

S.W.A.T. PLAYTEST SCENARIO 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 \$10. Randomly determine who goes first.

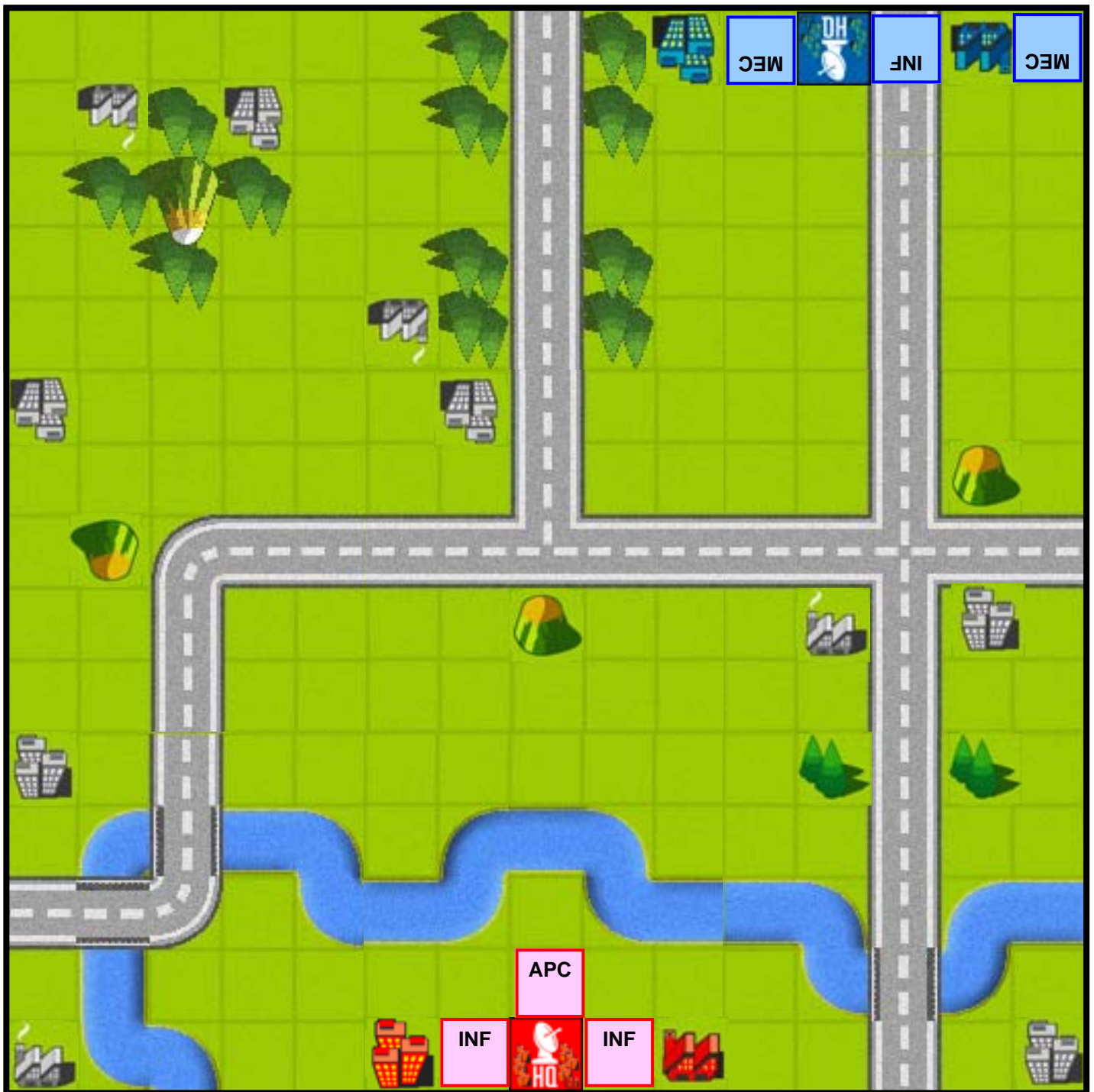
Special Rules: None.

Victory Conditions: The first player to 10 victory points is the winner, or the first player to capture the four cities in the center of the board. 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.

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. Blue goes first.

Special Rules: You may not purchase anything other than Infantry, Mechs and APCs until you have captured both a neutral City and a neutral Factory.

You may not purchase Med-Tanks or Rockets until another neutral (or enemy) Factory has been captured. Losing a Factory and/or City does not remove the ability to construct the extra 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.

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. Red goes first.

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.

