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>>>UPGRADE<<<

EIC LEAGUE is a combat simulation different from others. The structure combines the best of tactical war games with the added detail of RPGs (role-playing games). You, as the coach of your own futuristic combat team, equip forces and develop a game plan against other teams. You will design the individual units and direct the strategy of your own Electronic/Intelligent Combat team: THE EIC LEAGUE. You'll have to use advanced planning, strategy and tactics: competition will be fierce!

Scenario: You custom design each piece on a team that plays on a field monitored by fans across globe, via pay-per-view access. Like chess on steroids!

The rules of this game have been written for a medium-level gamer and assume some familiarity with RPGs and tactical war games. If you do not have some gaming experience, this simulation will most likely be too difficult for you.

EQUIPMENT-

Once assembled, your EIC LEAGUE game should contain the following pieces:

Complete rules for league play (this document)

Ground (hex) map (supplied by players, any hex grid will do. You can use an old one or buy a new one)

Some type of unit markers for suit units (supplied by players)

Some type of unit markers for tank units (supplied by players)

Marker for Base HQ (supplied by players)

1 master Statadata sheet (included here, make copies)

2 colored dice (10 sided, two different colors, supplied by players)

2 white dice (standard, six sided variety, supplied by players)

The first time you play, designing the units for play will take approximately 3 hours. After you have finished designing and equipping your team, actual playing time runs from 1 1/2 to 3 hours.

TO SET UP: Place playing field (hex grid) on a table top and tape down sides. Place a base marker at each end of the map, or equidistant around the map if more than two players. This base marker is your starting point.

How to read dice:

White dice: these are regular dice. When rolled together these dice are added and totalled. Example: 3 and 2= 5

Colored dice: unique 10 sided dice available in a variety of colors from a hobby shop. When rolled together, these dice are read as a linear number with one die in the 10s position and the other die in the 1s

position. You decide which color die will represent 10s and which will represent 1s. Example: You have a red die and a yellow die; you decide the red will be 10s. You roll a red 2 and a yellow 7: your number is 27. You roll a red 7 and a yellow 2: your number is 72. Note: 00 is always read as 100.

Credits and Costs of equipping your team:

For the purposes of the game, you play a coach who has hired a marketing firm to raise funds for your drive toward the EIC League Championship. To get started in your quest, roll the two (2) six-sided dice (d6), add the total, and multiply the total by 1000. Add 4000 to the total. This is the final credit total for your EIC League team and first challenge in your run for the title. Example: roll 3 and 2. 3+2=5, $5 \times 1000=5000$ cr +4000cr =9000 total credits for you to spend. This would be an average budget in the game, the lowest possible total being 6000 and the highest being 16,000.

The two areas you may spend your credits are:

- * Creating immediate forces (tanks or suits)
- * Repairs and recovery

[1] SPENDING CREDITS ON IMMEDIATE FORCES

In the above example, you started with 9,000 credits. You next need to look at the cost of a basic tank unit or armor suit unit-

ARM GUNS- (overpowered machine guns) E- DFR- PWR- PWR- SPD- DET- ECM- WEAPONS 1) 2) 3) 4)	SUIT UNIT- CLASS	ENERGY-		
ATTR- DFR- DFR- PWR- SPD- DET- ECM- WEAPONS 1) 2) 3) 4) ARM GUNS- (overpowered machine guns) E- RATE NEEDS DELIVERY DAMAGE 1/2 PWR 1/2 PWR WEAPONS 1) 4) 5)		(1/2 BOD + ATTR + DFF	R + PWR) Before bonus	es
DFR-PWR-SPD-DET-ECM- WEAPONS 1) 2) 3) 4)	BOD-			
PWR-SPD-DET-ECM- WEAPONS 1) 2) 3) 4)	ATTR-		red machine guns)	
SPD- DET- ECM- WEAPONS 1) 2) 3) 4)	DFR-			
DET- ECM- WEAPONS 1) 2) 3) 4)	PWR-	1/ round low	self	1/2 PWR
WEAPONS 1) 2) 3) 4) 5)	SPD-			
WEAPONS 1) 2) 3) 4) 5)				
1) 2) 3) 4) 5)	ECM-			
2) 3) 4) 5)	WEAPONS			
3) 4) 5)	1)			
4) 5)	2)			
5)	3)			
	4)			
TYYG LD VIII GO GIIG 400 GD	5)			

TANK UNIT-	ENERGY-
CLASS	(1/2 BOD + ATTR + DFR + PWR)
BOD-	MAIN GUN-
ATTR-	RATE NEEDS DELIVERY DAMAGE
DFR-	round high PWR PWR
PWR-	
SPD-	SUB GUNS- (overpowered machine guns) E-
DET-	RATE NEEDS DELIVERY DAMAGE
ECM-	round low self 1/2 PWR
1) 2)	
3)	
4)	
5)	
6)	
7)	
8)	
9)	
10)	
SPECIAL WEAPONRY SPECIAL DE	TECTION SPECIAL MOVEMENT
SPECIAL ATTACKS OTHER SE	PECIAL FUNCTIONS OR ATTRIBUTES

How to read Statadata chart-

BOD- Body; rating of material of the unit's physical toughness

ATTR- Attack rating; unit's offensive strike capability. Some units have special attack ratings depending on special skills.

