



BATTLESUIT HEAVY METAL

game design by Mike Nagel

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BATTLESUIT HEAVY METAL

1.0 Introduction

Battlesuit: Heavy Metal is a two-player game of combat between soldiers wearing powered armor that not only provides maximal levels of protection, but also an array of powerful weaponry. Although these soldiers provide a fearsome tip of an army's spear, they also form a powerful defense to hold the ground they have taken. The game is a re-development of the classic Battlesuit game originally published in *Space Gamer Magazine* #59, designed by Steve Jackson.

2.0 Game Board

The game board is comprised of one or more individual map panels. Each panel is geomorphic so that larger play areas can be created by placing individual panels end-to-end or side-to-side. Each panel is printed with a variety of terrain types and a pattern of colored dots that is used to regulate the movement of soldiers on the map.

2.1 Map Points

In game terms, map points are the individual colored dots whose pattern overlays each map panel. Map points perform several duties. First, soldiers are placed on these dots and move from dot to one of six adjacent dots while expending their allotment of movement points each turn. Secondly, each dot is color coded to indicate the type of terrain into which a soldier moves as different terrain types have different costs in movement points. Finally, the dots are used to determine if any terrain intervenes between a soldier's current position and a target during combat as this terrain may affect the effectiveness of an attack. Each dot is identified by a grid ID derived from the map identification letter, row identification letter, and column identification number. For example, point A-H-11 is a woods map point. The half-dots along the edges of the map panels are the A or M row and the 01 or 35 column and can be referred to interchangeably, depending on the map panel in question (A-R-05 is the same as B-A-05 when the A and B maps are joined along the long edge). Half-dots along the edges of the map are in play and may be occupied by soldiers.

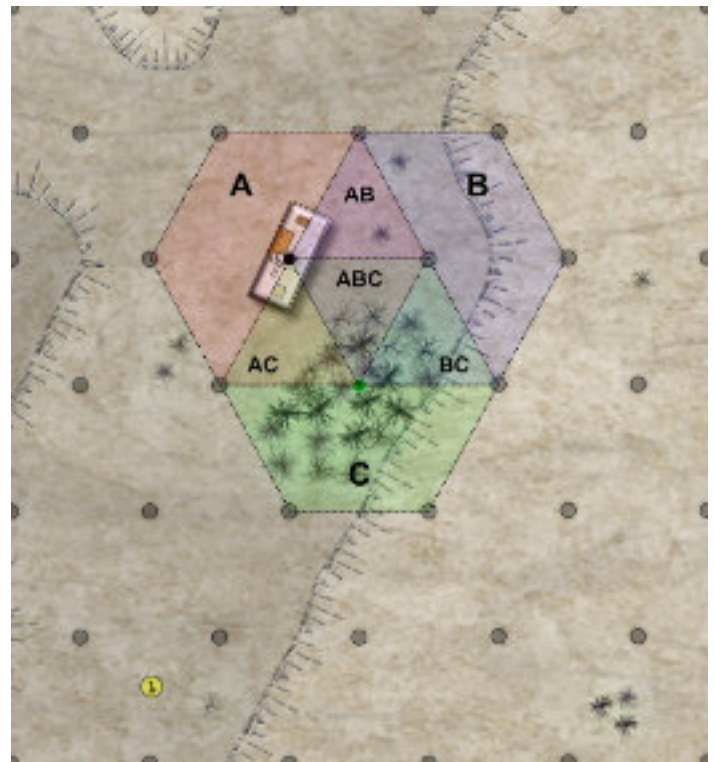
2.2 Meta-Hexes

A map point and the six surrounding points constitute a "meta-hex" that encompasses the terrain within the area surrounding a map point. The map point at the center of a meta-hex indicates the type of terrain that fills it completely, even though the artwork on the map may not indicate this. Meta-hexes are used to simplify the determination of lines of sight (see 6.0) during combat.

2.3 Terrain

Each map panel is printed with a variety of terrain types. To avoid confusion, the type of terrain that encompasses a map point is noted by the map point's color. The different types of terrain with which a soldier may contend are as follows:

- 2.3.1 **Clear** – Clear terrain constitutes flat, open ground that is easy to traverse and provides no cover to a soldier occupying it. Clear terrain is marked by a transparent map point.
- 2.3.2 **Woods** – Woods terrain represents clumps of burned out, dead trees sufficiently dense as to block the ability to see through it. Woods terrain provides adequate protection against in-coming attacks, although unarmored soldiers are more vulnerable to explosive attacks due to flying splinters. Woods terrain is marked by a green map point. Woods terrain blocks line of sight (see below).
- 2.3.3 **Building** – Building terrain represents the remains of larger structures or strongpoints that might dot the battlefield. As these structures are constructed with steel and concrete, they provide good protection and block vision beyond them. Building terrain is marked by a black map point. Building terrain blocks line of sight (see below).
- 2.3.4 **Marsh** – Marsh terrain represents swampy, soggy ground that's difficult to traverse but which pro-



Example: The diagram above shows the interaction of three adjacent and overlapping meta-hexes. Hex A is a building hex, B is a clear hex and C is a woods hex. For the purposes of determining line of sight, the intersections AB contains buildings and BC contains woods. Intersections AC and ABC contains either building or woods, whichever has the greatest impact upon line of sight.

vides some protection due to tall grasses and the ability to absorb explosive impacts. Marsh terrain is marked by a light blue map point.

2.3.5 **Slag** – Slag terrain represents patches of burned out earth that is treated like clear terrain that is unfortunately radioactive. Slag may cause damage to any soldier who moves into it. Each scenario describes the glow of the slag that indicates how much damage it might cause. Slag terrain is marked with a red map point.

2.3.6 **Water** – Water terrain represents large pools or ponds and streams. Water may or may not be impassible, depending upon the scenario description. If water terrain is deemed impassible, it may only be crossed by soldiers on the ground by bridge. Water terrain is marked with a blue map point.

2.3.7 **Contours** – Contour terrain indicates an increase in elevation on the battlefield. Contours are not assigned map points, but always exist between them. Map points that are bound by a contiguous contour are all at the same higher elevation and constitute a hill mass. Hill masses may be bound by other hill masses, indicating continually rising terrain. Each hill mass is noted with an indication of its elevation in a small yellow badge.

Note: A higher level represented by contours is assumed to completely fill the map point's meta-hex. This means that, even though the contours may not follow the sides of a meta-hex, they are assumed to do so when determining line of sight. This rule also implies that contours that surround a lower level map point only extend to the edges of the lower map point's meta-hex. If there is a conflict caused by a shared intersection between two meta-hexes of different levels, the higher level affects line-of-sight.

2.3.8 **Rubble** – The ruins of a previous structure are littered about the area. Rubble terrain may exist already on the battlefield, or may be the result of destroying building or bunker terrain. Rubble rises two levels, costs two movement points to enter or land within, and provides a -4 attack modifier when attacking units within rubble. Rubble is marked with a gray map point.

2.4 Elevation

One of the challenges in tactical games is to represent three-dimensional terrain in a two-dimensional space. This is done through the concept of elevation, which is managed in a fashion similar to a layer-cake. The lowest, or ground, level is Level 0. Crossing up a contour moves to Level 1, then to Level 2, and so on as contours are crossed upwards. Woods and Building terrain also have an elevation. Woods and Buildings both rise six levels (although special scenario rules may alter these levels). These terrain levels are cumulative with the level upon which they are resting. *For example, a building with an elevation of six that rests on a Level*

2 hill mass rises eight levels. Elevation is critical to movement and combat.

2.5 Compass

Each map includes a directional compass surrounding its identifier. This compass is used to determine random directions, where a die roll indicates the direction movement takes.

2.6 Scale

Each soldier unit represents an individual soldier. The distance between a map point and the adjacent six map points is 25 meters. The height of each elevation level is two meters. Each turn represents about sixty seconds of action.

3.0 Dice

Two types of dice are used in the game. A twelve-sided die (d12) is typically used to resolve combat results. A six-sided die (d6) is used to check soldier morale and are used to indicate armored soldiers that are airborne.

4.0 Game Pieces

There are a large variety of playing pieces used while playing the game. These include armored and unarmored soldiers, armed and unarmed drones and status markers. Red pieces are used by the Red, while blue pieces are used by the Blue forces. These are all described below:

4.1 Armored Soldiers

These are the primary type of unit that is used on the map. What distinguishes armored soldier units from unarmored soldiers is an identification letter (A through T) on the base of each unit. These identifiers are used to track the status of each unit on the unit tracking cards (see below). There are a variety of armored soldiers:

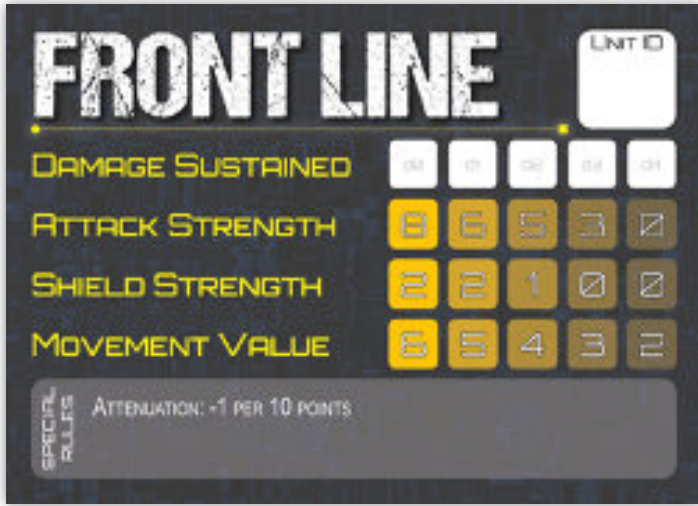


4.1.1 **Front Line** – These soldiers are equipped with the most basic type of powered armor.

