is offset by the higher damage done by the heavier weapons and the lower strength of the high DX species. The second factor is that the high DX species get to hit first, thus giving them the chance of stunning their opponents. This is especially important at higher skill levels where the chance of a full hit increases.

The effects of endurance and speed are more subtle. Species of higher endurance can not only attack longer without rest (if they survive), but can also use this advantage to get their opponents to use up their endurance in thin air attacks.

Higher speed not only allows a team to regroup faster, thus getting more combined attacks, but also by moving first they can often tie up opponents or interpose gladiators between attackers and their intended targets (if you guess right about the target).

The 7 regular species were designed to be roughly comparable in overall combat results. However, this doesn't mean that they are even in all situations. For example, the stronger species tend to do better at close range, while the high DX species, armed with phasors, tend to do better at medium and long range.

CREATING GAMES

Playing the standard games of GG is just the beginning. The real fun comes with designing your own games and Quests. The standard games are designed to give players an idea of the capabilities of the various species and their weapons and armour. Before you begin to create your own games, you should play through quite a few of the standard games to get a feel for how the various species do against each other on the different battlefields.

If, after you've created a game and played it a number of times, you discover that it's too easy for one side, there are a number of ways of restoring the balance. One way is to put a limit on the losses allowed, and another is to put a limit on the number of turns that the attacking team is allowed before it must occupy the objective square.

There are three factors that are important in creating unusual, but balanced games: skill levels, use of special species, and use of gemstones. There are no set formulas for finding a good balance between these factors and advantages in numbers — you just have to try them out . . . which is one of the enjoyable features of GG — discovering which of the almost infinite possible games you enjoy.

So far, one of the most enjoyable games I've created is one I call "Tank". It pits 5 gladiators against 6. The computer controls the five, which consist of 4 regular species, experience 20, armed with phasor and hand weapons, and a robot with a heavy disruptor, skill 13. The player team has 6 regular species armed with gemstones, experience 10. The player team has to knock out the "tank" with their gemstones, while avoiding its protective "infantry".

SAMPLE QUESTS

There are 3 sample quests included with the game. Two are for new inexperienced teams. (One allows gemstones, the other doesn't.) The third, "A Day in the Life of the Space Bums", is for experienced teams. If your quest team can't defeat one of the standard-experienced teams, I wouldn't send them on this quest unless you're trying to kill them off.

1. Old Battlefields

The old battlefields referred to in the sample quests are battlefields that the quest master has created. If you don't want to create them, use the following substitutions:

Hotel Rooms — standard, medium, 4 rooms

The Mrog — standard, medium, engineering

Hideout — random, medium, indoor, normal

2. Experienced Defenders

The EX-10 (or 15 or 20, etc.) after the name of some of the defending teams refers to their experience level. For example, Dulbians EX-10 means that the team (or most of them) have been through two combats. Creating experienced opponents can be done in two ways. First, you can use teams that you've saved from earlier combats and quests as you construct the new quest. Second, you can create experienced defenders by using the two-player game, controlling both sides and making sure the team you want wins.

THE FUTURE OF GALACTIC GLADIATORS

Sometime later this year, I hope to bring out a data disk for GG, which will contain additional teams, battlefields, games, and Quests. If you have any favorites that you would like to see, please send the appropriate team profiles, maps, games, or quest histories to:

Tom Reamy
Strategic Simulations, Inc.
465 Fairchild Dr., Suite 108
Mountain View, CA 94043

REFERENCE TABLES

GAME AIDS

GAME NAME _____

DESCRIPTION _____

_____

_____

VARIATIONS _____

_____

_____

MODE _____

GAME TYPE _____

BATTLEFIELD _____

PLACEMENT _____

TEAM #1 _____

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_____

TEAM #2 _____

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SAMPLE QUESTS

QUEST NAME FREEDOM!

QUEST DESCRIPTION You're being held in the slave pits of Ellucidor-2. The Emperor has decreed freedom for the winner of the next gladiator bout; but there's more to freedom than the Emperor's word.

VARIATIONS Start with "In the Arena" game.

1. DESCRIPTION You're in the arena fighting against a phasor team. Luckily, this is amateur night and so they're not very accurate. But then, neither are you.