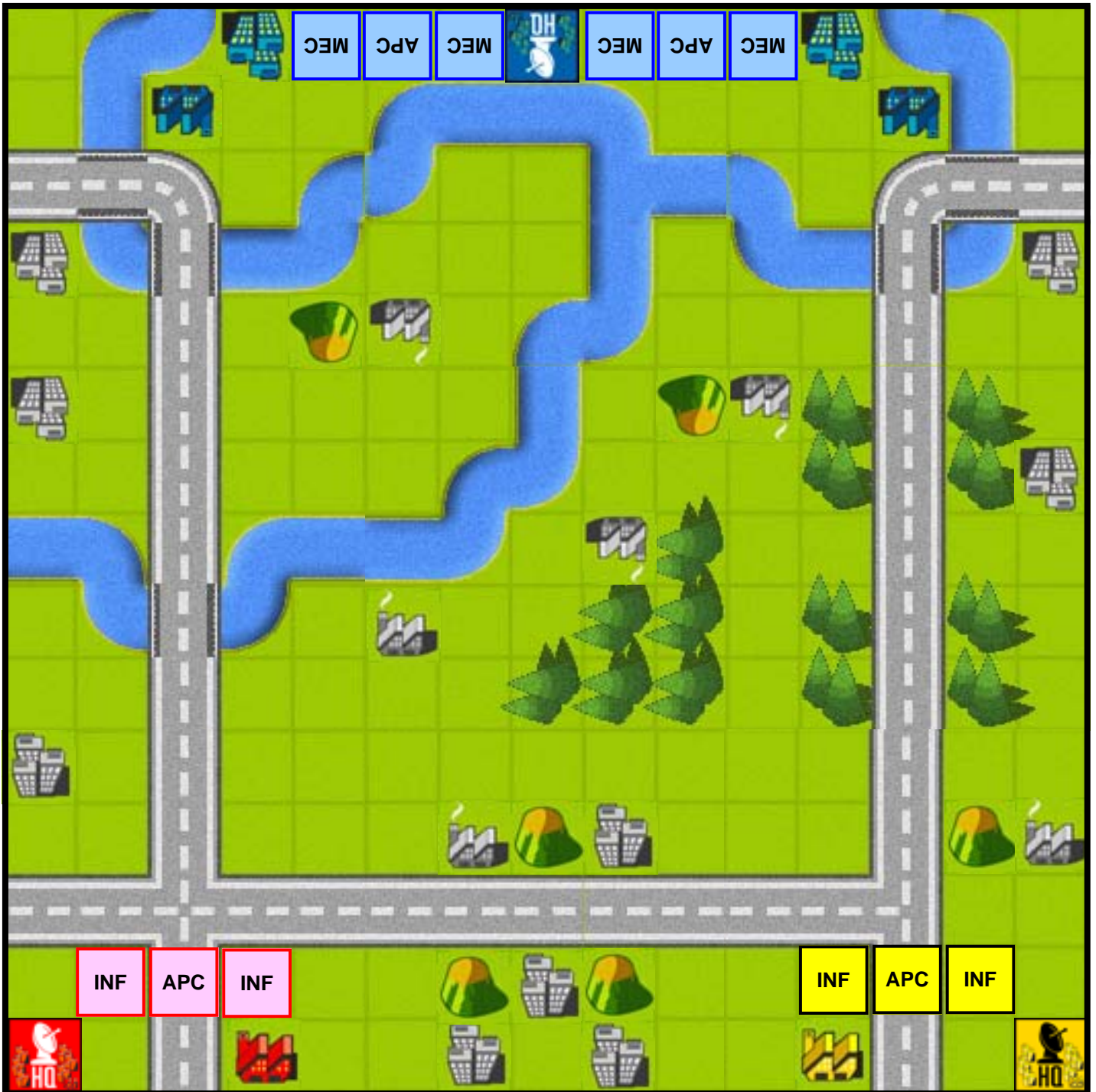
Victory Conditions: The first player to 12 victory points is the winner. Each destroyed unit counts as a victory point for the opposing player. Use the VP tracker supplied with the rules.

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.

S.W.A.T. 3 PLAYER 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 \$10. Blue goes first. Red and Yellow can go in any order.

Special Rules: The Yellow and Red players are Allies and must defeat the Blue Player.

Victory Conditions: The first side 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.

S.W.A.T. 3 PLAYER 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 \$5. Blue goes first.

