

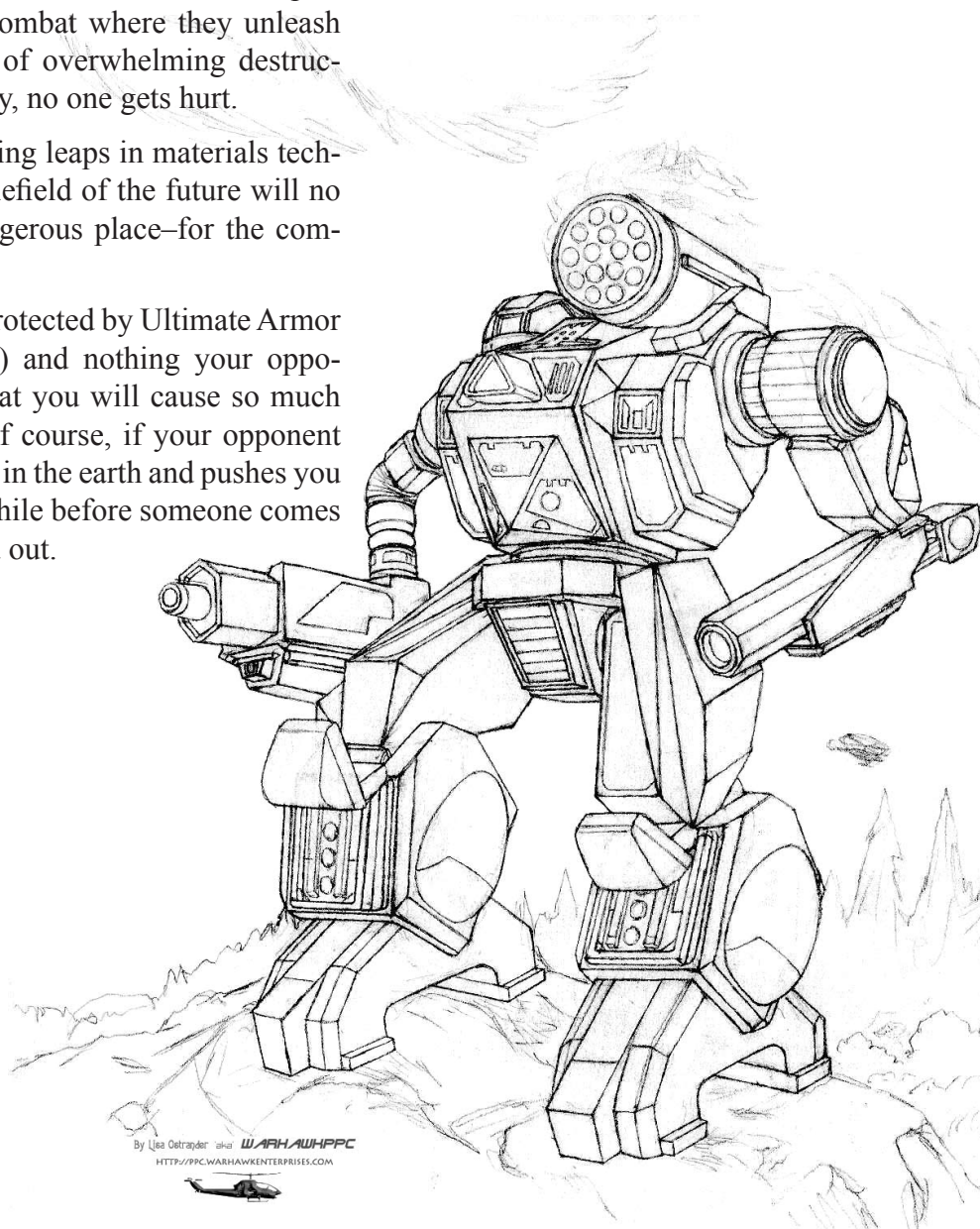
Unbreakable

Introduction

Unbreakable is a game of futuristic ground combat for 2 players. Each player assembles a platoon of crawlers, walkers, and powered armor squads and equips them with nukes, stasis rays, lasers, and more. Then the platoons meet in combat where they unleash terrible powers of overwhelming destruction. Fortunately, no one gets hurt.

Thanks to amazing leaps in materials technology, the battlefield of the future will no longer be a dangerous place—for the combatants.

Your units are protected by Ultimate Armor (patent pending) and nothing your opponent can throw at you will cause so much as a scratch. Of course, if your opponent nukes a big hole in the earth and pushes you in, it may be awhile before someone comes along to dig you out.

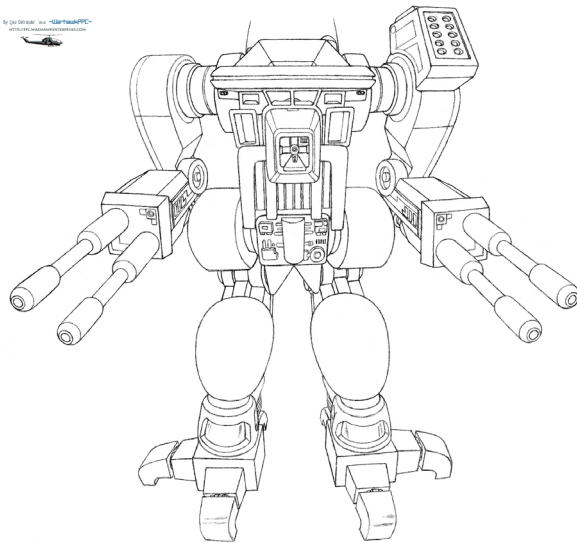


By Lisa Oeltrayder ©2001 WARHAWKPPC
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Definitions

Units

Crawlers, Walkers, and Squads

There are 3 types of units: crawlers, walkers, and powered armor squads (hereafter just called squads). Crawlers are huge, earth-crushing cyber-tanks. Walkers are massive, bipedal robots. And squads are composed of a dozen or so men and women who mostly just wish they were someplace else.

Size

Units come in 3 different sizes: heavy, medium, and light. Crawlers are heavy, walkers are medium, and squads are light.

Unit Type	Size
Crawler	Heavy
Walker	Medium
Squad	Light



Units Types: Crawler, Walker, Squad

Status

Each unit has a status that indicates its combat readiness. There are 4 different statuses.

- Ready
- Buttoned
- Offline/Scattered
- Frozen

Ready: The unit is online with fire control activated.

Buttoned: The unit is online but its fire control is inactive. It cannot fire weapons, but it is immune to Neutron Bombs. See Neutron Bomb on page 22.

Offline/Scattered: An offline crawler or walker is shutdown and cannot take any action. A scattered squad has lost unit cohesion and cannot take any action.

Frozen: A unit that has taken too many stasis hits may become frozen in time. A frozen unit cannot take any action. See Stasis Ray on page 24.

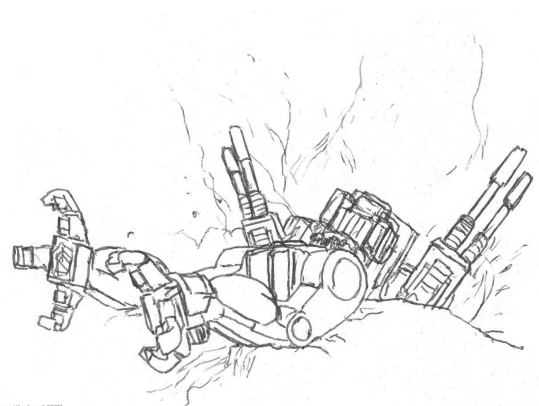
Configuration

Each unit has 2 different configurations.

Crawlers: A crawler may be either mobile or dug-in. A dug-in crawler may not move and it may not fire beams or be targeted by beams. A dug-in crawler receives some protection from neutron bombs. See Neutron Bomb on page 22.

Walkers: A walker may be either upright or down. A down walker may not move or melee but otherwise operates normally.

Squads: A squad may be either on the ground (Gnd) or hovering (Hvr). A hovering squad moves twice as fast as one on the ground.



Down Walker

Unbreakable

Rules

Weapons

Types

There are 6 types weapons in 2 classes:

Weapon	Class
Crust Buster	Bomb
Force Beam	Beam
Laser	Beam (defense only)
Neutron Bomb	Bomb
Nuke	Bomb
Stasis Ray	Beam

Crust Buster: A crust buster is a nuclear war-head built into a robotic drill. After it falls into a hex, the drill deploys and bores deep into the earth's crust. Once there it detonates and causes earthquakes. See page 20.



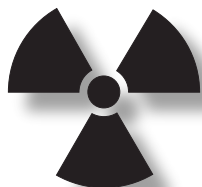
Force Beam: A force beam is a high-energy particle stream that converts directly into kinetic energy upon contact with Ultimate Armor (patent pending). This weapon may push any unit backward and knock down a walker or scatter a squad. See page 21.



Laser: Lasers fire a thin beam of intense infrared light. Lasers have no effect on units or hexes, but they can shoot down a bomb before it detonates. See page 21.



Neutron Bomb: A neutron bomb is a nuclear device enhanced for radiation output. It detonates in the air and may affect both opposing and friendly units over a wide area. Ready units may be scattered or knocked offline. However, buttoned units are immune to neutron bombs. See page 22.



Nuke: A nuke creates a mushroom cloud and may convert terrain. A nuke may also knock down walkers and scatter squads. See page 23.



Stasis Ray: A stasis ray emits a beam of negatively charged tachyons that may adhere to a target and cause it to move more slowly through time. See page 24.



Class

Beams and Bombs: There are 2 classes of weapons: beams and bombs. A beam affects a single unit while a bomb affects all units in a hex and sometimes the hex itself.

LOS (Line of Sight)

Beam: When a unit fires a beam, it must have a line of sight (LOS) to the target *unit*. Intervening obstacles, such as woods or mushroom clouds, will block LOS. See page 19.

Bomb: A unit may fire a bomb at any *hex* as long as at least 1 of your ready units has an LOS to the target hex. The firing unit itself is not required to have an LOS to the target hex. See page 19.

Loaded and Unloaded

When you fire a beam or bomb it becomes unloaded. You cannot fire the weapon again until you reload it.

Size

Weapon Size: Weapons come in 3 different sizes: heavy, medium, and light.

Terrain

Map

There are 6 types of terrain printed on the map.

- Hill
- Lake
- Road
- Industry
- Open
- Woods

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

Conversion

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

- Crater
- Rough
- Lava
- Volcano

Depressions

Crater, lake, and lava hexes are depressions.

- Crater
- Lava
- Lake

Equipment

Dice

You can play *Unbreakable* with 3 or more standard, 6-sided dice. However, you may substitute standard dice with the specialty dice described here. These specialty dice can usually be found at teacher's supply stores.

Earthquake Dice

You will roll earthquake dice to determine terrain conversion. See Earthquake Card on page 10. You can either use standard dice or you can use dice with different color faces; red, yellow, orange, green, blue, and white. If you roll standard dice, use this table to determine the color rolled:

Roll	Color	Roll	Color
1	Red	4	Green
2	Yellow	5	Blue
3	Orange	6	White



Earthquake Dice

Combat Dice

You roll combat dice to determine weapon effects. A single combat die result is either 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 ☺ stickers and apply the stickers to 3 sides of each die.



Combat Dice

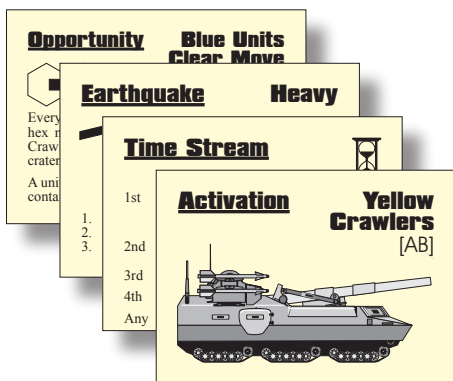
Action Cards

Types: There are 4 types of action cards:

- Activation
- Earthquake
- Time Stream
- Opportunity

Each turn, you draw action cards 1 at a time and either activate units, check for earthquakes, or check for time stream effects.

Chrome: When you are learning the game, do not use the Opportunity cards or the Activation cards labeled “Team”. These cards are explained in the Chrome section beginning on page 24.

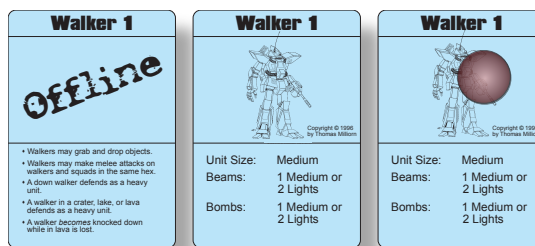


Action Cards

Unit Cards

Blue & Yellow: There are 2 sets of unit cards, 1 for each player. One set is blue with numeric designations and the other is yellow with alphabetic designations. Players must decide which set of cards and corresponding unit counters to take before the game begins.

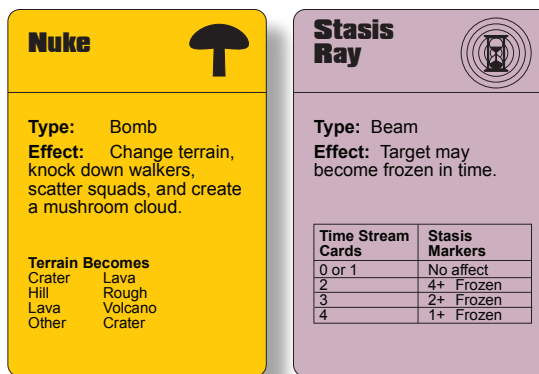
Status: To indicate that a unit is offline or scattered, turn its card facedown. To indicate a unit is buttoned, turn its card faceup. To indicate a unit is ready, turn its card faceup and place a chip on the card.



Offline, Buttoned, Ready

Weapon Cards

There are several cards for each type of weapon. A weapon’s size is not indicated on its card. Instead, the size of a weapon depends on what type of unit it is assigned to. See Assign Weapons on page 8.



Weapon Cards

Chips

Use bingo chips or coins to keep track of unit status and weapon readiness.

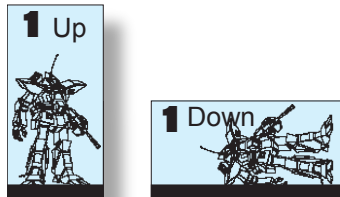
Status: Place a chip on a faceup unit card to indicate the unit is ready.

Loaded: Place a chip on a weapon card to indicate the weapon is loaded. Remove the chip when you fire the weapon to indicate that it is unloaded.

Turn Track: During the Industrial Wasteland scenario, place a chip on the turn track to keep track of the number of turns. See page 28.

Unit Counters

Unit counters are two-sided where each side represents one of the unit's 2 configurations. For example, each walker counter has an upright (Up) side and a down side. When a walker is down, turn its counter over to reveal the down side. When the walker stands up again, turn its counter back over to reveal the upright side.

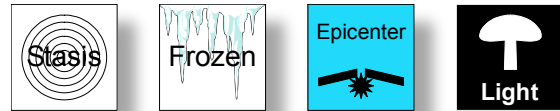


Walker Counter, Front & Back

Markers

Use the epicenter, frozen, mushroom cloud, and stasis markers as described later in the rules.

Other Markers: The flag and satellite markers are described in the scenarios which begin on page 26.



Markers

Terrain Hexes

The terrain printed on the map may be converted as the game progresses. When this happens, place the appropriate terrain hex on the map.



Terrain Hexes

Getting Started

Overview

To start a game of Unbreakable, you will

- Assemble platoons
- Setup units
- Assign weapons
- Create the action deck

Assemble Platoons

Each player must assemble a platoon. A platoon may consist of 1 to 12 units, depending on the scenario.

Unit Types: Each scenario calls for you to set up a platoon containing a certain number of units. You decide how many units of each type (crawler, walker, and squad) will go into your platoon.

Restrictions: Your platoon must have at least as many squads as it has walkers and it must have at least as many walkers as it has crawlers. For example, if you want your platoon to have 2 crawlers, it must also have at least 2 walkers and 2 squads. A platoon of 2 squads, 1 walker, and 1 crawler is legal, but a platoon of all walkers is not.

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

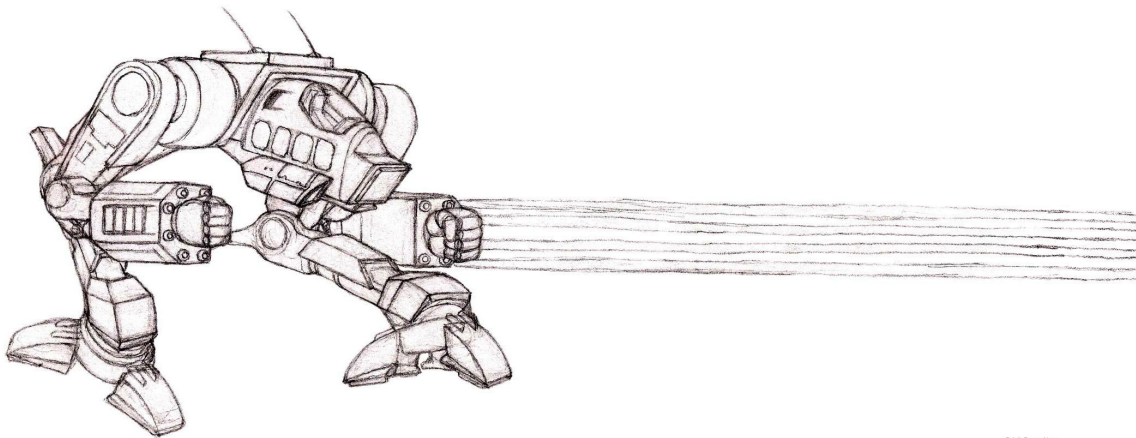
Setup Units

Cards: Place a card for each unit in front of you. Your units may start in any status except frozen. If a unit is offline or scattered, turn its card facedown.