4.1.2 **Assault** – These soldiers are equipped with advanced combat systems and heavier armor.

4.1.3 **Command** – These squad leaders are equipped in a similar fashion as assault armored units, but are equipped with superior communication and defensive systems that allow them to guide units within their squad. Each side begins with one commander that is noted with two star icons. This is the side's squad leader. A scenario may stipulate that a side begins with two leaders, the second (with a single star designation) is the assistant squad leader. If a squad leader is killed, place his or her command marker two spaces ahead on the turn track. When that turn is reached, the assistant squad leader has taken over as the new squad leader.

4.1.4 **Ranger** – These soldiers are primarily charged as scouts and raiders with a lighter weapon load, but armor equipped with stealth technology and advanced movement thrusters.



- 4.1.5 **Dead-Eye** – These soldiers are similar to front line troops, but armed with a light pulse canon and superior optics.
- 4.1.6 **Thumper** – These soldiers are also similar to front line troops, but are armed with a heavy pulse canon.
- 4.1.7 **Sniper** – These soldiers are armed with heavy, single-shot pulse canon equipped with a superior targeting system. Snipers may not use rapid-fire, but have an extended attenuation modifier.
- 4.1.8 **Engineer** – These soldiers have the ability to perform both repair and demolition activities during the turn.
- 4.1.9 **Crusaders** – These soldiers tend to the spiritual needs of soldiers on the battlefield and provide support needed to keep them motivated.
- 4.1.10 **Jack-Knife** – These soldiers are specialists at hand-to-hand combat. They are heavily armored and deadly if they get adjacent to an enemy soldier.

4.2 Unarmored Soldiers

Unlike armored units, the status of unarmored soldiers are not tracked using unit cards, but one is provided for reference. Other than being unable to bounce, unarmored soldiers are treated in the same manner as armored soldiers. There are two types of unarmored soldiers:

- 4.2.1 **Police** – These are paramilitary units that are well armed and primarily used to defend installations. They have an attack value of four, a defensive value of zero, and a movement rate of two.
- 4.2.2 **Militia** – These are volunteers that are lightly armed and represent locals who have taken up arms against invaders (probably fruitlessly). They have an attack value of three, a defensive value of zero, and a movement rate of two.



4.3 Drones

These are small devices capable of remotely controlled flight. They may be armed or unarmed. There are five types of drones. All drones allow indirect fire, but each may only perform its distinct task.



- 4.3.1 **Recon** – These drones are typically used to paint targets. They have an attack value of zero, a defense value of zero, and a movement value of eight. Recon drones may paint targets, but may not attack.
- 4.3.2 **Attack** – These drones are armed with a weapons package. They have an attack value of six, a defense value of zero, and a movement value of eight. Attack drones may attack, but may not paint targets.
- 4.3.3 **Bomb** – These drones are armed with a single mini-nuke. They have an attack value of zero (but see below for the effects of dropping their payload), a defense value of zero, and a movement value of eight. Bomb drones may attack (in their fashion), but may not paint targets.
- 4.3.4 **ECM** – These drones are armed with an electronic countermeasures kit that suppresses enemy communications and control. ECM drones may not paint targets.
- 4.3.5 **Sentry** – These are heavily armed, but immobile drones that are placed as defensive measures. Sentry drones may not paint targets, but their attack strength is not reduced for rapid fire.

4.4 Complete Markers

These markers are used to indicate soldiers that have completed their actions for the turn.



4.5 Shock/Panic Markers

These red and black markers are used to indicate a soldier that is in shock or has panicked and become a hazard not only to the enemy, but to friendly units as well.



4.6 Bunkers/Improved Position Markers

These markers indicate the existence of a bunker at the specified point. A bunker acts like a building in most ways except that it does not block line of sight (see below). An improved position is a temporary structure than provides some modest additional protection.



4.7 Painted Markers

These markers are used to indicate a target that has been painted with a targeting laser that provides an attack bonus. This bonus is typically +3, but snipers that paint targets create a +4 bonus.



4.8 Active Command Marker

Use this marker on the turn track to note available points resulting from active command as well as the status of commanders.



4.9 Control Marker

These markers are used to indicate map points that are controlled by one side.



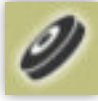
4.10 Turn Marker

Use this marker to note the current turn on the Turn Track. Flip the marker to reveal the color of the side that holds the initiative for the current turn, as needed.



4.11 Victory Points

These markers are used on the Turn Track to indicate the number of victory points a player has earned during the game.



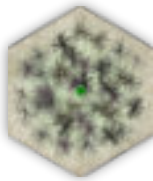
4.12 Mines

These markers indicate the potential existence of a mine within a meta hex. Place the mines on their hidden side during setup and reveal them when a soldier enters their meta hex. The reverse of these markers reveals either a dummy, explosion, or nuclear effect.



4.13 Terrain Tiles

Special hexagonal tiles are provided to modify terrain printed on the map. These may be placed as part of a scenario's setup, or may be placed during play when rubble or slag might be created.



4.14 Elevation Tiles

Use these tiles to indicate the elevation of a soldier that is airborne. When a soldier is higher than +6 levels, add another elevation marker on its +6 side and sum the two elevation tile values to note the soldier's elevation.



5.0 Soldier Tracking Cards

Each armored soldier is provided a card to keep track of his or her status during the course of the battle. Each card indicates the type of soldier and includes a table indicating the soldier's attributes as they relate to the soldier's current damage state. There is also a section indicating any special rules to which the soldier must adhere. The status of these cards should remain hidden from an opponent until a unit moves, attacks, is attacked, rallies, or must otherwise prove the soldier's status. Use a wet-erase marker or grease pencil to note a soldier's damage status.

5.1 Unit ID

The upper right corner of each card includes a blank box where a soldier's identifier can be noted with a grease pencil or wet-erase marker.

5.2 Soldier Status

There are four rows of boxes used to track the status of a soldier's abilities as the soldier takes damage in combat. The four tracks are as follows:

- 5.2.1 **Damage Sustained** – These five white boxes are lightly printed with a soldier's current damage level (d0 through d4). For each hit taken in combat, use a grease pencil or wet-erase marker to cross off the boxes from left to right. The column of colored boxes beneath the first unchecked box indicates the soldier's current status levels. When the last box is marked off, the soldier is "down" and unresponsive, but can still be repaired. A soldier that takes a hit, but has no boxes to check off is eliminated.
- 5.2.2 **Attack Strength** – The number in these boxes indicate a soldier's current attack strength. This value is used to determine the outcome of combat.
- 5.2.3 **Shield Strength** – The number in these boxes indicate the current level of protection provided by a soldier's armor and other defensive equipment.
- 5.2.4 **Movement Value** – The number in these boxes indicate the number of movement points a soldier has to spend during the current turn.

5.3 Special Rules

The shaded area at the bottom of the card summarized any special rules that a player must take into account when activating the soldier for movement, combat, or other activity.

5.4 Unit Notes

The reverse of a soldier's card includes a space where notes considering the soldier may be jotted down with a grease pencil or dry-erase marker.

5.5 Soldier Card Querying

Soldier cards may not be examined, except to prove a game action (combat, rally, etc.). However, a card may be examined prior to combat by Dead-Eye, Ranger, and Sniper units prior to selecting a target. Ranger and Dead-Eye units may do this once per activation without forcing an attack upon the examined unit. Snipers may query every enemy soldier within the unit's line of sight (see 6.0) prior to selecting a target.

5.6 Other Unit Types

Other unit types also have tracking cards, but they may be used a little differently.

- 5.6.1 **Unarmored Soldiers** – There is a single card used with unarmored soldiers. As these soldiers are eliminated upon sustaining a single hit, damage does not need to be tracked for them. Instead, their card simply displays the status values for each unarmored soldier type (Police and Militia).
- 5.6.2 **Drones** – A single status card is provided for each of five drone types. As drones are also destroyed upon receiving a single hit, damage does not need

to be tracked for drones. Instead, the card provides four spaces to note the identification number of each drone of the type listed by the card. A force may include up to four drones of a single type (no more than nine drones, total).

6.0 Line of Sight

In order to attack an enemy unit, a soldier must be able to see the target. The concept is referred to as “Line of Sight” (LOS). LOS may be blocked by intervening terrain that rises to a height that is higher than either or both the attacking soldier and the target, according to the following strictures:

6.1 Determination

LOS is determined by drawing an imaginary line from the attacker’s map point to the defender’s map point. If the LOS crosses a meta-hex that encompasses blocking terrain, LOS may be blocked. Players are encouraged to use a thread or stretched rubber band to determine the path of LOS. In situations where LOS crosses directly between two meta-hexes, LOS is blocked if terrain exists along both sides of LOS.

6.2 Equal or Lower than Both

If the height of the intervening terrain rises to a level that is equal to or lower than both the attacking soldier and the target, LOS is not blocked.

6.3 Higher than Both

If the height of the intervening terrain rises to a level that is higher than both the attacking soldier and the target, LOS is blocked.

6.4 Equal to Higher Soldier

If the height of the intervening terrain rises to a level that is equal to the higher of the two soldiers, LOS may be blocked. Count the number of map points between the higher soldier and the center map point of the terrain’s meta-hex or the last map point before crossing a contour at the same level as the higher unit. The count of map points is the number of blind map points distant that extend beyond the blocking map point to which the meta-hex would block LOS.

Example: A soldier hovers at level six, with a woods map point (level six) that is five map points distant. Any map point with a LOS that passes through the blocking meta-hex and that is five points or less away from the woods map point are blind and cannot be directly attacked. Any map points beyond five are visible.

