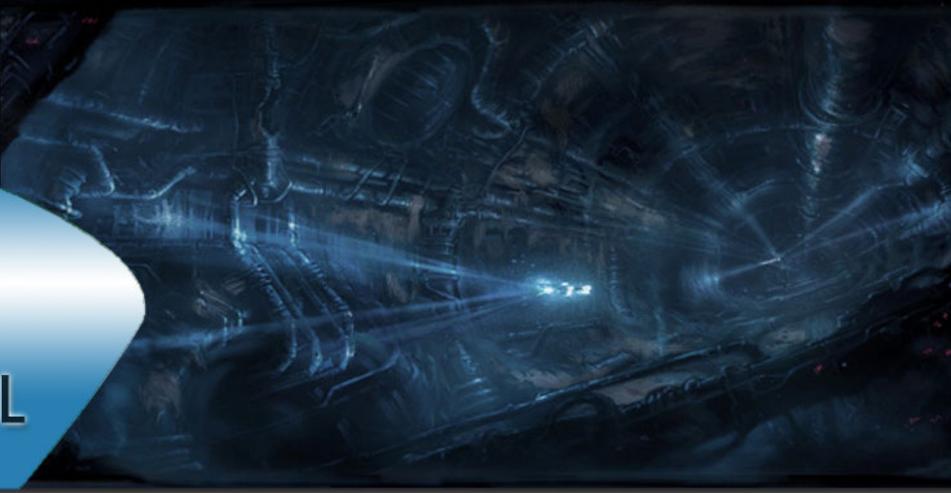


THE MATRIX ONLINE

HOVERCRAFTS

THE BATTLE FOR THE REAL



While the war between Zion and the Machines rages in the Matrix, forces from both camps battle to seize control of critical locations in the vast tunnels of the Real. Fleets of hovercrafts controlled by Redpill captains confront their opponents in the real in a fast and simple game of strategy, customization, luck and teamwork.

Objective

The objective of the game is to disable the whole fleet of your opponent or to accomplish the goal of a specific scenario.

Players

2 to 10

Materials

- A hex-covered overhead game board
- 1 six-sided die
- One hovercraft token for each player
- A hovercraft tracking sheet for each player
- Pens and paper

Setting up

Players should first separate into two teams: Zion and the Machines. There should be a way to determine the difference between ships of Zion and the Machines, by using different hovercraft colors for example. Specific decorations can also be made to individually distinguish each ship.

Each player should have the stat sheet of his own ship. It should be viewable by every player.

A game map made of hex should be assembled. Each hex is either blank (empty space) or filled (wall). Depending on the scenario picked, the map can be randomly generated by randomly placing hexes, or specific maps can be built to create the scenario as an all-out battle royale or a high-maneuver dogfight in the tunnels.

A dice roll should be made between the 2 sides to see who will pick the starting side (right or left). Each player of the starting team must place his ship token on the rightmost column. The second team then place their ships on the opposite side.



The Hovercraft

Each ship is represented by 4 base stats:

Hull: The number of damage the ship can sustain before being taken down. When the ship has taken as many damage as its hull value, the ship is taken out of combat for repairs.

Shield: The difficulty for other crafts to hit the hovercraft. The highest the difficulty, the hardest it is for the opponents to succeed in their ballistic tests.

Ballistic: The power of the gun turrets of the ship. It's value is used when targeting an enemy ship.

Energy: This is the power of the battery providing energy to the weapon or propulsion systems. Indicates the base number of actions that the ship can do each turn.

Each starting ship assigned by the fleets of Zion or the Machines have 3 hull and 1 in each other of these stats. Playing in a campaign can allow the upgrade of these values.

Dice rolls

Dice rolls in Hovercrafts, or checks, are done by rolling a six-sided die, dividing its result by two (rounded-up) and adding the base stat to this result. For example, a ship with an Energy stat of 2 must do a check. It rolls a die and obtains a 5, which gives a 3 (5 divided by two, rounded-up) and then adds his Energy stat (3+2), making the final result a 5.

Sequence of play

Turns in Hovercrafts are played simultaneously. At each turn, the following sequence is executed

1. Each player makes a Energy check to see the number of actions they have available this turn.
2. Each player writes the sequence of actions they plan to do this turn.
3. The sequence of actions for this turn is revealed.
4. The first action of each player is done simultaneously. It is called a phase.
5. If a ship sees another ship, it uses its gun turrets and shoots. NOTE: a landed ship can't shoot its turrets.
6. Disabled ships are removed from the map.
7. The sequence returns to step 4, starting a new phase until all players have executed all their actions.

