

Breakable

Introduction

Breakable is a game of futuristic ground and air combat for 2 players.

You decide what forces and weapons you need to complete your mission. Employ fast but vulnerable skimmers to deliver a lightning blow to your opponent. Or choose sturdy tanks armed with heavier weapons. For defense, nothing beats the staying power of your bunkers. But don't forget recons; shadow warriors who can infiltrate behind enemy lines to call in nuclear strikes from afar.

You will equip your units with nukes, lasers, autocannons, cluster bombs and more. Thanks to advanced materials technology your units are hard to kill, but still breakable.

Breakable is set in the same future history as Interformic Games' earlier release; *Unbreakable*. You may play either game independently or combine them as you like.

Unbreakable units are incredibly powerful, but just as incredibly expensive. For this reason, armies of the future field cheaper, conventional (aka *Breakable*) units in most situations.

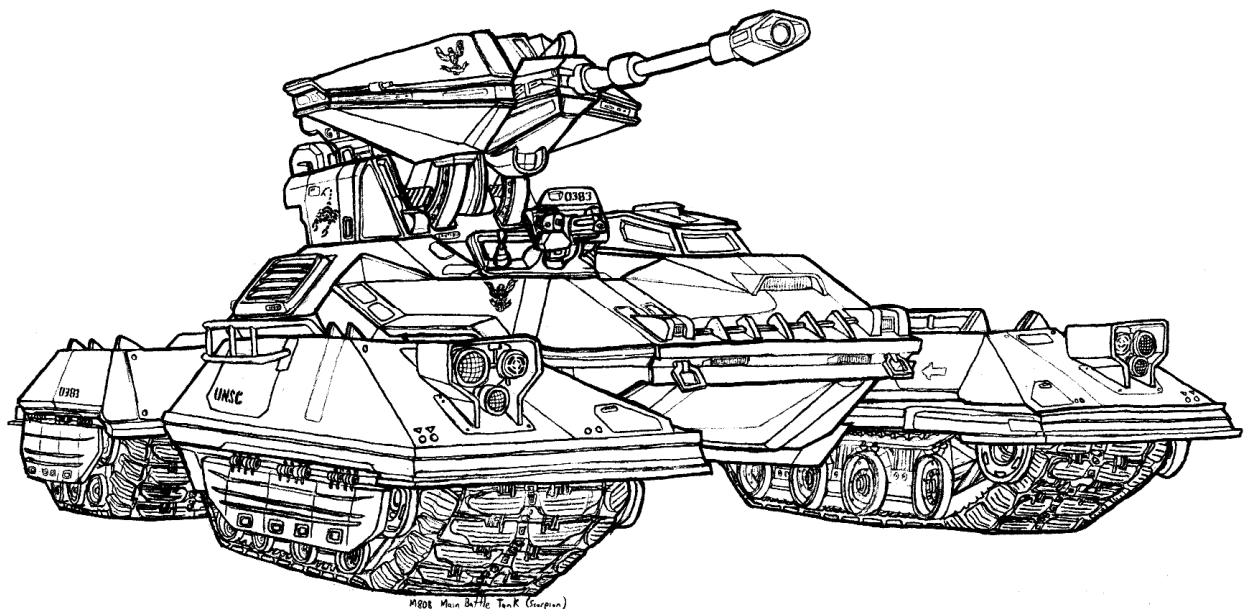


Table of Contents

Introduction	1	Unit Actions.....	7
Table of Contents.....	2	Overview	7
Definitions.....	3	Weapon Actions.....	7
Units	3	Fire.....	7
Size.....	3	Reload.....	7
Weapons	3	Physical Actions	7
Type	3	Melee Attack	7
Class.....	3	Move.....	7
Loaded and Unloaded.....	3	Movement.....	8
Size.....	3	General Rules	8
Terrain	4	Terrain	8
Map	4	On and Off Map	8
Conversion.....	4	Stacking Limits.....	8
Unbreakable	4	Unit Rules.....	8
Equipment.....	4	Bunkers and Turrets.....	8
Dice	4	Recons	8
Combat Dice.....	4	Skimmers	8
Six-Sided Dice	4	Tanks	9
Cards.....	5	Combat	10
Activation Cards	5	Combat Dice.....	10
Weapon Cards.....	5	Weapon Size vs. Target Size	10
Counters.....	5	Modifiers	10
Unit Counters.....	5	Conditions	10
Markers	5	Loaded and Unloaded	10
Terrain Hexes	5	Firing Arcs	11
Getting Started.....	6	Beam LOS	11
Overview.....	6	Bomb LOS	12
Choose a Scenario	6	Additional Sighting Rules	12
Assemble Forces	6	Range Check	12
Assign Weapons.....	6	Multiple Fire.....	13
Setup Units.....	6	Melee Attack	13
How to Play.....	7	Unbreakable Weapons.....	13
Game Turn	7	Weapon Effects.....	13
Reduce Mushroom Clouds.....	7	Autocannon	13
Shuffle the Deck.....	7	Buzz Bomb Launcher	14
Draw a Card	7	Cluster Bomb Launcher	14
		Laser	15
		Neural Inducer.....	16
		Nuke	16
		Credits	17

Definitions

Rules Sections

This PDF includes Rules, Scenarios, and Chrome sections. The rules describe how to play *Breakable*, the scenarios list various missions you may attempt, and the Chrome section lists optional rules.

Units

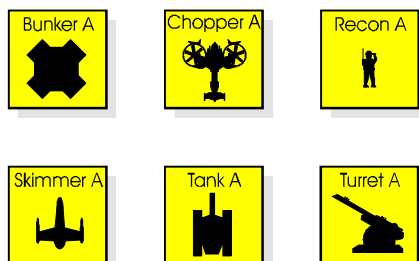
There are 5 types of units:

- Bunkers
- Recons
- Skimmers
- Tanks
- Turrets

Skimmers are fast, flying units. Tanks carry more armor and a heavier weapon than skimmers. Bunkers are the most heavily armed and armored of all. Turrets are fast-firing, defensive emplacements. And a recon is a highly skilled individual whose primary goal is to survive long enough to call in bomb strikes.

Choppers: These are optional units described in the Chrome section following the scenarios. Some chopper rules are included in the Rules section for easy reference.

Flying Units: A skimmer or chopper in the air is a flying unit.



Unit Types

Size

Units are classed in 3 different sizes: light, medium, and heavy.

Unit Type	Size
Bunker	Heavy
Chopper	Light
Recon	Light
Skimmer	Light
Tank	Medium
Turret	Light

Weapons

Types

There are 6 types of weapons in 2 classes:

Weapon	Class
Autocannon	Beam
Buzz Bomb	Bomb
Cluster Bomb	Bomb
Laser	Beam
Neural Inducer	Beam
Nuke	Bomb

Class

Weapons come in 2 classes: beams and bombs. A beam affects only a single unit while a bomb may attack any or all units in a hex and sometimes the hex itself.

Loaded and Unloaded

When you fire a beam or bomb it becomes unloaded. You must reload the weapon before you can fire it again.

Size

Weapons come in 3 different sizes: light, medium, and heavy. A heavy weapon has a better chance to destroy a target than a medium weapon, and a medium weapon has a better chance than a light.

Breakable

Rules

Terrain

Map

There are 8 types of terrain on the map.

- Clear
- Crater
- Hill
- Industry
- Lake
- Road
- Rough
- Woods

Roads: Roads have no effect on the game. Treat the road hexes on the map as clear.

Conversion

Terrain may be converted from one type to another by nukes. There are 4 types of terrain that may be placed on the map when terrain is converted.

- Crater
- Lava
- Rough
- Volcano

Unbreakable

Unbreakable is a separate game that is set in the same future history as *Breakable*. You may play either game independently or combine them as you see fit.

For convenience, a few *Unbreakable* rules are included here. Ignore these rules unless you are using *Unbreakable* units and/or weapons together with *Breakable*.

Equipment

Dice

You can play *Breakable* with 3 or more standard, 6-sided dice. However, you may substitute standard dice with the specialty dice described here. You can usually find these dice at teacher supply stores.

Combat Dice

You roll combat dice to determine weapon effects. A single combat die result is either a positive (☺) or negative (blank). You can use standard dice and treat an odd result as ☺ and an even result as blank. Or you can acquire blank dice and apply ☺ stickers to 3 faces of each die.



Combat Dice

Six-Side Dice

You will also need 2 six-sided dice; 1 for each player.

Breakable

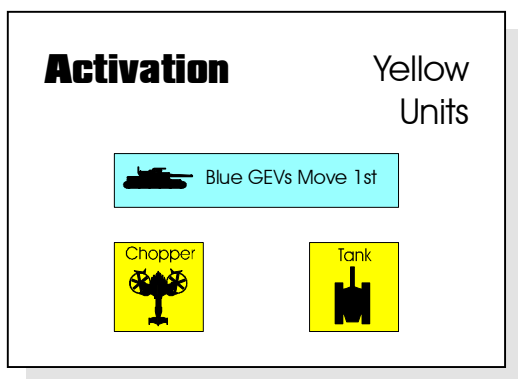
Rules

Cards

Activation Cards

These are described in the How To Play rules on page 7.

Team Game: Use the red and green activation cards to play a team game as described in the Chrome section.



Activation Card

Weapon Cards

There are several cards for each type of weapon. The size of a weapon depends on what type of unit it is assigned to. See Assign Weapons on page 6.



Weapon Cards

Counters

Unit Counters

There are 96 blue and 96 yellow unit counters. The chopper and skimmer counters are 2-sided; one side indicates the unit is flying and the other side indicates the unit is on the ground.

Team Game: Use the red and green counters to play a team game as described in the Chrome section.



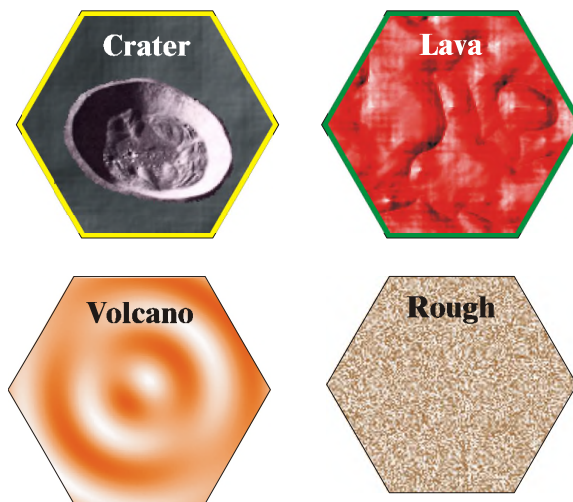
Flying and Landed Skimmer

Markers

Use the various markers as described later in the rules and in the Scenarios section following the rules.

Terrain Hexes

The terrain printed on the map may be converted during the game. When this occurs, place the appropriate terrain hex onto the map.



Terrain Hexes

Getting Started

Overview

To start a game of *Breakable*, you will

- Choose a scenario
- Assemble your forces
- Assign weapons
- Setup units

Choose a Scenario

Both players must agree which scenario to play. The scenario will describe each player's mission and may have specific instructions for assembling your forces. See the Scenarios section following the rules.

Assemble Your Forces

Number: The scenario will specify how many units may be in your force. However, feel free to experiment with different numbers.

Composition: You may choose any units you wish. For example, you may choose all skimmers, or all tanks, or any combination of unit types.

Secret: You should keep the composition of your force hidden from your opponent until the first turn of the game.

Assign Weapons

Place unit counters on faceup weapon cards to indicate the weapon each unit type carries. For example, place a Tank A counter on a nuke card to show that all Tank As are equipped with medium nukes.

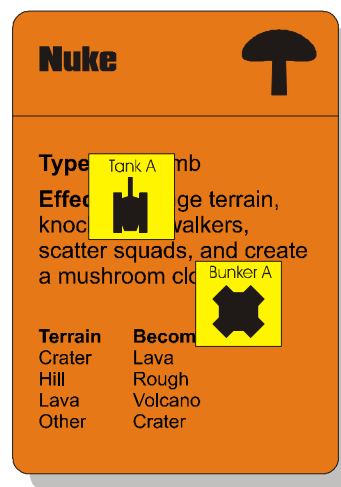
Size: A weapon's size is the same as the unit's size. So each bunker has 1 heavy weapon, each tank has 1 medium weapon, and all other units have 1 light weapon.

Setup Units

Counters: Follow the scenario's instructions for the initial placement of your units. Unless otherwise stated in the scenario, skimmers and choppers start landed.

Off Map: If your units are to enter from a map edge, place their counters *off* the map along that edge. You may move a unit onto the map when its activated. Off map skimmers and choppers must, of course, enter flying. You cannot use bunkers or turrets if you are to enter from off map.

Loaded: Place a weapon loaded marker next to each unit counter to indicate the unit is ready to fire.



Indicates 'A' tanks are equipped with medium nukes and 'A' bunkers are equipped with heavy nukes

How to Play

Game Turn

Breakable is played in a series of turns. At the beginning of each turn, reduce mushroom clouds and shuffle the deck. Then draw cards 1 at a time.

- Reduce mushroom clouds
- Shuffle the deck
- Draw a card
- Keep drawing cards until the deck runs out
- Start a new turn

Mission Accomplished: Continue playing until one player completes his or her mission as defined by the scenario.

Reduce Mushroom Clouds

Remove all light mushroom clouds. Then reduce all medium clouds to lights. Finally, reduce all heavy clouds to mediums. Mushroom clouds are placed on the map by nukes. See Nuke on page 16.

Shuffle the Deck

At the beginning of each turn, shuffle the activation cards.

Draw a Card

To speed things up, designate 1 player to be the caller. Players may wish to take turns being the caller.

The caller draws 1 card and announces what units are activated. The units listed may fire or reload and then move. See Unit Actions in the next column. After reading the card, place it on the discards.

Unit Actions

Overview

Each activated unit may execute 1 weapon action followed by 1 physical action.

Pass: A unit may skip either action. It may skip its weapon action and still take a physical action.

Weapon Actions

Fire

A unit may fire its loaded weapon. Flip the weapon loaded marker to its unloaded side. See Combat on page 10.

Reload

A unit may reload its unloaded weapon. Flip the weapon unloaded marker to its loaded side.

Physical Actions

Melee Attack

A unit may attack an opposing unit in the same hex. This attack takes the form of small arms fire or actual physical blows. Note that a unit may fire a weapon (weapon action) *and* make a melee attack (physical action) during the same activation. See Melee Attack on page 13.

Move

See Movement on the next page.

Movement

Each unit type has its own unique way of moving. However, a few general rules apply.

General Rules

Terrain

Movement Cost: There are no movement costs in *Breakable*. Except as noted here, treat all terrain the same for movement.

Volcano: No unit may enter a volcano.

Lakes and Lava: Only flying units may enter a lake or lava hex.

Woods: Skimmers and choppers may not land in woods hexes.

Eliminated: Any unit that finds itself in a prohibited hex is eliminated.

On and Off Map

Optional Entry: Some scenarios call for units to enter from a map edge. When your off map unit is activated you have the option of moving it onto the map or leaving it off until a later activation.

Exit: If you move a unit that is on the map off the map, remove the unit from the game. It may not re-enter the map.

