

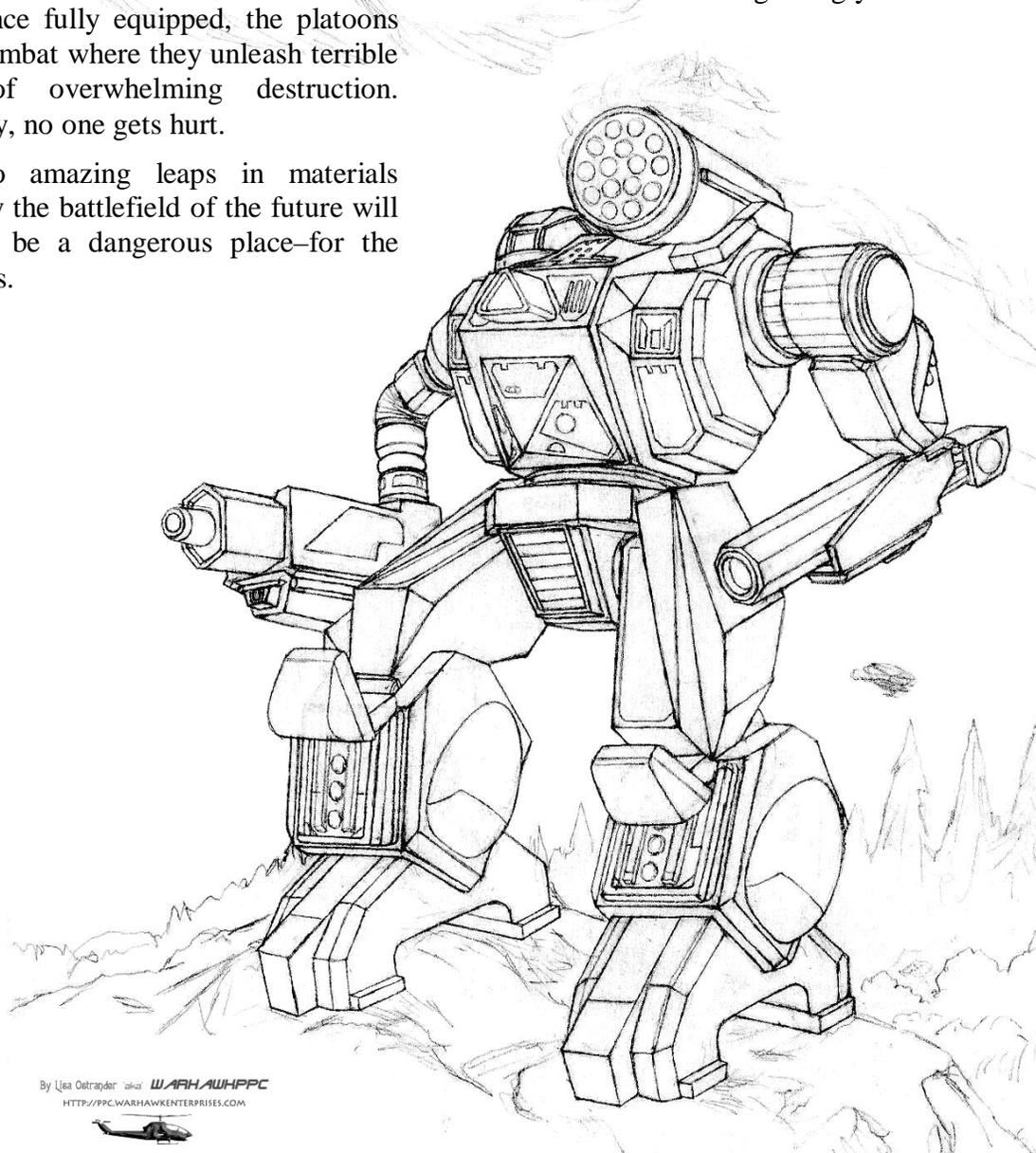
Unbreakable

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. Once fully equipped, 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 shoves you in, it may be awhile before someone comes along to dig you out.

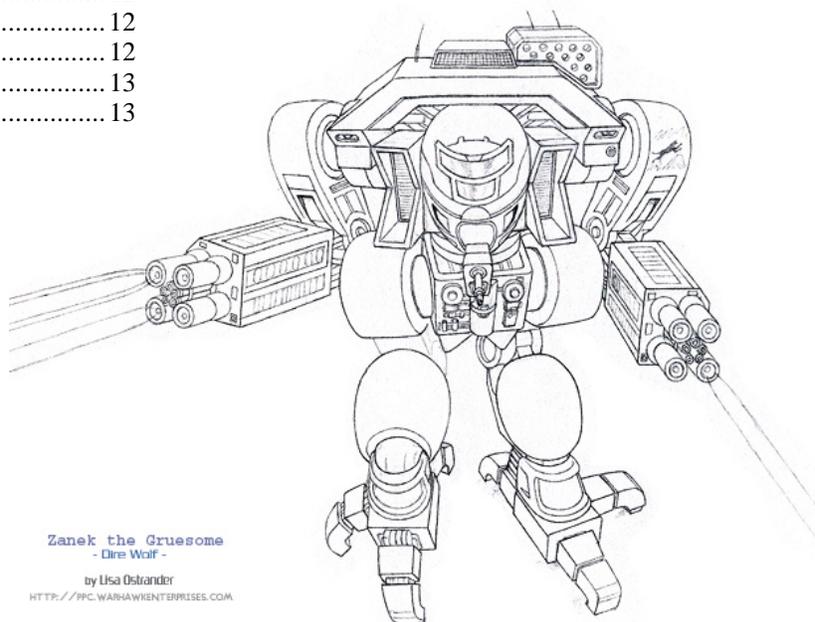


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Zanek the Gruesome
- Dire Wolf -
by Lisa Ostrander
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Definitions

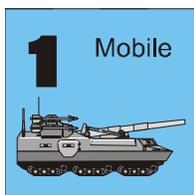
Sections

This PDF includes 3 sections: Rules, Scenarios, and Chrome. The Rules describe how to play *Unbreakable*, the Scenarios list various missions you may attempt, and the Chrome section lists optional rules.

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.



Unit Types: Crawler, Walker, Squad

Size

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

Unit Type	Size
Crawler	Heavy
Walker	Medium
Squad	Light

Status

A unit's status 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 can move and is immune to Neutron Bombs. See Neutron Bomb on page 19.

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.

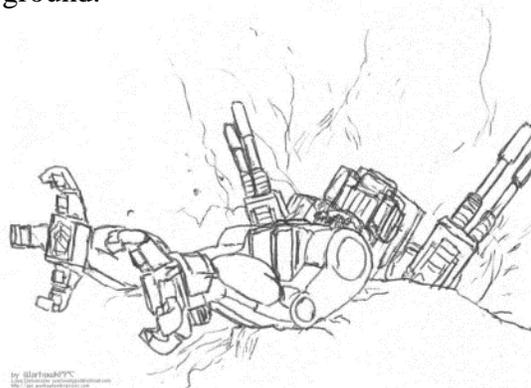
Frozen: A unit that has taken too many stasis hits may become frozen in time. A frozen unit cannot take any action. See Stasis Ray on page 20.

Configuration

Walkers and squads have 2 different configurations.

Walkers: A walker may be either upright or down. A down walker may not move but it may load and fire weapons normally.

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



Down Walker

Unbreakable

Rules

Weapons

Types

There are 6 types of weapons in 2 classes:

Weapon	Class
Crust Buster	Bomb
Force Beam	Beam
Laser	Beam
Neutron Bomb	Bomb
Nuke	Bomb
Stasis Ray	Beam

Class

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

Loaded and Unloaded

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

Size

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



Harmless Nuclear Detonation

Terrain

Map

There are 6 types of terrain on the map.

- Clear
- Hill
- Industry
- Lake
- Road
- Woods

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

Conversion

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

- Crater
- Lava
- Rough
- Volcano

Depressions

The following terrain types are depressions:

- Crater
- Lake
- Lava

Breakable

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

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

Unbreakable

Rules

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. You can usually find these dice at teacher supply stores.

Earthquake Dice

You will roll earthquake dice during an earthquake. You can use standard dice or 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

Combat Dice

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



Combat Dice



Earthquake Dice

Unbreakable

Rules

Cards

Action Cards

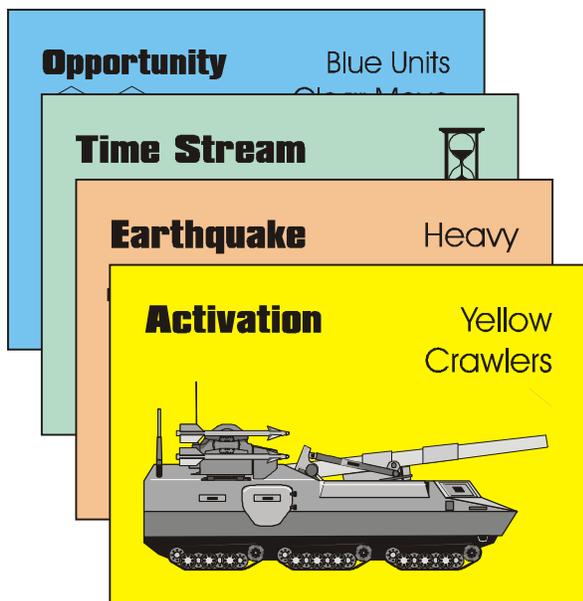
Types: There are 4 types of action cards:

- Activation
- Earthquake
- Opportunity
- Time Stream

Action cards are described in the How To Play rules beginning on page 9.

Opportunity Cards: The Opportunity Cards are optional and are explained in the Chrome section following the scenarios.

Breakable: If you would like to combine *Breakable* and *Unbreakable* units in a scenario, a set of combined activation cards is included

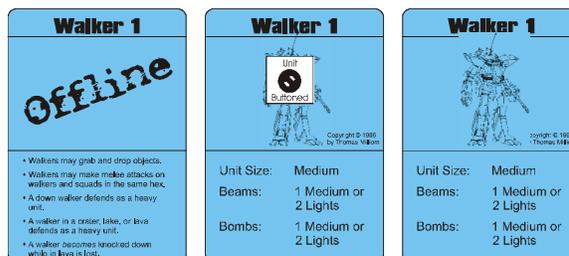


Action Cards

Unit Cards

Blue & Yellow: There are 2 sets of unit cards; 1 for each player. Decide which color of cards and corresponding unit counters to take before the game begins.

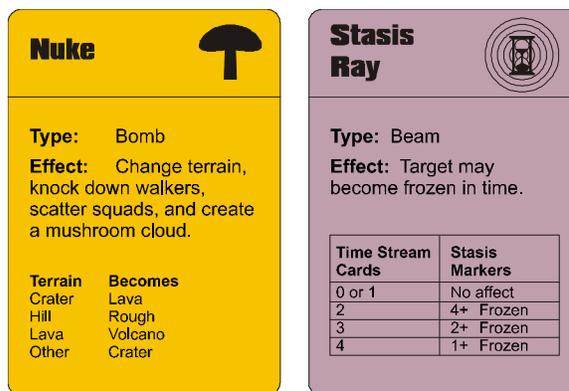
Status: Turn the unit's card facedown to indicate the unit is offline or scattered. Turn the card faceup to indicate the unit is ready. Place a buttoned marker on a faceup card to indicate the unit is buttoned.



Unit Cards: Offline, Buttoned, Ready

Weapon Cards

There are several cards for each type of weapon. The size of a weapon depends on what type of unit its assigned to. See Assign Weapons on page 8.

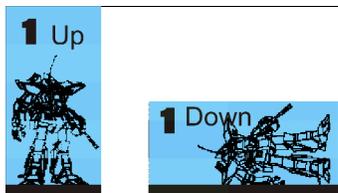


Weapon Cards

Counters

Unit Counters

Walker and squad counters are two-sided. Each side represents one of the unit's 2 configurations. For example, a walker counter has an upright (Up) side and a down side.



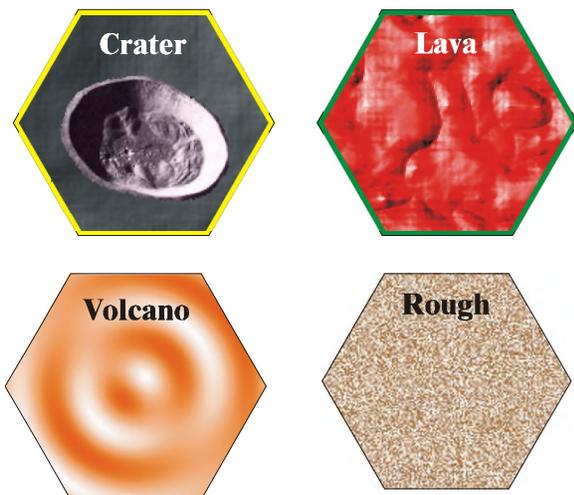
Walker Counter: Front and Back

Markers

Use the various markers as described later in the rules and in the Scenarios section. Ignore the Erratic Maneuvers counters; they are used only in *Breakable*.

Terrain Hexes

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



Terrain Hexes

Getting Started

Overview

To start a game of *Unbreakable*, you will

- Choose a scenario
- Assemble platoons
- Setup units
- Assign weapons
- Create the action deck

Choose a Scenario

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

Assemble Platoons

Each player must assemble his or her platoon. A platoon may consist of 1 to 12 units depending on the scenario.

Unit Types: 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 your platoon has 2 crawlers it must also have at least 2 walkers and 2 squads. A platoon of 1 crawler, 1 walker, and 2 squads 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 start in ready status.

Counters: Follow the scenario's instructions for the initial placement of your units. Your walkers and squads may start in either of their configurations.

Off Map: If your units are to enter from a map edge, place their counters *off* the map along that edge. You may move these units onto the map when they are activated.

Assign Weapons

Assign weapons by placing weapon cards behind each unit card.

Crawler: You may assign 1 or 2 beam cards and 1 or 2 bomb cards to each of your crawlers. If a crawler has 1 beam card it's a heavy beam. If it has 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 a walker has 1 beam card it's a medium beam. If it has 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

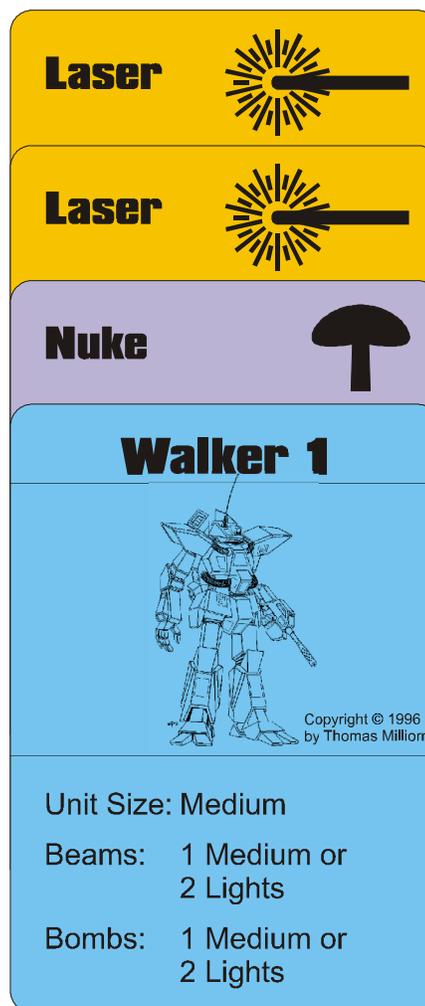
Loaded: Place a weapon loaded marker on each weapon card to indicate that it's ready to fire.