6.5 Higher than One

If the higher of the soldiers is above the blocking terrain, blind hexes are created as in 6.4. However, for each level that the soldier is above the level of the blocking terrain, deduct the number of blind map points by one to a minimum of one blind point (soldiers may always hide in the shadow adjacent to blocking terrain), rounding any final fraction normally.

Example: A Red unit at Level 8 wants to fire at enemy units beyond a Woods (Level 6) point that is seven points away. If

the Red unit were at Level 6 (the same as the Woods), seven blind map points would extend beyond the Wooded map point. Since the Red unit is two levels higher than the woods, the number of blind map points is reduced to two (seven to three-and-a-half for the first level and to one-and-three-quarters for the second level, rounding up), so any unit beyond those two blind points could be targeted.

6.6 Lower Soldier Height

The two latter situations (6.4 and 6.5) assume the lower soldier is at level zero, relative to the height of the blocking obstacle. If this is not the case, reduce the number of blind map points by one for each level the lower unit is above ground level.

Note: Determining LOS is the trickiest part of play. In the last instance (6.5), it may be easier to subtract the level of the lower unit from the levels of the attacker, defender, and intervening terrain before calculating the blind spots.

6.7 Reciprocity

It is always true that if an attacking unit can see a target, the target can also see the attacking unit.

6.8 Blocking Terrain

Terrain that blocks LOS includes Buildings, Woods, and Contours. Contour meta-hexes only block LOS when the LOS crosses through the meta-hex and not along an edge.

6.9 Overlapping Meta-Hexes

There will be many, many instances where LOS is drawn through two overlapping meta-hexes. When this occurs, LOS is affected by the meta-hex with the greatest blocking effects (blocking terrain, higher levels, etc.).

Line of Sight Examples

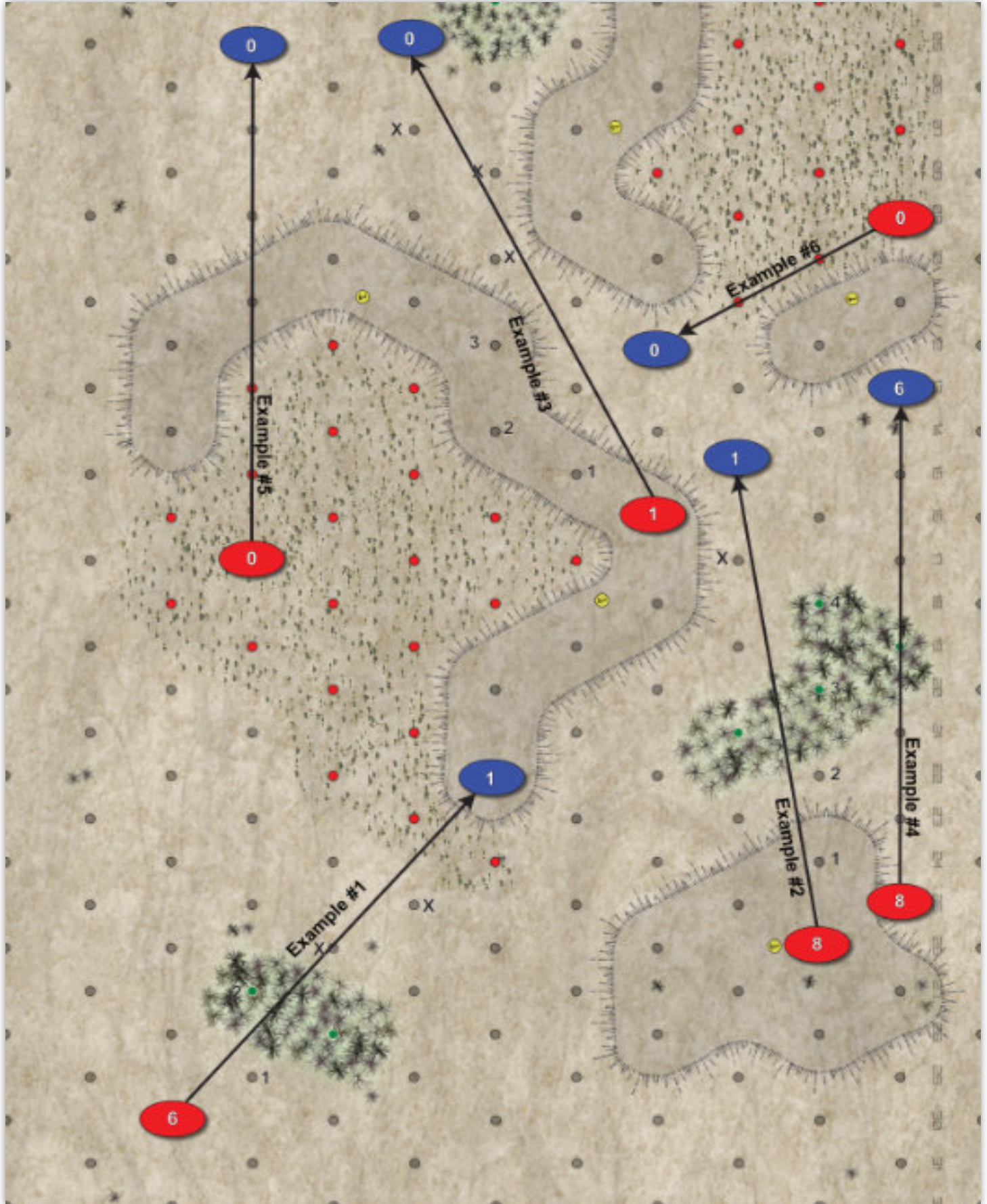
In the diagram nearby are several examples of how to determine LOS based on soldier positioning and the existence of blocking terrain.

Example #1 – The red soldier is at level six, while the blue soldier is at level one. The blocking woods terrain rises to level six. Since the red unit is at the same level as the blocking terrain, a number of blind points (X) are created equal to the distance to the furthest blocked point (two). Therefore, a unit more than two points beyond the last blocking point are visible. Soldiers within the blind points and lower than the terrain height cannot be seen.

Example #2 – The red soldier is at level eight, while the blue soldier is at level one. The furthest blocking terrain is four points away, and so four blind points are created beyond that furthest blocked point. However, since the red soldier is two levels higher than the blocking terrain and the blue soldier is one point off the ground, the number of blind points is reduced by three. Therefore, only one blind point is created beyond the blocking point.

Example #3 – The red soldier is at level one, while the blue soldier is at level zero. The furthest blocking terrain is three points away from the red soldier (the crest). Therefore, three blind points are created beyond that last point.

COMPREHENSIVE LINE OF SIGHT EXAMPLE



Example #4 – The red soldier is at level eight, while the blue soldier is at level six. Since both soldiers are at or higher than the level of the blocking terrain, LOS is not blocked and both soldiers can see each other without hindrance.

Example #5 – Both the red and blue soldiers are at level zero, while the intervening terrain rises to level one. Since both soldiers are lower than the intervening terrain, neither can see the other.

Example #6 – Both the red and blue soldiers are at level zero, with a line of sight between two level one contours. The soldiers can see each other as LOS drawn directly along the edge of a contour meta-hex does not block LOS. If either soldier were one point to the left or right, causing the LOS to cross through the contour meta-hex, LOS would be blocked.

Example #7 – The diagram below indicates the interplay between two overlaying meta-hexes at different levels. Meta-hex A is at Level 1, while meta-hex B is at Level 0. The contour within the shared area is assumed to extend to the hex sides 1-3-4 for hex A, and 1-2-4 for hex B. Depending upon where a LOS is drawn dictates which meta-hex impacts it. Since the LOS from points 5 to 6 crosses along the contour from points 3 to 4, LOS is not blocked. The LOS from points 7 to 8 is blocked as the LOS does not cross along a side of the meta-hex.

7.0 Sequence of Play

Each game turn is played in a series of alternating impulses in which players activate one (or possibly more than one) soldier. Soldiers must be activated in a specific sequence, depending upon their status at the beginning of a turn.

7.1 Initiative

Prior to activating any soldiers, each player must roll a die. The player with the higher result wins the initiative for the turn. In case of ties, the player with more good order soldiers wins the initiative. If both players have the same number of good order soldiers, the player who held the initiative during the previous turn retains it (on the first turn, roll again). The player holding the initiative has the option to activate a soldier first or second during that turn.

7.2 Shaken Soldiers

A player with inactivated, shaken soldiers must activate one of these soldiers. All shaken soldiers must be activated in sequence, before any other soldiers are activated. Note that an inactive soldier may become shaken during the course of a turn, and must be activated prior to any panicked or good order soldiers. A shaken soldier makes a morale check by rolling a d12 and comparing the result to the following table:

- 0-2 **Panic** – Flip the shock marker over to its panic side. The soldier will have to check for panic status later in the turn.
- 3-6 **Stunned** – The soldier remains in shaken status and can do nothing this turn. Place a completed marker on the soldier.

- 7-8 **Shaken** – The soldier recovers from shock (remove the shock marker), but is still a little shaky. The soldier may move normally and/or fire with a -2 combat penalty (in addition to other modifiers). The soldier may not target an enemy unit, nor may the soldier benefit from targeting.

- 9-12 **Recovery** – Remove the shock marker. The soldier may move and/or fire normally.