Chips: Place a chip on a faceup unit card to indicate the unit is ready. If a faceup unit card does not have a chip on it, the unit is buttoned.

Counters: Follow the scenario's instructions for the initial placement of your units. Your units may start in any configuration.

Off Map: If your units are to enter from a map edge, place their counters *off* the map along that edge. When one of your units is activated, you have the option of moving it onto the map or leaving it off.



Sketchy Game - New
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Assign Weapons

Assign weapons by placing weapon cards beneath each unit card.

Crawler: You may assign 1 or 2 beam cards and 1 or 2 bomb cards to each of your crawlers. If you assign 1 beam card, it is a heavy beam. If you assign 2 beam cards, they are both mediums. Likewise for bomb cards.

Walker: You may assign 1 or 2 beam cards and 1 or 2 bomb cards to each of your walkers. If you assign 1 beam card, it is a medium beam. If you assign 2 beam cards, they are both lights. Likewise for bomb cards.

Squad: You may assign 1 beam card and 1 bomb card to each of your squads. Both weapons are light.

Unit	Beams	Bombs
Crawler	1 heavy or 2 mediums	1 heavy or 2 mediums
Walker	1 medium or 2 lights	1 medium or 2 lights
Squad	1 light	1 light

Chips: Place a chip on each weapon card to indicate that it is loaded.

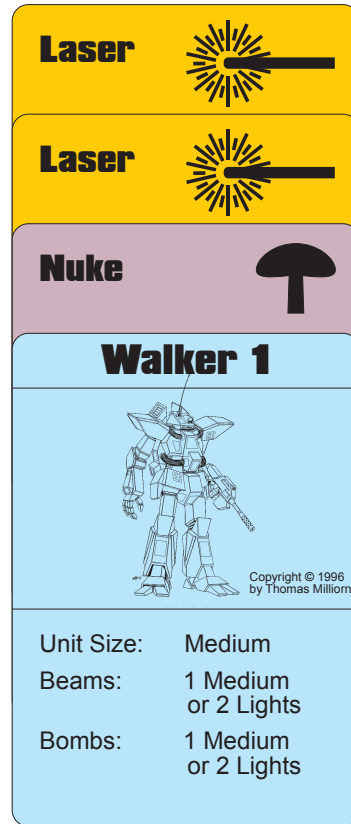
Create the Action Deck

Action Deck: Shuffle the Activation and Time Stream cards together to create the action deck.

Teams: Shuffle in the Activation cards labeled “Team” in the lower right-hand corner *only* if you are playing a team game. See Teams on page 24.

Earthquake Cards: Do not shuffle the Earthquake cards into the action deck at this time. You will add Earthquake cards to the deck when a crust buster detonates. See Crust Buster on page 20.

Opportunity Cards: The Opportunity cards are optional. See page 25.



Walker Armed with 1 Medium Nuke and 2 Light Lasers

How to Play

Game Turn

Unbreakable is played in a series of turns. At the beginning of each turn, shuffle the action deck. Then draw cards 1 at a time.

An Earthquake card will cause an earthquake. When a Time Stream card is drawn, units may change status. And when an Activation card is drawn, the indicated units may perform actions.

- Shuffle the action deck
- Draw a card
 - Activation
 - Earthquake
 - Time Stream
- Keep drawing cards until the deck runs out
- Start a new turn

Shuffle the Action Deck

At the beginning of each turn, shuffle the action deck. If any Earthquake cards were placed on the discards during the previous turn, shuffle them into the deck now.

Draw a Card

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

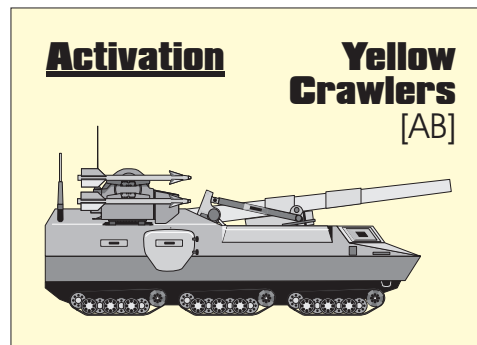
The caller draws 1 action card and announces what it is. Players apply the result of the card before the caller places it on the discards and draws the next card. The caller continues drawing until the deck runs out, ending the turn.

An action card may be 1 of the following:

- Activation card
- Earthquake card
- Time Stream card

Activation Card

When you draw an Activation card, the units listed may perform actions. See Unit Actions on page 14. After reading the card, place it on the discards.



Activation Card

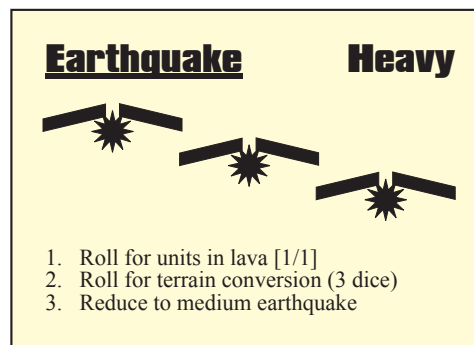
Frozen: Frozen units are not activated.

Brackets: Unless you are playing a team game, ignore the bracketed letters or numbers on the Activation card. The bracketed letters and numbers are explained in the Team rules on page 24.

Earthquake Card

You must check for earthquakes each time you draw an Earthquake card. First, roll combat dice to see if any units in lava hexes are lost. Second, roll earthquake dice to see if there are any terrain conversions. And third, reduce the earthquake.

1. Roll for units in lava
2. Roll for terrain conversion
3. Reduce the earthquake



Earthquake Card

Roll For Units in Lava

Combat Dice: Roll combat dice for each unit in a lava hex. Roll 1 die for a heavy earthquake, 2 for a medium, and 3 for a light. If the result is *all* ☺s the unit becomes engulfed in magma and is removed from the game. However, hovering squads are immune.

Size	Roll	Unit Lost On
Heavy	1 die	1 ☺
Medium	2 dice	2 ☺s
Light	3 dice	3 ☺s

Roll For Terrain Conversion

Earthquake Dice: Roll earthquake dice to determine which hexes are converted. Roll 3 dice for a heavy earthquake, 2 for a medium, and 1 for a light. *Do not* re-roll if 2 or 3 dice come up the same color.

Terrain Conversion: If 1 or more of the colors you roll matches the color of an epicenter marker or the border color of a crater or lava hex, replace the terrain as follows:

Terrain	Becomes
Crater	Lava
Hill	Rough - keep epicenter
Lava	Volcano - place new epicenters
Volcano	Cannot be converted
Other	Crater - remove epicenter

Once: A hex can be converted only once during a single earthquake.

Crater: If a hex becomes a crater, remove the epicenter marker.

Volcano: If a hex becomes a volcano, *all* units in the hex are removed from the game. Place a randomly chosen epicenter marker into each hex adjacent to the volcano if the hex does not already have a marker and it is not a crater, lava, or volcano.

Safe: With the exception of volcanos, a unit cannot be lost due to terrain conversion.

Dug-In Crawler: If a crawler is dug-into a hex that converts, the crawler automatically becomes mobile. Flip its counter to the mobile side.

Terrain Colors: Each crater and lava terrain hex has a colored border. When you place one of these hexes, either place the hexes face down and choose one at random, or roll an earthquake die to choose the color. Re-roll the die until you roll a color that is available.

Reduce The Earthquake

Do not place the earthquake card you just drew on the discards. Instead, place it with the unused earthquake cards. Then place the next lighter earthquake on the discards. If the next lighter card is not available, skip to the next lighter after that. And if no lighter earthquake card is available, do not place a new card on the discards.

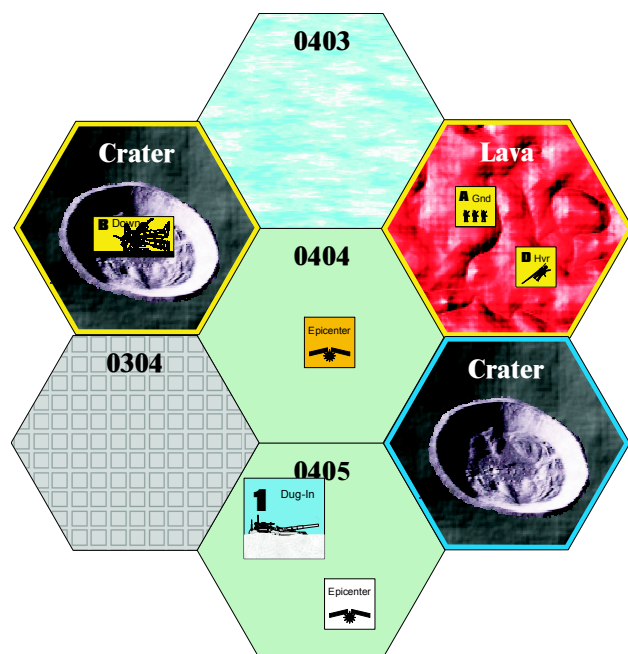
Example: You drew a heavy earthquake and placed it with the unused earthquake cards. There is no medium earthquake in the unused cards but there is a light. So you place the light earthquake card on the discards.



Epicenter Marker

Earthquake Example

Heavy Earthquake: In this example, the caller draws a Heavy Earthquake card.



Before

Roll for Units in Lava: The only player with units in lava is Yellow. Yellow must roll for Squad A, which is grounded. Squad D is hovering and cannot be affected. Yellow rolls 1 combat die and the result is blank. So Squad A is safe (for now).

Roll for Terrain Conversion: The caller rolls 3 earthquake dice and the results are white, white, and yellow. The second white result is ignored.

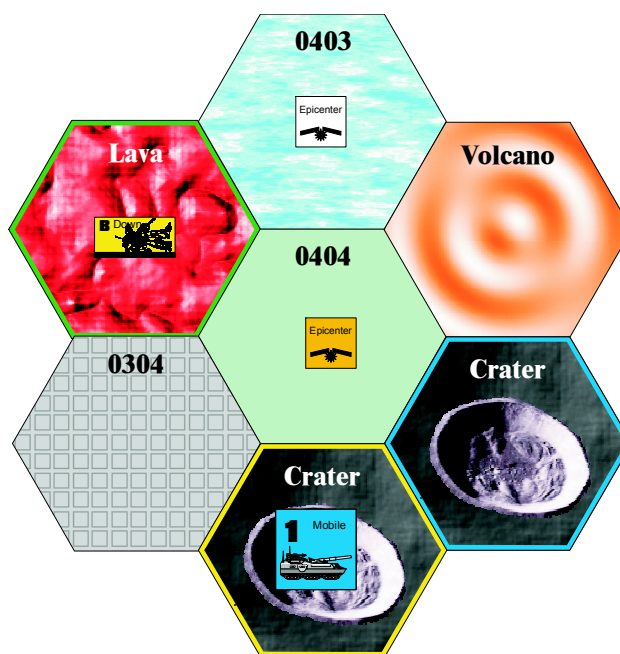
Hex 0303: This crater hex has a yellow border, so you replace it with a randomly chosen lava hex. The down walker in the hex is safe; you rolled for units in lava *before* converting terrain.

Hex 0405: This clear hex contains a white epicenter marker, so you remove the marker and place a randomly chosen crater into the hex. Blue's dug-in crawler becomes mobile when the hex is converted.

Hexes 0404 and 0504: Hex 0404 contains an orange epicenter marker and hex 0504 is a blue crater. Since these colors were not rolled, these hexes are not affected.

Hex 0503: This lava hex has a yellow border, so you replace it with a volcano. Remove both of the Yellow squads from the game. You would normally place an epicenter marker in every hex adjacent to the new volcano, but since hex 0404 and 0504 each already have a color, you place a single epicenter marker in lake hex 0403.

Reduce Earthquake: Place the heavy earthquake card with the unused earthquake cards. You would normally replace it by placing a medium earthquake card on the discards, but both mediums are already in the deck or the discards. However, there is an unused light earthquake card, so you place it on the discards instead.

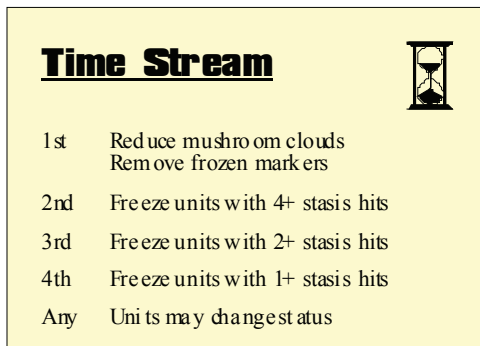


After

Time Stream Card

When you draw a Time Stream card, mushroom clouds may be reduced and units may change their statuses.

1. Reduce mushroom clouds
2. Thaw or freeze units
3. Change unit status



Time Stream Card

Keep Count: Set Time Stream cards to one side where both players can easily see how many have been drawn.

Reduce Mushroom Clouds

Nuke: Mushroom clouds are placed on the map by nukes. See Nuke on page 23.

First Card: When you draw the *first* Time Stream card, first remove all light mushroom clouds. Then reduce all medium clouds to lights. And finally, reduce all heavy clouds to mediums. However, do not reduce a mushroom cloud that was created during the current turn. Instead, remove the frozen marker from the cloud.



Frozen Marker

Thaw or Freeze Units

Stasis Ray: Stasis markers may be placed on a unit's card by stasis rays. See Stasis Ray on page 24.

Thaw Units: When you draw the *first* Time Stream card, all frozen units return to their previous status (ready, buttoned, or offline/scattered). Remove all frozen markers.

Freeze Units: When the second Time Stream card is drawn, units with 4 or more stasis markers become frozen. When the third card is drawn, units with 2 or more stasis markers become frozen. And when the fourth card is drawn, units with 1 or more stasis markers become frozen.

Time Stream Cards Drawn	Effect on a Unit with Stasis Markers
0	No effect
1	Remove all frozen marker
2	Frozen if 4+ stasis markers
3	Frozen if 2+ stasis markers
4	Frozen if 1+ stasis markers

Effect: Place a frozen marker on any unit that becomes frozen in time. A frozen unit may not perform any action or change status. The unit remains frozen until the first Time Stream card is drawn next turn.

Change Unit Status

All Units: Each time a Time Stream card is drawn, any and all units may change their status. However, frozen units may not.

Change Status: A unit may change its status to ready, buttoned, or offline/scattered. However, an offline or scattered unit may change its status only to buttoned.

Indicate Status: Turn the unit's card face-down to indicate that it is offline or scattered. Turn the card faceup and place a chip on it to indicate the unit is ready. To indicate the unit is buttoned, turn its card faceup but do not place a chip on the card.

Unit Actions

Overview

All activated units may perform 0, 1, or 2 actions. If a unit performs 2 actions, the first action must be a weapon action and the second must be a physical action.

Weapon Action: The first action may be one of the following:

Action	Unit	Status
Fire	Any	Ready
Reload	Any	Buttomed or ready
Fire & Reload	Crawler or walker	Ready
No Action	Any	Any

Physical Action: The second action may be one of the following:

Action	Unit	Status
Change Configuration	Any	Buttomed or ready
Clear Stasis Markers	Any	Buttomed or ready
Grab or Drop	Upright walker	Buttomed or ready
Melee	Squad or upright walker	Buttomed or ready
Move	Any	Buttomed or ready
No Action	Any	Any

Example: A crawler may fire its heavy nuke and then move. It could not first move and then fire its nuke.

Weapon Actions

A crawler may operate 1 heavy or 2 medium weapons. A walker may operate 1 medium or 2 light weapons. And a squad may operate a single, light weapon.

Unit	Fire and/or Reload
Crawler	1 heavy <i>or</i> 2 medium weapons
Walker	1 medium <i>or</i> 2 light weapons
Squad	1 light weapon

Fire

Only ready units may fire weapons. Remove the chip from each weapon you fire to indicate that it has become unloaded. See Combat on page 17.

Reload

Buttomed or ready unit may reload weapons. Place a chip on each weapon card to indicate that the weapon is loaded and ready to be fired.

Fire and Reload

A ready crawler may fire 1 medium weapon and reload another, different medium weapon. Likewise, a ready walker may fire 1 light weapon and reload another light weapon.

No Action

A unit is not required to take a weapon action. All actions are optional.

Physical Actions

Change Configuration

A buttoned or ready unit may change its configuration. Flip the unit's counter to the appropriate side.

Unit	Standard Configuration	Alternate Configuration
Crawler	Mobile	Dug-In
Walker	Upright (Up)	Down
Squad	Grounded (Gnd)	Hovering (Hvr)

Crawlers: A crawler may *not* dig into a depression (crater, lake, or lava). If a crawler digs into an industry, open, or woods hex, the hex is converted automatically to rough.

Clear Stasis

A buttoned or ready unit may attempt to remove 1 stasis marker.

Roll Combat Dice: Roll a number of combat dice equal to the number of stasis markers on the unit. If you roll 1 or more ☺s, remove 1 stasis marker.

Example: Your squad has 3 stasis markers. You roll 3 combat dice and the result is 2 ☺s. So you remove 1 stasis marker from your squad leaving it with 2 markers.

Frozen: Remember, a unit that is frozen may not take *any* action, including this one.

Grab or Drop

Some scenarios call for a walker to grab and carry an object.

Grab: A buttoned or ready, upright walker may grab an object in the same hex. When a walker grabs an object, place the object's marker next to your walker's card.

Drop: If your walker is holding an object when the walker is knocked down, the walker automatically drops the object. A walker may also voluntarily drop an object. When a walker drops an object, place the object's marker back onto the map in the walker's hex.

Melee

A buttoned or ready walker or squad may physically attack another walker or squad in the same hex. See Melee on page 20.

Move

A buttoned or ready unit may move into an adjacent hex. A hovering squad may move 1 or 2 hexes. However, a dug-in crawler or a down walker cannot move at all. Also, a crawler moving into industry or woods may convert the hex to rough. See Movement on page 16.

No Action

A unit is not required to perform a physical action. All actions are optional.



