

played. Players (A) and (B) may not begin on the board diagonal to (C)'s starting position.

RESCUE THE POW'S: Two-player, any two boards. The enemy has captured two POW's! One player (A) holds the prisoners. The other (B) has to go in and get them back. Player (A) begins with two guards and any 5 pieces without special abilities. Player (B) gets any 10 without special abilities. POW's begin in either corner of (A)'s side. Home base is the opposite corner of (B)'s side. POW's may not move on their own, nor can they be killed. They only move in conjunction with a friendly piece. ("Surrender" works on player (B)'s pieces. (A) wins if they keep (B) from rescuing them. (B) wins if they get the POW's back to their home base.

ANY OTHER BRIGHT IDEAS?

Have you come up with any New: Boards? Pieces? Scenarios? We'd love to hear from you ... Drop us a line and share all your old war stories!

	A	B	C	D	E	F	G	H
1								
2								
3								
4								
5								
6								
7								
8								BOARD#

Figure 1: Mine Board

"AN EYE 4 AN EYE!"

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 "Happily Putting 'More' Into Moronic"

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AN EYE 4 AN EYE!

A Rules Supplement for

TABLE-TOP TROOPERS

By KenMGames 2002-2003

You've got the little green army men ... You've got the boards ... You've got the opponent ... You've got great plans ... You've got your butt kicked every time ... Now you need something else ... REVENGE! It's time to up the ante. Now we play an Eye for an Eye!

What follows is not meant to stand alone. It is to be used in conjunction with the original "Table Top Trooper Rules". Some rules included here are new. Some have simply been 'tweaked.'

MOVEMENT: Some of the movement values have been changed. "1/2" or "1/3" means that piece can only move 1 space every Two or Three turns. In other words, once you have moved them you may not move them again on your next turn (or two).

TROOPER CARDS: The Trooper descriptions have been modified and streamlined. They can now be printed on a standard sheet of business cards. Use only the cards for the pieces you actually have in play at the time. Several new trooper pieces have also now been added for your enjoyment.

NEW RULES: Those rules marked (***) indicate an advanced rule you can add if you want greater challenges in your TTT Campaigns.

❖ **ALTERNATE TURN SEQUENCE:** If you would like to change the feel of the game try this instead:

- A) Player A Moves / Player B Moves
- B) Player A Fires / Player B Fires

A player may move more than 1 piece in a turn only if special abilities allow. Any piece may fire at a target within range whether they have also moved that turn or not.

❖ **TRENCHES:** Better living through better cover! A trench can be easily marked on any board with a small piece of paper or a couple of coins. They cannot be moved during the course of a game, but they can be destroyed.

At the beginning of any game decide if trenches can be used. Any player may have 2 trenches in play for the cost of 1 starting piece. *(E.g. If a scenario calls for any 5 pieces, a player may begin with 4 and 2 trenches)*

Pieces may move into a trench without any penalty assuming there is room (normally each trench is 2 spaces wide, thus holding only 2 pieces) While in a trench a player has a TBH of 4 and an automatic aiming bonus of +1 on all To Hit rolls.

A piece trying to leave a trench may not move more than 1 space on the turn they exit the trench. During this time they may not fire weapons and they have a TBH of 2 (terrain bonuses do NOT apply). On the player's next turn that piece is now

LEADER-SHIP:	All pieces in adjacent spaces may also move with this soldier (without counting as moving a separate piece). No piece may go beyond its normal move. If they can't go as far as the Leader, they can't go at all.
SURRENDER	If this soldier successfully lands in an enemy occupied space that enemy piece must take them back to their starting area (Bunker, Side of Board, Captain [if in play]) That enemy piece may not do anything else until the POW is delivered. Once delivered the POW is out of play.
HEAL:	This soldier may cancel the Hit of any 1 adjacent piece per turn.

NEW SCENARIOS: Try these on for size!

A DESPERATE DEFENSE: 2-player, any two boards. Each player begins with a Captain. Player (A) also gets any 10 other pieces. Player (B) gets any 5, 3 land mines, and 2 trenches. (A) wins if they capture (B)'s Captain. (B) wins if they avoid this.

NO-MAN'S LAND: 2-player, any 3 boards played in a line pattern. Each player begins with 2 "Sweepers" and any 6 other pieces. Each player also lays up to 10 mines in the middle board. The only way to win is to get any piece other than the "sweeper" to the opponent's back row.

