

Terrain Types

Name	Attributes
Short Grass	Flat table top
Earth	Flat table top
Puddles	Flat table top - Water
Long Grass	Provides partial cover for units in the terrain
Pebbles	Level 1 - Provides full cover for units on opposite sides of the terrain
Small Rocks	Level 1 - Provides full cover for units on opposite sides of the terrain
Short Plant	Level 1 - Provides partial cover for units if also has "thick leaves"
Tall Rocks	Level 2 - Provides full cover for units on opposite sides of the terrain
Plant	Level 2 - Provides partial cover for units if also has "thick leaves"
Tall Plant	Level 3 - Provides partial cover for units if also has "thick leaves"

Water - Only water units or flying creatures can enter this terrain

Partial cover - A target in partial cover gains a -1 modifier to an attacker's to hit roll.

Full cover - A target in full cover cannot be targeted

Levels - Terrain can exist at various levels

Ground level (Table top) through to Level 3 (Tall plants)

A target at a higher level gains a -1 modifier to an attacker's to hit roll

* Other terrain types are possible, but they will all have a level or cover bonus of some sort.

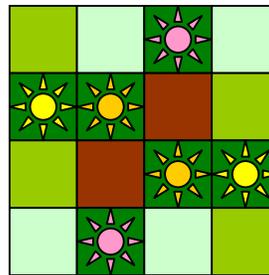
Each item of terrain should be about a foot square.

Set up the table terrain in a Grid format.

The same terrain types should not be placed together.

See the Sample layout for a 4'x 4' table.

-  Short grass
-  Long grass
-  Small Rocks
-  Level 1 Plant
-  Level 2 Plant
-  Level 3 Plant



Unit Move Types

Name	Attributes
Crawler	Can only move into new terrain type if it started the turn in base to base contact with the new terrain type OR Can climb down 1 level of current terrain each turn.
Walker	Can only move into new terrain type if it started the turn in base to base contact with the new terrain type OR Can climb up or down 1 level of current terrain each turn.
Jumper	Can move into new terrain type at any time OR Can climb up or down 1 level of current terrain OR Can jump up or down 1 level to another terrain type each turn.
Climber	Can only move into new terrain type if it started the turn in base to base contact with the new terrain type OR Can climb up or down 2 levels of current terrain each turn.
Glider	Can move into new terrain type at any time OR Can climb up or down 1 level of current terrain OR Can glide down 1 level to another terrain type each turn.
Flyer	Can move into new terrain type at any time OR Can fly up or down 1 level to another terrain type each turn. Can fly one level higher than highest terrain feature

A unit may only have 1 move type.

Unit Attack types

Attack Name	Requirement	Damage	Special
Body Slam	Base to base contact	2	2+ to hit
Lightning Claw	Base to base contact	1	3+ to hit all in contact
Power Claw	Base to base contact	1	4+ to hit
Pincer	Base to Base contact	1	5+ to hit
Power Kicker	Base to base contact	1	4+ to hit all in contact
Kicker	Base to base contact	1	5+ to hit all in contact
Dazzle	Base to base contact	0	2+ to hit all in contact, targets stunned
Mini-gun	LOS	1	5+ to hit 3 adjacent targets
Auto-cannon	LOS	1	4+ to hit 3 adjacent targets
Laser-gun	LOS	1	3+ to hit
Pulse Laser	LOS	1	2+ to hit 2 adjacent targets
Multi-Laser	LOS	1	2+ to hit 3 adjacent targets
Plasma Gun	LOS	2	3+ to hit
Plasma cannon	LOS	3	4+ to hit
Particle Beam	LOS	2	2+ to hit
Missile 6pak	LOS	1	4+ to hit 3 adjacent targets
Plasma Missile 6pak	LOS	2	5+ to hit 3 adjacent targets
Missile 10pak	LOS	1	4+ to hit 5 adjacent targets
Plasma Missile 10pak	LOS	2	5+ to hit 5 adjacent targets
Barrage Missile 15pak		1	3+ to hit 3 adjacent targets
Barrage Missile 20pak		1	3+ to hit 5 adjacent targets
Heavy Barrage 10pak		2	2+ to hit
Bunch bombs	1 level higher	1	3+ to hit 2 adjacent targets
Cluster Bombs	1 level higher	1	3+ to hit 4 adjacent targets
Reflection	LOS	0	4+ to hit, target stunned

A unit may have any number of Attack types

Special Powers

Command	The Unit commands a number of other units, they enter battle with it
Call	The Unit can call other units to battle
Control	The Unit can activate a number of units in the same section of terrain.
Hit points	The Unit has more than one Hit point
Terrain Bonus	Crawler, Walkers and Climbers only, can move directly to a certain terrain type.
Level Bonus	The Unit can move directly to any level of terrain
Top Bonus	The Unit can move directly between the top levels of any terrain
Grab	The Unit can pull a smaller unit (in adjacent terrain, at the same level) into base to base contact
Dome Shield	The Unit can ignore attacks from levels above
Camouflage	The Unit is has a -1 to hit modifier
Tough	The Unit is immune to Stun attacks

A unit may have any number of Special Powers

Initiative and Command points

Each round the players bid for command points. Minimum of 3 Maximum of 8

The winner is the player with the least command points.

Calculate the difference between the winner and loser and add one.

This is how many command points the winner gets to use before his opponent can use any.

They then alternate between players to use command points, until both sides have used their allotment.

A command point can be used to bring a major unit onto the board.

A command point can be used to activate a unit on the board.

If both players choose the same, then the player who won initiative last turn goes second.

If a tie occurs on the first turn, roll a die to decide the winner

Example 1

It is the start of the game and player1 bids 3CP and player2 bids 4CP

Player1 wins and uses 2CP to bring two major units onto the board.

Player2 brings 1 major unit onto the board

Player1 uses his last CP to activate a major unit to attack the enemy.

Player2 now brings on two more units

In turn two Player1 and player2 both bid 5CP.

Player2 wins the tie and starts by using 1CP to attack the enemy.

The players alternate back and forth until all CP are used.

In turn three Player1 bids 5CP and player2 bids 8CP.

Player1 wins and will use 4CP before player2 gets an opportunity to use any of his CP.