DFR- Defense rating of the unit. Compared in combat situation to attacker's attack rating on combat chart. PWR- Power. Unit's available power at any given turn; may be used to throw, is the damage rating of main gun, determine distance of beam weapons. Distance is determined by number of hexes between units. Do not take into account the angle that a unit may be flying above another unit. A PWR rating of 10 means that the unit can hit another unit 10 hexes away even if that units is flying or on an elevator. SPD- Speed. Max speed at which unit may travel. May give special bonuses on attack or defense.

DET- Detection. Rating at which unit finds enemy units to attack.

ECM- Electronic counter measures. Unit's rating for defending electronic detection. If it is higher than the opponent's DET rating, you are safe from detection (maybe).

ENERGY- Unit's total energy (expendable power). As energy depletes certain weaponry will not function. (See chart later). Damage hits are taken on energy. When energy reaches zero, unit is vanquished.

MAIN GUN- tanks automatically receive one main gun at a rating = to PWR rating of unit. As PWR is increased, attack force of main gun raises up with it. This gun is a weapon similar to an energy blaster. SUB GUNS- tank has two near the main gun, suit has two arm guns. These fire and do damage at 1/2 PWR rating, but never less than 15.

DRONE- tanks have one drone which is used to drop bombs or grenade weapons. Drones cannot detect on their own and are tied electronically to the tank unit using the tank's DET rating. Drones have no ECM. They have flight capability and fly at SPD rating, using the tank's attack turn. DRONES CANNOT BE MODIFIED.

As coach, you have the option of choosing basic units (suit or tank, {i.e.: biped or mobile armored vehicle} listed above) and customizing them yourself, or buying hot custom units (listed later) and customizing those units. Basic unit costs reflect the expense of getting the hardware to your area and paying for the technology involved. You may only improve units that already exist, not produce them yourself. You may also repair or upgrade existing units.

		PAY	ING F	OR TI	HE RA	ATING	SS WIT	H CRE	DITS		
	RATING>	10	20	30	40	50	60	70	80	90	100
С											
R	BOD	NA	NA	NA	NA	75	80	115	375	265	385
Ε	ATTR	10	15	20	30	40	55	75	110	175	225
D	DFR	10	15	25	35	55	80	115	175	265	385
1	PWR	10	15	20	30	40	55	75	110	175	225
Т											
	SPD	10	15	20	25	30	35	40	50	60	70
С	DET	10	15	20	25	30	35	40	50	60	70
0	ECM	20	30	40	60	80	110	150	220	350	450
S											
Т											

To determine the cost to raise a quality rating, first find the category of the desired rating on the left hand vertical column. Then look across the top of the horizontal axis to find the desired rating. Trace the

graph to the place where the new rating intersects with the category you want to raise. The box where they intersect will contain the number of credits that you must spend to obtain the new rating.

Example: a coach wants to set his tank unit to a defense rating (DFR) of 70. Checking the chart, he discovers that a DFR of 70 will cost 115 credits. NOTE: The game assumes that new costs are to cover the expense of removing the old technology and replace it with updated technology. Each time that technology is improved the full price must be paid. Choose carefully.

No unit can have more than 2 ratings of 100 or above and 2 ratings of 90 in basic seven qualities. This limit refers to the qualities being set by credit purchase and does not include qualities pushed over the "100" limit by special bonuses or boosters for that unit. In other words, the limit includes ratings BEFORE bonuses for special units. Example: a player puts a BOD and PWR rating of 100 into a Jack Rabbit unit. The unit could still have DFR and ECM ratings over 100 if he put a DFR and ECM of 90 into the Rabbit. This is because the Rabbit automatically upgrades the DFR and ECM with a +20 bonus and a +30 bonus for those qualities.

WEAPON COSTS- There are two categories of weapons that players will have to contend with. Some weapons are sold by the "each" such as nuclear bombs, some are sold by the "load" such as grenades or exploding bullets. Players must keep track of the amount of attacks of load weapons throughout the game. The next category of weapons are those run by Energy and these weapons will fail if your unit's energy rating falls below a certain percentage of its original total energy rating (see combat results later).

RANGE	<u> TYPE</u> _	SPECIAL EFFECTS	DAM	FIRE RATE	COST
PWR	PLASMA BEAM	Force / Heat	60 / 30	1/rnd	180 cr
PWR	SONIC BEAM	Sonic attack	40	1/rnd	100cr
PWR	LASER		55	1/rnd	120cr
PWR	CONCUSSION CANNON		90	1/rnd	150cr
PWR	HEAVY LASER	Tank units only	90	1/rnd	200cr
PWR	FLAME THROWER	Heat attack	40	1/rnd	100cr
PWR	LIQUID ICE	Ice attack	40	1/rnd	100cr
PWR	OXY PLUS	Oxidation	No damage	1/3 rounds	400cr
PWR	GRENADE LAUNCHER	add +30 to ATTR	Payload	1/rnd	200cr
PWR	AUTO CANNON	Exploding bullets	25	1/round	50cr/ 25 shots
THROW	SONIC GRENADES	sonic attack	60	1/rnd	90/load
THROW	POLAR GRENADES	Ice attack	60	1/rnd	90/load
THROW	FRAGMENT GRENADES	Fractures BOD rating	BOD -2	1/rnd	90/load
THROW	PARALYSIS GRENADES	Causes paralysis	None	1/rnd	1200cr/ 5 grenades
THROW	NUKE GRENADES	Heat / Force	75 / 60	1/rnd	500/load
10 HEX	HI EXPLOSIVE MISSILE		150	1/rnd	200cr ea
9 HEX	SONIC MISSILE	sonic attack	90	1/rnd	200cr ea
9 HEX	POLAR MISSILE	ice attack	90	1/rnd	200cr ea
10 HEX	NUKE MISSILE	Heat / Force	200 / 160	1/round	400cr ea
DROP	NUCLEAR BOMB	Tandem suits or drone	400 / 300	1/round	1000cr ea
PWR	TANK DRONE	replacement only	payload	1/rnd	200cr ea
	MISSILE POD	1 Pod per suit	Allows extra missile		400cr
GRENADI are 5 per l	E LOADS= 10 per suit, 30 pe load	r tank, except paralysis gre	nades which		