Stasis Marker

Movement

A buttoned or ready unit may move into an adjacent hex when it is activated. A hovering squad may move 1 or 2 hexes. A dug-in crawler or down walker cannot move at all.

Terrain

Movement Cost: There is no movement cost in *Unbreakable*. Except for volcanos, all terrain is treated the same.

Volcano: No unit may enter a volcano. Any unit that finds itself in a volcano becomes engulfed in magma and is removed from the game.

Crawler vs Industry and Woods: A crawler moving into a industry or woods hex *must* roll combat dice to determine if the terrain changes to rough. Roll 3 dice. If you roll 1 or more ☺s, place a rough hex on top of the industry or woods hex. If you do not roll a ☺, the terrain remains unchanged.

On and Off Map

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

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

Stacking Limits

A hex is fully occupied if it contains any of the following:

- 1 crawler
- 2 walkers
- 1 walker and 2 squads
- 4 squads

Full Hex: In general, a unit cannot enter a hex if doing so would cause the hex to become over-stacked. However, a larger unit may satisfy the stacking limit by pushing smaller units out of the hex. See the Displacement rules on the next page.

Opposing Units: Opposing units may share the same hex as long as the stacking limit is not exceeded. For example, 1 of your walkers may share a hex with an opposing walker.

Scattered Squads: A scattered squad does not count against the stacking limit. A scattered squad may not change its status if doing so would cause the stacking limit to be exceeded.

Hovering Squads: A hovering squad does not count against the stacking limit. If landing in a hex causes it to become over-stacked, the landing squad immediately becomes scattered.

Dug-In Crawler: A dug-in crawler does not count against the stacking limit. If a dug-in crawler changes its configuration to mobile, all units in the hex are displaced. However, if 2 crawlers are in the same hex, the dug-in crawler may not become mobile and the mobile crawler may not become dug-in.

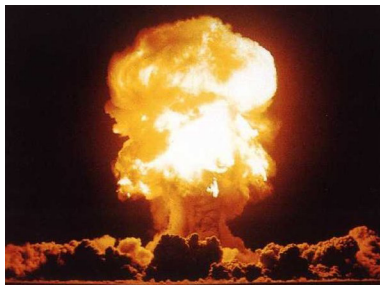
Displacement

If moving a *larger* unit into a hex would cause the hex to become over-stacked, but you can satisfy the stacking limit by removing smaller units, the larger unit may enter the hex by pushing the smaller units out.

Enter- ing Unit	Fully Stacked Hex Contains	Result
Crawler	Crawler	Crawler cannot enter
Crawler	Walkers and/ or squads	Crawler enters; all walkers and squads are displaced
Walker	Crawler	Walker cannot enter
Walker	2 walkers	Walker cannot enter
Walker	1 walker and 1 or 2 squads	Walker enters; all squads are displaced
Walker	3 squads	Walker enters; 1 squad is displaced
Walker	4 squads	Walker enters; 2 squads are displaced
Squad	Anything	Squad cannot enter

Displaced Units: The *owner* of a displaced unit must move it into the adjacent hex of his or her choice. Then roll 1 die for each displaced unit. If you roll a ☺, the unit is knocked down if it is a walker or scattered if it is a squad.

Order: If both blue and yellow units may be displaced, take turns moving units out of the hex. Roll 1 combat die. If the result is a ☺, yellow moves first. Otherwise, blue moves first.



Harmless Nuclear Detonation

Combat

Combat Dice

When you roll combat dice, you will need either *all* ☺s or *1 or more* ☺s on 1, 2, or 3 dice. This is written in the following shorthand:

[minimum number of ☺s / number of dice]

For example, [1/2] means you need to roll 1 or 2 ☺s on 2 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 are asked to 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			
		vs	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: If a heavy nuke hits a hex that contains a hovering squad, roll 3 dice. The squad is scattered 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

Depression: Treat a walker or grounded squad in a crater, lake, or lava hex as a heavy target.

Down Walkers: Treat a down walker as a heavy target.

Squads: Treat a grounded squad as a medium target if it is in any terrain other than clear or depression.

Frozen: A frozen unit cannot be affected by any weapon.

Beams: A dug-in crawler or scattered squad cannot be targeted by a beam weapon.

Loaded and Unloaded

When you fire a weapon, remove the chip from the weapon's card to indicate that it is unloaded. You cannot fire the weapon again until you reload it.

Range

Unlimited: The range of all weapons except lasers is more than enough to cover the entire map. You may fire a weapon from any hex to any hex as long as you have an LOS. See the LOS rules on the next page.

Zero Range: A unit may fire a weapon into its own hex.

Multiple Fire

Single Unit: A crawler may fire 2 medium weapons and a walker may fire 2 light weapons during a single activation. A unit may choose a different target for each of its weapons.

Multiple Weapons: When you fire 2 weapons during a single activation, whether from the same or multiple units, resolve the shots 1 at a time. Weapon fire does not occur simultaneously—you may fire a weapon and note the result before deciding to fire a second weapon.

Example: Yellow's walkers have been activated. Walker A has 2 light stasis beams and fires one of them at Squad 3. The beam hits and Yellow decides Squad 3 now has plenty of stasis markers. So Walker A fires its second light stasis beam at Walker 2, but misses. Still intent on stopping Walker 2, Walker C fires its medium nuke into Walker 2's hex hoping to knock Walker 2 down.

Continuous Beam

Step Down: If you fire a force beam or stasis ray at a target and hit, you may continue firing at the same target during the same activation. However, treat the beam as 1 size lighter each time you roll. You may continue to fire a beam until its size would drop below light.

Example: Crawler 4 fires its heavy stasis ray at Squad C and rolls 3 dice. The result is 2 ☺s, so Squad C receives 1 stasis marker. Crawler 4 rolls again, but this time must treat its stasis ray as a medium weapon. The crawler rolls 2 dice, but there are no ☺ results. So Squad C got off easy with only a single stasis marker. If Crawler 4 had hit on the second roll, it could have rolled once more treating its stasis ray as a light weapon. Squad C could potentially have received 3 stasis markers.

LOS

Beam

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

Example: If the units are in the same hex, stop looking at step 3. It does not matter if the units are in a crater because you do not check that until step 9.

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.

Depression: Depressions are crater, lava, and lake hexes.

Step	Condition	LOS
1	The target is a scattered squad or either unit is a dug-in crawler	No
2	Either unit is in a mushroom cloud	No
3	Both units are in the same hex	Yes
4	There is a mushroom cloud or volcano between the units	No
5	Either unit is a hovering squad or on a hill	Yes
6	Both units are in depressions	No
7	The units are in adjacent hexes	Yes
8	There is a hill, industry, or woods hex between the units	No
9	Either unit is in a depression	No
10	Otherwise	Yes



Light Mushroom Cloud Marker

Bomb

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

Example: You have a ready squad in hex 0814. Your crawler at the bottom of the lake in 0403 may fire a nuke at 0815 because your squad has an LOS to 0815.

LOS: Use the checklist below to determine if a sighting unit has a clear LOS to a target hex. Look down the list and stop when you reach the first condition that is true.

Example: If the sighting unit is in the target hex, stop at step 3. It does not matter if the sighter is in a lake because you do not check that until step 7.

Blocked LOS: Same as for beams.

Depression: Crater, lava, and lake hexes are depressions.

Step	Condition	LOS
1	The sighter is a dug-in crawler	No
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 a hovering squad or on a hill	Yes
7	The sighter is in a depression	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

Melee

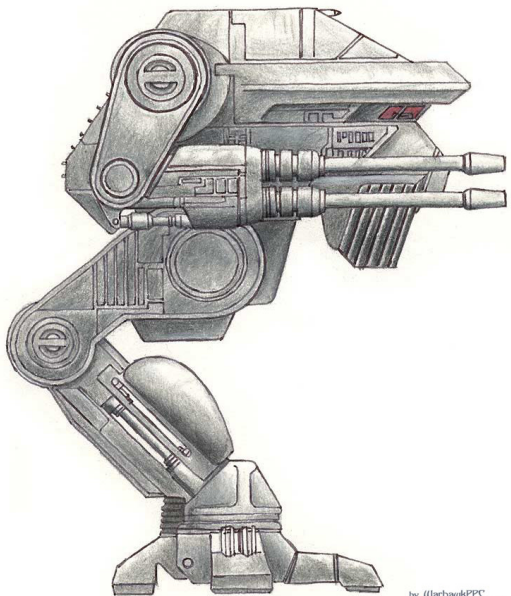
Same Hex: A buttoned or ready walker or squad may physically attack another walker or squad in the same hex.

Physical Action: Melee combat is a physical action. So a unit may fire a weapon at a unit (weapon action), then melee (physical action) the same or a different unit during the same activation.

Roll Combat Dice: Treat walkers as medium weapons and targets and treat squads as light weapons and targets. Ignore LOS and terrain modifiers. See Weapon Size vs Target Size on page 17 and roll the appropriate number of combat dice to determine the result.

Effect: A successful attack on a walker knocks it down and a successful attack on a squad scatters it. If you knock down a walker that is carrying an object, the walker drops the object in the hex.

Restrictions: A walker may melee only if it is upright. A hovering squad may be meleeed only by another hovering squad.



Blue Faction Walker

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Weapon Effects

Crust Buster

Class: Bomb



Procedure:

- Check LOS to target *hex* (see page 19)
- Defensive laser fire (see page 21)
- Place epicenter marker
- Add earthquake card

Place Epicenter: If the target hex does not already have a marker and it is not a crater, lava, or volcano, place an epicenter marker into the hex. Epicenter markers come in 6 colors. When you place a marker, either place them facedown and choose one at random, or roll an earthquake die to choose the color. Re-roll the die until you roll a color that is available.

Add Earthquake Card: Place an earthquake card the same size class as the crust buster in the *discard* pile. This card will be shuffled into the action deck at the beginning of the next turn.

Limited Cards: If the required earthquake card is not available, use the next lighter one. If no lighter card is available, do not add an earthquake card.

Example: Walker 2, in a mushroom cloud in hex 1008, wants to fire a medium crust buster into hex 1009. The walker does not have LOS to the target hex, but Crawler 1 on hill hex 0814 does. Walker 2 fires the crust buster and removes the chip from the weapon card. A yellow squad in hex 1010 is armed with a laser, but the laser is unloaded and cannot be fired. So the bomb detonates in the hex normally. Blue places a randomly chosen epicenter maker into 1009 and places a medium earthquake card on the discards.

Force Beam

Class: Beam

Procedure:

- Check LOS to target *unit* (see page 19)
- Roll combat dice
- Move target
- Scatter squad or knock down walker
- Continuous fire (see page 18)



Roll Combat Dice: Compare the weapon and target sizes and roll the appropriate number of combat dice. See page 17.

Move Target: If you hit, you may move your opponent's unit 1 hex *directly away* from the firing unit. If 2 hexes satisfy this requirement, the firing player chooses which one.

Lava or Volcano: If the target unit is pushed into a lava or volcano hex the unit becomes engulfed in magma and is removed from the game.

Restrictions: You cannot push a unit into a hex if the hex would become over-stacked. Also, you cannot push a unit off of the map. In these cases the force beam has no effect.

Squad or Walker: If the target is a squad it becomes scattered. If the target is an upright walker it is knocked down. If you knock down a walker that is carrying an object, the walker drops the object in the hex.

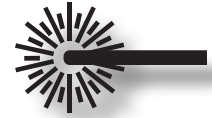
Example: Squad C, in hex 0103, attempts to shoot Squad 4, in hex 0809, with a light force beam. Both squads are hovering, and there are no intervening mushroom clouds or volcanos, so there is a clear LOS. Squad C rolls 1 combat die and the result is ☺, so Squad 4 is pushed into 0909. Unfortunately for Blue, hex 0909 happens to contain lava and Squad 4 is removed from the game.

Laser

Class: Beam (defensive)

Procedure:

- Commit laser fire
- Check LOS
- Check range
- Roll combat dice
- Destroy bomb

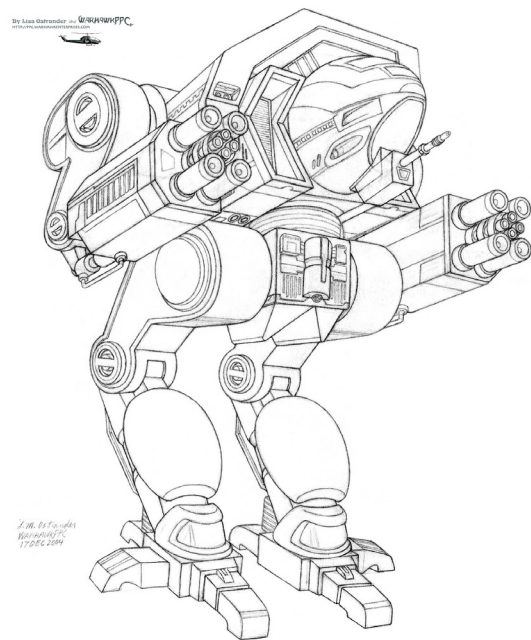


Defensive: A ready unit may fire its laser in an attempt to stop a bomb before it detonates. Unlike other weapons, a unit may fire its laser only during an opposing unit's activation.

Unloaded: When fired, a laser becomes unloaded just like any other weapon. It may be loaded normally during a subsequent activation of the owning unit.

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

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Yellow Faction Walker

Unbreakable

LOS: The laser must have an LOS to the bomb in either the bomb firing unit's hex or the target hex. Treat the bomb as a squad hovering in either hex and consult the LOS checklist for beams. See page 19.

Range: The hex to which you have an LOS must be within the laser's short, medium or long range. The laser's range depends on its size:

Laser Size	Short Range [1/3]	Medium Range [1/2]	Long Range [1/1]
Light	0 hexes	1 hex	2 hexes
Medium	0-1 hexes	2 hexes	3-4 hexes
Heavy	0-2 hexes	3-4 hexes	5-8 hexes

Roll Combat Dice: If the bomb is in short range, roll 3 combat dice, medium range roll 2, and long range roll 1. If you roll 1 or more ☺s, the bomb is destroyed and has no effect. Otherwise, the bomb detonates normally.

Example: Yellow launches a heavy nuke at Blue's industrial complex in hex 0207. Blue has a squad armed with a light laser 2 hexes away in 0205 plus a walker armed with 2 light lasers 2 hexes away in 0406. Two hexes is long range for a light laser, so Blue will roll only 1 combat die per laser fired. Blue chooses to commit both the walker's lasers but not the squad's. Blue rolls 2 dice and the result is 2 blanks. The nuke detonates normally.

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

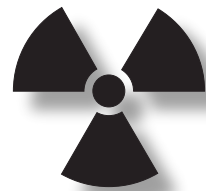
Rules

Neutron Bomb

Class: Bomb

Procedure:

- Check LOS to target hex (see page 19)
- Defensive laser fire (see page 21)
- Roll 1 combat die for every unit in radius



Friendly Fire: A neutron bomb explodes in the air above the target hex. All ready units, friendly and unfriendly, within the radius of the bomb's explosion may be affected.

Radius: The explosion radius depends on the bomb's size:

Size	Radius	Total Hexes Affected
Light	1 hex	7
Medium	2 hexes	19
Heavy	4 hexes	61

Roll 1 Combat Die: Every ready unit within the bomb's radius must roll 1 combat die. If the result is a ☺, change the unit's status to offline or scattered. However, a unit that is frozen, offline, scattered, or buttoned cannot be affected by a neutron bomb.

Dug-In Crawler: Roll 3 combat dice for dug-in crawlers. All results must be ☺ to knock a dug-in crawler offline.

Example: Walker C is deep in enemy territory. There are 2 blue squads, a blue walker, and a blue crawler all within 2 hexes. Walker C drops a medium neutron bomb into its own hex so it is impossible to shoot down with a laser. Walker C and the 4 blue units listed must each roll 1 combat die. Walker C and the blue crawler each roll a ☺ and are knocked offline. The other units each roll a blank and are unaffected.

Nuke

Type: Bomb

Procedure:

- Check LOS to target *hex* (see page 19)
- Defensive laser fire (see page 21)
- Scatter squads and knock down walkers
- Convert terrain
- Place mushroom cloud



Squads and Walkers: Roll for each unit in the target hex. Compare the size of the nuke to the unit's modified target size and roll the appropriate number of combat dice. If you hit, a squad is scattered and a walker is knocked down. If you knock down a walker that is carrying an object, the walker drops the object in the hex.

Crawlers: Nukes have no affect on crawlers.

Convert Terrain: Roll 3 dice for a heavy nuke, 2 for medium, and 1 for light. If you roll 1 or more ☺s, convert the terrain:

Terrain	Becomes
Crater	Lava
Hill	Rough
Lava	Volcano - place epicenter markers
Volcano	Cannot be converted
Other	Crater

Volcano: If a hex becomes a volcano, all units in the hex are removed from the game. Place a randomly chosen epicenter marker into each hex adjacent to the volcano if the hex does not already have a marker and it is not a crater, lava, or volcano.

Safe: With the exception of volcanos, a unit cannot be lost due to conversion.

Dug-In Crawler: If a crawler is dug-into a hex that converts, the crawler automatically becomes mobile. Flip its counter to the mobile side.

Terrain Colors: Each crater and lava terrain hex has a colored border. When you place one of these hexes, either place the hexes face down and choose one at random, or roll an earthquake die to choose the color. Re-roll the die until you roll a color that is available.

Epicenter: If a hex becomes a crater, remove any epicenter marker.

Mushroom Cloud: Place in the target hex a mushroom cloud equal to the nuke's size. If you have not drawn a Time Stream card yet this turn, place a frozen marker on the cloud. This is to remind you not to reduce a mushroom cloud on the same turn you placed it on the map.