Create the Action Deck

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

Earthquake Cards: Don't 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 17.

Opportunity Cards: The Opportunity cards are optional. See the Chrome section.



*A Walker with 2 Light Lasers
And 1 Medium Nuke*

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.

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

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

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.

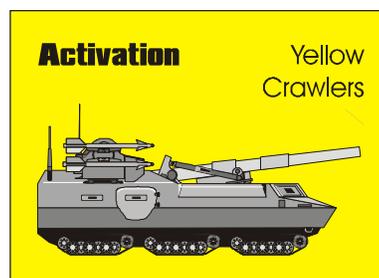
The caller draws 1 action card and announces what it is. Players apply the result of the card before the caller places it on the discards and draws the next card. The caller continues drawing until the deck runs out, ending the turn.

An action card may be 1 of the following:

- Activation card
- Earthquake card
- Time Stream card

Activation Card

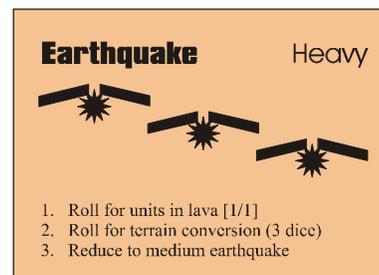
When you draw an Activation card, the units listed may fire or reload and then move. However, frozen units are not activated. See Unit Actions on page 11. After reading the card, place it on the discards.



Activation Card

Earthquake Card

An earthquake may cause units in lava to become engulfed in magma and removed from the game. They may also cause terrain conversion. See Earthquake on page 21.



Earthquake Card

Time Stream Card

Mushroom clouds may be reduced and units may change status when you draw a Time Stream card. Some of these activities are performed only when the first card is drawn. Others may be performed when any card is drawn. Possible activities are:

1. Reduce mushroom clouds (1st card)
2. Thaw (1st card) or freeze (later cards) units
3. Reduce stasis hits (1st card)
4. Change unit status (any card)

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

Reduce Mushroom Clouds: When you draw the *first* Time Stream card, remove all light mushroom clouds. Then reduce all medium clouds to lights. And finally, reduce all heavy clouds to mediums. However, don't reduce a mushroom cloud that was created during the current turn. Instead, remove the frozen marker from the cloud. Mushroom clouds are placed on the map by nukes. See Nuke on page 19.

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 from all units.

Reduce Stasis Markers: When you draw the *first* Time Stream card remove 1 stasis marker from each unit that has 1 or more markers. Stasis markers are placed by stasis ray hits. See Stasis Ray on page 20.

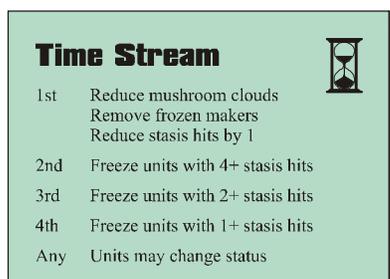
Freeze Units: When the second Time Stream card is drawn, units with 4 or more stasis markers become frozen. When the third card is drawn, units with 2 or more markers become frozen. And when the fourth card is drawn, units with 1 or more markers become frozen.

Time Stream Cards Drawn	Effect on Unit with Stasis Markers
1	Remove all frozen hits
2	Frozen if 4+ stasis hits
3	Frozen if 2+ stasis hits
4	Frozen in 1+ stasis hits

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 Status: When *any* Time Stream card is drawn, all non-frozen units may change their status to ready, buttoned, or offline/scattered. However, an offline or scattered unit may change its status only to buttoned. In other words, it takes 2 Time Stream draws for an offline or scattered unit to return to ready status.

Breakable: When *any* Time Stream card is drawn, remove buttoned markers from *Breakable* units. A buttoned marker indicates the unit was stunned by a neutron bomb. See Neutron Bomb on page 19.



Time Stream Card

Unit Actions

Overview

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

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

- Fire
- Reload
- Fire & Reload

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

- Change Configuration
- Clear Stasis Hit
- Grab or Drop
- Melee Attack
- Move

Weapon Actions

Fire

A *ready* unit may fire 1 weapon. However, a crawler may fire 2 medium weapons and a walker may fire 2 light weapons during a single activation. Flip the weapon loaded markers to their weapon unloaded side. See Combat on page 14.

Reload

A *buttoned or ready* unit may reload 1 weapon. However, a crawler may reload 2 medium weapons and a walker may reload 2 light weapons during a single activation. Flip the weapon unloaded markers to their weapon loaded side.

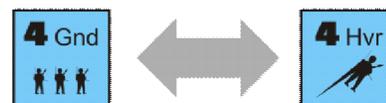
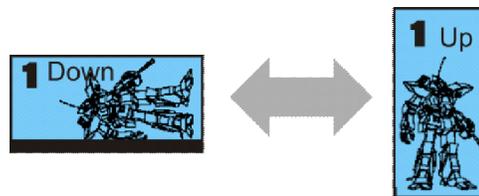
Fire and Reload

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

Physical Actions

Change Configuration

A *buttoned or ready* unit may change its configuration. A down walker may get up and vice versa. A squad on the ground may begin hovering and vice versa. Flip the unit's counter to its opposite side.



Change Configuration

Clear Stasis Hit

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 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. Place the object's marker on your walker's card.

Drop: A *buttoned or ready, upright walker* may drop an object. Place the object's marker back onto the map in the walker's hex.

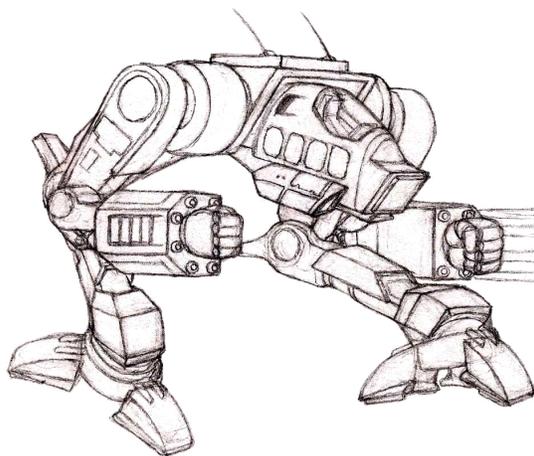
Knocked Down: If your walker is holding an object when the walker is knocked down, the walker automatically drops the object into the hex.

Melee Attack

A *buttoned or ready* unit may attack another unit in the same hex. This attack takes the form of small arms fire or actual physical blows. Note that a ready unit may fire a weapon (weapon action) *and* make a melee attack (physical action) during the same activation. See Melee Attack on page 16.

Move

A *buttoned or ready* unit may move into any adjacent hex. See Movement in the next column.



Movement

A *buttoned or ready* unit may move into any adjacent hex. A hovering squad may move 1 or 2 hexes. However, a down walker cannot move.

Terrain

Movement Cost: There are no movement costs in *Unbreakable*. Except for volcanos, treat all terrain the same for movement.

Volcano: No unit may voluntarily 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 an 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. Otherwise 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 unit is activated you have the option of moving it onto the map or leaving it off until a later activation.

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

Stacking Limit

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 Displacement in the next column.

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 1 opposing walker.

Scattered Squads: A scattered squad doesn't 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 doesn't count against the stacking limit. If landing in a hex causes the hex to become over-stacked the landing squad immediately becomes scattered.

Breakable: *Breakable* units are the same size as squad. However, flying choppers, flying skimmers, and recons don't count against the stacking limit. Nor do buzz bombs, cluster bombs, or killbots.

Displacement

If moving a *larger* unit into a hex would cause the hex to become over-stacked you *must* push smaller units out.

Entering 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, 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's a walker or scattered if it's 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.

Breakable: If a *Breakable* unit would be displaced out of a hex by a walker or crawler the *Breakable* unit is destroyed instead. Squads cannot displace any type of unit.

Combat

Combat Dice

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

[minimum number of ☺s / number of dice]

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

Weapon Size vs. Target Size

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

Target Size:

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

Example: A heavy nuke lands in a hex with a hovering squad so you 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.

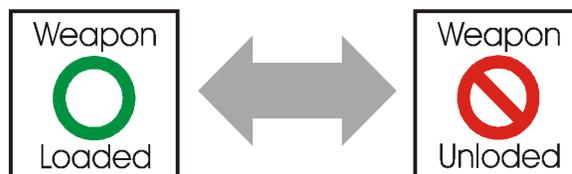
Squads: Treat a grounded squad as a medium target if it's in any terrain other than clear or depression.

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

Beams: A scattered squad cannot be targeted by a beam weapon.

Loaded and Unloaded

When you fire a weapon, flip its loaded marker to the unloaded side. 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 a line of sight (LOS). See the LOS rules on the next page.

Zero Range: A unit may *always* 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 doesn't occur simultaneously—you may fire a weapon and see 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 and manages 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 re-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 treats its stasis ray as a medium weapon. The crawler rolls 2 dice, but there are no ☺ results. 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 a line of sight (LOS) to the target *unit*. To determine if you have LOS, look down the list below and stop when you reach the first condition that is true.

Step	Condition	LOS
1	The target is a scattered squad	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 a depression	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

Example: If the units are in the same hex, stop at step 3. It doesn't matter if the units are in a crater because you don't check that until step 6.

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.

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

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

Step	Condition	LOS
1	The bomb launching unit is in the target hex	Yes
2	The sighter or target hex is in a mushroom cloud	No
3	The sighter is in the target hex	Yes
4	There is a mushroom cloud or volcano between the sighter and the target hex	No
5	The target is a hill hex	Yes
6	The sighter is 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

Example: If the sighter is in the target hex stop at step 2. It doesn't matter if the sighter is in a lake because you don't check that until step 6.

Breakable: A *Breakable* unit may *not* act as a sighter for an *Unbreakable* unit and vice versa.

Melee Attack

A *buttoned or ready* unit may attack an opposing unit in the same hex. This attack takes the form of small arms fire or actual physical blows.

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

Roll Combat Dice: Treat a crawler as a heavy weapon and target, a walker as a medium weapon and target, and a squad as light weapon and target. Check LOS and terrain modifiers as usual. See Weapon Size vs. Target Size on page 14 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. A melee attack has no effect on a crawler. If you knock down a walker that is carrying an object, the walker drops the object in the hex.

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

Breakable Weapons

An *Unbreakable* unit may equip any of the weapons described in the *Breakable* rules. However, *Breakable* weapons have no effect on *Unbreakable* units.

Unbreakable

Rules

Weapon Effects

Crust Buster

Class: Bomb



Procedure:

- Check LOS to target hex (see page 16)
- Defensive laser fire (see page 18)
- Place epicenter marker
- Add earthquake card

Place Epicenter: Place an epicenter marker into the target hex unless the hex already has an epicenter marker or it's a crater, lava, or volcano. Roll an earthquake die to determine the color of the marker. Re-roll until you get an available color.

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. If the required earthquake card is not available use the next lighter one. If no lighter card is available don't add an earthquake card.

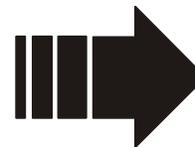
Example: Walker 2, who is standing in a mushroom cloud in hex 1008, wants to fire a medium crust buster into hex 1009. The walker doesn't have an LOS but Crawler 1 on hill hex 0814 does. Walker 2 fires the crust buster and flips his weapon ready marker to the unloaded side. A yellow squad in hex 1010 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.



Epicenter Marker

Force Beam

Class: Beam



Procedure:

- Check LOS to target *unit* (see page 15)
- Roll combat dice
- Move target
- Scatter squad or knock down walker
- Continuous fire (see page 15)

Roll Combat Dice: Compare the weapon size to the target size and roll the appropriate number of combat dice. See *Weapon Size vs. Target Size* on page 14.

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

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

Restrictions: You cannot move a unit into a hex if it would become over-stacked. Also, you cannot push a unit off the map.

Squad or Walker: If the target is a squad it becomes scattered and if it's an upright walker it's knocked down. If you knock down a walker that is carrying an object the walker drops the object into the hex.

Terrain: You may fire a force beam at industry, hill, and woods hexes. Follow LOS rules as if you were firing at a grounded unit in the hex. Treat the hex as a light target and roll the appropriate number of combat dice. If you hit, convert the terrain to rough.

Breakable: Force beams have the same effect on *Breakable* units that they have on *Unbreakable* units. However, if you hit a flying chopper or skimmer it must land in the hex pushed or pulled into.

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 to 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 dice. This is the only instance where weapon fire is simultaneous.

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 15.

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

Laser Range:

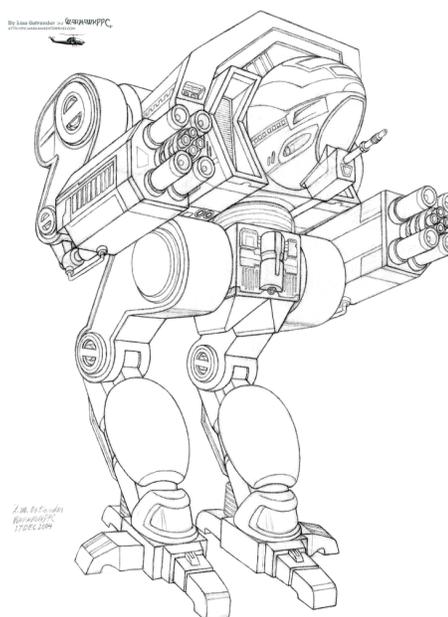
		Short (Heavy)	Medium (Medium)	Long (Light)
Laser Size:	Light	0 hexes	1 hex	2 hexes
	Med.	0-1 hexes	2 hexes	3-4 hexes
	Heavy	0-2 hexes	3-4 hexes	5-6 hexes

Variable Attack: If the bomb is at short range, treat the laser as a heavy weapon, at medium range treat it as a medium weapon, and at long range treat it as a light weapon. Treat the bomb as a light target and roll the appropriate number of combat dice (see page 14). If you roll a ☺, the bomb is destroyed and has no effect. Otherwise it 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 in the same hex and a walker armed with a medium laser 2 hexes away in 0406. Blue chooses to commit only the squad's laser. The laser fires at short range so it's treated as a heavy weapon. Blue rolls 3 dice and the result is a single ☺; the nuke is destroyed before it can detonate.

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

Breakable: When activated, a ready unit may fire its lasers at *Breakable* units. Compare the laser's strength to the target size and roll the appropriate number of combat dice. If you hit, the *Breakable* unit is destroyed.



Unbreakable

Neutron Bomb

Class: Bomb



Procedure:

- Check LOS to target *hex* (see page 16)
- Defensive laser fire (see page 18)
- Roll 1 combat die for *every* unit in radius

Friendly Fire: All *ready* units, friendly and unfriendly, within the explosion radius may be affected.

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

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

Roll 1 Combat Die: *Every* ready unit within the bomb's radius must roll 1 combat die. If the result is ☺, change the unit's status to offline or scattered. However, a unit that is buttoned, frozen, offline or scattered is unaffected.

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's impossible to shoot down with a laser. Walker C and the 4 blue units 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.

Breakable: Roll 1 combat die for each *Breakable* unit within the radius. If you roll a ☺, the unit is stunned; place a buttoned marker on the unit. When a stunned unit is activated it may not take any actions. However, a stunned, flying skimmer must move 1 hex directly forward. If this takes it off the map or into a volcano remove it from the game. Remove buttoned markers on the next Time Stream card draw.