RANGE: # of hexes a weapon reaches, travels or affects (in an area attack)

TYPE: refers to the kind of weapon you are buying

SPECIAL EFFECTS: special damage factors intrinsic to the weapon

DAMAGE: rating that actually compares to target's BOD rating, the difference then being subtracted from the target's energy rating

RATE: of fire; number of times a weapon may be used each round. Units fire once per round, not once per weapon per round. Rate of fire lets players gauge how long it takes a weapon to recharge. Only units with extra attacks per round may attack more than once, but still must use different weapons. Pay close attention to this category. Example: a unit must wait four rounds in between firing an oxyplus gun and firing again. A team may use oxy plus again in that time if another unit on that team also has oxy plus. If you choose to ignore this restriction and your opponent catches you, the unit firing again before enough recharge time has passed, suffers a 20 point loss of ENERGY for each round that the unit rushes the shot. Remember to keep track of your opponents shots.

BASIC COST: the number of credits it costs to equip a unit with that weapon, some weapons are by "each", some are by "load"

Footnotes-

OXY PLUS- No damage caused by successful hit. Oxidizes armor (BOD) and causes it to become brittle and useless. Multiply the attacked unit's BOD rating x .10 to find out how many more rounds armor (BOD) will be useful. After the rounds pass, the BOD rating drops to 0 and armor (BOD) becomes worthless (exception is a BOD rating of 80 which is OXY resistant).

PARALYSIS GRENADE- causes magnetic overload in unit's computer system. A successful hit causes no damage, but the unit is unable to move for (x) rounds (see chart in combat result section). DFR drops to HALF (round down on charts) for the unit for the duration of the paralysis. DFR returns to normal rating after paralysis wears off. ECM is not affected by paralysis, and units can still block DET effectively. A player cannot attack with a paralyzed unit. Flight and elevator disabled during paralysis, and unit will fall to the ground, but suffer no energy loss.

FRAGMENTATION GRENADE- causes no energy loss to unit, but for each successful hit, defending unit loses 2 points of BOD rating. After 8 hits on a single units by FRAG grenades, the unit is no longer able to Ram as an attack, regardless of BOD rating.

NUCLEAR BOMB- most dangerous of all weapons. Has no delivery system of its own, must be airdropped by a tank drone or two (2) tandem suit units with flight capability. Damage = heat 400, force 300; remember that this is an area weapon, so watch for friendly units in damage zone. Also note the difference between NUCLEAR and PLASMA attacks. Plasma ratings are force + heat, in nuclear attacks heat is the greater factor, heat + force. Assess heat shielding against heat attacks.

Note: a load for a tank is 3x the size a load for a suit, but costs the same. Each load takes up one weapon slot. Also note that nuclear bombs and missiles are sold by the each.

LOAD CAPACITIES:

Tanks load up with 3x as much (load) product, but pay the same amount that a suit does for its load. Each single load takes up a weapon slot. 2 loads of nuke grenades would take up 2 slots. Units may not carry more than listed capacities even if the coach has more credits to spend, there just isn't any more room.

	TANKS	SUITS	NOTES		
CONCUSSION BEAM	2 per unit	1 per unit	cannot fire in flight		
LIQUID ICE	2 per unit	1 per "			
ACID STREAM GUN	2 per unit	1 per "			
FLAME THROWER	2 per "	1 per "			
PLASMA CANNON	1 per "	1 per "			
BULLETS	unlimited	unlimited			
AUTOCANNON BULLETS	6 loads (150bursts)	2 loads (50 bu	ırsts)		
MISSILES	6 total	3 total			
MACHINE GUNS	4 per unit	2 per unit			
GRENADE LAUNCHERS	2 per "	1 per "	adds to attack		
LASERS	2 total	1 only			
GRENADES	4 loads (120)	2 loads (20) p	er type of grenade		
OXY PLUS	1 only per	1 only per sui	t		
NUKE BOMB	2 total	1 per suit	(must be delivered by 2)		
SONIC BEAM	1 only	1 only			
(remember, grenade loads for tanks are 30 count per load; 10 per load for suits)					

BODY ARMOR-

Following is a chart of the attributes of armor (BOD) materials. Resistances (shielding) are separate from armor. Any level of armor may buy special shielding. BOD is the term used to refer to armor ratings on the Satadata charts:

BOD CHART

Material	Protection Rating	SPD adjustment	Special qualities
Spiderweb	50	+20	
The Stopper	60	+10	
Forceflex	70 (+35 sonic resistance)	0	
Tuffstuff	80 (special material)	0	impervious to oxy plus
Carbonkote	90	0	
Diamondprufe	100	0	
Tanktuff	110	-1 hex	tanks only
TanktuffII	120	-2 hex	" "
TanktuffIII	130	-3 hex	" "
Tankup	140	-4 hex	" "
TankupII	150	-5 hex	11 11

Prices for BOD above rating of 100 are not listed on credit cost chart. for each rating higher than 100 (diamondprufe) add 100 credits to the cost to get that armor. Example: TanktuffII with a rating of 120 would cost 585 credits (200 credits above cost of diamondprufe)

Resist	ances (Shielding)	COST
Laser	10-100 vs laser damage	20cr per 10, instead of BOD rating
Heat	10-100 vs heat damage	10cr per 10, instead of BOD rating
Cold	10-100 vs cold (ice) damage	20cr per 10, instead of BOD
Sonic	10-100 vs sonic damage	30cr per 10, instead of BOD

Resistances: special defenses given to any grade armor. Specializes against specific attacks. Heat, Laser, Sonic and Cold shielding are used instead of BOD against those attacks, as BOD armor cannot shield these attacks. Example: Laser shields are used to deflect laser attack.