Example: A blue squad is hovering over lake hex 0308 and Yellow would like to swat it from the sky. Walker B, armed with a medium nuke, is in a crater in hex 0710. The walker does *not* have a LOS to the lake hex and cannot fire a bomb into it without the aide of a sighter. The walker can see the hovering squad, but bombs are targeted on hexes, not units. (After all, there could be pleasure boaters or a family of ducks on the lake.) Fortunately for Yellow, Crawler D is sitting on hill 0310 and can easily sight hex 0308. The squad does not have a laser and the nuke detonates normally. Yellow rolls 2 dice to scatter the squad 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 been sufficient). Finally, Yellow places a medium mushroom cloud into hex 0308.

Stasis Ray

Class: Beam

Procedure:

- Check LOS to target *unit* (see page 19)
- Roll combat dice
- Add stasis marker
- Check frozen status
- Continuous fire (see page 18)



Roll Combat Dice: Compare the weapon and target sizes and roll the appropriate number of dice. See Weapon Size vs Target Size on page 17.

Add Stasis Marker: If successful, place 1 stasis marker on the target's unit card.

Check Frozen Status: After each hit, check to see if the target becomes frozen in time.

Time Stream Cards Drawn	Effect on a Unit with Stasis Markers
0	No effect
1	No effect
2	Frozen if 4+ stasis markers
3	Frozen if 2+ stasis markers
4	Frozen if 1+ stasis markers

Effect: Place a frozen marker on any unit that becomes frozen in time. A frozen unit may not perform any action or change status. The unit remains frozen until the first Time Stream card is drawn next turn.

Reverse Fire: You may fire your stasis beam in reverse mode. This is handy for removing stasis markers from your own units. For each successful reverse stasis hit, remove 1 stasis marker from the target unit. However, a target that is already frozen in time cannot be affected.

Chrome

Players may pick and choose from among these optional rules. However, both players must agree to each optional rule before the game begins.

Teams

Three or 4 players may play *Unbreakable* by forming 2 teams with 1 or 2 players on each team. In a team game, add the Activation cards labeled "Team".

Setup: Each team member must follow the normal platoon setup rules. For the yellow team, one player should choose units labeled "A" and "B" and the other player should choose "C" and "D". For the blue team, one player should choose units labeled "1" and "2" and the other player should choose "3" and "4".

Three Players: If you have 3 players, the odd player must setup 2 platoons.

Activation: When you draw an Activation card, look at the bracketed letters or numbers. Only those units are activated. For example, if the Activation card says "Yellow Crawlers [AB]", only crawlers A and B are activated.

Free For All: Three or 4 players may optionally divide into independent platoons fighting against each other. However, only the Retrieval scenario is suited for this type of game. See page 27.

Opportunity Cards

Shuffle these cards into the action deck at the beginning of each turn. Each card represents a special opportunity your units may be able to take advantage of.

Clear Move: Each of your buttoned or ready units in a clear hex may move into an adjacent clear hex. This includes hovering squads. Crawlers treat all hexes as clear except crater, lake, and lava. A unit may not make a clear move if either hex contains an opposing unit or mushroom cloud.

Squads Reprogram Crawlers: A ready squad *in the same hex* as an opposing crawler may reprogram the crawler. Take the crawler's card and weapons and treat it as your own, activating it when your crawlers are activated. Due to stacking limits, the squad must be hovering or the crawler must be dug in.

Squads Swap Weapons: Crawlers come equipped with weapon lockers for squads. All squads adjacent to or in the same hex as a friendly crawler may exchange one light beam for any other light beam, or one light bomb for any other light bomb.

Walker Overload: Your walkers may immediately perform 1 weapon action followed by 1 physical action. Each action is optional. Roll a die after each action; if the result is ☺ the walker goes offline.

Crawler Proximity Fire: All crawlers are equipped with short range weapons for close combat. Each crawler may fire a light weapon of *any* type into its own hex or into an adjacent hex. The crawler is not required to have a card for the weapon it uses. Proximity weapons are always loaded.

Overheated Beam

An unloaded beam weapon is not actually unloaded, it is just cooling down. You may fire an unloaded beam, but you risk losing it. *After* you resolve the fire, roll 1 die. If you roll a ☺, the weapon is eliminated.

Force Beam vs Terrain

While force beams are primarily tuned to Ultimate Armor (patent pending), you may use them with some effect against industry and woods hexes. Follow LOS rules as if you were firing at a grounded squad in the hex. Treat the hex as a heavy target and roll the appropriate number of combat dice. If you hit, convert the terrain to rough.

Volcanic Earthquake

If a hex is converted to a volcano, take the heaviest earthquake card from the unused earthquake cards and place it on the discards. If the volcano is the result of an earthquake, the earthquake card you just drew is *not* available.

Scenarios

Special Delivery

Background: Yellow Faction spies have learned that anti-missile defenses have broken down at a key Blue industrial complex located several kilometers north of the map. They intend to take advantage of this situation by moving into range and destroying the complex with a heavy nuke.

Solitaire: This is a single player scenario to help you become familiar with the rules without embarrassing yourself in front of your friends.

Setup

Yellow: A single Yellow crawler will enter from the south map edge and move north following automatic rules. The crawler is armed with 2 medium lasers and 1 heavy nuke. However, it will not fire the nuke.

Blue: You will control a Blue platoon consisting of 1 walker and 2 squads. You may arm them any way you wish. Place these units any where on the north half of the map

Missions

Yellow: The crawler will attempt to reach a hex on the north side of the map. The hex must be completely north of the fold. For example, 0107 is legal, but 0208 is not. Yellow wins the moment the crawler receives an activation *after* it has reached a northern hex.

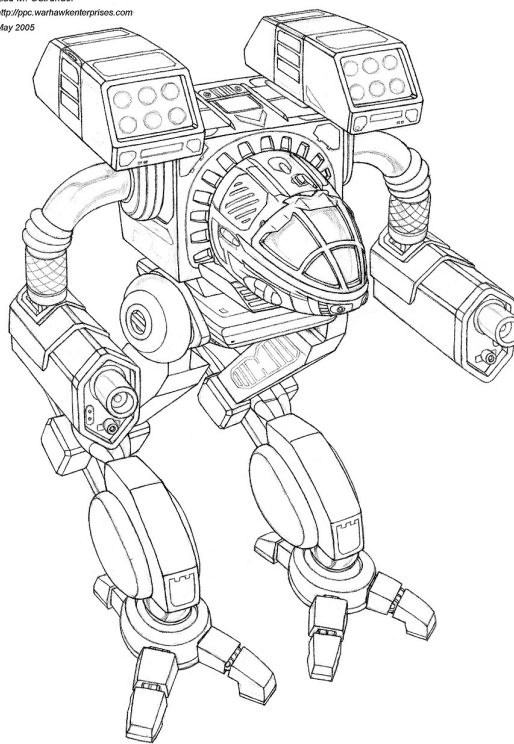
Blue: Stop that crawler! You must disable the crawler by miring it in a lava flow or volcano.

Special Rules

Nukes and Crust Busters: The crawler will fire 1 laser at any nuke or crust buster dropped on it or directly north of it. Since it intends to go only as far as the first hex on the north side of the map, it will not shoot at nukes or crust busters dropped further north. Use some common sense here, people.

Neutron Bombs: The crawler will fire 1 laser at any neutron bomb that might cause it to go offline.

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May 2005



Yellow Faction Walker

Reload: The crawler will reload both of its lasers each time it is activated.

Program: When the crawler is activated, go down this list until you find the first true statement. The crawler will perform the physical action indicated.

1. If the crawler is off the map, it will move into hex 0615.
2. If the crawler was frozen, and this is the first activation after it thaws, the crawler automatically removes 1 stasis hit. Do not roll to remove the hit.
3. If there is no volcano directly north of the crawler, it moves 1 hex north.
4. If there is a volcano directly north of the crawler, it will move north east or north west. Roll 1 combat die. If the result is ☺, the crawler moves north east. However, if there is a 2nd volcano in or directly north of the north east or north west hex, the crawler will automatically choose the safest path.

Time Stream Card: If the crawler is offline, it will change its status to buttoned and remain buttoned for the rest of the game. It can no longer fire its lasers.

Retrieval

A reconnaissance satellite has been shot out of orbit and has fallen to earth. Fortunately, its data module is incased in Ultimate Armor (patent pending). Now forces from 2 opposing factions are racing to retrieve the satellite.

Setup

Placement: Place a crater in hex 0608 and place the satellite marker in the crater. One Blue platoon will enter from the north map edge and 1 Yellow platoon will enter from the south map edge.

Size: Both platoons should have an equal number of units. Players must decide this number before the game begins.

Walker: Each platoon must include at least 1 walker and 1 squad.

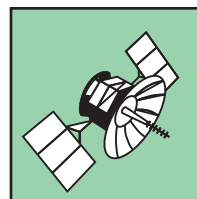
Missions

Yellow: You can obtain a complete victory by taking the satellite off the map along the edge you enter from. Failing this, you can obtain a draw by eliminating the satellite.

Blue: Same as Yellow's.

Special Rules

Satellite: Treat the satellite as a light unit for weapon effects. The satellite may be grabbed and carried by a walker. If the satellite is lost, the game ends in a draw.



Satellite Marker

Industrial Wasteland

The Yellow Faction has targeted Blue's local industry for destruction. Yellow's objective; eliminate the 4 industry hexes in the north west corner of the map.

Setup

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

Size: Both platoons should have an equal number of units. Players must decide this number before the game begins.

Missions

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

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

Special Rules

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.

Runaway

An experimental crawler has lost its higher program function and is ravaging the country side. You must attempt to reprogram the crawler and bring it back to your base.

Setup

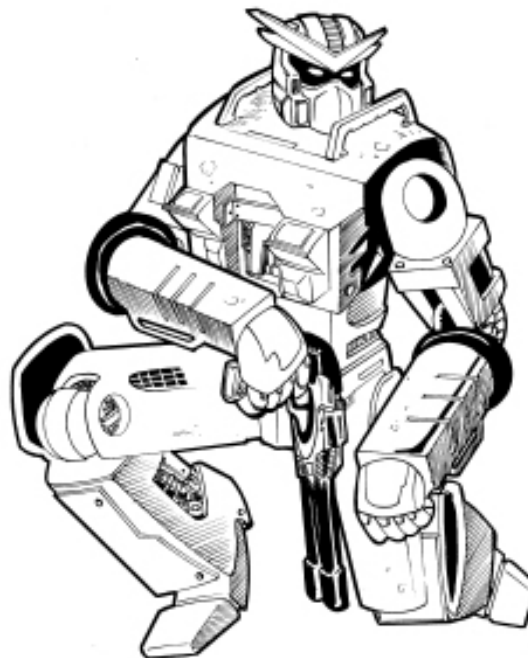
Placement: Place the runaway crawler in hex 0608. One Blue platoon will enter from the north map edge and 1 yellow platoon will enter from the south map edge.

Size: Both platoons should have an equal number of units. Players must decide how many units to use before the game begins.

Missions

Yellow: You can obtain a complete victory by reprogramming the crawler and moving it off the map along the edge you entered from. Failing this, you can obtain a draw by eliminating the crawler.

Blue: Same as Yellow's.



*Blue Faction
Powered Armor Commander*

Special Rules

Equipment: You will need 1 six-sided die.

Chrome: Use the Opportunity cards described on page 25.

Set Up: The crawler starts with 1 heavy beam and 1 heavy bomb chosen at random.

Program: The runaway crawler is activated each time a Time Stream card is drawn. When the crawler is activated, go down this list until you find the first true statement. The crawler will perform the action indicated.

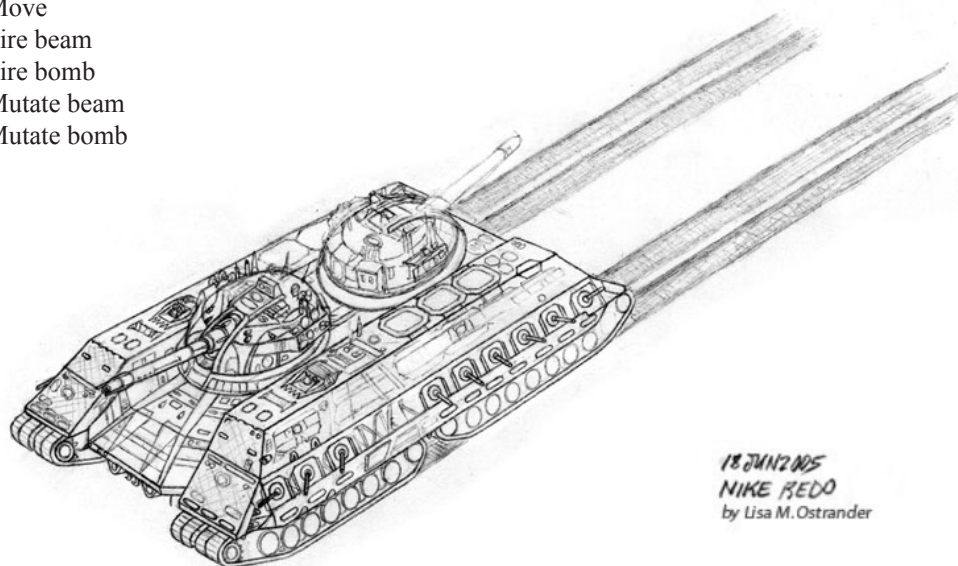
1. If the crawler is offline, it will change its status to buttoned.
2. If the crawler is buttoned, it will change its status to ready.
3. If the crawler was frozen, and this is the first activation after it thaws, the crawler automatically removes 1 stasis hit. Do not roll to remove the hit.
4. Roll 1 six-sided die and perform the following action.
 1. Move
 2. Move
 3. Fire beam
 4. Fire bomb
 5. Mutate beam
 6. Mutate bomb

Move: The crawler moves 1 hex in a random direction. Roll a six-sided die to determine which one. The crawler will happily move into a volcano or off the map.

Fire: The crawler will fire at the nearest unit it has a LOS to. If more than one unit qualifies, roll a die to determine which one the crawler will fire on. If the weapon is unloaded, reload it instead. If the weapon is a laser, the crawler will use it defensively on the first bomb dropped into its hex.

Mutate: The crawler has new technology that allows it to switch weapons. Draw a new bomb or beam at random. The weapon starts loaded.

Reprogram: If a squad is hovering in the crawler's hex when a Squads Reprogram Crawlers card is drawn, the squad may reprogram the crawler. Once you reprogram the crawler, you may move it each time a Time Stream card is drawn. However, the crawler may no longer fire or mutate. Note that the crawler may be reprogrammed again by your opponent.



Yellow Faction Crawler

Capture the Flag

During training exercises, teams often enjoy a traditional game of capture the flag.

Setup

Flag Placement: The Blue player may place his or her flag anywhere on the north half of the map and the Yellow player may place his or her flag anywhere on the south half.

Platoon Placement: One Blue platoon may setup on the north half of the map and one Yellow platoon may setup on the south half of the map. However, your units may not be in the same hex as or adjacent to your flag.

Size: Both platoons should have an equal number of units. Players must decide this number before the game begins.

Missions

Yellow: Move the Blue flag to the south half of the map. The hex must be completely south of the fold. For example, 0108 is legal, but 0208 is not.

Blue: Move the Yellow flag to the north half of the map.

Special Rules

Flag: Treat the flags as light units for weapon effects. A flag may be grabbed and carried only by a walker. If both flags are lost, the game ends in a tie.

Safety Zone: A unit may never voluntarily enter a hex adjacent to its own flag. If a unit finds itself adjacent to or in the same hex as its flag, the unit must move out of the safety zone before taking any other action.

No Nukes: You may *never* drop a nuke or crust-buster into a flag's hex or adjacent hex.

Destroy the Flag

Why go to all that trouble to capture it?

Setup

Same as Capture the Flag.

Missions

Yellow: Destroy the blue flag.

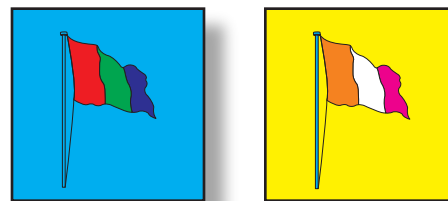
Blue: Destroy the yellow flag.

Special Rules

Flag: Treat the flags as light units for weapon effects. A flag may be grabbed and carried only by a walker. If both flags are lost, the game ends in a tie.

Safety Zone: There is no safety zone. Your walkers may pick up and move your own flag.

Nukes: You *may* drop a nuke or crust-buster into a flag's hex or adjacent hex.



