

BALLOON CHASE

AERODROME 1.1

After the war is over some barnstorming pilots get together for a good old-fashioned balloon chase.

Materials: 6ft x 4ft hex mat for Aerodrome.
Normal game equipment.
1-10 Interceptor aircraft for players.

Players: This game can support 2-10 players.

Teams: Each player is his or her own team.

Deployment: Each player takes a turn placing his or her airplane. Roll die to determine who places first, and then Continue to place in clockwise order. An airplane may be deployed anywhere along any table edge as long as it faces toward the center of the table and is more than 4 hexes away from another airplane. In the center of the table place a balloon marker at high altitude.



Objective: Hold on to the balloon for as long as you can! Points are earned by either holding on to the balloon for a turn or shooting down a plane that has the balloon.

Special Rules: Balloon

When a player's airplane is in the same hex as the balloon marker and at the same altitude, the player may grab the balloon if he or she programs in to do so. A balloon grab is programmed instead of shooting. The balloon is immediately grabbed if the conditions are met.

If multiple airplanes are all in the same hex, at the same altitude, and have programmed to grab the balloon in the same increment, they are flying dangerously close and may collide. Take a collision check using the same rules for being in a cloud. If no collision occurs, then each player rolls a die and the highest scoring player gets the balloon.

Once the balloon is grabbed, it stays with the player until the player's airplane is removed from the game. Other players can only attempt to reclaim the balloon by shooting down the possessor's airplane.

When the rules call for the airplane that is holding the balloon to be removed from the game, place the balloon marker in the same hex and at the same altitude as the airplane when it was removed. It is now available again to be grabbed.

At the end of every turn a player that is holding the balloon gets 1 point.

Kills

Whenever a player directly shoots down an airplane that is holding the balloon he or she gets 3 points. Critical hits that eventually cause the plane to crash do not count.

Revive

After a player's airplane is shot down he or she is temporarily out of the game. The player must wait for the current turn to finish and skip the following turn. Then the player may replace his or her airplane on the board in the turn after along any table edge as long as the airplane is more than 4 hexes away from another airplane. When an airplane is lost the owner's points begin at 0.

Win

The first player to reach 7 points wins the game.