ARTY'S CLONE WARS GAME

	Move	Short Range	Long Range
Infantry Lasers	5cm	5cm	10cm
Infantry Grenades	5cm	1cm	N.A.
Infantry Photons	5cm	10cm	20cm
Arc Troopers	10cm	10cm	20cm
Cavalry Lasers	10cm	5cm	10cm
Cavalry Grenades	10cm	1cm	N.A.
Cavalry Photons	10cm	10cm	20cm
Droids	5cm	5cm	N.A.
Speeders	15cm	5cm	10cm
Light Carriers	15cm	N.A.	N.A.
Medium Carriers	10cm	N.A.	N.A.
Light Tanks	15cm	10cm	20cm
Medium Tanks	10cm	15cm	30cm
Heavy & Mega Tanks	5cm	20cm	40cm
Light Anti-Aircraft Guns	15cm	100cm @ aircraft only	N.A.
Medium Anti-Aircraft Guns	10cm	100cm @ aircraft only	N.A.
2-Legged Walkers	15cm	15cm	30cm
4-Legged Walkers & Land Destroyers	10cm	20cm	40cm
Drop Ship	N.A.	500cm	N.A.

Hills and Trees

Arc Troopers, Cavalry, Droids, Speeders, Light Carriers, Light Anti-Aircraft Guns and 2-Legged Walkers: no penalties
Infantry, Light Tanks, Medium Tanks, Medium Carriers, Medium Anti-Aircraft Guns, 4-Legged Walkers: half speed
Heavy Tanks, Mega Tanks and Land Destroyers: impassable

Mountains

Droids can move onto mountains with no penalties.
All other units cannot move onto mountains

Buildings

Infantry, Arc Troopers, Cavalry, Droids and Speeders can occupy buildings as a full move.
No other units may enter or occupy buildings except 4-Legged Walkers which can destroy buildings and trees during their move.

	Infantry, Arc Troopers & Cavalry	**Droids**	**Speeders**	**Light Tanks & Light Carriers**	**Medium Tanks, Medium Carriers & 2-Legged Walkers**	**Heavy Tanks, Mega Tanks, 4-Legged Walkers & Land Destroyers**
Infantry & Cavalry Lasers	9/0 kill 7/8 retreat	0 kill 8/9 stun	9/0 kill 7/8 retreat	9/0 stun (only short range)	0 stun (only short range)	N.A.
Infantry & Cavalry Grenades	N.A.	N.A.	N.A.	7/8/9/0 kill	8/9/0 kill	9/0 kill
Infantry & Cavalry Photons	9/0 kill 7/8 retreat	9/0 kill 7/8 stun	9/0 kill 7/8 retreat	0 kill 8/9 stun	0 kill 9 stun	0 kill
Droids & Arc Troopers	7/8/9/0 kill	7/8/9/ 0 kill	7/8/9/0 kill	7/8/9/0 kill	8/9/0 kill	9/0 kill
Speeders	9/0 kill 7/8 retreat	0 kill 8/9 stun	9/0 kill 7/8 retreat	9/0 stun	0 stun	0 stun (only short range)
Light tanks	9/0 kill 7/8 retreat	9/0 kill 7/8 stun	9/0 kill 7/8 retreat	0 kill 8/9 stun	0 kill 9 stun	0 stun
Medium Tanks & 2-Legged Walkers	9/0 kill 6/7/8 retreat	9/0 kill 6/7/8 stun	9/0 kill 6/7/8 retreat	9/0 kill 7/8 stun	0 kill 9 stun	0 kill
Heavy Tanks, Mega Tanks, 4-Legged Walkers & Land Destroyers	8/9/0 kill 5/6/7 retreat	8/9/0 kill 5/6/7 stun	8/9/0 kill 5/6/7 retreat	9/0 kill 7/8 stun	0 kill 8/9 stun	0 kill 9 stun
Drop Ship	8/9/0 kill 5/6/7 retreat	8/9/0 kill 5/6/7 stun	8/9/0 kill 5/6/7 retreat	9/0 kill 7/8 stun	0 kill 8/9 stun	0 kill 9 stun

Combat Modifiers

+1 firing at unit with retreat or stun
+1 firing from hill or mountain

-1 firing at long range

-1 target on hill or mountain or in trees or building

TARGETING

All units must fight with or fire on the nearest enemy unit.

Friendly or enemy units, trees, hills, mountains and buildings block the line of sight for firing.

