

MILITARY MADNESS — TABLETOP RULES v1 (d20)

TURN STRUCTURE

1. Move a unit
2. Attack with that unit (optional)
3. Flip that unit's card — it is done for this turn
4. Repeat for remaining units
5. Pass turn to opponent
6. Flip all cards back at start of your next turn

MOVEMENT

Each unit has a movement allowance. Spend points to enter hexes per terrain chart below.

Count movement points aloud as you path. Opponent audits.

ZOC and Movement: Entering a hex covered by enemy ZOC ends movement immediately. Each unit projects ZOC into all 6 surrounding hexes. A unit 1 hex away covers 3 of your adjacent hexes. A unit 2 hexes away covers 1 of your adjacent hexes.

Move after attack: Lynx and Rabbit only.

Artillery exception: Hadrian, Octopus, Hawkeye must choose move OR attack each turn, never both.

Stationary units: Atlas and Trigger cannot move once placed.

COMBAT PROCEDURE

Step 1 — Identify attack type

Check unit chart for relevant attack column based on:

- Is target adjacent or non-adjacent?
- Is target ground or air?

If that column is 0 the unit cannot attack. If attacked by a unit it cannot respond to, its return attack is 0.

Step 2 — Apply pre-combat modifiers

SURROUND (Defense only, applies to defender)

Count how many of defender's 6 adjacent hexes are covered by enemy ZOC:

- 1-2 hexes covered: -1 Defense
- 3-4 hexes covered: -2 Defense
- 5-6 hexes covered: -4 Defense
- Cannot reduce below half original base Defense (rounded down)

SUPPORT (Defense only, applies to defender)

Each friendly unit within 2 hexes of the defender: +1 Defense, cap +2 total.

Step 3 — Pre-roll verification

Both players state their modified attack and defense stats aloud. Both players calculate and agree on both target numbers before rolling.

Step 4 — Calculate target numbers

Target = 11 + Enemy Defense - Your Attack

- Minimum target: 2+
- Maximum target: 19+

Step 5 — Roll dice

Each side rolls a number of d20 equal to current Strength. Each die at or above Target = 1 hit.

Step 6 — Apply damage

Each hit removes 1 Strength from enemy. Both sides apply simultaneously. Unit at Strength 0 = eliminated.

Step 7- VETERAN ADVANCEMENT

After combat resolves, surviving units gain:

- Killed enemy unit: +2 Attack, +2 Defense
- Survived without kill: +1 Attack, +1 Defense

Cannot exceed double original base Attack and Defense (printed on card as Max column).

FACTORY RULES

- Neutral until captured by infantry
- Pre-loaded units sit in factory bays off board
- Deploy: place unit on adjacent hex, cannot move further that turn
- Repair: move damaged unit onto factory hex, next turn Strength resets to 8, veteran stats unchanged
- Factory capture: flip token to capturing player's color, hand factory piece to that player

BASE CAPTURE

- Infantry only: Charlie, Kilroy, Panther
- Move infantry onto enemy base hex to capture
- Capturing enemy base = instant win

SPECIAL UNIT RULES

- Charlie, Kilroy, Panther: only units that can capture factories and bases
- Panther: cannot traverse mountains
- Lynx: move after attack, cannot attack adjacent ground units, minimum land range 2, must be adjacent to attack air
 - Rabbit: move after attack

- Hadrian, Octopus, Hawkeye: move or attack never both, cannot attack adjacent units
- Atlas: stationary once placed, roads and flat only, cannot attack adjacent units
- Trigger: stationary once placed, blocks all ground movement, must be destroyed to clear hex, can be transported by Mule or Pelican before placement
- Giant: only tank that can attack air units, can only be transported by Pelican
- Mule: cannot transport Giants
- Pelican: transports all units except aircraft

WIN CONDITIONS

- Capture enemy base, OR
- Eliminate all enemy units

Terrain	Color	Movement Cost	Defense Modifier
Plains	White	1	+0
Road/Bridge	Gray	1	+0
Rough/Crater	Brown/Tan	2	+1
Forest	Dark Green	2	+2
Mountain	Black	3 infantry only / impassable others	+4
Chasm	Purple	Impassable except aircraft	+0
City/Base	Blue or Green	1	+6