Stacking Limits

A hex is fully occupied if it contains 4 units belonging to either side. In general, a unit may *not* enter a full hex. However, flying units and recons don't count against this limit. Nor do buzz bombs, cluster bombs, or killbots.

Unit Rules

Bunkers and Turrets

Bunkers and turrets cannot move.

Recons

When activated, a recon may remain in place or move into any adjacent hex. Facing is irrelevant.



Passenger: When a tank or landed skimmer or chopper is activated it may pick up a recon from its hex. Place the recon counter under the unit to show it is a passenger. A unit may carry only 1 recon. A recon passenger cannot fire or sight.

Disembark: At any point during the carrying unit's movement the recon may be left behind. Additionally, when the recon is activated it may move away 1 hex or disembark into the same hex.

Infiltration: At the beginning of a game, recons receive one free, infiltration move. After placing units, take turns moving recons 1 at a time. Roll to see how moves first. For each moving recon, roll a 6-sided die and move it up to that number of hexes or not at all. Ignore intervening units and terrain. A recon may end its movement in a hex that contains opposing units.

Skimmers

Facing: A skimmer must, at all times, be oriented to face one of the 6 sides of the hex its in. When flying or landed, the text designates the front of the skimmer.



Landed: A skimmer on the ground may either take off or remain on the ground. A skimmer that takes off remains in the same hex with the same facing.



Breakable

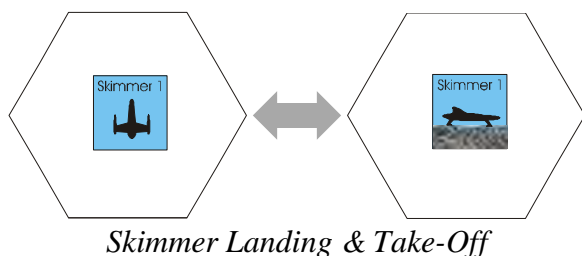
Rules

Flying: A flying skimmers *must* do 1 of the following:

1. Land
2. Move 1, 2, or 3 hexes
3. Turn 180 degrees (Immelmann turn)

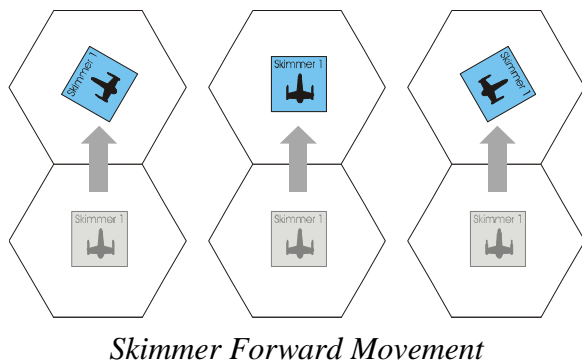
No Hovering: A flying skimmer may remain in the same hex *only* if it lands or turns 180 degrees. Otherwise it must move at least 1 hex.

Land: Turn a skimmer's counter face down to show it is landed. A skimmer may not land in lake, lava, volcano, or woods.

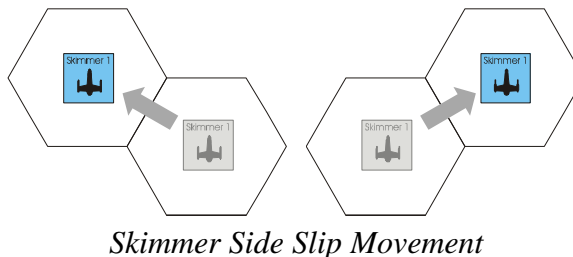


Move: A moving skimmer *must* move 1, 2, or 3 hexes by either moving forward or side-slipping in any combination.

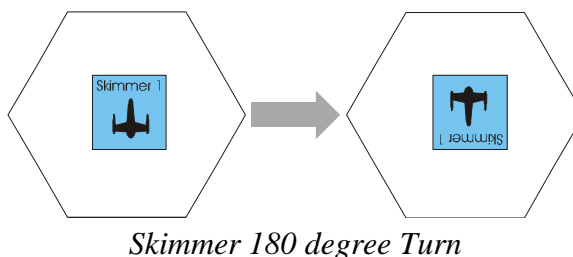
Move Forward: When moving forward a skimmer may turn 1 hex-side in each hex it enters. The turn takes place *after* entering the hex.



Side-Slip: A skimmer may move into its front right or front left hex while keeping the same facing.

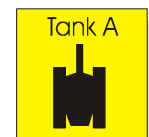


Turn 180 Degrees: Instead of moving or landing, a flying skimmer may remain in the same hex and turn 180 degrees.



Tanks

Facing: A tank must, at all times, be oriented to face one of the 6 sides of the hex its in.



Movement: When activated, a tank may remain in place or move into any adjacent hex. At the end of its activation you may orient your tank to face any hex-side whether it moved or not.

Combat

Combat Dice

When you roll combat dice you will look for either *all* ☺s or *1 or more* ☺s on 1, 2, or 3 dice. This is written in short hand:

[minimum number of ☺s / number of dice]

Shorthand	Meaning
[1/3]	1 or more ☺s on 3 dice
[1/2]	1 or more ☺s on 2 dice
[1/1]	1 ☺ on 1 die
[2/2]	2 ☺s on 2 dice
[3/3]	3 ☺s on 3 dice

Weapon Size vs. Target Size

A light weapon is unlikely to affect a heavy target while a heavy weapon almost always affects a light target. When you compare the weapon size to the target size consult the following table to see how many dice to roll and how many ☺s to look for.

		Target Size:		
		Heavy	Med.	Light
Weapon Size:	Heavy	[1/1]	[1/2]	[1/3]
	Med.	[2/2]	[1/1]	[1/2]
	Light	[3/3]	[2/2]	[1/1]

Example: A heavy nuke lands in a hex with a flying skimmer so you roll 3 dice. The skimmer is eliminated if you roll 1 or more ☺s.

Rule of Thumb: If the weapon and target are the same size, roll 1 die and look for a ☺. If the weapon is heavier than the target, roll 2 or 3 dice and look for 1 or more ☺s. And if the weapon is smaller than the target, roll 2 or 3 dice and look for *all* ☺s.

Modifiers

Crater: Treat a non-flying unit in a crater as a heavy target.

Recons: Treat a recon as a heavy target if it is in any terrain other than clear. In addition, a recon in a hex with a friendly unit may adopt that unit's target class. For example, if your recon shares a clear hex with 1 of your tanks, treat your recon as a medium target.

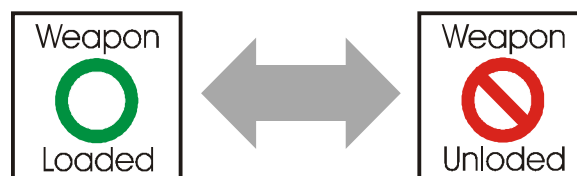
Conditions

The following conditions must be met before a unit can fire its weapon:

1. The weapon is loaded.
2. The target must be in the unit's firing arc.
3. The unit must have an LOS to the target.
4. The unit must pass a range check.

Loaded and Unloaded

Before moving, an activated unit may fire or reload its weapon. When you fire a weapon, flip the unit's weapon loaded marker to the unloaded side. You cannot fire an unloaded weapon.

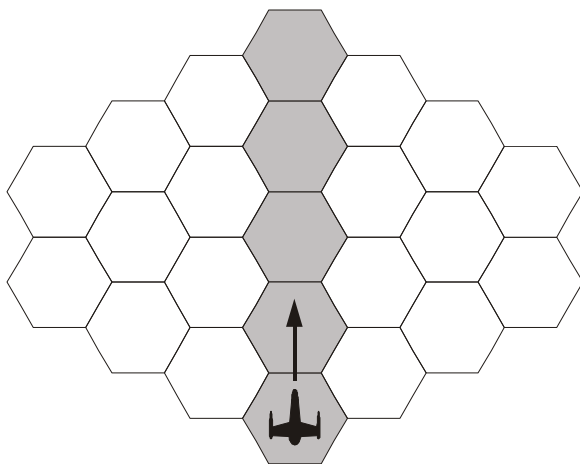


Breakable

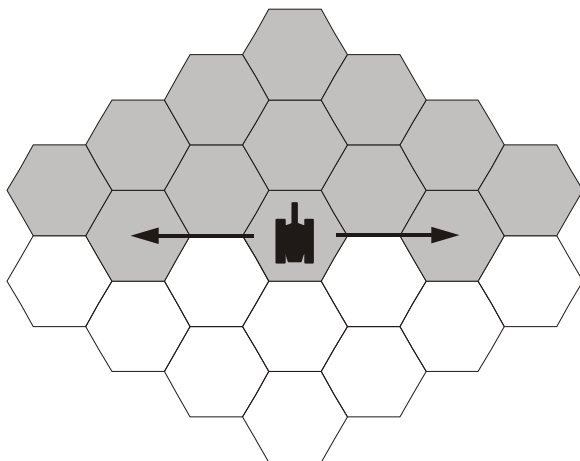
Rules

Firing Arcs

A skimmer or chopper may fire only into the row of hexes directly in front of it. A tank may fire into any hex in its front, 180 degrees. Bunkers, recons, and turrets have a 360 degree firing arc. The hex a unit occupies is *always* within its firing arc.



Skimmer and Chopper Firing Arc



Tank Firing Arc

Beam LOS

LOS: When a unit fires a beam weapon, it must have a line of sight (LOS) to the target *unit*. To determine if you have LOS, look down the list below and stop when you reach the first condition that is true.

Step	Condition	LOS
1	Either unit is in a mushroom cloud	No
2	Both units are in the same hex	Yes
3	There is a mushroom cloud or volcano between the units	No
4	Either unit is a flying or on a hill	Yes
5	Both units are in a crater	No
6	The units are in adjacent hexes	Yes
7	There is a hill, industry, or woods hex between the units	No
8	Either unit is in a crater	No
9	Otherwise	Yes

Example: If the units are in the same hex, stop at step 2. It doesn't matter if the units are in a crater because you don't check that until step 5.

Blocked LOS: When you check for blocking terrain or mushroom clouds trace a line from the center of the firing unit's hex to the center of the target unit's hex. Terrain and mushroom clouds always cover the entire hex, including the edges.

Bomb LOS

Sighter: You may fire a bomb at a hex as long as *any* of your units have an LOS to the target *hex*. The firing unit is *not* required to have an LOS to the hex. If the unit has an LOS it may, of course, sight for itself.

Example: You have a recon in hex 0814. Your tank at the bottom of a crater in 0907 may fire a nuke at 0815 because your recon has an LOS to 0815.

LOS: To determine if a sighter has a LOS to a target hex, look down the list below and stop when you reach the first condition that is true.

Step	Condition	LOS
1	The bomb launching unit is in the target hex	Yes
2	The sighter or target hex is in a mushroom cloud	No
3	The sighter is in the target hex	Yes
4	There is a mushroom cloud or volcano between the sighter and the target hex	No
5	The target is a hill hex	Yes
6	The sighter is flying or on a hill	Yes
7	The sighter is in a crater	No
8	The sighter is adjacent to the target hex	Yes
9	There is a hill, industry, or woods hex between the sighter and the target hex	No
10	Otherwise	Yes

Example: If the target is a hill, stop at step 5. It doesn't matter if the sighter is in a crater because you don't check that until step 7.

Additional Sighting Rules

Limit: With the exception of recons, a unit may sight only *once per activation*. For example, when your bunkers are activated, a single tank may sight for a single bunker. However, a recon may sight for any number of units during a single activate.

Firing Arc: A unit may sight only hexes in its firing arc.

Brain Marker: A unit that received one or more brain markers may sight only for the owner of the markers. See Neural Inducer on page 16.

Unbreakable: An *Unbreakable* unit may *not* sight for a *Breakable* unit and vice versa.

Range Check

The battlefield of the future is awash in electronic counter measures, projected illusions, and psychic interference. *Breakable* units have a difficult time coping.

Limited Range: Roll a 6-sided die after you check LOS. If the die roll is greater than, or equal to, the distance to the target you may fire your weapon. If the die roll is less than the distance, you may not fire. The weapon remains loaded.

Sighter Failure: If a sighter fails the range check, the bomb launching unit may *not* choose another sighter and try again. The bomb launcher must wait until it's next activation before making another attempt.

Multiple Fire

Multiple Weapons: When you fire 2 weapons during a single activation, resolve the shots 1 at a time. Weapon fire doesn't occur simultaneously—you may fire a weapon and see the result before deciding to fire a second weapon.

Example: Yellow's tanks have been activated. One tank has a medium neural inducer and fires it at an opposing bunker. Yellow rolls 2 ☺s for a hit and decides the bunker now has plenty of brain markers. So Yellow decides that his other tank, which was gunning for the same bunker, will use its nuke on a different target.

Melee Attack

A unit may attack another unit in the same hex. This attack takes the form of small arms fire or actual physical blows.

Physical Action: A melee attack is a physical action. A unit may fire a weapon (weapon action) and then make a melee attack (physical action) on the same or a different target during the same activation.

Roll Combat Dice: Treat a bunker as a heavy weapon and target, a tank as a medium weapon and target, and all other units as light weapons and targets. Check LOS and terrain modifiers as usual. See Weapon Size vs. Target Size on page 10 and roll the appropriate number of combat dice to determine the result. If you hit, the target is eliminated.

Unbreakable: An *Unbreakable* unit may make a melee attack on a *Breakable* unit but *not* vice versa. If an *Unbreakable* unit hits, the *Breakable* unit is destroyed.

Unbreakable Weapons

A *Breakable* unit may equip any of the weapons described in the *Unbreakable* Rule and Chrome sections. However, a *Breakable* unit may still fire and sight only within its firing arc and it must still make a range check.

Weapon Effects

Autocannon



Class: Beam

Procedure:

- Check firing arc (see page 11)
- Check LOS to target *unit* (see page 11)
- Pass range check (see page 12)
- Roll combat dice (see page 10)
- Never unloaded

Roll Combat Dice: Compare the weapon and target sizes and roll the appropriate number of combat dice. See page 10. A hit destroys the target unit.

Never Unloaded: An autocannon never becomes unloaded and may be fired every activation.

Multiple Weapons: A tank may equip 2 light weapons if 1 or both are autocannons. Likewise, a bunker may equip 2 medium weapons if 1 or both are autocannons.

Multiple Fire: A tank or bunker may fire an autocannon and also fire or reload another weapon during the same activation. Each weapon must make a separate range check.

Unbreakable: Autocannons have no effect on *Unbreakable* units. An *Unbreakable* unit must make a range check when firing an autocannon.

Breakable

Buzz Bomb Launcher

Class: Bomb

Procedure:

- Check sighter's firing arc (see page 11)
- Check LOS to target *hex* (see page 12)
- Pass sighter's range check (see page 12)
- Defensive laser fire (see page 15)
- Place buzz bombs into the target hex

Place Buzz Bombs: On a successful hit, place buzz bombs into the target hex. The number of bombs you place depends on the size of the launcher:

Size	Bombs
Light	1
Medium	2
Heavy	4

Activation: Your buzz bombs may move 1 hex in any direction each time they are activated.

Detonation: Buzz bombs may detonate when activated either before or after moving. Choose an opposing unit, killbot, or bomb in the hex to attack. Detonation is optional.