7.3 Panicked Soldiers

Once all soldiers that started in shaken status have been activated, soldiers in panicked status must be activated (including those that panicked during their shaken morale check. A panicked *armored* soldier makes a morale check by rolling a die and comparing the result to the following table:

- 0-2 **Berserk** – Roll a d6. If the result is even, the soldier jumps up six levels. If the result is odd, roll a second d6. Move the soldier as far as possible in the direction specified by the second die result. At the end of this movement, if the soldier has not been shocked or killed by reaction fire, the soldier fires upon the closest soldier (enemy or friendly). If two or more are equally close, the one that is most likely to be hit is attacked. If a target can still not be specifically targeted, roll a die to determine the target among those closest. Place a completed marker on the soldier. If the soldier moves off-map, the soldier is eliminated unless such movement is legal per special scenario rule (SSR).

- 3-4 **Paranoia** – The soldier immediately fires upon the closest soldier (enemy or friendly). If two or more are equally close, the one that is most likely to be hit is attacked. If a target can still not be specifically targeted, roll a die to determine the target among those closest. The soldier may not move. Place a completed marker on the soldier.

- 5-6 **Fright** – The soldier moves directly toward the nearest, best cover. The soldier does not move if already in cover. If more than one equally protective point is equally distant, the owning player determine where the soldier moves. The soldier may not attack. Place a completed marker on the soldier.

- 7 **Self-Destruct** – The soldier makes a fatal error with suit controls. Remove the unit.

- 8-10 **Shock** – The soldier freezes again. Flip the panic marker over to its shock side. The soldier may do nothing during the turn. Place a completed marker on the soldier.

- 11-12 **Recovery** – Remove the panic marker. The soldier may move and fire normally.

A panicked *unarmored* soldier makes a morale check by rolling a die and comparing the result to the following table:

- 0-2 **Berserk** – Roll a d6 and move the soldier in the direction indicated on the movement gauge as far as possible. The soldier then fires upon the nearest soldier, be it friendly or enemy. If there is a choice, the soldier fires upon the target most likely to be hit. If there is still a choice, roll a d6 to randomly select the target.
- 3-4 **Run Like Hell** – The soldier moves a six map points toward a friendly map edge, regardless of the cost to enter those points. Each point entered must be closer to the friendly map edge. If the soldier exits from the map, he or she is considered eliminated.
- 5-6 **Fright** – The soldier moves directly toward the nearest, best cover. The soldier does not move if already in cover. If more than one equally protective point is equally distant, the owning player determine where the soldier moves. The soldier may not attack. Place a completed marker on the soldier.
- 7-10 **Shock** – The soldier freezes again. Flip the panic marker over to its shock side. The soldier may land if airborne, but may do nothing else during the turn. Place a completed marker on the soldier.
- 11-12 **Recovery** – Remove the panic marker. The soldier may move and fire normally.

7.4 Commander Disabled

If a side's squad leader is in shock, panic, or has been eliminated, deduct one from all morale die rolls. This penalty is in effect until the squad leader has recovered or has been replaced by an assistant squad leader. If a side has no commanders, the penalty is applied permanently. Commanders themselves are not impacted by this penalty.

7.5 Good Order Soldiers

Once all shocked and panicked soldiers have been activated, a player may activate good order soldiers to move and/or fire normally.

7.6 Command Interruption

A player may override a shocked or panicked soldier's morale check to activate a command unit. The command unit can take an action or perform "active command" (see below).

7.7 Actions

When a soldier is activated, it may (depending upon morale check results) take one of three actions: Move (and Fire), Fire (stationary), or Repair. Each action is described in de-

tail below. Following the completion of an action, mark the soldier with a completed marker to show that the soldier may not be reactivated during the turn.

7.8 Soldier Down

If a soldier has had all of his or her damage boxes crossed off (having taken five hits), the soldier is considered "down" and is unresponsive. A down soldier may take no action until repaired by an Engineer or Crusader. A down soldier may not repair him or herself. A down commander cannot provide any command benefits. A down soldier that takes an additional hit is eliminated.

8.0 Movement Action

Each turn, a soldier receives an allotment of movement points (MP) as noted on their tracking card. Any number of these points may be expended during a turn, but any unspent movement points cannot be carried over or held for future turns. When movement is completed, mark the soldier with a completed marker.

8.1 Map Points

A soldier must always be placed on a map point. The color of the map point stipulates the type of terrain occupied by the soldier. Moving onto a map point costs a specific number of MP. The Terrain Effects Chart (TEC) indicates the cost to move onto each terrain type. A soldier moves from its current map point to one of the six adjacent map points, reducing the allotment of MP as the soldier does so. If a soldier does not have sufficient MP to pay the cost of entering a map point, the soldier may not do so. However, a soldier may always move to a single adjacent movement point, regardless of cost, so long as the terrain type is not prohibited (such as water).

8.2 Bouncing

Each armored soldier is equipped with thrusters to propel him or her into the air. Bouncing allows a soldier to move more efficiently over terrain as well as get a clear LOS to enemy targets that would otherwise be obscured by terrain.

- 8.2.1 **Low Altitude** – A soldier may bounce up to six levels to a low-altitude position at no cost. The declaration is simply made as the soldier is moved. For example, a soldier could change their height to Level 2 or Level 6, as desired. A soldier must bounce to a level at least one level higher than the ground level below.
- 8.2.2 **High Altitude** – A soldier may bounce from a low-altitude position up to another six levels to a high-altitude position at the cost of one movement point (for example, a soldier could expend one movement point to bounce straight up to Level 12). A soldier may not bounce higher than Level 12.
- 8.2.3 **Mid-Air Bounce** – As noted, a soldier may bounce a maximum of six levels at no cost. If a soldier is less than six levels from the ground, a second bounce would move the soldier up to six levels plus whatever level the soldier currently occupies. For example, a soldier at Level 2 could bounce up

to Level 8, and would have to expend an additional MP to move higher than that.

8.2.4 **Horizontal Bounce** – Once airborne, a soldier that occupies a level equal to or higher than terrain may move over that terrain as if it were clear terrain (essentially, the soldier is moving on top of the terrain, rather than through it).

8.2.5 **Relative Height** – A soldier bounces at a fixed level. Moving over a contour does not increase a soldier’s height (the thrusters work against the force of gravity and cannot lift a soldier more than twelve levels, regardless of the terrain beneath). If a bouncing soldier enters a point that is equal to the soldier’s current level, the soldier is assumed to have “landed” on that point and is now walking.

8.2.6 **Sustained Bounce** – A soldier that bounces remains in the air for the duration of the turn. A soldier may either bounce or land during a turn, not both, unless the soldier moves to a map point at a level equal to their currently occupied height. An airborne soldier must either land or bounce again to maintain (or increase) altitude at a cost of one MP. Note that airborne soldiers can decrease their level as desired, so long as terrain does not interfere, or increase their height by up to six levels (to a maximum of twelve).

8.2.7 **Landing** – A bouncing soldier may land on any turn following the turn on which the bounce occurred. A soldier may not land on the same turn as the bounce, unless moving onto a map point at the same level as the bouncing soldier or being forced to crash land (see below) as a result of combat. Landing generally costs no MP, but landing on a woods or building map point costs two MP. A soldier may land in woods or building at no cost, but this constitutes a crash landing.

8.2.8 **Crash Landing** – If a soldier is forced to land as a result of combat or opts to avoid paying MP to land safely, the soldier crash lands and may take damage as a result. Roll a d6 and decrease the result by the number of MP not spent to land safely (noting that an inactive soldier still maintains his or her full complement of MP, while an activated soldier has none). If the result is lower than the soldier’s current damage level (zero if undamaged) the soldier sustains a point of damage (in addition to any sustained as a result of combat). For example, a soldier at D3 attempting an uncontrolled landing into woods terrain sustains another point of damage if he or she rolls a five or less.

8.2.9 **Representing Height** – To represent the level to which a soldier has bounced, place one or two level marker beneath the soldiers. If the soldier is at low altitude (levels 1 to 6), place a single level marker indicating the soldier’s level. If the soldier is at high altitude (Levels 7+), place two markers, with one of them at +6 (the sum of the two level markers indicates the soldier’s level).

8.2.10 **Boosting** – When a soldier initially bounces to an airborne position, the soldier may optionally gain an additional movement point. However, if this point is used, the soldier suffers a -1 penalty to attack strength.

8.3 Stacking

Only one soldier may occupy a map point, even if the soldier is airborne. A soldier may move through a point that is occupied by another soldier, as long as the moving soldier has sufficient MP to exit the occupied point to an adjacent point. If a moving soldier is forced to stop on an occupied map point, the soldier retreats to the point just occupied.

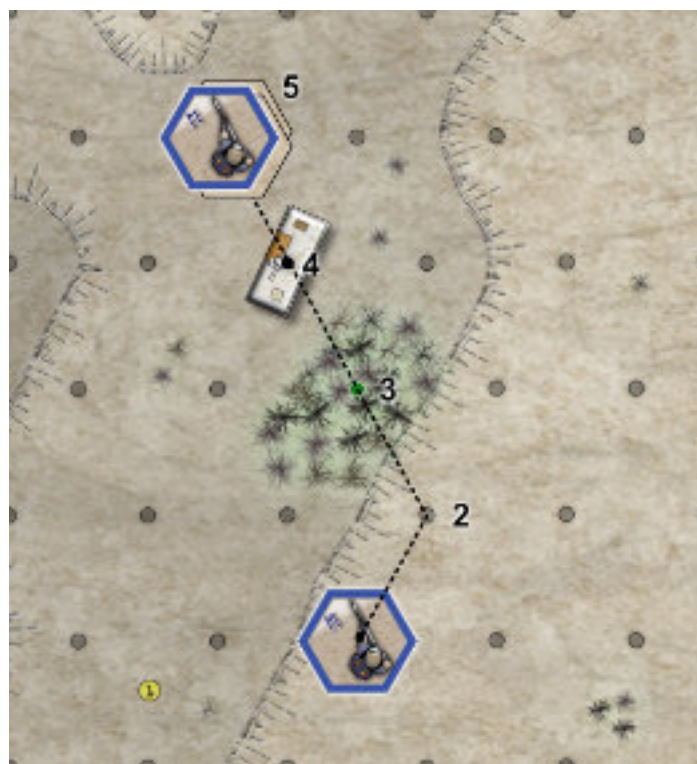
Note: The reason that soldiers may not occupy the same map point is mostly to ease game play. However, it’s easy to assume that a stationary soldier beneath another soldier is subject to the jet thrust of the soldier above, which would be damaging. Similarly, a soldier stationary above an enemy would make his or her heat signature vulnerable to a missile strike from below.