Rules

Nuke

Type: Bomb



Procedure:

- Check LOS to target *hex* (see page 16)
- Defensive laser fire (see page 18)
- Scatter squads and knock down walkers
- Convert terrain
- Place mushroom cloud

Squad or Walker: 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 (see page 14). 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 into the hex.

Crawlers: There is no effect on crawlers.

Convert Terrain: Treat the terrain as a light target and roll the appropriate number of combat dice (see page 14). If you hit, convert the terrain as follows:

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

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

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 that hex doesn't already have a marker and it's not a crater, lava, or volcano.

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

Unbreakable

Rules

Choose Terrain Hex: Each crater and lava hex has a colored border. Roll an earthquake die to choose a color. Re-roll until you get an available color.

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

Mushroom Cloud: Place into the target hex a mushroom cloud equal to the nuke's size. If you have not drawn a Time Stream card 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 doesn't have an 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 target 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 doesn't 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 sufficed). Finally, Yellow places a medium mushroom cloud into hex 0308.

Breakable: *Breakable* units may be destroyed by nukes. Compare the nuke's size to the target size and roll the appropriate number of combat dice (see page 14). If you hit, the *Breakable* unit is destroyed.

Stasis Ray



Class: Beam

Procedure:

- Check LOS to target *unit* (see page 15)
- Roll combat dice
- Add stasis marker
- Check frozen status
- Continuous fire (see page 15)

Roll Combat Dice: Compare the weapon and target sizes and roll the appropriate number of dice. See Weapon Size vs. Target Size on page 14.

Add Stasis Markers: Place 1 stasis marker on the target's card for each hit.

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

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

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 targeted.

Clear Stasis Hit: A *buttoned* or *ready* unit may use a physical action to remove 1 stasis marker. See Clear Stasis Hit on page 11.

Breakable: Stasis rays have exactly the same effect on *Breakable* units that they have on *Unbreakable* units.

Earthquake

Follow these steps each time you draw an Earthquake action card:

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

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 you roll *all* ☺s the unit becomes engulfed in magma and is removed from the game. However, hovering squads are immune.

Earthquake	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. *Don't* 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 of a crater or lava hex, replace the terrain as follows:

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

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 that hex doesn't already have a marker and it's not a crater, lava, or volcano.

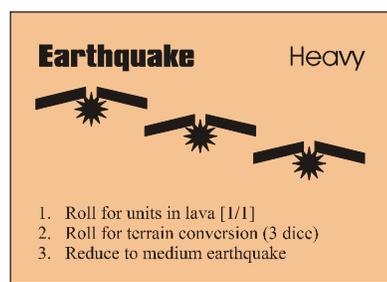
Safe: With the exception of volcanos, a unit cannot be lost due to terrain conversion.

Choose Terrain Hex: Each crater and lava hex has a colored border. Roll an earthquake die to choose a color. Re-roll until you get an available color.

Reduce The Earthquake

Don't 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. If no lighter earthquake card is available don't place a new earthquake 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.



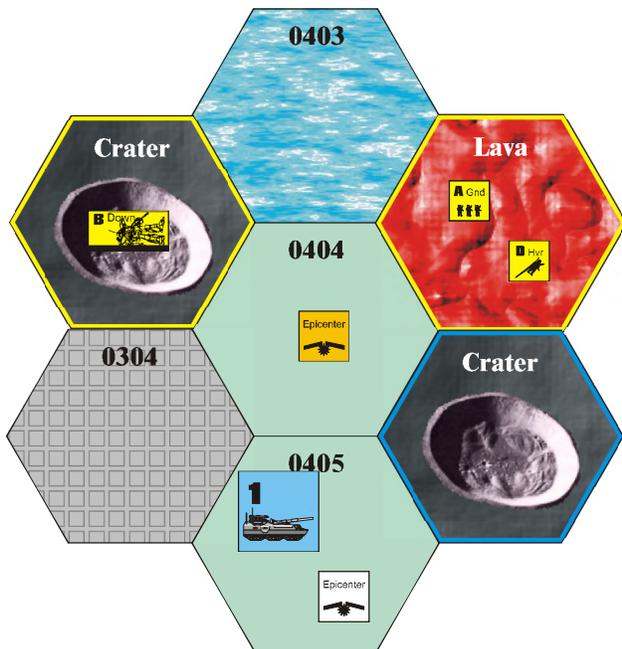
Earthquake Card

Unbreakable

Rules

Example

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



Before

Roll for Units in Lava: Yellow must roll for Squad A. Squad B is safe because it's hovering. 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.

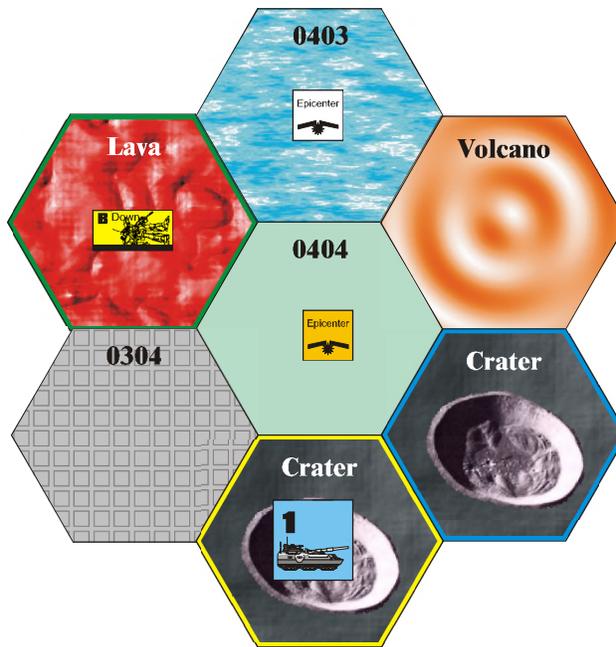
Hex 0303: This crater hex has a yellow border, so you replace it with a randomly chosen lava hex. The down walker in the hex is safe; you rolled for units in lava before converting terrain.

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 crawler is unaffected.

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 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 both 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. There is an unused light earthquake card so you place it on the discards instead.



After

Credits

Designer: Greg Turner

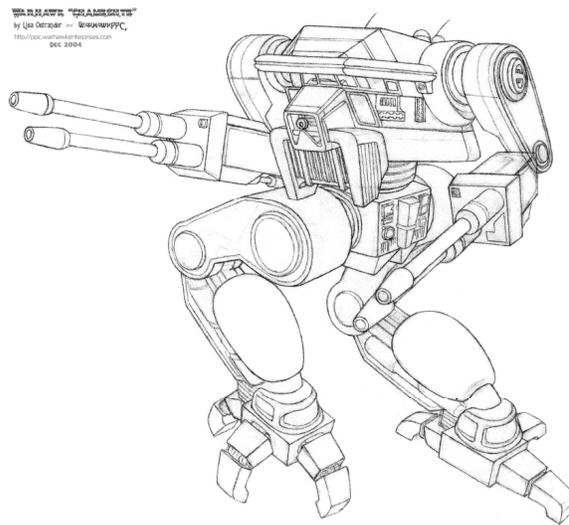
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Unbreakable

Chrome

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

- Experimental Weapons
- Opportunity Cards
- Overheated Beams
- Volcanic Earthquake
- Walker Equipment

Experimental Weapons: You may equip your units with 3 new weapon types; multi-guns, rocket launchers, and vortex generators.

Opportunity Cards: Add these cards to the action deck to allow units to take special actions each turn.

Overheated Beams: You may fire a beam without reloading it. However, doing so risks damaging the weapon.

Volcanic Earthquakes: Each new volcano adds an earthquake card to the discarded action cards. If you enjoy fighting in a burning building, this option is for you.

Walker Equipment: You may outfit your walkers with special equipment available only to walkers. These are conversion mechanisms, jump jets, and melee weapons.

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Unbreakable

Chrome

Experimental Weapons

Technology never stands still. You may equip your units with these new weapons straight out of the lab.

- Multi-Gun
- Rocket Launcher
- Vortex Generator

Breakable: You may equip *Breakable* units with the weapons described here.

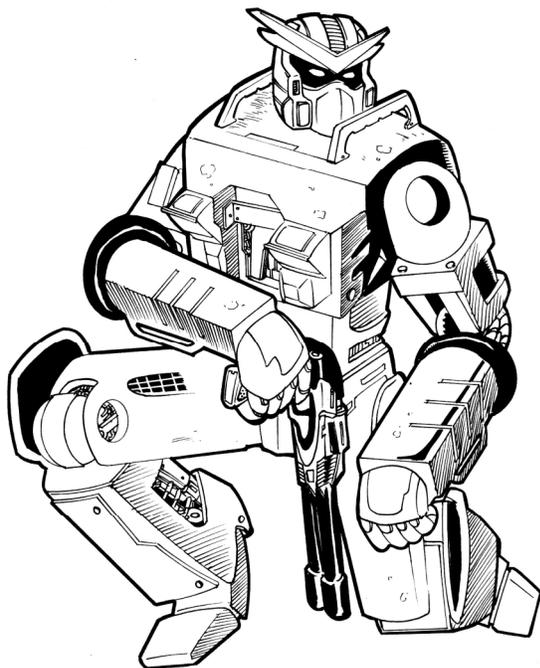
Multi-Gun



Class: Experimental – replaces Beam or Bomb.

Description: A multi-gun may fire any of the 6 basic weapon types; crust buster, force beam, laser, nuke, neutron bomb, and stasis beam.

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



Blue Squad Powered Armor

Special: A unit may replace *either* its beam or bomb with a multi-gun but not both.

Heaviest: A unit *must* equip the heaviest multi-gun it can carry. For example, a walker may equip a single, medium multi-gun.

Breakable: An equivalent, *Breakable* multi-gun is available with the 6 basic *Breakable* weapon types. An *Unbreakable* unit may equip a *Breakable* multi-gun. Likewise, a *Breakable* bunker or tank may equip an *Unbreakable* multi-gun.

Rocket Launcher



Class: Experimental – replaces Beam or Bomb

Procedure:

- Check LOS to target *hex* (see Rules page 16), but the firing must act as its own sighter
- *No* defensive laser fire is allowed
- May scatter squads and knock down walkers for *each* rocket fired
- Convert terrain *after* all rockets fired
- Place light mushroom clouds *after* all rockets fired

Description: A rocket launcher fires 1 or more, nuclear tipped rockets directly at a target hex.

Special: A unit may replace *either* its beam or bomb with a rocket launcher, but not both.

Heaviest: A unit must equip the heaviest rocket launcher it can carry. For example, a crawler may equip only a single, heavy rocket launcher.

Light Nuke: Treat each rocket as a light nuke (see Nuke on Rules page 19). However, the firing unit must act as its own sighter when checking LOS (see Rules page 16). Rockets cannot be shot down by defensive laser fire.

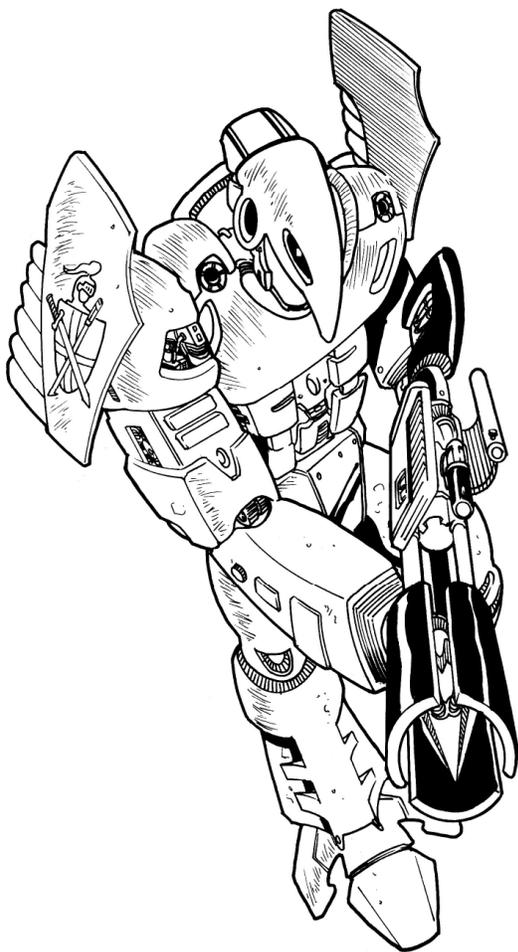
Unbreakable

Multiple Fire: A light rocket launcher may fire 1 rocket, medium 2 rockets, and heavy 4. After you fire a rocket into a hex you may fire the next rocket into the same or an adjacent hex. For example, a heavy rocket launcher could fire into 4 contiguous hexes.

Convert Terrain: After a unit has fired all of its rockets make a single light nuke conversion check for each hex fired into.

Place Mushroom Clouds: After a unit has fired all of its rockets place 1 light mushroom cloud into each hex fired into.

Breakable: A *Breakable* unit must make a range check to only the *first* hex fired into. Subsequent range checks are not required.



Yellow Squad Powered Armor

Chrome

Vortex Generator

Class: Experimental – replaces Beam *or* Bomb



Procedure:

- Place a vortex equal to the generator's size into an empty, adjacent hex facing away from the firing unit
- The firing unit rolls for stasis hits on *itself*
- Vortexes are activated during time stream checks—check for stability then move
- If a vortex enters a hex with a unit, the vortex stops and all units in the hex are eliminated
- If a vortex enters a hex with hill, industry, volcano, or woods, the vortex stops and the terrain is converted to rough
- If a vortex enters a mushroom cloud, the vortex stops and the mushroom cloud is removed

Description: This weapon generates a highly unstable, black hole induced, trans-dimensional vortex that moves randomly. It has been outlawed as weapon of war by every nation-state on the planet and no rational commander would deploy one.

Special: A unit may replace *either* its beam or bomb with a generator, but not both.

Heaviest: A unit must equip the heaviest generator it can carry. For example, a walker may equip a single, medium generator.

Launch

Place a vortex into a hex adjacent to the firing unit facing directly away from the firing unit. For the vortex to form properly the adjacent hex cannot be hill, industry, volcano, or woods and it cannot contain any units. In addition, the firing unit must have a LOS to the *hex*. See Rules page 16.

Stasis Hits: Roll 3 combat dice immediately after launching a vortex and add a number of stasis markers to the firing unit equal to the number of ☺'s rolled.

Unbreakable

Movement

Time Stream Cards: When a Time Stream card is drawn each vortex must make a stability check and may then move.

Stability Check: The heavier the vortex the more stable it is. Roll 3 combat dice for a heavy, 2 for a medium, and 1 for a light. If you roll all ☺'s the vortex becomes unstable.

Unstable: Roll a 6-sided die for each unstable vortex. If the result is '1', the vortex explodes. Otherwise turn the vortex to the hex facing rolled.

Explosion: Treat an explosion as a nuke the same size as the vortex.

Movement: The lighter the vortex, the faster it moves. Roll 1 die for a heavy, 2 for medium, and 3 for light and move the vortex a number of hexes equal to the number of ☺'s rolled.

Terrain: A vortex stops if it enters a hill, industry, volcano, or woods hex. Convert the terrain to rough.

Units: A vortex stops if it enters a hex with one or more units. Remove all units in the hex from the game. Even units frozen in time are removed.