Flag Markers

Credits

Designer: Greg Turner

Playtesters: Roger Allen, Ryan Baker, Patrick Burris, Jacob Coffman, Andre' Coleman, Morgan Finley, Kevin A. George, Gratx, Dean Henderson, TJ, Chris Lawrence, Adam Loyd, Claude McDaniel, Jeff Moore, Thad Vasicek

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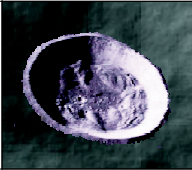
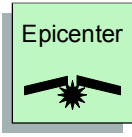
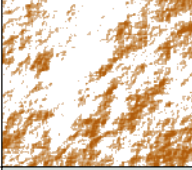
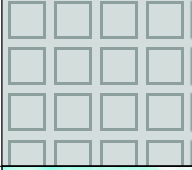

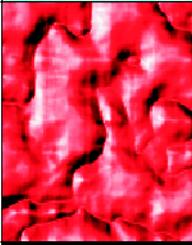


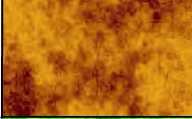

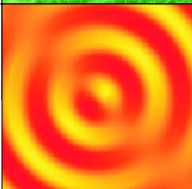
Revision: 2008-SEP-06



*Yellow Faction
Powered Armor Scout*

Unbreakable

Terrain Chart

Terrain	Picture	Converts To	Notes (page reference)
Crater		Lava	<ul style="list-style-type: none"> ▶ May be converted by earthquake (11) ▶ Depression for determining LOS (19) ▶ Squad or walker = heavy target (18)
Epicenter Marker		See underlying terrain	<ul style="list-style-type: none"> ▶ Placed by crust buster (20) ▶ Allows terrain to be converted by earthquake (11)
Hill		Rough	<ul style="list-style-type: none"> ▶ Improved LOS for units on hill (19) ▶ May block LOS (19) ▶ Squad = medium target (18)
Industry		Crater	<ul style="list-style-type: none"> ▶ May block LOS (19) ▶ Moving crawler may convert to rough (16) ▶ Squad = medium target (18)
Lake		Crater	<ul style="list-style-type: none"> ▶ Depression for determining LOS (19) ▶ Squad or walker = heavy target (18)
Lava		Volcano	<ul style="list-style-type: none"> ▶ May be converted by earthquake (11) ▶ Units may be lost during earthquake (11) ▶ Depression for determining LOS (19) ▶ Squad or walker = heavy target (18) ▶ Unit lost if pushed in by force beam (21)
Mushroom Cloud		n/a	<ul style="list-style-type: none"> ▶ Blocks all LOS (19)
Open or Road		Crater	<ul style="list-style-type: none"> ▶ A crawler changing configuration to dug-in converts terrain to rough (15)
Rough		Crater	<ul style="list-style-type: none"> ▶ Squad = medium target (18)
Woods		Crater	<ul style="list-style-type: none"> ▶ Moving crawler may convert to rough (16) ▶ Squad = medium target (18)
Volcano		n/a	<ul style="list-style-type: none"> ▶ No unit may enter (16) ▶ Blocks all LOS (19) ▶ Unit lost if pushed in by force beam (21) ▶ Unit lost if lava converts to volcano (11, 23)

Unbreakable

Tables

Earthquake Dice (page 10)

Roll	Color	Roll	Color
1	Red	4	Green
2	Yellow	5	Blue
3	Orange	6	White

Weapon Actions (page 14)

Action	Unit	Status
Fire	Any	Ready
Reload	Any	Buttoned or ready
Fire & Reload	Crawler or walker	Ready
No Action	Any	Any

Physical Actions (page 15)

Action	Unit	Status
Change Configuration	Any	Buttoned or ready
Clear Stasis Markers	Any	Buttoned or ready
Grab or Drop	Upright walker	Buttoned or ready
Melee	Squad or upright walker	Buttoned or ready
Move	Any	Buttoned or ready
No Action	Any	Any

Stacking Limits (page 16)

- 1 crawler
- 2 walkers
- 1 walker and 2 squads
- 4 squads

Combat Dice (page 17)

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

		Target Size			
		vs.	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]

Beam LOS (page 19)

Step	Condition	LOS
1	The target is a scattered squad or either unit is a dug-in crawler	No
2	Either unit is in a mushroom cloud	No
3	Both units are in the same hex	Yes
4	There is a mushroom cloud or volcano between the units	No
5	Either unit is a hovering squad or on a hill	Yes
6	Both units are in depressions	No
7	The units are in adjacent hexes	Yes
8	There is a hill, industry, or woods hex between the units	No
9	Either unit is in a depression	No
10	Otherwise	Yes

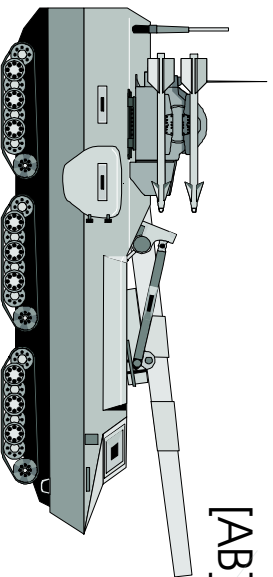
Bomb LOS (page 19)

Step	Condition	LOS
1	The sighter is a dug-in crawler	No
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 a hovering squad or on a hill	Yes
7	The sighter is in a depression	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

Activation

**Yellow
Crawlers**

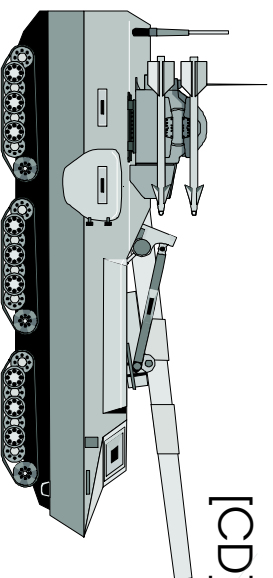
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Activation

**Yellow
Crawlers**

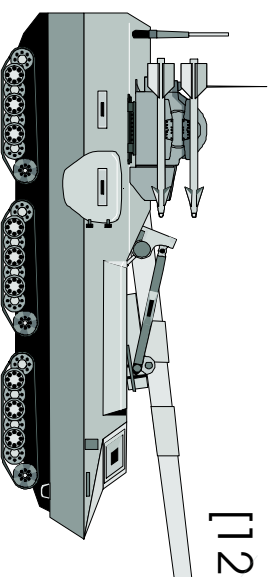
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Activation

**Blue
Crawlers**

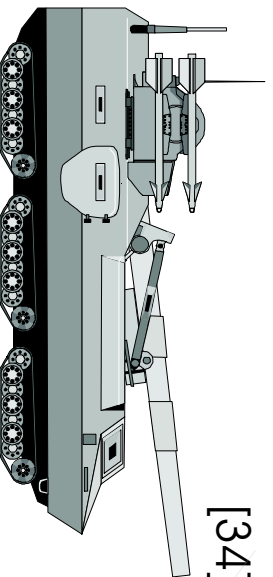
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Activation

**Blue
Crawlers**

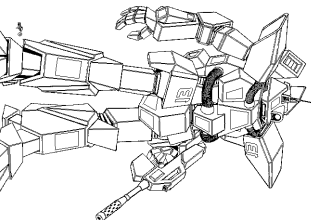
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Activation

**Yellow
Walkers**

[AB]

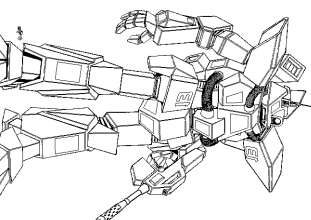


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Activation

**Yellow
Walkers**

[AB]

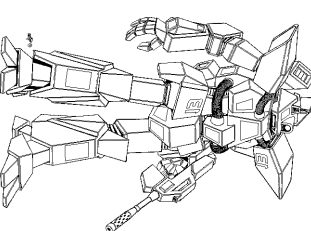


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Activation

**Yellow
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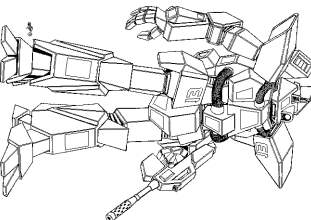


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Activation

**Blue
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[12]

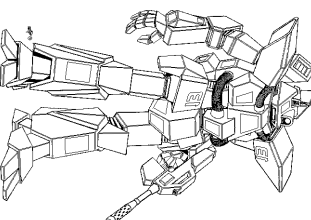


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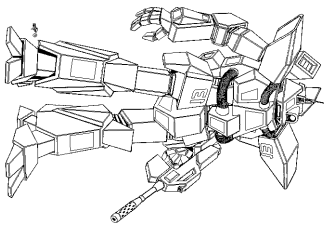
**Blue
Walkers**

[12]



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Activation

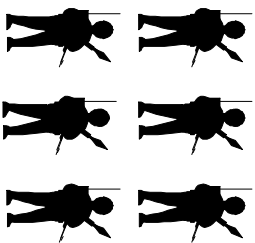


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Blue Walkers

[34]

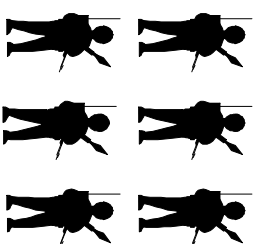
Activation



Yellow Squads

[AB]

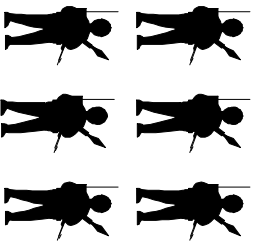
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Yellow Squads

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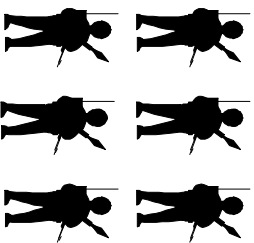
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Yellow Squads

[AB]

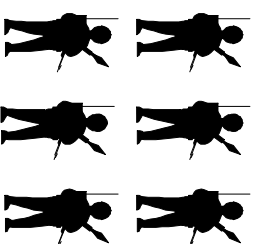
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Yellow Squads

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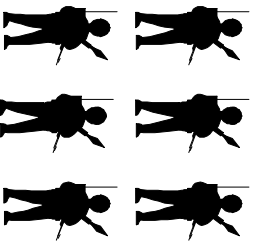
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Blue Squads

[12]

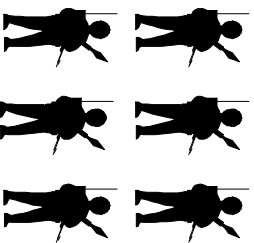
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Blue Squads

[12]

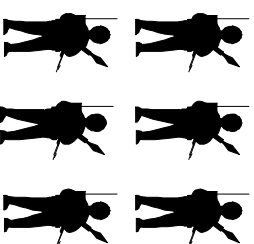
Activation



Blue Squads

[12]

Activation



Blue Squads

[34]

Time Stream



- 1st Reduce mushroom clouds
Remove frozen markers
- 2nd Freeze units with 4+ stasis hits
- 3rd Freeze units with 2+ stasis hits
- 4th Freeze units with 1+ stasis hits
- Any Units may change status

Time Stream



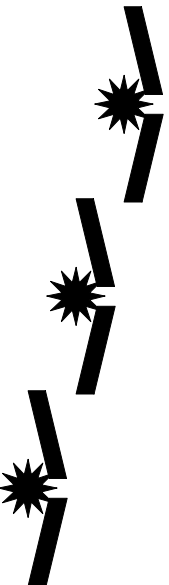
- 1st Reduce mushroom clouds
Remove frozen markers
- 2nd Freeze units with 4+ stasis hits
- 3rd Freeze units with 2+ stasis hits
- 4th Freeze units with 1+ stasis hits
- Any Units may change status

Time Stream



- 1st Reduce mushroom clouds
Remove frozen markers
- 2nd Freeze units with 4+ stasis hits
- 3rd Freeze units with 2+ stasis hits
- 4th Freeze units with 1+ stasis hits
- Any Units may change status

Earthquake



- 1. Roll for units in lava [1/1]
- 2. Roll for terrain conversion (3 dice)
- 3. Reduce to medium earthquake

Heavy

Earthquake



- 1. Roll for units in lava [2/2]
- 2. Roll for terrain conversion (2 dice)
- 3. Reduce to light earthquake

Medium

Earthquake



- 1. Roll for units in lava [2/2]
- 2. Roll for terrain conversion (2 dice)
- 3. Reduce to light earthquake

Medium

Earthquake



- 1. Roll for units in lava [3/3]
- 2. Roll for terrain conversion (1 die)
- 3. Remove this earthquake card

Light

Earthquake



- 1. Roll for units in lava [3/3]
- 2. Roll for terrain conversion (1 die)
- 3. Remove this earthquake card

Light

Earthquake



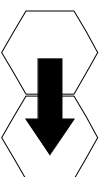
- 1. Roll for units in lava [3/3]
- 2. Roll for terrain conversion (1 die)
- 3. Remove this earthquake card

Light

Time Stream



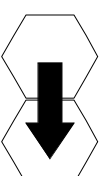
- 1st Reduce mushroom clouds
Remove frozen markers
 - 2nd Freeze units with 4+ stasis hits
 - 3rd Freeze units with 2+ stasis hits
 - 4th Freeze units with 1+ stasis hits
- Any Units may change status



Opportunity **Yellow Units** **Clear Move**

Every buttoned or ready yellow unit in a clear hex may move into an adjacent clear hex. Crawlers treat all hexes as clear except for craters, lakes, and lava.

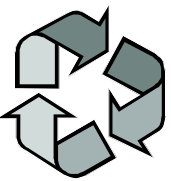
A unit may not move into or out of a hex that contains an opposing unit or mushroom cloud.



Opportunity **Blue Units** **Clear Move**

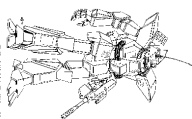
Every buttoned or ready blue unit in a clear hex may move into an adjacent clear hex. Crawlers treat all hexes as clear except for craters, lakes, and lava.

A unit may not move into or out of a hex that contains an opposing unit or mushroom cloud.



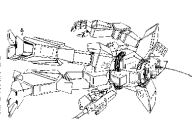
Opportunity **Squads** **Swap Weapons**

All squads adjacent to or in the same hex as a friendly crawler may exchange one light beam for any other light beam, or one light bomb for any other light bomb.



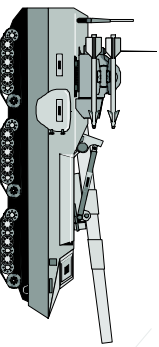
Opportunity **Blue Walker** **Overload**

Each blue walker may perform 1 weapon action followed by 1 physical action. Roll a die after each action. If the result is ☺, the walker immediately goes offline.



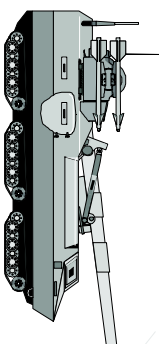
Opportunity **Yellow Walker** **Overload**

Each yellow walker may perform 1 weapon action followed by 1 physical action. Roll a die after each action. If the result is ☺, the walker immediately goes offline.



Yellow Crawler **Proximity Fire**

Each yellow crawler may fire a light weapon of any type into its own hex or into an adjacent hex. A crawler is not required to have a card for the weapon it fires.



Opportunity **Blue Crawler** **Proximity Fire**

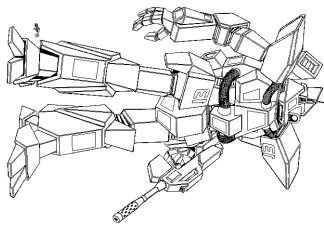
Each blue crawler may fire a light weapon of any type into its own hex or into an adjacent hex. A crawler is not required to have a card for the weapon it fires.



Opportunity **Squads** **Reprogram Crawlers**

A ready squad in the same hex as an opposing crawler may reprogram the crawler. Take the crawler's card and weapons and treat it as your own.

Activation



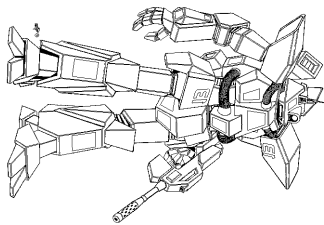
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Yellow Walkers

[CD]

Team

Activation



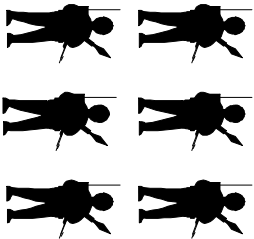
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Blue Walkers

[34]

Team

Activation

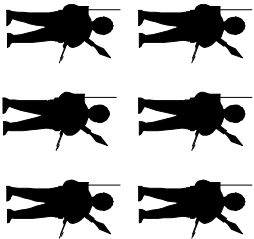


Yellow Squads

[CD]

Team

Activation

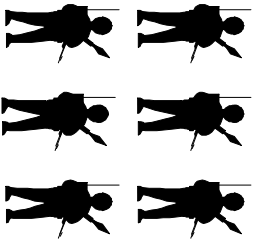


Yellow Squads

[CD]

Team

Activation

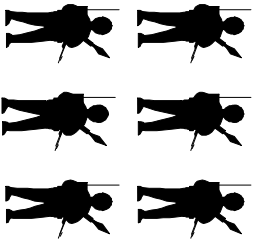


Blue Squads

[34]

Team

Activation



Blue Squads

[34]

Team

Use these cards for team games. See page 24 of the rules.

Unbreakable

Unbreakable

Unbreakable

Unbreakable

Unbreakable

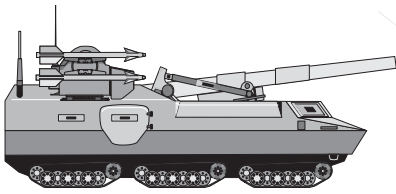
Unbreakable

Unbreakable

Unbreakable

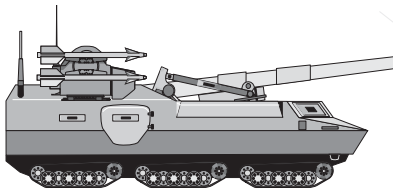
Unbreakable

Crawler 1



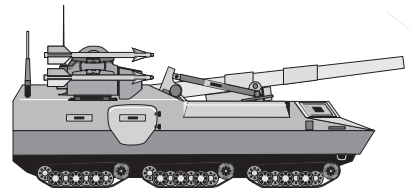
Unit Size: Heavy
Beams: 1 Heavy or
2 Mediums
Bombs: 1 Heavy or
2 Mediums

Crawler 2



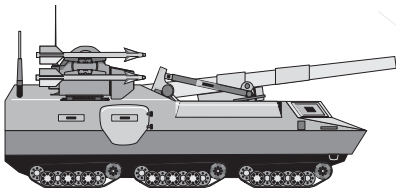
Unit Size: Heavy
Beams: 1 Heavy or
2 Mediums
Bombs: 1 Heavy or
2 Mediums

Crawler 3



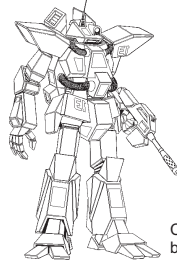
Unit Size: Heavy
Beams: 1 Heavy or
2 Mediums
Bombs: 1 Heavy or
2 Mediums

Crawler 4



Unit Size: Heavy
Beams: 1 Heavy or
2 Mediums
Bombs: 1 Heavy or
2 Mediums

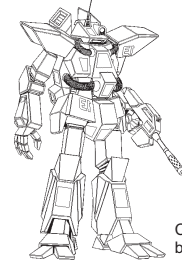
Walker 1



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Unit Size: Medium
Beams: 1 Medium or
2 Lights
Bombs: 1 Medium or
2 Lights

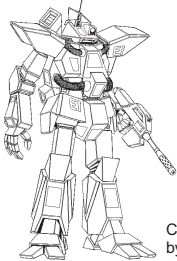
Walker 2



Copyright © 1996
by Thomas Milliorn

Unit Size: Medium
Beams: 1 Medium or
2 Lights
Bombs: 1 Medium or
2 Lights

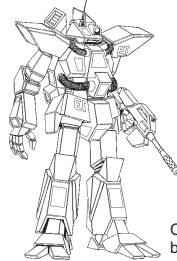
Walker 3



Copyright © 1996
by Thomas Milliorn

Unit Size: Medium
Beams: 1 Medium or
2 Lights
Bombs: 1 Medium or
2 Lights

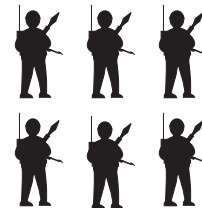
Walker 4



Copyright © 1996
by Thomas Milliorn

Unit Size: Medium
Beams: 1 Medium or
2 Lights
Bombs: 1 Medium or
2 Lights

Squad 1



Unit Size: Light
Beams: 1 Light
Bombs: 1 Light

Crawler 3

Offline

- ♦ Moving crawlers convert industry and wood hexes to rough on [1/3].
- ♦ Crawlers that dig in automatically convert clear, industry, and woods to rough.
- ♦ Dug-in crawlers may not move, sight, fire beams, or be target by beams. A neutron bomb affects a dug-in crawler only on a roll of [2/2].