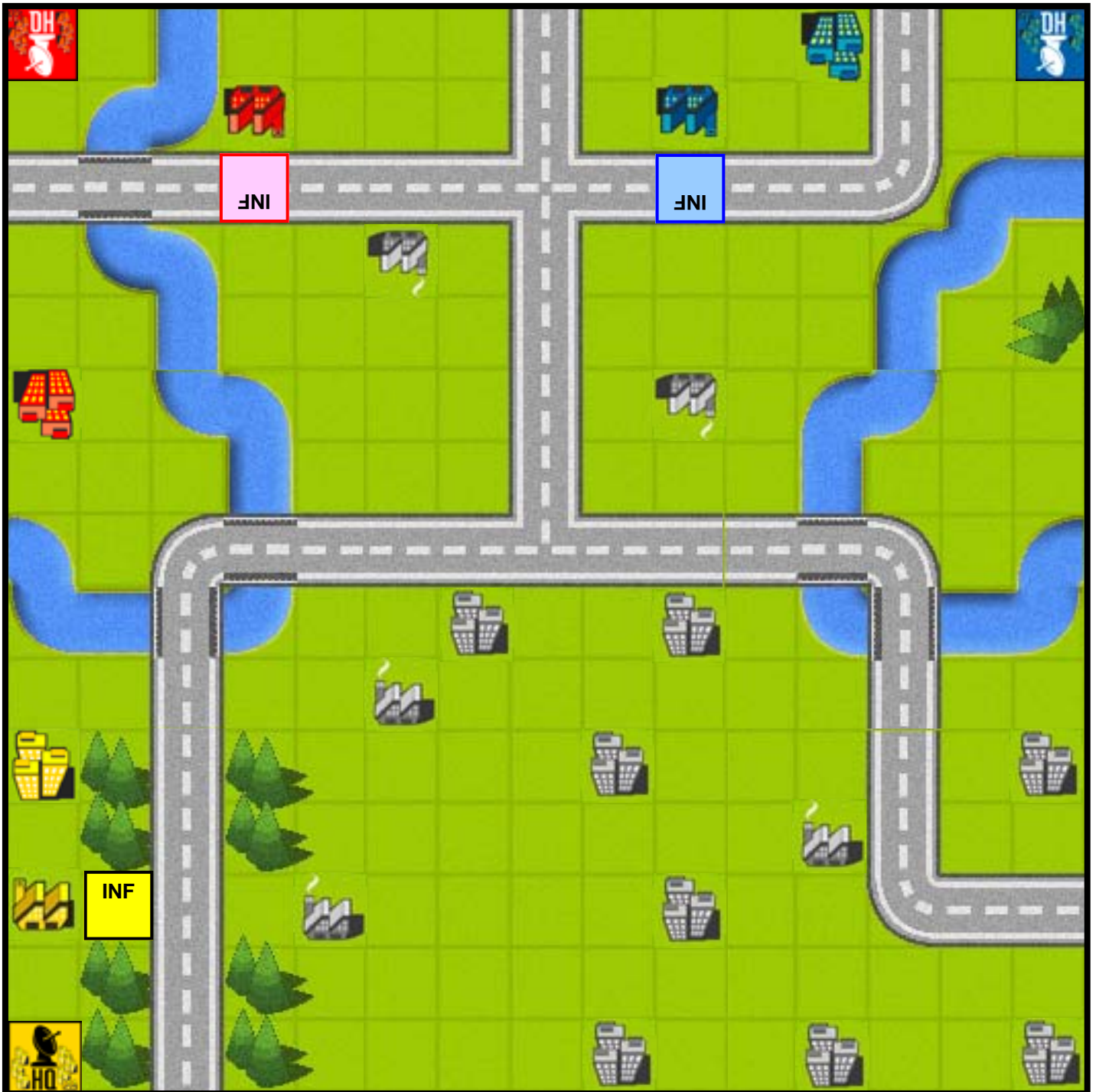
Special Rules: Once a unit is destroyed it is removed from the game. Since the unit numbers would be a little more limited this way, it might force some careful decision making.

Victory Conditions: The first side to Capture an enemy HQ or gain 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. You may not purchase anything other than Infantry, Mechs and APCs until you have captured both a neutral City and a neutral Factory.
You may not purchase Med-Tanks or Rockets until another neutral (or enemy) Factory has been captured. Losing a Factory and/or City does not remove the ability to construct the extra units.
2. For a quicker game, make each captured city worth 1 VP.

S.W.A.T. 3 PLAYER PLAYTEST 3



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 \$0. Yellow goes first.