OPPONENT Phasor Team (3) QUEST TEAM LIMIT 3

BATTLEFIELD In the Arena-Medium

VARIATIONS Place Quest Team

2. DESCRIPTION It turns out that the Emperor had bet heavily on the Phasor Team. The guards to escort you to freedom have a different assignment — to see that you don't leave alive!

OPPONENT The Guards (5-Zorcon) QUEST TEAM LIMIT 3

BATTLEFIELD Random-Close-Indoor-Normal

VARIATIONS None

3. DESCRIPTION After killing the guards, you escape from the slave pits and enter the Capitol. You meet many people in your search for the letters of transit. Five of them are bounty hunters.

OPPONENT Guided Missiles (5) QUEST TEAM LIMIT 4

BATTLEFIELD Random-Medium-Outdoor-Normal

VARIATIONS Rearm, Recruit

4. DESCRIPTION You meet someone at Rick's who sends you to Willie the Nose for the letters of transit. But others are after the letters. In the night, a gang of Cygnians tries for the letters.

OPPONENT Cygnians (5), Ex-10 QUEST TEAM LIMIT 4

BATTLEFIELD Random-Medium-Indoor-Semi-open

VARIATIONS Quest team defends

5. DESCRIPTION You get aboard the Gross-1. A spy has told the Froglodytes that you're escaped slaves. To escape you have to hijack their ship.

OPPONENT Froglodytes-E (5) QUEST TEAM LIMIT 5

BATTLEFIELD Old "Gross-1"

VARIATIONS Rearm, recruit

QUEST NAME A Day in the Life of the Space Bums

QUEST DESCRIPTION You and your motley crew have been bumming around the Galaxy for quite awhile. You're tough and experienced. But today you'll need all your skills and experience to survive.

VARIATIONS One special species on Quest team

1. DESCRIPTION As usual, you're hanging around Madame Sacre's, wondering why Graf Frankenstein left a chest with you for safe keeping. Suddenly a gang of Cygnians picks a fight with you.

OPPONENT 7 Cygnian-E Ex-30 QUEST TEAM LIMIT 7

BATTLEFIELD Standard-long-Madame Sacre's

VARIATIONS Can't use Gemstones (can carry them).

2. DESCRIPTION After the fight, you return to your hide-out. You open the chest and find Propilmain — an extremely potent illegal drug. Just then a gang of Zorcon bursts in. They're after the chest.

OPPONENT 9 Zorcon Ex-30 QUEST TEAM LIMIT 7

BATTLEFIELD Old-Hide-out

VARIATIONS Quest team defends

3. DESCRIPTION You go to Frankenstein's estate — nobody makes a drug peddlar out of you. You try to penetrate the security net, but you must have missed one — here come the Graf's Robot guards.

OPPONENT 7 Robots Ex-20 QUEST TEAM LIMIT 7

BATTLEFIELD Random-long-Outdoor-Normal

VARIATIONS Rearm, Recruit

4. DESCRIPTION After defeating the guards, you make your way past several traps and reach the Graf's secret room. Unfortunately, the Graf has 10 Mutants as bodyguards.

OPPONENT 10 Mutants Ex-30 QUEST TEAM LIMIT 7

BATTLEFIELD Random-Medium-Indoor-Normal

VARIATIONS None

5. DESCRIPTION When the Graf sees his Mutants go down, he shuts off his defense screen and flees into the night. Night Stalkers' ter ritory! You hear his scream. Now you need only survive the night.

OPPONENT 10 Night Stalkers Ex-30 QUEST TEAM LIMIT 8

BATTLEFIELD Standard-medium-Night Valley

VARIATIONS Add Mutant

QUEST NAME The Treasure of the Mutants

QUEST DESCRIPTION As you explore the Wodanite home world, you rescue an old Wodanite being mugged by two Wodanites. He's dying, but before he dies he gives you a map in a strange language.

VARIATIONS No Gemstones

1. DESCRIPTION You begin to suspect that this was not a simple mugging. The appearance of the 2 Wodanites and 3 of their friends tells you that you're right. They attack!

OPPONENT 5 Wodanites Ex-0 QUEST TEAM LIMIT 5

BATTLEFIELD Random-Medium-Outdoors-Semi-open

VARIATIONS None

2. DESCRIPTION The map is in an unknown language, so you take it to Dr. Morpheus. He translates it, but instead of telling you what it says, Morpheus signals his men to attack.

