

S.W.A.T. NON-SYMETRIC PLAYTEST 1



STARTING BOARD SETUP

Beginning set-up: arrange the board tiles as shown. Place the Scenery, Cities, Factories and Units on the board.
Each Player begins with \$5

Special Rules: You may only purchase Infantry and Mechs until you have captured a second City and a second Factory. Losing the Factory and/or City does not remove the ability to construct other units.

Victory Conditions: The first player to 10 victory points is the winner, or the first player to capture 5 cities.
Each destroyed unit counts as a victory point for the opposing player. Use the VP tracker supplied with the rules.

Alternative rules to try: These are a few alternate rules that you might try and see if they are to your liking.

1. Once a unit is destroyed it is removed from the game. Since the unit numbers would be a little more limited this way, it might force some careful decision making.
2. For a quicker game, make each captured city worth 1 VP.
3. Do not allow the construction of Med-Tanks or Rockets until a third Factory has been captured

S.W.A.T. NON-SYMETRIC PLAYTEST 2



STARTING BOARD SETUP

Beginning set-up: arrange the board tiles as shown. Place the Scenery, Cities, Factories and Units on the board.
Each Player begins with \$20

Special Rules: The Bridge across the river, is blocked due to flooding. The river is dropping and the bridge will be crossable eventually. At the beginning of turn 4 roll a D6. On a result of 6 or more the bridge is usable. On any other result, continue to roll a D6 before each players turn adding +1 to the result.

Victory Conditions: The first player to 12 victory points is the winner.
Each destroyed unit counts as a victory point for the opposing player. Use the VP tracker supplied with the rules.

Alternative rules to try: These are a few alternate rules that you might try and see if they are to your liking.

1. Once a unit is destroyed it is removed from the game. Since the unit numbers would be a little more limited this way, it might force some careful decision making.

2. For a quicker game, make each captured city worth 1 VP.