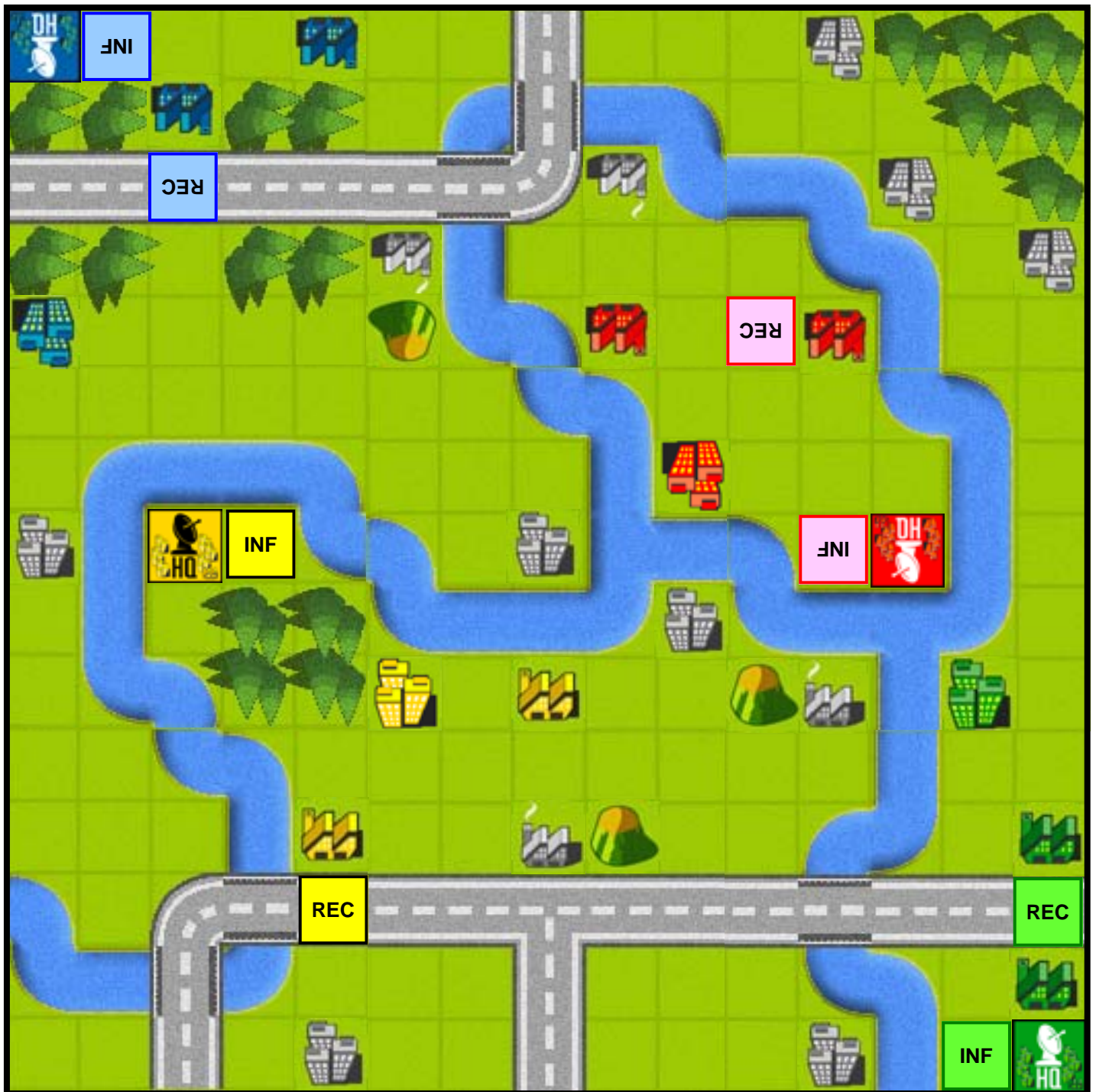
Special Rules: Once a unit is destroyed it is removed from the game. Since the unit numbers would be a little more limited this way, it might force some careful decision making.

Victory Conditions: The first side to start their turn with \$50 is the winner. (They can use it to purchase Weapons of Mass Destruction and blackmail the other nations into submission!)

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

1. You may not purchase anything other than Infantry, Mechs and APCs until you have captured both a neutral City and a neutral Factory. You may not purchase Med-Tanks or Rockets until another neutral (or enemy) Factory has been captured. Losing a Factory and/or City does not remove the ability to construct the extra units.
2. For a quicker game each time you destroy an enemy unit, the Bank will give you \$5.

S.W.A.T. 4 PLAYER 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 \$25. Play order goes Yellow, Red, Green and Blue.

Special Rules: None

Victory Conditions: The first player to capture an enemy HQ or get 15 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.
3. For a team game (2 vs. 2), Red and Blue can ally against Green and Yellow. Keep same play order.

S.W.A.T. 4 PLAYER 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 \$10. Red goes first and Green goes last.

Special Rules: The Blue, Green and Yellow players are Allies and must defeat the Red player. Red cannot build a unit unless one of the others has already built one of those units.

Victory Conditions: The first side to capture all four neutral factories in the center of the board is the winner.

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.