OPPONENT 7-Armour Team Ex-0 QUEST TEAM LIMIT 5

BATTLEFIELD Random-Medium-Indoors-Crowded

VARIATIONS Rearm

3. DESCRIPTION The map pinpoints a treasure on the Mutant World. You stay at a space port fleabag, waiting for a ship. In the middle of the night, a gang of Neo-Kali killers attack. They're after the map.

OPPONENT 7 Lightweights Ex-0 QUEST TEAM LIMIT 5

BATTLEFIELD Old-Hotel Rooms

VARIATIONS Rearm, Recruit Quest defends

4. DESCRIPTION You're on board ship going to the Mutant World, but the crew has overheard one of your group talking. They want the treasure for themselves. They attack!

OPPONENT 7 Dulbians Ex-10 QUEST TEAM LIMIT 5

BATTLEFIELD Old-The Mrog

VARIATIONS None

5. DESCRIPTION Before landing, you discover that the Dulbians had a warrior Robot in the cargo. You activate it and set out. As you reach the treasure, a band of Mutants attack. They must have smelled your alien blood.

OPPONENT 10 Mutants Ex-15 QUEST TEAM LIMIT 6

BATTLEFIELD Standard-Long-Ruins

VARIATIONS Add Robot

QUEST NAME _____

QUEST DESCRIPTION _____

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VARIATIONS _____

1. DESCRIPTION _____

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OPPONENT _____ QUEST TEAM LIMIT _____

BATTLEFIELD _____

VARIATIONS _____

2. DESCRIPTION _____

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OPPONENT _____ QUEST TEAM LIMIT _____

BATTLEFIELD _____

VARIATIONS _____

3. DESCRIPTION _____

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OPPONENT _____ QUEST TEAM LIMIT _____

BATTLEFIELD _____

VARIATIONS _____

4. DESCRIPTION _____

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OPPONENT _____ QUEST TEAM LIMIT _____

