Future Wars

Expansion #1

The Too-Nia squad of warriors scrambled over the hill, their bio-blasters throwing hot death before them. The marines of the fifth regiment tried to hold the bunker and their commander ordered them to continue to hold out until replacement troops could arrive, but it was clear as the hoard of Too-Nia swarmed over the hills that all was lot.

"Hit the self destruct command ordered the Captain as he went down from a bio blast to the head. The marine next to him grinned and entered the command code as he too fell to the enemy fire.

The Too-Nia victor was short lived as the bunker's nuclear core explored, raining radioactive death across the valley the two armies battled over.

This is Avalon Games Future Wars, a great expansion to our Battle Armor universe. Take the action of the battlefield and expand it into a strategic conflict with whole squads and companies of soldiers and futuristic weapon system. Call down orbital bombardments and your foe while they try to burry you in nuclear fire of their own missiles.

Fully expandable and a great game of futuristic war and struggle, you can't go wrong with this great game system.

All comments, suggestions and contacts can be made at…

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Or visit

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www.avalon-games.com

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Avalon Games

Contents

Introduction

Future Wars is a Sci-Fi war game system, which allows players to take on the role of a futuristic army as it struggles to defeat their foes. The game is fast, fun and fully expandable, with each set coming with new counters, forces, options and information for adding two new factions to the game.

Game Construction

Once you are ready to play Future Wars, the first thing you will find necessary is to construct the game components. For the most part, the amount of time and extra expense you are willing to put into the game's construction is up to you. The simplest format is to print up all the needed parts and then just cut them out and go to it. Paper pieces are though, a bit difficult to deal with, so if you wish to continue to play Future Wars, over and over again, and I hope you do, then you may want to invest a bit of time and effort in making your game components more durable and usable.

Suggestions on Component's Construction and Printing

First off, you should, if you want to spend the money, buy some good quality paper. Use this to print out the various components and counters. High end paper will give you a better quality image and if you set your printer to its highest quality setting, you should get a nice set of counters and a map boards. Next, get your hands on some spray glue. (Available at most craft stores and office supply stores) Use this to mount the components onto thick card stock or chipboard. This will make the parts easier to pick up and use, which generally creates a better over all experience. Should you wish, you can protect your many parts with a clear, self-adhesive, sheets of lamination. (Again available at most office supply stores)

The Too-Nia are an ancient space faring race, and for the most part peaceful, they are though, very territorial. This intense desire to hold what is theirs has led to many battles with the Terra forces as the young race of man expands beyond their small part of the galaxy.

The Too-Nia are generally a crab like species, caste based and highly technological (Some say ever more so then the human's of Terra).

While no one has ever seen anything other then the Too-Nia warrior caste, they are assumed to have a leadership caste and some sort of worker caste that supports their hardy warriors.

Too-Nia Squad

The standard infantry of the Too-Nia is born for war, they know no other way of life. Not well armed, but trained to use the strange Bio-Blaster of the race, they do with numbers what the terrain federation does with training and high tech gear. They have the Ranged ability

Beam Leaser Squad

Armed with long-range beam lasers, these Too-Nia cut a path of destruction through their foes. They can make Ranged attacks. This is an emplacement weapon with the Long Range ability

Too-Nia Droid Mark I

The Too-Nia are expert robotics and programmers and field some of the most advanced Droids in the galaxy. The Mark I battle droid crawls about the battlefield with easy grace and deadly skills. The Mark I droid ignores all movement penalties imposed by terrain, but is still stopped from entering blocked terrain as normal. They ignore Rad counter effects. They are Droids though and affected by abilities and events, which affect droids.

Too-Nia Droid Mark II

Small and fast the flying droid is a deadly weapon of war. The Mark II is a flying unit and a Droid, which ignores Rad counter effects.

Light Walker

The standard support weapon for the Too-Nia, the small walker moves about the ground on three flexible limbs. It has the Ranged ability.

Heavy Walker

The largest support weapon that the Too-Nia produces, the heavy walker moves about the battlefield on three flexible limbs. It has and extra hit and the Ranged ability.