Player can place no more than <u>120 total rating of shielding on any one unit</u>. This restriction applies only to units in the MINOR LEAGUE (the league players start in). Players may buy and distribute resistance ratings as he chooses as long as each unit does not exceed the 120 total rating unit. Example: a unit with a laser resistance of 60 and cold of 60; or cold, heat and sonic ratings of 40; or a cold rating of 100 and laser of 20.

ENERGY LOSS (E-NEEDS of weapons)

Certain weapon systems are affected by loss of the unit's ENERGY. When a unit's ENERGY rating falls below a certain % of the unit's ENERGY rating from the start of the contest, some weapons will fail to function. Otherwise, weapons may fire normally within their own guidelines (shots per round, load capacities, etc...)

WEAPON E-NEEDS

HIGH (100-70%)	MEDIUM (69-31%)	LOW (30-10%)	9% or below
Plasma	Flame thrower	Arm guns	Failure
Sonic beam	Ice	Missiles	
Lasers	Concussion beam	Grenade launchers	
Oxy plus		Auto-Cannon	
Tank main gun			

If energy falls below necessary amount, that weapon fails (keep track of your % of energy loss-divide current energy by original total energy to get current %). All weapon systems fail at 9% or below. Units may still move, throw, hit, run, etc. (except warp, elevator or flight) as normal turn.

PLAYING A TURN

INITIATIVE

Adjustments

MOVEMENT

Ground movement Special movement

DETECTION

DET vs ECM (what it means) Detection ranges

ATTACK

Fighting, shooting, throwing, ramming ATTR vs DFR
Attack adjustment
Weapon ranges
Weapon booster

Special weapon equipment Sharpshooting

RESULTS

Vanquished units Retreat & recover Blast radius & strength

PLAYING A TURN (in this order)

- 1)Initiative
- 2)Movement
- 3)Detection
- 4)Attack
- 5)Results

1) INITIATIVE

Players each take a colored die (0-9) and roll it once. Player with the higher number has initiative on that turn. Some specialty units (such as SPOOK class suits) have special detection abilities that could affect initiative. Check units' Statadata sheets. A natural roll beats one that has been enhanced with bonuses. I.E.. a natural (rolled) "7" beats a "5" with a "2" bonus added to it.

Players with the initiative for the round, move last in the movement round and then attack first.

2) MOVEMENT

Tanks and suits move at SPD on the ground. SPD rating multiplied by .1 gives number of hexes a unit may move per round. Units may be equipped with special movement other than ground movement: FLIGHT, WARP, OR ELEVATOR.

FLIGHT is movement through the atmosphere. Units have the option of landing or staying aloft after air movement. Add +20 to unit's DFR while unit is in the air and +10 to DET rating; units cannot fire concussion beams while in flight. Only SUIT units may have flight capability because of a TANK unit's weight restrictions. Flight ranges are equal to PWR rating X .1 = number of hexes a unit may fly per turn. Example a suit with flight and a PWR rating of 50 may fly 5 hexes per turn. Cost: 300 cr per unit. A unit cannot be rammed or fight (hand to hand) while in flight. Flight capability fails when unit drops below 31% of original ENERGY rating.

WARP is instantaneous travel from one hex to another. The unit actually gains the ability to fold space and run through a rift hole to the other side of the fold. Add 1 to a team's initiative roll for each tank on the team that will be using WARP on that turn. Coaches must declare to the opponent that they are using WARP before the initiative rolls have been made. WARP range is PWR rating X .1 = number of hexes a unit may WARP per turn. +20 to DFR if a tank unit has WARP. SUIT units cannot have WARP ability due to space restrictions in the unit. 300 cr per unit. Warp ability fails when unit drops below 31% of original ENERGY rating.

ELEVATOR is movement on a vertical plane, riding atop a column force field. All weapons may fire atop an elevator due to electronic stability backing. Upward ELEVATOR ranges are determined by PWR rating, multiplied by .1 = number of hexes a unit may move vertically per turn. Units cannot move forward or backward while atop an ELEVATOR. A movement up or down on an elevator is one movement turn. You must wait until the next movement turn to move on the ground. Also if a tank is equipped with WARP and ELEVATOR, both cannot be used in the same turn (ie you can't warp off the top of an elevator). A unit increases his DET rating and ATTR rating +10 for each 5 hexes that the unit moves vertically. 400 cr per unit. A unit cannot ram, but can be rammed by a flying unit, and cannot fight hand-to-hand while on elevator. Elevators fail if energy of unit falls below 31%.

3)DETECTION (electronic lock-on)

A unit must be electronically detected by an attacking unit before the attacker my fire upon defending unit. This is done by checking the attacker's DET rating and making a roll on a corresponding scale. Write your number down, it will be the same every time. You roll against your rating- DO NOT COMPARE YOUR DET AGAINST ANOTHER'S ECM. ECM comes later. If the attacker makes his roll to detect, then ALL units within the attacker's detection range with an ECM equal to or lower than the detection rating, are detected and able to be attacked. A defending unit with an ECM higher than the attacking unit's DET rating can not be detected, even if the defender is within the attacker's detection range, and even if the attacker makes his roll.

