

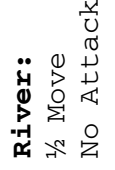
TURN SUMMARY: On each player's turn they may move any 1 piece **and** then attack ANY enemy pieces that are in range of ANY of their own pieces (whether moved or not). Each Captain you have in play allows you to move two other pieces in its place (Captain piece may not be moved that turn).

TERRAIN: On each TTT board there are usually several different types of terrain represented. Each terrain has certain characteristics that impact the pieces. Terrain marked with (*) provide "cover". On those squares where 2 or more terrain types intersect, apply the one that is most detrimental to the piece in question. (E.g. a piece on a square with woods and swamp would suffer a -2 move and would not receive the TBH bonus)

*** WOODS:**
+2 TBH
-1 Move

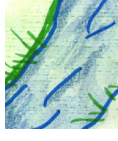


PLAIN:
None



River:
½ Move
No Attack

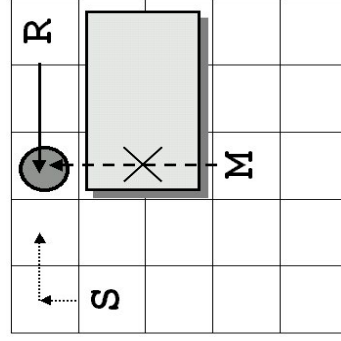
*** ROCKY:**
+1 TBH
-1 Move



SWAMP:
-2 Move

NOTE: Every piece may move at least 1 space regardless of Terrain modifiers. Some objects may not be moved through (e.g. buildings) only around.

ATTACKING: If the target is within your piece's range (may NOT count diagonally) roll a d6. Add to that any bonus to hit and subtract any terrain modifiers. If your modified roll is HIGHER than the target's "To Be Hit" score you just bagged yourself a bad guy!



If not, there is no effect (other than tick'n the guy off and pretty much guaranteeing retaliation). Pieces are always considered to have Line of Sight UNLESS blocked by an obstacle that cannot be moved through. (See Diagram #1: **Recon (R)** may attack, **Shot-Gun (S)** is out of range, and **M-Gunner (M)** does not have line of sight.)

A player may choose not to move a piece and instead "AIM" (counts as a move). A specific target must already be in range to do so. This piece then gets +1 to Hit for that specific target.

NOTE: A roll of 1 always misses and a roll of 6 always hits ... no matter what the modifiers.

WINNING THE GAME: The first player to fulfill the particular mission's objectives wins that mission.

SAMPLE OPERATIONS:

"Besiege the Bunker"

Board(s): #1

Starting Pieces: Recon (X2), Berseker (X2), Guard.

Piece Placement: Adjacent to Home Bunkers which are placed in opposite corners (use bunker that comes in the set or designate a couple of squares with a coin or other marker).

Objective: Move one of your pieces into your enemy's bunker.

"Cap the Cap'n"

Board(s): #2+3

Starting Pieces: Any 5, plus Captain.

Piece Placement: Captains on opposite corners. All other pieces within 3 spaces of your captain.

Objective: Take out the opponent's Captain.

"Capture the Crossing"

Board(s): #4

Starting Pieces: Any 6 pieces.

Piece Placement: Anywhere on the back row of your side of the board.

Objective: Maintain at least one of your pieces on the bridge for 3 consecutive turns.

"Sweep the Settlement"

Board(s): #5 (Town) + #6 (Town)

Starting Pieces: Any 7 pieces.

Piece Placement: Player 1-Anywhere on Board 5. Player 2-Anywhere on Board 6

Objective: Take out the opponent's pieces.

"The Art of War"

Board(s): Any 3 or more

Starting Pieces: All of 'em (X2 Captains).

Piece Placement: Player 1-Anywhere on one board. Player 2-Anywhere on another!

Objective: No quarter given - or asked for. Wipe them out!

MAKING NEW PIECES: Let's be honest ... not all sets of army men are the same. Your set may not be like the ones I included. What if you want to include different men in your missions? Use this formula. "ALL MEN ARE CREATED EQUAL" (more or less). Start with 9 points/piece. Move, Range, TH, and TBH are all 1 for 1 (e.g. Move: 3 = 3 points). Special abilities = 3 points each. The odd piece might be + or - by 1 or 2 points (e.g. M-gunner) but no more.

Send us your NEW PIECES (Pics & Stats)
or NEW BOARDS and

We'll post them on the Web Site!



Table Top Troopers

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"Happily Putting
'More' Into
Moronic"

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TABBLE-TOP TROOPERS

By Ken Maher

"Bringing the Strategy of Chess into the modern day world of Militia Field tactics. A more refined form of the battlefield for those who are afraid to go outside and get dirty."

PLAYERS: 2

NEEDED TO PLAY:

- Table Top Trooper (T'TT) Rules
- 1 or more Boards + Squad Sheets
- A couple of Six-sided dice (d6)
- Package of little green army men for each player (get a pack with two different colours, or colour the bases differently.)

GAME SET-UP: At the beginning of the game the players will decide which board(s) and men will be used for the particular missions and what the objective of said operation will be (see examples at end). The particular mission will determine limits of piece placement, but players will take turns placing their men one at a time until all the pieces are on the board. The player who placed first goes first.