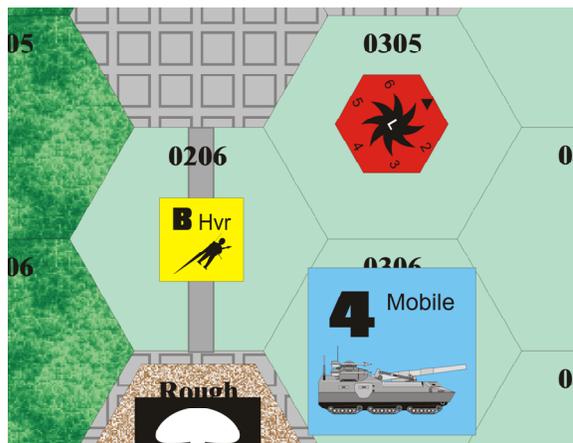
Mushroom Cloud: A vortex stops if it enters a mushroom cloud. Remove the mushroom cloud.

Multiple Vortexes: If the paths of 2 vortexes may cross, move the lighter one first. Choose randomly if they are the same size. Both vortexes explode if they move into the same space. Treat the combined explosion as a heavy nuke regardless of the size of the vortexes.

LOS: You may never target a vortex or a hex that contains a vortex. A vortex blocks LOS just like a mushroom cloud.

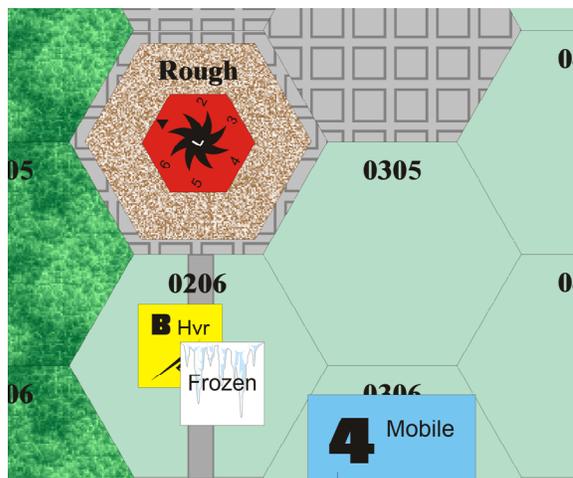
Chrome

Example Launch: Your yellow squad launches a vortex into hex 0305 which is the only hex available to it. You roll 2 ☺'s on 3 combat dice so your squad takes 2 stasis hits. Three Time Stream cards have been drawn so your squad becomes frozen.



Vortex Launch

Example Activation: The next card drawn is Time Stream and your vortex is activated. You roll a ☺ on 1 combat die so the vortex becomes unstable. Next, you roll '5' on a 6-sided die and rotate the vortex 120 degrees counter-clockwise. Finally, you roll 2 ☺'s on 3 combat dice and attempt to move the vortex that many spaces in its new direction. However, it stops when it reaches the industry hex and converts it to rough terrain.



Vortex Movement

Unbreakable

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.

Change Grenades: Squads are equipped with versatile grenade launchers capable of firing crust buster, nuke, and neutron grenades. All squads may choose a new bomb type. The new bomb begins unloaded.

Clear Move: Each of your buttoned or ready units in a clear hex may move into an adjacent clear hex. A unit may not make a clear move if either hex contains an opposing unit or mushroom cloud.

Crawler Light Fire: All crawlers are equipped with a variety of light weapons. Each crawler may fire 1 light weapon of any standard type; crust buster, force beam, nuke, stasis ray, or neutron bomb. The crawler is not required to have a card for the weapon it uses.

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. Note that, because of stacking limits, the squad must be hovering.

Walker Overload: Your walkers are activated and may execute 0, 1, or 2 actions. If a walker executes 2 actions, the first must be a weapon action and the second a physical action. Roll a die *after* each action; if the result is ☺, the walker immediately goes offline.

Breakable

Change Grenades: All recons equipped with a bomb may choose a new bomb type. The new bomb begins unloaded.

Chrome

Clear Move: Tanks and choppers in a clear hex may change facing with or without moving.

Reprogram Crawlers: Recons may reprogram crawlers. Note that recons do not count against stacking limits.

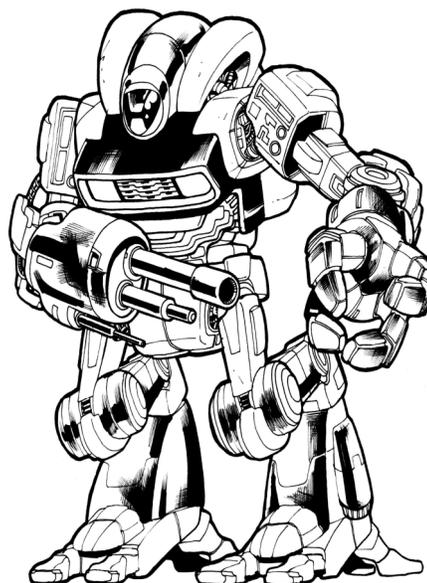
Crawler Light Fire: Crawlers may fire a light laser at an *Breakable* unit. Bunkers may fire any light weapon listed in the *Breakable* rules.

Overheated Beam

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

Volcanic Earthquakes

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* available. You will need to make extra lava and volcano hexes to use this optional rule.



Unbreakable

Walker Equipment

You may outfit your walkers with special equipment available only to walkers:

- Conversion Mechanism
- Jump Jet
- Melee Weapon

Conversion Mechanism

Type: Walker Equipment (Medium)



Description: A conversion mechanism allows a walker to become a wheeled vehicle.

Medium: You may replace either a medium beam or bomb with a conversion mechanism.

Physical Action: A walker equipped with a conversion mechanism may use a physical action to convert to or from a wheeled vehicle.

Movement: When activated, a converted walker may move up to 2 spaces. However, it may not move into or out of a depression (crater, lake, or lava).

Combat: A converted walker may fire its weapons normally. It cannot be knocked down or make a melee attack.

Grab: A converted walker may not grab or drop an object. However, it may continue to carry an object it grabbed earlier.

Chrome

Jump Jet

Type: Walker Equipment (Light)



Description: Jump jets allow a walker to hover.

Light Beam: Your walker may replace a light beam with jump jets.

Weapon Action: A walker equipped with a jump jet may use a weapon action to fire the jet. Since jump jets are light, the walker may fire or load a light weapon (or another jump jet) using the same weapon action.

Hover: When fired the walker begins to hover and will continue to hover until the *beginning* of its next activation.

Movement: Like a hovering squad, a hovering walker may move 1 or 2 hexes and does not count against stacking limits.

Note: A walker equipped with 2 jump jets could hover indefinitely as long as it uses each weapon action to fire one jump jet while loading the other.

Melee Weapon

Type: Walker Equipment (Light)



Description: A melee weapon gives a walker an advantage in melee combat.

Light Bomb: Your walker may replace a light bomb with a melee weapon.

Combat: Treat an upright walker equipped with a melee weapon as a heavy unit when attacking or defending in melee combat.

Unbreakable

Scenarios

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

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

Special Delivery: You must destroy a crawler before it can launch a heavy nuke at a distant installation. The crawler follows automatic rules. This is a solitaire scenario to help you learn the rules without embarrassing yourself in front of your friends.

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

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

Runaway: Both factions attempt to reprogram and capture a run-away crawler. This scenario requires the Opportunity Cards described in the Chrome section.

Capture the Flag: This is always a good team building exercise when your people take to the training simulators.

Destroy the Flag: Because sometimes it's just better that way.

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Special Delivery

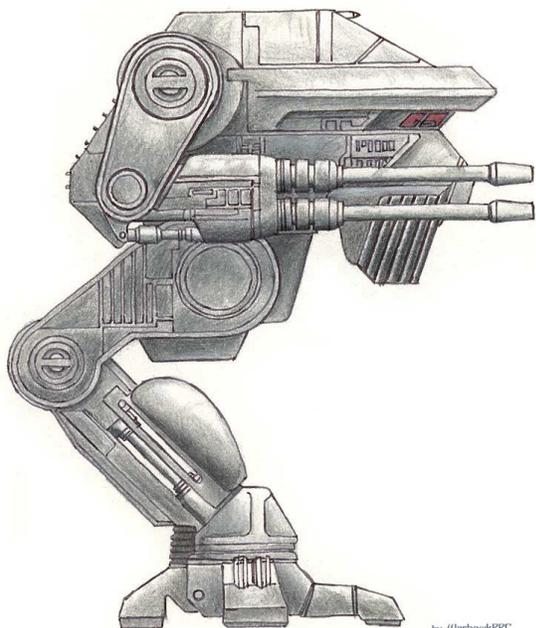
Briefing

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

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. Equip them as you wish. Place these units anywhere on the north half of the map.



by WarhawkPPC
Link: www.warhawkppc.com
http://www.warhawkppc.com

Breakable: The Blue Faction must stop the Yellow crawler with 9 *Breakable* units. When activated, the crawler will fire its lasers offensively at the nearest *Breakable* units it has an LOS to. If 2 or more units are equally distant, roll a die to determine which ones the crawler targets.

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 Instructions

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

Crawler Actions

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.

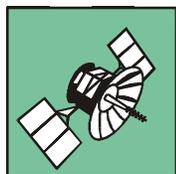
Unbreakable

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 there is no volcano directly north of the crawler, it moves 1 hex north.
3. If there is a volcano directly north of the crawler, it will move either 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 will no longer fire its lasers.

Melee: The crawler is in an hurry and will never make a melee attack.



Satellite Marker

Scenarios

Retrieval

Briefing

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

Setup

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.

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

Missions

Yellow & Blue: 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.

Special Instructions

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

Unbreakable

Scenarios

Industrial Wasteland

Briefing

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

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.

Missions

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

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

Special Instructions

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

Runaway

Briefing

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

Setup

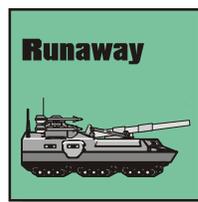
Placement: Place the runaway crawler in hex 0608. One Blue platoon will enter from the north map edge and 1 yellow platoon will enter from the south map edge.

Size: Both platoons should have an equal number of units.

Breakable: You may use *Breakable* units instead of *Unbreakable*. Recons may reprogram crawlers when the Reprogram Crawler card is drawn. The crawler will use laser's offensively against *Breakable* units.

Missions

Yellow & Blue: You can obtain a complete victory by reprogramming the crawler and moving it off the map along the edge you entered from. The game is a draw if the crawler is eliminated.



Runaway Marker

Unbreakable

Scenarios

Special Instructions

Equipment: You will need a 6-sided die.

Chrome: Use the Opportunity cards described in the Chrome section following the scenarios.

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. Roll a 6-sided die and perform the following action.

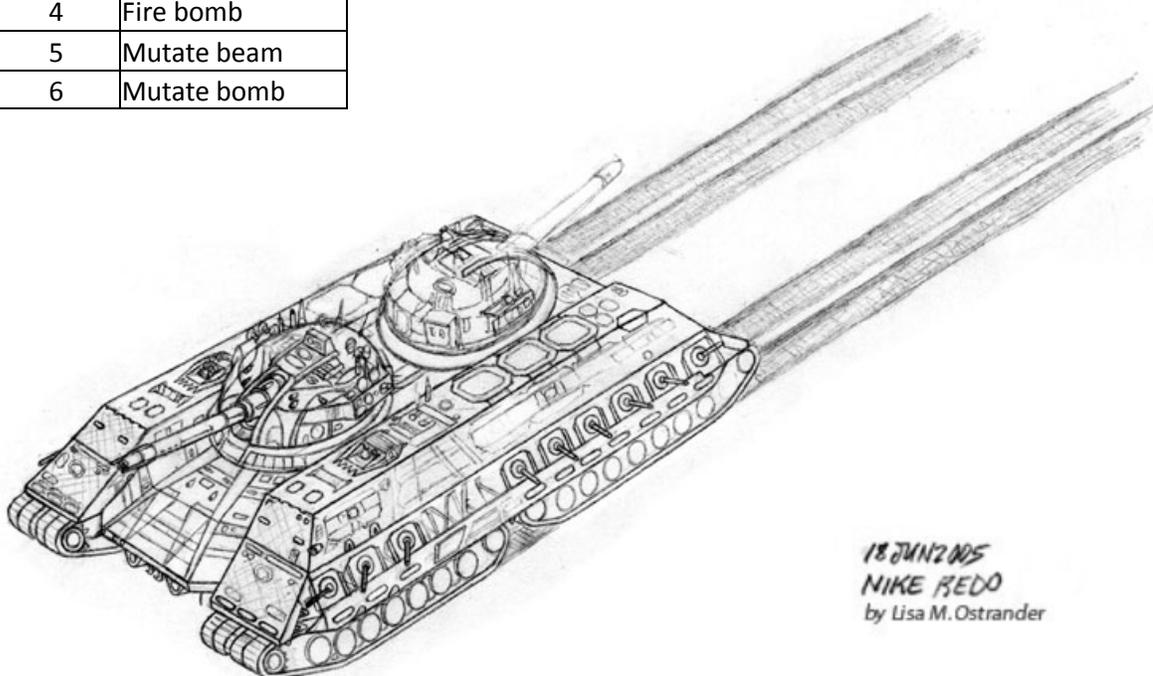
Die Roll	Crawler Action
1	Melee or move
2	Melee or move
3	Fire beam
4	Fire bomb
5	Mutate beam
6	Mutate bomb

Melee or Move: The crawler will make a melee attack on any unit in it's hex. Otherwise, it will move 1 hex in a random direction. Roll a 6-sided die to determine which direction. The crawler will happily move into a volcano or off the map.

Fire: The crawler will fire at the nearest unit, or hex containing units, it has an LOS to. If more than one target qualifies roll a die to determine which one. 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 Reprogram Crawlers card is drawn the squad may reprogram the crawler. After 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. The crawler may be re-programmed again by your opponent.



Unbreakable

Capture the Flag

Briefing

During simulator training, 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 anywhere on the south half.

Platoon Placement: One Blue platoon sets up on the north half of the map and one Yellow platoon sets up on the south half. 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.

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 Instructions

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.

Scenarios

Destroy the Flag

Briefing

Why go to all that trouble of capturing it?

Setup

Placement: Same as Capture the Flag.

Breakable: You may use *Breakable* units instead of *Unbreakable*.

Missions

Yellow: Destroy the blue flag.

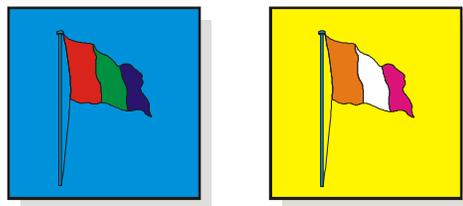
Blue: Destroy the yellow flag.

Special Instructions

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.

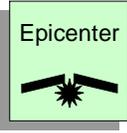
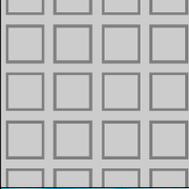
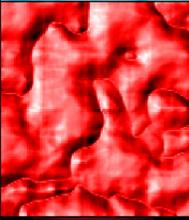
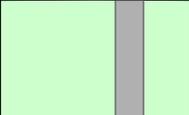
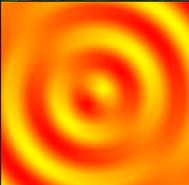
Nukes: You *may* drop a nuke or crust-buster into a flag's hex or adjacent hex.