DETECTION RANGE (diameter) is calculated in hexes. Take the unit's DET rating and divide by 10; the resulting number is the amount of hexes (in diameter) a unit can detect. When calculating a unit's detection range, players should not count the hex that the unit is sitting in. Example: a unit with a DET of 30 can detect up to 3 hexes away (in any direction) not counting the hex that the unit is in.

YOUR DET		
RATING	ROLL NEEDED	DETECTS ECM OR BELOW
10	95	10 or below
20	90	20 or below
30	85	30 or below
40	80	40 or below
50	75	50 or below
60	70	60 or below
70	65	70 or below
80	60	80 or below
90	55	90 or below
100	50	100 or below
110	45	110 or below
120	40	120 or below
130	35	130 or below DET MUST BE AT LEAST EQUAL TO OPPONENTS ECM, REGARDLESS
Beyond 130	30	OF SUCCESSFUL ROLL

A successful roll will detect opponents within detection range that have an ECM equal to or lesser than the attacking unit's DET rating. Again, remember that defending units with an ECM higher than the attacker's DET rating cannot be detected by that specific unit even if the defender is in range: the defender's Electronic Counter Measures are just too sophisticated for the attacker to be able to pick the defender up electronically. **The only exception is if a player rolls a 00 on DET roll**. For that one turn,

all units of the opponent that are in range are detected, regardless of ECM (hey, electronics are not perfect). NOTE: If neither player has enemies in detection range, the turn is over and players go back to the initiative stage of the game to start the next round.

WILDFIRE RULE- If all your units have a DET rating below all the opponents (remaining) units, you are allowed WILDFIRE shots, which is firing by sight. Subtract 50 from your ATTR for any WILD FIRE shot. This attack is only allowed if all units of the opponent have an ECM higher than your DET rating, and if there is no way for you to compensate with. This does not apply if the opponent has units that are of lower ECM but are just out of range. If all opponent's units have ECM higher than your DET, all of your units can fire WILDFIRE shots in this manner.

4)ATTACK

Once you have detected a unit, that unit is now vulnerable to attack if the attacker chooses to do so. But just because a unit has been detected is no guarantee of success. To attack, an offensive unit must roll on a table comparing the attacker's ATTR to the defender's DFR. When trying to roll for a detect, opponents are pitting themselves against their enemies electronically. Now, in this stage units are actually comparing how well an attacker attacks against how well a defender defends. Attacks my be as follows:

Fighting: punching with fists (if a suit unit), hitting with an object, chopping, kicking, thrusting; similar to close hand to hand combat. **Must be on adjacent hex**. **Damage is equal to 1/4 BOD + 1/4 ATTR +1/4 PWR.** Some units have fighting skills that inflict greater damage on defending units; use this assessment of damage instead. (Note: some units have special ATTR bonuses for fighting. These bonuses apply only when the unit is fighting, not other attacks like throwing a grenade, ramming or firing a gun weapon.)

Shooting: firing any distance weapon

Throwing: rather than shooting; throwing a grenade, etc... Throwing distance is equal to unit's PWR rating divided by 10 to get # of hexes that is unit's range

Ramming: with the unit itself. **Damage** = **SPD** + ½ **BOD** of attacking unit. If attacking unit has lower BOD rating than defender, damage is inflicted on the attacking unit itself. On a tie, the damage goes to the defender... note: ramming is an attack, not a movement. Tanks ram at SPD rating, not at WARP ability. Make sure you can reach your opponent at SPD if you choose to ram.

ATTR/DFR RESULT CHART

DFR RATING	АТ	TR RA	ATING	>>>									
vvv	10	20	30	40	50	60	70	80	90	100	110	120	BEYOND
BELOW 10	65	60	60	55	55	50	45	40	35	30	30	25	25
10	65	60	60	55	55	50	45	40	35	30	30	25	25
20	70	65	60	60	55	55	50	45	40	35	30	30	25
30	75	70	65	60	60	55	55	50	45	40	35	30	30
40	80	75	70	65	60	60	55	55	50	45	40	35	30
50	80	80	75	70	65	60	60	55	55	50	45	40	35
60	80	80	80	75	70	65	60	60	55	55	50	45	40
70	85	80	80	80	75	70	65	60	60	55	55	50	45
80	90	85	80	80	80	75	70	65	60	60	55	55	50
90	90	90	85	80	80	80	75	70	65	60	60	55	55
100	99	90	90	85	80	80	80	75	70	65	60	60	55
110	99	99	90	90	85	80	80	80	75	70	65	60	60
120	99	99	99	90	90	85	80	80	80	75	70	65	60
BEYOND	99	99	99	99	90	90	85	80	80	80	75	70	65

How to use chart-

Attacker finds his ATTR on chart (use scale across the top), and compares that to the defender's DFR rating (find that on scale running up and down on the left hand side). Cross reference columns to find where the two ratings intersect, this will give you the number you have to BEAT for a successful attack (a tie isn't good enough).

Attackers check the chart for result after he announces his ATTR and defender reveals his DFR rating.

Attack adjustments-

SPD- high speed ratings give units an attack bonus. For a SPD rating of 100 or above, shift one row up on ATTR rating on above chart, when unit is attacking.