8.4 Entering and Exiting the Map

It costs a soldier a single movement point to enter or exit the map.

8.5 Reaction Fire

For each map point entered by a moving soldier, an inactive, non-airborne enemy soldier within LOS of that point



Example: In the example above the soldier has five movement points to expend. In the first point entered, the soldier expends one movement point and then one more to bounce up to level +7. Now higher than the trees, one movement point is expended to advance over the woods and another to advance over the building. The soldier expends one final point to advance to the next map point.

has the opportunity to fire upon the moving soldier. For this reason, an active player should pause momentarily as a soldier moves from point to point to allow the opposing player to opt for reaction fire. A second or two is all the time that should be allowed for the decision to be made. The opposing player may not take the time to determine LOS, range, etc. prior to making the decision to employ reaction fire.

8.6 Reinforcement

When units begin a scenario off-map, they are considered under command during the turn on which they enter (as if a command unit were already present on-map). An off-map command unit may not provide any benefit until the soldier is moved onto the map.

9.0 Fire Action

This rules section describes how weapons are fired and enemy units shocked, panicked, or eliminated. A soldier may fire while moving at a cost of one MP. This expenditure is functionally equivalent to moving to an adjacent map point (i.e. the soldier is subject to reaction fire before or following his or her own attack). A soldier that does not move at all during a turn may fire twice, either at the same or different targets. Also, in lieu of movement, a soldier may target an enemy soldier in order to increase other attacks on that enemy unit. A soldier may target an enemy soldier and then fire at that same soldier. Reaction fire also follows this same process.

9.1 Attack Strength

Each soldier's tracking card is noted with an attack strength. This value represents both the power and accuracy of the soldier's weapon. A soldier with an attack strength of zero cannot attack at all as the soldier has been disarmed.

9.2 Shield Strength

Each soldier's tracking card is noted with a shield strength. This value represents a soldier's armor durability, as well as the effectiveness of an available Electronic Countermeasure (ECM) package (the ability to "spoofer" attackers).

9.3 Attack Limits

Only one soldier may attack at a time. Soldiers may not Red their attack strengths. Only one defender may be attacked at a time, although "spillover fire" onto a unit on a map point adjacent to the target or on the target's map point if the target is moving through another unit is possible.

9.3 Attack Resolution

Once a soldier declares an attack, resolve the attack through the following sequence:

9.3.1 **Determine LOS** – Ensure that the attacking soldier has a LOS to the target. If not, the attacking soldier is employing "indirect fire."

9.3.2 **Determine Attack Strength** – Read the soldier's current attack strength and modify the value as indicated below.

+3 if the defending soldier is being targeted (see below)

- ? the defending soldier's defense strength
- 2 if the attacker is using reaction fire (see below)
- 1 if the defender is at a higher level, but not airborne, and within LOS
- +1 if the defender is below the attacker
- 7 if the defender occupies a bunker
- 5 if the defender occupies a building
- 3 if the defender occupies woods
- 1 if the defender occupies marsh
- 2 if the attacker is shaken after a morale check
- 5 if the attacker is using indirect fire
- 5 if a spillover attack
- 1 if the attacker is using rapid fire
- 1 for each full set of map points the defender is distant from the attacker, per the soldier's attenuation modifier.
- 1 if the attacker is out of command
- ? two times a stealth marker's value if target is under stealth.
- +1 if the defender is on an adjacent point.
- 1 if attacker boosted

Die Roll Modifiers

- ? -1 for each point of attack strength below zero.
- +? +1 for each point of attack strength above ten.

9.3.3 **Determine Result** – The attacker rolls one d12, and cross-references the result with the attacker's modified strength to determine the result of the attack. Modify the die roll up or down by the strength in excess of ten or less than zero, respectively. More than one result type is possible. Results are:

- NE** No Effect
- S** The defending soldier is shaken (place a shaken marker under the defending unit). If airborne, the soldier immediately lands. If the soldier does not have sufficient MP to land safely, the soldier crash lands. If the soldier has sufficient MP, the soldier may move an additional map point.
- X** The defending soldier is eliminated.
- 1** If the target is armored, mark the next unchecked box on the soldier's tracking card. If unable to check a box off, the tar-

get is eliminated. If the target is unarmored or a drone, the unit is eliminated.

-2 If the target is armored, mark the next two unchecked box on the soldier's tracking card. If unable to check off one of these boxes, the target is eliminated. If the target is unarmored or a drone, the unit is eliminated. If the target is unarmored, the unit is eliminated.

-3 If the target is armored, mark the next two unchecked box on the soldier's tracking card. If unable to check off one of these boxes, the target is eliminated. If the target is unarmored or a drone, the unit is eliminated. If the target is unarmored, the unit is eliminated.

9.3.4 **Apply Result** – Apply the results (if any) to the defending soldier.

9.4 Painting

Rather than firing upon an enemy unit, a soldier may “paint” it with targeting lasers, thereby making the enemy unit easier to hit. To paint a target, the target must be within the LOS of an active soldier that has not moved. The soldier may not move when painting a target. When attacking a painted target, apply a +3 bonus to the firing soldier's attack strength. A soldier that paints a target may only fire upon that painted target. Painting a target does not trigger reaction fire. The effects of being painted follow the painted soldier if the soldier moves during the turn (even if out of the LOS of the originating soldier). Place a painted marker on the painted soldier and remove the marker at the end of the turn.

9.5 Reaction Fire

Immediately after a soldier has moved to an adjacent map point, the enemy player may declare reaction fire from an inactive soldier that is within the moving soldier's LOS. This declaration must be made within a second or two following the movement of the potential target and prior to checking to see if LOS actually exists or the range to the target. If, following the reaction fire declaration, the target is deemed out of LOS or too far away for the attack to be effective, the reacting soldier is treated as if he or she had fired anyway and marked accordingly. The reaction fire process is completed in the same manner as a normal fire attack, but with a -2 penalty to attack strength (among any other modifiers).

9.6 Indirect Fire

A soldier may attack an enemy unit that is not within the soldier's LOS, so long as the target is within any friendly soldier's LOS (and preferably painted). This is referred to as indirect fire and carries a -5 penalty to attack strength.

9.7 Rapid Fire

A soldier that does not move at all during its activation may fire twice (either at the same or different targets). Each attack carries a -1 penalty to attack strength. A soldier may

use one of these attacks to paint a target that is subsequently fired upon with the second attack. When firing at a second target, that target may be no further than a number of map points from the first target equal to the unmodified die roll result determined during the first attack.

9.8 Spillover Fire

When firing at a soldier, there is a chance that the effects of that attack spillover into adjacent map points as well as any units sharing the target's map point if the target is moving through another soldier's location. For each additional soldier on the target's map point or on an adjacent point, complete a new attack, but reduce the strength of the attack by five if the original target is within the LOS of the attacking unit (i.e. not an indirect attack). Spillover fire is agnostic and affects friendly and enemy soldiers alike.

10.0 Repair Action

A good-order soldier that is damaged and not airborne may spend his or her entire turn attempting to repair the damage sustained. This is accomplished by rolling a die. If the result is greater than the soldier's current damage level, reduce that level by one step (moving the damage marker one space to the left and flipping it over if necessary).

11.0 Special Soldier Abilities

A few soldier types have special abilities that require detailed elaboration.

11.1 Commanders

In addition to keeping other soldiers in command (thus avoiding penalties when making morale checks for shock and panic), commanders have other special abilities.

11.1.1 **Action Override** – Instead of activating a shocked or panicked unit, a command unit may be activated to take an action (move, fire, repair), instead. Once this action is completed, the player must next select a shocked or panicked unit, normally.

11.1.2 **Active Command** – In lieu of taking a standard actions, a command unit may be activated to provide morale benefits to shocked and panicked units as well as to allow multiple soldiers that are in command to activate in sequence, before the opposing player can activate a unit. Upon activating the command unit, the player rolls a d6 and places the commander's Active Command marker on the Turn Track box equal to the result. This roll provides a pool of points that the player may use to modify morale rolls or activate soldiers out of sequence. When points are spent, move the marker down the track to show the reduction in points available. Any unspent points are lost at the end of the turn. The command unit may not move, fire, or repair when using active command and is marked as complete after determining the command point pool.

11.1.2.1 **Morale Modification** – When a shocked or panicked soldier makes a morale check, the player may expend one or more active command points to

provide a +1 die roll modification per point spent. These points must be spent before the die is rolled.

- 11.1.2.2 **Group Activation** – After a soldier has been activated, a player may spend an active command point to activate another soldier. After spending the point and selecting the soldier, roll a d12 status check. Add the selected soldier’s current damage level to the roll. If the result is greater than a 9, the soldier is marked complete and does nothing that turn. Otherwise, the soldier may complete the activation normally. If the player intends on activating more than one soldier at a time, all soldiers must be selected before any status checks are made. The selected soldiers’ activations may be completed in any order.