Flag Markers

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) ▶ Grounded unit = 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) ▶ Grounded squad = medium target (18)
Industry		Crater	<ul style="list-style-type: none"> ▶ May block LOS (19) ▶ Crawler or force beam may convert to rough (16, 21) ▶ Grounded squad = medium target (18)
Lake		Crater	<ul style="list-style-type: none"> ▶ Depression for determining LOS (19) ▶ Grounded unit = 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) ▶ Grounded unit = heavy target (18) ▶ Unit lost if moved in by force beam (21)
Mushroom Cloud		n/a	<ul style="list-style-type: none"> ▶ Blocks LOS (19)
Open or Road		Crater	<ul style="list-style-type: none"> ▶ Squad = light target (14)
Rough		Crater	<ul style="list-style-type: none"> ▶ Grounded squad = medium target (18)
Woods		Crater	<ul style="list-style-type: none"> ▶ Crawler or force beam may convert to rough (16, 21) ▶ Grounded squad = medium target (18)
Volcano		n/a	<ul style="list-style-type: none"> ▶ No unit may enter (16) ▶ Blocks LOS (19) ▶ Unit lost if moved in by force beam (21) ▶ Unit lost if lava converts to volcano (11, 23)

Unbreakable

Tables

Combat 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

Target Size:

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

Weapon Actions

Action	Unit	Status
Fire	Any	Ready
Reload	Any	Ready or buttoned
Fire & reload	Crawler or walker	Ready
No action	Any	Any

Physical Actions

Action	Unit	Status
Change configuration	Any	Ready or buttoned
Clear stasis hit	Any	Ready or buttoned
Grab or drop	Upright walker	Ready or buttoned
Melee attack	Any	Ready
Move	Any except down walker	Ready or buttoned
No action	Any	Any

Beam LOS

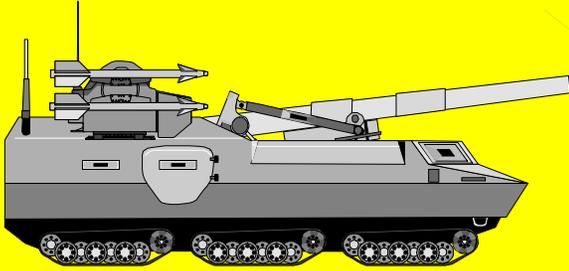
Step	Condition	LOS
1	The target is a scattered squad	No
2	Either unit is in a mushroom cloud	No
3	Both units are in the same hex	Yes
4	There is a mushroom cloud or volcano between the units	No
5	Either unit is a hovering squad or on a hill	Yes
6	Both units are in a depression	No
7	The units are in adjacent 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

Step	Condition	LOS
1	The bomb launching unit is in the target hex	Yes
2	The sighter or target hex is in a mushroom cloud	No
3	The sighter is in the target hex	Yes
4	There is a mushroom cloud or volcano between the sighter and the target hex	No
5	The target is a hill hex	Yes
6	The sighter is 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

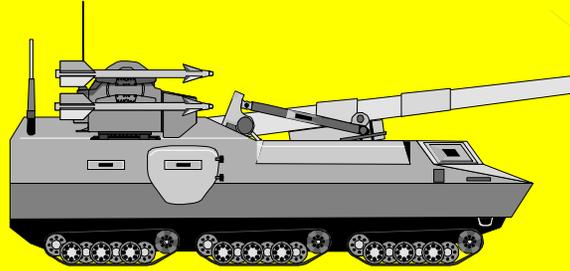
Activation

Yellow
Crawlers



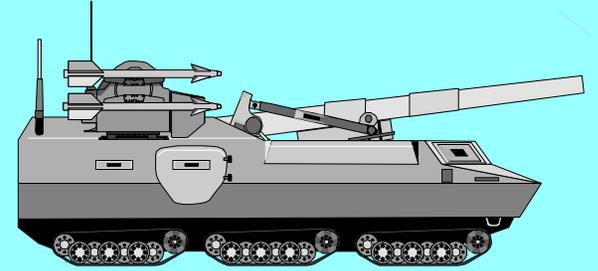
Activation

Yellow
Crawlers



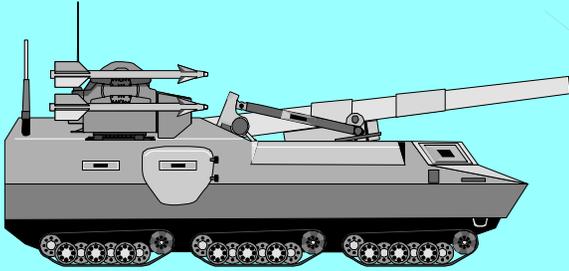
Activation

Blue
Crawlers



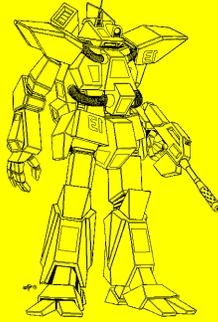
Activation

Blue
Crawlers



Activation

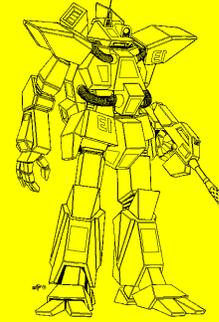
Yellow
Walkers



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Activation

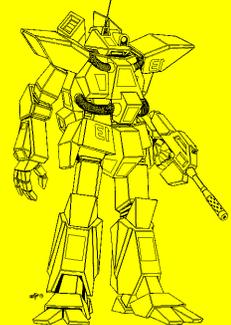
Yellow
Walkers



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Activation

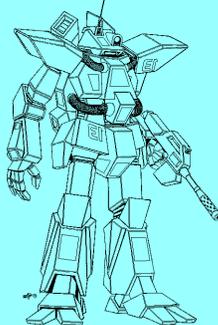
Yellow
Walkers



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Activation

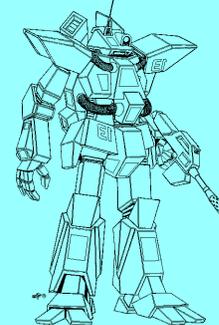
Blue
Walkers



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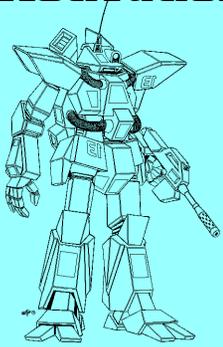
Activation

Blue
Walkers



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Activation



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Blue Walkers

Activation

Yellow Squads



Activation

Yellow Squads



Activation

Yellow Squads



Activation

Yellow Squads



Activation

Blue Squads



Activation

Blue Squads



Activation

Blue Squads



Activation

Blue Squads



Time Stream



- 1st Reduce mushroom clouds
Remove frozen makers
Reduce stasis hits by 1
- 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 makers
Reduce stasis hits by 1
- 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

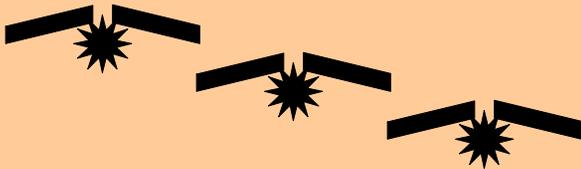
Time Stream



- 1st Reduce mushroom clouds
Remove frozen makers
Reduce stasis hits by 1
- 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

Heavy



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

Earthquake

Medium



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

Earthquake

Medium



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

Earthquake

Light



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

Earthquake

Light



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

Earthquake

Light



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

Time Stream



- 1st Reduce mushroom clouds
Remove frozen makers
Reduce stasis hits by 1
- 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



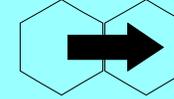
Yellow Units
Clear Move

Every buttoned or ready yellow unit in a clear hex may move into an adjacent clear hex.

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

Breakable: Tanks and choppers in a clear hex may change facing with or without moving.

Opportunity



Blue Units
Clear Move

Every buttoned or ready blue unit in a clear hex may move into an adjacent clear hex.

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

Breakable: Tanks and choppers in a clear hex may change facing with or without moving.

Opportunity

Change
Grenades



All squads may choose a new bomb type. The new bomb begins unloaded.

Breakable: Recons equipped with a bomb may choose a new bomb type.

Opportunity



Blue
Walker
Overload

Blue walkers may execute 0, 1, or 2 actions. Roll a die after each action. If the result is ☺ the walker immediately goes offline.

Opportunity

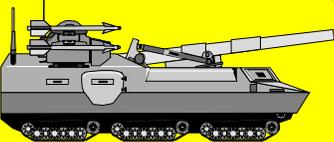


Yellow
Walker
Overload

Yellow walkers may execute 0, 1, or 2 actions. Roll a die after each action. If the result is ☺ the walker immediately goes offline.

Opportunity

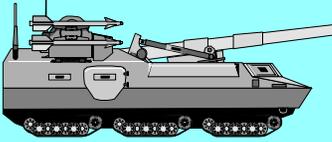
Yellow
Crawler
Light Fire



Each yellow crawler may fire one of the light weapons listed in the rules. You may fire a laser at *breakable* units.

Breakable: Yellow bunkers may fire a light weapon listed in the *Breakable* rules.

Opportunity



Blue
Crawler
Light Fire

Each blue crawler may fire one of the light weapons listed in the rules. You may fire a laser at *breakable* units.

Breakable: Blue bunkers may fire a light weapon listed in the *Breakable* rules.

Opportunity

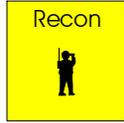
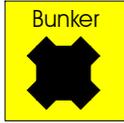
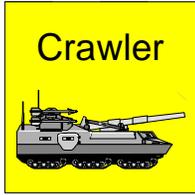


Reprogram
Crawlers

A ready squad (or *breakable* recon) in the same hex as an opposing crawler may reprogram that crawler. Take the crawler's card and weapons and treat it as your own.

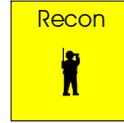
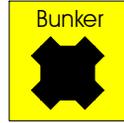
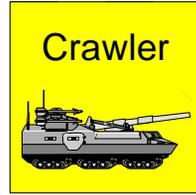
Activation

Yellow
Units



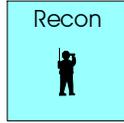
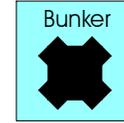
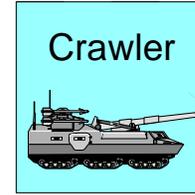
Activation

Yellow
Units



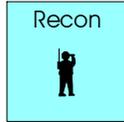
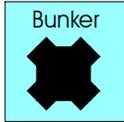
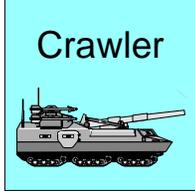
Activation

Blue
Units



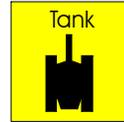
Activation

Blue
Units



Activation

Yellow
Units



Activation

Yellow
Units



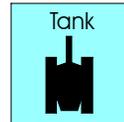
Activation

Yellow
Units



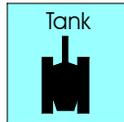
Activation

Blue
Units



Activation

Blue
Units

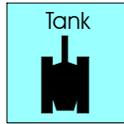


Activation

Blue Units

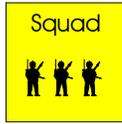


Yellow GEVs move 1st



Activation

Yellow Units



Activation

Yellow Units



Activation

Yellow Units



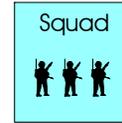
Activation

Yellow Units



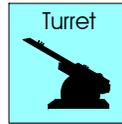
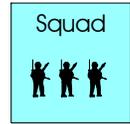
Activation

Blue Units



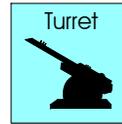
Activation

Blue Units



Activation

Blue Units



Activation

Blue Units



Unbreakable

Unbreakable

Unbreakable

Unbreakable

Unbreakable

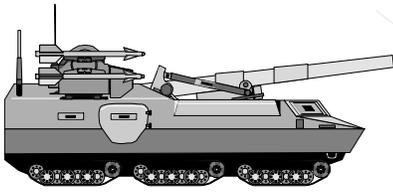
Unbreakable

Unbreakable

Unbreakable

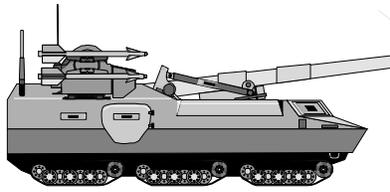
Unbreakable

Crawler 1



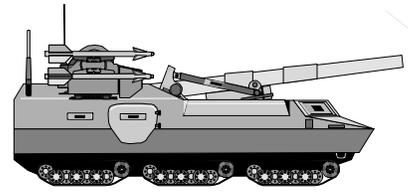
Unit Size: Heavy
 Beams: 1 Heavy or 2 Mediums
 Bombs: 1 Heavy or 2 Mediums

Crawler 2



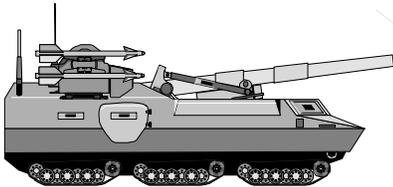
Unit Size: Heavy
 Beams: 1 Heavy or 2 Mediums
 Bombs: 1 Heavy or 2 Mediums

Crawler 3



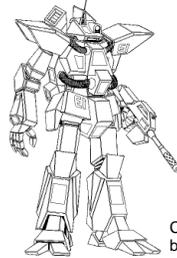
Unit Size: Heavy
 Beams: 1 Heavy or 2 Mediums
 Bombs: 1 Heavy or 2 Mediums

Crawler 4



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

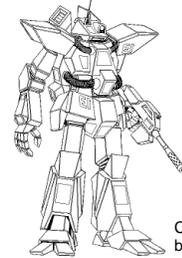
Walker 1



Copyright © 1996 by Thomas Million

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

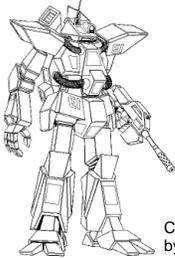
Walker 2



Copyright © 1996 by Thomas Million

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

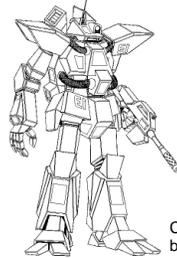
Walker 3



Copyright © 1996 by Thomas Million

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

Walker 4



Copyright © 1996 by Thomas Million

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 [3/3].

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 [3/3].

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 [3/3].

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 that is 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.
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- ♦ A walker in a crater, lake, or lava defends as a heavy unit.
- ♦ A walker that is 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 [3/3].

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 depressions (crater, lake, and 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 that is knocked down while in lava is lost.

Walker 3

Offline

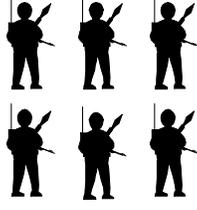
- ♦ Walkers may grab and drop objects.
- ♦ Walkers may make melee attacks on walkers and squads in the same hex.
- ♦ A down walker defends as a heavy unit.
- ♦ A walker in a crater, lake, or lava defends as a heavy unit.
- ♦ A walker that is knocked down while in lava is lost.

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

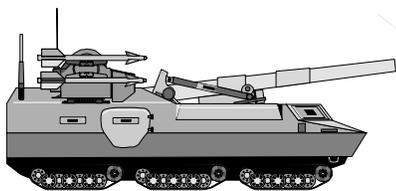
Scattered

- ♦ 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 depressions (crater, lake, and lava.)

- ♦ 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.
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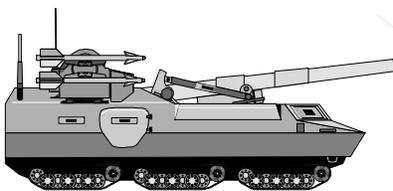
- ♦ A hovering squad may move 2 hexes but is grounded if scattered.
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- ♦ A squad that *becomes* scattered while in lava is lost.
- ♦ In any terrain other than clear a squad defends as a medium unit. Defends as heavy unit in depressions (crater, lake, and lava.)