Light Attack: Buzz bombs make a light attack. Compare this to the target size and roll the appropriate number of combat dice. See page 10. A hit destroys the target.

Flying Units: A buzz bomb may attack flying units.

Not Flying: A buzz bombs is not a flying unit.

Heavy Target: A buzz bomb is a heavy target. They can be attacked by any weapon except neural inducers.

Terrain: Buzz bombs are destroyed in lake, lava and volcano hexes.

Unbreakable: Buzz bombs have no effect on *Unbreakable* units.



Rules

Cluster Bomb Launcher

Class: Bomb

Procedure:

- Check sighter's firing arc (see page 11)
- Check LOS to target *hex* (see page 12)
- Pass sighter's range check (see page 12)
- Defensive laser fire (see page 15)
- Place cluster bombs into the target hex

Place Cluster Bombs: On a successful hit, place cluster bombs into the target hex. The number of bombs placed depends on the size of the launcher:

Size	Bombs
Light	2
Medium	4
Heavy	8

Detonation: Cluster bombs detonate automatically when an opposing unit, killbot, or buzz bomb moves into or out of the hex. If multiple units are moving your opponent chooses the order. Cluster bombs attack 1 at a time until the moving unit is eliminated or there are no more cluster bombs.

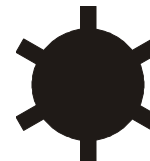
Light Attack: Each bomb makes a light attack. Compare this to the target size and roll the appropriate number of combat dice. See page 10. A hit destroys the target.

Flying Units: A flying unit entering, leaving, turning in, landing in, or taking off from the hex triggers detonation.

Heavy Target: A cluster bomb is a heavy target. They can be attacked by any weapon except other cluster bombs or neural inducers.

Terrain: Cluser bombs are destroyed in lake, lava and volcano hexes.

Unbreakable: Cluster bombs have no effect on *Unbreakable* units and detonation is not triggered by *Unbreakable* units.



Breakable

Rules

Laser

Class: Beam



Procedure:

- Check firing arc (see page 11)
- Check LOS to target *unit* (see page 11)
- Pass range check (see page 12)
- Variable strength (see below)
- Roll combat dice (see page 10)

Range: Determine if the target unit is in the laser's short, medium, or long range. These ranges depends on the laser's size:

		Laser Range:		
		Short (Heavy)	Medium (Medium)	Long (Light)
Laser	Light	0 hexes	1 hex	2 hexes
Size:	Med.	0-1 hexes	2 hexes	3-4 hexes
	Heavy	0-2 hexes	3-4 hexes	5-6 hexes

Variable Strength: The attack strength of a laser depends on the range to its target. If the target is at short range, treat the laser as a heavy weapon, at medium range treat it as a medium weapon, and at long range treat it as a light weapon.

Roll Combat Dice: Compare the laser's attack strength and the target size and roll the appropriate number of combat dice. See page 10. A hit destroys the target unit.

Example: A recon, equipped with a light laser, fires at a tank in the same hex. The recon rolls 1 ☺ on 2 combat dice, destroying the tank.

Unbreakable: Lasers have no effect on *Unbreakable* units.

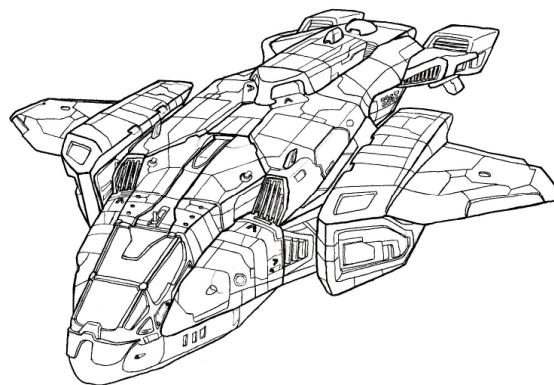
Defensive Fire: A unit may fire its laser during an opponent's activation in an attempt to stop a bomb before it detonates.

LOS: The laser must have an LOS to the bomb in either the bomb launcher's hex or the target hex. Treat the bomb as a flying unit in either hex and consult the LOS checklist for beams. See page 11.

Commit Laser Fire: You may fire 2 or more lasers at the same bomb. However, you must commit *all* laser fire *before* you roll dice. This is the only instance where weapon fire is simultaneous.

Example: Yellow's bunker launches a heavy nuke at Blue's industrial complex in hex 0805. Blue has a turret armed with a light laser in the same hex and a tank armed with a medium laser 2 hexes away in 0606. Blue chooses to commit only the turret's laser. The laser fires at short range so its treated as a heavy weapon. Blue rolls 3 dice and the result is a single ☺; the nuke is destroyed before it can detonate.

Zero Range Bomb: If a unit drops a bomb into its own hex, the bomb cannot be shot down by a laser.



Blue Faction Skimmer

Breakable

Neural Inducer

Class: Beam

Procedure:

- Check LOS to target *unit* (see page 11)
- Check firing arc (see page 11)
- Pass range check (see page 12)
- Add brain markers (see below)

Add Brain Markers: Roll a number of combat dice based on the size of the neural inducer. The size of the target doesn't matter. Place a brain marker on the target for each ☺ rolled.

Size	Combat Dice
Light	1
Medium	2
Heavy	4

Activation: When an opponent's unit with your brain marker is activated you control its actions. You may force the unit to take 1 weapon and 1 physical action of your choice. Brain marker activations take place *after* all normal activations. Following the activation, remove 1 brain marker.

Sighter: A unit with one or more brain markers may sight only for the owner of the markers.

No Brains: Cluster bombs, buzz bombs, and killbots may not be targeted by neural inducers.

Friendly Fire: You may fire a neural inducer at a friendly unit if it has an opposing brain marker on it. Each friendly hit removes 1 opposing brain marker.

Neural Inducer: If you force your opponent to fire a neural inducer it adds brain markers of his or her color, not yours.

Killbot Bunker: If you force your opponent's bunker to produce a killbot your opponent still controls that killbot.



Rules

Unbreakable: Neural inducers have no affect on *Unbreakable* units. Neural inducers may not take advantage of the continuous beam rule from *Unbreakable*.

Nuke

Type: Bomb

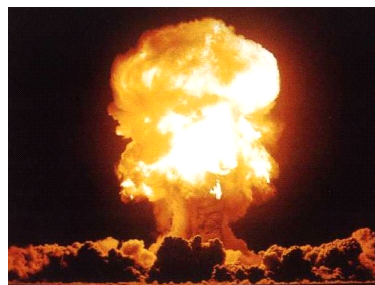
Procedure:

- Check sighter's firing arc (see page 11)
- Check LOS to target *hex* (see page 12)
- Pass sighter's range check (see page 12)
- Defensive laser fire (see page 15)
- Roll Combat Dice (see page 10)
- Convert terrain
- Place mushroom cloud

Roll Combat Dice: For *each* unit in the target hex, compare the nuke and unit sizes and roll the appropriate number of combat dice. See page 10. A hit destroys the unit.

Convert Terrain: Treat the terrain as a light target and roll the appropriate number of combat dice (see page 10). If you hit, convert the terrain as follows:

Terrain	Becomes
Crater	Lava
Hill	Rough
Lava	Volcano
Volcano	no affect
Other	Crater



Dangerous Nuclear Detonation

Breakable

Lava or Volcano: If a hex becomes lava or a volcano, all units in the hex are destroyed.

Terrain Hexes: Ignore the colored border on crater and lava hexes.

Mushroom Cloud: Place into the target hex a mushroom cloud equal to the nuke's size.

Example: A Blue skimmer is flying over lake hex 0510 and Yellow would like to swat it from the sky. A Yellow tank, armed with a medium nuke, is in a crater in hex 0308. The tank doesn't have an LOS to the lake hex so it can't fire a bomb into it without the aide of a sighter. The tank can see the skimmer, but bombs target hexes, not units. (After all, there could be pleasure boaters or a family of ducks on the lake.) Fortunately for Yellow, a recon on hill 0708 can easily sight hex 0510. The recon makes the range check and the nuke detonates. Yellow rolls 2 dice to for the skimmer but the result is 2 blanks so there is no effect. Next, Yellow must roll 2 dice to convert the terrain and the result is 2 ☺s, so the lake is converted to a crater (1 ☺ would have sufficed). Finally, Yellow places a medium mushroom cloud into hex 0510.

Unbreakable: A nuke may knock down walkers and scatter squads. See the Nuke on page 19 of the *Unbreakable* rules.

Rules

Credits

Designer: Greg Turner

Playtesters: Roger Allen, Byron Henderson, John Parham, Thad Vasicek

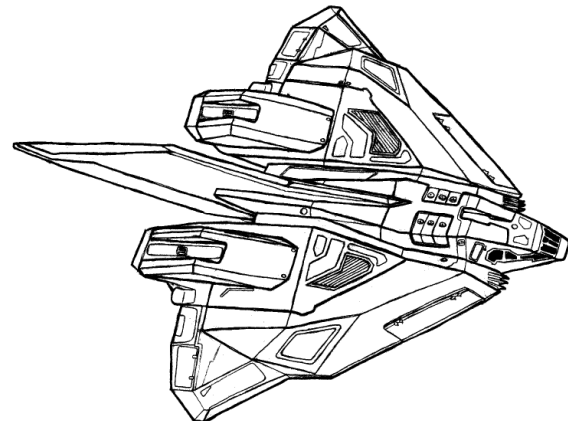
Photo: The tank photo on page 2 of the Scenarios is from *Photo Clip Art 150,000* and copyright © by Hemera Technologies, Inc.

Art: The illustrations on pages 1, 15, and 17 of the rules and page 1 of the Chrome section are copyright © by Dandelo1. All rights are reserved to Dandelo1. This artwork is used with permission from the artist under the terms of Creative Commons Attribution-NonCommercial 3.0 Unported (CC BY-NC 3.0).

See more of Dandelo1's art work at:

dandelo1.deviantart.com

Revision: 2015-JUN-15



Yellow Faction Skimmer

Breakable

Chrome

These rules are optional—you may use all, some, or none as you see fit.

- Choppers
- Special Equipment
- Teams
- Erratic Maneuvers

Choppers: Round out your forces with this highly versatile unit. Choppers are the only units that can move first and then fire.

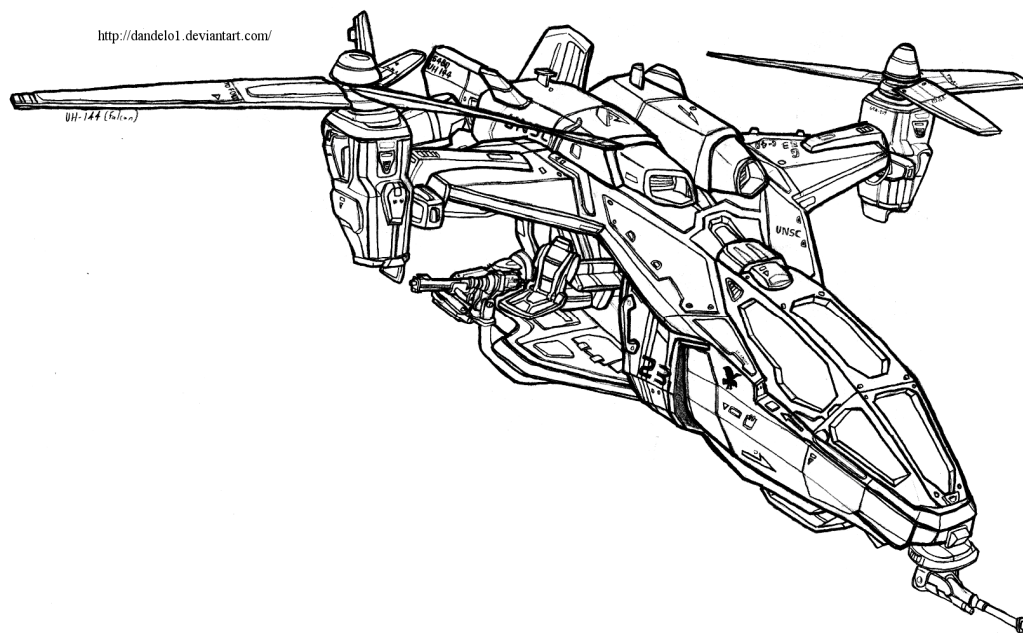
Special Equipment: Convert some or all of your tanks to faster, but lightly armed GEVs. If you want more visibility, turn your bunkers into towers. And if you would like more “boots on the ground”, equip your bunkers with killbots.

Teams: Use the red and green counters to play a team game or diversify your forces.

Erratic Maneuvers: Your flying units may sacrifice speed for safety.

Table of Contents

Chrome.....	1
Choppers	2
Activation	2
Movement.....	2
Special Equipment	3
Assign Equipment.....	3
GEV Drive (tanks)	3
Tower (bunkers).....	3
Killbots (bunkers)	4
Multi-Gun (bunkers and tanks).....	4
Teams	5
Erratic Maneuvers.....	5

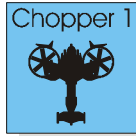


Breakable

Chrome

Choppers

Choppers are light, flying units that may equip 1 light weapon.



Activation

When activated, a chopper may do 3 of the following, in any order:

1. Take off or land
2. Turn to any facing (if flying)
3. Move straight ahead 1 hex (if flying)
4. Side slip left or right 1 hex (if flying)
5. Fire or reload (once per activation)
6. Melee attack (once per activation)

Example 1: Your chopper is safely on the ground behind a hill. When it's activated it may 1) take off, 2) fire it's weapon, and 3) land back behind the hill.

Example 2: Your chopper's weapon is unloaded but it's in a big hurry. The chopper is already in the air so you move it 3 hexes directly ahead—without turning or reloading.

Combat

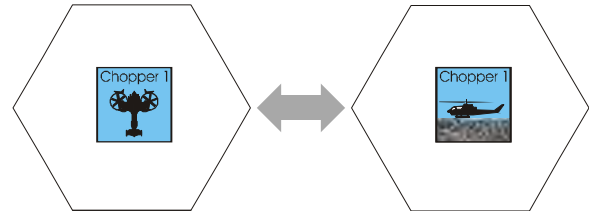
Move Then Fire: Note that choppers are the only units that may move first and then fire.

Firing Arc: Choppers have the same firing arc as skimmers. See the illustration on page 11 of the rules.

Movement

Facing: A chopper must, at all times, be oriented to face one of the 6 sides of the hex it's in. When flying or landed, the text designates the front of the chopper.

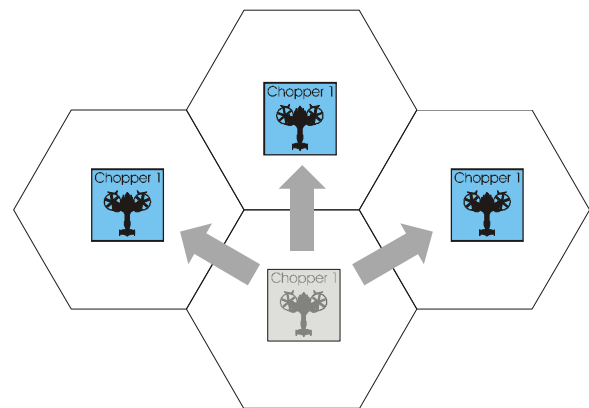
Take off or Land: A chopper may use 1 action to take off or land in any hex other than lake, lava, volcano, or woods.