Commanders

Skilled leaders and battlefield tacticians, these Too-Nia are the heart and soul of these alien forces. Commanders are always equipped with battle armored and thus immune to Rad counter effects. Commanders also affect the Attack Dice to hit roll of those units that are staked with, by a +1 (Thus if attacking the units hit on a 5+, while defending units do so on a 1 or 2). This ability can combine with other modifiers. In addition each type of commander has a special ability as noted below.

Tactical Commander. The Command modifier for these Too-Nia affects all Too-Nia within the Mega hex centered on this commander's counter.

Mobile Commander. The skills of getting into and out of area is this commanders specialty. All Too-Nia that start their activation in a Mega hex centered in this unit's counter, gains +1 to their movement rate for the turn.

Droid Specialist. The use and programming of droids is this commander's ability. All droids within the Mega hex centered on this unit's counter gain +1 Attack Score for the turn and +1 Movement rate.

Void Field Generators

The Too-Nia are experts in force fields and holo technology. The Void field generator reduces the kinetic energy entering the field and thus halting damage. When used, the unit or stack reduces, by one, the damage taken in battle.

Holo Field Generator

These devices make it hard to see the Too-Nia. When used the unit or stack may reduce the Attack Dice of an enemy unit by 1.

Plasma Bombardments

Place the Bombardment counter anywhere on the map board. At the end of the turn all hexes in the pattern shown below take a 5+ to hit attack. Any units or stacks in those hexes, be they friend or foe, suffer the attack.
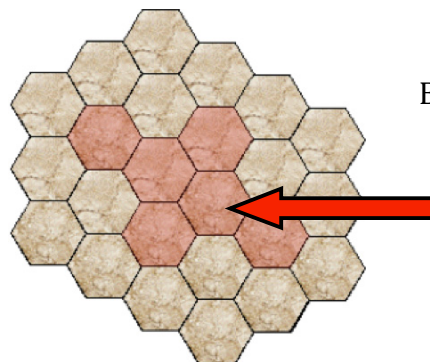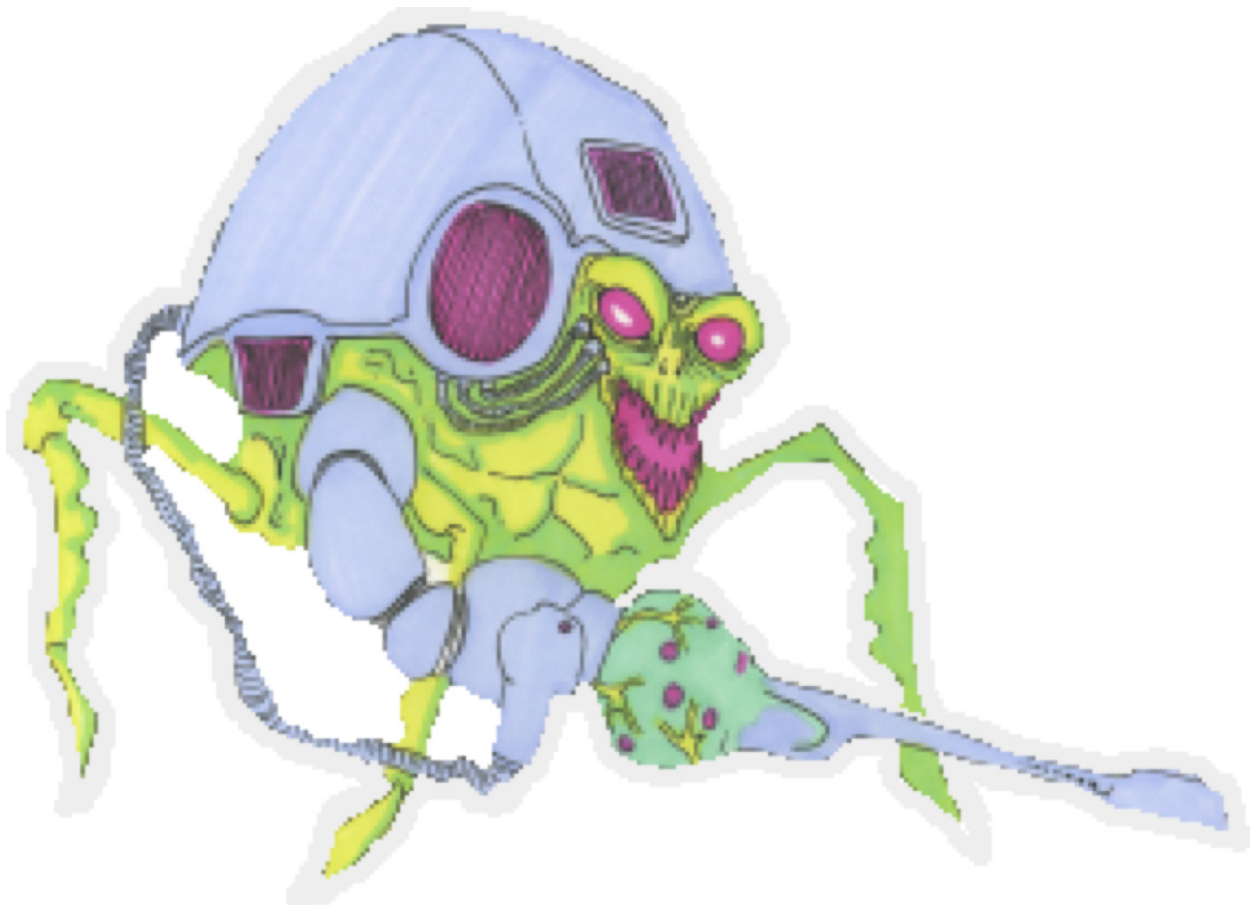

