

MetaTalon

A wargame with dynamic pieces for 2 to 6 players
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Free Game # 32 from Invisible City Productions
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Object:

Drive your opponents out of the game by running them out of resources or invading their home bases.

You Need:

- A MetaTalon board (on the other side of these rules)
- A bunch of pennies, nickels, and dimes: For each player, 26 pennies, 5 nickels, 3 dimes.
- A digital stopwatch accurate to 100ths of a second or a 6-sided die.

Setting Up:

You start with 26 cents in assorted pennies, nickels, and dimes. These are your cash reserves. During play, you will build and launch ships built from the coins in your reserves. Place all remaining coins aside. That is the bank.

Randomly select a species. Species can be duplicated. If you don't like the species you have, you can re-roll, but you're stuck with the second species you get.

The starting species are:

1. **Zoomers:** Your ships can move (pennies times 1.5) spaces.
2. **Warriors:** Add 1 to your attack rolls.
3. **Bankers:** You start with 20% more change in your cash reserves. (31 cents in a 26-cent game.)
4. **Clovers:** You may spend 1 cent from your cash reserves to re-roll a roll you just made.
5. **Murphies:** You may spend 2 cents from your cash reserves to force an opponent to re-roll a roll he or she just made.
6. **Rebels:** Your opponent must land three ships (instead of one) in your home base to win by invasion.
7. **The Swarm:** Instead of launching a ship, you may split one of your ship stacks in play into two stacks. One ship must stay in the original space occupied. The new ship stack must be in an adjacent space. You may not make change from cash reserves or the bank when building your second ship.
8. **Vamps:** When you deal three or more points of damage, you may put up to three cents from the bank into your cash reserves. You start with 20% less change in your cash reserves. (20 cents in a 26-cent game.)
9. **Adapters:** After a ship you control takes damage, you may use the coins in that ship's stack to rebuild it.

making change from the bank.

10. **Anarchists:** Your ships may cross the striped territory boundaries on their first use. You only have to use dimes in ships worth more than 20 cents.

Choose a starting base.

- 2 Players: Players select bases in opposite corners.
- 3 Players: One player starts in a middle base, and the other two players start in the corners on the opposite side.
- 4 Players: Each player gets a corner square.
- 6 Players: All bases are used.

Play:

General rule:

Round all fractions up.

Rolling:

If you're using a stopwatch instead of a six-sided die, just start the stopwatch, wait for a moment, and then stop it. Look at the number indicating 100ths of a second (probably the right-most digit). Consider zeros to be tens. Divide that number by two. That's the number you've "rolled."

Turn Sequence:

On your turn, you may use all, some, or none of your ships in play. Each ship may only be used once and must complete its actions before another ship is used.

After you've completed your ships' actions, you may launch a ship from your home base.

At the end of your turn, collect income.

Using ships:

When you use a ship, that ship may move one space for every penny in its stack. That ship may fire once for every nickel in its stack. Dimes are wild cards and can be used to move or shoot, your choice.

Moving: A ship may move to any other unoccupied space that overlaps or touches the space it is in. Most spaces have six circles adjacent to them.

Recycling: A ship may return home to be immediately disassembled and added to your cash reserves.

Invasion: If your opponent has no cash reserves, you may move a ship onto his or her base. If you do, then any ships he or she controls are sent to the bank and that player is out of the game.

Firing: Select a ship to fire at, and roll. Count the number of spaces in the shortest legal path to your target. Subtract the number of spaces from the number

you rolled. Subtract one more point from your roll for each dime in the target ship's stack. Your total is the amount of damage your target takes.

Taking Damage: When a ship you control takes damage, remove one cent from that ship's stack for each point of damage it takes. For example, if you control a ship made of four pennies and a nickel that's taking three points of damage, you can either lose three pennies (leaving your ship with one penny and one nickel), or you can cash the nickel in for pennies (leaving you a ship made of six pennies). Put the coins you lose in the bank.

Firing at a Base: This is just like attacking a ship, but dimes in cash reserves do not reduce the damage taken. Damage is taken from the target's cash reserves. If there is a ship on the base, you must destroy the ship before attacking the base.

Launching Ships:

Assemble a ship with the coins in your cash reserves. You may make change with the bank if you need to.

Ship Specs:

- Each penny lets your ship move one space.
- Each nickel lets you make an attack.
- Each dime lets you ignore one point of damage from each attack and move a space OR make an attack.
- Any ship worth more than 15 cents must have a dime in it.

Once you've assembled your ship, put it on your base and use it. A newly launched ship may not cross a striped territory border during its first use.

Collecting Income:

Add one cent to your cash reserves at the end of your turn. Add an additional cent to your cash reserves for every ship you have on an unowned base.

When your turn is finished, play passes to the left.

Winning:

Take out your opponents by landing on their home bases or by wiping out their ships and cash reserves. The last player left in the game wins.



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