Chopper Landing & Take-Off

Turn: A flying chopper may use 1 action to turn to face any hex side.

Move 1 Hex: A flying chopper may use 1 action to move straight ahead 1 hex or side-slip left or right 1 hex.



Chopper Moving 1 Hex

Breakable

Chrome

Special Equipment

You may equip your tanks and bunkers with a few special items:

- GEV Drive (tanks)
- Tower (bunker)
- Killbots (bunker)
- Multi-Guns (bunkers and tanks)

Assign Equipment

Place unit counters on faceup equipment and weapon cards to indicate the equipment and weapon each unit type carries. For example, place a Tank A counter on a nuke card stacked with a GEV drive card to show that all Tank As are GEVs equipped with light nukes.



'A' tanks are GEVs equipped with light nukes

GEV Drive (tanks)



You may convert 1 or more of your tank types into ground effect vehicles (GEV).

Terrain: Your GEVs treat lake hexes as clear terrain for all purposes.

Movement: When activated, your GEVs may move one hex just like a normal tank.

Bonus Moves: Your GEVs may also move when your *opponent's* tank activation card is drawn. Your GEVs may move one hex *before* your opponent's units are activated. However, your GEVs may not fire or reload during your opponent's activation. At the end of its move you may orient your GEV to face any hex-side whether it moved or not.

Light Weapon: A GEV may equip only a single, light weapon. It's melee attack is also light.

Medium Target: GEV's are still tanks and are still medium targets.

Not Flying: GEVs are not flying units.

Tower (bunkers)

You may convert 1 or more of your bunker types into towers.

LOS: Treat a tower as a flying unit when determining line of sight either to or from the tower.

Medium Weapon: A tower may equip only a single, medium weapon. However, a tower may equip 2 light weapons if 1 or both are autocannons.

Killbot Factory: A tower equipped with killbots may equip only a single, light weapon.



Breakable

Killbots (bunkers)

You may equip 1 or more of your bunker types with killbots. You may assign only 1 killbot card to a bunker type.



Bunker Activation: A killbot bunker may deploy into its hex 1 killbot each time it's activated. The bunker may do this in addition to firing or reloading its weapon.

Medium Weapon: A killbot bunker may equip only a single, medium weapon. However, a killbot bunker may equip 2 light weapons if 1 or both are autocannons.

Killbot Activation: Your killbots are activated when your skimmer activation cards are drawn. When activated, a killbot may either move 1 hex or make a melee attack on a unit already in its hex.

Heavy Melee Attack: Killbots make *heavy* melee attacks. Compare this to the target size and roll the appropriate number of combat dice. See Rules page 10. A hit destroys the target.

Flying Units: Killbots may attack flying units.

Light Target: Treat a killbot as a light target. They can be attacked by any weapon except neural inducers.

Terrain: Killbots are destroyed in lake, lava and volcano hexes.

No Sighting: Killbots cannot sight for other units.

Unbreakable: Killbots have no affect on *Unbreakable* units.

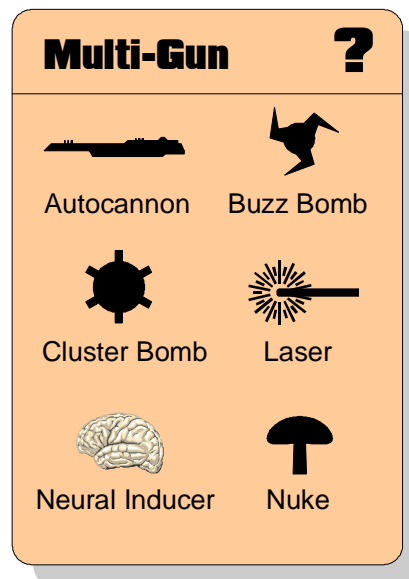
Chrome

Multi-Gun (bunkers and tanks)



Description: A bunker or tank may equip a multi-gun instead of another weapon type. A multi-gun may fire any of the 6 *Breakable* weapon types: autocannon, buzz bombs, cluster bombs, laser, neural inducer and nuke.

Size: A heavy, bunker multi-gun fires medium weapons and a medium, tank multi-gun fires light weapons. Light multi-guns are not available.



Multi-Gun Card

Breakable

Teams

Optional red and green counters and activation cards are provided so 2 teams can play *Breakable*. In general, Red and Yellow team up against Blue and Green.

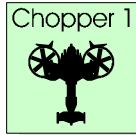
Activation Cards: Shuffle the red and green activation cards into the deck at the beginning of each turn.

Sighting: Your units may sight for your team-mate's bomb launching units.

Four Players: You may play any scenario with 2 teams of 2 players. Each team-mate receives half the number of units called for by the scenario. Each player chooses his or her own forces and weapons.

Three Players: Use all 4 colors even if a single person plays one side. If you don't have a team-mate, divide your forces as evenly as possible between your 2 colors. For example, if you are the Yellow/Red player, and you have 3 tanks equipped with nukes, 1 tank must be a different color than the other 2.

Two Players: You may use all 4 colors in a 2 player game. Divide your forces any way you like between your 2 colors.



Chrome

Erratic Maneuvers



Your flying units may make themselves more difficult to hit by maneuvering erratically.

Skimmers: A *flying* skimmer may give up one hex of movement to perform erratic maneuvers. If you move your skimmer only 1 or 2 hexes, you may place an erratic maneuvers marker on it.

Choppers: A chopper may acquire an erratic maneuvers marker as one of its 3 actions.

Medium Target: Treat a flying unit with an erratic maneuvers marker as a medium target.

Remove Marker: When a unit is activated, remove any erratic maneuvers marker placed previously.

Landed: A landed skimmer or chopper is always a light target unless it's in a crater. A unit in a crater is a heavy target.

Sighting: A unit with an erratic maneuvers marker may not sight for another unit.

Breakable

Scenarios

Before you start a game of *Breakable*, both players must agree which scenario to play. The scenario you choose will describe each player's mission and may have specific instructions for assembling your forces.

You can use one of these scenarios or create your own.

Breakthrough: Yellow Faction tanks attempt to smash through Blue's defenses in order to rendezvous for a major battle elsewhere. Play this scenario twice, once as Yellow and once as Blue, and see who can get the most tanks across.

Industrial Wasteland: Play this scenario twice; once as attacker and once as defender. The player who can destroy the defender's industry hexes in the fewest number of turns wins.

Border Skirmish: Attempt to destroy your opponents command bunkers while protecting your own.

Heavy Reinforcements: *Unbreakable* units come to the aide of your border defense forces.

Retrieval: You must retrieve the data from a reconnaissance satellite that has fallen to earth. Failing this, you must keep the data from falling into your opponent's hands.

Table of Contents

Scenarios	1
Breakthrough.....	2
Briefing	2
Setup	2
Missions	2
Special Instructions	2
Industrial Wasteland	2
Briefing	2
Setup	2
Missions	2
Special Instructions	2
Border Skirmish.....	3
Briefing	3
Setup	3
Missions	3
Special Instructions	3
Heavy Reinforcements.....	3
Briefing	3
Setup	3
Missions	3
Special Instructions	3
Retrieval	4
Briefing	4
Setup	4
Missions	4
Special Instructions	4

Breakable

Breakthrough

Briefing

Yellow Faction tanks attempt to smash through Blue's defenses in order to rendezvous for a major battle elsewhere.

Setup

Forces: Each faction secretly selects 12 units. Yellow must take at least 1 tank. Yellow cannot take bunkers or turrets.

Placement: Blue may setup anywhere on the *west* half of the map. Yellow forces will enter from the *east* map edge.

Missions

Yellow: Move as many tanks as possible off of the west side of the map.

Blue: Destroy as many tanks as possible.

No More Tanks: The scenario ends when there are no more Yellow tanks on the map.

Special Instructions

Blue Handicap: Border patrol is a dull, tedious duty and is assigned to the greenest troops. Remove 1 Blue bunker/recon activation card, 1 Blue tank activation card, and 1 Blue skimmer activation card from the deck.

Play Twice: Play this scenario in 2 rounds. Switch sides for the 2nd round. Whoever moves the most tanks off the map while playing the Yellow faction wins the scenario.

Unbreakable: You may use *Unbreakable* units instead of, or in addition to, *Breakable*. In this case, Yellow attempts to move walkers off of the west side of the map.

Scenarios

Industrial Wasteland

Briefing

The Yellow Faction has targeted Blue's local industry for total destruction.

Setup

Forces: Each faction secretly selects 12 units. Yellow cannot take bunkers or turrets.

Placement: Blue may setup anywhere on the north half of the map. Yellow forces will enter from the south map edge.

Missions

Yellow: You must destroy *all 4* industry hexes on the map. An industry hex is destroyed when it's converted to another type of terrain.

Blue: Delay Yellow as long as possible! If you can preserve your industry long enough, civilians will have time to spirit away valuable data and resources.

Special Instructions

Play Twice: This scenario is played in 2 rounds. Switch sides for the 2nd round. Whoever destroys the 4 industry hexes in the fewest number of turns wins the scenario. A tie is possible.



Yellow Faction Tank

Breakable

Border Skirmish

Briefing

Both Blue and Yellow constantly probe the borders that lie between them. The primary goal of these incursions is to destroy the opposing faction's command bunkers.

Setup

Command Bunkers: Each player has 3 command bunkers. Use the "A" and "I" bunker counters. These bunkers are unarmed but may sight multiple targets like a recon.

Forces: Each faction secretly selects 16 additional units. Any bunkers you select are not command bunkers and may be armed.

Placement: Blue secretly deploys units on the north half of the map and Yellow secretly deploys on the south half.

Missions

You win instantly when you destroy 2 of your opponent's command bunkers.

Special Instructions

Unbreakable: You may combine *Breakable* and *Unbreakable* units in this scenario. See Heavy Reinforcements on the next page.

Scenarios

Border Skirmish 2: Heavy Reinforcements

Briefing

Unbreakable units are often held in reserve to respond to trouble along the border. Except for the changes noted here, this scenario is the same as Border Skirmish in the previous column.

Setup

Forces: You may replace *Breakable* units with *Unbreakable* units at a 4 to 1 ratio. For example, instead of 16 *Breakable* units you may select 8 *Breakable* units, 1 crawler, and 1 squad.

Placement: Don't place *Unbreakable* units on the map; they will enter later.

Missions

You win instantly when you destroy 2 of your opponent's command bunkers.

Special Instructions

Reinforcements: On the 2nd game turn you may move 1 *Unbreakable* unit onto the map when it's activated. On the 3rd game turn you may move a 2nd *Unbreakable* unit onto the map and so on. You decide which units enter in what order. For example, if you selected a squad and a crawler, the crawler may move onto the map on the 2nd turn and the squad on the 3rd. Your reinforcements enter from your side of the map.

Activation Cards: Used the combined *Breakable* and *Unbreakable* activation cards from *Unbreakable*.

Retrieval

Briefing

A reconnaissance satellite has been shot out of orbit and has fallen to earth. Its data module is encased in *Unbreakable* armor and now forces from 2 opposing factions are racing to retrieve the data.

Setup

Forces: Each faction secretly selects 12 units. At least one of your units must be a recon. Neither side can take bunkers or turrets.

Placement: Place the satellite marker in the crater in hex 0608. Blue forces will enter from the north map edge and Yellow forces will enter from the south map edge.

Missions

Get a recon into the satellite's hex to download it's database. You win if that recon exits your side of the map. The game ends in a draw if a recon carrying the data is eliminated.

Special Instructions

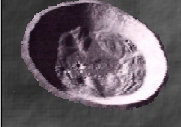

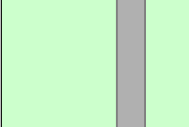

Recons: The database is downloaded the moment any non-passenger recon occupies the satellite's hex. Once downloaded, the recon has the data, not the satellite.

No Infiltration: Recons don't receive an infiltration move at the beginning of the game.

Satellite: The satellite cannot be destroyed.

Breakable

Terrain Chart

Terrain	Picture	Nuke Converts to	Notes (page reference)
Crater		Lava	<ul style="list-style-type: none"> ▶ Created by nukes (16) ▶ May block LOS (11 & 12) ▶ Non flying unit = heavy target (10)
Hill		Rough	<ul style="list-style-type: none"> ▶ Improved LOS for units on hill (11 & 12) ▶ May block LOS (11 & 12) ▶ Recon = heavy target (10)
Industry		Crater	<ul style="list-style-type: none"> ▶ May block LOS (11 & 12) ▶ Recon = heavy target (10)
Lake		Crater	<ul style="list-style-type: none"> ▶ Only flying units and GEVs may enter (8)
Lava		Volcano	<ul style="list-style-type: none"> ▶ Created by nukes (16) ▶ Only flying units may enter (8)
Mushroom Cloud		n/a	<ul style="list-style-type: none"> ▶ Created by nukes (16) ▶ Blocks LOS (11 & 12)
Open or Road		Crater	<ul style="list-style-type: none"> ▶ Recon = light target (10)
Rough		Crater	<ul style="list-style-type: none"> ▶ Created by nukes (16) ▶ Recon = heavy target (10)
Woods		Crater	<ul style="list-style-type: none"> ▶ May block LOS (11 & 12) ▶ Skimmers and choppers may not land (8) ▶ Recon = heavy target (10)
Volcano		n/a	<ul style="list-style-type: none"> ▶ No unit may enter (8) ▶ Blocks LOS (11 & 12)

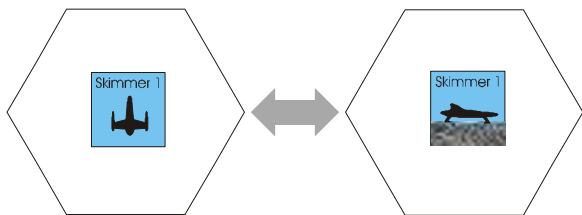
Breakable

Diagrams

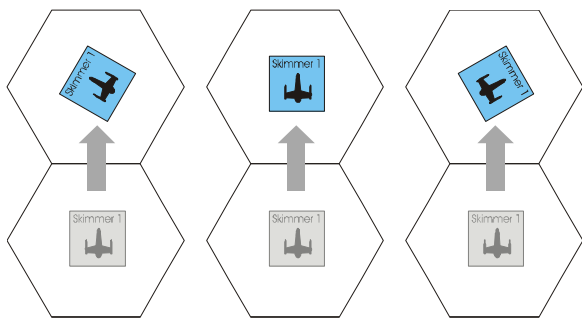
Skimmer Movement

A flying skimmers *must* do 1 of the following:

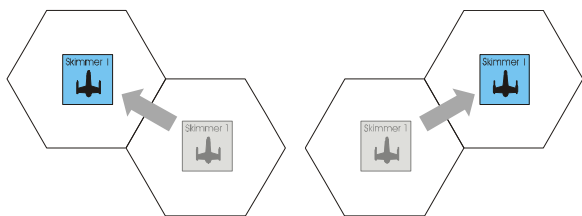
1. Land
2. Move 1, 2, or 3 hexes in any combination of forward or side slip movement
3. Turn 180 degrees (Immelmann turn)



