

Ultimate Lightning Stratego

Ultimate Lightning plays quickly because each of you have only 20 pieces on the board, which leads to more "wide open" play. Skilful planning, a good memory, and clever deception are key to your success. Every time you play, the battle will be different!



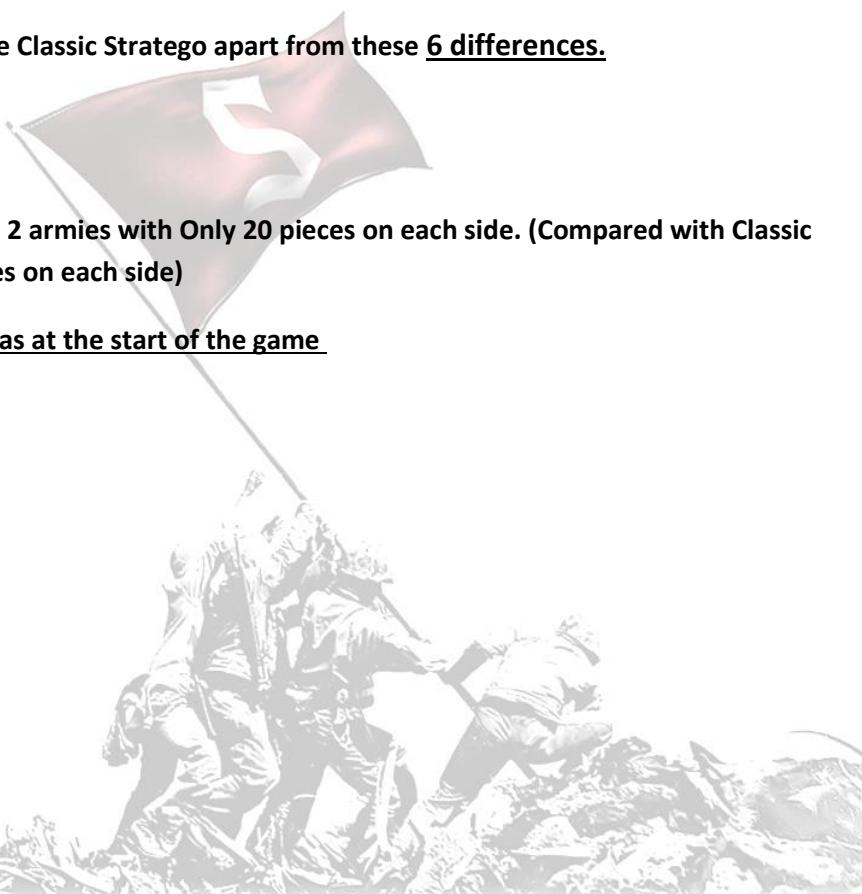
Rules for Ultimate Lightning Stratego

The Author assumes people know the rules of Classic Stratego, so here's the difference between Classic Stratego and Ultimate Lightning Stratego.

Ultimate Lightning plays like Classic Stratego apart from these 6 differences.



Less pieces:



Ultimate Lightning contains 2 armies with Only 20 pieces on each side. (Compared with Classic Stratego which has 40 pieces on each side)

The 20 Pieces each player has at the start of the game

- 1 x Flag
- 1 x Marshall
- 1 x General
- 1 x Colonel
- 1 x Major
- 2 x Captains
- 2 x Lieutenants
- 2 x Sergeants
- 2 x Corporals
- 4 x Scouts
- 1 x Spy
- 2 x Bombs



Rescue:

Rescue is a similar feature to the chess rule of getting a pawn to the opponents back row. When you move any of your Pieces onto a square in the opponent's back row, you may Rescue any Piece from among those previously captured by your opponent. Immediately place the Piece you Rescue on any vacant space on your half of the Game Board. That ends your turn. Note: Scouts may not make a Rescue. You can make two Rescues per game. One Piece cannot make both Rescues.

It is not compulsory to rescue a piece when you reach the back row, BUT if you later decide to rescue with your piece on your opponents back row, then you must move away from the back row & then move onto the back row to initiate the "Rescue".



Aggression:

Ultimate Lightning plays with Aggression as standard. Aggression is where: When two pieces of the SAME RANK fight.....the winning piece is the ATTACKING piece. This differs to other Stratego variations, as when a piece of same rank attacks another piece of same rank- BOTH pieces are removed. This is NOT the case in Ultimate Lightning. NO TRADING down in U.L. (There will always be a winning piece and a losing piece, when 2 pieces fight in U.L.) Obviously this makes draws VERY unlikely.



One Time Bombs:

Unlike Classic Stratego.....Ultimate Lightning uses "One Time Bombs". These are more realistic and helps create a more attacking game. (When a bomb is hit, it blows up and is removed from the board) In other Stratego games, the bombs would remain and only the piece attacking the "bomb" would be removed. (Unless the attacking piece was a miner)



Captains:

These horsemen can move two spaces per turn, either in a straight line, or by changing direction after the first space moved. Cavalry may attack as part of its move, but may only attack once per turn. If a Cavalry Piece attacks after moving one space, his turn is over. It is not possible to "Jump" over another piece or the lake squares.



Scouts & Miners:

In Ultimate Lightning there are NO Miners. The #3 piece is a Corporal and cannot defeat/defuse bombs. In Ultimate Lightning the Scout is the only Piece which is not defeated if it attacks a Bomb. The added ability of the Scout being able to defuse Bombs makes the Scout a Very Useful piece in Ultimate Lightning.



Other Pieces:

All the other pieces in the game of Ultimate Lightning behave as in the classic game.



Any Other Rules? (not covered above):

There are NO other differences.

Everything else is just as in Classic Stratego.