BATTLEFIELD _____

VARIATIONS _____

5. DESCRIPTION _____

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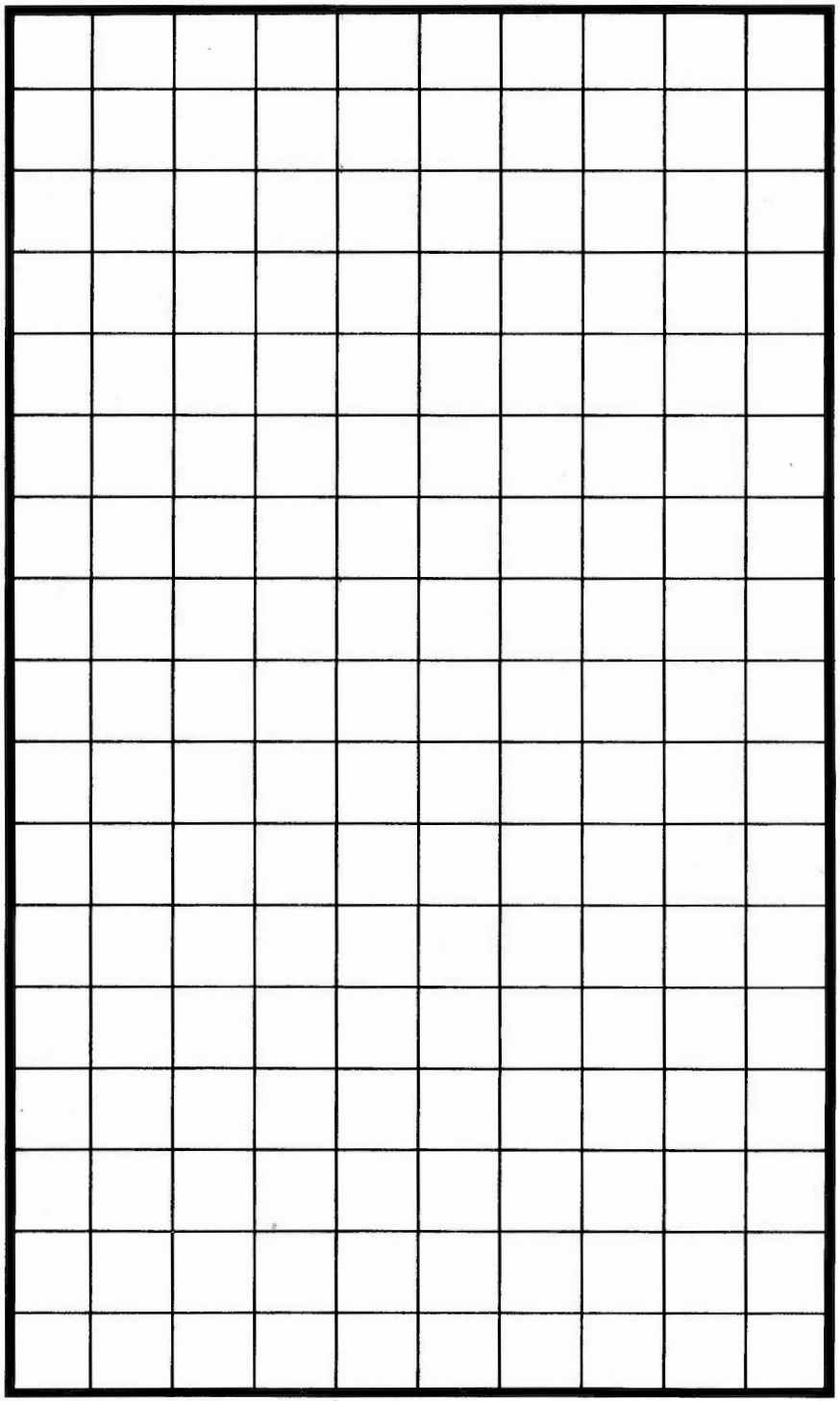
