nestorgames

CROSSHAIRS

EXPANSION

Additional player expansion for **CROSSHAIRS** by **Stephen Tavener**

MATERIAL

In addition to the material included in the base game, the expansion has:

- 5 biplanes of the same colour
- 20 altitude rings

You need an expansion for each additional player. Here we describe game types for 3 or 4 players, but up to 6 players can play **CROSSHAIRS**.

COMMON RULES

There are several options for multi-player games. The following additional rules apply regardless:

• **No friendly fire:** two players on the same team cannot shoot at each other.

• **Hostile fire:** if a plane is in the cross-hairs of two enemy planes, it is shot down. This applies even if they are on different teams.

• **Complete turns:** each player must move all of their planes, in any order, before the next player moves their planes.

• **Friends near:** unless otherwise stated, at the start of the game team members should start on adjacent sides of the board.

• **Enemies far:** unless otherwise stated, at the start of the game, enemy players should be as far apart as possible.

• **Clouds setup:** Players take turns to place the clouds on the board before the game starts. Do not make clouds bigger than two hexes.

• **Altitude rings:** Divide the altitude rings evenly between each **team** (not player). Example: 1 vs 2, player A gets 30 rings, players B and C share a common pool of 30 rings. You can use additional rings as long as they're evenly distributed.

GAME TYPES

1 vs 2

One player (A) takes 5 planes; the other two players (B and C as a team) take 3 planes each. Players start equally spaced around the board. Turn order is as follows:

• A moves 1 plane.
• B and C move 1 plane each.
• A moves 3 planes.
• B and C move 2 planes each.

From this point, each player moves all of their planes each turn.

1 vs 3

One player (A) takes 5 planes; the other three players (B,C and D as a team) take 2 planes each. Turn order is as follows:

• A moves 2 planes.
• B,C and D move 1 plane each.
• A moves 4 planes.

From this point, each player moves all of their planes each turn.

2 vs 2

Each player takes 5 planes. Turn order is as follows:

• A and B (team 1) move 1 plane, each.
• C and D (team 2) move 2 planes each.
• A and B move 3 planes, each.

From this point, each player moves all of their planes each turn.

Free-For-All

Each player starts with 5 planes; there are no alliances.

When a player is shot down, the active player takes the token – it counts as 1 point. Once a player is reduced to 1 plane, they are eliminated form the game; the active player takes the remaining plane as an additional victory point.

When only one player remains, the player with the most points wins.

Circle of Death

Each player starts with 4 planes. A plane is only shot down if at least one of the attacking planes belongs to the player to the right. The first player to eliminate (reduce to 1 plane) the player to their left wins the game.

Variants

Handicap Rules: If one player is less experienced/weaker than the other, they may bring their planes onto the board with one or more additional height tokens.

Turbulence: A player entering a cloud immediately loses 1 height.

Concealed Fire: Players may shoot out of, but not into, clouds.

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