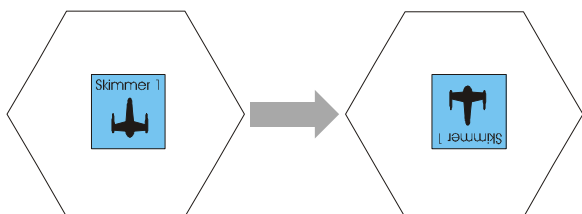
1. Skimmer Landing & Take-Off



2a. Forward Movement



2b. Side Slip Movement

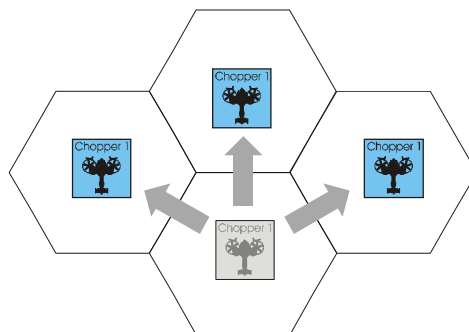


3. 180 Degree Turn

Chopper Activation

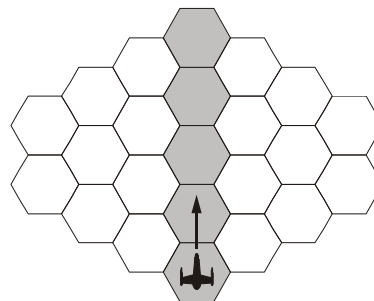
When activated, a chopper may do 3 of the following, in any order:

1. Take off or land
2. Turn to any facing (if flying)
3. Move straight ahead 1 hex (if flying)
4. Side slip left or right 1 hex (if flying)
5. Fire or reload (once per activation)
6. Melee attack (once per activation)

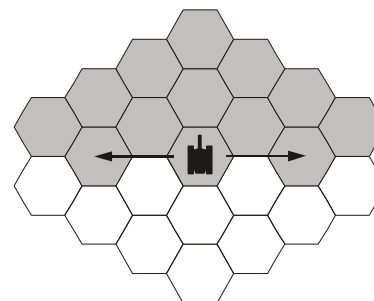


Move 1 Hex

Firing Arcs



Skimmer / Chopper



Tank

Activation

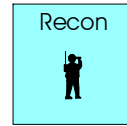
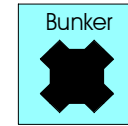
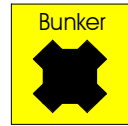
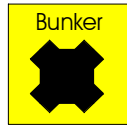
Yellow
Units

Activation

Yellow
Units

Activation

Blue
Units



Activation

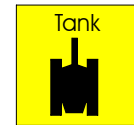
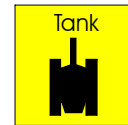
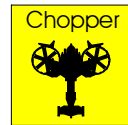
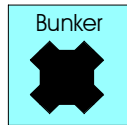
Blue
Units

Activation

Yellow
Units

Activation

Yellow
Units



Activation

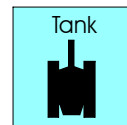
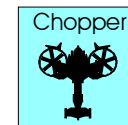
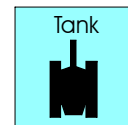
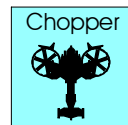
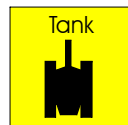
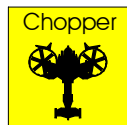
Yellow
Units

Activation

Blue
Units

Activation

Blue
Units



Activation

Blue
Units

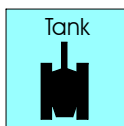
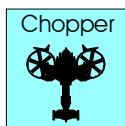
Activation

Yellow
Units

Activation

Yellow
Units

Breakable



Activation

Yellow
Units

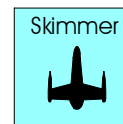
Activation

Yellow
Units

Activation

Blue
Units

Activation Cards - 2 of 2 - Print 1



Activation

Blue
Units

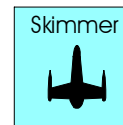
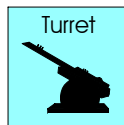
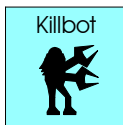
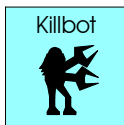
Activation

Blue
Units

Activation

Blue
Units

Revision: 2015-JUN-15



Activation

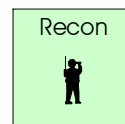
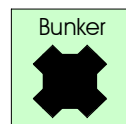
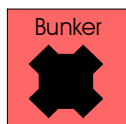
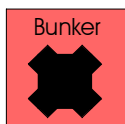
Red
Units

Activation

Red
Units

Activation

Green
Units



Activation

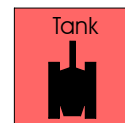
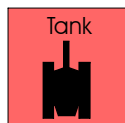
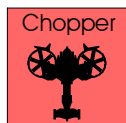
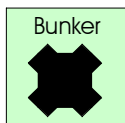
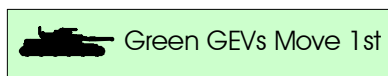
Green
Units

Activation

Red
Units

Activation

Red
Units



Activation

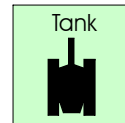
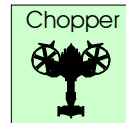
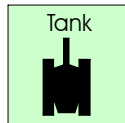
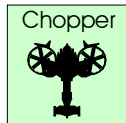
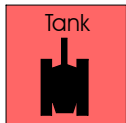
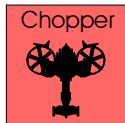
Red
Units

Activation

Green
Units

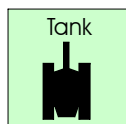
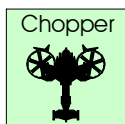
Activation

Green
Units



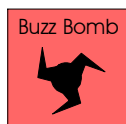
Activation

Green
Units



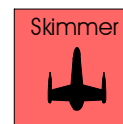
Activation

Red
Units



Activation

Red
Units



Activation

Red
Units



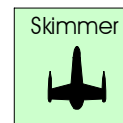
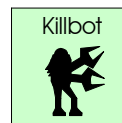
Activation

Red
Units



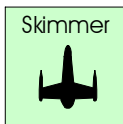
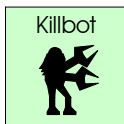
Activation

Green
Units



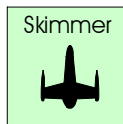
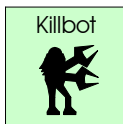
Activation

Green
Units



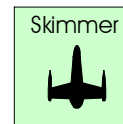
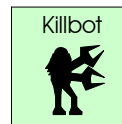
Activation

Green
Units



Activation

Green
Units



Breakable

Breakable

Breakable

Breakable

Breakable

Breakable

Breakable

Breakable

Breakable

Cluster Bomb Launcher



Type: Bomb

Number of Bombs:

Heavy-8 Med-4 Light-2

Light Attack: Each bomb makes a light attack on *Breakable* units moving into or out of its hex.

Heavy Target: Bombs are heavy targets in all terrain.

Cluster Bomb Launcher



Type: Bomb

Number of Bombs:

Heavy-8 Med-4 Light-2

Light Attack: Each bomb makes a light attack on *Breakable* units moving into or out of its hex.

Heavy Target: Bombs are heavy targets in all terrain.

Cluster Bomb Launcher



Type: Bomb

Number of Bombs:

Heavy-8 Med-4 Light-2

Light Attack: Each bomb makes a light attack on *Breakable* units moving into or out of its hex.

Heavy Target: Bombs are heavy targets in all terrain.

Buzz Bomb Launcher



Type: Bomb

Number of Bombs:

Heavy-4 Med-2 Light-1

Activation: May move 1 hex in any direction.

Light Attack: May detonate when activated.

Heavy Target: Bombs are heavy targets in all terrain.

Unbreakable: No effect.

Buzz Bomb Launcher



Type: Bomb

Number of Bombs:

Heavy-4 Med-2 Light-1

Activation: May move 1 hex in any direction.

Light Attack: May detonate when activated.

Heavy Target: Bombs are heavy targets in all terrain.

Unbreakable: No effect.

Buzz Bomb Launcher



Type: Bomb

Number of Bombs:

Heavy-4 Med-2 Light-1

Activation: May move 1 hex in any direction.

Light Attack: May detonate when activated.

Heavy Target: Bombs are heavy targets in all terrain.

Unbreakable: No effect.

Nuke



Type: Bomb

Effect: Destroy *Breakable* units, change terrain, and create a mushroom cloud.

Terrain	Becomes
Crater	Lava
Hill	Rough
Lava	Volcano
Other	Crater

Unbreakable: Knock down walkers and scatter squads.

Nuke



Type: Bomb

Effect: Destroy *Breakable* units, change terrain, and create a mushroom cloud.

Terrain	Becomes
Crater	Lava
Hill	Rough
Lava	Volcano
Other	Crater

Unbreakable: Knock down walkers and scatter squads.

Nuke



Type: Bomb

Effect: Destroy *Breakable* units, change terrain, and create a mushroom cloud.

Terrain	Becomes
Crater	Lava
Hill	Rough
Lava	Volcano
Other	Crater

Unbreakable: Knock down walkers and scatter squads.

Buzz Bomb Launcher**Type:** Bomb**Number of Bombs:**

Heavy-4 Med-2 Light-1

Activation: May move 1 hex in any direction.**Light Attack:** May detonate when activated.**Heavy Target:** Bombs are heavy targets in all terrain.**Unbreakable:** No effect.**Nuke****Type:** Bomb**Effect:** Destroy *Breakable* units, change terrain, and create a mushroom cloud.

Terrain	Becomes
Crater	Lava
Hill	Rough
Lava	Volcano
Other	Crater

Unbreakable: Knock down walkers and scatter squads.**Nuke****Type:** Bomb**Effect:** Destroy *Breakable* units, change terrain, and create a mushroom cloud.

Terrain	Becomes
Crater	Lava
Hill	Rough
Lava	Volcano
Other	Crater

Unbreakable: Knock down walkers and scatter squads.**Nuke****Cluster Bomb Launcher****Type:** Bomb**Effect:** Destroy *Breakable* units, change terrain, and create a mushroom cloud.

Terrain	Becomes
Crater	Lava
Hill	Rough
Lava	Volcano
Other	Crater

Unbreakable: Knock down walkers and scatter squads.**Type:** Bomb**Number of Bombs:**

Heavy-8 Med-4 Light-2

Light Attack: Each bomb makes a light attack on *Breakable* units moving into or out of its hex.**Heavy Target:** Bombs are heavy targets in all terrain.**Type:** Bomb**Number of Bombs:**

Heavy-8 Med-4 Light-2

Light Attack: Each bomb makes a light attack on *Breakable* units moving into or out of its hex.**Heavy Target:** Bombs are heavy targets in all terrain.**Cluster Bomb Launcher****Buzz Bomb Launcher****Buzz Bomb Launcher****Type:** Bomb**Number of Bombs:**

Heavy-8 Med-4 Light-2

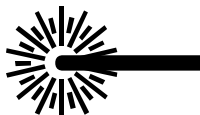
Light Attack: Each bomb makes a light attack on *Breakable* units moving into or out of its hex.**Heavy Target:** Bombs are heavy targets in all terrain.**Type:** Bomb**Number of Bombs:**

Heavy-4 Med-2 Light-1

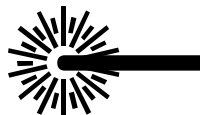
Activation: May move 1 hex in any direction.**Light Attack:** May detonate when activated.**Heavy Target:** Bombs are heavy targets in all terrain.**Unbreakable:** No effect.**Type:** Bomb**Number of Bombs:**

Heavy-4 Med-2 Light-1

Activation: May move 1 hex in any direction.**Light Attack:** May detonate when activated.**Heavy Target:** Bombs are heavy targets in all terrain.**Unbreakable:** No effect.

Autocannon**Type:** Beam**Never Unloaded:** May be fired every activation.**Multiple Weapons:** A tank may equip 2 light weapons and a bunker may equip 2 mediums if 1 or both are autocannons.**Unbreakable:** Must make range check. No effect on.**Autocannon****Type:** Beam**Never Unloaded:** May be fired every activation.**Multiple Weapons:** A tank may equip 2 light weapons and a bunker may equip 2 mediums if 1 or both are autocannons.**Unbreakable:** Must make range check. No effect on.**Autocannon****Type:** Beam**Never Unloaded:** May be fired every activation.**Multiple Weapons:** A tank may equip 2 light weapons and a bunker may equip 2 mediums if 1 or both are autocannons.**Unbreakable:** Must make range check. No effect on.**Neural Inducer****Type:** Beam**Number of Combat Dice:** Heavy-4 Med-2 Light-1**Effect:** Place 1 brain marker on the target unit for each ☺.**Opponent Activation:** You control the unit with your brain marker then discard 1 marker.**Unbreakable:** No effect.**Neural Inducer****Type:** Beam**Number of Combat Dice:** Heavy-4 Med-2 Light-1**Effect:** Place 1 brain marker on the target unit for each ☺.**Opponent Activation:** You control the unit with your brain marker then discard 1 marker.**Unbreakable:** No effect.**Neural Inducer****Type:** Beam**Number of Combat Dice:** Heavy-4 Med-2 Light-1**Effect:** Place 1 brain marker on the target unit for each ☺.**Opponent Activation:** You control the unit with your brain marker then discard 1 marker.**Unbreakable:** No effect.**Laser****Type:** Beam**Effect:** May stop bombs or destroy *Breakable* units.**Variable:** The attack strength of a laser depends on the range.

Laser Size	Range [attack strength]		
	Short [heavy]	Med. [med.]	Long [light]
Light	0 hexes	1 hex	2 hexes
Med.	0-1	2	3-4
Heavy	0-2	3-4	5-6

Laser**Type:** Beam**Effect:** May stop bombs or destroy *Breakable* units.**Variable:** The attack strength of a laser depends on the range.

Laser Size	Range [attack strength]		
	Short [heavy]	Med. [med.]	Long [light]
Light	0 hexes	1 hex	2 hexes
Med.	0-1	2	3-4
Heavy	0-2	3-4	5-6

Laser**Type:** Beam**Effect:** May stop bombs or destroy *Breakable* units.**Variable:** The attack strength of a laser depends on the range.

Laser Size	Range [attack strength]		
	Short [heavy]	Med. [med.]	Long [light]
Light	0 hexes	1 hex	2 hexes
Med.	0-1	2	3-4
Heavy	0-2	3-4	5-6

Neural Inducer



Type: Beam

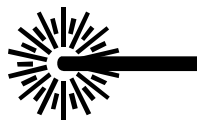
Number of Combat Dice:
Heavy-4 Med-2 Light-1

Effect: Place 1 brain marker on the target unit for each ☺.

Opponent Activation:
You control the unit with your brain marker then discard 1 marker.

Unbreakable: No effect.

Laser



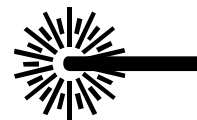
Type: Beam

Effect: May stop bombs or destroy *Breakable* units.

Variable: The attack strength of a laser depends on the range.