Crawler 2

Offline

- ♦ Moving crawlers convert industry and wood hexes to rough on [1/3].
- ♦ Crawlers that dig in automatically convert clear, industry, and woods to rough.
- ♦ Dug-in crawlers may not move, sight, fire beams, or be target by beams. A neutron bomb affects a dug-in crawler only on a roll of [2/2].

Crawler 1

Offline

- ♦ Moving crawlers convert industry and wood hexes to rough on [1/3].
- ♦ Crawlers that dig in automatically convert clear, industry, and woods to rough.
- ♦ Dug-in crawlers may not move, sight, fire beams, or be target by beams. A neutron bomb affects a dug-in crawler only on a roll of [2/2].

Walker 2

Offline

- ♦ Walkers may grab and drop objects.
- ♦ Walkers may make melee attacks on walkers and squads in the same hex.
- ♦ A down walker defends as a heavy unit.
- ♦ A walker in a crater, lake, or lava defends as a heavy unit.
- ♦ A walker *becomes* knocked down while in lava is lost.

Walker 1

Offline

- ♦ Walkers may grab and drop objects.
- ♦ Walkers may make melee attacks on walkers and squads in the same hex.
- ♦ A down walker defends as a heavy unit.
- ♦ A walker in a crater, lake, or lava defends as a heavy unit.
- ♦ A walker *becomes* knocked down while in lava is lost.

Crawler 4

Offline

- ♦ Moving crawlers convert industry and wood hexes to rough on [1/3].
- ♦ Crawlers that dig in automatically convert clear, industry, and woods to rough.
- ♦ Dug-in crawlers may not move, sight, fire beams, or be target by beams. A neutron bomb affects a dug-in crawler only on a roll of [2/2].

Squad 1

Scattered

- ♦ A hovering squad may move 2 hexes but is grounded if scattered.
- ♦ A scattered squad may not be targeted by beam weapons.
- ♦ A squad that *becomes* scattered while in lava is lost.
- ♦ In any terrain other than clear a squad defends as a medium unit. Defends as heavy unit in crater, lake, or lava.

Walker 4

Offline

- ♦ Walkers may grab and drop objects.
- ♦ Walkers may make melee attacks on walkers and squads in the same hex.
- ♦ A down walker defends as a heavy unit.
- ♦ A walker in a crater, lake, or lava defends as a heavy unit.
- ♦ A walker *becomes* knocked down while in lava is lost.

Walker 3

Offline

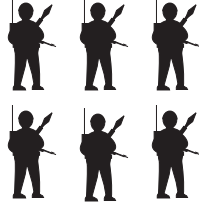
- ♦ Walkers may grab and drop objects.
- ♦ Walkers may make melee attacks on walkers and squads in the same hex.
- ♦ A down walker defends as a heavy unit.
- ♦ A walker in a crater, lake, or lava defends as a heavy unit.
- ♦ A walker *becomes* knocked down while in lava is lost.

Squad 2



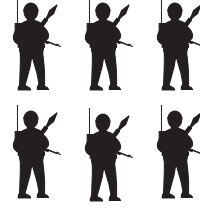
Unit Size: Light
 Beams: 1 Light
 Bombs: 1 Light

Squad 3

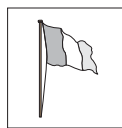
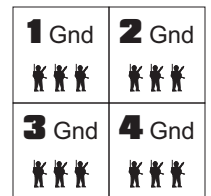
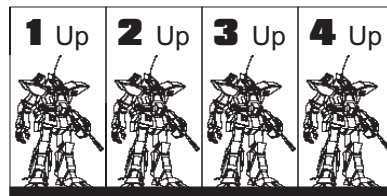
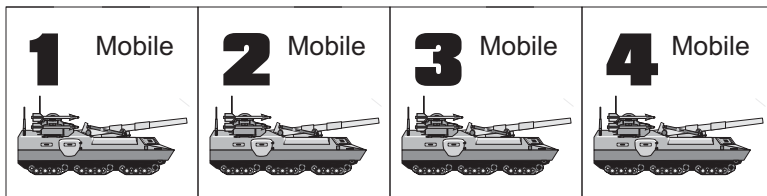


Unit Size: Light
 Beams: 1 Light
 Bombs: 1 Light

Squad 4



Unit Size: Light
 Beams: 1 Light
 Bombs: 1 Light



Squad 4

Squad 3

Squad 2

Scattered

Scattered

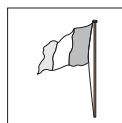
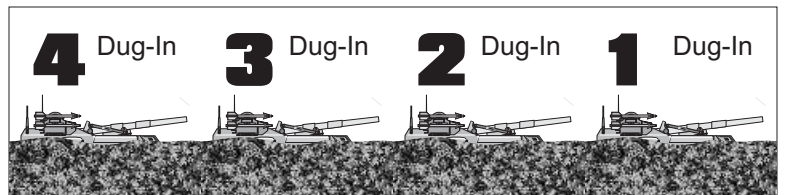
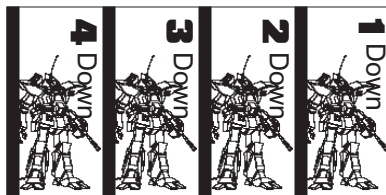
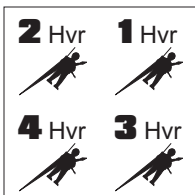
Scattered

- ♦ A hovering squad may move 2 hexes but is grounded if scattered.
- ♦ A scattered squad may not be targeted by beam weapons.
- ♦ A squad that *becomes* scattered while in lava is lost.
- ♦ In any terrain other than clear a squad defends as a medium unit. Defends as heavy unit in crater, lake, or lava.

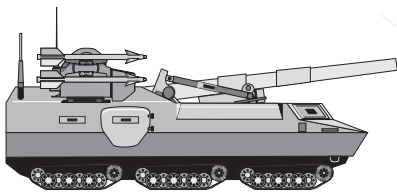
- ♦ A hovering squad may move 2 hexes but is grounded if scattered.
- ♦ A scattered squad may not be targeted by beam weapons.
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- ♦ A squad that *becomes* scattered while in lava is lost.
- ♦ In any terrain other than clear a squad defends as a medium unit. Defends as heavy unit in crater, lake, or lava.

Blue Units and Counters Back

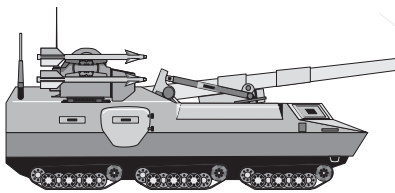


Crawler A



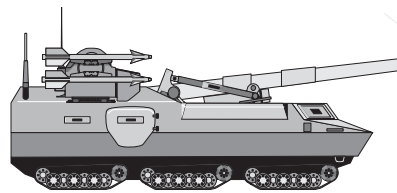
Unit Size: Heavy
Beams: 1 Heavy or 2 Mediums
Bombs: 1 Heavy or 2 Mediums

Crawler B



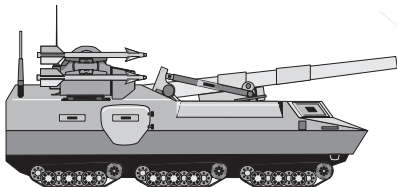
Unit Size: Heavy
Beams: 1 Heavy or 2 Mediums
Bombs: 1 Heavy or 2 Mediums

Crawler C



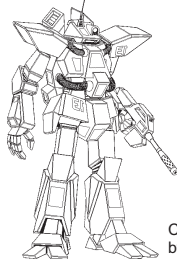
Unit Size: Heavy
Beams: 1 Heavy or 2 Mediums
Bombs: 1 Heavy or 2 Mediums

Crawler D



Unit Size: Heavy
Beams: 1 Heavy or 2 Mediums
Bombs: 1 Heavy or 2 Mediums

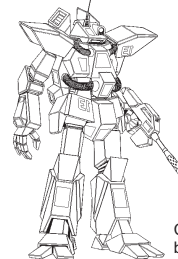
Walker A



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by Thomas Milliorn

Unit Size: Medium
Beams: 1 Medium or 2 Lights
Bombs: 1 Medium or 2 Lights

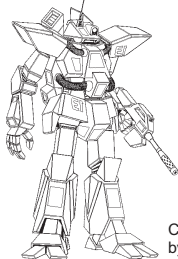
Walker B



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by Thomas Milliorn

Unit Size: Medium
Beams: 1 Medium or 2 Lights
Bombs: 1 Medium or 2 Lights

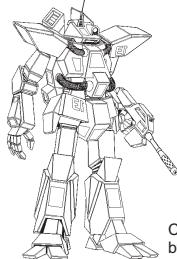
Walker C



Copyright © 1996
by Thomas Milliorn

Unit Size: Medium
Beams: 1 Medium or 2 Lights
Bombs: 1 Medium or 2 Lights

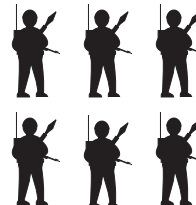
Walker D



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Unit Size: Medium
Beams: 1 Medium or 2 Lights
Bombs: 1 Medium or 2 Lights

Squad A



Unit Size: Light
Beams: 1 Light
Bombs: 1 Light

Crawler C

Offline

- ♦ Moving crawlers convert industry and wood hexes to rough on [1/3].
- ♦ Crawlers that dig in automatically convert clear, industry, and woods to rough.
- ♦ Dug-in crawlers may not move, sight, fire beams, or be target by beams. A neutron bomb affects a dug-in crawler only on a roll of [2/2].

Crawler B

Offline

- ♦ Moving crawlers convert industry and wood hexes to rough on [1/3].
- ♦ Crawlers that dig in automatically convert clear, industry, and woods to rough.
- ♦ Dug-in crawlers may not move, sight, fire beams, or be target by beams. A neutron bomb affects a dug-in crawler only on a roll of [2/2].

Crawler A

Offline

- ♦ Moving crawlers convert industry and wood hexes to rough on [1/3].
- ♦ Crawlers that dig in automatically convert clear, industry, and woods to rough.
- ♦ Dug-in crawlers may not move, sight, fire beams, or be target by beams. A neutron bomb affects a dug-in crawler only on a roll of [2/2].

Walker B

Offline

- ♦ Walkers may grab and drop objects.
- ♦ Walkers may make melee attacks on walkers and squads in the same hex.
- ♦ A down walker defends as a heavy unit.
- ♦ A walker in a crater, lake, or lava defends as a heavy unit.
- ♦ A walker *becomes* knocked down while in lava is lost.

Walker A

Offline

- ♦ Walkers may grab and drop objects.
- ♦ Walkers may make melee attacks on walkers and squads in the same hex.
- ♦ A down walker defends as a heavy unit.
- ♦ A walker in a crater, lake, or lava defends as a heavy unit.
- ♦ A walker *becomes* knocked down while in lava is lost.

Crawler D

Offline

- ♦ Moving crawlers convert industry and wood hexes to rough on [1/3].
- ♦ Crawlers that dig in automatically convert clear, industry, and woods to rough.
- ♦ Dug-in crawlers may not move, sight, fire beams, or be target by beams. A neutron bomb affects a dug-in crawler only on a roll of [2/2].

Squad A

Scattered

- ♦ A hovering squad may move 2 hexes but is grounded if scattered.
- ♦ A scattered squad may not be targeted by beam weapons.
- ♦ A squad that *becomes* scattered while in lava is lost.
- ♦ In any terrain other than clear a squad defends as a medium unit. Defends as heavy unit in crater, lake, or lava.

Walker D

Offline

- ♦ Walkers may grab and drop objects.
- ♦ Walkers may make melee attacks on walkers and squads in the same hex.
- ♦ A down walker defends as a heavy unit.
- ♦ A walker in a crater, lake, or lava defends as a heavy unit.
- ♦ A walker *becomes* knocked down while in lava is lost.

Walker C

Offline

- ♦ Walkers may grab and drop objects.
- ♦ Walkers may make melee attacks on walkers and squads in the same hex.
- ♦ A down walker defends as a heavy unit.
- ♦ A walker in a crater, lake, or lava defends as a heavy unit.
- ♦ A walker *becomes* knocked down while in lava is lost.

Squad B



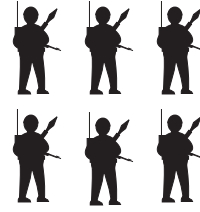
Unit Size: Light
 Beams: 1 Light
 Bombs: 1 Light

Squad C

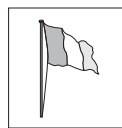
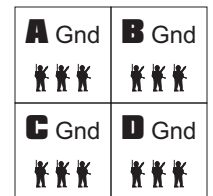
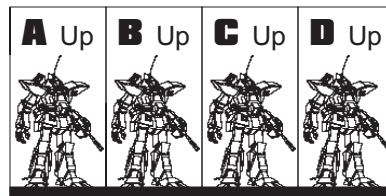
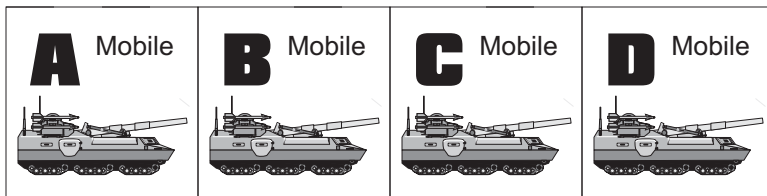


Unit Size: Light
 Beams: 1 Light
 Bombs: 1 Light

Squad D



Unit Size: Light
 Beams: 1 Light
 Bombs: 1 Light



Squad D

Squad C

Squad B

Scattered

Scattered

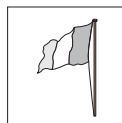
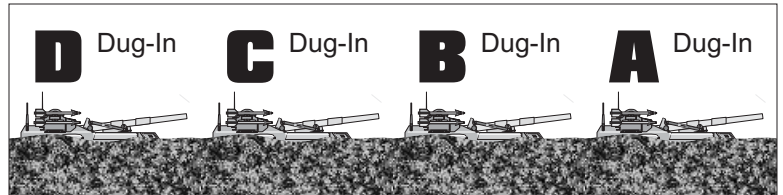
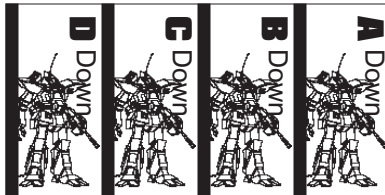
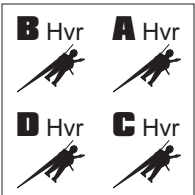
Scattered

- A hovering squad may move 2 hexes but is grounded if scattered.
- A scattered squad may not be targeted by beam weapons.
- A squad that *becomes* scattered while in lava is lost.
- In any terrain other than clear a squad defends as a medium unit. Defends as heavy unit in crater, lake, or lava.

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- A hovering squad may move 2 hexes but is grounded if scattered.
- A scattered squad may not be targeted by beam weapons.
- A squad that *becomes* scattered while in lava is lost.
- In any terrain other than clear a squad defends as a medium unit. Defends as heavy unit in crater, lake, or lava.

Yellow Units and Counters Back



Crust-Buster



Type: Bomb

Effect: Add an Earthquake card the same size as the weapon to the discards.

Epicenter: If the target hex is not a crater, lava, or volcano, place an epicenter marker in the hex.

Crust-Buster



Type: Bomb

Effect: Add an Earthquake card the same size as the weapon to the discards.

Epicenter: If the target hex is not a crater, lava, or volcano, place an epicenter marker in the hex.

Crust-Buster



Type: Bomb

Effect: Add an Earthquake card the same size as the weapon to the discards.

Epicenter: If the target hex is not a crater, lava, or volcano, place an epicenter marker in the hex.

Nuke



Type: Bomb

Effect: Change terrain, knock down walkers, scatter squads, and create a mushroom cloud.

Terrain	Becomes
Crater	Lava
Hill	Rough
Lava	Volcano
Other	Crater

Nuke



Type: Bomb

Effect: Change terrain, knock down walkers, scatter squads, and create a mushroom cloud.

Terrain	Becomes
Crater	Lava
Hill	Rough
Lava	Volcano
Other	Crater

Nuke



Type: Bomb

Effect: Change terrain, knock down walkers, scatter squads, and create a mushroom cloud.

Terrain	Becomes
Crater	Lava
Hill	Rough
Lava	Volcano
Other	Crater

Neutron Bomb



Type: Bomb

Effect: May scatter or knock offline all units within its radius.