Unit	Code	Type	Move	LandAtk	AirAtk	L Range	A Range	Defense	Max LA	Max AA	Max Defense
Charlie	GX-77	Infantry	3	2	2	1	1	4	4	4	8
Kilroy	GX-87	Infantry	2	8	2	1	1	2	16	4	4
Panther	CBX-1	Infantry	9	2	2	1	1	2	4	4	4
Trigger	M-77	Mine	0	0	0	0	0	16	—	—	—
Falcon	FX-1	Aircraft	12	0	18	0	1	6	—	36	12
Eagle	AX-87	Aircraft	10	14	4	1	1	6	28	8	12
Hunter	EF-88	Aircraft	11	14	14	1	1	10	28	28	20
Mule	NC-1	Transport	6	2	2	1	1	2	4	4	4
Pelican	C-61	Transport	9	0	0	0	0	2	—	—	4
Hadrian	SG-4	Artillery	4	9	0	5	0	6	18	—	12
Octopus	MR-22	Artillery	4	12	0	4	0	6	24	—	12
Atlas	SS-80	Artillery	0	18	0	6	0	4	36	—	8
Lynx	MB-4	Buggy	6	8	2	2	1	4	16	4	8
Rabbit	MB-5	Buggy	8	14	2	1	1	4	28	4	8
Lenet	TT-1	Tank	5	9	0	1	0	6	18	—	12
Bison	S-61	Tank	6	10	0	1	0	8	20	—	16
Slagger	GS-81	Tank	7	10	0	1	0	10	20	—	20
Titan	GT-86	Tank	5	12	0	1	0	10	24	—	20
Grizzly	T-79	Tank	4	14	0	1	0	10	28	—	20
Polar	PT-6	Tank	4	12	0	1	0	12	24	—	24
Giant	HMB-2	Tank	2	18	8	1	1	16	36	16	32
Seeker	AAG-4	Anti-air	6	6	13	1	1	6	12	26	12
Hawkeye	MM-107	Anti-air	5	0	17	0	5	6	—	34	12

<u>BISON 1</u>			
<u>Category</u>	<u>Base</u>	<u>Current</u>	<u>Max</u>
<u>Land Attack</u>	<u>10</u>		<u>20</u>
<u>Air Attack</u>	<u>0</u>		<u>0</u>
<u>Defense</u>	<u>8</u>		<u>16</u>
<u>Strength</u>	<u>8</u>		<u>8</u>

<u>BISON 2</u>			
<u>Category</u>	<u>Base</u>	<u>Current</u>	<u>Max</u>
<u>Land Attack</u>	<u>10</u>		<u>20</u>
<u>Air Attack</u>	<u>0</u>		<u>0</u>
<u>Defense</u>	<u>8</u>		<u>16</u>
<u>Strength</u>	<u>8</u>		<u>8</u>

<u>BISON 3</u>			
<u>Category</u>	<u>Base</u>	<u>Current</u>	<u>Max</u>
<u>Land Attack</u>	<u>10</u>		<u>20</u>
<u>Air Attack</u>	<u>0</u>		<u>0</u>
<u>Defense</u>	<u>8</u>		<u>16</u>
<u>Strength</u>	<u>8</u>		<u>8</u>

<u>BISON 1</u>			
<u>Category</u>	<u>Base</u>	<u>Current</u>	<u>Max</u>
<u>Land Attack</u>	<u>10</u>		<u>20</u>
<u>Air Attack</u>	<u>0</u>		<u>0</u>
<u>Defense</u>	<u>8</u>		<u>16</u>
<u>Strength</u>	<u>8</u>		<u>8</u>

<u>BISON 2</u>			
<u>Category</u>	<u>Base</u>	<u>Current</u>	<u>Max</u>
<u>Land Attack</u>	<u>10</u>		<u>20</u>
<u>Air Attack</u>	<u>0</u>		<u>0</u>
<u>Defense</u>	<u>8</u>		<u>16</u>
<u>Strength</u>	<u>8</u>		<u>8</u>

<u>BISON 3</u>			
<u>Category</u>	<u>Base</u>	<u>Current</u>	<u>Max</u>
<u>Land Attack</u>	<u>10</u>		<u>20</u>
<u>Air Attack</u>	<u>0</u>		<u>0</u>
<u>Defense</u>	<u>8</u>		<u>16</u>
<u>Strength</u>	<u>8</u>		<u>8</u>

<u>CHARLIE 1</u>			
<u>Category</u>	<u>Base</u>	<u>Current</u>	<u>Max</u>
<u>Land Attack</u>	2		4
<u>Air Attack</u>	2		4
<u>Defense</u>	4		8
<u>Strength</u>	8		8

<u>CHARLIE 2</u>			
<u>Category</u>	<u>Base</u>	<u>Current</u>	<u>Max</u>
<u>Land Attack</u>	2		4
<u>Air Attack</u>	2		4
<u>Defense</u>	4		8
<u>Strength</u>	8		8

<u>CHARLIE 1</u>			
<u>Category</u>	<u>Base</u>	<u>Current</u>	<u>Max</u>
<u>Land Attack</u>	2		4
<u>Air Attack</u>	2		4
<u>Defense</u>	4		8
<u>Strength</u>	8		8

<u>CHARLIE 2</u>			
<u>Category</u>	<u>Base</u>	<u>Current</u>	<u>Max</u>
<u>Land Attack</u>	2		4
<u>Air Attack</u>	2		4
<u>Defense</u>	4		8
<u>Strength</u>	8		8