ATTR- high ATTR gives extra attacks to units that possess those qualities. an attack rating of 110 or higher gives the unit **one extra attack per round** in addition to any other attack bonuses for weapon skills or special attacks. (no additional DET needed for the round). Bonuses for weapons (such as +30 for grenade launcher) do not count toward the extra attack bonus.

Weapon ranges-

Range of any energy powered weapon (E-NEEDS) is determined by PWR rating of unit. One hex for each 10 of PWR rating. Some weapons have their own ranges (missiles, etc...) and some are at the range of their delivery system... i.e. a grenade is delivered by a grenade launcher or the arm of a biped unit if it is thrown. Example: a plasma beam is shot from a tank with a PWR rating of 60, range is 6 hexes. Make sure the units you want to detect is within the range of the weapon you want to shoot it with.

You MUST declare the weapon you are attacking with before rolling your TO HIT roll in the attack sequence.

Weapon booster-

Any weapon run by medium or high power needs (see E-NEEDS) is available for an energy boost. Energy boosts are very powerful adjustments and very costly to a unit's energy reserves. Essentially, what a unit is doing during an energy boost is redirecting some of the unit's total available energy and channeling it through a certain weapon for a one time "super-shot". Energy boosts are subtracted directly from attacker's energy rating and added directly to the damage rating of the attacking weapon. Example: a suit with a current energy rating of 210 attacks with a sonic beam. Attacker announces before he rolls for an attack with his "to hit" roll that he will add a weapon booster of 50 points. The energy of his suit unit drops to 160 as he fires his weapon, realizing that he may hit or he may miss. If the attack roll is successful, the weapon does 90 points of sonic damage instead of the normal 40. If he misses, the booster is still subtracted from the attacker's energy rating, as energy is put into the shot, not the hit. Weapon boosters are good for one shot only. Note: if a 2-effect weapon is fired with a weapon booster (such as Plasma Cannon), one half of the increase is applied to each effect. A Plasma Cannon fired with a weapon booster of 50 would receive an additional 25 for force and 25 for heat.

Sharpshooting-

Players may sharpshoot a defender. Sharpshoot means that the attacker may (in theory) aim for a weak spot. A successful shot means that BOD (but not resistances) is ignored for that one shot, the defending unit taking the full brunt of the attack. Players cannot sharpshoot with area weapons (grenades, missiles, bombs). The tactic is useful in a situation where the attacker has only a machine gun to fire (or some such weapon) but the weapon doesn't have enough hudspah to penetrate the defender's BOD rating and inflict damage. With a sharpshoot, an Auto Cannon can now damage a unit with a higher BOD rating, that would have simply shrugged off the blast. Keep in mind that Sharpshoot can be combined with a weapon booster (on energy weapons) for a particularly deadly (but costly) energy attack.

To sharpshoot, attacker's ATTR must be equal to or higher than the defender's DFR rating. Subtract the DFR from the ATTR and get the number to beat on a roll with two ten-sided dice.

Attacker's ATTR	Number needed to	Results
minus defender's	beat for success	
DFR		
0	97	
10	94	An unsuccessful
20	89	roll means that
30	79	the shot did not
40	64	hit at all
50	44	
60	24	A successful hit
70	14	means that the
80	11	defending unit
90	09	takes all damage
100	06	from the weapon minus shields

**LETHAL BLOW: any roll that an attacker rolls 00 on an attack (not detection phase), the attacker scores a lethal blow. DOUBLE DAMAGE is inflicted on defending unit (double attack damage minus BOD or resistances on defender) for that one attack. It is presumed that the attacker hit a critical area such as a joint or critical electronic area or so on. In addition, the defender loses one weapon from his statadata sheet, that weapon being damaged beyond repair. Roll the six sided die for the result of the lethal blow:

LETHAL B	LOW LOSS CHART
Roll	Result
1	Loss of weapon listed as #1
2	Loss of weapon listed as #2
3	Loss of weapon listed as #3
4	Loss of weapon listed as #4
5	Loss of weapon listed as #5
6	Attacker's choice (#1-5)

Multiples for lethal blow are added to any successful multiples for attacks by special units. FOR BEST PLAYABILITY attacker should roll detection and attack with that one unit (if able to) before going on to the next unit trying a detection roll. This will help keep things straight instead of rolling all detections then trying to remember which unit made its detection roll. Each unit must detect on each turn; you cannot attack all units on the defender team just because one of your units made a detection.

Blast Radius & Strength- grenades (excluding paralysis grenades), missiles, bombs have a blast radius. They hit with full strength on the targeted hex (hex that detected unit is sitting in) and as the blast travels outward, the blast reduces 20 points of damage for each hex travelled. Example, if a sonic grenade hits with 50 points on the targeted hex, then units in adjacent hexes would be subject to 30 points of sonic assault. Units two hexes away would be subject to 10 points of sonic attack. Units beyond that range, would not be subject to damage as they are outside of the blast radius strength.

Paralysis_grenades-successful_hit_causes_immobility_(x)_rounds:

TARGET BOD+	ROUNDS
PWR RATING	IMMOBILIZED
110	10
120	09
130	08
140	07
150	06
160	05
170	04
180	03
190	02
200	01
210 or above	00

COMBAT RESULTS-

Many results of combat have been explained in the combat section of the rules. He is an encapsulated overview of combat, with special results following:

- 1) units must lock-on (DET detection) to an opposing unit before firing on that unit. The only exception is close units that have taken incidental damage from an area attack, like a grenade or missile. This damage affects both friendly and enemy units in range.
- 2) once a unit is detected, it may be fired on. Units must be detected each and every turn. A unit is not vulnerable to attack for the rest of the game after it has been detected once. Players must detect their opponents each turn, before attacking.
- 3) players compare their ATTR rating to defender's DFR rating finding intersecting value on the ATTR/DFR chart. Players must beat the number listed on the attack grid for an attack to be successful.
- 4) after an opponent has fired upon a defender, the defender takes the damage value of the shot (remember to adjust for "weapon booster", "sharpshoot" or "lethal blow") and subtracts the value of the defender's BOD or shielding. The remaining number is subtracted from the defender's ENERGY rating.