Combat Dice: Roll [2/2] to hit dug-in crawlers. Roll [1/1] for all other units.

Size	Radius
Light	1
Medium	2
Heavy	4

Neutron Bomb



Type: Bomb

Effect: May scatter or knock offline all units within its radius.

Combat Dice: Roll [2/2] to hit dug-in crawlers. Roll [1/1] for all other units.

Size	Radius
Light	1
Medium	2
Heavy	4

Neutron Bomb



Type: Bomb

Effect: May scatter or knock offline all units within its radius.

Combat Dice: Roll [2/2] to hit dug-in crawlers. Roll [1/1] for all other units.

Size	Radius
Light	1
Medium	2
Heavy	4

Nuke



Type: Bomb
Effect: Change terrain, knock down walkers, scatter squads, and create a mushroom cloud.

Terrain	Becomes
Crater	Lava
Hill	Rough
Lava	Volcano
Other	Crater

Neutron Bomb



Type: Bomb
Effect: May scatter or knock offline all units within its radius.

Combat Dice: Roll [2/2] to hit dug-in crawlers. Roll [1/1] for all other units.

Size	Radius
Light	1
Medium	2
Heavy	4

Neutron Bomb



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Effect: May scatter or knock offline all units within its radius.

Combat Dice: Roll [2/2] to hit dug-in crawlers. Roll [1/1] for all other units.

Size	Radius
Light	1
Medium	2
Heavy	4

Neutron Bomb



Type: Bomb
Effect: May scatter or knock offline all units within its radius.

Combat Dice: Roll [2/2] to hit dug-in crawlers. Roll [1/1] for all other units.

Size	Radius
Light	1
Medium	2
Heavy	4

Crust-Buster



Type: Bomb
Effect: Add an Earthquake card the same size as the weapon to the discards.

Epicenter: If the target hex is not a crater, lava, or volcano, place an epicenter marker in the hex.

Crust-Buster



Type: Bomb
Effect: Add an Earthquake card the same size as the weapon to the discards.

Epicenter: If the target hex is not a crater, lava, or volcano, place an epicenter marker in the hex.

Crust-Buster



Type: Bomb
Effect: Add an Earthquake card the same size as the weapon to the discards.

Epicenter: If the target hex is not a crater, lava, or volcano, place an epicenter marker in the hex.

Nuke



Type: Bomb
Effect: Change terrain, knock down walkers, scatter squads, and create a mushroom cloud.

Terrain	Becomes
Crater	Lava
Hill	Rough
Lava	Volcano
Other	Crater

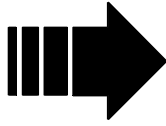
Nuke



Type: Bomb
Effect: Change terrain, knock down walkers, scatter squads, and create a mushroom cloud.

Terrain	Becomes
Crater	Lava
Hill	Rough
Lava	Volcano
Other	Crater

Force Beam

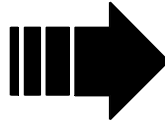


Type: Beam

Effect: Push target into another hex, knock down walkers, and scatter squads.

Lava or Volcano: If the target is pushed into lava or volcano hex, the unit becomes engulfed in magma and is removed from the game.

Force Beam

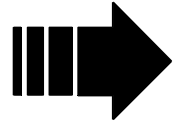


Type: Beam

Effect: Push target into another hex, knock down walkers, and scatter squads.

Lava or Volcano: If the target is pushed into lava or volcano hex, the unit becomes engulfed in magma and is removed from the game.

Force Beam

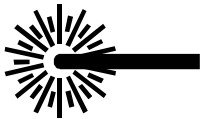


Type: Beam

Effect: Push target into another hex, knock down walkers, and scatter squads.

Lava or Volcano: If the target is pushed into lava or volcano hex, the unit becomes engulfed in magma and is removed from the game.

Laser

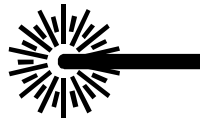


Type: Beam (defense only)

Effect: May stop bombs.

Laser Size	Range & Die Roll		
	Short [1/3]	Med. [1/2]	Long [1/1]
Light	0 hexes	1 hex	2 hexes
Med.	0-1	2	3-4
Heavy	0-2	3-4	5-8

Laser

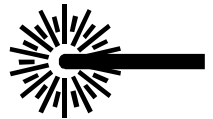


Type: Beam (defense only)

Effect: May stop bombs.

Laser Size	Range & Die Roll		
	Short [1/3]	Med. [1/2]	Long [1/1]
Light	0 hexes	1 hex	2 hexes
Med.	0-1	2	3-4
Heavy	0-2	3-4	5-8

Laser



Type: Beam (defense only)

Effect: May stop bombs.

Laser Size	Range & Die Roll		
	Short [1/3]	Med. [1/2]	Long [1/1]
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Med.	0-1	2	3-4
Heavy	0-2	3-4	5-8

Stasis Ray



Type: Beam

Effect: Target may become frozen in time.

Time Stream Cards	Stasis Markers
0 or 1	No affect
2	4+ Frozen
3	2+ Frozen
4	1+ Frozen

Stasis Ray



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Effect: Target may become frozen in time.

Time Stream Cards	Stasis Markers
0 or 1	No affect
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4	1+ Frozen

Stasis Ray

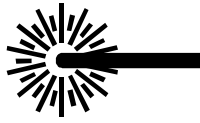


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Stasis Ray

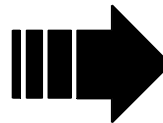


Type: Beam

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Time Stream Cards	Stasis Markers
0 or 1	No affect
2	4+ Frozen
3	2+ Frozen
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Force Beam

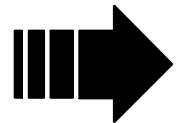


Type: Beam

Effect: Push target into another hex, knock down walkers, and scatter squads.

Lava or Volcano: If the target is pushed into lava or volcano hex, the unit becomes engulfed in magma and is removed from the game.

Force Beam

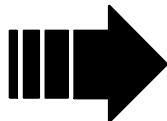


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Force Beam

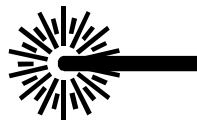


Type: Beam

Effect: Push target into another hex, knock down walkers, and scatter squads.

Lava or Volcano: If the target is pushed into lava or volcano hex, the unit becomes engulfed in magma and is removed from the game.

Laser

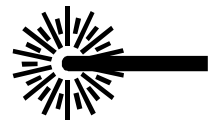


Type: Beam (defense only)

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Laser Size	Range & Die Roll		
	Short [1/3]	Med. [1/2]	Long [1/1]
Light	0 hexes	1 hex	2 hexes
Med.	0-1	2	3-4
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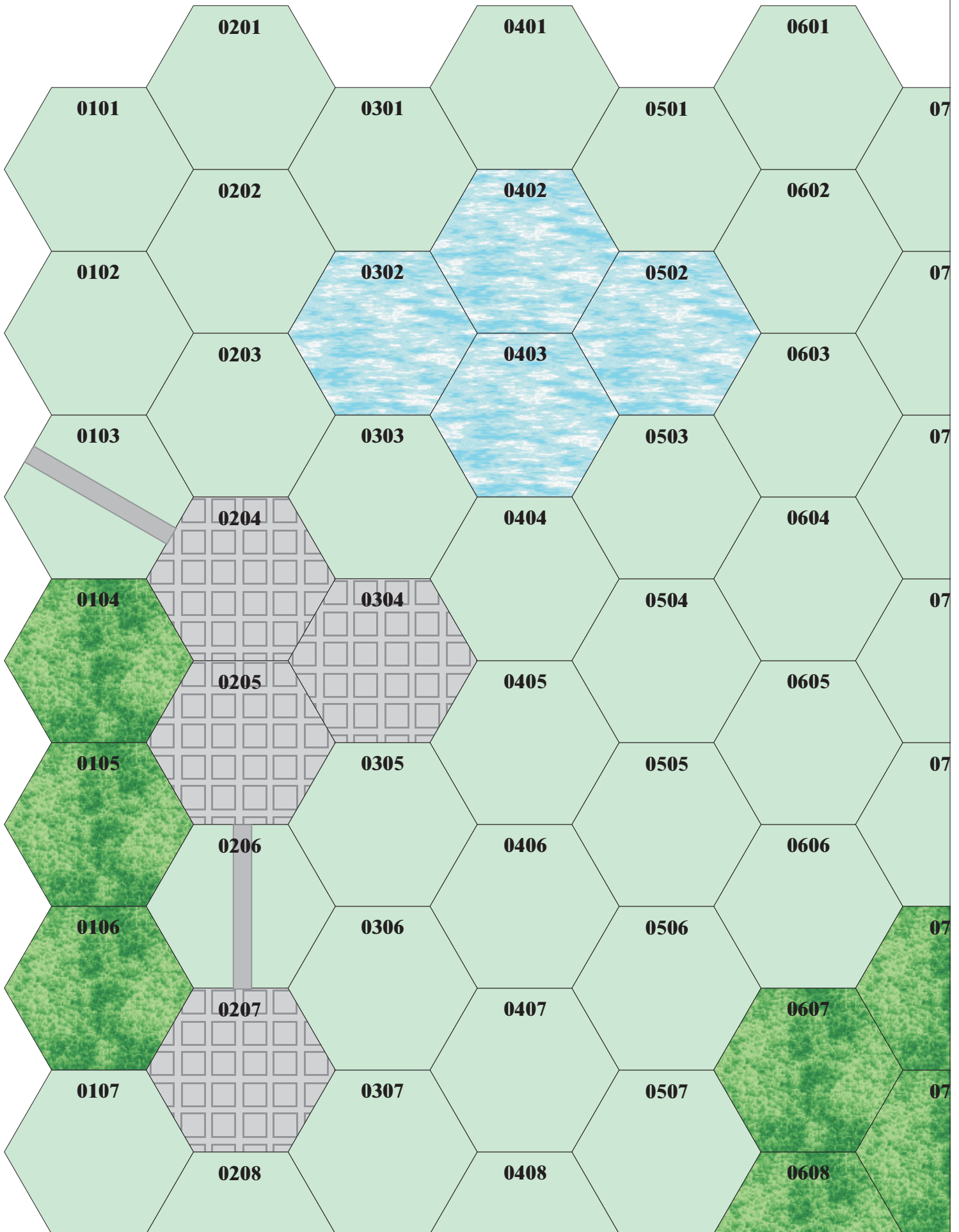
Laser



Type: Beam (defense only)

Effect: May stop bombs.

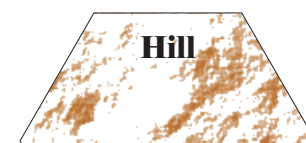
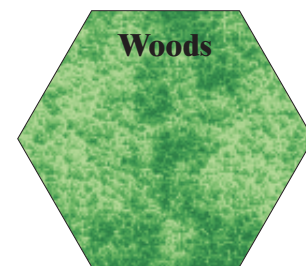
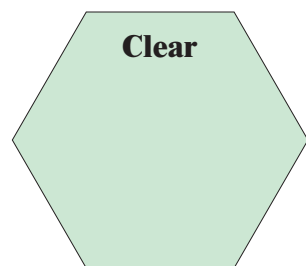
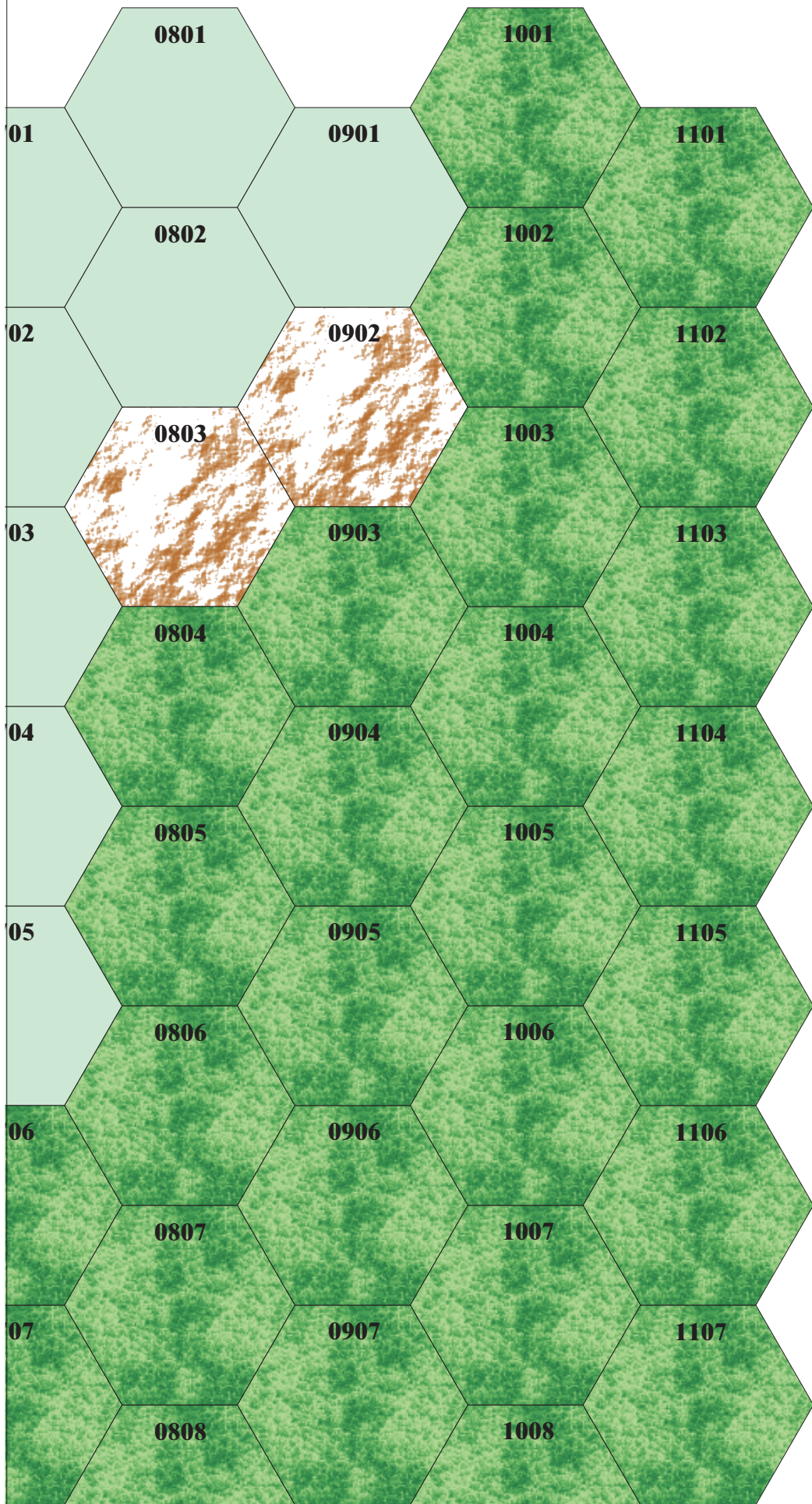
Laser Size	Range & Die Roll		
	Short [1/3]	Med. [1/2]	Long [1/1]
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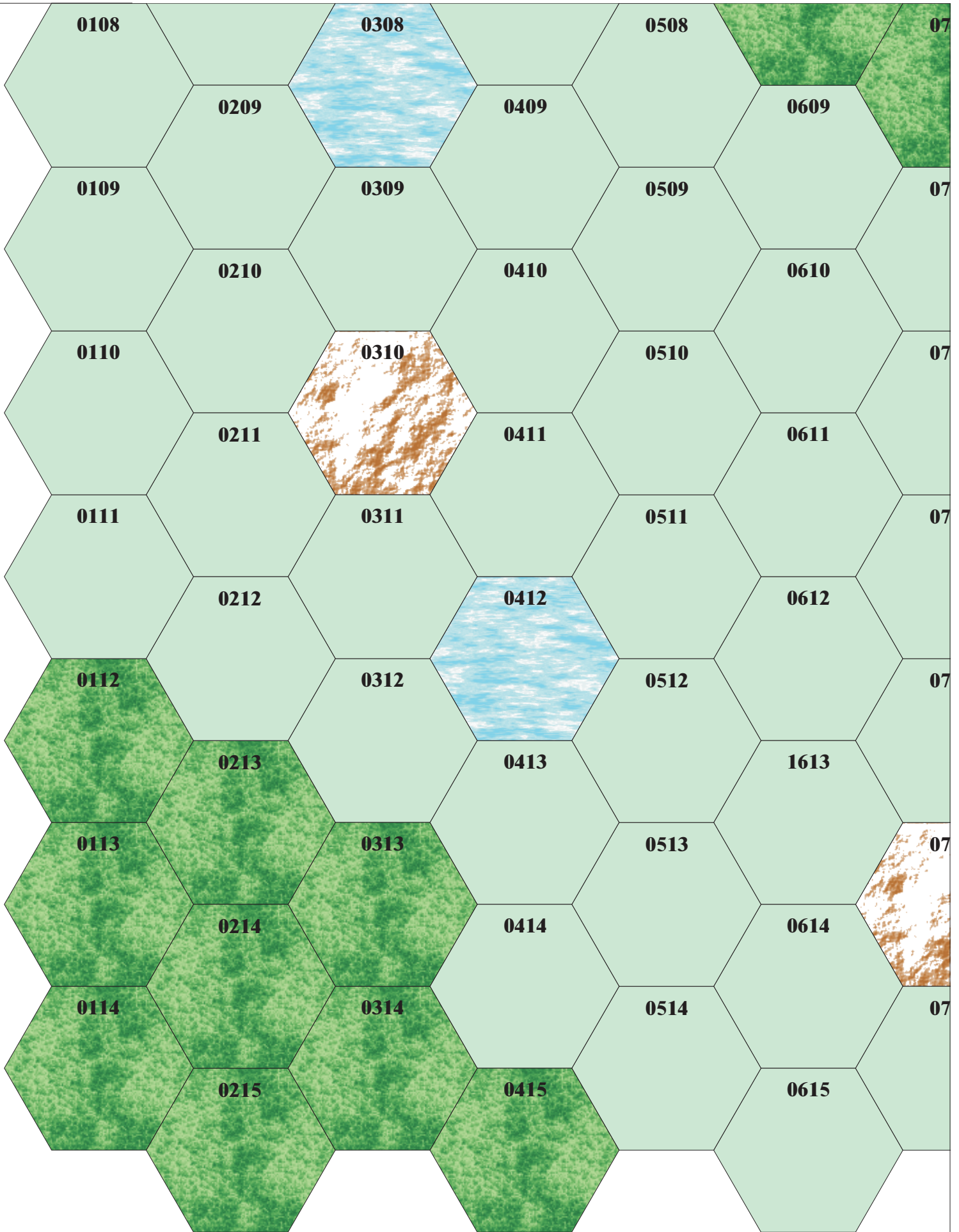