Crawler A



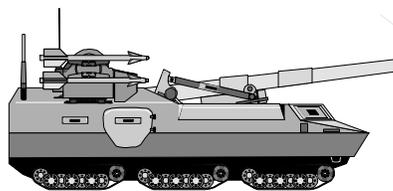
Unit Size: Heavy
 Beams: 1 Heavy or 2 Mediums
 Bombs: 1 Heavy or 2 Mediums

Crawler B



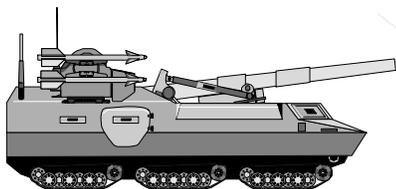
Unit Size: Heavy
 Beams: 1 Heavy or 2 Mediums
 Bombs: 1 Heavy or 2 Mediums

Crawler C



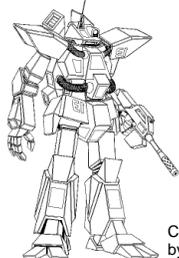
Unit Size: Heavy
 Beams: 1 Heavy or 2 Mediums
 Bombs: 1 Heavy or 2 Mediums

Crawler D



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

Walker A



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

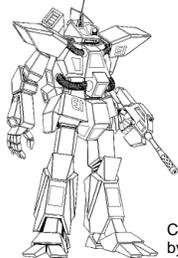
Walker B



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

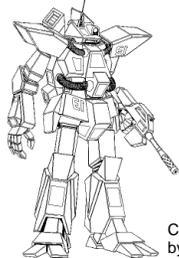
Walker C



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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 [3/3].

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 [3/3].

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 [3/3].

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 that is 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 that is 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 [3/3].

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 depressions (crater, lake, and 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 that is 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 that is 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 depressions (crater, lake, and lava.)

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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 depressions (crater, lake, and lava.)

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.

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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

Breakable: Destroy units.

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

Breakable: Destroy units.

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

Breakable: Destroy units.

Neutron Bomb



Type: Bomb

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

Size	Radius
Light	1
Medium	2
Heavy	4

Breakable: Stunned until next time stream card.

Neutron Bomb



Type: Bomb

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

Size	Radius
Light	1
Medium	2
Heavy	4

Breakable: Stunned until next time stream card.

Neutron Bomb



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Nuke



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Crust-Buster



Nuke



Nuke



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

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

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

Breakable: Destroy units.

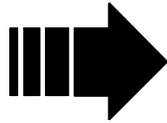
Type: Bomb

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

Terrain	Becomes
Crater	Lava
Hill	Rough
Lava	Volcano
Other	Crater

Breakable: Destroy units.

Force Beam

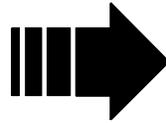


Type: Beam

Effect: Push or pull target unit into another hex, knock down walkers, and scatter squads. May also convert industry or woods to rough; treat hex as a light target.

Lava or Volcano: Unit pushed or pulled into hex is eliminated.

Force Beam

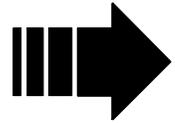


Type: Beam

Effect: Push or pull target unit into another hex, knock down walkers, and scatter squads. May also convert industry or woods to rough; treat hex as a light target.

Lava or Volcano: Unit pushed or pulled into hex is eliminated.

Force Beam

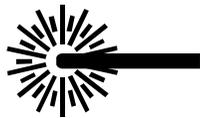


Type: Beam

Effect: Push or pull target unit into another hex, knock down walkers, and scatter squads. May also convert industry or woods to rough; treat hex as a light target.

Lava or Volcano: Unit pushed or pulled into hex is eliminated.

Laser



Type: Beam

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

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

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

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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

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Effect: Target may become frozen in time.

Time Stream Cards	Stasis Markers
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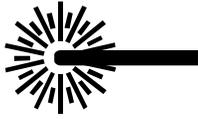


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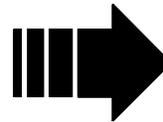


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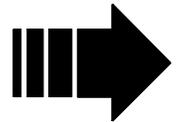


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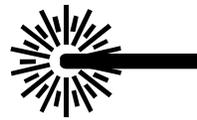


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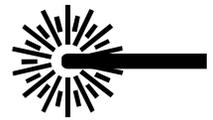
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Laser



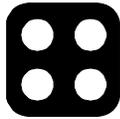
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Rocket Launcher



Type: Experimental

Number of Rockets:

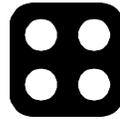
Heavy-4 Med-2 Light-1

Effect: Treat each as a light nuke. Fire all into the same or contiguous hexes.

LOS: Firing unit must act as its own sighter.

Lasers: No defensive laser fire allowed.

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Vortex Generator



Type: Experimental

Fire: Place a vortex into empty, adjacent hex facing away from firing unit.

Time Stream: Stability check then move.

Unstable: If all ☺'s on Hvy-3, Med-2, Lht-1 dice.

Move: Number of ☺'s on Hvy-1, Med-2, Lht-3 dice.

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Multi-Gun



Crust Buster



Force Beam



Nuke



Stasis Ray



Neutron Bomb



Laser

Multi-Gun



Crust Buster



Force Beam



Nuke



Stasis Ray



Neutron Bomb

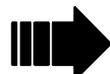


Laser

Multi-Gun



Crust Buster



Force Beam



Nuke



Stasis Ray



Neutron Bomb



Laser

Vortex Generator



Multi-Gun



Multi-Gun



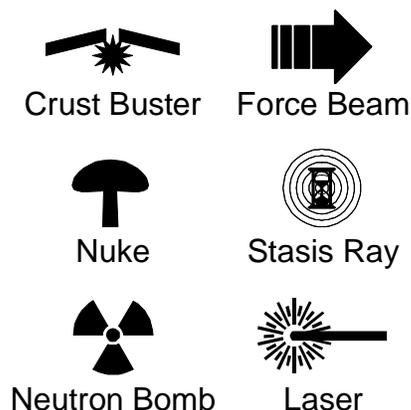
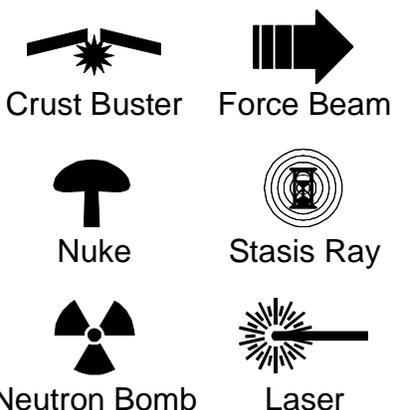
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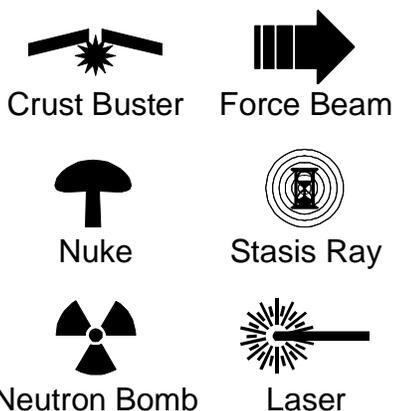
Multi-Gun



Rocket Launcher



Rocket Launcher



Type: Experimental

Number of Rockets:
Heavy-4 Med-2 Light-1

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**Jump
Jets**



Type: Walker Equipment

Size: Light

Weapon Action: When fired, walker hovers until the beginning of its next activation.

Movement: Hovering walker may move up to 2 hexes.

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**Melee
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Melee Combat: Treat walker as a heavy unit when attacking or defending during melee combat.

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**Conversion
Mechanism**



Type: Walker Equipment

Size: Medium

Physical Action: Walker may convert to or from a wheeled vehicle.

Movement: Converted walker may move up to 2 spaces, but not into or out of a depression.

Grab/Carry: Not allowed.

**Conversion
Mechanism**



Type: Walker Equipment

Size: Medium

Physical Action: Walker may convert to or from a wheeled vehicle.

Movement: Converted walker may move up to 2 spaces, but not into or out of a depression.

Grab/Carry: Not allowed.

**Conversion
Mechanism**



Type: Walker Equipment

Size: Medium

Physical Action: Walker may convert to or from a wheeled vehicle.

Movement: Converted walker may move up to 2 spaces, but not into or out of a depression.

Grab/Carry: Not allowed.

Melee Weapon



Type: Walker Equipment

Size: Light

Melee Combat: Treat walker as a heavy unit when attacking or defending during melee combat.

Conversion Mechanism



Type: Walker Equipment

Size: Medium

Physical Action: Walker may convert to or from a wheeled vehicle.

Movement: Converted walker may move up to 2 spaces, but not into or out of a depression.

Grab/Carry: Not allowed.

Conversion Mechanism



Type: Walker Equipment

Size: Medium

Physical Action: Walker may convert to or from a wheeled vehicle.

Movement: Converted walker may move up to 2 spaces, but not into or out of a depression.

Grab/Carry: Not allowed.

Conversion Mechanism



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Physical Action: Walker may convert to or from a wheeled vehicle.

Movement: Converted walker may move up to 2 spaces, but not into or out of a depression.

Grab/Carry: Not allowed.

Jump Jets



Type: Walker Equipment

Size: Light

Weapon Action: When fired, walker hovers until the beginning of its next activation.

Movement: Hovering walker may move up to 2 hexes.