Actions

Each turn, players do an energy check to see the number of actions they will have available for this turn. Here is the list of all available actions:



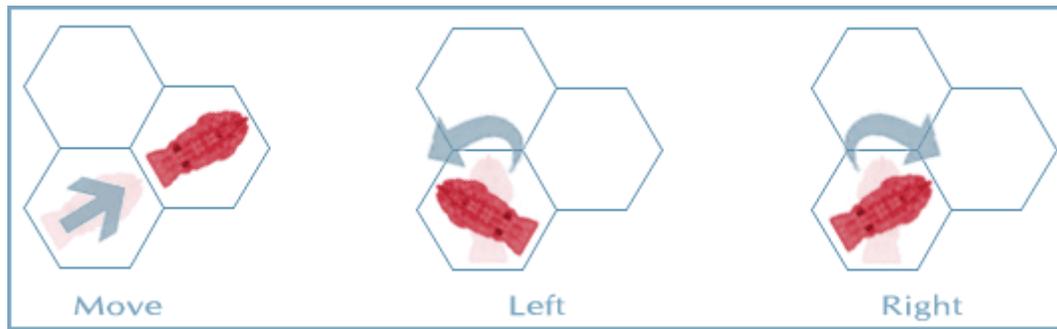


Figure 1: the three movement actions

- **Move:** Move to the hex directly in front. If the ship moves directly into a wall, it gets 1 damage. A ship moving out of the map is taken out of the game.
- **Right:** The ship rotates 60 degrees to the right.
- **Left:** The ship rotates 60 degrees to the left.
- **Landing:** This action does nothing.
- **EMP:** The ship lands and activates its Electromagnetic pulse device.
- **Repair:** The ship lands and its crew remove 1 point of hull damage.

Actions are revealed and executed one by one for each phase. It is important to note that the actions planned for a turn can't be changed afterward.

Shooting

At the end of each phase, a non-landed ship can fire its gun turrets on every enemy ship it can see. For this, the enemy ship must be in the hex directly in front of the attacking ship's stem, or the two connecting hexes.

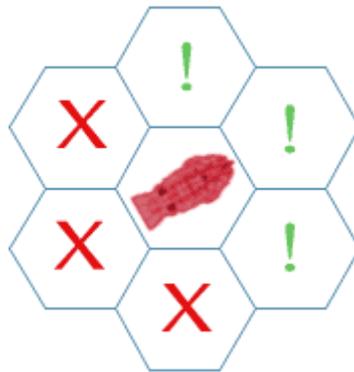


Figure 2: Targetable hexes are represented by a exclamation mark

The attacking player does a ballistic check and the defending ship does a shield check. If the attacking player has a higher result than the defender, it succeeds and the ship is hit and must take one damage. If both ships get the same result, both players roll again until there's a winner, successfully hitting or defending the shot.



EMP

The EMP, or electromagnetic pulse allows to disable any electrical device in the hexes directly next to the ship. This powerful but tricky action can be taken by a ship only once for each turn. The ship using its EMP and every ship surrounding it (even allies) must make an Energy check. Every ship that fails to beat the EMP roll is affected. The next action of the affected ship is replaced by a landing action. If that ship didn't have an action in the next phase of the current turn, the EMP doesn't have any effect. EMPs effects don't carry on following phases. Additionally, EMPs don't have any effect on a landed ship. This means that if the EMP is used at the same time as the other ship is doing a landing, a repair or a EMP action, the EMP doesn't work.

Collisions

Ramming occurs when a ship wants to move in a hex where there's already a ship. In that case, a ramming occurs. Both sides must make a Hull check, removing 1 for each point of damage they have received. The lowest number receives 1 point of damage. In case of a tie, both ships take 1 point of damage.

The ramming ship continues its movement to its destination if the ramming destroys the ship on the hex it was moving onto.

Ramming into a wall results in an automatic hit.

It is also possible that two ships want to move to the same position. In that case, an Energy check must be done between the 2 ships. The winner will move to the contested space, followed by a ramming by the other ship. The rules for ramming then apply here.

Winning

A side wins at the end of a turn when a surviving ship is still on the map while every ship of the opposing side have been put out of the game, either by damage or by going out of the map.



Sample game

Turn 1

Minx (red) and Locust (green) begin the game by placing their respective hovercraft on the right edge of a 7x4 game board.

