Elevated
Adjacent attacker below -1 dice. Blocks LOS.
Fortified
Ignore Retreats. Blocks LOS. Ranged attacker -1 dice.
Rubble
Entering unit must stop.
Crater
Cannot enter.
Minefield
Entering unit rolls 1-dice attack per figure vs. itself.

Missile Walkers

Move 1
Indirect Attack
[–][3][3][2][2][1][1]

Laser Runners

Move 3 or use Jump Jets
Ranged Attack [3][2][1]

Cyborgs

Move 3
Move 2 + Close Attack [1]
Move 1 + Close Attack [2]

Warbot: Like Cyborg, but Fusion Beam thru 3 spaces

Battle Dice Results
1= Hits everything.
2= Hits Cyborgs and Laser Runners
3= Hits Cyborgs
4-5 = Miss
6 = Retreat

Sentry Gun
1-dice attack vs enemy attacking or moving into zone.
Shield Tower
Indirect attacker -1 dice.


Order type of unit.

Warbot ordered by sector or choice below.


Order a unit in the right, center, or left sector.


Order this many units of your choice.


Use and replace or discard and replace.

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