Laser Size	Range [attack strength]		
	Short [heavy]	Med. [med.]	Long [light]
Light	0 hexes	1 hex	2 hexes
Med.	0-1	2	3-4
Heavy	0-2	3-4	5-6

Laser



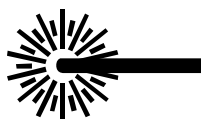
Type: Beam

Effect: May stop bombs or destroy *Breakable* units.

Variable: The attack strength of a laser depends on the range.

Laser Size	Range [attack strength]		
	Short [heavy]	Med. [med.]	Long [light]
Light	0 hexes	1 hex	2 hexes
Med.	0-1	2	3-4
Heavy	0-2	3-4	5-6

Laser



Type: Beam

Effect: May stop bombs or destroy *Breakable* units.

Variable: The attack strength of a laser depends on the range.

Laser Size	Range [attack strength]		
	Short [heavy]	Med. [med.]	Long [light]
Light	0 hexes	1 hex	2 hexes
Med.	0-1	2	3-4
Heavy	0-2	3-4	5-6

Autocannon



Type: Beam

Never Unloaded: May be fired every activation.

Multiple Weapons: A tank may equip 2 light weapons and a bunker may equip 2 mediums if 1 or both are autocannons.

Unbreakable: Must make range check. No effect on.

Autocannon



Type: Beam

Never Unloaded: May be fired every activation.

Multiple Weapons: A tank may equip 2 light weapons and a bunker may equip 2 mediums if 1 or both are autocannons.

Unbreakable: Must make range check. No effect on.

Autocannon



Type: Beam

Never Unloaded: May be fired every activation.

Multiple Weapons: A tank may equip 2 light weapons and a bunker may equip 2 mediums if 1 or both are autocannons.

Unbreakable: Must make range check. No effect on.

Neural Inducer



Type: Beam

Number of Combat Dice:
Heavy-4 Med-2 Light-1

Effect: Place 1 brain marker on the target unit for each ☺.

Opponent Activation:
You control the unit with your brain marker then discard 1 marker.

Unbreakable: No effect.

Neural Inducer



Type: Beam

Number of Combat Dice:
Heavy-4 Med-2 Light-1

Effect: Place 1 brain marker on the target unit for each ☺.

Opponent Activation:
You control the unit with your brain marker then discard 1 marker.

Unbreakable: No effect.

**G.E.V.
Drive****Type:** Tank Equipment**Terrain:** A GEV may move into and stop on lakes but not lava.**Movement:** A GEV may move 1 hex and/or change facing when opposing tanks are activated.**Light Weapon:** A GEV may equip 1 light weapon.**G.E.V.
Drive****Type:** Tank Equipment**Terrain:** A GEV may move into and stop on lakes but not lava.**Movement:** A GEV may move 1 hex and/or change facing when opposing tanks are activated.**Light Weapon:** A GEV may equip 1 light weapon.**Tower****Type:** Bunker Equipment**LOS:** Treat a tower as a flying unit.**Medium Weapon:** Towers may equip 1 medium weapon or 2 lights if at least 1 is an autocannon.**Killbots:** A tower equipped with killbots may equip only 1 light weapon.**Tower****Type:** Bunker Equipment**LOS:** Treat a tower as a flying unit.**Medium Weapon:** Towers may equip 1 medium weapon or 2 lights if at least 1 is an autocannon.**Killbots:** A tower equipped with killbots may equip only 1 light weapon.**Killbots****Type:** Bunker Equipment**Bunker Activation:** In addition to firing or re-loading its weapon, the bunker may deploy into its hex 1 killbot.**Medium Weapon:** A killbot bunker may equip 1 medium weapon or 2 light weapons if 1 or both are autocannons.**Killbots****Type:** Bunker Equipment**Bunker Activation:** In addition to firing or re-loading its weapon, the bunker may deploy into its hex 1 killbot.**Medium Weapon:** A killbot bunker may equip 1 medium weapon or 2 light weapons if 1 or both are autocannons.**Multi-Gun**

Autocannon



Buzz Bomb



Cluster Bomb



Laser



Neural Inducer



Nuke

Multi-Gun

Autocannon



Buzz Bomb



Cluster Bomb



Laser



Neural Inducer



Nuke

Multi-Gun

Autocannon



Buzz Bomb



Cluster Bomb



Laser



Neural Inducer



Nuke

**G.E.V.
Drive****Type:** Tank Equipment**Terrain:** A GEV may move into and stop on lakes but not lava.**Movement:** A GEV may move 1 hex and/or change facing when opposing tanks are activated.**Light Weapon:** A GEV may equip 1 light weapon.**Tower****Type:** Bunker Equipment**LOS:** Treat a tower as a flying unit.**Medium Weapon:** Towers may equip 1 medium weapon or 2 lights if at least 1 is an autocannon.**Killbots:** A tower equipped with killbots may equip only 1 light weapon.**Killbots****Type:** Bunker Equipment**Bunker Activation:** In addition to firing or re-loading its weapon, the bunker may deploy into its hex 1 killbot.**Medium Weapon:** A killbot bunker may equip 1 medium weapon or 2 light weapons if 1 or both are autocannons.**Tower****Type:** Bunker Equipment**LOS:** Treat a tower as a flying unit.**Medium Weapon:** Towers may equip 1 medium weapon or 2 lights if at least 1 is an autocannon.**Killbots:** A tower equipped with killbots may equip only 1 light weapon.**G.E.V.
Drive****Type:** Tank Equipment**Terrain:** A GEV may move into and stop on lakes but not lava.**Movement:** A GEV may move 1 hex and/or change facing when opposing tanks are activated.**Light Weapon:** A GEV may equip 1 light weapon.**Multi-Gun**

Autocannon



Buzz Bomb



Cluster Bomb



Laser

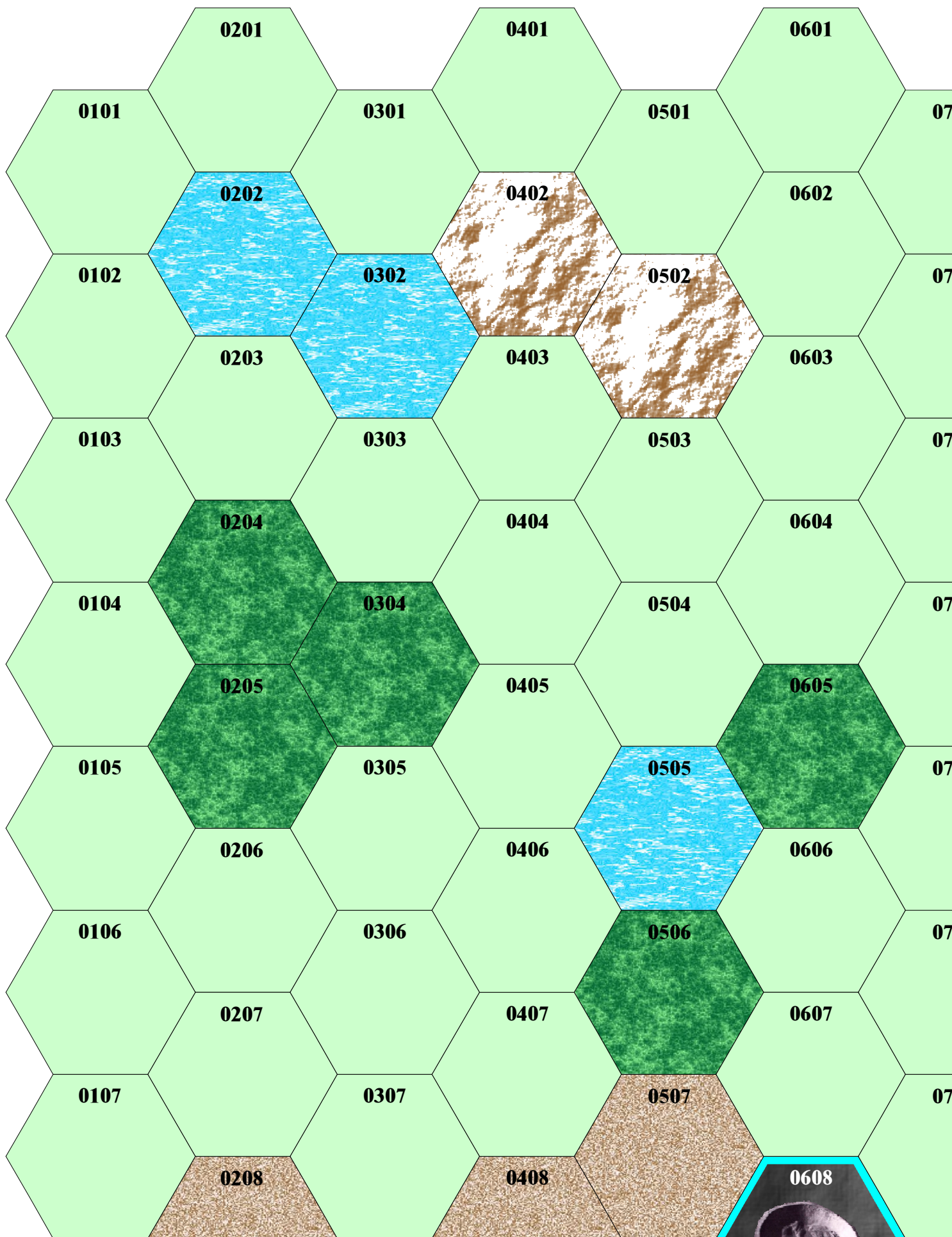


Neural Inducer



Nuke

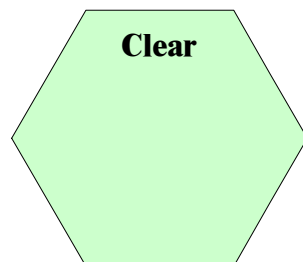
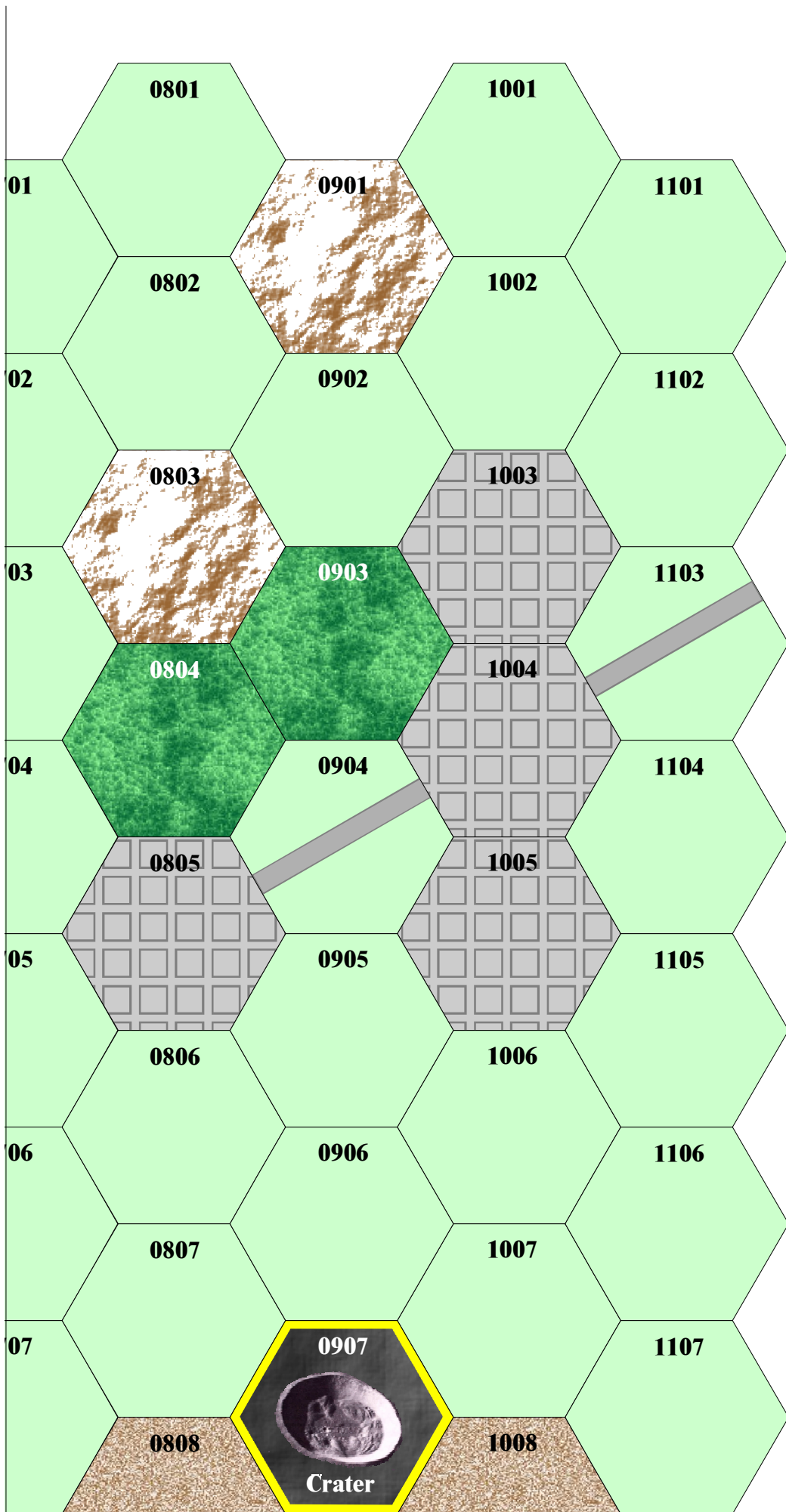
Killbots**Type:** Bunker Equipment**Bunker Activation:** In addition to firing or re-loading its weapon, the bunker may deploy into its hex 1 killbot.**Medium Weapon:** A killbot bunker may equip 1 medium weapon or 2 light weapons if 1 or both are autocannons.**G.E.V.
Drive****Type:** Tank Equipment**Terrain:** A GEV may move into and stop on lakes but not lava.**Movement:** A GEV may move 1 hex and/or change facing when opposing tanks are activated.**Light Weapon:** A GEV may equip 1 light weapon.**Killbots****Type:** Bunker Equipment**Bunker Activation:** In addition to firing or re-loading its weapon, the bunker may deploy into its hex 1 killbot.**Medium Weapon:** A killbot bunker may equip 1 medium weapon or 2 light weapons if 1 or both are autocannons.