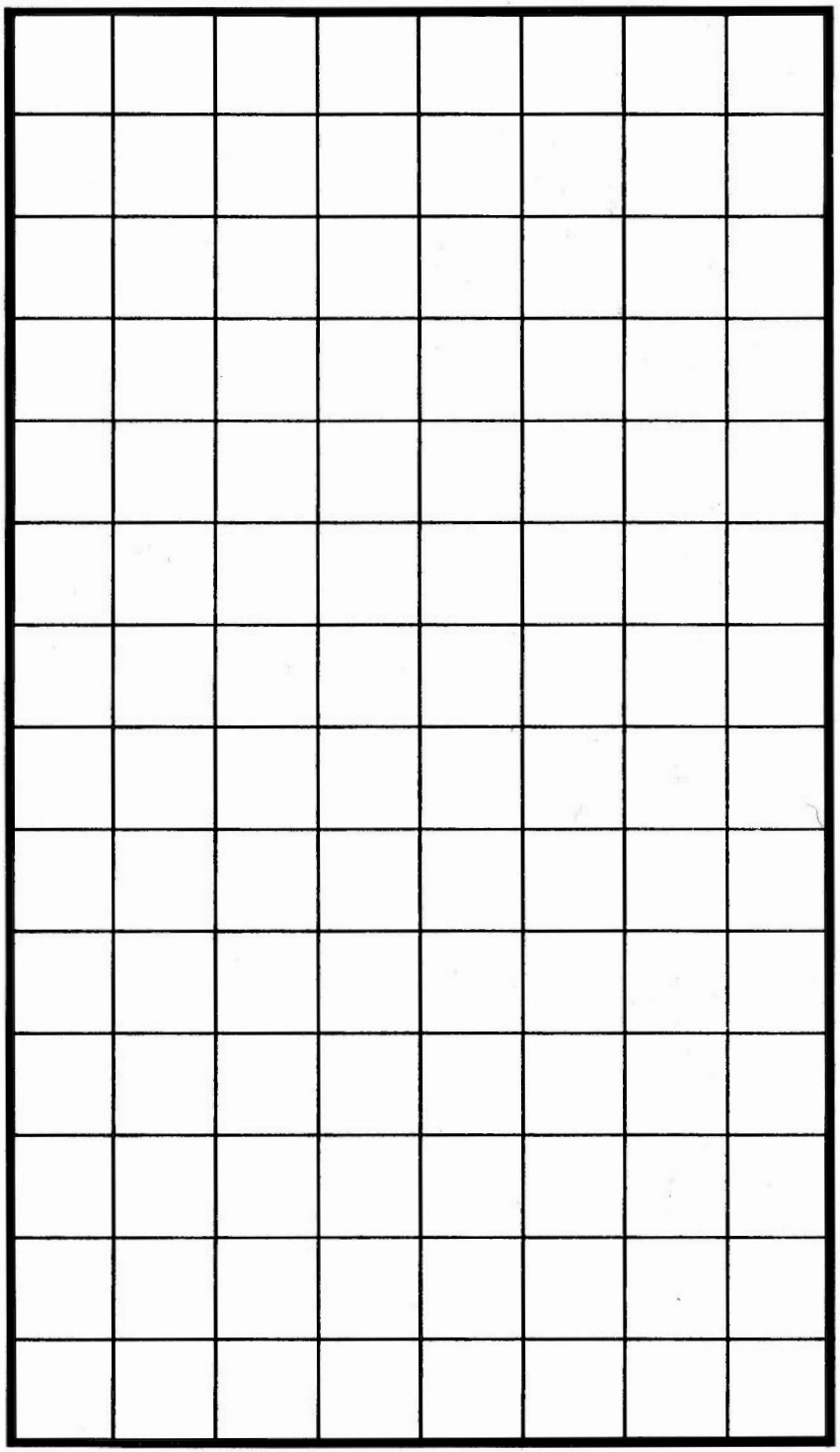
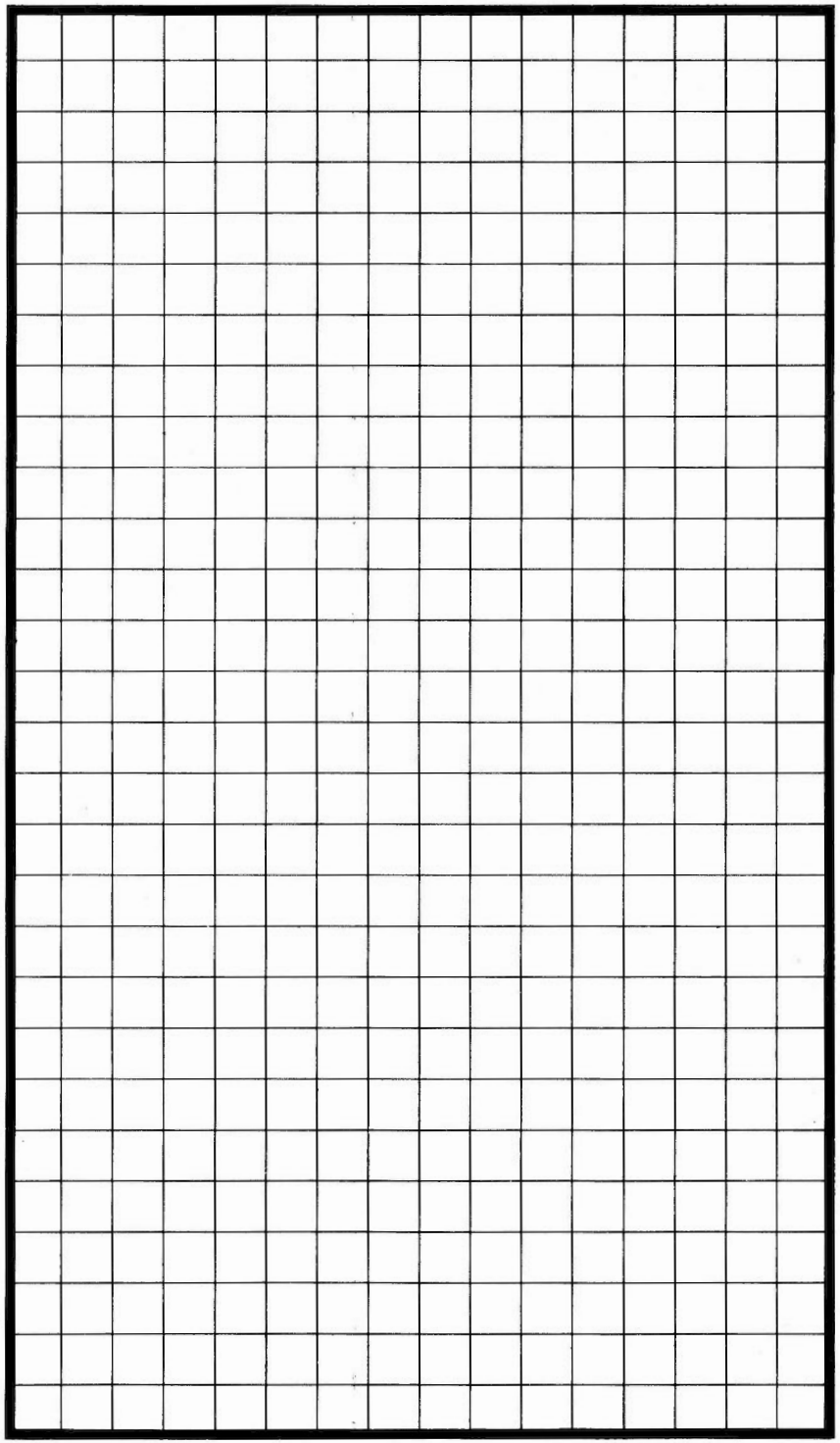
OPPONENT _____ QUEST TEAM LIMIT _____