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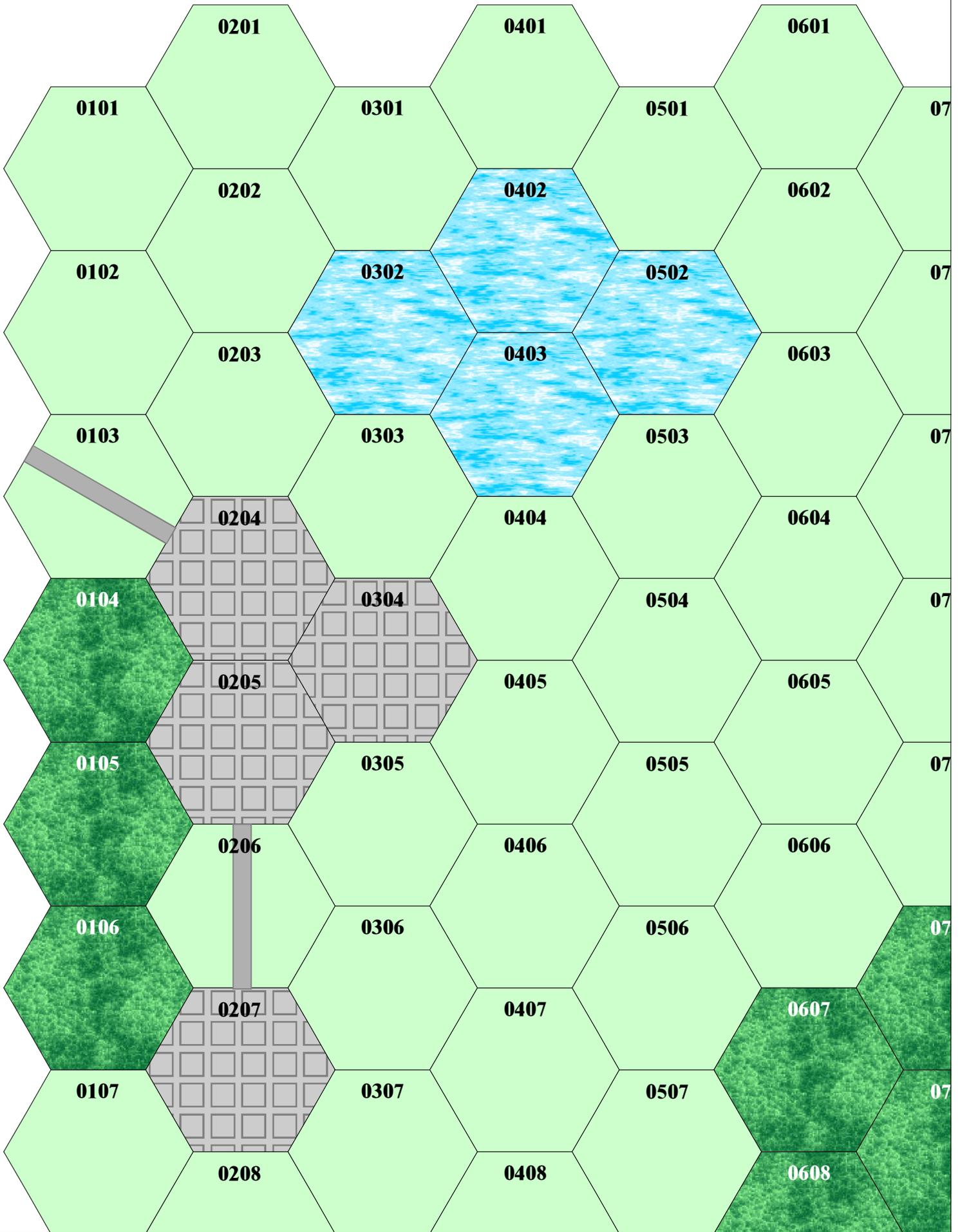
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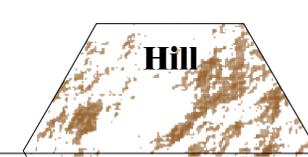
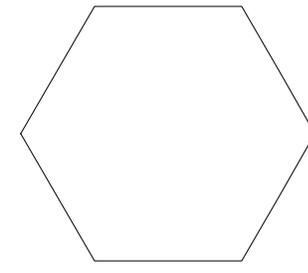
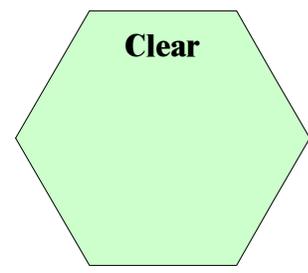
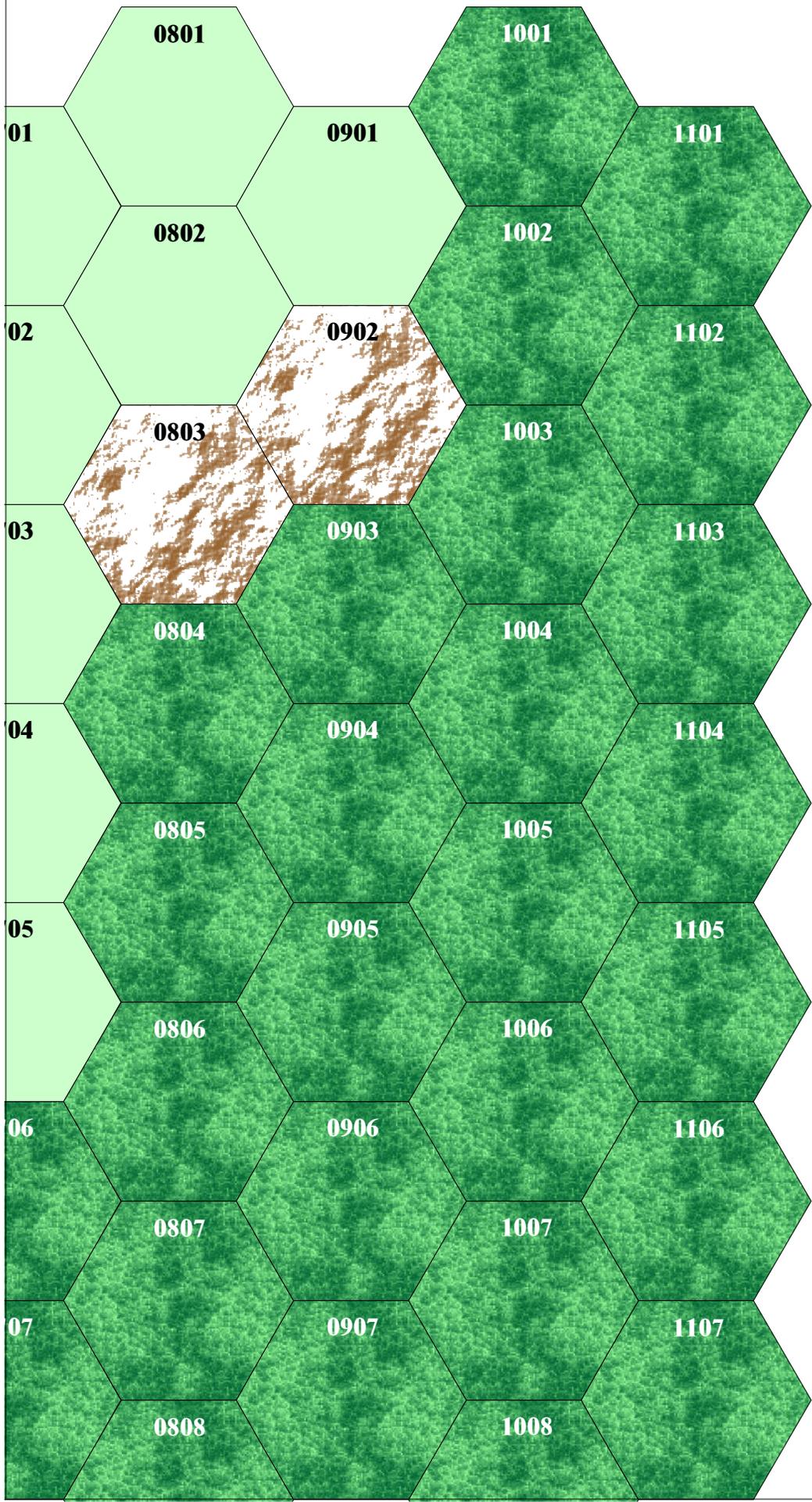
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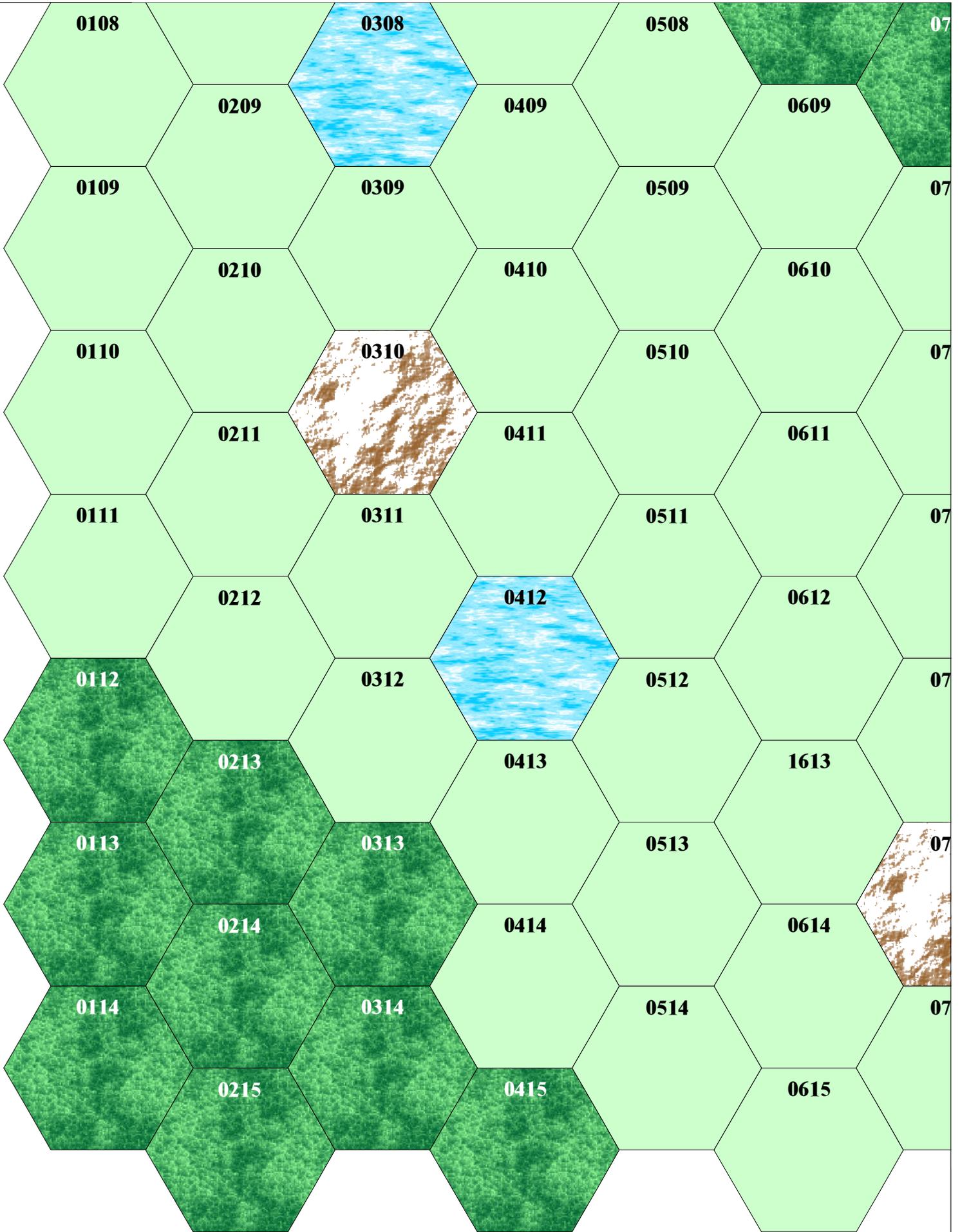


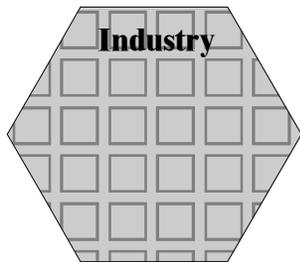
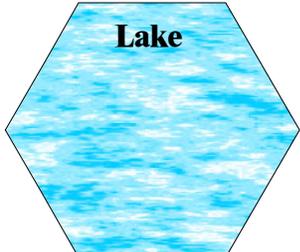
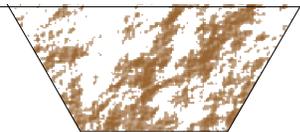
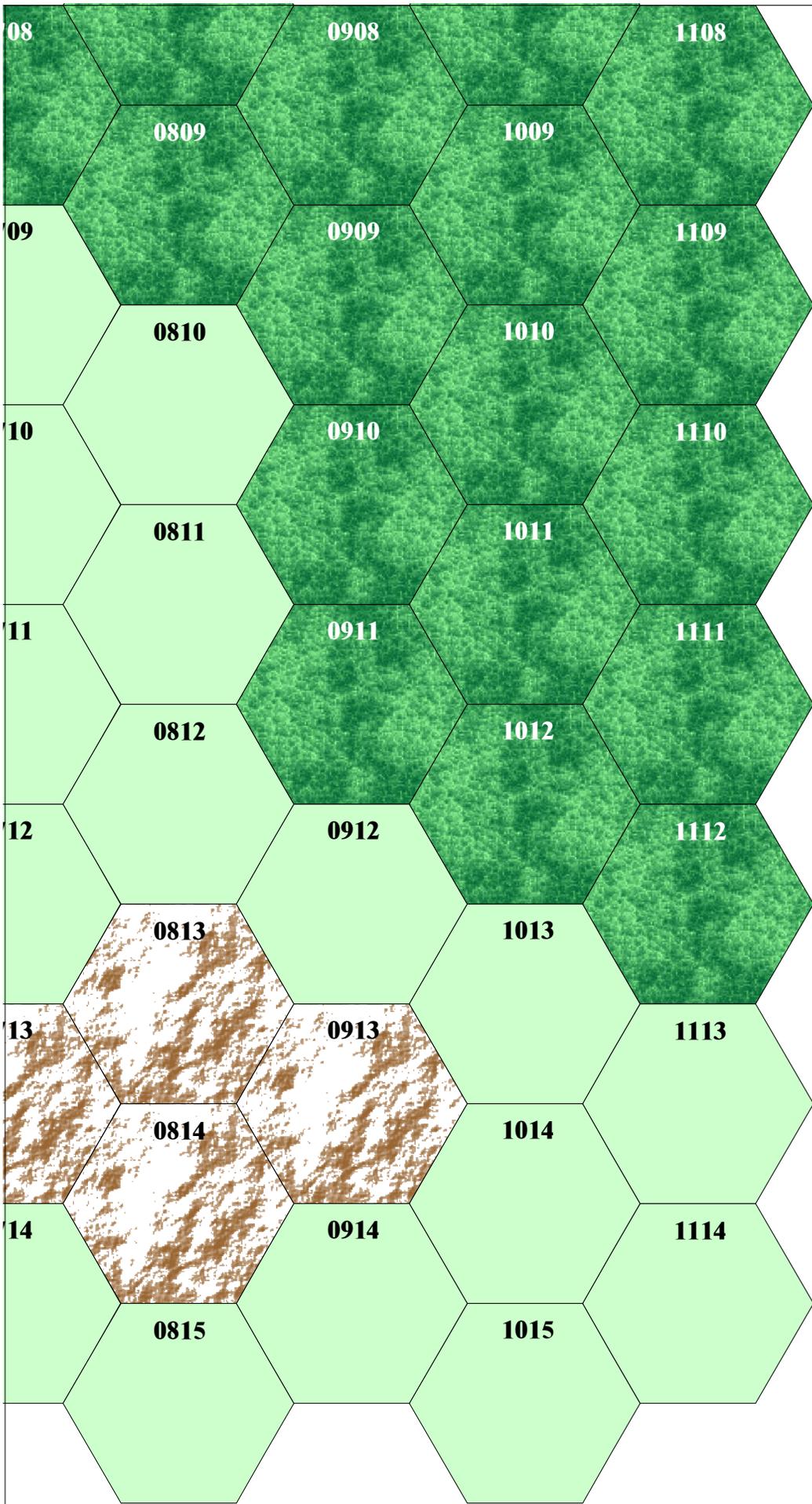


Interformic Games

Unberesakable



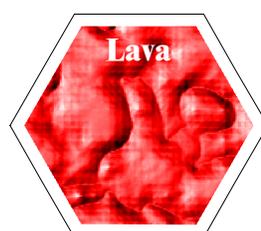
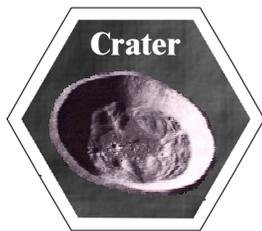
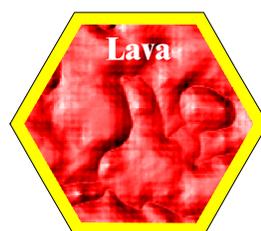
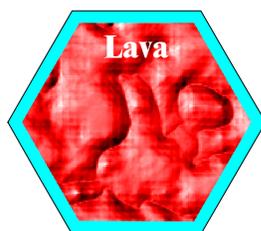
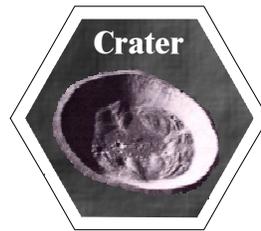
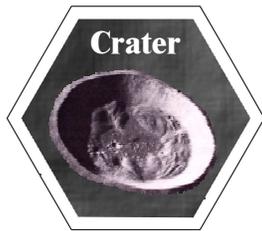


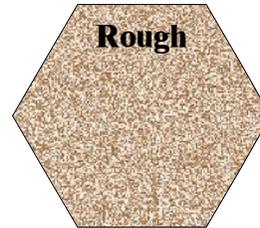
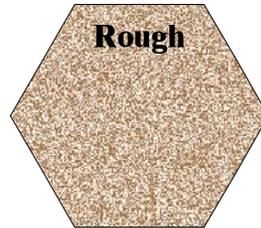
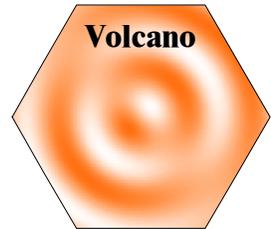
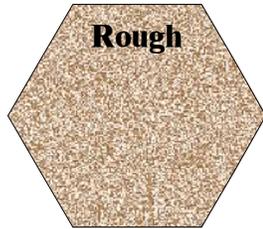
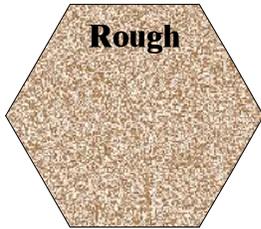
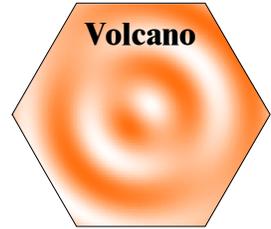
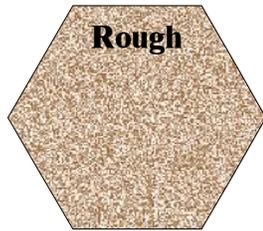
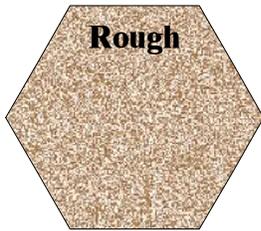
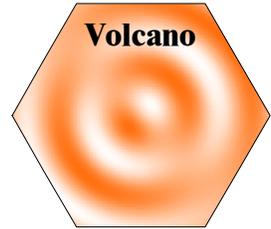
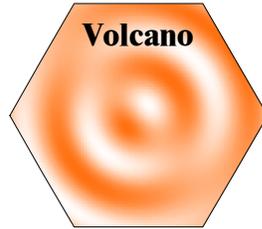
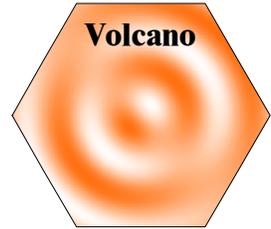
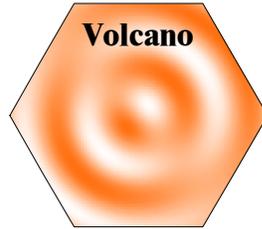
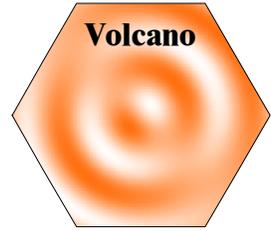
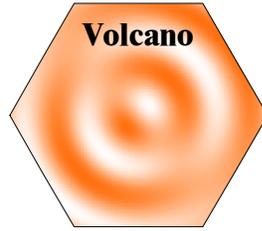
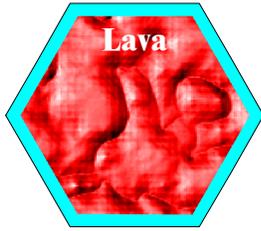