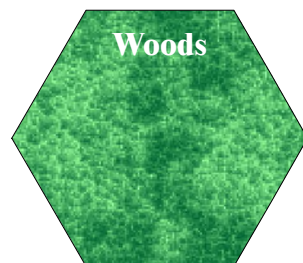


Interformic Games

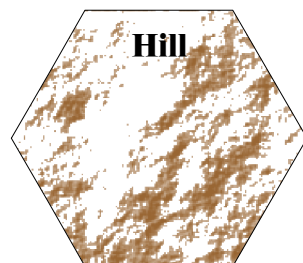
Breathable



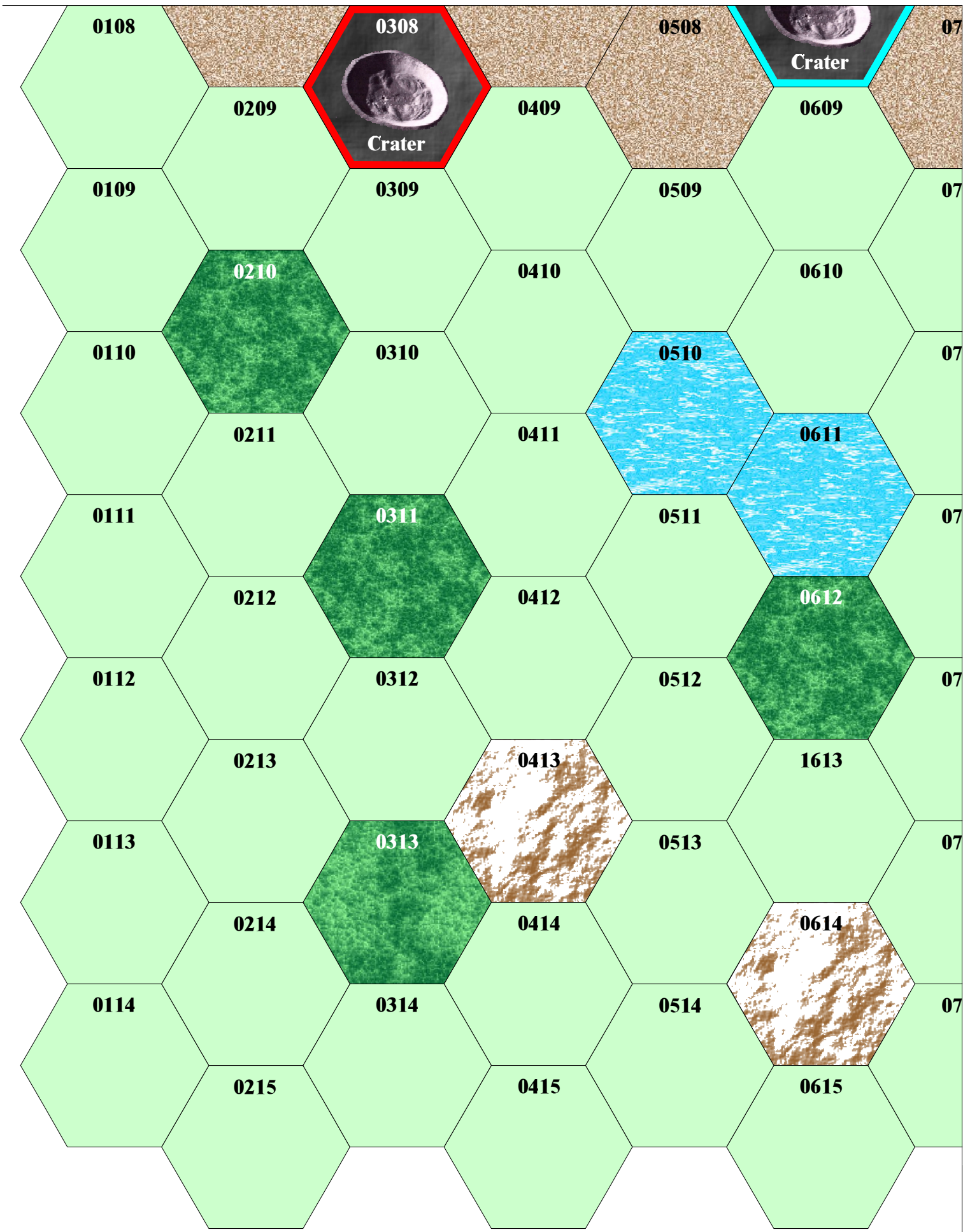
Clear

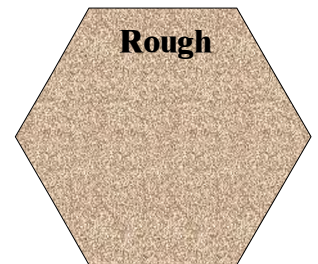
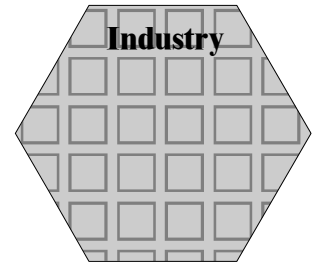
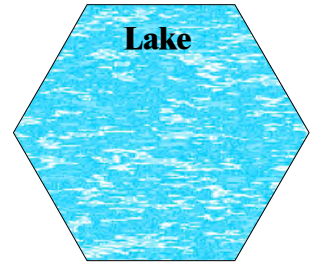
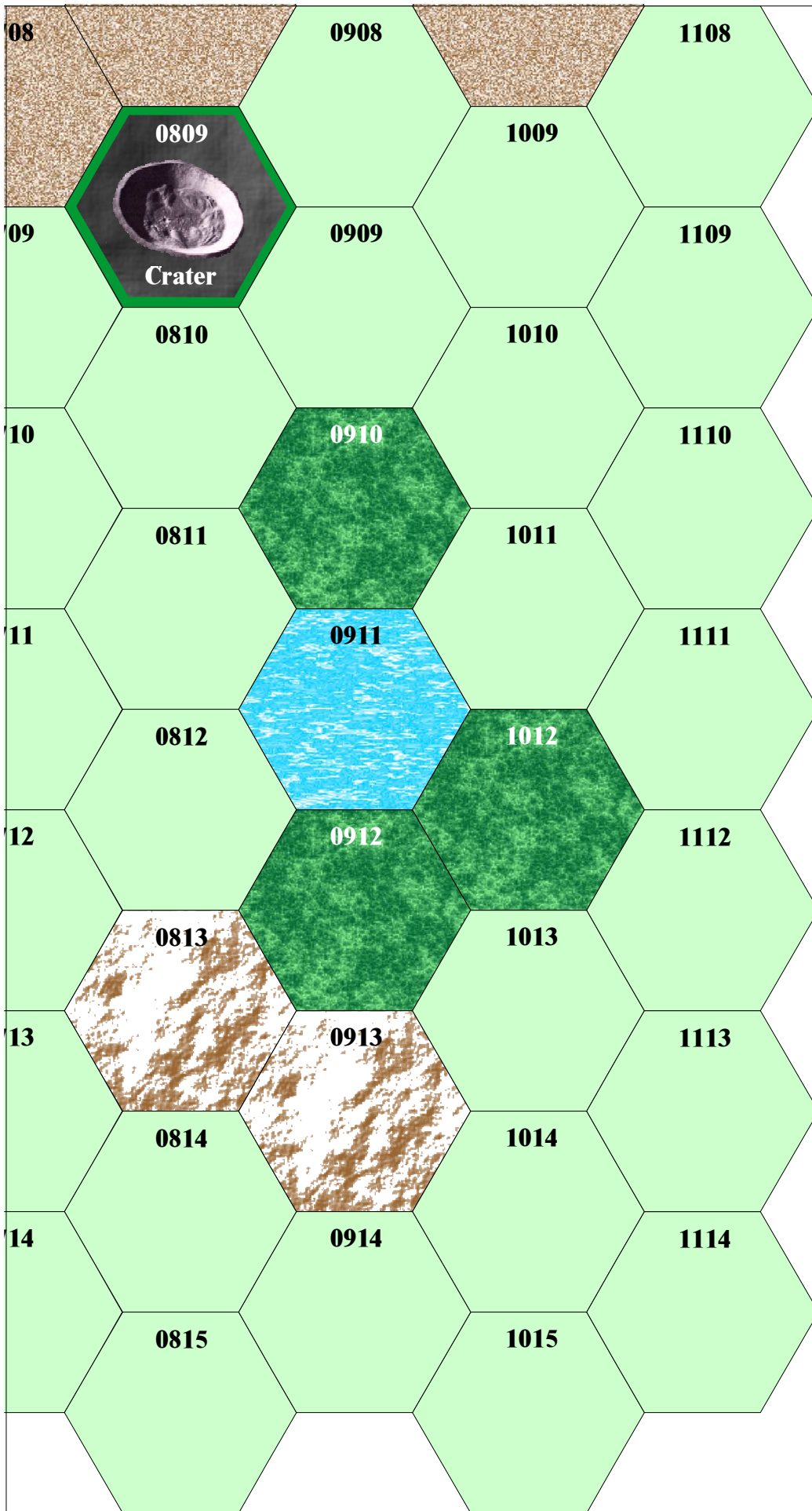


Woods



Hill

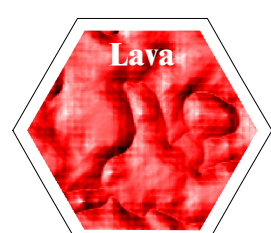
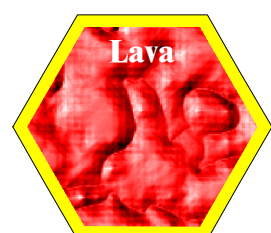
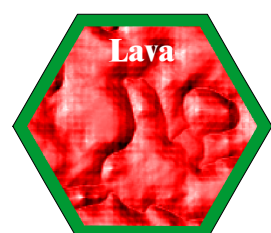
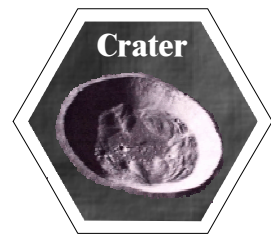
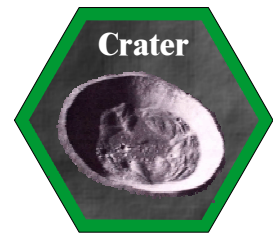


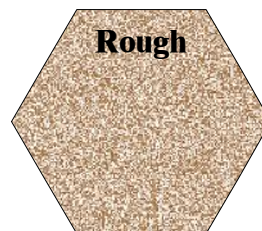
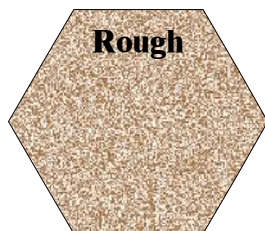
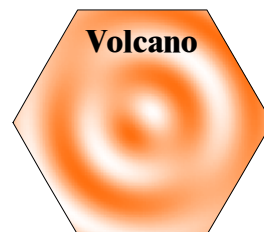
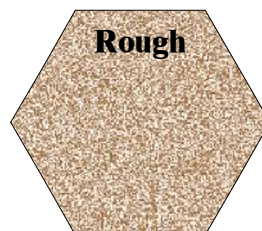
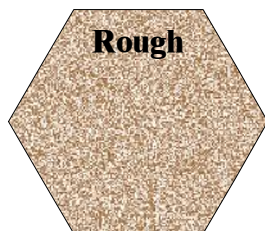
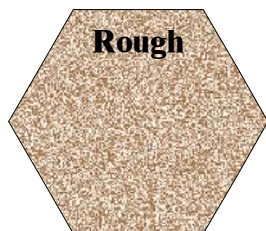
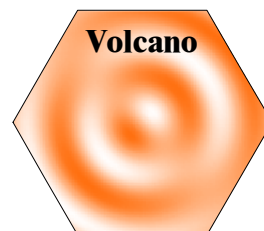
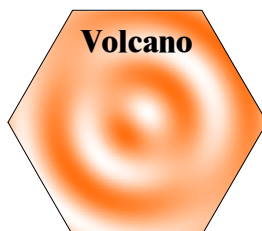
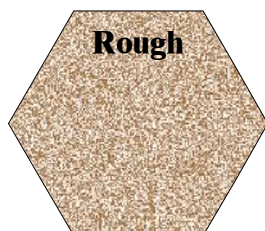
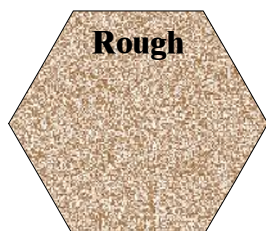
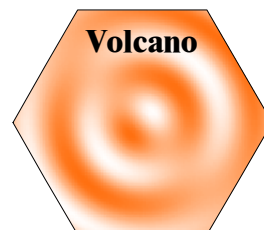
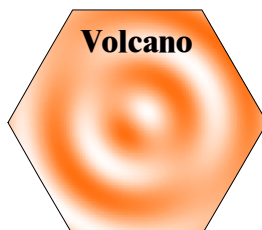
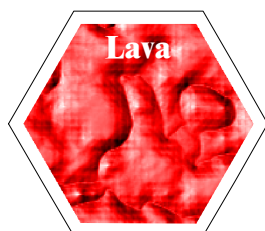
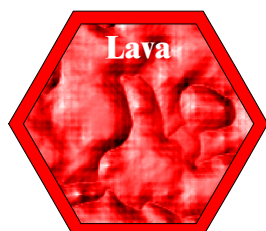
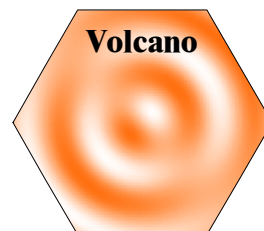
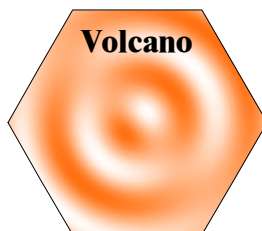
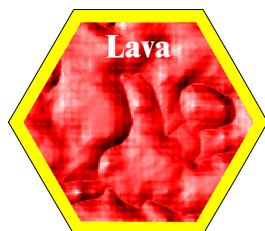
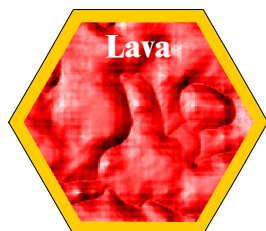
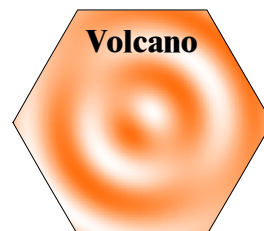
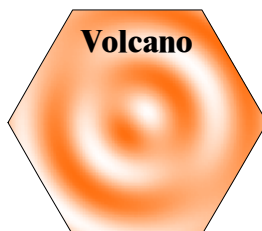
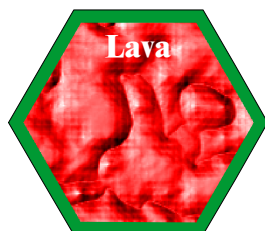
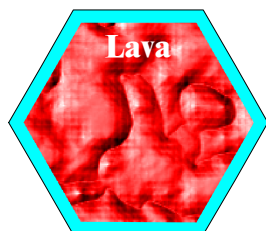


Turn

1	6
2	7
3	8
4	9
5	10







Skimmer 1	Skimmer 1	Skimmer 1	Skimmer 1	Skimmer 1	Skimmer 1
Skimmer 2	Skimmer 2	Skimmer 2	Skimmer 2	Skimmer 2	Skimmer 2
Skimmer 3	Skimmer 3	Skimmer 3	Skimmer 3	Skimmer 3	Skimmer 3
Chopper 1	Chopper 1	Chopper 1	Chopper 1	Chopper 1	Chopper 1
Chopper 2	Chopper 2	Chopper 2	Chopper 2	Chopper 2	Chopper 2
Chopper 3	Chopper 3	Chopper 3	Chopper 3	Chopper 3	Chopper 3
Tank 1	Tank 1	Tank 1	Tank 1	Tank 1	Tank 1
Tank 2	Tank 2	Tank 2	Tank 2	Tank 2	Tank 2