Bombardment counter is placed here and the pattern then falls in the manner shown

Nuclear Bombardments

Place the Bombardment counter anywhere on the map board. At the end of the turn all hexes in the Mega hex centered on the counter take a 5+ to hit attack. Any units or stack in those hexes, be they friend or foe, suffers the attack. Place a Rad counter on each hex within that Mega hex.

Too-Nia Unit Cost Chart

Unit Type	Cost	Special
Too-Nia Squad	3	Ranged
Lt. Walker	4	Ranged
Hvy Walker	7	Ranged, Extra Hit
Battle Droid I	4	Droid
Battle Droid II	5	Droid
Beam Laser	6	Long Range, Emplacement
Commander	7	Special
Void Field Generator	8	Equipment
Holo Field Generator	6	Equipment
Screamer	7	-
Plasma Bombardment	5 Per	Cost is per use
Nuclear Bombardment	8 Per	Cost is per use

Too-Nia Unit Counters

Too-Nia Squad 2 R 3 M	Too-Nia Squad 2 R 3 M	Too-Nia Squad 2 R 3 M	Too-Nia Squad 2 R 3 M	Too-Nia Squad 2 R 3 M	Too-Nia Squad 2 R 3 M	Too-Nia Lt Walker 3 R 5 M	Too-Nia Lt Walker 3 R 5 M	Too-Nia Hvv Walker 5 R 6 M
Too-Nia Squad 2 R 3 M	Too-Nia Squad 2 R 3 M	Too-Nia Squad 2 R 3 M	Too-Nia Squad 2 R 3 M	Too-Nia Squad 2 R 3 M	Too-Nia Squad 2 R 3 M	Too-Nia Lt Walker 3 R 5 M	Too-Nia Lt Walker 3 R 5 M	Too-Nia Hvv Walker 5 R 6 M
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Too-Nia Droid Mk I 3 Do 3 M	Too-Nia Droid Mk I 2 Do 8 F	Too-Nia Void Field Eq	Too-Nia Holo Field Eq	Too-Nia Beam Laser 4 L -	Too-Nia Screamer 3 12 F
Too-Nia Droid Mk I 3 Do 3 M	Too-Nia Droid Mk I 2 Do 8 F	Too-Nia Void Field Eq	Too-Nia Holo Field Eq	Too-Nia Beam Laser 4 L -	Too-Nia Screamer 3 12 F
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Too-Nia Commander 1 Mb 3 M	Too-Nia Commander 1 Ta 3 M	Too-Nia Commander 1 Do 3 M
Too-Nia Commander 1 Mb 3 M	Too-Nia Commander 1 Ta 3 M	Too-Nia Commander 1 Do 3 M