***Example:** Rather than activate a shocked soldier, a player activates a command unit for active command. The player rolls a five and places the active command marker on the five box on the turn track. The player marks the commander complete. When the player makes a morale check for the aforementioned shocked unit, the player spends two active command points to add +2 to the morale check roll. After resolving an activation, the player declares that two more soldiers will be activated as well and two more active command points are spent. A die roll is made for each soldier. The first soldier has a damage level of 0 and rolls a 10. This roll fails and the soldier is marked complete without being able to take an action. The second soldier, with a damage level of 3, rolls a 6 (which is modified to a 9). This barely passes, but the soldier may complete an action.*

11.1 Sniper

A sniper may only fire once per turn, may not move when firing, and may not fire when airborne. A sniper equipped soldier may move, paint, and repair normally. A sniper gains a +4 bonus when painting a target, but the soldier may not fire upon the painted target. Snipers reduce their attack strength for every increment of fifteen points that the target is distant (rather than ten). A sniper receives a -2 attack strength penalty if the target is five or less points distant.

11.2 Engineer

Engineers are equipped with a variety of tools allowing them to perform a variety of repair and destructive actions:

- 11.2.1 **Repair** – A damaged soldier that begins its activation next to an inactive engineer, both units may be marked completed to automatically repair one point of damage. An engineer may attempt to repair several points of damage by rolling a d6 and subtracting the engineer’s current damage level from the result. A number of damage points equal to this modified value are repaired.
- 11.2.2 **Demolition** – An engineer that begins its activation in or adjacent to a bridge, building or bunker point may convert that point to rubble in lieu of movement. The soldier is not damaged. Place a

rubble tile on the point. Any enemy soldiers on the destroyed point are eliminated.

- 11.2.3 **Mine Clearance** – An engineer that enters a mine point rolls a d12. If the roll is greater than the soldier’s current damage level, remove the mine marker. Otherwise, the mine detonates normally.

11.3 Crusader

Keeping a soldier motivated often requires a dollop of faith. Crusaders provide this guidance on the battlefield. The presence of a crusader (activated or not) within three movement points of a shocked or panicked soldier allows that soldier to either automatically convert a panic marker to a shock marker or remove a shock marker entirely in lieu of making a morale roll. The soldier making this conversion is marked completed.

11.4 Jack-Knife

Jack-Knife soldiers are experts in close-range combat. They are heavily armored so that they can get in close to an enemy soldier. When attacking, their printed attack strength is doubled

12.0 Optional Rules

Optional rules can be used to handicap one side, add tactical complexity, or ramp up chaos in a scenario. They can be used in a pre-existing scenario if both sides agree to do so, or may be stipulated in a scenario’s special rules.

12.1 Improved Detection

One side is equipped with superior detection equipment and receives a +2 bonus on every attack made.

12.2 Suit Integrity

Some battlesuits were built better than others. A battlefield may be contaminated with chemical or biological agents that can quickly kill an unprotected soldier. If a soldier takes two or more points of damage, roll a die. If the result is a one or two, the suit is breached and the soldier eliminated. If a soldier’s damage increased beyond two, the suit is breached automatically and the soldier is eliminated.

12.3 Stealth

A soldier’s suit is armed with stealth technology that mask it from detection. When a soldier is activated to move, it may activate stealth mode by flipping the soldier’s unit marker to its reverse (stealth) side and placing the soldier’s matching stealth tracking marker in the first box of the turn track. On subsequent turns, when the stealth soldier is activated to move, roll a d6. If the result is equal to or less than the marker’s turn track location, the soldier is revealed (flip the marker back to its non-stealth side). If the result is greater than the marker’s location, advance the stealth marker one space to the right on the turn track. When a soldier is revealed, it is moved from its current location. The soldier has a number of movement points equal to *half* (round up) of the soldier’s movement value times the turn track space where the stealth marker is located. All movement must be completed on the ground (no



bouncing is allowed) and may not pass through slag terrain. Once movement is complete, the soldier may fire. This fire occurs prior to any enemy soldier being able to reaction fire. Place the soldier's stealth tracking marker and place it a number of turns ahead of the current turn equal to the value of the location from which the marker was removed. For example, if the marker was removed from the third space, place it three turns ahead of the current turn space on the turn track. The soldier cannot use stealth movement until that turn has been reached (the stealth systems need to cool down). A soldier may voluntarily drop stealth mode as if the die roll had failed. A soldier under stealth may be fired upon in its initial location, increasing its shield strength by twice the value of the stealth tracking marker's location (e.g. -2 on the first turn, -4 on the second, -6 on the third, etc.).

12.4 Drones

Drones are small, remotely guided vehicles or stationary weapon platforms that may be armed or unarmed. They move in the same fashion as soldiers with a couple of exceptions. First, they are never required to land. Second, they may not move through terrain of any kind and must fly over it. Drones that have an attack value may be used for combat normally. A drone that sustains damage of any kind is eliminated. Shock results force the drone to land. A drone that survives a crash landing may be flown on subsequent turns.

12.4.1 Shock and Panic – A drone that receives a shock result in combat becomes unresponsive, must crash-land if airborne, and cannot fire until it recovers from shock in the same manner as a human soldier. If a drone suffers a panic result, it goes into shut-down and is marked with a second shock marker. When in shut-down, a drone must recover from both shock markers, one per activation. If a drone suffers a second panic result while in shut-down, the drone goes off-line and is removed from the map, but does not considered destroyed for victory purposes.

12.4.2 Bombing – Bomb drones carry a mini-nuke that can cause substantial damage over a wide area. A player may detonate a bomb drone at any time, even prior to reaction fire on the drone. However, in these cases, if the owning player opts not to detonate the bomb drone prior to the attack being resolved, the bomb may not be detonated if the drone is destroyed. The effects of a detonation depend upon the range to the target:

12.4.2.1 Target Point – A bomb drop on the target map point destroys bridge, building, and bunker terrain as well as any soldiers occupying them. Remove a bunker marker or place a slag marker on the map point. Any soldiers on the point are eliminated, regardless of terrain or if airborne.

12.4.2.2 Adjacent Point – Bridge and Building terrain is eliminated on a d12 roll of one through six. Bunker (including CP) terrain is eliminated on a d12 roll of one or two. Place a rubble marker on the map point. Soldiers in eliminated terrain are eliminated as well. Soldiers that survive this blast as well as

soldiers in other types of terrain (including airborne) resolve an attack with a strength of ten.

12.4.2.3 Non-Adjacent Point – Soldiers that are two points away from the blast are attacked with a strength of nine, three points away with a strength of eight, four with a strength of seven, and so on.

12.4.3 ECM Drones – The purpose of an ECM drone is to broadcast a signal that scrambles the enemy's control and communication systems. Any soldier within ten points of an ECM Drone doubles the attenuation penalty (e.g. +2 for each full ten hexes away from the target) and acts as if the soldier is out of command. ECM drones may not be painted.

12.4.4 Sentry Drones – Sentry drones are fixed in place and cannot fly. They are, however, heavily armed with the heavy pulse cannons. As they cannot move, they may fire twice when activated, but may not paint a target. Sentry drones fire in any direction and may set up in any terrain but marsh.

12.4.5 Control – Drones need a command unit to operate with maximum effectiveness. If a command unit is not available, a drone's movement rate is reduced to six.

12.4.6 Unidentified Drones – The opponent should only know if a drone is sentry or mobile and if a mobile drone is armed or unarmed. The type of drone is only revealed when it attacks or employs a special rule.

12.5 Marines

Certain scenarios may involve elite soldiers. In game terms, these are Marines. Marines have a number of benefits applied to game mechanics:

12.5.1 Firepower – Marines gain a +1 bonus to their attack strength value.

12.5.2 Aggressive – Reduce a Marine's shield value by one.

12.5.3 Morale – Add +1 to all morale checks for Marines that are shaken or panicked.

12.6 Mines

Mines are buried explosives that may detonate upon entering their map point (even when airborne). When entering a map point that contains a mine marker, reveal that marker to determine its effects.

12.6.1 Grounded – When a soldier enters a mine point on the ground, the soldier must stop, but may fire after the result of the mine marker revelation is resolved.

12.6.2 Airborne – When an airborne soldier enters a mine point, the soldier must stop temporarily while the result is determined. If the soldier is unaffected, he or she may continue moving and may fire.

12.6.3 **Attack Results** – There are three possible results following the revelation of a mine marker:

12.6.3.1 **Dummy** – A player starts with twice as many dummy markers as explosive markers to hide the location of the actual mines. When a dummy marker is entered, simply remove it from the map.

12.6.3.2 **Explosive** – When an explosive marker is revealed, the moving soldier is attacked with a strength of nine. Any soldiers on a point adjacent to the mine is attacked with a strength of six.

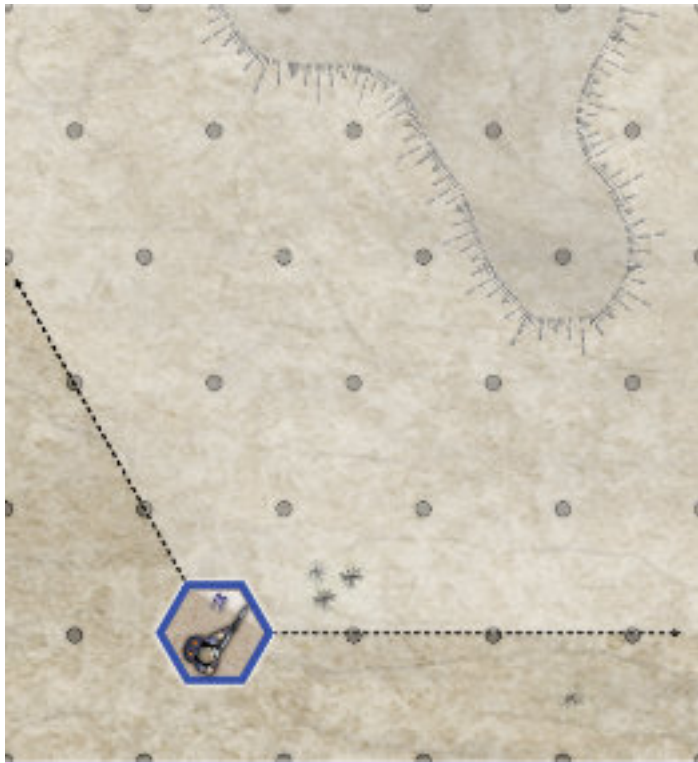
12.6.3.3 **Nuclear** – When a soldier triggers a nuclear mine, the attack is resolved as if a drone had dropped a nuclear bomb (see 12.4.1 to 12.4.3).