Drop ships can fire anywhere without being blocked by line of sight.

RETREATS AND STUNS

Retreat: unit must immediately make full move away from firer and can't move or fire for its next turn.

Stun: unit can't move or fire for its next turn.

N.B. Retreats and Stuns can be cumulative.

SPECIAL UNITS

Light and Medium Carriers

Light and Medium Carriers can carry 1 Infantry or Droid and unlimited Jedi/Sith.

Infantry and Droids can't fire when inside Light and Medium Carriers.

Infantry and Droids take 1 move embarking or disembarking Light and Medium Carriers.

Infantry and Droids must throw 3,4,5,6,7,8,9,0 to disembark a killed Light and Medium Carrier without being killed themselves.

Mega Tanks

Mega Tanks require 2 kills to be destroyed.

Mega Tanks can fire a 2nd shot if they roll + on a +/- dice.

2-Legged Walkers

2-legged Walkers require 2 kills to be destroyed.

2-legged Walkers can fire a 2nd shot if they roll + on a +/- dice.

4-Legged Walkers

4-legged Walkers require 3 kills to be destroyed.

4-legged Walkers can fire up to 3 times each move if they roll + on a +/- dice each time for the 2nd and/or 3rd shots.

4-legged Walkers can fire 1 of its 3 shots as an Anti-Aircraft Gun.

4-legged Walkers can crush Infantry, Droids, buildings and trees during their move.

4-legged Walkers can force Cavalry, Speeders, Light Tanks, Medium Tanks, Heavy Tanks, Mega Tanks, Light Carriers, Medium Carriers and Anti-Aircraft Guns to evade their move.

Land Destroyers

Land Destroyers require 2 kills to be destroyed.

Land Destroyers can fire up to 5 times each move if they roll + on a +/- dice each time for the 2nd, 3rd, 4th or 5th shots.

Land Destroyers can fire 1 of its 5 shots as an Anti-Aircraft Gun.

Land Destroyers can force Infantry, Droids, Cavalry, Speeders Light Tanks, Medium Tanks, Heavy Tanks, Mega Tanks, Light Carriers, Medium Carriers and Anti-Aircraft Guns to evade their move.

AIRCRAFT

Anti-Aircraft Guns

Anti-Aircraft can fire once at a Fighter Aircraft or a Bomber Aircraft during their move up to 100cm range.

Anti-Aircraft fire must throw a 0 to kill a Fighter Aircraft or a Bomber Aircraft.

Fighter Aircraft

Fighter Aircraft can move in a straight line across the board any distance between 5cms and 500cms as desired.

Fighter Aircraft must move together with the Bomber Aircraft in formation across the board.

Fighter Aircraft return on to the board in the same place 3 moves after leaving the board. They can choose a different straight line to move across board.

Fighter Aircraft can bomb once each move across the board.

Fighter Aircraft must throw 6,7,8,9,0 to score 1 kill on one unit within the 5cm radius of the drop point on their straight line.

Bomber Aircraft

Bomber Aircraft can move in a straight line across the board any distance between 5cms and 500cms as desired.

Bomber Aircraft must move together with the Fighter Aircraft in formation across the board.

Bomber Aircraft return on to the board in the same place 3 moves after leaving the board. They can choose a different straight line to move across board.

Bomber Aircraft require 2 kills to be destroyed.

Bomber Aircraft can bomb once each move across the board.

Bomber Aircraft must throw 6,7,8,9,0 to score 1 kill on each unit within the 5cm radius of the drop point on their straight line.

Aircraft Combat

Fighter Aircraft must throw 8,9,0 to kill a Fighter Aircraft and 9,0 to kill a Bomber Aircraft. If the attack is unsuccessful, the enemy Fighter Aircraft or Bomber Aircraft can immediately fight back.

Drop Ship

Drop Ships cannot move from their initial position.

Medium Tanks, Heavy Tanks, Mega Tanks, 2-legged Walkers, 4-legged Walkers, Land Destroyers, Fighter Aircraft and Bomber Aircraft must throw 0 to kill a Drop Ship within short range.

Drop Ships must throw 0 to kill a Drop Ship.

All other units cannot fire on Drop Ships.

