

Stratego – Strategy RPG game mode

Core rules

The game of Stratego uses grid based moded map of the same name (on Workshop by **Martysama**).

On game start **pick a player** who will track times and announce phases.

Game is run in phases. There is a **movement phase** and **battle phase**.

One turn is up when both phases finish.

Team can win by **Domination** or **Annihilation** (See Rules of Engagement).

For the first round, everyone **starts with 20 movement**, no dice rolls.

Movement phase

- **Spaces** on the grid are used to determine movement of the units – **1 move is one space**.
 - You can move in **any** direction (horizontal, vertical, or diagonal) from the space you occupy.
 - Movement is determined by rolling the die (put a dice dispenser on your vehicle) with a 3x modifier (number you get, multiply by 3).
- On each turn you roll the die and move. You can spend all movement, only a part of the movement, or choose to stay in place.
 - If you have unspent movement at the end of the phase, **you can save it**. Saves can add up to **20 bonus movement maximum**. Use bonus to get a boost in some other round.
- On parts of the map that require climbing, there are **signs** that tell you how much movement you need to spend to climb that path.
 - Some climbs have **multiple numbers**. Lowest number shows movement you need to get to the closest grid space, and biggest number to furthest.
 - If you have less (movement + bonus movement) than the climb requires, you can't go up that path; at least, not that turn.
- You **can't move** during the battle phase. Turning in place is allowed.
- This phase lasts up to a maximum of a **minute**. If all players finish their movements before time runs out, you can proceed to the next phase.

Battle phase

- Each player can equip **two different weapons** on their vehicle. Weapons are different for each class (See extras - **1. Vehicle classes**).
- Battle phase lasts 20 seconds maximum and in that phase you can fire **ONLY one** of your weapons (see extras - **2. Table of weapons and uses**). You can aim before/while firing.

- When all players have fired their shots (or 20 sec. passes) Battle phase ends and new movement phase can begin.
- Players can elect not to fire.

Rules of Engagement – How to play and win?

- At the beginning of the match, **each team selects 3** numbered points on their side of the map (**See Battle Map on Workshop or small version below**, to see the numbers) they would like to hold/defend (that is 6 points in total). Give each selected point a number 1-6 and then players roll the die until they **get 3 unique numbers** which will correspond to 3 locations on the map. These three places are **Critical areas** for that game and if one team can hold all three of them, they win by **Domination**.
- You can hold a location by placing the **team insignia** (make one, 15 block max) on **X marked space**. You can take hold after one player has spent **3 turns** on **any** space of a Critical area.
 - Those 3 turns start counting next turn, from after enemy insignia is destroyed (if there was already one there).
 - Players can take hold of **non-critical points** (those that were not rolled and are marked with X on the map). 3 turns to capture. They can serve as **respawn points**.
- Player dies if his **weaponry is destroyed**, or the entire vehicle. If engines are destroyed, but weapons work, the player can **elect to stay alive**, since it can still fight, but won't be able to move. Player can also **elect to die**.
 - When dead, the player respawns **in 4 turns**. It can respawn on beginning square space or on any point dominated by a friendly team.
 - Bonus movement is lost on death.
- If all players on a team are **dead at the same time**, enemies win by **Annihilation**.
- If by the **turn 60/45-minute mark** no team holds all three Critical points, start the **Sudden Death** game.
 - Each player can repair/respawn and has **only one life**.
 - From that point on either team can win by Annihilation, but winning by Domination is also still fair game.

EXTRAS

1. Vehicle classes

Small- 300 blocks

Medium- 400 blocks

Large- 500 blocks

2. Table of weapons and uses

Name of the Weapon	Usage per round	Can Equip
Tank Cannon	2 shells	M, L
Piston propelled Tank Cannon	1 shell	L
Minigun	1 full clip (0.15 auto aim)	M
Custom Minigun	4 Tiny Cannons Fire for 2 clips	S
Smart Cannons	2 Smart cannons 2 full clips (0.1 auto aim)	S, M, L
Missile Launcher	3 missiles (no auto aim)	S, M
Piston propelled Missile Launcher	2 missiles (no auto aim)	M, L
Guided missiles (custom)	2 missiles (1 dynamite per missile), reload only on respawn, can be fired separately. Only 1 player in the team.	L, M

3. Battle Map



4. All-out War rules

- For enriched experience check out All-out War rules on maps workshop page.
 - Adds **passive and active abilities** you can choose based on vehicle class.
 - Rules for ability usage.
 - **Extra game mode** – “Protect the Egg”.