12.7 Nap-of-the-Earth Movement

Rather than cap the height of an airborne unit at twelve, regardless of the height of the terrain beneath the soldier, add the level of that terrain to the soldier's level. Doing so allows the height of an airborne soldier to be treated in the same fashion as woods or building terrain positioned higher than level zero, but may complicate LOS calculations a tad.

12.8 Strict Combat

Once a player opts to check LOS to a target, that soldier is committed to the attack. If it is determined that the attack cannot legally take place, the soldier is marked as completed and takes no other action.



Example: In the image above the soldier's arc of fire extends toward infinity (theoretically, of course) through a 120-degree arc through the front of the soldier's unit. Any targets that occupy this shaded area may be attacked, subject to line of sight. Any units behind this arc cannot be attacked.

12.9 Facing

When using this option, a soldier must face towards an adjacent map point, and may only fire without additional modification at targets that occupy the arc 60-degree arc formed by the map point where the soldier is located and the two map points adjacent to the one towards which the soldier faces. The soldier may rotate to face a new map point prior to firing, but this results in a -1 strength penalty per map point rotated and may trigger reaction fire.

12.10 Hidden Setup

When a scenario stipulates that either or both sides in a scenario begin set up on the map, note the initial locations of these units on the hidden unit log before placing the soldiers on the map. To use the log, note the map, lettered column and numbered row of the map point where a soldier is located. A soldier may only set up hidden in woods, building, bunker, or improved position terrain, unless otherwise noted in the scenario special rules.

12.11 Squad Command

A platoon is comprised of two squads of five to nine soldiers and a commander. If either or both sides has at least ten soldiers and two commanders, split the command into two distinct squads. A commander can only provide command benefits for his or her own squad unless the commander is within the LOS of the other squad's soldiers. If the total number of soldiers drops to less than nine and a single commander remains, that side may opt to take no actions for the turn in order to "reorganize" into a single squad. When reorganizing, all shock and panic morale rolls are modified by +2.

12.12 Squad Morale

When a squad begins to take losses, its collective morale begins to drop and its soldiers less effective as a whole. Therefore, when a squad loses half or more of its initial strength, all soldiers must apply a -1 penalty to attack strength and morale rolls. If a side has more than one squad in play, each squad is handled individually. If squads are consolidated per 12.11, the -1 penalty is still applied to the newly formed squad.

12.13 Multi-Level Buildings

Typically, a building is not strong enough to sustain the weight of an armored soldier (who would just drop through to ground level). However, if a scenario requires it, a building may be up to twelve levels high and sustain an armored soldier's weight. Each level of a building constitutes four levels of height and it costs an armored soldier one movement point to move up one level. An armored soldier may not bounce to a higher level within a building hex, but may bounce out of or into a building's upper levels. However, a crash landing always results in a soldier being at a building's ground level. Use building level markers to indicate which buildings have higher levels as well as which level a soldier occupies. A scenario stipulates the level of those buildings higher than level four.

13.0 Scenarios

Each scenario represents a different battlefield situation and describes the makeup of each sides' forces, the configuration of map panels, and any specific goals that must be achieved in order to be victorious. Each scenario is presented on a separate card and organized with the following details.

- 13.1 **Title and Description** – Each scenario is presented with a brief paragraph describing the situation at hand.
- 13.2 **Map Diagram** – A thumbnail image of the maps in play showing how they should be configured and a compass arrow depicting the northern direction.
- 13.3 **Forces Engaged** – This section indicates the composition of the forces involved, along with the build value of each, in case players would like to modify a force to see if different squads can be just as successful.
- 13.4 **Setup** – This section describes how soldiers are set up on the map or enter the battlefield. The sides of the map that are friendly to each side are also noted here.
- 13.5 **Special Scenario Rules** – This section includes any exceptions to standard rules or special situations that might not be specifically covered by the standard rules.

- 13.6 **Victory Conditions** – This section includes the means by which either or both sides can win the scenario.

Armored soldiers may be initially set up on the ground or at any level while airborne. Similarly, any soldiers moving on to the map may enter on the ground or airborne.

14.0 Using Miniatures

This section of rules describes how players can implement the use of miniature soldiers rather than the hexagonal counters.

Note: When Battlesuit: Heavy Metal was originally designed, it was intended to use miniatures, rather than counters. Using miniatures provides a much more physically appealing experience, and certainly draws a crowd when playing at a local club or convention. Note that the image below was created when playing with an earlier iteration of the maps.

14.1 Physical Scale

As each map point is roughly an inch apart, the ideal size for the miniatures of 15mm, using a 20mm base. This ensures that the base is wide enough to support a miniature soldier without toppling over.

14.2 Required Components

Creating each miniature for play requires the following components.



14.2.1 **Miniature Base** – The miniature soldier should be based with a half-inch circle or square that is noted with its letter identifier (A through T). Printable bases are included with the game.

14.2.2 **Flight Stand Assembly** – The flight stands are inserted into this topper. To create the low-level flight stands, insert a one-inch flight peg into a 20mm base. To create the high-level flight stands, insert a two-inch flight peg into a 20mm base. These pegs can be glued into place, but twice the number of flight stands are required. It is more convenient to swap out a flight stand rather than swap out the post during play, but it's obviously a more expensive option. To attach the flight stands to the miniatures, glue a peg topper to the base of each miniature. Do not glue the stands to the peg toppers!

Note: It is recommended that the flight stand components be acquired from Litko.net. Enough components for the game can be purchased for around \$50.

14.2.3 **Flight Stand Usage** – When using the miniatures, a soldier that is on the ground is placed on a map point without a flight stand. A soldier “stands” on its peg topper. When a soldier bounces to low-level, insert a low-level flight stand. When a soldier bounces to high-level, insert a high-level flight stand.

Note: If you find that your miniatures topple over when placed on the map without a flight stand, you can create a “ground level” flight stand by inserting a very short (say, an eighth-inch) flight peg into a 20mm base.

14.2.4 **Indicating Levels** – When using flight stands, use a d6 to indicate the soldier's level when bouncing. For instance, a one-inch, low-level flight stand with a d6 showing a '3' is at level '3.' A two-inch, high-level flight stand with a d6 showing a '2' is at level '8.'

Note: In order to keep clutter on the map down, the smaller the die, the better. A collection of tiny, 5mm “micro dice” can be purchased from Kaplow on Amazon.com for a very low cost.

14.2.5 **Unarmored Soldiers** – Since unarmored soldiers cannot bounce, there's no need to place bases on these soldiers as long as the miniatures themselves provide a clear indication of which are Police and which are Militia.

14.2.6 **Drones** – Although drones require the use of flight stands just like armored soldiers, they do not require that bases with identifiers be attached to them (only the peg topper needs to be attached). Instead, place a drone identification marker near a drone to keep track of which drone is which. This cuts down on the number of drones that need to be purchased.

15.0 Playing Mapless

For those players who have decided to adopt the use of miniatures to play *Battlesuit: Heavy Metal*, the next logical step is to get rid of the map. Doing so is easier than it might seem.

15.1 **Game Scale** – The map points on each printed map are roughly one inch apart. This makes it easy to adapt movement and ranged combat to the use of a ruler. Count off inches rather than map points when moving or determining range during combat.

15.2 **Measuring Tools** – In order to measure distances, players will need either a sturdy measuring tape that can extend out a couple of feet without bending. Alternatively, a “Range Finder and Movement Gauge” is included for this purpose.

15.3 **Soldier Movement and Range** – It's easiest to measure distances from the edge of a soldier's base, rather than its post. Given this, players should adopt the use of “ground level” bases referenced in 15.2.3. For unarmored Police and Militia, measure from the edge of the miniature itself.

15.4 **Terrain** – Selecting terrain to use for play is relatively simple. Note that regardless of the size of terrain used, buildings and woods terrain still rise to the levels stipulated by the game charts, unless players decide otherwise (there's no reason that a building cannot be +2 levels).

15.5 **Meta-Hexes** – Since play is mapless, there are no meta-hexes to worry about. This means that the terrain on the table is what impacts movement and line-of-sight. A soldier or line-of-sight must touch the terrain to have an impact on movement and combat.

15.6 **Mines** – The effects of mines on the battlefield are triggered when a soldier moves within one inch (or more, depending upon the scenario) of the mine marker, regardless of whether a soldier is on the ground or airborne.

15.7 **Scenarios** – Of course, it's a little difficult to accurately recreate the terrain and sight-lines of the original maps in a non-map form. Therefore, just try to get a close enough representation as possible. Alternatively, just wing it and have fun!

16.0 Design-Your-Own

It is very easy to create new scenarios for *Battlesuit: Heavy Metal*. Each player uses a pool of build points to create one or two squads of soldiers. The size of the pools are based upon the type of scenario that's being played.