Skimmer 1	Skimmer 1	Skimmer 1	Skimmer 1	Skimmer 1	Skimmer 1
Skimmer 2	Skimmer 2	Skimmer 2	Skimmer 2	Skimmer 2	Skimmer 2
Skimmer 3	Skimmer 3	Skimmer 3	Skimmer 3	Skimmer 3	Skimmer 3
Chopper 1	Chopper 1	Chopper 1	Chopper 1	Chopper 1	Chopper 1
Chopper 2	Chopper 2	Chopper 2	Chopper 2	Chopper 2	Chopper 2
Chopper 3	Chopper 3	Chopper 3	Chopper 3	Chopper 3	Chopper 3
Tank 1	Tank 1	Tank 1	Tank 1	Tank 1	Tank 1
Tank 2	Tank 2	Tank 2	Tank 2	Tank 2	Tank 2

Tank 3	Tank 3	Tank 3	Tank 3	Tank 3	Tank 3
Bunker 1	Bunker 1	Bunker 1	Bunker 1	Bunker 1	Bunker 1
Bunker 2	Bunker 2	Bunker 2	Bunker 2	Bunker 2	Bunker 2
Bunker 3	Bunker 3	Bunker 3	Bunker 3	Bunker 3	Bunker 3
Turret 1	Turret 1	Turret 1	Turret 1	Turret 2	Turret 2
Turret 2	Turret 2	Turret 3	Turret 3	Turret 3	Turret 3
Recon 1	Recon 1	Recon 1	Recon 1	Recon 2	Recon 2
Recon 2	Recon 2	Recon 3	Recon 3	Recon 3	Recon 3

Tank 3	Tank 3	Tank 3	Tank 3	Tank 3	Tank 3
Bunker 1	Bunker 1	Bunker 1	Bunker 1	Bunker 1	Bunker 1
Bunker 2	Bunker 2	Bunker 2	Bunker 2	Bunker 2	Bunker 2
Bunker 3	Bunker 3	Bunker 3	Bunker 3	Bunker 3	Bunker 3
Turret 2	Turret 2	Turret 1	Turret 1	Turret 1	Turret 1
Turret 3	Turret 3	Turret 3	Turret 3	Turret 2	Turret 2
Recon 2	Recon 2	Recon 1	Recon 1	Recon 1	Recon 1
Recon 3	Recon 3	Recon 3	Recon 3	Recon 2	Recon 2

Skimmer A	Skimmer A	Skimmer A	Skimmer A	Skimmer A	Skimmer A
Skimmer B	Skimmer B	Skimmer B	Skimmer B	Skimmer B	Skimmer B
Skimmer C	Skimmer C	Skimmer C	Skimmer C	Skimmer C	Skimmer C
Chopper A	Chopper A	Chopper A	Chopper A	Chopper A	Chopper A
Chopper B	Chopper B	Chopper B	Chopper B	Chopper B	Chopper B
Chopper C	Chopper C	Chopper C	Chopper C	Chopper C	Chopper C
Tank A	Tank A	Tank A	Tank A	Tank A	Tank A
Tank B	Tank B	Tank B	Tank B	Tank B	Tank B

Skimmer A	Skimmer A	Skimmer A	Skimmer A	Skimmer A	Skimmer A
Skimmer B	Skimmer B	Skimmer B	Skimmer B	Skimmer B	Skimmer B
Skimmer C	Skimmer C	Skimmer C	Skimmer C	Skimmer C	Skimmer C
Chopper A	Chopper A	Chopper A	Chopper A	Chopper A	Chopper A
Chopper B	Chopper B	Chopper B	Chopper B	Chopper B	Chopper B
Chopper C	Chopper C	Chopper C	Chopper C	Chopper C	Chopper C
Tank A	Tank A	Tank A	Tank A	Tank A	Tank A
Tank B	Tank B	Tank B	Tank B	Tank B	Tank B

Tank C	Tank C	Tank C	Tank C	Tank C	Tank C
Bunker A	Bunker A	Bunker A	Bunker A	Bunker A	Bunker A
Bunker B	Bunker B	Bunker B	Bunker B	Bunker B	Bunker B
Bunker C	Bunker C	Bunker C	Bunker C	Bunker C	Bunker C
Turret A	Turret A	Turret A	Turret A	Turret B	Turret B
Turret B	Turret B	Turret C	Turret C	Turret C	Turret C
Recon A	Recon A	Recon A	Recon A	Recon B	Recon B
Recon B	Recon B	Recon C	Recon C	Recon C	Recon C

Tank C	Tank C	Tank C	Tank C	Tank C	Tank C
Bunker A	Bunker A	Bunker A	Bunker A	Bunker A	Bunker A
Bunker B	Bunker B	Bunker B	Bunker B	Bunker B	Bunker B
Bunker C	Bunker C	Bunker C	Bunker C	Bunker C	Bunker C
Turret B	Turret B	Turret A	Turret A	Turret A	Turret A
Turret C	Turret C	Turret C	Turret C	Turret B	Turret B
Recon B	Recon B	Recon A	Recon A	Recon A	Recon A
Recon C	Recon C	Recon C	Recon C	Recon B	Recon B

Skimmer 1	Skimmer 1	Skimmer 1	Skimmer 1	Skimmer 1	Skimmer 1
Skimmer 2	Skimmer 2	Skimmer 2	Skimmer 2	Skimmer 2	Skimmer 2
Skimmer 3	Skimmer 3	Skimmer 3	Skimmer 3	Skimmer 3	Skimmer 3
Chopper 1	Chopper 1	Chopper 1	Chopper 1	Chopper 1	Chopper 1
Chopper 2	Chopper 2	Chopper 2	Chopper 2	Chopper 2	Chopper 2
Chopper 3	Chopper 3	Chopper 3	Chopper 3	Chopper 3	Chopper 3
Tank 1	Tank 1	Tank 1	Tank 1	Tank 1	Tank 1
Tank 2	Tank 2	Tank 2	Tank 2	Tank 2	Tank 2

Skimmer 1	Skimmer 1	Skimmer 1	Skimmer 1	Skimmer 1	Skimmer 1
Skimmer 2	Skimmer 2	Skimmer 2	Skimmer 2	Skimmer 2	Skimmer 2
Skimmer 3	Skimmer 3	Skimmer 3	Skimmer 3	Skimmer 3	Skimmer 3
Chopper 1	Chopper 1	Chopper 1	Chopper 1	Chopper 1	Chopper 1
Chopper 2	Chopper 2	Chopper 2	Chopper 2	Chopper 2	Chopper 2
Chopper 3	Chopper 3	Chopper 3	Chopper 3	Chopper 3	Chopper 3
Tank 1	Tank 1	Tank 1	Tank 1	Tank 1	Tank 1
Tank 2	Tank 2	Tank 2	Tank 2	Tank 2	Tank 2

Tank 3	Tank 3	Tank 3	Tank 3	Tank 3	Tank 3
Bunker 1	Bunker 1	Bunker 1	Bunker 1	Bunker 1	Bunker 1
Bunker 2	Bunker 2	Bunker 2	Bunker 2	Bunker 2	Bunker 2
Bunker 3	Bunker 3	Bunker 3	Bunker 3	Bunker 3	Bunker 3
Turret 1	Turret 1	Turret 1	Turret 1	Turret 2	Turret 2
Turret 2	Turret 2	Turret 3	Turret 3	Turret 3	Turret 3
Recon 1	Recon 1	Recon 1	Recon 1	Recon 2	Recon 2
Recon 2	Recon 2	Recon 3	Recon 3	Recon 3	Recon 3

Tank 3	Tank 3	Tank 3	Tank 3	Tank 3	Tank 3
Bunker 1	Bunker 1	Bunker 1	Bunker 1	Bunker 1	Bunker 1
Bunker 2	Bunker 2	Bunker 2	Bunker 2	Bunker 2	Bunker 2
Bunker 3	Bunker 3	Bunker 3	Bunker 3	Bunker 3	Bunker 3
Turret 2	Turret 2	Turret 1	Turret 1	Turret 1	Turret 1
Turret 3	Turret 3	Turret 3	Turret 3	Turret 2	Turret 2
Recon 2	Recon 2	Recon 1	Recon 1	Recon 1	Recon 1
Recon 3	Recon 3	Recon 3	Recon 3	Recon 2	Recon 2

Front

Back (optional)

Skimmer A	Skimmer A	Skimmer A	Skimmer A	Skimmer A	Skimmer A
Skimmer B	Skimmer B	Skimmer B	Skimmer B	Skimmer B	Skimmer B
Skimmer C	Skimmer C	Skimmer C	Skimmer C	Skimmer C	Skimmer C
Chopper A	Chopper A	Chopper A	Chopper A	Chopper A	Chopper A
Chopper B	Chopper B	Chopper B	Chopper B	Chopper B	Chopper B
Chopper C	Chopper C	Chopper C	Chopper C	Chopper C	Chopper C
Tank A	Tank A	Tank A	Tank A	Tank A	Tank A
Tank B	Tank B	Tank B	Tank B	Tank B	Tank B

















































Skimmer A	Skimmer A	Skimmer A	Skimmer A	Skimmer A	Skimmer A
Skimmer B	Skimmer B	Skimmer B	Skimmer B	Skimmer B	Skimmer B
Skimmer C	Skimmer C	Skimmer C	Skimmer C	Skimmer C	Skimmer C
Chopper A	Chopper A	Chopper A	Chopper A	Chopper A	Chopper A
Chopper B	Chopper B	Chopper B	Chopper B	Chopper B	Chopper B
Chopper C	Chopper C	Chopper C	Chopper C	Chopper C	Chopper C
Tank A	Tank A	Tank A	Tank A	Tank A	Tank A
Tank B	Tank B	Tank B	Tank B	Tank B	Tank B

















































Tank C	Tank C	Tank C	Tank C	Tank C	Tank C
Bunker A	Bunker A	Bunker A	Bunker A	Bunker A	Bunker A
Bunker B	Bunker B	Bunker B	Bunker B	Bunker B	Bunker B
Bunker C	Bunker C	Bunker C	Bunker C	Bunker C	Bunker C
Turret A	Turret A	Turret A	Turret A	Turret B	Turret B
Turret B	Turret B	Turret C	Turret C	Turret C	Turret C
Recon A	Recon A	Recon A	Recon A	Recon B	Recon B
Recon B	Recon B	Recon C	Recon C	Recon C	Recon C









Tank C	Tank C	Tank C	Tank C	Tank C	Tank C
Bunker A	Bunker A	Bunker A	Bunker A	Bunker A	Bunker A
Bunker B	Bunker B	Bunker B	Bunker B	Bunker B	Bunker B
Bunker C	Bunker C	Bunker C	Bunker C	Bunker C	Bunker C
Turret B	Turret B	Turret A	Turret A	Turret A	Turret A
Turret C	Turret C	Turret C	Turret C	Turret B	Turret B
Recon B	Recon B	Recon A	Recon A	Recon A	Recon A
Recon C	Recon C	Recon C	Recon C	Recon B	Recon B
















Front

























Back (optional)

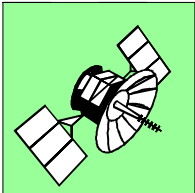
Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded
Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded
Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded
Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded
Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded
Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded
Erratic  Maneuvers	Erratic  Maneuvers	Erratic  Maneuvers	Erratic  Maneuvers	Erratic  Maneuvers	Erratic  Maneuvers
Erratic  Maneuvers	Erratic  Maneuvers	Erratic  Maneuvers	Erratic  Maneuvers	Erratic  Maneuvers	Erratic  Maneuvers

Weapon  Unloded	Weapon  Unloded	Weapon  Unloded	Weapon  Unloded	Weapon  Unloded	Weapon  Unloded
Weapon  Unloded	Weapon  Unloded	Weapon  Unloded	Weapon  Unloded	Weapon  Unloded	Weapon  Unloded
Weapon  Unloded	Weapon  Unloded	Weapon  Unloded	Weapon  Unloded	Weapon  Unloded	Weapon  Unloded
Weapon  Unloded	Weapon  Unloded	Weapon  Unloded	Weapon  Unloded	Weapon  Unloded	Weapon  Unloded
Weapon  Unloded	Weapon  Unloded	Weapon  Unloded	Weapon  Unloded	Weapon  Unloded	Weapon  Unloded
Weapon  Unloded	Weapon  Unloded	Weapon  Unloded	Weapon  Unloded	Weapon  Unloded	Weapon  Unloded
Erratic  Maneuvers	Erratic  Maneuvers	Erratic  Maneuvers	Erratic  Maneuvers	Erratic  Maneuvers	Erratic  Maneuvers
Erratic  Maneuvers	Erratic  Maneuvers	Erratic  Maneuvers	Erratic  Maneuvers	Erratic  Maneuvers	Erratic  Maneuvers

















































 Heavy	 Heavy	 Heavy	 Heavy
 Heavy	 Heavy	 Heavy	 Heavy

















































 Medium	 Medium	 Medium	 Medium	 Medium
 Medium	 Medium	 Medium	 Medium	 Medium
 Medium	 Medium	 Medium	 Medium	 Medium

















































 Light	 Light	 Light	 Light	 Light	 Light
 Light	 Light	 Light	 Light	 Light	 Light
 Light	 Light	 Light	 Light	 Light	 Light
 Light	 Light	 Light	 Light	 Light	 Light



































































































Satellite







































Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb
Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb
Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb
Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb
Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot
Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot
					
					

















































Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb
Bomb Cluster 	Bomb Cluster 	Bomb Cluster 	Bomb Cluster 	Bomb Cluster 	Bomb Cluster 
Bomb 	Bomb 	Bomb 	Bomb 	Bomb 	Bomb 
Bomb 	Bomb 	Bomb 	Bomb 	Bomb 	Bomb 
Bomb Killbot 	Bomb Killbot 	Bomb Killbot 	Bomb Killbot 	Bomb Killbot 	Bomb Killbot 
Bomb Killbot 	Bomb Killbot 	Bomb Killbot 	Bomb Killbot 	Bomb Killbot 	Bomb Killbot 
					
					

















































Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb
Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb
Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb
Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb
Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot
Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot
					
					

Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb
Bomb Cluster 	Bomb Cluster 	Bomb Cluster 	Bomb Cluster 	Bomb Cluster 	Bomb Cluster 
Bomb 	Bomb 	Bomb 	Bomb 	Bomb 	Bomb 
Bomb 	Bomb 	Bomb 	Bomb 	Bomb 	Bomb 
Bomb Killbot 	Bomb Killbot 	Bomb Killbot 	Bomb Killbot 	Bomb Killbot 	Bomb Killbot 
Bomb Killbot 	Bomb Killbot 	Bomb Killbot 	Bomb Killbot 	Bomb Killbot 	Bomb Killbot 
					
					

Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb
Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb
Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb
Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb
Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot
Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot
					
					

Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb
Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb
Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb
Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb
Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot
Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot
					
					

Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb
Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb
Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb
Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb
Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot
Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot
					
					

Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb
Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb	Cluster  Bomb
Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb
Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb	Buzz  Bomb
Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot
Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot	Killbot  Killbot
					
					

Front

Back (optional)