Never give away your energy ratings to your opponent. The opposition could not figure out how much energy you had left in a real combat situation, and besides if you have lots of energy left after taking quite a few hits, it might be a good time to play possum and let the unit sit for a couple of turns to draw your enemy in.

Vanquished units- a unit is vanquished when all of its energy is gone.

(ENERGY = 0) A vanquished unit may never return to battle. It is captured by the victor of the battle. The victor can either be the original owner of the unit, or the owner's opponent, whoever becomes the victor. In either case, the owner of the unit, after the battle is over, may take the unit back to base, scrap the unit, and use the undamaged/unused weapons. Any unused weapons (grenades, missiles, grenade launchers, beam weapons unless destroyed by a lethal blow, etc) may be added to future units and future play.

RETREAT AND RECOVER- players may retreat from battle at any time and return to their base and recover and recharge as long as they have credits to spend. Losses cost time and money (credits) to repair. Use the following formula to figure amount of credits and number of rounds that the unit will have to sit at the base to recover the desired energy rating:

TIME: multiply the number of ENERGY units that you desire to recover X .1 to get the number of rounds that unit will have to sit for recovery. In other words, units recover 10 energy points per round sat. 50 energy points would be recovered in 5 rounds.

CREDITS: multiply the number of ENERGY units you desire to recover X 5 to get the amount of credit costs for recovery. In other words, 50 energy units would cost 250 credits and 5 rounds of waiting. Players may never exceed the original maximum ENERGY rating of the unit.

-NO MORE THAN TWO (2) UNITS MAY RETREAT & RECOVER AT ANY ONE TIME-

Retreat must be announced at the initial movement phase of the players turn. A unit may not engage in combat while retreating.

RELOAD- units may at any time retreat to base and reload empty weapon slots (grenades, missiles, etc) paying again the original cost of loading that weapon. Example, reload a slot with 10 Sonic grenades in a suit for 90cr. Reload takes one round in the base at which time the player MUST move out of the base.

PLAYERS CONTINUE PLAYING TURNS UNTIL:

- 1) One player crushes all opponents and victor takes the spoils (damaged units) and award money.
- 2) One player wishes to negotiate a surrender. Such a resolution may be that the player gets to walk away with his own intact, remaining units (for future use), leaving the damaged units for the victor to scavenge and that the victor gets the prize money.
- 3) REMEMBER TO COLLECT THE PURSE! If a player forces an opponent into one of the two scenarios above, the victor collects the financial rewards of victory: **MINOR League victor collects 15,000 credits.** Losing player issues a receipt for the credit allowance. Issue a new receipt for the remaining credits if only part is cashed in a future battle (you'll have to keep track of this).

The purse increases accordingly with cross-training league and major league victories. (See advanced game rules) Victors can use their own surviving units in a future battle (with FREE energy recharge) but not free reload of weapons that need to be reloaded. They may also scrap the old units and take weapons out to refit into new units (a huge cost savings). They may pay for upgrades to their own units' BOD, ATTR, DFR, PWR, SPD, DET and ECM within the normal guidelines. Victors cannot recharge or reuse any captured (opponent) units. They are only available for weapons to be used after scrapping them.

PRE-PLAY CHECKLIST

DID YOU...

Record all costs and deduct all credits from your fund?
Check load capacities of each unit, not overfilling them?
Double check weapon's energy needs before firing them in a turn?
List special movements of units
List attack/defense adjustments
Note weapon ranges (PWR rating x .1 = # of hexes)
Remember to make notes to use your weapon booster and sharpshooting, watch for lethal blows.

UNITS IN LEAGUES

While playing games, growing as a player and facing new challenges, you may come across some teams or players that seem too experienced. To keep parity in the gaming, the following table has been established:

Teams with 1-6 units MINOR LEAGUE (Only 3 custom units)
Teams with 7-12 units CROSS TRAINING LEAGUE (Up to 6 custom units)
Teams with 13 or more MASTER LEAGUE (Unlimited custom units)

To keep parity in gaming and competition, be sure that the opponent has a team that fits into the same league.

SPECIALTY UNITS

These units are available in addition to the basic units listed at the beginning of the rules. Each unit costs is shown. The units have intrinsic capabilities that make them very valuable. Minor league teams are allowed only 3 specialty units per team. This limit is increased in the cross-training and major leagues.