16.1 **Meeting Engagement** – If both sides are attempting to cross the battlefield and, in the process, destroy each other's soldiers, each pool size should be the same. A good starting point is 120 points.

16.2 **Holding Action** – If one side is trying to stop the other from advancing and can take advantage ter-

rain, the attacker's build pool should be a quarter to a half larger than that of the defender. A good starting point is 100 points for the defender and 130 points for the attacker.

16.3 **Build Limits** – The only limitations on the composition of a squad is the limits of the tracking cards available and the limit of one commander per squad.

16.4 **Build Points** – The build point value of each soldier is noted in the listing below. The parenthetical value is the maximum number of soldiers of each type that can be purchased.

<i>Front Line (18):</i>	8
<i>Assault (9):</i>	10
<i>Ranger (9):</i>	12
<i>Thumper (3):</i>	12
<i>Dead-Eye (3):</i>	10
<i>Commander (1):</i>	20
<i>Crusader (1):</i>	15
<i>Engineer (2):</i>	15
<i>Sniper (1):</i>	15
<i>Jack-Knife (9):</i>	12
<i>Attack Drone (4):</i>	5
<i>Bomb Drone (4):</i>	3
<i>ECM Drone (4):</i>	3
<i>Recon Drone (4):</i>	3
<i>Sentry Drone (4):</i>	4
<i>Police (none):</i>	2
<i>Militia (none):</i>	1

16.5 **Scenario Size** – Generally, a standard scenario uses the build point pools described above, and the map consists of four panels in a two-by-two grid. A large scenario doubles the build points in order to create two squads per side and should use at least six maps in a two-by-three grid.

16.6 **Special Rules** – The most important rule when designing custom scenarios is that there are no rules. Feel free to break any of the rules in order to add some additional flavor to a scenario. Just don't go too far afield.

16.7 **Victory Conditions** – Victory in a scenario may be determined through the destruction of enemy soldiers, the occupation of terrain, exiting the opposite end of the map, the denial of enemy goals, or any combination of these. Points can be awarded based upon the build value of enemy soldiers or simply on a one-point-one-kill basis. Points for occupation could be awarded at the end of a scenario or on a turn-by-turn basis. In any case, test the scenario to ensure that points awarded result in a challenging effort by both sides.

17.0 Designer's Notes

I've been a fan of Steve Jackson's *OGRE/GEV* games, ever since picking up plastic, clip-box copies from the local hobby store at my university town of Oxford, Ohio. For a relative newbie to the hobby (having only been playing

wargames for a couple of years), these were a great entry point into the world of tactical gaming. Simple enough to understand, challenging enough to keep your interest, and fast enough to bring you back for more. I was only too happy to discover that a third game in the series, *Battlesuit*, was also available. Yet after picking up a copy, I immediately noted that there were some issues. Even though *Battlesuit* was part of that same *OGRE* "universe," the game didn't quite seem to fit.

Although *Battlesuit* was fun to play, it was a lot more complex than the other games in the series. At the time, these complexities were enough to shelf the game. In retrospect, I now see some of the genius inherent in that design. In revisiting the game after a long hiatus and its republication through a Kickstarter from Steve Jackson Games, I found quite a diamond in the rough. The game you currently have in your hands is the result of my attempts to polish that diamond.

Probably the first glaring differences between my updated design and the original is the lack of "*OGRE* branding." I did run this design past Steve Jackson, but he did not feel that an update to the design was of interest. So, I've stripped the background out of the game and left it "generic." This decision was supported by playtesters who immediately saw the potential to extend the system to other genres, particularly "bug hunts." It's easy to see this design extended to a "Starship Troopers" theme. Expansions?

I found the most interesting part of the *Battlesuit* design was the map and its use of a dotted grid derived from a hexagonal pattern. Each dot on the map was either the center or a vertex of a hexagon. This allows for greater maneuver within a more limited space. But, it makes determining line-of-sight a lot more difficult. To make things easier to conceptualize, I adopted the "meta-hex" concept. Even though a soldier may be firing through a lot of overlapping hexes, they are still hexes and can be treated as such, so long as you know what kind of terrain is in them (as identified by the color of the map point). If there are any questions about which overlapping hex is in use, just take the one with the greatest impact. Easy-peasy.

Related to this issue is the game mechanic that I think killed the original design for me and many others. How terrain elevations affect line-of-sight. In the original game, there was a chart where players needed to graph out heights of hills and terrain to determine if line-of-sight existed between a shooter and his or her target. After years of tactical gaming that include this sort of line-of-sight issue, it was relatively simple to apply those lessons to simplify and streamline the process immensely. Just count the fewest number of map points between the higher level point to the last point of "blocking" terrain. That number of points are considered "blind" on the other side of the blocking terrain, with anything beyond being visible. Applying levels higher than the blocking terrain reduces the number of blind map points. Once a player can grok the "layer cake" terrain height concept, everything else should snap into place, without having to use pencil and paper.

Before getting into other changes to the system, let me briefly discuss terrain “levels,” particularly with regards to my vision of the game’s components.

One of the key features of *Battlesuit* was the ability of soldiers to temporarily “jump” to higher levels in order to bypass difficult terrain as well as get a bead on otherwise hidden enemy targets. Being a fan of the Nexus game *Wings of War*, I imagined using the flight stands from that game to show soldiers in flight. How cool would that be? When a soldier jumps up to low-level, add a post. When jumping to high level, add two posts. Of course, at the time I had no way to test this concept. Or did I? The original game had limit to a jump of eight levels (due to the counter mix). By applying a limit of twelve levels, I could use six-sided dice to indicate a jump by stacking the soldier on top of a die that indicated the soldier’s height (levels one through six). By stacking another die, I could show a soldier at high level (levels seven to twelve). Fortunately, I had some 15mm “paper miniatures” that I could use to test this concept out, and it worked great, but sort of lacked that “coolness” factor. So, once I was sure that the mechanics were working well enough, I splurged for a set of 15mm space marine miniatures, Litko flight stands, and a baggie of mini-dice to indicate height. The result is shown in the picture on Page 17. The results are great, but not great enough to generate publication interest. So, I had to revert to using counters in order to get a playable version of the game that could be downloaded as a print-and-play. All’s well that ends well ... or so they say.

Getting back to changes to the system itself, the next major change was in how the status of each soldier would be tracked. The original game used a “step loss” sort of system, where counters are flipped or replaced as a soldier takes damage. If this mechanic were retained, it would require a lot of miniatures or a much more limited number of soldier types available. Plus, there is no fog-of-war. How cool would it be if a player did not know what an enemy soldier was capable of until engaged? I decided to use generic counters with identifiers, so that the type of soldier would remain hidden and its status would be tracked on a chart. The chart concept worked pretty well initially, but it was also a bit clunky and prone to getting nudged, sending counters everywhere. I was inspired by Jim Krohn’s *Talon* design (from GMT Games) that uses a wet-erase marker to track a ship unit’s damage on the unit itself, and decided to use tracking cards for the soldiers. This not only allows a simple means of tracking damage (just check off a box), but also lends itself to the easy creation of new soldier types. Inspired by the original design, folks on Boardgamegeek.com, and my own fevered brain, I added Thumpers, Dead-Eyes, Snipers, Crusaders, Engineers, and Jack-Knives to the mix, all with their own unique attributes and abilities.

The combat system from *Battlesuit* has been enhanced somewhat. The original game used two six-sided dice, summed, to determine the result of combat. Using two dice in this manner generates a “normal” distribution with results generally hovering around the “5” through “8” columns of the combat results table. I opted to add an additional column to that table and opted to use a twelve-sided

die, instead. This generates a “uniform” distribution where any result on the table is equally likely, thus generating far more chaotic results (you’re just as likely to roll a “1” as you are a “12”). Using this method of combat resolution makes the game far more replayable.

One of the mechanics that I thought was really cool in *Battlesuit* is the resolution of soldiers under “shock” and “panic.” Having one of your soldiers go bonkers and attack the nearest target, even if friendly, was a lot of fun. I’ve kept that mechanic in the new design, but tweaked it up a little bit, particularly in how it relates to unarmored targets that I refer to as Police and Militia.

I believe the last major change I’ve made to the original design is the map itself. *Battlesuit* was published with a single, standard-sized (22x34 inch) map sheet, across which all scenarios were fought. I’ve changed this to a set of ten geomorphic, tabloid-sized (11x17 inch) map panels that can be rearranged to create hundreds of different battlefields, with the ability to add many more. An added benefit to using meta-hexes also eliminates the need to put blocking woods terrain on the map edges, since the meta-hex terrain already does that. This liberates map design from the issue of “free fire lanes” where adjoined geomorphic maps meet. The first four map panels (A through D), mimic, but do not duplicate, the original map when laid out in a standard configuration. I’ve done my best to give the maps a “nuclear wasteland” sort of feel. Hopefully, I’ve been successful in that regard.

Speaking of the art used within the game, let me apologize for it. I’m not a graphic artist. If anybody wants to create something with a little more polish, let me know!

With regards to the scenarios, players of the original game may recognize the first six as redesigns. The remainder all all new and take advantage of the new maps and terrain types. As noted at the beginning of these notes, the background details of the situations and forces have been made somewhat generic. I’ll leave it to the players to place the situations into the worlds of their own devising.

Finally, a few acknowledgments. First and foremost, this game would not exist without Steve Jackson’s original *Battlesuit* design. I don’t think that Steve gets enough credit for his early work in the wargame arena. To me, his work with Metagaming is foundational. Thanks to my friend Bob Myers for his assistance with testing and offering up some great suggestions. Additionally, several ideas have been adopted from suggestions on the Boardgamegeek site, particularly those from Ken Prescott and Dominique Sumner. Thanks to all!

– Mike Nagel, Designer