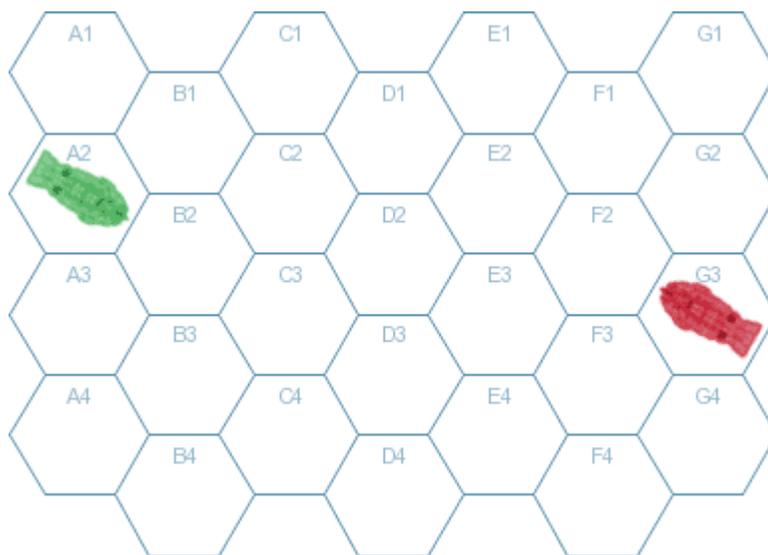


Figure 3: Starting positions

Both players are ready to start. They both roll a die to do their Energy Check. Minx rolls a 5. She divides this result by 2 (2.5, rounded up to 3) and adds her ship's Energy stat (1 for all starting ships) to this roll, giving her a final result of 4. Locust, less lucky, rolls a 1 on the die. This gives him a final result of 2, i.e. $1/2 = 0.5$, rounded up to 1, plus 1. So for this turn, Minx will have 4 actions to plan while Locust will have only 2.

Both players write down in secret what will be their actions for the turn. When both players are ready, they reveal them at the same time. Here is what they picked:

Minx

1-Move

2-Move

3-Left

4-Move

Locust

1-Move

2-Move

Both players start the turn by advancing their ships one hex in the direction it is facing. They are still far from each other, so no shots are made. For the next phase, they still all move 1 step forward. Locust doesn't have any other action phase, so he will be waiting for Minx's actions for the rest of the turn. Her third phase is a Left turn. She takes her ship and turns it 60 degrees counter clockwise so that it is now facing the edge to its left. She is now seeing Locust's ship 2 spaces away. However, it is still too far to have a shot on him. Luckily, she still has one move action for this turn. She advances her ship, this time, just next to Locust's ship.

Since each other ship sees the other one, they can shoot at each other. Both shots are made at the same time. Both players make their Ballistic roll.

Minx rolls a 2 on the die. This gives her a 2 ($2/2+1$)



Locust rolls a 6, giving him a 4

Both players must now test to see if their shields will resist the shot.

Minx rolls a 4, giving her a 3.

Locust rolls a 3, giving him a 3.

Now, they compare their results. Minx had a ballistic roll of 2. To inflict damage on Locust's ship, she had to roll higher than his Shield roll. Alas, Locus rolled a 3, so the shot missed. However, Locust's Ballistic roll of 4 is higher than Minx's Shield roll. She is then hit. Her ship's initial Hull of 3 is reduced by 1, so it now at 2. No more actions are left for this turn, so both players make their energy roll for the next turn.

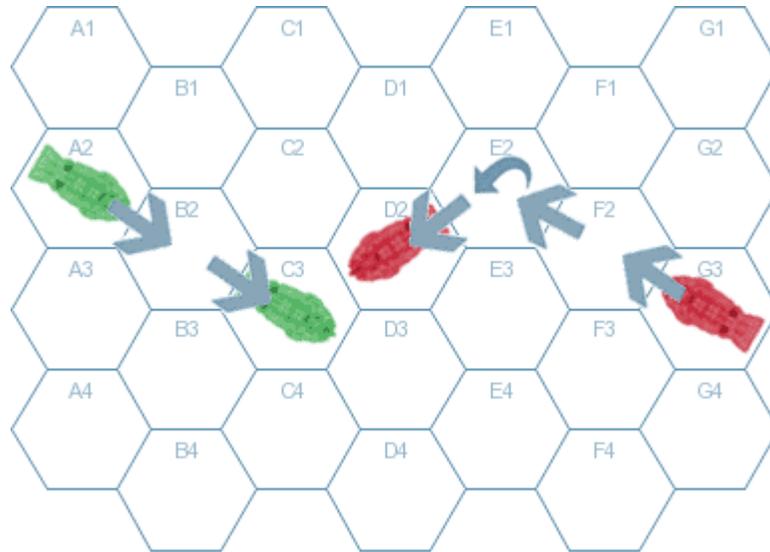


Figure 4: Result of turn 1

Turn 2

Minx and Locust both get 3 actions. Here is what they planned:

Minx
1-Repair
2-EMP
3-Left

Locust
1-EMP
2-Move
3-Left

Minx decided to start immediately by repairing her ship. Locust had in mind to try blocking Minx's next action by using his EMP weapon. However, EMP has no effects on landed ships. Since repairs require to land, his EMP has no results. Minx, in the meantime, gains back her lost Hull. Since both ships landed this turn, no shots are made.