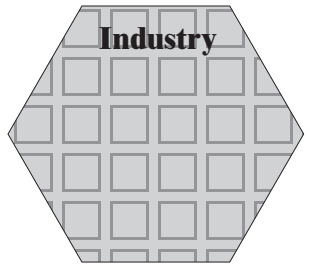
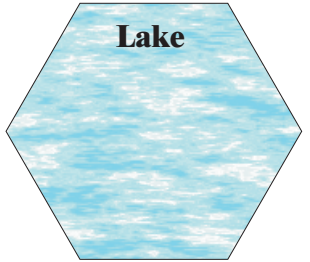
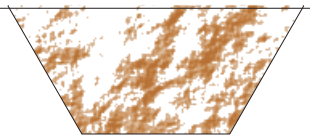
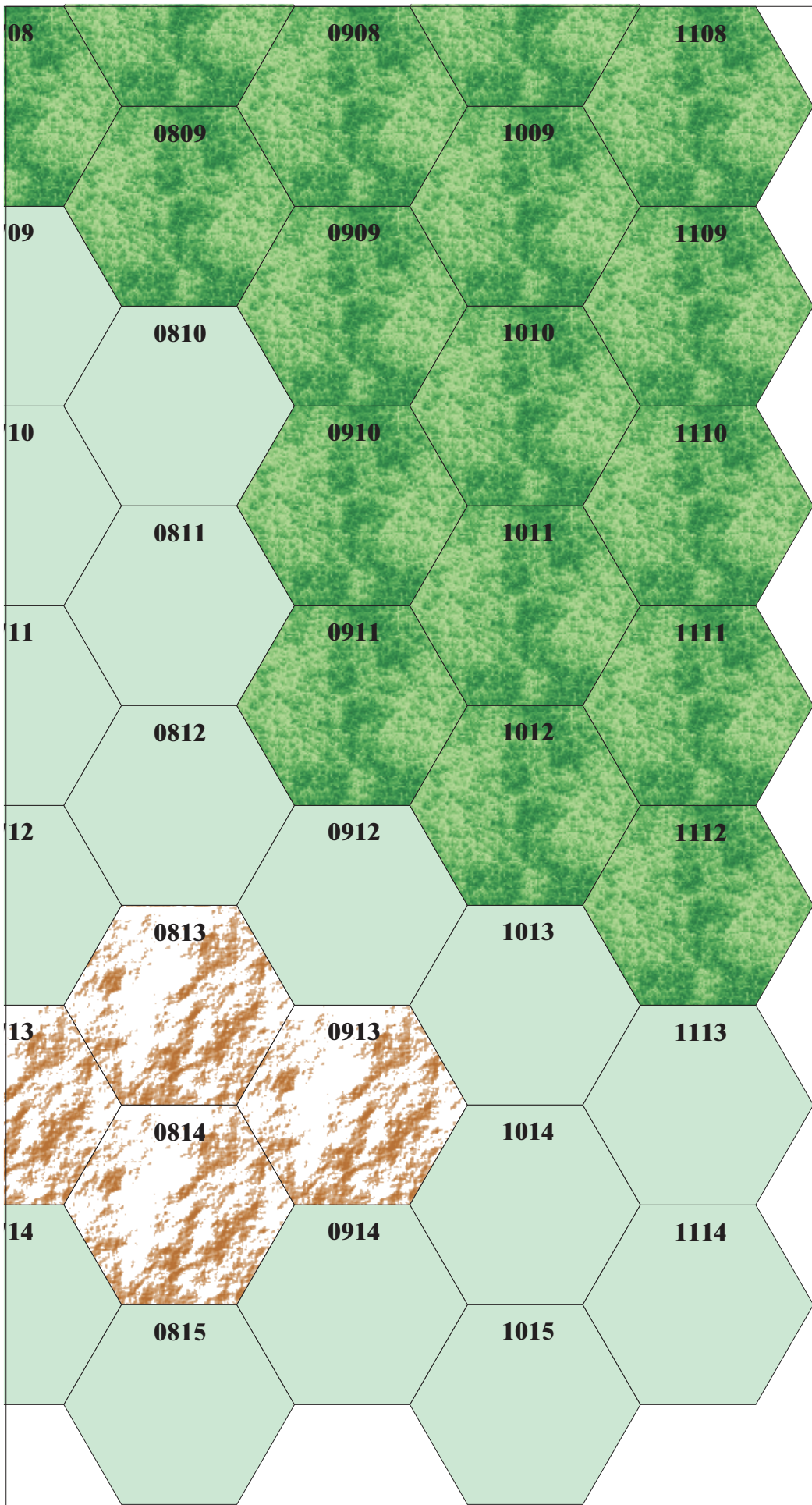


Interformic Games'

Unbreakable





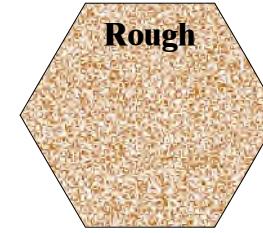
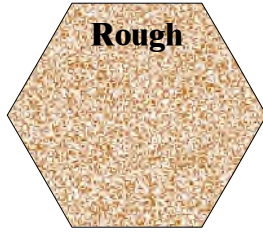
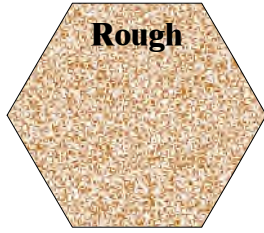
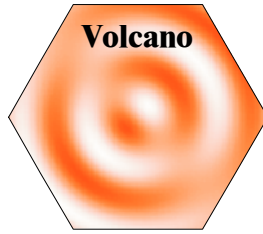
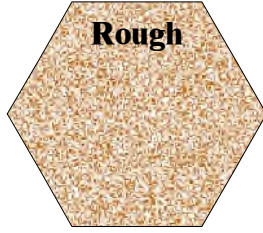
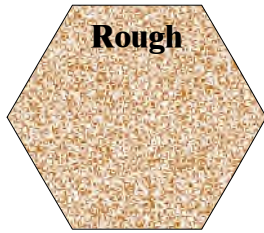
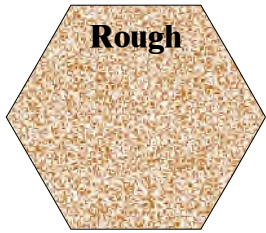
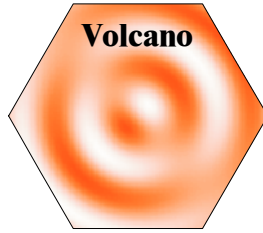
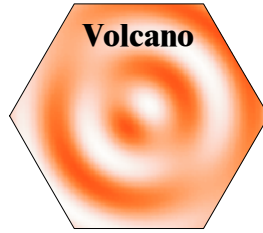
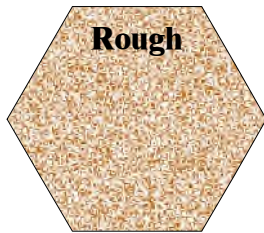
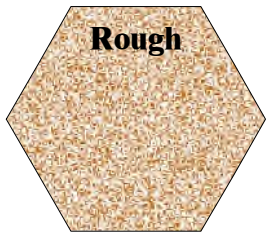
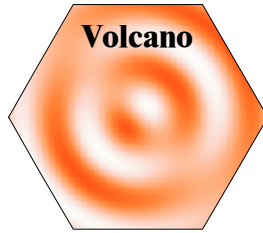
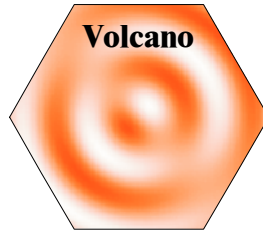
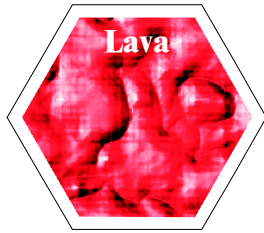
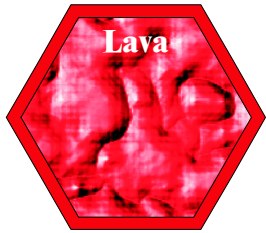
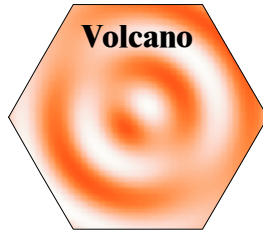
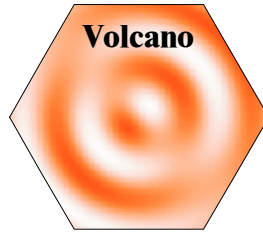
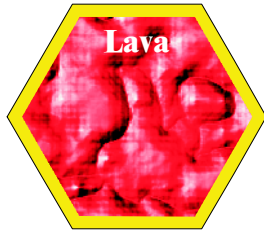
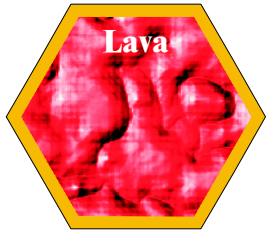
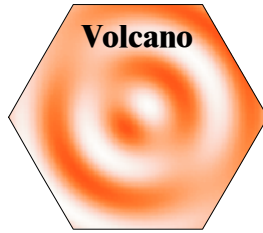
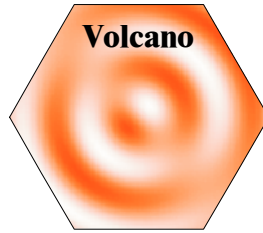
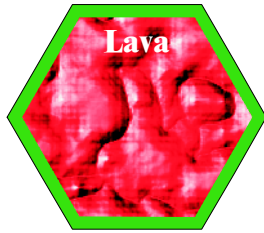
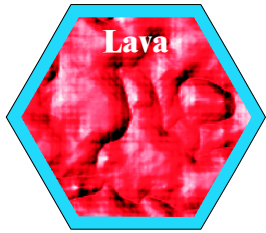


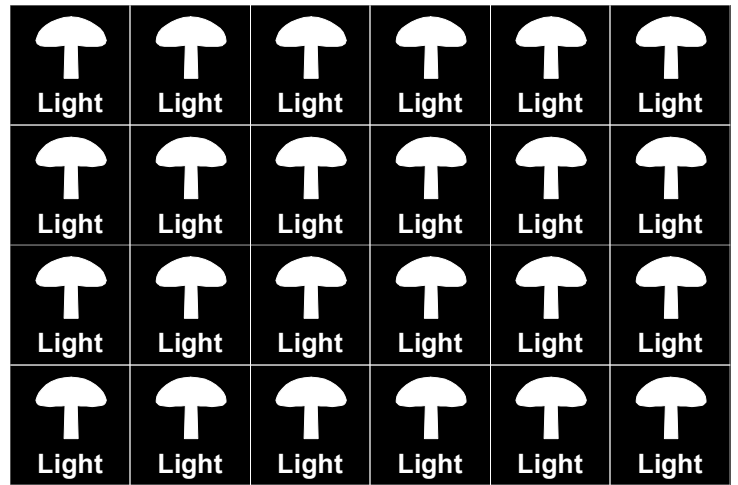
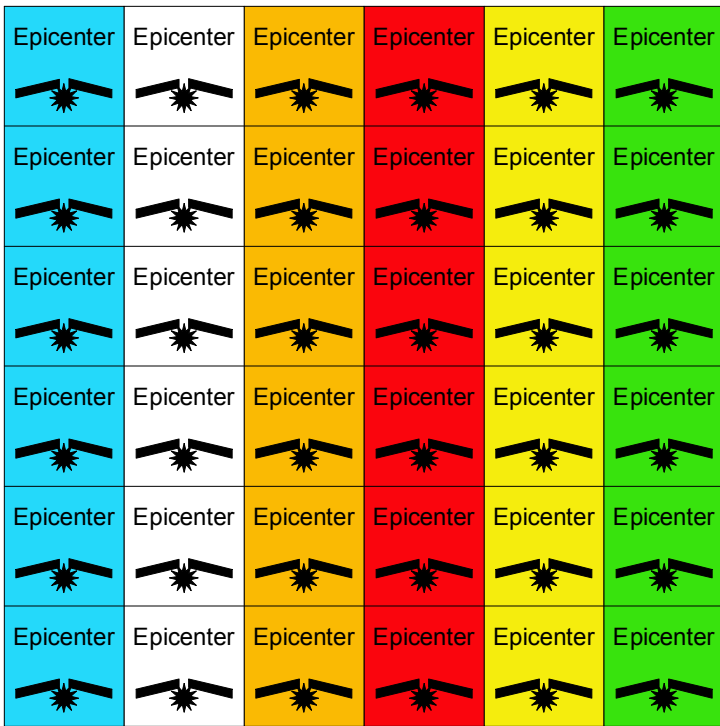
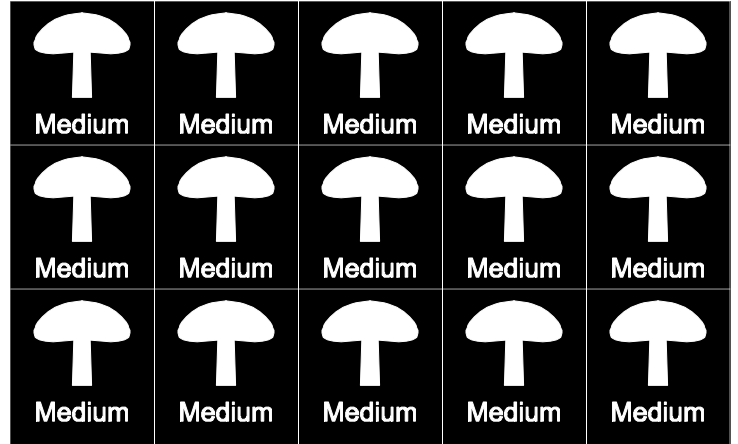
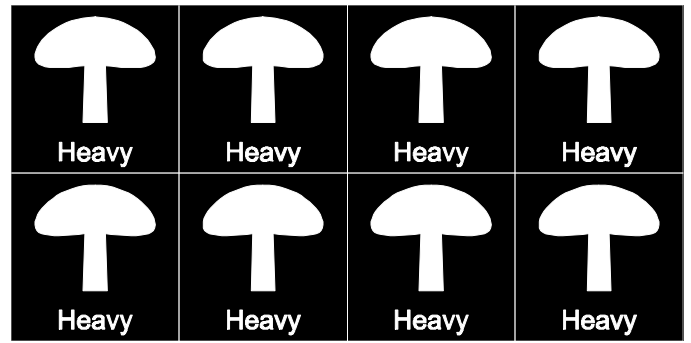
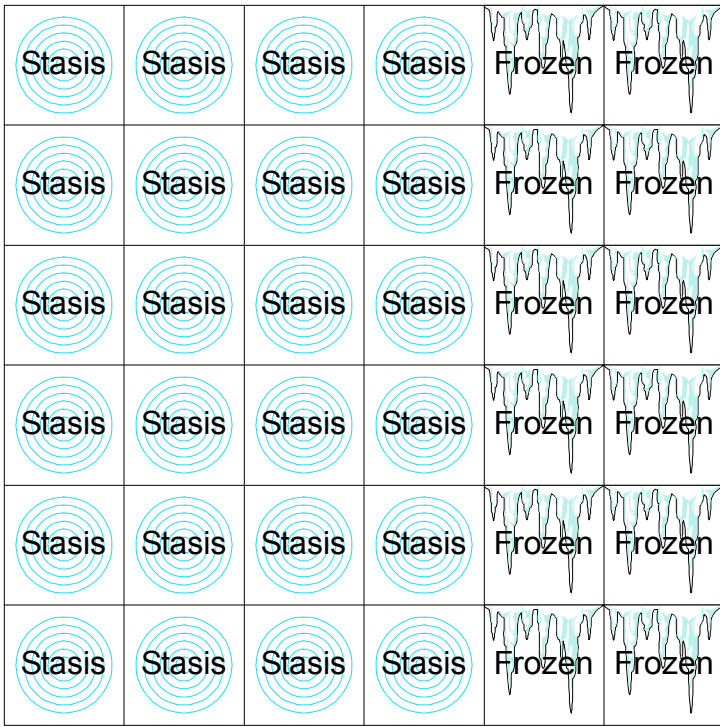
Turn

1	6
2	7
3	8
4	9
5	10



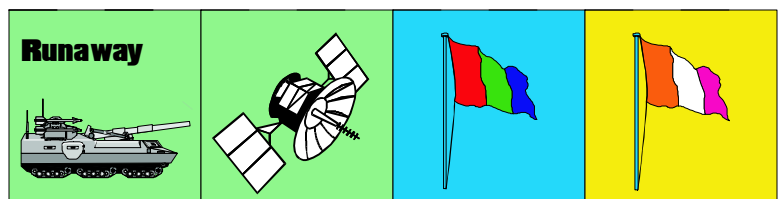
Print 1 Copy





Mushroom Cloud Markers

Print 1 Copy



Runaway Crawler

Satellite

Blue Flag

Yellow Flag