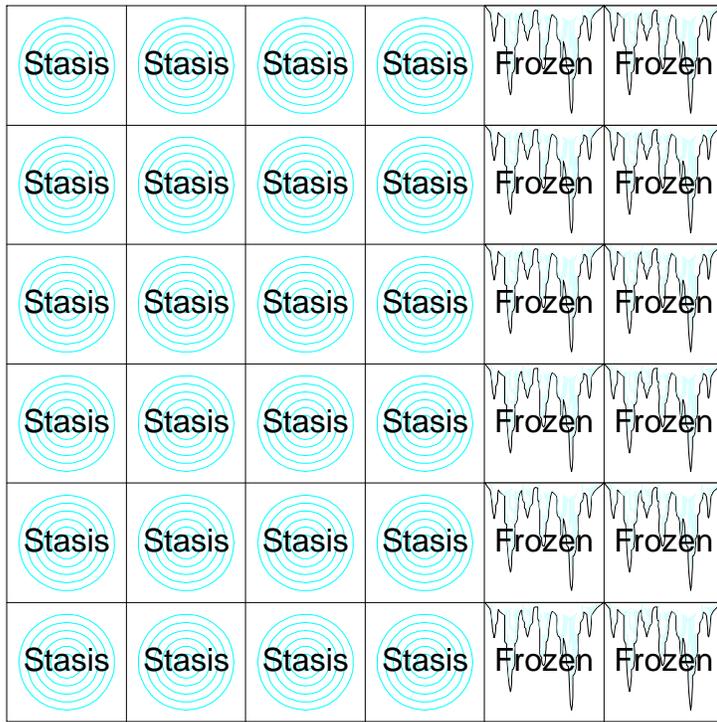
Turn

1	6
2	7
3	8
4	9
5	10

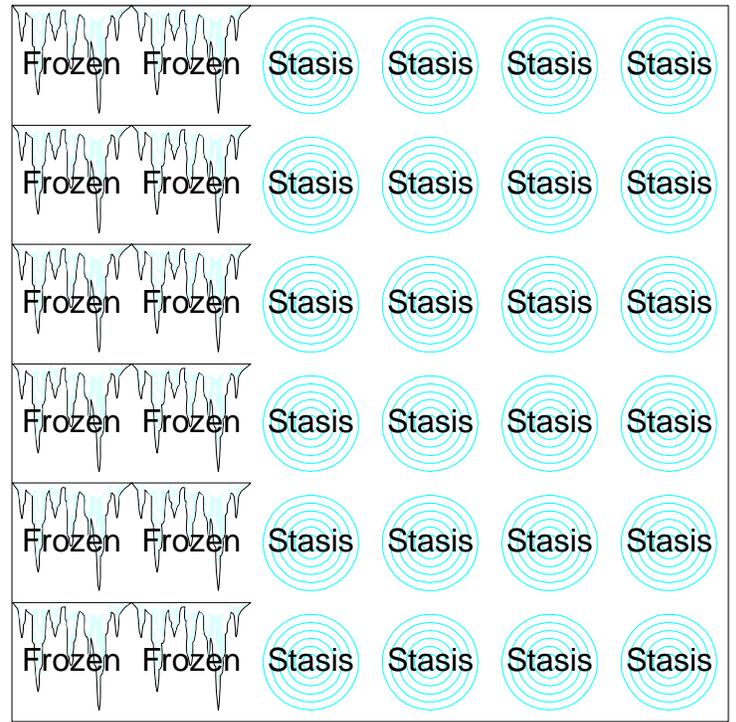




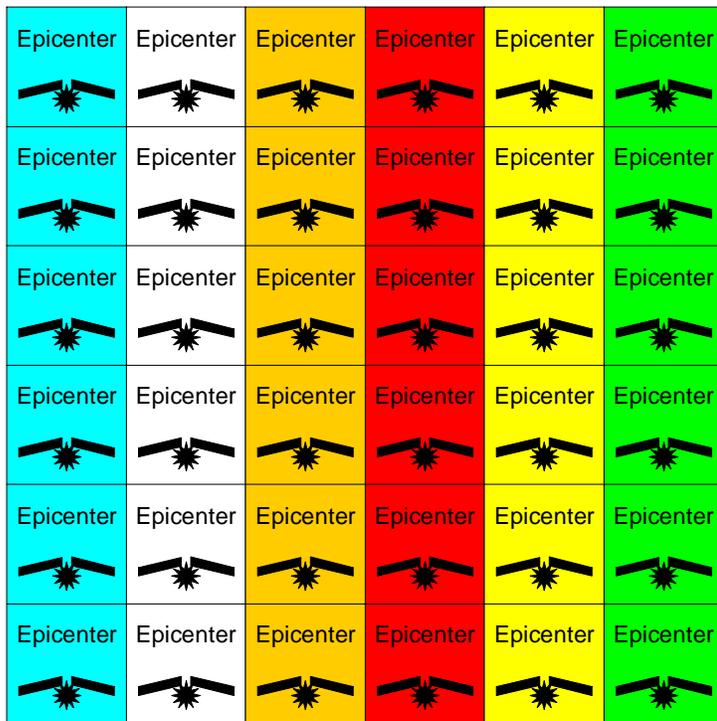




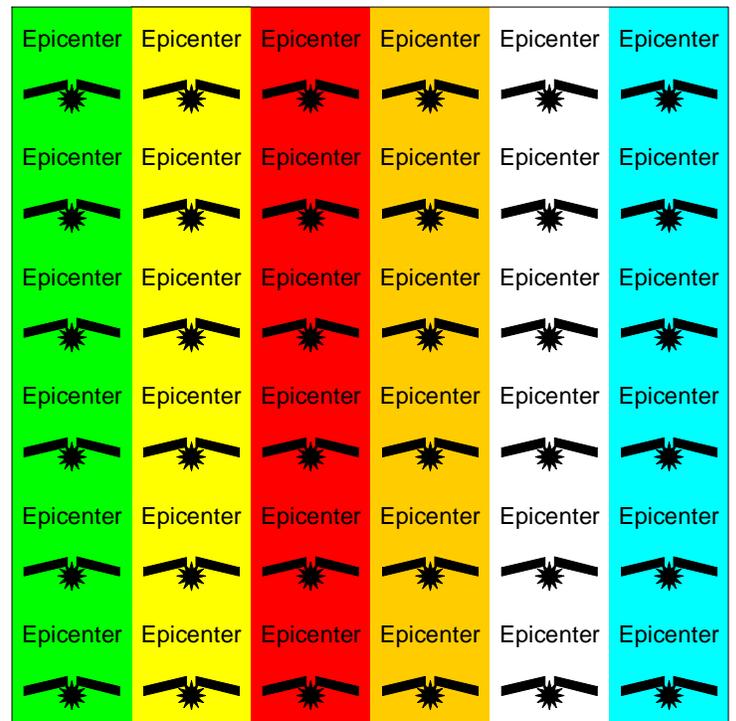
Front



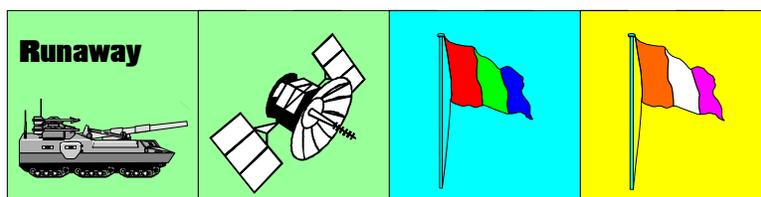
Back (optional)



Front



Back (optional)

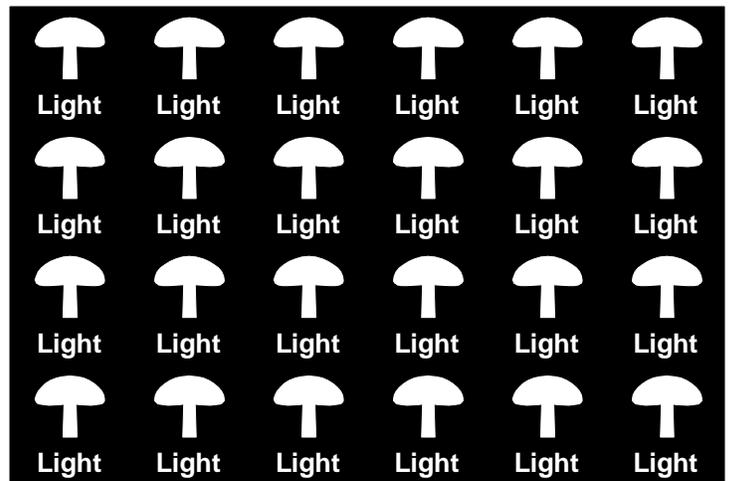
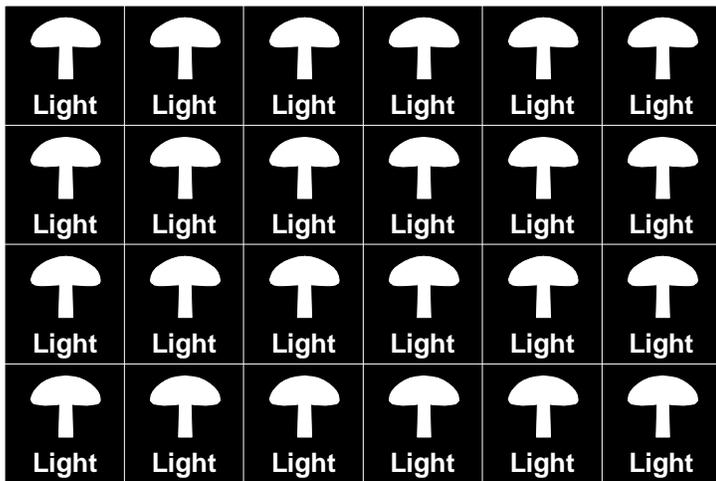
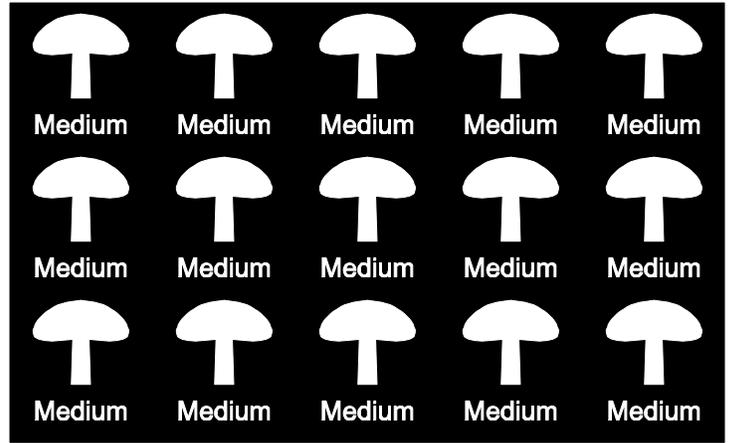
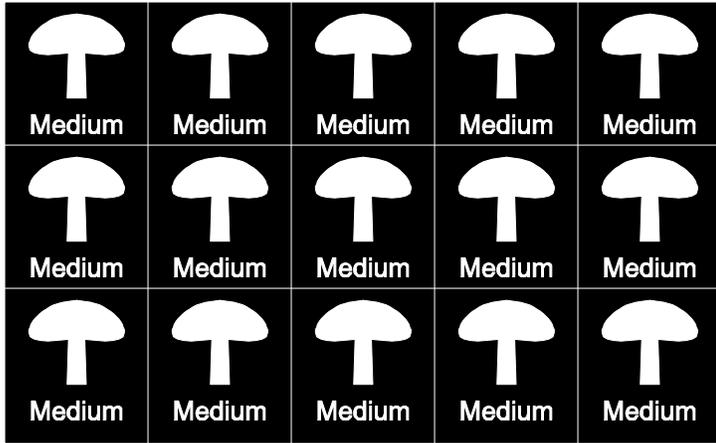
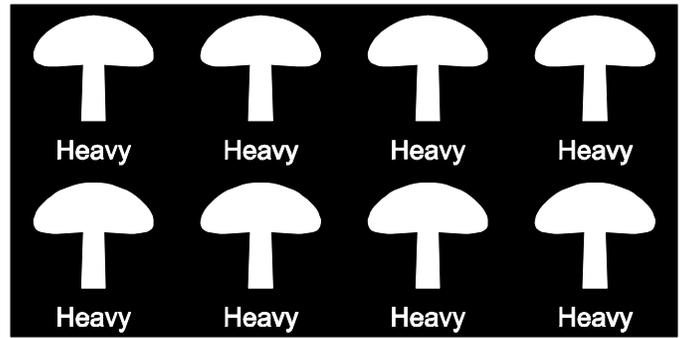
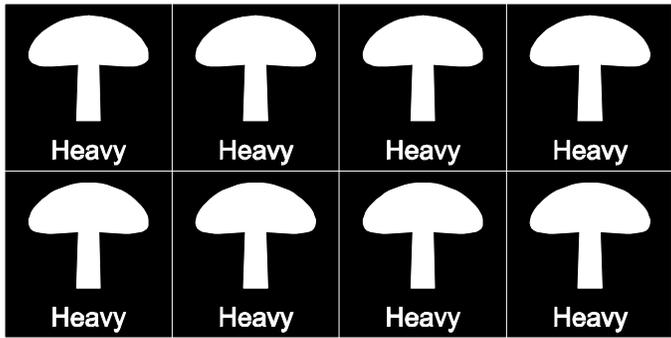


Runaway Crawler

Satellite

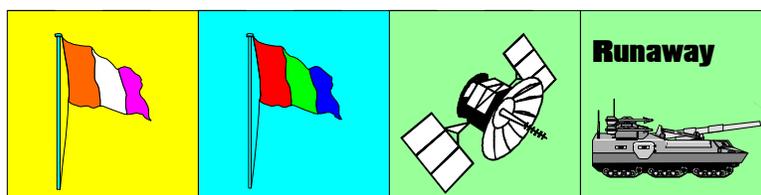
Blue Flag

Yellow Flag



Front

Back (optional)



Backs (optional)

Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded
Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded
Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded
Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded
Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded
Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded
Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded	Weapon  Loaded
Unit  Buttomed	Unit  Buttomed	Unit  Buttomed	Unit  Buttomed	Unit  Buttomed	Unit  Buttomed
Unit  Buttomed	Unit  Buttomed	Unit  Buttomed	Unit  Buttomed	Unit  Buttomed	Unit  Buttomed

Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded
Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded
Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded
Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded
Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded
Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded
Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded	Weapon  Unloaded
Unit  Buttomed	Unit  Buttomed	Unit  Buttomed	Unit  Buttomed	Unit  Buttomed	Unit  Buttomed
Unit  Buttomed	Unit  Buttomed	Unit  Buttomed	Unit  Buttomed	Unit  Buttomed	Unit  Buttomed

1 	2 	3 	1 Up 
4 	2 Up 	3 Up 	4 Up 
	1 Gnd 	2 Gnd 	3 Gnd 
	4 Gnd 	1 Gnd 	2 Gnd 

1 Down 	3 	2 	1 
2 Hvr 	1 Hvr 	4 Down 	3 Down 
4 Hvr 	3 Hvr 	2 Down 	4 

A 	B 	C 	A Up 
D 	B Up 	C Up 	D Up 
	A Gnd 	B Gnd 	C Gnd 
	D Gnd 	A Gnd 	B Gnd 

A Down 	C 	B 	A 
B Hvr 	A Hvr 	D Down 	C Down 
D Hvr 	C Hvr 	B Down 	D 

Front

Back