SUIT UNIT- WATCHER CLASS	ENERGY- (1/2 BOD +	ATTR + D	PFR + PWR) Before b	onuses
BOD- ATTR-		E-	owered machine gur	
DFR- PWR- SPD- DET- (+60) ECM- (-20)	RATE 1/ round	NEEDS low	DELIVERY self	DAMAGE 1/2 PWR
WEAPONS 1)				
2) 3)				
Only 3 weapons due to pod	space limitations	, no bombs	;, no missiles unless	Watcher buys a missile

SUIT UNIT- JACKRABBIT CLASS	ENERGY- (1/2 BOD + ATTI	$R+\mathrm{DFR}+\mathrm{PWR})$ Before bo	onuses
BOD- ATTR- DFR- (+20) PWR- SPD- DET- ECM- (+30)	F	overpowered machine guns E- EDS DELIVERY ow self	DAMAGE 1/2 PWR
WEAPONS 1) 2)			
3)4)5)			

SUIT UNIT- SPOOK CLASS	ENERGY- (1/2 BOD + ATTR + DFR + PWR) Before bonuses
BOD- ATTR- DFR- (+20) PWR- SPD- DET- (+20) ECM-	ARM GUNS- (overpowered machine guns) E- RATE NEEDS DELIVERY DAMAGE 1/ round low self 1/2 PWR
WEAPONS 1)	
2)	
3)	
4)	
5)	
	against opponent's best ECM on combat chart, success gives you that one turn. This ability overrides all bonuses for initiative.

SUIT UNIT- STUMPY CLASS A 3/4 size unit	ENERGY- (1/2 BOD + ATTR + DFR + PWR) ok to use DFR bonus in total			
BOD- ATTR- DFR- (+20) PWR- SPD- (+20) DET- ECM-	Standard Equipment: *CHEST CANNON AT ¾ PWR RATING E- RATE NEEDS DELIVERY DAMAGE 1/ round Medium PWR 3/4 PWR			
WEAPONS 1)				
2)				
3)				
4)				
5)				

SUIT UNIT- ARCHIE CLASS	ENERGY- (1/2 BOD + ATTR + DFR + PWR) Before bonuses
BOD- ATTR- (+20 with bow) DFR- PWR-(+10) SPD- DET- (+10) ECM-	ARM GUNS- (overpowered machine guns) E- RATE NEEDS DELIVERY DAMAGE 1/ round low self 1/2 PWR
WEAPONS 1)	
2)	
3)	
4)	
5)	
purchased as charges w no limit on capacity (as energy weapons, able t	red by bow (standard weapon slot) receive +20 to ATTR. Arrows are ith same attributes as beam weapons (sonic charge, laser charge, etc), but with grenades), and all weapons used by Archie as charges are now low to be fired until unit reaches 9% of available energy. Select 5 out of the lation, ice, flame, laser) to fill weapon slots; assess damage as if a beam

SUIT UNIT- RAGING BULL CLASS	ENERGY- (1/2 BOD + ATTR + DFR + PWR) Before bonuses	
BOD- ATTR- (+20 when fighting hand to hand) DFR- (+10) PWR- (+20) SPD- DET- ECM-	ARM GUNS- (overpowered machine guns) E- RATE NEEDS DELIVERY DAMAGE 1/ round low self 1/2 PWR	
WEAPONS 1)		
2)		
3)		
4)		
5)		
Raging bull DAM for fighting hand to hand.	ng is ½ BOD + ½ PWR, Bull has one extra attack per round when	

SUIT UNIT- OUTLAW CLASS	ENERGY- (1/2 BOD + ATTR + DFR + PWR) Before bonuses	ş		
BOD- ATTR-	ARM GUNS- (overpowered machine guns) E-			
DFR- PWR- SPD- DET- ECM-	RATE NEEDS DELIVERY 1/ round low self	DAMAGE 1/2 PWR		
WEAPONS 1)				
2)				
3)				
4)				
5)				
6) HOLSTER (1 extra weapon except missile)				
7) MISSILE POD (1 extra missile of choice)				

MASTER SHEETS

SUIT UNIT- CLASS	ENERGY- (1/2 BOD + ATTR + DFR + PWR) Before bonuses	
BOD- ATTR-	ARM GUNS- (overpowered machine guns) E-	
DFR- PWR- SPD- DET- ECM-	RATE NEEDS DELIVERY	DAMAGE 1/2 PWR
WEAPONS 1)		
2)		
3)		
4)		
5)		

Additional notes:

TANK UNIT- CLASS	ENERGY (1/2 BOI		+ DFR + PWR)	
BOD-	MAIN G			
ATTR-	RATE 1/	E- NEEDS	DELIVERY	DAMAGE
DFR-	round	high	PWR	PWR
PWR- SPD-	SUB GU		owered machine	guns)
DET-	RATE 1/	E- NEEDS	DELIVERY	DAMAGE
ECM-	round	low	self	1/2 PWR
Drone - BOD-10, ATTR-80, DFR-30, PWF WEAPONS 1)	R-30, SPD-	· 80, DET- (0, DET- 0, ENER	GY- 140, FLIGHT
2)				
3)				
4)				
5)				
6)				
7)				
8)				
9)				
10)				
SPECIAL WEAPONRY SPECIAL DETECTION SPECIAL MOVEMENT				
SPECIAL ATTACKS OTHER SPE	CIAL FUN	NCTIONS (OR ATTRIBUTE	S

<u>UPGRADED WEAPONS</u>, <u>UNITS</u> and <u>ATTACKS</u>- the expansion pack of EIC League is now available. It contains over 10 new custom units, 10 new weapons, and new attack phases. For a complete list of contents (we are always working to update the version) email me at <u>deengill@gmail.com</u>. The cost? Only \$14.95 (one time fee) to receive the latest version and ALL future updates (if there's 20, then you get all 20!) The game is infinitely expandable and unlike computer games where you have to pay for each upgrade, we keep you up on all the latest weapons and technology. Definitely the best deal going!

Special thanks to Benjamin D. Gill and Luke I.R. Gill for help in designing and debugging this game. I couldn't have done it without your help!

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