BATTLE ON 2 FRONTS: 3-player game. Use any 4 boards in a square pattern. Players (A) and (B) get any 6 pieces. Player (C) gets any 7 plus 3 trenches. NO mines may be

EXTRA DAMAGE:	<p>Effects of this attack are felt on not only the target space, but also every adjacent space. If initial target is successfully hit, each adjacent piece must then roll to be hit. If the initial attack fails no other pieces need roll.</p> <p><i>*** An attack MAY be made on a vacant space in the middle of other pieces. This attack is at TBH of 2. However, in this case the defending player's pieces all have a "TBH" score equal to the highest ranked piece under attack (piece that is hardest to hit).</i></p>
BRAVERY:	<p>Soldier may take 1 wound and still keep going. (mark his base or card with a token / coin) A second kill successfully takes him out.</p>
DISABLE MINES:	<p>Soldier indicates intended move then rolls. Unless the roll is 1, all mines in the spaces he moves through are disabled. On a 1, he does not know, (but is still committed to moving as indicated).</p> <p><i>*** If this piece has not moved in a given turn, they may cancel the Hit (caused by a mine) of any 1 adjacent piece.</i></p>
EXTRA TARGETS:	<p>If the initial attack is successful, the attack continues on in Line of Sight to a maximum distance of range. Any other pieces in the LOS must also roll To Be Hit. If any piece is NOT destroyed by the attack no further pieces behind it may be affected.</p>

considered free of the trench and may move normally.

A trench is considered destroyed if it is successfully hit by a piece with "Extra Damage" or if two separate pieces have been killed in it.

❖ **MINES:** Nasty but effective. Outlawed ... not if the other guy's using them! At the beginning of each game decide if land mines will be used and how many are allowed. If land mines are allowed each player receives a sweeper piece free of charge. For up to each 5 mines you wish to lay you get one less soldier piece.

(E.g. If a scenario allows for any 7 pieces and you agree to land mines each player would have 7 + the "Sweeper" to start. Player A, laying 3 mines could only start with 6 other pieces. Player B, laying 6 mines could only play 5 and the sweeper.)

Once the numbers of mines have been decided upon each player lays them on the field. Simply take a few small squares of paper and write the corresponding code for each mine on a separate square. Refer to the "Mine Board" (Figure 1). Set these squares (face down) where they are plainly visible to the other player. When an enemy piece steps on that square during the course of the game, reveal your paper with the proper mine code for that space and the enemy piece is dead.

Any of your pieces may travel through a space with one of your mines without being destroyed. They may not remain stationary in such a space.

*** Friendly pieces are only "unharmd" by your mines if you have a sweeper in play. Otherwise they too are subject to the carnage.

If you are caught having illegally moved a piece through a mined space that piece is immediately removed from the game. ANY piece(s) it may have eliminated that game (or caused to be eliminated by the mine that shouldn't be here any more) may be replaced by the other player anywhere on the board in question.

❖ **3 Or 4 Players:** Use at least one board for each player (you can use more if you like). Set up is normal (Each player one piece at a time). For three player games the player who is "caught in the middle" (you'll know who this is!) gets to go first AND immediately gets to replace any one of his pieces with any other kind of piece he wants. Use the Alternate Turn sequence listed above. Alliances are most definitely allowed.

*** Alliances (open discussion of plans) are only allowed between players who have "Command" and "Communications" pieces in play.

❖ **PROVEN IN BATTLE:** Any piece without special abilities, that has survived combat with an enemy piece, may now choose to have either "Leadership" or "Bravery." There is no extra cost for this ability (they've earned it). Mark this with some sort of token on their card, or base.

*** Upon surviving combat with another piece, roll the die for your non-special ability piece. On a 2-5 you choose as normal. On a 6 your piece gets both "Leadership" AND

"Bravery." On a 1 your piece gets "Rage" (being shot at has made them really ticked!)

SPECIAL ABILITIES: Rather than waste a lot of space on the Trooper Cards (and give precious information to the enemy) all special abilities are now encoded in the following table by order of TTT Command.

VISION:	Targets do NOT receive terrain bonus on their "To Be Hit"
GRENADE:	Successful attack delivers "Extra Damage" but if Soldier is not in a space that provides cover (terrain bonus) on an attack roll of "1" they too are eliminated.
RAGE:	Soldier fights Hand to Hand only (must occupy same space as target) On an attack roll of "1" he himself is killed.
COMMAND:	While in play may move any two other pieces in his place. Soldier may NOT move in same turn. *** This ability is only good on other pieces occupying the same Board as this soldier.
COMMUNICATIONS	The player may move 1 piece after the other player has completed their Movement Phase (and before attack Phase begins). *** If a piece with Command Ability is adjacent to this piece they may use the Command ability across any number of Boards.
DISTANCE ATTACK:	Attacks only effect pieces on a different but adjacent Board from this Soldier.