For the next action, Minx uses her EMP, while Locust advances one hex. Locust is still in a hex surrounding Minx's ship, so the EMP reaches him while he's not landed. Minx does her energy check. She rolls a 3, thus gets a 4 ($3/2=1.5$, rounded up, plus 1). Locust fails to resist the EMP by getting a 2. His next action for this turn will then be replaced by a landing action. However, Locust still sees Minx for this phase, and thus can shoot her. He misses.

For the third phase of the turn, Locust had in mind to get right in front of Minx by turning toward her. However, his Left action was cancelled by the EMP and is then forced to do nothing. Minx, however, had planned to turn left. Minx is then facing Locust's ship rear flank. Still she isn't landed, she shoots Locust. Her 3 beats his 2, so Locust loses his first Hull point. The turn ends.

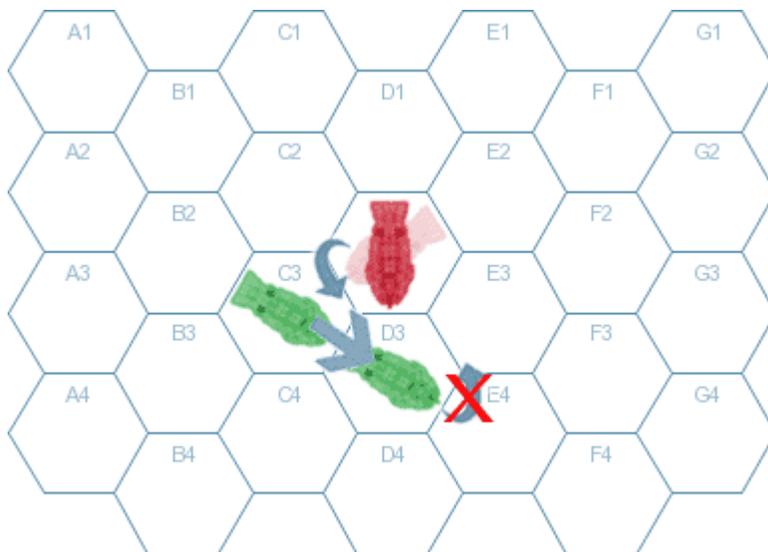


Figure 5: Result of turn 2

Turn 3

Minx sees that Locust is in a dangerous position and will probably try to get away. So she decided she would pursuit him. However, Locust wasn't ready to chicken out. He would be trying to get Minx. So they make their rolls for the turn. Minx rolls a 2, Locust rolls a 4. Their actions are:

Minx
1-Move
2-Left

Locust
1-EMP
2-EMP
3-Left
4-Left

The turn starts. To Minx's surprise, Locust didn't come out of the way. Her move action then lands her straight into Locust's ship, while he's using EMP. Minx is then ramming Locust. Both sides make a Hull check. Minx, at 3 Hull, rolls the die and gets a 4. It gives her a result of 5 (i.e. $4/2=2+3=5$). Locust, with 2 Hull, rolls also a 4. With one less Hull point, it then gives him a result of 4, which is not enough to resist the impact. It takes one other point of damage, leaving his ship at 1 Hull.

However, the phase is not over. Locust rolls his energy check for his EMP and compares it to Minx's energy check. He succeeds. Minx then loses her next action. But without moving to the next phase, Minx can still fire her weapons at Locust. She makes her ballistic check and succeed. Locust loses his last point of Hull. His ship is then disabled, meaning that he has to retreat from the battle and get extensive repairs. Minx finishes her turn with the forced Landing action, and since she eliminated the opposite side, she wins!



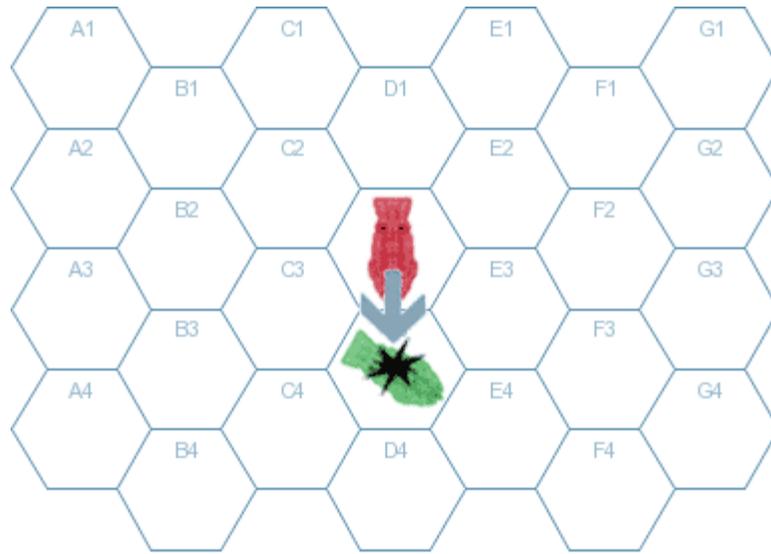


Figure 6: Final turn