OBI WAN KENOBI

* Move 5cm
* Jump 10cm – alternate moves only

* No movement penalties for terrain
* embarking and disembarking vehicles can be combined with beginning or end of 5cm move

* Light Sabre kills 2 units in jump range
* Force can move 1 unit 5cm within 10cm

* Jedi in front of 1 unit can deflect all enemy fire

* Enemy fire @ short range:
0 immediately retreat 5cm
9 enemy unit stunned

* Fighting Sith simultaneous throws:
1,2 no effect
3,4,5,6,7,8 Sith immediately retreats 5cm
9,0 Sith retreats until reaches Drop Ship

YODA

* Move 5cm
* Jump 10cm – alternate moves only

* No movement penalties for terrain
* embarking and disembarking vehicles can be combined with beginning or end of 5cm move

* Light Sabre kills 3 units in jump range
* Force can move 1 unit 5cm within 10cm

* Jedi in front of 1 unit can deflect all enemy fire

* Enemy fire @ short range:
0 immediately retreat 5cm
9 enemy unit stunned

* Fighting Sith simultaneous throws:
1,2 no effect
3,4,5,6,7 Sith immediately retreats 5cm
8,9,0 Sith retreats until reaches Drop Ship

CIN DRALLIG

* Move 5cm
* Jump 10cm – alternate moves only

* No movement penalties for terrain
* embarking and disembarking vehicles can be combined with beginning or end of 5cm move

* Light Sabre kills 2 units in jump range
* Jedi in front of 1 unit can deflect all enemy fire

* Enemy fire @ short range:
0 immediately retreat 5cm
9 enemy unit stunned
* Fighting Sith simultaneous throws:
1,2 no effect
3,4,5,6,7,8 Sith immediately retreats 5cm
9,0 Sith retreats until reaches Drop Ship

CHEWBACCA

* Move 5 cm

* No movement penalties for terrain
* embarking and disembarking vehicles can be combined with beginning or end of 5cm move

* Fire as Arch Trooper
* +1 on firing all units within 5cms of Chewbacca

* Enemy fire @ short range:
0 immediately retreat 5cm

* Sith must throw 9 or 0 to kill Chewbacca

R2D2	ASAJJ VENTRESS
* Move 5cm * No movement penalties for terrain * embarking and disembarking vehicles can be combined with beginning or end of 5cm move * Enemy fire @ short range: 0 immediately retreat 5cm * Sith must throw 9 or 0 to kill R2D2 * R2D2 carries secret plans stolen from Count Dokuu for a new campaign in the outer rim against the Republic	* Move 5cm * Jump 10cm – alternate moves only * No movement penalties for terrain * embarking and disembarking vehicles can be combined with beginning or end of 5cm move * Light Sabre kills 3 units in jump range *Force can move 1 unit 5cm within 10cm * Enemy fire @ short range: 0 immediately retreat 5cm * Fighting Jedi simultaneous throws: 1,2 no effect 3,4,5,6,7,8 Jedi immediately retreats 5cm 9,0 Jedi retreats until reaches Drop Ship
SAVAGE OPRESS	**DARTH MAUL**
* Move 5cm * Jump 10cm – alternate moves only * No movement penalties for terrain * embarking and disembarking vehicles can be combined with beginning or end of 5cm move * Light Sabre kills 2 units in jump range * Force can move 1 unit 5cm within 10cm * Enemy fire @ short range: 0 immediately retreat 5cm * Fighting Jedi simultaneous throws: 1,2 no effect 3,4,5,6,7,8 Jedi immediately retreats 5cm 9,0 Jedi retreats until reaches Drop Ship	* Move 5cm * Jump 10cm – alternate moves only * No movement penalties for terrain * embarking and disembarking vehicles can be combined with beginning or end of 5cm move * Light Sabre kills 2 units in jump range * Force can move 1 unit 5cm within 10cm * Enemy fire @ short range: 0 immediately retreat 5cm * Fighting Jedi simultaneous throws: 1,2 no effect 3,4,5,6,7,8 Jedi immediately retreats 5cm 9,0 Jedi retreats until reaches Drop Ship

INQUISITOR * Move 5cm * Jump 10cm – alternate moves only * No movement penalties for terrain * embarking and disembarking vehicles can be combined with beginning or end of 5cm move * Light Sabre kills 2 units in jump range * Enemy fire @ short range: 0 immediately retreat 5cm * Fighting Jedi simultaneous throws: 1,2 no effect 3,4,5,6,7,8 Jedi immediately retreats 5cm 9,0 Jedi retreats until reaches Drop Ship	