BATTLEFIELD _____

VARIATIONS _____







TEAM NAME _____

1. NAME _____
   SPECIES _____
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   EX _____
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   WEAPON 2 _____
   ARMOUR _____
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TEAM NAME _____

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10. NAME _____
    SPECIES _____
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    WEAPON 1 _____
    WEAPON 2 _____
    ARMOUR _____

BATTLEFIELDS

Battlefields come in three sizes:

1. Close Range — 14 × 8
2. Medium Range — 17 × 10
3. Long Range — 28 × 16

All three sizes have the same terrain features:

Full Block-Indoor and Outdoor (Red)

Half Block-Indoor (Blue)

Half Block Outdoor (Blue)

Partial Block-Outdoor (Green)

Partial Block-Indoor (Green)

All these terrain features block movement (no gladiator can enter a square with a block in it). However, they have different effects on shots with phasor weapons. Full blocks stop all shots. Half and Partial blocks can be fired through, but it takes skill and luck. Also, the closer a gladiator is to the block, the better the chance of shooting through it. Thus, blocks can be used for cover by standing close behind one. Guided weapons can move through all types of blocks.

In addition to the terrain features, the close and medium range battlefields show the weapon and armour of each gladiator and the first letter of the gladiator's name. The long range map only shows the letter, not the weapon or armour symbol.

SPECIES CHARACTERISTICS

The values for strength, dexterity, and endurance are species norms. They can vary by +/− 1.

SPECIES	ST	DX	EN	SP	SPECIAL
Koraci	7	19	4	6	—
Cygnian	10	16	5	5	—
Human	13	13	7	4	—
Wodanite	16	10	5	4	—
Froglodyte	16	10	7	3	—
Dulbian	19	7	10	2	—
Zorcon	19	10	5	2	—
Gorsai	19	19	10	6	Disloyal
Robot	26	10	26	5	Only effected by a full hit
Mutant	16	10	4	3	Death Touch
Banshee	76	26	51	6	Won't join others, two to a team
Slime Devil	10	16	5	6	Difficult to hit
Night Stalker	16	13	7	3	Can't be stunned
Orangaphin	16	13	10	6	Good at guided weapons
Monster	6-99	6-99	6-99	2-6	Only one on a team

ST-STRENGTH Normal range is 6 to 20. Strength determines the weapons and armour that can be used, the amount of damage that can be sustained, and the amount of damage it takes to stun a gladiator.

DX-DEXTERITY Normal range is 6 to 20. Dexterity determines the order of attacks (highest dexterity attacks first), and influences the probability of hitting the target.

EN-ENDURANCE Normal range is 3 to 11. Endurance is reduced by damage points and reduced by one whenever a gladiator uses a hand weapon. If endurance falls to 0 or less, the gladiator must rest.

SP-SPEED Normal range is 2 to 6. Speed determines the number of squares a gladiator can move, and the order of movement (highest speed moves first).

EX-EXPERIENCE Range is unlimited. Experience is increased by 5 per combat that a gladiator survives in an unwounded state. Experience influences the probability of a team achieving surprise.

WEAPON SKILLS Range is 0 to 20. Weapon skills, along with dexterity, influence the probability of hitting. Every time a gladiator successfully hits an opponent, there is a chance that their weapon skill will go up by one. As a gladiator's skill level rises, it becomes more difficult to get additional increases.

CREDITS

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